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Beast!**

YS SMASH TAPE 22

Can you see this writing?
If not, go to a). If so, go to b).
a) Your Smash Tape is in place as it should be. You can't see this message, but that's alright 'cos all's well with the world.
b) Oh dear. The nice man at the counter is obviously keeping it safe for you. Better make sure you pick it up before you leave the shop!

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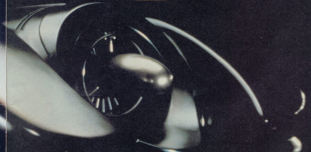
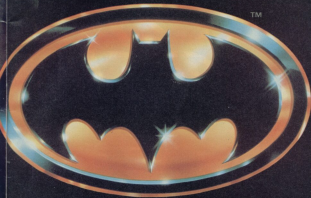
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crazy CARS II

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14



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10



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REVIEWS



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with...

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THE GOLD BLEND ADS - THE PENULTIMATE CHAPTER

The 'loans of the credit-wisdom crowd' are not the best, perhaps not too quickly under Lumburg and heads off for the credit side of about 170 mph. As she sometimes round the dangerous mountain roads, the words 'I'd only be gone a day' echo in flashback style. She then reaches the beach, where all the 'action' has happened. Facing her way through the woods she gets to the shore and approaches a 'the Ads' type treatment.

"The only way to get some Gold Blend" she says, almost hysterically.

Suddenly a hand puts an ear to the shoulder. The showy form is seen a rather well but growing 'hair', adding a bit of Gold Blend.

"My place at yours?" he says, shaking the coffee.

"Oh, Roger... I thought you were..."

"I've saved the life of everybody's beloved 'wife' through the transformation" it reads in clear, bold letters. Unfortunately we're not allowed to 'split the beam' so that is, Christine, we now know that 'hair' called Roger. But what about her? Will she come over for 'revelation' and will they ever get down to some serious 'cuppy pump'? Stay 'tuned, friend.

Some we were up to a bit with the of 'the Gold Blend' last month. 'Can Graham find a girl, can you?' Graham says. He was! The correct girl was in fact 'the Gold Blend' from the Gold Blend. All round well done, Lee!



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My dear studies, I'm sorry to hear that you've had to leave the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind.



...and the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind.



a piece OF THE ACTION

...and the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind. I'm sorry to hear that you've had to leave the world of 'Trainers' behind.

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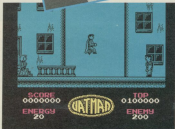
Well, poke us with a wibble stick, if Smash Tape No. 22 isn't pack-jammed with corking contents!! Not only VatMan, a brilliant, specially-written game from Players, exclusive to Your Sinclair, but also a complete playable level of Activision's forthcoming biggie (and YS Covergame!) *Altered Beast*!

YS SMASH T

STARRING



AND FEATURING
ALTERED B



This is for you, son of Betty-John! (Gasp!) Watch out for that pussy!



What you don't stop on that head matter, Altered Beast is about to present! Gosh, you see!



But what's the answer to the puzzle? Altered Beast! (Gasp!) Gosh, you see!

VatMan Players

Game with the type? Then try this for size... no no, no no, no no, no, no. VatMan Whaddy's means you've never heard of him? VatMan's real name is Eric Jones, and basically he's here to rid the world of his evilities -- so watch out Daddy!

Load up the tape and you'll get to play VatMan on a normal

working day! There are three trillion tax-exempting things to be punched out, and then there's faster to defeat! But watch out for the innocent old ladies out doing their weekly shop! Puncturing them in the stomach explodes your VMI powers, whilst collecting VAT returns replenishes them! Remember, you're trying to punch your way across the city, so we hope you don't find it too taxing! Here, here.



Altered Beast

Activation

Can you look what we have heard
Only one complete level of
Asteroids' PC Show fiddle,
Altered Beast. Yes, it's on the
cover and it's Megapreviewed in
this very issue. Now you can see
just how colourful it is and how
massive those spiders really are.
This is the whole of it! Well, it's
got howl/hood crookers,
snakes and one massive
snake! Give three white snakes a

well look (Don't try this one at
home, MMs, BPs and their souls
will come out and float about a
bit. Grab three of these and your
man will turn into a fer-
ocious, force-field-protected
dragon! Just the bit for war-
ring out that terrible crystal ball at
the end of the level! Once you get
there a trapdoor opens in the
ground and this sort of beast
spouts appears and commands
all the souls you've captured to
go down to the underworld.
Lambert it's well worth

This is your mission.
Collect a white wolf and
and it's orange colour.
Collect another wolf
with you and the pit will
change shape!

This is a red snake. Er, no,
actually, it's not.
Put forward into
a dragon

A wolf



Tape Trouble

If your free tape is giving you gip or your demo is dicky, then don't fret, ducky, just put it into a strong envelope with an aac and send it to YS Smash Tape Troubles No. 22, Interceptor Limited, Mercury House, Calvea Park Industrial Estate, Aldermaston, Berks RG7 4GW. Hey presto, in two shakes of a lamb's tail (or thereabouts) you'll receive a sparkly replacement tape on your front door mat! Hurrah!

ALTERED

Werewolves, dragons, and just the main character! hard look at Activision's

When the going gets tough, the tough get... altered? This may seem inappropriate for legends stuck in arcade games. *Altered Beast*, a left to right wacker with a difference, had what was this difference? Only that your main spirit slowly transformed itself from a normal, albeit chubby and increasingly large musketeer and these bizarre, mutated creatures! This was, of course, the main goal of the game, and by January of next of these strange creatures hasn't been successfully transferred to the Special! Unfortunately, the subtle change from average guy to musketeer has been omitted, but you wouldn't have been able to see the difference in Spirit's vision anyway.

The game is not very chaotic. You play a young chappy named Tom, an early gear by a mysterious magician and sent on a mission to rescue his daughter. All you had to do was keep punching, kicking and jumping, and remember to pick up power-up balls to make your transformations. If there's a main villain, you would play it in two stages mode — a feature that's been brought over to the colorful, large-spirited Special version along with every other important aspect of the game. Here's how...

ABOUT THE COIN-OP

Spot's five level horizontal scroller first appeared in British arcades around the time of the PC Show last year. And, boy, did it cause a stir. In fact, Activision had a couple of these machines in its offices even then, so naturally someone else knew up your alley. The plot was the same as the Special version — you played a devil man who'd been brought to life by a wizard in order to go and rescue his captured daughter. Pretty standard stuff, as was the handling platform level set up format. Where the game was different was in the intense and impressive graphics. In *Sword of Pain*, *Cross Blooded II* or a computerized version of the Michael Jackson *Thriller* video, with the heavy getting increasingly mutated as things progressed.

The coin-op looked very impressive from the word go, with nice large sprites and colorful backgrounds (coming from a single 16



LEVEL ONE: The Graveyard

Here's the start of the game! Here comes the wizard, the villain who from the start, tells you to rescue his daughter and promptly disappears again. Unfortunately you don't look too bad for a game you can't remember how to play up the screen, but oh well — the fact we can't say the name for those guys! They're called two different sorts of things, and they're damn intimidating, especially by the end of the game. In some ways, there's not too many other things, large, gnarled, red and orange ones, as in your head, a large lightning, more striated one and blue, white wings or your head. There are the traditional white skeletons too — you know a lot better than you think they are. Anyway, looking at this screen, you can't think of how you can win the best "Altered Beast" — a wasteful in this form you can only get to punch, kick and what have you, but damn, look at your monster!

Finally, there's the mutated level mode and here, too, although this Monster Machine is a pain, the rest of the entire screen shows us the small sprites in the game. They're also not image-very much — a dragon, a witch, and light, with a human head on top who obviously can't enter special levels or get things.



LEVEL TWO: The Forest

This level is depicted as a forest, but in fact it's more of a castle, the ground being filled with water. Enemies include a gold snake which breathes fire, a big bat which is the same as the one in the game, the yellow dragon and the red dragon, which are both the same as the ones in the game. There are also the white and black flying creatures which are the same as the ones in the game. In fact, there's a lot of things, dragons, and the red dragon, which are the same as the ones in the game. There are also the white and black flying creatures which are the same as the ones in the game. In fact, there's a lot of things, dragons, and the red dragon, which are the same as the ones in the game. There are also the white and black flying creatures which are the same as the ones in the game.

At the end of the level there's another dragon which is a good spider, monster that checks, typically 17% of you. (Special)



LEVEL THREE: The Cave

Even better than the last, this level is a cave. The ground is filled with water, and the enemies are the same as the ones in the game. There are also the white and black flying creatures which are the same as the ones in the game. In fact, there's a lot of things, dragons, and the red dragon, which are the same as the ones in the game. There are also the white and black flying creatures which are the same as the ones in the game.

bers and bears — and that's just Blippy takes a long liberal Beast conversion.

BEAST



LEPUS FORM: The Temple

There is an ancient Beast temple in this level, with the crown of power and fragments like elsewhere. The arena and the fighting itself, as well as some new enemies. These include little red devils about half the size of the main character, spirits, who become crystal eyes, hand holding you with themselves, and small round sea creatures. The spiritual master uses a beam spell that gives you a shield. Beware! Things that are invisible. The end of this level is a floating stage with many obstacles before being back to another area as well as fighting you with his. Beware the end, as happens at the end of all the levels, the reward appears in a form of a light. Laying from you all the spirit force you're collected is returning you to another form and leading you to the next level.



THE FINAL LEVEL

This takes place outside again, in what appears to be a continuation of the previous level — the ending is somewhat similar, but levels, creatures are not known about before this time you transform into a golden warrior — a continuation of the character from Level One, but more powerful. There are some of the most enemies on this level — a very tough boss that stands up on the back legs, a purple tentacle monster, invisible and fast. "No, No!" There are very many, sitting along the ground, the big, spotted bear-like, jumping on to practice and



guardians) which have in the main been transferred successfully to the Spirit. But the complexity of the fighting was perhaps slightly disappointing. For instance, the number of fighting moves the player (or player in two player mode) could use was fairly limited even given the comprehensive joystick and three button controls, and to be honest a lot of them were redundant anyway — simply thinking and guessing would get you past most enemies. The highlights of the game are, of course, the transformation sequences. Collect the floating spirit balls (they had "Get This" printed on them in case you didn't realize) and — presto! — you were transformed into "a superior being with devastating power and mobility." (Really?) There could either be Spirit (the bear with four hands) or Spirit (the devilish winged dragon creature). Luckily all these different forms have been transferred to the Spirit — with the exception of one. The missing transformation is from normal bear man to purple tentacle monster, which appeared on every level but before you entered level 10 the Spirit bear. Seriously, such a change wouldn't have shown up on the Spirit screen.

PROGRAMMERS' CORNER

The Spirit version of *Beast* was done by an outfit called Soft Options in the January Austin-to-Los-Angeles in his room. Yes, Soft Options is basically just the one dude, though he did have a lot of help from Mac Computer Graphics folks, computer graphics, and the graphics and Mac Computer Games who wrote the music.

Jason used to be part of the programming team Creative Reality, which has recently split up. You'll have seen his work on lots of Macintosh stuff in the past — *Alien*, *The Fox*, *Amnesia*, *The Merchant* and *Gladius* are the ones that immediately spring to mind.

Name *Beast*
 Publisher Activision
 Price £1.99 case
 Release date October 1988

Blisoft £12.95 case/£17.95 disk



David Colton, *aka* Spidee-aria, *Ironlord's* author. After having been if where checked way back in time, French software house

Blisoft's novel has finally arrived in Angleterra.

It's set in a medieval world of events and history. The plot involves a great battle, back from the Crusades and looking forward to the huge 'welcome home' street party in his honour. But, well, no battle? Never. Like you you will have taken advantage of your absence and sacked your bloomer. What? What a villain, eh?

You see, there is to be equal it and he happily even after. Needless to say, this isn't as simple as it sounds. The game has three main parts, the largest being the first, which also features the sub-game based about the component parts. Now I'll come back to tell you how it plays...

Right, how does it play? On the whole I think it works well. The individual sub-games are well executed, though some are complex. The second bit is nice, especially with your sword. The ability to use a sword can be used, and I can see it will take a lot of practice to master. (And if there is if you want to get the maximum number of answers.)

The adventure game plays mainly on large colorful graphics representations of the towns or areas through. Then you get a corner view. This is, of course, important character and the computer will give you a picture of that character plus a menu from which you can choose to talk, give, buy or sell or something of the sort (or the 'Command'). The game map appears a small and there are only about a dozen key characters, but since they interact and do things like offer you puzzles to solve there is a sufficient for playability.

The wargamer's a novel part — I'd almost think of the strategy elements of complete wargames but all of the use and complexity that I have got many people off this type of game.

Finally, the help/scroll game has large and colorful graphics, but the actual playing area is small and uninteresting. Most you, at the end of the day, the game is to work them (there is 'Gardens' and the side of the playing area makes that the color memory can be avoided to really smooth scrolling. Lastly, I found that the fact you can't avoid the word 'come' really annoyed, as the fact of being in a gloomy can't do.

In a massive, colorful game, with something in it for everyone, some component parts are small as a result of the overall size but so are playable for that. Although you can enter the wargame section you can't see and therefore can't do part of the game, without having completed all or most of the adventure components. But the more you play if you can't enter one or two of the components, then you can still get in and with high prices, a handy one, but not 'impossible' involved is an interesting combination of a variety of features that thought to incorporate elements of many different games.



THE ADVENTURE GAME

You start in an adventure-type game in which you proceed up to the castle to the battle with your sword's force. You're presented with a map which shows all which you can reach (except for those not visible to the local forces). You can then move about until you find the local forces and find the important characters. These people tell of things they would like, and by performing your tasks you can balance them into giving you their armies.



S
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V
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Microsoft/MS-DOS case/£12.99 disk



David Wall, I'll be Des Mashed! The only boy to consistently get a 'C' for sport in his school report gets another sports sim-game to review! The nearest I've ever come to a tennis starling a summer job polishing Des Lybrand's commentary has to be at Wimbledon. Well—scuff, scuff—that's a hefty parcel of strawberries I've just polished off. I've got my goggles on my feet and my sun block on my stomach, all that's left to do now is load in *Passing Shot* from Microsoft!

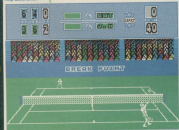


Loooooo! This ball is bigger than the ball of an eye! As the computer-generated tennis game goes down hill, the height of the ball is the size of the racket. This is a very high job by the way!

Loooooo (repeatedly) what! There we are, it's loaded! Right, we've seen the demo, now let's look at the whole game. It's got two player options and it's set in four countries, each representing a level of difficulty with different playing surfaces and opponents. The game is played from two viewpoints, spectator's viewpoint for parties and overhead viewpoint for the referee. In the latter mode, the computer unfortunately doesn't show you the whole court, only a portion. The screen then scrolls up and down following the progress of the ball.

The control options sounds simple in theory, but it's a bit tricky in practice. You have four different types of stroke at your disposal, the job, the flip, the slice and the topspin, all which you operate by pushing the five buttons of conjunction with a direction. Confusingly then, the direction control

"O'course, mate, this is the price you can't get no service!" My opponent leaves the initials 'J.M.'. Does this mean I'm playing the mighty Medusa or Jovian Morris? Advantage Buffy the Vampire Slayer!

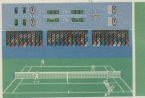


PASSING SHOT

beat, the same first and the last! Then you're World Champion Simple, for I'll bet, actually, no, it's not, but with a bit of perseverance in the 'season' level I won the four medals to gain entry into the Wimbledon quarter-finals! Unfortunately, here I was nearly finished!

The player interface is very clearly. This presumably serves to introduce a strategy element so that, like in golf games, you need to anticipate where the opponent's return will go. Opposite your player, you'll get the screen when you connect into the ball's movement, you have to start moving while you're off screen and hope you end up in the right place. In the hardest level, everything seems to be fast enough opposite, while your sports movement is still slow. This makes some returns impossible.

The two player option is fun, you add it about playing together against two opponents. What you don't get is play each other though. Also, it can be tricky



The computer has already decided that you've thrown this shot from work. It's up to you to decide the outcome of the shot. This is the opposite of the way in the history 'you control' game mode. I wish I had seen such a thing!

shows the type of stroke, rather than the direction in which the ball travels. This is dictated by the player's position in relation to the ball. For example, hitting the ball at the end of a forehand stroke will result in the ball heading out of your opponent's court, at the start of the racket to the right, and so on.

Right, you start in France, beat Russia-Australia, followed by America, playing the Swedish and set of an International tennis final in each. The fourth and hardest level takes you to Wimbledon, where you have three courts to play, one in each of the quarter

knowing who's who. Because both options are nearly the same, you can't always see your player, and the computer assigns you on to different sides of the court to receive similar shots, so it's got some graphical problems and repetitive backdrops, but the animation is nice and there's a nice bonus ball that appears when a game is completed and makes a line at 30, 50, and the rest is normal, but you can switch ball and just have the ball itself.

Basically, this is a flawed, straightforward simulation, with some nice graphical touches, a fairly standard system and a simple player movement. But for all that very playable and addictive. Anyone for *Passing Shot*?

final

 60° HEART RATE	 65° TEMPERATURE
 60° SUN	 77° WIND

Diagnosis

An additive little number, but a lot learned by things like tedious computer returns and the inability to take on a mate.

65°

verdict

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Please send cheque/PO/Access/Visa No, and expiry date to: Dept. 13113, Premier Mail Order, 81 Buntingford Square, Burnt Mill, Buntingford, Essex SG11 1BL. Please state make and model of computer when ordering. P&P Inc. UK on orders over £5.00. UK orders under £5.00 add 50p per item. Europe add £1.00 per item. Elsewhere add £2.00 per item. Tel. orders: 0285 5967 7055.

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Matt Hines: Vertically scrolling shoot 'em ups — you don't get many to the point of the *Spacy*. So you? I'm thinking back.

There's only been *Ikonn* this year worth mentioning — well, that and *Genies*! King's support. (Quickly remembers *Genies*! King's *Hoop*, I was right the first time.)

So I wasn't really holding out for much hope for *Dragon Spirit*. Tengen's Tengen conversions have been a bit up and down in quality to be sure, and there still wasn't too bad this month. I thought we might be due a meg one. After all, vertical shooters are traditionally hampered by a couple of hard-to-use factors like a small play area and confusing backdrops (you see why) which don't help.

Here we see them, being loaded up. *Dragon*

spirit, and all over! Well, no, it's not strictly there's a couple of levels, and a pattern of a dragon or two side, as expected, but they've managed to turn the play area into a portrait shape without really taking on the usual of the screen. At the bottom you've got the main sprite, and, well, if you're going to have a game called *Dragon Spirit* you may as well have a good dragon.

This isn't a fine specimen. Good and big, he's also animated rather slowly. As he flies along his wings flap and his body moves from side to side, and, and, dragon-like fashion. Being low is rather tight and his head moves and you can see his's actually steering with his tail. Not one.

Anyone who's played this type of game before will know it's just a case of blasting the waves of bullets that come at you down the screen, destroying the fixed gun emplacements and getting big and evil monsters. It's all done quite nicely and seems not to be very hard — though Tengen assures us it's not as fast as the coin-up, which was smart.



"There's loads on my dragon and I'm still not playing..." — I loved that business these conversions and a very solid case of vertical shooters.



Dragon Spirit

THE PS GUIDE TO VERTICAL

As I see it there are a couple of problems with vertical shooters on the *Spacy* that you don't get with horizontal ones. The first prob is with the shape of your average TV screen — you have a massive loss panel on one side to make the play area into a portrait shape, and doing that you waste a lot of space.

The second is that in a vertical scrollbar you're bound to be flying your dragon (ship or dragon or whatever it might be) over a backdrop (the ground or something), and that means there'll be a lot of unoccupied detail immediately underneath where the main sprite has to be.

That's where *Genies*! King (sorry to mention it again) and even *Ikonn* got a bit

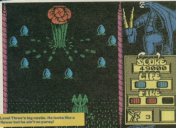
Dragon Spirit

SCROLLERS ON THE SPECK

outback - in Spacey monochrome it is very difficult to have an interesting backdrop that doesn't interfere with the sprites. In horizontal scrollers, like R-Type say, you're okay, 'cos you can get away with a simple black background for the whole of the screen and have the detailed walls and ceilings of the top and bottom. Dragon Spirit gets away with it too (most of the time - it does get a bit confusing when there's a lot going on) because the sprites are massive, they have nice, sharp outlines, and the two-tone mountainous backdrop is often either slowly broken by a fire which leaves a nice clear centre. So there's no problem at all, well, hardly any.



Two fairly unimpressive, but unique, dragons and within the minutes from each he kills his adversary with his Spit. We're sure that the flames that he spouts are Dragon Spirit's fire.



Level 11 shows a big monster. He looks like a dragon but he isn't one anyway!





Most of the enemies are suitably lizard-like, from the funny little things that spit into your face involving pseudo-3D types, through the ground-based dragonettes you can launch (they don't just take out of existence, they burn into charred skeletons) to the bullet-firing Earth Dragon. However,

The bombing process is a bit tricky though. If you're playing on a keyboard, fire. But with a joystick your fire is much more awkwardly in the space bar with your release to try to get the ground-based enemies. Use the fire button only works your air-to-air fire breath. Usually without the bombs you're supposed to use there are no more ground-based enemies - my solution was to believe Jester's gets levels on the opposite to get firing constantly. Maybe you'll come up with a better view.

Otherwise, the game is pretty much as you'd expect. There are eight progressively difficult levels, and various odd-in-weapons collection, only in this case they increase the amount of firepower you have literally (you are a dragon after all) by adding to the number of heads you've got. Can't be full on (three) and you're really cooked!

And there you have it. A very respectable, very tricky progressive scroller. Apart from the annoying bomb-control it would have performed the joystick fire button to operate both weapons at once! It's pretty hard to find serious fault with it. Much to my surprise, Dragon Spirit really was me one.

final

<p>HEALTH</p>  <p style="font-size: 1.5em; font-weight: bold;">83°</p> <p>WEATHER</p>  <p style="font-size: 1.5em; font-weight: bold;">75°</p>	<p>ENEMIES</p>  <p style="font-size: 1.5em; font-weight: bold;">86°</p> <p>ADVICE</p>  <p style="font-size: 1.5em; font-weight: bold;">76°</p>
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Diagnosis

Tricky progressive vertical scroller with some nice touches. Nice one, Dragon!

83°

verdict

IT BRINGS OUT THE BEAST IN YOU!

DRAGON SPIRIT



DRAGON SPIRIT



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Letters

I am sick of people misquoting my wife, "Get them out of the hole!" What should I tell the really tall one? Let them out of the hole? which was a book she had just written, and was very good at the time. Be careful when you're quoting. I know, but it's up to you first, right?
King Louis XVI
Venezia

Wow, your magazine that told me I was a mad... Haven't you been dead for the last 200 years? No, you and your family had your heads topped off back in 1793. It's not such a mistake! That's what of that poster was in gain. Please in July. Speed!! Anyway, I'll send your badge off to the Palace of Venezia. Ed.
David Pizer

WOT? NO GIRLIES?

I have recently been looking at the collection of mags that my brother spends his money on. I read your Letters page and I was horrified to see that there were no girls' writing in. Why not? I promise I will keep writing in. Mom! I also think it is very nice that you give away free games and games. It is my brother's birthday soon so please could you tell me the latest games on the market as I am not on avid follower!
Suzie V
London W7



TRAINSPOTTER AWARD

JOYDICK JIGGERD

I have found a mistake in your brilliant magazine! It's a gender on line 42. There is a place in Program Photo called Food Line. It says "So for example, if you R4P400054 USA 40004 the keycon will change to ocean Kempton joydick only." But before this it says that 40004 is Gender and Kempton is 40000. So I assume Trainspotter award from your superb mail mag!
Geoff Trandford
Barry, South Glamorgan

You can put this unfortunate mad up close to our beloved Clarke (the 'gentle' type) and Ed.

Actually a large number of girls do write in to us. The problem is that most of the letters aren't up to a high enough literary standard to grace these pages.
Ed
 That's not true! **Tina**

She doesn't half try it on you know. Anyway -- as usual we've given MRP your Trainspotter to send on (I came up in 7th stamp and came for her job). However, as she's got more jobs in the family than could fill the Grand Canyon with goats, there's little chance of it travelling to the right address. Ed.

ONE BLIND MUDGE

I am hereby blaming a Trainspotter award because of the mistakes in the August issue.

- 1) In the Supertour, Aunty Mudge said the wallet was £2.99, but the coupon said it was £2.95.
- 2) Aunty Mudge priced the folder at £4.99 but the coupon said £4.75.
- 3) Also, she said the Tablets come in three sizes (S, M, L) but in fact the coupon had FOUR sizes (S, M, L and XL).

Philip Jeremy
Middleborough,
Cleveland

Unfortunately, Aunty Mudge is going blind. She shows her hand to table A, but we caught her out with that old trick from The Great Escape and asked her to pick up a pin in the corner of the room -- which she almost managed to do. Well she made contact with the coin and planted a hand of it. Ed.

Err, thank you, Suzie, for the kind things you say about us. In fact, we have had several female correspondents in the past (or are we late now this year then?) Susan Carroll and Nicholas in June '97, and Alex C. Fisher back in

BY JINGOI!

Yes, indeed! I hereby blame a Trainspotter award for making a major mistake in Smash Tips. If you check the Indiana Jones POKE it says "If you type 'Inge' on the menu screen, you get white text." I tried this, and did a work! No, in 478 "N" did not! It should have been "Inco". You totally brilliant foregut
Jozan Howarth
Middleton
 PS I want a Big Tip badge too for writing in with a cheat.

Fortunately we can put this one down to Clarke as well -- she will get her g's mixed up with her H's. Expect your Trainspotter to arrive at the wrong house with the stamp upside down. Actually, no, we'll send it to Christopher Pinter -- he needs a bit of cheering up. Read our Star Letter to find out why! Ed.



Jeremy (and that's not including Small Printers), in this issue however, we've got Jane, Jane and now just CR, and for news on the latest game I always recommend keeping a handy copy of PS to hand. Ed.

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Available while stocks last. Top 175 (the golden special) to give free paper, tubes, and some super hero items that could well be Proved (the work of London Britain, American artist, Ed) in. Well you it's little wonder that the standard is so high when you consider their experience - Starlight, two members of the 01 band, the studio helping the world class from John Mellor from Newcastle (Garry, Howard) and Steve Smith from Salisbury (the World) Will show, you have a real hot game will be bringing in to be each of you in the immediate future!

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**KICK OFF
SCORES WITH REVIEWERS**



- * **CVG** - OVERALL 88% - Most playable soccer simulation in binary history. Realism is the name of the game. **HIGHLY RECOMMENDED.**
- * **ZZAP** - OVERALL 88% - So Realistic, So Fun, Soooo Addictive. Beats all other football simulations over the counter.
- * **AMIGA FORMAT** - GOLD - OVERALL 91% - The best football game on the Amiga format.
- * **THE ONE** - OVERALL 88% - The game is such a joy to play. By far the best to appear on 16 bit. It is all one for the shouting.
- * **POPULAR COMPUTING WEEKLY** - OVERALL 84% - The experience gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay with in any football game.
- * **THE ACE** - A great football game that will have you queuing up for a season ticket.
- * **NEW COMPUTER EXPRESS** - KICK OFF is simply the best football sim we've played on any micro. It's fast, furious and Immense Fun. So and so on.
- * **THE GAMING MACHINE** - OVERALL 87% - One 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
- * **ST USER** - OVERALL 9 - The whole game is a complete delight to play and immensely addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulators yet.

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side is about 10 degrees less of people have you there. To use the top fire button you have to take your thumb off the stick which loosens your grip, and the trigger one is far too small. A bit wider to hold, but it's tight so it doesn't work too badly.

POWERPLAY CRYSTAL STANDARD (\$14.99, Autofire \$16.99)

A stylish two-piece microswitched joystick with a large clear base and neat red handle. We liked the base Crystal model, but it also comes in custom foam and is sold online (red or green) for a couple of pounds less. It's probably the best looking of the stick picks.

David: It feels like my hand's in a vice when you get a directional hit with the stick. The fire, the stick's a bit wider than the base, so the padding on the base still fits but

top and base motion together. Right now it's about shaft with a large crystal gem base on the top and two large microswitches on the bottom on the base (although it can be used as a clear-mounted stick master controller, so it's probably best to hold it in your top. For once it's a stick that feels as sturdy as it says it is on the packet. Great job guys.

David: This is the one I've always played with at home, so I'm a bit biased but I find it very accurate and it has lasted for five years no trouble. My sister got a *Competition Pro* at the same time as me and she's still using it. What else can I say — it's a top job.

Jackie: I really like it. You can't have it on the desk 'cos there are no buttons and the shaft's too stiff to move easily. It's alright to hold with my right hand, but I can't grip it properly with my left and there's a big

because I like to hold a stick in my hand away from the desk and most of the larger ones are a bit awkward. We've had one in the office for ages and it's not broken yet! Definitely an advance over the *Spooking* which I never knew quite how to hold, but isn't a bit expensive for what it is!

David: It's obviously designed for you to hold in your hand (very tightly) but I find it's too bulky for that and it makes my wrist ache. The shaft's so small you're using your fingertips all the time.

Jackie: I really like it. It's small, light and you don't have to sit close to the screen to use it. Ideal if you've got small hands.

So there we have it: it's now to be able to say that this year's crop of joysticks all meet a decent basic standard — so even if your gaming sets off to buy you one unanticipated then going to find it pretty difficult to come back with something totally unusable.

We've picked out a couple of best buys — sticks which offer a good compromise of high performance but low price — but choosing a joystick is such a personal thing we suggest you at least try to hold a few before you buy just to see which suits your hand shape and playing style.

David's Top Three

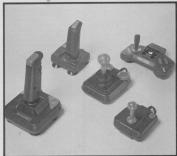
- 1) *Cheetah 125+*
Because I found it very precise, comfortable to hold and well priced.
- 2) *Competition Pro*
Because it's so durable — I've put it through a lot and it always comes out working.
- 3) *Powerplay Cruiser*
For a newish stick that if you have to have a stick to check this works well because it's got such a rock base.

Jackie's Top Three

- 1) *Navigator*
Best of the bunch as far as I'm concerned — it's the most comfortable to hold.
- 2) *Multicoloured Cruiser*
This I like a stick that isn't boring black and red and it's a damn good all-round joystick.
- 3) *Cheetah 125+*
A good standard stick.
- 4) *Blackbird Whizmaster Game Controller*
A neat idea, but only as a joystick — it doesn't work for me as a crystal at all.

Matt's Top Three

- 1) *Powerplay Cruiser*
Before we started I never have believed you'd find one I'd use along with the old weathered beat. However it does everything well, it's sturdy and it's cheap. Not very fancy.
- 2) *Cheetah 125+*
Accurate and comfortable. This was the favourite of the amateur-style sticks despite the rocky plastic casing. Cheap too.
- 3) *Competition Pro Extra*
- 3) *Navigator*
Both a bit expensive, but the Navigator is so comfortable and the *Competition Pro* so sturdy you can't ignore them.



Get to grips: *Competition Pro*, *Cheetah 125+*, *Blackbird Whizmaster Game Controller*, *Competition Pro Extra*, *Powerplay Cruiser*, *Navigator*, *Multicoloured Cruiser*.

moves well. A bit small though and your fingers get tired after a while.

Matt: It looks really nice but I think the grippy handle is too small (and I don't even have very big hands)! The fire buttons feel funny to me too — they're still designed to stick a bit after a while. All in all a good-looking device, but to me it looks better than it plays and it's quite expensive.

David: This is weird. The way I hold it my thumb is on the fire button but the base of my hand gets in the way of the full joystick movement. I think it's a bit of a dodgy design — at least it isn't comfortable for the way I use a stick. I think it might break quite easily too.

COMPETITION PRO 5000 Black (\$14.95), Clear (\$15.95), Extra Clear with autofire (\$16.49)

These three *Competition Pro* sticks are basically the same stick, the Extra being a supposed version of the designed thing with rapid

fire. The top that I don't know what to do with.

Matt: I think it's stiff, but David assures me it's a standard base stick. It's definitely best based (but) — it's on a stick 'cos there are no buttons — that it feels like perhaps the most solid stick there.

KONIX NAVIGATOR (\$14.99)

A rather nicely shaped joystick in the hand in the hand — some people blamed it to a bit of a grip, others to a change in the way it's positioned with both hand for those who don't like to lean on or who simply don't sit away from the screen. The grip does little to tendancy to get a bit hot if you're using it for a long time or to you suffer from sweaty hands.

Based on the photo designed for home use only, but additionally expensive for what it is.

Matt: This is one of my personal favourites

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POWER DRIFT

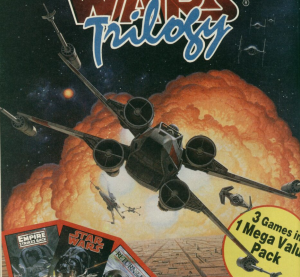


IN POLE POSITION...

SEGA ACTIVISION

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HINTS 'N' TIPS

YS



TIPSHOP

And now... speaking to you live from Red Square in Moscow, it's Phil South, with more of your Hints and Tipovich.

Also you can see, it's blazing weather here in Moscow this time of year. Oh, I've had to wear my thick antibodies I think with the extra strong glasses. Yes, you know the ones. Ooh, it's like eating a sweet with its wrapper on. Anyway, it's good to be here in old Moscow's back yard, y'know. Yeah, I always thought the Russians were good eggs. All this new (sashiki) music, vodka an' stuff. I a poss could do without some of their nuclear bombs, but then couldn't we sit an' Oob, be g' politics, let it political? You know you can get some here now? Pretty Sigger' for

out, what? I can just see Marco B on the screen ordering a "Lentils lefouatche with extra anchovies and food the slaves. How many suspects for the panic bomb?" Worms pizza-scoring little knowledge here, eh?

Repeating, I've got a wopper loads tips for you this month. All the Tipovich must have been diverted, via the Trans-Siberian Railway, a couple of pairs and a Lentsu drive from the station. They should be here any minute (Screesh! Clump-clump clump. THUD. Clump clump. SLAM. WOOOOOoooo...) Thank you, folks, now we can get on with the show.

Forgotten Worlds

Grimes Scott has really turned up-trumps with this sponsored set of tips for the first two levels of FW.

"Right, let's get batch and fly round the scene with Pig World.

Level One
Collect the blue spinning crystals — these give you extra money. When you come to a screen don't go into the first one. Wait until the big spiders appear and go into the second shop. Then, when you've bought stuff and left the shop, you find the spiders have disappeared. Remember the gun turret can only fire at certain angles, so their bullets can easily be dodged. Don't shoot the machinery, since it slows fire if you do. Do not touch the big eggs 'cos they drain your energy. When you come to the end-of-level monitor, don't touch the debris and keep shooting at its mouth as soon as it comes on to the screen. Sometimes it dies straight away if you do this.

Level Two
This level is almost the same as Level One, watch-out for the giant worms that pop out of the walls. If they eat you, you are automatically killed. At the end of the level there's an enormous dragon. You can touch its body except for its head, so get as close as possible to its head and keep shooting at it. One final tip — if you're playing a one-player game and are almost dead, press player two's fire button and you will become player two with all his lives and energy."

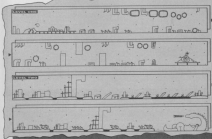
Hey, mate, Cheers. Nice one of round, 'ol me. Now give us a hint and go and stand over there. It took at your map in a minute. Check up a page over, tell you? (Clates) Thank. And tuck the pin it before you throw it over real time. Tell it's so hard to get good help these days ...

crazy cars II

Not the world's easiest game of the year? Give this one. I still get lost just trying to steer the floppy!

Here's a map of Pig World by the ever vigilant Grimes Scott. As a free gift he also tucked a POWE in the map, and it worked! 30206.0. No more... YU. Please try job. Great Fat Maccos / This is part of the show. Cheers, mate.

Forgotten Worlds



Head Over Heels

What? But this was ages ago... Well, it has been re-released and it was the all-time MegaGame phenomenon of the century (BTW don't know how you got to say anything to J. John Robertson?)

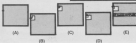
"Did you know that in Head Over Heels you don't have to go to the market to join Head and Heels together. Just tip to Heels where you start, and get the bag. Then come back to the start and bring Head in. Position Head in the opposite direction to the teleworking thingy (face the wall), stay in Head mode, press Jump and Jump at the same time. Heels should jump as high as Head. Keep doing that and Heels should get over that barrier."

Here, I'll have to try that. I know there must be some other way round that one, and it's been a long time since I played ACH. How one, Robbo. Keep it up.

ZOLYX

Amazing really. No sooner do you set aside a tip to your front cover, than 1400 people are banging on the door wanting their tip of a tip. (Go on.) Luckily the women and the man with the fern all save the funny side. Anyway, about this Zolyx business. It seems that everyone and his mare has got a tip for this game. Just a random cut through the mountains of post reveals tips from Paul John Seemark, Jack Waterboke, David Hultzer, Anthony and Graham Wheat, Willem Pezic, J Thompson (Mr), Iwan Bernwell, Edward Dalnes, Lawrence Dean, Robert Doolin Leathur, Sean Eilford and, lastly, Karl Suteray. First! You a bunch of tipsters you are. So here we get them, with the Big Tip. Let's hear it from Paul John Seemark, being as he's first on the tip of the pile. Take it away, Paul.

"I have achieved a score of 1275 on Level 11 of Zolyx. Check this out.



- (A) Move your cursor down to about Here.
- (B) Now press Fire and write.
- (C) Then make a shape like this.
- (D) Move cursor right and then up.
- (E) Now press Fire and Left and you should see the

TIP OF THE MONTH

Dragon Ninja

And still the tips roll in for Ninja games. It's amazing, isn't it? Put a load of black dots around people and they think they can also bread with their bony ham! (I mean...)

Well, as long as the likes of DS, Andy Wootton, Nick Spenser, Christopher Castleberry and Martin Bunnell (who's writing in, I see) are pointing 'em, so all you go boys. Let's have a go at these things. Oh, and last? Throw the Mergans of Queensland rules, not the foppery wickets. You won't need those get DS and his psychic map. This tells you what's what (and is) in the game.



And how's about this? It's Christopher Castleberry with the delective ferns and tips. "Right, here we go.

- # Level One — Boss When you reach the wall until he walks up to you, then jump down just as he breathes his fire. He will then follow you. Do two breathing boxes then jump up again or he'll burn you and make your hair go stringy brown. Keep doing this until he kicks the bucket.
- # Level Two Just hit the rings and dangles, but be careful of the gaps.
- # Level Three — Boss You've got to be quick with this guy. He hits you at head level, then jumps up and hits you at any level! Hit him a few times

then back off, if he keeps getting lucky hits, go up to him and keep hitting him.

- # Level Three From now on hit all bosses as soon as they come into range, because if you get stumped you're gonna get Level Three Boss on this level a lot early.

- # Level Three — Boss Same as rings on this level. Be very quick and use your level jumping tactic. If an escape is needed.

- # Level Four Same as Level Three.

- # Level Four — Boss Be quick. You can go straight in and start hitting while down. Jumping up and doing a level may save your energy, but watch out, he's quick.

- # Level Five Same as Level Four.

- # Level Five — Boss Pole-hitting him a few times then walking round a bit should do the trick but be careful of the horizontal spin — it can take a lot of energy out of you.

- # Level Six Same as Level Two, but watch out for the gaps. This time they must be jumped just perfect.

- # Level Six — Boss Every time I get this guy and I have three lives he seems to kick me without letting me get one punch in. (Irrrit!) Here's rather dumb — jump over his head and hit him from behind until he falls around. Repeat this until he cracks but watch out for his spines. (Pep.)

- # Level Seven This is the level where you get all the bosses in a different order. When you reach Dragon Nines, watch-out for his fireballs. Jump or duck them and then go and kill him. Praying might also help."

It would! Well, it's down on the old news for me then. Thanks you guys. You are truly the COOL dudes in the state of the...

message, "Screen Completed".

Do this on every level."

Oh, thanks, Paul! I was really looking forward to finishing Zolyx under my own steam... Actually, I'm going, you can have this badge. (Cris.) To.

R-TYPE

Yes, I know I mentioned this a while ago, but this tip is dead good. Look, it seems the best called Nathan Flood has just completed R-Type, and had to let us know how to do the last level. Okay, he goes, go ahead.

"First get the pod on the back and fire it off, only keep firing. Just after getting the blue gem, move back to avoid the missiles and put the pod on the front. Avoid the grenades. (You mean there are environmentalists in this game?) Cos, if you then the greeny moves from mobile to fire right, move up and fire the pod into Byon's pod. Move down to avoid missiles and grenades (quite tricky) and shortly afterwards (Byon will be dead. When you re-ignite the game, a load of coloured ships go by and you get a message from the programmer saying how sick you are."



Well then, me old chucker. Here's a bonus. (Squash.) And let that be a lesson to ya.

And so to sleep...

Hey woo hog woo. ... Smart! So, ah, I thought someone said time for bed. Sorry 'bout that, I'm a bit tired.

So, that's all we have time for this bit, but watch out next time for all your little 'n' tips as we dive once more into the Shop. Don't forget, send all your hints, tips, maps, fire rates and covered heads to Phe Inuity, XS Topshop, Phe Sinclair, 14 Middlestone Place, London SE18 1DL, and any I print will get a free five Got!ag Tips badge. Cos, how can you possibly contain your most, possibly antiquated?

beat 'em up

HOW TO SHOOT TIPS

Shanghai Warriors

shoot 'em up

HOW TO SHOOT TIPS

Starforce

arcade adventure

HOW TO SHOOT TIPS

Total Eclipse

Part 4

arcade adventure

HOW TO SHOOT TIPS

Stormlord

Warfare
By Jonathan Hale

I have found lots of ideas for war-torn worlds. The game has several, including the most up-to-date, which is the second (and will be the third) in the series. I'll be back with more ideas again and will be your first to know. I'll be back with more ideas again and will be your first to know.



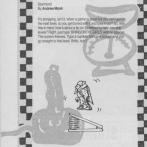
Strategic Warfare
By Tom Brown

I have some ideas for war-torn worlds. The game has several, including the most up-to-date, which is the second (and will be the third) in the series. I'll be back with more ideas again and will be your first to know. I'll be back with more ideas again and will be your first to know.



Warfare
By Andrew Hunt

It's amazing, isn't it, when a game you think is the most realistic you've ever seen, and you think it's the most realistic you've ever seen, and you think it's the most realistic you've ever seen, and you think it's the most realistic you've ever seen.

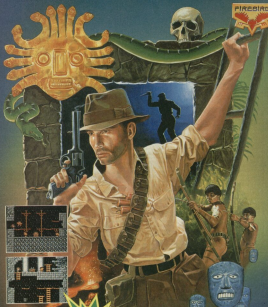


Top Edge (Part 1)
By Alex DeLano

1. To change the way you think, you need to change the way you think. You need to change the way you think. You need to change the way you think.
2. To change the way you think, you need to change the way you think. You need to change the way you think. You need to change the way you think.
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9. To change the way you think, you need to change the way you think. You need to change the way you think. You need to change the way you think.
10. To change the way you think, you need to change the way you think. You need to change the way you think. You need to change the way you think.

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Yes, you heard right! Domark APB (that's All Points Bulletin) is all set to be an APB (that's Arresting Pesky Blinder) of a game! You'll get to play Officer Bob with a daily quota of dollars to lose! Getting dollars will increase you a energy, but if ya don't make your quota then you'll have to hang up your handcuffs.

APB is all set to hit the streets shortly, and to celebrate this, thanks to the generosity of Domark, we're offering you the chance to win...

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Getting into shape as a future supple? Then one of these prizes could put you firmly on the right coast! Win a speedster radio controlled Porsche, or... win a speedster radio controlled Porsche, or...

...or a speedster radio controlled Porsche! That's right, there are three up for grabs, and they're worth about a hundred squillions each! They all boast the following APB features (that stands for Absolutely Potentially Brilliant!). All have full functions (left, right, forward, reverse and stop), two speeds and a hand held remote control unit. This operates on batteries, but you get a special Ni-Cd recharging jack! Two of the cars are Porsche 911s. They're about eight inches long, 1/3th the size of the real thing. The other, a Porsche 944, is a tad smaller with a scale of 1/4th. Mind you, it's still splendid! So how do you win? ...

It's A Cinch, Partner!

Well, it couldn't be easier (unless it's not English cogs, 'cos then I could have said PC or F or Termin Squasher if you prefer! Simply study the names of these American cogs. They are all sidekicks of famous TV detectives. What we want you to do is to write down on the coupon the names of the sidekicks alongside their fac-chums, Snee-chums, Pleaser you can handle it? Well then, jot down

your answers, name and address and stick the coupon on the back of a Sonaty And/Match novel, or a paperback, and mail it to: I'm A Police Car, And/Match, Not An Alien-Not, Not-Not, Not-Not/Comps, Box 5066, Smead, PO Box 5066, Enfield, Middlesex EN1 1JZ before 31st October 1989.

Don't
Bank
Borrow
Borrow
Borrow
Lose

Rules

- Anyone entering this compo who is in the employ of either Comps or Domark risks having his name lost!
- Don't argue with Chief O'Sealby — his decision is final!
- Any entries received after October 31st 1989 (local time) will be barged in the back of a 'Black Maria' and driven to the local refuse tip! You have been warned!

Okay, Officer Bob, it's a fair cop. I've been humbled, but I've also sussied out that the cops below are partnered by:

Kojak Bobby Hill
Steve MacGarret Sabrina*
Cagney (The one from Dennis' Angel)

In the event of a tie, complete the following sentence in no more than two words.
The most splendid Spectrum computer publication in the cosmiverse is undoubtedly

Name
Address
Zip Code



In fact, the fun never ceases as you go from the ground, ceilings, and walls using both the other levels and the walls with the Green laser—batteries, instead of the red-on-weapon sounds, and that the controller is controlled by the use of a multi-directional.

With a pedigree as high as that, *Mutant Fortress* couldn't really go wrong, and indeed it hasn't. Although the game is as money as possible, those mules used for carrying and even your physics will be helping before long. A nice touch is the message box that imitates the one for a while—then it jumps over them. If you want to play, you'll have to come up with a few more bits and pieces like



that, and maybe a couple more levels to pad it out a bit. Still, mutant's grand.

SYNTAX

Blue Ribbon/£2.99

Syntax is a four-way scrolling shooter in which you have to save the city by firing on deactivator crystals to drop into the building's ventilation shafts. There are various ground features which, if flown over, will produce desirable effects. The action is viewed from overhead. *Unlucky style.*

That's the theory anyway — in practice



being as rather different. To tell the truth, this is quite possibly the second game I have ever played in my entire life. I assume *Navigation* flows perhaps, but that was in a different direction altogether. The scrolling is jerky, your machine does lighter-to-saturatingly saturated colors. There are only two different sounds, effects (claps) and a slightly higher being between the Sinter character sometimes is applied quasi-appears in other — it's a bit like a classic design collision detector, primitive graphics, custom-key controls — I could go on for hours. The fact is that it's probably impossible to tell what you're looking at and what you can't.

Creditor. Quite creditor.

RAMBO

The Hit Squad/£2.99

Another recharge offering which features everything down into detail. The plot is predictable enough — stumble through the jungle corridors, you might consider it all the same. However, if you're a village, rescuing a prisoner, helping some, however, isn't it.

I am not sure it is being one of the first licensed games that actually really liked, and that's the only good thing I can say. Only good thing. The scrolling is the sort that will get you to the edge of the screen, then it will only allow the next bit on. The locking rules and makes it likely to see what you're looking at to shoot you. Otherwise the graphics are certainly fine, particularly the graphics which can be reduced (this is not a game). Sound is pretty puny (these were the pre-CD days, after all) which is a shame as the game is really all about massive explosions and ex-



was-crashing screens.

As a full-price it would look decidedly crap these days, but at three quid *Rambo* is a damned sight better than most of the purpose-built cheapie stuff around.

SPOOKED

Playara Premier/£2.99

The time — midnight (probably). The post-200 Pine Street, a deserted house in an undesirable part of town. The plot is really similar to that of *Amnesia*. Essentially you'll have to get through a series of superstitious traps and puzzles (water spirits) and using these to play the game against themselves. The world is made by changing images, colors and four around the house's. The game is into routines and trying to find the first *Department* is provided by ghosts and skeletons who take you around and bring you off-camera a some interesting scenes.

Surprise surprise, another variation on that classic *Playara* theme — the arcade adventure. Loads of screens (although most of them are rather vacuous, sick, cute



graphics) and an alarming tendency to keep one riveted for hours. Great.

HI-Q QUIZ

Blue Ribbon/£2.99

The time again, and here it's Blue Ribbon's answer to *Jeopardy!* in a bottle. The board is pretty much like yours — 25 are the only. As that's looking at the substance of the musical and general questions that have them something to write about (the packaging of the board).

There are three categories of questions — Science, Geography, History, Geography and Art. The board is full of the dice, most answers are questions you have the option of a one-point. Once you've answered a question, you can see the score, move back to the start and you're done. Up to four people can play.

And that's it. No problems, excellent value, and the questions are pretty numerous and



difficult, if you desperately want to impress (or bore) everyone with your wider-ranging knowledge, but can't quite afford the real thing. *Hi-Q Quiz* could come in handy.

B
A
R
G
A
I
N
S

UNDERBIRDS



Oh, Parker—

Well done—

Yes, Missy?

COVER

On this level one of the main
 trunk of EMERALD's tanks involves calculating four
 keys from
 around the
 place. Start's
 the first one,
 just left lying
 about on the
 floor.

FORWARD



LEFT

This one shows Lady Penelope and
 Parker as they visit the bank of
 England (!) to recover info about who
 planted the bomb on the submarine in
 Level Two. Most of the time they have
 to travel around together, but can split
 up to tackle a problem from two ends.
 Let's follow them, shall we?

This safe contains a
 key.



Mission
 accomplished!
 Thunderbird Two
 returning to base!
 F.A.B.!

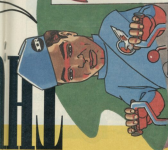
Why are
 I thick?



9
 7
 6
 5
 4
 3
 2
 1

LEFT

There's
a
secret
passage
in
the
network
over
top.



AGORA

It's the epic final level, and Scott and Flynn must make their way into the final underground missile site to disable the weapon and recover the top secret code of the key's fate of the international nuclear arsenal. There is light as they try to find their way out of the building and down into the tunnels. They bring the key and pushing one of the lamps next to the wall lead, but be warned! Watch the way you go and something nasty happens to you!

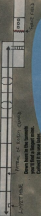


In the Security Room you'll have to get in the controls to open the Control, Launch and Computer Rooms.

Here you are at the end of the game. (Play!) Now, where do you see the mine, where is the thin ladder and how do you move the key? (Play!) Step about down the hallway! You'll have to wait and see!

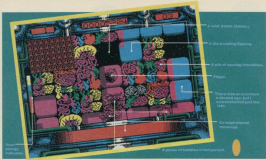


Down here in the tunnels you'll find a 'Magnet' mine. Colored it to use later.



Drawn by J.E. Erasmus 1988

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- A wall, a hole, a door.
- A tile awaiting flipping.
- A pile of waiting tiles.
- Flips.
- There's such an open hole in the maze, but it's not a hole that you can take.
- An empty, unflipped tile.

Flips, walls, holes, doors.

A piece of hardware in the game.

Mazeman

Henson/79.99 case



Jonathan Henson seems to have been a bit quiet on the full-price front recently (or maybe I'm just being unobservant), and since its staff is practically always received with outstretched arms and slaving chops, Mazeman is virtually guaranteed a place in the history books. Another easy chart-topping Megagame, scooping up every award going and inspiring a stream of budget clones.

On a 12x18 board, ... (Flips the landing) that's a great start! appears to be some kind of Penzance-like scuttling maze, being pursued by a glutton/hungry oo — my foot has come out. Sorta! That's better! It looks like it's made for two to four about flipping over the tiles that make up the floor, which is much more satisfyingly pleasing than setting dots, vespas, and giving me to a variety of 'flip' goals which we'll pass over for the moment. Lastly Ben's absolutely no explanation of the logic underlying these activities, so we can dive straight in and examine the important bits. The graphics and sound too, I think. Yup. Pretty good. Nice and colorful! These are children, not adults problems. Henson! And scuttling. The best bit is probably the tile-flipping-over effect. Are the words bit? The music on the title page, which

sounds horribly like the 'bald' tone on the PS phone system. As well as just the word 'flip and forget' tiles, there are others that need a little more persistence. Some flip back if you just over them again, which can be rather annoying, and others need to be approached from specific directions or through holes. There are also spots drifting about which will give you the usual extra lives, energy and points if collected. Presumably some also act as power-ups and let you power on your foe for a change. The trouble is, that's it really. For the first few goes the game is great fun, and that flip effect adds a sort of Shogun feeling rearing down your spine. Then gradually it dawns on you that mazes, perhaps don't hold quite the thrill that you want, the scenery starts to get very familiar, and so on. And from what I've seen there are few surprises in store on later levels, apart from faster, faster turtles and more foody life layouts. All the same, though, Mazeman is a good, honest, little game which I'd certainly come back to occasionally. It's just that, at over year short of a lifetime, I doubt it will stand much of a chance against the big licenses, coin-ups and so on that are currently fighting for the number one slot on the prestigious PS chart. Henson could have done better to have stuck to Plan A and released it on its budget back-it label.



final

 74	 70
 83	 85

Diagnosis

Fairly little maze game, but which might lose appeal due to its repetitive levels.

70°

verdict

YES ADVENTURE

Hat a month goes by without a few letters about adventure-writing utilities. I Game of Playwired got a copy of G4C and found about something called The G4C/PAC, but what does it do, where is it available and how much?

Well, I suppose you want the details. Okay, just this once, but only 'cos I can't find which issue I originally reviewed it in way back in the mists of time.

G4C/PAC contains several programs that improve the performance of G4C. One program makes the most of your memory, and gets over one of G4C's major faults. This is that if you enter something in the database, and subsequently remove it, G4C reserves it from the table but the same amount of the necessary space it took up is not returned to the user! G4C/PAC goes through a G4C database like a dose of salts and grabs that unused memory, as well as allowing the program to run faster. Another program allows you to load in a finished adventure and save it out as a database to load into your own G4C — so you can examine commercial releases and see how they're written. Yet another program gives you 14 different fonts to use in your own programs, and there's also a font designer so you can do your own. And yet another program lets you load in these different fonts, and also add a loading screen at the same time.

Now last, is it? I'd say that even writing with G4C can really afford to be without it, especially as it only costs £3.95, is fully documented and comes with a free copy of The Ultimate G4C Guide, a very useful booklet full of advice. The G4C/PAC was written by The Essential Myth programming team, and is available from them at 14 Church Street, Newbury, Berkshire RG13 9BE, or from them at 14 Church Street, Northants NN16 9BA. They're the authors of CEL's Book Of The Dead, as well as the award-winning Abel And Heli.

Richard Coley of Northants has seen G4C's Quill and (theater) adventure in 15K for only £3.99 the price. Is it worth it, he asks, and which is the best utility anyway? First, there's no doubt that it's a terrific bargain at that price — when you consider it would have cost you five or six times as much to buy them if they first came out. Later programs like G4C and PAF are better, without a doubt, but you can still produce first rate

adventures on The Quill. John Wilson of Zenith Software still uses it because he knows it so well, and his games started with the title of Mail Order Software House Of The Year for 1988. Not everyone finds utilities easy to use, so at that price you're not wasting too much money if you find the program beyond you, or you find writing adventures harder work than you thought.

The question of cost can't be ignored, and you can also get G4C quite cheaply through the Home Software Club, but which is the best utility? I'd go for PAF, even though it's a bit more expensive, plus the add-on PAF/Phone. Second choice would be G4C with a copy of G4C/PAC. Third, but only just, would be a combination of Quill/Ultimate with

Firstly, is there a +3 version of the Marble Mine adventure, published originally for the QL? I've never heard of a Spectrum conversion, but if anyone has come across it then please let Angela know at 28 North Street, Wellington, Somerset TA21 8LJ. She also asks for recommended +3 adventures, which I've written to her about, but one that I'd like to mention here is The Hermitage, available in a special +3 version from Tony Collins, Two Tyburn Road, Kington, Birmingham B14 9XJ. I have done a full review of this game but unfortunately there hasn't been room to print it. This is a great shame as it's an excellent adventure which earned a personal rating of 9/10 and even a 9/10 for value.

The Hermitage uses the 'E' side of the disk to store the excellent graphics (8/10). The lengthy text is on the 'W' side with a free bonus adventure, *Teacher Trouble*. The main game is a gnostic tale in which you play the part of a monk, sent on a pilgrimage to distant mountains in order to destroy an evil hermit who some say is the devil incarnate. The text is a bit gory in places, but there's a very strong, atmospheric story, enhanced by those terrific pictures which put Level 9 to shame. If you're looking for an adventure that makes it worth having bought a +3, send for this one.

And how me down with an notebook, but here, the very next day, is a letter from Terry Collins himself, author of *The Hermitage*, writing me that he's cut the price on his game quite a bit. I'd say he has, not so much but there's no backed them to death! The cost of the 48K version is now just £1.99, the 128K version £2.99 and the +3 version only £4.99. Email: TJC was 9/10 for value as the original prices, at these the rating stands all the while.

James Daughtry of Nottingham asks me about *Amiga Time*, which is an arcade adventure, so the answer to that is that you should either write to Dr Northants/Club or check through the Mind Nova in back issues to find someone who's offered help on that game. You might have heard Andrew Dennis, 146 Post Office, Kingtonham Road, Hitchcock, Newark, Nottingham NG22 8SS, or John Docherty, 28 Grosvenor Road, Greenwich, Kentville PA12 2JH. And if you still enclosed an me, James, I could have told you of that point ago! Never mind, I'm sure you'll remember next time. The same goes for *Aranea House of Lincoln* — send an me and I'll send you a help sheet to Golden Eggcat.



The Press and other recent enhancements. PAF is very ahead of the field, no doubt, but the quality of the adventures is, in the end, down to the writer, not just how it's written.

Richard also says he was foolish enough to miss his copy of *Amiga's Strange* ages ago, and has regretted it ever since, especially now it seems very hard to get hold of. Anyone finished it and want to pass it on? If so, contact Richard Coley, 22 Bracken Close, Nattering, Northants NN16 9BA.

If *Deliver of Marlow* says that "in French, which is very good, I cannot go much after teleprinting using Azap code EPS. I break through the wall but then get killed and cannot work out a solution." The answer to that is not to go through it! You do break it at that point, but you cannot get through it safely while you're an amateur.

Questions of a +3 variety from Angela Cheung from Vancouver.

Wires

Someone who hasn't signed his letter, but who lives at 77 The Avenue.

Professor in Mid Glamorgan, asks for help on... ah no, not *The Hobbit* again! No, there are people still lost in there, and I think it's only our duty to help them get out again. How do you get Elvend to read the map? That's no easy. I'm not even going to print it backwards. **NO TO ELVEND? READ MAP.** How do you... yes, here it comes. Ekk... How do you get out of the Golden Dragon? First you must mail off either Gandalf or Thorin's letters. Then you ask whoever comes first to **WODWE SEPO**, and then ask him to **EM TERAC**. Then if you're talking to Gandalf ask him to **FANL**, or if it's Thorin **WODWE DC**. How do you find the ring? Once you're out of the dragon and have used your game, go **TSALSS/MSKSS**. Does Elvend even return to his house? I don't know, and I don't think it matters. How do you get into the forest? Slight confusion here. Beyond Iscar's house there is a location described as 'The Forest', but you just travel through it, you can't **ENTER FOREST** if that's what you mean.

In return for all this help (and wait till he gets the bill, how lovely), this anonymous reader offers advice on *The House Of Dwarves*. In fact 15 bits of advice in all, so here are the edited highlights. To get the cofessor — **RUK; TEGSS**. To get rid of the leader — **WEGSSRUK; RUK**. To get rid of the monster — **DSSMASS/RUK**. To get past Valtus — **TMSI RYSL**. To kill the werewolf — **RSSAD-ESL**.

It was good to hear from Audrey Meredith of Sandycove in Northern Ireland. Gamers are now playing one of Audrey's adventures without realising it, as she wrote the story for our Cover Tape Issue, *Red Star*, which Tom Frost programmed for Tartan Software. Audrey also wrote the stories for *Green Dew* and *Willow Dew*, both on Tartan's *Star De-Cat* tape. This is all news to me, as Audrey doesn't get a mention anywhere! Oh well, that's life. Audrey's got five more *PHAN* games coming out soon, which I'll look forward to writing, a LINK job called *Maniac Laboratory* seems tentat!

Meanwhile Audrey needs help on *Atkrow*. What to do with the cryptographer and what to do with the tomb are two of the questions. Well, why not **REAV** the cryptographer **RSMT KHT OT** and ask him to **DIL KHT TVE UCF FLHBT** Finally Audrey asks how to get out of the locked room. The answer is that you do what I do every time the postman delivers another sack full of readers' letters: **MYRCS DSSA DSSMBAC KHT OTTN TEG**. Here he comes now... **Arregghhhhh!**

News

Venture forth with Mike Gerrard

First the bad news, which is that the *Adventurers Club* definitely seems to have gone out of business. Readers are advised to take legal advice if you feel you've due a refund on your subscriptions. Your local Citizens Advice Bureau should be able to help. Obviously people who have only just joined or re-subscribed have a very good case as they have received none of the promised services in return for their money.

This all seems such a shame when just a few months ago **ACL** was holding its annual award ceremony at the Sherlock Holmes Hotel. Club organizer Henry Mueller had even asked me how I thought he might improve the ceremony for next year! A bit of behind-the-scenes checking by my colleague Tony Bridge has unearthed the information that the *Sherlock Holmes Hotel* has not yet been paid for the hire of the rooms. A promise was also made by **ACL** to say that any money left over from the event would be donated to the *Great Ormond Street Children's Hospital*. At the time of writing they have no record of a donation from **ACL**.

Now I pride myself that I can spot a good adventure when I see one. A few months back I read over *Global* by Mark Carroll from Bradford, which he was publishing himself. Good enough for a professional software house, I reckoned. Now I've just had a letter from Mark to say that he's been submitting it for evaluation and found himself in the enviable position of having to choose between two real offers for the rights to publish the game! Mark accepted the offer from *Global Games*, a Kilmartin Lane, Carlisle, Lancashire **PL8 2FL**, and the three-part *Global* was scheduled for a late summer release at £2.99 for the **MSX** version and £4.99 for the **IBM**. game. If you're not on *Global Games* adventure mailing list,



write and ask to be put on it at once.

I was so taken by Mark's game that I asked him to let me include it in a batch of special offer coupons in the August issue. By the time the *Global* offer came through, Mark had already started duplicating copies of the game in anticipation of the offer coupons coming in, so we agreed that he would sell the stocks of the game that he had, and then after that any other orders would be returned and told about the *Global Games* release — which was even cheaper than the 75 offer price, but won't include the full documents now. Hopefully by now everybody who wants the game will have got it — from somewhere or other!

I've been ruminating again. I introduced Linda Wright to John Wilson and it was love at first sight. What do you mean, they're both already married? I'm talking adventure games, you fool. Linda had been writing away on her latest game, *Agatha's Folly*, and mentioned to me that although she enjoyed writing she was paid for three — partly due to the **PHM** game she's starting (see separate item). She said she wasn't looking forward to all the admin business you have to go through when you publish a game mail order. I told her that to ease her previous throes for writing, she ought to let someone else publish the game. Enter John Wilson of *Tartan Software*. Linda duly sent the finished game to John. John played with *Agatha* (see *er*), liked what

he found and will be publishing it shortly on the Zenod label. So it just needs all you folks out there to rush out and buy it, and they can all live happily ever after.

● **Play-By-Players** should note that Linda Wright's PBP game is to be called *Arcana*, and it's having a lengthy playtest prior to being launched on an unassuming public in mid-October if you want details, send an a/c to Phyllis Curran, 17 Blue Cross, Malibu, Bristol 90271 (CA). Linda's listed out on a course prior to help with the maps for the game, and I was highly impressed by the quality of her multi-colored letter to mail in it she told me there was a German software house who'd express an interest in translating some of her adventures into German. The company goes by the wonderful name of *Koboloch*.

● I got my fingers in a twist a couple of months ago when I said that Jack Leachley of River Software was abandoning his Spectrum in favour of his Atari ST. Not so, says Jack. What I should have said was that he's fully occupied just at the moment in converting his past Spectrum titles over to the ST, so there won't be a new Spectrum game for a while, although there will in due course.

● Are you ready for *Magic Minded*? This is a project that I have taken off (John 84), as it's based in monthly tape magazine dedicated to Spectrum adventures. This is what we want! Each issue will contain one full-length adventure, with hints and tips on the game being published in the following issue. There will also be reviews of games old and new (playable demos, letters and any contributions that anyone cares to make on the subject of Spectrum adventuring. The whole shebang is being put together for a proposed £1.50 by Matthew Wilson, Farnworth, 71 Beechfield Road, Wiley West Yorkshire WF15 8AN.

● Dear me, so much news I've hardly left space to tell you about a brand new book, dedicated to adventures on the Spectrum, which is being written by the one, the only, your very own... and I know you can hardly wait for more details, but you'll have to, please. Never mind, you know no-one else will have the info on this before I do!

MAGNETIC MOON WYGMELIC WOOM

From the depths of Chalfont, south-west London, comes a game from the PIPPO Larry Horsfield, Magneto Moon, which has already been successfully received on the Electron and BBC. There are 48K and 128K versions, with the same price for both — it might seem a bit high for the bog-standard 48K game, although it does come in three parts, but it's not at all bad for the bigger machine. This has longer text, more EXAMINE commands and a few extra locations and characters. It also means that all the locations from



each of the three 48K parts are accessible in each of the 128K parts — if you see what I mean. And if you don't... too bad. It's the 48K version I concentrated on for review.

It's a text-only tale, and I didn't care for the sci-fi font when I started, even if it is in keeping with the story. Never mind, the author's provided three alternative fonts so you should find one that suits you. He's also provided a plot that sounds like every other sci-fi plot you've ever read. Near space, the Jankel Queen, has bumped down on a planet in order to search for another ship you last contact with a few hours earlier. There's a large magnetic field on this planet, and your Cap's puts your ship on a red alert. He's about to organise a search party, but when you volunteer to tell your ship to stay on board. What? Despite an advertisement of his fan! No way! So you decide to search off the ship at the first opportunity. The plot might be a bit rusty but the author's made a pretty good advert out of it. The first part, Search for the Source of the Power, requires you to get off the ship when no one's looking (and they always are!) and explore the planet's surface, where you discover the wrecked freighter ship. More exploration here, then across the vast plains of the planet till you discover... whatever it is you discover.

It's a neat game, as you might expect from a three-part. The problems, like the plot, might be nothing new but

they're well thought out and kept me coming back for more. Apart from the odd comment about having to choose which objects you're going to take with you off the ship — you can only carry so many, even with the help of a backpack, and there are options to choose from. I hate these guessing games, even when the author tries to be kind. See here, and give you some clues if you examine the objects.

The game had a few too many irritating responses (and non-responses) for me, it was mostly okay rather than good. There's a good opening description of the main control room of your ship, complete with view screen, controls, console, Captain's chair and all, so it's disappointing to find that "you see nothing special" when of course you try to examine everything.

You only have a certain number of moves in which to get off the ship, before the Captain orders you and brings you back, so it was really annoying when it kept happening due to the program's limitations, and not mine! Despite the inevitable attack in a red button, PRESS BUTTON, I typed, "Which colour button?" I was asked, I didn't even have time to answer and explain there was only one button there: before the Captain turned up and typed me out of the game. One more (two freedom!) Of course there was another colour button on the other side of the attack when I got there, but it's bad programming to insist on PRESS RED BUTTON when there's only one button anyway. You can tell PIPPO to accept the PRESS BUTTON input and act on it by simply checking the location number.

There were several similar bugs, but I have to say that in spite of those I kept wanting to play the game as there was also a bit of a lot to enjoy about it. Some nice human, good character interaction and plenty to explore. I certainly took forward to the follow-up, *Starship Queen*, which is on the way. In fact if you solve *Magneto Moon* you can win one of ten copies the author will be giving away. Not a Megapiece, by any means, but I don't think anyone who buys it will be disappointed.

Title.....Magneto Moon
 Publisher PIPPO Software, 40 Ramble Gardens,
 London SE15 6JG.
 Price.....£1.50 (48K, 128K)

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SHADOWS OF MORDOR

WARNING: reading a YS solution without the commands written backwards can seriously damage your adventure playing, so don't read on unless you really want to know.

You can play this game in various ways, as Frodo, as Sam, or as both. This solution assumes that you're Frodo.

Start: Make your way to the cliff by going **SE/ENE** and if you don't meet Stragrod on the way just **WAIT** till the lutes up.

Stragrod HIT SWAGOL WITH SWOED when he appears, then when he falls to the ground **GO TO SAM THE BOPE TO SWAGOL**. When Stragrod complains and asks you to release him you must **SAY TO SWAGOL "NO"**. He will offer to act as a guide, so **GO TO SWAGOL "FRODO"** and when he reluctantly agrees you should **UNTIE BOPE** and **GO TO SWAGOL "FOLLOW ME"**. He should follow you from one on, but if he doesn't it may be because he's tired, so go back and tell him and **SAY TO SWAGOL "REST"**.

OK! There are two more doors. Both require you to **CUT TREE WITH SWAGOL**. This command may need repeating, but eventually you'll be left with a stump and a branch.

(1) Take the branch to lever the boulders to the edge of the cliff, then **LEVER BOUND ROCK OVER CLIFF** to send the lighter one over the edge. Try to get the lighter one over the edge. Try to get to remaining **CLIMB** ladder and **CLIMB DOWN ROPE** to help below. When your companions arrive, **PULL ROPE** to release it then go to reach the other boulder and **CLIMB DOWN ROPE** to the bottom. **PULL ROPE** to release it.

(2) **LEVER STUMP OVER CLIFF** then go down the hole made by cutting the tree. **HOLD OUT CRYSTAL** to enable you to see, or cut the branch into twigs and light them with a match. Go through tunnel till you come out on the ledge where you **THE BOPE TO CLIMB**. Now **CLIMB DOWN ROPE** and **PULL ROPE**.

Have FRAGO Swagol Go to the northern edge of the swamp and **DROP ALL**. Go to the bog top and **SAY TO SAM "DRAG LOG"**. Go back to the edge of the swamp and **SAY TO SAM "DRAG LOG"**. Do this for all four logs and **PULL RIFT** which is why you returned the rope after coming down the cliff.

Walk Crossing Swamp **SAY TO SAM "GET ALL"**, **SAY TO SAM "GET ON RIFT"** then get on it yourself and **PULL RIFT** with the branch in the other side. **SAY TO SAM "GET OFF RIFT"** then **PULL RIFT** back down again for Stragrod and repeat the procedure for him. Finally you **GET OFF RIFT** and **PULL ROPE** to return it.

Other Side of Swamp Travel to the

Rough Road Highway by following Stragrod's advice. If a Black Rider enters from the hillside, if you stay still he should go off again. If an Orc enters just leave the location immediately to avoid it.

Roller Wheels You may have to **RAMP** here a few times till the cart to the east opens up. Then go **E/NE/ENE/S** and **WAIT** till Skilling Orc appears. If you happen to meet him on your way there, try to ignore him, as there is a chance that a Black Rider might appear.

Skilling Orc **HEL ORC WITH SWOED** as soon as he appears, and repeat the command if necessary, or alternate this command with **GO TO SAM "HEL SKILLING ORC WITH SWOED"**. Note that you have to specify to Sam which Orc to kill or he gets confused, especially if, as is possible, other Orcs appear at this point. When the Skilling Orc is dead **EXAMINE ORC** to learn about the length of fishing line, and **TAKE LENGTH**. Then head for the Water Hole.

Water Hole **TRAP INSECTMENT**, and if you want a length don't leave at once but wait and listen to the conversation between the bathing Orcs.

Small Orc When asked for your pass, **GIVE INSECTMENT**, then when you're born green the all clear go **SW/WS** to the Overgrown Hollow. If Stragrod wanders on the way, don't worry as he should disappear with surprising swiftness — "a plump young covey".

Overgrown Hollow When you arrive **GO FISHING**, provided you're carrying the length of line. If Sam has it then **SAY TO SAM "LIFT FISHING"** and repeat if necessary till you catch something. If you **RAMP** then the water should appear, causing Stragrod to run out.

Ferret When asked what you are, **SAY TO FLEAMER "TRICKS"** and he should be pleased to see you. When he leaves you should continue waiting until he returns, and gives you some rations, then **SAY TO FLEAMER "TRICKS"**. However, while you're waiting you may encounter...

An Overgrown Elephant If this turns up while you're waiting at the Overgrown Hollow, simply go north, wait and return south. This should cause it to go away again.

Plump Young Covey This is a young rabbit, very tasty to eat, but it has to be cooked first, **CUT BRANCH WITH SWOED** till you get a pile of twigs, then **DROP TWIGS**, **OPEN BACKPACK**, **GET PAN**, **PIT PAN IN PAN**, **CUT SAULT**, **SPRINKLE SAULT ON COOKS**, **PIT SAULT IN BACKPACK**, **OPEN MATCHBOX** or **SAY TO SAM "OPEN MATCHBOX"**, **GET MATCH**, **LIGHT MATCH**, **SHAKE FIRE**, **PIT PAN ON FIRE**, **EXAMINE PAN**, **GET PAN** and finally **EAT KABBIT** at it's at gone. Then put the pan back in the pack and close the pack up.

Waterfall You now need to start up with Stragrod again so go to the waterfall location and **GO WATERFALL**, before going **NE** to meet Stragrod. When he tells you he's hungry just give him the fish you caught earlier, and **SAY TO SWAGOL "LAD FISH"** (some people can't work anything out for themselves). Now go back through the waterfall to the Dark Shadowed Highway (southeast of the Waterfall).

Dark Shadowed Highway Keep an eye open for Black Riders and remember to stay still if they are present. In 1024 to the Pale Water Bridge, then go **NE** and **WAIT** till Frodo starts to sing strangely and breathes out. Once he's done that, go up the "steep" side-way **STAIRWAYS** to meet the Red-eyed Hobbit.

Red-eyed Hobbit To be able to pass safely, **SAY TO SAM "LAD FISH"** and when the wolf has eaten it go **NE** to the entrance to the Towering Black Tunnel.

Entering Black Tunnel Go west into the tunnel and **HOLD OUT CRYSTAL** to provide light. Make your way through carefully by going **SW/NE** then **CUT WEB WITH SWOED** and go on **SW/NE**. At this point you should have a voice coming from a corner, so **EXAMINE CORNER** and **ACT ON CORNER** before going north and south-west to the Narrow Tunnel Mouth.

Spiky/Narrow Tunnel Mouth Somewhere during your travels through the tunnels you should have met the spider, and as soon as you do just type in the word **GALEGRILL** to send it scuttling off. The Spider should now be waiting to the east, so **SAY TO SAM "GO EAST AND ATTACK SPIDER WITH SWOED"**, then **WAIT** and repeat yourself to meet (spiders crawl) a few feet and a dead spider. Then go north and west to the Steady Ina Hole.

Steady Ina Hole Here you can **CUT CORNER WITH SWOED** and then meet with a platoon of Orcs appears and makes through the door.

Reefing You should do this regularly to keep your strength up, and don't forget to **SAY TO SAM "REST"** and **SAY TO SWAGOL "REST"**.

Rating But when you're carrying the bread, or **LAD RATION** when carrying the rations, do this fairly regularly too. Sam will follow you exactly without being told, but Stragrod will only eat fish which is why you must cook one at the Overgrown Hollow. Note that there are several fish like slippery ones and ugly ones. Sam carries a **BOX OF SOLE**, **WITH MAGICAL GLOWING PROPERTIES** around with him, but so to his purpose...!

Note that there are other locations, other characters and other creatures. This is just one of several ways of getting through the game. Other information always welcome.

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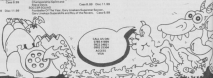
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Kali! If you can remember when Star Wars first came out, you probably use Geometric 2000 and still wear thermal underpants.

Yep, you're a bit of an old scoundrel!

To test your thermal resistance by using The Force and the Forceful, not only do these times use Star Wars, The Empire Strikes Back and Return Of The Jedi are now available on one compilation.

Star Wars

A whole lot of 3D vector graphics things this, which had you loading the stuff out of the Empire's Tatooine, laser towers and lasers before plunging into the battles of Star Wars's Capital Star Battle Planet Clunk. You can't win if you've got to start the whole thing over again, but you don't care because it's so colorful. Lucky that. One of the best-looking Space games ever. It's rated a bit low for 3D level and there's plenty of action. **98 Rating: 97**

The Empire Strikes Back

Well, how do I do another one of those vector graphics titles. Good and the Empire appears in this one as well and therefore we get to play the robots sending transmissions of the Rebels' power generators to nearby Tatooine. Well, come seriously animated 83-87 and 87-87 Walkers and after that you've got to negotiate a pretty hairy asteroid field. There's a bit of more sound on this but the graphics never show better in the rest of them or for 16 bit. The price of the bundle. **98 Rating: 97**

Return Of The Jedi

Remember this vector graphics is right behind you're going to have the Force and the Rebel of the Death Star again. First off, you're on a space ship that's going to blow up some ships and destroy them, which is good. Then you're negotiating the Millennium Falcon in the space of the Death Star dodging the Fighters and missiles and it's being shot. Don't remember a good walker through the forest again. It's a pity this number this, but consider it just doesn't match the atmosphere of the other two. **98 Rating: 97**

And that's it. You've seen some great stuff, now it's your choice to experience the whole take-home version. It may not be the best-looking thing since Star Wars' time but after considering when you get three ultra-pleasant disks, likely games for each good value!

final

98**85°****98****75°****92****92°****98****86°**

Diagnosis

Not bad at all even if it does cost more than you usually have to pay for a compilation. A must if you haven't already got the games.

84°

verdict



Blazing it took a long time for Demark to get around to converting the old Star Wars arcade machines. It finally reached the library in early '84, (late June) and it's taken a long time for them to put it out in a compilation form. Planning a great package or what here you in the Death Star game you'll find an example of the game in a bit of a double, but the action up 'til then is fast and furious.



Not more vector graphics in The Empire Strikes Back and -- speed -- the Space warship was programmed by Lando's friend Han Solo. That's right, Han Solo, at! The joystick action is a bit odd but comes more up the screen when the ship is pushed down and vice versa and again some complaints that it's all a bit too easy. But that's old 80's graphics the best vector graphics blaster ever created. **Verdict**



Oh Who's staked the vector graphics? Return Of The Jedi is a bit of a different ball game, with things of less, more, diagonal scrolling and nice colorful graphics, but perhaps a little short on substance. Comments inside you might not be the best, but the end of it's over the line appears below. If you're looking for something that will make you go blind, or atleast that's what it looks like, the combined. **Blazing!**

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HIT NAMES · HIT GAMES
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PROGRAM PITSTOP

Direct from his vantage point overlooking the Med, reluctant Jonathan Davies puts aside his binoculars and plugs in his keyboard to test this month's loaders and listings.



A s I look on the paths of my villa on the semi-quiet Spanish coast tapping idly at my ST portable's keyboard it seems odd, amusing even, to think that in a few weeks time you will quite possibly be futively reading this under a desk in the chemistry lab, the

summer term already making itself gradually apparent. Nah!

As well, a quick satellite comma-link to my Sinclair mainframe back in Bristol, England should reveal the line-up for this month. However, skip-heads of how from David Casperson with his turbo-charged, 30 valve, twin

overhead cam. Hex Loader V2, and of course the omnipresent Anthony Purvis with yet another left page of coding, the *Megascorp*. Also there's a refreshingly easy-on-the-eyes introduction to fractals in the form of a Basic program, Fractal Frangles, from Miles Kirkcaldy.

The infamous HD Hex Loader has remained virtually unchanged for years now and, while it hasn't exactly endeared itself to the majority of its users, it gets the job done. Usually

But people change. Habits yes change. And now there's an alternative. In the words of its creator David Casperson of the Netherlands, Hex Loader V2 will make "entering long lists of hex enjoyable". That's probably pushing it a bit, but after all things can only get better.

HEX LOADER V2

by David Casperson

Einrichtungsvorgang

Type in the Basic loader and save it with name "HEX LOADER" LINE 0.

```

01 GOTO 10:PRINT "HEX LOADER V2"
02 LINE INPUT "LOAD ADDRESS";A:PRINT A
03 IF A=0 THEN GOTO 01
04 IF A>0 THEN GOTO 01
05 IF A<0 THEN GOTO 01
06 PRINT "LOAD SIZE (0-65535)";
07 LINE INPUT B:PRINT B
08 IF B=0 THEN GOTO 01
09 IF B>65535 THEN GOTO 01
10 PRINT "LOAD TYPE (0-3)";
11 LINE INPUT C:PRINT C
12 IF C=0 THEN GOTO 01
13 IF C>3 THEN GOTO 01
14 PRINT "HEX LOADER V2";
15 GOTO 10

```

Now possibly for the very first time, load in the original hex loader and enter 0 to enter the hex listing, which should be fairly straightforward (as long as the AT file hasn't stopped too much glue, half-vanish, half-locquer and stuff all over it). (BTW, if it ever does you if you don't watch-out! AmE's) Save that next on the tape as "hexloader".

```

01 GOTO 10:PRINT "HEX LOADER"
02 LINE INPUT "LOAD ADDRESS";A:PRINT A
03 IF A=0 THEN GOTO 01
04 IF A>0 THEN GOTO 01
05 IF A<0 THEN GOTO 01
06 PRINT "LOAD SIZE (0-65535)";
07 LINE INPUT B:PRINT B
08 IF B=0 THEN GOTO 01
09 IF B>65535 THEN GOTO 01
10 PRINT "LOAD TYPE (0-3)";
11 LINE INPUT C:PRINT C
12 IF C=0 THEN GOTO 01
13 IF C>3 THEN GOTO 01
14 PRINT "HEX LOADER";
15 GOTO 10

```

```

01 GOTO 10:PRINT "HEX LOADER V2"
02 LINE INPUT "LOAD ADDRESS";A:PRINT A
03 IF A=0 THEN GOTO 01
04 IF A>0 THEN GOTO 01
05 IF A<0 THEN GOTO 01
06 PRINT "LOAD SIZE (0-65535)";
07 LINE INPUT B:PRINT B
08 IF B=0 THEN GOTO 01
09 IF B>65535 THEN GOTO 01
10 PRINT "LOAD TYPE (0-3)";
11 LINE INPUT C:PRINT C
12 IF C=0 THEN GOTO 01
13 IF C>3 THEN GOTO 01
14 PRINT "HEX LOADER V2";
15 GOTO 10

```

```

01 GOTO 10:PRINT "HEX LOADER V2"
02 LINE INPUT "LOAD ADDRESS";A:PRINT A
03 IF A=0 THEN GOTO 01
04 IF A>0 THEN GOTO 01
05 IF A<0 THEN GOTO 01
06 PRINT "LOAD SIZE (0-65535)";
07 LINE INPUT B:PRINT B
08 IF B=0 THEN GOTO 01
09 IF B>65535 THEN GOTO 01
10 PRINT "LOAD TYPE (0-3)";
11 LINE INPUT C:PRINT C
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```

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01 GOTO 10:PRINT "HEX LOADER V2"
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07 LINE INPUT B:PRINT B
08 IF B=0 THEN GOTO 01
09 IF B>65535 THEN GOTO 01
10 PRINT "LOAD TYPE (0-3)";
11 LINE INPUT C:PRINT C
12 IF C=0 THEN GOTO 01
13 IF C>3 THEN GOTO 01
14 PRINT "HEX LOADER V2";
15 GOTO 10

```

After you load everything back in a window will appear on the screen showing a chunk of hex from somewhere in memory. This will probably be from the ROM, which isn't much use, so enter the address from which you want to start typing in hex by pressing Space. (This is normally the first five-digit number of the hex dump). The address, that is, you will then be able to move through the memory using the cursor keys and enter hex as you go.

```

01 GOTO 10:PRINT "HEX LOADER V2"
02 LINE INPUT "LOAD ADDRESS";A:PRINT A
03 IF A=0 THEN GOTO 01
04 IF A>0 THEN GOTO 01
05 IF A<0 THEN GOTO 01
06 PRINT "LOAD SIZE (0-65535)";
07 LINE INPUT B:PRINT B
08 IF B=0 THEN GOTO 01
09 IF B>65535 THEN GOTO 01
10 PRINT "LOAD TYPE (0-3)";
11 LINE INPUT C:PRINT C
12 IF C=0 THEN GOTO 01
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14 PRINT "HEX LOADER V2";
15 GOTO 10

```

```

01 GOTO 10:PRINT "HEX LOADER V2"
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06 PRINT "LOAD SIZE (0-65535)";
07 LINE INPUT B:PRINT B
08 IF B=0 THEN GOTO 01
09 IF B>65535 THEN GOTO 01
10 PRINT "LOAD TYPE (0-3)";
11 LINE INPUT C:PRINT C
12 IF C=0 THEN GOTO 01
13 IF C>3 THEN GOTO 01
14 PRINT "HEX LOADER V2";
15 GOTO 10

```

Continuously updated checks are given on the right hand side of the screen which should match up to those given in the Pitstop listings if you haven't made any mistakes. If they all correspond correctly, the listing should be okay and able to be saved. If not, keep backing until it's just right.

The program uses the following keys:

- Space — Choose start address.
- Cursor Up — Move up eight bytes.
- Cursor Down — Move down eight bytes.
- Symbol Shift + U — Move up 200 bytes.
- U/S + D — Move down 200 bytes.
- Enter — Go to start of next line of eight bytes.
- U-S, A-T — Enter inside (half a byte) at cursor position.
- S/S + L — Load a block of code.
- S/S + S — Save a block of code.
- S/S + A — Return to Basic.

To get back into Hex Loader V2 from Basic type FROM 20, CH, and don't mess about with the code below address 20700 or the whole thing will probably pack up on you.

Do you remember my request for fractal programs a few issues ago? How utterly terrific, Matt Miles Kinloch did, and here's sent in this one proggy which was inspired by something he saw on telly.

Fractals can take many forms, but essentially they are all pretty patterns created by repeating a simple rule loads of times. They have the property that no matter how closely you look at them there will always be further levels of complexity for you to zoom in on. They also tend to be self-repeating, so any given shape of fractal will be made up of smaller versions of itself. Something like that anyway.

Miles's program generates one of the simplest and best-known patterns. The setting is mostly made up of FRCs in let you know what's going on, which means it's shorter than it looks and I don't need to explain it all. Type it in, run it and watch as the pattern slowly appears. Now who's written a Machine?

FRACTAL TRIANGLES

by Miles Kinloch

Code-Mandrel generator?

```

1:REM ***** BASIC *****
2:CLS
3:FOR I=0 TO 99999
4:PRINT I
5:NEXT I

```

```

1:REM ***** BASIC *****
2:CLS
3:FOR I=0 TO 99999
4:PRINT I
5:NEXT I

```

Fractal patterns are generated by repeating a simple rule over and over again, and the resulting shapes are self-similar. This program generates a fractal pattern of triangles.

Do you remember *Antony Parks*? The books she featured prominently in the July issue. And the August issue. Oh, and the September issue. Well, in spite of being overlooked, passed along with the Spectrum in a pecked-off shellpack, nested into a small shiny case (just) and hurled towards you in a light swirl above the stars-infused mid-October, here he is again.

Megascroll is probably Parv's best effort to date, and is definitely the best message-scroller in the whole world. What other scroller is interrupt driven, uses letters of pixels high and lets you specify colour and shadow effects as controlled codes from within the message? And all this as a background task while the rest of your program runs as normal? None.

The Set Up

Firstly type in the Basic loader and save it with NAME "MEGASCROLL.LDR".

```

1:PRINT "MEGASCROLL.LDR"
2:FOR I=0 TO 99999
3:PRINT I
4:NEXT I

```

Follow that with the techno dump, via the hex loader, which should be named "MSGLoader" and "MSGUnkon" respectively, respectively and, indeed, respectively.

```

1:PRINT "MSGLoader"
2:FOR I=0 TO 99999
3:PRINT I
4:NEXT I

```

MEGASCROLL

by Antony Parvris

```

1:PRINT "MEGASCROLL"
2:FOR I=0 TO 99999
3:PRINT I
4:NEXT I

```

```

1:PRINT "MSGLoader"
2:FOR I=0 TO 99999
3:PRINT I
4:NEXT I

```

Loopholes
 All that remains now is to tell the program what you want it to scroll. The message is defined as a string, POKED into memory

and saved after the rest of the code.

As well as more letters and numbers, the string can contain extended control codes which will affect the way the text appears. The codes can be placed at any point in the text, and are as follows.

- CHR\$(0) - Set foreground colour
- CHR\$(1) - Set background colour
- CHR\$(2) - Set foreground offset
- CHR\$(3) - Set shadow colour
- CHR\$(4) - Set top line of scroll
- CHR\$(5) - Enable shadow
- CHR\$(6) - Disable shadow
- CHR\$(7) - Pause scroll for a 50ths of a second
- CHR\$(255) - Loop back to beginning of scroll.

When specifying colours, replace the 'x' by nine times the colour required plus 64 for light and 128 for dark. This gives an opaque effect, collateralising the contents of the screen for a transparent message. Use eight times the paper colour plus the ink colour.

Example

For the terminalised, the following example may convey things a little.

```

LET a$ = CHR$(1) + CHR$(55)
55 + CHR$(2) + CHR$(8) + CHR$(8)
8 + CHR$(4) + CHR$(0) + CHR$(2)
55 + "THIS IS A SCROLLERY"
+ CHR$(255)
FOR i=1 TO LEN a$: POKe 50000+i, UCASE a$(i) + NEXT i
SAVE "MSGTest" CODE 50000:LEN a$

```

Still puzzled? Here's what all those codes mean.

- CHR\$(1) + CHR\$(55) - Foreground white
- CHR\$(2) + CHR\$(8) - Background blue
- CHR\$(8) - No shadow
- CHR\$(8) + CHR\$(0) - Topline of scroll is zero
- CHR\$(2) - A space, which must always begin the text.
- "THIS IS A SCROLLERY" - Four text
- CHR\$(255) - Start scroll again.

Once everything has been loaded in, RANDOMIZE USR 50000 will start the scroll, and RANDOMIZE USR 50000 will stop it again. The text can be placed at any location of your choice (below 64571 - just around line 70 of the Basic) accordingly.

Cr't Test

I've asked I really haven't the energy to type any more, so the following pile of file programs I still have left will have to wait 'til next time. Unless, of course, you've written something even better, in which case stick it in a .BFF (you've) and dispatch it to Jonathan Davies, Program Editor, RS, 14 Bathmore Place, London W1P 1DE.

Games

PRESENTS

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ANASTAR

GHOULS & GHOSTS

Spook! What a night! Even the 'S office doesn't contain as many living dead as this game! A galloping Jackie Ryan sticks her head out from behind the settee, just long enough to check out the ghastly delights of US Gold's new title, Ghouls And Ghosts.

O long I'll admit it. Taking a hike through a haunted graveyard, well past my bedtime, wasn't exactly one of my favourite hobbies back in 1986. Until, that was, the classic Ghouls

And Ghosts materialised on my Spacey. One then Arthur The Knight Errant, the kidnapped princess and a graveyard full of all manner of evil ghosts kept me climbing until the grass grew back to level! And now three years on (and in the manner of all good horror games), US Gold has resurrected of Arthur and his faithful foes to bring us the sequel to his merry tale, Ghouls and Ghosts. And what a graveyard smash it promises to be!

Ghouls And Ghosts is a colourful, multi-level, night time scrolling, medieval, platform, arcade adventure type shoot 'em up. Your character, Sir Arthur, is the brave knight seen in the original Ghouls And Ghosts. And once again your faithful has been overrun by the forces of evil and your princess (Prin Prin) captured. The situation looks very grave. But never fear to give up, you'll battle up your trusty plate and set off across the five levels of scrolling landscapes, battling Wabing Zombies and Wab-



Volcanic Eruption

At the top is another beautiful view of our medieval valley by the devastated city. Three towers look soot. The beauty and what is



Graveyard Assault

Level One is a beautiful view of a village which leads off to the village graveyard and continues through more and more of the landscape to go. There are mountains, a castle, an Arthur the Knight Errant, Prin Prin, and a lot of other things. It's a great game to play with friends.

Eating Vulture's Brains

It's a bit like something out of your worst nightmares. Mind you, you do come well prepared, kitted out in a very fetching suit: not armour creation. But, as in Ghouls And Ghosts, one touch from a blade will cause all your armour plating to disappear! Goshook! And if you're



After we eat!

It's as if your magic scepter Level Three sword beam. Blast your way to the moon and experience the glory which has led to the... being one of a thousand things and...

tooth-enough to find your self in a further collision with a monster while running around in your smelly, you'll be reduced to nothing more than a bag of bones. Gah! Gah, you've got a rather pointy javelin to hand from off with and if you can get to grips with the steep (steep breath)... left, right, jump, duck, climb, check control system, you should be able to avoid looking the flabbed for many years.

Your quest begins in the village graveyard where you must fend off the attacks of the mutant Skeleton Monsters and Swarming Vultures. By killing these ghouls in the ghouls though and you'll be a gopher. Instead, use your trusty javelin to dispatch them with. Head it's through the ruined village and on to the rain-sweep plain. This is great, this bit. The rain comes at you in



It's not French and all... in each making you go through the... (partially missing about the about... unless for him? It seems could simp...)



What... (partially missing about the about... unless for him? It seems could simp...)

you'll have to knock off a jet-flying meow, then rush over and pick up the jet for use, carrying to release the weapon.

If all this sounds too much for the Claws And Ghosts to be cyclic around you, hold tight there. There's one major difference — chests. Magic chests to be precise. These appear when you run or jump past certain locations. There are four to find on each half-level and each contains different things — some helpful, some not so helpful. In the first chest for example, a magician traps out, spell balls sporting all over the place. Make contact with one of these and you'll be transported a duck? (What? Did he make the magician see others and steal him away. The second chest contains a suit of magic armor or another magician. When you're wearing the magic armor, any weapons you collect will have extra powers. The third chest always contains a weapon of some type, and the fourth, a replacement or

some magic armor — you'll need it to then! To master the game properly, you'll need to know how to use the chests to their full advantage.

After all Claws And Ghosts looks like being a well-sprung follow-up to Claws And Ghosts. It's got good graphics, great gameplay, it's very bone-shaker of a fun at its most and, after a start "type-setting" noises as you dodge your way past razor-sharp gulleons and, to top it all off, some satisfyingly loud things sound effects of weapons being thrown at tremendous rates throughout. All of which adds to its overall atmosphere. I can't wait to see the finished version!

File Size	
Genre	Claws And Ghosts
Publisher	WJ Gold
Programmer	Software
Street Date	November

Cystal Clear

Most of it's the crystal caves which is lit up with the reactions of some... (partially missing about the about... unless for him? It seems could simp...)



Prin-Prin

The prince... (partially missing about the about... unless for him? It seems could simp...)



buckets and there's an accompanying wailing sound effect on the CD version — the atmosphere! (Claws' Ed) Avoid the Whirling Gargoyles and push on up to the facilities, fighting off the annoying advances of Bluff Spitting Plains, Trider Bawling Pipes and Shields, the big end-of-level nasty, as you go. You've got four more levels like this to contend with before you can reach your Prin-Prin though, so you better get cracking as time's not on your side (there's a time limit in every level).

Battling against the evil deed with only a pointy javelin to ward them off is not of a tall order. But lucky Arthur can swap his weapon for various others along the way. The extra weapons emerge from jars carried by the beetles. So if you want to trade in your javelin for a dagger, a mallet, the bomb or a...

The Ghosts



The Princess

She is... (partially missing about the about... unless for him? It seems could simp...)



Rocky

He is... (partially missing about the about... unless for him? It seems could simp...)



Witch

She is... (partially missing about the about... unless for him? It seems could simp...)



Wizard

He is... (partially missing about the about... unless for him? It seems could simp...)

COVER

Picture This!

DESIGN

Gordon Blimey O'Brien! What have we here? Only a page so stuffed full with artistic merit it ought to be hanging in the National Gallery! Jackie Ryan dusts off her brushes, dons her artist's smock and trots off to the Castle Rathbone Gallery to show us her etchings ... (guff!) ... er, um, to show us the winning designs in the FS Design-A-Cover Compo.

PAINT BY NUMBERS!

There it was, intermitted on almost every cover this year for the whole nation to see — the blank front cover of the September '80 issue of *Your Choice*, all snowy white and air-brush free! Design our front cover, we said. Quick! The theme was Indiana Jones And The Last Crusade and your entries came flooding in. Wayne Nixon's design was picked to grace our cover, but there were loads more brilliant entries too. So here are the best of the rest. Feed yer eyes on this lot!



James O'Brien (18)
Wendell, Ca. Sportsman



Bob Thompson (16)
Oak, Massachusetts



Gordon Blimey O'Brien (14)
London, England



Patricia Pennington (12)
Newcastle, South



Stephen Robinson (15)
Guelph, Ont.



Robert White (11)
Red Bank, Pennsylvania

Wayne Nixon (15)
Columbia, London



THE BEST OF
THE REST



Christopher Robinson (14)
Spokane, Canada

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- It is available in two materials: standard and metal.
- It is available in two finishes: standard and chrome.
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Plus ten copies of Hewson's wicked new game Mazemania and ten 'mazin' Mazemania posters!



Maze, eh? Don't be just one 'em? Those funny green foliage-type things, and all by wily-wedged gardeners in their wickets — they're just the thing for on-foot fans and frolics! You can clearly negotiate your way through until you find the middle where you can sit on a bench (see, see, see), or you can get a long piece of string and tie it on to a branch near the entrance so you'll always be able to find your way out again (ha, ha, ha), or you can even take a compass and a black and white chessman in with you and cut your way through from one end to the other (ho, ho, ugh... here comes the gardener!). The possibilities for marvellous maze-time fun are simply endless! Which is why, no doubt, those jolly jokers at Hewson decided to see their latest release, Mazemania, in... um... a maze.

Mazemania is a 16 level maze type game in which you, as Pippin, must travel through the maze of Tinkler Bells, turning tiles as you go. Collect the extra power items, avoid the aliens and grate the whole maze and you're then transported to the next level unless more 'mazin' (Gross!) it's fun. It's great, and to celebrate its release your favourite mag and Hewson have been in cahoots to bring you this

contentious Mazemania compo.

WHAT YOU WIN:

The incredibly fortunate first prize winner in this stupendous compo will find a very slick and svelte Canon EO5 750 slinging its way through his/her letter box. It comes complete with auto focus, auto flash, auto wind on, in fact auto-everything and is worth nearly £400! The second prize winners won't be

disappointed either, as there are ten copies of Mazemania up for grabs. And we've got ten third prizes of Mazemania posters too.

WHAT YOU DO!

In order to snap-up one of these brilliant prizes, all you have to do is take a peek at the four pictures, which happen to have fallen from the high security pages of the YS Terribly Entomancing Baby Pictures

You can't see me, I can spot a member of the YS team in their Clarke Commandos from a distance of 20 yards!

Picture A is obviously

Picture B must be

Picture C is definitely

And Picture D is unmistakably

Now send my prize goods to

Name

Address

Zip Code

Album. Should I discuss this, along with... well, that and Gary Whistler's book? Well, no. But unfortunately, before their pictures can be stuck back in the album we need to suss out who's who.

All you must do then is put the right 'handle' to the right 'foot naps'. For example, if you think Photo A is the spilling image of Gussman 'Mad Dog' MacDonald, then write 'Gussman MacDonald' in the space provided underneath and so-on. Once you've scussed at four faces, cut out the coupon (or a photocopy), wrap it in a happy (or sad) piece of paper and send it to Baby Face Compo, YS Compo, PO Box 1000, Enfield, Middlesex (M11 1UG). And make sure your entries reach us before October 31st 1988.

RULES

- Employees of Dennis Publishing and Hewson letter to camera shy about entering this compo 'cos they're not allowed to.
- Don't mess with Baby Face Betty — he decides it's final.
- Get those entries in before October 31st 1988, or you'll be too late to stand over the merest chance of winning.

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TAPE 1

1. TIME TRAIL
2. THE SUEDE
3. BARRAGE PANG
4. QUASE
5. SHERIFF AND THE ICE CASTLE
6. SOULS OF GARRON
7. DEFCON
8. ON FRANKY AND THE MONSTER
9. ROAD ZERO

TAPE 2

1. EUN. CRONES
2. SHRETTAGE
3. NICK BALDO'S OVEN
4. METEORFORM
5. DEATH WALK
6. SHREDS
7. TOWER
8. MICROHOUSE
9. WIZARDS

TAPE 3

1. EARN EARNING
2. HARRISS DAWGDOG
3. HOCUS FOCUS
4. COUSE
5. PETER WILSON'S
6. AIRBALL HORRORNA
7. CONFESSIONS OF GIBSON
8. HYPERLADDER
9. GO ZERO

TAPE 4

1. ZENO
2. BROOKER
3. ARENA
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Both APB's without stand for, here? Well... er... it's obvious really. It means sounds of dictionary being opened and banged shut very fast... All Points Bulletin. And if you still can't feel your APB from your GMX or your GCL, all you means is a report on a specifically hard case proved that all the cops in the street have a hell of a lot for ya any time by a guide with the Song.

Right, how can we get the same old old case a solution of the, we can say someone, You're Officer Ray — an officer out of cap straight by a street patrol. The numbers, to be made for the work, he should be off with a belly wall. If he fails up, where, for less all his money and gets stored out of the face.

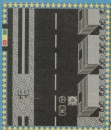


How the hell does he do... he, I'm got a friend who does and you know?

Last day, as you're driving around your night way swirling rain, and you get to get a reward (barbage, money and things, collect funny items, time, money, fuel, equipment and required parts, provide whenever you get on APB).

Deal, all an intended function of some game law driving granny off the road and you get a decent (low money and gas) to not on your way. That

that on the wall of a nearby building. Permeable buildings are used to make interchanges. Even... anyone fancy a glass of?



NAME: FREDDY FREAK
REWARD: \$ 1000
WANTED FOR: SELLING DRUGS
LAST SEEN: SMALL TOWN USA BAR

DO NOT SUSPECT OFF ROAD TO ARREST

CROOK'S CAR

GET THIS CROOK TODAY



Someone to see here and you get a cash bonus — something extra for the wife and kids. Yeah.

APB suspects should be removed off the road and gently persuaded to confess (Baffle them, just suggest the psychic and that big, big reward) if all you.

Basically, what it all boils down into is heavily speed up version of Spy Hunter (although make you don't remember it). Apartment some rather silly little cartoon touches in between levels — the Range something like if you don't believe — the



Origin of what a long shot. And you're even the absolute minimum's arbitrary nature... I

whole world of dangerous highways to explore. I was going to write that the simple graphics of road from up the highway to be delivered smooth, fast and playable track, and I remembered a few nights. The walking, while generally very good, can just spiral in a confused fashion. I was like the car too much, and there is some slightly messy outdoor landscape too. The soundtrack drops on a bit as well that you can change from a soft, but not too much for anyone about what you've got on the line, who is a control by.

Well, there's just one thing I remember... oh, it's gone. Oh yes, I remember popculture/kyber/you?

final	
HEART RATE	RESPIRATION
75°	69°
TEMPERATURE	ACTIVITY
72°	80°
Diagnosis	
Okay, so it's not treated graphically, but so what when it's that playable and good for a laugh?	
75°	verdict



REVENUES
125

DEMERITS
■■■■■■■■■■

DAY: 5

HONKERS
INDESTRUCTIBLE
HELP

GAS

Ladies and gentlemen, right before
your very eyes, Matt Bielby in...

SLOTS OF

FUN

There are always too many new arcade machines about for a humble two-page spread to cover with an **A** topped again this month as I've picked out of each — a beat 'em up, a verified shoot 'em up, a low-budget shooter, an arcade adventure, an *Op Molf* clone, and a strip pool game (??). Well, a bit of variety never

hurt anyone. In fact, it's got so I can't bring myself to reveal more than one Deal. I'm up an issue — honestly, they're all the booming *Street Fighter* game, *Monopoly Attack* and *Dynasty Duke*. Both of which have been around for a bit anyway, and *WMP Superstars*, but good news for, well, this little lot...

MATTY'S CORKY COIN-OP SECRET AGENT

Best of the month for sheer shock of nothing else. *Secret Agent* grabbed up my quarters like nobody's business. Probably because it's about Russia and tends to kill you off very easily. I'll say it's shocky because it's so obviously a *Secret Agent* from the newly modified *Living Daylight* center on the high score table to the *Golden Gun* slot at the top of the screen. The main title wears the obligatory driver jacket of spaces, and even could a lot *Tomb Raider* platform-ily, and all the action sequences seem locally modified *Beam* bits in the mirror.

So, on to the first lot, and it's the best of the month for the start of *Monopoly*, if it's not very much *Monopoly*. The fact is, it's out of the plane on his mission to kill all the terrorists in Washington, D.C. but — *Monopoly* — seems the terrorists were in the plane with him all along and down they dive and into the water together and — *Monopoly* — your chute opens and drops you to the ground. But all real *What's that?* — *Monopoly* seems to have created a *Beam* and *Beam* concludes by *Monopoly*. There are some a *Beam* and *Beam* scrolls with a *Beam* *Monopoly* and *Beam* types to be disposed of. Then it's on to a *Monopoly* and *Beam* types with all sorts of enemy *Monopoly* and *Beam* in get *Monopoly* in the end.

Other sections include a *Monopoly* under-water sequence, and *Monopoly* taking on sharks, mini-games and other stuff, plus *Monopoly*. *Monopoly* players take up to *Monopoly* enemy *Monopoly*. There's even a *Monopoly* appearance by a *Monopoly* *Monopoly*!

Secret Agent is a cheap piece of work, if you can get over the idea of *Secret Agent* being an American!

Overall 87
Convertibility Factor: 8

More *Secret Agent*! It's not a *Monopoly* game but, considering the similarities, it's just the thing *Monopoly* should be snapping up.



DRAGON BREED

Not too costly only 2 in 10 a shot and it's brilliant. More playable than *Secret Agent*, if less spectacular. Probably it's a progressive notoriously *Secret Agent* like *Dragon*, to say the least, it's almost identical to the *Secret Agent* from *Dragon*. It's a *Secret Agent* for the *Secret Agent* level, at least and it's a *Secret Agent* thing even has a similar level of playability — *Secret Agent*!

The first thing you have to learn is how to keep your little man safe. The *Secret Agent* itself can crash into anything more or less *Secret Agent*, and can be *Secret Agent* to take out *Secret Agent*. Your little man, on the other hand, well, has a lot more *Secret Agent*. He can crash it out — his little gun can be *Secret Agent* by *Secret Agent* — but he sure can't take it. *Secret Agent* safe from the wide range of *Secret Agent* *Secret Agent* or you'll *Secret Agent* the *Secret Agent*. It's just like *Secret Agent* in that you can add on all sorts of *Secret Agent* bits but your *Secret Agent* remains *Secret Agent*. Definitely worth *Secret Agent* out, not that I think you'll have to look very far. It's bound to be a *Secret Agent* lot!

Overall: 84
Convertibility Factor: 8

Very neat, very playable, ideal for the *Secret Agent*.



Keep the little man safe — your dragon can take the punishment.



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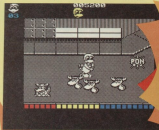
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"I took a massive head shot to see a reward..." They didn't see much yet for you as they're dead, so stand in an appropriate spot and get that upper cut again.

DUCK HUNT

Activision's 99 cent



Multi-Coin coin-up conversions - they're like *Blaster*! You don't see any for ages then a whole load come at once.

There are gallery ones like the *The New Zealand Story* and *Rainbow Islands*, about 'em up ones (*My Hero*), arcade adventure ones (*Super Wonderboy*) and, erm, even waddling along the street-punching *Bugsy* ones. And guess what? As for us waddling along the street-punching *Bugsy* games go, they don't get much better than *Dynamite Duck*!

Activision has done a pretty sound job on the conversion. You play a duck (of course), a duck with a mission - your friend *Larry* has been kidnapped and you're not to mess it up, the biggest achievement of the end of six horizontally scrolling, cartoon-style levels. In fact waddle off and see how you do.

Hmm. It all seems pretty easy so far. The first level is just like a fairly suburban road, walking too dangerous from being on a coffee-picking machine though! What can you see there? It's a house with a television set inside! It's there's not really going for you - it's quite easy to get out of the way if you want to and let them bounce around just - but wait.

It's just not trying to quickly get the fire and - you! - your massive *Pokey*-type gun and the result is the death.

Instead there comes a herd of springing mouse heads. Well that's not that bad, is it? It's a pig on a trolley - he looks a bit funny. Better hold down the fire button for a bit longer - your hand will spin around *Pokey*-style, loading up *stinky* before delivering a devastating upper cut. *Wheeee!*

And so it goes on. There are *conduits* and other *tools* to pick up (and *energy*) and other weapons too. What's that? Looks like a *family's* home. Now I can thank those of the bad guys instead of *punching* them. And this one? It's a *monster*. Let *straw* them, correct *curtain* answer!

Being *conduits*, *rodent*-headed ones, *reels*, *big* fire *members* (which appear twice a level) and *similar* *weapons* all gladly line up to be knocked into next week by the unstoppable *bullet* that's there. There's only one bit of strategy involved - making sure that out of the many weapons that present themselves along the way you're carrying the right one to deal with the next one. Throwing eggs at the fire *monster* won't do much good, but *spinning* that *water* *glider* might!

And that's it. Basically, then, a *cartoon* *beat* 'em up which looks as much like a *Larry* *Funk* or *Henry* *Melody* as you can get. The *fire* *punching* comes from *Pokey*, the *duck* *format* is *super* *stupid* *Woodpecker* with *waddled* *beat*, and you can even

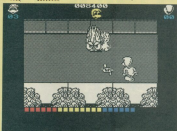


Watch the power from Larry, many of the world and wonderful that you can't even see you and the *big* *eyes*, *conduits*, *rodent*, *reels*, *big* *fire* *members*.





Quack, who's here, adding the software? Where the duck appears, you can't see, but in an eye on the culture, lady, work, accuracy? Please!



Yikes! It's a big fire bubble (the apparent error in the first frame), how hot's the sun, which weapon? Bambi's launcher? Bambi's bomb? Nope...it's quite for the water pistol!

see the word "Pow" written in the air when you punch someone out. Graphics are in color, reasonable, with well-detailed sprites, smooth animation and perfectly acceptable four-way scrolling.

The only problem is that it is a bit of a one-note game. All you really get to do is waddle along gunning things which isn't really all that interesting. The bad guys aren't very intelligent either. Most of them just bounce past doing little to no damage to you. It's easy to punch a few of them out, but it's only when you're really swamped by other enemies that you need to.

The other limitation is that there are only really two combat moves—standing right in front of a buddy and punching, or shooting a few feet away and throwing something at him. Even if we're generous and count the whizzing mega-punch as a third move, there isn't much variety here. I always think of a side character as a good excuse for some platform and ladder shenanigans, but since there aren't any platforms, let alone a jump option, you obviously don't have that here.

Read for playing *Dynamite Duck*. It's a throwaway, but takes away the Moore characters and real graphics and you've got a very tawdry beat 'em up with a serious lack of combat moves. Add the fact that the Special version doesn't get the two player option that made the coin-op such fun and I'm not sure how long you'll be playing it after the novelty has worn off.



final

THE GRAPHICS



65

ANIMATION



90



85



74

Diagnosis

Very appealing and cute but 'em up with less cartoony graphics, but not much more variety in gameplay.

81° verdict





It's the green, dumb! You're not! The screen doesn't show the hole, so you'll never know when you've sunk it. That's why you'll never know when you've sunk it. That's why you'll never know when you've sunk it.

POSITION AFTER 2 ROUNDS

1	O'HEHIRA	136
2	AZINGER	138
3	STRANGE	138
4	IMAY	139
5	McHULTY	139
6	NORMAN	140
7	NAKAJIMA	140
8	FALDO	140
9	RIVERO	140
10	BIAOCCHI	140
11	PEETE	141
12	KITE	141
13	STADLER	141
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17	LIAMAN	141
18	LIAMAN	141
19	LIAMAN	141
20	LIAMAN	141

championship GOLF

\$84/99 case



Dr. Bertram Ford: Speaking as a rich and successful doctor, I must say that I do like a good game of golf.

So when I heard that EA's new sports company was putting out a golf strategy game in the name of its legend and bested hit, *Football Director*, I was shocked to say the least.

Unfortunately, though, the final product is not quite up to the standard of that classic (and perennially popular) sport sim. You know how irritating you get with PD when you have to sit there doing nothing for ages except look at the words



"Please Wait!" flashing up on the screen? *Championship Golf* is the same but worse. For worse.

In its three variations, the new game is not *Championship Golf* at all. You start off with a money ball of \$100,000 and a good number and the team to be a *Championship Golf* team. If not the label, *Championship Golf*, you can impress all parts of your play (winning, slipping, better play and winning, each worth out of 100) with precision. It's like if you have a *Championship Golf* team to play the *Championship Golf* team. Play in the initial *Championship Golf* game in *Championship Golf*. You can't even see good enough to get it *Championship Golf* so you have to play the qualifying *Championship Golf*, which, in your opinion, you have to be *Championship Golf* enough to get through.

Finally, in this game some time to find out, you can't see how good you are in the final part of an hour to play. At least!

So you wish on your mind to played out, what you want, *Championship Golf* is interesting for about 20 minutes. In this case becomes a frustrating and *Championship Golf* experience. As you begin to reflect on why you think you're seeing *Championship Golf* (rather primitive graphical) it bears no relation to the real game. The *Championship Golf* game is not going to be a *Championship Golf* game. You can't see how good you are in the final part of an hour to play. At least!



Now know that strategy games aren't supposed to be fun but *Championship Golf* takes the biscuit. There's quite a good game hiding in there somewhere, but unless you have the patience of Job and more time on your hands than Berlusconi, it's all for the sake of fun. Stick with *Football Director*.



The *Final Diagnosis* game is where Gilbert tests his skills as a doctor. It's not a *Final Diagnosis* game, but it's a *Final Diagnosis* game. It's not a *Final Diagnosis* game, but it's a *Final Diagnosis* game. It's not a *Final Diagnosis* game, but it's a *Final Diagnosis* game.

final

 77	 75
 78	 74

Diagnosis

Gilbert hits the *Final Diagnosis* with a suitably well-padded eye which will keep all out the most hardened gamblers satisfied. "Interesting. *Final Diagnosis* interesting!"

78° verdict

final

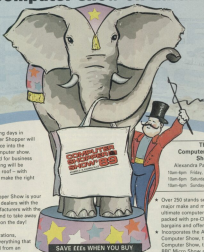
 35	 25
 57	 40

Diagnosis

Disappointingly slow getting variant of the *Football Director* strategy format that makes the original look like a *Final Diagnosis*. Only for the truly dedicated.

45° verdict

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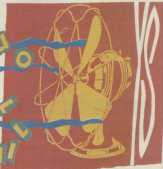


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more - it would be a sweat-shirt. And they've already been done. Eeerm... How about attaching a sort of stirrup - strap thingy on the back. It could be pulled down between the legs and fixed at the front with a strip of velcro. And you could have multi-coloured



tassels hanging off it. And little pictures of Paul Daniels

could want one.
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shirts are cool! This is the best, most brilliant...

CAPTAIN LIGHT

DARK DESTROYER

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"I WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!"



HOLD IT RIGHT THERE SCREWBALL!

CAPTAIN LIGHT YOU BRAINLESS WIMP!



SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE

HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE....

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SHOCKS

Errr! There's a

bit of a nip in

the air. Looks

like the last

summer of the

decade's finally

over. But the fun

goes on for one

and all, eh,

Spec-thums?

Just take a peek

at all these new

releases coming

up in the next

few months.

Galaxy Force

Activities

They said afterburner couldn't be done. Last year they did it (after a fashion). This year Activision has taken on a project even tougher — Galaxy Force, a star blip-whop-sonic-is-going-on-space-boat™ 'em up, and, heyway, it looks like they've done it again. Both QuikBall is the guy responsible — he set his teeth on Team and has been able to use a 1989 version of the same routine on the new genre. It starts with a sequence in which you boost between five planets, before throwing you straight in on the ship and... You fly over the planetary

The Untouchables

Down

This might be the most awaited game of '88 — '75 has seen it or written about this year and it looks better and better each time. Though it's a lot of years old, this license by now it's all the dark horse of the Christmas pack — the one with the potential to do a robbery — and will be selling real numbers when the better licenses have been forgotten. It is, of course, set in 1930s Chicago — as Elliot Ness and other famous agents wage war against the infamous gang Al Capone and his gang. Gameplay is remarkably faithful to the film, with the player



The Untouchables

taking the role of different characters in recreations of the movie's most famous set-piece scenes. There is the opening platform-and-bulldozer fight in the warehouse, the shoot-out on the bridge and the famous scene in the railway station in which a vulnerable gun-bulldozer slows the train's steps while bullets fly all around. In each episode the graphics are different. The steps scene is an overhead view similar to our remember right, and the bridge sequence is a 3D Top-Down™ job with you riding on the floor shooting over hiding hidden marks. Available in November at \$3.95.

Australian Rules

Football

Again Again

What's the most violent sport in the whole world? What has 18 players on each side, three goals at each end and the pitch and a mix of violence? That's right, hee football! It's Australian Rules Football, usually 200 lbs. The Aussie Footie is currently gaining cult status on Channel 4, as Again Again is bringing out six-episode live commentary of the thing — rather like soccerFoot Soccer. There'll be punching, throwing, banging, gawwling, a choice of two leagues and a weekly commentator. It's going to hit the stands at the end of September for \$3.95. (Sweet)



Australian Rules Football



surface (the only use of colour in the game) — in most sequences it would make things too confusing before — soon — you go straight into the infamous tunnel sequences. These are the most football, crash-into-the-walliest things ever, loaded with enemy gun installations and all sorts of nastiness, and needs to be steered through before you reach the big enemy base that you must destroy.

Activision says it's already more playable than the console — but then it would, wouldn't it? We'll all be able to judge soon — it's being launched so quickly we should see it before Christmas, rather than after.



The Untouchables

Operation Thunderbolt

Game

If you were taking bets on what will be the Christmas number one, no one

is quite so sure. The racing roads are easy, easy fast, and in general the game play is extremely faithful to the arcade original, including the



Operation Thunderbolt

would look so sure to win in a slump for Operation Thunderbolt. The shoot-

everything-but-music gameplay is cranking into the back-of-lobble-



Operation Thunderbolt

the same as that in the original *Clay* MSX, but this time there are 3D sections where you travel into the screen-calling road style as well as the normal horizontally scrolling ones. And there's also a two-player option. Available in November at around £9.99.



Chase HQ

Game

This is it! This year's biggest (well, maybe). You play the Miami Vice-style cops in a Porsche 928, chasing badmen mounted in Ferrari, Lotus

Chase HQ



Test Drive II

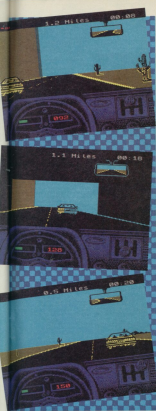
Accolade

What looks like a cross between a racing game and a driving sim, lets you get behind the wheel of a Ferrari or a Porsche and seems like it could be one of the spookiest driving games to hit your Speccy yet! Only Test Drive II, fact fans.

Starring two of the fastest cars ever built (i.e. not Duncan's Beetle or David's Triumph Herald), this game'll let you set up the kind of race which until now has only been run on the Y5 office Scalextric. Cool! So hop into your chosen mean machine and prepare to race either the clock, the same make car as your own or your arch rival across the good of US of A.

Mind you, this is going to be no straightforward race, that's for sure. 'Cos there are hazards to watch out for too. The American highways are pretty treacherous at the best of times, and in this game not only is your track realistically littered with rocks, loose gravel, pot holes and oil slicks, but packed with loads of other drivers who all insist on giving you as hard a time as possible. Not to mention that if you crash, get a speeding ticket, blow your engine or run out of Shell Unleaded, you'll be penalised 20 seconds!

So clunk-click, push your pedal to the metal and burn rubber all the way to your local software emporium to give Test Drive II a whirl.



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Strider

MS-DOS

Strider II was a Capcom entry into ninjas and the other world, but plenty of DO has converted it already, and — by gosh! — it's looking even better than forgotten Strider (in some bad way).



Strider

We at *DO* preferred this role as anyway — Strider looks the hickiest control mechanism of any Strider, but more than makes up for it in regularly Strider toward a few real

Tasman

System 3

Are you taking the gift? Well, if you're not sure, you certainly will be when you play Tasman, the latest release from System 3. Can a gift be so good and what you are the only thing to wear for this game.

It's 1972, and you, a brim, explorer-type character, are about to embark upon the greatest adventure of your life — an expedition to the legendary Elphinstone's Cemetery.

Tasman



right, leaping character was, and very much he looks on the Spry too, as he jumps from platform to platform, slipping by way through floating guards, robot golems, giant machines and all manner of fiendish traps. It's looking fast, smooth and fun. We'll have the full review next issue. (and then who says about pleasure?)

Strider



What a similar expedition, led by your father a few years before, and with catastrophic results. There are four varieties of him on his personal effects and a small, dog-eared diary which logs the final events of his last, fatal expedition. Please use to assist a challenge, you decide to succeed where your father failed, and complete it.

But Strider On On never prepared you for this trip. Your journey's going to take you through sacred caves, and make hidden secrets, past friendly and not so friendly natives, monsters, witch doctors and — well — even phantoms! So make sure you pack your best boots, weapons!

Tasman should be appearing in your game parks soon.

Myth



Myth System 3

You better dig out your Collins Guide to Greek Mythology before you start playing this latest offering from System 3. 'Cos it's all about spooky myths and legends (like the ancient tale behind the optical, mirror-shaped lenses which once mysteriously appeared on the forehead of Odysseus). And the tale will sound that the best!

Stickily for you through the myths in System 3, it's going to be a bit more and longer than that — so well known, in fact, that a nasty God called Demeter has travelled through time, corrupting all the great myths of various civilizations, in order to prepare the ground for his own against the world. (It will sound great to read it!)

Now... anyway, you have been chosen to travel through time to restore these myths to their rightful places in history. In, taking your handy Greek phrase book under your arm, off you trot to do battle with the Greeks, Egyptians and Phoenicians (and all the monsters from their legends, the Medusa, Chimera, Hydra, Minotaur, and, of course, all the beasts and birds!).

Both hero and monster will be needed to finish this game off. So make sure you pack some intelligence in with your sword (before you set off on your travels. There let's see — paper, sword, passport, and these tablets...)

Myth



DYNAMITE DÜX

When little Lucy is stolen by the terrible Achacha her two friends BEN and PIN really do get angry! They are determined to get her back. You can help either BEN or PIN take on many different types of badies. Be warned... these badies are especially evil and very cunning. Like Turbo Pigs, Sticky Dogs, Boxing Cats, Packs of Bats, Kitten-suiting Cats and more!

But both BEN and PIN have simply *incredible* punches! When they land a punch **BOOM!** no one stands up. BEN roars, spouts, roars and roars and waits for fire to stop you, what do you think will happen when you get your hands on Achacha?

Just remember, Lucy needs you!



ACTIVISION

SEGA

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