



SALLIANE

EDITOR Graham 'logic' Taylor DEPUTY EDITOR
Jim 'native wit' Douglas PRODUCTION EDITOR Alison 'thorough' Skeat ART EDITOR Tim
'brute force' Noonan ADVENTURE The Sorceress ZAPCHAT Jon Riglar TECHNICAL
Andrew Hewson, Rupert Goodwins CONTRIBUTORS Tony 'saucy' Dillon, Chris
'whingey' Jenkins ADVERTISEMENT MANAGER Katherine 'top girlie' Lee ADVERTISING
EXECUTIVE Martha Moloughney AD PRODUCTION Emma 'choccy face' Ward PUBLISHER'S
ASSISTANT Debbie Pearson PUBLISHER Terry
'location unknown' Pratt MARKETING Clive
'starless and bible black' Pembridge
Phone: 01-251 6222 Fax: 01-608 2696
EDITORIAL AND ADVERTISEMENT OFFICES:
Priory Court, 30-32 Farringdon Lane,
London, EC1R 3AU
THIS MONTH'S COVER: Jerry 'Mr Amiable'
Paris.

Printed by Nene River Press, Woodston, Peterborough Distributed by EMAP Publications Ltd.

© Copyright 1989 Sincloir User ISSN No 0262-5458
SUBSCRIPTIONS ENQUIRIES: 0858 410510
24 HOUR ORDER LINE: 0858 410888
BACK ISSUES: Back Issues Department (SU), PO Box 500, Leicester LE99 0AA

SATELLITE TV 48

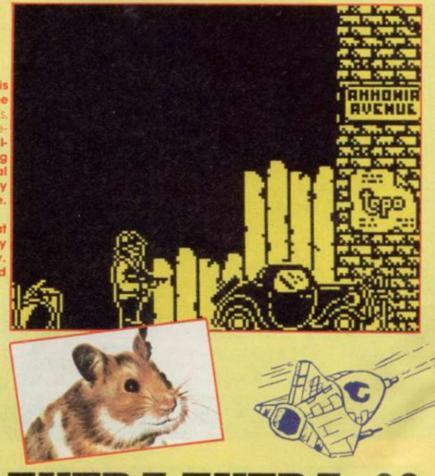
At last the truth is revealed! How exactly do you install a Satellite TV aerial? What exactly will the sort of programs you can see on it be like? Is this really the truth? Well, no not really. The reality may be a lot worse . . .

PREVIEWS



SOFTWARE SPITTING IMAGE ZONE TROOPER DESERT ISLAND DIZZY ARCADE INTERNATIONAL SOCCER **OBLITERATOR** STREET GANG **ADVENTURES** 21 30 MOTOR MASSACRE INCREDIBLE SHRINKING SPHERE FIRE AND FORGET HUMAN KILLING MACHINE DYNAMIC DUO SIMULATION JOCKEY WILSON'S DARTS INTERNATIONAL SPEEDWAY VICTORY ROAD ANCIENT BATTLES





EXTRA EXTRA 38 EXTRA EXTRA

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

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 500 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 oooweeeeeooooooo 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!

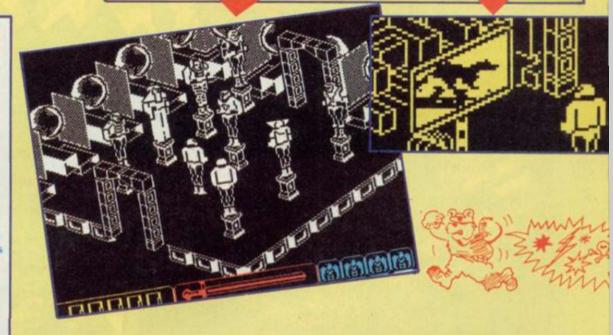
It's like this our man Tim Noonan has got a thing about Dragons (and who can blame him some of them are very attractive) and so we had a word with those marvellous Games Workshop people and they supplied Tim with a fantastic Dragon model and he using his formidable artistic skills has lovingly painted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

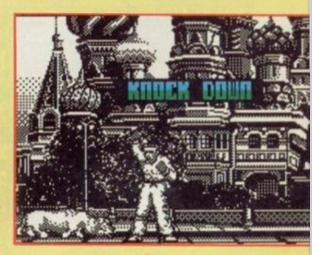
WIN A SPACESHIP!

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

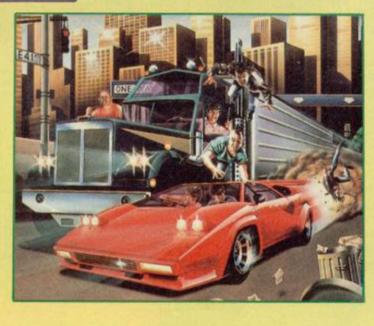
This month's cover game is US Gold's brilliant ghter follow up, Hu We've got the exclusive review of the game, with loads of pictures, some gorgeous playing tips (Sorry did you say gorgeous? - GT). Yes absolutely fluffy marvelously dainty playing tips (Excuse me readers I'll just have this journalist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



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?





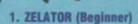
THE USUAL STUP	F
Zapchat	12
Tell it to the Bear	22
Charts	26
True Stories	38
Smash Coupons	46
Poster	50
Write Stuff	62
Outlands	66
Sorceress	70
Play By Mail	72
Blueprint	74
I've Got This Problem	77
Hewson's Helpline	78
Hardware Review	80
Arcades	82
Gremlin	92
Next Month	97

MEGATAPE 13 * MEGATAPE 13 * ME

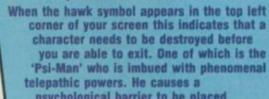
ow! This month's Megatape has got everything! We've got a fabulous arcade game, and a complete adventure! Now we know Adventures are not everyone's bag but we've had a lot of letters from ardent pixie bashers saying "what about an Adventure for a change" and so we've given in. (Our rivals will probably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

he 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.



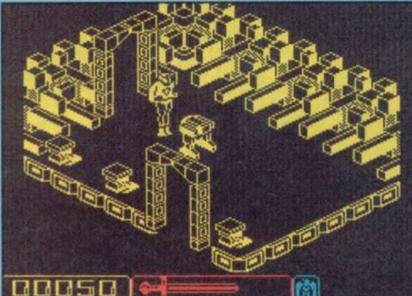
2. TEORICUS



psychological barrier to be placed across the doorways of this room and can only be defeated by destroying his astral projection 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 will hear a bleeping sound. This is a countdown which signifies that all exits have been blocked. Only when this sound has stopped can you make your escape from this



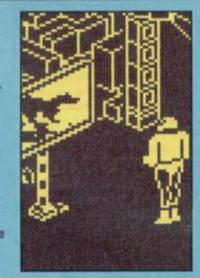


STATUS AND

Your score is displayed in the bottom left of the screen, in 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

Finding and shooting a rotating sphere on a pillar will give you a bonus score of 10,000 or 25,000 points.

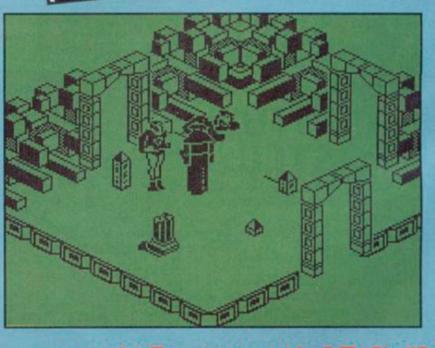
Extra lives are obtained by finding the relevant object and touching it. See game play for more details.



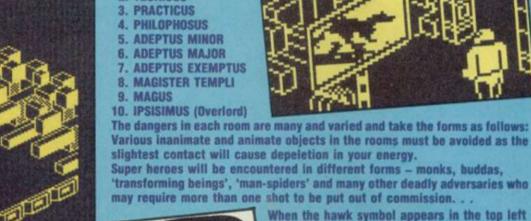
GAME PLAY

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 life. In certain rooms you will find 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.

NOTE: 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:









CAMES CCER • EMLYN HUGHES IN REVIEW EMLYN HUGHES INTERNA

f there is anyone who can be accused of being overfriendly, it's our own lovely Emlyn. '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

people like Emlyn. Even

Princess Anne hates him. Now,

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 league. Occooohl

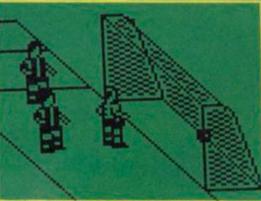
The game options let you change all the basic aspects of

kick directions selectable from T (forward kicking only), 3 (forward and 45° either side) and 5 (forward, 20° and 70° either side). You can choose backheel on/off and whether to have the goalie under computer

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, all of which can be altered. Load and Save team just save stats and names of the players. Load and Save all saves all details including things like whether



let's not jump to conclusions. Just because a game is endorsed by El Wimpo doesn't



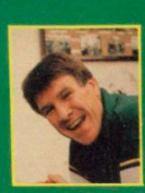
ENGL

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

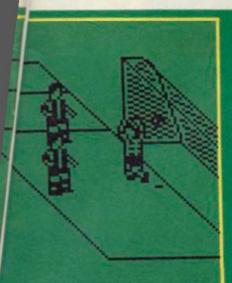
the game itself. You can choose whether to watch the computer playing against itself, should it get the chance and whether or not to play extra time. There are 10 skill levels to choose from, as well as the chance to play practice mode, which results in all the opposing players not doing anything at all. You can also determine the number of



EMLYN HUGHES INTERNATIONAL SO CER • EMLYN HUGHES I

TERNATIONAL SUCCEIL. TIONAL SOCCER • EMLYN HUGHES

HALE



you are in the middle of a cup, league or season, as well as all

Right, that's the boring bit over with, here comes the fun. The most important and really hooking factor of the game it that the match is accurate and includes all rules apart from offside. All free kicks, penalties, throw ins and corners are there, and they need to be judging by the accuracy of the gameplay. Everything is pixel perfect. The man currently under your control is highlighted by a halo over his head. Game control is

what you do with the joystick determines the type of shot. If you push the joystick in the opposite direction to the way the player is facing, then the shot will be a lob. Push the joystick in the direction he's running, and it'll go along the floor, the length of time you hold down the button selects how hard the shot will be, from



and animation is great. All the little men run around smoothly and some of the little animations are really cute. Like the three step goal kick, and the

3

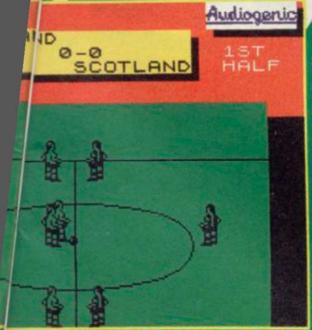
where the game really comes into its own. You can do almost anything in EHIS (apart from throw coins and punch supporters when you lose) and all from simple joystick motions. Push the joystick in a certain direction, and the man under your control will run in that direction. Continue to hold the joystick in that direction and the man will accelerate until he reaches top speed. Fire acts like a sort of clutch. Hold down fire and the man continues moving in the same direction if you have the ball. If you don't have the ball he will either do a sliding tackle, a lunge or a diving header, depending on

the vertical positioning of the ball. If you have the ball, then

little triumphant wave after scoring a goal. Sliding tackles and diving headers are all catered for in their own sweet way.

28 different strengths. Pushing the joystick left or right from the direction the player is moving decides which direction the ball will go. Can't be bad.

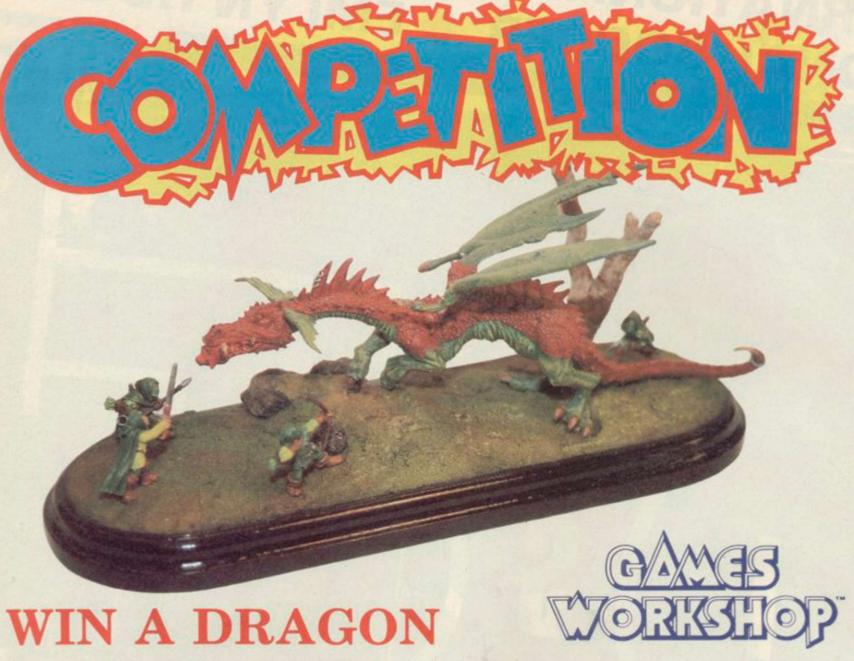
Graphics are fab, brilliant and better. All of the characters are smallish, to be sure, but detail EHIS is the best footy game. I've ever played, well, on the Speccy anyway, forget the endorsement, it's pretty darn good, or as the great Liver puddy himself would say, 'It's great'.



SEATS

CCER • EMLYN HUG TERNATIONAL SOC





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 SU's very own Picasso – ace designer Tim Noonan (woop woop). Imagine that! Your very own dragon model personally painted by an SU legend (are you sure? – AS).

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

something really horrible!

- 2 Zombie Dragons
- 5 Fantasy Regiments
- 5 Skeleton Hoards so you're bound to win

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.

_	
Т	The Coupon:
	Name
	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.









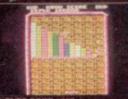


PUTER & VIDEO GAMES — "Simple. Smooth addictive. A winner."

A superb arcade conversion and a great of 'em up. This is one for the ZAPPERS



RENEGADE
COMMODORE USER—"As conversions go this still takes some beating—literally and metaphorically."
YOUR SINCLAIR—"The graphics are so slick you really feel you're part of an action movie rather than just playing a game."



ARNAHOID

ZZAP 64 —"I thoroughly recommend Arkano
for the simple reason that it's simply gorge
playing with it."

COMPUTER GAMES WEEK —"The take home
message is simple. You want a great arcade



COMPUTING WITH THE AMSTRAD CPC — "This is an excellent game." ACE — "Incredibly frustrating playable and



ARKANOID REVENGE OF DOH
AMTIX — "Excellent — can't fault it. A future
number one."
YOUR SINCLAIR — "Immensely impressive at
chronically addictive. A Classic."



BUSBLE BOBBLE
AMSTRAD ACTION — "It's a cracker. Definitely a
game I should keep coming back to."
GAMES MACHINE — "Packed to the brim with
agter tainment."



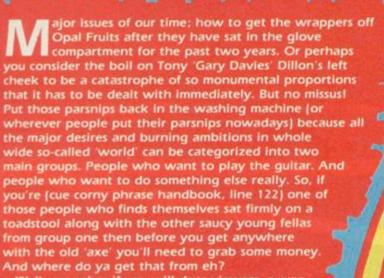
LEGEND OF KAGE CRASH — "One I won't put down until I get through to the next level."

AVAILABLE ON COMMODORE



ALSO AVAILABLE ON DISK

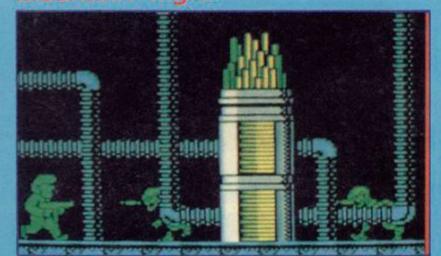
Imagine Software - 6 Central Street - Manchester M2 5NS - Tel: 061 834 3939 - Telex: 669977



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, i.e. 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]

ZAPCHAT MAP SPECIAL THINGY Section Writer: Jon 'A Good Mountain' Riglar



re've had some maps! 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 I've lost the name and address of the person who sent it. Oopsi

DEVIANTS GUIDE

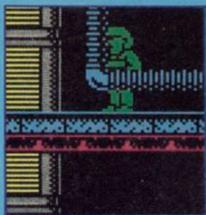
AIM: Deactivate 30 bombs. There are 31 bombs, but the one at location G8 is impossible to reach.

DEACTIVATE: Touch the bomb.

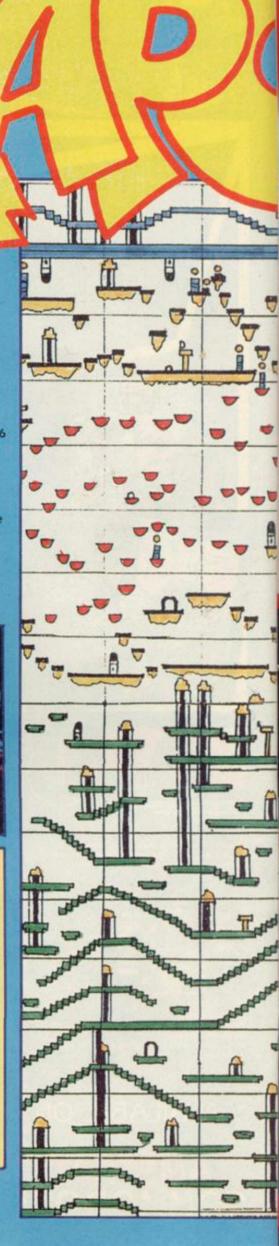


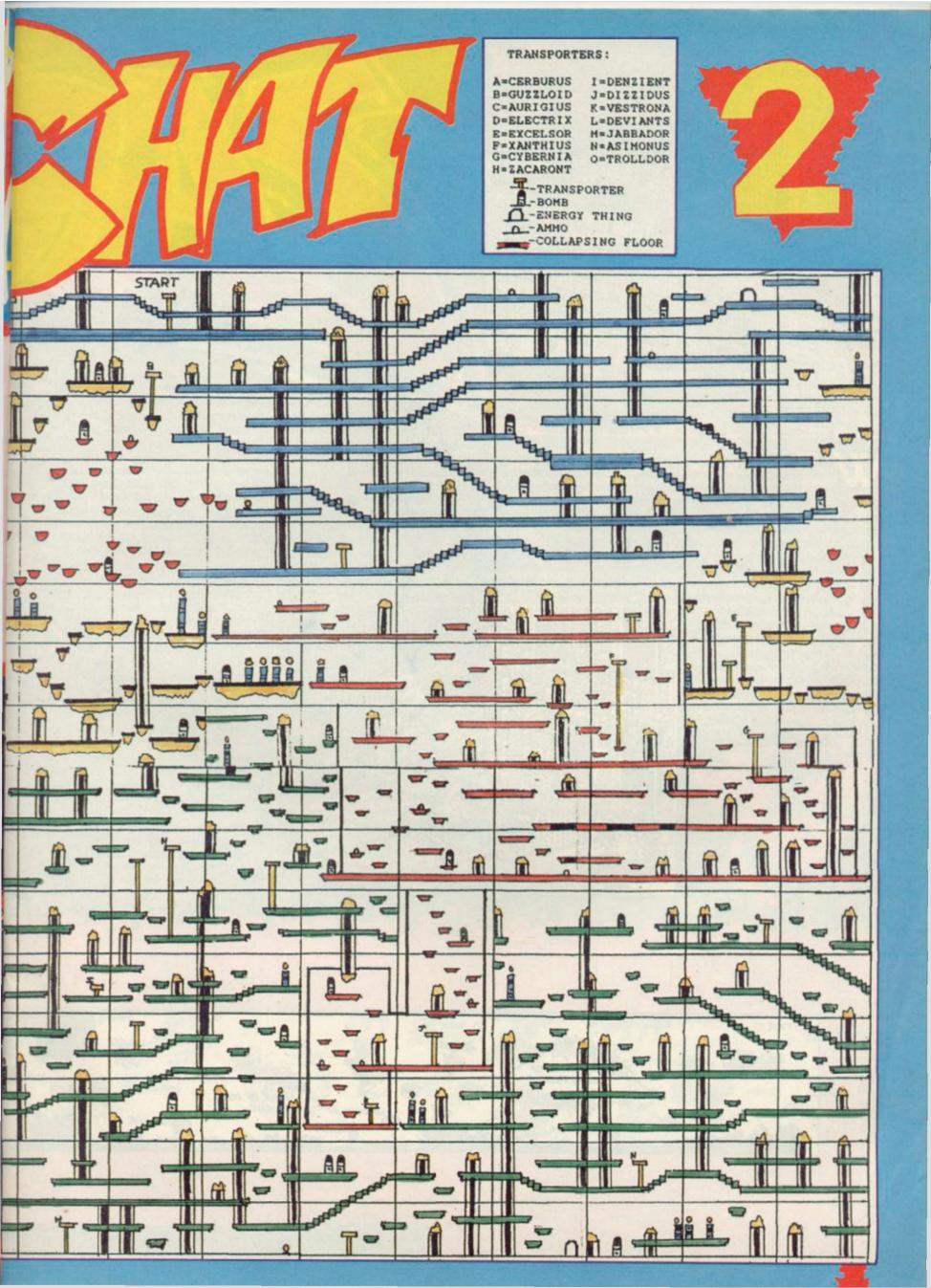
Fiddle around with the keys 1-6 until only two valves are open. Use the Deactivator Code to close the rest.

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.



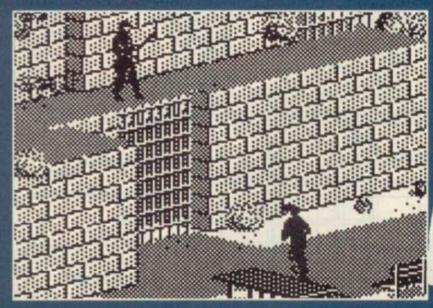
VALVES OPEN	KEYS TO PRESS
	1 + 4 + 6
1+3	1 + 2 + 4 + 5 + 6
A PROPERTY OF THE PARTY OF THE	1 + 2 + 4 + 6
1+6	1 + 4
2 + 3	
2 + 4 2 + 5	
2 + 6	6
3 + 4	2 + 4 + 5 + 6
3+5	5 2 + 5 + 6
4 + 5 4 + 6	2 + 4 + 6
410	
5 + 6	2 + 6





ZAPCHAT SAUCY DEVILISH QUICK TIP SPECIAL

Man with stupid nickname: Jon 'Sticks' Riglar

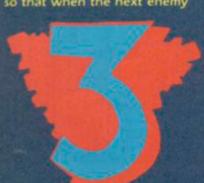


here at this wondrous institute known to everybody in the 'trade' as SU. have received sackfuls of pleas from desperate viewers who have got themselves completely and utterly lost in Last Ninja 2. A couple of months back we featured some LN2 quick tips in this section, but we thought enough was enough and so when Josef Al-Qubanchi sent in his complete completell – solution we decided to give over this month's complete section for the tips. And here they are.

LEVEL 1

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





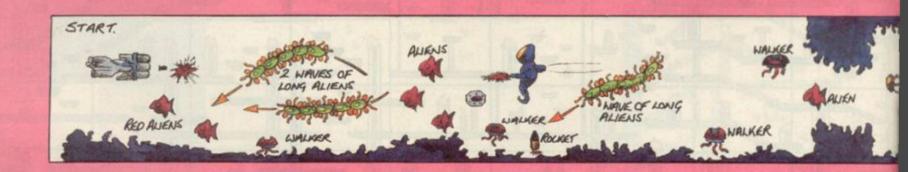
runs in you can punch him unconscious. Pick up the key and leave via the door. [Unless your energy is already at critical level, in which case step back onto the starting square and your energy will be renewed but you'll have to start back at the beginning.] Ho hum.

If you survive long enough to get to the next screen, you will be

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

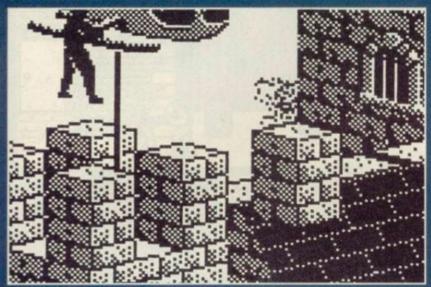
other sticks and activate it straight away (you only have a limited supply of shuriken.) Jump the two gaps again and in the next screen, climb down the grid against the wall, facing the wall otherwise you'll fall off and that'll be it if you see what I mean.

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





staff, leave the screen and repeat the process i.e. enter, slash as he is drawing his weapon and leave, until the opponent is unconscious. Follow the path downwards and use the same system of slashing then retreating on your next assailant.



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 1!! [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 slash/retreat 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

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.

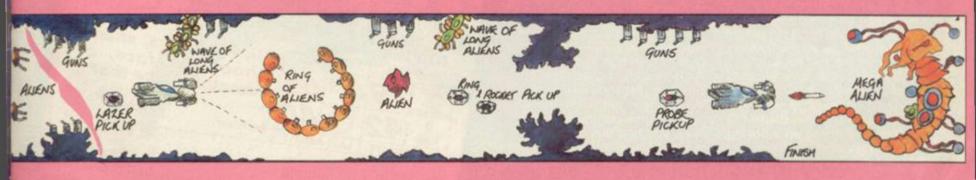
If you are still totally lost then 'tune' in to next so-called 'month's' Zapchat for the last section of tips concerning Last Ninja 2. So that's yer lot for now!

ZAPCHAT 'IT'S ROLF' HIGH SCORES 'Rolf' played by: Jon Riglar

Roll would turn in his grave if her were dead! Where are those high scores? Everybody who sends in their scores will get their names mentioned no matter how piddly or brain damaging their score is. So get, as they say 'crackin' with the old pen and paper and jot down your claim to fame and send all offerings to 'Yes I ruddy well did Jon' followed by the usual what not. My god it's an offer you can't refuse! [I think you'll find you're mistaken there.—

99,454,120 Phil Honeywell OUTRUN 99,964,830 Will Downing OUTRUN Heather Mitchell BUBBLE BOBBLE 781,830 **PAPERBOY** 110,450 Stuart Hogg David King PAPERBOY 101,230 **Gary Higgins ENDURO RACER 6,201,607** 50,450 **Gary Higgins** MARAUDER

> R-TYPE STILL PROVING IMPOSSIBLE? HERE'S A MAP OF LEVEL 1 TO GET YOU STARTED





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

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■

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











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:

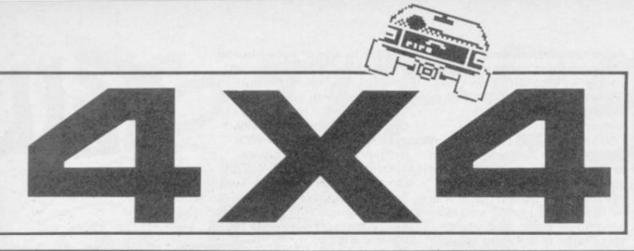
- 1) Which piece of Daley Thompson's equipment broke under the pressure of competition in the last Olympics?
- 2) Is it possible to be arrested for speeding on a bicycle. True or false?

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:	
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.





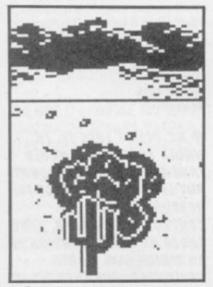


OFF ROAD RACING



ood lord. What a catastrophe! 4 x 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:



Okay, so 4x4 is more involved than Outrun, Wec Le Mans and the like, and it could be argued that it's more realistic than either of these two, but there's no getting away from the fact that this sort of game has to have convincing and exciting graphics. 4x4 just ain't all there.

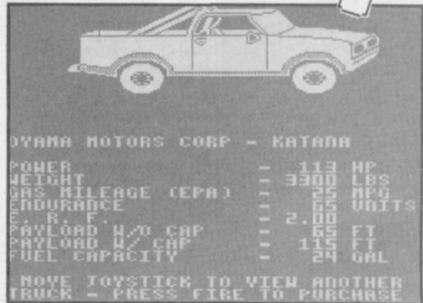
Take a look at the picture yourself. It's hardly the most convincing reconstruction of a rally ever, is it? And things remain the same through all the courses. The track rises and

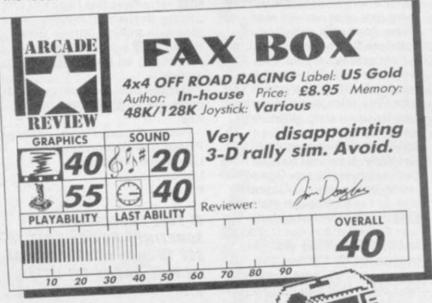


weight, gas, mileage, endurance etc. Obviously, each truck has its advantages and

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?





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 4x4 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



've got to hand it to you, you must be the biggest pratt ever. You review a game called Dragon Ninja (pretty good it looks too!). You review it, but you don't print a flamin' Fax box. How do we know the separate marks. Get it right next time. Also, why don't you put some more colour into your reviews? Some are just black and white, this is not good enough. See to it, if I don't see any changes within the next few months I will shove a 128K Spectrum up your nose sideways. Thank you for listening. Robert Campion Exeter

DRAGON NINJA WE EXPLAINED AWAY ON ANOTHER LETTER. LAST YEAR WE INCREASED THE COLOUR BY ABOUT TEN PAGES. WE'LL TRY TO DO MORE, MEANWHILE TRY COLOURIN' THEM IN YASELF. AN' YA COULD SHOVE A 128K UP MA NOSE SIDEWAYS AN' IT WOULDN'T HURT.

Devon

've got a few questions to ask. I 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 I'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

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 SU 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 your 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

O THANKS FER TH' KIND WORDS, CARL OLD MATE. THE LESS SAID ABOUT WAYNE SMEDLEY THE BETTER.

C'me, Agent X, your faithful Spy. Whilst flicking through the pages of Your Sinclair (cough!, splutter! I'm still in quarantine y' know!) 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 (NYAHH! 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

O 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.

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 I'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 SUI 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

SU 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.

ongratulations for your Cmag. 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 (SU) 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, SU 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 SU, why does this happen? I'm getting desperate! Please, please (a million times). Give me an SU subscription or do something so I buy SU earlier!!!

Bet the bear is generous and gives me an SU subscription

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 BIN!



es 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. scullery I ask you? Didn't manage to find those photographs Mrs Aintree asked me to find. Sorry!! 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.





I visited my old school last week, still tastes the same as before, although the trains run later these days. Anyway gotta go, got heaps of absolutely nothing to do in the basement ... and Darnall Town have scored ... Amazing!

The Klogue
Chelmsford
Essex

O I GOT IT! YOU'RE THE FIRST CUCKOO OF SPRING RIGHT? SEEK TREATMENT URGENTLY.

Lither you send £30,000 in used cash to the address below or I'll send my personal heavymob round with Toby the dog as their leader and some nasty things may happen to you and the rest of the SU staff. Neil "Mean" Mercer Swindon Wiltshire

@ GO TO YOUR FRONT DOOR. OPEN IT. LOOK DOWN THE ROAD. SEE THAT TANK? THAT'S ME. I HAVEN'T GOT THE MONEY THOUGH.

What a blinking stupid thing to do, what am I talking about? Eating 2 billion raw eggs, no, you stupid things, putting a form for the Write Stuff on one side and a competition entry form on the other. So be careful next time, and I'm getting rather peeved at you lot not printing any of my letters ever and I never win any competitions, so in future I expect to see every one of my letters and win every comp. J Wignall Preston

● AH GUESS THAT REELY TOLD US. EXCEPT AH KIN EAT MORE EGGS THAN THAT WITHOUT BEIN' SICK.

have just started to buy your mag (which is brill). After reading last month's edition I went on my computer to play Megatape 11, before

Beachhead 1 etc there was a bit at the beginning of the tape which did nothing at all except

print Bites 3, and Bites 4 and Bites 5 on the screen. Please could you tell me what it does. Chris Newton Hardwick Stockton-on-Tees

BITES? DON'T YOU MEAN
BYTES? THIS IS JUST A BIT OF
CODE LOADING. DOES YOUR
GAME WORK OR NOT? IF NOT
THEN SORRY, SEND IT IN AND
WE'LL REPLACE IT. IF YES
THEN GO AWAY . . .

written to tell you about a hot new fanzine that's about to hit the streets. It is called 'The Equalizer' and costs 30p. If you're interested write to The Equaliser, c/o Jonathon Cole, 13 Laski Court, Dalton Close, Crawley, West Sussex RH11 8JN, and enclose 30p and a large S.A.E. Jonathon Cole Crawley West Sussex

● OK.

PRAISE SU TO THE SKIES!!

Dear absolutely brilliant people at SU, with the incredibly big brains. I spent 18 days of complete and utter boredom at the start of the month waiting for my issue of SU to come through the post and brighten up my whole day, and to see the absolutely, flabbergastingly brilliant work of El Presidente with the amazing brain power. Tony Dillon with billions of brain cells, and the rest of the team, clever Chris Jenkins, the brillliant Jim Douglas and Tamara Howard. If I was a girl I would swoon at the amazing cover picture, and the even better cool megatapes. Kamikaze, the mean killing machine, really turns the magazine into more than your usual, average Speccy mag. I have just fainted at the fab work.

Oh great immortal people at SU, you can't be of the human race to be able to bring us 100 pages of pure magic and enjoyment every month for a mere £1.60. Yours in complete and utter amazedness.

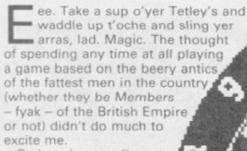
Peter Hamilton Belfast

OK, FAIRLY GROVELLY. YOU ALMOST BLEW IT ON THE REFERENCE TO LA HOWARD; DON'T CHA KNOW SHE'S PUSHED OFF YET? ALL GIRLIE BRILLIANCE IS NOW PROVIDED BY ALISON SKEAT, AN' DON'T YA FERGIT IT.



NCLAIR USER MARCH 1989

Lancs



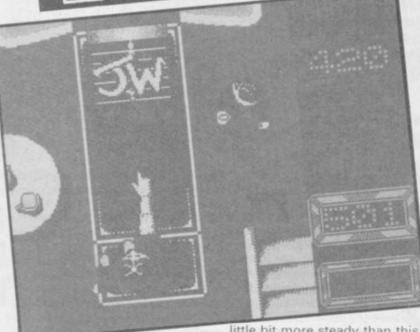
So imagine my disgust to find that Jocky Wilson's Darts Challenge isn't a dreadful flask of cat squirt after all. In fact, it's very good indeed.

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!

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

astonishing accuracy. 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.





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 I'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.



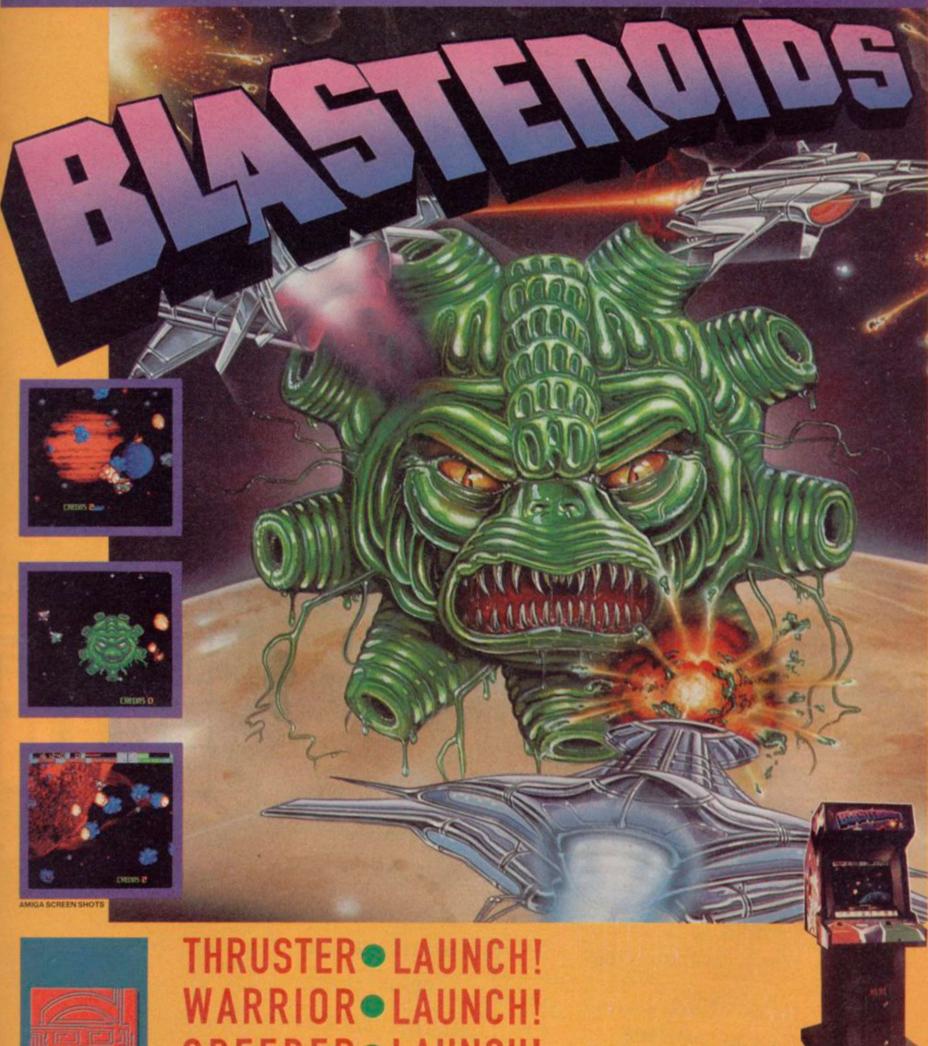
The more successful you are, the tougher your opponents

Since I'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



FULL WARNING STATUS: CONDITION RED





SPEEDER - LAUNCH!

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.

© 1987 TENGEN. ALL RIGHTS RESERVED. © 1989 MIRRORSOFT LTD. ALL RIGHTS RESERVED. HEADWAY HOUSE, 66-73 SHOE LANE, LONDON EC4P 4AB, TEL: 01-377 4645.

-		
1	EUROPEAN 5 A SIDE	FIREBIRD SOMULATION I
2	ADVANCED PINBALL SIMULATOR	CODE MASTERS
3	FOOTBALLER OF THE YEAR	KIXX
4	LEADERBOARD	KIXX
5	FORMULA GRAND PRIX	ALTERNATIVE
1	ROBOCOP	OCEAN ARCADE
2	OPERATION WOLF	ACTIVISION
3	DOUBLE DRAGON	MELBOURNE HOUSE
4	THUNDERBLADE	US COLD

GIANTS

US GOLD

1	NEW!	ROBOCOP Brilliant - captures the mood of the film perfectly	OCEAN £8.95 94%
2	(6)	AFTERBURNER Top class conv destined to top the charts	ACTIVISION £9.99 90%
3	(2)	OPERATION WOLF	OCEAN £8.95 90%
4	(1)	DOUBLE DRAGON Disappointing two player karate coin-op conv	RNE HOUSE £9.99 51%
5	NEW!	THUNDER BLADE Fab conversion of a good coin-op	US GOLD £8.99 87%
6	NEW!	GIANTS US Gold's great value compilation	US GOLD£12.9978%
7	(8)	R-TYPE Possibly the best space shoot-'em-up	C DREAMS £9.99 90%
8	NEW	BATMAN First class Batman romp scenario	OCEAN £8.95 90%
9	(4)	FOOTBALL MANAGER 2 An improvement on the legendary game, plays brilliantly	ADDICTIVE £9.99 94%
10	(3)	LAST NINJA Wonderful, unmissable arts graphic adventure	SYSTEM 3£12.9992%
11	(15)	GAME SET AND MATCH 2 Good collection of sporty games	OCEAN£12.9584%
12	(13)	RETURN OF THE JEDI Faithful but uninspiring coin-op conv	DOMARK £9.95 60%
13	NEW!	IN CROWD Another good value compilation from Ocean	OCEAN£14.9580%
14	NEW!	FOUR SOCCER SIMULATORS COD	E MASTERS £8.99 42%
15	(11)	TAITO COIN-OPS Good value package of good and bad convs	OCEAN£12.9573%
16	(7)	SUPREME CHALLENGE Excellent compilation of excellent games	BEAU JOLLY £12.9584%
17	NEW!	PACMANIA Technically excellent coin-op of 3D Pacman game	RANDSLAM £8.95 79%
18	(5)	DALEY THOMPSON'S OLYMPIC CHALLENGE Graphically Impressive but slightly same sports sim	OCEAN £9.99 85%
19	NEW!	RAMBO 3 Disappointing licence – missed opportunity	OCEAN £8.95 64%
20	(14)	ROADBLASTERS Nice looking coln-op conversion with both racing and shooting	US GOLD £8.99 81%

COMPILED FOR SINCLAIR USERS BY GALLUP

HOT BUDGET

Oh no! Why is Ghostbusters number one? Who bought it? Well go and stand in the corner and write "it's a boring game and doesn't have great sound like the C64 version" two thousand times. Other than that both Skooldaze games are in the chart, as are two, count 'em, Codemasters titles. But all in all there aren't very many original titles in the chart are there? ... What's happened to all that first class Mastertronic material we used to see?







HOT FULL

Seems even mega releases
weeks in the top slot. Operation
Wolf and Afterburner have both
had their moment only to be
replaced by Robocop. How
transitory it all is. Still at least
there are a few new entries.
Pacmania could be an outside
bet for number one – aren't
Grand Slam doing well? Just
outside the chart Heroes of the
Lance could be the first
Adventure to do well since
Bard's Tale.





1	NEW!	GHOSTBUSTERS Rerelease of poor, though popular movie tie-in	MASTERTRONIC £1.99 42%
2	(7)	EUROPEAN FIVE A SIDE Original entertaining overhead football game	FIREBIRD £1.99 70%
3	NEW!	SKOOLDAZE Original, Inventive and funny. Not for swots!	ALTERNATIVE £1.99 85%
4	(1)	JOE BLADE 2 Fallen from top position at last	PLAYERS £2.99 55%
5	(3)	ADVANCED PINBALL SIMULATOR Below average pinball game	CODE MASTERS £1.99 42%
6	(2)	BOMBJACK Action packed coin op conv – good value	ENCORE £1.99 70%
7	NEW!	BACK TO SKOOL Follow up to Skooldaze. Somehow less funny	ALTERNATIVE £2.99 70%
8	(4)	PRO SKATEBOARD SIMULATOR	CODE MASTERS £1.99 78%
9	(6)	COMMANDO Influential vertical scrolling shoot-'em-up	ENCORE £2.99 70%
10	(8)	FOOTBALLER OF THE YEAR Unusual angle on a football theme	KIXX £2.99 81%

TIMET OTAL

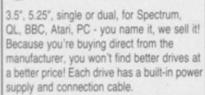
The PLUS D

£52.13

+15% VAT = £59.95

MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface 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 transform your 48K, 128K or + 2 Spectrum.





DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	£ 99.95
3.5" Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
2 5" 2 5 25" Multi	20 0012	C229 95

Hobbyists! Call for prices on bare drives!

SUPER SAVER **PACKAGE**

£121.70

+15% VAT = £139.95

The PLUS D and 3.5" DSDD Drive. All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 48K in 3.5 Seconds and 128K in just 10 seconds "Best Buy" ... Your Sinclair. "Another Amstrad Crusher"

Hurry! Offer ends Feb 7th

THE TWO FACE

£ 26.04

15% VAT = £29.95

Another winner from MGT. A two-way connector with a switch that lets

most incompatible interfaces work together! The TwoFace also has a built-in joystick interface. Beta/Opus disc drive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry.

Ask about + 3/+2a versions of the PLUS D

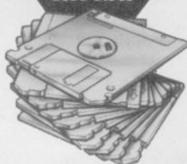
It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. 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.

It's time to talk to MGT first!

MGT BRAND 3.5 DSDD DISCS



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

New lower prices

221110	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 for the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them" ... Your Sinclair.

VIDI-ZX **DIGITISER**

£30.39



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 128K Computer at £89.95 and a wide range of serious and games software.

PRINTERS

from £130.39

+15% VAT = £149.95

CITIZEN-TRAINED DEALERS

Printers to suit every pocket 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 font-select buttons.

The Citizen 120D - sold to 70% of UK schools. The new 180E - faster printing, font select, 2 year guarantee.

Typical prices (inc. VAT) Star LC-10 £229.95 Star LC-10 Colour £259.95 Citizen 120D £149.95 Citizen 180E NEW £199.95 Citizen MSP 15E (wide carriage). £258.75 Citizen HQP 40 (24 - pin)... £449.00 Citizen Overture 110+

Call us for advice/brochures if you'd like us to help you decide which sort of printer is most suitable for you

£1250.00

PICK-POKE-IT

£13.00

+15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex, Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

Packages less than 1kg. £2.00 Standard Securico Express next day delivery £12.00

(subject to availability)

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

I enclose a large SAE for more details of MGT products

SU2/89

Address:

MGT DIRECT

Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH. Telephone: (0792) 791100. Fax: (0792) 791175





What is Grandslam's latest Pacman game title?
 A) Pacman's Party B) Pacmania C) Paction Man

2) What are the baddles in the Pacman games called?
A) Ghosts B) Ghoulies C) Gobblies

Pacman's favourite food is
 A) Power Pills B) Smarties C) Cough Drops

NAME....

ADDRESS

gamesters.

.....

if it was Wayne Smedley.

Send to Pacman Contest, Sinclair User, 14 Holkham Court, Orton, Peterborough PE2 0UF. Closing date is 31st March. No cutesy coinop characters may enter.







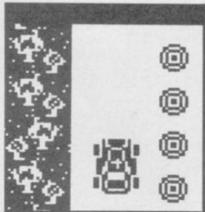
ight. Let's get my major gripe about this game out of the way first of all. The loading system is very stupid. Even in 128K mode you continually have to rewind the tape when you've been killed, even if you have progressed to no further levels which may have filled up the machine (throught subsequent levelloads). 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 Feature (I think we'll use BRFs

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



you're looking for food malls and other buildings; one of which contains a pass to The Athena, where the Doc is to be found.

Once you enter a mall, the screen changes as you leap from your car into a Gauntletstyle run-around and shoot the hundreds of bad guys affair. This is a bit more like it! The baddies squish into the floor when you plug them and there are lots of keys to find and rooms to explore. Even if there is no Arena pass to be found, it's worth exploring 'cos you could find some scraps of real food which you can trade for auto parts at . . . The Gas Station.

with food, and you can fix up your car with a host of extra features. Well, four add-ons. Almost half those listed in the instructions aren't available on the Spectrum. These make you go faster, shoot further and stop quicker. You get the idea.

The final stage involves a demolition derby around the arena, taking out enemy cars as quick as you like.

Motor Massacre is a perfectly reasonable game idea, horribly

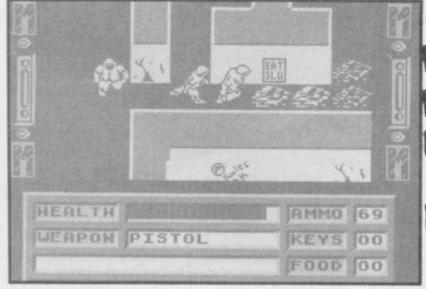


Even in post/holocaust society the gas station attendants are very polite, so long as you keep them happy

mass to get through difficult sections. PERFECT!!!

It's not. It's far from it, (say this very quietly) it doesn't quite live up to the hype. All the elements are there, but, here comes that magic word playability- the game just doesn't hang together and what you are left with is a rather boring isometric maze game. It's not even particularly well executed.

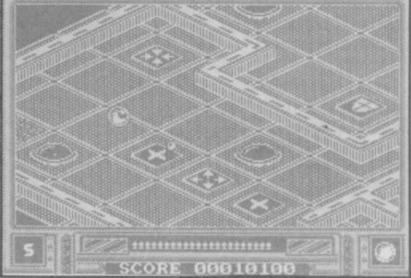
In short, you are Private (please insert name of your



more in future) the more frustrated and disappointed I became. Still, I'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



arble Madness, but a bit more pinbally that sounds like a good idea for a game. Mix in a bit of platforms and ladders here and there, by using over four interconnecting levels, linked by holes and air-lifts. (Getting better all the time.) Add some progressive elements, like being able to change size and

choice, like parts or bits) and you have to locate and rescue Colonel In Chief Matt Ridley, who quite cleverly, decided to take a crack at the awesome Death Run, and is now imprisoned within its walls. You have to climb aboard your battle sphere and head into the Death Run. Land of unplayability and jerky



let down by some truly ridiculous flaws. The eternal reloading 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

scrolling.

The Death Run is a little 3D maze set over 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

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 1989! 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 walls 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



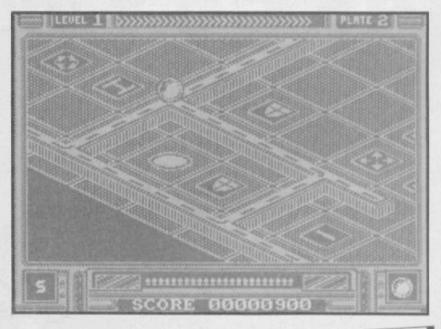
slowly. Now I'm no hopeless cripple at computer games, but 'even I couldn't keep control of this baby. Scratch another few points.

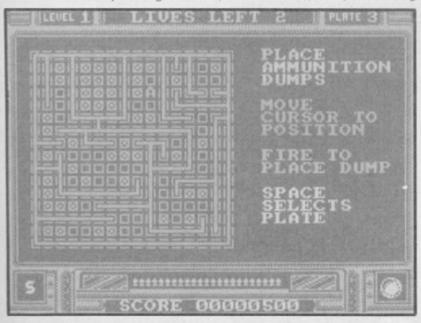
ISS could have been very good, but as it ended up, it isn't. What a huge disappointment from the people that brought you R-Type and Afterburner

ncredible Shrinking Sphere

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



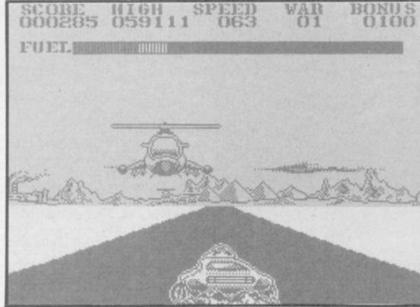






outrun. Overlander. 4x4
Racer. And now Fire and
Forget. What do they
have in common? Twisting
roadways, supposedly exciting
gut-wrenching racing action,





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, since they're scattered all over the road. Not much challenge there then.



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





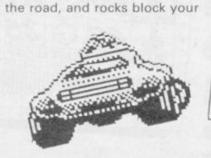
undecodable aural frequency and magnetic sustenation MV module with a firepower of 117 gigawatts per second – oh COME ON, who are you KIDDING!?) earns you points, from 5000 for a rock (easy target, see) to 50000 for a tank (almost indestructible). That was a long and convoluted sentence, wasn't it? Are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

FIRE

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 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

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









"If you're looking for a high speed action-packed game that's good to look at and exciting to play – grab Gryzor now!" Your



BARBARIAN

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



CRAZY CARS

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



PREDATOR
"Predator is a superb tie-in and really hits the mark." ZZAPI Sizzle



"Stunningly colourful screens ... the most accurate conversion of an arcade hit in years" Your Sinclair

Electric Dinama Software Ltd.



COMBAT SCHOOL
"Combat School is brilliant – definitely the

"Combat School is one of the best games I've ever played." Crash



TARGET RENEGADE

A Crash Smash

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



"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." Zzap 64 10 1985 Hemdale Fam Corporation. All Rights

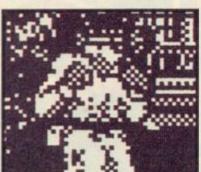






Ocean Software Limited 6 Central Street Manchester M2 5NS Telephone 061 832 6633 Telex 669977 OCEANS G





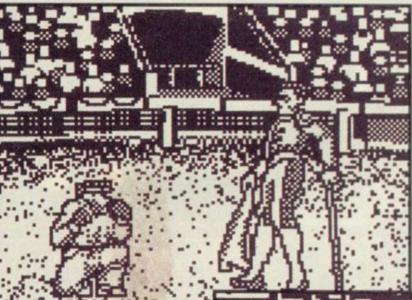
uman Killing Machine – a name to raise questions in the Houses of Parliament. The follow up to Streetfighter is just as violent as you'd expect and just as entertaining. You could complain that it isn't really much different to the original, but who cares really? It's well executed and looks fine.

The same idea as before: kicky kicky against a variety of people. Visit five exotic locations: Moscow, Amsterdam, Barcelona, Germany and Beirut and beat up the locals. Each city's representative uses a certain fighting style that will test many skills. You'll need to mix punches and leg sweeps with kicks and somersaults and sometimes, just running away will help you survive.









First up on your international tour of violence is Russian hard man called Igor. He thumps you with his rifle and is, considering this is the first level amazingly difficult to beat. Still he's not that agile – certainly not as agile as his trusty dog Shepski (aaargghh) which leaps at your viciously but isn't immune to a







little boot treatment.

Now it's on to Amsterdam (isn't this just like the Travel Show?) and the lovely Maria. Maria is agile and leaps about a lot. Maria has a friend called Helga who is not so agile but punches people a lot. A bit like one of the more female members of the SU editorial

team actually (who's that then -Jim? - AS).

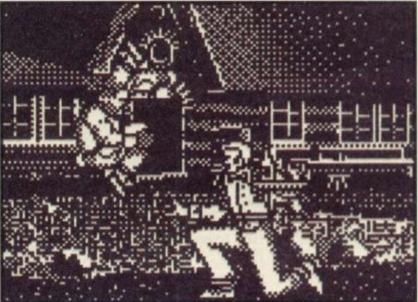
On then to Spain with Miguel who does dangerous things with his cane. After that it's a bull, a comedy German, an arab and a giant. A cliché from almost every part of the world, in fact .

Backgrounds are static but detailed, but since the whole thing is in black and white this is the least you'd expect. Main graphics are nicely animated with slick arm and leg movements - maybe the best I've seen in this sort of game. Even the animals which are intrinsically harder to animate are pretty successful.

OK there isn't anything new here but if you lurved Streetfighter you'll almost certainly lurve this. The graphics may even be slightly



better and some of the moves are different. My only criticism is that maybe the first level of the game is too difficult. Still it'll ensure some credibility attaches to cracking all five levels. With a dearth of decent software releases this looks like being one of the few worthwhile games we're likely to see for some while.



HITS AND TIPS

- Watch out for Igor the Russian soldier. His fighting style includes vicious blows with his rifle. To defeat try to get him in the corner and finish him off with low sweeping kicks to the
- Shepski (great gag) the dog is Igor's trusty hound. Again low sweeping kicks are the way to finish him.
- Maria is very quick with a large number of moves. She gets out of trouble by leaping abbut and comes with a very effective kick. You lose energy fast. The only solution - a lot of front kicks mixed with low sweeping slides.
- Helga watch out for her punch. You can lose half your energy in one go.







DEPT SU 6 CASTLE HOUSE 11 NEWCASTLE STREET BURSLEM STOKE ON TRENT TEL: 0782 575043





SALE		SALE		SALE		SALE		SALE	
ction Force 1	3.00	Desolator	6.00	Indoor Sports	2.50	Out of this World	1.00		
ce of Aces	2.50	Druid	2.00	IK+	3.00	Psycho Soldier	2.50	*****	
lien Syndrome	1.00	Enigma Force	1.00	Ikari Warriors	5.50	Prodigy	2.50	AAAAAA	
tion Force II	6.00	Druid II	2.00	Knightmare	3.00	PHM Pegasus	7.00		
ter Burner	7.00	Empire Strikes Back	6.50	Lazer Tag	3.00	Pulsator	75p	Castle Computers nev	
ternative World Games	6.00	Doc the Destroyer	1.50	Leviathan	2.00	Peter Beardsleys Soccer	6.50	discount catalogue	
e Big Sleaze	2.00	Eye	3.00	Last Mission	2.50	Quartet	2.50		
cklamp	3.00	Extractor	2.00	Loads of Midnight	2.00	19 Boot Camp	6.50	listing hundreds of	
ggy Boy	5.00	Flunky	1.50	Last Mohican	2.00	Yogi Bear	1.50	games from 50p	
onic Commando	6.50	Go to Hell	1.50	Mean Streak	3.00	Red LED	1.50	upwards only £1 for	
ive Star	3.00	Gunslinger	2.00	Mask	2.50	Fat Worm Blows a Sparky	1.50		
barian (Phsynosis)	6.50	Grange Hill	2.00	Moonstrike	2.00	Rygar	3.00	issue No 1 if ordere	
barian II	6.50	Gauntlet	2.50	Magnetron	2.50	Road Blasters	6.50	with any software of	
amp Baseball	2.00	Gold, Silver, Bronze	11.00	Mag Max	2.00	Rescue Fractulis	1.00	£1.50 if you require or	
sil Mouse Detective	2.00	Galactic Games	2.00	Mystery of the Nile	2.00	Salamander (Ocean)	5.00		
ver and Smart	2.00	Gothic	3.00	Ninja Hamster	2.00	Silent Service	6.50	the catalogue.	
our of Magic	1.50	Hysteria	3.00	New Wave IQ	1.00	Super Sprint	2.00		
olo	2.00	Glider Rider	1.75	Nightraider	7.50	Skateball	6.50	****	
ptain America	2.00	Hive	1.00	Nigel Mansells Grand Prix	7.00	Star Raiders II	2.00	~~~~~	
allenge of Gobots	1.50	Intensity	5.50	Oink	2.00	Savage	6.00	LOVOTTOKO	
osswize	2.50	Impossiball	1.50	Overlander	5.50	View to a Kill	1.75	JOYSTICKS	
k Sceptre	3.00	Impact	2.50	Outcast	1.50	Gladiator	1.75	Cheetah 125+ 6.	
agons Lair	2.00	Tof the Mask	1.00	Sentinal	2.50	Virus	5.00	Competition Pro 5000 black 10.	
adow Skimmer	1.50	Indoor Soccer	1.78	Starfox	2.00	School Daze	1.75	Konix Speed King	
ng Bounces Back	2.50	Sidewalk	2.00	Terror of the Deep	1.50	Back to School	1.75		
Train	7.00	Tetris	2.00	Action Reflex	1.00	Tom Cat	1.75	The Navigator	
rvivor	2.00	Firefly	2.00	Zynthum	1.50	Scrabble de Luxe	6.95		
muri Warrior	5.50	Freightmare	2.99	Mindfighter	2.99	Shoot Out	6.50	****	
sine	2.00	Ring Wars	5.50	Death Stalker	2.75	Terrormex	2.99	****	
aderboard	2.50	Skateball	6.50	Zybex	2.75	S.D.I.	6.00		

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

PLEASE STATE SPECT

SALE		SALE	Hilror.	SALE		SALE		SALI	E
XecutorZenii	2.00	ALL STRATEGY GAMES NOW		SPECTRUM SPECIAL O		Batman II	6.50	*****	****
Enduro Racer		*****	***	Typhoon	5.50	Robo Cop	6.50	*	*
Yetti		ANCIENT BATTLES	10.95	After Burner	7.50	Untouchables	6.50	* DRAGO	NC X
Teledon	3.00	*******		R-Type Lazer Squad Empire Strikes Back	7.50	Fernandez Must Die	6.50	A CONTRACTOR OF THE CONTRACTOR	A
Evening Star	5.00	*****	***	Lazer Squad	7.00	Super Hang On	6.00	* NINJ	A 3
Flintstones	6.00	Red Coats	3.00	Empire Strikes Back	0.50	Motor Massacre	6.00	* SPECIA	A1 3
Dark Side	7.00	Hed Coats	2.76	Dynamic Duo	5.50	Techno Cop	6.00	2 SPEUIA	AL 3
Last Ninja II		Waterloo	3.73	Dynamic Duo	0.00	Butcher Hill	6.25	* PRICE	F
Pac Land	6.50	High Frontier	2.00	Soldier of Fortune	5.50	Artura	6.25	*	- X
1943	6.50	Yankie	6.50	Tigas Pand	6.50	Game Over II	6.75	* £6.50) ×
Operation Wolf	6.00	Pegasus Bridge	6.00	Tiger Road Total Eclipse Uridium Beyond the Ice Palace	7.50	Metaflex	6.50	*	×
Tracksuit Manager	6.00	Bismark	6.00	Unidises	2.50	The Games Winter Edition	9.95	本女女女女女女女	****
Football Manager II	6.50	Zulu Wars	6.50	Payand the les Palace	E 00				
Football Manager II Pac Mania	6.50	Blitz Krieg	6.50	Hopping Mad	5.00	Cybernoid II	7.00	******	****
D Thomsons OI Chall	6.50	Napolean at War	6.50	Strip Poker II.	5.60	Combat School	5.00	*	×
G.I. Hero	5.50	Galipoli	6.50	Hopping Mad	7.00	Crazy Carz	6.00	* WEC	, ×
Fox Fights Back	6.50	Arnhem		Thunder Blade	7.00	Bobby Yaz			
Vindicator	5.00	Vulcan		Echelon	7.00	Mad Mix	7.00	* LE MA	NIC 3
Mickey Mouse	6.00	Desert Rats		4 x 4 Road Racing	7.00	Rex			NA PARTIES NA
Target Renegade	5.50	Caslingrad	6.50	Street Sports Soccer	7.00	Roy of the Rovers	6.00	* ONLY	3
Skate Crazy	5.50	StalingradNihilist	2.00	Dragon Ninja	6.50	Super Sports	6.00		-
Heros of the Lance	7.00	Overlords (Lothionen)	3.00	Victory Road	5.00	Fire and Forget	6.50	\$ £6.50) x
Rlack Tinar	6.50	Overlord	6.50	Guerilla Wars	6.50	Lancelot	9.99	*	×
Black Tiger Bards Tale	7.00	Annals of Rome	6.00	Rambo III	6.50	LED Storm		*	× ×
Marauder	5.75	Battlefield Germany		Game Set and Match II	9.50	Airborne Ranger	7.00	****	****
Cybernoid II	5.75	Theatre Europe		Whiz		Techno Cop			
Gunship		Tobruk		Frightmare		Nigel Mansells Grand Prix			
Wolfman		Conflicts I		Knightraider		Battle Tank	1.75	SUPER CYCLE	£1.50
Winter Olympiad '88		Conflicts II		Heros of the Lance	6.99	Classic Muncher		IMPLOSION	£1.50



DEPT SU 6 CASTLE HOUSE 11 NEWCASTLE STREET BURSLEM STOKE ON TRENT TEL: 0782 575043



NOW TAKEN -VISA



SALE	SALE	SALE	SALE	SALE
******	SIX PACK VOC3	******	SIX PACK HIT PACK	******
R-TYPE #	Ghosts and Goblins, Living Daylights, Paperboy, Dragons Lair, Escape Singers Castle, Enduro Racer.	THE IN CROWD PLATOON TARGET RENEGADE COMBAT SCHOOL COMBAT SCHOOL	Into the Eagles Nest, Batty, Ace, Shockway Rider, Light Force, Internation Karate.	* * *
DOUBLE DRAGON #	WOW MEGA GAME ALL 6 FOR ONLY £6.99	GRYZOR PREDATOR BARBARIAN CRAZY CARS KARNOV	ALL SIX GAMES ONLY £6.00	★ Pacmania 6.50 ★ Blood Valley 2.99 ★ Mind Fighter 5.95
OPERATION WOLF	COIN OP CONNECTION	* CASTLES PRICE £8.95 *********	TAITO COIN OPS HITS	₩ West Bank
ROBO COP * £6.75 *	Breakthrough, Express Raider, Metro Cross, Crystal Castles FOR ONLY £2.99	Aufweidersehen Monty, Mask, Death Wish 3, Jack the Nipper 2, Samurai Trilogy, Convoy Raider, Basil the Great Mouse Detective, Thing Bounces Back, The Final Matrix, The Duck	Renegade, Arkenoid, Flying Shark, Rastan, Arkenoid II, Bubble Bobble, Legend of Kage, Slap Fight WOW! MEGA PRICE! £8.95	★ Frightmare 2.99 ★ Lancelot 9.95 ★ S.D.I. 6.50 ★ Trivial Pursuits Baby 800mer ★ Boomer 5.95
THUNDERBLADE #	WE ARE THE CHAMPIONS Int Karate +, Renegade, Rampage, Barbarians, Super Sprint	£6.99 SUMMER GOLD	THE PRESTIGE COLLECTION	★ Trivial Pursuits Trilogy.3.95 ★ Fernandez Must Die6.50 ★ BBC Mstrmnd Q'master.
AFTERBURNER £6.99	SPECIAL PRICE £6.99 SUPREME CHALLENGE	10th Frame, Rebel Planet, Dambusters, Bruce Lee, Beachhead 2, Impossible Miss FOR ONLY £3.99	Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift NOW ONLY £2.99	3.95 ★ Shadow Skimmer2.00
HELL FIRE ATTACK \$ £6.50	Ace II, Elite, Starglider, Tetris, Sentinal. SPECIAL PRICE £8.95	GAME, SET AND MATCH II Match Day II, Ian Bothams Test Match,		★ Twister
BATMAN II ** £6.25 **	TRIO HIT PACK Airwolf II, 3DC, Great Gurianos.	Basket Master, Track and Field, Super Hang-On, Superbowl, Winter Olympiad, '88 Steve Davis Snooker, Nick Faldo Plays the Open	ARCADE ALLEY Express Raider, Kung Fu Master, Breakthru, Koronis Rift	* Thing Bounces Back2.50 * The Train7.00
A P	OUD BRICE 53 EA	riays the Open	1 01 1 00100 500 00 00	4

FOR ONLY £8.95

4 CLASSICS FOR £3.99

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

OUR PRICE £2.50

SALE	SALE	SALE	SALE	SALE
SPECTRUM +3 DISCS Guerilla Wars 9.50 Robocop 9.50	6 PACK HIT PACK Into Eagles Nest, Batty Ace, Shockway Rider, Light force, Inter Karate	Please send me	the following titles:	(SL
Substitute	ALL SIX GAMES £4.00 KNIGHT ORC A Kind of Magic, Loosed Orc, Hordes of the Mountain King RRP £14.95 OUR PRICE £6.95 TRIO HIT PACK Great Gurianos, Airwolf 2, 3 DC RRP £9.95 OUR PRICE £3.50 SUPREME CHALLENGE	Title		Amount
Typhoon 10.95 Wec Le Mans 9.95 1943 9.95 4x4 Off Road Racing 9.95 Batman 9.95 Carrier Command 11.50	ONE OF OUR FAVOURITES £9.00 UNBELIEVABLE ULTIMATE Trans Am, Lunar Jet Man, Jet Pack, Pssst OUR PRICE £2.00		P & P (if applicable) Total amount	
Echelon 9.95 Football Manager II. 9.95 Match Day II 9.95 Platoon 9.95 Peter Beardsleys Football 9.95 All our other Spectrum disks listed in our catalogue.	EDUCATIONAL SOFTWARE Fraction Fever, Kinder Competition, Kids on Keys, Alphabet Zoo, Look Sharp, Make Face, Ancient Guests.	Address		••••••••••







SOME ARE SLIGHTLY MORE TRUE THAN OTHERS

CHRISTMAS SPREE FOR SPECCY

SALES

PRICE: £8.7

that lot then' Correspondent By our 'phew we offloaded

Fape Returns process by putting you man (well men and girl actually) in the in direct contact with the mighty We've decided to cut out the middle organisation that actually duplicates to load follow the following procethem. So if any megatape should fail

l Fiddle with the volume and tone controls on your tape recorder

connecting lead is working (a surpris-ingly common problem this) 2 Check the tape recorder to computer

Kamikaze Bear The

adventures. The poor little ursine is Yoh, as I believe the Bear is wont to say. Dr Stockhausen here. Bert electrician to the stars. I have sad currently under heavy sedation at news for all you faithful readers the Stockhausen Institute for the who enjoy catching up with the Headlines Stockhausen, psychiatrist and Bear's violent and sadistic

after his experiences in 'Nam (not rietNam, as he would have you It was only a matter of time; believe, but Chelte'Nam) the Very, Very Nervous.



the machines over Christmas, ought to

be kicking itself.

WH Smith, which decided not to take

sold out.

cause several software houses to think

The reports of a good Christmas will

By our 'death announcements very premature' Correspondent a bathtub load of salt the Spectrum Though the wise reader will take all figures and claims from retailers with looks to have had a pretty good retailers probably responsible for were reporting hardly a single machi-Christmas. Dixons - the electrical shifting the most Sinclair product -Both +2 and +3 were near enough machines were top sellers in Comet; ne left for sale in any of its stores. Other large electrical retailers were telling similar stories - the Sinclair

be foolish to ignore it entirely. 1989 ing. This should mean an overall imnow so massive software houses would should see a streamlined release schedule with only top quality material. licences and budget material appearprovement in Spectrum products.

about what's supposed to happen in There may be one other effect of the ce cut +2 has long been predicted by the industry but continuing success at Christmas may postpone this. Anyway Amstrad has a long history of comple-(though we heard this good rumour Spectrum's continuing success - a pritely ignoring industry predictions . . .



48K mode 4 If possible test the loading of the OK If you've got this far, we admit defeat, send the game back to the MEGATAPE (insert number) game on another Spectrum following address: RETURNS

SPOOL

DEESIDE IND PARK CLWYD CH5 2NU FIRST AVENUE

We'll try to get you a brand new tape as soon as possible but give us a couple of weeks please!

change - if so we'll let you know by printing the correct address on the NB On occasion the address to send a particular month's megatape may Megatape pages of the magazine.

resurface; his early experiences as a synchronistically with his training in silent killing and explosives. cuddly toy in a nursery for sick children began to interphase

Dear з спианова паитаѕ веgan 10

machine this side of Hanoi, is now walls), he bursts into tears when he rabbits, he writes poems and sings on the ukelele. It was an extremely neurological fugue. The Bear, once sees pretty flowers or fluffy bunny messy breakdown - he was eating a burbling mass of complexes. He egg mayonnaise sandwiches at the little songs accompanying himself (where it bounces off the rubber throws his food across the ward The result was a complete the most fiercesome fighting

with the thought that hundreds - if So what triggered this collapse? pressure to prove his bearhood, he gun" syndrome. Constantly under not thousands - of you wanted to Simply the continuous barrage of readers. A sensitive soul at heart, the Bear could not come to terms kick the stuffing out of him. It's could never relax and bursue his favourite hobby, knitting bootees threats and insults from you, the psychiatrists - call the "fastest what we electricians - sorry, for babies.

SU, there's only one way to help him regain his health; write at once telling him how much you love him better and return to the pages of and want to see his fluffy face If you want the Bear to get again.

month we'll begin the adventures of Sinclair User, Priory Court, 30-32 Farringdon Lane, London ECIR Write to SAVE THE BEAR, 3AU. Make it quick, or next Kamikaze Fish (armed to the

ARNOLD GOES TO GRAND

SLAM By our 'I'm not just a beefcake' Correspondent

Grand Slam has grabbed one of the bigger film tie-ins this spring with The Running Man - the recent futuristic thriller starring Arnold Schwarzenegger. The film depicts a future in which criminals get to win a chance for freedom by taking part in a deadly game show. Arnie plays Ben Richards unjustly convicted for a crime he

did not commit and now the Gameshow's next victim. Sounds like a more plausible subject for a licence No information about the game as yet but Star's psychic powers can exclusively reveal two facts: a) it won't be an adventure game; b) it will have a than the US Gold Moonwalker deal. oystick option. (Mystical eh?)



IOINS US GOLD!

MICHAEL JACKSON

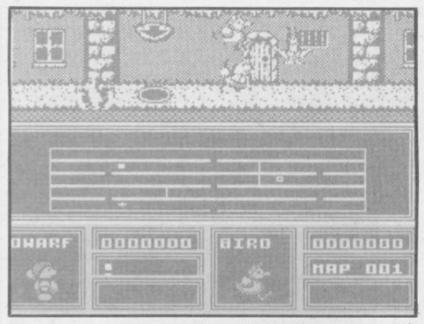
By our slightly amazed

Correspondent

game. The game will be based on (considered by the SU staff as Michael Jackson mega Pop Star, legend and experiment in plastic surgery is to feature in a US Gold Michael's recent film Moonwalker completely dire except for the music and dancing but what do we know?)

baddie called MR BIG (MR BIG is so hard his name has to be written in son saving the world from an extreme Michael turns into a robot, whizzes about as a futuristic car and generally very very bizarre game indeed but then dances his way to victory. It could be a Moonwalker features Michael Jackthey said that about the Frankie Goes to Hollywood game which was actually brilliant (though not very successful). So we'll just keep quiet until we see it. capitals all over the press release)





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.

affair has been so shabbily

cobbled together all you're left

with is an incomprehensible

frenzy of moving things and

split screens.

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

the main characters is dire, and to make matters worse, the 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

Cutesy animal games have always made me faint with chests, so you have to divide

indifference; the only exception was Head Over Heels, which was very clever and nicely programmed. Dynamic Duo pinches the same idea, but isn't.

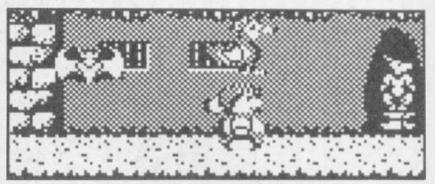
You control two supposedly lovely-wovely creatures, a dwarf and a duck, described in the instructions as a "winged

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

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.

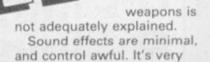
At the end of each level is a barrier which can be destroyed by pushing a boulder into it, and zapping it until it explodes. Each creature has a limited number of zaps, shown in the score panel in the bottom third of the screen. What two lovely-



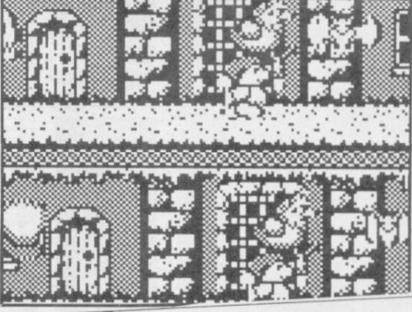


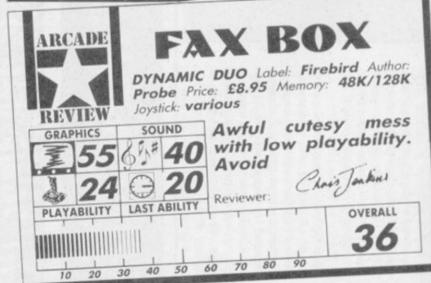
wovely fluffy animals are doing with high-energy

direction with a joystick, and you can't redefine and control keys, which are ridiculous; 1, Q, CAPS SHIFT and Z for player 1, and Y, L, ENTER, P for player two. Again – a thoughtless mistake



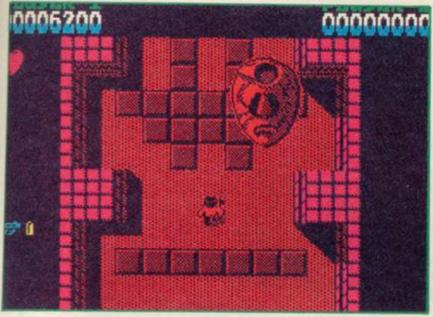
difficult to regulate speed and







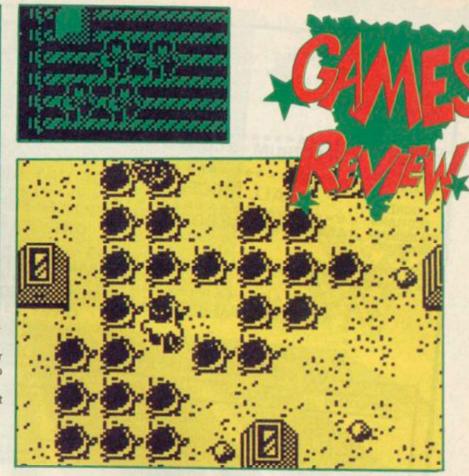




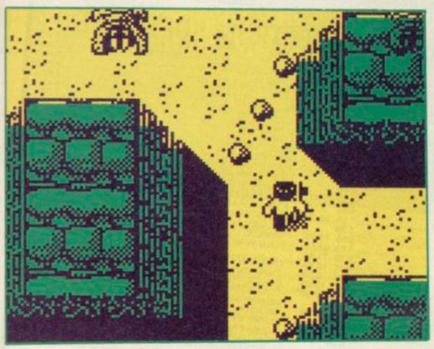
hen I saw the Atari ST version of Victory Road, I thought "UUURRGH! Dogfood!", which was quite fair considering that the ST is supposed to be a super-dooper sixteen-bit wonder-machine and Victory Road looked and played dead awful

vertically-scrolling Commandostyle.

But this time it's a sci-fi rather than a warzone scenario. It also has the same two-player option; if you like you can select dual players, using a wide range of control options. This makes it easier to clear the baddies from the screen, but if



WIGHORY ROAD



new weapons; a laser, temporary shield, and a marvellous automatic grenade launcher thingy which blasts huge craters in the landscape ahead of you.

A toggle control lets you choose the firing mode; either straight ahead of you or at an angle. And what a selection of creepies you have to shoot! Well, it's not much of a selection akchooloy; little zombie soldiers, fluttering butterfly thingies, hopping froggoids and strange twisty thingies which follow you around the screen. At the end of each level you enter a warp square and are transported to an arena where you take on a giant floating head. This isn't difficult to dodge, but takes a lot



of hits to knock out, and it ejects zombie soldiers all the time. Blow the head away and you're back to the main road.

So surprisingly enough, though the initial impression is poor, there's plenty of slambang action and enough megaviolence to keep you happy until the next coin-op conversion comes along

You can imagine then how enthusiastic I was about the prospect of reviewing the Spectrum version. As I loaded it (copyright T. Dillon Reviews Inc) my horrible suspicions were confirmed; it looked terrible. Small sprites, very average animation, and uninteresting backgrounds. I began to play the game. Imagine my shock to find that as a game it was ACTUALLY QUITE GOOD and ENJOYABLE.

Victory Road is the sequel to the coin-op Ikari Warriors, and has the same general format – a one player lags behind, the screen stops scrolling until he catches up. Your partner cannot be harmed by your bullets, but he can be blown up by your grenades, so watch out (unless you're feeling particularly mean). 128K sound effects are impressively psychedelic.

On the subject of weapons, you start off with an automatic rifle, and grenades which fly forth if you hold down the fire button. As you make your way along the causeways and obstacles, you find flashing bonus squares which represent



SINCLAIR USER MARCH 1989



WORLDWIDE SOFTWARE 1 BRIDGE STREET GALASHIELS TD1 1SW

W®RLDWIDE

WORLDWIDE SOFTWARE 49 STONEY STREET NOTTINGHAM NG1 1LX

FOR IMMEDIATE DELIVERY

CREDIT CARD ***** ORDER TELEPHONE LINE

* SPECTRUM +3 COMPUTER

INCLUDING JOYSTICK AND 6 GAME SOFTWARE PACK

ONLY£195.99 *

** CREDIT CARD ORDER TELEPHONE

NORTH N IRELAND *AMSTRAD 2160 DOT MATRIX PRINTER FOR SPECTRUM +2 AND SPECTRUM +3 OVERSEAS

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

SOUTH MIDLANDS WALES

0896 57004 (24 HOURS) * ONLY £147.99
INCLUDES CONNECTION CABLES

0602 480779

FOR IMMEDIATE DELIVERY

AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM +2 AND SPECTRUM + 3 **ONLY £189.95**

INLCUDES CONNECTING CABLES

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE -

COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS COMPILATIONS
COIN-OI CASS 9.00		GAME SET & MATCH II CASS DISK 9.00 13.50		IN CROWD PLATION DISK 13.50	KARATE ACE CASS DISK 9.99 *	KONAMI ARCADE COLLECTION CASS DISC 7.25 13.50
SPA AC CASS 11.99		GIANTS COMPILATION CASS DISK 11.99 14.99		RE THE MPIONS DISK 13.50	GOLD SILVER BRONZE CASS DISK 9.99 11.99	ULTIMATE COLLECTED WORKS CASS DISC 9.99 11.99
SUPRI CHALLI CASS 9.00	Marie Company	TEN MEGA GAMES CASS DISK 9.99		IGHT ACE DISK	PAR 3 CASS DISK 11.99 14.99	CASS DISC 7.99 11.99

Please phone for Spectrm +3 disk availability and price * Please phone for Spectrum +3 disk availability and price * EDUCATIONAL EDUCATION

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

CREDIT CARD ORDER TELEPHONE 089657004

CREDIT CARD ORDER TELEPHONE 0602480779

WORLDW

******	CASS	DISK	*******	CASS	DISK	WARGAMES/STRATEGY	CASS
1943 BATTLE OF MIDWAY			LIVE AND LET DIE	7.25	10.50	ANNALS OF ROME	10.45
4 X OFF ROAD RACING			MATCHDAY II	5.95	10.50	ARNHEM	6.99
A.T.F.	6.55	9.00	MICKEY MOUSE			BATTLE OF BRITAIN	4.99
ACROJET	7 25	0.00	MINDFIGHTER	10.85		BATTLE OF BRITAIN	10.45
ACTION FORCE II	O EE	10 50	MOTOR MASSACRE	6.55	9.99	BISMARK	7 99
ACTEDOLIDATED	0.00	10.50	NIGHT BAIDER	7.99	9.99	BLITZKREIG	
AFTERBURNER.	3.40	10.85	NIGHT RAIDER	6 99	0.00	CONFLICTS 2	
AIRBORNE RANGER	7.25	10.85	OOPS!	e ee			
ALIEN SYNDROME	6.55	10.50	OPERATION WOLF		10 E0	CONFLICTS	10.45
ARTIST 2	10.85	14.95	OFFICE OF THE PROPERTY OF THE		0.00	DESERT RATS	7.99
ARTURA	6.55	9.99	OUTRUN	6.99	9.99	GALLIPOLI	6.99
BARDS TALE	7.99	11.99	OVERLANDER	5.95	9.00	NAPOLEON AT WAR	
BATMAN	6.55	10.85	PACMANIA	6.55		OVERLORD (Disk 9.99)	
BIONIC COMMANDOS			PETER BEARDSLEY FOOTBALL			PEGASUS BRIDGE	10.45
BLACK TIGER	6.99	9.99	PRO BMX SIMULATOR	4.99	10.50	SORCEROR LORD	10.45
BUGGY BOY	5.95	10.50	PRO SOCCER SIMULATOR	6.55	9.00	STALINGRAD (Disk 9.99	7.99
BUTCHER HILL			PROJECT STEALTH FIGHTER	7.25	10.85	THEATRE EUROPE	4.99
BY FAIR MEANS OR FOUL			R-TYPE	6.99		VULCAN	7.99
CALIFORNIA GAMES			RAMBO III	6.55	10.50	YANKEE	7.99
CARRIER COMMAND			RETURN OF THE JEDI	6.99	10.50	ZULUWAR	6.99
COLOSSUS CHESS	7.00	11 00	REX			ZULU WAR JOYSTICKS	
CORRUPTION		11.00	ROBOCOP	6.55	10.50	CHEETAH 125+	6.95
			ROY OF THE ROVERS	6.55	9.99	CHEETAH MACH 1 PLUS	12.05
CYBERNOID II	6.55	9.99	SALAMANDER			COMPETITION PRO 5000	12.95
DALEY THOMSON OLYMPIC CHALLENGE			SAMURAI WARRIOR	E 0E	9.00	COMPETITION PRO 5000 CLEAR	12.95
DARK FUSION	6.55	9.99			9.00	COMPETITION PRO 5000 CLEAR	13.95
DE LUXE SCRABBLE (128K)			SAVAGE				
DOUBLE DRAGON	6.55		SANXION			CRUISER	8.99
DRAGON NINJA			SDI	6.99		KONIX MEGABLASTER	
EARTHLIGHT	5.95		SHOOT OUT	6.99	11.99	KONIX PREDATOR	
ECHELON	7.99	9.99	SILENT SERVICE			KONIX SPEEDKING	10.99
EMPIRE STRIKES BACK	7.25	10.50	SPITFIRE 40	7.25		KONIX SPEEDKING + AUTOFIRE	11.99
EXPLODING FIST +	5.95		SPITTING IMAGE			RAM DELTA	7.99
F15 STRIKE EAGLE	7.25		STAR WARS		10.50	+3 BUSINESS AND UTILITIES	
FERNANDEZ MUST DIE	6.55	9.45	STRIP POKER II	5.95		MASTERFILE +3	24.95
FISTS 'N' THROTTLES	9.45		SUPERSPORTS	6.55	9.99	PROFESSIONAL ADV WRITER	22.95
FOOTBALL DIRECTOR II (128K)	14 95	14.95	TECHNO COP	6.55	9.99	TAS-SIGN PLUS 3	14.95
FOOTBALL MANAGER II	6.00	10.50	THE DEEP	6.99	9.99	TAS-SPELL PLUS 3	14.95
FOOTBALL MANAGER	2.00	7.95	THE PAWN (128K)			TASCALC PLUS 3	14.95
			THUNDERBLADE			TAS-PRINT PLUS 3	
FOXX FIGHTS BACK	0.00	9.75	TIGER ROAD	6.00	9.99	TASWORD PLUS 3	14.05
FRANK BRUNOS BIG BOX						1ASWURD PLUS 3	14.35
G I HERO	5.95		TIME AND MAGIK			40 DISK STORAGE BOX +3	8.95
GAMES WINTER EDITION	6.99	9.99	TOTAL ECLIPSE	7.99	11.99	100 DISC STORAGE BOX +3	10.95
GARY LINEKERS HOT SHOT	6.55	9.99	TRACK SUIT MANAGER	6.99		DEVPAC +3	14.95
GARY LINEKERS SUPERSKILLS			TRIV PUSUITS BABY BOOMER			GENERAL UTILITIES	
GUERILLA WAR	6.55	10.50	TRIV PURSUITS NEW BEGINNING			+2/+3 COVER	4.99
GUILD OF THIEVES		11.99	TRIV PURSUITS YOUNG EDITION			SPECTRUM POWER SUPPLY	9.95
GUNSHIP	7.25	10.50	TWENTY CHARTBUSTERS			ASIMUTH TAPE HEAD ALIGN KIT	
HEROES OF THE LANCE	7.99	11.99	TYPHOON	5.95	10.50	HI SOFT C	21.95
HOPPING MAD	5.95	9.00	UNTOUCHABLES	6.55	10.50	HI SOFT PASCAL	
HOT SHOT	6.55	9.00	VICTORY ROAD	5.95	10.50	TASWORD +2	
INTENSITY	5.95	9.00	VINDICATOR	5.95	10.50	TASCALC +2	14.95
KONAMI COIN OPS			VIRUS	5 95	9.00	+2/+3 JOYSTICK ADAPTOR	4.00
LANCELOT	10.05	14.05	WECLE MANS			+3 CASSETTE LEAD	4.00
LACCECOLIAD	10.85	14.95	WHERE TIME STOOD STILL 128K	5 OF	10.50	+3 CASSETTE LEAU	4.99
LASER SOUAD			WINTER OLYMPIAD 88	E 05	9.00	10 X CF2 3" DISK FOR +3	21.95
LAST NINJA	9.45		WINTER OLT WIFIAD 00		3.00		

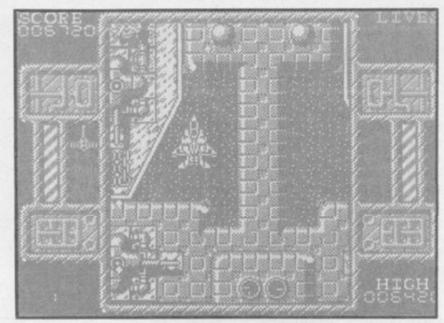
Please make cheques or postal order payable to WORLDWIDE SOFTWARE. All prices include postage and packing in the UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery.

Advertised price are for mail and telephone orders.



know 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.

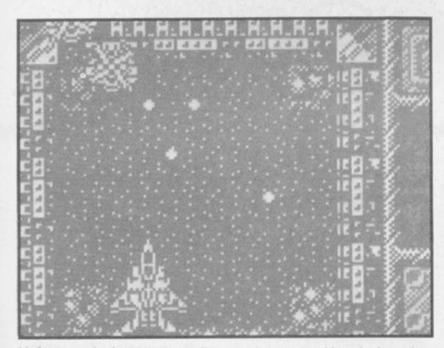
First appearances imply that Tomcat is a rather special vertical shoot-out. While very much in the Flying Shark/Xenon mould, Tomcat has more complicated graphics and more going on. Well, that's what it seems like.











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 100m away. While 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 I'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.

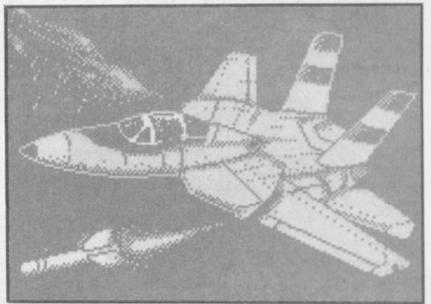
The bad guys fly in quite uninspiring patterns, but the bullets – THE BULLETS! God knows where they come from. I can't see them! Even when I've

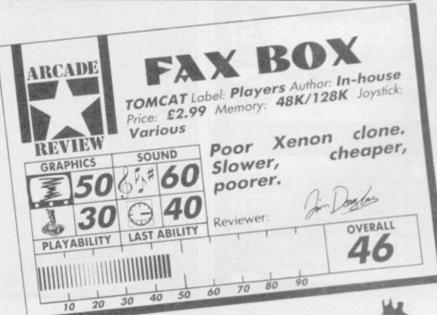
got backward firing missiles and tri-directional machine guns – which don't always fire – I was getting shot all over the place by mystery aliens with mystery invisible bullets.

On and on this thing goes, killing you with infuriatingly

little explanation, and no hint of further excitement.

It's a pity that what could easily have been a very polished and entertaining budget game is horribly let down by poor presentation and slow action. Tsk Tsk







£1.50

FIST +

Send coupon (and your name and address) to Fist+ Smash Offer, Firebird Software Ltd, 64-76 New Oxford Street. London W1 include a cheque made payable to Firebird Software for £6.49.

-

11

...

eeeerrrgh, gerrrrrrrk, 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 delivery. Yah! (can you send those ninjas back to the agency now please Jim -





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

fine affair. (?) (That's enough of the "Blinkin' Obvious" prose style, thanking you - G.T.)



WEC LE

eroom! We'll keep this coupon brief since it speaks for itself.

marvellous fun.

Wec Le Mans is a



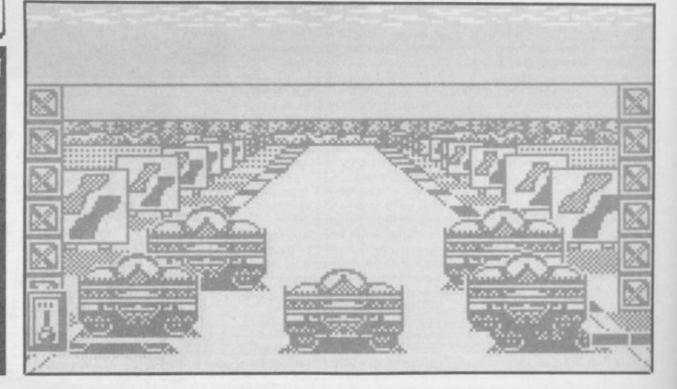
CIFIE WEC LE MANS

Send coupon (and your name and address) along with a cheque/ postal order for £8.45 made payable to Ocean Software at: 6 Central Street, Manchester. Don't forget to mark your envelope "Wec Le Mans Offer".

..

11 ...

Driving games are



TIGER ROAD

ake THAT, Nigel
Lawson! Who says
you can inflict
outrageous tax poll
mortgate law fine car clamp
currency worries on our
komputer kids? Not SU.
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 towards 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

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.



CI-I-

TIGER ROAD

H

11

11

LU

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.



GIANTS

IANTS! 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 all-knowing wisdom have just released a compilation bursting with amazing super hits like Gauntlet II, California Games, Rolling Thunder, 720° 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

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.





CIFIE

GIANT GAMES

Send coupon (and your name and address) along with a cheque/postal order made payable to US Gold for £10.99 to: GIANTS offer, US Gold Ltd, Units 2&3 Holford Way Industrial Estate, Birmingham, B6 TAX. Offer closes March 30th.

()

II

..

...

A t 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 EASY!

"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

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 vicar and his pets;
- A look at state of the art games for home computers,

especially platforms-andladders 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?"
- 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), picking up pictures from weather satellites (courtesy of WEATHERTEL, the 24-hour weather service beamed directly to

SINCLAIR USER MARCH 1989



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!



SOFTWARE THAT'S

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.

ZX 48K SPECTRUM ZX SPECTRUM 128

ZX SPECTRUM + 2

ZX SPECTRUM +3

The Word Processor

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.

TASCAL The Spreadsheet

At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.

> TASPRINT The Style Writer

Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output. TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.

> TAS-SIGN The Sign Maker

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer. Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.

> ASCOPY The Screen Copier

Screen copy software for the RS232 output on ZX Interface 1. Keep permanent and impressive records of your screen pictures using either the monochrome or "grey-scale" software where the screen colours are printed with differing dot densities to give a shaded representation of the Spectrum screen colours.

> TASWIDE The Screen Stretcher

ZX Spectrum 48K/128K/+2: obtain 64 or 32 characters per line on the screen. Works in 48K mode only.

ZX Spectrum+3: gives 3 letter sizes on screen — 64, 42 and 32 per line.

TASMAN PARALLEL PRINTER INTERFACE

A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.

> ASTERFIL THREE LUS The Database

Accomplish your home and business filing 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.

TASWORD TWO

Cassette £13.90

TASWORD THREE

Microdrive £16.50

Cassette £13.90

TASWORD

128

TASWORD PLUS TWO

Cassette £13.90

TASWORD PLUS THREE

Disc £19.95

TAS SPELL PLUS THREE

Disc £19.95

TASCALC

TASPRINT

PLUS THREE

Disc £19.95

AS-SIGN

TASCALC

Not available

ASPRINT

TAS-SIGN

Cassette £17.95

TASCALC

TASCALC

PLUS THREE Disc £19.95

Cassette £17.95

TASPRINT

Cassette £9.90 Cassette £9.90 Microdrive £11.40 Microdrive £11.40

TAS-SIGN

TASPRINT

AS-SIGN

Cassette £9.90

Microdrive £11.40

Not available Cassette £17.95

Cassette £17.95

Disc £19.95

TASCOPY

Cassette £9.90

Microdrive £11.40

TASCOPY

Cassette £9.90 Microdrive £11.40 TASCOPY

Cassette £9.90 Microdrive £11.40

Not available

TASCOP

TASWIDE

£29.90

Cassette £5.50

Cassette £5.50

£29.90

TASWIDE

Cassette £5.50

Disc £9.95

ASWIDE

Parallel printer

PLUS THREE

£29.90

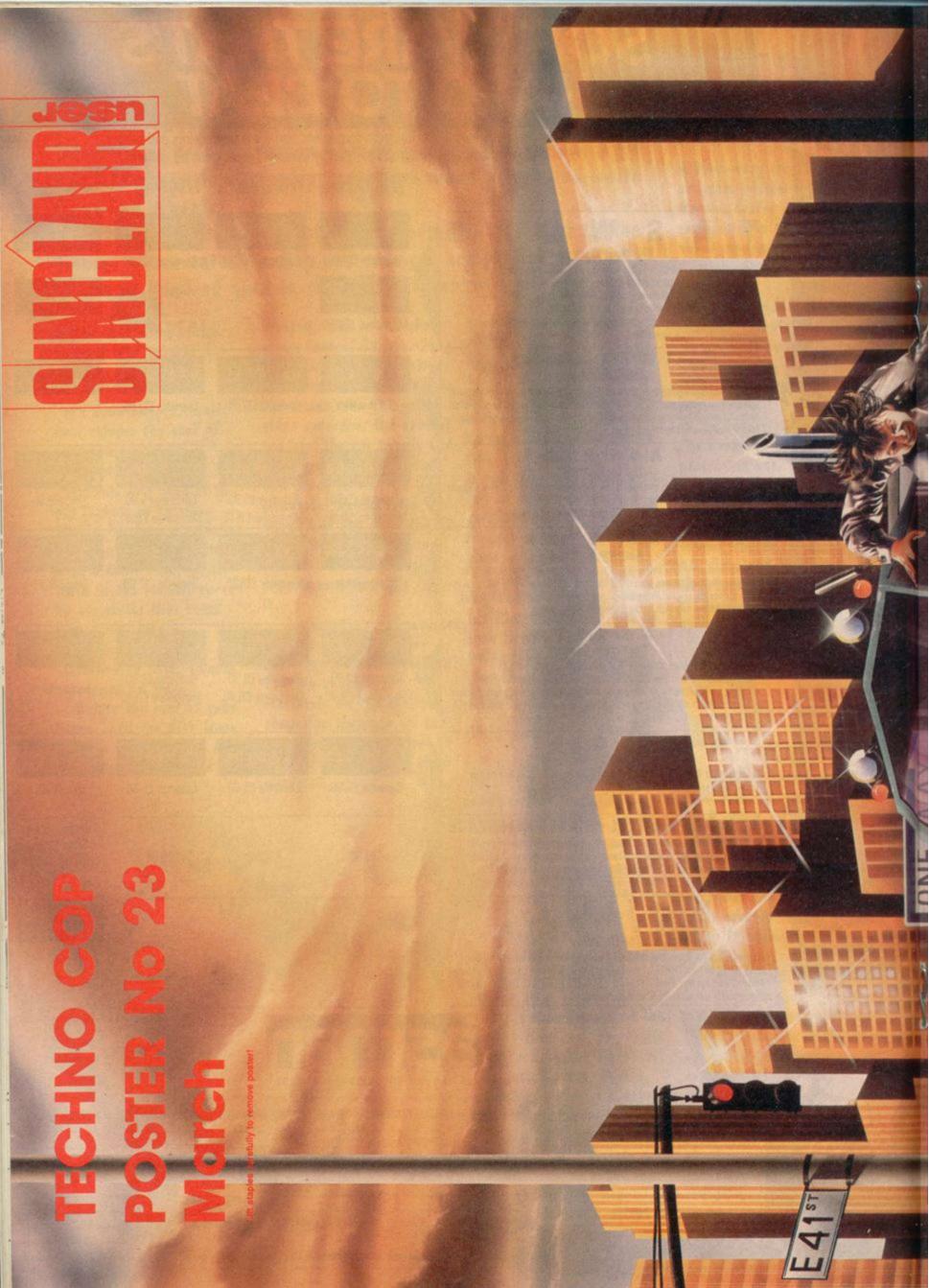
cable £9.95 RS232 cable £14.50

MASTERFILE

PLUS THREE Disc £24.95

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, LEEDS LS2 9LN. I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: Expires PRICE ITEM . NAME ADDRESS. Outside Europe add £2.00 per item airmail Telephone Access/Visa orders: Leeds (0532) 438301 TOTAL ase send me a FREE Tasman brochure describing your products for ZX Spectrum+3 🔲 ZX Spectrum 48K/128K/+2 🔲 IBM/Amstrad PC 🔲 Amstrad PCW 🔲 Amstrad CPC 🔲 Commodore 64 📗







TO GET YOUR 48K SPECTRUM REPAIRED FOR ON





BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.

We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.



Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499 Main Office, enquiries and orders only

Manchester telephone 061-236 0376 While you wait centre only

- * While you wait repairs £22.50 48K Spectrum.
- * All computers fully overhauled and fully tested before return.
- * Fully insured for the return journey.
- Fixed low price of 19.95 including post, packing, parts, labour. Spectrum+2 repairs only £25.00 fully inclusive.
- * Discounts for schools and colleges.
- * Six top games worth £39.00 free with every memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16+ 4, Spectrum+ 2 and + 3.
- * The most up to date test equipment developed by us to locate faults within your computer.
- Rubber keyboard repair (replacement membrane only). Just £10.00 including p+p
- * 3 month written guarantee on all repair

PREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.

(Should a computer be classed as unrepairable due to tampering there will be a charge made of £10. We may be able to offer a replacement circuit board at an additional charge.)

URGENT NOTICE Don't be misled by adverts showing 'between prices A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION **EDITION NOW HOT OFF THE PRESS**

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more, Just send qualty products delivered to your door by return post

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 889061

BASTEC SOFTWARE **PRESENTS**

THE FOOTBALLER (SPECTRUM 48K/128,+2,+3)

As A Football Manager In This Exciting Football Simu Can You Win The League Championship Or F.A. Cup?

Latest Scores Screen Including All The Matches In The Division,
Current Form,
League Tables,
16 Player Squad,

Relegation, Bank & Bills Records Page,

F.A. Cup, Manager Rating, Save Seasons Match Preview Much More. (A Must For All Football Enthusiasts Only £8.95)



£8.95

£8.95

£8.50

FLAT SEASON (SPECTRUM 48K/128K/+2/+3)

TV Eye View Of Race, Form Book, Bookies. Stables, Results Page, Grades.

Trainer Championship, Jockey Championship, Weeks Calendar, Action Replays Bills Prize Money, Horse Auction, Training,
Save Season, + Much More.
(A must for all horse racing enthusiasts. Only £8.95)

GREYHOUND MASTER (SPECTRUM 48K/128K, +2,+3)

ster is A Sophisticated Greyhound Prediction Program For The Spectrum, Si d Is A Daily Racing Paper For A Significantly Better Chance Of A Win, Predict ids For A Win, Straight Forecast, Tricast, Etc., Calculates From Six Greyhoun ids, So Give Yourself The Unfair Advantage With This Amazing New Prograi

u Driven, Error Check, Printer Option, Greyhound Rating, Easy Entry, Value Setting, , + Much More. For Itself Many Times Over Only £8.50)

THE FOOTBALLER

FLAT SEASON GREYHOUND MASTER

(Any Two for £14.00: All Three For £20.00)

Cheque/postal order psyable to: BASTEC SOFTWARE, SAMSON HOU UNIT 8A, ARTERIAL ROAD, LAINDO BASILDON, ESSEX SS15 6DR



BYRITE SOFTWARE



BUY TWO GET ONE FREE

BUY TWO GET ONE FREE
Orbix, Sky Runner, West Bank, Battle of the Planets, Sir Fread, Spec Graf, Equinox, Revolution, Pole Position, Toy Bizare, Fighter Pilot, Action Reflex, Sailing, Fighting Warrior, Red Scorpion, Fifth Quadrant, Cosmic Shock Absorber, Pulsator, Xarq Temple of Terror, Deactivators, Bride of Frankenstein, Xcel, Ball Blazer, Skyfox, Hacker, The Big Sleaze, Through the Trap Door, Mooncresta, Knightmere, Pyracurse, Moonlight Madness, Killer Ring, Kinetik, Mission Omega, Biggles, Wibstars, Hybrid, 10th Frame, Triaxos, Druid II, Gyron, Lords of Midnight, Life of Harry Prodigy, The Eidolon, Cop Out, Dark Empire, Double Take, Koronis Rift, Bubbler, Tempest, Twister, Mermaid Madness, Deathscape, Greyfell, Deadringer, Hacker II, Nihlist, Tujad, Moutie Micks Deathride, Les Flics, Impossable Mission, Space Shuttle, Jerry the Gem, Costa Capers, Avenger, Nemesis, The Warlock, Mega Apocalypse, Slaine, (Please choose alternatives to avoid disappointment).

SPECTRUM £2.99 EACH

Death or Glory, Winter Olympiad 88, Headcoach, Colour of Magic, Ramparts, Dark Sceptre, Blacklamp, Implosion, Jailbreak, Nemesis, Gunslinger, T T Racer, Chuckie Egg, Crosswize, Venom Strikes Back, Strip Poker II, JSW2/Manic Minor Twin Pack, Galatic Games, Guadcalanal, Lazer Tag, Teladon, Championship Sprint, Falcon Renegade Lord, Captain America, Hysteria, International Karate +, Blood Valley, Survivor, North Star, Dragons Lair, Escape from Singe's Castle, Karnov, Supersprint, Diamond, Black Magic, Tetris, Samuri Trilogy, Gothik, Gee Bee Air Rally, Centurions, Rampage, Star Raiders II, Magnertron, Living Daylights, Zynaps, Cholo, Terramax, Chubby Gristle, Thing Bounces Back, Winter Games, Chess Master.

COIN-OP CONNEXION INC

LUCAS FILM GAME COLLECTION INC. Paper Boy £3.95, Outrun £4.96 £4.99.

Into the Eagles Nest Barty Asia

Rider, International Karate, Lightforce. All

GAMESTAR SPORTS PACK INC.

KIDS PLAY COMPILATIONS INC. Bounty Bob, Mailstrom, Starstrike, Luna Jetman, Starrion, Monty on the Run, Marsport, Nightgunner, Metabolis, Xen

NOW GAMES 5 £2.99 INC

GREMLIN TAKE 4 £2.99 INC

GREMLIN COMPENDIUM £2.50 INC

SPECTRUM MISCELLANEOUS

Rotronics Wafadrive + 1 free 64K Wafa £17.49 inc P&P. Extra Wafadrive Cartridges: 16K £2.00 each, 64K £3.50 each. Spectral Writer (Word Processor on Wafa) £3.95 each. Alphacom Paper (black) 5 rolls £10.95 inc P&P.

Trojan Light Pen + Graphics Software (+2 only) £6.95



BYRITE SOFTWARE

Dept SU, PO Box 589, London N14 6SJ Tel 01-882 6833



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

THE CRETIN FACTOR

Does Does

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 . .

dynamic file allocation technique used by MS/DOS allow files to be distributed in non-contiquous regions of a disk? Or not?

● Is the cache controller of the Dell System 310 an 82358 or a 80386?

Can data stored 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 broadcasting, satellite TV will bring you the greatest performances of artistic companies from all over Europe. Highlights include:

Mikhail Baryshnikov and the Moscow Corps de Ballet 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.

Computers as sculpture, presented by the curators of the Tate Gallery, who recently paid £11,500 for a second-hand ZX81 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.

NEXT MONTH - Why don't you switch off your satellite television and go and do something useful instead?

CHAINSAW

DUMMY DISH (TO IMPRESS TH NEIGHBOURS)

- CUT HERE

SIMPLE D.I.Y. WIRING

DRAINAGE

TELEVISION VIDEO RECEIVER COMPUTER MICROWAVE CENTRAL

HOLE FOR

SATELLITE SIGNALS

SHEKHANA COMPUTER SERVICES

ACCESS - ORDER BY CREDIT CARD LINE 01-348-2907 24 HRS -VISA

ACCESS - UNDER	BACI	KEUII CAKU LINI	E U1-3	148-2901 24 HKS	-VI24
SPECTRUM TITLE	Our Price	SPECTRUM TITLE	Our Price	SEGA SOFTWARE	Our Price
1943 – D3 4 X 4 RACING ACTION SERVICE ADV ART STUDIO AFTERBURNER – DZ ALIEN SYNDROME	7.75		2.7377		10/27/2011
AXABACING	7.26	IRON LORD - D4 JINXTER +3 DISK KNIGHT ORC	10.99	MASTER SYSTEM PLUS	79.95 99.96
ACTION SERVICE	7.25	VALICHT ORC	10.99	LIGHT PHASER	29.95
ADV ART STUDIO	17.99	KONAMI COLL - D3	7.50	KONIXS J/STICK	12.99
AFTERBURNER - DZ	7.50	LANCELOT - D4	11.99	QUICKSHOT 15 J/ST	14.99
ALIEN SYNDROME	6.75	LED STORM - D3	7.99	AETERRI IRNER	24.95
ANIMATOR 1 - D4 ANNALS OF ROME ARCADE FORCE FOUR	9.99	LINEKER HOTSHOT - D3		ALIEN SYNDROME	24.95
ANNALS OF ROME	0.99	LINEKERS SOCCER - D3		DOUBLE DRAGON	24.95
ARCADE FORCE FOUR	7.99	LIVE + LET DIE - D2	7.50	GANGSTER TOWN	22.95
ARKANOID II - D2	6.30	MAGNIFICENT 7 D3	7.50	GLOBAL DEFENCE	22.95
ARTIST 8 - 128K ARTIST 8 - 48K	15.99 12.99	MANSELLS RACING - D3		DOUBLE DRAGON GANGSTER TOWN GLOBAL DEFENCE GOLVILIUS KENSEIDEN	24.95
ARTIST II - +3 DISK ARTURA - D2 BARBARIAN II - D2 BARDS TALE - D3 BAJMAN - D2	15.00	MOTOR MASSACRE - D2 NEMESIS	6.40	KENSEIDEN	24.95
ARTURA - D2	6.40	NIGHT RAIDER - D3	7.99	MIRACLE WARRIOR MONOPOLY	32.95
BARBARIAN II - D2	7.50	OCEAN COMPTION - D4	10.99	OUTRUN	24.95
BARDS TALE - D3	7.99	OCP ART STUDIO		PHANTASY STAR	39.95
BATMAN - DZ	7.50			PHANTASY STAR ROCKY R-TYPE	24.95
BATTLETELD GERMANY	9.99	OUTRUN - D3	7.25	R-TYPE	29.95
BIONIC COMMANDOS - D3	7.25	OPERATION WOLF - DZ OUTRUN - D3 OVERLORD - D2 PACLAND PACMANIA PETER BEARDSLEY	7.50	R-TYPE SECRET SOCCER SHANGHAI SHINOBI THUNDERBLADE WONDERBLADE WORLD SOCCER	22.95
BLACK LAMP - D1	7.99	PACLAND	6.75	SHANGHAI	22.95
BLACK TIGER - D3		PACMANIA	6.75	SHINOBI	24.95
BUBBLE BOBBLE - D1 BUGGY BOY	5.50	PETER BEARDSLEY PRO SOCCER - D1 PRO SOCCER PSYCHO PIGS UXB - D3	6.75	THUNDERBLADE	24.95
	6.40	PHO SOCCER - D1	6.40	WONDERBOY II	24.95
CARRIES COMMAND - D2	10.00	PENCHO BIGG LIVE DS	7.20	7A YYON 3 D	27.95
CRAZY CARS II	7.50	PUFFS SAGA - D3	7.25	WORLD SOCCER ZAXXON 3-D ZILLION	22.96
CRAZY CARS II CYBERNOIO II - D2 DANDY DARK FUSION - D2	6.40	QUESTION SPORT - D2	11.99		
DANDY	6.75	RAMBO III - D2	6.30	* * * JOYSTICKS/ACCS	
		RED OCTOBER	10.99	RAM TURBO	15.99
DOUBLE DRAGON	7.50	RETURN OF JEDI - D2	7.50	PLUS +2/+3 COVER	4.99
DRAGON NINJA – D2 DYNAMIC DUO	7.50	ROAD BLASTER - D3 ROBOCOP - D2	7.25	PLUS 2 LEAD PLUS 3 CASS LEAD MULTIFACE 128K	4.99
D. TOMS OLYMPICS - D3	7.50		7.80	MULTIFACE 128K	39.00
ECHELON - DO	7.99	ROY OF THE ROVERS - DZ	6.30	MULTIFACE 3	39.99
EMPIRE STRIKES - D2	7.50	B TYPE DO	0.39	MULTIFACE 3 + T.PORT	44.99
ESPIONAGE - D1	6.75	CALAMANDED	F.50	MULTIFACE ONE	34.99
EXPLODING FIST +	6.30	SANYIGNS - O1	6.99	DUAL PORT T/FACE	14.99
EMPIRE STRIKES - 02 ESPIONAGE - D1 EXPLODING RST + F16 COMBAT PILOT - D4	10.99	RUNNING MAN R-TYPE - DZ SALAMANDER SANXIONS - D1 SAVAGE	6.30	KEMPSTON INTERFACE	7.99
FIRE + FORGET	0.29	SHACKLED - D3	7.50	CRUISER J/STICK CRUISER CLEAR	9.99
FIST+THROTTLE-D2	9.99	SHACKLED - D3 SKATE BALL - D3	7.25	CHUISER CLEAR	11.99
FLINTSTONES	6.75	SOLDIER OF FURTURE	0.30	EUROMAX - PROFF CRYSTAL TURBO PLUS	17.99
FOOTBALL DIRECTOR F. BRUNOS BOX ~ D3	7.50	SOLDIER OF LIGHT	6.30	PREDATOR ASTICK	15.99
F. BRUNOS BUX - U3	12.00	SORCEROR LORD	9.99	NAVIGATOR J/STICK	13.99
F MANAGERIL D2	6.99	STALINGRAD - D2 STARGLIDER - D3	7.50		9.99
GAME OVER 2 - D2	7.25	SUPER SPORTS - D2	6.40	KONICK - AUTO	10.99
F. BRUNOS BOX ~ D3 F. DIRECTOR 2 ~ D4 F. MANAGER II ~ D2 GAME OVER 2 ~ D2 GARFIELD	7.99	TAITO COIN OPS	7.50 9.99 6.40 8.99	COMP PRO 5000 BLACK	12.99
GUERILLA WAR - D2	6.30	THE MUNCHERS DZ	6.50	COMP PRO 5000 CLEAR	13.99
CITIE DI CIE THIENES 4 9	0.00	THUNDERBIRDS	6.99	COMP PRO 5000 EXTRA	
GUNSHIP - D2	7.50	THUNDERBLADE - D3	7.50	QUICK SHOT II	7.99
		TIMES OF LORE - D3	7.00	QUICK SHOT TURBO	9.99
G.SET + MATCH 1 OR 2 - D	3 9.99	TRACK SUIT MANAGER	7.50	CHEETAH MACH 1	9.99
HELLFIRE ATTACK - D3	7.25			CHEETAH 125 + CHEETAH STARFIGHTER	7.99
INTER KARATE +	7.50			OTELIAN GIANTIGHTEN	30.00

Also available on disk format: D1 = £9.99, D2 = £10.99, D3 = £12.99, D4 = £14.99

Personal Callers can pick up software of s at 221 Tottenham London W1R SAF

Access and Visa card holders ring 01-348-2907, 340-8565, 631-4627 Credit card orders despatched

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

RUGBY FIFTEEN NEW £6.95

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kickling and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalties, drop goals, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + seasons honours list + promotion + relegation + sacking + save game. Plus much more.

FOOTBALL FEVER £6.95

offs + penalties + substitute, + cup replays + other leagu scorers + full League tables relegation, promotion and season honours + rename players + transfer market + players goal tally + save gar plus much more.



CRICKET CHALLENGEE6.95

Captain one of the 17 county sides in a one-day 60-over cup competition. Six group/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.

THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win group, graded or open races. Form, fitness, going, distance a affect results. Full betting market. Races over SF to 2 miles. Weekly training sessions Pre-race reports. Stewards enquiries. Pename horses. Three levels of play. Save game. Watch them race.

DISK FOR SPECTRUM +3 - ALL FOUR GAMES ON ONE DISK EXCELLENT VALUE £19.95 £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 £19.95 £16.95

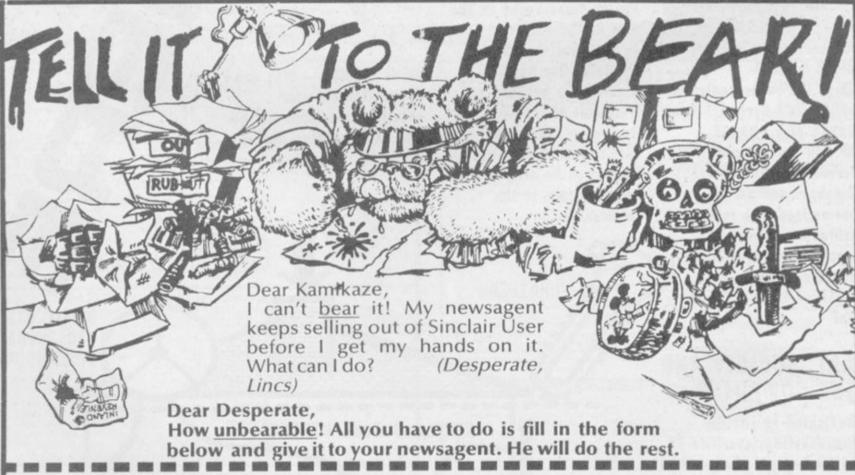
ALL ORDERS SENT FIRST CLASS POST

Send cheque/P.O. to:

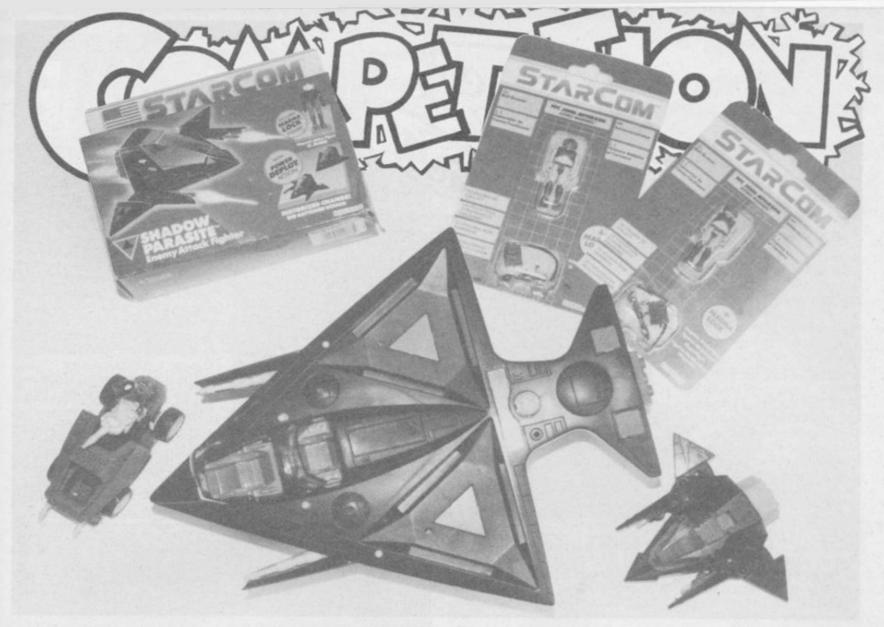
TANGLEWOOD SOFTWARE

157 WARWICK ROAD, RAYLEIGH ESSEX SS6 8SG

Proprietor: J. MOSS



Plec	se reserve me a copy of SU every month	
	E	



ATTACK THE GALAXY!

Destroy the stars with Virgin-Mastertronic!

at photon death alien slime! AKAAKAKKAZIP-

ZIPOOW! These, my galactic beauties are Starcom toys and they're fantastic. And thanks to a super competition with the loyal servants of the Dark Empire Virgin-Mastertronic, you can start your tyrannical invasions with a proper flourish.

Xenon (last month's cover game) was so astoundingly amazing we felt that we had to celebrate some more.

One of our lucky winners will win this spanking gleaming shining array of inter-galactic hardware: SHADOWBAT -

The mysterious triangular battle cruiser with full retractible guns. Attack and flight modes! Carries 3 other Shadowcraft! 2 Magna Power soldiers - a gunner and a pilot are included! Fully working cockpit/

cannons/cargo ramp etc.

2 SHADOW PARASITES -

One for each wing of the Shadowbat.

Each with its own pilot! Fully working bits! - Like the Shadowbat only smaller.

Special I.D. stickers for each fighter.

SHADOW INVADER

Enemy Rapid Strike vehicle.

Hides cunningly in the bottom of Shadowbat (urk).

Two modes - recon and

attack

Comes with driver. Extending guns.

2 ASTRO MARINES

Each with his own laser. Special Magna lock boots enable you to secure them in their vehicles without wobbling about.

And a further ten entrants will each receive copies of the game Xenon.

On the coupon at the bottom of the page, write the answers to the following questions:

- 1) The first satellite was named:
 - a) Vostok b) Sputnik c) Oswald
- 2) The innermost planet of our solar system is:
 - a) Derek b) Europa c) Mercury
- 3) The first man on the Moon was: a) "Buzz" Aldrin b) "Chip" Stockhausen c) "Neil" Armstrong

And send it off to: "Storm the Rebel Base! Take No Prisoners!" Competition, Sinclair User, 14 Holkham Road, Peterborough PE2 **OUF. Closing date 31st March**

Address.

1)

2)





SACK OF UAN

Swim through jagged Warp

Inter-dimensional travel hurts. A Lot. Especially Whe
you haven't done it for a While You buck and rol
through the journey, feeling very nauseous, then, with
small popping noise, take over a body with the aid of
customised host-parasite interface. Your host has arm
and legs. Looks like trouble!

Back of Van

Not the best place to sleep. It's very cold and more the slightly damp, but still better than sleeping outsid. The icy draught is coming from the front of the Van the south.

An old blanket lies next to you and some Jeans ha been thrown down on the floor.

You put on the jeans.

Smelly perhaps, but even a smelly blanket keeps out t draughts

You can't do that to the old blanket at the moment

onest 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.

Right! That's it! No more fish puns AT ALL. Not even a tiddler. Oops! 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 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

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.

Lounge areas in recording studios are upurpose only, and that's to tult musician sense of the value of time. They to comfortable sora, drinking correct and upudeos on the television here, all the whole bills at the standard hourly rate, afford it. Through a glass door to the nor The only other exits are east and west. A waste bin is standing in the corner around, as tape ops are wont to do. An important—looking beetroot—faced prod

in important-looking beetroot-faced producer enters goom behind you. "You," he shouts charmingly, "m some coffee or you're fired!" He strides out wexaming waste bin

he waste bin is used for filing things which ha utlived their userulness, and sometimes things the laven t, by mistake.

he producer's Voice booms from the distance, "Ro hat are you doing? I need a tape changing." "Comin houts Rod. "I'd better go," he says, rushing out, "i est not to upset him."

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 If you like the cringemaking MS sense of humour, you'll probably enjoy Fish; but it seems to me that the plot doesn't hang together as well as previous offerings. Worth £16? You'd be shark raving made. (Fyak!)

DEDFISH BOUL Layfair must be in trouble. And you thought you were o acation...

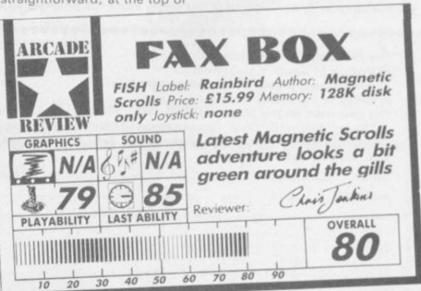
Wimming upside down is good fun, but difficult, eve or someone as highly trained as yourself. It looks lik he pondweed is dangling from the gravel above you ead. And the ant eggs, wow! Upside down they look, so o much like, well, like exactly the same as if you wer he right way up actually. Anyway, there is no need to ge arried away. Sir Playrair has a message for you in the astle if you're not mistaken and he hates agents where its source of the same as agents.

oldrish Bowl

he ant eggs have stopped swirting around and are not to atting on the surface. Gravet fills the bottom of thought and some tasty tooking pondweed you've been anting to nibble for days is lying on it. You get a nast seling in your swim bladder about the castle, probable ecause. Sir Playfair has so rudely interrupted you acation.

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







o 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

world at the end.

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

your opponent into oblivion, just like in the U.N., in a best of

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 (171). 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, and the music, a version of Phil

Pope's theme tune of the series, is an excellent David Whittaker bash which, in the 128K 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

Image is

Hamster and Usagi Yojimbo, there are already a few of those about. Still, Spitting excellently programmed by Walking Circles, provides a few laughs along with the mayhem, and manages to offend everyone, so it can't be bad

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

Once you've chosen your characters, the scene switches to the defending premier's

Cpt. BOB'S WORLD SERIES RUC SOUTH AFRICA " ENGLAND I

lovely old 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



Walking Circles Price: Memory: 48K/128K Joystick: Various

Comedy martial arts game with the accent on satire



DATEL ELECTROPICS



ROBOTARM

FULL FUNCTION WITH 5 AXIS MOVEMENT

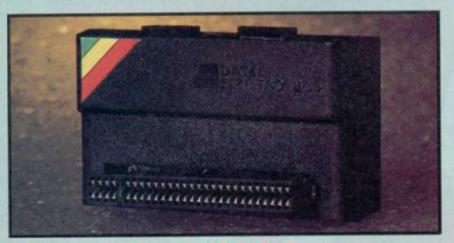
- Explore the facinating science of Robotics with this fantastic full feature Robot Arm.
- Human like dexterity with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/Robotic control. (see
- Interface offer).
- 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.
- Uses 4 HP2 batteries (not supplied) to power motor movement.

ONLY £49.99

INTERFACE OFFER

- 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
- Computer and Robotic control is a major subject in schools and colleges this is a unique introduction.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the Robotarm/Computer.
- Very easy to use.
- Instructions included

ONLY £19.99



DUAL PORT JOYSTICK INTERFACE

- Can also be used with two joysticks with games that allow simultaneous two player control.
- ONLY £8.99
- 2 joystick ports -Kempston type - one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.



SNAPSHOT II

- Now you can backup your games to microdrive or tape.
- Special compacting techniques.
- Add pokes or peek programme then restart.
- Built in joystick interface (Kempston system).



GAMES ACE

Accepts any 9 pin joystick plus - delivers sound from games through TV speaker (fully controllable).

ONLY £10.99
Complete with Quickshot II

ONLY £17.99

or complete with Quickshot Turbo

ONLY £21.99



NEW QUICKSHOT TURBO

- Complete with Interface plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II plus;

ONLY £17.99 COMPLETE

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



EXTENSION

CABLE

- Distance peripherals from your computer.
- Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99



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 £34.99

SINC 1

DATEL ELECTROPICS



ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independantly controlled outputs for relays, models, lights etc.
- 8 independant inputs for sensing etc.
- This is the product that the Lego Publication "Make and program your own robots" was based on.
- Comes complete with cables.

ONLY £29.99



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

ONLY £24.99



QUICKSHOT II

- The world's top selling joystick.
- Complete with interface.
- Maximum compatibility (Kempston system).

ONLY £13.99

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



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



16K RAMPACKS FOR ZX 81

- Brand new guaranteed Sinclair product.
- Simply plug in for 16K. Limited availablility.

DATA RECORDER

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

ONLY £24.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

BY PHONE





Card Line



Send cheques/POs made payable to "Datel Electron-

FAX 0782 744292

UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

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

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

SALES ONLY

TECHNICAL ONLY

LEADS etc.

+3 CASSETTE ADAPTOR LEAD

- Now you can connect your +3 to a cassette recorder.
- 2ft long.

ONLY £3.49

REPLACEMENT **CASSETTE LEADS**

For 48/128/+2. ONLY £3.49

- +2 JOYSTICK ADAPTOR LEAD
- Allows standard 9 pin joysticks (Quickshot II/ Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

ONLY £2.99

REPLACEMENT T.V. LEAD ALL MODELS ONLY £3.49

The best deal for Spectrum Artists "THE BEST SPECTRUM ARTIST PROGRAM BAR NONE" SINCLAIR USER CLASSIC, NOVEMBER 1988 FULL PACKAGE INCLUDING ARTIST II AND MOUSE SYSTEM

INCLUDING ARTIST II
AND MOUSE SYSTEM
ONLY & 49.99

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!!









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





EUROPE OVERSEAS ADD £1.00 ADD \$3



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

SALES ONLY 0782 744707 TECHNICAL ONLY 0782 744324



hat 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, speedway aficionados will



nationality you want to be, you 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

begin with. They scream away 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 lot of old tosh and you'd have to be mad to spend even 20p on it



INTERNATIONAL SPEEDWAY

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.

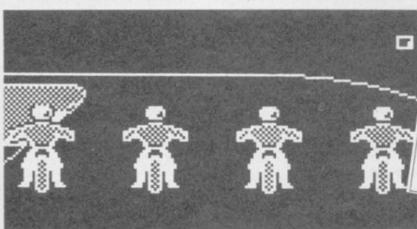
The graphics are very, very bad. How can I explain. They're really bad. Still, many a great game has lurked behind very poor graphics, although I can't quite call any to mind right now, so on with the race.

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 (GOOOO!) 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

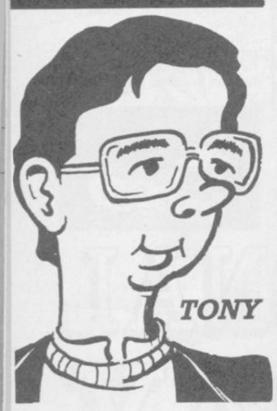




IF you reckon we're talking rubbish don't just stand there . . .

Tell us what you think.

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



ROBOCOP

Robocop is too easy! In less than 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

Proolish 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 done! 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 31 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

Dillon says: I don't review games with hangovers because I

Putting his fiver towards: R-Type

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

Shall I get straight to the point?
Yes? 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

Greetings! I've 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 I'll 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



CHRIS

SAMURAI WARRIOR

What 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 features could have been bigger? Is that all you've got to say? And who is this Sam Hill, a social worker?

HERCULES

Now let me get straight to the point. Hercules is utter rubbish. The graphics are good but the game play is crap. I had a few 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). I'd 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 £7.95, 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 that, jelly-head?

ALIEN SYNDROME

How 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, Alien 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 really necessary for me to point out that Andrew comes from Whalley? OK, Syndrome is based on the same idea as Gauntlet, but as I pointed out, it feels completely different because it's not just constant shooting.

DOUBLE DRAGON

I totally disagree with Chris
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



The WRITESTUFF?!

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 Melbourne House.

Colin Jagadowski

Ayrshire Scotland Putting his fiver towards: Robocop

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

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

has a weird sense of colour. But it

doesn't really upset the game. All

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

OK 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 3D game in the world, but it's still a great conversion, so nuts to you . . .

BATMAN

At 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

R-TYPE

IIM

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

For once you got it almost right! Yes I'm 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 \$11.'

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 SU 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 I'd 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

Robin: Holy battarangs Batman . . . this Jim Douglas . . . He who

credited 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 128K version included, but this was made up for the addictiveness of the game. Well done lim!!!

Keith Ellis Chelmsford Essex Putting his fiver tow

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.

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 magazine. We mean it!

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

Now, aside from seeing your work in print we will send you a crisp £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 pictures any more, so you

You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns 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 corner 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
I'm going to put my fiver towards

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



his 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

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

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

item with me. Still, that's the "fun" of this sort of game.

Some information can be gleaned from INFONET, the computer system,



as is the benefit of 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. ZT 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 path, draining energy like little

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).

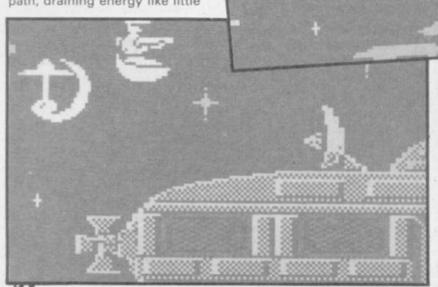
As a result, you certainly don't get much of a buzz from looking at the thing, so gameplay rushes in to save the day. Alas no. While there are a reasonable number of obejcts to pick up, you can evidently only carry one at a time, and since your supply of



of time drifting from one place to another only to discover that I had the wrong

for the intense apathy I felt during the whole affair.

Even being a budget game these days doesn't really excuse such ropey and unappealing game structure.



ARCADE REVIEW

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

SOUND

though Competent dull and unoriginal romp. make-a-map Poor.

OVERALL



Dizzys



Treasure Island





ar Harl Ha ha harrr! Well shiver me anchor and splice the sails, me hearties, if it ain't old Dizzy's Treasure Island. Asarl An' wot does yer old mate Jim lad think of it all then? Well, ee told me that ee thought it were 'opeless. But I think 'is brain's been addled by the 'ot sun, so I've taken a little looksee meself.

This Dizzy boy is an egg y'see. Not the stomach churnin' disease-ridden rotten eggs you may of heard about recent, like. (Well. – GT) Oh no. E's a real cutie. Anyways while 'e was aboard me ship, 'elpin' out in the galley, there was a terrible accident and 'e inadvertently was pushed overboard. Now, since all eggs float he swam like a goodun and finally got washed up on a desert island.

Now, being a resourceful sort 'o' fellow ee sets about escapin' from the island after lootin' it fer all the treasure ee can. Haa harr!

You control Dizzy with yer joystick an' on top of left an' right ye can somersault either way. Once you've 'ad a bit of an explore, you'll find that you'll need to start usin' the goodies you've collected for fiendish and cunning purposes.

Now. Once ye've got the hang of the controls - they're quite

smooth an' ole Dizzy tends te roll around a bit – you'll get more an' more inventive an start learnin' 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.

Dizzy is rife with colour clash too. Now, I can put up with some washy colour like any man, but only 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 o' 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.



FAX BOX

DIZZY Label: Codemasters Author: The Oliver Twins Price: £2.99 Memory: 48K/128K Joystick: Various



Unsatisfying though inevitably popular sequel.

Reviewer: Captain Bob





CHAT THAT THANG

Vever let it be said that Alan Sugar has no soul; having conquered the worlds of hi-fi, computers and video, Amstrad is now venturing into music. The first is the catchily-named CKX100 Keyboard, offering huge range of facilities including MIDI, for a tiny £129.

Novices will find lots of useful features including single-finger chords, auto accompaniment, and the revolutionary Playright fe-ature. This automatically adjusts the notes you play to harmonise with the background chords, so

you just can't go wrong.

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

The CKX100 has four octaves of miniature keys and is battery or mains powered. It has ten digitally synthesized sounds including electric piano, guitar, flute and strings, and a drum machine with 28 patterns.

around, so you can't play it under control of your Spectrum. Silly real-

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

BODY RAP

h my God! It's happenin'! latest thing from America is sure to set your dull evenings alight with all the excitement of a real hip-hop popping del step rad

the safety of your own

Af the cost of a mere £40 the Body Rap (tm) tum you into a very fashionable creature, with lots of wires and electrody

hanging from your limbs. But the true benefit of the

Body Rap (Im) has yet to be revealed. By hitting any one of the eight sound pads strapped to your person,



and smack you

then this is the fashion

produced by Startel (lm),

Trev, I thought it

was a sound pad,"

cessory for you.

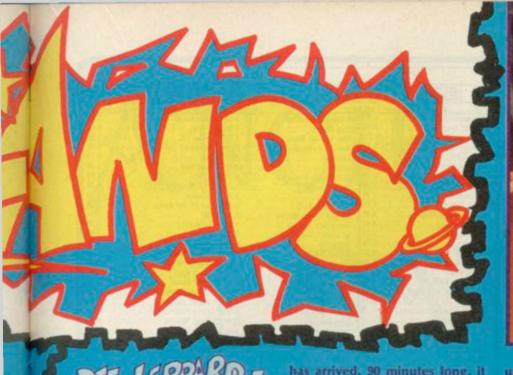
a division of Hasbro

Toys.

Body Rap (tm) is

frequently on the nose saying "Sorry





DEF LEPPARD -LIVE VID

Those of you with longish memories will remember that way back in April 88 I raved on and on about how berrilliant Def Leppard are in concert. Now, finally, the Def Leppard Live video

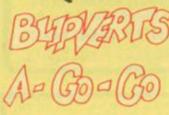
has arrived. 90 minutes long, it was filmed in Denver, Colorado, in the good of Yoo Ess of Ay in February of last year by none other than that great concert filmist Wayne Isham who (yes that's what we thought—who?—AS) just as a point of information, is one of the members of The Company, who make brilliant promo vids for bands like Leppard, Kiss, Maiden etc.

By using some clever cuts and unusual angles, Wayne has managed to show the boys at their best (not easy – AS), in the round. In the round is the term they've given to themselves playing on a square stage stuck in the middle of an arena or stadium with the audience on all four sides. Sadly they couldn't do that over here, but I think that the video successfully manages to capture the feel of

Lepp live.

Ideal for fans, great if you like concerts in general (oh yeah? – AS).

Streetdate: In a month or two. Label: Channel Five. Price: TBA.



Well, 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 then-assuming 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 – Waaaaaaayt 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.



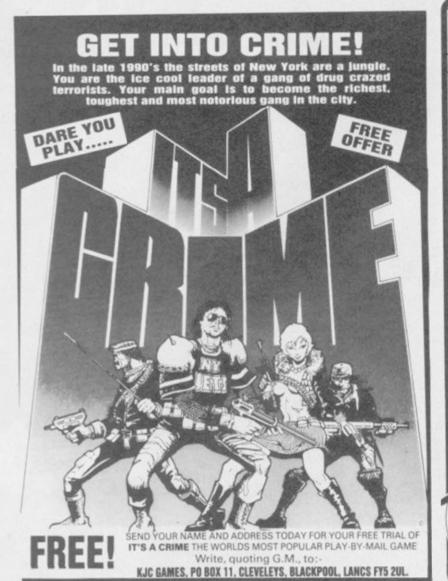


The dish (shown here) attaches to the wall of your house and beams signals recieved from space into your front room and through the mystic black decoder box which in turn is linked to your TV. The whole caboodle shouldn't cost more than £200, though subscriptions to "specialist" channels will cost a certain amount per month.

We need never watch Years Ahead again. (What's wrong with Years Ahead? - GT).



SEX100



The Instant Catalog				
18 Computer Bits Vol 5 8.75 18 Great Games Vol 3 8.95	G Lineker's Botshot. 5.50 Game Over II. 6.50	Question of Sport. 5.95 R-Type. 6.45		
1943 - Battle of Midway 6.25 4 Secrer Simulators 6.45	Game Set And Match 2	Rambo III. 5.95 Return of the Jedi 6.45		
6 Pak Vol 3 6.45	Garfield 5.99	Bez		
After Burser 6.45	Giants 9.99	Ring Wars 5.99		
Alies Sysdrome	Gold Silver Bronze 9.99	Fish		
Artora. 5.99 Barbarian 2. 6.45	Guerrilla War 5.25 Gunship 6.45	Robocop. 5.25		
Sard's Tale 6.50	Bellfire Attack 6.75	Boy Of The Bovers 5.25		
Batasn - Caped Crusader 5.95	History is the Making 16.95	\$81 6.45		
Biosic Commando 6.65	Layossible Mission II 6.99	Salamander 5.25		
Black Tiger	In Crowd - Compilation 8.75 Intensity	Sanzion. 5.99 Savage 5.95		
Butcher Hill 5.50	Earate Ace 8.95	Silest Service £.45		
Carrier Command 9.95	Konami Arcade Collection 6.95	Soldier Of Fortuse 5.25		
Circus Games 6.25	LED Store 6.45	Space Ace 9.99		
Command Performance 9.50 Computer Haniac's Diary 6.50	Lascelot 9.95 Laser Squad 6.25	Space Bacer		
Cybersoid II	Laser Squad. 6.25 Last Kinja II. 8.85	Street Fighter 5.95		
Daley's Olympic Challenge 6.45	Leader Board Par 3 9.99	Strip Poker 2 Plas 5.25		
Bark Fusion 5.50	Live Asso 6.99	Super Hang On f. 45		
Dark Side 6.45	Live And Let Die 5.99	Super Sports 5.50		
Deep. 6.50 Double Dragon 5.50	Magnificent Sever. 6.75 Marapder 5.98	Supermon - Ham of Steel 5.89 Superme Challenge 8.75		
Oragos Hinja	Harauder 5.98 Haria's Christass Box 6.99	T - Wrecks 5.25		
Drassic Doc	Rega Games Vol 1 9.95	Taito Cois-op Hits 8.95		
Echelon 6.95	Megaplay Fol 1 6.99	Techno Cop		
Empire Strikes Back 6.45	Nickey House 5.25	Thunder Blade 6.58 Tiger Boad 6.25		
Exploding First Plus 5.25 F-15 Strike Eagle 6.45	Motor Massacre	Tiger Wood 6.25 Times of Lore 6.50		
Fernander Bust Die 5.99	Sunsters 6.50	Total Sclippe 5.45		
Final Assault 6.75	Hight Raider 5.25	Track Haster 5.50		
Fists W Throttles 8.75	Off Road Racing-4x4 5.99	Tracksuit Manager 6.45		
Flight Ace	Operation Wolf	Trivial Pursuit ANS 9.95 Troboom 5.25		
Football Director	Overlander	Typhoca. 5.25		
Form Fights Back	Pacmania 5.95	Victory Boad 5.25		
Frank Bruno's Rig Box 8.75	Pepsi Bad Bir Challenge 5.56	Findicator 5.25		
G I Mero 5.25	Power Pyramids 3.85	We are the Champions 6.95		
G Lineker's Star Soccer 5.50	Pro Soccer Simulator 5.99	Ner Le Nazs 5.99		
PLANET'S	INSTANT, Boston House, Abbey P Mail Order Only. State	'ark Road, Leicester LE45AN Computer's make and model.		

P&P: 50p on orders under £5. EEC 75p per title.

Whole World £1.50 per title for Air Mail.

New titles sent on the day of release.

FOR DISK PRICES & NEW RELEASES PLEASE RING US

0533 510102

PREMIER MAIL ORDER

EST. 1988

FORMERLY TRYBRIDGE SOFTWARE DISC DISC DISC TITLE SPECTRUM SPECTRUM DISC SPECTRUM DISC TITLE TITLE Daley Thomson 88 Dark Fusion 2.95 2.95 6.50 5.95 6.95 Game Set & Match Game Set & Match 2 8.95 8.95 Question of Sport Super Hang On LED Storm 9.95 11.95 8.95 Live Ammo Live & Let Die 10.95 9.95 Superman Super Soccer 9.95 Ace of Aces Rambo 3 5.95 6.25 Red October 9.95 5.95 Dark Side Garfield 6.00 Super Soccer
Supersports
Supersport
Supreme Challenge
10 Mega Games
20 Chartbusters
Target Renegade
Target Renegade 9.95 10.45 10.95 Doomdarks Revenge Double Dragon Living Daylights Madballs 9.95 Adv Art Studio 128 Gauntlet Return of Jedi 6.95 5.95 Afterburner
Airborne Ranger 128
Alen Syndrome
Arcade Force 4
Archon Collection 10.45 13.95 Giants 10.45 Magnificent 7 Marauder Road Blasters Dragon Ninja Druid 6.95 2.00 4.95 6.95 11.95 12.95 6.95 9.95 9.95 GI Hero 8.95 Robocop
Rolling Thunder
Romper Room
Roy of Rovers
R-Type
Salamander
Samura Warring 6.45 6.95 6.95 10.95 9.95 9.95 10.95 G Lineker Hotshot Mask 2 Matchday 2 Mega Apocalypse Metaplex 12.95 9.95 9.95 Dynamic Duo Gold Silver Bronze Guerilla Wars 10.45 5.95 5.45 6.95 11.95 10.45 2.00 8.95 9.95 10.45 10.45 6.95 Arc of Yesod 2.00 Echelon Guld of Thieves Arkanoid 2 Revenge 3.50 5.50 6.95 6.95 Eliminator Elite 6 Pack 1 or 2 or 3 10.95 Gunrunner 6.95 Techno Cop 5.95 9.95 Terrapods 9.95 6.95 Gunship Metrocross Army Moves The Games Summer The Games Writer The In Crowd 10.95 10.95 3.95 5.95 Emlyn Hughes Football Empire Strikes Back 6.95 6.95 Samurai Warrior Sanxion 9.95 Gyron Hard Guy Miami Vice 4.95 6.95 6.25 5.50 7.45 8.95 9.95 Artura . 2.00 Enigma Force Espionage Exploding Fist + 4x4 Off Road Racing 2.95 Mindfighter Mini Putt Motor Massacre Savage SDI (Activision) Shaolins Road 3.95 2.00 10.45 8.95 The Munsters Heartland Barbarian Psychosis Barbarian 2 Palace Bards Tale 1 Birnn Cpd Crusader Best of Elite Vol 1 9.95 5.00 10.45 6.95 6.95 Hellfire Attack 6.95 hunderblade 1.00 7.45 10.95 Muncher (T Wrecks) 1943 10.45 Shoot Out Sidewize Thundercats Tiger Road 6.95 6.95 10.45 Heroes of Lance Fairlight 2 Fair Means or Foul Fernandez Must Die 6.25 3.95 5.95 5.45 6.95 2.00 19 Bootcamp Nemess the Warlock Silent Service Silicon Dreams Time & Magick Time Stood Still 9.95 5.50 9.95 8.95 High Frontier 6.95 9.95 9.95 6.95 9.95 2.00 Beyond Ice Palace Bioric Commando 6.00 9.95 Total Eclipse Tour de Force Tracksuit Manager 9.95 6.95 Final Matrix 8.95 Netherworld 5.95 Skateball 9.95 6.95 7.45 Skatecrazy Skate or Die 10.95 10.45 2.95 Nigel Mansell GP Firetrap Hypaball Nightraider Nodes of Yesod North Star lcups Ikari Warriors 1.50 Black Lamp 3.95 6.95 2.95 8.45 3.95 Soldier of Fortune Soldier of Light Fists & Throttles 9.95 8.95 Train Escape 10.45 Fise & Inrothes
Five Computer Hits
Fivestar 2
Flight Ace
Firntstones
Flying Shark
Fox Fights Back
Football Director
F15 Strike Fanila 5.95 7.45 2.95 5.75 Block Valley 6.95 Operation Wolf Outrun 10.95 9.95 Sold Gold Trio Pack 3.50 9.95 12.95 Space Ace 12.95 v Pursuit 12.95 Ingrids Back Intensity Spindizzy
Spitting Image
Spy v Spy Arctic
Spy v Spy Trilogy
Stalingrad
Star Raiders 2
Star Ware Triv Pursuit New Begin Tyger Tyger 6.25 5.50 5.00 9.95 Bubble Bobble 5.45 8.95 Overlander 5.50 9.95 9.95 Overlord Buggy Boy Butcher Hill California Games International Karate 6.45 6.00 8.95 Iron Lord Jewels of Darkness 8.95 13.95 9.95 6.25 5.50 Pacland 10.95 Pacmania Jitmate Collection F15 Strike Eagle F16 Combat Pilot Football Manager 10.45 12.95 9.95 9.95 Karate Ace Kinetik 6.95 9.95 6.95 5.45 1.00 Untouchables Captain Blood 6.95 Pawn 9.95 Pepsi Mad Mix 5.95 2.95 6.95 2.95 13.95 10.45 12.95 4.95 5.95 6.25 6.95 9.95 Vectron 3D Star Wars Victory Road 9.95 Knightorc Konami Collection Peter Beardsley 9.95 Steath Fighter Streetfighter Street Soccer Football Manager 2 Freddy Hardest 10.95 6.95 9.95 Combat School 9.95 9.95 12.95 PHM Pegasus Vindicator 5.00 Pital 2 Virus Comet Game Krakout 2.95 Crnd Performance Crazy Cars 2 8.95 6.95 200 9.95 11.95 Platoon Predator Pro Soccer Sim 12.95 6.95 10.45 6.95 Future Knight Game Over 7.45 5.95 8.95 6.95 10.45 Strike Force Harrier Strip Poker 2 Summer Olympiad 2.95 6.95 We Are the Champions WEC Le Mans 6.95 5.95 12.95 6.95 Laser Squad Last Ninja 2 L'board Par 3 4.95 3.50 8.95 4.95 Cybernoid 1 or 2 Game Over 2 6.95 9.95 10.95 13.95 5.95 Whirigig 8.95 Please send cheque/PO/Access/Visa number and expiry date to: Premier, 8 Buckwins Square, Burnt Mills, Basildon, Essex SS13 1BJ.Please remember to state the make and model of your computer when ordering. P&P Inc UK on orders over £5. UK orders under £5 add 50p per item. Europe add £1 per item. Elsewhere add £2 per item. THESE OFFERS ARE MAIL ORDER ONLY. Telephone orders: 0268-590766

68

MICIENT



R T. 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.

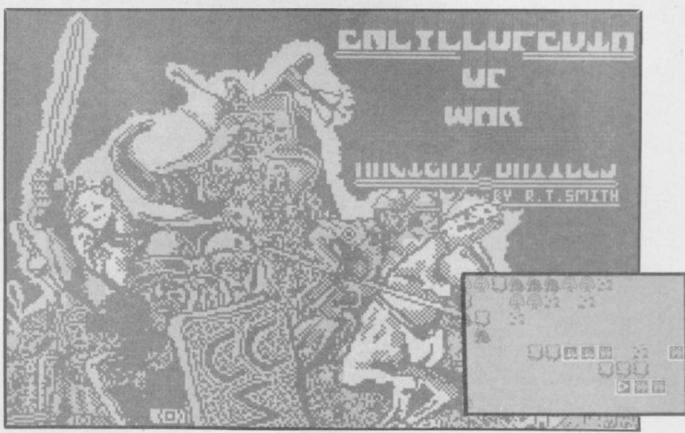
CCS has, in a very select circle, a very high reputation. Right from the start they have brought out original and entertaining strategy and simulation titles; one of their first, The Prince, winning a major industry award back in 1984. Ancient Battles is fab, and what's more, you don't have to be a strategy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

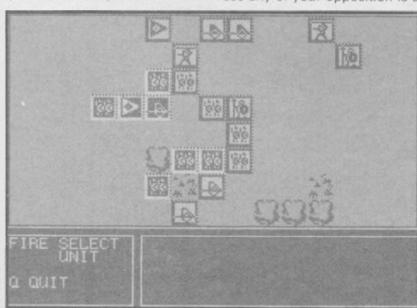
Of course, you can't attack the enemy until you see them, and if the enemy aren't present in your field of vision, then they won't show up on the screen when you're playing. Being the last unit stuck in the middle of a dense wood, not being able to see any of your opposition is a

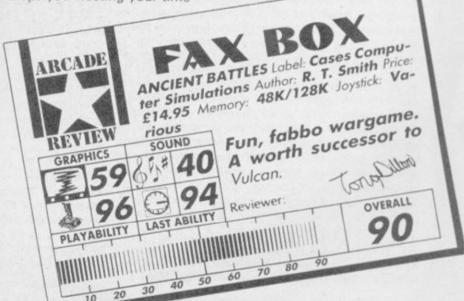
little nervewracking.

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 minions. 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







ello mortals. I don't know if you have suffered the traumas of moving house, but it is as nothing compared to moving an entire Academy.

The move appears to have affected the postman, although I have to admit that the problem could lie with one of the experimental phases of a new spell, during which I accidentally turned the poor chap into a tin of Whiskas Supermeat. The postman doesn't knock twice any more, so if any of you are suffering delays to your post then rest assured that I am working on a spell to turn the chap back into a human.

one or two others do show signs of breeding and intelligence, and I shall be revealing the winner of the competition in next month's Sorceress.

Listen, do you want to know a secret, do you promise not to tell? (I feel a

DANGER MOUSE LO

Part One continued. Having gone down stream, crossed the stepping stones and filled the bottle with water, we must now turn back to the near bank. Follow the twisty path, take the lantern, enter the mine, keep the lamp, go to the stream, follow the stream, go up stream, press on, press on, press on, press on, go to the clearing, follow the tracks, follow the murky moat, follow the murky moat, launch the boat, enter the boat, climb up using the rope, take the red herring, go up the stone steps, continue up to the top, take the feather, go down the stairs, give the gorilla the feather, take the compass, go towards the light, follow the murky moat, follow the murky moat, enter the forest, go up stream, press on, press on, press on, give him the ring, go to the clearing, follow the tracks, follow the murky moat, follow the murky moat, enter the boat, climb up using the rope, give him the flask to be continued!

INGRID'S BACK!

Rush to shop, buy game, come home, read packaging, turn computer on, buy next month's Sinclair User!

LOADS OF MID

Part Three. Password for part two 1 is LAST TIME, password for part three is DEEP GULLY. From the start then: Inventory, N, W, N, NW, SW, W, W, S, get sword, N, E, E, NE E, E, SE, E, N, N, NE, kill Sulkrin, examine Sulkrin, get envelope, SE, E, in, get knife, out, get licence, W. NW, SW, S, S, W, NW, W, W, give licence, look, get certificate, examine certificate, NW, NW, NW, W, give certificate, get armour, wear armour, in, look, get token, out, E, SE, SE, SE, E, E, SE, E, insert token, get newspaper, examine newspaper, wear crown, N, N, NE, NW, W, W, W, kill men, in, get key, out, N, W, in, thrown crown . . . end of part three . adventure completed. "And so it was that Ludo Son of Ludwig became King of the Land of Midnight! Congratulations! You have, believe it or not, completed 'Loads of Midnight'. So, in the darksome Land of Midnight amongst the evil beasts and cold mountains, we leave Ludo again to his toils and troubles." I hope he stays there, personally!

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 I 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,

IE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

flowed gently from southeast to gnorth. Exits led gnorth, gnortheast, east, south, southeast, west and gnorthwest. What gnow? W Ingrid went west and was at the gnorthern side of the shop. Exits led gnorth, gnortheast, east, southeast, southwest, west and gnorthwest. What gnow? DONT YOU THINK THAT TONY DILLON IS SEXY You don't gneed to use "dont" to finish this part of the game.

and that is the cunning way in which the flow of the column is linked from one session to the next. Having slipped in a wee mention for Level 9, we look at the pile of paper headed "Things Not Edible by Panthers" and see a letter and general collection of goodies from one of the many Austins responsible for running the company. Pete Austin, in fact. What does he have to say? Read on . . . Haha! We find clue sheets

Haha! We find clue sheets for Level 9's two newies, Lancelot and Ingrid's Back!

tell you, dear mortals, that Pete refers to these clue sheets as "comprehensive", and they are certainly that. Just to delve in the Lancelot one at random, we see in the section headed "General Hints for Part 1" that the clue for beginning the game is "fight/spare the knight then to Camelot and find somewhere to sleep, for example Merlin's bed, which is in Merlin's Guest Room north of Merlin's study. From the Serf's Gate this is E, E, N, N, W, W, W, W, N, ?," That was

Meliagaunt, accepting her invitation then rescuing her again, visiting Geunever to say goodbye and defeating the ambushing knights." Again, several clues strung together. So now you have the start and end of part one, but what about the bits in the middle? Ah well, can't tell you everything now, can I?

you everything now, can I?
As with the Ingrid's Back! clue sheet, items covered are General Hints, Objects, Creatures and People, and Places. If you can't solve an adventure using those sheets, you'll never solve one. A very good idea for both new and experienced adventurers, methinks. So when's Spook coming out, Pete?

I was going to tell you

something about the Silicon Dreams version of Snowball also from Level 9, but space precludes that this month. As it does for a game called The Crystal Cavern from Handasoft (25 Ingleton Road, Off Penny Lane, Mossley Hill, Liverpool L18 1HJ) at a price of just £1.99. The Adventurers Club Ltd rave over it, we shall see next time.

There is a clatter in the kitchen, I rush to investigate . . . there is an empty tin of Whiskas Supermeat on the floor . . . that stupid panther has just eaten the postman! Now that could cause a few problems. I shall leave you now while I sort out the mess. Goodbye!

WITTS END

THE KEEPER If you're having trouble getting across the toll bridge, try giving the man a gold con. If you haven't found the gold coin, then climb a vine, take the key, go north and have a look! Keep getting killed by the Keeper of Death? Make sure that you're wearing your armour and that it is oiled. If you then throw the liquid from the chalice, that will sort out the nasty Keeper of Death. If you can't get into the Castle Wall, then wait until Tag the dog scrapes at the base of the wall and reveals a small hole. If you then go West and can't get past Fendragon, GRAB PIKE and KILL FENDRAGON, although these two commands may have to be repeated until the deed is done. From that point on you can take the princess into your arms and you are almost there. I can't do everything for you! THE SWAMP If you're having a spot of bother actually getting anywhere, then keep roaming around until you find the bottle, go north twice and then HANG BOTTLE. An archway appears and you can head East. If you keep getting burned after repairing the door, then Get Sand, Repair Door, North, Throw Sand. Handy stuff, sand. A tin is vitally important, so Dig Soil and Get Tin, Drop Spade (you haven't got a spade) Not a million miles from the flowers), South three times, East, Turn Tap and Fill Tin. A spot of West, North, Get Figurine, North, West, Give Water will take you further on. If you can't get a Wounded Creature to move aside, then give it the figurine. If you can't get a Stone Face to move aside, then give it some chippings, at which point East and then Use Flowers should get you going. Oh yes, if an Orc appears then Kill Orc sorts things out for you. Random things Orcs, no brains.

ground, yet the countryside was almost uninhabited and the air was strangely silent. The loudest sound was rushing water, far to the east. Exits led gnorth, gnortheast, east, gnorthwest and inside through a door. Ingrid could see some wooden shutters and a door. What gnow? OPEN DOOR The shutters and door were shut tight. What gnow? GO AND BUY SU you don't gneed to use "buy" to finish this part of the game. What gnow? OH YES YOU DO

Apparently, according to Pete Austin, "it still costs several thousand pounds in time and printing costs to produce a new clue sheet". Just you keep sending them to me, my boy, and we shall remain good friends. Let me

erieded"

several clues strung together, I might add!

Another little item from part one concerns finishing that particular part, which involves freeing the knights and returning to Arthur, rescuing Guenever from

n the beginning there were board games - you know the stuff. Monopoly, Mine a Million, Scrabble. But they were incredibly boring and reserved only for those Christmas occasions when the aged relatives declare that "they never had television in her day and folk used to Well I think that if make their own entertainment," and the you get all that games are dragged down right - you'd 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

paragons of 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?



Dark Futures is a game set in 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

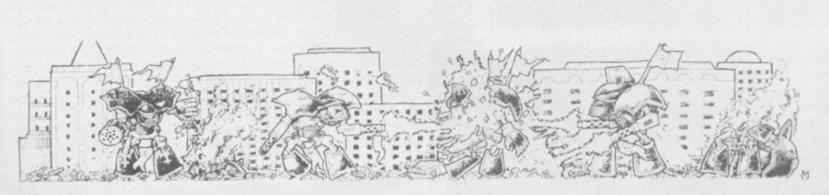
themselves, it's comprehesive rather than complex, carrying vast amounts of background material about the 'world' in which Dark Future is set. The process of getting into the rules themselves is helped by GW putting in a simplified 'tournament' version which acts as an introduction to the major concepts.



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.



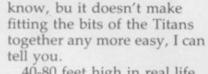
Shooting, ramming, sideswiping - all those things you've ever wanted to do in a traffic jam - this and more is delivered by DF . . . well worth a look by those who have long been bored by Waddingtons Formula One.



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.



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 'O' levels.

Once assembled - even better, painted, the robots slug it out like the heavyweights they are . . . CD

An Express Op tangles with the Spiders from Mars, while a Sand Devils' Renegade prepares to join the fray.





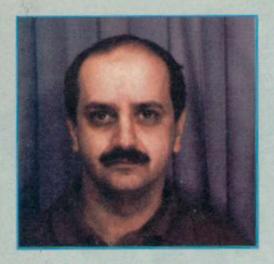
According to Grand Master Augrim, Division Militaris Order of the Imperial Eagles, "The Orders of the Adeptus Titanicus are the iron fist of the Emperor's rule. A velvet glove would serve no purpose." Well, he should



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)



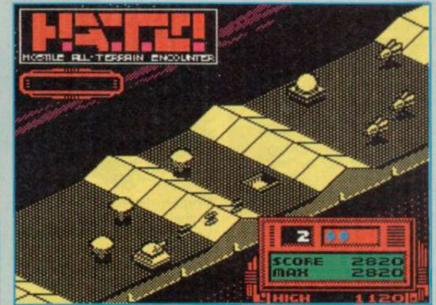


VORTEX

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.





Once we had come up with the initial ideas for the game, Costa took over the main programming; usually 75% of the game is finished before you can



3D GAMES

Vortex has specialised in 3D games since the days of Android Z - a good 3D game provides the unexpected as well as excitement. At the time of Android we



even see anything on the screen.

Sometimes as new routines are contested things can get a little

fraught: A TYPICAL CONVERSATION

Costa: I have devised a new super routine to handle everything!

Luke: Have you tried it?

Costa: Yes!

Luke: Does it work?

Costa: No, it crashed!

Luke: Check the numbers then, you know you can't add up (I always have to

have the last word - I have to keep him in his place).



111



used 18K 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 at incredible speeds. In fact it was the fifth re-write

that finally gave us the speed we needed. With 18K used up it is not difficult to see we

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.

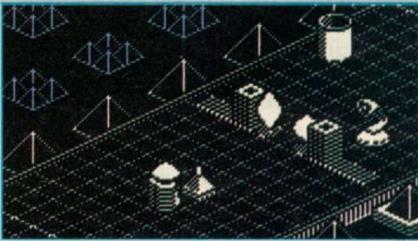
thought the process could not be improved. We were wrong; with TLL we added height and

greater movement,

Highway Encounter gave us speed and smoothness, and Revolution mixed all these elements.

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

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



Alien Highway – an early predecessor of H.A.T.E. which introduced the diagonal 3D layout and 'roadway' concept.



No messin'. You young punks gotta be seen in this! The all-new 1988 TIT-Shirt is totally great and comes with the near legendary punk from the amazing Street Fighter issue of SII. 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 second second	-			The second second
THE	CII	T-SHIRT	COCTC	CE OF
Inc	50	I-SHIRI	CUSIS	ED.JO

Please complete the form below:
Send me T-shirt(s). I enclose a cheque or postal order,
made payable to 'Sinclair User' for £....... (no of shirts
times £5.95). This price includes postage and packing. I will
wait 28 days for my T-shirt but no longer. I have ticked the
size that I want.

Address

Tick size required: Extra Large

Medium

SEnd completed form to: SU Punk T-Shirt Offer, EMAP PREMIUM SALES, 14 HOLKHAM ROAD, ORTON SOUTHGATE, PETERBOROUGH PE2 0UF

Die Got wills Root

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

Egot this problem with my 48K 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 128K Spectrum, or is there a conversion kit? If so, will my Multiface work?

Kevin Lane Bridgwater

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

want 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

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. It's called the PL-1 (for Printer Lead One ...) and anywhere that sells Sinclair or Amstrad computers will have them by the bucketload.

HEpresent 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 'A1'. 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.

SANTA brought me and my brother the Artist 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 the answer to this lot:

1 Can I write my own Rom routines that overwrite the normal Spectrum Rom?

2 Can I expand my Spectrum's memory to 640K, 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

● Sitting down? Good. 1 No you can't. The Rom - Read 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 details.

2 No again. Changing the CPU to another sort of Z80 won't help either - thay all address the same amount of memory. If you were very, very techy you could bolt on 640K or more of extra memory by adding switching circuits but it would be cheaper to buy a +2 or even a Sam.

3 Yes! There are a number of enhanced Basic programs about; one of the better ones is Beta Basic. Another good one is EX-Basic 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 at least advertised it .

got 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 enclo-

Is there anything else I should know before connecting the two together?

D. C. Brown Chatham

Kent

 Loads of people are asking about monitor-computer connections these days, as it seems that TV manufacturers 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 lead.

In general, there's nothing else to worry about. It's not possible with the +3 (although it was with the +2) to connect it directly to the Video In socket of most video cassette recorders, or to any monitor with a composite video input. It will only work with RGB inputs, like yours.

Yfirst 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

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.

It'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.

fig 2



.. SHOULD I REPRESENT THE **GRAPHICS?**

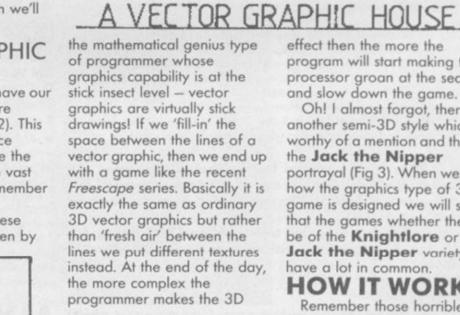
If you decide that plan or side view pictures aren't for you, the only choice available is the 3D. Or is it?

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

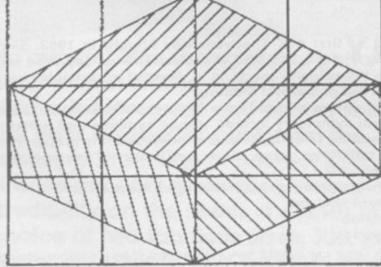


effect then the more the program will start making the processor groan at the seams and slow down the game.

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 3D SPRITE DRAWN IN 2D

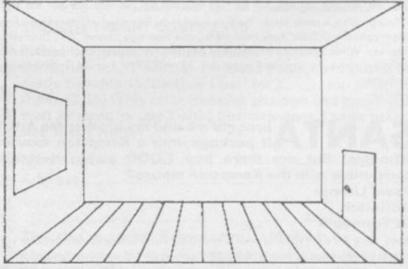


fig 3

ANOTHER 3D STYLE



fig1



doing a 'bubble sort' type of

the sprite to be drawn first is

When our sprites are to be

positioned as in the

action on each individual sprite

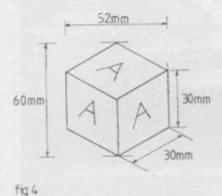
X, Y, and Z co-ordinates so that

the one deepest into our scene.

interlocking figure 6 way, the sort routine would get locked.

The routine would determine that each of the 3 sprites had a

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



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 (using 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

30mm

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

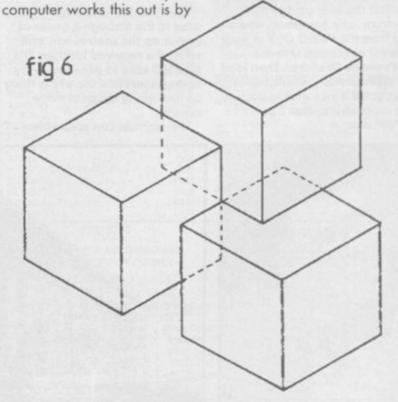
walls etc. The normal way the

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 it 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

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 way of arranging them and it is quite easily achieved in the real world. Here is the dilemma. A 3D computer

adopted in Final Matrix was to prevent the sort routine getting locked in the cage where the sprites were at 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 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.

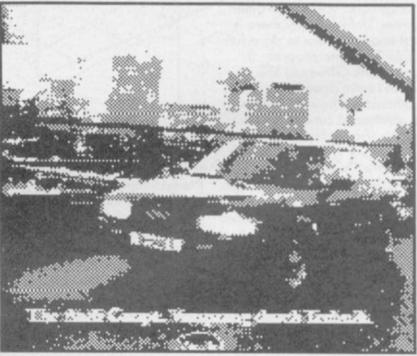
You can save single pictures or sequences to any medium, verify them and reload later. Sequences allow you to create animations of up to six frames (the most the Spectrum can manage, since each frame occupies 8K of memory). The sequence can be shown either forward, backwards, or in a continuous loop.

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 SCREEN\$ 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

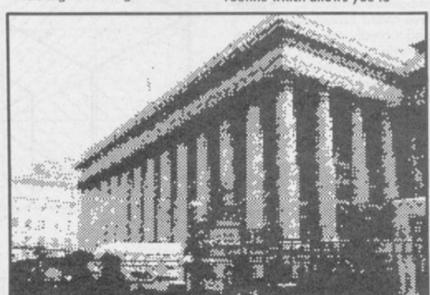


medium or fast, which allows you to create some interesting slow and fast-motion effects. A complete sequence with animation parameters can be saved as a single file. These files contain a small machine code routine which allows you to

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.







MEGASAVE FANTASTIC SAVINGS

IVIEGAS	A	VE	FANIA	J	110	DAVIIN	a	0
Alterburner		8.25	G. Lineker's Sup Skills.	D1	5.50	Rex Skate or Die	. U4	6.95
Airbourne Ranger	. D1	6.99	G. Lineker's Hot Shots:	D1	6.45	Skate or Die	. D4	7.95
Apache Gunship	.D4	6.95	Game Set & Match II	D6	8.25	Skate Ball	. D4	7.25
Arkanoid II	Dt	5.25	Giants	D5	10.50	Super Hang-On		6.75
Alien Syndrome		5.95	Garfield	D1	6.00	Star Wars	. D1	6.45
Action Force II	D1	5.50	Guerilla War	Do	5.25	Storm Lord		5.75
Russau Roy	Di	5.50	Gold Silver Bronze	D3	9.95	Streetfighter	D2	6.50
Buggy Boy Boot Camp 19	Di	6.45	Game Over II	Da	6.95	Soldier of Fortune	D2	5.25
Bard's Tale		6.95	Links		6.00	Skate Crazy	D1	5.50
Bionic Commandos	Di	6.00	Hate Heroes of the Lance	DA	6.75	Skate Crazy Skateball	D4	7.25
Black Tiger	D4	6.00	Hellfire Attack	DA	6.75	Salamander	D1	5.25
Barbarian II	Do	6 50	Ikari Warriore	Do	5.05	Samurai Warrior		
Butcher Hill	Di	5.50	Ikari Warriors	- 0/2	6.45	Supersports		
Batman II	Di	5.00 E 0E	Ingrid's Back	Da	0.95	Supreme Challenge	De	8.95
Bobby Yazz Show	D1	5.50	Karate Ace			Savage		5.45
Boody 1 azz Snow	02	5.50	Last Duel			Savage		7.25
Bombuzal Cybernion II Carrier Command	D4	5.30 E.50	Last Duei		. 2.32	Shintman	D1	6.45
Cybernion II	DE	0.00	Last Ninja II	*******	0.00	Superman	Do	5.95
Carner Command	- 00	5.50	Last Ninja II	Por	.0.23	C D I	· UE	6.45
California Games	DI	0.23	Lanceiot	. 05	9.95	Ctarm Lord		5.75
Crazy Cars II	. 02	0.20	Live and Let Die	-01	0.25	S.D.I. Storm Lord Space Ace	Da	0.05
Champions	. D4	6.50	LED Storm			Coating Image	D1	E 45
Collected Wks	. D4	8.95	Magnificent 7	. D3	6.50	Spitting Image	Da	5.05
Circus Game	. D1	5.95	Matchday II	. D2	5.45	Sanxion	. UZ	7.55
Captain Blood	. D1	6.45	Mickey Mouse	. D4	8.25	Time Stood Still 128	Par.	7.33 E 45
Comm Performance	. D4	9.95	Marauder	D2	5.50	Tank Attack	.01	0.40
Chubby Gristle		5.95	Muncher	_D1	5.50	Tank Attack		6.30
Dark Side	. D1	6.50	Munsters	. D1	6.40	Target Renegade Track Suit Manager	-	5.40
D.N.A. Warrior		6.45	N Mansell's Grand Prix	D4	6.95	Track Suit Manager	Por	6.00
Dragon Ninja	. D1	6.45	Motor Massacre			The Games (Winter)	.DI	6.95
Double Dragon		6.25	Night Raider	. D1	6.75	The Games (Summer).	.UI	0.95
Double Dragon Dynamic Duo Dark Fusion		5.50	Netherworld	. D1	5.50	The Human Killing Mac	nine.	6.25
Dark Fusion	. D3	5.50	Obliterator		6.00	Typhoon	. 01	5.25
D. Thompson Olympic	. D1	6.50	Outrun	. D1	6.50	Taito's Hits	D6	8.95
Empire Strikes Back	_ D1	6.50	Overlord	. D2	6.75	Total Eclipse	. D1	8.45
Fliminator	. D1	5.50	Operation Hormuz		.6.45	Turbo Cop	. D2	5.95
Exploding Fist + Echelon		5.00	Operation Hormuz Operation Wolf Overlander	.D1	5.40	Tiger Road	. D1	6.25
Echelon	. D1	6.75	Overlander	. D2	5.25	Thunder Blade	. D1	6.25
Emlyn Hughs Soccer Espionage	_D1	6.45	Ocean Compilation	. D6	8.95	Triv P New Beginning Ten Mega Games	. D3	9.95
Espionage	_D1	5.95	Platoon	. D1	8.45	Ten Mega Games	. D1	9.95
Fists & Throttles	_D1	9.45	Pac-land		.5.95	The Deep		
F. Brunos' Big Box	. D3	8.95	Puffy's	. D4	6.95	Untouchable		
Footb Manager II			Par 3	. D5	9.95	Victory Road	. D1	5.25
Football Director		5.95	Pacmania		.5.95	Vindicator Virus		5.25
Footb Director II 128	D5 1	13.95	Pro Soccer (CRL)		5.95	Virus		5.20
Fernandez Must Die	. D2	6.75	4 Pro Soccer	D2	6.00	War Middle Earth		6.95
Envy Fights Back	D2	6.00	Roy of the Rovers	D1	5.45	War Middle Earth WEC Le Mans Xenon	. D1	5.95
Flight Ace	D3	9.95	Road Blasters	D1	6.75	Xenon		6.45
Fair Means or Foul	D2	5.50	Return of the Jedi	. D1	6.45	10 Great Games III		8.95
Fire & Fornet		5.95	R-Type		6.45	1943	. D2	6.25
Flight Ace	D5	9.95	Rambo 3	Di	5.95	4 x 4 Off Road Racing.		8.75
G. Lineker's Soccer	Di	5.50	Robocop	Di	5.95	9		
			reat Britain EEC add 75-	B BE	itam 0	verseas add £1.50 per its		
mail trees unit. Fusue	Ac an	Commen 0	tour britain, LEG add 70	100	found for	resource and Lison per its	ma. 14	rat.

Mail order only. Postage included Great Britain, EEC add 75p per item. Overseas add £1.50 per item. Fast service. Send cheque:PO to Megasave Dopt SU, 49H Sutherland St, Victoria, London SWI V 4JX.

Please send for free list of new releases on Amstrad, MSX, Atari ST, Amiga, Commodore 64 PC, Spectrum and + 3 Disc. State which list. Future League Ltd.

Please note new programs will be sent the day they are released D3 at £12.50

Mail Order only
Future League Ltd D2 at £8.75 D6 at £13.45

D2 at £8.75 D6 at £11.90



ALL AT E1 49 EACH

ALL LEAVE BE DOTAS EN DESCRIPTION OF A JUNEAU PROPERTY OF THE PROPERTY OF THE

ALLE1 99 EACH

Airweilt, Alien B. Alpine Games, Amazon Worten, ATV Simulator, Bartinshigu, Buzoniske, Pisak Brunn's Basing, Bugsy, Butch Hard Goly, Despring, Bescanisan, Frank Brunn's Basing, Bugsy, Butch Hard Goly, Despring, Bescanisan, Frank Brunn's Basing, Bugsy, Butch Hard Goly, Despring Mouse — Double Trouble, Despre Mouse — Making Whoopen, Eart Star., Stares Derivs Snooker, Defende, Ditzy, Deviants, End Zone, Enduro, Enigme Fortze, Everyone's A Wally, Extaminator, FA Cop Footbad, Fet Will Williams Sparky, Faul, Fristorf, Publick, Fruit Machen Sermalator, Choestbusters (ARI), Grand Pris Samalator, Grysscope, Hollywood Paker, Howzel, Hangyr Herzer, I. Ball, Hall Z. Indiano Socce, Into The Eagles Nest, Jet Set Willy 1, Jet Set Willy 2, Joe Blade, Knucklebusterx, Le Swet, Bouze Lee, Lunae Attack, Maric Miner, Mantronis, Mill. Race, Masocrusts, Mr Wenner & Sha Vampiers, Murfer Off Missen, Mystery Off The Nile, Nightshade, Namad, Nosfersta Vampier, On The Oche, Planetoids, Powerplay, Pro Golf J. Pro Golf 2, Pro Shi Sendator, Rafly Driver, Rentakill Ritz, Reversi, Revolution, Rood Racers, Rock W Wratie, Bocky Morror Show (480, Neuge Trooper, Soleteur, Samriss Strip Poker, Sam Spade, Sam Steat Safebrasian, Spectrum Chess, Starable Enterprise, Strike Force Cobra, Spece Chess, Spectrum Chess, Starable Enterprise, Strike Force Cobra, Spec Radon, Levi Mata, Video Pool, Way Of Exploding Fist, Warrel Star, Water Ler, Winter Sports, World Cup Football, Yogi Bear, Zooka, 3D Starfighter.

ALL F2 99 EACH

ACE 2. Ace of Aces, Alien Highways, Alien Evolution, Aliens, Amasunts, Ammican Football, Anglebalk, Armagendion Man, Army Move, Auf Weiderschen Monty, Bailbrasker 2, Besshall, Bask The Great Mouse Detective, Baskatt Ball, Beach-Head 2, Bosch-Head 3, Bosch-Head 2, Bosch-Head 2, Bosch-Head 2, Bosch-Head 2, Bosch-Head 3, Bosch-Head 2, Bosch-Head 2, Bosch-Head 3, Bosch-Head 2, Bosc

Basing (128X), Mean Streek, Miami Vice, Mikie, Molecule Man, Monty De The Run, Moonstrike, Nemesis, Nemesis Warlock, Night Gunner, Nilhies, Dik G Gemeal, Out Of This Worls, Pentagram, Phantenc Dik, Play H Again Sam, Plezar, Pole Pastiner, President, Psycho Soldier, Pub Gemes, Pyracurse, Rempage, Red Led, Red Scorpion, Reckford, Saboteur 2, Samurai, Shackkel, Shedow Skimmer, Shockway Rider, Sharlock, Shedowier, Sky Csarlox, Starpawai, Strike Force Harrier, Super Cycle, Super Sprint, Sorvivor, Tantalux, Tau Ceti, Terramis, The Tube, They Stole A Million, Thing Bounces Back, Throso Of Fax, Trabbarrer, Trap, Treator, Trax, Uridum, War, War Of The Worlds, Wolfman, Xecutor, Yed, Zyaops, 10th France, +80 Address Manager, +80 YAT Manager, "180".

		ME OFF	
			llowing selec
a FREE			ion indicated
		per ord	
		E1 39	

Over £20 a £2.99 game

Balbrasker, Battle Of The Planets, Bedfam (126K), Blood Yalley, Braave Star, Centrarione, Chain Reaction, Death or Glary, Dragon's Lair 2, Express Raider, Fast W Furioux/Thundercaptor, Federation, Freshop, Frightmare (£1.99), High Frontier, Implession (£1.99), Indiana Jones (£2.99), It's A Knockout, Kung Fu Mester, Lest Mission (£1.99), Mad Balts (£2.90, Mendragore, Marticoolds, Meak 2, Micronaut 1, Mortnats, North Star, Quartet, Renquerts, Samoural Tribogy, Sigma 7, Slaive, Spit Personations, Star Renderfor 2 (£1.99), Son Star, The Big Sleaze (£1.99), Tour De Force, Tournament Leaderboard (£2.99).

VARIOUS PRICES

California Games (f.3.99), Cybernoids (f.4.99), Dan Dany 2 (f.4.99), Garfield (f.4.99), Gauntlett 2 (f.3.99), Road Wers (f.4.99), Rolling Thunder (f.5.39), Starglider (f.4.49), Tetris (f.5.49), Thundercats (f.4.79), Trivial Pursuit — Baby Boomer (f.3.99), World Games (f.4.99).

COMPILATIONS

10 GREAT GAMES 25.95 (Averger, Future Knight, Krackout, Bounder, Footballer Of The Year, TrailBeare, Highway Encounter, Monty On The Run, West Bank, Jack The Nipper1. KIOS PLAY 23.49 (Xeoo, Matabolis, Night Gunner, Marspert, Monty On The Run, Bounty Bob Strikes Back, Mailstrom, Starstrike, Luner Jetman,

Bounty Bob Strimes means.
Station.
Station.
Station.
Station.
Station.
World Class Leaderboard, Soloman's Key, Captain America, Brave
Starr, Trantor, Rygan.
HIT PAK 8VOL 1 (3.99)
H1942, Scooly Doe, Tighting Warrier, Secred Armour of Antirad,
Oyet, LSW 2, Spili Personalities.
HIT PAK 6 VOL 2 (3.99)
Inno The Eagles Rest, Batty, Shockway Rider, International
Female, Ace, Lightforce.

Into I no Eagles Mest, Catty, Societimely Moder, Internation Karate, Ace, Lightforcei. DURELL BIG 4 (7.3.9) ISaboteur Z. Deep Strike, Thanatos, Sigma 71. HKT PAK 4 Nt 1 (3.9) (Airwolf, Commando, Bomb Jack, Frank Bruno's Boxing).

P & P: Add 50p for orders under £5, orders over £5 are postage free (UK only). Overseas orders add £1 per tape.

SOUNDBOX SOFTWARE

Dept su

8 Renfield Sreet, PO Box 12, Renfrew, Renfrewshire PA4 OFS



DEPT SINC-USER

37 SEAVIEW RD, WALLASEY, MERSEYSIDE L45 4QN

CHEETAH 125	£7.50
CHEETAH STARFIGHTER	£12.50
KONIX SPEEDKING & INTERFACE	£16.95
QUICKSHOT II + DUAL PORT I/F	£16.95
SPEC + 2 JOYSTICK ADAPTER	£3.99
KEMPSTON +2/+3 INTERFACE	
DK-SINGLE PORT I/F £5.95 DUAL	£9.95
DATEX HANDBLASTER & INTERFACE	€6.95
ALIEN BLASTER — QUALITY MICROSWITCHED TWO-FACE 2 WAY MOTHERBOARD	£6.99
INC. JOYSTICK CONNECTOR/ON-OFF	£16.95
KONIX NAVIGATOR	£14.50

AMX MOUSE & AMX ART	€64.95
KEMPSTON MOUSE/TOOLKIT	€49.95
TROJAN LIGHTPEN 48K £19.95 +2	€19.95
TROJAN +3 LIGHTPEN	£22.95
DK-SPECTRUM LIGHTPEN	£14.95
GRAPH PRO+LAST WORD+L/PEN £29.95 +3	£37.95
*CHEETAH SPECDRUM-DIGITAL DRUM	£29.95
SPECDRUM SYSTEM II £4.99 LATIN DRUM	£4.99
DK-3 CHANNEL SOUND	£29.95
RAM MUSIC MACHINE	€46.50
VIDI-ZX DIGITIZER	£29.95

PRISM MODEM 1000 Requires I/F	£39.95
MULTIFACE 1 39.95 48/128	€44.95
MULTIFACE 3 THRU-PORT £47.95 STD	€42.95
BUS EXTENDER	€4.95

SPECTRUM PLUS	£4.99 ZX SPEC	£4.99
SPECTRUM PLUS 2/3		25.99
DMP 2000/2160/3000 P	PRINTER	26.95
ALL COVER	RS STOCKED - CALL US	

DATACORDER WITH +3 or 48/1	128 LEAD	£23.50
SPEC +3 CASSETTE LEAD		£1.59
HEAD ALIGNMENT KIT (SPEC)		£6.95
HEAD CLEANER & FLUID		€3.99

ADVANCED ART STUDIO (128)	£24.9
ARTIST II (128)	£17.9
ARTIST II (48)	£14.9
ARTIST II +3 (NOW IN!)	£19.9
ART STUDIO	£14.9
CPM (+3) SYSTEM	£27.5
HISOFT DEVPAC +3	£17.9
HISOFT BASIC +3	\$26.9
HISOFT 'C' +3	£27.0
HISOFT PASCAL +3	£33.0
HISOFT DEVPAC 48/128	£13.9
HISOFT BASIC 48/128	. £22.9
HISOFT BASIC 48/128 HISOFT 'C' 48/128	£23.0
HISOFT PASCAL 48/128	€23.0
MASTERFILE 43	€26.9
MASTERFILE 48/128	£14.9
TASWORD 2 48K	£12.90
TASWORD 3 (MICRODRIVE)	
TASPRINT (CASS) £8.90 (M/D)	£9.9
TASCOPY (CASS) E8.90 (M/D)	E9.5
TASWIDE 48K	
TASWORD +2	£12.90
TASCALC +3	
TASPRINT +3	£18.9
TAS-SIGN +3	. £18.9
	£8.95
DESKTOP PUBLISHER DISCIPLE/PLUS 'D'	
TASCALC (128+2)	. £16.93
TAS-SIGN 128	£16.95
TASWORD +3	£18.95
TAS-SPELL +3	210.90

SPEC 48 POWER SUP	PLY £9.95 128K +2	£14.95
SPEC + MEMBRANE	8.95 ZX	£3.99
ZX/SPEC + SERVICE!	MANUAL (EUR+£2)	€29.95
16K-48K UPGRADE KI	Tamana and a second	£34.50
SPEC +2 REPAIR	£24.95 ZX/SP+	€19.95
4164 MEM CHIPS £1.2	5 4116	£1.00

EDUCATIONAL SOFTWARE STOPS AND TAILS	
	€8.95
MACMAN AND THE GREAT ESCAPE	€8.95
MACMAN MAGIC MIRROR	€8.95
MACMAN IN THE TREASURE CAVES	€8.95
SUNFLOWER NUMBER SHOW	\$7.95
COUNT WITH OUVER	€8.95
HERE & THERE WITH MR. MEN	£10.95
FIRST STEPS WITH MR. MEN	£10.95
CASTLES & CLOWNS	£8.95
SNAPPLE HOPPER	£8.95
PIRATE	02.62
ANIMATED MATHS	\$6.95
ASTRO MATHS	£7.99
WORD GAMES WITH MR. MEN	£10.95
GIDDY GAMES SHOW	£10.95
LOOK SHARP	£9.95
READ-RIGHT AWAY	£7.95
SNAPPLE HOPPER +3	£15.99
WORDS AND PICTURES +3	£19.95
CASTLES AND CLOWNS +3	£15.99
TOPS AND TAILS +3	£15.99
NEW SUPER 5 PACK	£12.95
MAKE A FACE - KINDER COMP - ALPHABE	N. S.
- FRACTION FEVER - KIDS ON KEYS - 1 TITLE	
SHRSTITUTED	E 1817 O. S.

DISC DRIVES & ACCESSO	nice
ROTRONICS WAFADRIVE INC Serial + Parall face (not including Spectral Writer) MRP was	COO OF PHO BE
64K WAFAS 2-	€7.99
DISCIPLE	£89.95
DISCIPLE + 3½ Drive	only £169.95
"PLUS '0"	£59.95
*PLUS 'D'+31/2 Drive	only £159.95
PICK-POKE-IT "PLUS D"	£14.99
31/2" DISC CLEANER	26.99
3" DISC CLEANER	£9.95
3"/31/2" (20/40) LOCKABLE DISC BOX	£7.50
3*/31/2* (60/80) LOCKABLE DISC BOX	£8.95
MICRODRIVE EXTENSION CABLE	26.95
WAFA CENT OR SERIAL CABLE	£13.99
10-CF2 3" MAXELL/AMS DISCS	£21.95
10-31/2 SSDD SONY DISCS	£14.99
MICRODRIVE CARTRIDGE (4 Pack 68.95)	each £1.99
MICRODRIVE BOX	£4.99
31/5" SINGLE CRIVE FOR SPECTRUM	£99.95

MOI	NITORS/TV	Town Arms
FERGUSON MC-09 TV/MI	ON INC +3/+2 LEAD	€219.90
PHILIPS MED. RES. COLO	UR MONITOR INC	
+3/+2 LEAD		£239.95
+3 or +2 SCART MONITOR LEAD		£9.95
TV/COMPUTER LEAD		\$1.99

PRINTERS/INTERFACES	SEC. 1
AMSTRAD 2160 INC +3 PRINT LEAD	£159.95
PANASONIC KX-P1081 INC +3 LEAD	£179.95
STAR LC-10 MONO £229.95 COLOUR	£259.95
CITIZEN 120D/PARALLEL	£149.95
+3/ALSO NEW VERSION +2 PRINTER LEAD	£9.95
KEMPSTON 'E' INTERFACE	£37.95
MULTIPRINT BY RR	£39.95
LPRINT 3 INC. SER OR CENT LEAD	£39.95
ZX-PAPER ROLLS-5	£14.95
ALPHACOM 32/TIMEX THERMAL PAPER-5	19.95
INTERFACE 1/SERIAL CABLE	£9.95
OPUS CENTRONICS LEAD	19.95

FREE

SOFTWARE & ACCESSORIES LIST WITH FIRST ORDER

PROBABLY THE LARGEST RANGE OF COMPUTER PRODUCTS ANYWHERE

051-630 3013 24 Hr. CUSTOMER ENQUIRIES 051-691 2008 MAIL ORDER 051-630 5396 ACCOUNTS 051-639 2714 FAX NUMBER

(UK) Payment by cheque welcome. Write cheque guarantee number of the back of cheque. Failure to do this may cause delay.

ADVERT







Postage and Packing
UX Under £50 add £2.00 Under £100 add £5.00
Over £100 add £10 Courier Delivery
Europe – Full price shown covers
Carlage. Non-Europe add 5%:
Visa Mastercharge Postgiro
International accepted
NOT Postbank Postcheque.

THE CLASSING STRUCTURE STR

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

TURN KEY TO START

FOR

1:38

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 so 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 found What? 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.

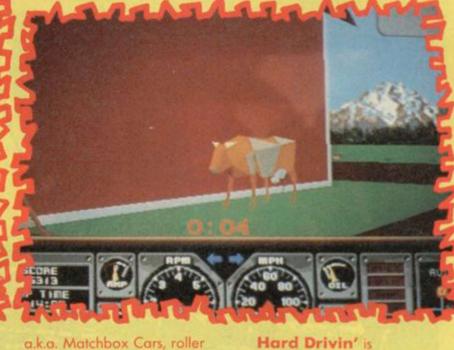
polygons on screen at once that determines the speed of the refresh rate — that's how many times the screen is updated per second. In **Hard Drivin'** there are serious numbers of polygons about, and yet the speed of the thing is still astonishing. All this even before you put the money in the slot!!

Having said goodbye to the dosh – the first decision you





themselves on coin-op. And how! Objects; other cars, lorries, trains, houses — even cows; are well drawn, made up of many, many, 3-D polygons. It's the number of these have to make is whether to go for automatic gears (no use of the clutch or the stick whatsoever) or go for full manual control. Need I say what real video heroes should



Naturally SU were there and monopolised the world's leading car simulator - Hard Drivin' from Atari Games. 0-60 in 5 seconds and more in this month's exciting instalments . . .

choose?

Then you depress the clutch, turn the key in the ignition (nice detail!) and the engine bursts into sampled enging-turning over sounds. Catch it with a tap on the throttle (that's the one on the right, for the under fives) - raise the revs to around six thou' rpm (hear that finely turned hand crafted engine growl), select 1st gear, then drop that clutch and ... HEY!!! Heavy wheelspin, man!!! The 1 min 30 timer is already ticking away so fight to control the steering (mind the other cars on your right) keep the revs rrreally high and work your

way up through the gears.

Foot hard down, you can make 30 by the time you come to a fork in the road. Straight on the speed track. Hard right, he stunt track. Why not try the

Swing the wheel right - sail past the advisory 40 mph speed limit sign – and quicky find yourself off road, sliding ideways towards a nicely contructed barn and a genuine Milton Keynes stationary cow. Feel the steering wheel fight oack!!! Wow!

Point 1 - play Hard Drivin' like it was a racing game and you'll lose very quickly, Point 2 - change down, apply opposite lock, step on the gas like crazy and you just might recover such a mistake ... just like a real car.

The stunt track contains three major tests - all with advisory speed limits you should stick to plus or minus 10%. First a jump. Go fast and you'll over rotate and hit nose down, fatally. (When a fatal crash occurs, you'll get an external birds eye view action replay of the event impressive but ego crushing). Go slow - and you simply don't make it. Then there's the loop ... yes a loop

a.k.a. Matchbox Cars, roller coasters, etc. Going through this is a wonderful, if not stomach-churning experience! Finally, a banked curve. All this time you'll be overtaking other cars - and avoiding those coming in the opposite direction. And don't forget to drive on the right. Extra time is added for making checkpoints

astonishing both in terms of

realism and sheer technical achievement - with the sole reservation that once you get good at it, the slight lack of variety might give the game a short playing life - Hard Drivin' has got to be an early contender for game of the year, 1989. Go play it now!!!



before your original allocation

The speed track is just that fast curves, dips, small jumps go round in a controlled skid and you'll know you've done



PC Show, but just devoted to coin-ops and the like. died or what? Everything on freeplay as well. Yes sir, you were listening correctly. Free... gratis. No exchange of money or favour. No consideration

All the biggies were there in force even. Sega, with, of course Power Drift (in fact, one stand had linked two

upright versions together for two player action) but the most player has their own Called Last Survivor, we'll be reviewing it as soon as we

Atari Games had the success of the show with Hard Drivin', but there was

expected seeing. Tetris - the that got an SU classic finally friends in high places you

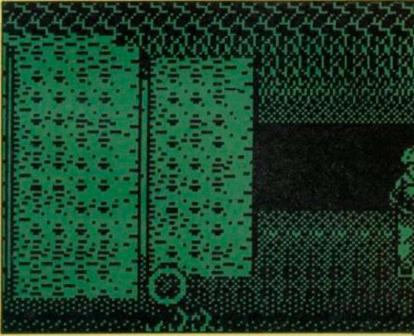
disappointing – with the follow-up to Chase HQ, Hot Chase, being a letmistake with Operation Wolf (the replay), that **Operation Thunderbolt**

as horizontally.
Finally, Williams, makers of that classic **Defender**, who have been out of the coin-op concentrating on pinball, have made a dramatic comeback with NARC.

graphics, and a very worthy anti drugs theme, NARC is a hopefully, marks a return of







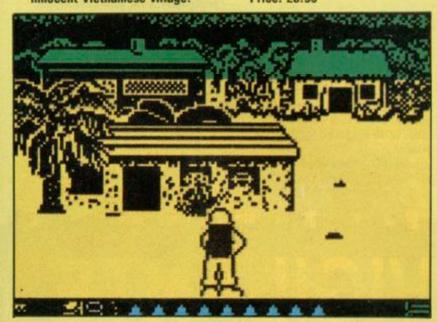
BUTCHER

t a time that all the major A 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 t' 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



Pinball 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







y God, Professor! Look Mout for that big one! Aaaaarrk! It's coming for me. All 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 us this book on hamsters y'see, along with a slip saying that we had to read it very carefully in order to be prepared for their next release.

Lord only knows what it will be. Advanced Hamster Simulator? Ninja Hamsters at the End of

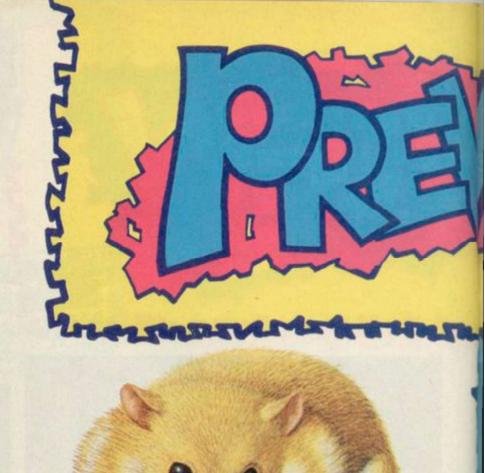
not especially fascinated). So in the meantime, we've taken some prime quotes for your delectation.

'Mealworms, cheese and toast are all tasty treats, but should be given only occasionally." Urk. No thank you!

"Never 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



VIGILANTE

So. If it's tough on the streets, and even tougher on the Underground, what do you do about it? Take the law into your own hands in a Cliff Bronson/Sylvester J Eastwood-style kung-fu massacre? Or trust to the appointed guardians of law and order to restore the status quo as is their time-honoured function?

Well, according to the forth-

coming game Vigilante it's the former. This latest coin-op conversion is very Kung-Fu Master and Target Renegade, so don't expect any novelty-style heart-stopping shocks. Still, don't look had as this shot shows so maybe bad as this shot shows, so maybe a bit more martial arts mayhem on the way from US Gold.

Streetdate: March

Price: £8.95

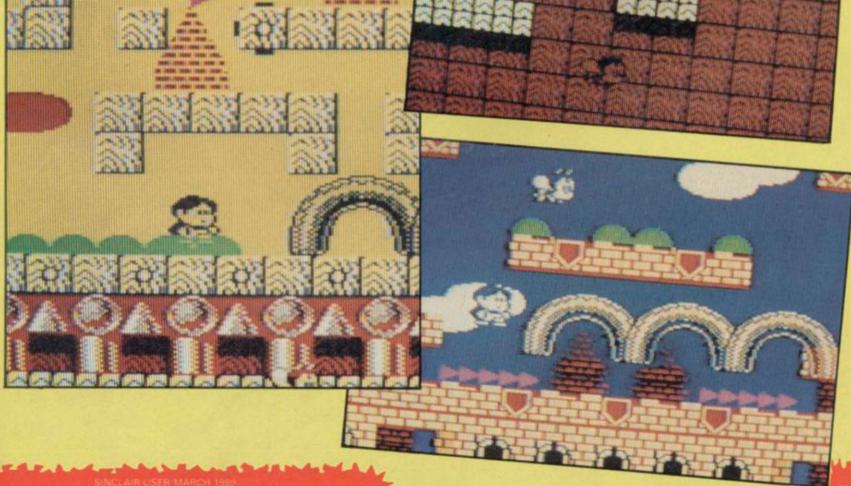


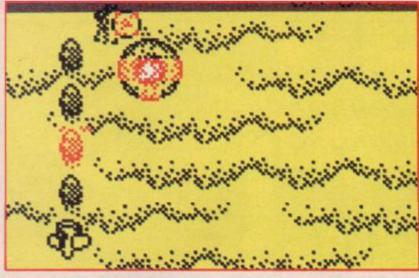


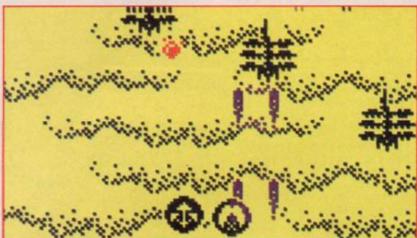
A CARDINA











GEMINWING

My, those Sales Curve people are 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 Germini

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 levels of innards and entrails blazing away at all the airborne and organicborne assailants, and there are a lot of them.

As usual, no 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.

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 bit conversions of Continental Circus, Ninja Warrior and vertical scrolling lkari Warriors rip-off,

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. Obliterator 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 love and (DILLON, THIS IS GETTING STUPID, STOP IT AT ONCE – AS) Move through

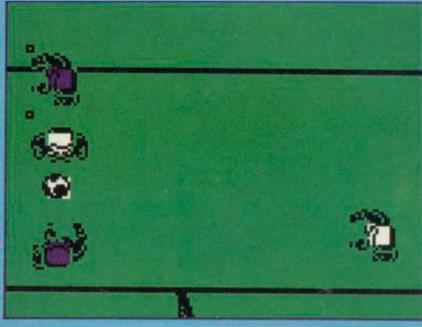
door. Makes you character move through door if he's standing outside one. Jump, Makes him jump, Fire, Makes him shoot currently activated weapon, Roll, Makes him do a forward roll if he's moving at the time you activate the icon. The final icon lets you pick up anything collectable.

A generous assortment of nasties line the glinting steel corridors of the ship. These range from harmless little drills





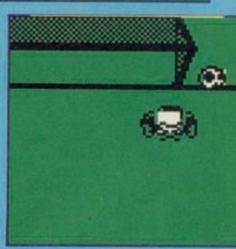




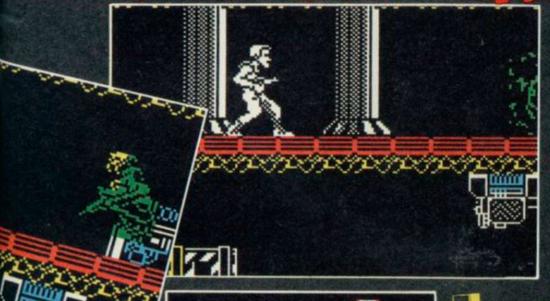
HOTSHOT

atest, but probably not last, in a long line of officially endorsed Gazza Lineker games, Hotshot is an overhead, eight way scrolling complete soccer game with lots of different moves and things. Full one and two player options exist, obviously, and it features a nice striped pitch and some full colour players! Woooh!

Whether it stands up to the up and coming Microprose Soccer or the very soon to be appearing



Emlyn Hughes Soccer remains to be seen. We hold our breath. Streetdate: March. Price: £8.95



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 128K spot effects are nicer than the 48K 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



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

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



DON'T MISS THE ONE MAGAZINE WHERE 16-BIT GAMES COME TO LIFE



ST + AMIGA DISK SPECIAL

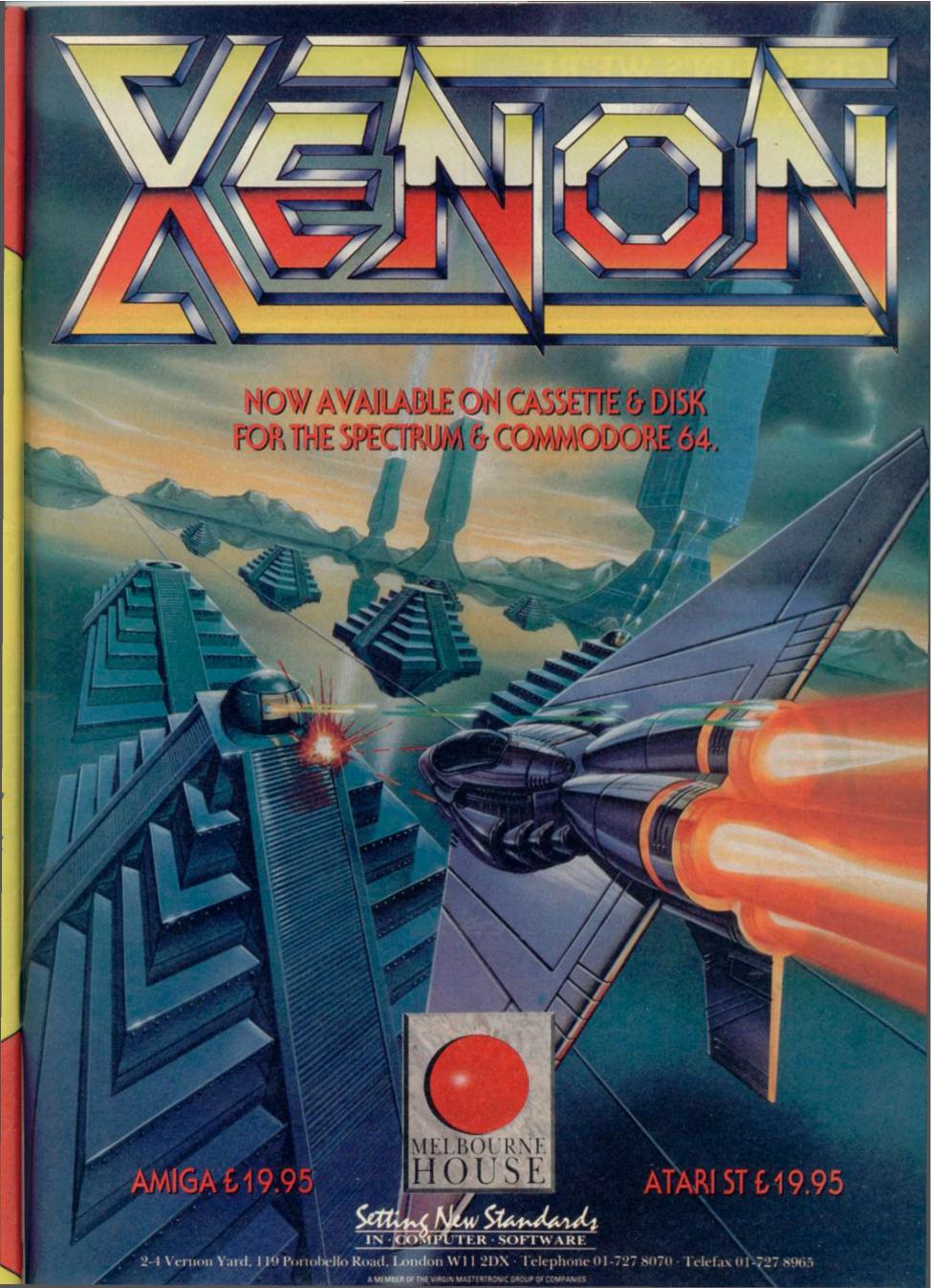
BLASTEROIDS

Read the review, admire the screenshots, play the game.

PLUS

Anothertop gamedemo.

MARCH ISSUE ON SALE FEBRUARY 28TH



GREMLIN'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

IF YOUR WRITE STUFF WAS PRINTED IN THE JANUARY OR FEBRUARY ISSUE AND YOU HAVE NOT YET RECEIVED PAYMENT PLEASE 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

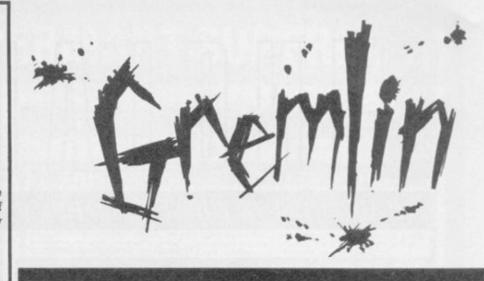
arvellous! We had lots and lots of actually rather amusing offerings for the competition this month. We were shocked! It seems the girlie and the man in the funny suit brought out the best (or worst) in you. So from a big batch of offerings we picked out from Ryan Redman "Haven't you taken this safe 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 **Dr 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 picture of Sigourney Weaver from Aliens. Here are your caption considerations for this month: What is she thinking or saying? What is the man doing? Why doesn't she wash? The caption that most amusingly answers these or any other questions you like, will win a gigantic cheque for a mighty 20 pounds.

Closing date is March 1st.

Name	
Address	

My hilarious captions	***





TO ADVERTISE IN THE SUPERMART CALL MARTHA MOLOUGHNEY ON 01 251 6222

WORDSEARCH

16 BIT UPGRADE

STUCK FOR WORDS!!

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 DEFINITIONS

* 20 SYNONYMS/ASSOCIATED WORDS AVERAGE

- DEFINITIONS

 * 20 SYNONYMS/ASSOCIATED WORDS AVERAGE, FOR ANY INDEX
 WORD SELECTED

 * 120,000 WORD THESAURUS EQUIVALENT DISPLAY, AT MACHINE
 CODE SPEED

 * ENGLISH SPELLING. WORDS USED BY RIGHTS AGREEMENT WITH
 CASSELL PLC.

 * CASSETTE 48K/128K FOR ALL SPECTRUMS, PLUS MDRIVE/DISK
 TRANSFER INFO

 * ONLY £12.95 POST FREE, WITH DISPATCH BY RETURN. SEND CHEQUE/

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

PUZZLE GAMES

EDUCATIONAL

French, First Aid, Football, Spelling. Science, Spanish, Sport, Scotland, England, English Words, German, General Knowledge, Geography, Italian, Arithmetic, 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

KOSMOS SOFTWARE LIMITED

FREEPOST (no stamp needed) DUNSTABLE, Beds LU5 6BR Tel: 05255 3942 or 5406

MUSIC

LEARNING MUSIC?

THEORY OF MUSIC EXERCISES -Grades to 5 (practice program). Cassette £7.
GRADE 1 THEORY OF MUSIC - from the beginning (tutorial). Cassette £8.
State 48K or 128K, McDrive or +3 Disk: inquire. Leaflet free.
TED KIRK (SU), 33 Humber Crescent, St Helens, Merseyside WA9 4HD (0744-818751)

Martin White

THE THIRD DIMENSION tric 3D games of country tric 3D games of outstanding quality or the price of one at just £2.99 e send cheques or postal orders to: ase send cheques or postal orders M. D. White, 119 Orchard Grove, Chalfont St Peter, Bucks SL9 9ET 48/128K SPECTRUMS

ADULT S/W

ZX SPECTRUM 48/128. CASSETTE ONLY

ADULT GAMES

FANTASY

seen your coller, get out ar JOYSTICK and get stuck

COVER UP!

Participation game for 2-4 players where anything goes. You never know what you'll be doing or wearing.

WHAT THE BUTLERSAW

Two programmes. A naughty but amusing look at the reark 20s, and a peep show with some very attractive women. (These are NOT games)

FREE NAUGHTY GIFT

£5.50 Each £10.00 + FREE GIFT for any 2 £14.00 + FREE GIFT for all 3 *FREE GIFT may vary

R'n' H MICROTEC 32 Hazell Way Stoke Pages BUCKS SL2 4DD

T.C. COMPUTERS JLATARI

ARE YOU LOOKING TO UPGRADE AND WANT:

- FANTASTIC GRAPHICS?
- MARVELLOUS SOUND EFFECTS AND MUSIC
- AN OUTSTANDING SELECTION OF GAMES?
- **EXCELLENT BACK UP AND AFTER SALES SERVICE?** IF THE ANSWER IS YES AND YOU WANT TO KNOW MORE THEN CONTACT US NOW!! OR SIMPLY READ ON
- AMIGA 500-PACKS 1-7 ATARI 520ST-FM SUPER PACK PC PRICES STARTING AT £349.00 STARTING FROM £345.00 STARTING FROM £345.00
- (Education Discounts to Students on Commodore PCs Phone) SOFTWARE UP TO 30% OFF RRP

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:



T.C. COMPUTERS

12A Barnards Way, Charlton Heights
Wantage, Oxon OX12 7EB

© (02357) 60177

Please make cheques/postal order payable to T.C. Computers

S/W HIRE

***** ACTIONWARE :

SPECTRUM SOFTWARE HIRE £2.00 Life Membership

First Hire Free
All postage paid (1st Class)
Send stamped addressed envelope

to: ACTIONWARE (SU) 108 Collingwood Street, Hebburn Tyne & Wear NE31 2XW

S/W HIRE

-----SPECTRUM S/WARE HIRE FREE MEMBERSHIP

* FULL 7 DAY HIRE * DISCOUNT TITLES * ALL POSTAGE PAID (1st Class)

SSH (SU), 16 Fleam Road Clifton Grove, Nottingham NG11 8PL

HARDWARE

ALL HARDWARE AND

SOFTWARE WANTED

Ring or send by post (with SAE) for cash to: Music & Video Exchange 28 Pembridge Road, London W11. (Tel: 01 727 0424)

SOFTWARE

LOOK AT PAGE 44 FOR SUPER SPECIAL **OFFERS**

Lots of education available. For further details 含 0602 480779



SU SUPERMART SUPERMART SUPERMART

UTILITIES

KOBRAHSOFT SPECTRUM 48K/128K/+2/+3 UTILITIES

SP3 TAPE TO 4 DISC UTILITY:— Transfer the tapes to +3 Disc. Many transfer examples; Transfers PROTECTED progs: Handles the very latest Pulsing programs; FULL Manual; FREE Disassemb + Header Reader. Even easier to use:—£9.95. Also on disk £12.95.

DLC.E.: Multi-function disc utility for the +3. Modify and read sectors, Back up discs, FULL DIRectory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; "An excellent package" CRASH Oct 1988. Easy to use:-E12.95 on Disc.

DB1 - 3 DISC BACK UP UTILITY:— Makes back ups of +3 ordinary AND protective discs, either DISC or to TAPE. Easy to use. Many other features. Handles multi load programmes: £12.95 on Disc.

SW1 TAPE TO WAFADRIVE UTILITY:— Transfer tapes to Wafadrive. Handles PROTECTED programs. Pulsing programs; FULL Manual, FREE Disassembler:— £7.96

SC5 ADVANCED TAPE UTILITY:— Backup the vast majority of your tapes. Handles Fast Loaders. Pulsed programs; multi blocks; 128K programs: – £7.95.

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced lavel. Applies to ALL Spectrums, Suitable for everyone. Comes with FREE Disassembler.- £20.

IMBOS 2.0:— New microdrive commands e.g. Monitor, FX Sound, Double Height Text, and much more. Supplied with 10 minute demo and ORGAN program. Your Sinclair, Sept "88. 'Every Speccy owner should

one" -- E12.95. ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE -- BUY WITH CONFIDENCE!

Send cheque/PO to:"KOBRAHSOFT"

Dept SU, "Pleasant View," Hulme Lane, Hulme, Nr Longton,
Stoke-on-Trent, Staffs. ST3 5BH



(Overseas: – EUROPE add £1 P&P PER ITEM, OTHERS £2).

Send SAE (8 in x 5 in) or phone for detailed catalogue.

Please mark your envelope "Enquiries". For more information please phone 078 130 5244

Access and Visa welcome please ring above number – 24 hour service



UTILITIES

LERM SPECTRUM SOFTWARE — WITH FULL MONEY BACK GUARANTEE!

TAPE TO TAPE BACKUP

Tape Utility B, copies most tapes even 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 51K. £7.50

MICROMATE - THE M/DRIVE UTILITY

"Perfect addition to m/drive."
"More power without the price."
"S July 1985
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 haven't anything like micromate.
Options include: format (approx 104K), clone, sector editor, boot prog, rename, reconditions and repairs cart, multiple erase, true cat, tape to drive, unique fast drive to drive copier, drive to tape (+ none stop). Sold on cartridge — Only £11.99
STATE SPECTRUM + DISC TYPE — e.g. PLUS 3, or 128K Sinclair + PLUS D

TAPE TO DRIVE TRANSFER WITH TP 5 TAPE TO DRIVE TRANSFER WITH TP 5
Transfers hundreds of programs from tape to your drive system (inc Plus 3) manages some programs hardware devices can't dol Handles jerky and countdown loaders easily, inc utilities. Not for novice, £12 (+£1 on m/drive) Information Book 1 — details on 400 transfers using TP5 £2.50. Book 2 covers 180 for £2.50 — many top 20 hits.

Z80 TOOLKIT 2

"Excellent value for money."
"Brilliant package. If it's not in Toolkit you don't need it."

YS July 1988
Superb assembler. And now a

LERM, 11 BEACONSFIELD CLOSE, WHITLEY BAY, TYNE + WEAR. 091-2533615

UTILITIES

Software:

P.C.G.

61 School Street Barrow-in-Furness Cumbria LA14 1FW



WordMaster word processor
Headliner graphic designer
Typeliner desktop publisher
DTP Pack (all three above programs)
Devpac machine-code assembler
HISOIT BASIC floating point compiler
HISOIT C Innovace system \$11.90 \$16.95 €15.95 \$24.95 HiSoff C language system \$25.00 TasSign sign designer TasCalc spreadsheet €17.95 \$17.95 CP/M Plus operating system for the +3 Mosterfile +3 database \$29,95 TasWord +3 word processor TasSpell +3 spell checker \$19.95 Stocks & Shores manager £14.95 Coursemoster horse-racing tipster \$14.95 Plus D disk & printer interface Plus D with 3.5° disk drive \$59.95 \$159.95 Plus D systems come with FREE printer cable!

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, Disciple, 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

48K/128K/+2/+3 UTILITIES

series or slide projector, print. For artists, admen, gamesters, graphics learners.

COMPLETE MACHINE CODE PACKAGE – Tape £8.95, +3 Disc £12.75, Microdrive £10.75

Assemble, disassemble, test, debug, trace, step, backtrack, breakpoints, hex, binary, decimal.

Character/screen/games design, copying tapes examples given. Unique on-line facilities to teach yourself assembler and machine code, instructions supplied – Crack, Hack or Learn the Knack.

MICRODRIVE MANAGEMENT AND RECOVERY Copy, sensible CAT, recover corrupt files £9.75

RAMOOS MICRODRIVE OPERATING SYSTEM Random access, screen edit, sort, search £9.75

MICRODRIVE FREE TEXT DATABASE Multi-purpose filing system with search £9.75

SAE for leaflets. Tel 0.268 780663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world. ROYBOT SU 45 Hullbridge Road, Rayleigh, Essex SS6 9NL

S/W HIRE

MATRIX SOFTWARE HIRE

The cheapest way to play them all.
Top games titles for Spectrum,
Commodore & Amstrad Amiga. Please
state system Large SAE for details from:
MATRIX LEISURE CLUB
Dept S.U., 271 Stanstead Road,
Bishops Stortford, Herts CM23 2BT

UTILITIES

OUTLET monthly on MDRIVE, OPUS, DISCIPLE, PLUS D, TAPE

REPAIRS

REPAIRS **BEAT THESE PRICES!**

Spectrum/+ £9.95* Interface 1 £13.50 inc P&P fixed prices - 4 month guarantee TOP QUALITY REPAIRS BY EXPERTS. Send cheque/ PO, and computer to:

GSF SERVICES
113 Mountbatten Road Braintree, Essex CM7 6TP. Tel 0376-46637 *Please add £2.45 for P&P + Insurance Spectrums now bought and sold

GSF SERVICES - EXPERT REPAIRS

REPAIRS

SPECTRUM REPAIRS

SPECTRUM/PLUS £18.70 PRICE IS ALL INCLUSIVE AND WE GUARANTEE THE WHOLE

COMPUTER FOR SIX MONTHS **KPR MICRO-SYSTEMS Dept S** 34 PETUNIA CRESCENT, SPRINGFIELD CHELMSFORD, ESSEX CM1 5YP Tel: 0245 468554

EDUCATIONAL SOFTWARE

G.C.S.E. Tuition Software

For Sinclair Spectrum Computers

MATHEMATICS Arithmetic; Mensuration; Algebra; Sets: Functions; Graphs! More graphs; Matrices; Vectors; Geometry, Trigonometry; Statistics PHYSICS Properties of matter; Statics & Motion; Energy; Works & Power; Heat; Light; Electricity; Magnetism; Electrostatics

Top the hurdles with HOMESTUDY Price: £8 each, £7 each for 2 & £6 each for 3 or more. Suppliers of Educational Software to Teachers, Schools and Colleges since 1983

MATHEMATICS Arithmetic; Mensuration; Algebra; Statics Reachers; Statistics Power; Heat; Light; Electricity; Magnetism; Electrostatics

Top the hurdles with HOMESTUDY Price: £8 each, £7 each for 2 & £6 each for 3 or more. Suppliers of Educational Software to Teachers, Schools and Colleges since 1983

NOW YOU CAN REACH EVEN MORE PEOPLE FOR YOUR MONEY JULY-DEC ABC A STAGGERING 89,555

SU SUPERMART SUPERMART SUPERMART

SOFTWARE

REPAIRS

SOFTWARE

WIN WITH COURSEMASTER THE COMPUTER HORSERACING PROGRAMME NEW

* RATES ANY RACE IN SECONDS – ANY DAILY NEWSPAPER IS ALL YOU NEED NEVER out of date – Both N. Hunt and Flat – Fast data entry AMAZING ACCURACY!! – Now you CAN BEAT THE BOOKIE! Works on the simple principle that FAST HORSES BEAT SLOW ONES !!!!! Clearly identifies best selection in every race plus these AMAZING Features:-First, Second and Third choice shown for forecasts and Tricasts etc. Recommends most suitable type of bet.

First, Second and Third choice shown for forecasts and Tricasts etc. Recommends most suitable type of bet.

Actually works out your WINNINGS on most popular bets including SINGLES and DOUBLES, win and each way, PATENTS, YANKEES, CANADIANS, HEINZ etc. Good EACH WAY and Will PRINT out your BETTING SLIP for you.

DOS bets clearly shown
T out your BETTING SLIP for you.
a BANK ACCOUNT - BET Like PROFESSIONALS Do! (Records all your bets in an
a BANK ACCOUNT - BET Like PROFESSIONALS Do! (Records all your bets in an
a BANK ACCOUNT - BET Like PROFESSIONALS Do! (Records all your bets in an
a BANK ACCOUNT - BET Like PROFESSIONALS Do! (Records all your bets in an

against your favourite tipster.

* PLUS!!! – THE AMAZING COURSEMASTER SYSTEM. This superb betting system is included in the programme. A system which regularly produces huge wins from small stakes. Try it! Can in the programme. A system which regularly produces he pay for itself many times over on the first day!

* Supplied with 20 page BETTING GUIDE and MANUAL.

FREE HOT TIP OF THE MONTH TO EVERY PURCHASER

pplied on TAPE at £14.95 for: All Spectrums, mmodore 64/128, Amstrad CPC's, BBC and actron. Also available for Sinclair QL on crodrive at £15.95.

for: All Spectrums, d CPC's, BBC and Sinclair QL on Please state machine and disc size.

Supplied on DISC at £16.95 for: All Spectrums, Commodore 64/128, Amstrad CPC's, Amstrad PCW's, BBC and Electron, IBM'PC compatibles. All Amstrad PC's etc.

INTRASET Ltd (Dept SU), FREEPOST (No stamp needed) 6 Gilderdale Close, Gorse Covert, Birchwood, Warrington, Cheshire, WA3 2BR. (Or send large SAE for further details)

High quality repairs Low inclusive prices The logical choice!

Spectrum 48K/Plus £12.90 Spectrum 128K Spectrum Plus 2 **Opus Discovery** £21.90

Il repairs guaranteed four conths, prices quoted are inclusive parts, labour and VAT. Free return carriage for mail order cus-tomers. We also repair Amstrad and Commodore micros, please phone for prices

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, Mid Glamorgan, South Wales

FREE WATCH WITH FIRST 100 REPLIES Discount available to members

SOFTWARE

ONLY POOLS AND HORSES

(AND FIXED ODDS)

No gimmicks. Programs for punters from the GENUINE experts First rate software at sensible prices. If you want to WIN REGULARLY phone 051 336 2668 or send SAE to:

Boxoft (SU), 65 Allans Meadow. Neston, South Wirral L64 9SQ

SOFTWARE

Cheque/PO to: STRUCTURED SYSTEMS (APPLEBY), 16 Glebe Crescent, Appleby, Cun CA16 6RX. Octails tel: (07683) 51027/51704 (Nigel)

REPAIRS

SPECTRUM REPAIR	
128K SPECTRUM 48K SPECTRUM	£20.00 \ £14.00
48K KEYBOARD FAULT	£9.00
4116 MEMORY IC 4164 MEMORY IC	£1.70

4164 MEMORY IC.
Z80 CPU

Many other spares stocked.

Minimum order £5.00

All prices include VAT and return postage
RA ELECTRONICS

133 London Road South, Lowestoft,
Suffolk NR33 0AX
Tel: 0502 566289

LINEAGE

SPEECH SYNTHESISER SOFT-WARE for Spectrum 48K/128K/+2 Add speech easily to your own programs! Ready to use. No additional hardware needed. Only £3.99. From: SMB Software, PO Box 38, Inverness IV1 1GA.

LINEAGE

Reach an estimated readership of over 250,000 users per month for as little as £6.00* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £20.00

Yes all you have to do is fill in the coupon below including your name, address and/or telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Your advert will appear in the earliest possible edition.

76.0			
3800	Had		

Name Address

Have you included the fee of £6.00* (inc VAT) or £20.00 (inc VAT) Make cheques payable to EMAP Publications Ltd. "for second hand sales only

"For second hand sales of reserves the right to after, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right to the Advertisement Manager in reject or cancel any order without suspicialistion. The Proprietors are not able for any loss from any cause whatever do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any loss from any cause whatever and expenses arising out of any libelous or institutions matter or untirus statement is acceptance of these conditions.

SPEC SUPPLIES

SINCLAIR SUPPLIES

Spectrum Power Supply£9.95
Replacement PSU Lead£4.95
48K Membrane£6.95
Plus Membrane£9.95
Spectrum Datacorder£19.95
Azimuth Head Alignment Kit £9.95
Kempston Joystick Interface £9.95
Dustcover (please state
model)£3.50
+3Cassattal and FA OF
+3 Cassette Lead£4.95 +2/+3 Joystick Adapter£4.95
Prints include MAT and DOD 411
Prices include VAT and P&P. Allow up
to 14 days for delivery. Chq/PO to:
Omnidale Ltd, 23 Curzon Street,
Derby DE1 2ES. Tel 0332 291219

SPEECH SYNTH £2.99. Drum beat simulator £2.99. 20 Chr Sets £3.50. Speedy "2X" load/save £3.50. 78 Pokes on tape for top games £2.99. + games. Send 19p stamp for full catalogue or order now!!! (Please add 50p P&P). Sigmasoft, 8 Pine Dale, Rainford, Merseyside WA11 8DP.

SPECTRUM HIRE CLUB Free membership. Chart topping titles available. Very popular club. Send large SAE to S.H.C.(SU), 8 Brookside Close, Godley, Hyde, Cheshire SK14 200 SK14 200

AD INDEX

* *	*****	****	*****	*****	**
*	Bastec	52	Ocean	IFC,OBC,11,33,41	*
*	Castle Computers	36,37	Romantic Robot	42	*
*	Datel Electronics	58,59,60	Shekhana	54	*
*	Gremlin	IBC	Soundbox Software	81	*
*	Instant Software	68	Telecomsoft	17	*
*	KJC Games	68	Tasman	19	*

Logic Sales Tanglewood Megasave **** Trybridge 68 MGT 28 Virgin Mastertonic Microsnips 81 Videovault Mirrorsoft 25 Worldwide





MEGATAPE 14 · MEGATAPE 14 ·

Ш

GATAPE

14

EGATAPE

4

NEXT

he April issue of Sinclair User should be something really special. We're not letting up for a second in our crusade to bring you the hottest reviews and previews and best value tapes around.

Next month Megatape 14 features one of our favourite games OF ALL TIME! After much wheeling and dealing (more sobbing and pleading actually) we've 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 APRIL EDITION

OUT MARCH 18th (You'd be a fool not to get it)

AL 39ATAD3M · AL 39ATAD3M



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 cassette £14.99 disk AMSTRAD £9.99 cassette £14.99 disk SPECTRUM £7.99 cassette £12.99 disk

GARY LINEKER'S
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 casselle £14.99 disk

CBM 64/128 £9.99 cassette £14.99 disk AMSTRAD £9.99 cassette £14.99 disk SPECTRUM £7.99 cassette £12.99 disk ATARI ST £19.99 disk AMIGA £19.99 disk IBM PC £19.99 disk

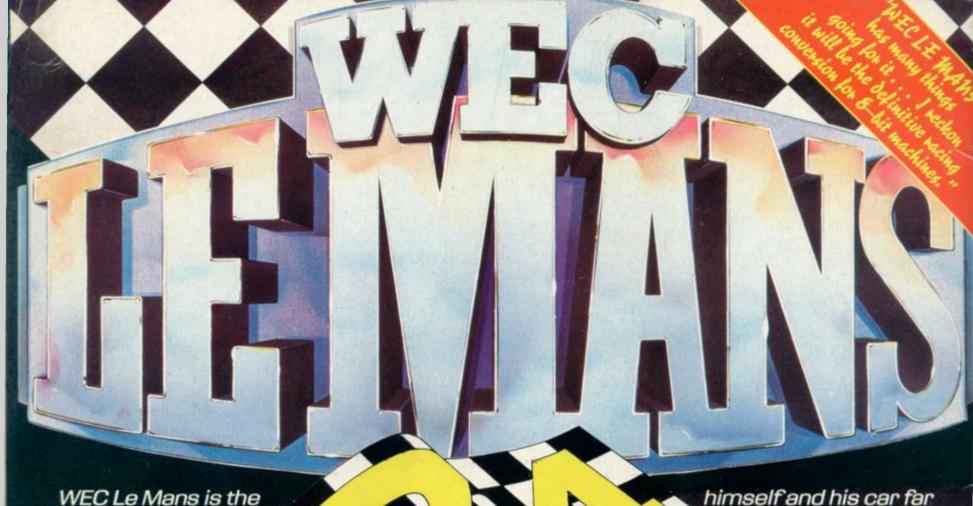
THE MUNCHER
For a longer lasting, sensory blasting,
earth shattering experience ... get you
teeth into "The Muncher" computer

A game of devastation and destruction featuring a large and vengeful prehistoric monster from the dawn of time out to destroy modern day

£9.99 cassette £14.99 disk SPECTRUM 128K ONLY £7.99 cassette £12.99 disk







WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push

himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



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











ATARI ST

AMIGA 124.95 AMIGA



COMMODORE

E9.95

AMSTRAD

SPECTRUM

IMAGINE SOFTWARE : 6 CENTRAL STREET : MANCHESTER M2 5NS : TEL: 061-832 6633 : TELEX: 669977 OCEANS G : FAX: 061 834 0650