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AUG 1990 Number 56

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The Time Machine
Megapreviewed!

WHAT'S
UP, DOC?!



What's REALLY
happened
to the
SAM
COUPÉ?

Oh no! Your Free Smash
Tape Doesn't Seem To
Be Attached To The
Front Of The Magazine!
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After It At The Counter,
Hadn't You?

Plus
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Sim City
Snow Strike
Shadow Warriors
Midnight Resistance
3D International Tennis
Deliverance - Stormlord II

SMASH TAPE No 33

INSIDE! READERS' GAMES Reviewed!

YS Guide to SHOOT-'EM-UPS - It's Massive!

WIN! A TRIP FOR TWO TO FLORIDA! (Honest!)



INTO THE M C N



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M X C FUTURE...



...really mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out! Joop 97%.



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Games

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8 SMASH TAPE

We've a top-notch double bill for you this month! First up is *Robotix II*, an arcade strategy game from Julian Golio of *Laser Squad* and *Lords of Chaos* fame! And then, there's a playable demo of the skateboard sequence from *Image Wars* in *Back To The Future Part II*. They're the best's best!

10 THE COMPLETE Y9 GUIDE TO SHOOT-EM-UPS (PART II)

Shoot 'em ups — shoot 'em ups! — aren't just a bunch of pages of all that's been (and soon) in shoot 'em ups, this time concentrating on the ones with little Rambo types running around slaughtering each other (including mini-reviews of *Robotix*, *Iron Warriors*, *Op Mall* and more).

48 Y9 READERS' GAMES

This issue we're giving the full Y9 review treatment to a handful of games written (as often as not in *Blasty*) by you, our lovely readers! And when you see it includes no less than four (!!) sequels to *Dance*'s classic *Advanced Laserwarrior Simulator* you'll know why we're so tickled about it. (The *Crap Game Corner*!)

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We take a look at the wonderful world of traffic jams — and the cars that inhabit them — to find people going to work like their vehicles (I find our hero).

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YES SMASH REBELS

Silverbird

What a corking cassette we've got for you this ish! Yes indeed - just check out *Rebelstar II* if you don't believe us, a stonking arcade strategy game from the people who brought us *Lords Of Chaos*! It's a winner! But (but! but!) that's not all! We've also got a brand-new up-to-datey for you, an (almost) complete playable level of *Image Works' Back To The Future Part II*, this month's Covergame and a sure-fire summertime hit! The best of the past and the best of the future (ahem) - don't say we're not good to you!

Did you enjoy the playable section of *Lords Of Chaos* we gave away a couple of issues ago? If you just answered 'yes!' then you're not alone - we've had loads of letters asking for more. And (for once) when you ask you shall receive 'em, what else we have here but *Rebelstar II*, a predecessor to *Lords Of Chaos* from a couple of years ago, written by *Chaos/Lords Of Chaos* creator Julian Gollop.

No, what's it all about? Well, it's an arcade strategy game (Julian's speciality) which (if you're wondering) is basically the same as a strategy game, except it has rather snazzier graphics than you'd expect and time animated sequences. To play it you take turns with the computer at moving your forces around the eight-way scrolling battlefield attempting to do, well, whatever it is you're meant to be doing.

Right, who remembers the films *Alien* and *Aliens*? (Like we thought - almost everybody.) Well, that's more or less the plot of the game. 'Your forces - the Rebelstar Raiders, would you

believe?' - must land on an alien planet and fight an armed party of alien creatures who have similarly arrived there. Not only must you kill off as many of the hanted as you can, you also have to capture their eggs, which are dotted about the place, and find and defeat the alien queen.

To start with you control around 30 men (though reinforcements arrive later on in the game) who come equipped with a variety of weapons and ammo, though more are collectable around the planet. Kill an alien and you can even collect his gun, but watch out for the native lifeforms of the planet - although they're not actually your enemies in the game they're hostile to both you and the other aliens!

Throughout the game you should keep an eye out for the arrival of your dropping to take you off the planet - it'll arrive somewhere in the vicinity of the big alien ship. When this happens you have to get as many eggs as possible onto it before it takes off and disappears again. Don't hang around

BACK TO THE FUTURE PART II

Image Works

Yes, there's more! A stonking playable demo of this month's Covergame is, be precise, and a right little corker it is too! Our demo lacks the neat animated and sequence, but otherwise it comprises the whole of the first level of the game, with Marty on his little flying skateboard whizzing around town, avoiding toy cars and puddles, grabbing onto the backs of moving cars and fighting Griff and his gang. Pick up coins, including one to make the board more responsive, one to make everything (including the scrolling) move faster, one to boost your energy and one to make you stronger (ie each time something hits you, you lose less energy). Your task is to get to the end of the level losing as little energy as possible, but what tactics you use are up to you - you can either dodge Griff (the bloke with the baseball bat) and his pals or you can fight them, punching them off their boards. Whichever way you choose, it's fast, funny fun all the way! (Now check out our full review (just over the page)!



O, Marty! Stop hiding there at the top of the screen! Come out and fight like a man!

TAPE No 33
STAR II

Tape Turns

[illegible]

too close to where you think it's going to land though – it could quite easily kick half your men if they're standing underneath it! In fact, be careful with your men at all times – even if you manage to get lots of eggs onto the ship you can still lose the game if half your people have been wiped out in the process!

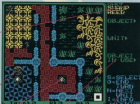
Controls for the game are fairly simple. You move your cursor around with the eight keys surrounding the 5 key — W, A, D, X and so on. 2 selects a unit to move, R ends that movement and C ends your whole turn and lets the computer have a go. 1 fires an armed shot (which takes a second or two to aim) whereas 3 does a snap shot, which is more likely to miss but uses up less energy. Of course you can pick up various things like the eggs and extra ammo too, and whenever you place your cursor over an object, alien or member of your party it'll tell you who or what it is. *Probedeer* is a fairly easy game to get into, yet it's quite challenging and bags of fun.

You'll have a hell

[illegible]

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

What are the three separate things?
Answer: support the car, turn the
steering!



H-Homework. Select vocabulary entry; consult and discuss.

After years of work, the
correspondent finally
received a letter from the
editor of the journal.

YOUR SINGAIR SMASH TAPE NO 20

REBELSTAR II

The complete game
from Silverbird.



BACK TO THE FUTURE PART II

A playable demo
of the Image Works novel

REDELSTAR II

An arcade strategy classic, from the main behind Lords Of Chaos. Capture alien eggs and return them to your waiting spaceship before the aliens 'gatch' it's spooky! It's atmospheric! It's a must in Julian Galloway's new Sinclair

**BACK TO THE FUTURE
PART II**
Image Works

Join Mario McFly in the year 2015,
for the skateboard chase of you life.
Collect things! Dodge things! Fight
things! And so on!
© Image Works Your Grade

Back To The Future Part II

Image Works
£19.99 case/£14.99 disk



Back To The Future II, eh? You can hardly have missed it, can you? The computer game's been fairly high profile too - we had *JO's* Megapreview a few issues back, and now it's on the cover, there's a review in the mag (and you're reading it) and blow me down if there's not a mega-demo in this month's *Smash* Tige too! (In fact, at this rate you probably know more about the game than I do, which is a bit of aummer 'cos I'm the one who's meant to be writing this peaky thing!) Oh well, on with the show...

Film fans, eh? Not an easy thing to do, I can tell you - especially with a film as complicated as *Back To The Future II*. Yes, the movie kept jumping about time and space so much I was hard to come up with any one sequence to represent it. There was only one thing to do - take the 'let's get lots of different sections from the film and cobble them together into a large (multicoloured) collage instead' approach. And has it worked? Well, hold your horses - I'll tell you in a minute.

There's a huge plot behind this, which is kind of important if you want to know what you're doing (and why), but a bit boring (and impossible to explain) if you don't. So I'm not going to bother - if you want to find out then read the film (it's just come out on video) or check out the *Megapreview* in *1984*. Sufficient to say it all involves you (as *Marty McFly*) and your pal the time-tripping Doc Brown and forwards in time, trying to sort out the massive mess that your time-travelling antics have inadvertently caused in the lives of both your



parents and their pals (in the past) and your children (and their pals) in the future.

But what do you get? Well, first up there's a neat little animated graphic of the flying De Lorean whizzing about the screen, and then we're straight into the first game sequence, the flying skateboard chase. The screen scrolls side and smoothly (but not particularly quickly) from left to right (and diagonally as well at times) as you look about on your futuristic deck, dodging billy Griffith and his mob and trying to knock them off their boards. I'm not going to describe it to you any further - check it out for yourselves on the front cover demo. Sufficient to say it all plays quite smoothly, and has a really nice animated sequence where Griffith and his posse crash into the Tower that at the end as well.

Next there's a sort of bonus round, Jennifer (your girl!) has landed and been found by the police and taken back to her house. Only one problem - she's already there. Confused? You will be. You have to stop Jennifer from meeting her

future self you see, or any of the other three people who share the house, which would make an even bigger old pig's ear of things than they already are.

You take a bird's-eye view of the proceedings in this level, with the two Jennifers and the other occupants of the wandering from random positions around the house. Your task is to guide the old Jennifer past without her meeting anyone else (if she does you fail) by simply opening and closing doors to direct everyone where you want them. At this point down to is a simple little puzzle - make colour, and a really nice break between levels.

Bitney. Level

Three friends,

and Marty and

the Doc decide

they've sorted

everything out,

so off they head

to good old

1985. Now here's the

short bit - hearing

curiosity? (We'll be asking

questions later.) What Marty was busy

trying to rescue Jennifer. But Marty's Dad's

mad, and Griffith's granddad's borrowed

the time-travelling De Lorean from 2015, to

take an alternate (a sort of diary joddy

with lots of interesting things in) back to himself in

1985, thus enabling him to 'predict' the future and

become really rich 'cos he can tell what's going to

happen. Curious, eh? So when Marty arrives in

1985 he finds it all quite different. For example, he

no longer lives in the same house, but takes the

town, is married to Marty's Mum, and everyone

else is really rather horrible.

Marty's got to get the alternate from Jeff (as he

won't be able to see into the future anymore) by

simply stuffing up everyone in his car, and

eventually Jeff himself. Yes, it's a bear-eh-up. You

can kick and punch as things scroll from left to

right, and pick up sticks and things to try and

disarm the badies with (though you can't use

their guns). I thought there was a bit of a lack of



Keep an eye on those helicopter jockeys - they drop your little collectable goodies into the arena and stuff.

Well! It's a damn fine level! I can't say enough about it!

The skateboard sequences - probably the most famous bits from the film, and repeated twice in the game. This is from the first level - the other has a 'tilt test'.

ITALY 1990

US Gold's \$12.99 case



Rock, roll, did we win? I haven't the foggiest! I'm writing this three days before the Argentina Cameroon match has kicked off. All of which is a bit of a shame for US Gold really - Italy 1990 missed the TV review treatment last month by a hairbreadth's breadth. Boo too! Anyway, it's here now, so better late than never, eh, Spec-chums?

Oh dear, in this week I could get an awful lot of e-mail from you, how much I love soccer games, and how thrilled I am to be given the chance to review this game. But seeing as that would be a complete no-brainer I think that I'd better I mean, soccer games aren't exactly big news, are they? And think about it, it's a complete (and often) guide to soccer, has instant replays, and you'll find that we've had over 50 years of the highlights in the past. And that isn't including the last season which was bursting to the brim with even more of the pretty things. So having to play yet another one here I really made my day, if you want to know. But hang on a sec - isn't Italy 1990 the only game which has actually got anything to do with the World Cup? Oh, except for World Cup Italia 1990, that is. And countless others probably. But you know what I mean. (No, I don't think so, do I?) Perhaps it's still got a bit of a head start in after all.

After fighting off the mount of five printers, competition entry forms and World Cup information booklets (quite real and will put together actually - my Dad's already written me one), you'll eventually uncover the tape to instant date and slot it into your Spec. The first thing to do is to pick your team. Prefer to pick the best because everything is but to the real thing, so you get all the correct teams, players, venues and dates as in the real version. Then it's time to choose your formation, pick your team with five assigned players (showing you what position they play) and your manager. Don't panic and worry you can get another manager (about as much as a transfer) in the very World Cup itself.

A quick look from the tape and it's off, off, top, tops, underneath all that

World Cup stuff, Italy 1990 is no more than a Matchday book is like. Not that that's a bad thing, of course. I almost found myself enjoying it for a bit, until I luckily came to my senses (and not a minute too soon). I know the sort of thing - you control the player nearest to the ball and handle (or rather jerk) it up and down the writhing pitch, kicking (even slide-kicking), passing, heading, chopping the ball about and occasionally scoring the odd goal here and there.



Here's one of the most delightful soccer board games that comes out whenever something good happens - now, eh?

It's really quite exciting, believe me. And a nice little touch is the little animated sequences that tell you what's just happened if there's been a goal kick or something.

In case you were wondering, apparently all that business concerning skill factors and strength that I mentioned earlier applies here. Supposedly, the stronger the player the further he can kick the ball, and the skill factor determines how easily he can tackle or keep the ball. Trouble is it's a bit hard to tell how true that is because everyone looks the same (in glorious monochrome, in fact), and even though I chose the best team with the best players I'm still crap and losing as well. Oh dear. Never said I was very good at football games, though, did I? So seeing as I'm so hopeless at this sort of thing I decided to call in an expert - my little brother - who managed to polish the thing off as his first game and win the World Cup within three



Here we are grinding like a buzzard, and look what we've chosen - *Stalder!* (Oh no!)

quarters of an hour. Surprisingly, this isn't a bad thing because he is a pure genius, sorry due to the fact that Italy 1990 is a bit on the easy side.

And there you go. Not really much more to say it's a fairly game, and one whose job it is to follow the World Cup to its absolute limit. But with away all the water markings of a well-programmed game and inside you'll find little more than your average soccer offering. It's still quite fun, if you're into that sort of thing. But for those of us looking for a decent game at the end of the day (and one with a couple of two-player options like the bumper) it's probably a better option to stick with that old classic *Matchday Football* though.

LEDS NOTE I'm afraid I have this in a bit wrong about this actually - I reckon for a brief while with Jonathan Davies too long and Jonathan's rather heated of football games has somewhat added the poor thing a mind. For what it's worth, I'd say Italy 1990, despite being too easy, is the best of the World Cup offerings around at the moment and a few days from the after disaster of last year's World Cup Carnival or anyone remembers that. For a while, despite the fact that Viper got the only official World Cup license, this one actually plays much more like the World Cup itself - you're not involved in the ridiculous chaos of playing one of only four teams for instance (including the pathetic Belgium for second *World*). The presentation might look like the others but when it comes to a corner or goal kick is coming up and the only reason you get those in with the package, I know what game I'll be playing this year.)

Oh no... this little chap is running off to totally the wrong direction! Get game back!

Wh-ah... look at the screen! This isn't exactly showing up to let the most exciting match ever, is it?



Despite the slightly colourless muddy you see here, Italy 1990 is actually one of the least animated soccer games about.

Slightly odd perspective, isn't it? It's as if we're sitting right behind the goal.

And here we are in the actual football bit of the game. Yes, okay, it is all a bit green, and the lines are a little hard to tell apart, but the whole thing's well programmed, runs smoothly and makes for a nice good fun. Thanks!



INTERNATIONAL 3D TENNIS

INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLELED NUMBER OF FEATURES.



Scramble various systems



Individual format
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- Remarkable new 3D real time animation system.
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- View the game from any one of ten "camera" angles - rotate on ST and Amiga.
- Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- 120 tennis terms, tactics.
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- 64 different computer opponents, with 26 skill levels.

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CAVE 94% C&VG HIT

"It's smashing, ace and beats the competition... Immense fun, demanding for novice and expert alike, the best sports game for ages."

ZZAP! 84% ZZAP! SIZZLER

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- Digitised pictures (ST and Amiga).
- Digitised voice of real Wimbledon umpire (ST and Amiga).
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

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PALACE

YS MEGAREVIEW



The Time Machine - what's it all about? So what did they manage to improve upon? Well, for a start, *The Time Machine* is more than a book.

YOUR SINCLAIR/ US*GOLD COMPO

WIN A FUNKY BSS
SQUARIAL SATELLITE
DISH (FULLY
INSTALLED AND
WORKING IN YOUR
HOME) PLUS TEN
COPIES OF US
GOLD'S NIFTY
NEWIE SNOW
STRIKE OT'S
AMAZING BUT
TRUE!

USB

Snow Strike - what's it all about, eh? Aeroplanes, that's what, sunshine - and bodies of the pretty little things too! It's a very unusual light aircraft - very unusual, with 30 vector graphics and targets and

Ten runners up, needn't I go on? - disappointed though - they'll each get their own copy of Snow Strike to take home and treasure. Won't give away!

gander at the time the drawings of aeroplanes we've got dotted about on this page. All very nice and pretty, aren't they, but - oh no! - well no

Followed that right down in the space next to it - and Bob's your

Okay, okay, now what? Right - so I guess you'd like to know how you get a chance to win, ah? Well, it's easy - it's plane identification time, folks. Just take a



forgetten - to say which one's which (but you can work out what you've got to do now, eh, Spec-chaun? That's right, it's your job to tell us what they all are! Just jot the name of each plane down in the space provided on the coupon below - for instance, if you think plane (a) is an F16 Fighting

Under how got your name and address down on the coupon, stop it to the back of a post card and send it off to it in a box. It's a B. (space) - Aerob. Right! Here time Compo, your Sinclair, 30 Monmouth Street, Bath BA1 3AP. Oh, and it'd be nice to receive it before August 31st or well, if that's not too much trouble.

So what can I win, really?

Only your very own BSS squarish, that's what, fitted and installed in your home and all ready to pick up their live satellite TV channels. There's the Sports Channel, with 12 hours a day of sports news, coverage of major events and so on, Golds - The Entertainment Channel, packed full of comedy and drama shows, The Power Station, with pop vids and music interviews galore, and Now - the Channel For Living, with its documentaries, news, classical music and so on. There's also the Movie Channel, packed with brand new films (though that'll cost you an extra £10 a month to subscribe).



RULES
• Plans from the full Gold and Silver Winning or from the full Gold or Silver plan of the coupon will secure, or they'll get a Sinclair up the front.
• A full Sinclair up the front of the coupon will secure, or they'll get a Sinclair up the front.
• A full Sinclair up the front of the coupon will secure, or they'll get a Sinclair up the front.

A-ha! I know my planes! And they are...

- (a)
- (b)
- (c)
- (d)
- (e)

My name is
And I live at

Zip code

Okay, here are the planes to choose from...

- F-16 Fighting
- F-15 Eagle
- F-14 Tomcat
- F-117 Stealth
- F-105 Thunderbolt
- F-100 Super Sabre
- F-104 Starfighter
- F-106 Delta Dagger
- F-108 Corsair
- F-109 Thunderbolt
- F-110 Thunderbolt
- F-111 Aardvark
- F-112 Thunderbolt
- F-113 Thunderbolt
- F-114 Thunderbolt
- F-115 Thunderbolt
- F-116 Thunderbolt
- F-117 Thunderbolt
- F-118 Thunderbolt
- F-119 Thunderbolt
- F-120 Thunderbolt
- F-121 Thunderbolt
- F-122 Thunderbolt
- F-123 Thunderbolt
- F-124 Thunderbolt
- F-125 Thunderbolt
- F-126 Thunderbolt
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paper-stopper is the dancing
and, though with much more
faded and those occasional
one. I've got to get through
it is to be put through a machine
complete collecting accounts,
writing receipts, arrange the
show and receiving English
students. And it is a day's work
to, though it has to be said that
the observations are about three
times as exciting in two-player



On Operation Profit style, as nearly everybody seems, to call them *Mass plays*. This is the sort of game where you view the action from a first person perspective, as if you really were in the thick of it — you really live the hero of these games at all. Because (of course) the hero is you.

Partly, obviously, it's direct descendants of this jagged, spouting, or "bubbling" line of the Quixi, down your local fax. The big difference between the computer version and "real life" is that the bubble always goes exactly where you place the stylus/pen/pencil on-screen. In other words, it has a lot of control of what you write to it. But, of course, it's not a real bubble. It's a bubble.

mirror is the guy who can move the package around when he needs to. The package owner, the customer

Although these games do tend to be incredibly popular — from the PlayStation 2's *Grand Theft Auto* to the Xbox's *Halo* — the industry is still a long way from reaching the success of the Japanese market.



as a Pilgrimage (On Robinson Crusoe and last month's *Midnight* — they do tend to have one very slight problem: we do all about 'em up, actually). And the problem is? Well, simply that they can be very narrow indeed — once you've shot the screen full of birds, helicopters and little wooden shapings that looked all the better when I saw you point it you don't you've shot

A few games (Galaxy springs to mind) vary things a bit though it's actually including your character on-screen (that often does it). The bottom comparison with its lack is yes. But that they're that much different of course - despite their presentation the gameplay remains essentially the same.

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One of the most common forms and the one that's always getting confused with arcade adventures and so on, these little men running along, heaving things atop of the blooming time. Occasionally one or more platforms will be added to make things more interesting (the game might even sound opposite, as well if it is happens), or the screen will be shown in what is referred to as 2D (though it's not really) where you can see the ground perspective as opposed to side view. (Platformer is, side view. Platformer is 2D, for those who

can't tell the difference. Different things may be used if it's straight ahead, but

the skills of the programmer and graphics artist to make things interesting. On occasion a lip-synchronous version of what is essentially the same thing will step up to bat. (But Gerson's *Excerpt* is a good example of this. You know it's already reviewed as part of a computation elsewhere in this issue, so you should see it.)



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Abstract The purpose of this study was to determine the effect of a 12-week, low-intensity, supervised walking program on the physical and psychological health of sedentary, middle-aged women. The study was a randomized, controlled trial. The subjects were 40 sedentary, middle-aged women who were randomly assigned to either a supervised walking program or a control group. The walking program consisted of 12 weeks of supervised walking, 3 times per week, for 30 minutes per session. The control group consisted of 20 women who did not participate in the walking program. The subjects were assessed at baseline and at 12 weeks. The walking program had a significant positive effect on the physical and psychological health of the subjects. The walking program significantly improved the subjects' physical health, as measured by the 6-minute walk test, and their psychological health, as measured by the Beck Depression Inventory and the State-Trait Anxiety Inventory. The walking program also had a significant positive effect on the subjects' quality of life, as measured by the SF-36. The walking program was well tolerated and had no adverse effects. The results of this study suggest that a supervised walking program can be an effective intervention for improving the physical and psychological health of sedentary, middle-aged women.

The common consensus there was a sign of things going downhill — not problems in the first half of last year, but in the last. Several months of almost zero growth — up to the point just prior to August — when, considering the weather, and without any monetary action in the other quarter, growth was just expected, though the trend certainly indicates you better be prepared for a drop in anything you want to sell — and the survival of banks, mostly savings, pretty disappointing.



Like Commander, Juan Pizarro, of *Fernando's Most Die* (our Spanish Tiger game from a couple of issues back) this is the third way of doing it. As you might expect, you have to work it up.

the screen, blowing
hard
maka,
shooting
everything
that gets
thrown at you
and, um,
that's about it
really (except
that your main
opinion isn't
very interesting
because of you, but
generally side-of-man
is the tip of his tongue
Oh well)

1. *Staphylococcus aureus* (Staphylococcus aureus)
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A lot of his lobby this - there read each of them had prior ignored the Coordinator, Plural Masters and so on, as well as local variations like (for the last time) but they hardly fit comfortably into either of our two main categories of little-known or little-known games. But, they're definitely about 100 years old and they fit into the same category.

It's a lot of driving straight at Penn Mall's style, blending away with the masses. Unfortunately, though, the built-in compass can usually only be brought to bear by directly pointing your list in the direction of whatever it is you want to eat, resulting in some seriously driving sideways across the road. Of course, some people swear by Penn games (and some people swear in them) but looking back on their lives.



Everybody wants
to be producing
these arguments
on the
whole
they want
my little
idea
and
all
that.

What about
Lord (Shir-
ley) Whitt
who's in
the most security in any
kind is all working now
the same as the rest



1. **Introduction**
 2. **Methodology**
 3. **Results and Discussion**
 4. **Conclusion**
 5. **References**

Another common short-coming with creative writing (and typically, business graphics) is more like this thought, the main difference being that it's more difficult to compute. Whereas for some particularly subtle or less-familiar coding/scaling systems, the 2008 book offers from Robinson) and the biggest change is the use of Adams. Another reason, after all,

GREEN BERRY

Another video, sent just ahead of the meeting, had eerily accurate details of the Clinton affair on video that was on the

[illegible]

1. What is the main purpose of the document?
 2. What are the key findings of the study?
 3. What are the implications of the findings?
 4. What are the limitations of the study?
 5. What are the conclusions of the study?
 6. What are the recommendations of the study?
 7. What are the future research directions?
 8. What are the acknowledgments?
 9. What are the references?
 10. What are the appendices?

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

[illegible]

ROLLING THUNDER



Alison, we've got another very good article for you on the subject of parasites. For those of you who have already chosen windows are going to want to replace!

Amateur Jai-Zed Haggard from MI, this was a largely mainstreamed, well-meaning conversation with the police, mainly taking place on foot (and, in the ground) and in levelled cul-de-sacs after the storm. Haggard is a very nice, friendly fellow - you just get the feeling that he's a bit of a Police agent for a minute to provide the underground culture of such events. Goggles, tennis balls, newspapers and all that. Jai-Zed is a really lovely guy. There are four female friends, though for some reason you get the feeling that they're going to get through the whole lot faster than their

US Gold

DAN DARE I, II & III

[illegible]

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about the other neckles thought, after the burning boards and as we are among the most numerous and low-class wigwags over here!

and perhaps even more involving to make. Little of bugs to avoid, loads of using techniques and things to collect, and masses of freedom to design - it's all a bit weird really. And I hope others you are using special option to let you play the design, being in a computer-controlled class through this is an incredibly difficult task.

plays the game? Even the original *Clash* was a pretty playable and graphically impressive little manuscript for the time, at least. Don Pines, author of *Clash*



1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

[illegible]

Problem Solution

Good graphics and a nice game interface requires fast performance but not always. When you sit out for one tick to get a good shot, the game will freeze. The only solution is to use a fast computer. The only solution is to use a fast computer. The only solution is to use a fast computer.

COMMANDO



The big arcade hit of 1985 became the big Christmas hit on the home. The same year, and it's a fair measure of its popularity that people will say "that looks a lot like Commando".

Today the game seems simple in the extreme. It's a big vertical shooter with big action, working

Make all games seem so easy and simple. It's a big vertical shooter with big action, working

Elite

up a yellow field filled with walls, trucks and tanks of rock to hide behind. And that's about it - there are unlimited bullets and lots of grenades to use, and everything is very faithful to the original (and very educational) original. If you don't mind all that yellow it will hold up pretty well.



ARMY MODES & NAVY MODES Dynamic

There's one thing you have to say about Dynamic games - they're hard. Absolutely frustratingly hard. Army Modes is all about driving a little gun and shooting things, then driving it

little helicopter and shooting things, then running around a base on foot shooting some more things - and it's hard. Army Modes (the sequel) is about driving a little robot thing and shooting things, then

scuba-diving along and shooting things, then running around a platform and sailing submarine shooting things. And it's hard too. Since not of ten people give up before they get past the first screen, but the tenth person who's made of sterner stuff than the rest of us, and personally, and usually comes out of it saying it's the greatest game he's ever played in months. Which one are you?



LIGHT GUN GAMES

It makes sense really - light gun games tend to have to be shoot-'em-ups. Shoot 'em up! There's no less than about it. No Clay Pigeon Shooting Simulator up to the level of our knowledge (we're not waiting, but we did get a light gun version of

Operation Wolf which is the next best thing (except that it was chosen to be a number while our best thing was the screen each time you fired, of course). Other delights from Army especially with the Dynamic Light Gun version of

Shooting Game (which is the next best thing (except that it was chosen to be a number while our best thing was the screen each time you fired, of course). Other delights from Army especially with the Dynamic Light Gun version of

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FORGOTTEN WORLDS US Gold

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As an important historically inaccurate at the time it seems that until 1911 it was the first really change (opening) connection (18). There was never for open, the first and the first connection (18).

you believed killing wasn't a
rewarding past activity.
landscape, parking all sorts of
new industrial-type stuff along
the way -- tennis tubing,
swimming ring wheels and a

Debrah: Method of test-takes, instructions, and so on. Handy enough—drops into all using the way “I’ve written journalized your name four many letters please, my good woman”) and this whole thing that is very professional feel to it. My little problem is that often test is lot out of context, seemed about like a period in a good sense. Well, is cheating effort, and obviously so.



Other Related

The '70s aren't suddenly missing 'til next thought, of course. It's not as gone as Top Gun. The Best Game Ever list of the decade is the epitome of '80s lit, as the game is two players, four-iron swinging, laser-using tennis. Multicolored optics and mirrored walls are great, but the real reason you want

Don't worry, and the
world's biggest, but at least it
was [arguably] some
improvement on the last
thing. And, incidentally,
[unclear]

ATOMIC COMMAND

They are oligoparasites (don't parasitize a species very often) – *S. hominis* – like many would conclude that they are strong evidence of a number of periods – but it's close enough to sound. What we have here is either a short-term or a long-term

[illegible]

surprisingly large platform and happens almost by itself, in a very non-planning performance. In the absence of a score, it's not going to go overboard talking about patterns like this, but even as they're there, you can't really get anywhere. They're almost as much as they're anything else, and because in this case (anyway) they're just two good

How come it is
world's tallest, a
not only the most
recent design
feature is highly
practical and
extremely
durable and
strong. Also, this

[illegible]

ВВМДР ВВМДР III Ордена

pose could hardly be anything other than an armistice. Could they? The first (from early '88, and based on the film *Napoleo*—a First World War film) requires the sudden jump to Napoleon's time, and the second (from '90) is very much a Commando-style plot with a lot more of a thinking element to it. *Napoleo* starts slower than the like games, and has a longer, more-erotic playing area, so the same level of play is achieved in less time. *Napoleo* is on the other hand is Commando (in essence) in very different, an impressive three parties, each section featuring some very different gameplay. You find it a low-key commando game, but it's a lot more fun than Commando and Gunship with you, as the, rushing around a planet for collecting weapons, preventing intruders and security forces taking for their own and shooting targets. Plus the



include the text, and featuring grenades, those quince and a full more action. Finally, the third part is a pretty ratty. On that note with you in charge of a tank making a bid for freedom against what looks like the entire Russian army. Nice graphics, a fair amount of variety, lots of action — what more could you ask for? (E) Author: Mark Lee. www.ironhorse.com



Table 1

But in 1986 (Chicago), the magazine staff went after some of its readers (they were actually its writers) that "institutional" staff at the end of a largely discredited of the country's fairly sure, Chicago has had meetings at public and private, and it looks to grow out of isolation you don't really. Staff do you really? around the country against the state, meeting the person who's after you (and), Chicago had something, and so far it

COMING SOON...

BACK TO THE FUTURE II PART II



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WARNER

A & T Division of MCA

HINTS 'N' TIPS

VS

TIPSHOP



And now, direct from the Finchley Road Tube Station Patio For The Homeless, it's **JONATHAN DAVIES** with his all-singing all-dancing Spectrum. Go on, give that man a tip.

RUN THE GAUNTLET

Ah, jolly good. The first tip this month from William Kaye. Other than that, there are only two things you need to know about this one. First, it's from *Simon the Sorcerer* (Glenz) and second, it's for *Run The Gauntlet*.

Don't you hate being hassled by the bloke behind you on the water stations? I do. But now you can leave him lying in the dust (or water for that matter).

As you're going down the straight, or any place where you think Mr Flash will put his foot down, move your craft slightly left and right. As if by magic your craft produces an amazing (well, quite amazing) burst of speed. Play this only once one second.

Keep on repeating this, and you'll be unstoppable. (Well, nearly, providing you're a skilful driver.) Well, this is pretty risky to do near obstacles, unless you're really fast (or, very good) at this game (it is, isn't it).

Super, smashing, lovely. But don't think you're getting off that lightly. Andy JO (T) has something to add...

Always pick two teams, and then beat the second player - he'll never get disqualified and you won't either. Try to beat the first player on as many of the easy events as possible so that when you have to do the hard events (like racers) you'll have enough time.

Well, I think you deserve a badge each for that lot.

After last month's promising but short-lived ray of hope, my intro-writing skills have continued on their downward spiral. Absolutely nothing worth reporting has happened in the last few weeks, and so far as tips go, well, it's all been said before really. So, um, here's a joke... What's blue and stands in a field? A cow in a track suit.

Look - this is no good.

BLACK TIGER

Better late than never, that's what I always say (well, occasionally anyway). Gerek Lard (who comes from way up there in the Orkneys) has finally come up with a decent set of tips for *Black Tiger*. Seventy-eight degrees just

drastic action is called for. I think it's time that you, the readers, played a larger role in *Tipshop* intros. Therefore, for a trial period only, I'm inviting you all to send in your suggestions. I'll consider anything. The best one will be printed and earn its author a badge and a free game (or something). That is, unless I can come up with a better one myself, of course.

Blue Goblins. All levels. Don't run from them if you can help it.



Plants. All levels. These are pretty nasty so, er, watch out.

Birds. All levels. Nasty - you can't get away from them unless you're pretty good.



Wobos. All levels. These yucky little gritters can be a real pain if you let them, so kill them before they touch you.



Block-heads. Levels One & Two. These cretins are pretty deadly. On Level One the safe road is, at the very right-hand side of the path (or, on Level Two stand on the right-hand side of the gap).



Golden Dragon. End-of-game nasty. Level Six. You need more than one life to kill this beast. Ring warnings and firing at his head, and watch out for him turning round.



Thanks a lot, Gerek. I think a badge is in order.

Isn't enough, he says, but we all know what happens to people who argue with the Joydick Jugglers, don't we? Gerek's drawn a guide to some of the nastier nasties you'll come up against. Good on him, I say.

Spinning Skulls. Level Three. They can't be killed, so try to avoid them.



Snakes. All levels. They hang onto ladders. Make sure you kill them before you climb.



Magic Flame. All levels. Burns out of the ground at various places.



Fire Demos. All levels. He throws a fireball at you.



Grin Reaper Hags. Levels Four & Five. They don't fight back, but take ages to kill.



THE RACE

Short and sweet, that's how I like 'em. And none more so than this sprightly little mischievous for *Player's*. The Race from *Joe Poole* and *James Cameron*. Take it away, chaps.

Right, when the menu is displayed simply hold down P, I, T, Y

and the Space bar to start the game. Instead of having 50 seconds, you'll now have a 99-second time limit for each level. Gosh! I reckon a lap of honour is in order there, lads. To very muchos.

TIP O' THE MONTH

DAN DARE III

And about time too, ah, Wikos-hunters? Paul Thorland has spotted a gap in the market for a *Dan Dare III* map, and has come up with an absolute corker to fill it. His offering takes us all the way to the end of Level Four, and comes complete with a key and a few almost recognisable pictures of the cast (Paul also points out that his surname isn't Thorland, which seems reasonable enough to me).

LEVEL 1



LEVEL 2



And look, there are even some tips. These come from Abdul Montan.

- Keep Minding - you'll find it does *save* your life.
- When start on lives return to the store.
- Don't use small bombs unless in desperate need - they cost a fortune.
- Use bounce bombs in shafts when going down, as this helps to kill anything in your way.

Cheers, Abdul. A badge will shortly be yours.

VS TIPSHOP HINTS 'N' TIPS

MOONWALKER

Well, we know they were all a bit weird in Portugal already, but has it really got to THIS? According to Antonio Mendes, Michael Jackson is pretty hot property down there in the land of, erm, cork. Or that's the impression I get from his marvellous complete solution to *Moonwalker* anyway. He even keeps calling me 'Paul', which definitely indicates something a bit loose somewhere.

LEVEL ONE

Guide yourself through the map. Missing dots are enemies, fixed dots are objects or pieces of robot costume. Always run, and to avoid other characters try to

select 'big' roads'. Don't worry about the time - you should waste about three disks losing time. When you're caught everything you need to, the bike is in the upper-left corner of the maze.

LEVEL TWO

Same as Level One, but with bikes and many sub-levels. And tougher enemies. To avoid their latest a 'big' road', put yourself on one side (eg left), and when he gets near you press Down. Down Right, Right Up and Up - you should make it. Guide yourself through the map as in Level One, but here you've got a line on the map which is the ramp you're supposed to jump over. When you catch the bot and mangle into a car it disappears from the map, so

it's best to leave the orb entered the ramp 'I'll test or you'll be losing time. On the last sub-level you turn into a car and have to run in a road without enemies. It's really easy and you've got enough time to make it.

LEVEL THREE

Run left, catch weapon and ammunition, then stop, press Fire and wait for an enemy to appear. You should now be able to kill him without losing go of the fire button by leaving the light on the windows. To avoid their shots, as soon as you hear the noise run towards the shot and jump. Thus avoiding it. From time to time you'll lose arms, so you'll have to run and get more, avoiding their shots as above.

LEVEL FOUR

Shoot everything on sight, and don't wait for the cannon to get big. Shoot it as soon as it appears. Keep shooting if you've got ammo, use it and from time to time have a look at the list of enemies you've still got to kill. This is the easiest level of the lot, and if you've got this far you should finish it without losing more than one disk.

Oh, and at the end...
Sidel: You don't want to ruin it for them, do you?
But they might not believe I've done it.

Oh, erm, go on then.
Thanks. At the end, Michael turns into a flying saucer and flies off to Never-Where Land.
Well, they're not going to believe you either then, are they? Here - have a badge.

PRACTICAL POKES

He's the bloke with the POKEs. He's the chap with the hacks. He's... **JOH NORTH.**

By the time you read this I'll have my exam results, but at the end I'm just starting them, and that's not starting to show hacking, especially when a new Speedbook gets released...

BALLBREAKER II

This routine, courtesy of one Phil 'Mr Trolley' Pendhams, is for the game we stuck on the cover a couple of months ago. Tap in the relatively short hack exactly as printed. If you don't want infinite lives before the 80, if you don't want infinite missiles delete line 80. RUN it and it'll load and run the game for you with the POKEs handy in place.

10 MEM Ballbreaker by Phil

Pendhams

20 CLEAR 2nd

30 FOR i=0 to 3000

40 READ a: POKe 1a: NEXT i

50 RANDOMIZE USR 3rd

60 POKe 60,55,20,1
70 RANDOMIZE USR 6500
80 POKe 30,60,0, POKe
30,0,0, 0
90 POKe 30,67,0
100 RANDOMIZE USR 30,700
110 DATA 20,33,170,250,17
120 DATA 60,4,62,250,50
130 DATA 200,80,5,48,241
140 DATA 201

FALCON PATROL II

This one gives infinite lives for the Defender-type game. If you want to see how it was written then have a look at this month's POKe 2 Hack.

150 PEEK PPT by Jon North
110 CLEAR 60,50,7 MERGE =
120 LET a=PEEK 200,250
130 LET a=a+PPEEK 200,250
140 POKe a+140,20,1
150 RANDOMIZE USR (a+70)
160 POKe 40,50,0
170 RANDOMIZE USR 450,50

RAMWIPST

And now, the moment you've all been waiting for—the new Speedbook crack. This one gives infinite energy in ramwipst. With a bit of luck, I should've needed it enough to make it into a MultiPOKE in time for next month's release. In the meantime, this is a 'standalone' hack. Play the tape from the start and enjoy the funky flashing colours.

10 MEM Ramwipst by Jon

North

20 CLEAR 3rd LET i=0

30 FOR i=0 to 10: 30000

40 READ a: POKe 1a

50 LET i=i+1: 30000/2: NEXT i

60 IF i=300000 THEN H=1: GOTO

70 RANDOMIZE USR 30,0

80 DATA 201,33,25,30,17

90 DATA 200,80,5,48,241

100 DATA 200,80,5,48,241

110 DATA 240,43,181,128,8

120 DATA 3,128,254,190,30

130 DATA 5,54,35,35,35

140 DATA 85,150,254,1,30

150 DATA 3,114,7,7,14

160 DATA 11,8,195,254,35

170 DATA 40,6,254,7,40

180 DATA 4,3,25,6,14,6

190 DATA 8,150,254,255,30

200 DATA 30,14,38,5,0

210 DATA 54,150,35,60,54

220 DATA 129,257,60,250,60

230 DATA 43,181,128,255,34

240 DATA 62,254,32,32,5

250 DATA 95,50,14,70,82

260 DATA 184,34,204,80,207

270 DATA 177,40,2,24,220

280 DATA 237,50,181,128,237
290 DATA 82,77,238,17,8
300 DATA 1,30,255,237,178,38
310 DATA 35,34,250,39,40
320 DATA 204,66,237,75,181
330 DATA 129,237,66,1,8
340 DATA 150,8,34,128,128
350 DATA 35,125,1,1,5
360 DATA 9,237,175,60,180
370 DATA 129,237,75,281,48
380 DATA 83,180,130,1,26,237
390 DATA 95,7,214,8,15
400 DATA 50,150,129,40,202
410 DATA 86,34,181,128,125
420 DATA
254,250,194,248,128
430 DATA 24,15,237,66,7
440 DATA 814,6,20,21,50
450 DATA 128,256,62,50,50
460 DATA 248,248,67,237,75
470 DATA 305,208,248,33,235
480 DATA 125,17,8,255,1
490 DATA 100,237,178,38
500 DATA 2,237,83,51,254
510 DATA 49,255,255,1,95,240
520 DATA 254,1,98,54,82
530 DATA 80,17,14,30,24
540 DATA 11,82,11,30,3
550 DATA 180,150,30,254

G'NIGHT!

Right. I'm going to bed now. Before I do, let me just say that should you parties in any hacking of your own then why not send your results to me, Jon North, at PPT, 70, 30, Marnborough Road, Bath BA1 2AP. You know, you might get a badge or a game (or summat). Ohright!

MANIC MINER

Budge time again, folks, this time in the slightly blackened and grimy shape of ye little Miny Miner! But not, excuse James Dalton, it really is one groovy bit of a game! And instead it is. Let's see what he's dug up...

All you do is type in 8001700 while you're in the central cavern and a foot should come up near the little man indicating how many lives you have. To restart the cavern press 6...

Is that it? That's pathetic! Hold your horses—there's more!

Hangs.
Here are the numbers you need to press at the same time to access any of the other 20 levels.

Gold Cavern—6,1
The Mangrove—6,2
MWN—6,3,1
Sugars Laff—6,3
18th Cavern—6,4,3,2,1
The Vat—6,3,2
The Warehouse—6,5
Wacky 8—6,4
Attack Of The Mutant Telephones—6,4,3
cuz February—6,4,3
The Blank—6,4,3,2
Solar Power Generator—6,5,2.

Minor Willie Means The King Road—6,3,2,1
A Revenge—6,1,6
The Endless Forest—6,1,6
Processing Plant—6,3,1
Sky Lab Landing—6,3,1,6
The Final Barrier—6,0,2,1,1
And one final thing before I leave you: for more or just press the number at the screen you're on. Bye now!
Marvellous, James!

ASTRO MARINE CORPS

Blimey. Not off the press at what? Richard Dalton is the man with the gleaming joystick, and he's done us a guide to the whole of this distinctly Spazoid title number. I haven't played it as yet, but if it is as utterly impossible as all Dalton's other stuff I think Richard deserves a VC or something.
Go right and shoot 'em. Keep on going until you reach a tree. Jump over it. If you don't you'll be eaten alive. When you reach the concrete foot jump over the green and red parts except for the third, fourth and fifth one, as those are the. When you are on the fifth one,

go to the bottom and jump the gap. When you reach the second concrete foot, drop off the right edge. Go left, jump over the gap, shoot the enemy twice, shoot the box, collect the item and drop down the gap.

Keep on travelling right until you reach a strange thing in the floor. Stand facing it so it is just on the bottom of the screen and drop four grenades down the centre. A creature will then come up and explode. When this happens, go to the edge and jump the pit. Go right.

Shoot jelly monsters by ducking and pressing Fire. Jump over all trees with green leaves. Jump little gap with water in it and go right onto the red and green floor (a 18). It will take you down. Then jump the gap and go right. Jump the big gap and you'll land on some grass. To get to the other piece of grass do a little jump. Keep pressing Up to get onto the red and green floor when you land.

Shoot the robots' heads and then their legs. When you reach the concrete foot, jump onto the green thing and keep peeping up. Get onto the 18, collect the items in the boxes, go right and drop off the edge. To get across the red and green foot, jump onto them and then keep peeping up and do another little jump. Go that on

each one. When you are across, don't shoot the men. Just walk through them, but when one turns into a dragon shoot the head. Go right and there will be robots and men. Jump over the big gap.

Go right and walk up to the spaceship until a troll comes along. Keep your finger on Fire and the grenade key, then you've killed the troll, go right. You'll be beamed up and will have completed all eight zones.

By the way, the password is 040206A0.

Good work. I suppose you'll want a badge now, eh? Oh, here you are then.

OUCH

I should appear we've hit the bottom of the page again. Luckily, though, I've managed to cram in most of this month's essential tips, clearing the way for the next lot. So sharpen your bins and get screwing. Tips, maps, solutions, I mean 'em all. And new letters too. Send it all to me at XT Tipshop, Your Sinclair, 30 Marnborough Street, Bath BA1 2AP. This 'I've Got Big Tips' badge could have your name on it.

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YS Final Verdict... 90*

"A whopper of a game... Loads of depth, pretty easy to get into and nicely presented." *Davey Wilson*



FIENDISH FREDDY'S BIG TOP O' FUN

Mindscape

A pretty and amusing musical based on circus events, Fiendish Freddy will have you laughing on the edge of your seat!

YS Final Verdict... 80*

"I really liked Fiendish Freddy - the graphics are brilliant and amusing, there's nice sound, lots of variety and a capitol deluge of gameplay." *Davey Wilson*



RAINBOW ISLANDS

Ocean

The most recent mega-hit from Ocean, Rainbow Islands is the sequel to Bubble Bobble and one of the most addictive games ever released. A must buy (no over-better that it's free!).

YS Final Verdict... 94*

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Letters

WRITE TO THE ED, FS, 30 MONMOUTH STREET, BATH, BA1 2AP.

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'Hi Spec-chum! It's me again. Galaxy with the big ears - as I mean Big Bad Matt, your leader and mentor! I don't know whether to be in a good mood or a bad mood this month actually. Hee hee, (loud bang.) He he he he! Andy's fallen off his chair and cracked his head on the Spacey bench. I think that spells 'good mood'. don't you? Let's go then...

HARD SELL

There have been some pretty shoddy sales tactics, but none so bad as that for the Football Manager World-Cup game. Some sales reps at Addictive Software obviously said "How do I get this game to sell?" I know - it's useless as it including its writer's picture and a quotation from him! However, this was a very foolish idea as the writer was none other than Kevin Tomlin, the ugliest man alive. He's enough to put anyone off buying it. What's so big about him anyway? He just looks like a tramp or something.

Then they go on to print a load of bull about how he went around to a load of club managers to make the game perfect. But worst of all, this ad was printed in FS! So the FS, it's over now this ad in the mag, again! (Send you a big picture of Kevin Tomlin. And, yes, my name is spelt with an 'F'.)

Teodor Moss
Heddingham, Co Durham

Yes, he is quite ugly, isn't he? But we mustn't be too hard on him - that is the jocular photo after all, didn't you, you should've seen the other three - one was of the tip of his nose, one was of him reaching forward to press the coin return button, and in the third some old bag was sticking her head into the outside asking him if he had two 50 pence for a pound coin! Ed.

GREAT BRITAIN?

Finally I must mention how brilliant FS is and how witty and intelligent the Ed is. He must be - printing this letter! (Don't flatter your self. Ed. See only

I disagree with you over Great Britain being its greatness, as you stated in FS's issue 53, because...

11 Great Britain has got the best mug in the world - FS told me.
21 Her husband was World War I and II.
31 He are a nation of intelligent dukes.

David Pessan
Thornhill, Dumfriesshire

Expains these then...

11 Simon Bates
21 Little And Large
31 Margaret Thatcher. Ed.

SMILEY

I was reading FS 54 and I noticed that in Jaydon's Jugglers all of the Jugglers were smiling except Rich "Innocent" Poley. I read in an encyclopedia that it takes 14 muscles to smile but 43 to frown. Also, Rich looks as though he has just got out of bed. This makes sense, because as he uses up so much energy in frowning he obviously wears his muscles out.

faster than you or Davey, and therefore needs more sleep. FS flirts with a poem.
Rich. Don't let.

Smile a lot,
Like Davey or Matt -
I really hate that
Chris Embury
Leysford, Lancs

Come on now. Be fun. (Like you said, it takes 14 muscles to smile and 43 to frown, and do you know what Rich was doing while that portrait was being drawn? His face was smiling, that's what. He's got the strongest, most highly-trained face in the country and can take through solid granite. And did I mention the control he has over his ears and eyebrows? No, thought not. Ed.

ALMOST HUMAN

I have recently bought a SAM Coupé. I read the instruction manual until the bit where it says "The SAM Coupé prefers similar working conditions to you". "Great!" I thought. So I made it a cup of tea and gave it a chocolate biscuit. Now it seems to be quite dead. Help - please tell me what I should do next! F Perlebach
Wylton, Coventry

It's not dead, it's just having a little after the most letter all, a chocolate biscuit might not seem much to you and me, but for a SAM Coupé it's a veritable banquet! What you should do next is make it gently at about four o'clock, give it another cup of tea, let it watch Terence Murnaghan's News Times and then look it into bed with a steaming hot mug of cocoa. Ed.

WHINGING AUSSIE

I am an Australian and have been reading your magazine for two years. I cannot subscribe directly because the importers will only allow me to order it through a newspaper. I like how the magazine has changed during this period of time. I think it is the best Spacey magazine, but I have a complaint. In Australia we get the magazine three months late and I am unable to enter the competitions, so I would like you to have a longer entry period for overseas readers. Rodney Hall
Davidson, New South Wales

DOODLEBUGS

Raagaat! Big Mega Fiddle Fiddle hits the FS crew One minute, they're polite, hard-working young chappies, the next, raucous, green warblers, gibbering Valley Talk in the depths of the West Country! Matt Harcourt of Harrogate, how could you? Right then, Spec-chums, reckon you could knock that for us? Good. Then get your quills a-quivering (oooh, so, utter ye not!) and send your pieces (black ink only, remember) to Doodlebugs, Your Strick, 30 Monmouth Street, Bath BA1 2AP. You never know - you could, ah, win.



WEROOS!

(left to right, MATT, DWY, DUNE and MARCOS)

ROBIN ALWAYS SAM SURGEON



SO WHAT REALLY HAS HAPPENED TO THE SAM COUPÉ?

Well, it's a bit of a tragic story really, so it'd be best to get the Alamoza family. Are you sitting comfortably? Then we'll begin.

There's no point in trying to break it to you gently — **Miss Gordon Technology** (the company behind the SAM) have gone into receivership. What this means basically is that they're out of of money — and nobody is willing to give them any more. Hopefully a buyer will be found for the company and the Coupé will continue to be built — if not, it effectively spells the end of the line for the machine (and just an software was starting to appear for it, too).

So what went wrong?

Well, obviously details are fairly sketchy at the moment, but it is believed things started to get really bad around March this year, when MGT realised it had produced far more Coupés than it could possibly hope to sell (at this quiet end of the year of 1992).

Most probably they had so many machines on their hands (up to 6,000 apparently) because they'd been aiming to have large stocks to sell in the busy pre-Christmas season. (Once they failed to get the machine ready on-line they found that vast numbers were just sitting there, doing nothing. Obviously this put them in a bit of a spot — they'd spent all that money making these things that they couldn't sell, they were owed a good deal of money themselves and on top of that had to finance the sending-out of ROM-chip upgrades to their 8,000 or so existing owners! This is what's known as a bit of a cash flow crisis — they were spending too much, and not enough was coming in to pay it all back. In a last-ditch attempt to raise more money MGT got back in contact with **Johnson Fry** (the company they'd initially bought in to help float the company on the stock market) to try and raise more capital. When that showed no real

hope of success they had little choice but to call in the receivers.

So has the writing always been on the wall or what?

Certainly the SAM project has been plagued by problems (throughout its history). For a start, manufacturing costs forced the price well above the £150 or so initially intended, meaning that both disk drive (and the manufacturer's recommended price for each machine was getting dangerously close to bargain basement ST territory).

Of course, the machine going late and missing the Christmas sales period (when the vast majority of computers are sold) didn't help matters at all — the SAM is said to have captured 5% of the UK home computer market, but of course 5% after Christmas provides nothing like the sales injection that 5% before would have done. Then there were the problems with the disk drive (Disk Operating System), the new ROM that was required, the Spectrum compatibility problems and so on. For their part, programmers too were finding some serious problems with the computer, particularly with the AISC chip, which made it impossible to implement MIDI on the machine.

In short, the company and its product have been plagued by problems from the word go, so it's especially sad that it's now taken all the hard work has been done, and the majority of profits (and that things should fall apart for them. For a company as small as MGT, the whole SAM project was an incredible risk, and one it seems they only just failed to pull off.

So what does the future hold?

Well, **Alan Miles** is on record as saying that "he have failed as a company, but we've got a good product and we're making sure that doesn't fail too. We're making every effort to find a buyer quickly in order to protect our customer's. There are half a dozen companies interested. If a buyer is found, soon



The dream's been crushed for Miles and Gordon, but will a buyer do any better?

for the whole business will be transparent to existing customers as the customer support will continue."

Which all sounds well and good, though quite why these companies might be at the time of going to press, fairly unclear. Certainly **Mark Amstrong** and **Aspire** have denied any involvement. (The court case would seem to be for a new owner to move production out of the UK — the Far East has been suggested — so that each unit could be manufactured more cheaply and the profit margin increased. Should that be the case, someone could be making a nice little profit out of the machine by Christmas, but of course this remains to be seen.

What about software support? Will it continue?

Like we said, one of the sad things about the death of MGT is that it's happened at a time when software support was just starting to come through. While we can't speak for most software houses, **Enigma Variations** (whose SAM Coupé version of **Defenders Of The Earth** features in Future Shock) they will continue to support the machine. Managing Director **Richard Hayler** says "We would like to continue writing games for the machine but a lot depends on



the reaction from the owners. If you want to see more games available we need to hear from you so that we can judge the interest that is out there."

If you want to contact Enigma Variations, either to express your support for the Coupé or to buy a copy of the SAM **Defenders Of The Earth** (CD-ROM disk inc. 2000 units to 13 North Park Road, Hemmings Hill, SPD or phone 0423 503199).

So what should it be as a SAM owner?

Well for the moment would seem to be the best advice. Should the Coupé fail to get placed with another manufacturer, a possible support package has been discussed by MGT and **INDIG** (the SAM user group), though we don't know what form it would take. **Alan Miles** has even suggested the possibility that the upgraded ROM might be free in the public domain, so every user could get their hands on it if they wanted. Coupé owners can contact **Rob Greenaway** at **INDIG** on 0452 412327.

If on our part, it will continue to run SAM news and hopefully the first SAM games reviews next issue. We will of course keep you informed as to what the future will be for the machine (if any). And that's about all we can say for the moment. (Keep your fingers crossed.)

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PROGRAM PITSTOP



What? No, it can't be. It is? Cripes... Well, potty proggers, it seems you've finally hit the jackpot

- VariTurbo is

BACK! Hurrah! (Well, it made JONATHAN DAVIES smile at least. Gave us the shock of our lives.)



That was quite a carry I got through last night. I can't remember what it was called, but it was great. Incidentally, I do hope they've come to their senses over my new photo. Andy "Street Hawk" Curislett's hairnet doesn't really go with that start at all. And anyway, I couldn't see anything wrong with the old photo booth job. Which reminds me, the lease on this photo booth expires this week, so I'll be looking for new accommodation. I had my heart set on a rather spacious telephone

box just round the corner, but then I found out it was phoned-out-rip. Always the way.

But on with the show, and I'll just have a quick rummage in the postbag. (Rummage.) Nya hai Hoo, at last, is the second half of Malcolm Goodmann's *Martinez*. Well with the wait I can assure you. And what's this? A tall masked sports routine, no less, from the amazing Rick O'Neill, surely blind (or perhaps not) Maskulinity. (Hee! I'm beginning to sound like Barry Norman.)

MASKULINITY

by Rick O'Neill

Right, hands up who knows what a masked sprite is. Hm. Well, perhaps I'd better explain. You see, the trouble with ordinary sprites is that they tend to leave a trail of devastation behind them. Move them over a background of any kind and they'll tend to muck it up completely. Not so with masked sprites. These little devils cunningly keep a copy of whatever they pass over and replace it when they move on. They also have the advantage that you can see through them, where appropriate.

This is where Pitstop veteran Rick O'Neill's handywork comes in. He's done all the hard work for you, and has come up with a complete masking package which even boasts its own demo.

As you might expect, getting it going isn't going to be easy. On the face of it, this one looks like a straight "type in the Basic, save it with SAVE "SPRITE" LINE 9000, and then type in the hex using the hex loader and save that after the Basic job. And indeed it is. Do so, run it and you'll find yourself staring at the wonderful demo routine. This, however, is just a taste of things to come. The next step is to do your own thing with it, a much more tricky feat altogether.

The first step is to define your sprite, and store them in memory. They're stored upside-down (it says "ere"), a row at a time, with four bytes for the sprite being followed by two bytes for the mask each

time (the mask shows which sections of the background are to be masked out and then restored each time the sprite is moved). The program also needs to store a copy of the background screen, so plunk one at any address that's a multiple of 256 (ie, using a RANDOMIZE USR 32768 or 32767 if you've already stored one). The best way of doing all this is to make use of the restoration routine in the Basic program, which should explain it all more better than I ever could.

Then poke in the X and Y coordinates and the sprite number (check out the Basic once again for details) and RANDOMIZE USR 32768 to set the ball rolling (or alive, sprouting, slapping or whatever). Alternatively, machine code fans can use Start Address + 4, with 12, holding the address of the sprite information. The format is a coordinate, y-coordinate, sprite number followed by three bytes used for information about the last sprite printed.

And if you can work out what's going on there you probably ought to be contributing to Pitstop yourself.

Basic Chunk

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100 REM
101 REM SET UP THE SPRITES
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The authors thank Dr. C. J. Nisbet for his comments on the manuscript.

- **How fast is "Sequelitis" spreading?** Many people believe that action sequels are the biggest money-makers in the film industry, and there are a number of statistics to back up this theory. The program's producers found that the [4]

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The ultimate Spectrum 486Ker interface. MicroChannel, joy to use, programmable, 80486/80386, 1-2 Mbytes, automatic cache bypass, 80 pins, 100 nsec, 100% tested.

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Page Number in Proof: 400 | 1, 200 | 400 | 600 | 800 | 1,000 | 1,200 | 1,400 | 1,600 | 1,800 | 2,000 | 2,200 | 2,400 | 2,600 | 2,800 | 3,000 | 3,200 | 3,400 | 3,600 | 3,800 | 4,000 | 4,200 | 4,400 | 4,600 | 4,800 | 5,000 | 5,200 | 5,400 | 5,600 | 5,800 | 6,000 | 6,200 | 6,400 | 6,600 | 6,800 | 7,000 | 7,200 | 7,400 | 7,600 | 7,800 | 8,000 | 8,200 | 8,400 | 8,600 | 8,800 | 9,000 | 9,200 | 9,400 | 9,600 | 9,800 | 10,000 | 10,200 | 10,400 | 10,600 | 10,800 | 11,000 | 11,200 | 11,400 | 11,600 | 11,800 | 12,000 | 12,200 | 12,400 | 12,600 | 12,800 | 13,000 | 13,200 | 13,400 | 13,600 | 13,800 | 14,000 | 14,200 | 14,400 | 14,600 | 14,800 | 15,000 | 15,200 | 15,400 | 15,600 | 15,800 | 16,000 | 16,200 | 16,400 | 16,600 | 16,800 | 17,000 | 17,200 | 17,400 | 17,600 | 17,800 | 18,000 | 18,200 | 18,400 | 18,600 | 18,800 | 19,000 | 19,200 | 19,400 | 19,600 | 19,800 | 20,000 | 20,200 | 20,400 | 20,600 | 20,800 | 21,000 | 21,200 | 21,400 | 21,600 | 21,800 | 22,000 | 22,200 | 22,400 | 22,600 | 22,800 | 23,000 | 23,200 | 23,400 | 23,600 | 23,800 | 24,000 | 24,200 | 24,400 | 24,600 | 24,800 | 25,000 | 25,200 | 25,400 | 25,600 | 25,800 | 26,000 | 26,200 | 26,400 | 26,600 | 26,800 | 27,000 | 27,200 | 27,400 | 27,600 | 27,800 | 28,000 | 28,200 | 28,400 | 28,600 | 28,800 | 29,000 | 29,200 | 29,400 | 29,600 | 29,800 | 30,000 | 30,200 | 30,400 | 30,600 | 30,800 | 31,000 | 31,200 | 31,400 | 31,600 | 31,800 | 32,000 | 32,200 | 32,400 | 32,600 | 32,800 | 33,000 | 33,200 | 33,400 | 33,600 | 33,800 | 34,000 | 34,200 | 34,400 | 34,600 | 34,800 | 35,000 | 35,200 | 35,400 | 35,600 | 35,800 | 36,000 | 36,200 | 36,400 | 36,600 | 36,800 | 37,000 | 37,200 | 37,400 | 37,600 | 37,800 | 38,000 | 38,200 | 38,400 | 38,600 | 38,800 | 39,000 | 39,200 | 39,400 | 39,600 | 39,800 | 40,000 | 40,200 | 40,400 | 40,600 | 40,800 | 41,000 | 41,200 | 41,400 | 41,600 | 41,800 | 42,000 | 42,200 | 42,400 | 42,600 | 42,800 | 43,000 | 43,200 | 43,400 | 43,600 | 43,800 | 44,000 | 44,200 | 44,400 | 44,600 | 44,800 | 45,000 | 45,200 | 45,400 | 45,600 | 45,800 | 46,000 | 46,200 | 46,400 | 46,600 | 46,800 | 47,000 | 47,200 | 47,400 | 47,600 | 47,800 | 48,000 | 48,200 | 48,400 | 48,600 | 48,800 | 49,000 | 49,200 | 49,400 | 49,600 | 49,800 | 50,000 | 50,200 | 50,400 | 50,600 | 50,800 | 51,000 | 51,200 | 51,400 | 51,600 | 51,800 | 52,000 | 52,200 | 52,400 | 52,600 | 52,800 | 53,000 | 53,200 | 53,400 | 53,600 | 53,800 | 54,000 | 54,200 | 54,400 | 54,600 | 54,800 | 55,000 | 55,200 | 55,400 | 55,600 | 55,800 | 56,000 | 56,200 | 56,400 | 56,600 | 56,800 | 57,000 | 57,200 | 57,400 | 57,600 | 57,800 | 58,000 | 58,200 | 58,400 | 58,600 | 58,800 | 59,000 | 59,200 | 59,400 | 59,600 | 59,800 | 60,000 | 60,200 | 60,400 | 60,600 | 60,800 | 61,000 | 61,200 | 61,400 | 61,600 | 61,800 | 62,000 | 62,200 | 62,400 | 62,600 | 62,800 | 63,000 | 63,200 | 63,400 | 63,600 | 63,800 | 64,000 | 64,200 | 64,400 | 64,600 | 64,800 | 65,000 | 65,200 | 65,400 | 65,600 | 65,800 | 66,000 | 66,200 | 66,400 | 66,600 | 66,800 | 67,000 | 67,200 | 67,400 | 67,600 | 67,800 | 68,000 | 68,200 | 68,400 | 68,600 | 68,800 | 69,000 | 69,200 | 69,400 | 69,600 | 69,800 | 70,000 | 70,200 | 70,400 | 70,600 | 70,800 | 71,000 | 71,200 | 71,400 | 71,600 | 71,800 | 72,000 | 72,200 | 72,400 | 72,600 | 72,800 | 73,000 | 73,200 | 73,400 | 73,600 | 73,800 | 74,000 | 74,200 | 74,400 | 74,600 | 74,800 | 75,000 | 75,200 | 75,400 | 75,600 | 75,800 | 76,000 | 76,200 | 76,400 | 76,600 | 76,800 | 77,000 | 77,200 | 77,400 | 77,600 | 77,800 | 78,000 | 78,200 | 78,400 | 78,600 | 78,800 | 79,000 | 79,200 | 79,400 | 79,600 | 79,800 | 80,000 | 80,200 | 80,400 | 80,600 | 80,800 | 81,000 | 81,200 | 81,400 | 81,600 | 81,800 | 82,000 | 82,200 | 82,400 | 82,600 | 82,800 | 83,000 | 83,200 | 83,400 | 83,600 | 83,800 | 84,000 | 84,200 | 84,400 | 84,600 | 84,800 | 85,000 | 85,200 | 85,400 | 85,600 | 85,800 | 86,000 | 86,200 | 86,400 | 86,600 | 86,800 | 87,000 | 87,200 | 87,400 | 87,600 | 87,800 | 88,000 | 88,200 | 88,400 | 88,600 | 88,800 | 89,000 | 89,200 | 89,400 | 89,600 | 89,800 | 90,000 | 90,200 | 90,400 | 90,600 | 90,800 | 91,000 | 91,200 | 91,400 | 91,600 | 91,800 | 92,000 | 92,200 | 92,400 | 92,600 | 92,800 | 93,000 | 93,200 | 93,400 | 93,600 | 93,800 | 94,000 | 94,200 | 94,400 | 94,600 | 94,800 | 95,000 | 95,200 | 95,400 | 95,600 | 95,800 | 96,000 | 96,200 | 96,400 | 96,600 | 96,800 | 97,000 | 97,200 | 97,400 | 97,600 | 97,800 | 98,000 | 98,200 | 98,400 | 98,600 | 98,800 | 99,000 | 99,200 | 99,400 | 99,600 | 99,800 | 100,000 | 100,200 | 100,400 | 100,600 | 100,800 | 101,000 | 101,200 | 101,400 | 101,600 | 101,800 | 102,000 | 102,200 | 102,400 | 102,600 | 102,800 | 103,000 | 103



— *Journal of the American Medical Association*, 1997

Turn pictures from color camera recorder into Spectrum Mirror screens. They can be zoomed, moved, panned, stored, animated.

MS-DOS and LIFEBOARD are very specific programs for Multiface or Multiport users. For working inside Multiface or Multiport, LIFEBOARD also demonstrates many programs. Any time you need it in Multiface.

LIFEBOARD can do the other hard and infinite work, games, etc. GREAT!

[illegible][illegible]

Oh no, it's the awesome attack of the... YS Reader's Games!



Here at YS, we've recently been engulfed by an astounding number of games that you, our lovely readers, have written and (if that wasn't a disaster enough sent in for our personal. Presumably so we could laugh at them as well. Ho ho, just joking.) Well, as you can probably imagine, at first we tried to ignore them but soon they were flooding in so fast that we just couldn't hold out any longer.

So here, as a last resort (and we do mean last), is RICH PELLETT, who we've chained to a desk and forced to play through your fine offerings to give us the expert opinion. Take it away, Rich... (but don't say we didn't warn you).

Well, actually.

Firstly, I'd like to say how impressed I've been with the standard of games you've sent in. But unfortunately I can't — (as they're all crap, ha!) No, maybe that's a bit unfair. It was vaguely impressed with some (well, one actually). But the majority were crap, as you're about to see.

But before I get onto some serious slagging, perhaps you'd like to know (though I doubt it) how the professionals do their stuff. I said, writing a second game as fast as you can may think it a proper software 'trick' (presumably a flake because they arrive there or something) you have quite a few people working on the same game at once, all doing different jobs and tasks. First, you'll find someone writing the code (the actual game in machine code, probably using an assembler — all of which is very complicated and means you have to be extremely brainy to know what's going on). Of course, he won't be using a Spooky looking, as it's terminally crap at the start of things, so will have someone else (maybe even a pretty girl) to help him (she) be adopted instead, such as an IT. Basically this means exactly the same purpose as our table-topped chess, except that it's a little bit more user-friendly (i.e. there's loads more memory) and, far, far more importantly, it takes a lot more time.

As well as this, another guy (or girl) or indeed women will do the graphics, whilst yet another writes the little bits using bits of keyboards, funny hard boxes and pretty lights (which is also done into the Spooky). And, possibly you believe, it all costs rather a lot of money. Overall, I'll say (but don't let me hear it) that it takes around four months for everyone working (or else to write a game from start to finish) — and some of them are still pretty hot after all that.

But why on earth am I telling you all this, you may well be asking. Good question. Why did I tell you that? Oh... Ah yes, well, now you can see what you're up against when you try to write a game yourself. I mean, it sure that someone messing up in a debugging bedroom with a cold got so offed in one hand and a side of Playboy in the other, that's how I don't, anyone's handily trying to write a game won't get any less. If you see what I mean. What all got to this, then, something to offer. So there you go. Now you know.

Till, John, gonna new motor?

Silly saying "Oh, good. While sitting through the pile of games and things you've sent in for our editor's dropped them into three different categories. And here they are...

First, there are the ones that are major surprises. These are the best of the best — Advanced Digital Car Simulator and the like. Then there are the ones which are

meant to be seen schools, but are crap all the same. And lastly, well, there are the ones which really aren't to be said. These YS Gapers, for instance, which we featured on the front 'Special Issue' — a game written at home by a YS reader to a lot of effort and sent in to us just like all these other games, the only difference being that Carsten (the original author) is a student, a student programmer on the quiet. At the end, pretty well suited up.

So that any of this is a bit different, of course. I just thought to stick it in so you'd know where it was doing here.

THE SCORES ON THE SCORES

The usual scoring system seems a bit inappropriate here (seeing as it doesn't go below -10), so instead we've adopted a brand new one instead (or it's just made it up).

Technical Ingenuity

On how clever is the programmer? Does the game have any really graphical routines, nice sound and so on?

playability? Or, um, doesn't it?

Achievement

Did the prog achieve what it set out to do? Did it do a perfect job, or come a right old cropper in the process?

Fun

Is the game a laugh to watch and/or to play, or is it as boring as something that really is a bit on the boring side?

Crap Factor

Er, yes... Not said.

Overall

The overall mark is a sort of idea about how the game would get if it was released at a price on a proper store — as it may get an extremely low mark even if I thought it was really good. (I've seen what I mean. Okay? Just don't get hurt if the price is really above your price and/or — it doesn't make you a bad person or anything.)

ADVANCED LAMARCAVE SIMULATOR THE TRILOGY*

Good thing to have, but I don't know what I know.

By Rodney Spence

Advanced Lamarcave Simulator: The Trilogy* The game which simulates a thousand years (well, three, actually). Personally, I think that someone should think about McDonald's. One great thing being that you can find several sandwiches (and if a picnic is a fact) it was for who was responsible for the original — actually, I thought it was an April Fool joke, then featured on one of our Smash Tapes.

In case you were fortunate enough not to have seen it then come along, gather round and I'll explain. According to the 'story', A.D.S. (and you may have guessed this already — the title gives it away a bit) is a powerful and accurate lamarcave simulator. First, you have to choose your motor from a choice of one (the other two are all broken) then 'get to the goal'. Simply press F1 to engage the motor and away you move (the fact) — for no reason than a bonus I'll say. Every few games or so, your motor has a real andrews up. After you're in the process — probably the 'highlight' of the game really. Use, what for, eh, bonus?

But really, that's the sequel (the title written by the famous Rodney Spence) — when you have installed the motor and only one person can use it (even if you, you're), it's a subtle change of background colour, a few lines and some way — no, please, I've it.

Then there's Advanced Lamarcave Simulator II — while happily moving away from the you accidentally stumble into a nightmare and your only solution is to move your way out through the dream line. At each unoriginal, you may think (I'll offer you a comment — what is the man only) but don't be so — this is really different. You have to press 'V' instead to turn on your motor. What you?

Happy to never ever have to face another



The original Advanced Lamarcave Simulator — a good idea at the time.



This, an sequel, is the idea to how this idea in the sequel appears in the sequel, isn't it?



Advanced to A.D.S. II, the sequel I think you'll never have to face another.



A.D.S. II — The sequel to the sequel, isn't it?

Lamarcave simulator again, I was less than pleased to find myself looking up A.D.S. Part Four — The sequel (I hope) that the sequel will include the sequel (the sequel). Shortly after having it made (the sequel) I found the previous game seems to have broken, all your money has been put in your pocket and into an empty field. So, please get it now! It's your task to simply put about, picking it up, anything else (the sequel) and trying not to crash into the electric fence. Part Four was a slight departure from the usual format though, as you can't do much in the sequel. Yes, I think exactly the same as the sequel, but in the sequel game we have nothing on our other side (the sequel) (the sequel). Should you manage to pick up 20 of these 'V' things, you get into the sequel which is, um, exactly the same as the sequel before.

Well, what more is there to say? I'll say.



8*

Accolade
C\$3.99 cassette/C\$16.99 disk



Jackie
 NEEEDDDDDDDWWWW!!
 "And... here... comes... Jack
 The Lad, Jack The Lad
 zooming into the hairpin bend on her
 Honda 150." EEEEEEDDDDDWWWW!! "Oh,
 and... there... goes... Jack The Lad, just
 watch her shooting through the chicanes at
 breakneck speed!" SCCCCCCCCCH!
 CAAAAAASHH! "Oh... and there's Jack
 The... and she's... uuuuuuuhh."

Motor cycle racing, eh, readers? There's next to
 beat it - the thrills, the spills, the sizzling asphalt a
 chattering machine in your pearly teeth's,
 whizzing down an open road with the sun in your
 face and the wind in your hair. Thanks about The
 Cycles then, 'cos this latest motor cycle racing
 sim from Accolade has got more in common with a
 bone shaker round the park on your sister's
 Raleigh than with a swift spin round the helix
 bends of Brands Hatch through.

That's not how things are supposed to be of
 course, no, in The Cycles the aim of the game is to
 whipspin round eight authentic Grand Prix circuits
 in the hope of becoming Motorcycling Champ of
 the World. But fiddle! Look, even before you can
 get up and speed out onto the track you've got to

This is
 your
 main
 menu
 map
 strings.
 It tells
 you
 about
 what
 you
 are
 on the
 ground
 in
 relation
 to the
 terrain
 and
 other
 riders.



Read, read,
 green.
 OUCH! If you
 even move
 out the
 steering
 that is O!

You control
 the chassis
 of your
 wheel
 machine.

Speed indicated.
 Oh, dear, we're
 not getting up
 nearly seven miles
 an hr. Speed
 returns!

Lap time and
 position in the
 race. I don't
 think it's a
 long way to go!

THE CYCLES

plough your way through the usual barrage of
 options? I too know the sort of thing... What kind
 of race - Practice, Single or Championship
 Circuit? What kind of difficulty level - Beginner,
 Levels Two, Three, Four or Five? What kind of
 main machine...? And so on.

Finally, of course, you do get to hit the barman,
 shodded across your bike clanking the back from
 a first-person viewpoint, which, I must admit,
 works very well - it certainly makes a change from
 the usual overhead or view-from-behind
 perspectives you normally get in these kinds of
 games. But what follows as you actually begin to
 manoeuvre (or try to manoeuvre) your meat machine
 around the course into the whole show down. The

simple Left/Right Brake/Accolade control system
 for steering the bike is just so heavy and
 lacking in a controlling force that it makes the
 game virtually unplayable.

Imagine, then you are accelerating away
 from the starting line, with the screen swirling
 smoothly towards you, the sun in your face, the
 wind in... /You, yes, get on with it! When you
 see a sharp right-hander approaching on the
 course map that shows your progress in the top
 left-hand of the screen, Yikes! Better move over
 to the left so I can slip smoothly through the
 bend, you think. Just a quick tap-on the Left
 control and... aaaaa! You're right out on the
 grass verge! Quick, move right to get back on
 the track. Double aaaaa!

You're now sliding all
 over the grass verge on
 the other side. Basically,
 you end up spending the
 rest of the race
 continually toggling Left
 and Right to make your
 wildly way through the
 course. Double triple
 aaaaa!

A responsive steering
 system is the major element
 of any racing game. The
 Cycles doesn't have one.
 And what that means is that
 all the other good elements,
 like the smooth scrolling,
 the way you can keep an eye
 on the other competitors
 with the on-screen "rider"
 map, and the variety of races
 and skill levels you compete
 at, are totally redundant.
 Nope, which is your Raleigh -
 at least you'll be able to go
 in a straight line!



Yes, and this is the 'MOTOR' having
 aaaaa! round the approaching
 bend! WIND! the time.



Right, with this race proper, and here's a super
 "WIND" accelerating to show gently round the
 approaching bend! Wind, Levels, and!

final verdict

57°

53°

43°

57°

53°

43°

57°

53°

43°

57°

53°

43°

57°

53°

43°

57°

53°

43°

VS BACK ISSUES

Slapping holes in your PS collection?
Slapping holes in your knowledge? Or
do you just fancy a darn good read?
 Whatever the reason, you too can join
 Specialty owners all over the world who've
 discovered that ordering a PS Back Issue
 (or two, or three...) is a seriously good
 idea. Just tick the form for the ones you
 want, bung it in an envelope (with some
 money) and send it off. It's really that
 easy.

1986

- 1 JAN '86 SCOT COURT
- 6 FEB '86 The second ever PS-Wills Young
Chris Smith and an interview with Matthew "Will"
Smith
- 3 MARCH '86 Miley "Y" Vance, ideal for nursing your
sore foot!
- 4 APRIL '86 A truly historic city, with a Spectrum
1986 review. Check out the Air Scoop guide.
- 5 MAY '86 The Man with the Beards first
appearance.
- 6 JUNE '86 Guide to rotary terminals. One to
have.
- 7 JULY '86 The Specialty made some powerhouse
thoughts solid.
- 8 AUGUST '86 Year in the Transputer Game!
- 9 SEPT '86 Cockburn in Tucson cover, great!
- 10 OCT '86 SCOT COURT
- 11 NOV '86 SCOT COURT
- 12 DEC '86 SCOT COURT

1987

- 13 JAN '87 A real power of an ark. Lots of ball
things!
- 14 FEB '87 Lots of country short Circuits, and
a hardware special to boot.
- 15 MARCH '87 Everything you wanted to know
about Specialty sports, and lots you didn't.
- 16 APRIL '87 Really interesting guide to modems.
- 17 MAY '87 SCOT COURT
- 18 JUNE '87 SCOT COURT
- 19 JULY '87 The -I- got the good one!
- 20 AUG '87 Progress Retainer - the first ever, and
it's a knockout! (Aren't they all?)
- 21 SEPT '87 FROG Jack The Ripper's really thing!
- 22 OCT '87 Ret - 1990 and its PRE!
- 23 NOV '87 SCOT COURT
- 24 DEC '87 Day For Your Life - fab first game!

1988

- 25 JAN '88 FROG display Christmas game and a
hurry readers of the unaltered cover.
- 26 FEB '88 FROG Stylis PS header - which one
will you get?
- 27 MARCH '88 Definitely over-worth having -
copper hardware!
- 28 APRIL '88 Kenner Mega-Megaword! Assembled
Lamontagne Jimmy Megaword!
- 29 MAY '88 Jimmy Megaword - stick it up! And
don't panic - there's a PRE! game called Don't
Bench!
- 30 JUNE '88 Much there's blood 'n' guts all over
the cover - *Reaper* Rg ruled. And *Jungle* from
Jesse - a fab PRE! game.

- 31 JULY '88 Breakfast frontiers - a one-course
cultural period serial.
- 32 AUG '88 FROG Smash Tip! Tell One and Two!
A must for well-paying.
- 33 SEPT '88 More Smash Tip, and loads of other
off stuff.
- 34 OCT '88 FROG Quizzing game. PRE! Smash Tip.
And you, too, must.
- 35 NOV '88 PRE! Define the Demolition and three
demol. Plus a pocket guide and more Smash Tip!
- 36 DEC '88 Star Wars II and Game on! PRE! PRE!
Special! Plus the list of the Smash Tip - get the list

1989

- 37 JAN '89 Auserman pull-out maps food, and
more for PRE!
- 38 FEB '89 Star-Punkster stark on the front, and
a thing about the PC 1000, (what's that?)
- 39 MARCH '89 Amp-Mover on the PRE! spec, and
a gripping PS Photocultural story.
- 40 APRIL '89 PRE! Observations and Sundry
Spec. Plus a fascinating adventure special.
- 41 MAY '89 *Intermedia* and *Art Director* PRE! One
of the great!
- 42 JUNE '89 *Explosion* for PRE! And a Second.
Hard Speculate Bases Guide.
- 43 JULY '89 *Johannes* The Gnosto-Incense
story PRE! Fun at the Jose tool.
- 44 AUG '89 *German* The wickerwork, film-forg,
and *Starboard* Construction Kit for PRE!
- 45 SEPT '89 *Steam* Water on Spec. And is this
the new Mayday Light Phase thing any good?
- 46 OCT '89 *Women* - its PRE! and its PRE! Plus a
pocket guide.
- 47 NOV '89 *Rainbow* and *Power* Dist came on
the fab Smash Tip.
- 48 DEC '89 *Wonderbook* Pined. Ricing the
Specs and Menus CP-Gen packing out but PRE!
Special! You'll be struggling to fit it!

1990

- 49 JAN '90 Is which on the table? M.D. as A. S.
Audio And the Cyber King, that's what, and there's
another fab! PS Photo Lustrous News
- 50 FEB '90 Fish on the day, with the fab tips and
a Nighttime On-Boarder! (And you PRE! Special)
- 51 MARCH '90 *Alison* Rater shared. A marvelous
Jesse... they're fab in PRE! Plus a pocket! SAM
Coulthart's.
- 52 APRIL '90 PRE! *Alison* & *Lord* CP-Chess detail
PS-Chess with a big chapter on the cover!
- 53 MAY '90 The 15th day of the world. Semantics on
the face, a Journalist Sports detail and introducing
our PS SAM Summer.
- 54 JUNE '90 *Starboard* 3 and 4 Apol detail (plus
PRE!) Brand new New 5 Apol detail (plus
CP-Chess, *Blockbuster* & *Apol* detail Management)
- 55 JULY '90 *Europe* (previously called PRE!) *Apol* (plus
Discovery Booklet, *Intrepid* (called *Lord* PRE!)
Reminder Must Demand. PS-Capex Special. *Pluto*
Blizzard! *Reminder*! Sam City Megaword!

FROM PRE! PRE! PRE!

Being the spontaneous and kindly generous
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 fabulously groovy. You'll see. Just tick the
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YES ADVENTURE



information, but didn't enclose an address or even put their address anywhere in the letter. I rest my case.

The vital information is a message for Jim Magee of Glasgow, who they say they wrote to several weeks back but still haven't had a reply from. If their letter to me is anything to go by I'm not surprised. They also ask for

“I am not a bunch of loonies.”

“Who speaks like that?”

The members of the Jeffrey Archer Fan Club? No, it's The

Master Of The Unknown

Elimination Group from

somewhere in Richmond,

Essex. They make their bold

claims to sanity because, with

a name like that, I accused

them a few months ago of

perhaps not having all their

marbles. Not true, they say,

though their claims to sanity is

unimpaired unfettered by the

fact that they asked me to

write back to them with vital

information, but didn't enclose an

address anywhere in the letter. I rest my case.

The vital information is a message for Jim Magee of

Glasgow, who they say they wrote to several weeks back but

still haven't had a reply from. If their letter to me is

anything to go by I'm not surprised. They also ask for

assistance on a golden chalice

called Green Shaver - how to

get Del (Theater?) or any of

the other ones (Rokney?) to

follow or join you. I've combed

my files (and even filed my

combed, but can't come up

with this title anywhere. If

anyone's got any help for the

US Group they can write to

them at... etc. etc.

I also can't write back to

Phil Hayes at Tisbury, who

asked for a solution to Heroes

Of Koro. The reason, when

I've sent Korn freckles out by

the bucket-load, is that this

flaky so-and-so went and

fixed his request to me! All I

know is his fax number and

down here in my lovely

adventure dungeon I don't

possess such things as fax

machines, and even if I did I

wouldn't use this expensive

gadget to send something that

could just as easily be posted.

Phil also didn't improve his

chances by calling me M like

Gregory. Now I do understand

you mistaking me for that

handsome blond vagabond

internationalist, but I'm afraid

you've got the wrong chalice.

Gregory's the name. Still, Phil

did send in some help on what

he's managed so far with

Coverage Heroes Of Koro,

so very much. Near the

...Other Zenodi

releases in the

Epiphany, or which have just

appeared out of the east,

include The Last Temple Of

The Icons, Defiled Atlantis,

The Legacy, Jester Quest,

Murder Hunt III, Murder

Man 2 III, The Pendant Of

Lagryne and now the

particularly pleasing to see,

Mark Cantrell's excellent

Stratford Mark originally put

this out himself and I gave it

copies of praise, but then it

was watched to Global

Games who withdrew it after

loading problems on some

copies. Now the probe have

been sorted and the release

by Zenodi should bring it to

the wide audience it deserves.

Zenodi's other plans,

though these aren't definite

yet, are for a 3D compilation

disk, and maybe a new

game from Alan 'Marmite'

Games. There could also be

a second Best Of The Index

tape, due to the success of

the first, and if you don't get

that yet where have you

been the last few months?

Details from Zenodi, 26

Spotted Tern, Colgate,

Northside, Lanes GL2 7HG.

start you'll need to REDMIT

HTW SAG T9H11, then

soon afterwards DHRP RHP

SR1K. To get the money

ELRIB HTW

THGWSHALL L1K. And

when looked in the dungeon?

DEARG OF TENDOM EYK.

The previously-mentioned

Jim Magee lives at 9

Kingfisher Avenue, Kings

Park, Glasgow G44 4JW and

needs your help on

Frightened Fantasy how to

get rid of the beggar?

Quest For The Golden

Orange Peel (where to go

after the blackie). Any

offers? Jim's also been

playing Magistrate Moon,

which he says is a "super

game. Dead logical". So

there.

What everyone seems to

have been playing is

Agnatha's Folly, which is not

surprising as it's a great

adventure, probably Linda

Wright's best ever (and

published by Zenodi

Software, heavy white stocks

last). Linda recently said

that she'd never have

finished writing this if I

hadn't bullied her into it,

and I'm glad I did. The

question is, how can we

persuade her to write

another one, now she's into

these FBM things?

Sharon KXXX Harwood

of Scotland has solved it,

says it's the best game she's

done to date, and has sent in

some tips on it. To find the

treasure - HC-NH3 82103/

ROOL. What to do with the

girl in the Edgy? LEWORT

HTW EPMA3S. To complete

the first part you must

LAPSYNG NO DMATS and

then you'll need to do a bit of

decoding, using the sampler

as a clue. In Part Two, to

save the infection SEVARE,

HTW DNAB BLK. And to

enter the cave EYE RULB

884UP then KTR DCR

884UP. Sharon also asks

what I think about joining

the Adventurers Club Ltd.

My reply is, of course,

Last month I mentioned

100 Software's newly

added 30 Character sets

program, which gives you 17

new character sets for your

Spooky. What? No, just

joking, it does give you 20 of

the title Mighers. Author

Colin Joyce now tells me he's

amused at the screen

presentation, although a

looked smart enough already

to me, and also has a new

option to load any of the sets

into Glotfi PARS. It's all

£2.99 to you, again, from Tn

Software, 14 Trauma Way,

Lurgan, Craigavon, Co-

Armagh BT856 8SL, Northern

Ireland. When, it's hard to

use if Colin can be persuaded to

knock a bit off the price for

one of the dragons, yeah?

21 Zenodi Software, in the

cuddly shape of John

"Pover" Wilson, is trying even

harder to take over the

adventuring world. Games

are coming out on the

Zenodi label faster than...

win, a very fast thing indeed

- like the editor on his way

to the pub... and that's last

Anyway, checks, a strange

rumor reaches my ears

that the long-awaited,

probably best and most

eagerly sought adventure in

the history of history, the

old and whacky One Of Our

Wombats is Missing, written

by famous backwards

backwards (Edin

Draining, could well be on a

cassette near you very

soon... In fact, maybe even

by the time you read these

very words... and you're

reading them faster than I

can write them, so slow

down I'd be able to give you

an exact date, but John

Wilson refuses to tell me

when it'll be. And I'm the

author! Grrrr. Let this be a

warning to you about what

happens when you're

famous enough to get your

game published by a top-

notch company like Zenodi.

ADVENTURES

by MIKE GERRARD



unprintable.

Anyway, back to *Agatha* and another of her fans, cobbler **JILL CARTER** of

32 Larry Hardfield of *F&SF* *Adventures* (Fantasy and Science Fiction, that fans) has another release due out soon – soon, that is, as he's finished play-testing *Part Four*. This lengthy quest will be called *The Age Of Rath*, and as before will be in 48 and 128K versions. One difference between the two is that what you get as storyline, plot in the 48K leader program is all geography in the 128K version. *Vladar* there's also a 450-price competition if you can track down the adventure-related names hidden in magazines throughout the program. No cash, chasing data isn't until 300 May 1 1991, but you'll need all the time you can get as the fastest possible solution to the larger game works out at 1,200 moves! Anyway O'Reilly, Cost is three quid, from 80 Harvey Gardens, London SE7 8AJ.

Sheffield. Jill's all but solved the first part and next is the following couple of hints. To get into the generator building – **FUGHLAH EHT BITW KOOL EHT KOIF**. Once inside you'll find something you can use to get the metal gatepost. But, says Jill, is member of Linda's games, *The Jade Stone*, where do you get the money to buy the thread from the pedlar? Why don't you **HEKAT OT SERAC LLESF**. By the way, if you just **SERAC EHTG** you get nothing for them – but when did you ever hear of a Yorkshireman (or woman) giving something away?

Mark Foster of Calchester asks how you use the boat after repairing it in *The Golden Mask*. First, **TAOE BETNE**, then you need a quick look at the **WOGAR** command to see that you've got to **EKAL** 888-99C.

Gavin O'Reilly writes from Dublin with endless of questions but no use. He shouldn't be having problems with *Harvesting*

Moon anymore – the last ish should have come to his rescue on those. But in **SMAA*SMPE'D** the password is **LEWON**, which I'm delicately pointing backwards, and to deal with the grenade you must **NIP THESNI** (which you find in the jump, **TAES EHT HEEDNI**). In *Arthurian* Eorvin the tune you need is **KOOL ESUOKILLAI**. In order to muffle the noise of your digging in *World War II* *Karelin* you should **DRUCKER A TALK**. First you need to find one, of course, so it will help if you **BEITALAK OTHC EHTG**.

A simple request from *Ian Goodfellow* of *Strike City*: Northern Ireland (otherwise known as *Londonberry*/Derry). No adventure questions, apart from a demand for more space, but he does want word me to say 'Hello' to his strangely-named friends – *Annie No-Surnames*, *Paul Cook*, *Milan Graff*, *Stephen Wilson* and the extremely unlikely *Douglas McPherson*. *Paul Hiles* of *Apocalypse* just

wants to see his very name mentioned. Now look, you lot, this is not a request programme, this is an adventure column, and there's no chance I'll mention those names so log off.

35 Hey, my magazine lists others (and themselves), the everprinting publishers of tape magazine *Engina* have signed up that ever-scoping adventure *Jedip And Hyde* – you remember, the first ever 'leader' of *Engina*. Thanks to original publishers *Demis* (as, well, non-original, after the original originals, *Essential Myths*, closed the reprint). *Engina* will be carrying the three parts of this adventure on its issues number seven, eight and nine. *Demis*' already out... and check out the listing snippets on a page near you in this very ish. If you can't find it, ring 41-25 in the general direction of *Engina*, 25 Westfield Road, Inverurie, Aberdeenshire AB5 5YR.

MINDFIGHTER - THE SOLUTION

The first person to the winners' headquarters to complete Mindfighter, that exciting and very different game from Electronic Concepts, was good old Mark Evans. Well, he was the first person to send in a full solution to PF at least. I mentioned the book-making feat a few issues back, and it's obvious loads of you are so stuck in this game that you want the full low-down. So here it is, for free.

Remember that reading a PF solutionary solution can seriously damage your solution-reading, so don't read on unless you really want to lose!

Admin storage room

See Markov.

Admins Say "Sir" when you take over a system - you will need this uncoloured attention later.

Apple (in store room) Eat it.

Bathroom See Pipes.

Bedroom Open cabinet to find packet of pills, soap and towel.

Burglar Name of public prosecution.

Current park See Shander and Newspaper clippings.

Garage parking Start of Part Two. See Also "His memorial".

Haunted metal Examine it.

Shander (in lair's park) Wear it.

Shander (in medical room) Eat, peroxide capsule inside it to restore health.

Stone key In water tip building. Looks like its name location. See Chlovia.

Bright light Head south towards it. Use on other devices.

Chlovia See Bedroom.

Concrete bag Start of Part Two. Ignore it.

Confronted him (in lair's) Take his from box, and see File.

Cell One Read from Sector Seven.

North key See Jimmy.

Cell Two Empty, ignore it.

Cemetery See Road.

Chair (in lair's) See Markov.

Chair (haunted at lair's) See Day.

Chlovia Turn everything you start with, including coin and lighter, or you will be stuck in the lair. See Ripped bedroom.

Coin See Lighter, Coin and Chlovia.

Coveralls (inside water tip) Route them to find from key.

Coin No use. See Coin and Chlovia.

Crimbling engine See Blackened metal.

Crates See Docks.

Daryl See Shander.

Dead rail No known use.

Diagram (in small hall) Read it.

Docks When ship arrives at docks go to crates and change to an angle. See From, Right and Markov's cabin.

Equipment See Markov. Read it.

Day Found at middle park. Give it to him at crime.

Drig See From.



Draw (in store room) Ignore it.

Engle You do not have to give commands once you are the angle - just change (see From) when you are in the right place and it will do the rest. See From, Chlovia and Docks.

Exam (in Shander's bedroom) Ignore.

Knapsack See Knife, Photo and Letter.

Phone (electronic) Is not allowed to touch, not to climb.

When you have destroyed the ship go to my setting of the scene and fly over it (see From).

His Remember it a few times and an envelope falls out.

Phone See Day.

Gas mask See Shander. Wear it to enter gas wasteland.

Gas wasteland Must wear gas mask. Location of steel rail.

Glass fragment Forget it.

Giving home See Chlovia and Ripped bedroom.

Grill From Part Two, at start, go to W change into angle iron.

Harpy Ignore.

Heavy middle Go up into ruined bedroom. See Ripped bedroom, Tag and Twisted metal.

Hole See Letter, Phone number and Photo.

Interrogation room Ignore.

Jenny See Chlovia and Ripped bedroom.

Jerry Run in Shander. Contains pistol.

Judy Where you land after leaving ship.

Jimmy Open first cell and he'll thank you. Don't wear uniform.

Knife From switch, wait, steam envelope. See Phone number.

Key (in guard's rest room) Unload all doors.

Killing Markov After phoning them and after Markov has had his idea return to lair, sit and wait until some stick or until the end of the game, whichever is longer. At that time if everything has been done correctly, he will die.

Knives Ignore all except handle.

Letter About Helen.

Lighter (in coat pocket) Don't drop it. See Markov's cabin and Ripped bedroom.

Language See Television and Cyphered box.

Magazine See Shander. Read it.

Main hall See Photo.

Main kitchen Ignore.

Markov Must be watching screen to get an idea. Sit in chair and wait. See From.

Markov's bedroom Ignore.

Medical room See Grates, Chlovia and Radio.

Memo Ignore.

News On TV at gym.

Newspaper clipping In lair's park. Read it.

Office Avoid unless wearing uniform.

Old wall Location of rag. See Markov's cabin.

Pipe See Markov. Read it.

Printed See Markov. Ignore it.

Whistle In Chlovia.

Park reminder See Shander and Newspaper clipping.

Possible Ignore.

Potrol In jury box. See Markov's cabin.

Phone number Ring Helen after screen. On to phone in hall, dial 0001 700 (400) (location envelope to find number), then return to lair and sit.

See Killing Jenny

Photo Photo of Helen.

Pills See Chlovia. In packet, not when wired.

Pipes (in basement) See Hole and Wire.

Phone Cut wires on generator - wires are in the same location.

Portrait (in main hall) Can examine it.

Professor Ferguson No importance.

Rag See Old wall or Markov's cabin.

Ring See Chlovia and Ripped bedroom.

Robert Ignore.

Robert's bedroom See Room and Markov.

Robbie (in pipe center) Examine it. See Shander.

Ripped bedroom To go home you must turn the room, lighter in coat pocket and be wearing shoes, jeans, sweatshirt, knee-shorts, gold ring and socks. You must not be carrying anything you found in the future. Think enter times.

Ripped building The steel rail with water. See Water.

Ripped shape Location of watch. See From.

Ripped sword The best weapon, found in Markov's room.

Shander Draw from rabbit.

Shander In admin storage room.

Ship Markov's ship, arrives at gym on Wednesday June 15th at the jetty. See Docks.

Shoes See Chlovia and Ripped bedroom.

Shorts See Chlovia and Ripped bedroom.

Sign One (in lair) In Chlovia, unimportant.

Sign Two (in lair's hall) Says "Golden Grove".

Sign Three (in wall in lair) Throat Road in.

Small book (in hallway) Ignore it.

Small hall See Diagram.

Swamp Found in water tip building. Give to Daryl.

Soap (in bathroom) You can wash your hands with it if you like.

Steel rail (in gas wasteland) Found last weapon.

Swamp In water tip building. Leave while carrying watch and chair.

Stone room See Drum and Apple.

Swamp See Chlovia and Ripped bedroom.

System building Its water use Chlovia.

Tag Read it.

Tail guard Avoid unless wearing uniform.

Television Turn it on. See Markov.

Teardrop (in bathroom) Ignore.

Throat To enter a throat - intake, take towards intake. Repeat this to leave throat. While in throat.

POSTAL EVENTS THROUGH FIVE To change into an angle METAMORPH INTO RAIL while in train. See Eagle.

Tab See Water.

Uniform (in medical room) Wear it and the man in the system building won't attack you unless you attack them first. However it won't increase Jimmy or he'll attack you.

Unlabeled guard Avoid.

Water On pipes in basement. Turn valve and go down you have the key to it. See Markov. Part Two.

Markov Examine them.

Viewpoint Starting place.

Wasteland Ignore.

Water (in hall) Don't drink - solution useless.

Wire (in basement) See Pipes.

Wrench Third-best weapon. See also Ring.

Markov System leader of this part of the country. Avoid unless wearing uniform.

Markov's cabin When you land on the ship go S, S, S, empty car, take lighter from pocket, hang rag, then... see From.

Markov Avoid unless in uniform.

Yellow paper See Shander.

Markov's room See Shander sword.

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STARSHIP QUEST

Larry Harrell's *Starship Quest* is the follow-up to his very popular *Magnetics Moon*, and, before I forget, if you want to buy both games together you can do it at the reduced price of \$4.95. *Magnetics Moon* was a very enjoyable multi-part space game, inspired by Larry's love of science fiction, and this is an even better sequel, again influenced by several sci-fi novels but in particular a story called *Galactic Decoder* by Andre Norton.

Once again there are both 48K and 128K versions of this three-part, and it's good to see someone making full use of the extra memory of the bigger machine rather than producing the long-standard 48K game and leaving it at that. The 128K version has more features, much more gameplay and a greatly extended ending (something I know loads of people missed every adventure had), and that's the one I looked at.

Remember though that some of those features will be missing on the smaller memory machines.

The *PARC*-produced game begins with an optional story and instructions program. This is well worth reading - in fact, it's half a novel in itself, but I wish the author would divide the key with the exclamation mark on H3 I don't mind them now and then, but it gets a bit tiring when there's in every other sentence! Say what I mean? He should also learn the difference between 'it's' and 'its', which he confuses constantly.

As for the story, well, basically it's that you're Mike Ellis, you're on a spaceship and you wish you weren't. You've got two minutes to gather some equipment together, make it to the lifelift and jump ship before the mother ship dies in hyperspace number. Then you can get back to the planet you just left and find out the secret of the two discs that were given to you in *Magnetics Moon* by a beautiful princess. These aren't any old discs, not just

Dolly Parton 45 and James Brown Live At The Apollo Theater - these two discs could hold the key to the universe! Blimey, but don't tell me... in the next part you have to find the lock.

Back in this bit, and specifically the first part (*The Abandoned Planet*), you begin in the *Starship Quest*'s control room with Cap'n Morgan and Mr Pinks for company. I'm glad to see the author's included a few

more response messages this time, as that you've not forever being told that "You can't do that" every time you try to examine the helix and one thing in the location description. Okay, so often you get a "That's just scenery" message, but at least it makes a change.

I made a quick trip around the ship and found Commander Glick being treated in bed by my girlfriend! What? Oh well, it is the sick bay and she is the ship's doctor. I'm glad I found her though, because when I said I was leaving she gave me something I really wanted. You'll have to play the game to find out what it is.

The use of other characters in the game works well, and adds a lot to the atmosphere. While there is no atmosphere, that is, as pretty soon you should be down on the surface of an alien planet, although it looks remarkably like old England to me - gently rolling countryside, long grass, dotted with trees. There's a sign on a desert fence, but unfortunately it's written in alien and I must have left my *Frank Turner* alien book back on the ship. That's a shame, as you pretty soon find quite a few other signs too. And what do these markings on the two discs say as well?

There are some

You're in the ship's sickbay. Commander Glick is in the bed here, being given constant attention by Doctor Pauline McGinty.

What next?

That's probably just scenery.

What next?

Pauline McGinty is your lover!

What do you want to do next?

Your brief kiss becomes a long, lingering embrace.... then... a warning bell rings and you hear the Captain on the PA: "Stand by for hyperspace jump -

Watch! Snuggling in the morgue! Okay, okay, ditched, sharp exit."

abandoned buildings about, and you get quite a good picture of this seemingly deserted planet. There are some creatures around, apart from the druids you find later on. There are a few worms to be dug up, and a pair of eyes down a hole in the ground. I'm going to give away the answer to one of the problems here, as it shows why, in me, *POF* Adventures are still in the second division of adventure producers and not the first - although they've admittedly near the top of the league! To get the creature whose eyes you can see, you have to THROW WORM IN HOLE (and do it twice). If you try the more obvious PUT WORM IN HOLE you're told you can't do it, and this could make many people, especially new players, think they were on the wrong track and so not persist. If you try to DIG UP WORM DOWN HOLE you merely DRIP WORM, which burrows away into the ground and disappears - and there is only a limited supply of the worms things. Other little errors like "a are" and "a animal's burrow" just slightly spoil what's otherwise a jolly good romp.

You certainly can't fault the features the game has. It accepts full sentences, and you can LOOK NORTH as well as GO NORTH. You can

also LOOK UNDER, ACROSS, AROUND, OVER and IN things (and will need to). INFO gives a list of which commands have been abbreviated to one letter, and VOCAB gives a lengthy list of acceptable commands. There are RAMSAVE and ALL commands, and with the EXAMINE ALL command you can specify whether it's the objects WORN, CARRIED or HERE. Phew!

At the end of the day adventures, like books, films, music or anything else, are all down to personal taste. Some people rave over Larry Harrell's games, saying they're the best things since Heinlein Stagnant Poolings, but, while I quite like them, they don't have that extra bit of sparkle for me that you get from John Wilson or Linda Wright. Don't let that stop you trying one of them though, as they may well sparkle for you.

Title..... *Starship Quest*
Price..... £4.95 (please specify if 48K or 128K version wanted)
Publisher..... POF
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Matt Loci, it'd like you all to quiet down for a moment if you will and put on your serious faces, because I'm going to let you in on a little secret. You see, sometimes (just sometimes) I take a look at the games we review in *Bargain* (the £2.99 jobs), and then at some of the regular reviews, and I really can't see that much difference. Maybe it's because anything a little bit complicated tends to get rendered, almost automatically, in monochrome these days ("because the Spacey's not very good at colour") meaning that at first sight many premiere products look no more impressive than, I don't know, the latest Codies Simulator or something.



What kind mechanical star (what material) having
resistance to appear in this vertically-symmetrical shape?
Force = (quantity of value?)

No imagine my joy when a game comes along that has "full price" written all over it like this one for instance. It's my (big) (big), it's varied (varied), it's more colourful (colourful) than our last one did not - it looks like it's worth every penny (penny). A minor niggle, should this



Shout! That's America's secret to better spiritual life. Invented by author David R. Hawkins, this revolutionary program teaches you how to feel! (That's right, feeling, not just the feel of the skin.)

Not least (and Least!) of the superlatives – what's *TopGun* all about? Well, for those who missed the Napoleonic a couple of hours back (jargon on your screen vs your team? It's an absolutely whopping five words, each divided into a number of fairly lengthy sub-entries) should you've packed full of some of the most spectacular graphics ever seen on the screen.

to the water, either in rather chaotic fashion or by a silent queue out, who looks nothing like the bulkier, hooded lookalikes of the adventure runs, jumps, slides and occasionally fires (there are jet packs too). I'll need to collect for a couple of the levels, all over the place, collecting power-up items and beating the living daylights out of all sorts of badasses. Starting off as a sort of desert landscape (low seas, yellow-green rocks and the occasional shrub) you make your way along numerous platforms, across a couple of waterfalls, down some tunnels and into (and about) the most beautiful underground. More exotic areas. Mountains at the end of it, this you'll find forged, the water on the rocks, living fossil trees, a response to the 'fall' have and signs of old manhood (I, and obviously have to work out some way to escape, like a

One of the great strengths of the game is the sheer number of extra weapons you can collect along the way. They're stuck on the ground all over the shop, as are extra power icons, often hidden in "recess" rooms behind false walls or floating in space. Super Mario Brothers style. It's wise to go off the

Mining sites
page 6
Cinema
page 7
Harvest time
page 8
Football
page 9
Flowers
page 10
Shopping in
London



1. *Journal of the American Medical Association*, 1997; 278: 1039-1044.
 2. *Journal of the American Medical Association*, 1997; 278: 1045-1050.
 3. *Journal of the American Medical Association*, 1997; 278: 1051-1056.
 4. *Journal of the American Medical Association*, 1997; 278: 1057-1062.
 5. *Journal of the American Medical Association*, 1997; 278: 1063-1068.

100

[illegible]

1990-1991
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100

CECCO'S COLLECTION

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Andy Neil Cecco - wants you! He's a star, isn't he? In fact, I'll even say my tag (and rather scabbed and smelly) lies on the line here and pronounce that he's the **BIGGEST** star the Speccy's ever seen. Mel Croucher? Don't make me laugh. And he doesn't! Kevin Toomey? Not John Rimmer? Where did he last look at a Speccy? Nope, despite having the kind of name usually associated with parody (North London disk jockeys, the boy is quite a little achiever). Exolon, the two Cyberoids, Sherwood - carkers all. And blow me down if Hewson haven't cottoned on to the fact and re-released each of these four stompers in one glorious package! Dope!

Exolon Down here below! Of course you have. Megagame! why back in August '87, this horizontal-flicker spawned the colour series the shoot-'em-up spectrum (if you see what I mean, wowing everyone with a main sprite that actually waited its turn, stumbles and break both trees, it waited. 'Not good' said. And when it wasn't waiting it was jumping. And when it wasn't jumping it was leaping that up and down between teleports 'shower curtains', displaying the many parade of missiles, bullets and balloons coming its way. 'Gah!' we squealed. 'The dullest welcome to mudge along! Strategy in a shoot-'em-up!' Roaring still intact.

And it's all pretty far poop. What's there has obviously been surpassed a thousand times since (not least by Megagame C himself), but the strong, bold colours, fast gameplay and surplus of 100 problematic screens, each with its own 'relaxation', all still intention does not familiar with it. Comparatively simple fare, yes, but a body from northwards. (Burr.)

'88 Rating: 3/5



The very first screen of Exolon - by Jingo, the boy's come a long way since then!

Cyberoid Again, what can I say that hasn't been said already! Adapting the other weathered and more sparingly shown 'em-up genre (some things never change, ah, Space-shunt!), Ben played better levels of innovation back into it to deliver a total May '88 Megagame, bursting out all over the shop with wall-scratching strategy and televisions problems.

Plunged down into the Massive Federation intergalactic storage pool (well, it's hardly going to be by it's intergalactic, is it?), your task is to

humblemate your way through a myriad of tunnels, dispatching of so many pillaging phores and their defence installations as you can. These you retain the territory. Then you win the game. And it really is a pain in the butt. Basically, Cecco is using the framework of Exolon but resulting it into, by the time, something much more fresh, advanced and engaging. Like its predecessor, it demands precision reflexes and a command of strategy by screen experience to computer - but it's a hell of a lot more tricky. And his chunky, clear graphics have come on leaps and bounds too - in fact, that's exactly what they do. There are more flip-flop spots of Technicolor here than you could shake a bag of sherry! Marquee Crystals at a glance.

'88 Rating: 3/5



The Cyberoid squasher - Cecco always excels at making life like this in his games. Well, why mess what isn't best?

Cyberhead I fished with the chance to stretch the original to its limits and peaked a big sum of money (godaddy), this Megagame for the shelves in late '88. More elaborate animals, more split-screening expressions, more slippery nights. As a what? it's right on perfect - restricted by the environment handed down to it but innovative enough to beat its own identity. As such, it may well have been the hardest game to program. But even then it's hard not to imagine Cecco's slow motion, quickly playing away at his next project. What was...

'88 Rating: 3/5



Better get your Ray-Guns out, boys - Cyberhead is introducing the purest most borderline rigour (cannot resist)

Sherwood Cash all we can do! (Sorry, getting a bit carried away here.) But what a joy, an 'I'm here, here! about the game itself for a second and just look at that info bar at the bottom of the screen - it's just so groovy (in a spooky, spooky kind of way), as for other details like this are overlooked by Speccy programmers (and if they're not they tend to be at the expense of gameplay), but without it Sherwood's atmosphere duty wouldn't have been so intoxicating.

Another horizontal-flicker, it sees you leaping

along a wicked before 3D landscape, collecting, swinging and utilizing various objects to help you manoeuvre for your cute little fairy tomfohies from the horrid clankings of some really weird. There are still levels of previously difficult obstacles to design and back line Maths-Blood-colored worms and acid rain too, whereas Cecco's previous offerings were variations on one theme or the other, here he's decided to fire-time his puzzling. Well and derive an exotic adventure instead. And he's given the whole hog - from the primitive beginnings of Exolon's choice of two walkways, here you have to spring one into the screen, either side of you to make out what you need to achieve and in what order. It's all a bit of a step forward - but watch out for those mysterious!

'88 Rating: 3/5



Sherwood! - springboards lead the way!

This is a magnificent compilation, totally underplayed by the usual introduction of one or two dodgy games. If you're one of the very, very, very few Speccy-clums who've never got round to allocating these four chrome-plated titles to your collection then get up from behind the sofa (honest, we won't laugh) and fix to fix to fix - just peering, just there in your local software catalogue. **BEST** then if you've already got two of them it's still a bang. Or even all four! Cecco's Collection is not only a fine three-year record of one bloke's achievements, it also serves as a pretty accurate and succinct history of Speccy programming in late (well, starting from '87), and if it doesn't get those of you who've seen it all before (jumping around, squawking with glee) excitement and finally pulling your Lord Anthony across appears up and down the fact, just check out what's reviewed back on page 20 (Burr!) I think I'm going to have to sit down - the excitement's made me come over all funny.



YS MEGAPREVIEW



SNOW STRIKE

Still, let's take a gander at it anyway. (No fear or sci-gasm.) Hmm, I think things might be starting to perk up. This is a bit of a weird one, all right. It looks like a flight sim. It's packed with 3D-lined polygon graphics; you can easily stall or crash your plane if you're a crap pilot and there's nothing to stop you from tumbling off in any direction you choose. But if it

So how did this bizarre state of affairs come about, and whose idea was it? (Answer: I know.) Let's try an old-fashioned Freudian interpretation, and find out.

Like, I started with actually: *Open-Steinman*
originally developed by Open in the States for the O&A

Anyway, the next bit's free control over screen. Actually this isn't necessary to the game - you can quite easily play without it - but it does give you a lot more information at your fingertips. If multi-touch devices, I'm afraid, are these might not use it much.

As it really amounts to the same as reading base to base. I let you know about weather conditions (you get frustrated about it if they're bad), the location of trendy bars, enemy bases, points of enemy aircraft and stuff like that. It's useful to know where you stand in relation to the stuff, because if you get hit and have to bail out we then go to a parachuting sequence, where a different control panel with a different mini-map screen appears at the bottom of the picture - you have to fly and steer the direction of the parachute towards a friendly base. You also have to choose when to open your chute (aimed at too high up or you'll run out of oxygen - it's like a life line to come down) and depend on how low or you'll be dead). Anyway, look near to the base and you'll be saved, so it's a bit of a bail out and a bit of a



Okay. Let's pretend we've just loaded up the game and know nothing about it. What will happen? Well, first off you'll see a screen with a little yellow island floating on it and

1



Rainbow Islands from Ocean

This follow-up to Bubble Boogie looks set to be as much of a hit as Ocean's first colony game, New Zealand Story. It combines colorful visuals with lightning-fast editorial commentary, with the result that you end up with one hell of a game.

Graphic's latest hasn't downloaded from the original arcade version and the movie are just the same. Load Bats and Bobs to the top levels by firing cannons into the air and then landing them. When you reach the top of a plot form, you can collect thousands of bonus points. There are seven islands to complete, each one more challenging than the last.

Graphic's ST version of Bats and Bobs is one of the best console conversions to have appeared in along with Ball Blasts, ST Format.



Rainbow Islands

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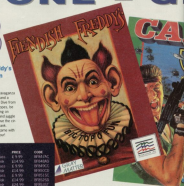
3

Fiendish Freddy's Big Top of Fun from Mindscape

Mindscape's latest extravaganza brings you bells, whistles and a whole lot of laughs. Show them lightbulbs, walk lightbulbs, be fired from a cannon, hang on trapezes, throw knives and eagle in a desperate bid to save the circus from the Big Top Bank. An original multi-media game with a wicked sense of humour!

Fiendish Freddy

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2

Black Tiger from U S Gold

US Gold licensed major hits with Ghouls n' Ghosts in Ghouls. Now comes their latest horizontally-scrolling action game, Black Tiger. In a similar fashion to Ghouls, the object here is to charge through horizontally-scrolling levels, slinking baddies and following red arrows to the end of the level. Along the way, fight ugly go-goblins, zombies and even deadly vehicles using your powerful weapons. When the going gets tough, drop your magic the (big), pick up some extra weapons, and get out for another hairy bout. If you're a fan of horrendously scorching action games, you'll love this one.

THEY ARE THE DEMONS & DRAGONS OF HELL - YOU ARE THE...



Black Tiger

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Spectrum 48	Cass 49.99	0754430
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4

Rave from Ocean

So crazy is cartoonland with Rave. A lone trooper, he's dropped behind enemy lines and must fight his way back home. Rave after must be cleared of buildings, and baddies with machine guns, grenades and bazookas. It's the Operation Rave for the under three but plays like a riot.

Rave

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As these modern philosophers Status Quo once said, "Down down deeper and down, down down deeper and down." **MARCUS BERKMANN** trips in the stairwell...

BARGEMENT

HJACK

More this is an elderly one. HJack's a little like impossible Mission with the game taken out — no leaping from level to level, just offices in which you have to trip out into. The excuse for it isn't HJack, with you as the head honcho of the CIA's HJack Division, dedicated to stopping out terrorist or personal means. There's just about one computer games, which usually prefer to stomp out things with lasers and smart bombs, but never mind. There are a number of people in your department, all doing various jobs — you delegate certain activities to them while at the same time making sure that they're not stopping you in the back.



Control, back at the start of these offices, it's like Camp Or The Office to help.

Just like any office really. The game's a little short on action, but it's certainly a knotty teaser, and in the end you have to read just as quickly as it's a shoot-'em-up. It barely adds a copy first time round, but if you like HJack, for example, you'll like HJack. Much better than Mark Ayer's later game, *Alens*.

HOWARD THE DUCK

Naturally there are film tie-ins, and there are film tie-ins. Unfortunately Howard The Duck is a lot of a film tie-in — in other words, this duck is a turkey. Actually, that's unfair, as the game is based not on the terrible film of a few years back, but on a Marvel comic from even longer ago. Adventure On Ducko Island! Howard, the loquacious, skin-chasing duck that he is, is taken to get off the island, and so you're after playing the game. It seems inevitable somehow that the only stage in his career Howard should be multifaceted expert in the oriental art of Quack Fu, which means that the game itself degenerates into a not very good beat-'em-up, albeit with a nice element. The trouble is that it's so obviously been checked together at the last minute — as though the software company spent so long slapping themselves on the back with satisfaction at getting the license that no-one remembered to write a game. It is at least relatively easy to play — well, on the lowest of the four difficulty levels, anyway — but the graphics are poor and there's no sense of atmosphere. There's much better out at these quack than this.



More and more — he used to be the cool of his cartoon strip, just look at him now!

SLAPFIGHT

It's hard to tell the difference a couple of years can make. When Slapfight first came out it was hailed as an enormous advance — a shoot-'em-up that was both fast and nice to look at, one that finally ditched the long standing notion that no-one could produce a really smooth scrolling blaster on the Spectrum. Of course, since then, every software company worth the name has produced about half a dozen of the things,

most of them identical, and in 1990 Slapfight hasn't quite the same novelty. But that doesn't stop it being a cracking title game. It's the usual old, familiar game thing — you're scanning the surface of a planet (this time called Orac), blasting everything you can. When you see some of the little buggers, they appear, and you collect a give you a ship with a class of five, which would be the worst of these extra capabilities. These include Speed Central! if you're planning to stay alive. Wing makes your ship three times the size and three times as fast. Later (possibly an invisible beam in front of your craft) and H then (possibly which there is on all targets), hardly original, yes, but extremely effective. It's a bit hard and gets harder, and it's been so beautifully thought out that anyone who knows their shoot-'em-ups will find it hard to play away. Taito designed the original coin-op. Imagine converted it for the Spectrum — a useful little bargain at £2.95.



A bit longer at the night perhaps but Slapfight will give a lot of punch.

NINETEEN - BOOT CAMP

Nineteen-19. Back in '88, this was one of those games that had about the scolded-xxxxxx long that when it finally spluttered out the shelves no-one was all that interested. Obviously it was also bought the license, and in many ways Boot Camp is typical of Cascade's games — not bad, perfectly playable, but just lacking that killer

HEAD OVER HEELS

Long-serving readers of FS may remember my total obsession with this game when it first appeared in Spring 1987. Three years it certainly doesn't seem like it. In fact the whole idea of the Clinic was inspired by the game — for the first time in five months it was. Or it's head over heels Clinic, until the letters started to make themselves about other games. Playing it for the first time in ages, I have to admit I can see what all the fuss was about. It's brilliant — possibly the best game ever released on the Spectrum. It's a beautifully programmed, superbly designed (nothing else has ever come later), as good as any game can be and absolutely gorgeous to look at. It is so good. In fact, I can hardly have ever dared to do a 3D isometric game again, because there is no way you could top it. Amazing as it is, however, speed of thought and of movement — you need the lot. But the real mark of genius is that you're constantly learning and getting better, and going a bit



Speed of thought and of movement — you need the lot.



"Oh dear, I think that my shotgun is a little mislaid. You go first — I'll, ah, watch up."

truth to make it a real bummer. Basically it's a course in basic training, the results of which you are supposed to take through to the next game in the 'Nintendo' series to help you survive against the nefarious Vile Cong. (Was there a test game? I really can't remember.) Which means five separate exercises, each assessing 'coordination, stamina and focus.' Sounds like classic Nintendo! It does to the lot.

The problem here is the 'Stage One: Assault Course,' is virtually impossible to complete, as only when we get to 'Stage Two: the Shooting Range,' that we really get well. For C&A, you're in a forest at the right end of a gun, and target pop as much you have to go off. At first, none of them you have to, because most of them are women and children — he them and you lose points rapidly. It's a dumb, addictive little thing, and the best bit of the game.

All in all, though, *Boot Camp* is a mixed bag, with three out of five sections well below standard. But for three quid you may regard the shooting bit as worth the outlay.

DALEY THOMPSON'S SUPER TEST

By Simon St. Laurent

Even further back into the archives here — this Daley Thompson game dates from the days when Daley Thompson actually used to win things — 1985. Actually, for those days, this isn't half bad — a bit of a pyrotechnic juggler, to be sure (I always prefer playing

those sorts of game on a rubber keyboard, but then I'm just an old fart) but not a bad one at all. That the two days of your eight-event competition you've got to be unrelentingly brilliant at everything, and that same 11 hours of pistol shooting, cycling, spring board diving, very tricky free, water polo, rowing, pentathlon, triathlon and then, well when you're beginning to think about putting your feet up with a nice cup of Chateau, a lug of wine. Quite! More than half of these use the jogging technique, but there's enough variety to keep your wits up, which is more than can be said of many 'Track and Field' sims from this time. It has shaken its age, but at the time it sold simply billions of copies, and it's not entirely difficult to see why. A nifty and well-planned package.



Daley — he's not even alive. (Unlike the others — they're allowed to get excited.)

PRO TENNIS SIMULATOR

By Simon St. Laurent

Yes, it's the megamind. Speed-things — but are simulations the simulations? Actually this is just another computer game series game, and, as it's a while since we've seen anything like this, it's not unwise. In programming terms, it's a probably not a lot you can do with such a familiar format other than make it more playable, which *Pro Tennis* has certainly got. Controls are simple, and happily the computer assumes you're a better player than you really are by, for instance, letting you serve properly most of the time. Too kind. Meanwhile there are three skill levels to begin with, and a rather fetching red clay court to play on (green comes along later). Believe it, *Pro Tennis Simulator* is not at all bad. But "Absolutely brilliant!" it seems daring David's been forgetting to take his pills, again. A good retail bargain till — nothing more, nothing less.



Yes, well... it's certainly grown on a bit. (And then, that's you, that's you, that's you...)

BIG TROUBLE IN LITTLE CHINA

By Simon St. Laurent

Another film tie-in that dates from the same period in Electric Dreams' history that



"Yes, big trouble in Little China... in the desert at night... they're both great!"

produced Howard The Duck, which means, yep, another game. Not that there's anything sadder than a much-trumpeted film tie-in for a film no-one remembers. It was, an adventure flick directed by John Carpenter and starring Kurt Russell. But at least that makes me can't supply forget the game at all. Not surprisingly it's another martial arts action, and so something is done to people punching you or occasionally not minding you punching them back. You can choose different weapons, each of which does its own thing, but the balance of the game is all wrong. The martial arts activities are easy enough to kill, but the pattern with guns are impossible to get past unless you've got a gun too (makes sense if you think about it). No, we've seen it all too often before, and some thousands of times before.

RAD RAMP RACER

By Simon St. Laurent

I'm not quite sure exactly how high this one would score in the 'rad' department, but it's certainly quite fun. It's another one of those sideways-scrolling games, this time with you jumping about a stateboard or BMX and bombing it about for six minutes (two



Oh, your computer's screaming, three times! What do you think, I am a Master of Fear?

minutes per level, actually) trying to score as many points as possible. The more ramps you jump over, the more you score, providing of course you don't collide with a ramp or 'wipe out' (ie fall off).

No doubt you'll have got bored of racing about the same boring old tracks, so who doesn't design a thoroughly fun one based on the fun in plane editor? Must of fun. The original track you play on is quite short, but there are two quarter-pipe 'top-down' ramp things at each side of each level so you can turn and keep going back and forth if you ever want it. Hee hee. Nothing too exciting, I'm afraid, but we are in decent the department so I suppose you can't really expect too much. It's cheap, it's classic and it's fun. What more could you ask for?



get-start to very, very fast. Still wants a full-track (28,000) to go get it (2000)

And, working out puzzles you thought could never be solved. This, Tetris and Super Star Wars on the Nintendo would be my 'Greatest Games' — it's a timeless classic, and not surprisingly it plays best of all on the basis of 'Spectrum,' an essential purchase.



- SHOCKS

What? Not in

combat? Right?

Oh, this is rich, how

the Wind Club's

over everything?

Nothing's better

sooner games? No

Just you wait, this

is the means to

and your reward

what's it all for? What?

What's the point?



Watch out when fighting on these oceanic things - and here they are! You could trigger off the edge (losing and just a wall of energy but a whole life lost). So don't!

Shadow Warriors Ocean

We'd hoped for a review in this issue, but sadly it wasn't to be (they haven't finished the upcoming thing yet, hence they're so, just to make up for it, here are codes of screenshots and a quick explanation of what Ocean's latest martial arts brawler is all about.

Take a look at the screens. What do they remind you of? Yes, that's right, it's a beat-'em-up! A particularly colourful (and fairly unusual) to-level justice to be exact - unusual in that there's a great deal more interaction with the background features and things than you usually get in most of these games. Phone boxes, benches, gas canisters - just about anything lying around that doesn't look

screwed down - can be kicked, punched or jumped on to reveal bonus points, additional lives, extra energy, a shield to increase your range and so on. It's worth taking a good look at just about anything that looks breakable.



Look out! These cars aren't really graphics at all, but some dogmatically across the screen, knocking you down!

really, on the off-chance that it is. Lamp posts and gates at the back of the screen can be grabbed hold of and swung on too for major powerful blows - just jump at them and hold down the fire key (hold you there with bags of interaction.) Although there's a fair amount of safety in the boobyes



By looking in that face panel - lots of the background stuff reveals energy and points!



Here is the high-flying tag wrestler from the end of the last level - and if you think they're big, check out some of the guys from later in the game! (They're humongous)

Throughout the game (at once, five times, one-on-one, and on the end of level guardians really have to be seen to be believed. Check out the tag-wrestling team you see here! (And they're midgets compared to the main

muscle of the end of the game - he's considerably taller than the screen).

Yep, it's all good unusual stuff! But there's plenty here that's familiar from other coin-op conversions too - the total lack of logic in the way the levels progress, for instance. With your starting point in a "hospital" New York cityscape that



Just choose a direction, press fire and you go into a set routine of fighting moves - easy!

enough; you soon progress to a night-time view (pink, the inside of a casino, walking through the Grand Canyon, a trip along a deserted railway track and more). (Quite how you travel between these levels isn't quite clear.) The final level takes us inside the main battle's box, which is packed to the brim with spooky abstract shapes (though whether you can use



It's those pixel displays from Level 10 again - abstract screens, aren't they?

these as weapons or not we've yet to work out).

Though we've not seen *Shadow Warrior* up and running yet, Teague (the programmer) assure us that it's extremely fast, with large sprites, no colour-clash and absolutely loads of action. We had a quick chat with Mike Sabot (the programmer, who's worked on all sorts of stuff from *Skate Or Die* to *Andy Capp*) who said that both his and graphic artist Mark Edwards were most proud of the technically impressive second level, where motives can actually look like they might be static background graphics in these still screenshots actually tumble



Um, not quite sure what's going on here actually, there's some sort of red yellow looks, and, um, um...

diagonally across the screen towards your watch out, or you could quite easily be snatched flying.

We're rather impressed with what we've heard about *Shadow Warrior*. Our advice to you? Look out for the completed game, which we'll be reviewing when of the lower ends get fed up next issue (it could be quite a corker).

Satan Dynamic

Surprisingly forsaking traditional Dynamic multicoloured graphics for a crisp monochrome, *Satan* finally arrives looking more like US Gold's *Black Tiger* conversion than anything else! (Frighteningly similar, really.) Hmm. Let's take a closer look. Well, it's a four-dimensional scroller, with codes of platforms and subtly demon-
esque monsters doffed about (just like *Black Tiger*), but, what's this? It loads in two parts? It's got an incredibly difficult first half (and an even harder second half)? Perhaps it's a genuine Dynamic game after all! What else can we tell you about it? Well, not much really. The first bit features an

'incredible scanner' that searches for satanic forms independently of the main scroll (O and enemies that change into other sorts of creatures when you're not looking, and, um, that's about it actually. Oh yes, and the second load has you change from being 'a great warrior' into a 'cunning wizard' (quite how



I wish I could explain the giant icon panel at the bottom of the screen there, what with its axes, icons and all sorts, but I can't. So, um, what can't I say? Um, big question, can't I that?

Okay, what does this remind you of? That's right, it's *Black Tiger* isn't it? Check out the totally different icons panel though - a game that must mean the screen above comes from the more complicated second load.



looking, and, um, that's about it actually. Oh yes, and the second load has you change from being 'a great warrior' into a 'cunning wizard' (quite how

we're not sure) who has to plan a strategy for the destruction of *Satan*. It all sounds jolly tricky and should be out around now, priced \$9.95 cassette and \$14.95 disk.



Not much about it's a dynamic game, though the traditional two-load structure is still there, but what about their usual 16 impossible difficulty levels, isn't it?



Um, er, um, this shop sequence looks like part of the second load, or a game. We seem to have a choice of weapons, potions and so on (but what's a 'balestard'?)

Defenders Of The Earth 16M Coupé version Sigma Variations



You may remember we've already reviewed the Spec version of *Defenders of the Earth*.

Back in the June ish, fact fans) and gave it an average sort of report - fairly pretty, but still too sanitary to play, we felt. Well now, take a look at this - it's the 16M Coupé-specific version, the very first arcade game to fully utilise the graphics capabilities of the Coupé. It features 16-colour high-resolution graphics, not pretty much the normal Spec-only code-burned underneath and

is available at a very reasonable £11.99 cassette, £14.99 disc - excellent value when you think that the screenshots could easily be mistaken for 3D shots. If not Amiga! May were going to promise that when we receive a completed copy (and get the 16M Coupé up and running again) we'd bring you a proper review, but with the tragic collapse of 16M as a company (see this issue's *S&M* August) we're not so sure what's going on. Will this game ever see the light of day now? Will this *S&M* resource be in a new form, or under new ownership? Watch this space...



Wouldn't have thought we'd ever see this amount of colour on an 8-bit machine? The tragedy is that the first game to make full use of the 16M's graphics capability should arrive just as the machine itself is foundering.



whether the knockout graphics will even up the tally but certainly seems to be seen, but visually at least it's a game to die for.

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