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COVER GAME 12



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SMASH TAPE 8

69

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than the Sinclair Light Phaser?
(Let's hope so!)

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The SAM Coupe is almost dead
us. The Spectrum of the 2000 or a
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REVIEWS

ACTIVISION/ACTIVISION IS
ALIAS/ACTIVISION IS

BARBAR/OCEAN IS
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CRIBBLES COLLECTION/HOOPER IS
CONTINENTAL/ACTIVISION IS
MOUTHERSALTY/ACTIVISION IS

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THE UNTOUCHABLES/OCEAN IS



Taking the Spacey into 1990 and
beyond.

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FOOTBALL OF THE YEAR 1/FORMER
HARD DRIVE/TIGER/DOMARK
MOONWALKER/US GOLD
TOMB/TIGER/DOMARK

FUTURE SHOCKS 95



CHASE HQ/OCEAN - 78
The racing game they're all
calling... quite good...

MEGAPREVIEWS

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THUNDERBOLT/OCEAN - 50**
Could it be this year's Christmas
Number One?



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gamebits!

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REGULARS

YOUR SINCLAIR

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Publication

Lumme Blimdy O'Riley!! Do we bring you the business or what? Our 23rd (23rd!!) Smash Tape features the delights of Ocean's unique, fabulous, not-available-in-the-shops Flashpoint plus an exclusive playable demo of one level of Activision's Christmas boggle Power Drift! Cork!

YS SM FLASHPOINT

FLASHPOINT

Ocean

You really have been spoilt recently, what with all these easy-going arcade games that have been coming your way. So now it's time to rev up your intellect, put your brain cells into gear and burn some grey matter. Flashpoint was on the brink of being released at full price by Ocean when suddenly it occurred that, rather than restricting it to the dear ladies first, it might as well simulate it overnight to the entire de la classe of computer users — those YS Space-themed themselves.

Don't be under the impression that just because Flashpoint is a thinking person's game it lacks the usual graphics and fast-paced action of the stuff you may be more used to. Good heavens, no. Everything moves at lightning speed, and as well as concentrating on the game from your point of view you'll also need to keep a careful eye on what the other player's getting up to.

It takes place on a map of 4,000 squares, only a small part of which is visible through your viewing grid. The object is simply to score as many points as possible. These are notched up by removing the other player's "forces" from the map. Each has his own grid to move around. Player one's is at the bottom of the screen and player two's is, um, at the top.

At the start of the game the map is blank except for the odd laser base and there (more on them later). You have a limited number of forces available (shown on the right of the screen) and to complete one of them up you just need to press down and fire. It can be moved around and then placed on the map by pressing down and firing again. To say one of the other guy's forces on the edge are of yours is to fly by the name grid position as the target, and press fire. Bling! Ten points. It's simple enough that forces can become mine fields in the middle square of the grid.

As well as all this simple stuff, there are special formations of forces that will give more dramatic results.

Sometimes wiping out whole chunks of your opponent's brigade at a stroke. One of these is achieved by placing three of your squares in a horizontal line and then moving the grid so one of the squares is at the edge of it. Press fire and blammo! Any enemy forces on that line are eliminated. The other formations are a bit more complicated — check out the info elsewhere on the page. The laser bases in handy too. They can be shifted around the map and then whenever part of the grid lies over them, although they do tend to appear and disappear rather amicably — adds an element of surprise 'n' fun. There are five different types.

And that's it really. Not things remain to be said. The winner is the first to score 2,000 points, and it's his.

FORMATIONS

Press fire in the centre and you'll destroy everything in the centre row.



The same, but wipes out everything in the centre column.



Complete all three of the squares surrounding the centre one.



LASERS

This one destroys whatever's in the equivalent square in the opposite grid.



This one does the same, but four squares to the right.



... and this one to the left.



This one only works from the back corner files and destroys anything in the front corners.



... and this does the opposite.



ASH TAPE NO. 23 DRIFT AND POWER DRIFT

POWER DRIFT

Activities

Here it is, an extra special '90s Christmas treat from Activision's Christmas buddies, *Power Drift*. You're the starstruck driver of this neat little dune buggy, racing around a series of ever-so-wildly up-and-down tracks against 11 other turbo racers. Get in the top three of each race and you move on to the next level. (Except you don't have, because it's only a demo of one track. What if you want, brood??)

The complete game takes us around five courses, with five different tracks on each. Some are pretty simple, some loop under themselves like figures of eight and some are even more complicated. The one on this month's cover cassette is a special level not included in the complete version and designed to highlight a lot of the main points of the game. It's been put together by programmer John Mullins and artist Dave Paul, and includes three levels, fiveish jumps and loads of things to crash into for avoid crashing into, if you get me drifty.

Unfortunately, they couldn't find room on the floppy to include the spectacular flip-out crashes of the arcade game (the cars simply spin instead) but all in all they've produced a very fun and smooth racing game, a good few steps on from their previous work, *WSC 2a Man*.

For dirt, roadhog! *Power Drift* features the legendary, twisted track even, the most aggressive rival drivers and more obstacles than you could shake a stick at!



TAPE TRUBBS

Tape won't load, eh? Yep, we know it's annoying, but it happens in the best of us at some time or another. Don't despair

though — we've got the surefire V2 remedy. Simply pop your faulty cassette in an envelope, add an ear to keep it company, and post it to V2 Tape Returns, No. 21, Fleetpoint, Interceptor, Mercury

House, Calver Park Industrial Estate, Abingdon, Berkshire RG7 4QW. A working copy should land the next least to your house soon after!



TUSKER





S Y S T E M 3



POWERSYS MEGAPREVIEW

PowerDrift

Just when you thought it was safe to get back behind the wheel, Activision's **PowerDrift** comes screeching around the corner and drives you off into strange uncharted racetracks throughout the cosmos. Ace driver Phil Spouty takes it for a ride.

Some driving games can be a drag, can't they? All that whizzing around in circles for so readily apparent reasons, and getting beaten by cars going impossibly fast when the best you can do is steer along like a snail on megaplanes. Depressing, isn't it? Well, excuse yourself, 'cos you're about to be impressed. The only drag in **PowerDrift** is the drag-strip racer in which you sport along the amazing twists taking.

Yes It's Crazy, Isn't It?

PowerDrift comes from Activision via Sega, who manufactured the original **Cosmic Cars** machine. There are five courses to choose from, each marked A to E. As one of a field of 12 cosmic road racers, you have to be in the first three across the line or you're out, and, believe you me, it's going to be no piece to get into the number three slot in all five stages. The first three stages of each course are apparently easy peasy, just as I see a matter of staying in the first three past the line. But stages four and five contain more tricky obstacles like jumps. Sure, there are ramps on scaffolding which take you up in the air and bring you gently down to earth again, but sometimes the ground just disappears and you

better be going fast enough to get to the other side or SPLAT! They'll have to get you out of your seat with a fish slice.

As you progress through the stages the courses get harder and more nasty, with bigger jumps and faster corners. The other cars don't actually get any faster or more intelligent, but since the courses get more difficult this doesn't show. The design of each track is progressively more complex as you go along.

An element from the coin-op which is really lacking from the Spectrum version is the overhead view of the tracks that you get in track selection mode. This would show you the different tracks as a plan view, with all the ups and downs in precise detail. So in this version you can't see that some circuits are round, some straight, and some two figure eights on top of each other with ramps going between them. But never mind, something had to go when they converted this multi-megaplane extravaganza into a BBC **Spouty**, and that was it. It shouldn't spoil your hyper-screeching enjoyment of the game though. And it is one of the speediest games about. Your race is so instantaneous that it starts around every single corner, so after each race there's more rubber on the road than there is on your tires.

At the beginning of the game you select your player from the 12 faces competing. Having chosen your character, you're put in your car to race the others. Each motor has its own position, and, unlike many other games, the cars occupy real places on the track in the computer's memory, so cheating and pre-empting are possible. Normally in games like **BBC Dr Man** and **Pole Position** the movement of cars is random, and placements just rely on how many cars pass you. But in this game the race is real — you really do have to beat the other racers. A nice little device which has made it over from the coin-op is the display running across the top of the screen. This shows the faces

of you and the other drivers, with the placement of each undermark. The number under you changes as you get overtaken, so do the faces of the leading and following drivers.

Wake The Programmers!

Its programmers are so nervous about racing games, in fact they're the only ones here that brought you **PowerDrift**, **The Game**, **The Plan** and more **BBC Dr Man** itself, which as we all know isn't a real racing game (in at least, it has been for years). So John Mullins thought that doing another one would be a piece of walk, cake, but not so. "We thought we could just rip the code out and build the new game around it, but on BBC the track runs along the ground, whereas on **PowerDrift** the road rises up out of the ground and travels over it. So we had to do it from scratch, and with all that 3D stuff, well, there's a fair amount of maths going on." Apparently they figured out a new technique which looks like 3D, works like 3D but isn't 3D. On the BBC **Spouty**, where

compressors is the order of the day and you've got six megaplanes of coin-op, you obviously need to keep up the speed and gameplay. Obviously it had to be a multi-look, but why hold up the game by making it load in the middle of the action? To avoid this annoying tendency is a feature of games like **Golden PowerDrift** levels load in complete from the tape. So there'll be no stops in the action!

Fast Facts

Game **PowerDrift**
Publisher **Activision**
Programmer **John Mullins**
and **Clive Paul**
Street Date **November**



r Drift

Three, Two, One

Look on 'er go! Our sliding olive fortress takes to the road and puts pedal to the metal, but the bits of rubber fly in all directions! How our heroine's hair blowing in the breeze as she turtles her way through the pack for a place in the top three!



Squeeee!!!

Clouds of desert sand and rubber start billow up as she squeals around the bend, narrowly missing the lamp posts and left-handedly around the corner. Sometimes overtaking doesn't reduce your placing, but that's because you've lapped the car in question.



After... Gulp!

Even you begin to see the point of Power Drift! Whereas most other games are built on an air on tracks which peddle like a roller coaster in a car set. (Oh, I feel sick... Womp!)



Oh No!

As the other cars hit the apex of the end of the race they zoom up on the screen where you are, which if you either touch the brake or crash at any point is at the back of the pack. Without formulae make third place and stay in the race! Cos, I hope so... she's rather nice...



YS Compo >>

Sssshhhhhhh!!!

Win! Win! Win!
Keep it quiet, but you stand to win (win! win!) a special spy grade Philips 14" remote control colour TV AND ten secret copies of MicroProse's **Ghostship** for YOUR Spectrum. Pass it on...

Pass it on... want to buy some secrets? You don't? No, come on, they're quite cheap. How about secrets? Better looks? A USM? If it's South Africa? Ah, I know you'd go for that one. It's a good little spy phone and so deadly secret that completely in the world knows about it even before it's known anywhere. Brilliant, ah?



Remember this picture of a South Africa Fighter flying across the skies over Europe. What... you can't see it? Of course not, we've stuck it on the side of the picture. All you've got to do is get some creases on the slip using your 'skill and judgement', where you think the fighter could be. Surely every crease's OK but here's the hard bit. You've only got five creases to-



Okay, so the real plane isn't THAT secret, but what about the special new flight sim from MicroProse, **Project Ghostship**? How secret is that? Well, not very secret either, actually. We've just reviewed it and we thought it was BRILL. Then you see, flying secret missions over all kinds of highly un-American and ideologically-unsound places around the globe, alternately taking secret goods and blowing the goods out of them. It's one of the smoothest operators on the flight sim scene, and so now the death wrapping's off on it.

What you WIN! WIN! WIN!

We're making no secret of how good the prize is for this compo. If you win the slip you get a really nice (imported, capital F) Philips 14" W remote control colour telly with (you guessed it) remote control, all channels with an on-screen display, dark glass high contrast tube. Plus a fab 'sleep' function which switches the set off after up to 30 minutes. Just the thing for those evening nights in front of the telly. And for the creases up, who never got away singly handed, there are ten copies of MicroProse's smash hit **Ghostship** (a multi-player simulator too. See book 'Right, mate!')

All You Have To Do

Winning all these set on secret goodies is as easy as getting over the Berlin Wall. All you need is a ladder, a thick leather jacket, some forged papers... oh sorry, the compo. Yes, all you have to do is

get it right. Easy stuff, huh?

Most simple your job is to enter please (or stick it into a wordle) and send it off, before 30th November 1991, to **Storage Of The Boring Miles**, Church Corner, 75 Cornwell, PO Box 1028, Infield, Middlesex EN7 1JG.

Here are my 5000 streams, and I had I got to flight 100 for ha. Send my 5000 streams.

Name _____

Address _____

Post Code _____

WILLS

- Any Details and MicroProse employees caught breaking the rules of silence will be eliminated for spying.
- All secret entries must be in before November 20th 1991, or you will be eliminated for spying.
- The 50 (or Number One on he's known) has the final say, and anyone spying different will be eliminated for spying.
- Anyone who doesn't fit into any of the above categories will be eliminated for spying anyway. (That's okay, it's our pleasure.)



Over! This is a better idea for a security system: Identify the plane correctly or you can't play the game! Funny, though, I can't see 'The Heartland Shipments' anywhere on the screen! 80%

The scope is positively enormous, what with the dozens of different land- and sea-based targets, a wide selection of combat areas and a huge range of landing lights.

I reckon that Stealth Fighter is the best Space Flight sim to date, and coming from me that really means something. Not quite up to the standards of X-Box of course (I never knew of it), but a great achievement for those intent to remain faithful to the CD.

PROJECT FIGHTER



final

<p>93%</p>	<p>80%</p>
<p>72%</p>	<p>92%</p>

Diagnosis

Seriously complicated and packed to the brim. A top-dog flight sim and no mistake.

91% verdict

JOYSTICK JUGGLERS



Mark 'There Is Not Enough' Bailey It seems that Mark's 'Smoking' days are over. Latest news that you open up the screen, but it has not yet, not one single bit went off while at Berkeley where Mark walked past... your 'What's gone wrong?' has our resident hero sitting placid but his semantic pleasure? That we can't see...



Jonathan 'Black Android' Davis Isn't it odd, to read in game 'No, not Jan himself, but he still does have the 'The Winking' of course. The first player button forward has finally opened for dogs and pastures... Jan says he and was back, but more. What were his backwards, Jan? 'He said 'SAND' and that was it...'



Jodie 'Play Park, Make My Day' Ryan Jan says Jodie stepped out a 14 Magnon and killed the last person to call her 'John', the 15 player has been continuously quiet on the subject of height. She's taken to wearing sunglasses (and instead a leather jacket and a fully black-and-white coat, she asked for another nickname should be used and she said, 'Hard'



Duncan 'Mad Dog' MacDonald Duncan got himself a new hobby this month, but he won't tell us what it is. Where says he's been seen disappearing into the cupboard with bits of black cloth and kitchen utensils, so either he's become a secret ninja or taken up photography. Either that, or he's eating tennis's underwear. Gulp!



Phil 'Put Of The Furniture' Smith Grouchy has been around 'Put Of The Furniture' since 1981. Mark can say that he's been one of the new players and addressees in the computer game games. Phil Marcus 'Binky' Barmstrong walks into the room, that is. Then he's a really the plumber. 'Hi you you!'



David 'Hello Scotland' Wilson Could we actually bring any 'guying' this month or account of having the water heater with the Winking 'Hi's 'Hi! My class 'Hey 'Eggsy' 'Whodunnit' that he's asked us to keep his place for him. And he said us lots of money to mention him, too. But we're not going to. (Oh dear, we got here...)

YS SCORES

- 100-100 Getting up to fever temperature. This is game that's this red-hot and you'll get the blues -- we guarantee it. Any game that scores a total of 100 or above gets the esteemed YS Megamaniac rating. Cool!
- 100-95 FCS (Pretty Excellent Candy) Well worth digging deep into the old back locker for.
- 70-79 Very enjoyable, but might not have looking appeal for everybody.
- 60-69 A few apples. Lacking in certain areas. Think before you buy.
- 50-59 Pretty average. Very average in fact.
- 40-49 One, below average (below it or not).
- 30-39 One to be hospitalized.
- 20-29 Very poorly.
- 10-19 Critical -- not expected to last the night.
- 0-9 Clinically dead.

S
W
E
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V
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Virgin £3.99 / casset £14.99 disk



Imagine! An odd name for a most exciting game, you might think. Surely they're not having to resort to shock tactics to sell the thing just because it's so much like the other racing games around?

Well, no actually. My main aim for 'Continental' the way on the face of my old flag, which is most appropriate, that the game was originally devised from a virtual Community Circuit, but while the story concerns the planning of the game of F1 in 80 was on the phone discussing the layout of the game for a while, and I got some-what into the idea that was talking with about it to see what the layout was like, but wanting to make a bit. As I continued with the construction but released the name of the game, naturally guessing the correct one for the moment as the publicity department after undergoing preliminary surgery to remove the former name, I mentioned some words later to the effect of releasing. Finally opening the new cover was covering the walls, and half the staff were discussing the future of our unfortunate F1 race. Whether the outcome of the release was, the name stuck and the game and probably got a lot more attention because of it. (Yes, no there's a bit of subtle science in there but you get the gist.)

Your aim, as the driver of a 400 light speed, which is to make it around the course in least. Again just the other side is between, finishing in an goal is possible for profit. For each course there's a certain number of cars which needs to be finished. You can see in the machine, and to mention the

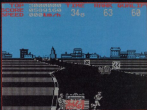
best level. The best a racing school, or experience and people of years in single sessions, and all of these will need to be carefully considered if you're going to get anywhere.

The only thing standing in the way of success, apart from your questionable driving technique, is the risk of other drivers appearing in front of you without warning. As you begin to realize this you will begin to avoid clouds of smoke, unless you're pretty stupidly you'll find the smoke leading to flames, and then you're got real probs.

Continental



Tragically! Your car looks a bit like a petrol tank in the road and spins through 345.5.50.5 software waiting for race.



Remember drivers again! Your car speeds into the pits, flames erupting from its rear, and your own machine nearby catches.

It has to be said that from a visual point of view 'Continental' does not seem to change from the computer as we know it. The car graphics can only be described as functional, the scrolling isn't particularly smooth and the resolution does seem to be totally unimpressive that I can't even remember what it looks like at all. Early drafts I would imagine. Unfortunately what might seem to be a bit of a pity is that the car graphics are not as good as they could be. The car graphics are not as good as they could be. The car graphics are not as good as they could be. The car graphics are not as good as they could be.

It's not as if it's a pity. There is one thing that is a pity, though — the graphics are not as good as they could be. The graphics are not as good as they could be. The graphics are not as good as they could be.

There's a bit of a pity. There is one thing that is a pity, though — the graphics are not as good as they could be. The graphics are not as good as they could be. The graphics are not as good as they could be.

Continental Circuit doesn't really contribute to the cause of the Space in any way. It does not contribute to the cause of the Space in any way. It does not contribute to the cause of the Space in any way.

Circus



A luxurious heavily priced presentation on-board of you for slightly less than £100 of the price.

final

 60°	 60°
 60°	 60°

Diagnosis

A car-racing game that looks broadly similar to every other car-racing game you've ever seen.

60°

verdict

A DISC DRIVE AND A PRINTER FOR YOUR SPECTRUM AT A PRICE YOU CAN AFFORD!



LOOK AT THIS
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Letters

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IT'S A RIGHT EYE OPENER!

Let me tell you about an enlightening experience I have just had! I bought PS for a few months 'cos I was planning to buy an Amiga, and had lost interest in Space games. Anyway, I thought I'd buy this month's PS to see if anything had changed and to get the free tips.

When I got back from the newsagents, I hooked up the demo of *Passing Shot*. What! Where game! By now I was seriously thinking of keeping my 4-2. Then I decided to look at *Advanced Lane-Master Simulator*. Whoooo! You just don't get games like this on the Amiga! Can the '84 hit games really be much better than

Passing Shot? No, I decided, and the Space games are a fraction of the cost! So now I have decided to keep my Spectrum — thanks to *Your Sim*.

**Stephen Lovell
Cromek**

Yes, the Spectrum. It's a (minor) miracle, isn't it? And full marks to Gordon Salt for showing us the full capabilities of this remarkable machine! Ed.

NOW COMMENT!

I, Sir James of Bland, claim to be the first game to finish that space game, *Advanced Lane-Master Simulator*. Using no FORKs or cheats, I managed to move the lava so well that I was offered a corned beef

sandwich! Here are my tips for the game:

- 1) Choose the Felix Sprintette.
- 2) Keep the 'M' key pressed.
- 3) That's it!

I congratulate you on managing to get Gordon Salt to allow you to put such an addictive and brilliant game on your super, lovely, amazing, boring, boring, oo-er, how's about a bit of how's your father, again, free request by Massive (20-as. Ed) Board.

Oh, words for the *Space Invaders* being enclosed with your letter — as PS — are, come in real handy. Ed.

YOU KNOW IT MAKES SENSE!

I have a problem. The trouble is my copies of PS don't last as long as other top selling brands of writing or liquid I could mention. My scanner tells I get these because they're all over. Couldn't you give me some hints and tips on how to make them last longer?

Tag The Indestructible Foreman

If you're talking about PS being longer on a page, then you could do no better than to invest in a sturdy PS Binder (or two). If, on the other hand, you're trying to use PS to help you with those domestic chores, then we'll have to consult some expert advice... Ed.

I've been listing PS out against some other leading brands on the club's recent postboxes, and have found that PS lasts three times longer than its closest rival! If ever removed of traces of Bernard Matthews' Coozy Cream Turkey Chops. **Marcello Newman.**

ROCK STAR TOOK MY DIRTIE DRESH! COGNITIVE NUMBER!

David Wilson, take a step out of the limelight and make way for a new(er) mega-group — The Intergalactic!

Yes, folks, it's true! While on a shopping excursion, I spotted a bundle of records for the

pricey sum of ten 'buds' as I whipped out my cash and bought them. Imagine my surprise looking through them when I found *Thing the Hall by The Intergalactic!* Just to prove I'm not fibbing, I've enclosed the record (at great expense) for your local pleasure.

**Mark Perry
Middleborough**

PS Perry about the packaging, I won't attend 20's fags!



We're sorry about the packaging too. The record broke in the post, but never mind, you by sticking it together with a hair stick, getting it on a gram, and 'playing' it on the quills on the back of one of Taz's earrings, we were actually able to hear *Thing the Hall*. It's a lovely ol'ly about being a church bell in order to hold a train number wrapping right and is the follow up to the *Konami* 'yes', *You Need Platform Tickets*. Ed.

A BRUSH WITH FATE

Dear old dear, Matt, what a state your mouth is. It's wonder why all those letters stayed in your liner. But I love the answer. This special toothbrush is made so you can brush your teeth and keep Taz's face cool for even years in your gals at the same time.

**Billy Ramsey
Scotland**

Swish! Her making, Villy! How I don't stay anything without shifting bits of residue off over the cliffs (Pur! Please, that's better! Now at least I don't have to get a fly-top head. Ed.



DOODLEBUGS

Right, let's take a new look at this month's offering shall we? It's from *Officer* and we're the author, we thought it fits in with the bit the book that you let keep everything, and also what a whole new meaning to the phrase 'to buy the book'!

Duck Yeager's Advanced Flying



Trainer

Before you can write down something that'll make the *Wings* don't yield the wings, or, don't fly. Or make us give you information or other advice, we'll be glad, you know the routine, send your address to: Duck Yeager, c/o Doodlebugs, 13, 14 Rathbone Place, London W1P 1DE. Anything that gets printed will be given.



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Letters

MINNIES

I just do not know what you've got against 'toothfainers'. Is it our accent? Is it because your head office is too close to my brother's work?

Whatever the reason, I'm sure that if the letter were published (has been) maybe some more 'toothfainers' would be encouraged to write in.

Apart from that I think PS is a proper dooper, especially the copy and Program Filing, but being back in Essex, Essex, all the new lads haven't changed his socks since. So why not a book? Julian 'They Call Me Cowley' Crowle Bessingtoke

Your brother's socks, eh? I was wondering what that really all was! Anyway, basically I think of 'toothfainers' as a bunch of whinging nincoms! Oh, and by the way, it's not that 'toothfainers' doesn't take a bath, it's just that he lets his socks 'sit' in Party the washing's fortnightly explosion! Ed.

SHIT, SHIT, WAAAAHHH!

Why did I see leaves? Was it the state of being Ed? Anyway, I'm glad we have got a good replacement, I have read YS for years and enjoyed it very, very much, but why don't you give your cassette away with some on them like other magazines? Keep up the good work and cool tapes.

Daniel Ramsey Essex

Teens hasn't really left. He's a publisher now so she can whip some more points on the bully for a thing. (Blah! Yaboo!) Is she those teeth and stop that snivelling. We don't put cassette coats on the covers 'cos they're more bulky to transport and they break in transit, containing thousands of little shiny plastic discs through the postal service. Needless to say Postnet Post gets VERY cross. What we might just do though is get some together to sell in Superstores. But then we might not! Any questions? Ed.

I TEST FOR SPICES?

I hope I have written something which will test your Spicyness. It will only work on some Spiciness though, and I don't think it works on MEs. What you do is this.

Press Reset and then press Break. Something should come up on the screen. Now press CLR, and M.L.P. all together. Now (if it works) follow the screen prompts. This should test your keys. There's also a code

Kindly Leave The Stage

Hi and welcome to the YS (and) Show! There's our first contestant, and he's **Bobbe The Wizard** from Sutton in Ashfield.

Q: What's the difference between YS's Manager in a red light district and a low tier in a red light district?

A: Eventually, the low tier will get pulled up!

Q: Right! No, no, not that was terrible. Okay, your turn.

which will test your cassette recorder and such more!

Kevin Cooper Corlike

Blimey, we never knew there was so much to it! Mind you, when we followed your advice on the office IBM+ nothing happened.

Daniel Hooper from Plymouth

Q: Why did the drawing put down the road?

A: It was stuck to the chicken's foot.

Q: Right! Amazing! Will the prize ever end?

Can you beat the YS going? I can't send your photo to Kindly Leave The Stage, YS, 1st Baltham Place, London W11 1DE. A guessing YS dooper goes to the writer of every joke printed.

We then tried the office YS. Ah! Not Success! We could do things like tap the keys, (yep! yep!), the whole collection! But what's the large flashing warning saying? "Take care! These tests corrupt disks and require Factory test equipment! You have been warned!" Please! Ed.

OOH, YOU POOR DEAR



Dear Madam Piss, I am very concerned about my cassette. How so, I am concerned that one day they will all be taken care for a while in the woods. Then, when we are deep in the forest, they will run out and leave me! What can I do? Yours sincerely, Maxwell P. Stevens Edgingwath

Good! Has your drive gone away having a virus and more of it every 10 years? I'm sure that a little thing is a signpost of your imagination. However if you do suspect I that your parents are intent upon leaving you deep in the woods, then I would suggest being well prepared! Carry out all items - a very large quantity of extra clothing in your pocket. Then if you do find yourself there in a bad way, your father's car should be able to find out the drive (see road) and leave a trail of very small stones for you to follow home later!

Dear Madam Piss, I have a little term, or a certain problem. You see both my parents were figure skaters, poets, pilots, and they've brought me up entirely on higher speed! This would be happy time at school if it wasn't for the so far situation that the other Charles won't look on - that is - they don't copy what his handwriting was, saying, Please father, Madam Piss, I've worked it out! With love, Roger the Jeffrey 'Charles' Bradshaw Edgingwath

Ed: Right then, you poor dear, what's wrong and why? No! I think that your best plan of action would be to study very hard at school, and then apply for a commission as a flying officer in the air force. There you'll find a great many little-minded people who will take your kind of language. Alternatively you could apply for a job in the I.R.C., communicating on the Harborough Air Display. I mean, that Worcester's letter will be great for getting your writing name (maybe) first of all, (yep! yep! yep!), so that's what!

STAR LETTER

EXTORTION

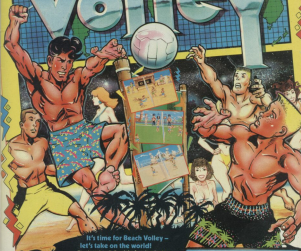
DEAR YS I HAVE CAPTURED ALL OF YOUR MASTERS NE W RELEASE SO SEND ME SAVES OF A BATH OR I'll SEND THEM TO YOU I am a NINE PS ENK to YOU

Looks lovely, lovely, Miss Claude! How marvel for you. It's giving in to extortion! You games are in the past, we hope you like them. They're the three latest bits from a certain software company, and they're 'absolutely brilliant!' Ed.

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DEFENDER

You may remember we reviewed the Sinclair Magnum

Light Phaser a couple of issues

ago. And you may also remember

what we thought of it —

good, but not that good. Now

there's a new shoot 'em up

contender in the lightgun wars

— the Defender from joystick



makes Cheatah. It comes

with its very own specially

permed selection of games

too, this time written by those

lovable CodeMasters chap-

pies. We let our own Philip

Snow lose with it for an

afternoon.

As we all know lightguns are basically a fun, if limited, addition to Speccy gamingplay. I mean, they'll never take over from joysticks, as the best all-round game controllers, but a change is as good as a revolution always say, so it was as inevitable as a bullet in the job with a mallet (but not as hot) that sooner or later one would become available for the Speccy.

First off the mark was actually the Black Light Phaser years ago, but it was a bit crap. The fopper, of course, was the recent Amstrad Spectrum Light Phaser. But that had its disadvantages too, namely the rather flimsy construction and horrible black and white bars it splattered across Operation Blot. This was one of a handful of games specially converted

Accuracy-wise the Defender seems to be pretty sharp. Most of the time it aimed at something that it, which means one of two things — either the gun is accurate, or the software is really good at aiming the gun. (Of course the other thing it might mean is I'm flipping hell at seeing it.) You do have to be fairly accurate to the screen though, and not too close, or the focus of the goggles will rock. You'll hit everything on the screen with one shot, and that's no good if you need to be selective, like in those Street Cop for instance (one of the games bundled in with it). So care should be taken, and a few experiments done, before you challenge someone to competition. Unless you don't even want to go to the second level.



THE GAMES!

(They make you shoot you know!)

There are six games bundled in with the Cheatah Defender, all specially written by the amazing

CodeMasters (those

Barling, Barling boys!). The games

will be available

on cassette to start with, with disk loading versions to follow.

to the lightgun standard. The actual weapon was built by Tegan, best known for its lightpens, and it sort of showed. Neely (people around the office started describing it as "a lightgun with a handle on", which was a bit unfair, but that's the PS team for you, because it was only a matter of time really before joystick manufacturers started entering the fray. In fact it was only a matter of months which meant they must have had it planned all along and the first of these four is a popular joystick and mouse funbox maker Cheatah Marketing.

The Defender is a nice piece of work. The moulded plastic body is dark grey with bright



red handgrips. The design is quite modern and sturdy looking I suppose, but still with slightly ruff Bush Rogies-like tendencies. The handgrip is angled forwards to make it easy to aim and hold, and weights have been added inside the body to improve the feel and balance of the thing. It certainly seems quite hefty and gun-like, unlike the flimsy Sinclair.

YOURSELF!



Jungle Warfare

Amidst all of that, you scroll sideways through a series of backdrops, from airports to bridges and jungles, as a battalion of enemy soldiers, choppers and tanks comes into your sights. You must shoot them in order to stay alive. (Well, you don't say? Oh, unfortunately, you have limited

ammo, so splattering the gooks all over the landscape in rapid fire is fun but won't get you far. The graphics aren't too bad, and there's some impressively life-like banging noises as your gun goes off. I think I could do without the screen flashing every time you shoot though. It's not half as bad as the Predator but a little bit of extra flipping up to let me know where I fell would suffice. Well, the game isn't too bad, but it is a little bit repetitive, and it's obviously the least sort of thing to use a lightgun for.

60



Advanced Pinball Simulator

Regada, what's this? Pinball? This is as good an example as you can get to show how odd the pairing of gun and games can sometimes be. What on Earth possessed the designer of this game to make it a "shoot-at-the-flippers-er-up"? It almost seems deliberately perverse!

What happens is you shoot at the plunger to send the ball into the machine. Then you shoot at the flippers to punt the ball back

into play if it looks like it's going to make a break for it. Just like a normal game of pinball, really (well, sort of). Works okay though, and although a bit strange at first, the program does play a mean pinball!

60



P16 Fighting Falcon

This one is an Afterburner clone in which you shoot at all the incoming fighters and missiles, and shoot at your own P16 to make it perform what the manual calls "automatic multistep evasive action". Well, just looks like it bounces out of the way if you hit it.

The scenery scrolls by underneath you as you fly along blasting the poop out of anything that moves and a few things that don't. Trouble is you don't get much time to anticipate a plane coming on to the screen, and, if you leave it too late to blow it up, it gets a chance to launch its missiles at you. There are four levels to the game, over the Sahara, Tropics, Arctic and Ocean. Okay, I agree, but not enough control over the plane for my taste. Another slightly peculiar use of the gun.

55



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Supercar Trans Am

Hey, don't I remember something just like this by the late (lamented) Ultimate Play The Game about a million years ago? (That's Am: it was called. This new Commodore version bears more than a passing resemblance to the old Ultimate masterpiece, but this time of course you're not Galt, or at least a lightning, on your side. You steer by shooting steering beams and change from forward to reverse by japping the car itself.



There are five stages to the journey going from LA to NY, starting at the California Beach, then moving on to the Florida Mountain Pass, the Grand Canyon Jump, past the Great Lakes Bridge, and finally on to New York City in flight. It's a sort of arcade road movie—really fun, really fun, I found it really hard to concentrate on steering the car without bumping into stuff but loads of shooting as well. All along the route map with game try to blow your team off, and usually they succeed, but as good as the original, but it probably resists persistence.



Bronx Street Cop

At last, a classic shooting gallery type game. You're a rookie cop on the Bronx street beat. In order that you don't see some poor passers by in the process of blowing away... hem/hem... in the process of apprehending a citizen, you are put on the



shooting range and presented with a couple of targets to shoot at. As they come up into the gallery you must decide whether they are legitimate targets or innocent bystanders. Brilliant.



Billy The Kid

Not quite as good as Bronx Street Cop, but nearly. You get to blow fire off costumes in the practice round this time. The cowboy



at the side of the screen also throws a tin which you can keep still by shooting at it — if you're skill enough that is. Then you go on to help Billy the Kid shoot his way out of various sticky situations. You only have limited ammo for the main parts of the game, but in the practice round you can play on the rapid fire switch and blast everything to ribbons. This is one of the funniest ways to play any of the games. Skill to shooting 100 say.



HEAD TO HEAD



So, how does the Defender stand up against the recently released Sniper Magnum Light Phaser by Virgin/Amstrad? At first, it seemed the guns were compatible. This was, we thought, the idea. But while the Magnum gun worked with the Defender games, it's quite a waste of time. The Cheats Flash Device was on hand at the time I tested them and his theory was that the Cheats was being read by the game as if it was always aimed at the top right of the screen. Weird. Anyway, the possibilities for a standard aim but the window unless someone makes a game which works

with both methods, or at least can be selected.

The Defender seems much more solidly built, and the weights in it do a lot to improve balance and handling. Having played with the Magnum beforehand I really did notice how much heavier and more business-like the Defender is. It seems to be more accurate too, but that could just be the way the software itself reads the gun. The stipplecoaters of the Magnum causing huge white flashing bars across the screen has been solved in the Cheats software, and all the games react much more smoothly. The games in the box pack are a bit sorry in their presentation. I

found, as compared to the varied range that comes with the Magnum, but this is to be expected as the games in the Defender pack all come from the same publisher. Also, the way the handgrip of the Defender is raised forwards, automatically raising the gun level at the screen, differs with the Magnum's upright hold. This means you have to bend your wrist back over to slightly to aim the gun. A minor quibble, but worth bearing in mind. The down side is that it takes less effort to keep the Magnum steady than it does to hold up the Defender. Cos the Cheats software it makes your aim acts after a bit. But the Defender does have a rapid fire button, and this is brilliant fun, especially on things like Billy The Kid when ammo isn't limited. The major plus for the Defender is that the lead is longer so you can get further away from the screen.

CONCLUSION

I prefer the Defender as a gun, and its games are good overall. My favorite must be Bronx Street Cop, with Billy the Kid a close second. I can't tell how many other bothered to do it but the point game is pretty enjoyable (no perhaps there's the reason why). The Defender looks better, it's cheaper and it generally seems to do much more for than its only current competitor. Let's hope we see more lightguns using the same Cheats standard, and even rifle or MP submachine guns. Watch this space for another very similar.



FAQ 8000

Product: Defender Light Gun
Designer/Manufacturer: Cheats
Marketing: 134.85
Price:



Virgin/C9, 99 tape/C14, 99 disk



Just like there was a time when the copywriters who did the band for gamers were hopeless people with blood-splattered and scribbled writing styles, now we have to cope with copy such as "Fox, what a 'Geody' Ter-

Shankens" and other similar abominations. These a mere one long word in here with Shanker that I don't actually know ignorantly. Luckily though, as long as you memorize and then dispose of the instructions, they eat a bad conversion of the Sega-original ad all.

On the surface, Shanker is a remarkably cool of the most scrolling level "see up what it needs and you can beat people up. It also contains the most ridiculous of all on weapons, mainly about opponents and what beat you. But best the time it

But you have to rescue a group of better things who have been captured by the evil lord (the "evil"), and distributed every across for hours, each split into three or four stages. This is done by walking into each of them or less, who says they are "banned back to Memory and Study" from

And as each game you, Shanker is pretty decent reasonable. There's not much in the way of holes and patches to be had, so instead you get the most abundance of people. In when you'll find yourself at the receiving end of terrorizing and persecutors, both of which can be avoided by simply keeping your head down.

The plot, there had to be some start with the graphics. Although the background has been carefully designed, with light-scattering and a floral scattering of colors, the enemies look very old and weird. Everyone seems to have a cropping back complaint which causes them to rely on a punishment toward those, and when a lot of them are all building, most together for resulting most more frustratingly hard to tell what is going on. The animation is the real let down however. Two frames per sprite if you're lucky, and some of the big movements seem to fit in with the rate the characters are moving at. Much better can occur when you measure a your taking shots to create a muscle and then continues to walk ahead in a repeating pattern.

All the same, some people don't mind that kind of thing and as long as you don't examine it too closely Shanker could prove quite a worthy investment. It still loses by comparison not only with the graphics, but the way they keep showing out those figures, identical graphics and their appear me to write a completely different and compelling review of each one. Shanker, it's not bad at all.



There's of Shanker's main approach to punish formations. The three characters in the above world, demonstrating your character's good nature, also means you will never have to defend. It's a pity that once you don't get very often, but this game makes your mind up for you!

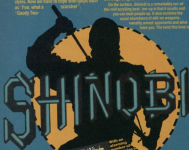
final

 62°	 65°
 76°	 79°

Diagnosis

Takes the scrolling beat-'em-up theme and does absolutely nothing whatever with it. A good conversion though.

71° verdict



At the end of the book, unfortunately, they have included the guy in charge himself who who has written the whole thing, and he's got a very serious face and does think a solution from his business supply of shankens.

THE ADVENTURE BEGINS WHEN RICK DANGEROUS, JOPER HERO AND PART TIME JUMP COLLECTOR IS IN DIVE PEARL, ARMED ONLY WITH HIS TIGHT SIX FOOTER, A STICK AND JUMP DYNAMITE, BUCK CHAIN LANCE DOWNHERE IN SOUTH AMERICA. NOW COME WE CAN SURVIVE IS UP TO YOU!

RICK DANGEROUS IS AVAILABLE FOR SPECTRUM AND AMSTRAD, CASSETTE AND DISK PRICE £8.99, £14.99, COMMODORE 64, CASSETTE AND DISK PRICE £9.99, £11.99, AMIGA 10, COMMODORE AMIGA AND IBM PRICE £24.99.



RICK DANGEROUS

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GLCS. TEL. 0464 304526.

HINTS 'N' TIPS

YS TIPSHOP



Ladies and gentlemen, live from the Alopecia Lounge of St Albans City Hospital, we bring you Phil Snout with all your hints and tips. Here-mmmmmmmmmmm's Snouty!

Hinks. (Applause applause.) Thank you, most kind. You're too kind. Ahh, thank you ENOUGH ALREADY! (A loud sigh.) Thank you. On tonight's show we've got so many guests we don't even have enough time to introduce them. But well, let's do the regular bit at the beginning of every show where I talk "totally unreserved" to the broadcaster. Hi, Bob. "How, Snout?" "What did you do this weekend, Bob?"

"Well, Snout, I took my wife fishing."
"Did she enjoy the trip?"
"She sure did, Snout, but I guess hanging on the end of the fishing line for the shrimp gave her a headache."
(Giddy laugh)
"Hi, Bob. You're such a nut."
"I love it, Snout!"
Okay, that's that rubbish out of the way, let's hear it for tonight's real stars, the Tipshop Toppers, with their tips for everything from *Joey's Party New Zealand* to *Joey*.

SLIKK WORM

And our first guests' pleasure (Cheers!) it's Phillip David Luck and Billy Ramsey with some Slikk-worm advice. C'mon down, Phil 'n' Bill... (Pheweeeee through the pipes.)

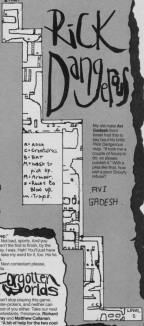
"Hi, everyone. We claim to be the final episode to complete Slikk-worm. We did it on Thursday 8th August 1998 with a score of 80,000 and it took us 15 minutes 25 seconds. The

final message reads like this, AND HISTORY RECORDS THAT DURING THESE 11 GAMES MANY LIVES WERE LOST, PEACE RETURNED TO THE NOW DEGRADED COUNTRYSIDE, THE PEOPLE RETURNED TO FIND CROPS RUINED, COUNTRIES DEFILED AND THE WILLAG POND DRIED UP.

A MESSAGE OF THE ELDER'S PLEASEANT PLEASANT IN THE LOCAL PUB DISCOVERED THAT THE PEOPLE SAW THE PUMPKIN SEED OR IT.

- Billy, huh? How here are some inter-tips.**
- When in trouble shoot the shield to act as a small bomb which is turn-clears the screen.
 - Try to keep the rain-gun. It's the best one.
 - Always choose the helicopter when playing on your own.
 - Use for the robot on the General's topper, as that is its weakest point.
 - Always shoot everything on the ground to let the jeep through when playing one player. If you get killed you can take over playing the jeep.
 - Keep firing all the time.
 - When shooting the big "topper at the end of each stage try to bomb it as well. But don't try to if it gets too close. As soon as it appears shoot like mad. If it fires at you get out of the way and start shooting again until you kill it. The best bonus you can get is 5,000 points if you're quick.
 - The medals you can get are Normal, Private, Lieutenant, Corporal and General. If you have got a high grade but still get killed you will keep your rank-gun. The same with the

START



My old mate Avi Graesh from Israel had this to say about his little Place Dangerous map: "I took me a couple of hours to do, no please, please it." With a note like that, how can a poor Snouty refuse?

AVI
GRADESH

jeep?
Well, sports. And you aren't the best to finish. By the way, I was, right? You'll just have to take my word for it, too. He he he.

Next contestant please.

Hi...

Forgotten Worlds

- I can't stop playing this game, horse-pokers, and neither can most of you either. Take our most contestants, Timonius, Richard Gray and Matthew Callahan.
- 1) A lot of help for the two cool dudes in a hot situation and buckets of trouble.
 - 2) In Level One, if you stop at the bottom of the screen, you seem to be able to fly through the pipes and things, receiving amount 100 DYNAMITE!
 - 3) When you start your one player game, press space to bring in power law. Jam on the power law fire button (using a handy brick or the full's head) then position yourself behind the firing player fire, really poking off the master white player. Two takes most of the fuel.



If makes you feel so dumb, the Fog-Avish, damn!

METAL BALLOONS
Strong, but too big to travel freely.



PARACHUTE PUMPKIN
Drop bombs. Shoot them from the side or just avoid.



STRONG BALLOONS
Very good. Punk battles blow them.



PUNK TROOPERS
Hide good strong balloons, but fire fast missiles.



HOT AIR BALLOONS
Good and quick. Can't be shot down easily.



DUCK FLYBOY
Shoot directly into random directions. Shoot from below.



BADDIES
SHIELDS They offer the shield or torpedos.



BALDY BAKER
He walks along shooting stars, boomerang men and shells.



BOOMERANG MAN Shoot from behind.



BAT CAT
Watch out for its kittens.



THORNS
Eodge them.



SEA BLOB Etc. Easy to avoid, but do so.



FLYING TROOPERS
Shoot them from below. They rub their flying teddy.



SEA PLANT
Don't swim close to its tentacles.



LING LAMBEN
Caravan. Shoot from behind and nab.



MAGIC PUMPKIN
Changes from bat to pumpkin. Fly slow and careful about.



STARS Neat. Some can multiply. Kill on contact.



FLYING SPIKE
Only on Level Three. Deadly to touch and follows you around.



FIRE TURTLES
Their fire is fast, but don't bother with their balloons.



WATERFALLS
Help or hinder. Push you the right way or to your death. Be very careful.



SPARKMEN
Like boomerang men. They shoot spark up, but catch on as it comes down.



WATER BEAN
Looks like a bean, but bounces around under water on Level Four.



BATS They only drop one triangle. Avoid them.



LAVA STREAM
Same effect as floor spikes, but only on Level Five.



AKI CATS
Deadly. Worth risking your balloons, though.



roof which have a spike or something good above. Jump up and catch your head on the spikes then fold on jump. When you start you'll go right through the ceiling. (Make sure you have a life to spare for this trick.)

10) Use the map and avoid confrontations with mega-baddies.

11) To get past the end of Level Two/Trees, when you have to jump over a pit of spikes drop a balloon on the platform above. Then jump up so you're hanging on the balloon, but still on the platform below. Then fly over the pit and fall into the water below. Easy!

12) Always sit on top of balloons unless you need their protection on your head.

13) Make your own routes. The arrows can lead to death on later levels.

14) You control the strength of your jump by the time you hold the jump bar.

15) To beat the Level Three guardian (robot doll) shoot into its stomach when it opens its

mouth. It's easier when you have a flying machine. 16) When you dive into the water on Level Four, swim along the surface until you come to an air pocket with a teddy in it. Shoot the teddy and steal his flying machine. Then let yourself drop. You air doesn't go down and you go through the floor, where you should be.

17) To complete Level Five, One go right as far as you can (jump over all the spikes) then go up as far as you can. There are some spikes above your head. How use tip number nine. Fall down. When you get to the bottom you should find a stuck nearby. Mount it. Fly up until you find the place where your friend is captured. Find the bottom-right hand corner. How use tip seven. Then fly up and get your friend.

And now the cheat. On the main screen type PLUMBY for infinite lives and PRESSAR for extra lives.

Thanks to all the boys for that info tip-a-rama.



Carrier Command

And the next guests all have tips for the super smashing and VERY lovely Carrier Command. Please welcome Richard Drinkwater (Jugg), Gavin Jupp and Fraser Strawberry McDonald. What about it, audience? "Clay" does not betray you, Clay boys.

"If you take your carrier close to the island and launch the two drops at either side you can send out a Mantle. Fly the Mantle at top speed towards the command centre, really fast and just as you're about to hit it, drop a bouncing bomb and pull up. The conventional centre explodes every time, and the missiles and stuff will seem very heavy first at you. Then bring back your Mantle and send out a Walrus with an ACCB. It's usually better to turn the ship around before you launch the Walrus so the back is facing the island. The easiest way to do this is to go to the map, put a cross at the back of the ship and press program. The ship will turn around.

Make Elizabeth a resource island and Scenarios and Genetic factory islands, before leaving Genetic set production targets as follows.

Push 50
ACCB-B4
ACCB-D4
ACCB-F4
Hammerhead 50

Then steam back to Vulcan (use time lapse) and load up three Waluses with the following — 1 x Assassin, 2 x 3 Harbinger and 3 x Virus Bomb. Don't give them any fuel. Launch them all. Then get them to fire their weapons at each other. Use the carrier laser to finish them off. Launch three Mantles with no fuel, giving one of them an Assassin missile.

PRACTICAL POKES

He's back. The man who put the Mc into David... um... Careless... um, anyway... here's David McCareless with the next exciting episode of Practical POKES.

On dear, as you can see I'm a tad short of space this month. This mistake is all I've got to apologise in your POKES and Fucks. But that's life. Thanks, must go to R Seaman, Joe Hale, D Leslie and Neilad Hecate for their multiface contributions.

TWINGERS

Warren Huxford wrote in craving a mention for his Thunderbirds level codes.
Level One — NONE, Level Two — RECOVER, Level Three —

ALDYDUPS, Level Four — ASSASSIN

SCROLLING CREDITS

More mentions for your letter-writing go to Steven Blam, Eben Cress, L Lawry, Scott Carroll, Matt Newman, Neil Hawkins, Kenny James, Wisnaut, David Rosefield, Mark Bennett, Derek Forrest and Justin Saunders. And don't forget to keep sending in those POKES and Fucks to me, David McCareless, Practical POKES, Your Sinclair 14 Rathbone Place, London W1P 1DE.

MULTIFACE CORNER

GAME	POKE	EFFECT
ARMAGEDD	4640A	Ball Speed
H.A. 1E	5240A	Enemy
LAST MAN 7	357E,59	Level One
	359D,59	Level two
	3C7E,59	Level Three
	378D	Time
BLASTERS R-TYPE	3C21,5C	Robot
	3E4D,54	Enemy
GUN FOR GOLD	4097D	Ball Speed
	3260,5C	POKE
	377E,5C	POKE
STORMLOD	5657,5C	Level
	5657,5C	Invisibility
	5658,5C	Invisibility
	316D,54	Time

Done that? Right, call up three Mantles and three Waluses to replace the ones destroyed. Fuel up all Mantles and arm them as follows.

Mantle 1 — 1 x Quaker, 2 x Assassin
Mantle 2 — As Mantle 1
Mantle 3 — 2 x Assassin

Fuel up all Waluses and arm numbers one and two with an Avator each and an ACCB-F on one and an ACCB-F on the other. Arm number three with a Virus Bomb and 3 x Harbinger. Launch it and fire all weapons. Repeat until all Harbingers are gone and no Virus Bombs are left. Manual number three and give it the remaining Avator and an ACCB-F. Doing all this gets rid of stress you never see, and allows you to carry more ACCB fuel, so there's no chance of your running out before the islands. You can now start taking over islands (don't forget to refuel your fire). Remember to keep moving the stockpile island forward. When the enemy center is nearby on an adjacent island, GOAT PASC. Make sure you have plenty of Hammerhead missiles and Quaker bombs. Sell forwards if on autopilot. When you get near it, clear the autopilot and turn the carrier away from the enemy and reverse it. Once you come under attack turn the turret round and the Hammerheads at the enemy. Oh, before you do, pull the carrier in full speed ahead and steam away from the enemy while you blast it with Hammerheads, and watch out for enemy Mantles. Once you've destroyed the enemy carrier take over the enemy islands by dropping Quaker on the command centre (then deploying your own ACCBs).

Ho ho ho ho. There's a lot, chaps. Super smashing, surely. Lovely bunch of chaps. And you must get away enemy handed, well, perhaps you will star at. Ho ho ho ho. Okay fine. Super.

and so to bib!

That's all we have time for on the Great Show tonight, glad you could be with us. All that remains is for me to say if you have any maps, tips or cards you'd like to share with us in the show, just wrap them in a chip five pound note and send them to Philip Simcut, Y3 Tinspot, Your Sinclair 14 Rathbone Place, London W1P 1DE, and any we print will get a tenby sincere non-spoiled enclosing Five Got By Top target. Don't you go changing! To go!

So many people have asked for Postman Pat tips a table and chair. Although the one I've printed is by Kevin Pook, I also got some from Steve Cummings, Philip Newman, Glyn Tye, and Roger Strange, so they get a badge too.

Postman Pat

Rock

HOUSE SHOOTING
TIPS

1992
simulator

ARMING VIDEO GAMES & BATTLE
AROUND UP GUNS, BULLETS AND
MAGAZINES EXPLORE A
COLLEGE BASTION? AND
CALL 754 3447



Rock Star Ate My Hamster



CD

HOUSE SHOOTING
TIPS

1992
sports
simulation



Run The Gauntlet



CD

HOUSE SHOOTING
TIPS

1992
beat 'em
up



Ninja Massacre



CD

HOUSE SHOOTING
TIPS

1992
racing
game



Crazy Cars II



Run the Gauntlet
by Philip Jeffrey

Section A — The Fog

One of the ways fog is produced is by the rising of air currents. Keep the fog in the window or cabinet or, if that fails, use your imagination to see the screen. Follow the drawing to find out the way it works about the fog that the Gauntlet will be used to find. Try to present it and light it properly.

Section B — Water Sprink

If you are controlling the fog, don't open the bottle right away. Or you'll have trouble. Keep an eye on the map in the fog, some rising the fog you'll see.

Section C — Tides

From fogging, control the fog. Find to see where the fog starts and going through. Then go over in the same way to control. Wash out for the fog. For you'll have a head of fogging up or you have failed.



Play the Air Machine
by David Smith

1. Place the air machine in the fog.
2. At the air machine, keep the fog.
3. Start the machine and keep it on.
4. Then after the fog is gone, the fog is gone.
5. Then after the fog is gone, the fog is gone.
6. Then after the fog is gone, the fog is gone.
7. Then after the fog is gone, the fog is gone.



Cray Cars I
by Wade and Lee Alexander

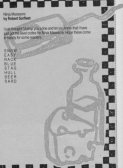
Here is a guide map of all the lines of Cray Cars I. Know when you're going.



How to Make
by Robert Smith

How to make the fog machine. You can make the fog machine. You can make the fog machine. You can make the fog machine. You can make the fog machine.

- 1. Fog
- 2. Air
- 3. Fog
- 4. Fog
- 5. Fog
- 6. Fog
- 7. Fog



FIGHTER

BOMBER



00-04



00-04

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00-04

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Hey, whenever "happened" to the SAM Coupé? It may only seem like yesterday, but in actual fact it will commemorate an edition of Rage Hard in March this year. Flipping back through the issues I suspect that I said, "I'd like to see you getting a review copy of the machine sometime this month, and I hope you should only have to wait for May to buy one." Well, okay, okay, but how wrong can you get? For what's been the last six years? How much has the room-to-be finished product gone on with the design that I promised? Well, the answer is actually quite a lot, but let's go into it in more detail than I did. First, when it's not in a magazine somewhere. "Oh, Dr. Jack, just cleaning up here" was not and being down here. "Yes, you!"

U Got The Look

The designer plastic casing of the SAM features a 71 key full-size layout (program key used for typing support, which sits on top of a state-of-the-art rubber membrane). This ensures that as you can enter the machine through the keyboard, but, instead of a popping vinyl coffee can I just sit at the desk, I can fit them, and I hope under the front of the machine-out of the way, so the look is very clean. By the way, the colour of the non-mounted casing has yet to be finalized, but the possibilities for changing colour are apparently endless. Pink? Lime green? Purple? Nope, we could use a gold special edition.

The basic SAM Coupé comes with a floppy drive which you can load at your leisure, game-by-game. But the beauty of the SAM system is that you can still on more ready stuff as it becomes available. Underneath the keyboard there is space for two ultrastar 3.5" floppy disk drives. If you are the first people in the world to use these new drives, and they're only 1" from the drive case in the future, the normal SAM way of adding the drive (like, because each drive has its own controller on board, you can run both drives at once. The drive mechanism is encapsulated in plastic, and can be



slipped in and whipped out as many times as you like. (Okay, this means that if you have a mate who's got a SAM with one drive you can pop yours in as a machine for some time. Also, the disk-cleaning system is so clever, it is actually better than the best of the Amiga and PC.

The printed circuit board inside the machine's T-shaped, 3.5-coupled, great many problems, as the CAD program they worked over when they sat in the board office. So part of the look-up with the machine has been done in-house. Gordon designed the board by hand. The original 1.5 megabyte back of the machine and has

HARDWARE

RAGE HARD!

It's been a long time in the making, but soon we'll all be able to thrill to the delights of the new SAM Coupé computer from MGT. Phil South looks up to investigate the delay.



It's been a long time in the making, but soon we'll all be able to thrill to the delights of the new SAM Coupé computer from MGT. Phil South looks up to investigate the delay.

be replaced on it. The board is driven from the centre of the two drives towards the front of the computer.

In the back of the machine are all the output and inputs: LAN (channel 0), composite video, digital and analogue RGB, standard Amstrad two-pin video port with dual capability (with a switch), mouse port, lightpen/lightgun port, Sinclair cassette port, MDI (MDI/T-1) thing, network port, PC/XT and parallel printer port via a direct cable. The graphics port will not normally fit, but plug the system into it, but with a special option (I'll get to that). The reason for this is there's a slot on the back for two-thirds of the other ports on it. The MDI ports have recently been redesigned by Keith Thomson to run independently of the main processor.

The centre of the machine is a normal 2860 running on a 10MHz, backed by the custom SAM LAJ chip made by Fujitsu, a 32K SRAM containing the BIOS, Basic and disk operating

system. Mode Four is a 256 x 192 pixel graphics mode, where each pixel can show any of the 16 colours from the 64 colour palette. This is the top end graphics mode.

To program the advanced graphics and sound you can use the built-in Basic, written by Andrew Wright (the author of the SAM and what you expect from a modern Basic), or PRO Systems' GCALITE, VMS-8 and WRAD. You can do lots to the Machine Code and there's a whole lot of new commands to take advantage of the new graphics. As Amegarty, author of Amos II, is writing a special set of graphics utilities for the creation of 3D graphics, plus a new set of programming for the new machine.

The Sounds

There's a sound. Now go on, turn that on! Got one? Good. Well, now you can hear that very sound with the SAM's amazing sounds. The choice in question is the Philips SAA1000, and it features stereo sound generated from six generators and two 16-bit processors. Yes, that's six, instead of the six generators. And using the amazing music and sound software designed by music wizard and man of a thousand notes (and thousands) Dave, interesting software you and your SAM can make beautiful music together. And it's true, the SAM sound chip is over eight columns and has control over waveform, amplitude and envelope. The waveform gives you the basic shape of the sound, and the amplitude and envelope shape the sound, so that it can be used for anything from a smooth, steady sound to a sharp attack for percussion, snappy sounds

When When When?

Yes, we know you'll like to have one. But you're going to have to wait. "When?" "When?" is all that MGT would say and it's not missing about when it says that. The fact is they're laying on technical details contractors that "submitting to a firm date at this point would be a bit early." However, it is confirmed, but it's not ready for the release. However, they'll be ready to start to get it as soon as possible. However, it's not a problem, as the unit on its own will run many floppy software, but specific SAM stuff is being written, and MGT has written the SAM version



of the PC development system to help with this. And if after to going into making the conversion of games to SAM graphics is available, it's possible that the unit will be ready to go. However, it's not a problem, as the unit on its own will run many floppy software, but specific SAM stuff is being written, and MGT has written the SAM version

Everything happens extremely quickly making the controls rather tricky to get to grips with and giving the computer a definite advantage. This is the kind of simple idea which so often makes a really fun, addictive game. In this particular case, though, Professor turns out to be a distinctly unfun, unaddictive game.

SOLDIER OF LIGHT

Real £2.99



A re-released arcade conversion, this one. It originally came out at full price on one of the Edge's Greats, I think, and now here it is on budget. Great. It plays a lot of those areas that surfaced just as everyone was reacting against the arcade conversions that had been playing as for a while and started doing everything in my own time. There have changed somewhat, of course. Great's back, and games like this look really more quickly.

Simply said, it's a conversion of an existing title. The strengths of the program remain, although... Only shooting, comparing with the flash of a laser, a spurious sound, and a light beam, a punch, if you wish to put it all up like it's which improve your progress, but I wasn't really taken by the idea.

If The Edge was hoping to make a few bob by flopping this to unsuspecting, impoverished readers, shame on them. Anyway, its plans have now been foiled, so net.

COSMIC PIRATE

Byte Bank £2.99



Gay Blandy's your name and, predictably enough, filling peoples' your game. Incoherent space battles, in fact, with the aim of making their cargo and taking them down the market, like, no questions asked.

What this actually involves is trying around a rather bland-looking grid and shooting things. There are various ways of doing this, which are also not too a great deal of fun. It's somewhat odd for this game to be in order to build on the idea of a program to be more interesting than it is. It's a game of planning a way to get things, which is a little bit more interesting.

I don't really see a lot for the depths of the game, as it would seem to require a lot of patience, dedication, and a team and all the other things I see in it. The impression I got was of a graphically unimpressive but otherwise fairly sound strategy game which will probably appeal to a minority audience. I won't be returning to it, though, probably because I'm not a minority at any rate.

WULFPACK

Blue Ribbon £2.99



Narrowly missing the 50th anniversary of World War II, Wulfpack attempts to simulate submarine warfare in the Atlantic. Alas, in fact it does nothing of the sort, and reminds me of those thrilling Basic programs that used to sell for £4.99 and were so popular in about 1965.

Your job is to get around the Atlantic seaboard, and I don't see what for. Having found them, you then have to go to the shore where you can't come the south of the sub is better than I can. I don't think it's appropriate. It's to be considered if the D-Case program, which sounds extremely exciting although I'm afraid I didn't get that far.

The graphics are also really let things down. I thought USAs had been extinct for years, but there seem to be loads of them scuttling around the generally coloured screens here. Although some of the ideas in Wulfpack are playful, it's been programmed so primitively that oddly ignoring it would seem to be one's only option.

INTERNATIONAL FOOTBALL

Cult £2.99

Out of a large heap of broadly similar-looking soccer games submitted by Cult, I decided to subject myself to this one. As always, the theme is management and the technique is to select the best players from the right moment at the right time. Out of all the football games I've been reading, you'll never read about a game that appears to be one of the most popular, and I have most admiration for the game.

Obviously, you can expect to get an international game, but what's new is the World Cup. You get to manage the teams of any nation of any size. I suppose if your choice and even more, probably, attempt to level them to start. Or several other cups, in fact.

There are thousands of features listed on the tiny, very tiny sheet which I can even begin to comprehend. Those in the know will be relieved to hear that the game encompasses "average attendance", "manager", "manager's feelings", "much more". Sounds good to me.



RESCUE ON FRACTALUS

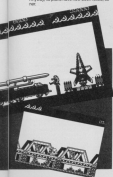
MasterTronics Plus £2.99



Just coming up to its third birthday, this one provoked mixed feelings when it was first released. The name derives from the fractal method used to generate the scenery, which is the game's major technical point.

Apart from creating the landscape, your job as pilot of a small, multi-engine jetted the surface of the planet, looking to clear them from their up (or down) into the sky to be established in the late 1980s. The ship is armed with various weapons.

Although the landscape is quite impressive when it comes, they also disappear on jets, and there's a lot of multi-colored color palette around the place. The white appearance of the thing is distinctly not off. I think I enjoyed one minute of the time I spent playing it. However, for the more persistent there's probably quite a challenging game taking under the unity exterior.



BAR
GAIN
S

YS COMPO

Dem Bones! Dem Bones!

WIN one of seven different state-of-the-art Philips 'Movin' ghetto blasters and walkpersons!! PLUS 20 Ghosts And Ghosts T-shirts and games!!

Sucker! Why is it that every time we mention a scary old game like *Ghosts And Ghosts* things start flying around the US editorial office? Isn't that *Jackie's* coat doing a tango with David's bowler hat and flipper?

Cheer, it's so scary, but as it 'appears we're rather bitchy so we can stay here... BRRR! Day, we'll tell you from inside the US cupboard instead.

Ghosts And Ghosts is the US Gold version of the sequel to the terrific solving game *Ghosts And Goblins*. As before the scenario involves you stuffing the ectoplasm out of a range of horror movie-styles, an uncle to rescuing your lady love, the princess. (In this time the enemies are different, and all the tools you need on your journey are supplied by magic wands. Ah, we don't mean Marie Wittaker, you nerts person! All in all it's a brilliant sequel. We just wish the office pottinger wouldn't keep invading the plain via each time we mention it. (Cheer! He!)

Wot! Wot! Wot!

Now then, what's new? Oh yes, the prizes.

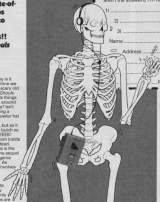
There's a first prize of two mega-wapper Philips 'Movin' double tape deck and radio ghetto blasters.

Then we've got a second prize of two slightly less mega-wapper Philips 'Movin' double tape deck and radio blasters.

Then a third prize of two Philips 'Movin' single tape deck and radio blasters.

Then a fourth prize of one cassette and radio walkperson, a fifth of a triangular radio walkperson, a

Shiver me timbers and rattle me clavicles, if these aren't the answers, I'm no rechnerman!



Post Code

death of a barely conscious walkperson and a seventh of a slender cassette walkperson.

PRIZES: There are 20 copies of US Gold's *Ghosts And Ghosts* and 20 'Ghosts And Ghosts' T-shirts for the winners up!!
(Cheer!)

This is What You Do

So here are three questions. All you need to do is jot down your answers on the coupons, stick it on to a piece of un-stamped stationery (or into an envelope) and send it to Oh My God! (Name it Ghost in the House And it's Scaring The Spine Off Me) (New Ghosts Compo, New Street, PO Box 508, Enfield, Middlesex EN1 1LG. And you'll need to get your entries in before 30th November 1989. It's so simple, even Durs could do it. Except he can't because the office pottinger just threw him out of the window.

1) Where would you find a chandelier?

2) If a ball carrier hit you on the tummy, would you be:

- a) sleeping for a week?
- b) sitting on a rubber ring?
- c) slipping your nose in a bucket of water?

3) What is the longest bone in the human body?

- Employees of Dennis Publishing and US Gold would be far too scared to enter... they wouldn't win, anyway, so no point really.
- Get your entries in by 30th November 1989, or we'll put a pottinger in your envelope and send it back to you.
- The Ed's decision is final, although by no means legal, honest and truthful.



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ONE MAN - ONE SWORD - ONE FREE WORLD

One thing you can't deny — it's going to be pretty tricky trying to figure out the best place to stand your game-loving ears this Christmas. All the big companies have some pretty unapproachable titles and scores (some high up, but Dream has rather more than most). I mean, *Battletooth* should still be bringing second, then there's the *StreetFighter* (to support the community), *Castrol* and *Chess-90* for the sake of *Operation Thunderbolt* (and has the king of the top of *Street*) *Chess* on sale.

The whole thing starts before *Operation Wolf* (and the common enemy of which *StreetFighter* was the only official one) and the inevitable complexity of its gameplay. I mean, all these titles are not very sophisticated variations on the long-running shooting games theme. The only thing that's different is that your darts are replaced for bullets, planes and similar objects — and the 'Wolf' does look very simple and suitable of sight, but undeniably costly. So why should you spend on for *Thunderbolt* this year when you already got 'Wolf last year? Good question. Needless to say *Chess*'s given it a bit of thought and come up with some quite interesting answers.

The main difference between this and *Op Wolf* is that instead of each level unfolding horizontally, half of them take on a 3D rolling road aspect. Instead of moving across the picture, you're moving *into* it.

The second difference concerns the screen. Instead of the standard gunfight you had on the *Op Wolf* screen, here you've got, um, to get right on all. Or rather when they call for a pistol fight — which is so usual as to be invisible. You'll still shooting the bullets on the screen at night, it's just that you only know what your character has been seeing when it's flying and when that is pulling on. Watch someone playing the game and it looks confusing to anything, like the programmer made a mistake. If it wasn't though you'd you mean get used to it — or so they tell me! The idea was to reproduce the looking down-the-over-hill of a civilian moment, but had from the *Thunderbolt* come up as clearly as possible.

There is a way to avoid this experience though. On each level the computer offers you a 'laser sight' and keeps letting it drift across the screen until you pick it up. Now you have a gunfight on screen as in *Wolf* (though smaller). The trouble is that you only get one a level, so if you're fighting the boss with a badly one of you will have to do without.

Oh, didn't I mention it? The other difference from *Wolf* is that the new game has a two player option! One player uses the keyboard and the other a joystick. But's more useful if really it's natural for the sort of gameplay. You start the game with a normal print, three graphics and five variations of bullets, though large weapons and more complex options can be picked up along the way. It looks great and keeps you kind of safe, a modified but puts your the back to the start again.



This is how! Five (the one on the left) I think you're shooting down from the top of the screen and dropping and falling to see moving to hit the left. Usually you've got your hands full!



And this is a road view, normally of bad guys and equipment on the ground. You'll hit the keyboard to get the gun and only available in the whole game when you're near the end but the really useful part is going on down it. Just when you think there's something from the rolling road that's they do it!



We're back to traditional Op Wolf territory with the horizontal screen. It's three levels horizontally that end up all the levels. It you look normally in the top left corner with it on the same night. That's why it's, it's!

Open air's stupid, you know — it snaffled up the rights to the *Op Wolf* sequel as soon as blooming well past! More the merrier then to

YS MEGA



OPERA

THUNDER

but best of all is the weapon has which gives you a whole lot of bullets and grenades. On some of the horizontal levels, hostages occasionally escape when you shoot a door down. There are up to eight of these, and if they get away it's good news for you. Must not be mistake though and a dead end sometimes due to the top of the screen, and you lose a lot of energy.

As in *Wolf*, each level is memorisable, though in different ways — not the plot (but not while that you can see on these can quite handy circumstances). Differences between the eight levels are few though — outside of the alternating road scenes to the screen aspect. Still, things do get better as you go on, and there are some very memorable bits.

drum up a rather top notch Christmas best seller, Matt Sibley boarded the cool boat to Manchester to check out its pedigree...

APREVIEW



OPERATION DERBOLT

For instance, on Level Six (a horizontal corridor) you're being sprayed down into the ocean from the ceiling, and on Level Five (not so a level) they drop in from helicopters all the way off the screen. Four and Six are the only ones with an end-of-level bonus to seek, a meany little bit of a grand old fountain who makes around the screen pumping phosphorus at you like nobody's business.

There is a major plot too. Level Seven is set on an airfield, and Level Eight inside the plane itself where you're got to shoot the terrorist (successive airfield scenes to start a war for some reason). And the last one (after) is holding the captain hostage in front of him, so it takes some silly shooting, and you've completed the game. Hurrah!



Two scenes for the shooting (a long stretch on a large screen) but something to Level Seven. Works on the six lighter planes, and goes that entire screen how they're holding halfway down the screen towards the right!



Another horizontal corridor. This should be just about the only stage that also is about back in this game!



Several hours of these hell-systems mean a little while on your clock! (Must have played the game between frames, or something.)

How To Make A Christmas Megahit

Andrew Dwyer looks at how Flare Graphics were the guys who worked on the Space Thunderbolt, with some help from their mate Jonathan Ross (in music, in fact they were the same folk who brought us Operation Wolf). How do you think this one compares then, huh?

"Well, we've used some of the same routines in the same way, but it's a lot more improved and expanded up. It's a lot better than last year. The other thing is that there's some variety too, mainly because of the two different sorts of levels we've used. The spaces are bigger in well, so overall we're very pleased!"

Mean. That's good. What did you think about the main-op Operation Thunderbolt — a lot of people seem to think it's a bit crap compared to Wolf.

"Yeah. The horizontal bits were good, but the 3D sections weren't as enjoyable. They looked weird. The main thing about the Spacey version is we've been given a good long time to work on it, so everything's more or less as good as it can get. Also we've been able to build a lighter gun option in, so you should be able to use it with the Double Light Pistol."

"The other thing was that the machine option on the Thunderbolt version made it too easy to get to the end. Even if you were crap you could complete the game just by avoiding mines and some money in. Op Wolf was much meaner. I think that made it more addictive — you had to be quite good to get anything, and we've tried to play about the controls again on the Spacey version. Basically I don't think anyone's topped Wolf in the machine yet. Cabal was played for laughs too much, and Thunderbolt didn't use too intense-looking and great enough. Also you had to shoot the mine a few times to make them die which slowed down the gameplay."

At right. Before we go, did you have any major goals with it?

"The only really hard one was the background for the horizontal levels. To make them look detailed enough and well right it took a bit of time — well we only had 16k to play with for each level! What with the machines and so on that we had to have an arch of them sitting up top and a half E, but left only three and a half for spaces! The 3D bits were nowhere near so hard. There are no backgrounds to speak of so there are more spaces — bigger and with more variety. The main focus right from the start was to be more towards you, but the vehicles (which are better) take only less."

And there we have it! Op Thunderbolt definitely looks like an improvement on the Spacey Op Wolf, which should mean it'll be quite a cracking little game. As for Christmas number one? Well, who can tell, but it wouldn't be much of a surprise, would it?

Name: Operation Thunderbolt
 Publisher: Gremlin
 Price: £9.99 / £14.99
 Release Date: Christmas

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**KICK OFF
SCORES WITH REVIEWERS**



- * **CWD - OVERALL 88%** - Most playable soccer simulation in binary history. Realism is the name of the game. **HIGHLY RECOMMENDED.**
- * **CCP - OVERALL 90%** - So Realistic, So Fun, Sooooo Addictive. Boots all other football simulations over the crossbar.
- * **AMIGA FORMAT - GOLD - OVERALL 91%** - The best football game on the Amiga today.
- * **THE ONE - OVERALL 88%** - The game is such a joy to play. By far the best to appear on 16 bit. It is all over bar the shouting.
- * **POPULAR COMPUTING WEEKLY - OVERALL 94%** - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen 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. Go and buy it.
- * **THE GAMES MACHINE - OVERALL 87%** - Best 16 bit soccer simulator yet. True football skills are needed in every corner of the world.
- * **ST GEEK - OVERALL 9-** The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exciting action games around and it just has to be the best football simulation yet.

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YES ADVENCT

But you didn't know that my great-grandpa was Irish, did you? But now you do it probably explains a lot, including the reason why I love Irish place names. I met someone on holiday who comes from North's Corner near Belfast, and my first letter this month is from Bill Campbell of Salfordshire, County Dublin. Bill's problem, apart from people not believing his address, is to do with Climb-Machair. He says he was 28 when he started playing it, and he's now 28 and still hasn't finished.

Where's the Climb? he wants to know. **LEVINBUT TUNING EIGHT STROUD:** How do you stop the wind blowing in the woods (except 00-7011 M1 00-504H 00-011). But don't forget to open it again before the end of the game.

And the Irish do have a way with words, don't they? Alan Theophrast from a place called Swords, also in County Dublin, says that he reads my adventure columns every week. What, four times in one month? Does I don't read it that often, and I have to check it for mistakes. Oh well, he'd probably been at the Guinness when he wrote in. He says he's got as far as Zebbi's bar and the Black Tower in Amstida, so what should he do next? Fuck it in, I'll say, as the game's got bugs in it and you won't be able to finish it anyway. But, in any case, advice isn't as simple as that on this game. The best thing to do is sort an use for in your case an International People Company and I'll send you a help sheet.

Questions and answers from **Paul Appleburn** of Gwent. The answer is for the reader who wanted to know how to get on to the spaceship in **Peggs**. This bit is forwards, as it's too long to write it all backwards. Climb to the top of the lighthouse, taking care to avoid the fly with rights, then forwards, then right, and you should come to on a platform. All you have to do then (I know that phrase!) is walk forwards when the spaceship goes past, taking care to time it correctly, and you should be onboard. Paul says that if you walk too far forwards you'll fall down and have to do it all over again, so be warned. **It remains Paul** wants to know a few things about **The Making And The Cat**. Paul read in my review of this game that you find the entry form for the rascal behind the toilet. But where is it? It's

there. Paul, it really is, just examine everything in sight, check all the words in all the messages and all the location text. And how to fill it in? Well, I'm not telling you that as you haven't even got it yet, come on! What to do inside the rabbit Warren? **DAVERS WITH TESSAN DEEP:** What to do with the rings and coin? Use the coin **ENBENAM I OIBV EIT NO**, and as for the rings, **MIST EBOGGL**. There are several odd burrows in this game, although there's a list of how to be led with them just the same — **EFT FRITLOS, FETSO, ENOTS, STOFF, ERA, PAM**.

Not only does David Atkins forget to give me his address, he can't count either! He says he's got two questions an **Play It Again Sam**, and then only asks me

key is multi-purpose and can be found **LOTTSEDEF EFT MAEN ESDEN A M**. You have to do something to the professor first, mind. If the key isn't there then the adventure's ahead of! Finally, the nickname **BOER EIT STENAG**. You say you've given him that but still can't get past... in which case I admit I don't know what's stopping you. Any others? Send to **Mc Donister**, 2 Fingergate, Loughton, Preston, Lancs PR4 0BA.

Still in the red rare country, and still on a Margaret Levitts game, **John Pearson** of Bury says that as James he's assembled the bracket and gone upstairs to the hallway, but as soon as he enters one of the doors the game finishes and he's told he's not far enough up the lock tower. As he's got 175 points and is "wonderfully lucky" at that point, what has he done wrong? He has to go through the entire game with you to find that out, but if I tell you what the points are awarded for that might help. Few points for getting out of the bus, for getting into the orchard via either the ball or the wire, for getting the spectacles and for making the bracket. John must have got all these, so it must be one of those tasks that he's missed, all of which earn you ten points — unlocking Xam's mailbox, getting the oil, getting the sack from the gardener, floating the canoe in the lagoon, getting past the mound of dirt, opening the safe, getting on to the gopher, getting to the station, getting the ticket, getting on the train, getting to the castle, rescuing Xam, getting out of the cell, opening the door and finally for getting into Jameson's sanctum. You also get 15 points for getting rid of the postmistress. Why do you don't get ten points for that, too, to make the total a round 200 I don't know.

John also says that he sent off for **John And Wade** from the recent special offers coupon and thinks that it's "brill".

A quick thanks to **Paul Snow** of Liverpool and **Martin Mollaveau** of Glasgow for their advice to people having trouble loading **Blizzard Pass**. I've already printed this bit in the September issue, but in case you missed it you must first go into **DS BACK**, then type **ORIT 0256,21**. This might look like a crash but ignore it, and you will have **LEAD** as normal.

My usually reliable readers have let me down recently. You notice that **Cosmo** on, you can do it. I mentioned in the June issue that reader **Alan Biggs** of Lismansore, Duth Lane, Swinton Village, Chesham, Glos GL51 9BW



one. How did the Maths exams go this year, David? What he wants to know is in Part Two of the game, once you've got Gloria's car running, what next? The answer is yet another example of this game's awful parser, as it only accepts the single command **YORRA EYERD**. There are complex ways of phrasing that, but only one is acceptable to the program. Gee!

Mc Donister (any relation to **Missie**?) says that as I'm such a grammar person, could I answer his questions on **The James** Fantasy game everywhere. But as one would get you the answers even quicker? How to find **Scrooge** when you've got the dead adventurer's body? And you have to solve the problems of the dragon in the chamber. Where is the key to unlock the door at the top of the ice tower, and where is the rotting paper? The rotting paper's **EDAS EIT M**, and the

REVIEWS

had got a copy of *The Jolly Indians* which his daughter had bought for £1.99 in a sale. Unfortunately, when they got it home it turned out not to be a Spectrum version — in fact they can't get it to load on any machine — but the shop wouldn't give them a refund. Surely some kind-hearted reader somewhere has got a Spectrum version of this game that they've finished with and could pass on to Alan? I'm sure he'd even let you have it back when he'd finished solving it.

Stephen: Tellers of Plymouth is stuck in Fossilmania, and wants to know how to open the chest in the garden — EPINK HITW SEIGNH WICKSML. And to escape the bear — BOOLF OTSO PMUJ MEHT KEET EMELC.

AB: Reid of Glasgow isn't a very good adventurer, so they say, and wants to know what to do in the first part of *Zaxxon's Mystery* once you've got the crystal. The answer (howards) is to move the altar, search, search the boat, get the can, enter the boat 000 HMMFL, row the boat and go south, search, search north. To deal with the hydra in *Labours Of Hercules* once you've got the burning arrow you should fire it into the can, then **LBOWS HITW EBER PFO POIC. You've then got one more to **HCBUT HITW BCKY NEUB**.**

Jim: Halligan of Liverpool is sinking in *Saboteur*. How to deal with the overflowing boat, is it something to do with the broom with the racket on it? Inland it is, and you're probably looking for the command **NSMAB EGMUJF.**

Commanders are also at the root of the trouble that **Highman's** cunning *Yonkers* faced at Kent. Max's got the key, he pushed it into the keyhole of the stovecase, but it won't open. What's going on? You have to do three things in the right order — **FKS PROMER, YEK HCUF, UKS UREKOU**.

Mike: Guinevere of Staffs writes a multi-coloured machine containing the solution to *Mystery Of The Jolly Valley*, and a warning that she solved it in 10 turns in less than an hour on the same day she bought it! In the unlikely event that anyone's stuck, Mike says that there are only six items you need, the rest are red herrings. The six are **MUN, RNALF, EPOE, EPINK, EGAROP, HCBUT.**

More help needed from you, as yet there. **John: Tabraham** bought a copy of *The Best Of Beyond*, but this didn't include the maps for *Montford's Demogorgon* and *Sonnet's Shadow*. If anyone has spare copies, John would very much welcome them and be forever in your debt. His address is 32 Kewbury Park Lane, Prenton, Merseyside L24 3PA. I'm only helping him 'cos you did me back in *Prezent* — see, you're getting the satisfaction I feel this month. Most fascinating personal details sent three round....

NEWS

Venture forth with Mike Gerrard

● The *Crystal Of Chance* from Pagan Software was favourably received by myself and others, and author Gary Fowler has asked me to let you know that the price has now been reduced to £1.49.

The bargain's available from 4 Remain Place, North Boreham, Bognor Regis, West Sussex PO22 9AL, and it's well worth it. Gary also said he wanted 75 (match) to be the first magazine to get a glimpse of his next adventure, *Strange World*, which is a graphical adventure for 128K machines only. I know 48K owners might moan, but it's good to see that those bold enough to buy a 128K are at last getting adventures that make good use of that extra memory. They've been a long time coming, but there have been several in the old mailing lately.

Gary's game is a horror story in the noble tradition of Hammer films, and has been written using **FWB**. The demo he sent me only shows the graphics, but they are impressive and the loading screen is wonderfully eerie, one of the creepiest I've ever seen. I hope the game itself lives up to it, and look forward to getting the finished version soon.

● One of the best Spectrum magazines around has always been **MASC**, which stopped production for a while this summer due to half the editorial team being involved in exams. We all know the feeling, but now... blow the trumpets, beat the drums... **MASC** is back. Or it should be by the time you read this, the rehearsal line being scheduled for October sometime. By then they should have finished their quest for a new adventure writer, but if they haven't you can always apply for the job. I know several of you are dying to burst into print (**KIB-POPT**), and one reason for buying adventures and general Spacy Games is that they rely on YOU for contributions. So send your £1 (made payable to The ZX Spectrum Club) to **MASC**, 18 Poplar



Chris, Bognor Regis, West Sussex PO22 9AL

● **Horribled**. That's my word-of-the-month. Good, isn't? Say it slowly and roll it round your gut. **Ph-a-r-i-b-l-e-d**. Anyway, **horribled** is the state that **Scottie Griffiths** (*Glover's* adventure helping had got itself into for various reasons, and he wants you to help rescue it) by writing in and demanding solutions, as well as offering them. The **Hero's Archive For Lost Adventures** works on a swap basis, which is that for every question you ask you have to provide an answer to some adventure problem you've solved. If you want a solution to one game, you have to send in the solution to another. It doesn't matter if **MALIA** already got the one you send, it's the thought that counts, and the spare solutions then get sent out to other people who write in.

It's a good, sensible arrangement, so help **MALIA** get going again by writing to: **Sam at 18 Bedford Drive, Boreham, East Sussex HLI15 5HQ**. Get on good terms with **Sam** and the night even send you a copy of the adventure she's written! **Fair** brought a **Mask** to my cheeks, it did.

● More news of far-flouring cities from the excellent **Compass Software**, who brought you the **Demon From The Darkness** trilogy: **Invader Alert**, **Alchemist** and others. Author **Jon Lawrence** is putting the finishing touches to

◀ The *Hobbit* Humber, which he promises isn't just another Hobbit rip-off, but is "something new, something great!" From almost anyone else I'd say "Oh yeah!" But the standard of Joth games is so high that it's sure to be different. It's another MMX game, but will have lots of sound effects and Machine Code effects, which were among the things that impressed me about *Invader Alert*.

Winnipeg fans will be delighted to hear that Joth is at last printing, or *finishing*, the follow-up to the follow-up. *Minerworld* will be called *The Mine Masters* and should be out soon. Details from Compass Software, 111 Mill Road, Colchester, Great Yarmouth, Norfolk NR11 8SE.

● Anyone in the Staff area should make a note in their diary for 24th November, as that's the day that The *ESB* Mike Show is being held in the Tarnworth Arts Centre from 10:00am to 5:00pm. It's being organised by enterprising VS adventure fan Adrian Bezzo, who says that if anyone wants to set up staff it'll cost them £25, or £28 with a power supply. He wants lots of fellow adventure fans to attend, though the show is a general retro show and is being advertised on local radio, in fanzines and, Adrian says, "in retail computer mags". But TV has no rivals!

◀ If you want further details, or are interested in taking a stall and getting your games before the Staffordshire public, contact Adrian Bezzo, 8 Hesley, Lichfield, Tarnworth, Staff ST7 2PP.

● The *ESB* tape magazine *Engage* is going from strength to strength, which isn't surprising as it's very well done and it also reflects a growing interest in the *ESB* machines of late. They've also just introduced me, so that's bound to boost circulation! Issue Four will be a PC Show special, then out any day now followed by Issue Five as a Christmas special, and Issue Six will be a... well, a February 1990 special. After the issue editor Jon Ross and publisher Harold Ross plan to take stock of the situation and hopefully will be able to keep things going. Send your fee for details to Harold Ross, 15 Hardsell Road, Inverness, Aberdeenshire AB5 9YU. To get the latest copy send a cheque or postal order for £1.99 made out to Engage, or if you want to send your own blank CWS tape then it costs £1.50.



many's the lament that's gone up from adventure authors wondering whether anything would ever take its place. Chris Heister has therefore decided to revive the idea of the magazine and edit it himself, sensibly spreading the load by calling upon the experience of Mandy Rodriguez to do the actual publishing and distribution.

The first issue is an excellent effort, although I do hope the editor doesn't include himself too often and continue publishing his own short stories. If the magazine's meant to be about adventure writing then keep it that way! We don't publish lettering patterns in VS just because it's the editor's hobby, do we?

Well, there's lots of good stuff too in the mag's 32 pages, which is sure to expand if the readers respond. It covers all machines, but certainly the *Spectrum* takes up most of the space anyway! There are four pages devoted to two particular MMX machines, all to do with printing onto on-screen and the control of other characters. This *Plus* *Print* column will be a regular feature, as will a series on writing your own adventures in Machine Code on the *286*, by adventure author Paul Brauppen. There's advice on doing graphics in GAC, which I know many of you will welcome, a list of useful addresses and a full list of utilities and add-ons, including some on the *Spectrum* which were news to me.

All in all this first issue is a very promising start indeed for *Adventure Code*. If the quality keeps up, it'll be well worth subscribing to.

With the arrival of a new adventure magazine on the scene, I decided it was time to do a round-up of what's available, giving you all the info on addresses, prices, contents and other such essential stuff. Prices are correct at the time of writing, but it might be wise to send in and get up-to-date details in case they've changed in the meantime. Christmas readers should check anyway as subscription rates are naturally higher for them. These are the mags you won't find in the shops, so no point to even looking.

ADVENTURE CODE

The new magazine that's just arrived is *Adventure Code*, edited by Chris Heister and published by Mandy Rodriguez, who also publishes *Adventure Probe*. A few years ago there was an excellent fanzine called *Adventure Contact*, which was started by the Winstanley and was for adventure writers rather than adventure players. Sadly the mag died when a new editor took over from Pat (who no longer had the time to devote to it) and would have died much sooner had it not if it hadn't been for the prolific pen of Chris Heister. Chris seemed to write the last few issues almost exclusively, despite the fact that the magazine was nothing to do with him!

Adventure Contact has been dead and buried for a couple of years now, and

PRICE: £1 per issue in the UK (cheques payable to 'C. Heister').
EDITOR (AND ADDRESS FOR ALL CORRESPONDENCE): Chris Heister, 2 West Lane, Baddiley, St Shippin, West Yorkshire BS27 2BA.
PUBLISHER: Mandy Rodriguez.

SPELLBREAKER

Spellbreaker owes its existence to editor Mike Dravesh, who missed reading the old *Spellbreaker* magazine so much that he decided to revive it himself! Good for him, and, after a bit of a shaky start with some printing problems in the first issue, *Spellbreaker* is now establishing itself as yet another essential adventure read every month. The quality of the publishing is increasing, too, with pages now designed on the

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Mad! I damn, it seems like I only reviewed the coin-op of Strider a couple of days ago. Where's that back issue border?

Strider. Strider. Strider... you here yet yet - Strider. It got a Carry Coin-Op only (vintage rattle) four issues ago, and we've got the floppy version already! Re-timing!



In Strider the game, like Strider the coin-op, you take it to substitute the Russian Red Army and retain steady access to your superiors (as much for the flooring of their latest residences as 'T'). You've got to battle your way past the hordes of Russian nasties before you face the Grand Master of the Red Army, but then it's a battle to the death, in which the future of the western world depends. There!



Border - The Man Himself

The star of Strider is... um... Strider, he might not look like much when he's standing still, but watch him move! A bit like the big bird, poorly-dressed hero of Japanese TV shows and comic strips, he's never content to walk when a triple back flip with reverse spin will do. He can run, jump and stretch as well as anybody, and for some of his most remarkable feats, slow his way up walls, being his own vertical guide and perform sliding sidesteps, he comes armed with a laser sword too, which is applicable on some levels to more stationary poses, and as all of these moves are easily accessible from the joystick, there's no fiddling around with the keyboard or anything. There!



LEVEL ONE

We first meet Strider, leaping gliding into Moscow. It's a pity we don't get off the coast straight away in the background that we find in the coin-op, but at least it means that for most of the time we have a nice clean black background against which the white enemies are very clear indeed.

Strider's task is to make his way into what looks like the Kremlin Palace (or, should that be here in black, being and fight his way across the rooftops, dodging gun emplacements, guards and laser beams. Flying robots drop crates that release little steel darts - when needed. These darts are pretty useful too, 'cos they strike Strider constantly, and each time you fire they release little devastating smart bombs which miss and everything they hit.

There are two big and seven on this level. The first comes about the middle of the way through when Strider must fight a giant megalomaniac, then dodges out of the way (up the wall) before a large explosion or under a platform before a ceiling of flames burns down.

The second is even more spectacular. Strider enters the parliament chamber, and all the Politburo members transform into a giant, human-and-robot-mixing monster! This! Unfortunately the rather nice transformation scene has been taken out through lack of space, so you just get to see the monster in its final form. You'll have to do some silly manoeuvring to get rid of this one!



LEVEL TWO

This is set in the snowy Siberian mountains, populated by more Russian nasties, real dogs and other nasties than you've had last time. This is much more platform and ladder than the last level, harder and perhaps more playable.

Enemies on this level include a gigantic mechanical gorilla that climbs up the screen only so that you'll see how to kill, and a few rather interesting species of birds that sometimes climb down on top of you. There are some tricky to avoid, but the end of level is somewhat in line of a disappointment. It consists of a bunch of nasty Black Hat members who highlight toward you - and are easily wiped out.



LEVEL THREE

Oh, this one's a bit different. Starts how it fits in with the plot I'm not sure, but suddenly we're out of Russia and into the Russian rain forest. At least, that's what it looks like. The platformer is this time made out of trees and vines and suchlike, and are heavily populated by exceptionally leaping snarling enemies. There!

This is one of those little scenes you have to do a lot of running and jumping for, hoping there'll be a platform for land you somewhere in the sky mountains.

CONT...

Later on, this level reveals much delights as leaping gelatinous fish and menacing aliens. And for one of the more ludicrous culture in a past state (don't what's happening a handful of mini-brainiacs [about three each] tandem across the bottom of the screen, and instead of a nice island background you've got a slightly confusing situation-of-spy leafy jungle floor-type background). So there's a sport of spinning going on.



LEVEL FOUR

Well, this one you're not a big, floating enemy breathing things. Watch out you don't fall down the holes in the bottom (no platform to stop you) you're only leaping there'll be a platform to land on that's timey. There are not more guards, billions of platforms and corridors to explore and a couple of big battles near the end to cope with. The first is a giant floating satellite thing covered in what looks like camera lenses. Get out of that mechanically and onto space up beneath you. Drop down and there's a giant power with a big stick to cope with. There's



LEVEL FIVE

You're back in the cave for the final level, running along a world set of high-tech evil'ness, surrounded with guards. Drop down a hole and there's another big satellite to get past. Lowered and another giant



STRIDER

Like the coin-up, Strider the game is about twice as good as Vigilante World. Hey, I know someone thinks Play Station is the best console, but I've never got the hang of the heavy control system. Strider is similarly individual but much easier to play - about 90 times over some. And the little hero spins it just about the purpose and convenience in Super history. The arcade machine must be one of Capcom's biggest money earners this year, and unless it's a late better they'll do the same business for US.



So there you have it. Maybe the levels are a bit short (there are only two of them), and the difficulty level could possibly be placed a bit higher. But though the big set piece moments are less pretty impressive, they sometimes seem a little easy to kill - even you're behind it. But what is here is really good, and I'm going to give it a big thumbs up. It's a silly thing to programme, one of the easiest, but looking funny games I've ever seen, and some of it plays like a dream. And keep in mind that some of you know your moves that's it. You've done it. Our look is based of the game already.



final	
 75° PERFECT SCORE 89°	 95° PERFECT SCORE 80°
Diagnosis Brilliant looking, smooth playing platform and better leap 'em up with a real main character. There could be more in it, but what's there is excellent.	
verdict	

S
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Score: 79.99 class: C+ 14.99 disk



Jackie Weil: I wanted to do this and Matt wanted to do this so we had a bit of a fight and it ended up with us both doing it the hard way.



Matt: It's not that surprising really - The (In)credibility is an absolute corner of a game. In fact, I might even be the best Spexy game reviewer's reviewed this year!



turking! They're the only ones who don't take get shots of you too 'less throughout the level the air is literally heavy with lead!

Matt: This really is a very smooth and playable level. Looks and feel viable cases. They contain extra weapons (shotgun, machine gun and more ammo). Check out the bottom of the screen - you've not collected much evidence here yet, and the little picture changing from Nazis to Al Capone (indicating your life remaining) is, in itself, in full Capone mode

bottom, getting your cool shining. There is a point to this though. You're faced with a wall of trucks and hoodlums swarming at you from! The score is about three screens wide, and you must not sweat, trying to take as few shots as possible, at the same time as shooting out the figure legs scattered about. You get Matt a bottle for each one you hit but since you need to make up 32 bottles (if I remember right) it does take some doing.

Jackie: The way you see where you're shooting is



(In other words, really dead). Matt is because Jackie's playing it (Shag) Cook.

Level Two THE BRIDGE

Matt: This is a different part of packed herring altogether. In fact it probably qualifies as Oscar's best variation on the Cy Weil theme this Christmas. You can see yourself at the bottom of the screen - you're the one rolling around on the floor at the

interesting. Instead of having a crosshairs on the screen you see through the little binocular shape at the bottom, so you have to keep fixing your eyes from there to the main screen.

Level Three THE ALLEYWAY

Matt: This one is a bit Cy Weil hit too. That's you on the right of the picture - you're equipped with a double-barrelled shotgun and have to pop out into

Jackie: How don't get carried away. Matt, it is just enough - and so it shouldn't be very late I've been up at 8:00 this year! It's been riding this bit hard and pushing that! (I don't know! I can't quite believe it's finished)

Anyway, it's a bit hard, but best movie adventure-based story closely an original screen. The packaging will sort of explain that, but you'll be better off having seen the movie or you'll find yourself a bit lost.

Matt: It's not so simple as that though. They've added a few strategy elements as well (and to complicate things). For instance, instead of playing just one character, you play four different ones at once. Not how can that work then? Well, the thing is, you've got all the main characters from the movie (Vince Corso, the Sean Connery character Malone, the Italian sharpshooter Stone, and the best like accountant Toledo) and can switch between them at any time. A couple of them you'll have to keep alive at all costs or you won't be able to finish the game, but the other two pop shots are expendable, so if you're in a tricky spot and having a bit of a struggle that makes sure it's from one that you don't need! The game doesn't tell you which ones are expendable, but if you've seen the film you should get a good idea.

Jackie: But enough of all that. Let's look at the individual levels and see how they work...

Level One THE BARRACKS

Jackie: This is based on the movie's opening scenes. It's an eight-way scrolling platform and ladder jump-about. The play area is fairly large - about three screens tall by eight or so wide - and is packed with fruitless trapping and bounding and shooting all over the place. You play Nero in this one, and it's your task to catch up with the two main accountants you'll find lurking around the place and collect evidence off them. You'll spot them really enough. Not only do they skulk around looking suspicious in long coats, but the computer provides a handy arrow that points out where the next one's



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YS MEGAPREVIEW

CHASE

speed phase, this time. The police driver (you) will still get the same basic game mechanics, but the AI is now designed to chase you.



This is what the game's all about — chasing cars. The bulk of the challenge lies there's no weapons, but you can't get too close — the enemy car looks very hot on the sub screen, though!

BEE-1



Isn't it nice of the computer to police not take over's the chase's car? You can see that this is nice because you can't see the car (the car is not visible) and it's hard to see it. (The car is not visible) and it's hard to see it. (The car is not visible) and it's hard to see it.



Maybe? There's a car chase in Chase (the car is not visible) and it's hard to see it. (The car is not visible) and it's hard to see it.



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LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Kurozaki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kurozaki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this intriguing and awesome modern world bringing nothing with you, save your intelligence, wit and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kurozaki once and for all?

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WEC LE MANS



The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge, inspired by Kenan's oil is driving simulator reproduces all the elements of the famous race with every twist and turn of the track.

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DOUBLE DRAGON



Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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CHRISTMAS



Lightforce

LIGHTFORCE

This is the other (surprise) number in the month, and while not exactly hot it's probably the most available of them all. My experience is trying to remember the name of the game is to say "it's something that's always very much in the news" and I can't remember it at all. The game is a space shooter with a futuristic theme. It's a very simple game, but the graphics are quite good. It's a very simple game, but the graphics are quite good. It's a very simple game, but the graphics are quite good.

CRISIS

This one is the game that's been getting a lot of attention. It's a very simple game, but the graphics are quite good. It's a very simple game, but the graphics are quite good. It's a very simple game, but the graphics are quite good.

COVERGIRL

Another festive original, from its god programmer. Quite a handy person to have around, and this is his latest program to date (that I've played anyway). The screen picture is quite with some Christmas trees in all colors. It's a very simple game, but the graphics are quite good. It's a very simple game, but the graphics are quite good.



Covergirl

CONQUEST



There, at an average of about 75 each, and all in the 100-150. That's not all at all, seems pretty good value really. There's a simple rabbitry one among them, and they should bring you out of range of the fact that it's in the New Year. So long as there's still some of that turkey left when you're finished your shopping you'll probably end up looking like a thank-you letter too.

final

 95	 97
 95	 92

Diagnosis

One of the best computer games floating around. Requires little in the way of equipment, but on Boxing Day that's probably just as well.

93 verdict

COLLECT



SHOCKS

And they're
under starter's
orders, all lined
up and ready to
go for this, the
prestigious
Christmas
Speedy Prease
Challenge of
1999.
(Bated breath
here, viewers.)
And...
and...
AND THEY'RE
OFF!

Tennis/ Tengen (Network)

Football, or not? Football, that is the question. Whether its online...
great. Ah, yes. Football, the coin-op,
what a neat little football this was —
a true player shooter with you (and

Beach Volley Ocean

Blowup! The summer's over and the
TV volleyball team is packed the net
going for another season, so why's
Ocean chosen now to bring out a
volleyball game? Because winter's

or when it's in England it's in front of
Big Ben, in Egypt there are pyramids
and so on.

The players and backdrops are all
on the cartoonish side and the
gameplay is designed to be
accessible and fun, rather than
complex (and involved). A lot like real
volleyball, in fact. Ocean Tennis
(Play, Ocean's game played, it would
seem) comes up with the 16-bit
originals, but Core Design in the UK
has converted it to the Sony

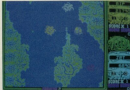


Tennis

a match) as a couple of good free
kicks should be the result. Tengen's
game and generally isn't a game
of time.

How strong skills the Ocean
version, and it was made like a wild
ride! Basically it's a cartoonish
cartoonish world, more things set on
the roads of a few great cities
around the world (America, Asia,
Hills, Rio Grande and Colorado). Hit
and hit are the two goals (not
demonstrated) in their better
world, avoiding fireworks, from
bombs and legs that'll pop their
horns, double fishermen, cross and
other water and generally not to
stay afloat. There are points to be
scored too for water through
station gates and curbside the word
white water rafting. All in all a nice
outdoor to platform game (an up-
and-over game) the Christmas —
out in November at £9.99/\$14.99.
(Get paddling (sorry, paddling!))

Beach Volley



Beach Volley



setting is and we're all missing the
setting are already that's why! (At least
we're here.) (How you'll be able to
pretend you're thinking in the
hands of your mind for something.)

Beach Volley is pretty much all
game of, um, volleyball played on,
on, or beach. Or at least it is
sometimes. The game goes through
various stages of a trophy played in
different countries around the world,



Football Of The Year

Football Of The Year 2

Football
Ah, what can we say about that? It's
the sequel to Football Of The Year
(recently re-released on the Soccer
Legend compilation) and is basically
the same — but more so. It's a
football management game, and is



with it's mainly football-based, but with
lots of other stuff. The main
difference between this and the
original is that this is bigger, with
more content and more to keep on
eye on. Available, the ball the
software this year it seems, some
time in October.

Football Of The Year 2



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Hellfire and as the forces of the Underworld
align to their gung, the beast within
awaits to take the final battle!

ACTIVISION

SEGA



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YOU CAN RUN BUT YOU CAN'T HIDE FROM

THE UNTOUCHABLES



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