



## Sullinl

EDITOR Graham 'logic' Taylor DEPUTY EDITOR Jim 'native wir' Douglas PRODUCTION EDITOR Altson 'thorough' Skeat ART EDITOR Tim 'brute force' Noonan ADVENTURE The Sorceress ZAPCHAT Jon Riglar TECHNICAL Andrew Hewson, Rupert Goodwins CONTRIBUTORS Tony 'saucy' Dillon, Chrls 'whingey' Jenkins ADVERTISEMENT MANA. GER Katherine 'top girlie' Lee ADVERTISING EXECUTIVE Martha Moloughney AD PRODUC. TION Emma 'chocey face' Ward PUBUSHER'S ASSISTANT Debbie Pearson PUBLISHER Terry 'location unknown' Pratt MARKETING Clive 'starless ánd bible black' Pembridge Phone: 01-251 6222 Fox: 01-608 2696 EDITORIAL AND ADVERTISEMENT OFFICES Priory Court, $30+32$ Farringdon Lane, London, ECIR 3AU
THIS MONTH'S COVER: Jerry 'Mr Amiable' Paris.
Printed by Nene River Press, Woodston, Peterborough Distributed by EMAP Publications Ltd.
(c) Copyright 1989 Sinclair User

ISSN No 0262-5458
SUBSCRIPTIONS ENQUIRIES: 0858410510 24 HOUR ORDER LINE: 0858410888 BACK ISSUES: Back Issues Department (SU), PO Box 500, Leicester LE99 OAA

## SATELLITE TV 48

At last the truth is revealed! How exactly do you install a Satellite TV aerial? What exactly will the sort of programs you can see on it be like? Is this really the truth? Well, no not really. The reality may be a lot worse . .


| SOFTVNARE |  | TOMCAT SPITTINGIMAGE | 45 57 |
| :---: | :---: | :---: | :---: |
| ARCADE |  | ZONE TROOPER | 64 |
| INTERNATIONAL SOCCER | 8 | DESERTISLANDDIZ OBLITERATOR | 65 88 |
| STREET GANG | 16 |  |  |
| HATE | 18 | ADVENTURES |  |
| 4BY4 | 21 | EISH | 56 |
| MOTORMASSACRE | 30 |  |  |
| INCREDIBLE SHRINKING SPHERE | 31 |  |  |
| FIREANDFORGET | 32 | SIMULAIION |  |
| HUMAN KILLING MACHINE | 34 | JOCKEY WILSON'S DARTS | 24 |
| DYNAMICDUO | 40 | INTERNATIONAL SPEEDWAY | 61 |
| VICTORYROAD | 43 | ANCIENT BATTLES | 69 |



Terrible news right after writing this month's replies to readers' letters Kamikaze Bear suffered a nervous breakdown. He may never return! Turn to True Stories immediately for the latest horrifying news! (38) Find out how you can help get him back or have him put away for ever!


## MEGATAPE 13 <br> 6 We were a bit worried about this unlucky 13

business but we thought that you might notice if we called it 13b or just went straight on to 14. So we braved it out and are we glad we did. Megatape 13 has got something for everyone. With Phantom Club we've got one of the best 3D games ever released, there's $\mathbf{5 0 0}$ different rooms to explore and loads of puzzling and zapping to be done! Check it out now! Wonder how we can be so generous! But that's not all!
We've also got oooweeeeeoo000000 Escape, an astoundingly bizarre adventure c/o Tartan Software. It's so difficult we expect to get lots of phone calls from people stuck claiming that it can't be done. It can and it also means we can say Yah Boo Sucks to all those people who write in and say "How come it's always arcade games on the Megatapes?" Phah! How come you didn't have more faith we'll say.

## COMPETITIONS (LOTS)



## WIN A DRAGON! 10

It's like this our man Tim Noonan has got a thing about Dragons (and who can blame him some of them are very attractive) and so we had a word with those marvellous Games Workshop people and they supplied Tim with a fantastic Dragon model and he using his formidable artistic skills has lovingly painted it. You can win it and loads of runners up prizes in this charmingly personalised competition.

## WIN A BIKE!

20
What a prize! You get to choose the sort of bike you'd like in this fantastic Fire and Forget competition. Has anyone ever been this generous in the history of the entire world ever? (Well there was Wayne Smedley's offer of a Porsche each if we'd only be nice to him - GT).

## WIN A SPACESHIP!

You loved the playable demo, you loved the review, you loved the Blueprint. Now in celebration of the sheer wonderfulness of Xenon we're giving you a chance to love the competition to win a host of space toys.


## COVER GAME

This month's cover game is US Gold's brilliant Streetfighter follow up, Human Killing Machine We've got the exclusive review of the game, with loads of pictures, some gorgeous playing tips (Sorry did you say gorgeous? - GT). Yes absolutely fluffy marvelously dainty playing fips (Excuse me readers I'll just have this journalist removed to the Stephen Fry home for writers who use effeminate adjectives. Next). Rite its a grate game and we like it lols and so does our mates and yoo shoud turn to page 34 right now and read all about if or I'll give you a duffin' and break your . (Next - GT).


## THIS MONTH'S POSTER

Techno Cop this month and it's totally wonderful. I think that about covers it really. Do you really think they'll shoot Den in Eastenders?


THE USUAL STUFF
zapchat
Tellit to the Bear
Charts
TrueStories
Smash Coupons
Poster
Write Stuff
Outlands
Sorceress
Play By Mail
Blueprint
Ive Got This Problem
Hewson's Helpline
Hardware Review
Arcades
Gremlin

Wow! This month's Megatape has got everything! We've got a fabulous arcade game, and a complete adventure! Now we know Adventures are not everyone's bag but we've had a lot of letters from ardent pixie bashers saying "what about an Adventure for a change" and so we've given in. (Our rivals will probably think of it next month)

## 

The Phantom Club is a collection of super heroes with strange and deadly powers. Once good guys, they've been turned to evil ways by the dark deadly and dodgy Zarg. You are Plutus, Ione superhero destined to restore the superheroes to their former goodness.
This is going to involve exploring all 500 rooms of club headquarters and performing a number of tasks. All missions are hazardous - you probably won't make it.


पूप5[1e:

## STATUS AND

## SEORING

Your score is displayed in the bottom teft of the screen, fn the middle is your energy and bottom right is the number of lives remaining. Enemies disabled score between 20 and 200 points depending on how dangerous and how many hits are needed to accomplish this.
Finding and shooting a rotating sphere on a pillar will give you a bonus score of 10,000 or 25,000 points.

Extra lives are obtained by finding the relevant object and touching it. See game play for more tetails.

## GAME PLAY

You are imbued with the 'Brainstorm' which causes a psychic bolt to shoot from your head. This is your weapon. You begin the game with five lives and full energy. Each time you hit an object or shoot your energy bar will diminish. When the energy bar has run down completely then you will lose a IIfe. In certaln rooms you will flnd what appears to be a movie screen. When you activate this by shooting at it you will then be informed of a mission. However, each individual mission can only be given if you have attained the right rank and number of points. That is, there is one mission for each ranking and if you have not obtained the rank that a particular mission requires you will be informed that you are ineligible to pursue this particular task. When you find the correct mission for your rank you must have at least 40,000 points to be given the details of this mission.
MOTE: Each time you complete a mission your rank is increased by one rating, your score resets to 0 and you will be transported to one of four random rooms within the complex. The ratings are as follows:


1. zELATOR (Beginner)

## 2. TEORICUS

3. PRACTICUS
4. PHILOPHOSUS
5. ADEPTUS MINOR
6. ADEPTUS MAJOR
7. ADEPTUS EXEMPTUS
8. MAGISTER TEMPLI
9. MAGUS
10. IPSISIMUS (Overford)

The dangers In each room are many and varied and take the forms as follows: Various inanimate and animate objects in the rooms must be avoided as the slightest contact will cause depeletion in your energy.
Super heroes wilt be encountered In different forms - monks, buddas, 'transforming beings', 'man-spiders' and many other deadly adversaries who may require more than one shot to he put out of commission. .

When the hawk symbol appears in the top left corner of your screen this indicates that a character needs to be destroyed before you are able to exit. One of which is the 'Psi-Man' who is imbued with phenomenal telepathic powers. He causes a psychological barrier to be placed across the doorways of this room and can only be defeated by destroying his astral prolection of his spirit (which takes the form of a bird) when he
releases it. When the lightning bolt symbol appears in the top left corner
of the screen then you
witt hear a bleepling sound. Thits is a countdown which signifies that all exits have been blocked. Only when thls sound has stopped can you make your escape from thls room.



## GAMES

JUCCER EMLYN HUGHES IN EMLYN HUGHES INTERNA


#### Abstract

f there is anyone who can be accused of being overfriendly, it's our own lovely Emiyn. 'He's a weasel' chirped one member of staff. 'He's chubby and cuddly' said another. He's a squeaky. friendly mouse' threw in a member of Britain's yoof. Whatever you call him, the plain and simple fact is that not many


This is done via four pull down menus that between them carry more than 50 options that range from the normal things like Load and Save, as well as things like select a team to play and start up a cup, or season or a feague. Ooooooh!
The game options let you change all the basic aspects of
people like Emlyn. Even

mean it's automatically going to be crap. Far from it. Emlyn Hughes International Soccer is better than any other Speccy footy game that has appeared
to date, even Matchday 2, daddy of 'em all.
What sets EHIS apart from the rest are the HUGE amount of options and the advanced control system. First things first, the options. There is quite a large amount of messing about and tweaking you can do to the game before you actually play it.
the game itself. You can choose whether to watch the computer playing against itself, should it get the chance and whether or not to play extra time. There are 10 skill levels to choose from, as well as the chance to play practice mode, which results in alf the opposing players not doing anything at all. You can also determine the number of
kick directions selectable from 1 (forward kicking only), 3 (forward and $45^{\circ}$ either side) and 5 (forward, $20^{\circ}$ and $70^{\circ}$ either side). You can choose backheel on/off and whether to have the goalie under computer controt.
The teams are made of lots of individual players ( Nah, really Tone? - AS), each with lots of different stats, governing how fast the character is on field, and his respective attacking, defensive and midfielding skills, alf of which can be attered, Load and Save team just save stats and names of the players. Load and Save all saves all details and Save ail saves aif detais
inderding things like whether


## TERNATIONAL SUCNLI TIONAL SOCCER EMLYN HUGHES




Yep, courtesy of Games Workshop we've got loads and loads of warriors, mythical beasts and dragons to give away! The first prize is of a particularly mean looking dragon which has been hand painted by SLI's very own Picasso - ace designer Tim


## RUNNERS UP!

But that's not all! We've got loads and loads of fabulous runners up prizes also courtesy of Games Workshop. We've got:
2 Giant Imperial Dragons
2 Zombie Dragons
5 Fantasy Regiments 5 Skeleton Hoards so you're bound to win something really horrible!

## WHAT YOU HAVE TO DO

Just answer the following questions which are all suitably dragon orientated: 1 What was the name of the dragon in The Hobbit?
a) Smug
b) Smaug
c) Smeg

2 Which of the following saints was a well known dragon slayer?
a) St Pancras
b) St and Greavsie
c) St George

3 What colour is the Welsh dragon?
a) Red
b) Beige
c) A sort of greeny bluey
colour that hasn't really got a name

## THINK YOU KNOW THE ANSWERS?

Think you can answer all of the questions? Yes? God you must be a genius. Just fill in the coupon below and send it off immediately to Win a Dragon Compo, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date for the competition is end of March.

The Coupon:
Name. $\qquad$
$\qquad$

## Answers:

1 Dragon's name was
2 Dragon Slayer is
3 Welsh Dragon's colour is

- Not open to employees of EMAP, Games Workshop, or Wayne Smedley.


SPEETM Pnek



KASTAM
CRASH - "Rastan is slick and compelling\%. YOUR SINCLAIR - "So another spanker from Imagine. Youil be a fool if you miss it!


SLAPFIOHT
COMPUTER \& VIDEO GAMES - -Simple. Smoeth Very addictive. A winner 22AP"A superb arcade conversion and a great
shoot 'em up. This is one for the 2APPERS collection."


REMEGADE
RENEGADE COMMODORE USER - "As conversions go this still takes some beating - literally and stiir takes some
YoUR SINCL AIR - "The graphics are so slick you
really feel you're part of an action movie rather than just playing a game."

fatrocope tes
fIYING SHARK
COMPUTING WITM THE AMSTRAD CPC - -This is an excellent game. an enceinent game, frustrating playable and
addictive.

mocorip thes
ARKAMOID REVENGE OF DOH
AMTIX - "Excellent - can't fault it. A future
numberone.

- "Immensely impressive and
chronically addictive. A Classic.;


c Tato COAP
Bubbie bobsie
AMSTRAD ACTION - "It's a cracker. Definitely a
Game is should keep coming back to."
GAMES MACHINE
entertainment.


ARKAnOID
2.AP $64-$-"I thoroughly recommend Arkanoid for the simple reason that it's simply gorgeous COMPUTER GAMES WEEK - -The tahe home message is simple. You want a great arcade game?

ctarrocorp
IEGEnD OF KAGE
"One I won't put down until I get through to the next level.

## AVAILABLE OM

SPECTRUM AMSTRAD COMMODORE

CASSETTE 312.05

Major issues of our time; how to get the wrappers off Opal Fruits after they have sat in the glove compartment for the past two years. Or perhaps you consider the boil on Tony Gary Davies' Dillon's left cheek to be a catastrophe of so monumental proportions that it has to be dealt with immediately. But no missust Put those parsnips back in the washing machine for wherever people put their parsnips nowadays) because all the major desires and burning ambitions in whole wide so-called 'world can be categorized into two main groups. People who want to play the guitar. And people who want to do something else really. So, If you're (cue corny phrase handbook, line 122) one of those people who finds themselves sat firmly on a toadstool along with the other saucy young fellas from group one then before you get anywhere with the old 'axe' you'll need to grab some money. And where do ya get that from eh?
well remember if you will dear viewers, a wee while ago when good old hunkin' Sinclair User offered a wopping 50 smackers to anyone out there who sent in the best visual art experience, ie. a map. And nobody did. So nobody grabbed the cash. So get your act together and send all future offerings into I may be a swamp donkey but I still need the cash' followed by SU's normal 'cove', and before you know it you'll be Richie Smabora i.e. You were born to be my baby, and I was made to be your man (Na na na na na na na), (Grab hold of your breeks Riglar, you re in for a kickin': - GT]

ZAPGHAT MAP SPECIAL THINGY Section Writer: Jon 'A Good

## Mountain' Piglar


e've had some mapsl Oh yes we have. The first is the complete map for Deviants which although it is well dead and buried by now, nobody else seems to have printed one and seeing we're a bunch of such incredible do-gooders we're gonna print it anyroad ignoring what anybody else screams. It's been sent in by Einar Vaagland from Norway, the second map is the first level of $R$-Type and by a complete fluke l've lost the name and address of the person who sent it. Oops 1

## DEVIANTS GUIDE

AIM: Deactivate 30 bombs.
There are 31 bombs, but the one at location G8 is impossible to reach.
DEACTIVATE: Touch the bomb.

| VALVES OPEN KEYS TO PRESS <br> $1+2$ $1+4+6$ <br> $1+3$ $+2+4+5+6$ <br> $1+4$ $+2+2+4+6$ <br> $1+5$ $1+2+4$ <br> $1+6$ $1+4$ |
| :---: |
|  |
| 3+4 <br> $\begin{array}{l}+4 \\ 3+5\end{array}$ |
|  |
| $5+6 \quad 2+6$ |

Fiddle around with the keys 1-6 untll only two valves are open. Use the Deactivator Code to close the rest.
TRANSPORT: Stand on top of a transporter and pull down on the joystick. Enter the name of the transporter you want to go to, see Transporter Code. Only the leftmost of the transporters with the same name is reachable with the transporter system.




We here at this wondrous institute known to everybody in the 'trade' as SU. have received sackfuls of pleas from desperate viewers who have got themselves completely and utterly lost in Last Ninja 2. A couple of months back we featured some LNZ quick tips in this section, but we thought enough was enough and so when Josef Al-Oubanchi sent in his complete completell-solution we decided to give over this month's complete section for the tips. And here they are. LEVEL I
You start off beside a gap in some curtains, so walk through this gap where you will be confronted by a so-called hardnut: Beat him up using punches (they are quicker and less easily intercepted than kicks) and punch the button marked ' X ' which is flashing on and off. Now turn around and zoom back the way you came and you should find a trapdoor has now appeared in front of the drums. Drop down to your knees so that when the next enemy

runs in you can punch him
unconscious. Pick up the key and leave via the door. |Unless your energy is already at critical level, in which case step back onto the starting square and your energy will be renewed but you'll have to start back at the beginning.) Ho hum.

If you survive long enough to get to the next screen, you will be confronted by a corrupt policeman. Defeat him in the same way as the previous two and exit via the bottom left. Knock the next opponent unconscious in the same manner as before (yawn) and you can now pick up a shuriken from the box at the side of the road. Run left and you will see a juggler throwing knives at you. Keep on the move or you will be hit. As you enter the next screen, activate the shuriken. Kill your next opponent using the shuriken and then climb the grid against the nearby wall. Leave the screen via the left and jump the two gaps in the road. Pick up the staff from amongst the other sticks and activate it straight away (you only have a limited supply of shuriken.) Jump the two gaps again and in the next screen, climb down the grid against the wall. facing the wall otherwise you'll fall off and that'il be it if you see what I mean.
If you hit the next opponent squarely with one of your remaining shuriken, he should not bother you. Pick up the map from the side of the road and follow the path along past the juggler. Keep on the move again when passing the juggler. Follow the path to the bottom right this time, and as you enter the new screen. wait. Walk slowly toward your new opponent, stopping in



Next thing to do is to enter the female toilets (watch out for the women though) and nick the toilet chain (the first half of the nunchakus). Return to the crossroads and follow the path up-right. Beat up the next corrupt copper using a combination of high stabs and stomach stabs, more high stabs then stomach stabs (unless your energy is low in which case best you return to the start screen). Once the guy is killed, follow the path to the right and pick up a hotdog from the stand. For the next bad' guy use the old slash/retreat system, then get the second half of your nunchakus from the female toilets. Follow the path left until you are back at the gate. Beat up the cop (who should be unconscious as you enter the screen) as he wakes then open the gate with the key. Follow the path through the gate and jump across the river via the boat once it has started to move. Follow the path to the right, avoiding the bees, and jump right as you reach the edge.

You will land on an island where you should activate your staff and push the boat out with it. Return to the mainland and once again you should run to the right. Cross the river via the boat and
you will have completed level 111 (And about time too missus! - GT).

Go in the opposite directions to the arrows. (After activating your staff). Cross at first chance at the river (waiting until the lights stop flashing). Follow the route of the path, beating up any opponents using the usual slashiretreat method until you get to a door. Walk right up to it. Take one step back. Kick it down and beat up the owner using high stabs, then grab the flashing sword and leave. Walk along the path and cross back over the river. From this point on beat up all enemies using the staff.
Follow the path, grabbing a hotdog from the stand once again, until you come to the end. You'll find a bottle here, so snatch it then cross the road. Get the key from the open doorway and return to the first screen. Follow the arrows and you'll find yourself in 2nd alley. Beat up the opponent here and lift the manhole lid with the key. Drop down and into level 3.

If you are still totally lost then 'tune' in to next so-called 'month's' Zapchat for the last section of tips concerning Last Ninja 2. So that's yer lot for now!



Yo, the guy in this game is almost as big and bad as me! He's no ordinary street-wise punk, no sir, he's the leader of a street gang. The most competitive sport on the American city streets ever to appear. You are Micky Spatsburg, ex cop and brain surgeon who has to cross the dangerous streets of New York in a desperate bid to reach the east side to save the life of a small child who desperately

needs surgery. (Their plot, not mine):
As a game, Street Gang is a flipscreen affair. You've got to get to the right hand side of the screen, beat up all the baddies and avoid the bullets, and it looks really nice. So it should, because the graphics are by none other than budget supremo, Colin 'Joe Blade $1 \&$ 2, Deviants, Thing on a Spring, Brat Attack' Swinbourne. Yeeey! Shame the gameplay doesn't match up to the graphics.
As you move from left to right, assailants run on from
both sides of the screen. Regular hard guys just run across the screen, some of them stopping to wave a fist in your direction. Armed gunmen run about, stopping sometimes to take a shot in your direction. As in real life, bullets aren't a problem. All you have to do to avoid one is jump into the air.

At various points along the way, you find lots of spare weapons, just left lying around casually. Things like knives and baseball bats adorn the sidewalks. In the rough and tumble back streets of New York, even the litter is lethal. All
the extra weapons seem to do is to extend your reach a little and make your graphic look more ferocious.

Now, the graphics. They're fab. All the sprites are large and well detailed and cartoony. The
backgrounds are quite nicely laid out as well, and guess what, in colour mode there's tons of colour clash. Thankfully you can change between colour and mono backgrounds at the touch of a button.
The problem with the game? It's far too easy. It seems that if you keep jumping from left to right, you can't be hit by bullets and you avoid all the thugs. This is not good. I got to level three on my first go. This is also not good. The levels are only five screens long. This is the pits.
Another fine graphical effort from Mr Swinbourne, but a poor attempt at a game. Shame really

[^0]





Errr, outstanding! And here we are, ladies and, errr, to examine the performance of the new Soviet shotputter, erm Epyx Software, 'Stordinary. Oh Err, I've just been informed that Epyx isn't in fact, err, a person, but, err, and this is quite extraordinary, um, a games, er, house. Well, upon my soul, Saint.

It appears that they've just completed a program called, Summer Games Winter Special in Calgary Olympiad and, aaah, they're doing a competition, well my lord, with Sinclair User, ooah to win a fantastic bicycle good lord I think I'm having a seizure ... urk!

Yes. It's all true. We've got a super competition with Epyx and one of you lucky blighters will - assuming you get the right answer swan off on either a brand spanking new MOUNTAIN BIKE as used by the hyperfashionable courier riders or an ultrazippy RACER as used by, well, racing cyclists I guess.

And why are we offering such a splendiferous competition now, of all times? Well, it's because the amazing Games - Summer Edition is about to be released; that's why - and Epyx are feeling especially happy about it.

The questions:

1) Which piece of Daley Thompson's equipment broke under the pressure of competition in the last Olympics?
2) Is it possible to be arrested for speeding on a bicycle. True or false?

Send your answers to: I'll be having that bike, thankyou! Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Please remember to specify whether you want a mountain bike or racer, if you win!

The coupon:
1).
2).

I'd like a racer/mountain bike (delete as appropriate)

## Name.

## Address

Note: The bicycles shown here were kindly donated photos from Raleigh, they may not be the bikes available for the winner.


## 0 OFF ROAD RACRNG



Good lord. What a catastrophe! $4 \times 4$ Off Road Racing is USG's latest attempt at the 3D race game formula, and it really is a rather disastrous affair.
It's based on those frightfully dangerous races across the world when rally enthusiasts risk life and limb in huge sandgoing vehicles. Unfortunately something has gone horribly awry during the coding and both graphics and playability have gone to the wall.


Once loaded, you're asked to select which landscape you want to drive through. There's a choice of four, covering the most diverse terrain - dry desert, icy wastes, boggy mudswamps and mountainous canyons. Once this choice has been made, you have to decide

which vehicle is best suited to the course you're about to attempt. Although there are only four basic trucks on offer, each is rated on seven factors:

weight, gas, mileage, endurance etc. Obviously, each truck has its advantages and
disadvantages making it more or less suitable for the different landscapes.

From here, you have to buy all those extras like extra brake fluid and a spare battery from the auto mart shop. Each object has a certain amount of weight which will slow your performance etc, etc. You get the idea?


## FAX BOX

4×4 OFF ROAD RACING Label: US GoId Author: In-house Price: £8.95 Memory: 48K/128K Joystick: Various

falls and swerves around and branches; like Outrun. It's also a multi-load. Before you can drive a course you've got to load it from tape.
The sound is a complete farce. There are blips and whistles and rasps thoughout, and a laughable version of the Last Post when you run into a cactus or another obstacle tougher than your truck.
So, who is $4 \times 4$ aimed at, then? Tricky to tell. It's neither fish nor fowl. It's not a strategy game and God knows it's hardly an arcade blast. It's certainly to be avoided unless you're very very sure you can't wait until something better comes along. like a bus


Astro Clone! Sneer with boredom, how could you 【SU, you've let yourself down there.

Oh yes Kami, who the hell is Wayne Smedley? Please answer that one Kami.

When I get ISUI I get home as quick as I can and turn to Tell it to the Bear, then I play the tape and then read the mag, when I've finished the mag I can't wait 'til next month. Kami, you're so hard nothing can stop you as you charge to the shop for you fruit pastilles, though pathetic people write in to you saying they're going to break your neck. Well we both know they can't.
Carl Monlyneux
Planet Earth

## - THANKS FER TH' KIND

 WORDS, CARL OLD MATE. THE LESS SAID ABOUT WAYNE SMEDLEY THE BETTER.S'me, Agent $X$, your faithful spy. Whilst flicking through the pages of Your Sinclair (cough!, splutter I I'm still in quarantine $y^{\prime}$ knowl) I spotted slagging-offs such as the mag being called 'Teddy Bear User' and 'That Load of Crap.

I have taken the liberty of placing a bomb under 'Castle Rambone.' This can be activated by pressing the button on the Mickey Mouse clock (NYAHHI to all those who have slagged Kami for having it. Now you know what it does!) I will return . . . message ends! Agent X c/o Peter Cassidy Greenock

## - THANKS. LETTERS

## SLAGGING US OFF IN OUR

 RIVAL MAGS FILL US WITH ABOUT AS MUCH CONCERN AS AN ARMADILLO FEELS ABOUT UNREST IN THE MIDDLE EAST.I've got a few questions to ask. II wrote to "praise the skies" six months ago and it hasn't been printed yet so where the hell is it Kami, eh?
I don't like to say this Kami but the mag is slacking, you're making too many mistakes, like the smash coupons were the wrong way round, plus you've stopped the "stuff it in a box." Why Kami why?

Now l'd just like to point out that the megatape 9 was crap! Bear a grudge is boring (no offence Kami). I played it for about five minutes and switched it off, so then I thought yes! Operation Wolf, turned the tape over and loaded it up. AAARRR I screamed, it's crap, graphics OK, the speed is fast, that's the best thing about it, but what got me was that there was no sound, not even a little plip! So I switched it off. But let's face it, it isn't as bad as

## Hi, this letter is coming to

 you from the land of the long white cloud - New Zealand (boring so far huh?). Well I wouldn't usually waste money on the postage but I feel I must say this - New Zealand is 'crap' (whoops), that should read "New Zealand's selection of software for the speccy is crap. Where you have your Top 20 we'd have the Top 1 and that can be decided by the toss of a coin. The titles available aren't exactly up to date either, try Knightlore, Nightshade, Saboteur and they still sell Jet Set Willy. Now you can see how bad things really are. One of my latest 'hot' games is Gauntlet and as I read through the latest SU (three months behind) I see that Gauntlet 2 is out (I didn't know, OK) and see yet again how deprived I am.And so I ask (here it comes) no, I plead that you bring a little
sparkle to a poor kid's life and maybe send a few titles l've listed as my Top 10. I'm sure my kiwi friends will take a similar interest in your mag when I tell of your extreme generosity. I need no convincing of your brilliance as this magazine outshines all others I've read (and that's a few) and so, I wish you immortality to all those at [SU and hope that by now all your hearts go out to me (but wallets will do).

Humour is your greatest asset Never let it go If the laughter ever ceases Then all will know
SU is no more
SUI Reader
New Plymouth
New Zealand

- WE DIDN'T BOTHER PRINTIN' THE KIWI'S TOP TWENTY, 'COS WE AIN'T GOT THE FAINTEST INTENTION OF SENDIN' HIM ANYTHIN'. DON'TCHA KNOW HOW MUCH POSTAGE TO NZ COSTS? ENOUGH TO KEEP ME IN FRUIT PASTILLES UNTIL THE YEAR 2089.

Congratulations for your mag. It is the best Spectrum mag around. I'm writing to you to say how brill you are (I don't want the money).
Here at Portugal, you're the best selling Spectrum mag (as in England). Almost all my friends like to read you (SUT) start buying your mag a year ago, and I think you are improving very much. Keep on putting those wonderful megatapes on cover (and try to put more playable demo).

Ah, by the way, an important thing: recently, [SUI has arrived later than usual. I'm writing in the 13th December and we don't even have the November issue!!! This is very sad and I want to see the bear doing something! ! !

YS and Crash (I don't buy them!) arrive here faster than ISU, why does this happen? I'm getting desperate! Please,
please (a million times). Give me an SUI subscription or do something so I buy [SU] earlier!!!
Bet the bear is generous and gives me an $\mathbf{S U}$ subscription free.
Please, Please, Please, Please, Please (I'm getting tired). Luis Manuel Marins

## Lisboa

Portugal

## FREE SUBSCRIPTIONS?

SOMETIMES AH DON'T GET TA SEE TH' MAG MASELF UNLESS AH FIND ONE IN TH' LITTER BINI


Yes we all know you've had little mistakes with your 'Fax Boxes', but in the Dragon Ninja review, you lost your faxbox completely. Explain that or I'll punch your teeth so far down, you'll have to brush your bottom to clean them. (Just a small joke). From a great admirer.
Dee
Portishead
Bristol

## WE DIDN'T LOSE IT. TH' WHOLE SORRY TALE WOULD TAKE A CENTURY TO RECOUNT, BUT LET'S JUST SAY THAT FER REASONS BEYOND THE CONTROL OF THE GUYS, THEY ENDED UP WITH A VERSION OF DN WHICH WAS WORTH REVIEWING, BUT THEY DIDN'T FEEL ABLE TO GIVE A PROPER RATING. 'COURSE, THEY COULDA PRETENDED AN' RATED IT ANYWAY, BUT THEY'RE TOO HONEST FOR THAT, THE SCHMUCKS!

find it unorthodox for a fair maiden to take all her clothes off in a scullery. I mean . . . in a scullery I ask you? Didn't manage to find those photographs Mrs Aintree asked me to find. Sorryl! I sat in the Autumnleaves, underneath a huge sycamore tree, whilst I nibbled at my watchstrap. This is all to do with
antiestablishmentarism and polysaturates or something on those lines.


Eee. Take a sup o'yer Tetley's and waddle up $\mathrm{t}^{\prime}$ oche and sling yer arras, lad. Magic. The thought of spending any time at all playing a game based on the beery antics of the fattest men in the country
(whether they be Members (whether they be Members or not) didn't do much to excite me.
So imagine my disgust to find that Jocky Wilson's Darts Challenge isn't a dreadful flask of cat squirt after all. In fact it's very good indeed.

There are three stages of the game: Head to Head is for two players, each trying to score 501 before the other. Round the Clock speaks for itself really - you must try to work your way from numbers 1 to 20 in the shortest possible time. The Championship, though, is by far the most exciting, where you play against a host of wittily monickered opponents. Defeat them all and you can take a crack at the "big" man himself . . . Jocky Wilsonnnnn! Obviously I never managed to challenge The Jock himself, but I was surprised quite how addictive I found this game. Even though I loathe and despise darts in every form, Jocky W had me reasonably enthralled for a lengthy period. You are thankfully spared all the skull splittingly dull maths involved, as the computer tells you how many you scored, how many you need etc. The only thing it doesn't do is suggest which shot you should aim for.
Although the different stages require different strategies, the core of the game is how realistically the "arras" are "bunged". Obviously a degree of wobblyness has had to be


incorporated - when was the last time you saw a darts player with a perfectly steady arm? Here we have to live with a sort of perpetual drift which causes your ghost-like dart to move in circular motions at the time. Not a bad solution to the problem, although l'd like to think that in real life I could hold myself a
little bit more steady than this. Still, if all the fun of the sport is to be captured, I guess all the effects of the beer must be included too.
Once you've thrown your darts it's the turn of the machine. You get a plan view of the oche and board with an extremely unrealistically slim darts player who regularly throws straight 180s.


Since l'm especially incontinent (eh-GT) when it comes to getting to grips with figures (arf, arf - AS) this would have been a bit of a boon, but I'm sure it would only be of use in especially dense players. So there we are then. Corpulent Darts Star in Successful Licence Shock. A super bargain. Smashing. Lovely
The more successful you are, the tougher your opponents become, throwing darts with

## FULL WARTINESTATUES GONDITION R=0



STRAIGHT FROM THE ARCADES COMES BLASTEROIDS.
TENGEN'S CLASSIC MIX OF ONE OR TWO PLAYER ACTION. WITH FULL POWER-UPS, RIP-STARS. SHIELDS. DOUBLE-UP AND MORE. THIS IS THE COIN-OP CONVERSION OF 1989. AND BEWARE - MUKOR AWAITS!

COMING SOON FOR COMMODORE AMIGA £24.99; ATARI ST $£ 19.99$; C64 SPECTRUM, CPC AND MSX DISK £14.99. CASSETTE £9.99.




MGT's premier product. The disc interface that snapshots all your cassette sottware to disc in seconds. The printer intertace that prints out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transtorm your $48 \mathrm{~K}, 128 \mathrm{~K}$ or +2 Spectrum.


## DISC DRIVES

$3.5^{\circ}, 5.25^{\circ}$, single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manulacturer, you wont find better dives at a better price! Each drive has a built-in power supply and connection cable.
DISC DRIVE EX-VAT VATINCL
3.5" Single dive $£ 86.91$ £ 99.95
$3.5^{\circ}$ Dual drive $\quad £ 165.17 \quad £ 189.95$
$5.25^{\prime}$ Single drive $£ 130.39 \quad £ 149.95$
5.25" Dual drive $£ 217.35 \quad £ 249.95$ $3.5^{\circ} \& 5.25^{\prime}$ Multi $£ 199.96 \quad £ 229.95$
Hobbyists! Call for prices on bare drives!


THE TWO FACE



It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.
At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.
And the time to talk can be almost any time. Our phone lines are open till 7p.m. Monday to Friday in case you want to call us after work - even after that, there's an answer-phone. Just leave a message and we'll call you back.


MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels

New lower prices

| 10 Discs | $£ 11.26$ | $£ 12.95$ |
| :--- | ---: | ---: |
| 20 Discs | $£ 21.70$ | $£ 24.95$ |
| 30 Discs | $£ 31.26$ | $£ 35.95$ |
|  |  |  |
|  |  |  |
|  |  |  |

CARDEX DESK TOP PUBLISHING £32.87
$+15 \%$ VAT $=£ 37.80$

Finally, real DTP tor the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel youll pay for them" ".. Your Sinclair.


The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator 1 . Has shading, high resolution and no distortion.


We also have a limited stock of the original Spectrum 128 K Computer at $\mathbf{£ 8 9 . 9 5}$ and a wide range of serious and games sottware. Call for details.


Printers to sut every pocket and every computer - from 9 -pin to laser printers, normal or wide carriage. Free connection cable with every printer sold.
The Star LC10 in mono or colour with paperpark and tont-select buttons.
The Cilizen 1200 - sold to $70 \%$ of UK schools. The new 180 E - faster printing, font select, 2 year guarantee. Typical prices (inc. VAT)
Star LC-10.
$£ 229.95$
Star LC-10 Colour
Citizen 1200
Citizen 180E [NEW £259.95 Citizen MSP 15E (wide carriage). $£ 258.75$ Citizen HQP 40 (24-pin) ....... $£ 449.00$ Citizen Overture $110+\quad £ 1250.00$
Call us for advice brochures if you'd like us to help you decide which sort of printer is most suitable for you



1) What is Grandslam's Iatest Pacman game title?
A) Pacman's Party B) Pacmania C) Paction Man
2) What are the baddies in the Pacman games called?
A) Ghosis B) Ghoulies C) Gobblies
3) Pacman's favourite food is
A) Power Pills B) Smarties C) Cough Drops

NAME
ADDRESS

Send to Pacman Contest, Sinclair User, 14 Holkham Court, Orton, Peterborough PE2 OUF, Closing date is 31 st March. No cutesy coinop characters may enter.

## $x^{2} m^{15 x}$ .

Right. Let's get my major gripe about this game out of the way first of all. The loading system is very stupid. Even in 128 K mode you continually have to rewind the tape when you've been killed, even if you have progressed to no further levels which may have filled up the machine throught subsequent level loads). There is apparently no good reason for this and it is very stupid and annoying. especially if you haven't got a tape counter, as I believe most: Plus 2 owners don't.
Unfortunately, nothing happened while I was playing the game to make up for this steaming error, and the longer I searched for the Big Redeeming
zombiefying most of the populace. You must track him down and destroy him

The game is a little confusing at the start. Initially you're shown a plan view of the current city areas. Driving your car is straightforward and the screen scrolls in four directions perfectly acceptably. The control options are a bit naff though. It's a rotate left/right accelerate/decelerate affair. On the ST or Amiga you've got an option of N.E.S.W. directional control, but on the Spec you're stuck with it.
While the graphics are


## Feature (I think we'll use BRFs <br> wOTOB MASSA


more in future) the more frustrated and disappointed I became. Still, r'll try to remain calm and explain my gripes.

The plot. Biochemical Holocaust. Not much food Doctor A. Noid (zzzz) starts distributing addictive expensive food substitute and taking over the world. Nomadic drivers scavenge for food and petrol. Doc's empire spreads,
certainly anything but spectacular, they're smooth and quick and you can tell - largely - what everything is. Having said that, I couldn't remember which was the front of my car, though, and kept reversing into things. It's similar to Ocean's Miami vice in style. The bad guys will ram you and damage your car. You can either avoid or shoot them. All the time

let down by some truly ridiculous flaws. The eternal re loading is farcical, the controls for the Street section irritating and there are other annoying inconsistencies. Try to climb down the stairs which produce the bad guys in the malls prompts the message "You have fallen to your death." Presumably people forgot how to do complicated things like negotiate staircases during the holocaust. Pah
small also means that you can get through some narrow gaps a lot easier

Graphics are OK to a point, but the scrolling is dire. It just shouldn't be allowed. Now come on, this is 19891 I can take a bit of jerkyness at slow speeds - it's always a problem. But this game stays jerky, no matter how fast you go.

It plays like, well, something that doesn't play very well. The rebounding effect off walts and things is a little eratic and normally sends you flying at high speed regardless of your original speed. At high speed, the game collapses almost completely. It seems the only way you're going to keep control is by moving very, very

slowly. Now I'm no hopeless cripple at computer games, but even I couldn't keep control of this baby. Scratch another few points.

ISS could have been very good, but as it ended up, it isn't What a huge disappointment from the people that brought you R-Type and Afterburner ?

Incredíble Shrínkíng
scrolling
The Death Run is a little 3D maze set o'ver four planes. At the start of the game you can display maps of all four mazes in the 'deploy your ammunition dumps'. You have four dumps supplies of ammo to help you survive in the game - so obviously the most sensible thing to do is place one on each level.
In the game itself, the maze is displayed as a scrolling isometric map, with lots of walls and special tiles and things, and in the middle of it all is you, the battlesphere. The walls are there to stop you moving in a certain direction, and the special tiles are there to do special things. A plus sign on a tile increases your battlesphere's size, and a tile with four arrows pointing
inward reverses the effect. A question mark randomly changes mass and size every time you cross it.
Mass and size play important parts in getting through some key trouble spots in the maze. The denser you are (and no missus, I don't mean stupid) the more powerful you become. Unfortunately, when you are lumping around something of that mass, it gets a bit uncontrollable. Well, even more uncontrollable than it already is. Size can also be important. The smaller you are, the more likely you are to be splatted should you rush into a nasty, but being



0outrun. Overlander. $4 \times 4$ Racer. And now Fire and Forget. What do they have in common? Twisting roadways, supposedly exciting gut-wrenching racing action,

varying amounts of blasting and a numbing sense of familiarity. Fire and Forget might look good from the screen shots, but decent graphic design and a lot of movement doesn't necessarily make a good game.
Anyoldhow, in FAF the Earth is in turmoil, as the intergalactic liberation organisation destroys cities and takes other hostage. You take command of Thundermaster, supposedly the planet's most sophisticated fighting machine, but in fact looking more like Jim's knackered banger (fnar) with a machine gun bolted on. You have to complete three levels in each of six warzones in order to defeat the terrorists.
Background graphics, moving objects and scrolling are all well implemented. The road snakes from side to side and up and down as you steer your twisting vehicle along at

the highest possible speed. Fuel consumption, which is indicated by a meter at the top of the screen, isn't related to speed, so it's in your interests to go as fast as possible in order to pick up fuel pods as soon as possible. These take the form of pyramidical (eh? - GT) tanks, and are dead easy to pick up; in fact you can hardly avoid them,

way. Each target you blast with your tetranuclear propulsion missiles (guided by

10000 points are deducted from your score. If this falls to zero, or if you run out of fuel, the game's over, and jolly grateful you should be too. Despite decent whizz-bang sound FX, Fire and Forget - the term refers to guided missiles, if you haven't twigged - is best fired and forgotten. It's decently programmed and looks nice, but moves too fast for you to feel that you're really in control of what's happening. It's just a case of holding down the fire button, waggling the joystick and hoping you hit something. And that's not much fun, is it lads?

A bit more intimidating is the range of enemy defences stacked against you. Helicopter gunships appear in the distance and zoom over your head firing wildly; roadside bunkers let fly as you zoom past; mines litter the roadway ahead of you; barbed wire defends the side of the road, and rocks block your

undecodable aural frequency and magnetic sustenation MV module with a firepower of 117 gigawatts per second - oh COME ON, who are you KIDDINGI?) earns you points, from 5000 for a rock (easy target, see) to 50000 for a tank (almost indestructible). That was a long and convoluted sentence, wasn't it? Are you still with me? Each time you're hit,




## cayzor

"Hyou're looking for a high speed actionpacked game that's good to look at and exciting to play - grab Gryzor now! ${ }^{\text {F Yo }}$



## xamenov

"Stunningly colourful screens ..., the most accurate conversion of an arcade hit in rears" Your Sinche?

- thethe Drombsotivantit?


BARBARIAN
"It's reputation for being the most bloodthirsty computer game ever, means that its phenomenal success will undoubtedly continue." sinkir vis


## COMBAT SCHOOL

"Combat School is brilliant - definitely the best arcade conversion around. H Z7en 64 "Combat School is one of the best games I've ever played." Cras.


## CRAZY CARS

"Crazy Cars is a three-dimensional real-time simulation. This must be the ultimate car game." Srcian Uhe


## TARCET RENEGADE

A Crash 5mash
-If you're after some exciting beat 'em up action this is a good excuse to part with your hard-earned cash." Ciat


## PREDATOR

"Predator is a superb tie-in and really hits the mark,", zZAPI Szzter
le) tog37wenteth Centuryfon Finn Corp Al Whth mierude


## PLATOON

The programmers have done a superb job, and have faithfully captured the film's atmosphere. Platoon is absolutely superb a milestone in film tie-ins, and a yardstick by which all others shall be judged." Zeap 64
 spieved

SPE (2IETS M AMSSEAD

COMMODORE



| SALE | SALE | SALE | SALE | SALE |
| :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | $\star \star \star \star \star \star$ <br> Castle Computers new discount catalogue listing hundreds of games from 50p upwards only $\mathbf{£ 1}$ for issue No 1 if ordered with any software or $\mathbf{£ 1 . 5 0}$ if you require only the catalogue. <br> $\star \star \star \star \star \star$ |

## PAY THAT LITTLE EXTRA FOR A FAR BETTER SERVICE. P\&P UNDER ALL ORDERS SENT 1st CLASS POST. DON'T



# * 

DEPT SU 6
CASTLE HOUSE 11 NEWCASTLE STREET

BURSLEM
STOKE ON TRENT
TEL: 0782575043
$\underset{\sim}{\infty}$ NOW TAKEN

| SALE | ALE | ALE | SALE | SALE |
| :---: | :---: | :---: | :---: | :---: |
|  |  |  | SIX PACX HIT PACX Into the Eagles Nest, Batty, Ace, Shockway Rider, Light Force, Internation Karate. ALL SIX GAMES ONLY $£ 6.00$ |  |
|  |  | ※れれ******** |  |
|  |  |  |  |
|  |  | * Pacmania ...................6.50 |  |
|  |  | Blood Valley............... 2.99 |  |
|  |  | Mind Fighter .......... West Bank |  |
|  |  | * West Bank St..............2.99 |  |
|  |  | 10 GREAT GAMES VOL 2 | egade, Arkenoid, Frying Shark | * North Star .................. 2.99 |
|  |  | Autweidersehen Monty, Mask, Death | Rastan, Arkenoid II, Bubble Bobble | * Frightmare $\qquad$ 2.9 <br> * Lancelot 9.9 |
|  |  | Trilogy, Convoy Raider, Basil the Great | Legend of Kage, Slap Fight WOWI MEGA PRICEI $£ 8.95$ | * S.D.I. |
|  |  | Mouse Detective, Thing Bounces The Final Matrix, The Duck |  | * Trivial Pursuits Baby <br> Boomer $\qquad$ |
|  |  | F 5899 |  | * Trivial Pursuits Trilogy. 3.95 * |
|  |  | SUMMER GOLD |  | * Fernandez Must Die ....6.50 ${ }^{\text {* }}$ |
|  |  | 10th Frame, Rebel Planet, Dambusters, Bruce Lee, Beachhead 2, Impossible | THE PRESTIGE COLLECTION <br> Eidolon, Rescue on Fractulus, Ball | $3.95$ |
|  |  | Miss | Blazer, Koronis Rift |  |
|  |  | FOR ONLY E3.99 | NOW ONLY £2.99 | Shadow Skimmer........ 2.00 |
|  |  | GAME, SET AND MATCH II |  | * Twister ....................... 1.00 * |
|  |  | latch Day Il, lan Bothams Test Match, |  | Tempest.................... 1.00 \% |
|  |  | Basket Master, Irack and Field, Super | ARCADE ALLEY | * Thing Bounces Back .... 2.50 7 7.00 * |
|  |  | ${ }^{\text {' }} 88$ Steve Davis Snooker, Nick Faldo | Express Raider, Kung Fu Master, |  |
|  |  |  |  |  |

## ₹ $£ 5.00$ IS 50p, OVER $£ 5.00$ IS FREE. OVERSEAS $£ 2.00$ PER TAPE. GET RIPPED OFF COME TO THE PROFESSIONALS

TRM WHEN ORDERING





tre
e
treasure the memory of one episode of New Faces when Tony Hatch wanted to give some poor clod nought out of ten for star quality. Come on, said the compere, everyone's got to have some star quality, you can't give him nought. You're wrong, said Scarface Hatch; this man (an inept Tommy Cooper-style comedy magician) will never, ever make it in a million years. And he was right.

bird", presumably as opposed to a finned bird. Your aim is to explore the Night House, a scary castle, searching for the ten keys hidden in treasure chests. When combined, the ten keys admit you to the
Calculation Room, which hides the secret of the destruction of the Dark Powers.
The design and

## animation of

same way about Dynamic Duo. While it's got a couple of good ideas, the whole affair has been so shabbily cobbled together all you're left with is an incomprehensible frenzy of moving things and split screens.

Cutesy animal games have always made me faint with
dire, and action takes place in a thin strip in the top third of the screen. This doesn't allow much space for exciting background designs or interesting baddies.

Just to double the dullness, the two characters can split up and explore separate areas of the map. The duck can fly faster, but only the dwarf can open the chests, so you have to divide

Down control again. Mental. The trouble is that once you've separated, it's almost impossible to get the two to combine again so that you can pass through the trapdoors. Mental again.

At the end of each level is a barrier which can be destroyed by pushing a boulder into it, and zapping it until it explodes Each creature has a limited number of zaps, shown in the score panel in the bottom third
 of the screen. What two lovely

indifference; the only exception was Head Over Heels, which was very clever and nicely programmed. Dynamic Duo pinches the same idea, but isn't. You control two supposedly lovely-wovely creatures, a dwarf and a duck, described in the instructions as a "winged
your forces and toggle between controlling one and the other to complete the game. When the two are together, they can drop through trapdoors onto lower levels by using the Down control. They can also move upwards through doors by using - yes, you guessed it - the
wovely fluffy animals are doing with high-energy

weap
weapons is
not adequately explained
Sound effects are minimal, and control awful. It's very difficult to regulate speed and
direction
tick, and with a joystick, and you can't redefine and control keys, which are ridiculous; 1,0 , CAPS SHIFT and $Z$ for player 1 , and Y, L, ENTER, $P$ for player two. Again - a thoughtless mistake


REVIEW


SINCLAIR USER MARCH 1989




# WGRLDWIDE <br> SOFTWARE 

WORLDWIDE SOFTWARE 49 STONEY STREET NOTTINGHAM NG1 1LX

## FOR IMMEDIATE DELIVERY

CREDIT CARD

| CREDIT CARD ORDER | SPECTRUM +3 COMPUTER |
| :---: | :---: |
| TELEPHONE |  |
| UNE |  |
| NORTH | ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK |
| SCOTLAND N IRELAND | ************************************* *AMSTRAD 2160 DOT MATRIX PRINTER FOR SPECTRU |
| OV |  |
| 65 | ES CONNECTION CABLES |
| HOURS) |  |
|  |  |
|  | * AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM + 2 AND SPEC |
|  | * ONLY £189.95 |
|  | CUDES CONNECTING CA |
|  |  |

TEIEPHO
TELEPHONE LINE

SOUTH MIDLANDS WALES

0602
480779

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

| COMPILATIONS COMPILATIONS | COMPILATIONS | COMPILATIONS | COMPILATIONS | COMPILATIONS | COMPILATIONS COMPILATIONS |
| :---: | :---: | :---: | :---: | :---: | :---: |
| TAITO COIN-OP HITS | GAME SET \& MATCHII | OCEAN IN CROWD COMPILATION |  | KARATEACECASS | KONAMI ARCADE COLLECTION |
| CASS DISK | CASS DISK | CASS | DISK |  |  |
| $9.00 \quad 13.50$ | $9.00 \quad 13.50$ | 9.00 | 13.50 | 9.99 . | $7.25 \quad 13.50$ |
| SPACE ACE | GIANTS COMPILATION | WE ARE THE |  | GOLD SIIVER | ULTIMATE COLLECTED WORKS |
| CASS DISK | CASS DISK | CASS | DISK | CASS DISK | CASS DISC |
| 11.99 - | 11.9914 .99 | 6.99 | 13.50 | $9.99 \quad 11.99$ | $9.99 \quad 11.99$ |
| SUPREME CHALLENGE | TEN MEGA GAMES | FLIGHT ACE |  | LEADER BOARD COLL PAR 3 | $\begin{aligned} & \text { SOUD } \\ & \text { GOLD } \end{aligned}$ |
| CASS DISK | CASS DISK | CASS | DISK | CASS DISK | CASS DISC |
| $9.00 \quad 13.25$ | 9.99 | 11.99 |  | $11.99 \quad 14.99$ | $7.99 \quad 11.99$ | * Please phone for Spectrm +3 disk availability and price

- Please phone for Spectrum +3 disk availability and price EDUCATIONAL

EDUCATIONAL EDUCATIONAL
EDUCATIONAL * * LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLDS * SEND SAE FOR CATALOGUE BY RETURN * * FAST DELIVERY OFALL STOCKITEMS BY 1ST CLASS MAIL IN UK SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLD WIDE CREDIT CARD ORDER TELEPHONE CREDIT CARD ORDER ACCEPTED BY PHONE OR MAIL. CREDIT CARD OR


Iknow you're supposed to have reasonable eyesight to fly one of those American superfighters, but Players Tomcat seems to require nothing short of E.S.P. of its pilots. I'll tell you why, shall I? Yes I shall. It's because you can't see what's shooting at you, you can't see what you're shooting at, you can't see where the hell you are and you can't see where you're going. It's like Beirut with fog.

First appearances imply that Tomcat is a rather special vertical shoot-out. While very much in the Flying Shark/ Xenon mould, Tomcat has more complicated graphics and more going on. Well, that's what it seems like.




Unfortunately, it turns out to be cluttered, confused and confusing.

The biggest problem is that you simply can't see what is going on. "Game Over" pops up for no evident reason. Especially observant spectators were sometimes able to point out the direction from whence the incoming bullet originated, but I was continually dumbfounded as to what was shooting me down.
The reason for this feeling of myopic paranoia is that the amount of things on the screen which are FILLED IN is virtually equal to the number of things which AREN'T, so it's like looking at one of those Embassy fag adverts which you couldn't possibly make out unless you were 100 m away White they were very clever adverts (This remark in no way implies that Sinclair User
endorses smoking. It doesn't. Thankyou, Ken). I couldn't look at them for more than two minutes without feeling all giddy. (This remark in no way implies that Sinclair User endorses spinning ground until you feel giddy or using other hallucinatory aids like roundabouts - It doesn't. Thanks again, Ken)
So, what of the playability? Well, it certainly isn't the fastest game l've seen.

The screen scrolls four ways and your task is the standard one of blowing up gun emplacements and shooting down enemy fighters. You can collect extra weapons in the now rather tired fashion of flying over the tokens.

The bad guys fly in quite uninspiring patterns, but the bullets - THE BULLETS! God knows where they come from. I can't see them! Even when I've
got backward firing missiles and tri-directional machine guns - which don't always fire I was getting shot all over the place by mystery aliens with mystery invisible bullets.
On and on this thing goes, killing you with infuriatingly
little explanation, and no hint of further excitement. It's a pity that what coutd easily have been a very polished and entertaining budget game is horribly let down by poor presentation and slow action. Tsk Tsk



## FAX BOX

TOMCAT Label: Players Author: In-house
Price: £2.99
Various




## FIST+

Eeeeerrrgh, gerrrrrrrrk, higaaaaaah! Yes, it's time for some of that ol' martial arts magic again. It seems in the world of computer software there is no such thing as too many Martial Arts games. Latest is Fist + which has you pitched against not one but two deadly ninja assassins! Hours of ninja bashing fun for everyone! Chaaaaaack! Well the regular folks who don't read Sinclair User will have to pay a reasonable but conventional $£ 7.99$ for the game whereas you lucky sons (and daughters) of guns (are you sure about this? - GT) can buy it for a mere £6.49. That's a fat £1.50 off! Owwwwwwah!
You probably know the drill by now; make out a check for $£ 6.49$ made payable to Firebird Software and send it off to the address on the coupon. Please allow 28 days for detivery. Yah! (can you send those ninjas back to the agency now please Jim GT).

NNM


WEC LE MANS

Beroom! We'll keep this coupon brief since it speaks for itself. Driving games are marvellous fun.
Wec Le Mans is a


fine affair. (?)
(That's enough of the "Blinkin' Obvious" prose style, thanking you - G.T.)
marvellous driving game. $£ 1.50$ is a marvellous discount.
This is a marvellous offer.
Add them all together and what do you get? A damned



## TIGER ROAD

Take THAT, Nigel Lawson! Who says you can inflict outrageous tax poll mortgate law fine car clamp currency worries on our komputer kids? Not ISU. That's for sure. Down with the "Government"! Burn the back benches!

Phew. That's enough rebellion. But it's enough to get your gander fair "up" these days, what with the price of games soaring toward's the heavens every month. Let us take an example only too common in these days of soaring prices and plummeting

salaries.
Little Jimmy dearly wants a copy of US Gold's shining example of martial arts destruction, Tiger Road. Now, does our so called caring society leap to the aid of this underprivileged and therefore very

## GIANTS

GIANTS! They're huge! They're here! They're GIANTS! US Gold, the people behind outrageously violent spectacles such as Streetfighter and Human Killing Machine in their allknowing wisdom have just released a compilation bursting with amazing super hits like Gauntlet II, California Games, Rolling Thunder, $720^{\circ}$ and even OUTRUN. Amazing but true.
Just in case you were unlucky - or poor - enough to miss any of these wonders on their first appearance, now's your chance to pick up ALL FIVE.
And the best part of the deal is that while other "people" have to pay the huge - but very reasonable
considering the quality price of $£ 12.99$, fantastic readers of the fantastic Sinclair User will only have to pay $£ 10.99$ - that's $£ 2$ less
deserving reader? Like bottoms it does. He still can't get a copy of TR for less than £8.99. Unless
He gets his mum to cut out the coupon here (with a pair of round-edged scissors) and sends it off to USG who will immediately send him a copy of the game - reviewed in SU83 for $£ 1.50$ less.
Anyone who's got this coupon can cash in on this amazing and virtually revolutionary bumper bargain bonanza.

## (1) $\square \square \square \square$ <br> TIGER ROAD <br> Send coupon (along with your name and address) along with a cheque/postal order for £7.49, made payable to US Gold Ltd. Send the gear to: Tiger Road Offer, US Gold, Units $2 / 3$ Holford Way Birmingham B6 7AX. <br> 


than $£ 12.99$ if you're especially stupid. Can it be bad? No it damned well can't be. Simply cut out the coupon and send it off and within, ooh, a week or three you'll have FIVE astoundingly GIANT games in your grubby little mitts. Huzzah.


SINCLAIR USER MARCH 1989

At last it's here! After years of complaining about the standard of TV programs - four channels of soap operas, game shows, black-and-white films and repeats - Satellite Television is here to usher in a brand new era. Now you can have TWENTY channels of soap operas, game shows, black-and-white films and repeats.

But what are the real facts behind satellite TV? Over to Ron Money, whose satellite dish and receiver are available for a couple of hundred quid in the near future.

## HOW TO INSTALL YOUR TV DISH. IT'S EASV!

"It's dead simple, innit. Just remove the roof of your house using a standard household chainsaw, and send it to our factory in Taiwan. Within fourteen months we send the roof back fitted with a dish. There is no truth in the rumour spread by our rivals that these dishes are simply Taiwanese woks with 'Satellite TV dish, honest' crayonned on them.

Rotate the roof of your house until the dish lines up with the satellite, Ron One, which hangs like a
bloated sloth in the sky above central Europe. Plug the dish into the receiver, and connect the receiver to the mains, the TV, your video recorder, the central heating, the gas supply and your Spectrum. You are now ready to receive wonderful Ronnyvision, beamed at you from the stars! Remember not to block your chimney, as the signals must wriggle down it.

But what sort of service can you, as a computer user, expect from satellite TV? We speculate fearlessly on the sort of computer coverage we can look forward to, if 'look forward' is quite the right words . . .

## BATTY BYTES!

Presented by Craig Charles and Paula Yates, BATTY BYTES! is a computer show with a difference! No
boring old technical terms like, er, "computer" - this is a fast-moving show with lots of fun special guests, competitions, videos, strange camera angles, phone-ins and ineptitude.

In the first program, RICK ASTLEY talks about his Plus Three, and how he took it with him on his world tour and found out that the plug didn't fit in Japan! There's a


## BANANARAMA

video in which you can just see a Spectrum in a cardboard box on the top of a wardrobe in a house just up the street from where Karen's mum lives, and the girls tell us how they really want to be taken seriously!

Special guest, health secretary Kenneth Clarke, talks about his modem, and Craig Charles tells us what a right-on alternative socialist comedian he is, from the back of his chaffeur-driven Bentley!

SO WHAT EXACTLY IS THIS COMPUTER BUSINESS ALL ABOUT, THEN?
A very, very serious program hosted by Fred Harris, Lesley Judd and someone who knows all about modems.

Highlights of the series include:

- A tour around a plant in America manufacturing those small raffia placemats you put under mugs, all under computer control;
- An investigation into the workings of the data protection act, including a day in the life of the Data Protection Registrar, and an interview with his old school friends, his parents, his viear and his pets;
A look at state of the art games for home
 especially platforms-and-
ladders games for the 32K BBC B;
- A round-up of modems presented by someone who knows all about modems;
- Lesley Judd looking all confused and saying "and what exactly does that mean in layman's terms, Fred?"
Fred Harris showing you how to make your Spectrum control the temperature in your greenhouse while operating your model railway, helping the disabled (the man who knows about modems), pieking up pictures from weather satellites (courtesy of WEATHERTEL, the 24 -hour weather service beamed directly to



# Sorwar: thers HABDIO EAT 

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.
$2 \times 48 \mathrm{~K}$ SPECTRUM $2 \times$ SPECTRUM 128 2XSPECTRUM +2
$2 \times$ SPECTRUM +3

## T A <br> S <br> 0 <br> R

Tmenorponessam
Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout.
TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum

T A S C A L C The Spreadsheet

## TASWORD T W 0

Cassette f13.90
TASWORD THREE
Microdrive $£ 16.50$


Cassette $£ 13.90$

TASWORD
PLUS TW0
Cassette £13.90
TASWORD PLUS THREE Disc $£ 19.95$

## TASSSPELL

 PLUS THREE Disc f19.95


Not available


Cassette $£ 17.95$


Cassette £17.95

TASCALC PLUS THREE Disc $£ 19.95$

| TASPRINT | TASPRINT | TASPRINT | $\begin{aligned} & \text { TASPRINT } \\ & \text { PLUS THREE } \end{aligned}$ |
| :---: | :---: | :---: | :---: |
| Cassette $£ 9.90$ <br> Microdrive $\mathrm{ft1} .40$ | Cassette $£ 9.90$ <br> Microdrive ft .40 | Cassette £9.90 Microdrive f11. 40 | Disc f 99.95 |
| TAS.SIGN | TAS.SIGN | TAS.SIGN | TAS:SIGN |



Cassette $£ 9.90$
Microdrive fl .40
Cassette $£ 9.90$
Microdrive f11. 40
Cossette $£ 9.90$
Microdrive f11. 40
Not available

| TASWIDE | T-ASWIDE | TASWIDE | TASWIDE PLUS THREE |
| :---: | :---: | :---: | :---: |
| Cassette $£ 5.50$ | Cassette $£ 5.50$ | Cassette $£ 5.50$ | Disc $£ 9.95$ |
| £29.90 | £29.90 | £29.90 | Parallel printer cable $£ 9.95$ RS232 cable f14.50 |

MASTERFILE PLUS THREE
Disc £24.95
Accomplish your home and business fliing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.

## 1F5man

PERFECTION IN PROFESSIONAL SOFTWARE

## Songlided hose Hyde Ternee Leets IS2 SN - Tieptone leed 0332 43830

All prices include VAT and post and packing

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDSLS2 9LN.
I enclose a chequelPO made payable to TASMAN Software Ltd OR charge my ACCESSNISA number: $\qquad$
NAME $\qquad$ ITEM
ADDRESS

Telephone AccessVisa orders: Leeds 105321438301





your home whether you want it or not), and cataloguing your collection of matchboxes from around the world.

## THE CRETIN FACTOR

A quiz show all about the wild and whacky world of business computing, hosted by Jim Bowen and featuring celebrities from the world of chartered accountancy, computeraided design and industrial control systems. Super, smashing. How many of these simple questions could YOU answer . . . - Does
the dynamic file allocation technique used by MS/DOS allow files to be distributed in non-contiguous regions of a disk? Or not?

- Is the cache controller of the Dell System 310 an 82358 or a 80386? - Can daia siored in a freeform text retrieval database and not normalised into relational tables be queried and manipulated by a language based on relational algebra? Come on, hurry up!


## ART, SOCIETY AND THE COMPUTER

Dedicated to quality broadeasting, satellite TV will bring you the greatest performances of artistic companies from all over Europe. Highlights include:

- Mikhail Baryshnikov and the Moscow Corps de Ballef explaining who their Spectrum is used to record
dance steps and to keep track of their tights.
- Melvyn Bragg's look at the significance of computers in the novels of G. K. Chesterton, with narration by Simon Callow and Laurence Olivier. by the curators of the Tate Gallery, who recently paid $\mathbf{£ 1 1 , 5 0 0}$ for a second-hand 2X81 covered in Dulux. - Amstradeus, an opera by Philip Glass based on the play by Peter Shaffer based on the novel by Salman Rushdie. Our hero Amstadeus, bearded merchant of renaissance Brentwood, faces the hostility of the ruling classes as he attempts to bring culture to the commoners.



## SHEKHANA COMPUTER SERVICES ESTAB: SINCE 1978

ACCESS - ORDER BYCREDIT CARD LINE 01-348-2907 24 HRS VISA

|  |  |  | sega sortwane <br> MASTEA SYSTEM <br>  <br>  ALENSKNDAOME DOUELEDRACON GUOBSIETTONCE KONSEIDEN miancil wanmon OUTRUN <br> mocki <br>  <br> SECRET SOCCE SHANONA stanos <br> THUNOREBLADE <br>  ... <br> ...joysticks/accs RAM TUABO RUS $+2+3$ COVEA RUS RUSJCASSLEAD NuTTFACE 3, TPORT NURTIFACE ONE KEMPSTON INTERFACE COUSFACLAA CRESTAL Turboplus NaviGaton <br>  $\qquad$ COMP Pho Sone EXTRA GUCE SHOTHVRBO COETAH 125 |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |
| Mail Order Customers <br> Plase mais chequapo poyable <br> to: SCS ISU, 665 Green Lanes, hondon NS DOY. PS add SoP on <br> software \& $\mathrm{C1} 00$ on accessories in UK. FEC add C1 per itam sisewhere Add $£ 2$. Add CS for all wachines TUK onlyl Fhasse give ver out of stoc: Tel: 01-348-2907, 340-8565, 631-4627 |  |  | Credit Card Mold <br>  same day subject to av |  |

THE SPORTING COMBINATION GREAT NEW YEAR OFFER - ALL COMBINATION ORDERS REDUCED IN PRICE


## CRICKET CHALLENGE 6.95

Captain one of the 17 county
sides in a one-day 60 -over cup competition. Six group/linal round matches, Individual assessment of over 250 nam played bowiers. Team selection and decisions on the field regarding batting, bowling and
fielding tactics wil detormine fieding tactics will determine result. Battinghowling analysis
Scorecard. Pitch analysis. Full Scorecard. Pitch analysis. Full

DISK
DISK FOR SPECTRUM + 3 - ALL FOUR GAMES ON ONE DISK EXCELLENT VALUE £10.95 $£ 16.95$
TAPE FOR ANY SPECTRUM - COMBINATION OFFER - ANY TWO TAPES £12.95 £10.95 ANY THREE TAPES £16.95 £14.95 ANY FOUR TAPES 819.95 £16.95 ALL ORDERS SENT FIRST CLASS POST Send cheque/P.O. to
TANGLEWOOD SOFTWARE 157 WARWICK ROAD, RAYLEIGH ESSEX SS6 8SG Proprietor: J. MOSS




Honest to Cod, this plaice is getting on top of me. I've absolutely haddock with this adventuring - I think I'll skate off and show you all a clean pair of eels. After all, the world's my oyster and I could have a whale of a time.
Rightl That's itl No more fish puns AT ALL. Not even a tiddler. Oopsl we'll try to get this review out of the way without descending to Magnetic Scrolls' level of humour, which is painful at best, as you'll know if you've guffawed through previous epics such as The Pawn, Guild of Thieves or Corruption
This latest adventure, like the previous efforts, is text only on the Spectrum - a pity, because, though the Scrollies try valiantly to deny it, graphics (particularly of the quality seen in the 16 -bit versions of their games) do add a great deal to the atmosphere. The parser, though, is the main attraction of MS games; it's so intelligent that you'll get a sensible reply to almost anything you type in, not the usual "I can't do that "

Your main aim in life is to


the screen is shown the current location, score and number of moves made; the rest of the screen is full of text. Your text input can be edited in various clever ways (delete letter, word, or line, return to previous line and so on) and you can even change the text colours.
The gimmicks included with the package aren't quite up to the usual standards; a Hydropolis Underground Omnibus Travelcard, a Fish Recognition poster, and a manual/novella/hints book. As usual the hints are in coded form; type in the codes to get help on specific points.
time-warp gizmo doofy and split it into three sections, you have to get it back. All dull enough so far. The gimmick is that there are three completely separate scenarios to complete, in each of which you occupy a different body.

Swimming through the first time-space warp thingy transports you into a recording studio, where your first challenge is to make some coffee before you get the sack. The kitchen's locked, of course, so things aren't
straightforward. I can't help feeling that some of this section might be based on the experiences of Fish author John Molloy, who's best-known as half of the computer-rock band

defeat a bunch of renegade fish known as the Seven Deadly Fins (arf), who pop up in various guises in their bid to take over the universe, or something tacky like that. They've stolen a

## Mainframe (RIP)

Assuming that you don't make the mistake of entering the studio in the middle of a recording session (instant dissolution), you proceed to the

next adventure, which is set in the steaming Amazonian jungles, and the third which sees you in the back of a van in the middle of a disasterous rock group tour
Like previous MS adventures, the screen layout of Fish is dead straightforward; at the top of



Do you ever get the feeling that there's nothing that isn't getting licensed as a computer game? If Domark can make a game out of a satirical comedy puppet series, what can we expect next? John Ketley's Weather Game? Emmerdale Farm Arcade Adventure?

At least Spitting Image
your opponent into oblivion, just like in the U.N., in a best of five series.
Fighting moves are controlled by joystick or keyboard, and include hits to head, body and feet, and a special move which changes for each character Botha, for instance, hits out with what looks like a yo-yo (1?1). You'll find, though, that you're constantly under attack from your opponent's little sidekick, who appears from the right hand side of the screen and bombards you with missiles. Apart from jumping out of the way, you can also hit back by pressing the space bar to summon your own sidekick into the fray, as many times as you like.

The sound effects are fine,
The cartoon-style characters are nicely drawn and animated. Particularly clever are the little details which you hardly notice during the battles; the way Mrs Thatcher's wig slips loose, Ronnie's neck telescopes out and so on and the music, a version of Phil
manages to be fairly funny and fairly gamey at the same time, rather than sacrificing one to emphasise the other. In effect this is a martial arts-style combat game, in which the combatants are world leaders; Margaret Thatcher, Ronnie Reagan, the Pope, President Gorbachev, the Ayatollah and
 programmed by Walking Circles, provides a few laughs along with the mayhem, and manages to offend everyone, so it can't be badr

Hamster and Usaqi Yojimbo, there are already a few of those about. Still, Spitting


lovely oid Pik Botha. In order to avert a world war, you must choose one as your hero, and control him or her as he (or she) takes on all the others. There's also a two-player option in which the format is the same but you don't get to save the
home country; outside Number 10, on a South African rugby field and so on. The portraits of each character appear on each side of the screen, and there's the familiar energy bar to left and right. Now it's your job to punch, kick, butt, knee and jab


Pope's theme tune of the series, is an excellent David Whittaker bash which, in the 128 K version, will have you tapping your feet as you bash heads.
OK, the world doesn't actually need another martial arts game - not even a FUNNY martial arts game, because what with Ninja



REVIEW


## Comedy martial arts game with the accent on safire

Reviewer: Casken


## DdTEL ELECTRONICS <br> \section*{ROBOTARM}



DUAL PORT JOYSTICK INTERFACE
$\square$ Can also be used with two joysticks with games that allow simultaneous two player control.
ONLY 28.99

- 2 joystick ports Kempston type - one Cursor type.
$\square$ Accepts any 9 pin joystick including rapid fire types.



## NEW QUICKSHOT TURBO

$\square$ Complete with Interface plugs straight into Spectrum (all models).
$\square$ All the features of the best selling Guickshot II plus;

- Microswitch action for even longer life.
Extra rugged construction.
$\square$ Superb styling.

FULL FUNCTION WITH 5 AXIS MOVEMENT

Explore the facinating science of Robotics with this fantastic full feature Robot Arm.

- Human like dexterity - with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/Robotic control. (see


## INTERFACE OFFER

U Unique Interface/Softwware package to allow you to interface and control the Robotarm with your Spectrum.Train mode allows you to store and then repeat arm movement sequences.

- Computer and Robotic control is a major subject in schools and colleges - this is a unique introduction.


SNAPSHOT II
$\square$ Now you can backup your games to microdrive or tape.

- Special compacting techniques.
$\square$ Add pokes or peek programme then restart.
$\square$ Built in joystick interface (Kempston system).
£24.99 POST FREE


EXTENSION
CABLE
$\square$ Distance peripherals from your computer.
$\square$ Top quality connections.
ONLY 28.99
TWO WAY EXTENSION
$\square$ Allows peripherals to be connected together (memory conflicts allowing).
ONLY $\mathrm{g}^{2} 40.99$

Interface offer).

- Comes with accessories including: Standard Grip Jaws to mimic finger type grip: Magnetic Finger Adaptor with release mechanism Shovel Attachment for materials handling: 4 Stabilising Legs for heavier lifting jobs.
I. Uses 4 HP2 batteries (not supplied) to power motor movement.


## омเу £49.99

This Interface is not needed to be able to use Robotarm but it makes possible interfacing the Robotarm/Computer.
$\square$ Very easy to use.
$\square$ Instructions included
ONLY 249


## GAMES ACE

Accepts any 9 pin joystick plus - delivers sound from games through TV speaker (fully controllable).
ONLY 210.99
Complete with guickshot II
ONLY 817.99
or complete with guickshot Turbo ONLY £21.99


DIGITAL SOUND
SAMPLER

- Permits recording any sound digitally into
- Replay at variable pitch or with amazing effects.
- Forwards/backwards/with reverb/echo/flanging etc.. etc.
- Fully menu driven.
- Complete hardware/ software package.
ONLY 234,99


## DATEL ELECTRONICS



## ROBOTEK

$\square$ Robotics \& model control made easy on Spectrum.

- 4 independantly controlled outputs for relays, models, lights etc.
- 8 independant inputs for sensing etc.
$\square$ This is the product that the Lego Publication "Make and program your own robots" was based on.
- Comes complete with cables.
ONLY 22909


INTERPRINTER

- Connect fullsize Centronics printers to your Spectrum
- Complete with printer cable.
HiRes screen dump (Epson).Microdrive compatible
- Compatible with Tasword 2.
$\square$ Easy to use.
ONLY 924.9



## LIGHTWRITER

Just plug in and draw circles, rectangles, squares \& freehand drawing.
Choose inks, papers erase, fill etc.

Save results into memory or tape.
Menu driven.
Animate screens from memory

- Complete package includes lightpen \& interface plus software.
onLy $£ 14.99$ complete




## QUICKSHOT II

The world's top selling joystick.
$\square$ Complete with interface
I Maximum compatibility (Kempston system).
ONLY 213.9


16K RAMPACKS
FOR 2X 81
$\square$ Brand new guaranteed Sinclair product.
Simply plug in for 16 K .

Limited availablility.
ONLY 55.9

- Auto fire/rapid fire.
$\square$ Plugs straight into Spectrum/Plus/+2/+3 etc.
$\square$ Stabilizing suction cups.
- Complete - no more to buy.
- Top \& trigger fire buttons.


DATA
RECORDER

- Fully compatible Data Recorder.
- Top quality for reliable results.
- Free tapehead Cleaner.

ONLY :224. 9

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS HOW TO ORDER ...

BY PHONE

है \% Wh
0782744707 24 hr Credit Card Line

Send cheques/POs made payable to "Datel Electronics ${ }^{-}$

FAX
0782744292
UK ORDERS POST FREE EUROPE ADD 81 OVERSEAS ADD $£ 3$

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS and subject to change without notice

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

## DATEL ELECTRONICs

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
TECHNICAL ONLY
0782744707
078274432

CLASSIC,


> FULL PACKAGE INCLUDING ARTISTII AND MOUSE SYSTEM ONLY
rop ounurr mosis

KEMPSTON COMPATIBLE JOYSTICK AND MOUSE
INTERFACE

The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:-
SUPERB QUALITY MULTI-FEATURE PULL DOWN MENUS
WINDOWS ICON DRIVEN FONT AND SPRITE DESIGNER ZOOM MODE - FLEXIBLE CUT AND PASTE ABLE TO SUPPORT MANY PRINTERS.

To complete the package, the Artist II also comes with a top quality mouse system and Kempston compatible joystick and mouse interface. Take advantage of this special offer, then just plug in and go!!



What possible good can Probe do themselves by releasing a game of such shockingly low quality? International Speedway captures the thrills and spills of a speed-meet as effectively as a Chinese take-away embodies eastern communist philosophy. I.S. is full of the really rather unacceptable things that people used to get away with (just) four years ago by putting them down to the "limitations of the machine". Pooh. This is downright shoddy.

The track is presented as a 3D perspective affair stretching off into the distance. Now,

nationality you want to be, you begin with. They scream away are allocated a race position (the inside lane to begin, moving further out the better you do in the heats) and presented with the stop-go indicators so loved by the speedway fraternity. With a wail
and you can't catch them 'til the first bend.
Even the barging that goes on in the real thing isn't very well implemented. No matter how you attempt to knock off another player (kyak) or how

unfairly they surprise you from behind (kyup) you always seem to come a cropper. Damned unfair.
So, what do we think of International Speedway? It's a tot of old tosh and you'd have to be mad to spend even 20 p on



## speedway aficionados will <br> INTHRNATONAL SPEADWA

probably know what the special speedway track is shaped like. It's a squashed circle. And it never changes. The result is that while other 3D race games could maybe excuse themselves some graphic ineptitude by having a very interesting course to negotiate, I.S. can't afford itself such luxuries.

The graphics are very, very bad. How can I explain. They're really bad. Still, many a great game has lurked behind very poor graphics, although I can't quite call any to mind right now, so on with the race.
Having selected what you want to be called and what

of engines revving (well, a whistle) the three lights go green (ready) green (steady) and green (GOOOOOI) and yerroff. Well, all the others seem to be off while you're left standing at the start. Here's a point that annoys me about these games, it seems impossible to keep up with the computer controlled bikes to



## FAX BOX INTERNATIONAL SPEEDWAY Firebird Authon Probe PI

 Firebird Author Probe SPEEDWAY



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

Tell us what you think.

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


## ROBOCOP

R
obocop is too easyl In less than Lan hour I could get to the last level with all my lives plus a bonus life. As soon as you know when the bad guys are going to come it's a walk in the park and the playability has gone. But there's no way anyone can beat Dick Jones at the end of the last level. The playability and lastability you gave the game was both too high, they should be under $50 \%$.

I just don't play it any more no point!
David Leigh
Planet Earth
Putting his fiver towards: Rambo

- Foolish child! Other readers have written telling us that they've defeated Jones and finished the game, so there's no point saying it can't be donel Get back to your joystick and don't come whingeing to us until you've finished it!


## VINDICATOR

Hey you, Tony Dillon, what's your game then? Reviewing games with a very big hangover, or just being a wally. I was reading September [SU and I saw your review of the Vindicator. Do you think 62 is enough? Well, I don't. It deserves at least a 90 . When you
went on holiday, did you leave what little brains you have in a bar or something. I don't think you would know a good game if it hit you on the head. Tony Dillon is nutty as nutty as a fruitcake, in fact. He can't even review a game right. So why don't you take some advice from me and SACK HIM! Dominic Allott
Hull
Putting his fiver towards: R-Type
Dillon says: I don't review games with hangovers because I don't get hangovers. I'm blind drunk all the time. By the way kids, drinking is for Mr Wino, remember.

## MAD MIX - THE PEPSI CHALLENGE

Chall I get straight to the point? SYes? O.K.... WHAT THE SMEG ARE YOU PLAYING AT? You gave Mad Mix, The Pepsi Challenge, a meagre 74! It deserved at least 95 as an overall score! GT, you shoot Dillon for this mistake and then give him the sack! (Only jokin', don't worry Dillon!) Anybody else who's readin' this out there, stop readin' an' buy Mad Mix now! Aside from that cock-up of Dillon's the mag and the mega-tapes are incredibly brill!
PS You must print this letter so Dillon's wrongs can be put right. PPS Please print it, whimper, cringe, crawl, beg, please please, PLEASE!
Noel Byrne
Coventry
Putting his fiver towards: Afterburner

## Dillon says: Why does

 everyone want to shoot me this month. As for my wrongs, you right them, and I'll rearrange your face.
## FOOTBALL MANAGER 2

reetings! Ive been getting your mega cool mag for three months and it is great except for the review of Football Manager 2. $94 \%$ ? $4 \%$ more than Operation Wolf. It deserves about 19\%. Graphics are even worse than Space Invaders.

I would give FM2 $7 \%$ for graphics, 2\% for sound, 12\% for playability and $8 \%$ for lastability. Also Bear a Grudge is awful. Please, (grovel) don't put it on a megatape again, (grovel) or Ill get my grandad's dog to smash you in. By the way the dog is a Yorkshire terrier called ROCKY. Can I say hello to Kevin Dunn who told me about this mag (no you can't - GT) Jonathon Hind
Putting his fiver towards: Afterburner

## There's more to life than

 mindless violence, you know. Kevin Dunn gets a no-prize for spreading the gospel.
## FOOTBALL MANAGER 2

After reading your review of Football Manager 2, I went out, bought it and I haven't put it down since. I would like to give Tony Dillon an OBE (Gee thanks Tone). It is a mega cool game. I would agree there isn't much sound but everything else in it is brill. The match action is action packed and full of goals.
Kevin Toms deserves a pat on the back for this.
Nice one!
Paul Jackson
Merseyside
Putting his fiver towards:
Technocop
Tony says: just call me Sir Terwonce.


## CHRIS

## SAMURAI WARRIOR

TVhat in the name of Sam Hill are you playing at, Chris Jenkins. You gave the mega cool Samurai Warrior 58\%. This game deserves at least 85\%, it knocks Garfield for six, the way you have to give money to the peasants (unless you're skint or stingy) and fight off your aggressors is brilliant. Some of his features ie feet could have been a bit bigger, I know, but the rest of the game is amazing. If you like martial arts and cartoons (or if you don't like martial arts and cartoons) buy this game, it's a cracker.
Duncan Smith
Littleworth
Staffordshire
Putting his fiver towards: Where Time Stood Still
Some of his festures could have been biggor? Is that all you've got to say? And who is this Sam Hill, a social werker?

## HERCULES

NTow let me get straight to the point. Hercules is utter rubbish. The graphics are good but the game play is crap. I had a fow games, then noticed how crap and utterly boring it was. The movements are about 10 times slower than the person you are fighting.

Gremlin graphics could do much better than this. People who buy Hercules must be insane (that includes me). Td give it $19 \%$ for graphics, $10 \%$ for sound, $5 \%$ for playability and $2 \%$ for lastability.
I advise anyone not to buy this as it's not worth $£ 7.98$, it should cost at least $£ 1.99$.
PS Your mag is still mega brill, especially the Megatapes (this is true - GT)
Mark Falconer
Fife
Putting his fiver towards: R-Type
But if your movements were
FASTER than the person you're fighting, you'd always win,
wouldn't you? Hadn't thought of thaf, jelly-head?

## ALIEN SYNDROME

H
ow could that Jenkins bloke give such a naff game $89 \%$ ? I am of course, writing about Alien Syndrome, one of the worst games I've played since I bought my Spectrum six months ago. The graphics are only mediocre, and the scrolling is the worst I have ever seen. The extra weapons are mostly useless and the end of level guardians look more like blue and yellow blobs than "obscene
masses of quivering protoplasm" The two player option, while quite good fun adds little to the atmosphere. In a nutshell, Flien Syndrome is no more than a Gauntlet rip-off with a few frills Think twice before you buy this game.
Andrew Robinson

## Whalley

## Lancs

Putting his fiver towards:

## Robocop

Is it resily necessary for me to point ouf that Andrew comes from Whalley? OK, Syndrome is based on the same ides as
Gauntlet, buf as I pointed out, if feels completely different
because It's not just constant shooling.

## DOUBLE DRAGON

Ttotally disagree with Chris I. Jenkins' review of Double Dragon. 51\%. It's worth at least $90 \%$ or more. Maybe the graphics are not so hot but the gameplay is megacool. It's got lots more action than Target Renegade. PLUS the two player option is super. The Big

Boss with the machine gun in the last level is a big tough cool dude (it's a pity you couldn't give us a demo of Double Dragon to show the readers how excellent it is).

Only one small snag. The huge giant haystack lookalikes are twice the size of yourself in the arcades. But overall a good game from Metbourne House. Colin Jagadowski
Ayrshire
Scotland
Putting his fiver towards:
Robocop

- No, no, no, no, no. The gameplay's lousy, so the whole thing's a disappointment. It doesn't matfer how much action there is, if it's rotten astion. And you're right to kvetch sbout the giant midgets lor midget giants). So yah boo.



## BATMAN

A$t$ last! Jim Douglas has produced an acceptable game review of a great game. After years of many unoriginal titles, one game rises from where no man has ever gone before. Yes, Batman is here with a new meaning to the words "computer game". The graphics are brill, and the way Batman moves from screen to screen is an absolutely marvellous idea.
But there is a teeny-weeny little problem, the author of this game
has a weird sense of colour. But it doesn't really upset the game. All in all, Batman is swell.
PS, Who the hell reviewed Star Farce - there was no signature! PPS, Chris, you spell brain B.R.A.I.N. not B.R.A.N.E.

Mr Anonymous
Somewhere silly
Putting his fiver towards: Savage

## - Sorry we lost your name, Anny (so if you want your money, write in). Star Farce was reviewed by El Dildoid but he wasn't sticky enough and his name slipped off the page. Brain is spelled B.R.A.N.E. when your brane is as unusual as mine. Perhaps

 from now on we'll consider giving games a rating for colour co-ordination.
## VIRUS

K Jim, who do you think you are? Who in their right mind would give Virus $96 \%$ ? The ground looks really jerky and as far as 3D effects are concerned you'd be better off with Vectorball (which only costs $£ 2.99$ ).
It took me about 10 hours to gain control of my hoverplane and even when I had I didn't feel very excited about it, as every half-hour a dot appears, you throw some little blocks at it and it disappears - thrilling!

Could someone also tell the programmers that triangles on sticks do not constitute trees. So come on Jim, you can review games better than this, surely? Virus deserves $65 \%$ at the most. Damian Higgins Cleveland Putting his fiver towards: R-Type
Okay, fair cop. Virus maybe isn't the smoothest 30 game in the world, but it's still a great conversion, so nuts to you . . .

## R-TYPE

Yo! Jim Douglas. Just thought Id drop you a line about your review of R-Type.

For once you got it almost right! Yes Im talking about R-Type that mega, blast everything to little pieces affair. $90 \%$ - how could I go wrong? I bought the game quicker than you can say 'down with Your Sinclair and viva [SU.'

The colour, the gameplay, this is the best coin-op conversion I have ever seen! As you burn around the many levels with a formidable arsenal of weapons you wonder if this really is a Spectrum game? And why did SUU only give it a 90 ?

The zillions of different types of monsters are all excellent! The reflective and helix lasers are crucially unstoppable! The end of level monsters are just incredible! Ben Southgate

## Boxford

Putting his fiver towards: Savage
Yes, it is rather good, and how wise of you to agree with me. Award yourself a pat on the head.

## OPERATION WOLF

Who says Jim Douglas doesn't get his reviews right? He does - he was right about Operation Wolf. Its mega cool graphics and playability have got me hooked. I especially like the way you can shoot the nurses.
Operation Wolf is mega cool and Id advise anyone who wants one to get it.
Spencer Lee
Clapham Park
London
Putting his fiver towards: Last Ninja 2

- I'd advise anyone who wants one to get it too. Either that or paint your head green.


## BATMAN

 bin: Holy battarangs Batman this Jim Douglas . . . He whocredited Savage with $96 \%$ when it should have been $80 \%$ or less Gee Batman ol' Jim sure amended his ways by giving you $90 \%$ What are we gonna do now Batman?

Batman: Err shut the hell up Robin you daft pillock ... About the game. It's hardly original is it? And I don't think the overlapping is a good idea. In fact, it's bloody irritating to find where you are and by the time you do you've been shot in the guts or pecked in the pecker.
That aside, I found the graphics pleasing and clearly defined and the gameplay is top notch. I was a little disappointed that there wasn't a 128 K version included, but this was made up for the addictiveness of the game. Well done Jim!l!
Keith Ellis
Chelmsford
Essex
Putting his fiver towards: Total Eclipse

Er, I didn't actually write the game you know, I just review 'em. Although if I did write a game, what a splendiferously superbous game it would be.

E
C. very 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 as clever you write the damn magarine. 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 recefved and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp $£ 5$ or cheque - to put towards the software title of your choice - tell us what you plan to spend the money on if your review is printed.
You've probably noticed that we don't print pletures any more, so you can stop sending them. Jim only sticks them on his typewriter and bums a hole in them anyway.
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 comer fighting. Don't beat around the bush - tell us straight what you think. Send your review (or any recent game) and fill in the coupon. 'Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name
Address.
r'm going to put my fiver towards

[^1]

This is the DANGER ZONE and YOU are the ZONE TROOPER . . . Well you can put me up a chimney if this doesn't ring a bell. Yessir, it's the sole-survivor scenario. Your spaceship has crash-landed on an alien planet. The entire crew is deep in computer-enhanced dreamland like so many frozen peas and you're the only one awake.
Since an eternity of sleep is a little unappealing. you decide that you must collect enough plasma pods in order to save your pals. Quite what the plasma pods do is a little

## unclear,

chrome ticks. I'd rather have a fair fight - you shoot them, they die - they shoot you, you die. However, on with the bananas. The graphics are colourful and riddled with attribute worries, although far from detailed.
ammunition is treated as an object, you can't kill anything when in transit to anywhere else. I felt that deciding where objects should be used was a mite unclean and I

but it failed miserably to offer any remedy for the intense apathy I felt during the whole affair.
Even being a budget game these days doesn't really excuse such roper and unappealing game structure.
wasted a stack of time drifting from one place to another only to discover that I had the wrong

## FAX BOX

ZONE TROOPER Label: Gamebusters Author In-house Price: £1.99 Memory: 48K/128K Joystick: Various

## Competent though dull and unoriginal make-a-map romp. Poor. <br> Reviewer <br> $\qquad$

waking up thousands of your probably hungover - mates to let them know the ship's up the Swanee and although they're awake, they're going to starve to death. Still, if it's plasma pods you're after, this would appear to be the place.

If there's one thing that annoys me more than any other in explory-mappy games it's unrealistic jetpac-gravity combinations. IT for example, has an awful lot of obstacles to negotiate, and continually being drawn to the bottom of the screen is nothing short of bloody annoying when you're also trying to avoid homing aliens.

The aliens, too, are of an especially infuriating nature. They take a number of shots before showing any signs of injury and anticipate your flight


In fact the graphic style (oh good Lord. GT) is a little tricky to pin down. Neither monochromesque detail or colourful Atwellian, it's neo-cubist representationalist, I feel. (You've been reading Arena again Jim. - GT).
As a result, you certainly don't get much of a buzz from looking at the thing, so gameplay rushes in to save the day. Alas no. While there are a reasonable number of obejcts to pick up, you can evidently only carry one at a time, and since your supply of
item with me. Still, that's the "fun" of this sort of game. Some information can be gleaned from INFONET, the computer system,




Dizzy is rife with colour clash too. Now, I can put up with some washy colour like any man, but onty if the graphics are fab enough to excuse 'em. Poor ol' Dizzy changes colour every time he walks in front of a tree or any other bit $0^{\prime}$ landscape.

I found them problems wot I came across were more infuriatin' than interestin', an' I quickly decided that I didn't really give a weevil ridden biscuit whether Dizzy escaped, drowned, cracked or starved. It's not great to look at, it's average to play an' the lead character isn't the most luvvable shipmate in the seven seas.
smooth an' ole Dizzy tends te roll around a bit - you'll get more an' more inventive an start tearnin' to avoid the traps an' that.

Aarl Ye'll either be the sort of bloke that loves these games what need an object to get an object to use the other object to get the other object, they're called Cause and Effect games, or you'll be the sort wot hates 'em.
Personally, I hate 'em. They're neither involved an tricky to make the puzzles interestin' or excitin' enough to excuse the pretty poor graphics. There b'aint even a "run-'Imthrough" option often as not.

## FAX BOX

DIZZY Label: Codemasters Author: The Ollver Twins Price: $\mathbf{£ 2 . 9 9}$ Memory: 48K/ 128K Joystick: Various

## RBVIBW



Unsatisfying though inevitably popular sequel.

Reviewer:
Coptain Bab

## 

R Tren

Never let it be said that Alan Nsugar has no soul; having conquered the worlds of hi-fi computers and video. Amstrad is now venturing into music. The first effort is the catchily-named CKXI00 Keyboard, offering a huge range of facilities including MIDL, for a tiny $£ 129$.
 28 patterns.

Boov RAP (3) my God! t's happenin'! Iatest thing from America is sure lo set your dull everings alight with all the excitement of a real hip-hop popping del sfep rad concert in The salety of your own

## Athe

 cost of a mere s\&0 the Body Rap (Im) outnt will fum you inlo a yeny rashionable creature, with lols of wires and electrody things

Novices will find lots of useful features including single-finger chords, auto accompaniment, and the revolutionary Playright feature. This automatically adjusts the notes you play to harmonise with the background chords, so you fust can't go wrong.

There's a built-in digital melody recorder which allows you to store your performances, save them on standard casselles and reload them. The MIDI socket lets you play any other MIDI instrument from the CKX100, but not the

IIIIIIIIN around, so you can't play it under control of your Spectrum. Silly real-
The CKX 100 has four octaves of miniature keys and is battery or mains powered. It has ten digitally synthesized sounds including electric piano, guitar, fute and strings, and a drum machine with

The first of a whole range of family keyboards, the CRX100 is avallable now from electronics dealers. For more detalls contact Amstrad on (0277) 228888.


## (0) Hion 50 <br> 

ell, the age of the blipvert is nearly upon us, thanks to those purveyors of goods electrical, Amstrad. If you haven't already heard bout SatTV, you can bet your bottom that you won't be hearing the last of it for ages.
By the time this issue appears, you should be able to pop into Dixons and kit yourself up with all the necessary gubbins. And thenassuming the satellite doesn't skip across the stratosphere and burn up while in orbit-you'll be able to pick up SIXTEEN saucy satellite channels beamed from all over the globe.
What you get:
It's difficult to predict exactly
what all of the sixteen channels will carry at the moment. Some will inevitably turn into subscription-only channels which you'll have to pay for. At the moment though, we're promised channels specifically for: MOVIES - Non stop diet of recent movies day and night.
NEWS-Constant updates of news from around the world.
MUSIC - Euro-disco apocalypse! Non-stop Berlinesque pap and Gary Davies frontmen (veejays, if you will).
SPORTS - Waaaaaaay! One for the lethargic lager louts. This will probably turn out to be the most entertaining channel, since there's no way there will be enough football and darts to keep the station busy for 24 hours, so we'll be treated to women's synchronised shotputting and Australian nude ice hockey.


## 吅全 The Instant Catalog


:46s. latte of Eituy I Socere Sisolato Spat tol 3 .
ifter lores.
Ifter Brser.
Ilien Sndrak.
Aliet Sner
Itra...
Bartarian 2
Berbarian 2
Sort's fale.
R
Stant-Caped Crusiotr
Biente Comade.
Hact tiom
Blact Fizer
Boateal
Bostent.
Hetcher Bil
Cirrter Co
lotcter Dill.
Carrlet Cosing
Circes laws...
Comus ferform
Cospoter Bnlac's Diart
Gytersoid It.
Diley's OImple Chilitase
Jatt Fuslos
Dort side
lees

Irasen finja.
Inasic loo.
Inuaic lo
Sebelos.

trplodiag fist Rles.
F-1s strite theite.
Termates test Dis
Ferastes test D
Fimel hasalt.
Tists I nrott
Hight Jot.
Fosthall Direet
Foothall Buser :
Fen Fiets Bect.
Trust Iruon's Iis b © I Stes..
INSTANT, Boston House, Abbey Park Road, Leicester LE45AN Mail Order Only. State Computer's make and model. P\&P: 50p on orders under 5 S. EEC 75p per tite.
$\qquad$ Whole Word \& 5150 per tite for Ar Mat New tiles sent on the day of release.
0533510102

## PREMIER MAIL ORDER

| LE SP | spectaum | OSC | TILE SP | spectaum | dsc | TILE Sp | spectaum | dusc | TILE SPE | spectruu | DSC | Trie Sp | spectnuu | DISC | mine spe | pectrum | disc |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Ace | 295 |  | Duey Thomson 88 | 650 |  | Gare Sel 3 Match | 896 | 11.8 | LED Somm | 6\% | 995 | Ouestion di Spot | 985 | 13.85 | Super Hang On | 1.8 |  |
| Ace di Aces | 285 |  | Dak Fusion | 596 | 895 | Game Sel 8 Math 2 | 2895 | 1195 | Uve Ammo | 685 | 10.85 | Ranbo 3 | 588 | 9.95 | Sipeman | 6\% | \$95 |
| Acion Serice | 595 |  | Dak Ste | 685 | 985 | Gareld | 60 |  | bee 8 Let De | 656 | 985 | Red Octicer | 9\% |  | Super Soccer | 295 |  |
| AdiAt Sudo 128 | 1498 |  | Dountats Pevenge | - 200 |  | Gaurler | \% 5 |  | Lving Dastgts | 238 |  | Petum of Jod | 698 | 995 | Siperspots | 5\% | 995 |
| Atebune | 715 | 10.45 | Douth Dragn | 695 | 995 | Gants | 10.45 | 1395 | Thatals | 550 |  |  | 65 | 1045 1095 | Supersper | 298 |  |
| Atsone Rarger 128 | 8 995 |  | Drgon Nria | 695 | 995 | Gl Hero | 485 |  | Mignitoent 7 |  | 1296 | Road Blasters | 698 | 1095 | Siptent Chitery | $895$ | 11.8 |
| Aen Sydume | 6.45 |  | Drud | 0 |  | GLneker Hestot | 695 | 10\% | Mrauder | 6.95 | 1095 | Rcobcoig | $69 \%$ | 995 | 10 loge Gines | 9.86 | 10.8 |
| Artabe Forcs 4 | 795 |  | Dorame Dus | 545 |  | God Stre Broze | 1045 | 1295 | Mast 2 | 28 |  | Acling inater | $\begin{aligned} & 696 \\ & 20 \end{aligned}$ |  | 20. cratusters | $69$ |  |
| Avton Collection | 688 | 10.45 | Eathight | 396 |  | Queritithes | 596 | 995 | Matchdey? |  | 10.45 | Rompe fiom Roy of Roves | $\begin{aligned} & 200 \\ & 595 \end{aligned}$ | 985 | to Con Ops | $886$ | 11 |
| Acd Yesod Akavod | 200 350 |  | Etheon Elarator | 6985 |  | Guld of Theers Gimurnes |  |  | bega hocaypst Metaplex | $\begin{aligned} & 65 \\ & 265 \end{aligned}$ | 10.45 | RTlye | 695 | 10.45 | Tectro Cop | 596 | 10.5 |
| Akanod 2 Revenge | -550 | 995 | Ete 6 Pask 1 or 20 a | ar 36.85 |  | Gurstip | 6.96 | 9.95 | Wetrooss | 295 |  | Starand | 550 |  | Terapols | 69 |  |
| Any Howes | 3.8 |  | Emin Hughes Footal | bal 6.96 | 95 | Gpron | 1.00 |  | Mani Vos | 295 |  | Samua Waror | 4.9 |  | The Ganes Sunme | 688 | 10.85 |
| Atura | 535 | $8: 6$ | Enpre Siries Back | - 695 |  | Hard Guy | 200 |  | Mckey Mouse | 6.8 | 995 | Sraion | 625 |  | The Ganes Wrter | 6.8 | 1086 |
| Ahera | 395 |  | Ergra Foiet | 20 |  | Headcosen | 285 |  | Medfigter | 98 |  | Snaye | 550 |  | The h Cmed | $8 \%$ |  |
| Biluraker | 200 |  | Esporage | 59 | 985 | Heatant | $200$ |  | Man Pat |  | -1065 | Sulactusen) | $\begin{aligned} & 1.45 \\ & 285 \end{aligned}$ |  |  | $88$ |  |
| Buberan 2 Paluce | $680$ |  | tut Of Rosd Racng |  |  | Hetio Hero | 6.0 1.00 |  | Muncher (T Wreosis) | ) $\quad 595$ | 1042 | Sroot Out | 686 | 10.45 | Trunderats | 585 |  |
| Buts Tale 1 | 6.8 |  | Faright | 2 |  | Hepses ol Lanct | 745 | 1095 | 193 | 696 | 955 | Somze | 296 |  | Toge Road | 6\% | 975 |
| Bima Cod Conseder | 6.6 | 955 | Far Mears of Foul | 545 | $895$ | Higt Fronter | 200 |  | 19 Boctary |  |  | Slert Sevice | 68 |  | T-te 8160 ct | 985 | 9.5 |
| Best of Benord | 598 |  |  |  |  | H0\% | $\begin{aligned} & 200 \\ & 600 \end{aligned}$ |  | Hemest Pe Warnó Neteriold | \% | 995 | Sidetal | 695 | 1045 | Tua E | 598 | 995 |
| Bonc Commanto | 695 |  | Fretap | 295 |  | H/pabs | 150 |  | Ngod Marsel GP | 6.95 |  | Sutsca: | 58 | 10.95 | Tourdefore | 295 |  |
| Bask Lant | 336 |  | Fsh |  | 9.5 | loups | 150 |  | Ngitrader | 7.55 |  | Sare or De | 695 | 1045 | Iraisut Manage | 6\% |  |
| Baj Toger | 695 208 |  | Fist ${ }^{\text {a Thumbes }}$ | 305 | 996 | FeriWarios | 595 |  | Nodes d Yesod | 200 |  | Sobe of Foture | 500 508 | 885 | Tran Escape | 688 | 1045 |
| Block Valey | 205 |  | Fie Cortoter its |  |  | Inpat | 6.96 |  | Noch or | $2.8$ |  | Soder ditht | $5 \%$ |  | Tratior | \% 65 |  |
| Sombuas <br> Bonces | 200 |  | Finesty 2 <br> Fight Act | 95 | 1295 | 1 mp Ussion 2 | $35$ |  | Ogeranon Wal Othn | 696 |  | Some A | $\begin{aligned} & 7.45 \\ & 10.45 \end{aligned}$ | $\begin{aligned} & 1090 \\ & 1295 \end{aligned}$ | Trepras Tive Pursul | $\begin{aligned} & 350 \\ & 985 \end{aligned}$ |  |
| B.tbie Betbe | 545 | 8.5 | Firsiones | 6.5 |  | Inems | 500 |  | Overlard | 550 | 995 | Sordiay | 200 |  | Ind Prsult New Begin | - 98 |  |
| Bugy Boy | 550 |  | Bying Stax | 550 |  | Elematonal Karate | - 295 | 495 | Orebord | 700 |  | Spting lage | 655 | 9.85 | Typer Tyger | 500 |  |
| Bather Hil | 645 395 | 1095 | For Fchts Bad | 600 6.5 | 895 | Irontord | 8.85 | 13.95 | Pacand | 6.8 595 |  | Spy ${ }^{\text {Soy }}$ Actic Spuy Soy Triogy | 28 695 |  | Tiptoon | $\begin{aligned} & 550 \\ & 98 \end{aligned}$ |  |
| Captan Bood | $695$ |  | F15 Strime Eagie | 5 |  | Karse Ace | 10.45 | 1296 | Pam | 956 | 10.9 | Saingad | 7.45 | 295 | Theortitiet | 59 | 995 |
| Carer Command | 986 695 | 136 10.45 | F16 Combat Plot Footal Mrager | 85 | $12 \%$ 495 | $K$ netr | $150$ |  | Pegs Mad Itr |  |  | Sia Raders 2 | $\begin{aligned} & 200 \\ & 606 \end{aligned}$ |  | Vection 30 | $\begin{aligned} & 200 \\ & 50 \end{aligned}$ | 0.95 |
| Cuus Conbal Sctool |  | 10.45 | Foobal Marager | 295 696 | 495 | Kingiout | $98$ |  | Petor beardiey Pral Pogags | $68$ |  | Sta Wis Steath Fictier | $695$ | 9.95 | Vidory Roid | $\begin{aligned} & 50 \\ & 50 \end{aligned}$ | 492 |
| Conter Game | 10 |  | Foutal Vanuge 2 Frody Hardest | \% | 995 | Konami Cilection Kaiout | 6.95 | 1285 | $\begin{aligned} & \text { PrMM Pegas/s } \\ & \text { PHtal? } \end{aligned}$ | $\begin{aligned} & 685 \\ & 150 \end{aligned}$ | 10.85 | Sreetioter | $\begin{aligned} & 699 \\ & 6.96 \end{aligned}$ | 299 | Vocater | $\begin{aligned} & 500 \\ & 550 \end{aligned}$ |  |
| Cond Peromance | 889 | 1295 | Frostble | 200 |  | Larcekt | 295 | 1195 | Platoon | 6\% |  | Sveer Socser | 698 |  | Vren - | 650 | 10.45 |
| Caxy Cas 2 | 6.95 |  | Fave Kight | 200 |  | Laser Squad | 6\% |  | Predats | 715 |  | Sire Fore Harme | 80 298 |  | We Ae fe Ormpors | (1) 696 | 125 |
| Cosswze | 495 |  | Gane Olv | 350 |  | Last Nna? | 896 |  | Pen Sacoer Sm |  |  | Stro Poker 2 | -69\% |  | WEC Le Mars | 50 | 895 |
| Ojbernd 1 or 2 | 6.45 |  | Gime Oie? | 685 | 985 | tDoard Par3 |  | 1395 | Pufts Saga |  | 10. | Summer Oympiad | d 598 |  | Ifigg | 8 | 895 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| \% |  |  |  |  | ders o sewher lepho | E5. UK orde add E2 per orders: 0268 | ers under $\begin{aligned} & \text { item, } \\ & 8-590766 \end{aligned}$ $8-590766$ |  | 50p per item. OFFERS ARE | Europe E MAIL | $\begin{aligned} & \text { add } \varepsilon \\ & \text { ORD } \end{aligned}$ | per item. $\%$ ONLY. | \% | \% | * $\%$ \% | $\cdots \cdots \cdots$ | \% |



RT. Smith and CCS are two names which drive - most knowledgeable strategy fanatics wild. For your information, Robert 'Call me Bob' Smith has a habit of coming up with some pretty good wargames. His last one, Vulcan, was voted Strategy Game of the Year, 1987. It's when he starts doing arcade games, such as Cyberknights, that things start to crumble.

CCS has, in a very select circle, a very high reputation. Right from the start they have brought out original and entertaining strategy and simulation titles; one of their first, The Prince, winning a major industry award back in 1984. Ancient Battles is fab, and what's more, you don't have to be a strategy or historical buff to enjoy it.

Ancient Battles is your chance to re-enact five very different but real battles, ranging from battle of the River Hydaspes in 326BC to up to minute wars such as Battle of Chalons in 451AD.

As wargames go, there's really nothing new about the way AB works. There are two opposing forces, each represented as a series of icons scattered about a 'board', each icon representing a unit or batallion. Each of the two 'leaders' takes it in turn to issue orders to its units. These orders can be any of two main things. Move or fire.

Each unit has a specific number of moves available during a turn, and different terrains use up different numbers of these movement points. Attack options are

## BATTLES


determined by the weaponry held by the unit.
Of course, you can't attack the enemy until you see them, and if the enemy aren't present in your field of vision, then they won't show up on the screen when you're playing. Being the last unit stuck in the middle of a dense wood, not being able to see any of your opposition is a

little nervewracking.
Either side can be under human or computer control, or both. The human takes control of all the chief pieces, and the computer handles all the ninions. This is a brilliant idea, and one I'm sure a lot of strategy buffs wish had happened before. It speeds up the gameplay no end, and also stops you wasting your time
with a two-bit patrol of six unarmed footsoldiers, when you could be thrashing the enemy to within an inch of their lives.
It's difficult, but then again, it's worth the effort. Amazingly easy to pick up, but be warned, once you do, you'll be hooked. I know I am回

Vulcan.

Tonvy ovisuly

song coming on). Last month I told you all about Official Secrets, a mysterious body of people responsible for afflicting untold bargains on all we Spectrum adventurers If you weren't reading, SHAME ON YOU, but I shall tell you their address again anyway. They live at PO Box 847, Harlow, Essex CM21 9 PH . Write to them, tell them that you heard about their existence from The Sorceress, and I might get invited to their next Christmas party. I assume my invitation to last year's was lost in the post.
We all admire Magnetic Scrolls for their ability to come up with a jolly good adventure yarn, and they have teamed up with Official Secrets to come up with something of a very interesting nature. This is a mini-adventure called Myth, based on the antics of the Greek gods, who as we all should know got up to some pretty dirty tricks in their time. Myth is, of course, available for the Spectrum + 3 , but only to members of Official Secrets. It is not going on general release, so it would appear to me that the only way to acquire a copy is by joining the Official Secrets Club.
This costs $£ 19.95$, which is a bit much even for a Magnetic Scrolls adventure, and a mini one at that. However, there is much more to Official Secrets than that. For you $£ 19.95$ you get a copy of Myth, automatic membership of Special Reserve (which usually costs $£ 4.00$ and 1 told you all about that last ish), six issues of their magazine Confidential, a copy of Level 9's Gnome Ranger (or a surprise alternative if you already possess the game, which you should), a telephone help line, and the opportunity to enter a competition and win £500 of computer hardware just by sending in tips, maps, or solutions. I may enter myself. As a competitor, that is, not a prize.

Do you know, there is one thing that distinguishes a Sorceress from a mere mortal,
 less Games Workshops range of 3-D board games, that's what. The two latest, Adeptus Titanicus and Dark Future both have huge boxes - I
should hope so too at the $£ 24.95$ price point - so they must be good, mustn't they? Dark Futures is a game set in
the aged relatives declare that "they never had television in her day and folk used to make their own entertainment," and the games are dragged down from the top of the wardrobe, to be played by an assortment of rabble, most of whom wouldn't know the rules if they hit them firmly in the gob.
But then things started to change. Steve Jackson Games started to produce rather fab, pocket money sized jobs like Ogre, that you could play in the lunch break, and which were wonderful beyond most sentient beings' wildest dreams

Yet still, something was wrong with even these
a Mad Max kind of postmodern ecological disaster style environment on the wide open (and now wild) freeways of the USA in 1995. The States are ruled by big corporations and the lawlessness on the roads curbed by Sanctioned Operatives (Ops).
You should not necessarily be put off by the 114 page rules book - as GW say
f gameplayeeness. They fitted into your pocket, and only consisted of a few cardboard counters and a map. What about if you had huge maps? What about if the playing pieces were models that you snapped or glued together and could paint?

And even more so, what if the boxes were really, really big - the ones you can only just fit under your arm?

themselves, it's comprehesive rather than complex, carrying vast amounts of background material about the 'world' in which Dark Future is set. The process of getting into the rules themselves is helped by GW putting in a simplified 'tournament' version which acts as an introduction to the major concepts.


Taken to its furthest limits, however, Dark Future can be a challenging fun game with you designing your own vehicles and equipping them with hardware beyond that even of an XR3i.


Shooting, ramming, sideswiping - all those things you've ever wanted to do in a traffic jam - this and more is delivered by DF . . . well worth a look by those who have long been bored by Waddingtons Formula One.


Then there comes Adeptus Titanicus - this one set in the far distant future over 10,000 years from now. The Imperium seems to be rearing

its ugly head again, the galaxy is in turmoil and these huge fighting machines, Titans, seems to be having a whale of the time kicking (or at least lasering) the hell out of each other.


According to Grand Master Augrim, Division Militaris Order of the Imperial Eagles, "The Orders of the Adeptus Titanicus are the iron fist of the Emperor's rule. A velvet glove would serve no purpose." Well, he should

know, bu it doesn't make fitting the bits of the Titans together any more easy, I can tell you.

40-80 feet high in real life, crewed by teams of three to five men (via mind-impetus units) these are weapons platforms that can carry Heavy Weapons (say a Laser Canon), Very Heavy


Weapons (a Macro Cannon maybe), Close Combat Weapons (a Black and Decker special . . , the Chain Fist, for example) or target-seeking missiles.


The set scenarios have Imperial and Rebel Titans swiping it out between each other, with Basic Rules for starters and Advanced ones (allowing you to design your own Titans etc) for those with more than 2 ' $\mathrm{O}^{\prime}$ ' levels.
Once assembled - even better, painted, the robots slug it out like the heavyweights they are
An Express Op tangles with the Spiders from Mars, while a Sand Devils' Renegade prepares to join the fray.

and if you got well into it, you could even found a new Order of Titans yourself and play a whole Company. Both games are relatively uncomplicated, fun especially with all these models around and assuming the $£ 24.95$ isn't a handicap worth getting hold of. Try your local games shop or contact Games Workshop at Chawton St, Hilltop, Eastwood, Notts. Tel (0773) 769731.



## VORTEX

H.A.T.E. is the latest of a series of highly regarded programs from Vortex, most of them the work of Costa Panayi. Game development usually take $9-10$ months, though beginning a game is always the hardest part.
H.A.T.E. followed a typical pattern, a tough time getting the format right, followed by a period when ideas come thick and fast, with the final few weeks again difficult with the programmers living, eating and sleeping the game.
It is in the last few weeks of development that playability can be lost - programmers get too close to their project, so thorough play testing is vital.



The completed game took some of the visual ideas Vortex first introduced with the ighway games (see bottom right) but introduced an undulating landscape and speeded up the scrolling to give the whole game an 'action' feel.


used 18 K solely for the scrolling.
Two pixel scrolling is a fairly simple bit of programming until you see how it slows down on the screen. Several unconventional techniques had to be employed to update all the 3D characters ąt incredible speeds. In fact it was the fifth re-write that finally gave us the speed we needed. With 18 K used up it Pret is not difficult to Prif not difficult to had a problem finding memory
for the rest of the game. in the event the 3D technique used was a version of the Highway Encounter technique with an upgrade on the speed at which the individual characters were dumped whilst allowing for the scroll.

## H.A.T.E., THE END RESULT

We hoped to produce a fast smooth shoot 'em up which is easy and enjoyable to play. We believe we have succeeded.


[^2]Revolution mixed all these elements.

## THE 3D IN H.A.T.E.

Many of our existing routines had to be rewritten in H.A.T.E.; this was largely due to the change in memory allocation. Cyclone for example needed a large number of character sets. In H.A.T.E. we


No messin'. You young punks gotta be seen in this! The all-new 1988 SU TShirt is totally great and comes with the near legendary punk from the amazing Street Fighter issue of SU. It does not only guarantee instant credibility on the street, it comes in a choice of two fabulous sizes; XXL for really big people and medium for normal type people. It's also pretty cheap for something that is so totally marvellous. So buy it OK?

THE SU T-SHIRT COSTS $\mathbf{£ 5 . 9 5}$

- Please complete the form below:T-shirt(s). I enclose a cheque or postal order, made payable to 'Sinclair User' for $£$. $\qquad$ (no of shirts times $£ 5.95$ ). This price includes postage and packing. I willwait $\mathbf{2 8}$ days for my T-shirt but no longer. I have ticked the size that I want.Name $\qquad$Address. $\qquad$
$\qquad$
$\qquad$
Tick size required: Extra Large $\square$ Medium $\square$ PREMIUM SALES, 14 HOLKHAM ROAD, ORTON SOUTHGATE, PETERBOROUGH PE2 OUF


#  

## Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VEgot this problem with my 48 K Spectrum + and its Multiface 1. I get fed up with multiload games that make me reload the first bit when I fail on the higher levels.

Can I get a Ram pack to turn my computer into a 128 K Spectrum, or is there a conversion kit? If so, will my Multiface work?
Kevin Lane
Bridgwater

## Somerset

- A noted surgeon writes: There were some experimental operations in the early days to transplant large lumps of Ram into the smaller Spectrums. However, due to the medical fact that the Spectrums invariably died these were soon abandoned. As were the Spectrums, in fact.

No. You can't. And if you could, the Multiface wouldn't work

Iwant to use a printer with my Spectrum +3 . I'm getting the Tasword +3 word processor, so I want one that will work with that. What one should I get, where can I get it and how much will it cost? And will I need a lead? Daniel Smith

## Croydon

## Surrey

- The Spectrum +3 will work with just about any printer produced, except the original ZX Printer and the Alphacom 32. Depending on how much pocket money you get, you can start at under a hundred for a very cheap dot matrix and go up to several thousand pounds for a laser printer. Not many Spectrum owners use laser printers.
You can get suitable printers in any computer shop, or mail order from a magazine. The things to look for are a Centronics interface (sometimes called a parallel interface) and Epson compatibility. If a printer has both these things, then it will work with your +3 and Tasword. There are many good printers for around 150 pounds; Star, Taxan/Kaga, Seikosha and Amstrad are names to look out for. If that's too much, second-hand printers are not uncommon but see it working first!

You'll need a lead. Ir's called the PL-1 (for Printer Lead One ...) and anywhere that sells Sinclair or Amstrad computers will have them by the bucketload.

THEpresent I longed for arrived at Christmas - a Multiface 3! I have read the Speccy manual but can't figure out how to 'Format a disc' in order to copy tape to disc. Help!
PS - My dad was raised on train sets and Dinky toys. He thinks the Spectrum manual may as well be written in Chinese!
Nicki Alexander
Murton
-Oh he does, does he? Open that fine book at page 7, and glance down at the list of who contributed. Chinese ... ha. Do I "look* Chinese?

Your problem is really simple. Put a new disk to be formatted into disc drive, ah so Select option ' +3 Basic' flow main menu, and then type Format 'Al'. Then press Enter key. When light stops flashing, turn disc over and repeat. You have formatted disk. Confucious, he say read pages 36,37 and 38 of manual if still beset by confusion.

Ah so.

SANTAbrought me and my brother the Artist II package with a Kempston mouse. Whoopie! But are there any GOOD games that are compatible with the Kempston mouse?

## David Licence

## Gorleston

Gt Yarmouth

- No. Well, not that I know of. And in the 16 -bit world, where computers come with mice like hedgehogs come with fleas, most games are still written to be used with a joystick. Joysticks are a far better way to control games, it seems, whereas a mouse is a timid creature best left in the quiet world of pretty pictures.
So you're not missing out on anything


## WHAT'S ${ }^{\text {the e onswert }}$ this olot

 1 Can I write my own Rom routines that overwrite the normal Spectrum Rom?2 Can I expand my Spectrum's memory to 640 K , or will I have to change the CPU to a Z80B or Z80C?
3 Can I scrap single-letter entry and type in commands letter for letter?
4 Can I add RS232 or Midi ports to my Spectrum without taking it apart and without buying either of the units?
Damien Foggen
Stanley

## County Durham

- Silting down? Good. 1 No you can't. The Rom - Reod Only Memory - chip is programmed when it's made by etching a pattern onto the chip's surface. This can't be changed without a roomful of equipment and an acid bath. You really don't want to know the detoils.
2 No again. Changing the CPU to another sort of 280 won't help either - thay all address the same amount of memory. If you were very, very techy you could bolt on 640 K or more of extra memory by adding switching circuits but it would be cheoper to buy a +2 or even a Sam.
3 Yest There are a number of enhanced Basic programs about; one of the better ones is Beta Basic. Another good one is EX-Bosic from One-Day Protection Systems 0228-35208. Most of them let you type things in full, if you must.
4 No. If you could, don't you think Sinclair would have done it? Or of least odvertised it

I'VEgot a Granada/Sanyo TV monitor C14E54 and I'd like to connect it to the +3 VDU monitor socket. The Sanyo has a 76-pin socket (diagram enclosed).
Is there anything else I should know before connecting the two together?

## D. C. Brown

## Chatham

Kent

- Loods of people are asking about monitor-computer connections these days, as it seems that TV manufocturers are keen to bung the sockets on for all those wonderful (oh yeah?) satellite receivers, interactive CD video systems and so on.
Connect the following pins on the Spectrum to those on the monitor -7 to 1,6 to 2,8 to 3,4 to 4,2 to 5 and 3 to 6 . There's a diagram of the Spectrum socket on page 316 of the manual; with that and the appropriate bit of your monitor handbook any hi-fi or TV repair shop should be able to do you a leod.
In general, there's nothing else to worry about. It's not possible with the +3 (clthough it was with the +2 ) to connect it directly to the Video In socket of most video cassefte recorders, or to any monitor with a composite video input, It will only work with RGB inputs, like yours.

1 first 48K Spectrum was bought in 1983. Since then, I've had it replaced twice, repaired and now I'm using a Spectrum +. Most of my troubles have involved games not loading.
The games all load on other people's computers, and typical symptoms include stange symbols and patterns on loading screens, or games never starting properly, or the computer going black and back to the copyright screen.
What is going on? Is it the tapes themselves?

## Edward Hodson

## Waterloo

Liverpool
-Nah. Classic case of dodgy tape recorder. What you've got is a cassette player that, while it might do justice to Bros or Celery Minnow, is just not up to the business of injecting bytes into your pooter. It could be too old, it could be dirty (see the reply to Khaled Khairey), it could have the dreaded Drive Belt Wobble, it might just be bored with Spectrum data tapes.

Il's not actually worth trying to get the cheap tape decks mended unless you've got a particularly friendly fixer who'll do it for a fiver, but do check for build-up of dirt on the head (do music tapes sound muffled?) before consigning it to the bin.


# ... SHOULD I REPRESENT THE GRAPHICS? 

If you decide that plan or side view pictures aren't for you, the only choice available is the 3D. Or is it?

## 3D GAMES

3D Ant Attack, Knightlore, Alien 8, Quazatron, The Final
Matrix, are all 3D games in a category which you could technically describe as "Isometrically/Obliquely projected 3D graphical games". That means that the screen is filled with nice graphics that are drawn to look as though they are in 3D. The key to this system is that the sprites and blocks you see are in fact 2D sprites - they have to be because your television screen is flat. The innovation is that some genius thought that by drawing the sprite to look as if it was in 3D (Fig 1), then hey
presto we have a 3D game. It is at this point that the genius described it wrongly - the result is not true 3D but more of a compromise, but this compromise has certainly produced some very good games in recent years. There are other types of 3D games which I will briefly mention although it is the type described above which we'll deal with first.

## VECTOR GRAPHIC 3D GAMES

In this category, we have our objects made up of wire framed structures (Fig 2). This style lends itself to space games or games where the scale is very large with vast distances involved. Remember the games Elite and Gyron? Ironically, these games tend to be written by

fig1


A VECTOR GRAPHIC HOUSE
the mathematical genius type of programmer whose graphics capability is at the stick insect level - vector graphics are virtually stick drawings! If we 'fill-in' the space between the lines of a vector graphic, then we end up with a game like the recent Freescape series. Basically it is exactly the same as ordinary 3D vector graphics but rather than 'fresh air' between the lines we put different textures instead. At the end of the day, the more complex the programmer makes the 3D
effect then the more the program will start making the processor groan at the seams and slow down the game.

Oh! I almost forgot, there is another semi-3D style which is worthy of a mention and that is the Jack the Nipper portrayal (Fig 3). When we see how the graphics type of 3D game is designed we will see that the games whether they be of the Knightlore or Jack the Nipper variety, have a lot in common.
HOW IT WORKS
Remember those horrible

## A 30 SPRITE DRAWN IN $2 D$


fig 3

Sinclair User's address

## Pextand

games when the Spectrum first came out - circa 1983. The sprites flickered and they caused all kinds of problems when they overlapped. Once some bright spark started using 'Masked Sprites' in his games, the problems just dried up. Masked sprites have been described in this column before so I won't elaborate but it allows the sprites to pass over each other in a precise way without obliterating parts of background scenery or other sprites. Unfortunately there is not enough space to do a full scale 3D demo program (I don't think GT would like it!) What I have done instead, is to demonstrate how it works with a cardboard cut-out of a 3D system (Fig 4). For those of you

fig 4
CUT OUT 3 CUBES TO THESE DIMENSIONS AND MARK THEM A, B, C
who watch Blue Peter, this should be a doddle - we don't need any sticky backed plastic though! Just copy the shapes shown onto cardboard or paper and cut out the shapes as shown. On a separate piece of paper draw a copy of figure 5 lusing the dimensions shown). By doing this you have essentially got a background screen (Fig 5) and some block shaped sprites A, B, and C.

If you position the paper 'sprites' on the background drawing, a little juggling will make the whole scene look quite convincing as a 3D portrayal of a cubic room with 3 cubes at different positions within that room. Remember that the games mentioned

previously had nicely drawn characters instead of cubes but the principle is the same - if you want to cut out 3D representations of something abstract like a Sinclair C5 for example, just draw it in isometric projection and cut if out. Try moving the cut-outs in various ways on the background - overlapping if you want. The word 'overlapping' now brings me to an important point with this form of 3D.

Some readers of this article may have heard of the artist who was famous for his abstract three dimensional drawings which depicted impossible situations. The man was called Escher and he undoubtedly caused a stir with his style of art (Sorry for this lecture. - GT). Water would flow downhill only to appear to end up back at the top of the drawing but having travelled downhill all the way round the drawing. This was clever stuff to look at but obviously the pictures were just a kind of optical illusion. Getting back to our 3D model, refer to figure 6 to see a valid case where the three cardboard cut outs each overlap the other in a sort of interlocking layout. There is nothing peculiar about this
way of arranging them and it is quite easily achieved in the real world. Here is the dilemma. A 3D computer program achieves its 3D overlapping by drawing the sprites further away first and sprites progressively nearer on top of th eothers in a 'back to front' system. This creates the realism of things going behind walls etc. The normal way the computer works this out is by
doing a 'bubble sort' type of action on each individual sprite $X, Y$, and $Z$ co-ordinates so that the sprite to be drawn first is the one deepest into our scene. When our sprites are to be positioned as in the interlocking figure 6 way, the sort routine would get locked. The routine would determine that each of the 3 sprites had a valid right to be drawn first and effectively the sort routine could not sort them into a depth order because they are all the same (to the routine at least).

There is no easy solution to this problem and the cure we adopted in Final Matrix was to prevent the sort routine getting locked in the cage where the sprites were of the same point on the scene. Having said that, the problem is very difficult to set up and usually if it does occur it happens so quickly and has gone before you know it. Right at the start I said that these games are not true 3D but something else. The something else is a very convincing illusion of 3D.


EACH BLOCK OVERLAPPING THE OTHER



It's not often we look at new bits of hardware for the Spectrum for the jolly good reason that there are few new ones appearing. Even this goodie, the Rombo VIDI video digitiser, isn't strictly speaking NEW as such, but the operating software has been extensively revised and upgraded, by an enthusiastic owner of the original version, so it's worth a second eyeball.
The function of a video digitiser is to take a picture signal from a video recorder or camera, and shove it into your computer's memory in such a way that the image can be displayed and manipulated on screen. In the case of the VIDI, the connections are simple; plug the little black box into the user port of the Spectrum (any Spectrum), and a lead from the VIDEO OUT of your recorder or camera into the VIDI's phone $\operatorname{IN}$ socket. Then load the VIDI software, which can be transferred if you wish to backup tape, microdrive, Plus 3 or Disciple disc.

A menu bar appears at the top of the Spectrum display screen, and the rest of the screen is filled by a digitised image of whatever signal is being output by your video recorder or camera. It's magic!
The image is in black and white, of course, since only very expensive digitisers can create a colour display. However, you can select any other combination of paper, ink and border colours if you prefer. Also, by pressing the spacebar you can switch on a SHADE option which introduces a more graduated toning. You can also adjust a signal level knob on the side of the VIDI, which controls the overall brightness/ contrast.
The spacebar and enter key are used to flip through a series of menus on the control bar, and select the required function. It's all dead easy to use, and to my amazement I had the whole thing up and going in about three minutes.
The digitiser can grab either
single frames, or a sequence at a rate of abouit twelve per second, which is slower than real-time but which gives a fairly "live" feel. You don't need a still frame to digitise, which is good since not all video recorders have good still-frame facilities.
You can save single pictures or sequences to any medium, verify them and reload later. Sequences allow you to create animations of up to six frames (the most the Spectrum can manage, since each frame occupies 8 K of memory). The sequence can be shown either forward, backwards, or in a continuous loop.
Both the digitising and the animation rate can be set to slow,
incorporate the animations in your own programs, and alter the speed and direction settings from Basic. Experienced machine-code programmers should be able to write their own VIDI applications using the technical data given in the brief photocopied manual.
Since VIDI saves pictures in conventional Spectrum SCREENS format, you can print them out directly from the program, or load them ito most graphics packages for further editing, colouring and manipulation.
For the price of four full-price games VIDI should give you hours of enjoyment. Owners of the original version can upgrade

medium or fast, which allows you to create some interesting slow and fast-motion effects. A complete sequence with animation parameters can be saved as a single file. These files contain a small machine code routine which allows you to

their software for $£ 1.99$. Product VIDI video digitiser. Supplier: ROMBO, 107 Raeburn Rigg, Livingston, West Lothian, Scotland EH54 8PH. Tel 0506 39046.

Price: $£ 34.95$




| JOYSTICKS LINTERIFACES |  |
| :---: | :---: |
|  | (180 |
| CHEETMH STAPFGHTER | [1250 |
| KONX SPEEDKNGS INTEREACE | 115\% |
| QUICSSHOTII + DUAL PORT IF | ¢16.95 |
| SPEC + 2 . OSTICK ADAPTER | ¢399 |
| KEMPSTON +2/ 3 IITERACE | 1795 |
| OKSIMGLE PORT IF ESSESUML | 1995 |
| DATEX HATIOBL LSTER \& NTEAFACE | 66.95 |
| ALIENBLASTER - QUALIY MICYOSWTCHED. | 16.99 |
| TWO-HCE 2 Way Motle ASuan |  |
| WC. JOSSICKCOWECTORONOFF | 116.55 |
| KOVX MAMGATOR | 14450 |
| GRAPHICS ASOUNDDEVICES |  |
|  | [6E.55 |
| KEMPSTION MOUSETDOUKIT | ¢49995 |
| TROJAN LGGTPEN 48K E19.8s +2 | [19.95 |
| TROUN +3 LGETPEN | [22ss |
| OK.SPECTRUM LIGHTPEN | f148 |
| GRAPH PRO+LSST WORD+LPEN [2995 | [3395 |
| 'CHEETAH SPECDRUM.DIGTML ORUM | [2295 |
| SPCCORUM SSTEM II. . [4.99 LATN ORUM. | 14.99 |
| DK3 CHANEL SOUTO | 529.95 |
| RAM MUSCCMACHINE | c4550 |
| VDI-JX DIGITIER | [2995 |
| MODEMS EBACK-UPDEVICES |  |
|  | [39.58 |
| MUTFACE 1 - 39.9548128 | [445 |
| MUTIFCE 3 THRUPOFT COTSS STD | 12250 |
| BUS EXTENOER | ¢495 |



DASP 200021603000 PPATER
AL COVERS STOCXED - CALL US
 SPEC +3 COSSEITE LEAO E2.9945/128
 HEAOCLEANER \& FLIO$[239$

|  |  |
| :---: | :---: |
|  |  |
| Ahtist II (128) | [1795 |
| ARTIST II (45) | [14.95 |
| AFISTI +3 (NOWM ${ }^{\text {a }}$ | \$1995 |
| Aft stuolo | [1t5s |
| CPM (+3) STSTEM | 2735 |
| HISOFT DEVPAC +3 | [1795 |
| HISOF P BSSC +3. | [2685 |
| HSSOF ' ' C +3 | 52780 |
| HISOOF PASCAL +3 | 23000 |
| HisOFT DEVPAC 48128 | [1395 |
| HISOF BASC 48128 | \$22.95 |
| HISOFF 'C' $48 / 128$ | [2300 |
| HISOFT PRSCAL 48128 | 12300 |
| MSTEAPLE 43 | [2685 |
| MSTERFLE SE128 | fiks |
| TSWWORD 2 48K | [1230 |
| USWORD 3 MICHOOPVE) | f1550 |
| TLSPRINT (CASS) [890 (MO) | 5990 |
| TRSOOPY (CASS) - 88.90 (WD). | c950 |
| TSWMOE 46 K | 4.50 |
| TSWORD +2 | [1290 |
| TISCALC +3 | [1895 |
| usprint +3 | [18.95 |
| TSSSCN +3 | [1895 |
| TSEWDE +3 | [895 |
| DESKTOP PUELISHER DISCPLEPUU' '0' | [3780 |
| TSSCALC ( $128+2$ ) | ¢1695 |
| TLSSSIM 128 | [16\% |
| TSSWORD +3 | [1885 |
| TSSSPELL +3 | ${ }_{6} 185$ |

FREE
SOFTWARE \& ACCESSORIES LIST WITH FIRST ORDER PROBABLY THE LARGEST RANGE OF COMPUTER PRODUCTS ANYWHERE

SPEC 48 POWER SUP
SPEC + MENERANE

 DUSPEC + SERNCE MANULL (EUR + EZ2) E2935 $16 \times-48 \times 1$ UGRDE | SPRC +2 REPARR |
| :--- |
| 4164 MEM OPSS |
| 125415 |

## OPS EDUCATIONAL SOFTWARESETY

MOUAN AND THE GAEA ESCDPE
MCOWNMGICMPROR
WCMAN WTHE TRESUURE CNES
mhowr morer s

| COUTT WTH OUVER |
| :--- |
| WERE $S$ TMEAE WTH |

HERE 8 THEAE WTHMR VEI
RRST STEPS WTHMR MEN.
ERST STEPS WTHMR
CRSTLES \& COOWS
SUPPLE HOPPR
SNAPPL
PRNTE
ANMWTED MATHS
ASTRO MARMS
WORD GANES WITH MR MEI
GDOY GAMES SHOW
LOOK SHARP
READ RIIGHT Auth
SMAPPLE HOPPER +3
CSTLES AND CDOWN +3
TOPS AND TAES +3


## SURSTIUTED

 hate (not novinis? SCK WIFES
DSCIPLE



PCXPOKE-I PLUS D
3h" OSC CLEANER
vincon EAMER
3\% nisctaEaMER
$3 / 3 h^{*}(2040) ~ L D O K A B L E ~ D S C B O ~$ '/312' (6080) LDCXABLE DISC BO MICRODRNE EXTEASION CABLE
WHFA CENT OR SERINL CABLE
Cf2 3* waytilums niens
10.312 SSOO SONY DSCS

HCRODRIVE BOX
3/2* SNGLE CRIVE RUR SPECTRUN
 TUPS MED RES COLOUR MONTORINC i23995 NICOMPUTER LEAD 51.59 HDUTY $\quad \$ 1.99$

| PRIINTERSIMTERFACES |  |
| :---: | :---: |
| Riminc +3 Paini ten | [153.5s |
|  | ctyes |
| STAR LC-10 MONO Ez2ess COLOUR | t259s5 |
| CITREN T200parallel | [14ses |
| +3ALSO NEW VERSOON +2 PRMTER LEAD | c998 |
| KEUPSTON E MTERFLCE | c395 |
| MUUTPPINT BY RR | [3995 |
| LPRINT 3 MC SER ORCENT LEAD | [3995 |
| DXPPPECR ROLLS 5 | ¢14.95 |
| ALPHRCOM З2TMEX TRERMAL PAPERS | f995 |
| WTERACE 1SERIAL CABLE | 1935 |
| OPUS CENTRONCS LEAD | 35 |

## 051-630 3013

24 Ht CUSTOMER ENOUIRIES $051-6912008$ MAIL ORDER 051-630 5396 ACCOUNTS
$051-6392714$ FAX NUMBER (UK) Payment by cheque welcome. Write cheque guarantee number of the back of cheque. Fallure to do thls may cause delay.
combaro licenced
ICENCEO
CREDIT

| MAIL ORDER |
| :--- |
| PRICES TO |
| PERSONAL |
| CALLERS |
| PRODUCING |
| ADVERT |


Over 100 add fio Coutier Deliver!
Europe - Full price thown cover Visapa Matercharge Postipiro international accepted

CREDIT
CHARGE NOT Positionak Postcheque

## HiANM/ DRIVINE <br> <br> Manam

 <br> <br> Manam}This is the one everybody is going to be playing in the Spring of this year - assuming Atari can make enough to satisfy the astonishing demand - because Hard Drivin' is the world's first coin-operated driving simulator which really delivers anything near the true feel of driving a high performance car. Now don't get me wrong - there are plenty of great driving games around at the moment, and I confess it is still a personal ambition of mine to get the high score on every single Final Lap unit in the country. But from the moment you sit in the compact Drivin' unit, you notice something is different. Very different.
Three pedals. Accelerator, brake ... AND CLUTCH? What the hell is a clutch doing in a driving game? About the same as what the five speed gear lever is doing on the right of the unit I suppose. Realism. The steering wheel is odd too - it looks like a high performance car steering wheel... it feels like a high performance car steering wheel - all that leather-yummy. And when you get the thing started it

writhes around in your hand like a high performance car steering wheel. But we're getting a bit ahead of ourselves here, because perhaps the greatest surprise of all is that the main playing display is made up of ... filled vectors.
Granted, you have normal car type gauges on the bottom third or 90 of the screen although only the rev counter and the speedometer seem to do anything much - but the top bit is in the filled vector mode
we have all come to know and love in games like Carrier Command. Elite 16-Bit, Starglider II etc.

## Steps back in amazement

 large stampede of people going to foots of stairs, etcl This must be the first time ever that the techniques developed on home micros have foundWhat? Another ATEI Show? Yup - it's January and anybody who's anybody in the Amusement trade is winging their way along to Olympia to get a first glimpse of all the new machines to hit Europe this year.

## Challamirua

polygons on screen at once that defermines the speed of the refresh rate - that's how many times the screen is updated per second. In Hard Drivin' there are serious numbers of polygons about, and yet the speed of the thing is still astonishing. All this even before you put the money in the slot!!

Having said goodbye to the dosh - the first decision you




# CHICAGO 30's 

Demember The Untouchables I 1 the story about Chicago, prohitition, gangsters and Eltiot Ness and his team of crimebusters which Ocean are shortly to release? Well, forget all about it, 'cos here comes Chicago 30 's from US Gold, a story of gangsters, prohibition and "Detective Eliot" And they say there aren't any original ideas around any more

Chicago in the 1930's was a tough old place. Officials were bribed, buttled and murdered, the law of Prohibition was fast
becoming a farce. The town was riddled with corruption. One man, Elliot Ness, set up a team of gangbustin' do-gooders who were beyond bribery - they were untouchable.
You'll have to negotiate four action-packed levels - the port, the city outskirts, the city centre and the warehouse in your quest to win the battle of the bottle and treak the ganigsters' vice-fike grip on the city.
Streetdate: March.
Price: £8.95
(6)



乌ुBUTCHER HILL

At a time that all the major Vietnam war movies are on sale for $£ 9.99$ on video and any hype that existed has long since retreated up the back passages of marketing executives, maybe Gremlin are being a tad too late with the jungle warfare epic, Butcher Hill. A three parter, it consists of a treacherous boat race along a dangerous Vietnamese river, a quick race about in $\mathrm{t}^{\prime}$ woods shooting the enemy and then a nice bit of shooting and grenading an innocent Vietnamese village,


It all looks fairly 'seen it before' and it doesn't seem like it's going to be one of the bigger releases this year. All together now,
'People say I'm the life of the paa-har-ty, 'cause I tell a joke or two000

Streetdate: March.
Price: £8.95



D inball alert! They're having a revival in the arcades and Activision are still working on the version of the coin op of the silver-ball olympic that is pinball. We previewed Timescanner aeons ago, but it still looks like the boys at Activision are working
on the inertia effects of the ball (this was the reason for the first non-appearance of the game after it was promised so long ago). We are, however promised that it will arrive very soon indeed. Mmm.
Streetdate: March Price: £8.95



HAMSTER ATTACK
66 y God, Professor! Look Inaaarrkt It's coming for me that teeth and fur and little pointy nose! What a horrible nibbly death. Eeeeeeeek!"

Heaven only knows what Code Masters is playing at. Teaser advertising they call it. They sent es this hook on hamsters y'see, had to read it very carefully in order to be prepared for their next release.
Lord only knows what it wift be. Advanced Hamster Simulator?
Ninja Hamsters at the End of

Time? We're all baffled (though not especially fascinated). So in the meantime, we've taken some prime quotes for your delectation.
"Mealworms, cheese and toast are all tasty treats, but should be given only occasionally." Urk. Mo thank you!
"Wever eat or drink while playing with a hamster." In case you mix them up and end up like Freddie Starr.
"Only pick up hamsters this way . 'By the ears ". . . when it has become used to being handled." Streetdate: March. Price: £2.99

0. If it's tough on the streets,
coming game Vigilante it's the former. This latest coin-op conversion is very Kung-Fu Master
and Target Renegade, se den't expect any novelty-style heartstopping shocks. Still, don't look bad as this shot shows, so maybe the way from US Gold. Streetdate: March
Price: $£ 8.95$





## 

## THE REAL GHOSTBUSTERS

0 information as yet, hut these I) are screenshots for The Real Ghostbusters, soon to appear from Activision. Next!
Streetdate: March
Price: £8.95


Nhithonation

## RANBOW ISLAND

Uere are some early screen1 shots of the forthcoming sequel to Bubble Bobble, Rainbow Island. It's being programmed by Graftgold (can you please change your name, lads, as it's an arse to pronounce) and, well it speaks for itself pretty much. The main dif-
ference is that instead of flipping screens, it's a vertically scrolling affair. Take a look at the pictures and wait 'til next month for a review.
Streetdate: February Price: £8.99



## GEMINI WING

/y, those Sales Curve people
Ware busy these days. Three
whole solid games in production at the moment, along with another three in the pipeline. Phew, my old luv a duck, up the old Kent Road, I love London town and I was at Aunt Viola's funeral. The first of all these projects to see
the light of day is a conversion of that fabby wonderful Gemini Wing

For those of you who haven't already guessed by taking a quick sneaky look at the screens dotted about this (probably yellow) layout, GW bears more than a passing resemblance to that hoary old chestnut, 1943. I am informed that the major difference is that it's organic. What that means is that you get to fly your tiny little twin engine bubble plane over seven super souraway squishy sexy tevels of innards and entraits blazing away at all the airborne and organichorne assailants, and there are a lot of them.
As usual, ne shoot-'em-up is complete without the odd bit of progressive weaponry. What you
can collect now are things like little balls that hang behind you, firing when you fire, as well as things like spread-fire.
So what else have Sales Curve got happening this side of summer? Well, Shinobi, a cross between a karate game and Rolling Thunder, should be making an appearance soon along with Silkworm, a two player shoot-'em-up in which one plays a helicopter and the other plays a jeep. Teamwork is all important. Once that little trio have appeared, work'll start on the 8 hit conversions of Continental Circus, Ninja Warrior and vertical scrolling Ikari Warriors rip-off,
Time Warriors
Streetdate: April.
Price: £9.95

Remember Barbarian? No not the hack and slash two player beat em up from Palace. the arcade adventure from Psygnosis released by Melbourne House not so long ago. Obfiterator is the official follow up and magically (opo-ee:oo) transports you from the barbarian caverns of the predecessor to a huge alien space craft. You are now the last of the Obliterators, and the destruction of the ship and the safety of mankind lies in your: hands

Your general and basic aim is to destroy the ship and escape with your life. Well, it'd be a bit pointless escaping without it wouldn't it? To do that, you first have to find and remove four separate components. One to disable the plasma drive, one to disable the shields, one to disable the main weapons system and one to shut down the computers. The final piece you have to find is the shuttle activation datapack so that you can get the shuttle out of there. Of course, you have to find the shuttle.


In keeping with the original, Obliterator carries basically the same control method as Barbarian. Left and right on the joystick make the character run in that particularly direction if he can Up and down, however. causes a highlight to travel across a bar of icons at the bottom of the screen Fire activates the currently selected icon Pressing space puts you through to a sub menu which handles the basic manipulation of weapons (which one is currently activated) as well as giving you your score and energy level

The icons, from left to right are: Walk left I wonder what this one does Move up, Lets your character move up in a lift If you are standing inside one. Move down. See move up. Walk right Makes your character breakdance. (Really? GT) Stop all movement. Makes your character transform into a green Volvo estate and then propose to the first alien he meets and promise undying tove and (DILION, THIS IS GETTING STUPID, STOP IT AT ONCE - AS) Move through

## 

 door. Makes you character move through door if he's standing outside one. Jump Makes him jump. Fire Makes him shoot currently activated weapon. Roll. Makes him do 3 forward roll if he's moving at the time you activate the icon The final icon lets you pick up anything collectable.A generous assortment of nasties line the glinting steel corritors of the ship. These range from harmless little drills


that race along the floor and have to be jumped over, to large froglike things in battle armour that hover and fire at you. Roof mounted cannons line some of the ceilings and, boy, are they nasty.
Fighting back is fun. The angle you fire your gun back at
is determined by the length of time you hold down the fire button, ranging from parallel to the ground through to the perpendicular. The more powerful the weapon you carry the less shots it takes to blow away the nasties, which you need to take care of because the
shots are very limited.
Graphics are pretty fab. Colour has been used really well. No, that's not colour clash, that's the green glow given off by your laser generated forcefield. Oh all right, it is colour clash. All the sprites are really nicely detailed and animated. in fact, the animation is better than the original Amiga version. That's one in the eye for 16 -bit.

The sound is all right, but nothing really special. Just spot effects really. The 128 K spot effects are nicer than the 48 K spot effects, however.

I like Obliterator more than I liked Barbarian. Another first rate 16 to 8 -bit conversion by Ver House, and I look forward to seeing many more



NOW AVALLABLE ON CASSEITE \& DISK
FOR THE SPECTRUM \& COMMODORE 64.

AMIGA E19.95

# GREMIHIN'S WE'RE SORRY CORNER \#1 

Attention all Write Stuff people who had their Write Stuffs printed in the January or February issue!
Listen, how can we put this:
All the entries were eaten by a goat that wandered into the office.
We were kidnapped by Aliens who insisted that we handed the names over under pain of death.
All the winning offerings were eaten by Jim.
OK then:
We lost them and we're sorry and it wasn't our fault but we do want to pay you and we're very sorry again.
IF YOUR WRITE STUFF WAS PRINTED IN THE JANUARY OR FEBRUARY ISSUE AND YOU HAVE NOT YET RECEIVED PAYMENT PLSASE RING 01-251 6222 EX 2409 IMMEDIATELY!

## GREMLIN'S "AMAZING PLAYABILITY!" CORNER

Oh dear! What a confusing world we live in! Wherever you turn people insist that their products are simply miles better than anyone else's. Who do you believe? What do those enticing phrases actually mean? In the last of the series, Gremlin explains what those quotes really mean. Special thanks to Codemasters team for their assistance in making up these ludicrous and purely hypothetical examples.
"Absolutely massive!" - Plan view characters graphic Gauntlet rip off.
"Absolutely brilliant! - Fine, though with no unique features. "Brilliantly realistic!" - Probably indicates that the realism is misplaced, like there is a faithful digitised version of the scoreboard.
"A real challenge!" - Impossible.
"Incredibly playable! - Hopeless graphics.
"Fast smooth action!" - Hopeless graphics moving quickly. "Amazing playability!" - Even worse graphics.
'Fast furious and incredibly addictive!" - You can't get off the first screen.


## LAST MONTH'S COMPETITION

Marvellous! We had lots and lots of actually rather amusing offerings for the competition this month. We were shocked! it seems the girlie and the man in the funny suit brought out the best (or worst) in you. So from a big batch of offerings we picked out from Ryan Redman "Haven't you taken this safe sex thing too far?" (are we allowed to say 'sex' in this magazine? - GT) also well liked was this from Andrew Burley "Cor blimey you've got a nice helmet." (No we won't explain this joke to anybody who doesn't understand it.) However an on-points winner (mainly because it caught more of the flavour of the picture than any of the others) was this from K Tyler of Hull "I don't care mother I love him and I want his baby.' Congratulations Mr Tyler - twenty pounds will be coming your way ever so soon(ish)


## GREMLIN'S WE'RE VERY SORRY CORNER \#2

Would the following people all of whom were runners-up in the $\mathbf{D r}$ Joyce Stick competition please get in touch with their full address: C Cooper of Plymouth, Robert Baines of Sheffield, Shirley Warren of Atherton, Shirley Moore of Hailsham, Peter Jowitt of Sheffield and Jon Halewood of Southport.


## GREMLIN CAPTION COMPETITION No 27

Yum! Here's a piefure of Sigourney Weaver from Aliens. Here are your caption considerations for this menth: What is she thinking or saying? What is the man doing? Why dossn't she wash? The eaption that most amusingly answers these or any other questions you like, will win a gigantic cheque for a mighty 20 pounds.
Closing dato is March ist.
Name.
Address

## My hilarious captions



TO ADVERTISE IN THE SUPERMART CALL MARTHA MOLOUGHNEY ON 012516222

## WORDSEARCH

## STUCK FOR WORDS！！ LOOK NO FURTHER A THESAURUSONTHESPRCTRUM <br> FA S T MN O R D

A super fast，easy－to－use word finder，giving better words in a flash．Great for all English users and word game players，particularly crossword enthusiasts．Just hit a few keys to get alternative words fast．A major
breakthrough for the Spectrum，a big word program of the type previously only available on much larger computers．Look at this spec：
＊FULL INDEX DISPLAY OF SOME 6，000 WORDS PLUS 6,000 SENSE $\star$ FULL INDEX
DEFINITIONS $\star 20$ SYNONYMS／ASSOCIATED WORDS AVERAGE，FOR ANY INDEX WORD SELECTED
$\star 120,000$ WORD THESAURUS EQUIVALENT DISPLAY，AT MACHINE ¿ 120,000 WORD THESAURUS EQUIVALENT DISPLAY，AT MACHINE
CODE SPEED ＊ENGLISH SPELLING．WORDS USED BY RIGHTS AGREEMENT WITH ＊CASSETTE $48 \mathrm{~K} / 128 \mathrm{~K}$ FOR ALL SPECTRUMS，PLUS MDRIVE／DISK ＊ONLY $£ 12.95$ POST FREE，WITH DISPATCH BY RETURN．SEND CHEQUE／

## BRUCE PUBLISHING 72A Lawe Road，South Shields Tyne \＆Wear NE33 2AJ

＊＊㇇⿰㇇⿰亅⿱丿丶丶㇇⿰㇇⿰亅⿱丿丶丶㇇⿰㇇⿰亅⿱丿丶丶⿰㇇⿰亅⿱丿丶一火水水水

## PUZZLEGAMES

水水水水水水水

## EDUCATIONAL

## Wian mive

French，First Aid，Football，Spelling． Science．Spanish．Sport，Scotland England Fnnlish Words．German． General Knowledge，Geography． Italian，Anthmetic，and Natural History．

Let your computer help you learn
Write or phone for a FREE 20 page illustrated catalogue of our Leisure and Educational Software． Available for IBM PC Compatibles and most home computers

## KOSMOS SOFTWARE LMITED

FREEPOST（no stamp needed） DUNSTABLE，Beds LU5 6BR Tel：05285 3982 or 5406

## MUSIC




## ADULT S／W

2X SPECTRUM 48／128．CASSETTE ONLY

## ADULT GAMES



## 16 BIT UPGRADE

## C $\mathbf{~ T . C . ~ C O M P U T E R S ~ 凡 A T A R I ~}$ ARE YOU LOOKING TO UPGRADE AND WANT： <br> －FANTASTIC GRAPHICS？ <br> －MARVELLOUS SOUND EFFECTS AND MUSIC <br> －AN OUTSTANDING SELECTION OF GAMES？ <br> －EXCELLENT BACK UP AND AFTER SALES SERVICE？ <br> IF THE ANSWER IS YES AND YOU WANT TO KNOW MORE THEN CONTACT US NOWI！ <br> OR SIMPLY READ ON <br>  <br>  <br>  <br> （Education Discoulits to Students on Commodore PCs－Phone） SOFTWARE－UP TO $30 \%$ OFF RRP <br> This is just a small sample from our vast range．If you wish to order any of the above items，or require our full list，write to： <br> T．C．COMPUTERS <br> 12A Barnards Way，Charlton Heights Wantage，Oxon OX12 7EB <br> S（02357） 60177 <br> lease make cheques／postal order payable to T．C．Computers



\section*{S／W HIRE <br>  <br>  <br> S／W HIRE <br> SPECTRUM S／WARE HIRE FREE MEMBERSHIP | ＊FULL 7 DAY HIRE |
| :--- |
| ＊PISCOUNT | <br> ＊All POSTAGE PAID（1st Class） Send SAE to <br> SSH（SU）， 16 Fleam Road Clifton Grove， Nottingham NG11 8PL}

＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊㇇⿰㇇⿰亅⿱丿丶丶㇇⿰㇇⿰亅⿱丿丶丶㇇⿰㇇⿰亅⿱丿丶丶㇇⿰亅⿱丿丶丶㇇⿰亅⿱丿丶丶㇇⿰亅⿱丿丶丶㇇⿰亅⿱丿丶丶

## HARDWARE

## SOFTWARE

## ALL HARDWARE AND

 SOFTWARE WANTED Ring or send by post（with SAE）for cash toMusic \＆Video Exchange 28 Pembridge Road，London W11．（Tel： 017270424 ）

LOOK AT PAGE 44 FOR SUPER SPECIAL OFFERS
Lots of education available． For further details雫 0602480779

# SU SUPERMART SUPERMART SUPERMART 

## UTILITIES

## KOBRAHSOFT SPECTRUM $48 \mathrm{~K} / 128 \mathrm{~K} /+2 /+3$ UTILITIES

SP3 TAPE TO 40 OISC UIILITYe－Transtor the tapes to +3 Disc．Many ranater examples

DICEET


SWI TAPE TO WAFADFIVE UTILTYY：Transter lapes to Watadive．Handes PROTECTED



have one－E1295．
LL UTLITES COVEREO BY OUR MONEY BACK GUARANTEE－BUY WTH CONFIDENCEI
Send chequepo to：－
Dept SU，＂Pleasant View，＂Hulme Lane，Hulme，Nr Longton， Stoke－on－Trent，Staffs．ST3 5BH
Overseas－EUROPE add E1 PSP PER ITEM，OTHERS（2）
Sond $S A E(9$ in $\times 5$ in）or phone for detaid catacoue


## UTILITIES

## LERM SPECTRUM SOFIWARE－MITH FUII WONYF YACK GURRATIT：I

TAPE TO TAPE BACKUP Tape Utility B，copies most tape jerky and many of the recent
countdown loaders．Even converts many secured programs to normal speed for reliable loading + transfer Measures loading speed，copies exactly blocks．Even over 51 K ． $\mathbf{£ 7 . 5 0}$ MICROMATE－THE M／DRIVE UTILITY Perfect addition to m／drive．＂
$\qquad$ it pays for itself．For $1 / 2$ drive systems． Even if you have a m／drive utility you haven＇t anything like micromate． Options include：format（approx 104 K ），clone，sector editor，boot prog． rename，reconditions and repairs cart， multiple erase，true cat，tape to drive，
unique fast drive to drive copier，drive unique fast drive to drive copier，drive
to tape（ + none stop）．Sold on unique fast drive to drive copier，drive M／DRIVE CART £1．75 each（min 4）
to tape（＋none stop）．Sold on
cartridge－Only £11．99 CODE COMPRESSOR $£ 4.50$
coll STATE SPECTRUM＋DISC TYPE－e．g．PLUS 3，or 128 K Sinclair＋PLUS D


## UTILITIES

P．C．G．

## Software：

61 School Street Barrow－in－Furness Cumbria LA14 IEW

WordMaster word processor Heodliner graphic designer Typeliner desktop publisher DTP Pack（all three above programs） Devpac machine－code assembler HISoft BASIC floating point compiler HSoft C language system
Tassign sign designer
TosCalc spreadsheet
CP／M Plus operating system for the +3 Masterfile +3 database
TasWord +3 word processor
TasSpoll +3 spell checker
Stocks \＆Shares manager
Coursemastor horse－racing tipster Hardware：
Plus D disk \＆printer interface
Plus D with $3.5^{\circ}$ disk drive
Pus D systems come with FREE printer cable！
$\$ 11.90$
$\$ 11.90$
$\$ 8.95$
$\$ 8.95$
$\$ 16.95$
$\$ 16.95$
$\$ 37.80$
$\$ 37.80$
$\$ 15.95$
$\$ 15.95$
$\$ 24.95$ $\$ 25.00$
$\$ 17.95$ $\$ 17.95$ $\$ 17.95$ $\$ 29.95$ £25．00 $\$ 25.00$
$\$ 19.95$ $\$ 19.90$
$\$ 19.95$ $\$ 19.95$
814.95 $\$ 14.95$ $\$ 14.95$
$\$ 59.95$ $\$ 159.95$

If you＇re interested in Programming． Word Processing， Business Software， Desk－Top Publishing． or just plain sick of games． contact PCG for details of these amazing programs． Phone 0229－36957 now or send an SAE for catalogue We have software for OPUS， Disctple，Plus D，microdrive，+ and many other systems．Call now for details \＆prices．
Desk－Top Publishing： Send now for details of the amazing DTP Pack！

## UTILITIES

|  |
| :---: |
| SPECCIFAX PCTUREBESE SYSTEM－Tape E11．95，＋3 Disc £14．95，Microdrive £13．95 <br> Type coloured pictures or text，save in filing system，retrieve，update，display via index，as repeating <br> senes or slide projector，print．For artists，admen，gamesters，graphics leamers <br> COMPLETE MACRIME CODE PACKAGE－Tape £8．95，＋3 Disc £12．75，Microdrive $£ 10.75$ <br> Assemble，disassemble，test，debug，trace，step，backtrack，breakpoints，hex，binary，decimal． <br> Characteriscreen／games design，copying tapes examples given．Unique on－line faciities to teach yourself assembler and machine code，instructions supplied－Crack，Hack or Learn the Knack <br> MICRODRIVE MAMAEEMEIT AMD RECOVERY Copy，sensible CAT，recover corrupt fies 59.75 <br> RAmOUS MICRODRIVE OPERTIMG STSTEM Random access，screen edit，sort，search 59.75 <br> MICRODRIVE FREE TEXT DATABRSE Mutti－purpose fliling system with search $\mathbf{~} 9.75$ <br> SAE for leaflets．Tel 0268780663 queries．Pay by cheque／PO，airmail 50p EEC， $\mathrm{E1}, 50$ world． <br> ROYBOT SU 45 Hullbridge Road，Rayleigh，Essex SS6 9NL． |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## S／W HIRE

## MATRIX SOFTWARE HIRE

Top games tities for Spectrum， Commodore \＆Amstrad Amiga．Please
$\qquad$
Dept S．U．， 271 Stanstead Road
Bishops Stortford，Herts CM23 2BT

## REPAIRS

REPAIRS BEAT THESE PRICES！ Spectrum／＋£9．95＊ Interface $1 £ 13.50$ inc P\＆P fixed prices -4 month quarantee TOP QUALITY REPAIRS BY EXPERTS Send cheque／ PO ，and computer to： GSF SERVICES
113 Mountbatten Road， Tel 0376－46637
－Please add fZ 45 for P \& P + Insurance Spectrums now bought and sold
GSF SERVICES－EXPERT REPAIRS

## UTILITIES

##  <br> OUTLET monthly on MDRIVE OPUS，DISCIPLE，PLUS D，TAPE  <br> CHEZRON SOFTWARE， 605 Loughborough

## REPAIRS

SPECTRUM REPAIRS
（WTH FREE EXTENDED GUARANTEE
SPECTRUM／PLUS £18．70
PRICE IS ALL INCLUSIVE AND
WE GUARANTEE THE WHOLE
KPR MICRO－SYSTEMS Dept S
34 PETUMIA CRESCENT，SPRIMGFIELD
CHELMSFORD，ESSEX CM1 5YP
Tel： 0245468554
＊＊＊＊＊＊＊＊＊＊＊＊＊
＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊＊

## EDUCATIONAL SOFTWARE

## G．C．S．E．Tuition Software

For Sinclair Spectrum Computers
MATHEMATICS Arithmetic；Mensuration；Algebra；Sets；Functions；Grophs！ More graphs；Matrices；Vectors；Geometry；Trigonometry；Statistics Light；Electricity；Mognetism；Electrostatics Motion；Energy；Works \＆Power；Heat； Light；Electricity；Mognetism；Electrostatics

> To tho hurdios with HOMESTUDY
> Price E8 each, \&7 eech for 2 E6 E.ech for 3 or more.
to feochers，Schools and Colleges 60 Station Road，Pool Redruth，Cornwall TRIS Redr
$3 Q G$

水水水水水水水水水水水水水 $*$

## NOW YOU CAN REACH EVEN MORE

 PEOPLE FOR YOUR MONEY JuLY－DEC ABC A STAGGERING 89，555
## SU SUPERMART SUPERMART SUPERMART

## SOFTWARE

## REPAIRS

SOFTWARE


## SOFTWARE

## ONLY POOLS AND HORSES

SOFTWARE
（AND FIXED ODDS）
No gimmicks．Programs for punters from the GENUINE experts First rate software at sensible prices phone 0513362668 or send SAE to：
Boxoft（SU）， 65 Allans Meadow， Neston，South Wirral L64 9SQ


## LINEAGE




Technical Services
High quality repairs The iogical choprices The logical choice！


VSE Technical Services Dept 102，Unit 6， 8 Nursery Road London SW9 8BP．Tel：01－738 7707

## DUKES MAIL ORDER

Computer games and accessories．Send for our free catalogue．
Thousands of games and accessories for all makes of computers．
Send to：Dukes Marketing（Mail Order）（Dept SU），Dukes of Bridgend， 25 Market Street， Bridgend， 25 Market Street
Bridgend，Mid Glamorgan， Bridgend，M
South Wales

FREE WATCH WITH FIRST 100 REPLIES
Discount available to members

水水水水水水水水水水水水水水水水水水水水水

## REPAIRS

SPECTRUM REPAIRS／SPARES
128K SPECTRUM
$48 K$ SPECTRUM
$48 K$ KEYBOARDFAULT
$4116 M E M O R Y I C$
$4164 M E M O R Y I C$

## SPEC SUPPLIES

## AD INDEX



MEGATAPE $14 \cdot$ MEGATAPE 14 ．
 be something really special．We＇re not letting up for a second in our crusade to bring you the hottest reviews around．

Next month Megatape 14 features one 1 of our favourite games OF ALL TIME！ $\varangle$ After much wheeling and dealing（more sobbing and pleading actually）we＇ve
U got Vortex＇s Cyclone－one of the finest 3D games ever created！Not only that but we＇ve got a host of exciting features and a few surprises！ Don＇t miss it！

# SU <br> APRIL EDITION 

## OUT MARCH 18th

 （You＇d be a fool not to get it）
## "FIVE FISTS <br> DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors - co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision - enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.
CBM $64 / 128$ £9.99 cossette $£ 14.99$ dis AMSTRAD $£ 9.99$ cassette E 14.99 disk SPECTRUM $£ 7.99$ cassette $\mathbf{\Sigma 1 2 . 9 9 \text { dis }}$


## GARY LINEKER'S <br> HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for, will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.
CBM 64/128 £9.99 cassete $\mathbf{£ 1 4 . 9 9}$ disk AMSTRAD 89.99 cassetto $£ 14.99$ disk SPECTRUM E 7.99 cossette $\mathbf{\Sigma 1 2 . 9 9}$ disk ATARI ST $£ 19.99$ dink
AMIGA E19.99 disk IBM PC E19.99 disk

## Gary Linekeris

 Sorsinot THE MUNCHER
For a longer lasting, sensory blasting, For a longer shattering experience ... get you earth shatering Muncher" computer teethe.
game. A game of devastation and dest featuring a large and vengelue dawn prehistoric monster from to destroy day Japan.

## CBM 64/128

C8M $94 / 128$ cossette $£ 14.99$ disk SPECTRUM 128K ONLY £ 7.99 cassatte $£ 12.99$ dish




WEC Le Mans is not a game - it is the ultimate driving experience



[^0]:[^1]:    Reviews supplied without full name and address will not be considered for publication.

[^2]:    Alien Highway - an early predecessor of H.A.T.E. which introduced the diagonal 3D tayout and 'roadway' concept.

