

## THEUTMMWITE

six exciting action sequences put you in control of Elliot Ness's elite squad of mafia-busters.


THE BQRDER RAID
The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

## ROOFTOPDUEL <br> as you re-live the knife edge existence of Ness

 in his struggle against the retribution of Capone!
"a fine example of how to do the job properly... a cracking conversion. easily one of the most successful licences to date" Sinclair User
"an absolute corker of a game ... as smooth and polished as you can get. animation is top notch...a brilliant film conversion"




JIM "Scaredy Cat" DOUGLAS With Ghostbuster fever in the office most of the SU team are making ghostly woo wooing noises and filling our mouths with blood capsules. Spazzy Jim, however, is turning into a human jelly (and you all thought he was really hard didn't you?) This is him just betore he hid under the desk shouting. "stop it you lot. you know I don't like the dark

## ALISON "Heads Up!" SKEAT

Entering in Ghostbustee fever like a good 'un, Al actually agreed to have her head sawn off (she'Il do anything for a laugh. that one - Jim) for our photographer. We are at the mo putting her back together with Pritt stick and staples - is there a paramedic in the house?


## TIM "Creeping Terror" NOONAN

After 15 pints of shandy at his local The Kosh and Headbutt. and 32 pints of curry from his fave "restaurant" Tim finds he has a bad case of biryana botty and ter. rilies the rest of the sU team with his im. pression of a Haloween pumpkin head


## GARTH "Nosferatu" SUMPTER

A right ruddy spooky weirdo this one. Garthy runs around EMAP towers, fangs at the ready, biting the office cat and wiping the blood on the roller towel in the loo (geross - all SU readers). That's on any normal day at work, but since Ghostbuster fever he's gone complete-


## ly off his nut and killed everyone.... (but not

 really)ADVENTUFE The Sorceress HOW THE HELL An. drew Hewson IVE GOT THIS PROBLEM Rupert Goodwins ADVERTISEMENT MANAGER James Owons SENIOR SALES Martha Moloughncy AD PRODUCTION Emma Cor Bimeyt Ward MAR. NETING MANAGER Dean Beezer Geezer' Barret! MARKETING ASSISTANT Sarah Ewing PUB. LISHEA Terry Digestable Pratt
OUR ADDRESS Sinclair User, Ptiory Cl: 30-32 Farringdon Lane, London ECIR 3AU. OUR PHONE NUM BEF: 01-251 8222 OUR FAX NO: 01.490 1095 THIS MONTH'S COVEA: Ghostbusters il from Activi: sion
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(c) Sinclair User 1989 ISSN No: 0262.5458 All information is correct at time of going to press. And it you don't boliove us Big Al Skeat will come round your house and crush your gerbil between her knees. No part of this magazine may be reproduced or transcribed, without wrillen consent fom the publishers. EMAP Business and Compurer Pubircations So well have no more said about it.

this month's radical poster would you cuddly SU you wouldn't get Myth'ed-geddit?

"I never knew there was so much in it". That's what you'll be man map and a Spooked map, we've Not only have we got a BatGhouls and Ghosts and squidged in get tips for Robocop and pokes - you lucky bleeders.

## Ghostbusters II

Toobin'
Action Fighter
Stunt Car
Purple Saturn Day
Power Drift
33

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97


## WELCOME TO MEGATAPE 23!

Deck the halls with things and holly, etc. It's the season to thank your lucky stars that you remembered to pick up this month's issue. Not only have we got an entire level of the fantastic Operation Thunderbolt from Ocean but there's also a completely complete and original GRAPHIC adventure
OPERATION THUNDERBOLT

This time last year there was a game on the mar ket which a few of you thought was awright and it made a few pennies for a minor software house. That game was Operation Wolf and it just about slipped into the SU charts because you all felt sorry for it. Oh alright then, you ruddy well loved it to bits and spent all of your pocket money on it, and your eyes went all square and I'm a complete liar. Now, just when you thought that maybe you'd tired of Op Wolf those naughty pups at Ocean go and bring out the se quel called Operation Thunderbolt, and you get all jittery and can't wait to pull on your

Mon mon moran



## PLAYER 2

3. SIMELAIR 1
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## PRESX STRRT TO GOITIIILE

## PRESS START 10 conilintie

gear and shoot everything in sight.
We guess you'll all be
pestering the ol' crumblies to get you Op Thunderbolt for chrimbo, so to give you a wee tastette we've nicked a level of it and stuffed it onto the A side (no less) of Megatape 23 for your delectation.

It kinda runs along the same lines as Op Wolf but plenty times better because this time it's a two player bonanza. On our tape you have to shoot all the araby chappies that are dim enough to get in your way, and there's also a chock load of helicopters for you to blast at too.

Along the way, you have to pick up Pepsi bottles to give you more energy and there are extra ammunition clips to collect too. If you're in a bit a of a sticky situation you can always fling a bomb or two (not many of those, unfortunate$\mathrm{ly})$ in the nasties direction to wipe the lot of 'em out - all great stuff eh? We love it to death and we're sure you will too, load it up before it's too late.

Follow the on screen instructions to find out how to control everything. In case everything gets too much for you, remember to look out for the little dot which indicated where your sight is. There's no time to waste shooting the palm trees when there's enemy soldiers to ice.


THE LOST CITY

Well this is a new one eh folks? The B side of this month's Megatape has an extra special game called The Lost City which is a wonderful adven-


# Wha nase 3 Most rimmanc. 3D DRVING GAWE YET! 

 Take the wheel of your turbocharged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

## BARTEMIN HROUC: the city sinets

 along the roughest of dirt tracks and through busy tunnels - if you can hold the line! The low life canrun, but they can't hide ...

TKito

[^0]



age to do it without touching either side of the gate and you get the full bananas, bump into them and the points awarded go down.

What this amounts to, after a while, is a rather repetitive exercise in joystick waggling and/or button pushing. The coin-op relied on some fab graphics in the different sections and hoopy sound effects to keep the interest of the punters up - but even then they didn't come back for very much more.

When you put Toobin' on the Speccy, the flaws in the origInal game are exposed - and even if the implementation

conversion Dased on cool dudes in loud shirts paddling large inner tubes down rivers and having to avoid stuff and pick up cans and then throw them at other things on the banks of different rivers which are shooting at you Given that definition, I can as sure you that Toobin' certainly is a Galactic first. Toobin' was, of course, in the first instance a coin-op b Atari Games which, although generally regarded as a good laff, did not have the punters queuing in the streets to have a go. So what's it like when transferred to glorious 48 K ?


Not a disaster by any means, but you'd certainly want to have been a fan of the original to make this an essential purchase.

The coin-op was a typical Atari Games MOR job, which quirky graphics and an odd control system - like A.P.B. for example. It's scenario is Californian to the extreme,
which you (or you plus a mate), wearing mirror shades plus shirts loud enough to get you arrested after 10 pm , putting your botty in an inner tube and paddling away like mad.

The game is simple enough, in that you avoid obstacles in the river (trees that fall from the bank and drift across. rocks, branches, etc), trying not to get shot by assorted baddies on the banks, characteristic of the level you are currently playing. So during the first bit of the Colarado river you watch out for lishermen lobbing floats at you, while later on trucking down

it hasn't been fed lately.
To get extra points you can try and pick up treasure chests (extra points), cola cans (your only weapon to lob at obstacles and baddies) - with a six-pack giving you unlimited cans until you toose that particular Iife. Also, you can try to guide your toob between gates in the river (like in canoeing) to get big wobbly extra points - man- RBVIBW
the Styx there are Red Devils that try to puncture your tube with flying forks.

When your tube is punctured, you loose a life. You can also be molested by a big crocodile that comes down from the top of the screen when it decides you aren't going fast enough - although it seems a bit on the eager side...maybe
make an average game Label: Tengen Autho. $£ 8.95$ srice: 88 stick:
was perfect (it isn't) - Toobin' would still not be a great game. What we're left with is an average conversion of a not so average coin-op. Which if you were pumped up about Toobin' in the first place is fine - but will seem a bit flat to the rest of us, otherwise.

## flillith <br> 



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## ACTIVISION

SIMULATION SOFTWARE

## Computer Game Vektor Grafix 1989.

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Do you ever find that on a casual inspection of your navel, which you'll probably agree has been around for a long time, that there's always a bit of fluff there and most annoying of all, it's never the same color as your kegs or knickers? It remains one of life's great mysteries and you will go to your grave without ever having known the how or why of your navel conundrum. Treasure Island Dizzy, has aroused a similar level of interest with readers who cannot work out the whys or wherefores of some of the puzzles so in this tips section - as promised last month, l'll be blowing the gaff on Dizzy. We're also got all the pokes on all the latest and greatest games, maps of Batman and keeping with the spookeyness of this issue Cauldron II and Spooked maps!



PRICKLES


PENGUINS
mini triumphs like shooting the spikey aliens and working out that the baloon comes in quite handy, you're totally stuck. Well it's time to stop your blubbing and get your thumb out of your mouth and back on your joystick, because we've got the DEFINITIVE

playguide, complete with a gorgeous map of the first four levels.

## LEVEL 1

SHELIS
These march left and right, turnIng when they reach the end of a plattorm. Not all are deadly but shoot them anyway or avoid them.
CRABS
These do everything in a similar manner to the shells except that when they reach the end of a plafform they drop off if Tikl is below.

## BOOMERANG MEN

These actually ollow Thki's movements and throw boomerangs not moving again until they have their weapon back in their hands.

## LEVEL 2

Contains all the baddies from above plus..
LITTLE PIGS
They try to get to same height as TIkI so that they can shoot him and if he moves too fat away to be shot they will follow.



ClOCK
Pick this up to 'freeze' the enemy for a while.
LASER
Shoots left and right and passes through obstacles and can be used underwater.
BOW AND ARROW
standard weapon. Avoid it if you have something better

## DEATH BOOK

The smart bomb of the literary world. Destroys everything on screen
MAGIC WAND
Throws fireballs which bounce around until they hit something. POTION
Makes our little hero Invincible for a while.

## TREASURE ISLAND DIZZY

Here 's a couple of hint's for Tresure Isand Dizzy.
OLD TREASURE CHEST
It's sole purpose is as a step for Dizzy to climb the cliff at the beginning of the game.

## TOOTHPASIE

Hal It's scarlet fish flavour so it must be a red herring!
SNORKEL
This is imperative to Dizzy when

he goes underwater but be careful not to drop it whilst in the drink!
BAGOFGOLD
Used to trade with the storekeeper.
BIBLE
Apart from being a good read, the plot Involving the destrucfion of whole clifies, prostifution, sodomy and begins with lots of begetting (fnarl), it will also protect Dizzy from lightening bolts when you carry the cursed treasure past the grave-
stones.
MICROWAVE
Can be traded with the shopkeeper.
CAN OF PEIROL
Is used to fuel the motor for the boat.
VIDEO CAMERA
Is trader with the shopkeeper.
GLASS SWORD
Tap it on a gravestone to open up a'whole new world!
SINCLARR ABUSER MAG
A healthy bonus is awarded
when this is dropped in a (un)sultable place.
CURSED TREASURE
Surprisel This can be fraded with the shopkeeper.
BOAT
Is for getting back to the Yolk. folk.
MOTOR
For the boat of coursel How can Dizzy row wearing a pair of boxing gloves?
GNITION KEY
Used to start the boat once you've got a motor to start and filled it with petrol.

## OLD KEY

Is used for opening the door to the secret kitchen.
INFRA-RED DETONATOR This, Michael Stretch, me old mate, is used in the right place with the dynamite to detonate it and unblock the mine.
DYNAMIE
This needs to be used with the Detonator to unblock the mine. SPADE
Andrew Prince, of Winchester. Use the spade to dig up the moving rock on the screen pre-vious to the crab in the cave. This will unleash an underwater geyser. Step into the bubbles and you will be transported to another level.
AXE
Use this on the rickety bridge to reveal a really fough series of caverns.


| Key |  |
| :---: | :---: |
| $\checkmark$ | Acid |
| 10 | Smuber Gas, |
| 目 | Ladder |
| $G$ | Jtars Heredren |
| 5 | Start |
| F | Finish |
| J | SOCEEB |
| - | awithest and sofest sule. |




There you have it - more tips than you can shake Dizzy's snorkel at for the first main stage of Treasure Island Dizzy. Moretips in the next few months as you travel the world of Treasure Island Dizzy. Also, there'll be news of the forthcoming release of Treasure Island Dizzy III - Fantasy World Dizzy and all the maps that there just wasn't room for in this issue. So watch this space for the latest and greatest in Dirty Tricks! See you next

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while to include a sensible answering system.
Despite these irritating points, the bare bones of the game is entirely sound. There are a great many challenging questions to be answered, and although a sports quiz is a sports quiz is a sports quiz, there is enough variety in the "rounds" to hold your interest for a while.
The Hit for Six round pres-* ents Seven multiple choice answers to a question. Each time you get it wrong, the machine will give you another clue and decrease the number of points available.
The Jigsaw Picture round is similar but instead of written clues, each incorrect answer will yield a further section of a visual clue.
Sporting Triangles is a reasonable conversion of a pretty silly idea. Neither fab or poor, it

## PPRRIIIG



## millatif

answer! The computer will TELL you the answer and all you have to do is announce whether you got the question right or wrong. Mad. Mad mad mad mad mad. Mad. All tha answers are in the machine, so why rely in the questionable honesty of the players? Moreover, why tell them what the answer is? You'll only ever be able to ask each question once Madness aside, the four stages play through in similar fashion to the TV version. The astonishingly lengthy disc access time was some way redeemed by the fact that the code remained resident in our 128 K machine once loaded.
Apparently the length of the load is caused by the random numbering of the questions, supposedly in order to produce a new game each time. Surely it would have been more worth-
doesn't deserve to be ignored, but it hardly demands attention elther.

## Ualue 5

Time 16

Sporting Triangles continues this questionable tradition, and replicates - reasonably accurately - the Central TV quiz show.

After setting up a team of three players (human or computer, as you wish) and defining their preferred subject areas, you are launched into the game proper.
The overall aim of the game is to progress around the Sport ing Triangle, landing the Question Marker on squares indicating subject areas. Different points are awarded for answering questions inside your subject area, in no-mans' "general
> sport" land and there are big
points to be had by answering a question in the oppositions chosen area.
Now, before we go any further, I'm afraid I'll have to blow the whistle on the game's biggest fault. Get this; the quiz is split up into a number of rounds. Some are multiple choice, but the bulk of the questions simply sit there; "Which county did Fred Truman briefly rejoin in 1806?" asking for an answer. At this point, boxes with "Answer" and "pass" appear. If you haven't the fairest idea, go for "pass". Otherwise, hit the other box and type your answer.


## SO WHY DO SPECCY OWNERS NEED THE

You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.
The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256 K RAM (expandable to 512 K ) - yet by actually slowing the Coupé down, we allow most of your 48 K Spectrum software to run in the Coupés level 1 mode.

## Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.
Memory can be expanded from 256 K to 512 K . One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

## - Graphics

See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.
The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a $256 \times 192$ pixel display; or have an 80 -column $512 \times 192$ display for word processing and spreadsheets.
And free with the Coupé comes FLASH:, a software package by ace Swedish


SAM No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.




A 72 key full-sized, full travel Keyboard, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two $1 \mathrm{MB} 3.5^{\prime \prime}$ Disk Drives. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.

The Coupé's slot-in disk drive



## 



The Coupé will run most of your 48 K (but not your 128 K ) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupédedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.

This is the basic model, and you can add on just as soon as you're ready:


1 or 2 Disk Drives
An extra 256 K of memory
Special communications interfaces - RS232 and parallel
The MGT Mouse

## And MUCH MUCH MORE......



## MGT Customer Care 0792-791100

## Or send this coupon with a

 large SAE. Tick off the boxes.

Having never actually played Pictionary, the board game meself, I didn't have a clue how to play this latest offering from those chaps at Domark. Nevertheless, l'd been informed by those who had that it was a right laugh and provides hours of giggles.

If you haven't played Pictionary either let me tell you how to play. You have a board with a track of coloured squares, each with a letter representing an subject - $P$ for Person/Place/Animal, O for Object, A for Action, D for Difficult and AP for All Play (any kind of word).

Chuck the dice and move your counter to one of the coloured squares. Pick a card


## PICTIONARY

with a list of words on it and then draw your subject word within a time limit. If your team guesses the word correctly you get another go. Get from the start of the board to the finish before the other team and you've won.

Easy or wot? The computer version works in almost the same way. You can play it One player where the computer draws you piccies and you try to guess what they are by calling out your answer.
answer. Call me a moany oid bag but it seems to make sense to me.

So that's the one player stuff out of the way. When you play with two teams (or three or four, if you like) it's time to don your artists smock, stick a paintbrush in the corner of ya gob and draw the piccies yourself. This is where things get a little tricky. You see the game incorporates a wee drawing package and you have to use the cursor keys along with a palette


Once you've shouted the answer the computer then asks if you got it right or wrong and you have to enter Yes or No. So if it's just you and the computer and no one else to keep an eye on you, you can ruddy well cheat can't you - "oh yes I got that one completely right, another go for me, I think". Surely it would be a better idea if you could actually key in your
of different lines and blobby bit to create your masterpiece. The problem is you have to do all your creating within two minutes, which is pretty difficult as it takes at least a day to master the drawing program. Not much scope for spontaneous fun... Dwayne: "Wanna play Pictionary Tel?" Tel: "Whoor yeah Dwayne", Dwayne: "Well borrow my copy, learn how to
use the drawing bit and I'II
room rug and crack out the see you in three weeks time" pencils, me thinks.

To be fair, Pictionary does have a practice mode, which
lets you spend as much time as you like sharpening up your pencil skilts, so I sug. gest you master this first before attempting the game proper. So, what more can I say? Pictionary, is good fun and costs a lot less that the actual board game that weighs in at a hefty $£ 20$, but it's a lot flipping easier to sling the board on the living


## JIM

## NEW ZEALAND STORY

Yol Douglas, For once in your life you got something right. I am talking about New Zealand Story. It has cool weapons including bombs, lasar gun, fiteballs and my favourite the little spaceship on level 2-1.
There is a question that l'd like to ask you, you Fat punk. Who left that llpstick on your neck? Tell that Biddie Basher Chris to have a shave 'cos he looks like a gorillal if you don't print this letter l'll be reading a C**h and a Y*** s****** next month.
Paut Hallam, Walsden, Lancs.

- Well Paul, what uniformed abusiveness is this. I always get things right - or at least I think they're right. The lipstick mark was left over from a snogging session and Chris doesn't look like a gorilla - he IS a gorilla but he's still much more intelligent than yout Especially if you think you can get a better spectrum read outside of these pages.


## FORGOTTON WORLDS

Dear Jim, Your review of Forgotten Worlds was marve ous. I congratulate you. It was well worth the money. The range of controls is superb


L Hawson, New Ollerton, Newark.

- Well, Mr Hawson, it would seem you think that a classic is not a high enough accolade for Forgotten Worlds. There isn't a higher recommendation for a game. The mark of 80 shows its combination of Graphics, Sound,
Playability and Lastability and the Classic sticker means that it was the best of its genre for that month. As for the screen shots, we try to give a flavour of the game and not to give away any of the later levels and spoil your enjoyment of what is, a super game.


## LICENCE TO KILL

T- Jim (can't review a thing) Douglas, I read your review of Licence To Kill, it said "Better than previous efforts but hardly a premium Bond. " I'd played my filend's game of The LIving Dayllghts and that wasn't too bad - with an anclent SU poke from one of my older mags it was quite good. So I thought I part with some money and buy Llcence To Kill. You definitely under rated it. How far did you get into the game? From the look of the screen shots you didn't get past level 1 and then thought 'The other levels can't be too bad' and gave it 60\% Okay, so the screen shots don't look too good, but li's the gameplay that really counts. My ratings would've been: Graphics 70\% Sound (48K) $65 \%$ ( 128 K ) $83 \%$ Playability $65 \%$ tastability $68 \%$. Other than this slight mistake, I still think your mag is the best and keep up the brill megatapes. Matthew Pentney, Mighworth, Swindon.

- My name is Douglas,

James Douglas. Danda
dan dan Dan-dan-dan danda dan dan dan dan da daadaa da da dan. What are all these accusations about my screen shots anyway? We always play the games extensively (yes, even the naff ones!) and so there's not much time left to take the screen shots so sometimes we don't always get shots of later levels. Anyway, I've told Garth to get shots of later levels and he's grunted something like..Oh hum, here I am, brain the size of planet....which probably means "Yes sir, Mr Douglas sir!"


## CHRIS

## RED HEAT

Dar Chris.I am writing this letter on $\mathrm{b}^{*} g$ roll because I have wasted all my money on envelopes and stamps . I have been writing to SU ever since Kami Bear was wearing his heavily armed napples and

## THE MOSTECITNG FILTOHITE 3 al NOWEORXOUR HOMEMCRO.






## WE LOVE AL TOO THE WHOLE POPULATION OF ITALY

$D_{n}^{e}$ear Smelly, This letter is not for you, we are sendin' it to you 'cos it's the only way to write to Al "The princess" Skeat and gettin' the letter printed at the same time. That's all for you, Wayne "the scoblet" (what's a scoblet - WS) Smelly. ALEX AND ANDY, THANKS MATIES FOR YOUR LETTER - BIG RASPBERRIES TO THE REST OF THE SU TEAM, I GOT A FAN LETTER AND YOU DIDN'T, SO STICK THAT UP YA BOT. I mUST SAY, ALEX AND ANDY'S ENGLISH IS A RUDDY SIGHT BETTER THAN MY ITALIAN.
all i can say is TORTELLONI, VALPOLICELLA, PASTA AND MUSSOLINi WELL I S'POSE IT'S A Start.
WAYNE SAYS: HURUMPH ! I'M EVER SO SLIGHTLY PEEVED ABOUT THIS. I'M THE ONLY GUY FOR AL AND I SHAN'T have all you other GIGOLOS TRYING TO WIN HER HAND, SHE'S MINE (NO I'M NOT PIZZA FACE AL)

## BEAR WITH ME A MO

Dear Wayne, I was recently playing that cool game on Megatape 9, Bear a Grudge when I found something very interesting. If you load in the header then press stop on the tape and press BREAK to break into it you will see the program. If you change the RANDOMIZE USR 32459 to RANDOMIZE USR 32500 and run it and load in the game you will have infinite lives. The sound will be duff but who cares!

Simon Odey E. Lothian, Scotland P.S. Your mag is the best

- WAYNE SAYS: BEAR A GRUDGE REALLY IS A SUPER GAME ISN'T IT?


## UNFORTUNATELY IT

 WAS A LITTLE BEFORE MY TIME SO I DON'T FEATURE IN IT (ThAT'S THE beSt thing about IT UG CHOPS - THE WHOLE SU TEAM). THANK YOU FOR YOUR WEE TIP. IF OTHER SU READERS HAVE TIPS, WRITE IN AND LET ME KNOW AND WE'LL PRINT THEM ON THIS PAGE.I WANT SCHOOL DAZE

Dear Wayne, Please, please, please could you help? I have fallen in love with a game called School Daze. I have played the game before and liked it so much. I said to myself, shall have to buy itl' I've looked in every shop but I still haven't found it. Please help me Wayne.

Paul Mackay Worcester P.S. you're not as bad as they say you are!
> - wayne says: I'm SORRY TO TELL YOU that you can no LONGER BUY THIS GAME IN THE SHOPS. MAYBE IF SOMEONE OUT THERE HAS SCHOOL DAZE THEY COULD WRITE TO PAUL AT 36 BRITANIA SQUARE, WORCESTER WR1 3DH.

## WHO WANTS MY PAPER?

Dear Su, I have got 10 rolls of thermal printing paper for the ZX printer and as I have no further use for It, I'd like to sell it. Any offers? If so write to:

John Bradford, 20 Holcote Close, Belvedere, Kent DA17 5RR

## ODE TO WAYNE SMEDLEY

There's a boy that I know called Wayne With acne all over his face He's a handsome young man all the same Compared with the blob from space

Now you may think that is unfair To call Wayne ugly but you see He's the boy with radio-active hair And all the finesse of a flea

His nose is all twisted and bent His mouth is exactly the same With nostrils like giant air vents 'Oh mummy' is his favourite game

As a writer he's really naff The fame has just gone to his head His replies are good for a laugh You should put me in charge instead

He plays with his plane As though no one cares His favourite clothes Are bright purple flares



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## Name. <br> Address.

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Power Drift must be the boy racer's dream game. All the elements that your XR3 driving megalad could possibly desire have been captured; squeely tyres, ultra high speed, treacherous roads, no traffic cops and a simple mission get round the track before everyone else, by fair means


nothing to do with the saving on graphics memory involved In only showing the backs of the other cars. I was also a bit bothered by the fact that your wheels don't turn round either.
Everyone in the history of the world must know by now that achieving a three-dimensional effect with some degree of speed is virtually impossible on a home machine.


Power Drift is viewed by many as the ultimate arcade driving experience. You win more through bottle than driving expertise.
It's a simple fact of life that the graphics are a poor imitation of the coin op. But that's fine. It's the impression of the game that matters. And it's ust about there.
The control of the car is simple. Left, right, gas, brake, change gear (hi or low). At the start of each race you can cycle through a selection of drivers (which determine which car you'll have) and then decide on which course you want to race.


Ultimate driving game makes the transition, just.

| GRAPHICS | SOUND |  |  |
| :---: | :---: | :---: | :---: |
| 2 | 65 | 5 | 65 |
| 6 | 80 | -3 | 79 |
| PLAYABILITY | LASTABILITY |  |  |

|||||||||||||||||||||||||||||||||||||||||||||||||||||

Label: Activision Author: In house Price: $£ 8.95$
Memory: $48 \mathrm{~K} / 128 \mathrm{~K}$ Joystick: Various
Reviewer:
2 Dus

The terrain changes wildly from course to course. One moment you'll be swooshing over sand dunes and loose gravel, and the next you'll be smashing your shock absorbers on bone-shaking rock formations.
Different road surfaces require different styles of driv. ing. You'll have to turn in much earlier on a loose surface to avold sliding out of control.
A point which I found disturbing is that the other drivers on the course never, ever, slide off the track or even drift at all. I'm sure this is

Obviously, you end up allow. Ing for the sacrifices made by the programmers in order to give a fast game with ropey graphics or a fab looking game that's none too fast. Power Drift strikes a medium that is far from perfect but about as good as anyone could reasonably expect. There are some definitely wonky pleces of coding. On the elevated sections, why do the huge rocks at the side of the road hang, unsupported, in the air? Why can you drive through the tyres of the other cars some times, but get bumped off after a tiny knock at others?
Although I found myself infuriated by these niggles, it has to be said that I did go back and play the game time after time. It definitely has a great deal of finely honed
playability. Yes, sometimes it is very hard to see what's going on on the screeen, but you're still determined to get that "third or better" position to get through to the next change.
So, Power Drift wins in the end. It's playability wins through over some dodgy features. A triumph over adversity.


## 4 Sinclair User - The first with the BIG NEWS for the Spectrum Codemasters have announced     วч1 10 Кวeinวoe pue pards วyı          tion facility of all CD players and the disk will hold almost megabytes of game.  SAM, using David Whittaker's music utility and Bo Jangeborg's graphics routines. ogether; $£ 39.95$ for a 256 K ROM pack; $£ 19.95$ for an inter-  $£ 29.95$ for a parallel/RS/232 various leads and connectors from $£ 4.95$ to $£ 9.95$. will be sold without any games, though it will include the Flash graphics package and some demo programs. <br> | © |
| :--- |
| $\stackrel{5}{3}$ | sh Programmers' Development Sy tem has been made compatible with the SAM, MGT reckon tha it should only take a week for any game written for a Z-80-   tronics and engineering com-    <br> (0)on increased prices for RAM PCs, a poor investment in a chip manufacturing company, competition in the audio market and  <br> yग S! IEİns UE!V plo 100 d being worth only around $£ 26 \mathrm{~m}$, so if you'd like to lend him a few bob, send it to the Save Lord Sugar Fund, c/o Jim's Bank Account, Sinclair User. <br>  Amstrad's share prices dropped below 50 p - a quarter of their o8e дeว人 e әoud <br> $\qquad$



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 for 50 p less than the plebs!}

OFF OFF OFF, it's all coming off. What an amaz ing offer we have for you this month and on this very page too, pheweee. Yes indeedy, an offer type bonanza if ever there was.
What are we prattling on about? We'll tell you shall we (I wish you bloody well would - all SU readers in the Bradford area). Cash, dosh, wonga that's what. We've managed to wangle a 'wowee omigosh I don't believe it' amount of 50p off the price of a ticket to the fantabulous Computer Shopper Show. Just for you, so we hope you ruddy well appreciate it.

How can I take advantage of this once in a lifetime, never to be repeated offer I hear you cry (ok then, whisper)? Well, all you have to do is cut out the coupon below take it along to The Computer Shopper Show and thrust it under the nose of the man on the door and he'll let you through on the cheap. Prices for admission are $£ 4$ for adults, $£ 3$ for children and $£ 14$ for a family group of two adults and two children. The show runs from: November 24th to the 26th at Alexandra Palace (nearest station is Alexandra Palace, surprise surprise) and there'll be plenty of soft and hardware goodies for you to ogle at so we suggest you hot foot it down there and see for
yourself.


```
Stage
```

Stage
You are standing on a flzt plain. From here it
You are standing on a flzt plain. From here it
seeme that all the wor ld's a stage, and all the
seeme that all the wor ld's a stage, and all the
men and women merely Player:s: they have the in
men and women merely Player:s: they have the in
exits and their entrances to the north; south.
exits and their entrances to the north; south.
east and west.
east and west.
in
in
You are on a wild heath., so foul and fair a day
You are on a wild heath., so foul and fair a day
you haue not seen. A path legds off to the south,
you haue not seen. A path legds off to the south,
there is a forest path to the nor thmest, and a
there is a forest path to the nor thmest, and a
Chilly wind blouz doun a path to the northeast.
Chilly wind blouz doun a path to the northeast.
What are these so wither'd and wild in the in
What are these so wither'd and wild in the in
at.tire? They should be wamen but their beards
at.tire? They should be wamen but their beards
forbid thee to interpret that they ares so.
forbid thee to interpret that they ares so.
The witches are prepared to give you one of the
The witches are prepared to give you one of the
following objects:
following objects:
qn eye of neut.
qn eye of neut.
A toe of frog
A toe of frog
Q wobol of bst
Q wobol of bst
a tongue of dog
a tongue of dog
Which ob ject wil1 you take?
Which ob ject wil1 you take?
3
3
"Where shall we three met again?" If you pick up the right item EYE think things could get easier!

```

\section*{Avon, one part Verona and one} part blasted heath (who?). Your aim is simply to get back to the real world.

You don't have to know much about Shakespeare to play the game, because although the

The screen display consists of nothing but text and a short description of your location and score. The parser is quite powerful, allowing chaining of commands, and you can choose terse, normal or long

So there you are, standing in a world that, glthough it is definitely HOT
Stratford-upon-hwon, does seem to have this strange Shakespearean flawour. To judge by those fragments of Shakespeare's works that you can remember, it all looke very much as though you may haue been transported into the wor 1d of his plays, but it will be your wits rather than your knowledge that will help you now.
hower it mas that got you into this nightmare, it is now up to you to find your way back to the present day. Good luck!

You are standing on a flat plain. From here it seems that all the war 1d's a stage, and all the men and wamen merely playens: they have their exits and their entrances to the rorth, south, east and west.
"Once more unto the breech dear friends.-" And so you begin Avon and start a journey littered with Shakespearean prose.
scene descriptions. There's a Help routine which prompts you to type in requests for hints listed on a sheet, and you get a postcard of Stratford with the package!

There's also a free bonus adventure, Monsters of Murdac, on the other side of the disk. This too is a text-only adventure, but in a more conventional pixies-and-princesses vein, involving a bold adventurer exploring a mysterious world of cannibals, ogres, witches and sorcery.
Although it's a pleasure to
find adventure games which aren't full of spelling mistakes, Avon is a blt of a let-down for a Shakespearian scholar such as myself (hem-hem modesty modesty) and Murdac is merely average adventure fair. Reasonable VFM, though.


REVIEW



\section*{THE ULTIMATE DRIVING SIMULATOR}
- that leaves all other driving games behind!

How would you like to test drive a high powered sports car on a stunt course? Have you ever jumped a draw bridge or driven a loop-the-loop? Now's your chance!

Or maybe high-speed driving is your idea of excitement. Step on the gas and try to keep control while skidding round the corners. weave in and out of the traffic and avoid oncoming cars!
Hard Drivin', available for your home computer, is not just the best game on offer - it's a whole new driving experience.

Take Hard Drivin' for a test drive today!



\section*{ \\ \(1 \begin{aligned} & \text { QUALIFY AND CHALLENGE } \\ & \text { THE TOP HARD DRIVER: }\end{aligned}\) \\ \(1 \begin{aligned} & \text { QUALIFY AND CHALLENGE } \\ & \text { THE TOP HARD DRIVER: }\end{aligned}\)}

\section*{\(\qquad\) \\  \\ -}

EXCITING STUNT TRACK
WTHAAGODEGREEIOO WIHA 360.DEGREE LOOP
splendent in your butchness and waving several feet of cold steel that should serve you well for any open head surgery that you might like to try on a passing zombie.
And here comes one now, pushing it's way out of the ground. "Are you a private or National Health zombie?"
"Grunt!" He must be National

Haxell is a lonely place. The tormented screams of lost, dark souls echo in the void where h' pe is but a faded memory and pain is the currency in which all debts are paid. The Horned One, warped in his power and alone in his misery, waits only for the day of reckoning when the dead shall rise and the final judgement will be theirs



And what has all this to do with Ghouls N. Ghosts. Well not a lot except that we should try to set the scene. for what is a thoroughly evil program with some wicked and well tasty programming. For the sake of accuracy, for all you arcade freaksters out there, Ghouls N' Ghosts is US


Gold's conversion of the Capcom arcade classic of the same name, (which in effect is Ghosts \(\mathrm{N}^{\prime}\) Goblins II). In it, you must fight your way through five levels of nastiness in order to rescue the princess and live happily ever after in Surrey where you retire to write your memoires. Play begins with you suitably decked out in your designer Pierre Cardin metal vest, re-

Health you think as you make your first (and last) incision straight throught he neck. There, that's cured his headache permanently.
To show their (un)dying gratitude, sometimes nasties will bequeth you another type of weapon. These vary in type and include water, an axe.

"Nice doggy, fetch!!" Lobbing something onto the fast lane of the M1 won't work. This mean mongrel of doom can take a lot of
stick! stick!
sheridans etc. Each has its own advantages and weaknesses and each one, when walked over is swopped with the current weapon in use.
Now and again, you may get hit. The first successful attack completely relieves our hero of his armour - but he will battle on clad only in his tinfoil vest and knickers. Needless to say, the next hit is "Goodnight, good knight!"


\title{
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}

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footballer whose aim is to become the number one striker and
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Be prepared to work as hard ofr the field as you do on if.

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by gates with ascending numbers showing the route that you must follow. The way to race is by sliding the jet ski arund the corners. It's a sort of aquaplane skid and it's tricky to pick up but once you've mastered it the control becomes quite authentic. What does he mean authentic? I hear you cry from the depths of your armchairs. Well na na di na na to you mateys! l've jet skied with the best down the River Cole so I know!
The options screen at the begining gives a menu for 1 or 2 players and names can be entered for the contestants. There's a high score table and a controls menu that gives you numerous options for control over the two player's machines. Full marks to the twins for putting such a useful front end on the game.
On to the race courses. There are two locations for racing; the Lakes which is

Well here we have, Championship Jet Ski Simulator and what amazing feats of daring Jet Ski do can you undertake. None. Not a sausage. Not even the slightest wet wheelie. This game gives you all the misery of screaming around in the wet without even the exciting possibility of catching pneumonia or wearing a rubber suit (fnar), but wait. does the game have any merits at all? Yes it does. What you can do is race against a friend


Here at the Lakes it's all go! Jim's just sllightly behind but will he get past Garth on the next lap?
for each curcuit with a total time, your time bonus and your score. There's even a replay option that will show the last race again so that you can study your performance. Each time you qualify in a race you move onto the next course. The options menu is as comprehensive as any that may grace a full price game and it's a nice touch - so is the sampled voice that starts each race.
Jet skiing is fun, wildly exciting and wet. This game is fun for two but definitely a little wet when playing on your own. It's a reasonable race game but a simulator - no way! I think that the sooner someone decides that the Trade Description Act should be applied to the word Simula-
tor, the better and them perhaps race games will remain races and simulators will continue to be long and complicated and played by professional business people when they think that no-one will notice that the annual reports have suddenly turned into an


The dockyards call for some fancy jet skiing, and the watersplash at the top calls for a wet suit and a good run up.
around a variety of wet, wet, wet courses and listen attentively to the sampled voice. Is that enough to warrant you buying it? I should think not but if you're daft enough to buy it then you're daft enough to read about it and I'm more than daft enough to write about it so here we go....
Up to two jet skis out of the four that race can be controlled by players, with control being; rotate clockwise or anticlockwise and fire to accelerate. Each course is marked
easy peasey - the only obstacles are the odd jetty and weed beds which slow down your engine - or the Docks which, as you might imagine, are full of boats and weirs and general dockish sort of bits, hence the courses twist and turn like the hands of an arthritic journalist. (Oh yes? So why can't we prise them open when you've got money in them? Jim \& AI).
After each race there's a full run down of your times and

\section*{FAX BOX}

An average race game with above average
sound.
REVIEW
\begin{tabular}{|c|c|}
\hline GRAPHICS & SOUND \\
\hline 军 64 & 6t \$88 \\
\hline \[
87
\] & \(\Leftrightarrow 67\) \\
\hline PLAYABILITY & LAST ABILITY \\
\hline
\end{tabular}

CODE MASTERS Label Code Masters Author: The Oliver Twins Price: \(£ 2.99\) Memory: 48/128K Joystick: Various
Reviewer: Gerch Sumper Reviewer: cyern Sumpler


\section*{Pretty As A Picture, Mean As The Devil.}

Weird things happen... The slime is on the rise. The Titanic has arrived. And after 300 years, Vigo the Carpathian won't stay dead.

\section*{Who you gonna call?}

Get your bustin' business back on its feet. Hit the streets in your Ectomobile. Go underground to discover a river of slime...and rise above it all with the Statue of Liberty. All to turn evil to good and defeat Vigo at the Museum of Art.

Action, adventure, strategy challenges and great laughs. Ghostbusters II.


ATARI ST SCREEN SHOWN



\section*{RE BACKI}








DFaragnaynu


\footnotetext{

}





Arc Developments are a software development company that seem to have had a low profile in the past. Is it because they're based in Walsall, one of the backwaters of Birmingham who's only claim to fame is probably the efficiency of their traffic wardens? Garth, our own boy racer, tried to park his car in Waisall...
"Go on, I'm only 15 minutes late," I said to the Lone Cowboy of the single yellow lines. With a crooked grin, a flash of his ballpoint and a flourish of white paper, he'd taken my number, written the ticket, stuck it to my forehead and sent his pen spinning back into his pocket before I could even rip out my press card.
It was somewhat surprising to find that this miserable minion's efficiency paled into insignificance alongside the quiet success of Arc Developments, whose gentle and unassuming manner is in direct contrast to their efficient, market-conscious and highly professional approach to business. They are the team responsible for US Gold's Forgotten Worlds and are currently working on X Out for Rainbow Arts. With a fresh parking ticket still attached to my forehead, I went to see how the team worked..

Q: How did Arc Developments come into being?

Byron: We all worked for Elite as various parts of their in-house team, Paul arriving in April of 1987. I worked on Live and Let Die, Question of Sport and Pop Quiz. Chris wrote Hopping Mad and Storm Warrior on the C64 and Rich had had a stint on Overlander, Question of Sport and Pop Quiz. Paul, as a graphic designer had input into various programs but, like the rest of us, hes found it dull and lacking so by October of ' 88 we'd all decided to set up together to do what we did for Elite but be able to have a far greater input into design of a game.


The Arc team from left to right: Warren McCormack (seated). Chris Coupe, Richard Underhill, Byron Nilsson, Paul Walker and Tim Round

\section*{Q. What was your first job?}

Paul: Forgotten Worlds for US Gold. We worked really hard on the game, to get the graphics right and make sure that the pro gram was at its best. We decided from the outset that the most important thing for us as a company was to produce good products ON TIME. We think we achieved that with F.W. and we intend to continue at as high a level as we can produce.


The end of level nasty looks dead hard. Shoot out his ventricles and then shoot the oid bonehead right between the er... eyes


Q: So, \(X\) Out's your second job. How's it doing?

Byron: Well I'm working from the Amiga version of X Out from Rainbow Arts and I've got to squeeze as much as possible into the Spectrum. Rainbow Arts will give me a specification for the movement patterns and intelligence of enemy ships, mon-


ing jacket and fly off into the wild blue yonder. And believe me, it IS wild. The skies are densely populated with Messerschmitt 109's, with one ambition in life - to send your Spitfire spiraling down to splash into the old briney or to make a large hole in a field somewhere that will be


Never mind the 109 old chum, I think that most of the flak is coming from that \(U\) Boal. Pity you don't have any bombil
(Garth..GARTH! You can't drop Vera Lynn on the enemy it's just far too cruel. Get back to the plot! JIM)
Oh right. Well, in that case you can take a Spitfire instead. You begin the game with a squadron of eight and you must fly, for King George, across the channel avoiding

Armament is of course a dakka dakka, which, as you probably know, is a nose mounted cannon, synchronised so as not to shoot your propeller off. This must be used sparingly as you don't want to use all your bullets before you reach your objective. Oh yes, there's more.


\(\square\)ontact! And it's chocks away as you fire up the engine and it bursts into life. lifting you high above the clouds to Angels twelve-O England expects every man to do his duty and now it's your turn.

Spitfire is a previously unreleased game on the Encore label in which you don helmet, goggies and leather fly-
forever England - well, it will be forever dented Wilfred Owen me old china.
You are in control of Britain's great asset during the second world war. Yes, you are in the driving seat of Vera Lynn and you must fly her to her limits, take her across enemy territory and drop her on the hun. Ha! That should lead to an unconditional surrender within minutes.
enemy fire from ME 109's and shipping. This may seem like a tall order for a lone Spitty, but with it's superb handling you should be able to gob all over the opposition. The graphics in this game are good but the best part has to be the animation of the Spitfire. It is pretty good, with you being able to whack it into steep turns and play at daring doos with low level attacks.
Your instruments are simple enough - there's an altimeter to show height, a fuel gauge and damage is shown by bullet holes along the bottom of the screen. Fill the bottom of the screen and Ka-Boom. Bits of heroic flyer are scattered to the four winds.

You must fight your way across the channel, through flak and ME109's to destroy the V1 rocket taunching sites that are harassing old Blighty and making mincemeat out of the airfields.
These are by no means easy to take out as the launching ramps project up so you must fly over them and then turn and attack from the other side or, if you want to do a Biggles try diving at them but be warned - it calls for split second timing to avoid crashing into them and going up in a ball of flame.
This is not an originat idea but it is an original game and should give several hours of senseless shooting.


Ere we go, 'ere we go are we go... And here, indeed, do we go with errr., yes there's some news just coming in...Yes Cult have released a budget game that's really not

S-PLAY HFACH
4-TRF:DE PLAYERS:
S-ECIRL ECGRERE
E-INLIURIES.
P-FIXTURE L IET
B-HFRMFEER RFT INES
The manager's options menu. Morale isn't too great - is it
some changing room arguement between Garth and Gazza?

To start, the computer sorts the fixtures for the first season and shows a list of the order of matches both home and away indicating which teams are playing who. At the beginning. all the players in the squad are shown along with their energy level which begins at a sprightIy 100 and their average performance which begins at zero
"You're gonna get your bloomin' head kicked in!"

To begin the season you can load in a saved game or start from scratch and from one to eight teams can be controlled by the players. You are asked which of the teams you would like to manage. and once chosen. you can change the name of the manager and the
bad and should be able to compete with several of the football manager simulations on the market. Well. that's quite remarkable." Thank you Mr Coleman, and it's over to you Greavesy. -Yes, Saint well it's not sa baad. I fink it should give a cupla games somfink ta worry abaart. Cult've been getting a bit of a reputataion fer not giving \(100 \%\) so it's great ta see vat they've got a star player and lets 'ope this will see em turn around and start building a stronger side fer the new season."

Soccer 7 is a seven-a-side manager simulation, that takes you through the trials and tribulations of managing a squad of 10 players. You begin by choosN ing a team from eight and play is set up between two groups of four teams. You must manage your side and keep abreast (fnarr) of how the opposition fare.

\section*{E-TRFITHIFE}


\section*{\(\rightarrow\) RCIBS.CN}

SIHPLE TPR IN

Man United play a blinder under the questionalbe teadership
of soccer supermo Garth it in doubt of soccer supermo Garth 'If in doubt. Kick it ouf: Sumpler.

Players are broken down into four key groups; Goalkeeper, Defense. Midfielders anid Attack. There are nine in each team which includes two reserves with the tenth player in each squad joining in by watching from the sidelines and shouting
players to whatever you like. Real control of the team only begins once you are due to play a match. At this point all the nerve and verve of a football boss comes into play. Changing the team around, allocating part of the 40 hours towards either fitness or skill training. trading players, checking the leagues and even having a sneaky look at the manager's ratings - all are done via the pre-match menu. The team morale is also shown here - a low morale can lead to a team's low performance so winning matches is sooo important.
And so the whistle blows and the match begins. This is a text only affair with each team's strip (Oo-er), shown at the top of the screen. You decide on the playing formation, the level of

\section*{aggressiveness that the team} play at as a value between 1 and 9 and what type of game you play. For example, if you are playing an attacking game you can play it using either: Wingers, Long Balts (fnarr) or a slowly, slowly approach.

As the minutes slowly tick away, you are updated each time someone puts a ball in the back of the net. This tells you who scored and how they did it and at all times you have the option of sending on a substitute. Stabbing enter repeatedly will speed up the game between goal reports. On the final whistle the team's performance is rated and any injuries or bookings are shown. At this point you can assess the individual players and it someone is looking like they have two left feet. you should think about passing him on to someone else the next time you have a chance to trade players.
The game continues until you get to the end of the season where the two top clubs from each of the two groups go into a semi final - get past that and there's just the final between you and complete stardom as manager of the season.
I have to admit to be a big tan of football sims and this game certainty rates better than some I've seen and Soccer 7 really puts the boot in for games like World Cup Carnival and Handball Maradonna. At £2.99, with the option of eight managers playing together, I think it offers good value and if you've got seven mates around the house then what else could you do on a dull wet Saturday when your own team is playing away?



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First the computer looks at how far along the course the player is. It then steps slowly forward through the map, at each step remembering that it is moving slightly further away from the position of the player's car, and therefore up the display. One step forward is one pixel line higher on the display... more or less anyway.

At each step forward if sees if the road is bending to the right or leff, or just continuing forward; depending on what it is doing it alters the co-ordinate of the road centre for this pixel line on the display. The amount that the centre co-ordinate is modified by depends on how far away the bend, or whatever, is from the player's position... perspective! The values of all the road cenfres for each row of the display are stored away in a 'road cen. tres' table.
Q:OK, so you now know where the centre of the road is for each line of the display, how do you draw the road?
The road centres table is scanned through. Each line on the display corresponds to a certain road width - the perspective means that the road gets progressively narrower as it gets further away from the player's position.

For any row on the screen the road starts at the co-ordinate of the centre of the road minus half the width of the road at that point, and finishes at the co-ordinates of the centre of the road plus half the width of the road at that point. In effect the road is just a series of horizontal lines.

On the spectrum one memory iocation corresponds to eight pixels on the screen, one bit per pixel. The quickest way, therefore, to draw things on the screen is not to do it a pixel at a fime, but 8 plxels at a time. For this reason the road is drawn in three parts. The left edge, the right edge and the middie. The 'graphics' for the road edges are read out of a table. The middle of the road is always solid black and can be drawn very quickly by storing 255 (which corresponds to 8 black pixels) in every memory location between the left edge and right edge of the road.


Q: What about cars and road side objects?
They are drawn as sprites. Initially we were thinking about writing software scaling routines, to change the size of an object in real time as it comes towards the player - we soon realised that this slows the game down considerably, and therefore we cheat by using several different objects - each silightly smaller than the last.

One fairly non-standard thing we had to do with the objects was to depth sort them. Obviously cars in the background must
be obscured by cars in the foreground.
Rather than using complex masking techniques, the cars and other objects are sorted according to their distance from the player's position and then printed to the screen from the most distant to closest. This means that a car in the background is drawn before a car in the foreground and thus it gets covered up by the nearer car if they overlap.
Q: What about actually printing the objects?
To speed object printing up eight different routines are used, each routine drawing the object to a different pixel position. Because pixels come in groups of eight the quickest way of printing the objects is to use eight different routines, each of which moves the pixels in the sprite onto the 8 -pixel group boundaries correctly.

Because all objects in the game can change size, as they approach the player, the object drawing routines can handle objects of any size. This makes for a liftle more complexity, but it is easier than having routines to draw singie size objects and building up big objects out of groups of small objects.
Q: Did you have trouble making the game run quickly?
That was probably the hardest part of the entire project. All the calculations that had to be performed every time the screen was regenerated certainly took their toll on the poor old Spec. trum.

The maths wouldn't be too bad if such precision wasn't needed. Most video games can get away using numbers between 0 and 255 for aliens ( \(x, y\) ) co-ordinate and things, with The Duel that was simply not possible. In many case I had to scale down 32 bit numbers, that means BIG numbers for the non-programmers - scaling down small numbers is slow enough.
\(Q\) : Aren't there quite a few relatively fast driving games on the Spectrum?
Yes, but they have got it easy, really. On The Duel you can drive off the road and drive back onto it at a funny angle - in all other driving games, that I know of, the piayer is not in the driving seat - they are looking down at the car from above. In The Duel, as the player swings across the road the whole screen has to swing around. Because the player is in the car tooking out of the window a whole new level of complexity is added to all calculations. First person perspective really pushes the Spectrum to its limit. I guess The Duel should be considered a driving simulator rather than a driving game.
Q:What kind of control does the player have over the car?
Obviously the player can steer, accelerate and decelerate. One feature unique to The Duel is that it has gears. Just like a real car you can over rev and blow the engine. Deciding the optimum time to change gear adds another dimension of reality not available on most other games.
Q:Are you pleased with the finished product?
Yes. I think that for a first person perspective driving game it works remarkably well on the Spectrum. It has a good feel to it driving off the road and going exploring can be quite amusing. Obviously one or two things in the Amiga version were not possible to include in the Spectrum version, but I think that we made all the right decisions about what must stay and what could go.


\title{
TINTIN ON THE MOON
}


"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained conciousness. Everything seems OK, we are now taking over the controls of the rocket." Aboard the rocket, you will relive with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!
Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition foil? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which ins't everybody's idea of fun)? Will you succeed in finding and disorming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...
Before Armstrong there was Tintin and... may be you!

\section*{Really challenging AD \& D compo:}
\(\mathrm{£100}\) worth of Dungeons \& Dragons books go to: Christopher Hackford, Gt. Yarmouth, Norfolk Basic sets go to: Daniel Edwards, Chorley, Lancs John Tingle, Sherfield Michael Harvey, Leith, Edinburgh Nafisa Hussain, Worcester David Gilbert, Darras Hall, Newcastle upon Tyne J Scott, Hemel Hempstead, Herts Jacob Chinchen, Norton Tower, Halifax HD Wiltshire, Risca, Gwent Chris Wood, Marchington, Staffs Andrew Weir, Sandsfield Park, Carlisle Margaret Greaves, Leicester Lee Anderton, Little Sutton, South Wirral Matthew Ling, Mickleover, Derby Daniel O'Neill, Clayton West, Huddersfield Darren Mancini, Leamington Spa, Warks Marlin Cullen, Draycott, Somerset Gary Allford, Newport, Gwent L Hodgkinson, Sutton Farm, Shrewsbury Alan Scrivens, Chessington, Surrey David Farress, Southminster, Essex Karl Mallk, Knock, Belfast Daniel Curranc, Letterkenny, Co Donegal Stephen Game, Sudbury, Suffolk Peter Ashton, Beacon Park, Plymouth Richard Bailey, Newton le Willows, Merseyside J Cogle, Allanton, Berwickshire Craig White, Henley-in-Arden, Solihull Matthew Hassall, Pewsey, Wilts Danneey Lane, New Brancepeth, Durham Paul Cheeseman, Basingstoke, Hants Roland Craggs, Sacriston, Durham Rosie Piper, Eccles, Maidstone Josef AIQubanchi, Newcastle-upon-Tyne Jason Stevens, Minster Sheppey, Kent Philip Oultram, Chadderton, Oldham Barry Roberts, Warrington, Cheshire
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\section*{Fuzzy Duck compo}

Dynamite Dux Coin-Op machine from Ocean goes to: Andrew Smart, Water Orton, Birmingham

\section*{Jim give me all your groovy Canon Sure Shot camera, T-shirt and poster from Virgin goes to: MC Huyton, Knutsford, Cheshire gear compo}

\section*{I'll be having a giant, thanks compo}

A copy of Giants game from US Gold goes to each of the following: Sam Chew, Ashburton, S. Devon Charles Ward, Rhondda, Mid Glam Jonathan Wheeler, Biggleswade, Beds Neill Lamb, Dalkeith, Midlothian Richard Long, Sevenoaks, Kent Mr Tomes, Cyncoed, Cardiff Robert Coxhill, Puckeridge, Herts AA Grimmes, Alton, Hants Cedric Davidson, South Gosforth, Tyne \& Wear Daniel Cranage, Hastings, E. Sussex Richard Paterdon, Ardentinny, Argyll M Greaves, Leicester Stewart King, Wetherby, W. Yorks R Thomas, Newport, Gwent Glen Elliott, Binstead, Isle of Wight Christian James, Felixstowe, Suffolk Jason Pontin, Farnborough, Hants Keith Drayton, liminster, Somerset Robin Hilder, Rogate, Hants Gary Evans, Anfield, Liverpool Simon Parker, Cardiff Alastair Willis, Cupar Muir, Fife Richard Francis, Newton Means, Glasgow Raymond Vickers, Bishop Auckland, Co Durham Kris Griffin, Stoulton, Worcs

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\section*{AND SO HAS MY MATE}

D
Rupe, We're having problems together with \(m y+2\). What happens is that the 128 k music doesn't appear to work with some games - the first one was Bubble Bobble. With this, the music played the first time we loaded the game, but never again. Others, like Kickstart 2, don't work at all. What's wrong?

Matthew Johnson and Adrian Travis Address unknown
-Two things might be wrong - if you're loading them in 48 K mode, then the sound chip won't work. But I'm sure you're not that daft, so it sounds (hoho) like there's a subtle fault in the computer. Different games access the sound chip in different ways, so it's possible that there's something very obscure that only affects some software. Can't say more than that, though, so trot off and get the machine fix toot-sweet.

\section*{WIIH ME JET SET WILIY}

Dear Singh, please can you help me? I have the game Jet Set Willy, but I've lost the coded piece of paper which allows you to start the game. Is there a poke to get past the stupid protection?

Anonymous Somewhere in Gillingham Dorset
-Ever wondered what a sharp intake of breath looks like in
print? Fwooorh. There, that's what. We can't go publishing things like that, because it would only encourage nasty evil pirates to rip off games (apparently some people do this, hard as it may be to believe). This does mean that you've got a problem - try writing to the publishers of this ancient game with some proof that you've got a legal copy (try photocopying the cassette) and they should send you a spare card, if they've got any heart.

\section*{...SAVING ROM}

Dear Sir, l've got a 48 K Spectrum that's been upgraded to a Plus with an Interface 1, which I use with Tasword Two and an Epson DX-100 daisywheel printer. This works quite well, with one problem. If I take the printer off-line, say to feed paper in or out, then when I put it on-line again it will not receive any information from the Spectrum. I have to turn the printer off and on again at the mains before it fill work. It worked with an Atari when I tested it. I'm mystified

Peter Hopkins Ryde, Cheshire
e and I', Doctor Goodwins - pleased to meet you. Ahem. This looks like a handshaking problem - the printer probably sets a
signal to say "Don't send any more data" when you take it offline, and this may not be reset when you back on-line. The other computer you tried it with may not be testing that signal before sending information. You could try removing the wire from pin 4 on the Spectrum end of the lead, and hook pin 4 to pin 6, but this may lose you characters on long documents. If your printer has the choice between X-ON/X-OFF and hardware handshaking, choose the latter, since that's the version the Spectrum uses.

\section*{AND I NEED A STYLUS}

Dear Wayne, Please, please, please, please could you tell me where I could get a Stylus for a fair price for the Spectrum +2 ? Please look everywhere, I need a Stylus

Desperate" Stanley, Co. Durham
*;BLOB\} Dear Desperate. A stylus is used with a gramophone to turn the little wiggles in the grooves into sound - monophonic, or stereophonic with the appropriate equipment. A Spectrum +2 is not a gramophone, but a computer, and even if fitted with a stylus can reproduce neither mono nor stereo records. Indeed, it would probably damage them beyond recognition, and thus can only be recommended for Kylie Minogue. I suggest
you try What Boring Old Drivel And HiFi Yawn.

Dear Dr Puke (here, steady on old man. We have your pet rabbit hostage - RG) I bought a Star LC-10 printer which works fine with my +3 for screen copies. However, I had problems with LPRINT and LLIST until I discovered that POKE 23354,62 and POKE 23355,16 made the printer burst into life here too. I know this isn't a problem, but I just thought that other readers might find it useful.

Clinton Rindfuss No Address Supplied
el'm sure they will, and so l've arranged for your pet rabbit to be released. Thanks.


\section*{...DO WE FILLTHE GAP?}

Games programming is very challenging because each new game demands innovation and features which are different from past games. This usually means that we have to come up with new routines that are written from scratch for each game. Business programmers have got it easy - they can draw on stock routines such as calculators, display routines etc and Just tallor the stock routines into a new package with a so called 'new' product at the end of the day.

The subject of this month's discussion is the 'fill' routine. It will always be associated with graphical programs by virtue of its task, but it is seldom seen in games because quite frankly, a 'fill' usually runs at a snails pace. However, a programmer would not usually come up with a new fill algorithm and I have used the same program for years now.

Figure 1 has the source code llsting in machine code for the basic fill algorithm. It is quite short considering the job it has to do but then again it is fairly efficient in terms of speed. The program is quite complex in operation as it is recursive . ie. it keeps calling itself until it has finished.

\section*{RECURSION}

This term needs a little explanation. A common routine structure is a LOOP. Loops appear all over the place. FOR/NEXT instructions in BASIC are probably
the type known to most people but the format of a loop is nearly always as shown here:-
Using a counter.
1. Set a counter 2. Perform the program task 3. Decrement counter 4 . Go back to stage 2 until counter \(=05\). Finished
Using a test to terminate the loop.
1. Perform the program task 2. Perform the test - eg. read keyboard 3. Go back to stage 1 until test fails 4 . Finished

The first stage in a loop structure can involve setting a counter. This is followed by the program main body and finally there is some form of 'decrement counter and jump back if not zero' type of arrangement. The number of loops is determined by a counter or it could be a test - say reading a keyboard to see if a key is being pressed. A loop cannot loop forever or we would have a 'lock-up' situation and so there is always some conditional situation for a loop to work successfully. A RECURSIVE program is one whereby it CALLs itself from within it. self:-
PROGRAM:
II]CALL PROGRAM
RET
Yes! It is daft. The code above would just make the machine crash. It is not the same as a lock-up condition that can happen in a bug ridden loop but it is making the stack grow to enormous proportions until something gibes. Practical Recursion Is not as daff as
this but is typically like this instead:-
LD (MEM),SP PROGRAM:]I]
CALL COMPLICATED_TEST CALL NZ,PROGRAM
LD SP,(MEM)
RET
This is only an illustration of what a recursive routine is all about. In the above instance, the sub-routine
COMPLICATED_TEST has a conditional result - namely zero or not zero. In the not zero case the whole lot is called again (with the stack growíng by two bytes per call). If we relate this to the fill routine we can see that the complex task of determining which pixels need 'filling' can only be done on a pixel by pixel basis.
Effectively we check one pixel to see if it is filled and we store the status of the four pixels adjacent to the one we are testing.

If any of the four adjacent pixels need filling then we will want to re-enter the program again but wit a new central pixel forming the basis of the complicated test. This will happen until there are no more pixels to fill and all adjacent ones have been filled - hence the condition to loop back will fail when the program has done its job. The stack printer can be restored as shown for simplicity. The fill routine in figure 1 does not actually CALL itself from within but it jumps back at FII30.

Before you say 'ah, but that's a conditional loop then', just look at the couple of PUSH HL and PUSH

AF instructions embedded in the main body of code. These pushes contain a screen co-ordinate and flags for the testing process to determine pixels which need filling. Initially \(B C\) is used to push FFOO Hex on the stack as a Stop Code. As the various values get 'popped' off the stack we only return when this value of FFOO Hex crops up. This is our condition that prevents the program going mad and never returning.

A recursive routine is a very difficult type of routine to design and unfortunately it seems to be cropping up in more and more kinds of programming areas. The printed circuit board design packages which are being used in the CAD field are a good example of recursive design.
The routine wants typing into an assembler and basically you can assemble it anywhere convenient but do remember to provide adequate RAM for the stack to grow (downwards remember!). I have omitted to put a stack check in this program as it only makes it longer and more complicated. In practice I just allow 600 bytes or so of stack space and this is usually enough. Only in this case it is not really a blank but part of the design of a tile pattern! Plotting tile patterns will only succeed in making the routine lock-up as it would be going around in circles trying to do the job!


Figure 1 - The fill routine
PROGRAM …...
iD DE, (XYPOS)

ID BC,FFOOH PUSH BC
LD B.C
F10: LD H.D
LD L,E
CALLFTEST
JR Z.F130
Fi2O: POP BC
LD A.B
SCF
INC A
RET 2
POPDE
JR FIIO
F130: CALLFPLOT
BIT 7.8
JR Z.F140
INCL
JR FI5O
F140: LD A,4
DEC L
AND A
FI50: JR Z,FI60
CALL FTEST
JR NZ,FI60
BIT O.B
JR NZ.F170
SET \(O, B\)
LD A.B
CPI AND 80 H PUSH HL PUSH AF JR F170
FI60: RES O,B
FI70: LD L,E
LD C. 2
INC H
LD A.H
CP 192
FI8O: JR Z.FI9O
CALL FTEST
JR NZ,F190
LD A,B
AND C
JR NZ,F1100
LD. A.B
OR C
LD B,A
AND 81 H
PUSH HL
PUSH AF
JR F1100
FI90:
LD A.C
CPL
AND B
tD B, A
FIIOO: SLA C
BIT 2.C
JR Z.F11 10
LD H,D
;PUTTING THE STOP CODE OF OFFOOH :ON THE STACK
; \(\mathrm{HL}=\mathrm{DE}=\) SCREEN CO-ORDINATE
:INITIAL SCREEN TEST
:POP FLAG OFF STACK
;IF = OFFH THEN RETURN - WORK DONEI
;IF NOT THEN GET SCREEN INTO DE
:AND CONTINUE
;THE ACTUAL 'FILL' IE. A PLOT
;CHECKING A PIXEL TO SEE IF IT
:NEEDS FILLING

SAVING SCREEN AND FLAG PARAMETERS :FOR LATER
:CHECKING TO SEE IF WE ARE GOING OFF :SCREEN
:TESTING TO SEE IF PIXEL IS ON OR OFF

SAVING PIXEL CO-ORDINATES AND FLAGS OON THE STACK FOR LATER

LD A.H
DECH
AND A
JR FI80
F1110:
JR NZ, F11 20
INCE
JR FII 30
F1120:
DECE
AND A
F1130:
JP NZ.FF10
JP Fl20
FPLOT:
PUSH BC
PUSH HL
CALL GET_SCR
OR (HL)
LD (HL),A
POP HL
POP BC
RET FTEST:
PUSH BC
PUSH HL
CALL GET_SCR
AND (HL)
POP HL
POP BC
RET
GET_SCR:
LD A.H
SRL A
SCF
RRA
SRL. A
XOR H
AND OFBH
XOR H
AND, XOR
LD B,A
LD A, L
RLCA
RLCA
RLCA
RLCA
XOR H
AND OC7H
XORH
RLCA
RLCA
LD C, A
LD A, L
LD H,B
LD L.C
AND 7
LD B,A
INC B
LD A. 1
RRCA
JNZ GET10
RET
XYPOS:
DEFB 127
DEFB 87
:THE RECURSIVE BIT - JUMPING'BACK TO START AGAIN WITH NEW PARAMETERS ON THE :CALLED TO PLOT A PIXEL
¿SAVE REGISTERS FROM CORRUPTION
:CALCULATE SCREEN ADDRESS
:OR IN THE PIXEL - FILLING IT
:STORE NEW SCREEN BYTE :RESTORE REGISTERS
:CALLED TO TEST IF A PIXEL IS THERE OR NOT :SAVE BC AND HL
:CALCULATE SCREEN ADDRESS
TTEST RELEVANT BIT ON SCREEN :RESTORE REGISTERS
;RETURN WITH ZERO/NOT ZERO
;CALLED TO CALCUALTE SCREEN ADDRESS
;FROM CO;ORDINATES IN HL
;SET UP THE HIGH BYTE FIRST
:A NOW HOLDS 010XXXXXX
:MERGE IN THE 3 LOWER BITS OF H
;WITH BIT MERGE TECHNIQUE
:OF XOR.
: \(B=\) HIGH BYTE OF SCREEN ADDRESS
NOW PROCESS LOW BYTE
保ET BITS INTO RIGHT PLACES
;GET BITS INTO RIGHT PLACES
;BIT MERGE AGAIN
;BC=SCREEN ADDRESS
:NOW WE PROCESS PIXEL POSITION WITHIN
THE BYTE
\(\mathrm{HL}=\mathrm{BC}\)
WE ARE ONLY CONCERNED WITH BITS 0-2
;USE B AS COUNTER
: \(B=1-8\)
A IS A BIT MASK GET10:
;ROTATE MASK INTO CORRECT PLACE :IOOP BACK UNTLL DONE
;THESE NUMBERS ARE THE SCREEN CENTRE ;BUT PRE-LOAD THEM WITH THE FIRST PIXEL ¿CO-ORDINATE THAT YOU WANT FILLING.
are falling off the
trees, the hair is falling out of Jim's forehead and the punters are falling out of the big Run cabinets as it sloshes 'em around all this and more this month on coin-

\section*{Midnight Resistance - Data East}

Data East have been coming up with some corkers recently - Dragon Ninja, Robocop, and now Midnight Resisfance. A combination of jumpy-jumpy and shooty. it's got a slightly novel control system, in that you get to twist the Joystick 360 degrees which alters your direction of fire, while you have a normal 8-way movement at the same
time...like in lkari Warriors III. Zapper extrodinaire, you cream the nasty evil oppressors wi' gun....but the best bit comes when you finish the level and get to choose new weapons stand in line for your flame thrower pleeasssel Big sprites, good game play and it's. doing ver well on test in London.

\section*{Pinball \\ 1 Iiliams really do} - some great pinball tables, the lalest of which is Pollice Force. Packed with features such as The Worlds First Moving Police Car in any Pinball it is a superb table for any level of player. But how do they fit a police car into a pinball machine?

Cue Brick = A Konami title of many moons ago if there ever was one. Well now there's something of the same llk in the orcades, Cue Brick.
The screen is a matrix of tiles, like a sliding block puzzle. There is a track jum-bled-up in it, which you have to manipulate to make a bail roll aiong it and so tinish the level. Smati graphics make it fun to play - and although it might not be the most original or adrenalinepumpling effort - it vou're in the right kind of mood itid be worth a go or seven.
 make cage. Graphics 8 Sound \({ }^{7}\) Addictiveness 6
Gameplay Gameplay overall 7


\section*{Big Run - Jaleco}

Dld you know that the most dangerous rond race in the world is the Paris to Dakar road race? Worse even than the Ealing to Hanger

African continent and lis you're into racing there from under the shadow of the Elfel tower, as they do, be warned that there are so many diver and specto


JN Soudoron - copocom

0h dearie, deatie, me. Just when we all thought that capcom were going to come out with something really interesting after the amazing sucess of Strider and what happens? Barll UN Squadron.
This is a great looking horizontal scroller, but it is totelly devold of imagination and gameplay. Even the most hardened gameployers in the office had to admit deteat atter a few goes - they were |ust falling asleep on the lobl
The story is a usual 'zap the internationat tertorists thing-but at the beginning you can pick one of three types of place to fly.

each plloted by a different nationality of flyer. You've got your Japanese Shin-Kazama. Mickey Simon the American or Greig Gate from.... Holland.

The age of the Eurogame has arrived boys! Each plane has different charactaristics that make you use different tactics. but you soon end up think-
that each year various people get upset and try to have If banned. Maybe people will try to get the sit. down version of the Raily. Jaleco's Big Run, banned too as it don't half upset your fummy affer a blg funch.
Yup, Big Run is a driving game, complete with five big levels, and athough il's not quile up to the standard of Super Monaco Grand Prix, it's still a good laugh. Controls are pretty simpte, with a tighiflow gear stick and accellerator, brake and steering wheel. Jaleco further claim that the moveable sit-downimitaies every rock and stone in the road and by golly it feels like it as you swerve about the place.
Fine graphics and sound make this a class release and thd imagine that if you link the units together, like they say you can, it would make it even better to
Pretty good racing/rantage of
with the added advant with other
being able to link
units. Not Bad Grap 8
Graphics 8 Sound 8 , 8
                                    dictiveness 7 Gameplay 8
                                    8
ing to yoursell, what's the point?
With all the technical wizadry at its fingertips, it seems astontshing that nice people like Capcom can come up with something as fingers down the throat as this. Betler fuck next time chaps.
\(B A X B O X\)
Worst CP System game to come out from Capcom yet
we want Strider lill Giaphep
Graphles

\section*{Gameplay}
overall 5


\title{
FIGHTING \\ 
}

Sounds like a winner doesn't it? Unfortunately, while the title promises so much, the game doesn't really deliver.
For a start, the game doesn't include any fighting. Dodgy translation from the Japanese, apparently. This, I have to say is a bit of a let down.
I was fully expecting a lot of "Climb player", "punch ref" options, or at the very least the ability to determine how high your tackles are. Alas, there's none of it. Fighting Soccer is simply a reasonable conversion of a pretty average footy game.
You're given a top down view of the pitch and all the players. There's not much colour (green pitch and shaded black players). The screen scrolls poorly, and the animation of the players is slow and jerky.
Obviously, the aim of the game is to stuff the ball into the opposition's onion bag as many times as possible before the end of the game. In a sort of World Cup scenario, you play teams from around the globe, each with different strengths and weaknesses.
Since you can't control more than one player at time, you


\section*{Do the players move so fast that theyire just a blur?}

\section*{No. not at all. H's Just that they are just a blur anyway}
so dazed he just lets the ball through.
An off-the-fine clearance is a rare event.
In fact, scoring goals isn't that tough. I found that the effort involved getting the ball and my players up the pitch far tougher than actually banging one in, John.
Probably the nicest programming touch crops up when you're jumping for a header. The players rise up from the pitch as they scramble for the ball.
The only reason people play sports games in the arcades and indeed at home- whether it's a soccer game or a bowling simulation, is the playability. On a home machine, you have to make a careful decision whether to concentrate on the pics or the action. Fighting Soccer falls resolutely between both stools, and smashes its teeth out in the process.
are forced to rely on the computer to guide the remaining men in your team into sensible pass-opportunity places. This is all very well, but the naff nature of the animation and action makes any really plans of strategy a little bit pie-in the sky, Brian.
The opposing team seems to have a shooting advantage that I simply can't put down to my big match nerves, Saint. Once one of the other team has the ball at his feet, he pummels the goalie with the ball until the poor lad is FAX BOX
 Label: Activision Aur: \(\mathbf{4 8 K} / \mathbf{1 2 8 K}\) Price: £8.95 Memstick: Various Joystick: Various

REVIEW Fairly wonky soccer sim. Nice name, sim. Nice name, it up.
nothing to back



Following Tracksuit Manager's No. 1 Success comes

\section*{BOXING MANAGER}

Real Fighting - Real Tactics - Real Management End of Round 7 your boxer returns to the corner. The cuts worsening and there's a swelling beneath the eye. You have thirty seconds to patch him up. What about your fight tactics? Is he in front? Only the three fight judges know for sure, should you give him further instructions? - too late the bell sounds

\section*{YES ANOTHER SMASH HIT COMING}

All fights use an artificial intelligence with indepth commentary as 100 Boxers struggle to become Heavyweight champion of the world.

\section*{THIS GAME HAS...}

100 Boxers 20 fight Managers all with individual abilities and ratings, 2 scouts \(\bullet\) Different governing bodies \(\bullet\) Physio • Trainer \(\bullet\) Area national and world ranking displayed * Secretary * Filofax * Letters and telephone calls * It's all here with more

\section*{PLUS...}
- Move around your office - Use your telephone - Answer mail - Sign agreements with boxers, promoters, governing bodies e Set up deals e Visit physio or pop into the training camp • Manage up to Five boxers at once.

\section*{ALSO...}

Decide upon fight tactics according to the strength and weaknesses of your boxers, what are their weaknesses? sorry - you'll have to find out. Work as a second during rounds. Use sponge, flat iron, towel, water etc. Opponents use intelligence to decide upon their next round plans so beware.

\section*{BEWARE...}

If you're looking for something easy or a joystick waggling punch up - look elsewhere this is the fight game with reality
GOLIATH GAMES specialises in ADVANCED - INVOLVED - ORIGINAL SOFTWARE DON'T FORGET IT

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1 give you the address again for a good reason.
Tucked away among the hints and tips, adventure solutions, getting you started, and the rest, is a very interesting letter from a Mr. Allan Phillips. he wants to collect any information from people involved in the Mueller saga, especially those who are owed issues of the ACL magazine. Don't write to Allan though, write to the editor of Spellbreaker at the address just given.

The editor is a chap by the name of Mike Brailsford.

The information he requires from forgotten members of the Mueller adventure club is membership number, name how many issues owed, and proof of membership. Gather all this material together and bundle it off to the spellbreaking Mr. Brailsford, who will pass it on to Allan Phillips.

The hope is then to take the Mueller company to court, so if you've been involved in this sorry saga then start writing now. Hopefully, we'll see something happening soon. I shall endeavour to keep you informed. Brief mention for something else in Spellbreaker totally unconnected with the Mueller story, as is the rest of this column: I'm a Mueller-free zone form now on, Paul Avis has set up a Spectrum adventure swap club, and the address to write to for further details is 49 Hewitt Road, Hamworthy, Poole, Dorset BH15 4QB. Only originals will be accepted, so if you've got a dusty shelf full of old games lying around and you swish to swap them for new ones, the \(£ 1.25\) per swap will transform ancient derelict games into modern smash hits. I don't mind publishing this sort of thing as long as it only involves original copies of games in their original packaging. Any hint of piracy and I'd happily pass on all details to the companies involved, you know me, but as long as everybody sticks to the real thing then there can't really be any harm. With so many games now relying on the packaging as an anti-piracy device in itself, it's no use taking a copy of the game without photocopying manuals and accompanying novellas, by which time you might as well have bought another copy of the game in the first place.

\author{
Tm in my oearoom \\ I can see my old armohair, all ny personal belongings, and the familiar mess in which the room is usually left. \\ \section*{IINU} \\ Unacceptable! \\ HINUENTORY \\ Possessions:- \\  \\ MSNIFF PYJAMAS \\ The TMPQSSTBLE I'Il do at once MIRACLES take a bit longer!!
} also provides a complete solution for a further pound, if you get hopelessly and completely stuck. Ninety location cover the three section of the game, and your goal is to complete a rather peculiar jigsaw. All the usual Quilled

stuff is there, shortened inputs and all that, and on the way (in section two) you'll discover why the cover features those three characters from the Wizard of Oz known as the Tin Man, the Cowardly Lion and the Scarecrow. Something to do with the yellow brick road, I shall tell you no more. Aargh! Run out of space! The curse of having just two pages. Byee!

So, originals rule, and good luck
o Paul Avis. On with the news. to Paul Avis. On with the news. You must have seen adverts for telephone numbers of the 0898 telephone numbers of the 0898
variety, where they tell you that the cost is 25 pence per minute the cost is 25 pence per minute
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Why do they always tell you the price? They have to, by law, so I've just done it. This is not a hack and slay dungeons and dragons game, which I can't understand anyone playing unless they have the wealth of Croesus, but it's the Guiding Light Adventure Helpline, on 0898338933 . I've told you the price so don't forget it. Yes, a telephone helpline, set up by Jackie Wright and hubby, operating from 12 to \(8 \mathrm{o}^{\prime}\) clock, seven days a week.
On Mondays and Wednesdays there is GAC help as well, from Sandra Sharkey, she of Shymer fame. ou must have seen adverts for

Solutions to thousands of adventures are there if you want to ring up and are completely stuck in a game. Outside of the hours mentioned they run competitions and things, all free to enter, it says here, plus a monthly draw as well. A good idea, it seems to me, so after you've gone north and hit a brick wall you can let your fingers do the walking. Just remember the price of the call, that's all. Last, but by no means least, we come to a new adventure game. It's a Quilled adventure called Puzzled!, written by two people know as T. Marsh and J. Skinner. Confusingly, my introduction to this game came from another person altogether, one who mighty be familiar to Sorceress readers (although you'll have to stretch your mind back two years). That person is Terry Taylor, and the game we gave a good review to was The Labours Of Hercules.


\section*{THE PROSPECTOR:}

Light the lantern at the fire in the log cabin and go into the mine to get the ladder. Take the ladder to the hut and lean it against the wall. Leave the lantern behind and climb up the ladder to the roof, Open the window and go down into the hut. Get the dynamite and break open the crate with the iron bar to get a fuse. Close the crate so you can stand on it to get back through the window, Climb down the ladder, get the land=tern and the ladder, and return to the mine. Back in the mine, lean the ladder, and climb up to the ledge and then to the rock face. Attach the fuse to the dynamite and insert it into the hole in the rock face. Get the end of the fuse and get out of the mine. Light the end of the fuse with the lantern and wait for the explosion.

\section*{BLACK KNIGHT:}

You will need the ladder to climb up through the hole in the ceiling in the cloisters, to get the incense from the store room. In the chapter hose, examine the shelf to find the scroll. At the entrance to the cave, to exorcise the evil spirits, burn the incense, ring the bell, read the scroll and wave the Bible. Carry the horseshoe to pass the demon. Give the mead to warlock. Read the spellbook in the dark cave, then put the mistletoe in the cauldron to create a

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\author{
This is Beach Volley . . . you may even catch a tan!
}

The first wave of the bad guys are easy enough after a little practise. Ducking down and punching them in the crotch seems to be the best policy.

If only it was that simple. About half way through the level, the thugs have increased punchability, and take at least two good punches or kicks before they keel over. On top of this, the sneaky swine are lobbing sticks of dynamite at you from windows. If you're within a certain radius when it goes off, you can kiss goodbye to your legs. The hilarity of the "Oh, l've been killed again. I really should have been one pixel further to the right" incldents began to wear thin pretty quickly.

And just when you've got the hang of dodging the dy-
'm glad I didn't have to fight in the Spanish civil war. If the average Spanard is hard enough to get through After the War, I wouldn't want to tangle with any of them.

It seems to be a factor of Spanish games, and especially the stuff from Dinamic that the playability has been tweaked to the very peak of difficulty. I'm not talking about a few extra obstacles you've got to overcome. Oh no. Playing After the War is more like a set of carefully

\footnotetext{

}
\(\qquad\)


,


Bot! A knuckle sandwich in the chops for the long haired bleeder with the big chest.!


You're a futuristic cross between Nigel Mansell and Mad Max, driving for kicks on the road to oblivion. Well, on a number of assorted circuits of oblivion in fact.

Yup. In the deserted nowhereland of tomorrow motorsport has turned decidedly mental. Hod rods have been cross-bred with tractors and formula one cars and the result is more like an armour-


ooks pretty bad, doesn't
it? Wire frame graphics it? Wire frame graphics have never been much of a winner on the Spec, especially when they're supposed to move with amazing speed etc.

Well you shouldn't be such a Mr Mopey, should you? Stunt Car racer is a whopper feast of motor excitement.
plated rocket on wheels than anything else.

There's a wealth of options to investigate before you have to brave the rigours of a full blown race with. one of the computer
 pou can take a leisurely (?) practise drive through the courses to get a feel of the curves, bumps and jumps. And if you're not barmy. you'll want to use every last second of practise time available perfecting your driving style.

Once you're in a race situation, it's goggles on and foot to the floor. A big crane lowers you none too gently onto the track. If you're going to stand any chance in the race, you'd best hit the track with the wheels spinning. Like any decent motor, vour car can be steered left and
becomes a test of nerve.
Holding down the turbo button, you scream into the first corner and smash the front of the car on the camber. The hairline fracture along the top of your roll bar extends from left to right, indicating the amount of knocks your car has taken. If it gets all the way across, you've had it.

Gaining on the other guy, there's no sense trying to ease gently in front of him. Just stamp on the gas and barge him out of the way. The little flag at the bottom of the screen goes green to indicate you're in the lead just as you hit that little concealed bump and plunge off the track down to earth. That's the end of your race.

Unlike loads of race games, you can get yourself back on the track if you're lucky. A momentry lapse of concentration can leave you skidding along the edge of the elevated platforms, but good luck and brave steering can sometimes save the day.

The wire frame graphics shift at a respectable pace, and though the step-size is sometimes a bit silly, there's a definite feeling of high octane excitement.


\section*{HINTS AND} TIPS
1: Keep yourself on the track at all times. Crashing is a bad thing.
2: When the other guy manages to get ahead of you, try to ambush him through one of the corners and barge him over the top of the track.
3: Don't use the turbocharger then you're going over the brow of a hill - you'll find yourself airborne. When you're wheels aren't on the track, you're slowing down. It may be very flash, but it won't win you the race.
4: Always drive at full tilt into the corners. The damage that you have to withstand won't be enough to break the motor providing you don't crash. You'll also get round faster!

\section*{FAX BOX}
Highly stylish mega road race.



on. If you're successful, you'll end up with a much happier future world. If you goof, well, it hardly bears thinking about.

First stop on the trip is Hell (good to start on an up-note, eh?) You stand in the ruddy, dusty passages of a subworld littered with swinging skeletons and broken bodies. No time to waste. Best check out the surroundings.

Hell is a pretty depressing place actually, on top of the skeletons


The cuntrols offer a great deal of freedom; you can jump up, hop, squat, punch, kick etc. Also, you can pick up any objects that are lying on the deck. Virtually everything can be used at some stage in the game.

The most common items you'll discover in the first level are fireballs. These can be used to knock down the teleport icons. When you've got enough, you'll be beamed to the next time zone.

My favourite stage is the blue section, populated by horrible gargoyles and the Medusa Here nasty green drops of slime fall from the cavernous

Myth is a joy to look at. The tiny graphics are so well animated it's almost like watchg a ittle cartoon. it makes welcome relief from the flicexploration affairs of mosite

Probably the most important aspect of "big game" feel is that the environment you find yourself exploring feels MASSIVE. There's not much mystery when you know that the whole game world is only two screens by three deep.

That's where Myth beats others of its type hands down. It can be a real challenge simply getting from one side of the screen to the other

The object of the game is to bounce yourself through different ages (Greek mythology, Norse etc) righting all the dodgy business that went
Allez ooop! our intrepid hero can jump tall cooking pots in a
single bound

hanging from the ceilings, Ray Harryhausen style fighting bone-men leap out of the ground and attack you. This is the stuff! Laying into them with fists and feet (the control of your character is fab-more in a sec), the skeletons recoil with each blow, and eventually their heads pop off and their ribs collapse.





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\section*{UGLY MUGS OR WOT?}

Remember we asked you to look out for cuddly Uncle Chris with his camera at the PC show? Well you found him didn't you? And some very offensive faces you pulled at him too cor, pass the spew bag. The creepiest face was chosen by Big AI Skeat herself, but she felt the rest of you should get a look in too.
A wodge of software goes to the winner, Stuart "Skeletor" Reed of Godmanchester in Cambridgeshire for being the biggest monst' of them all, and the rest of you get nothing but you're very own face on this page because you're all too ugly wugly for words (not true, we love you all really, oh yes we do - everyone at SU).
Also we thought you'd like to see a piccy of Mark Edwards because he was the smarty-bottom who won our Hypercard compo at the show. I'm sure you didn't, but it'll make Mark and his Mum happy, awright Mark, how you doing matey? Eeek! Mr Horrid! Congratulations to Stuart Reed for being the most ghastly looking reader we've



3 We're so ruddy hunky, so wan yer bum 4 mmph mmph wanna be sick Mum
1Look atme


2 If the wind changes dear, you'll be sorry


5 Hello I'm Mister Mad
 Al Skeat (awww he's gone all
shy)

0 What d'ya mea l've won a night out with Tim?


7 Could I just ask you about this listing?


8 No , I don't want to snog the
Princess AI


9 l'll ruddy well read it from this angle if it's the last thing Ido

11 A candidate for Showoff's corner if ever there was



14 Come any closer and I'II punch you up the throat

15 Jim Douglas hunky, don't
make me laugh


1615 pints of Vimto is enough for me


18 Mmm , bannana flavour


\section*{OH DEAR, IT'S CAPTION COMPO NO 35 AGAIN}
ast issue, some of you may think that we made a bit of a bodge up with the pictures for Caption compo no 35. But, then you'd be very wrong, because we did it all on purpose (ho hum). We thought we'd like to keep you on your toes so those who didn't notice it you should clean out their ears and prop their eyes open with matchsticks from now on and sit up and pay attention for gawd's sake.

So this month we've given you the correct photograph with a sniparound edge, so all you have to do is cut it out and stick it to last month's coupon (but not really, because that would be really stupid wouldn't it - AI).

Let's see what you have to say about sexy AI and her pouty mate Sarah (SU's own marketing maniac) and we'll forget all about Bill Oddie I think, he was just a nasty nightmare. Captions in by December 301989.

Name
\(\qquad\)

\section*{Caption}

Send your entry to Cap-
tion Compo No 35 (Again), SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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\section*{NEXT MONTH NEXT MONTH NEXT MONTH}

Next month we've got a wheel squeeling motor madness special guaranteed to beat everything else off the lights! We've got full reviews (and we don't mean screenshot snippets) of theblockbuster driving games:
is Turbo Outrun
it Chase HQ \& Hard Driving

We've got playguides and sneaky tips on: is Power Drift
\& Stunt Car Racer \& Continental Circus
Plus Poke City revisitied with pokes for Batman, Spooked,
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Complete full price driving game Side B: CHASE HQ - Playable Demo Check out the very latest in race action.

\section*{SU January} Off the Grid - Dec 18th

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Roar over mounds of mud, drive through the desert, slip ' \(n\) ' slide on snow-covered tarmac and race your way through the night to face the final lap!

\section*{CAREFUL! Power Drift is no easy ride!}
If you're heading for a collision hold onto your seat and enjoy
those 360 degree spins before you bump back down to earth!
Burn some rubber, put your foot to the floor and scream back to the winning post!!

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