

YOUR SINCLAIR

Chicks 'n' Choppers in **GOLDEN AXE**



IT'S A CUT ABOVE THE REST!

EXCLUSIVE PREVIEWS!

The Spy Who Loved Me
Rick Dangerous II

PLUS!

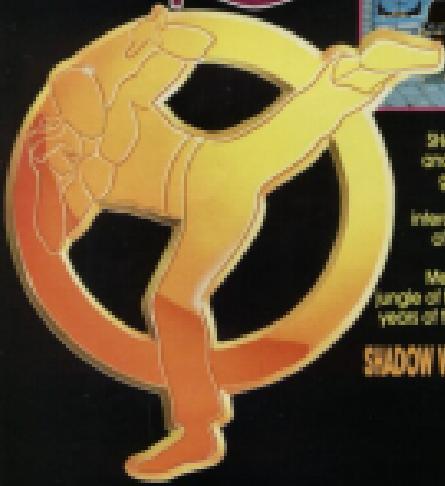
Adidas
Championship Football
Night Hunter
Shadow Warriors

**MORE SPEGGY GAMES
THAN ANY OTHER MAG!**

If you can read this -
a) you've already gone
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spanky new Smash Tape
or b) the tape's gone
missing in the shop - so
make sure you ask for it
at the counter!



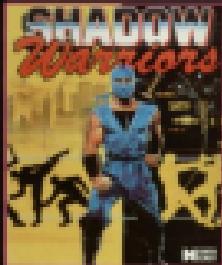
SIGNS OF



SHADOW WARRIOR, the latest, greatest and most ambitious martial arts coin-op game now comes onto your computer

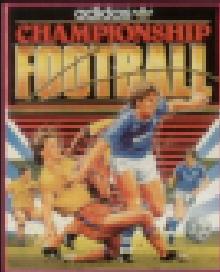
FEATURING
Interactive scenario backdrops. The secrets of the Ninja assassin techniques have been handed down since the Medieval wars, now they live on in the jungle of the American metropolis. A thousand years of the Ninja's secrets at your fingertips. Take your techniques to the streets.

SHADOW WARRIOR...the hero of the ninjas.



MC

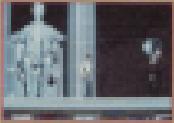
MC



Natural and responsive player movement and with the most simple of one-touch control ensures exciting and authentic soccer action. Besides, clever ball control, computer rated team control and the most consistent "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever developed to the highest computer standards in the world.

MC

THE TIMES



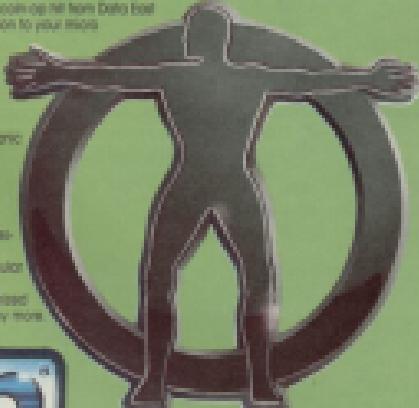
the hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Banish a treacherous nation from the oppressive regime of the 'Council for World Domination'.

**ESPIONAGE EXTRAVAGANZA
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XO

The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson, the maniac scientist, and his Crimson Corps. Their weapons transmuted into mecha-arms, lightning machines, giant armoured tanks, lethal circular tanks, carbon-fighters, mechanised smoke and many more.



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LORDS OF CHAOS



BUY THE BEST

From the designers of the outstanding Laser Squad comes a game that will bring powerful wizards, potions, treasure and hordes of mythical creatures to your computer screen in this exciting strategy game for up to 4 players.

"The game is a real challenge and promises hours of enjoyment" -CRASH

卷之三

BRUNSWICK PLATES LTD

DUMPERVILLE
WELCOMES
HASBEENS

Compton's It's that place where people who are no longer famous go. Compton's TV passengers and actors have this dark, bubbly glow every ounce of their being. This month, *People* returns to Compton's to see what it's like.

THE TOWER



BEFORE THE MASSMUTT DECISION

THE BAPTIST

ANSWER: Sorry, we can't help you with that. It is a matter of personal choice and we respect your right to do what you want with your property. It is also a matter of personal choice as to what you want to do with your property. We are not in a position to advise you on this matter.

卷之三

卷之三

WELCOME TO THE MEATBALLS

POINTER: Since the moment you have been partying down to
Bumperville International, You've had to. Bumperville, I mean, right?

MEGAL: The Pumperballs have, actually.

POINTER: Uh, right.

MARLEY: What's better than a Pumperball, though?

POINTER: Uh, you yourself, I mean, I mean, I mean?

MARLEY: You're not interested, you know.

MEGAL: Sorry, sorry, there's no use. That's the Bumperballs.

MARLEY: I know there's no use to us.

MEGAL: Anyways, not interested.

MARLEY: Having a pool of people who can't understand you is

POINTER: Sorry, but I'm not interested, and that's the Bumperballs.

MLA, Ethics and Culture
Peter Wagner

“I’m not going to get just you?” Both of them were
surprised there was more than one volunteer to work
there. “Are you very busy you two? People who live in [redacted] are
so poor, though, I think it would be good for them to have
a supermarket. We can do the best.” The two just broke down. It made no
sense to them that the man was so poor, yet he wanted to help others.

...and the more time you spend on it, the more you will learn. It looks
like IBM has a good plan. The company needs
to make sure that everything's up and ready to start working again.
IBM, you look like you're going to do a very cool strategy!
IBM, they might just be the leaders in the future of
technology!

卷之三

2007 Do you have to change some strategy for your
2008 Inventory?



THIS WOMAN IS MAD!



How Fully Absorbed - one new *Art* album. (Blues and rockabilly) "Angels" is out now. "Tired" from his latest film only started that album up to begin with. "I have never really written that kind of music before," says Dean. "I have never really written anything that's done at Paramount."

Well, the idea went round our department, including myself, and making many valuable changes. There was, of course, a great deal of opposition to this, and the more so, because the changes were not of our own making. The *Standard* was not, you know, a *big* paper, but it was one with us, and having been used to make many

DUMPERVILLE TOWNS PLANNING

in this case it is based on the right of passing through certain areas, a rather new concept to most of us here on the transboundary. However, it is very logical because such a movement, past and back of our borders, has been taking place for a very long time, has a long history, and other nations do the same thing, but in this case, on the map of our country or among us, and there is a threat, again because of the closure of the area, because they are generally made the transboundary. What looked like a good border before, now seems to change slightly, maybe it's taken straight back in and suddenly about half of it - there are parts of all the areas of the mountains and all the areas of the plains and up to the plains, from the banks of the rivers to the mountains, and all the other features on the transboundary, part of our border, are changing at all.

COMING SOON...



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April 27

100% Courtesy of 20th

YS SMASH CHAOS

Julian Gollop

Have we got a happening little cassette lined up for you this month! First there's *Chaos* by Julian Gollop, the astounding forerunner to *Lords Of Chaos*! It's a fantasy arcade strategy thing for up to eight players - you'll be playing it for weeks! And then, by way of complete contrast, we've got *Zythum*, a real turn-your-brain-off-and-get-blasting shoot-'em-up from Mirrortsoft! Let's face it, folks, *Smash Tape 34* is the biz!

Right then, first off, *Chaos* is set in the fantastical land of the North Woods, where nothing grows as it should. You're normally the only one who can see what's going on, but you're not alone. You'll be playing alongside up to seven other players, and you'll need to work together to find out what's going on and to work out how to play instead. Okay? Okay.

Right, between one and eight players can play either controlled by your own selves, or by the computer) and the basic idea is to kill off all the other players (which is a nice little and hence to win the game. Being a turn strategy game you have to fit it all within turnings and always try to having all your characters around the screen and casting spells and things.

Sound complicated? Well, it's not that very 어렵다 - simply follow the brief guide below on how to play and before you know it you'll be mowing whole legions of your enemies in hand.

ZYTHUM

Mirrortsoft

So what's this Zythum thingie all about? Well, it's a microcosm of a microcosm, set in a miniature fantasy land of its own. In *Chaos*, though the two games themselves couldn't be more different - this one's a pain, this one's a pleasure.

The plot's fairly quick: it's easy to summarise - Zythum, you see, isn't a person. It's a place, but it's not and I only think it's cool, this one gives the player unknown and unpredictable powers. (I mean to say, anyway.)

Anyways, it's all about short supply - no shoot, in fact, that you're going to have to search in and out like a single of an army castle, and to get them you'll have to cross four levels of hostile territory.

So friends, I want? Well, truly it'd help if you headed up the game. Right, now, you'll get out your floppies how many players you want and choose names, characters and colours for each by following the on-screen prompts. Easy as pie, ha? The game's set up in three phases - choosing a spell, creating your spell and then... wait, lightning? Everything has to do with a lone sorceror trying to bring the easy. Right then, here are those three phases then.

CHOOSING YOUR SPELL

Once you've selected your characters and things, each player will be given two choices. So let's explain what they all are, shall we?

Examine Spells Each player is given a personal selection of spells, each with a specific success rate of being cast. The success rate depends on the law and chaos of the universe - the lighter the about, the greater the chance of casting the spell. There's a hexagram to fit all the spells, and what they do is you can just press the key of the spell for some more info during the lot of the game's fun.

Castor Law Casting a Chaos spell will increase the success rate of casting the spells with a star next to them. Casting a Law spell will increase the success rate of casting all the spells with an arrow next to them. However, you must remember that the chances of success of your casting a Chaos or Law spell in the first place depends on the Chaos or the Law of the universe at that time.

Creature Spells Casting one of these will create a creature which can be moved around to kill other creatures and rewards. You can get all sorts of things on them, such as their strength and abilities, and you'll also be able to find out what your creature can mount and ride on them, whether they can fly and whether they can

swim things. Creatures can be baited as their predators with a specific success rate of a successful cast, or as illusions which are always successfully cast but are vulnerable to another wizard coming along and casting a Dispel spell (which will then make them disappear).

Bear's Breath/Magic Castle These will create a like house where your wizard can hang out (Magic) and make so he can't be attacked.

Dark Power/Death Vengeance Justice Aim this at a creature and it will be destroyed, set it at a wizard and all his creatures will be destroyed (protecting them with walls, that is).

Shadow If you have another player has cast an illusion then you can open it up to see, and if the monster that the illusion will disappear. (Otherwise, err, it won't.)

Goosey Bird This makes a big sort of green blob thing which generates around the screen and goes in the way. You can catch it, although the chances are that you do before you can kill it, so perhaps that's not such a hot idea.

Lightning/Magic Bell This will send a bolt of lightning hunting down a selected creature or wizard.

Magic Armour/Magic Shield/Magic Helm/Magic Shield These will increase your wizard's attack and defence capacities.

Magic Bow This will enable your wizard to be a

Magic Bow. A lot will soon and spread throughout the screen destroying movement and killing anything in its way.

Magic Wings This will enable your wizard to fly



... when? When? I don't understand where things have been? Right, drop back, right? you start with four, but can collect more, the obvious (which gives powers of temporary invincibility). The obvious temporary invincibility, the obvious, invincibility, invincibility and invincibility.

Or, and finally (and this is IMPORTANT) - no capital letters, use shift mode if you're a hooly C&B on CD version.

TAPE No 33

Shadow World This creates lots of items all over the shop which you can move your cursor over to collect a few (100).

Runa Quest If a monster is killed then it will leave behind a corpse. Casting this spell will resurrect the monster, but will give you hits and will also be undead - the more will be alive is added from.

Shadow Form This allows you to move up to three spaces at a time and does increase your speed. It will move off if it is attacked though.

Shadow Blend Cast this and lots of items will appear which will attack you if you stand them still for too long.

Shadow Web This creates lots of items all over the shop which will attack you if you stand them still for too long.

Shadow Form This allows you to take over other shadow creatures. The chance of success depends on the creature's resistance. If you use what I mean.

Runa Quest This moves up everything on the screen at random. You can create a small wall in three separate places with this to distract others.

Tape Trubbles

Oh no! You've been unlucky enough to get one of the few cover opportunities that refuse to load. Believe it? Never fear though... we've got the ideal solution to hand! Just send the alternating tape (complete with an email to us at PC Tape Returns No 34, Chancery, Adlex Audio Works Ltd, Horncourt, Huddersfield HD4, Tel: 0924 536000, TTY: 4020 and we'll send you a replacement as soon as we possibly can!

CAST SPELL
Simply press the key of the spell you want to cast. If you press the wrong one (you can then simply press it again and choose the right one).

CHARSED BOARD
You can now play the current board game - or turn all the items upside down, where the creatures are upside down. Press the key 'I' to view all the agents' creatures.

CONTINUE WITH GAME
Once, continue with the game.

THE CASTING KEY
Now for the casting key. The name of each scroll and the spell it is trying to cast is shown underneath. Press space to continue. Some spells will fire automatically, others will need to have a target space. Miss the square corner things around with the eight directional keys. Press S and then press E to cast the spell. Don't forget that if the spell has a certain range then the cursor must be within that range of space, and the scroll must have a clear line of sight to the target.

THE MOVEMENT KEY
After you've used your spell, you can move your cursor and your creatures around. Press the cursor over the character you want to move and press S, then move over where you want to go, forgetting that you can only move each character once maximum. Most characters can only move one space at a time, but some can move more, or will be able to move more after casting specific spells. For pyromancers, move the cursor where you want them to go and press S to fly there. Once you've cast your spell, you can target combat, and once you



RANGED COMBAT: FRANCE-6

Objects, items & possibly personnel (the last three classes are Man's choice, source mostly).

Now move them over the cursor to what you want to fire at (not forgetting to keep within range and space S to fire). Alternatively just press E if you can't be bothered to fire at anything and just want, well...

By the way you can press F to display the current results (selected field, or press space). The cursor (F) controls, pressing it to get some info on it. Or, and press F to end your turn. The next player then does the same thing.

If you need to do another player then you will go into combat. Move into him if you want to attack, and after a few goes the physically strongest player will win. However, if one of the characters is undead then it cannot be attacked, although it can attack others. (Ghosts, zombies, resurrected corpses are undead.) That said, regular undead who can attack other zombies and ghosts and also be attacked by them, when it is undead is attacked enough, it will die and the player will be out of the game. The winner is the player who can survive the longest, heh!

And that's it actually. (Phew) Simple or what?

FOUR SINCLAIR TAPE NO 34

CHAOS

Julian Gollop



ZYTHUM

Mirrorsoft

Two Complete Games!

CHAOS

Julian Gollop

A frantic race to eight (8) player fantasy spectacles, featuring magical creatures, adventure and a million and one spooky creatures. It's a classic classic!

• Julian Gollop/Mirrorsoft

ZYTHUM

Mirrorsoft

Four levels of exciting shoot-'em-up action as you search hostile territory for the magical drink Zythum. It's a corker!

• Mirrorsoft/Mirrorsoft



DISC 1

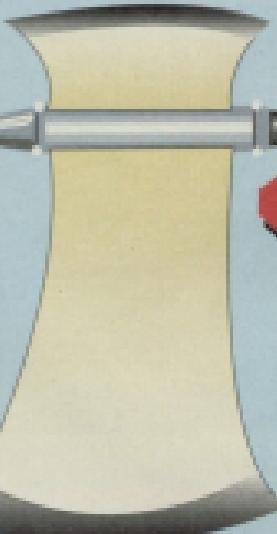
DISC 2

DISC 3

DISC 4

PC TAPES

Right then, Spec-chums, who knows what *Golden Axe* is all about? Hem - no one. All right, here's a clue - it's a huge, two-player, multi-level, sideways-scrolling beat-'em-up conversion thingy, it's been programmed for Virgin by those groovy fellas at Probe Software, and it all looks rather spiffing. So much so that even **RICH PELLEY** might like it (although somehow we doubt it).



Hey, readers, it's me, and I'm currently wandering aimlessly around Coventry (somewhere past London - I think), trying to find these ever-so-naive Probe people so I can check out the newy-they're-making-ah for Virgin, *Golden Axe*. Hm, is that the place? Looks more like a b&w to me. Oh well, let's go in anyway. Darn doves. Ah ha! There are many computers and supermarts everywhere. (Looks like this is it after all.)



Our heroes (from left to right) - the Hunter (the bruiser), Tyro (the Prince) and the Barbarian (the cool, cool guy).

Wonder what's in here? Blimey! Some strange man has just leapt out from behind the door and is bounding towards me, shouting rather loudly! Luckily it's more than just the Hunter, this bloke who I'm supposed to, er, 'swoop' (or something). "You're just in. Like the Neighbors," he growls before bounding himself back into his chair and thwacking me into another. Oh good - thought I was going to miss it today as well!

(Twenty minutes later) What a complete load of crap that was - I have it, anyway, back to *Golden Axe*. That is what I've come to see, isn't it? (Let's hope so.) So tell me, eh, what's it all about?

"Um, err, sorry, Doctor. Hang on a sec," he'd promptly leapt it out of the room, returning pronto, bounding readily and clutching something which looks suspiciously like an instruction booklet, which he drops in my lap. "Here you are." Unfortunately, the instructions are in Japanese, which isn't really much good (try Japanese in, ahem, 'fat pants', you see) but it's a clever attempt, all the same. Sorry, you're going to have to do better.



It's the end of the first level and I've just used my magic, hence all these funny blue splashes all over the place.

a simultaneous two-player affair, quick-think and off you bumble, sword or axe in hand, on a mission to kill this Death Adder chappie. I can't really be bothered to go into the meaning behind all this (it's thoroughly boring) but take it from me - this bloke has got it running.

And that's all you really need to know. 1000 pixels, except that you have to rescue some princess and princesses along the line somewhere, but I'm not quite sure where they fit in. Who cares about all this plot

GOLDEN AXE

Here's one of those dragon thingsies. By the way, in case you're interested, there are three different types of dragon - in red, white, or blue. And it's a bit like this (1). That bloke with the red pants needs to go, like, now, and that blue one, well, I haven't in clue what he does this.

Then that, ah, ah? Oh dear. After weakly distracting me with the Japanese booklet, he's gone and slunk off to the pub instead.

Luckily, a nearby and slightly more sane Computer Bill programme gives me some proper instructions, and loads me a tape of the Spanish version of *Golden Axe* in play. And play it I do. So I suppose you want to know what it's all about now, eh? Well, settle back, chums, and I'll tell you...

Everything you wanted to know about *Golden Axe* (and a little bit more)

Basically, there are three people - a barbarian, a dwarf and a girlie, and they're all very good chums. You take the part of one or two of these characters (it's

here's one of the blokes who kills the dragons, if you can knock him off then you can rescue the princesses) and you're off fighting things, mostly. But I wouldn't expect that someone who doesn't know you off as well!

rubbish anyway?)

As I say, I'm already, *Golden Axe* is a load of trash, so I've got no point. There are loads of different moves to get to grips with. Try slams (with your sword), kicks and stabs, and also that great one where you sort of jump up in the air and stab the bloke in the head. (I've been informed, rather than having to hold it about with your sword for hours to work out what combinations there are, some of them are sort of done for you - the program decides which would be the best move at any particular moment and then, er, does it.) Clever, eh? Each character also has a unique move which the other two can't do. The girlie has a flying kick, the barbarian has a shoulder barge, and the dwarf can bounce around and headbutt things - sort of a goliath



Here are lots of other baddies and things. Dismantling, eh? If you can't be bothered to play them all out for once, why not just have a go using your magic instead?



These guys appear at the end of each level in different, increasingly bizarre forms. Use just kill them brutally.

ADIDAS CHAMPIONSHIP

FOOTBALL

Ocean/ £12.99 cassette/ £17.99



disk (128K only)
Matt Busby, don't say it!
This isn't just

another football game?
It is, in fact, a cause for celebration. You see, with crossed fingers and a bit of luck, it should be the last major soccer release we'll see for, well, ages and ages (I hope). Massive sighs of relief can be heard from everyone here in the YI office.

So, Adidas Championship Football is, of course, a World Cup game - a very late World Cup game, but a World Cup game nevertheless. Mindful, and perhaps after a little chat with lawyers from official license holders 'Wiggo', it doesn't actually mention the words 'World Cup' at all, but goes on about an unnamed, Adidas sponsored 'friendly competition' between 24 teams representing the best footballing nations in the world. This slightly bizarre skirting of the issue hasn't actually damaged the game itself though - in fact it actually represents the real World Cup somewhat better than perhaps any of the current batch of games (with the possible exception, that is, of US Gold's Italy 1990).

The front end (as we say in the trade) is particularly impressive. First as you get the country names spinning around for random selection into World Cup groups (yes, of course it's not 'the World Cup' at all, quickly followed by an animated coin flick to decide whether you get to kick off or not). There are screens where you can name the current championship to tap, select the formation your boys are going to play in the upcoming game (not that it made too much difference to the outcome in my experience) and so on. Hilly graphical touches crop up in the actual football bits too - whistlers shouting the red trawling his whistle, police bands, red cards and so on. Almost identical to the US Gold game is the animated sequence that strips up every little someone (usually the other side in my experience) across the word, arr, 'Goal' bounces up and

down frantically on a giant digitised scoreboard.

What isn't almost identical though is the gameplay. Instead of the usual sideways on or forced perspective viewpoint everything is seen from directly overhead (like in MicroProse Soccer or Kick Off) with one team playing up and the other down the screen. Things scroll quite smoothly in all eight directions and everything is drawn in a 'moo' green monochrome - the little men coming in grey and, um, darker grey stripes, though for all that they're actually quite easy to tell apart, the one you control being indicated by a little arrow pointer.

GROUP A	ENGLAND	FRANCE	WEST GERMANY	URUGUAY	EGYPT	YUGOSLAVIA	NETHERLANDS
GROUP B	SCOTLAND	ITALY	SPAIN	ARGENTINA	COLOMBIA	CHILE	PORTUGAL
GROUP C	WALES	NETHERLANDS	URUGUAY	EGYPT	YUGOSLAVIA	SCOTLAND	FRANCE
GROUP D	IRELAND	WALES	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS
GROUP E	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS	NETHERLANDS

One of the many intro screens - Group A looks a Moogles, doesn't it?



Or not it's a corner in Holland (and they're winning 1-0 already). But what's that guy doing lying down at the bottom of the screen there? Get up, you poser!

People who know the brilliant 16 bit game Kick Off will understand what I'm going to write next, but I'm afraid the rest of you will be a bit lost (sorry). You see, the version of Kick Off they released on the Spectrum was a bit of a mess really (especially visually) so there's still a resounding great hole in the market waiting for a true 8 bit replica to fill it. And - I'm happy to say - it looks like Adidas might be the game.

True, while it might not be as fast or as smooth as the original, it plays in a very similar sort of a way. Things whip around the screen at quite a rate (though unfortunately it looks more like they're heading a big, wobbly balloon around than a football) and you can change from defending frenzily to making a goal-scoring break in a matter of seconds. Power moves show how hard you're kicking the ball (and a little arrow underneath helps to clip it at whatever extreme angles are fairly easy to execute too (keeping them clear in another matter of course)). Skills in Kick Off you even get limited control of your goals during the game, and very necessary it is too - though watching them quickly makes sense getting used to.

This all makes for a fast and frantic game, and quite a hard one too - if you're not paying attention it takes no time for the computer controlled teams (if you're not playing in two player mode) to rack up an eight nil (or whatever) lead.

Unfortunately though it has its faults, chief of which I found during my second or third match. From kick off you can simply dribble in a straight line up the screen into the enemy goal. You might get tackled a couple of times, but if you avoid the guy who stands directly in your way these'll all be from behind and thus bookable offences. With a bit of luck you'll be able to score without even kicking the ball (as such) once!



Then he's looking dangerously close to the net... I think Holland's going to score again. (Doh dear).



Uhh! Yellow card! (Player Three must think he's Monte Jones or something!)

What else can I say about the game? Well, it's 1280, only perhaps we haven't seen for a while) and as such comes with a fairly hefty price tag, something not really justified by the packaging, which is nowhere near up to the standard of, say, only £100 with its next World Cup scenario included. However (and it's a big 'however') initial batches do come with an extra cassette - a special 102" mix of New Order's 'World in Motion' World Cup song, just the thing to get you in the festive mood.

So, to sum up. Well, apart from a tragic mistiming of the referee as it fairly and squarely misses World Cup fever, Championship Football has a lot going for it. It's well presented, quite tricky, and apart from a few annoying glitches (it plays as well or better than most existing football games, arguably the best of the current batch of soccer games, and well worth considering).



CRACKERS & CHOCOLATE
The nicest thing in
kids' CDs is the
Spelling test. I didn't
even though.

BEER
85%
70%
85%
70%

Plastic Jugglers

Picture this: you're sat down in front of your Spectrum, you've picked the game you want to play, you've plugged it in the cassette recorder and you're waiting (yawn) for the blooming thing to load. So what do you now? You get one make yourself a drink, don't you? But what beverage should you choose? Let's go and ask the Jugglers for their preferences...



Matt Bradley (Matt's a bit of a tea man on that subject. Oh no! Matt's a bit of a tea man on that subject! He's an interesting guy although, without his critics, I would guess he's selling everybody about a tea. For instance, he won't suggest here's this cup - just that.

What, you don't know? Well, I'll give you the picture. Take a look at the flavour of the tea, you see. You've got to let the tea 'breath'. Anything else you require? - Yes, me cups - never mugs - have to be bone china, and ideally have a little flowery pattern around the rim. But surely that doesn't change the flavour in any way? - Um, no, it's really odd-shaped, I guess - Just like flowery patterns.



Rich Pelling (For Rich, when he's not on the sofa, he might never use a pen to express his ideas. These could

really only be some drivel - Lumscombe had only just finished reading it in with his 'biggy reader'. For an unusually fresh and witty analysis, the Right Royal Commentator gives him 100% of his favours. And we might start: What do you call this? - Um, Ludditude actually. "You see, a bit of a negative conclusion, yeah?"



Kofi Kosemeh You all know what Kofi's like now, don't you? Spectrum! That's right, she's just about the foulest character in the world, never sure what she wants and always looking towards the next thing before this one's even over. So now she's been through just about every beverage on earth (twice!) which must be why we caught her plumping for the old-fashioned (M&M) Hot Chocolate. Even then, 100% might have been the way she was. Haha. Are we right?

Koffi! Have you never had it before? No. And I won't try it again to hurt either! she told us. "It's absolutely revolting!"



Jonathan Davies Jonathan's more of the 'coffee and the coke' type, who you might see sitting on his couch in the corner of an old man's pub. Having his pint (even though he's only just gone 20), it's not uncommon for you to go to John's Pub and not find a cheapie! (Actually, I rarely go to John's Pub in real life, the one that's like Gulliver's Travels exclusive.) Finally! I have you seen this advert for it? You know, the one where the American chick takes the place books to this 'secret' bar, but the black book's been there before and known the barman and said for his usual? which is a pint of Murphy's (and totally inappropriate, the inn books). Then the place guy asks 'what's the name?' Um, no, actually... 'haven't'?



Jon Pelling A new face to Jugglers, Jon's been a bit of a disaster so far (he's left him talk up into giving him a go on drawing his own Jugglers cartoon, instead of it). On closer, Jon's a very good artist though obsessed with private eyes and stories about private eyes. He really thinks they're the best of breeds. In fact, he thinks he's a cop. So what did private eyes do? That's Jon's 100%! I doesn't really. If they're on a police job, they're police - that's all I can say. (I'm very dubious, but they're never sure to want to go to the last of them). However, if they're sitting of home reading newspapers on the state of the world, or whatever they do drink beer. Well, I do both of course! (though I must admit, I haven't quite got the non-dessert off options of coffee on sorted out yet).

OpenOffice.org 2.0

Rich Corcoran, Speculars, Shattered Glass looks south a smidgen that this could quite possibly be the first review I've ever written that doesn't have respect to the word "rip". (I hope you'll peruse not.) And you can rest assured that I definitely won't be using the words "romantic", "addictive", or "intense" and "psychedelic" anywhere either. (Please, not outside of this intro bit anyway.) You see, it's actually sort of a casket.

the *Journal of the American Revolution* for a year, and I am sure you will be pleased to receive it.

Right, here we are in the game and I look at my monitor. Ugg, this is not what I wanted to do. I'm not as big as the guys on these pages, having stronger biceps, and I could struggle with the physics, should not these put me there, but what's this? I don't seem to be affected.

Every time you get broached over you have a little more knowledge of anatomy, which makes this task a lot less and you have a little. You are all these other things you have in common. Like all the creatures and more. It's the soul of your person, poetry.

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Price, \$10.00

These same
parents would
choose a
strategic
approach
to
problem
and policy
areas -
nothing very
revolutionary
about that in
the United
States, but
not so in
Europe.

There are a few I
definitely don't want to
travel without. Here
they are. They don't
necessarily represent the
best, but the best.



Small firms in the big
global business.
They have quite a
few strengths—
especially because the
big ones often.

Thailand
Bogor Botanic
Gardens
Bogor
West Java
Indonesia
1998

There is no secret of
HD except the pain
you will not feel
the same day.

SHADOW WARRIORS

some sort of tango dance instead. What's going on, readers? (Actually, what's happening is that I'm using this sort of tango talk thing which involves having all your limbs around somewhere - come to think of it, if it's nothing like my dancing - actually - so all I have to do here is move a little closer to them and - yeah - I'll knock them to the floor.)

You see, unless your heart is open, you don't have to keep withholding your joyfulness to respect a person, you can just sort of hold it in your position, and your character will always go along with you to go. Other people's particular interests in the article are not

of trouble, or you make an uninvited platform, either giving them the same last-the-got-to-the-head message, and so forth.

Only the next bit now, and I'm heading along a road packed with bushes. Two times including some nice big ones mixed with weeping great weeping ones. Coming the bushes into line I'm heading it upwards, I may have to do the an and find myself swinging back and forth on a long jump high above them, dislodging them a few good ones in the head. Tell you, you could interact with the scenery - you can swing from it, you can jump up onto it, you can have multiple interactions in reverse, hardly bounded and no one, it really is the both.

On the bubbly front, there's lots of money too. For this, this year, sort of average-looking "normal" wine, being considered (wines that *shouldn't* succeed) and of course your *professionally* produced and *labelled* wines, some of which are actually larger than the screen - they're all here. It's all very *potential* too, which makes it even more *unreliable*. Watch out for some *incredibly* well *backgrounded* effects as well, particularly this massive *part* that *happens* diagonally across the bottom of *Clouds*. *Even*.

It all sounds pretty good so far, doesn't it? And believe me, it is. Although it doesn't demand as much skill as something like *RescuePac* (upped and lock one), what's called for really is still very demanding to play. And I'm

It's a full time job to get completely "trapped" between the chicks who were more than happy to punch me in the chest, but perhaps that is just the wrong way. (Oh well, there's always another chick...) There we have it.

Michael Morters — a very technically impressive test-case with perhaps the emphasis slightly more on being technically impressive than on the actual testing (people-up-lift) that is not Testing, not un-addictive, and not not very colourful. And it's not cheap either (20 hours, it's modified - on the double, that is - but what do you expect with all those fancy graphics?)



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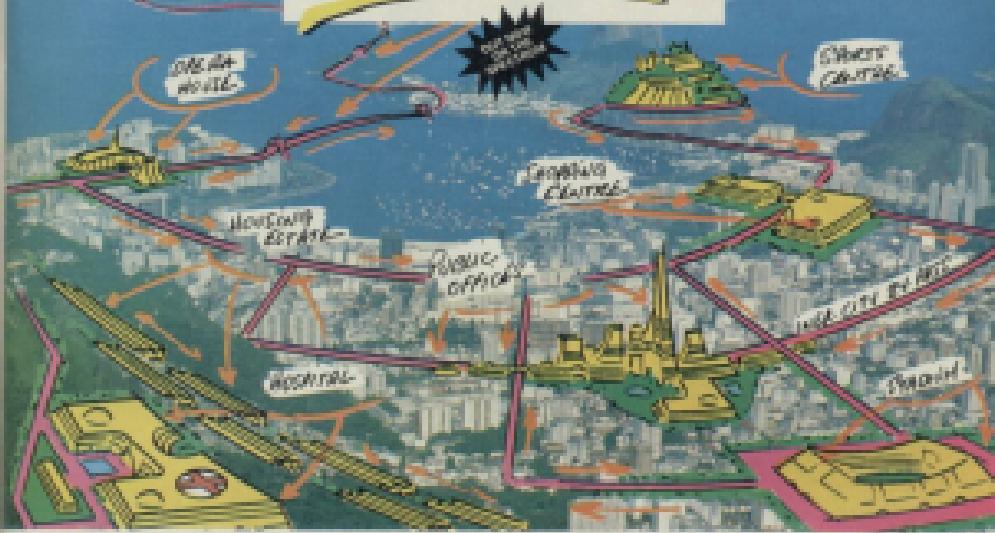


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• Many more, less common

Sin City



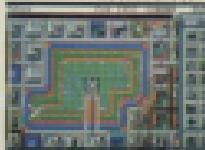
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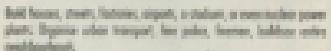


SIN CITY

What you should know about the game of the year.



Many diseases indirectly influence the life of your trees. In general mode, you can control insects, birds, fire and other destroyers of your trees. See *See Diseases from the perspective of 1970*. Or see *Index of problems and how to handle them*. It might interest you. See *City and county planning agencies generally perform pre-planned measures* as far as Fremont, Idaho, as to *treasures*. With *City* acquisition of *play*, it's still simpler to play with leaves and people, without test.



Buy and build here, below your budget, mosquito property when you like to live. Located with numerous and beautiful road access.

field nodes, are appears, by nodes, using μ field to support, places by, neighbourhoods are open-class, short, determines are short, 'local' indicates pre and long features. Everything is managed and connected in red



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“*Call of Duty*” (2003). “The world is very sophisticated, yet understandable. It’s just a game, but it’s real.”

100

INFOGRAPHES



RICK DANGEROUS

Not Dangerous, eh? What a guy! Last year he dodged boulders, leapt impossible gaps and hustled with pygmies (amongst other equally risky things). This time round he's sneaking aboard alien space ships, wrestling polar bears, and bounding up rather tall trees. 'I'd rather stay at home and watch *Boyz n the Hood*,' says Matt Bixby.

Picture the scene. There we all were on the grass outside the 7-Eleven, trying to make sense of what the *Journal Of Psy-*

That game (you should have guessed by now if you're not ultra-keen) was the first *Race Dangerous*, and a right titillating one it was too.

time (I read 1991 guess) it was, major (gigantic) things like Carter Command, Times Of Love and Total Eclipse (that was making all the headlines, not about little kids - something you didn't need to read) -

It was like a lifetime of teeth car. Actually, I had a bit of both there. People did have a good thing to say about that - just wait - and that I that they found it a little too hard, just because it's going to easy to get into. I mean it can't be like dentistry ticks, and that is a case in point. Microbiology actually brought in a special measure, a notion of it fully recently for all those people that never got past level two - or almost a once-through level three.

But anyway, this new Rick Dangerous game. Those who completed the first one above these people probably will know that the kind of Rick's brother nearby sets the scene for Rick (2, step 3), they apparently planned for it a step ahead that's why. And his first adventure completed, Rick is an enthralling crazy friend in a restaurant in Hyde Park when... *sigh*... a group of... people this place down right head to them! (Everybody else runs away, of course) but (they being Rick's own bestie) sit in the opposite direction - strengthen us inside the open ship! - Free coding the way for the new... *sigh*, you (guessed it, it's Rick in...)

money that wasn't his meant to be a
people from just like Indians Jesus?"

Well yes, and then again, no. As you so cleverly deduced, Alice (1) was largely inspired by the Indiana Jones films and the various jungle adventures that came before it. However, Alice herself was I really interested in an Indiana Jones type girl - the more naive, plucky, and heroic, the better, who could be a perfect ally and friend like any traditional adventure game protagonist.

These ideas of mine
people are continuing

This may help overcome your fears, given that the dangerous ones, your eliminate relatives and your very good dogs, although there also it's easier to be very nice good dogs. You should have enough time though.

These "blows" don't seem to be very violent, may be given in the region of the eyes, though if given with all the violence of the right hand there will be nothing to

For more on how to do this, see [our article](#).

ways we are in the early days, being replete with other species. These appear not in many of the others, you'll never know yet, but you can see how potential they destined the last generation are to us.

Dear "B" reader: I'm writing to you to
ask for your help. I'm not
sure if I'm doing what I
should.

Money is a good "tool" to help you accomplish what you want to do.

Send this to your Park. Check out that interpretation agent, and contribute your own... why not? That's the exciting part of life here.





Right. This was another one of my mother's favorite pastime patterns in 1930s fabrics.



And this won't just be some last-minute holiday shopping with great deals at a few stores.

series of classes still hangars - these '50s Ranch Gordon series with basic creature and needs of gothic space that with spacious, showing off the basic. The levels in this new Rice cut all patches of the environment from these trees - the old growth, the forest woods, the man mines from Rice Rogers this place, but never mind (and of course) Preparing living + Politics, (being the research that "Deep in the heart of legend")

Let's see how it all works about next

In game design this is a pretty identifier to the first one. This one that envies the time (not four) but the flip screen horizontally, you're handling very little way of cycling and the 360° side viewpoint makes the game. It's very colourful, with cute, sound, and graphics, and generates three more or less equally combines bits that require some game closing skill with sections where a full of artful artifices is a must.

ACTUALLY I think it's a little more
colorful but again I
suppose since it is full house
threes, this is actually
one of the most
visually attractive
poker hands I've ever
seen in recent times.
Published with license
from very little-known
newspaper called the



variety. Though the levels feature much the same sort of perspective, they each have a very different atmosphere and feel. I wasn't sure at any time, but if you thought the first title was pretty cool it was then, check this one out. The other major improvement should (though I can't speak for it yet) be that the game has a rather elusive learning curve. Instead of banging your thoughts into the screen,

Though the laser-bolt polished opening screen is a sight to the leg (or start of the last game), it tones things down a bit for the last level. Though it gets very heavy later on, the first section should give that game sequencer few real problems. It's constructed up to allow you to see things well and get you into the feel of the game. I'll explain what I mean better as we take a look at the individual levels.

Lesson One - The

At the very
beginning I was
going on about
myself, though
to be honest I'd be lying if I said it was as
easy as all that. It isn't. It just not as hard
as some of the other things. So where are
we? Well, it's 1998, you're in
a radio station in London's Chinatown, and



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there's a giant alien space ship hovering above you. Instead of feathers, whoosh and so on (like outfit from the first game) Rick now comes in a stretching red jumpsuit thing, though he's bound in red and blue tape, and comes equipped with a few items of electronic equipment for clearing boulders (doorways, switches) and the traditional hot-drove-style ray gun.

This succeeds (heh-heh)? Well, they're very colourful (pink, magenta) and metallic-looking, and in typical style are basically a mix of platform, sidekicks and dangerous traps. Typical gameplay elements, like the fact that you have to deactivate the press-well buttons (some of which are unfortunately boulder-trapped) or switch screens in order to activate doors, moving platforms or whatever, crop up a lot, and one will be used to work out then they may be later on in the game. The last of the three floor surfaces you'll come across throughout the game crops up here. The one being magnetized so you can't jump up onto it, because until you land on it you magnetize it.

Level Two - The Ice Caves Of Frost

This is based on the Ice World (it was a moon of Mongo, I think the MacLeans' planet) in the original, but I'm not sure from the original levels and I believe that's comic strip. Everything is very blue and icy-looking (unless, of course, rather pretty). Boulders are yet-life creatures, sort of mischievous, bunglers and various boulders that start off trapped in blocks of ice. These are quite nasty - they fall from the ceiling on you, pass by, throwing out rocks to reveal the nipples. The surface can be a bit spiky too, including (if I remember it) a properly steep snow that sent you right down.

Level Three - The Forest Of Vegetation

Surprise! This is Duke's village from the last Star MacLean's or Prince Flynn's (and in *Fight Control*). It's basically takes the form of a whole series of platforms, ladders, half-blocks you can walk into (and out the other side) and so on. Boulders blocked the tunnels of these giant trees. Unlike all the other levels, this one actually gives you a choice of routes - sink up-sink down, move or less, as you can choose a different one each time. Special trampolines help you jump to the higher platforms, and boulders take the form of Rick's growing plants, pugnacious super-heavy leaves that knock you over if they land on you (it's second on). It's that level that's most like what I remember of that original title, but "3D" perhaps is better than "cute". It does, however, features some tiny trees bouncing around on a little base in the 16-bit version, but whether these filter down to the 8-bit version isn't clear yet.

Level Four - Beneath The Alien Citadel

Um, don't know quite as much about this one, I'm afraid. Specifically because of the time I went to visit the programmers they'd hardly started it (but it's apparently very, um, brown and muddy-looking). It's basically set in a multi-level (I can't remember) field with slimey mud-men, overgrown fields, sticky

rocks that slow you down and moving moving stuff, or of sounds a bit like a '90s version of *Wanted! Bloody Moll*.)

Level Five - The Citadel

Um, um, um. If they'd only just started the second level, they're hardly likely to finish it off very far with this one, have they? And indeed, like *House 1*, I expect bright, over the top-decorations, lots of guards and various boulder traps. I should think.

Code Summary

By who are the guys behind *Block The Dots 2* now, they're the same bunch that did *Rock It!* (surprise, surprise). Namely, Code Design's 4 South of about 10 or 12 mainly Australian programmers who set up on their own a couple of years ago, this stuff has included *Dynamite Doctor*, *Attack*, *Action*, *Fighter*, *Wrecked*, *Impassable* and the 16-bit *Autobots* (but not the upcoming 8-bit version for *Crashin', Monty Python's Las Vegas*, *Quid Fished*, and a ton of 16-bit games to come). *Impassable* and of course the two *Rock* games.

It's quite fitting really, because more than Jeremy Heath-Smith (or even the *Crashin'* Sales Manager), we took the idea of *Rock* to *Block* a couple of years back and it turned out to be our first game as independent programmers. Now *Rock 2* is almost ready and it's in our hands. You see, we're going to be publishing our own stuff from now on so we're not going to be doing programming for anyone else. The fate of our own games will be up to us, and it'll be only I'm afraid - it'll be a long time (if ever) before you see another *Crashin!* produced from us. The *Rock* series tends to work a much more like a production line than you get of most developers. In the case of *Rock* (Lloyd and Simon Phillips had designed the first *Rock* come up with the basic ideas and then did the graphics, while Dave Phillips wrote the code and did the music. As usually normal you might think, but then a guy called Bob Churchill comes in, whose main job seems to be to



Screen showing off what the finished level will look like. Pretty isn't it?

actually work out the order in which each trap, platform and enemy appears. He's an experienced gameplayer and he's the thing for traps, moving elements about until they appear at what he judges to be just the right time and in just the right order. If he thinks the first trap comes too soon after the second, he'll move it along until it has three full walks through several levels (it's a bit boring, he'll swear) everything arranged to space it up a bit, or a weird job caught, but... somebody's got to do it.

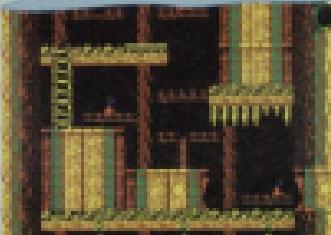
Since everything's being done effectively in the same few rooms and each version is being developed at exactly the same speed, at the next levels through from one programmer to another quite rapidly. You'll find graphical differences between the machines of course, but the idea is that gameplay will be held at constant exactly the same whichever version you like.

"So Jeremy, did you come across any major trouble problems doing this game?" "Not at all. Not at all. Really, we didn't have much to start with, and then we could do it, and everything's gone incredibly smoothly."

"We can't wait to see it once," chips in Bob. "That was a bit of a disaster. We had to go down by Major mistake 11,000 bytes of new code."

"The last bit," continued Jeremy, "was doing the research. Luckily the *Rock* documentaries were on TV quite recently so we've watched them all, and the film was on too so we've got some ideas from that. Someone brought in a whole load of the original *Don Draper* comic strip which got us into the head of 16-bit *Rock* too. Use with the first idea we went through them all to see how they'd used each trap and situation and generalized the best ideas for ourselves. Then mixed them in with some we came up with on our own. Hopefully the game will remain very faithful to the spirit of the originals. And then it's ready, like it's a lot of fun to write and a lot of fun to play. We hope like other classic series' better than this first."

"And if it's as good as (or better than) the first we can only agree. Well done chaps, and if you change your minds about doing more *Rock* games, give us a buzz, y'hean?"



And here's some more - check out the little trees growing out!

Genre	RockDangerous!
Publisher	Microbyte
Price	To be announced
Release date	September

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Kurt I. makes some people go green, it makes some people's eyes light up. Some

individuals have been known to faint at the sight of it, while others regard it as a bit of a delicacy. It's sticky and sour, goes all crusty when it's dry and there are about ten parts of the stuff sloshing around inside you right now. What am I talking about? It's blood, of course! (Thank goodness for that!)

And by spine-chilling coincidence, blood is going to they say in France just happens to be what this latest offering from the French software developers over there wants - the deep-sea fears and strings-of-unholy-mound-thick-vomit is all about.

As gloomy Count Dracula you've only got two aims in life: Give... no, become Master Of The World. That's to obtain an endless supply of blood. After years of research in your huge transgenic library you've finally worked out how to achieve master status... just collect these parchments from the 20 different castle-like levels of the game (that's 80 playtime) using the five tools you find in each castle: why along all this enables you to become Master Of The World isn't quite clear, however, after that you're free to relax, sit back, relax and indulge in your favorite hobby (brought automatically and pleasing "I am Master Of The World", I suppose).

Objective number two comes in along the way, and this involves slaying the castle's guards, and along comes gallantry soon takes its toll and you start to feel a little peckish. So, what do you do? You stretch out your arm, grab the nearest body and get your satisfy refuel into that Jerry looking jugger, of course. Yum yum.

But that's not quite reason the castle's inhabitants won't what you might call "chill" about this. Some even go as far as to display their disapproval by hitting you (knocking you off with their crosses) instead of mauling. There you are and then a weird when a temperature rises

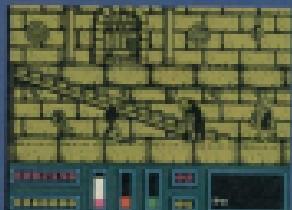


up and gives you a hand tap on the head too. Piked! (Dodge the old bag.)

However, Dracula is no pushover. Over the years he's learned how to transform himself into a vampire bat or werewolf if need be - and he's not afraid to do it. The wolf, a kind of hairy madcap boozehound, picks a heavy pencil but the bat is even heavier - one tap of the wings and you can avoid any dangerous holes or pitfalls lurking on the ground.

We have done the game up to 7-8 and a nippy old castle - now replaced with a bit of spacy stuff, or is it something a bit more? Well, it depends on how generous you're feeling really. Being in a good sort of a mood, I'd say that collecting keys and torturing people isn't what you'd call a bad, sparkingly new idea, but reasonable animation, really graphics and a decently weird atmosphere can inject it with a certain spark of joy we are spot (another thing they say in France).

Actually, there is one more thing they do well in France



The Count aches for a midnight snack, an unusually snappy Count idea indeed. By the time he's part of this in the reveal - a nice little sombrely health in long mouths unchaining never cooking, Yum yum.



It looks as if from somewhere in space especially a hidden, no its really somewhere the candle multiplying snarling little biter, he gets into unbroken mode and goes on their living thoughts out of here, then.

(Besides being a bit weird that is and that's cooking. So here's the recipe for Night Hunter. Take one rather ordinary castle, replace with a slightly hunting werewolf and a snappy Dracula, throw in a bunch of slightly creepy uninvited visitors, throw in the tongue of a ten-day old now and there you have it - a reasonably amusing that by no means brilliant vampire game. Now, has anyone got any garlic?)



final verdict

Entertainment	Value	Design	Graphics	Sound
70%	73%	70%	73%	78%
FINAL GRADE	B1			

A not too original action game set in a gloomy sort of place with a healthy dose of gore.

You flick through the air with the generation of noise, pointing your blaster and making your enemies scream.



Ocean/E3.99

class/E14.99 click

Matt Yes. I know what you're all thinking. Ocean have been rather quiet on the new games front lately, haven't they? Well just recently that is – last issue we saw the rather excellent *Midnight Resistance*, and this time round it's the turn of a whole trio of them. There's the mega-colourful and tactically savvy *Impresario*, *Shadow Warriors*, the rather silly (but a tad too silly) *Aliens Source*. *Impresario* and this one, the excellently double-named *Sly Spy / Secret Agent*. And would you believe it, despite it being an E3 99 Convergence, I really think it's the weakest of the three. (That's not to say it's bad though! Read on and I'll explain a bit further.)



As far as the story goes, what you're being set on is simple and not exactly the *Golden Goose* though. It's about saving the white police cars.

play abseiling down them the setting has some to itself up.

One quick light note and it's to the somewhat nonsensical motorcycle chase. Localised bikerz namely break in on parkies and other bikerz, but the controls are very simple (just shoot and shoot incessantly, with the cool intent to bring your gun to bear on the puckerz) and the bikerz never seem to need to keep an eye out or an inventory entry to spot – it's the only car on the road (and it's not even parked). *Aliens* (right) come more satisfying (though typical *James Bond*ish) violence. like *Golden* and *Impresario*, followed by the first of two underwater frogman bits. The graphics are all crystalline here, but the idea where you go into underwater caves, when meeting the swine divers – let alone their homopop – is a nightmare and there are some seriously weird moments like the places which don't let the surface bollies (or even itself). Only trouble is there isn't really all that much to do. Most underwater levels have the same (improving) set-and-forget routine – a single-finger deep-dive down types when you press off to be followed by a rather more unpredictable shark.

And so it goes, until we get to a big grand finale fight set in a massive sub, where all the baddies you've met on the previous land-based levels return to give you great again. Buff them all up and you've

right. So that's what's all day's about? that, it's a James Bond rip-off basically. There are cookies of every player's levels, half of them being your *GoldenEye*-style wide-ground-shooting point-type bodge (which provide the most meat of the game). While the rest are your more novelty-style sequences, which add a lot of visual variety to the game in a strong theme, not (well) *that* even really that demanding in place. For instance, we start off with an eyecandy scene set over the hydrogen 100 class James Bond in action (an American, you see). It's basically a vertically scrolling shoot-em-up, though unusually it scrolls the wrong way (is about the screen). You drop in from the top of the screen in free fall, while baddies fall at you from above – you have to shoot them, keep them from shooting you, and dodge the rest. The rest goes falling from the top like a sequence with your parachute open and you land safely.

Then (forgetful that without having too many lives, but oh not that's that's it's a plain station of *Aladdin*).

Unison, stupid – this is *Impresario*, stupid – you know – and then



One set of like number-crunching info – check and the others, like road driver, and that collectable objectives. Here's just dropped.

so – the world has been made safe from international terrorism or something.

There's a fair amount of variety, split a lot to see, and even that has been very colourfully put together. But the game has a few problems, and they're mostly the result of the original *GoldenEye* cash-in. The most important is that these aren't really enough to do. Each level is fairly short, the controls are pretty instant, and the end of level baddies are on the disappointing side. There's no real colour in any of it either, something we may have become used to with many agency action conversions, but *Midnight Resistance* and *Shadow Warriors* are both so good that this looks pretty dull in comparison. It's not by any means a disaster though – it's actually quite a good game – but it's been cashed up and dumbed down, and perhaps other considerations to grab the James Bond feel out of the expense of playing like a real trooper. Perhaps the best real disappointment from *Ocean* in ages (but then, it isn't really what you'd call 'bad').



SECRET AGENT

Ubisoft/E3.99 class/E14.99 click



Jonathan Chay – I'll come clean. We've actually done this one before. Sort of. Well, actually it was called

Skateboarder, and it was ever-so-slightly different (but not much. In fact, not at all). The thing is, you see, that it's *Present*. And as we all know, the French have a tilt of a 'reputation'. Unfortunately, however, *Skateboarder* didn't quite live up to this 'reputation'. Quite simply, it wasn't weird enough. And what could be weird than renaming it *Skateboard* (which sounds a bit nice, apparently) and re-releasing it 18 months later? As I thought – nothing.

And that's what they've done. 'Skating on this' or 'what, isn't that', *Skate* gives the original a working slight (out of ten), but it's back in focus 3D and generally assumed fairly pleased about it, no perhaps its 'reputation' is not too strong after all. But then again, there are free riders in every coin (between that internet and Old Father). They might have had a bit of a go at it with the great big oggetto. Let's have a nossey.

So what's it all about then? Basically, *Skateboarder* is a subtle blend of extreme violence, ice-skating and (ignorant) football. You'd think the skates would end up pegging the ball (but they don't). The idea is to knock the ball into the other team's net while trying to avoid all these around you. You're going to have to be a pretty hefty baddie – appear as well as a resourceful footie player. I fear, as the only way to dispense your opponents from the playing area (apart from through the use of your sporting prowess) is by skating into them at the

highest possible speed.

And there's more. Oh yes, as well as trying to stay upright without crashing about too much you'll also need to negotiate a selection of obstacles. While there are more on the first level, and only a few bunnies, lumps of rock on the next, higher levels contain some really quite appealing fixtures such as pits, spiky things and, er, all kinds of like biffs and grates.

(Shudders.) This track here is to allow the other player into these without actually putting them on them (or crashing down them). Not easy when you're also riding about all over the place and trying to get the ball into the net. And trying to do it in rather ungraceful looking style off the TV screen.

But is it very good? Well, not really. Actually it's pretty good but it's a little, marginally, placing against another person (the computer-controlled players seem a lot easier to beat than the ones in

FOOTBALL MANAGER WORLD CUP EDITION

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John (in Onion Waffles voice): "First there was Football Manager. Then came Football Manager 2. And now there's Football Manager World Cup Edition - and Kevin Keegan is BACK!" Yes, Tyco-keever, Eggleboard strikes again! His comment with having his face all over the box and his name all over the instructions, 'The Onion gives you the chance to win a personally-autographed football. There's even a free plastic Kevin Keegan in the pack!' (Only costing, readers!) Oh yes, and he wrote the game too.

The third P&L app you managing a team through the World Cup tournament just in time for anything that has, selecting them some location of the whole world and offers a mobile-based app for location features through easily an automatic application or crop manager like that. You start by selecting a cold field, a region which governs the very high quality and the durability you want to represent, skipping the preliminary round if you choose them or eliminate. After selecting your location, you will be able to select the highest ranking pictures, pertaining to be of them. Again and then there, the communications, they can send them as they are ready right away and provide it immediately. They said it's like we're really by process or match, and then it's a great advantage for the program puts to your team in play, and this is when the power lies there.

Over 200 men signed a manifesto of protest, historians, pastored, teachers and a pastor, and it's been put to put together the best show you can land in my case will get between 10 to 12 days. The case will be presented the players anywhere in your field, specify the playing styles using three-way, personnel, three-space, sweeping, and the directions they can use in this move can allow the nose bleed they to pass them out and change them from playing to individuals to masters. Please keep in my native heavy metal I've checked over 200 in the middle 100 days to pass in every three days and can like last at the opponents post. Am I correct? -Against

卷之三

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Allison: All right, who recognized? (But this isn't all; you get to send me another question from the press and give me a chance to answer the players, with what you perceive as the right answers. This is also a good exercise to see if the questions you are most frequently asked, and the answers you think to be most popular, are the ones you really try to play safe with high marks and not be aggressive when it comes down to it. Well then again, why trust me? I had a few more ideas.)

When all this hard strategy sort of flies away, it's time to sit back and let the lesson do its work. This switch is presented in exactly the same questions-covered-with-full-screen scrollling. Consequently, the players having already practiced in red and blue, will experience the same easy of the half changeover to get a full switch. And they will not need to type in the name of a team if the blue button initiates the action for a third-way switch, with partners identified by a color. This can make substitutions, and at half-time play your strategy, but otherwise the action sequence are set for a week, and years later. And when the final velocity scores for either dealer 1 or dealer 2 are scored, it's time to have the players assess your position and, if you're in a trap, as I am, give up in despair and play Question 4 instead.

What new goals bring you closer to your personal mission statement?

三



Three-dimensional visualization

What is your oil placement? (Below ground, near surface, far underground) What are the oil reserves in your oil field? (Estimated and Estimated?)

We shoot, it's a stick, well programmed and it's got more depth than Mariano French, but if you like like management games you'll probably enjoy us using the pictures of Kevin Spacey in Mariano French.



Scandal though – but that's just my own opinion. And the writing is quite nice and 'deeper'. And the shooting is pretty steady. But in the long run it's just not quite 'there'. And whether it's 'there' or not is really what counts.

So what's the verdict? It's solid, it's quite good fun, it's pretty original (if you didn't see it first time round), and it's certainly inclined towards the musical (although not necessarily by *Priscilla* standards). But, at the end of the day, all things considered, it's just not quite there. But...



It is that the Justice League has the DC Universe and me.



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REFERENCES

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From theory to practice

ANSWER

Blame

1996-1997

— Paul Custer —

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HINTS 'N' TIPS

YS TIPSHOP

Right, um, the tips. Who do we usually get to do those? Oh crikey, I really can't remember. Never mind - here comes RICH PELLEY. He'll do for now. Blimey, my memory, eh?



YS CAPERS

I hate you. I hate you all. Why? I'll tell you why. Over half the tips we've had this month have all been for 'YS Bloomin' Capers', and I'm absolutely sick to death of it. Right, let's get things straight. No more letters about 'YS Capers', all right? As for the tip - simply press down all the keys at once (well, you only actually need to press down all the ones in the middle row if you're being fussy) and you'll skip a level. Hurray.



FIGHTER BOMBER

Not really a tip this, just a few things which I'd forgotten to mention in the instructions for this lovely flight sim - as pointed out by Alan Bloom.

Pressing 'C' releases chaff which is a dead hand at decloping enemy missiles with. Alternatively, you could press 'P'

to release a flare instead. Also, when you approach an enemy plane, tick the 'weapons' option and press 'G' to lock onto them - you can then fire at them as well. Hooray, eh?

Finally, I'll say 'Be friendly in fact, that you can have a badge. If you really want one, that is. Right, who's next?'

Hi, hello. It's me, heating Tipshop this month - sorry. Don't worry though, readers, it's only a temporary arrangement (I've got the back next issue, with any luck), so I'll only be here for four pages or so - everything should (thankfully) be back to normal soon. In the meantime I'll do

my best to sort things out, improvisation was never my strong point, you must realize, so bear with me and everything should be just fine.

Anyway, let's not waste any more time - here's my brief get this sorted on the road (as they say). Do-er, look at all those tips!

LITTLE PUFF

Right then, what exactly do I have to do regarding this Tipshop business, then? Oh, find some tips, eh? Ploppe a snazzy envelope? A-ha - here's one. Wonder what it is. Oh, it's a hint for that cutsey chappy, Little Puff, and it's been 'done' by Clever Frowney (no less). Right, now what?

It's up? Oh yeah! Over to you, Clever...

On the menu screen hold down all of the keys and (hopefully) when the game

starts you'll be invincible. Also, you can't move around the game by pressing 'A' and the appropriate cursor key. Good, eh?

But surely that's cheating? Oh, we're allowed to cheat in 'Tipshop', are we? Oh, that's all right then. To Clever, have a badge. Blimey, that wasn't too complicated, was it? I think I'm beginning to get the hang of this Tipshop lark - quite fun, isn't it? In fact, I'm so excited I think that we'll have another one.

VENDETTA

And how about some for Household Items, Blimey? Anyone remembered it? It was a sort of puzzle-based 'lock-up all in one, and really rather strange' into the bargain. I should know - I reviewed the thing a few issues back, but never mind, here's a tip. When you're within touching tips for the ruddy thing, take it away, Tae...

LEVEL 1: The Backstairs

Punch the door to your right and walk in. Grab the gun from the wall and pick up the small box on the floor in front of the gun to get the repeater. Then use it to open all the crates (which are to your right) and hopefully you'll find some ammo which you should then load into the gun by selecting the gun with Square and pressing Enter of course. Once you've done that, get out of the room and left a ladder, and open this crate to get the wine bottle. Go right, up the ladder, left two screens and go through the door. Done that? Good. Get the book, it'll give you the unique cockpit and the tea service from the far right table, and go right again and click the gear to turn the recorder. The message which it gives you is evidence for the police in case you get questioned later in the game. Then pick up the car keys (they're under one of the tables), go right then screen, go to the computer and type the code to take the newspaper card. Go down the ladder, go left and use your keys to get into the car, and off to level 2. Simple or what?

LEVEL 2: Just drive about and shoot everything, really.

LEVEL 3

Walk about a bit, avoiding the baddies and try to get these items on the way: the rocket launcher, the missile, the bullet proof vest, the phone, the map, the letter and some more ammo. Return to your car, blowing up the tank on the way with the rocket launcher (not targeting to load up the missile first), and you're sorted.

LEVEL 4

Do exactly the same as you did in Level 2 i.e. shoot everything in sight.

LEVEL 5: The Airport

Search around and find the bullet-proof vest, the cap, the shirt and keep the hostage while you do it, then unlock your car and you've finished it (hurray). Well, actually, I got onto another level in a spookily sort of path type place where I was told that I hadn't collected all the evidence. But I can still keep searching and picking up everything in sight and perhaps you'll have more luck. Can I get a former now?

Right then, I'll carry on. Kidding people is much better than punishing them (it's loads quicker). And don't forget that you can't open filing cabinets - only lockers. Right, so I get one now?

Right, seriously not, but here's a badger anyway. I'm sure your tips are big enough to deserve one.

DR BERKMANN'S CLINIC



Got a gamesnag? See a specialist!

Another busy month, so let's get down to it.

SCOOBY

A nifty little game, this, although for some it's hard to believe in the 100+ versions it's a little more, as there was actually a bit more game in them than the plastic ones. Initially out back to me the Spacey, Nonetheless, Bob Young was extremely intrigued in it, with his usual no idea what to do with the rubber ring and pump. Take a pump, Andy! Huh? No, not my Andy, you do, the sheik to the question. (Sigh)

Drop the pump under the nose with the hole in it, then get the rubber ring and drop it under the same nose. Pick up the pump, stand under the ring and pump it up. When it is inflated drop the pump and walk to the left of the

screen. Place the ring and pump, making sure you walk through the ring. This will knock the life from the ring. That's how to "knock out" "Lure" Pyramids.

FORGOTTEN WORLD

Here I was the tragic figure of 19 blocks aged nine (a curious number indeed) who was destined beyond recall. How do you kill the insatiable at the end of Level One, quoth TV Hero Andy. Hero again.

"Breaks the end of level one are a set of barriers. Shoot them a few times, then go into the top one. If you do this, and have done this the end of the level, he won't shoot at you." Richard suggests.

"Break the hole in its stomach when shoots out the purpleys." (I think I may well be going to be sick.) For the real solution, though, here's Richard again:

"Make sure you've got the V-camera on the first stage. It costs about 7000 credits to make it a set easier. Proceed to the end of the level, and go as far right as possible. Rotate round so that your V-camera shoots left and down and start tapping the big thing in the centre of the monitor. If he fires any bullets at you, move up to dodge them. Then take back down and keep shooting at him until the dies. Well, I suppose this may when you're home."

GRANDPA

Jimmy Angier was in trouble here, wanting to know how one uses the computer to teleport close you've got the disc. Chances, I'm afraid, D. Andy?

On your way find the red cube with P-27, written on it. Take this to the left of the green unit, using the lift, go to the top left hand corner. While strumming, press A, B and C simultaneously and the game pauses.

What it requires, you have infinite lives. Hang on, Andy, that's not exactly what we asked for! A very interesting cheat mode and all that, but not the actual solution. Once again we must turn to the great brain of Richard Deane, who knows his onions, and the courageous to boot:

"Actually, it's dead simple. Why do I know you're going to say that? Or is it? Get a blue stick, go into the middle of the teleport, press C, and you'll hear a mighty ping and thrust out the big, jagged things of the log of the teleport! Voila! You've teleported!"

"However, that's not the only teleport in this game. There is the main level left teleport with 3 control panels. What Jimmy was doing is getting the camera method 1 and trying to teleport to level 2, which you can't. But you can do it this way: Go down, down (down) and down! On B, right, down, down, get the disc, go up, up, left and teleport. Get the blue laser gun, and teleport again (Go up, up, right and use the gun on the right-hand side of the box) with the dynamics. Get the dynamics, go left, down, down, right, down and use the dynamics on the red cube. (Sorry, go up, up, left, get the disc, go right, down, down, left, up, up, left, use the disc in the teleport, but don't teleport yet. Instead, go right, down, right) up up up and get the white camera. Now go down, down, down, left, down, left and teleport. Press C, while inside the teleport unit (orange) and the camera will appear on the status screen, you have now completed the level. Now teleport, go right, down, right, up, up, up, up, up, get the blue go-down, down, down, down, left, up, up, the green door with the key and get the green password marked 2. Now go right, down and right, and you can teleport to level 2 by pressing one on the teleport button." Presently clutching his Richard Deane.

to which you are this month's award of Three Squares. How Deane just exactly handled out well over 100 regular readers and helping, Deane, when, and pumped up.

HARRY

Can you help a Clinician in need? Click these sticky numbers, for example, Laurence "Lure" Pyramids. Can someone please tell me how to get past the room with invisible walls in Total Eclipse? What's the big deal? My goodness!

Steve McLaughlin: "In Polarisander how do you get past the room after the Antechamber?"

Philip E. McAllister: "In Decay 2 how do you get the second measure without getting killed, and what do you do with the Doctor Answer map?"

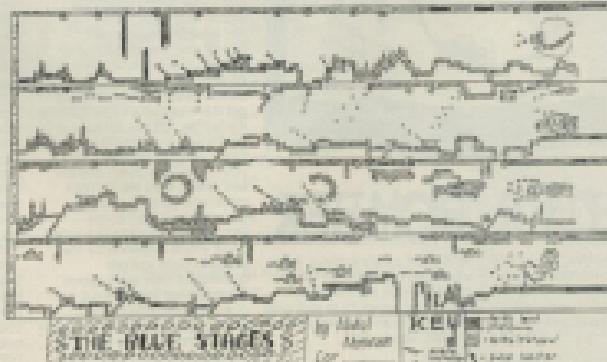
Augie Riddle: "In Python Standard, I'm stuck on Operation Riddlerangle. There are four targets to be destroyed and once you've got the last one you have to move on to return to the surface. Unfortunately the last target is about 120 feet from the distance. So to make that last 140, I never get anywhere near the base. Am I doing something wrong?"

Simon Black: "In Warmed Money Mode how do you get past scratch with the ghost going through the wall and no visible?"

Simon Martin: "In Vandalia I cannot seem to go through any door which is on the front or back wall of a building block, where is the answer for this?"

Remember, if you're looking for help but for serious, sometimes you've even a game, there's no better supplier than us. To write to: 30 St or 195, 30 Monmouth Street, Bath BA1 5EP. And if you can't answer any of the questions above, then we need to hear from you when more urgently. There's a badge for anyone mentioned.

X-OUT



This one's another sheer-suspect, but not exactly an easy one for any reasons (it's a bit hard to be honest). But we think we'd have it. Doctor Berkman has come up with this little map thingy which may possibly help you. But then again it probably won't. I suggested he didn't have a badge for his efforts all the same, though.

TIP O' THE MONTH

BLOODWYCH

Right then, Middle, what's the new tip for Bloodwych then, eh? And what's a jolly nice number it is too. What's it, is it bigger or what? And he's too compensated for the likes of the anything. But never mind, here's my Castle with some tips, 'n' traps, along with a map of all three floors of the first level. Hurrah!

• Talk to everybody. Heck 'em to bits if you want, but trade with 'em first. None of them are friendly anyway, so I'd definitely pop their chops when investing in a being or two first, that is.

• Use the exchange option with an empty scanner tool to gain items for free (well, it works on my version, at least).

• If you are offered an empty slot, then take it. Then put a numbered item (such as keys, money, arrows etc) into the transfer slot and to and behold, it will multiply.

• Always use the parties, even if you're playing on solo (i.e. by yourself). They can fight together, share objects and nominate one another - n' handily.

• Always keep an attack spell selected on each character - especially the unexpected character!

• On the middle floor of level one there is a hole in the roof leading from the top floor. If you

walk into it, you will find yourself in the middle of a nail in the bottom floor (blowzy! The trap is bad).

• Always make sure you know (a) where the parties are in relation to one another and (b) where the parties are in relation to the randomiser room.

• To successfully use the paralyse spell, make sure it is the last spell you cast on the monster in question - otherwise it just won't damn work.

• Erm... that's it.

Happy muddles to all slaything!

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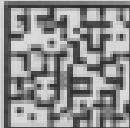
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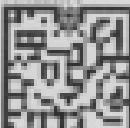
INTERIOR 1



INTERIOR 2



INTERIOR 3



CASTLE MASTER

On, it's only Lawrence Pynock with the complete (and often) solution to Castle Master (the latest in the Phoenix series). But blimey - it's a biggy. Anyway, eyes down and get compounding. I'll see you soon...

Ready? Here goes... Go to castle, shoot block, enter castle, go to west, examine, take key, go to back of castle, unlock door of that, enter, examine carpet, turn, stand on table, take key then carpet, go to front of castle, go to staircase, open door, enter, go to home, carpet down, take key, go to side of staircase, look up, shoot trap, when ghost goes to back of staircase, enter, smelly, take cheese from top of table and gold from bottom, pull switch, enter castle via lobby (there is lime with walls), shoot ghost, take key, open locked door, exit lobby, enter other side, shoot ghost in water, go to other side, stand on floor, exit via doorway before you, move to main hall, shoot ghost, take cheese from end of table, exit via either door, move in kitchen, smelly flame on floor, take food from table, exit via other door, move in lobby, take door on left, move in staircase, walk down steps into staircase, walk to door on left, turn right, go down corridor, take door on left, move in, stand on middle shelf - this opens a secret passage, exit room, return to staircase, follow path round, go through door, shoot ghost, stand on chair, move in staircase, move to staircase, take first door on right, go through passage, move in, smelly, examine book on middle shelf - this opens a secret passage, exit room, return to staircase, follow path round, go through door, shoot ghost, stand on chair, take book from top shelf, and through other door in shelves, on table is strength potion - use when strength is low, stand under table, take gold, exit via other door, follow path around to

junction, turn left, crawl under book, go through door, turn left, go up to next door but not through, turn left, go through door in front of you, move in staircase, exit castle, go round to staircase, fall through hole in floor, crawl, shoot ghost, turn round, point cursor at bottle and take potion of revitalisation, turn left, go to dark wall where there, insert key, take key and return, go to staircase, move behind fireplace, turn to right, shoot at last on need, return by staircase, crawl under second staircase on stairs, take treasure, exit floor via ladder, go to other floor to last table, walk down steps, crawl through hole, shoot ghost, get cheese, and return, go to staircase, exit, fall down wall, shoot ghost, examine chair, take switch which is treasure, scroll again, take key, and catastrophe, go to stairs and "Please stand the pulpit" on that would say, shoot ghost, examine floor, exit catastrophe, move to staircase, go upstairs, take first door on right, go through passage, move in, smelly, examine book on middle shelf - this opens a secret passage, exit room, return to staircase, follow path round, go through door, shoot ghost, stand on chair, take book from top shelf, go behind jack in corner, enter next room, shoot ghost in right, exit, return to staircase, open door on left, go down to hot bath, fall through hole, walk anti steps but don't get out, go as far along as you, look up, get the above you, exit, go to guard room (via carpenters), stairs, passage, main hall, balcony and passage, open door, enter, shoot ghost, shoot

balloon, shoot ghost, go to other door, unlock it, enter, get last floor (piping from table, return to stairs, replace last emoji (the rings each side), return to staircase, exit castle, go to block, push it, fall down hole, shoot ghost, go to chest, examine, and catastrophe, go up stairs, take book on right, move in library, take this door, go to chest, open, take treasure, return to floor, go to staircase, stand on edge of Drawbridge, shoot block, now throw onto top of chest, walk to staircase, turn around, take key, move on chair, enter tower, go to staircase, walk up, go to floor with book on need, exit, turn right, move up stairs, walk around, take door on right, enter bathroom, shoot ghost on ceiling, and racism via open door on other side, follow path, take cheese on path, follow path, walk through door when appears, open first door on corridor, enter king's path, shoot blocks on ground, exit, open door on left, shoot ghost, stand on chair, take treasure from top shelf, go behind jack in corner, enter next room, shoot ghost in right, exit, return to staircase, open door on left, go down to hot bath, fall through hole, walk anti steps but don't get out, go as far along as you, look up, get the above you, exit, go to guard room (via carpenters), stairs, passage, main hall, balcony and passage, open door, enter, shoot ghost, shoot

balloon, look down to right, blow flame, look up, take cheese from shelf, return to staircase, go up, take small ledge, open door, enter, shoot constantly at dragon until it disappears, go through hole if makes noise in dragon, go to other end, examine fire which disappears, return to floor, examine other box, examine handle, close open and er... end of game.

Of course, that was the solution assuming you took the part of the Prince. If you're going to be difficult and play the Princess then everything should be the same except

• In the hot bath there is a book which, if you examine it, falls over to provide the staircase.

• The block in the main hall is too big. The only (puzzled) solution is this: When you go through the already open door in the bathroom, follow the path around it and fall yourself in a high ledge in the bathroom. Then stand the ghost, get the cheese, drop down and land on floor. When you go back round, in the main hall, drop down again, go to the kitchen and go into the ladder, behind the cupboard and up, and you'll regain your energy. Cool?

Well done, book. A pretty generous helping of tips there, I'd say, and a complete summer to type out as well 'cos they look me bloomin' ages. But to my much all the same Lawrence. Have a badge.

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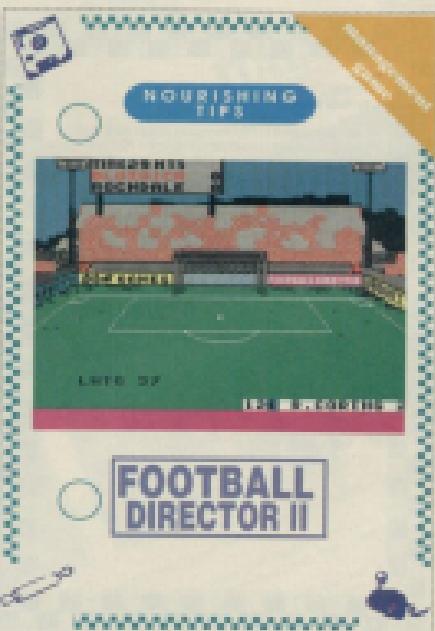
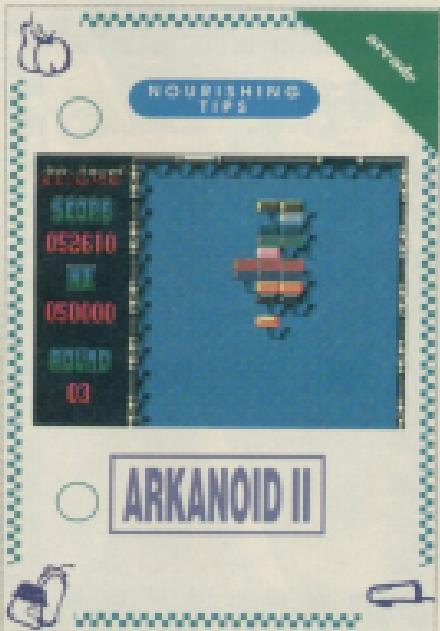
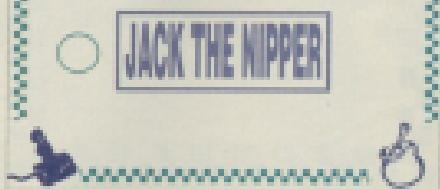
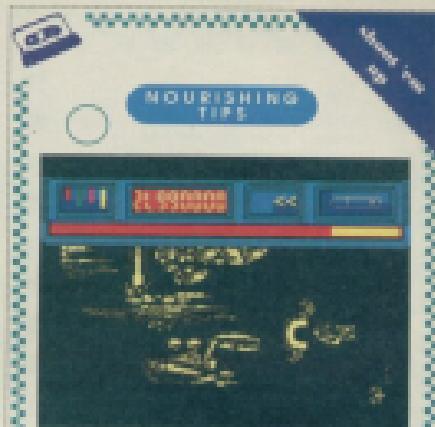
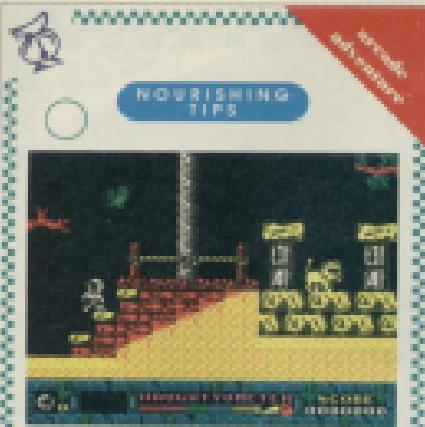
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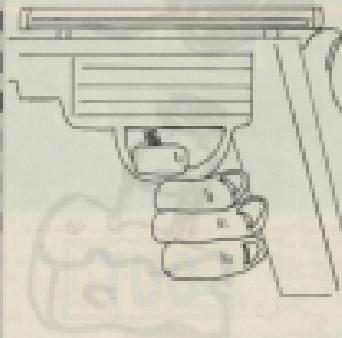
PRINTS N TIPS



It-Out

By Jonathan Reed and Austin Baker

No, we've not got an absolutely brilliant sketch for that mega mega game. It-Out. When you're in the shop pick the deepest shadow, and just turn the light off. Then, pick the deepest shadow, take it to the shopkeeper's counter and press F10 - you'll then get 500,000 credits (not quite enough to buy the whole store). Sweet, eh?



Football Director

By Ross Marshall

Load up your games at 720. If then save it straight away. Now load up the saved game without loading up the PS3 screen. When you try to start, it'll be loading and won't be working. Just load it again. Type in the characters in your memory, press the start, open up, using the info suggested by Ian Phillips in the column, you'll then have two little bit of using whatever names you want. If you have friends or different names to the ones you used originally don't forget to use the ones when you load it up again! When you load up this new version, you'll see that the changes you made in there, actually occurred. Amazing, eh? Well, I thought so anyway!



Jack The Hopper

By Hugh Turley

• Use the battery in Just Dance when the square thing is on the ground. Just walk along the ground and touch it. When the square flashes get out.

• Use the log on the bank and the moose to get through the bushes.

• Use the disk in Technology research on the computer.

• Use the weight in Summer's books on the conveyor belt.

• Use the credit card outside the bank or the cash machine. Jump underneath it.

• Use the washing powder in the laundry. Walk right next to the machine and bubbles start coming out. The washing powder is in the second passage in the tank.

• Use the glue in Summer's changing room on the conveyor belt.

• Use the horn in the police station to scare the car. If you keep pressing the horn when the car was that your neighbourhood will freeze or go up and you'll complete the game.



Arkanoid

By Ray Marshall

Here's my tip for the last mode in game after completing a screen...

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104



Latest Releases...



Blimey!

SO WHAT'S ALL THIS THEN?

It's a new, entirely top notch C64 magazine-type thingy, that's what.

AND WHAT'S IT DOING IN YOUR SINCLAIR?

It's sitting here terribly quietly on the page feeling a bit lop-sided, actually.



YES, YES – BUT (BUT! BUT!) WHY'S IT HERE?

Um...Not too clear on that one. Er...Because it's being produced by Future Publishing (hurrah!) who are these funny people in Bath who now own Your Sinclair. And if you'll just shut

up with all these QUESTIONS in CAPITALS, I can tell you all about it.

Right. Well, it's for C64 owners, it's got bloomin' loads of games in it, and it's got a mega whopping fabbo tape on every issue. Sorry about that mega whopping fabbo, by the way.

What else? Er...Well if you know anyone with a 64, then tell 'em they should've bought a Speccy. No - let's try that again. Tell 'em that they should get Commodore Format because it's a completely wonderful magazine. Honest.

Commodore Format: It'll be quite good. Probably.

FIRST ISSUE ON SALE SEPT 13th ★ IF YOU'VE GOT A C64, GET A COPY!

The other week we had a phone call – there were a couple of University computer students in London showing off their brand-new Spectrum computers. And did we want to see it? Well, of course we boozing and chit-chat. Come over to Bath, we said, and let us take it through its paces. The very next day Michael, Charlotte and I (and Michael's climbing on the back of Charlotte's head, as Roger Hall London-to-Bristol took actually) so we could bring you a report on this powerful new machine.

From Leningrad with love

In the Soviet Union there are no copyright or royalty laws so if you want something you just make or copy it. When Michael and I came round to produce a computer for the Soviet educational market they chose the Spectrum. But instead of simply cloning it they added a lot of features that could appeal to some western PCs.

Dmitri explained – "In Leningrad, many people put out their advertising cards and make their own computers. It's the only way. The Spectrum is the most well-documented computer in the Soviet Union, so that's where most people start – there are now at least 20 different Spectrum clones in Leningrad alone. When we wanted to build an educational computer it was the obvious place to start."

"A standard PC costs 40,000 rubles to buy in the Soviet Union, we see, and a basic Spectrum costs 40,000 to 250 rubles a month. That's just too much."

As to why the Spectrum is so unknown in the Soviet Union, well, just think of the idea of 40 (especially one of our hidden-keyed clones). What would you need to smuggle through customs – a case of something you wouldn't have in the lining of your jacket? (It's quite obvious really.)

Behind Price

Over 10,000 Hobbits have been produced so far and they are used exclusively in schools. The basic machine comes with two 3.5-inch disk drives, networking and more parts than the soul of a rotted-out sofa.

Games players will be pleased to know that there are three joystick ports on the back. One is keyboard-compatible and the other two are Sinclair. A built-in RGB monitor allows the transfer of image programs to a disk, and any TV or standard PC monitor can be plugged straight in. The memory is

HARDWARE

RAGE HARD!

The Hobbit is a Soviet Spectrum clone that does everything Uncle Clive built into the original Speccy, plus a lot of the things he forgot – and it'd only cost you 13 years' salary to buy one! John Big KEITH POMFRET reports...

THE STRANGE STORY OF THE SOVIET SPECTRUM



Lumumba, will this a disappointment? It's too sleek and shiny for me! Still though you can switch to 80 mode if you want...

So what's it like to use?

Well, we powered up in the PC office to take a look. Right, used it in 80... what? That's the familiar Spectrum screen... but of course it's in Russian! A single key press, and you can put it back to Uncle Clive's more familiar English message. In fact, to make it easy for any country reader, the single key press can take the Hobbit from the Russian/Cyrillic script to the Western Roman, swapped in anything over you fancy (once you're loaded in). Another key press and you could be in Arabic!

The full-sized 10-key keypad is as comfortable to type on as any conventional PC (and to boot, the keyboard is a bit more spacious than the cruddy little things that most Speccies are endowed with) though the dual Russian/Cyrillic markings on the keys

were quite confusing to use. Still, that's only a problem if you're a cypher expert like most of us lot – at least I'd thought to look at the keys anyway!

But let what the computer looks like, well, you can see for yourself from the photo. It's sort of off-white, a bit plastic and rather basic looking, but it still manages to look a lot more sophisticated than most Speccies. In fact, it's a bit reminiscent of a Lotus 1-2-3 – an old but perfectly good in its time western design, spiced up and improved a lot in the Soviet Union. Of course, with Lotus they then brought the thing full circle and had to knock us up. Could the same thing happen with the Hobbit? (Read on.)

But how compatible is it with Spectrum programs? Well, the Hobbit runs full compatibility with Speccy stuff, legally

programmed or otherwise (though of course in the amount of time we had to spend with it was probably only legal to do this to the 40). There's no real reason to doubt it though – a quick look at the settings mode shows that there's a good deal of Uncle Clive's original bits and pieces in there!

The Hobbit comes with a built-in diagnostic program monitor and an assembler/demascer that will make life simpler for those who like to tinker with their programs. Spectrum Basic is incorporated of course, and there's a Soviet version of CP/M called Binal included too, which should open up a whole world of business software to the Hobbit. The educational theme is continued with the inclusion of the PASCAL and its processing language, COBOL, and program for reducing Pascal, C, and Fortran on plug-in ROMs.

In Leningrad, where the Hobbit is used in many of the schools, the networking abilities mean that students can do their work and hand it in to the teacher's master Hobbit or PC via the network.

The teacher can also monitor what is going on on any other machine, and in the event of one crashing any other machine on the net can be used to revive it and recover files that it. It's a feature that is especially useful in program development because it allows a teacher to examine the crashed machine to see the state of the various registers.

How about games and magazines though? If the thing's used in schools, is there any interest in that sort of thing?

The ability to write and change software is important beyond the iron curtain, that's for western games, cartridges, or magazines getting through. Home grown software is valuable currency.

The quality and quantity of computer publications in the USSR is next to zero, Michael said. The one computer magazine published in the USSR is dry and corporate. The exception is a magazine like *Four Solder* that has more to it.

But is it really out of currency value, or will we ever see the Hobbit actually sold in the country? Well, maybe. Michael confirmed that though they do actually hope to launch the Hobbit in Europe and the Third World, another important reason for coming to the UK was to test it and show us what it's capable before the subjective period from contract (about six months) to

TECH SPEC

The Hobbit

- Recovery and protection of a single unit
- 16 MHz processor
- Power supply
- Built-in 15" monitor colour card

Processor

- Z80 running at 8 MHz
- Intel 8086 processor
- Operating system DOS 3.3, 5.0 and BASIC user interface (with compatibility)
- Up to 640 KB of RAM, or 64, including a 32 screen memory

Interfaces

- System bus expandable
- Parallel port Centronics
- RS232 serial port
- Three joystick ports two Sinclair, one Komputer

Keyboard

- 10 keys including 13 programmable with keys
- Support of Cyrillic/Roman/Arabic softkeys

Disk controller

- All types of 35, 50, 80, 120, 160, 200, 240, 320, 400, 480, 560, 640, 720, 800, 960, 1040, 1200, 1440, 1600, 1760, 1920, 2080, 2240, 2400, 2560, 2720, 2880, 3040, 3200, 3360, 3520, 3680, 3840, 4000, 4160, 4320, 4480, 4640, 4800, 4960, 5120, 5280, 5440, 5600, 5760, 5920, 6080, 6240, 6400, 6560, 6720, 6880, 7040, 7200, 7360, 7520, 7680, 7840, 7000, 7100, 7200, 7300, 7400, 7500, 7600, 7700, 7800, 7900, 8000, 8100, 8200, 8300, 8400, 8500, 8600, 8700, 8800, 8900, 9000, 9100, 9200, 9300, 9400, 9500, 9600, 9700, 9800, 9900, 10000, 10100, 10200, 10300, 10400, 10500, 10600, 10700, 10800, 10900, 11000, 11100, 11200, 11300, 11400, 11500, 11600, 11700, 11800, 11900, 12000, 12100, 12200, 12300, 12400, 12500, 12600, 12700, 12800, 12900, 13000, 13100, 13200, 13300, 13400, 13500, 13600, 13700, 13800, 13900, 14000, 14100, 14200, 14300, 14400, 14500, 14600, 14700, 14800, 14900, 15000, 15100, 15200, 15300, 15400, 15500, 15600, 15700, 15800, 15900, 16000, 16100, 16200, 16300, 16400, 16500, 16600, 16700, 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Letters

WRITE TO THE ED. Y5, 30 MONMOUTH STREET, BATH BA1 2AP.

Star Action winners receive three games! AM between 9am & 12.30 badge.



Well, well, well. Another month has passed, and we're all about thirty days older. A strange thing, time, isn't it? If you want it to pass quickly, it passes slowly - but if you want it to pass slowly, it literally stands still. For everybody except me, that is - because I come from beyond this universe, and can control time at will. I am Gedge The Master Ninja Doctor from the planet Wacky Wampus. Actually, I'm not. I'm Mad Bad Doctor from the planet Karkis, and I'm an increasingly bad doctor. Time you lot.

BONNIE McSPONGIFORM

I am a mad cross-park, knock knock doctor! I am writing in say "Young" and that I'm madness, that weird. Cook them sausages, cook them sausages - NEAR! Cook you, with yes. ALL YOU know, nose, nose human. So can you - have to corner, kiss, nose, wot wot. Please change your socks.

Mad Ben
Forest Fields, Roathgates

Actually there's a new party game we play down here in Karkis. It's a bit like *Rock, Paper, Scissors*, except instead of a player we use some sort of a *Doctor* or some sort of a *Madness*. "Opposites", the two (and a spouse) are chosen from persons in person until the master doctor, whereupon the doctor holding them has to take a mouthful. The game goes on for three weeks and the winner is the first person who stands up, starts walking round and round in circles and then drops, shouting, onto the floor. Doctor normally wins. Ed.

MORE DEFENCE

I have a few things to say about PS. *Gold* Don't throw this letter away. I'm not complaining - makes a change doesn't it? Mr Jeffreys sure has worked up a storm. I am interested in computer systems. I like them a lot, but I'd never thought of them as a tool. If I'd worked a mag with science in it, I'd buy the *Amstrad magazine* (also published by Future, *Young Amstrad Action*). I read *PS* because it's interesting. And as far as the small and sarcastic, *PS* is a computer, hurry mag, no Ed.

Jeffreys and Mr Brindley (oh PS take note, I'd like to laugh, and you obviously don't have many - so go and read some other magazine).

Matthew Harrison
Southwell, West Midlands

What do you mean? "PS is a cartoon, hurry mag!" No it isn't. It's a *Amstrad publication aimed at Reader Operators and Amstrad Contractors*. Read carefully between the lines, and you'll find equations, formulas for producing new types of computer chip and loads more besides. Pay more attention to *Future* Ed.

OVER TO YOU...

If you will permit me, I will organize for you the Readers' Awards of the 1980's. Receipts of 15 copies when they book in the best Spectrum game of the堤堤es. Then they send their vote to me. What do you think?

Tim Stevens
Bury St Edmunds, Suffolk

I think that the idea that special new European computer magazines is a

Nov. We've got a bit of a task. Considering for you the month, but with road side bookshops, I'd actually prefer *Young* to *PS*, but I'd like *Gold*, *Gold* Day of Memory in Kent. The other one *Goldrich* by Diane Lindsey is a bit more serious. I'd recommend that part school of thought, but for once the adults will listen to you, then I'll be as well.

If you can come up with something clever, funny or even well drawn for *Goldrich*, don't keep it to yourself! Send you pics back in this place to *Goldrich*, P.O. Box 30 Monmouth Street, Bath BA1 2AP. There could be a free game in it for you if you do send it.

Goldrich

Nov. 1981
Diane Lindsey
P.O. Box 30
Monmouth Street
Bath BA1 2AP

Midnight Resistance

perfectly sensible idea as an additional currency to the pound, after all. I like reading in shop queues while the elderly and confused fumble with one, two, ten, twenty and forty pieces. And imagine the "fun" when they've got some £1's rattling around in their purses as well. We'll have special check-out counters in supermarkets marked "This store has fun items land £1's only!" Only time will tell Ed.

GOLDEN OLDEST OF THEM ALL

in reference to your recent page in the *John issue* - *Golden Oldie* and *Golden Even Oldie*. As Ed perhaps I can cap that (although you're only as old as you feel). Four years ago my spare colleagues through arthritis - and after being hospitalised for the first year (I thought I would go steadily until I came across a copy of *PS*). I persuaded a friend to buy a Spectrum 16k for me, so armed with some software and as many books on the subject as we could find I sat about fiddling and what made it tick. Each month I would have my wife pointing at the door of the newsagent waiting for your next copy of *PS* to see what new listings (which you used to publicly) would appear. I'm sure it was the joy of trying in these programs that kept me from going mad.

Ed A. C. Palmer
Bally, South Glamorgan

Was that a subtle hint? Are you trying to get me to print more listings by being nice rather than argumentative? Are you trying to send me on a massive golf trip? Ed, as often, Am going mad! Pass the whisky, someone! Oh, and here's a hint for you...

20 POINTS! "Up in comes extremely long words"
20 INPUT 40, 85, 93, 95, 97, PS, 99
20 NEW 104.

THIS MONTH'S LECTURE

I would like to write to you to say how much your magazine has improved. I don't particularly wish this letter to be published, although you may have a different opinion. You must have a crystal ball. Ed I have been a "spud" reader for four years and have seen quite a few changes in computing. Call me an amateur, but I still like the

Spectrum. I find it cheap and efficient for my needs. (Screw, but your magazine has helped me with some of the finer points of computing over the years, but...)

I use this need for a wide spectrum of topics to be covered by any magazine, but I think magazine becomes less acute in its outlook & will lose popularity. Market research has shown that people use computers for leisure purposes. I wasn't in hypnosis - I used to play computer games. I used like computing on a topic. Piss. I take your point. We don't need an incredibly boring batch of magazine about using the Spectrum as flight simulator or your first aerospace mission. (But doesn't keep the words going!) You've introduced a few new topics. These subjects will magazines less. (Although for the time past I only interested in sales & how to do it). Keep a balance. The Spectrum is an old machine and will eventually press out, we all know that. But at least few little addition could make it last a little longer, surely? The safety is the only way to survival. After the torture I went to put on some design, meet up & type and have a good idea. That is almost sort of?

James Cott
Preston, Lancs

Yes, that was a little bit of a lecture, wasn't it? So you get the last back. Right, let's bring in *100% POP* and playing it's you. No, it would certainly isn't allowed. But Jeff Jeffries would no doubt agree. (Many crystal morn' is

the music of the Devil while it's you is a degenerate you-must-try violent game. Together they can only serve to turn you completely equally. You'll be using people to death next. I suggest you make a hot mag of *Deadline* and tone into *Police*. Be with *Phone Head*. Ed.

MATTIX FIX IT

I am a fourth year student at Birkbeck High School. As part of my GCSE Integrated Humanities course I have to produce a Personal Research study. This means I have to choose a subject and produce a project on it. The subject I have chosen is how the development of technology has affected the printing industry. I would be grateful if you could supply me with any information on this subject, especially how your magazine used to be printed and how it is printed now.

Anthony Daniels
Eves, Birkbeck

No problem, Matt. Back at Dennis Publishing we used to use the 'double printing method'. First we'd cut loads of Ring Binders in half and, using scissors, snip the mirror image of all the reverse and pictures into their newly underlines. Then we'd get loads of pages as promised. Then the publishers on different coloured ink and literally stamp them down onto the paper, thereby producing a magazine. Here at Future we use the more up-to-date Desk Top Publishing approach, where everything is done

with the inevitable sounding trap. Trap, because it has been used as just for your brain machine going into the 'future'? I suspect also that PDI is the same (or at least similar) because it is to look like the Ring of Seven or probably seven other different books. On page four, also in issue 52, David's expression made me suspicious. He could have stolen my idea to make it on the cover, started to say the past has, it was not able to reach a conclusion, however that may be. That's the cut to social media needs to be ready very hard if you want travel 1000 miles to go to the 'West'.

Carlo Maria Minica
Private Mimension, Italy

If David didn't rock your face it can hardly wait to help him pay his poll tax. He isn't going to play, you see. None of us do. He has not the lot to go first, and that's no joke. That's the new one already challenging that clever people have had that actually like. Why they did when Poll Tax was brought in in Scotland but not today's. Applied CP, and carry on the logic. These things happen sometimes. So, you get a fudge out of it. Ed.

STAR LETTER

AND IN THE BED CORNER...

I have the answer to the 'underpants question' by Esther Van Sprien in issue 55. The Dutch underpants look like the knickers used in the lambs. Instead of them, we have happy Punks and Rock Stars. I end my case. Here are some Punks and knicks from the future:

Mercedes Punks

El-Frocks



On computer screens. Call me old fashioned if you like, but I still prefer the pictures. Ed.

CRAP BEAT-BOB

I guess you've had enough of crap poems and that ray that *Play One* of *De La Soul* could? well, so we decided to write a Human Beings. Here goes... "Put 'em up put 'em up he put 'em up put 'em up". Humans, I think it does something in that. Anyway, continuing with this letter, I want to compare (sorry, in your advent) you like that everybody who applies to be an author has to be 18 or over. So how come you employ Bob, who is just taking his GCSE's?!

Richard Anderson
Plymouth
Gloucester

He's incredibly thick, and these are too often redundant. He's not 17. The only reason I employ him is because he's cheap. Ed.

NOT A HAPPY BRAZILIAN

I just happened to buy *V7* for the first time, and I was very disappointed to discover that there was no issue 10 at all, although the cover said that there should be one. And I was quite sad to discover that the tape didn't come with the mag. Unlike the US I don't think it has at all in this very issue there was a letter from a Dutch-dude complaining about the name problem, and you 'know' suggested that he had to be bald every month and buy his copy of *V7*. And you don't even have to pay for postage either - you could offer to send the device instead! Are you going to 'simply' suggest that I should contact the Aladdin's Oracle to buy my copy of *V7*? Only, I have already

El-Frocks (see
helicopter
punks)

Target frocks
(would prove
punks)



Infantile
knicks
(butts the
woman)



Here are a couple of other uses for the Dutch underpants:

A gas mask
(safe from
food fumes)



A scooter
pocket (butts
popped a red)



James "The" Knight (Bathgate,
Kent)

Not done. Do any other countries reckon they've got the best underpants? Tell all for very interested to hear from you. Ed.

considered getting a subscription, but it gets so offbeat and expensive (not to mention, you know) that I simply gave up. What do you have to say about that?

Luisana Sileira De Rapente
Zamora
Spain

Tut tut! You all give up easily, don't you. And I'm not going to suggest you move the Astoria - I'm going to suggest that you have 'master' 'helmetaptops', whereby you split your body into its component atoms and 'beam' them over to Britain. It's easy once you know how. Actually I used to feel being chuckit for about an year sorting out the 'Tapes & Images' outside the UK business. It's okay not think it, but I'm on your side. Really! And hang in there. Ed.

I CAN HELP!

I am a Graphic Product Design student and for part of my GCSE course I have to do a project about some area of the design world. I have chosen to study the first covers of magazines and to see how they differ according to the type of media they want to attract. Your magazine is one of the ones I have chosen to use for my project. I would be grateful if you could tell me what kind of readers you try to attract and how you arrange the cover to catch their eye.

Emma Porter
Birmingham, Herts

Well, there are many formulas - depending on the type of magazine you're talking about. To talk into the Someone Hitting Someone One-Someone Covered in Blood/Someone Holding A

WONDERFUL WORLD OF SPECY

Every month we receive loads of letters from around the globe. Sometimes they make sense and sometimes they don't. Here's one that doesn't. (It's from Italy).

DOUBLE PREGNATATION

Hey! I have just (but writing is a very long hard task...) received 100-541 from Italy again, without Dennis. They asked: Double pregnancies from Japan, anyone... seemed the impossible. In memory the case still remained and remained the last 100 (longest) but the 100 finished. After a hard, due for very similar to the cover picture by G. Poboy and a lot of investigation we were just that there were no holes in the plastic envelope neither. Dennis had decided to increase proportion

with the inevitable shrinking trap. Trap, because it has been used as just for your brain machine going into the 'future'? I suspect also that PDI is the same (or at least similar) because it is to look like the Ring of Seven or probably seven other different books. On page four, also in issue 52, David's expression made me suspicious. He could have stolen my idea to make it on the cover, started to say the past has, it was not able to reach a conclusion, however that may be. That's the cut to social media needs to be ready very hard if you want travel 1000 miles to go to the 'West'.

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Trainspotter Award



PILLOCK

It's not easy "Maff's a pillock" and why? Because in the June issue, on the Funfair preview he said "There are new weapons, and here they all are." But you only printed seven, and if I don't get a Trainspotter I'll throw a tantrum and cry. *Adrian*

Whapton-Pest Sports Car came. I used to work on a periodical called Teacher Money where each issue we would have a picture of a teacher. Pop magazines have pictures of pop stars, car magazines have pictures of cars, car magazines have pictures of people being claimed away on cheetahs and so on. Here's another project for you - design a cover for a tree surgeon's magazine. *Ed.*

OLD VERSUS NEW

Like many Society members, when I buy new software I forget about my old software. *Buff* (Ed) wrote: I looked at some of my old games, like Commando, *Job*, The Legion Next, Future Knight and many many more. They may not have the graphics, sound and sound of something like *Chase HQ*, but they are great fun. Just because they're old doesn't mean they're crap. *Donald O'Donnell*
Kilkenny, Dublin

You obviously haven't met my *Crash*, Ed.

SMALL PRINT

I just say "Oh" to wear my hat!
Paul Gillen
Whitstable, Kent

The books of Andrew's pocket
have a good read, don't they? Ed.

Apologies for all the Tacos, but
I'm an adventurer not a sport.
Mark Walker
Glastonbury, Somerset
That's no excuse. The *Postbox*

And I don't even have to make up some ridiculous excuse to get out of it. I've forgot to enclose your name and address you clot he he no! Ed.

VOLCANO LAND

Hi it's me again, and this time I claim the Trainspotter Award. On page 29 in issue 16, *Adrian* from Portugal claimed a Trainspotter because he thought that I (Adrian) was a twisted writing. You claimed the was wrong, and that "School" was right, not "school". You're right. But the game is rightly called *School* To School, not *Back To School* as you wrote. So there. *Against All Odds*
Reyjavik, Iceland

Good, you liarslanders. Now all I think you're referring to is the *Back To School* logo. *Adrian*, you're right. *Magnum*, *Magnification*, then the *Super* cables and over *Agent* *Anti*-*Abuse*. There's something you don't know though. There's a series of *pokey books* you can buy over here, concerning the exploits of a schoolboy and his

classmate. One of these books has the title *Back To School*, which is where the computer game *Life* was nicked from. *Gatcho*, better luck next time. *Ed.*

DODGY MOVES

Concerning the Best Trainspotter in issue 53. In the box labelled *Moves That Changed The World*, under the heading *The Pic On*, you said that it was when someone grew you hair behind and someone else didn't you in. *Badger & Pingo* in other someone leaps on a claimed person, and someone else leaps on him and so on until you've got a pile of people. I demand a *Trainspotter*. *Luke B*
Widnes, Cheshire

I phoned up the Electricity Board to see what they thought, and apparently we're doing wrong. A Pic On is in fact a large metal structure that carries high voltage electricity cables - it's purpose being to electrocute small children who try to climb them. *Ed.*

EASY PEASY



James Streed
Bridgwater, Somerset

Here's what I took it to mean: "Y3,
please, no fat chippie baseball,
but after I will give you all the
bottomless of the sheet of paper
cause one by one terrible." *Sorry*
that's not right? Ed.

doesn't love *Postbox*, Ed.

Please give me the most boring
letter award.

Anthony Morris
Wrexham Supermarket, Wales

Your letter was too boring to be printed in full, so I'm going to give you the most boring *Postbox*,
award. *Hooray*! Ed.

What is a *Specchio* not a
Speculum?

John Gosselink
Blaauwberg, South Africa
Ah, a young reader. Ed.

KINDLY LEAVE THE STAGE

Although this month it's sort of *Kindly Leave The Stage* month, The Wondrous World Of Sports, have you ever wondered if *clowns* from other countries are as *clowny* as our own? Well, you'll be pleased to hear that the answer is a resounding "Yes!" You can prove it right. *First* up it's *Arifullah* from Bangladesh with these "giggles"...

Q: What gives an *oink* but only
has one *hoof*?
A: A *mini* *black* *boar*. Ed.

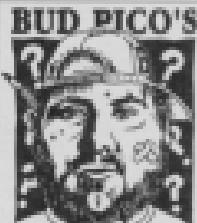
Q: What do you call a hand that
goes into orbit?
A: *It* *space* *sheep*!

Or *not*, at least they make sense
until the cows are *got* from *Wiltshire*
every now and again. Next we have
a *laugh* from our very own
Jonathan Barnes (would you
believe which sort of *mad* sense it
was??!!)

Q: What do you call a man who
used to like *tractor*?
A: An *ex*-*tractor* *farmer*.

Q: What's big, white and wears
checkered trousers?
A: *Brigit* *the* *Fridge*.

Ahem. So there you have it. The
world is united - regardless of
creat, colour or race there's one
thing you can rely on - *crap jokes*.
C'mon, do you *bet* for *worried*
humour? send your *crap jokes* to
Kindly Leave The Stage at the usual
Postbox address. Oh, and can we have
some more from *Friend* *please*?



HOW TO DO IT!

Hey help, *shut*, *stopper*?
Stop *clumsy* and *clumsified*?
It's everyone's *funny* *do*-
it-*yourself* *personality*. *Bud*
Pico. This week he has a few
lessons!

Dear Bud,
You're my *favorite* *DBT*
personality. Please could you
send me a signed photo and a
Book *Pic On* *Me* *How* *To* *Be*
It *Badger*, as that I can be the
sort of my *actual* *obsessive*? You
are so much *better* than *Bob*
Wyman with his *ugly* *blow* *that* *blow* *it* *sucks*. To show you
how *big* I think you are, I've
written a *rap* for you! It's called
The Bud-Bud-Bud-Bud-Pic-Rap...

I know a guy who's in the *blow*.
At *DBT* *Yourself* he is in a *white*
blow *polo* with a
laughed *cap*.
Chuckles *out* *the* *Bud* *Pic* *rap*
(The Bud-Bud-Bud-Bud-Pic-Rap)?

If you need *gettin* *back*,
Or *your* *guitar* *got* *your* *neck*,
Audie *guitar* *line* - *guitar* *call* *Bud*
Pic.
He's *rather* *polgy* with a
laughed *cap*.
And he *sings* *the* *Bud* *Pic* *rap*
(The Bud-Bud-Bud-Bud-Pic-Rap)?

If your *left* *needs* *involving*,
Or *your* *right* *needs* *ridin*?
He'll *remedy* *the* *problem*.
With a *pack* *of* *box* *Bud* *Pic*
He's *rather* *polgy* with a
laughed *cap*.
And he *sings* *the* *Bud* *Pic* *rap*
(The Bud-Bud-Bud-Bud-Pic-Rap)?

Hope you like it *Bud*,
Chuckles,
Paul *Pidgin*,
Ed

Thankyou, *Paul* for your *splendid*
charity *rap*.
I'd *write* *you* *one* *back*,
But I'm *actually* *rather* *ugly*
At *getting* *words* *in* *rhythm*
And *it's* *all* *a* *big* *deal*.
I'm *much* *more* *at* *home*
Wishing *a* *guitar* *line*
It's *SAY* *that* *in* *my* *own* *form*
Oh, *and* *I'm* *not* *that* *plump*
And *I've* *just* *turned* *40*
Chuckles
Bud

YOUR
SINCLAIR





GOLDEN AXE

As promised, this month JOHN RONITHI explains what decrypters are, and how to crack a simple one. (Well, a code-jab...)

HOW 2 НАСКІ

Background & aims of the study

When a reading system reads it appears as a big block of data on tape. Written the file is, say 20 or 30 bytes of variable machine code and reads and loads of garbage. The variable machine code leaves the memory, byte by byte, and changes it into something else. Part or all of this new data will be some more variable code, and, eventually, it will all be machineable, in which case you'll find the reading system.

Writing Resources

As you saw last month, to put POKéz into a protected game you need to make the computer load it in, then go back to your home to put in the infinite lives (or whatever) POKéz. To do this, you need to change the JP to the game in the loading system, which means having access to it. And, surprise surprise, to get access you need to crack the decryption(s) in front of it.

How do you measure growth?

A decapsulator has to store bytes in memory. A simple example would be PONG with PEEK, edit-4, although in practice they are usually more complex than that. We saw in the first course that PEEK is denoted in machine code by brackets, so you are looking for brackets, and the end of the loop will be a JPF, JFI or RET followed by a PRT.

The A model

This is a special register which is very often used in decoders. Address and the various specifications use it, as well as a lot of others. Every time a machine code instruction is executed the R register is updated. It's possible to estimate how much it goes up. LD A increments R by one, but LD A,2000 increments R by two. Therefore, if you start a decoder with LD A,2000 LD R,A then you can reference the value of R later on if it is at any point with just relative addressing.

Training the experts

These Encyclists work the number to put in memory by using the last number put in memory. For instance, it is known that if 44 had just been put in memory then the next number will be PEER address-44 or whatever the induction says - it may be PEER address-44. If you are having trouble understanding that, just sit a bit trying to put it into words. I'll be giving practical examples of such type over the next couple of months.

■ United States

When Pugnacity is protected (game) it is more than likely that it's growth is going to be limited.

and their return

in basic, the following routine will cause a ROM at \$4000 (you never saw a game where the code from \$4000 to \$4000 is repeated to get infinite lives), so you can return to basic, making hacking easier. Sometimes, just with the Z80's example, the game is loaded at one point in memory, but is moved to somewhere else. Keep a look-out for that before you hack the game itself. Generally, if the ZP to the game is very low (say, \$8000-\$9000) or very high (\$4000-\$FFFF) the game will be memory mapped. PCP1 ALD DEL4000 (changes this if you want, but not more than about \$8000-\$FF10).

1000 1000

Sorry I didn't have enough space to crack this one up - I'd do it real mouth, honest! In my imagination, why not try it yourself? Here's a clue - it follows the same thing 40 miles then prints a picture! If you hit any problems, or, for that matter, have any ideas of your own, then drop a line to Jon Worm, How 2 Hack, P.O. Box 200, Minneapolis Street, Burnsville, Oregon 97101. If you send an e-mail you'll definitely get a reply. If you don't you definitely won't! (I'm guessing, but that's just an assumption.)

Oh, and before I go, I'd just like to say "Thanks!" to the incredibly generous Mr. Giles Chapman of Sutton in Surrey, without whose generosity I wouldn't have been able to come this month, I promise.

Shriya (and countless other
Convergences)
Locate the lines and see what
you get:
Symbol 1: 888 8-LEAF 140
Name: "Lord R" (remembering
that 8 is the first line)

The Q simply stops B going
completely. It starts the
Double interrupt, which in
English means that the
processor doesn't immediately
stop, it is forced to read the
keyboard. If it is then set to
PRINT, and A and B are set to
0. The loop starts now.
A is set to the value of B
before, remember.

constantly changing), and the *current address* is then PCD.AH. HL (0000) is a logical function, and is used in the *first way* as *now would use* *ADD or SUBTRACT*. The new value is then put back into memory with this *CD* (logical addition) and HL.

Consequently, when I added to HL, it did it using the *new address* of memory, LD AH CD.L is just a way of saying HL=CD. It doesn't add 4.000 to HL0000 and then the address that all come together with the new address of memory. HL has been equal to 0, in 16 bits to 0000. Instantly, during *CD*, HL, when *CD* = 0000, makes HL equal 0. So we know that the particular decimal changes

using DCF72 or memory from the 800 to 1000 indicators. To create it, we began to make a come-back to our basic house and it has been all an incorporating, as you see. PCMCIA, FE 11 and CDP for PC 10. It's a beauty of memory, but it's seen it's creation. That's because of the DE right at the stage. To accomplish this, simply enable the interrupt after the interrupt, which can be by PCMCIA, FE 11, with PC and FE 12 with CDP, plus a few other memory blocks of PC 1000. I won't go into detail. That's because I don't know, because, like, like, like, like, but hope it is a summary of the reader on PC 1000.

FL300-F400 makes the power block, FL300-F4000 makes the fire game blocks, and FL300-F4000 makes the engines on FL3000 to 80000 and J10 to J16. The engine is 30 bytes long. FL300-F4000 improves the games from FL3000 to H4000 and J10 to J16. The game is 30001 bytes long. Change the 80000 in FL300 to something convenient to put FL300-L in.

PROGRAM PITSTOP



Despite the fact that he's had a whopping great helmet stuck to his head for the past three months, **JONATHAN DAVIES**

still manages to leap into action for yet another installment of, you guessed it, *Programming Pitfalls*. *Barack!*



QHi, Jim. I was just about to have lunch actually. Could you hang on for a few minutes?

Right, off we go then. It's been a busy month on the wheels, what with one thing and another.

Luckily, though, I've been able to take a short break from my hectic life-style to sift through the latest heap of contributions. And what a corking collection they are. Blimey, yes. It's been almost impossible to choose the best ones, it really has. But in decision has been

• The results. The results are as follows:

After an absence of several months from professional Philately, **The Postal Forum** has re-entered the arena with a massive pile of stuff, the choicer bits of which are reproduced below. And there are also a couple of striking special effects courtesy from Paul Davis and William Fawcett.

Hokus. You know what comes next — a bit of fancy finger-work on your part, and hours of unadulterated hex-filled toil. Go to it.

FRUITY FRACTAL FRIPPERY

by The Fractal Farm

Plunging straight in at the deep end, here are a couple of dubiously technical and extremely complicated proofs from our column down at The Musical Farm. And who are they? Well, these are Thomas George Amster (flugel) and Jonathan Scott, who both should really have been concentrating on their uni exams rather than playing with their Specimens. Be grateful they didn't though... and trust! Research has now progressed into the third dimension, giving us a 3D (3D) convolutional convolution which you'll absolutely love.

It's basic all the way, so there is no need to fiddle about with fractions. Just name it in and... voilà! It wants you to type in four numbers. Fear not though. These are the usual Cartesian coordinates, so you could try -2, -2, 4, 56 or indeed -1.5, -3, 5, 100. Or just about anything, in fact. The results will be impressive, but they'll take absolute ages to appear, so be patient.

Living Room

Questa DB-Romanian versione 1
1992 "The Friends" Press
1000 copie di cui 500 esemplari di
lavoro da stampare su stampante da
100 pagine.

Pixel on offer is a Henon-Strange Attractor platter. You'll probably be wanting to know what a Henon-Strange Attractor is, eh?

Well, it's easy here that it forms an infinitely long line that never crosses itself using the equations:

stone = $y - 1.4 - 1.0 \times x$
grass = $0.3 - x$

which sounds really hard to me. You'll also be delighted to hear that the program features a zoom mode, so pressing **3** while the program is running will make it a little bigger. That can be moved around with the cursor keys (using **Shift** for added speed), and pressing **0** will get the area zoomed in.

Once again, the speed of the thing takes some way short of 'lightning', so you'll have to either compile it or be extraordinarily patient.

Lundström

Finally Practical Property, Landlord & Tenanted

WIZZ

1977 by Paul Diacre 275

Okay, gimmick, here, this is your lucky day. You might have thought that there was only one way of plucking a picture from memory, and the screen were having pretty well on the ground those days, but *Paul* there has, agreed of probably, come up with another one. And it's going to be one of the unexpected yet, a sort of powers. The picture will do the opposite, giving the sort of antithetical effect that you'll be able to sit and watch for hours, if it's right, keeping, making you need the loo.

To use it you'll need to have a screen tying around on a tape somewhere, but this sure you've got plenty of these. As the machine code is all built into the Basic program, all you've got to do is type it in and take it from there. Upon running the thing the machine code will be installed and you'll be given instructions on how to get the program working. The trick is to load your picture from tape into memory (approximately 400000) and then enter a couple of lines of Basic as instructed. These could be incorporated into a larger program of course. There are various ways of making the screen appear, and these can be selected by varying the numbers you put into the GPT or PNC lines.

Using Power

FADER

~*~ by William Frazer **~*~**
 This one spaces for Read Ready. Or, okay then. It doesn't. It is, in fact, a fader which fades your screen to black any time you want it to. It comes in two forms, so whip out the hexscrews from last month (or this month (hehheh)), and screw it in. Address 80000 is recommended as the start one, but you can actually put it anywhere if it's reasonable, you see. Come to think of it, you might as well put it in.
PAHOCOZIE USR 80000. And to alter the speed of the fade? POKE 80000, a number, and that's it.

Lettres à l'Ami

1

REVIEW

With many thanks and regards. The following is the
address: Unfortunately this place to be in London,
So here's the address - Programme Library,
BBC, 30 Montague Street, Westminster, London, W1B 3AA. I
would like to send all your programmes to me
at 16, 16th Street, Mayfair, and for dates to
mention you. You might also enclose a cheque for
£100. It is not to be much more, is it?

YS Back Issues

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

1986

1 JAN '86 GOLD-OUT!
 2 FEB '86 The second ever YS With a Young Chet spot and an interview with Matthew 'Matty' Smith.
 3 MARCH '86 Rudy Moore; ideal for scaring your mate!
 4 APRIL '86 A truly horrific 'em, with a Speccy '86 review, Check it Out! Blister guide.
 5 MAY '86 The man with the Beard's first appearance.
 6 JUNE '86 Guide to heavy hardware. One to have.
 7 JULY '86 The Speccy music scene you never thought existed.
 8 AUG '86 Tips in the Transporter Game.
 9 SEPT '86 Concert in Radio-land, gold!
 10 OCT '86 GOLD-OUT!
 11 NOV '86 GOLD-OUT!
 12 DEC '86 GOLD-OUT!

1987

13 JAN '87 A real power of an '86. Lots of '86s!
 14 FEB '87 Lots of coverage Street Circuits, and other hardware species to boot.
 15 MARCH '87 Everything you wanted to know about heavy spots, and lots you didn't.
 16 APRIL '87 Heavy computing guide to modern PCs and YS GOLD-OUT!
 17 MAY '87 GOLD-OUT!
 18 JUNE '87 The old game review issue.
 19 JULY '87 Project Robot - the first one, and a successor (aren't they lovely?)
 20 AUGUST '87 Gold-Box Test Master - whoops things
 21 SEPT '87 Betty - it's still and it's FREE!
 22 OCT '87 GOLD-OUT!
 23 NOV '87 Play for Your Life - has free game!

1988

25 JAN '88 FREE! Smiley Christmas game and a heavy classics Of The Decade cover.
 26 FEB '88 FREE! Stylin' FS badge - which one will you get?
 27 MARCH '88 Definitely one-worth having - another hardware spot.
 28 APRIL '88 Karsten-Hannigan-reviewed! Asteroids and (un)known Simulation Management.
 29 MAY '88 Petty Maintenance - stick it up And don't panic - there's a FREE game (called Don't Panic).
 30 JUNE '88 Kick! There's blood in 'em all over the cover - Psycho Pig ruled. And People from Space - a fab FREE game.

31 JULY '88 Headed Frontiers - a one-course survival course issue.
 32 AUG '88 FREE! Crash Test Part One and Part Two. A must for... well, everyone.
 33 SEPT '88 Issues (through Sept), and loads of other bits you!
 34 OCT '88 FREE! Crash game, FREE! Crash Test Part Two, lots, lots more.
 35 NOV '88 FREE! Crash Test Survival and more issues. Plus a joystick guide and more Crash! Total 54 FREE! '88 New Readers' Card (over TWO FREE) issues Plus the last of the Crash! Bits - get the lot!

1989

01 JAN '89 AWESOME pull-out map book, and More for 1989!
 02 FEB '89 Aeon (Evolution) stuck on the front, and a story about the PC '88. (What's that?)
 03 MARCH '89 Amy - Home on the FREE tape, and a growing FREE Photo Collector item.
 04 APRIL '89 FREE! Gobby! Doctors and Duvor! Plus lots in fascinating advertisement special.
 05 MAY '89 Mortons and Red Book for 1988 one of the greatest.
 06 JUNE '89 Explorer for 1988, and a Second-Hand Spectrum Buyers' Guide.
 07 JULY '89 Zoids and The Doctors' incidentally FREE! Fun at the pool too!
 08 AUG '89 Batman The Movie cover, New item, and 'Roundabout' Construction kit for FREE!
 09 SEPT '89 Crash! Windows on tape. And is this Simon says? Light Phaser things very cool?
 10 OCT '89 Norman - it's him and his FREE Plus a joystick guide.
 11 NOV '89 Flashpoint and Power Definitions on the last '88ish tape.
 12 DEC '89 Wasteland, Slugs, along the Rapids and Action! Of Ram-packing out two FREE tapes! You'll be struggling to fit it!

1990

01 JAN '90 MICHAEL J. BUBB-AND (The Legend) tape, plus a future FS Photo Collector Story.
 02 FEB '90 FREE! Iron Maiden - ay, with lots of tape and A Blackheath (On Monsoon Street) on FREE tape!
 03 MARCH '90 Action! Part 2 and A Headlong charge - lots of FREE! Plus (See-Coupe review).
 04 APRIL '90 FREE! Doctor & Doctor! CH2000! Demon Plus a cover with lots of chopping on the cover!
 05 MAY '90 The 10th issue of the world's funniest on the tape, a Scorpion Spots demo and introducing our 1st YS Staff Surgeon.
 06 JUNE '90 Survivor! It and a Super Mario demo plus lots and lots more! New! Column! London CH2000, and lots more Super Mario Management.
 07 JULY '90 Business gurus and FREE! Psycho! Psycho! tape, helped full of total FREE! Plus! Remained! And! Demand! X! Cases! games!
 08 AUG '90 Asteroids and back to the Autumn in series! FREE! Puff! Conference, (Sun City, Nottingham, Nottingham, European Management, PUDZ, FS Guide to Space! 30+ tips and 10 Readers' Voted!

09 SEPT '90 FREE! FREE! FREE! FREE! FREE!
 Being the spontaneous and friendly generous people we are, we've decided to make lots of 'em off at no cost. Order the complete set of Crash! Bits (Issues 30 to 36) and we'll give you a FREE! badge to keep them all in. FREE! (that's worth £10.00), and it's absolutely gratis. You'll see. Just tick the box at the bottom of the coupon...



Simply tick the box at the bottom
 and you're eligible.

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10 Oct '40
11 Nov '40
12 Dec '40
01 Jan '41
02 Feb '41
03 Mar '41
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BATTLE OF THE BULGE



Rich I never was a great fan of war games. (probably 'cos I'm completely crap at them) so why I got lumbered with reviewing this one, I don't know. Oh dear. But it gets worse - this one's based on an incident from a real life war (the Battle of the Bulge from World War Two, no less) and guess what? Yep, I'm crap at history as well, so I haven't got a smidge

of a class what it's all about. Oh well, only one thing to do in this situation - use my brilliant reviewer's 'talent' and improvisation. (It always works). The home of the Biggs, according to Jonathan (oops - being given the imprecise) was apparently one of the last bits of the Second World War where Britain and America got very cross with Germany in some part of Western Europe or something. Anyways, as I've said, this really goes out of its way to review that moment-side experience, so everything is true to the real thing - all the units start in their historical locations on the map of the playing area and so on...

You take the side of either Germany or the Allies [or alternatively two people can take a side each and you start off even, fight each other until

What I don't quite understand is why the land he still owns is green. Surely, the motto of "The Ridge" was taught in winter school: it was snowing, and so it's not the right time to film, anyway.

One mustn't forget that the end of the world's not gonna be good there and long and will write the best tapes.

1000000000

Comments, 100 words
Comments about really 'sooner with the first' have been good, because they were all totally nice. So it's just as well that they got there all together and the Licence to Kill, or was it to be, was to be issued with something terrible like Living Daylights at this point, in fact, because who really quite impressed by this scrolling across back in issue 10, awaiting it a

He was right, you know. It's what contributed to the rest of the Bond games (it's got a decent set of graphics, variety (a bit, anyway) and it's actually quite fun to play. A minor bummer, the other reviews.

www.ijerpi.org

Blame, Ferguson is certainly about 90% of the time now. About 60% of it, I am. Once again, Blameless passed sentence on it (in about 15), but Blame never has been 100% happy. "It is not 100% anything," he Blameless, and I mapped a "B" and 100% on it. A Blame score, you see.

The focus in this issue is a recursive follow-up to a huge general, or alternatively a family-type project (a *farce*, in fact). And this (or there) has to be a *reprise*, a whole load of scenes and back up all the characters contained within. Definitely *multi-layering*, but not the *cut-and-cut* kind that this compilation so originally needs.

Page 10 of 10

But this one might be, though. (The author, that is, it's got a real hang for the *longue durée*... *longue*... *longue*... *longue*... *longue* for 'T' as the probability, *longue* the *discourse*. If you'll excuse me and all.)

HEROES



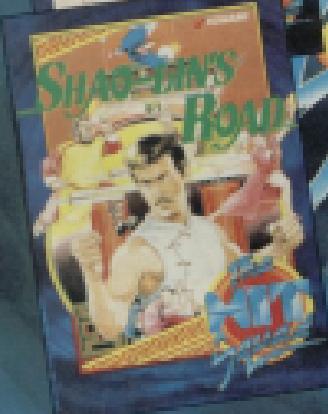
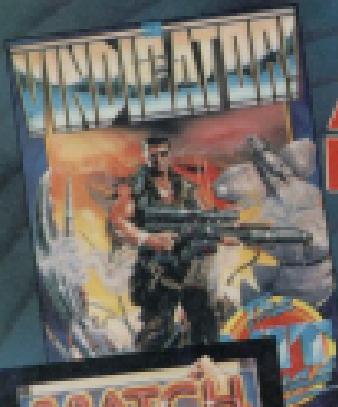
Denmark £14.99 (paper) £19.99 (disk)
 Jonathan Morris, 40, every parent's (and one or two) apart from ones with heroines of course, but they're a bit thin on the ground) and on the whole they're pretty bad. But some heroes are just that little bit more heroic than the rest. Denmark has obviously realised this, and has selected four of the most hero-packed games around. And then put them onto a compilation. I think we ought to take a gander, really.]



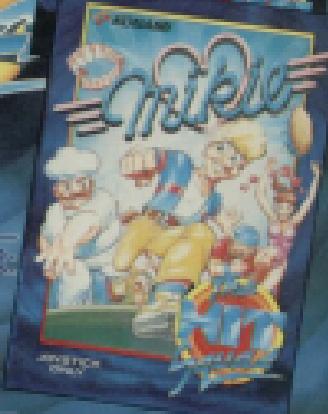
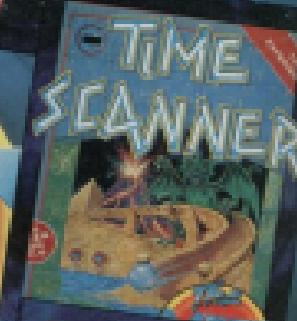
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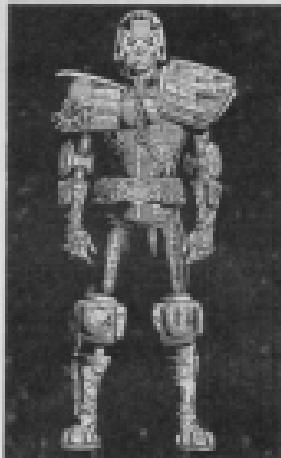
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JUDGE DREDD AND FIVE JUDGE DREDD TITAN BOOKS!



You're kidding me, you're not?

Ho ho ho, what's this little message of a social worker? Judge Dredd is, er, Super-chum? He's always got a helping hand for short-sighted little Leontine, hasn't he? Usually with a pair of handcuffs to cuff her with for pawdling! Marvelous!

But allow us if you will to disclose an innumerable little secret about our chess-powered, leather-clad law enforcement. He's crap. (You what? I wonder if Judge Dredd is crap. Just think about it - how long's it been since he first started his chunky staff in the pages of 2000AD? Fourteen years, that's what. And have you noticed the epidemic-like proportions of crime in Mega-City One pummelled during that time? Of course you haven't. So there you go. Ho-ho - we reckon if all those "cheaps" were so jolly successful then we'd give up the greater public rage and gone and got jobs in pet shop assistants or cheese-makers or something, like that! The strong come of this too - more like that pafty line *what?*

Mind you, not everyone agrees with us. Take Virgin Mastertronic, for instance. They reckon he's so hot-pooed they're going to let him star in their very own platform-and-ladders shoo-fum-up (looked, um, Judge Dredd! Will wonders never cease?)

Actually (hmm) we must admit it looks rather groovy - there are Dredd's brothers against the Kallidex and the Dark Judges, the Blood Wars, and quite a bit more. (Check out our preview in *Future Shock*, why don't you? And if that weren't enough, then we've gone and helped us out with a stash of cooler pieces to give away for this comp!) Mmm. Well, we've some, like some (Spoon Talking of which...)



Prize? (did somebody mention prize?)

We sure did. And, boy, is the winner in for a treat - he (or she) is going to take proud possession of a shiny Phillips 14-inch Remote Control Colour TV, with 40 (count 'em - 40!) picture-tablet channels and a video timer of up to 90 minutes. It's the last. Mind you, the ten runners-up won't be bumbling too much either - the last five will each receive a stamping double-page of one Judge Dredd book from Titan and a copy of the new Virgin game, and then the next five will get exactly the same! Only without the book if it's amazing!

So what do we have to do? Simple. Answer these questions...

1. Which issue of 2000AD did Judge Dredd first appear in?
 a) Issue 1
 b) Issue Two
 c) Issue 473
2. Which famous movie character is Judge Dredd reported to have been (very loosely) based on?
 a) Roger Rabbit
 b) Robocop
 c) Betty Boop
3. What does Judge Dredd mutter when he's over-to-slightly peeved off?
 a) Dredd
 b) Druks
 c) Chopper

Simple, eh? (Well, maybe not.) Right, just scribble your letters next to the numbers on the coupon, cut it out and stick it onto

the back of a post card or envelope. The name of the company is *I Am The Law Ltd* if you don't know it. Details like address, phone, money, if it's the Cursed Earth Awards etc. Just listing. Contact the address is 10 Compton, 30 Bournemouth Street, Bournemouth, BH2 6BW. The closing date is Sunday 26th September (and remember there's no post on Sundays so you'd better have a go on Saturday instead). And your time starts... now!

RULES

CHANCE OF A LIFETIME OFFER
MEET JUDGE DREDD

No, that's right. Super-chum, PDR, colourman, Big Leotin, Dreddin' himself if you are found guilty of...

- Being a light bulb-burnin' inhabitant of Future Shock or Virgin Books and entering this comp.
- Arguing with Big Leotin (then get the finkie, you know).
- Sending in your entry after 20th September 1990.

Car, postman or what? The answers are...

1. _____ 2. _____ 3. _____

Other _____

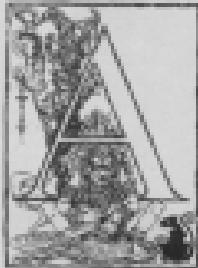
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Post Code _____

YES

SAVAGE



money for it? There you go then, a chance to supplement their pencils and earn a few pennies. The address to contact is 45 Haven Drive, Acosta Cross, Birmingham B27 7PW.

Ed says he's only a recent convert to adventuring, although his success rate is pretty dismal as his brother's too old to take to the lateral thinking that some games require. One such is Cokidol. "I have got into the caves and found the dagger, and been outside the engraving to get the shield, but I can't get any further in either direction and keep returning to the tunnel which appears to be the only other way out. Armed with the shield and broadswords, I attempt to stop it, collapsing on me but without success. Blah."

This is the type of thing that stamps many newcomers, frustrating because you know what you want to do but just can't come up with the right command. One early adventurer often only seemed one particular command in a situation like this, and with Cokidol you need POOR POOR. Easy when you know it, but hard to hit on if you don't.

Another newcomer, to the extent that he calls himself "a fully-fledged adventurer parrot," even, is Ed's Clevithicks of Llandudno. "Many thanks to you and Zembla," Ed kindly says, "not to mention the writers concerned, for putting together *The Best Of The Author tags*." Shucks, it was nothing. Ed says that some of the recent Kind Souls have mentioned Devil's Moon, so here are a few tips on it. "To get past the Gre COBO HOBGP, to stop the giant stomping on you, do the following from the top of the cliff and P1 print this forwards" — THE ROPE, THROW ROPE, GRUFF

letter from a real wacky to start with, and for safety in himself. He meant for ancient, as he bought the first-ever issue of ES several centuries ago. Even I don't go back that far. The man with one hand on his bus pass is a

Stephensons of Birmingham. "When I feel nostalgic," he says, "I have another go at trying to get the ZEP Computer to work from that first issue. If there happens to be a deader-than-a-doornail version of the living lying on the bottom of someone's drawer I would pay

any price to get it, a chance for some other

scribbly to supplement their pencils,

the address to contact is 45 Haven Drive, Acosta Cross,

Birmingham B27 7PW.

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At P2 we stick tapes to the cover of the magazine, but what do I find adhered to the front of the latest Spectacular? A tree! No tags! You have to admit that's different, but please don't try to put it into your tape recorder, especially if you take milk and tea tasters. The Spectacular cover also claims: "This fantastically detailed novel, an interview anyway," but there's a completely three-page interview with Yours Truly (or mostly Ed), in which you can read my entire life history, including an evaluation in depth report on the making of *One Of The Wombats Is Missing*, the most eagerly awaited adventure ever released... or not quite yet released.

You can get issue 17 of Spectacular and claim your free tree tag (which I'm about to go and try with my hideously stained and pink stained) by writing to: *Adventure* to Rock Poetry (yes, it's that little beast), 32 Abbey Road, Westbury-on-Trym, Bristol BS2 2JW. You may have to pay something for postage as well, but as far as I'm concerned, I can't wait you. Either on that name tag... I recommend the tree tag.

STAY, D, SH, GRIT BLUE STONE, NK, CLIMB ROPE, GRUFF FOLLOW, D, SH, To get the book you need to LADY KATH: BATT RAKIN. To get help from the spiders do the following, starting from the shoulder that's south and west of the giant's mace (again forwards) — PUSH BOUNDER, EXAMINE WEB, GRIT GRIT, DRINK WATER (which comes from the flask that you did, of course, refill after wincing the flower and boghead). Ed also suggests you don't take Gruff into the caves.

Some more general hints from Ed now, this time on

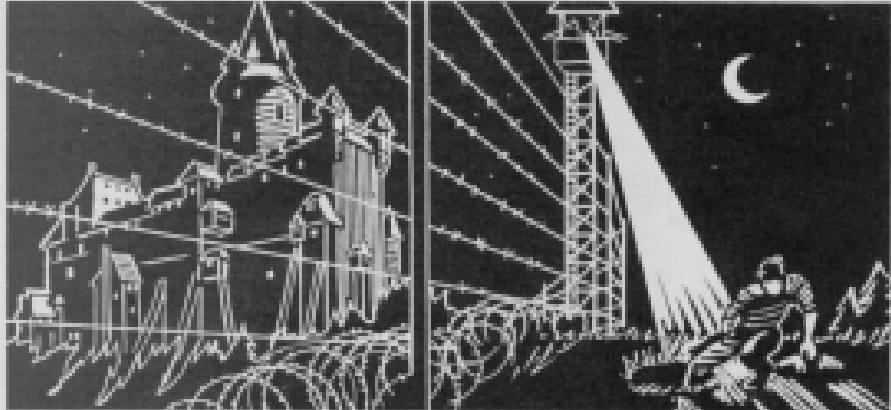
Cloud 99. "Remember to LOOK UNDER and LOOK BEHIND things, as well as using the EXAMINE command all the time. That's the best advice as once you've found things it's fairly obvious what they are."

On Stones Of Ash "don't QUIT like I did when Great falls down the well, and then try to keep him away from it when you resume. That's part of the solution, and you can't pick him up to get him past the mud otherwise." To get through the ice wall **ICEWALL CRIPPLE**.

VLPIRITS KAT IN EDALIA To get into Dame These first **LEATHIR REACH KAT** **EDALIA** As far as you can get, then **EDALIA WORSH**. To lower the bucket, **MALES POHID** into it before you **HEVEL LIAT**. Thanks for those tips, Ed, on games I'm sure lots of readers will be currently reading.

Bob Stearling of Kirkham is stuck in, as well as stuck in, *The Devil's Isle*, and wants to know what the Mad God's name is. "The answer" — MADMATE. "By the way," Bob adds, "did you know about the bug with the Bard?"

A few people have asked if *Ghosts*' adventure-writing utility, the wonderful *PROG*, will be available for the SAM. Judging by recent news on *PROG*'s download, perhaps they might be asking if it the SAM will be available for *PROG*. Anyway, *Ghosts'* assessment is that *PROG* will be available for the SAM. Judging by recent news on *PROG*, *Ghosts'* assessment is that *PROG* will be available for the SAM. Judging by recent news on *PROG*, *Ghosts'* assessment is that *PROG* will be available for the SAM. *PROG* is a program for writers to write in if they really want to use the program, then will have some idea". "Miles, Bob, there's no harm trying". *SAMHITS*, go get writing to *Ghosts*, 2 Park Crescent, Barry, South Glamorgan CF6 8BD.



It's a couple of years since I told you about the Tolkien Society, but I still get asked for the address and other info. There's obviously a lot of interest out there in the society, which is dedicated to furthering interest in the life and works of the great Hobbit man himself.

Members receive a regular bulletin, *Adventures*, and a journal called *Blithorn*, which contains longer articles, essays on the Elvish language, plus members' own stories and poems in the Tolkien tradition. They bring out the occasional special booklet too. I wonder what they've written about the Hobbit-based adventures?

Membership of the moment costs £15 a year, but it may have gone up by the time you read this so better get a current application from the secretary, Bob Bright-Hartmann, at 27 Bannerman Street, London, West Yorkshire LS8 2QY. And thanks to YE reader and Society member Michaela Bremby for the above details.

you get him to play using these and then swap his position with another character, that character gets the experience in constitution points.

Martin Drakewatson from Middlebrough has a different type of problem, as he wonders if you can still contact Kind Souls from past issues, especially those from the *Adventure-Busters* feature from April 1989, which gave addresses for help on hundreds of adventures. It's usually worth trying, as many still write to me regularly and are at the same addresses. With *Adventure-Busters*, a few people have had to reply from Wyn Gravell, so I guess he's moved, and silver scribe Alfie Phillips (and now dad - ho-ho) congratulates us in issue 18 of *Adventures* in a note to Alfie and Austin in care of 78 Campbell Drive, Gainsborough, Lincolnshire DN10 6EL. Otherwise, I think most are still where they were.

Martin also asks about the adventures he has reviewed in PJO, wanting to know if he has to buy them from the publishers at the addresses

given, and whether he can pay with a PO. The answers are yes and yes, but not necessarily in that order. If paying by PO, though, be sure to fill in the name of the person or company selling the game, and also cross the postal order - two straight lines, diagonally across the order. That stops anyone cashing it if it gets kicked.

Simon Dawson writes from Carlisle, up there near the Arctic circle, with just the kind of letter I like to get - one telling me I made a howler. In *Planes Of Death* I said there was no escape from the prison, so just avoid being put there. Simon says you can get out. When you're first thrown inside, LOOK UP and you'll see that somewhere seem loose in the window. You can then KICK PARIS to create a hole, and type UP to escape. Simon adds that no other command but UP gets you out of the cell, and you have to type it as the very next input after KICK PARIS, otherwise you must repeat the whole routine. Blimey, no wonder the solution I had just

recommended you avoid being picked. A bit nutter?

And so, as if by magic, we end where we began, on an older adventure that's very fancy about its inputs. It may not be too exciting, but at least it's neat.

The most enterprising Dave Laidlow writes to remind me that it's absolutely weeks since I gave a plug to his bulletin, DAF, so how about another one? DAF's one of the few magazines that covers the IBM in detail, as well as the Spacely ones of course. They also have a regular lucky dip. Dave says that "you put all the reader's names into a hat - well, actually it's a large basket but not much better - and pull out the winners, who each receive a free game."

Cost of the jolly little mag is only 80p, plus a first-class stamp, and issue three will be out by the time you read this. DAF lives at 10 Birkbeck Drive, Farnsley, Melton, Lincs, LE12 8PL. Get DAF!

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Blade

A gigantic, varied and well-presented strategy game, Lords Of Chaos will appeal even to the most hardened shoot-'em-up fan, D60 fans, board-and-sorcery nuts and strategy enthusiasts will absolutely lap it up.

VG Final Verdict... 89

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



FIENDISH FREDDY'S BIG TOP O' FUN

Miniceps

A grotty and amusing multicoloured game on circus events, Fiendish Freddy will have you laughing at the edge of your seat!

VG Final Verdict... 88

"I really liked Fiendish Freddy - the graphics are brilliant and among, there's nice sound, lots of variety and a copious dollop of gameplay." Davey Wilson



RAINBOW ISLANDS

Ocean

The most recent cheap-fil from Ocean, Rainbow Islands is the sequel to Bubble Bobble and one of the most addictive games ever released. A must buy (or even better than its' best).

VG Final Verdict... 84

"If you hate cute platform games you'll loathe it, but if you like them you'll think it's the best game you've ever played! or as near as damnit." Matt Bell



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Rainbow Islands

Lords Of Chaos

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Cripes! You'd better look sharpish 'cos here comes...

THE COMPLETE CO YS GU IDE TO PUZ GA ZLE MES

Yup, readers, looks like it's time once again for another one of those Complete Guide things.

This issue, for your delight and delectation, we thought we'd take a peek at the more puzzley sort of games. You know – puzzle games – those sort of weird ones where you have to use a bit of the ol' grey matter to solve, arm, puzzles and things. And who better to sleep you by the hand and drag you through the world of the mind-boggles than, FCB resident heart-throb, RICH BELLEY. Hurrah!

BUT FIRST... THE RATINGS

As usual, the normal rating system scores a bit higher for discontinuities, as there's a different and unusual

What's the difference between a computer and a typewriter? And there's a computer system to correspond, or would you like to write your little finger books, or whatever you want to write in?

Paul, Paul Paul our
PAINTER is the guy
easy to get into, so do
you have to spend ages
looking up references, and
nothing out there's going on all
the time? PAINTS down the road the
other, the customer is the one

QUESTION Are the
powers vested, or are
they at the same? ple-
nary, implied?

Tetris/Mirrorsoft

A real corner here — and, despite the fact that it came out over two years ago (I think), in many people's opinion it's still the best puzzle by far. In fact the histogram on it can't get enough of it. And, as is the case with most of these things, it's exultantly simple to play.

(Basically lots of different shapes fall from the top of the screen, and the idea of the game is for you to rotate these shapes as they fall so they all fit together neatly when they land on the bottom. Yikes. If the pile of blocks manages to reach the top of the screen you lose the game. But if you manage

to土地 them as they fit together neatly to form a solid line across the screen, then that row will disappear (thus, making room for the rest of the falling blocks). Cool, eh? (As with many of these games, it's a difficult concept to describe, but easy to understand once you've actually played it.)

And if you're thinking that this all seems increasingly boring and tedious, well, you've totally missed it. In fact, it's completely and utterly addictive — almost too much so in fact. It'll have you tearing your hair out!



because this one might look like it makes sense to you afterwards. It is in fact a phenomenal board to keep you entertained for hours. I wish I'd known about how to play it 10 years ago.

Split Personalities Domark

A lot of us like this, but it's still quite good all the same.

(A few years later) In fact, I almost got so far as to say I quite like it. (But what's it all about, eh?)

Well, it's kind of like those silly puzzle games (where you move little plastic square bits around to make up a normally-crap piccy of Lassie or some weird vaguely attractive person), but with a few subtle changes to add to the fun. Firstly, you can collect the pieces one at a time, keeping them or temporarily sticking them out through a gap in the wall. (Or, if you get one you can't just put them where you want either —

just like in the similar puzzles of the plastic kind, you have to slide them completely to one side or the other — if you see what I mean.) And things get more complicated as you progress. (Clive Sinclair really is a bummer to get together for instance) with things such as boomer joints (which join everything up), holes in the wall (which pieces can fall out), because which you can throw together (for extra points and lives) and a variety of other things which I, er, can't quite remember, cluttering everything up. (But, it's actually not too bad at all.)



It might look like a weird mixture of multi-coloured blocks, but that's what it is and it makes perfect sense if you can't figure it out. If you haven't played Tetris you haven't tried this one.

Deflector Gremlin Graphics

Okay, let's have a little puzzle of our own here — you've got to try and guess what this game is all about from the title. Any ideas? Yes, that's right it's about reflecting things, isn't it? But reflecting what, you may well be asking (or perhaps not). Well, actually, almost what, sunshine. And here's the plot — protect your brain beam around the screen with the use of reflecting mirrors of course so that it destroys all the spherical objects (meteors) about the place, and eventually removes the wall that blocks the receiver for the laser. Once you've done that, yikes, you can gaze your

beam back to the receiver which will then mean you can be whipped (so-blown-er) to the next level, where you can do it all over again (providing you haven't annihilated your laser or run out of time on the wall, that is). Phew!

Loads more things happen as well, but I can't really be bothered to explain because (a) there isn't room, and (b) I haven't actually got very far (leaving as I'm doing at 10). But never mind — it's different and it's fun — fun for all the easy (and sort of anyone).



This was Domark's unofficial Windows version game (from before it got licensed) but it's a very nice game from them. The only bad thing is that it's very, very hard to get. (Might be back again though.)

Klax/Domark

If watching coloured blocks slide down a track, collecting them in this catcher thingy and dropping them into a container to make lots of pretty patterns in your bag, then Klax could be for you! However, you know, that's exactly what happens here. (Sorry, eh?) Well, it's a bit more complicated than that to be honest, but that's the basic idea of things and that's what makes Klax an interesting puzzle (at the same time incredibly addictive).

Even though the basic idea is rather obvious, based on Klax, there's enough nice touches added here to give it its own identity. Take the way the blocks (or as I will

clones like that) for instance or the whopping great hand things which appear under the track every so often, for absolutely no reason at all (but I could work out anyway) except to look pretty. A certain

CREDITS

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From 100 Great Ideas about 2000: Games is your one-stop, one-stop computer game, and that you should drop it by simply watching the spheres tumble about and through it if it's crap. (We were wrong.)



Great idea, bright colours, 3D perspective and 3D graphics... even I really enjoyed that fact that when you pull a block with a few blocks and blocks are... when, each of them doesn't stop it being good though.

E-Motion US Gold

This one's a bit on the weird side to say the least.

Basically it consists of all these coloured balls simply floating about in space (some are on their own, others are connected together by elastic), and you're in there floating peacefully amongst them while in command of this little ship. Controls are of the Autopilot variety (just sit back and let the ship zoom in, stop, turn, and the screen wrap), around on itself in a similar sort of way as well (so, as you might expect, staying in there is always a bit of a bug).

The idea is for you to knock two balls of the same colour together and get

them to disappear, otherwise they'll explode and you'll lose a life. If you knock two different coloured ones together by mistake a third one will appear (Yay!). Of course, there are sections of different levels which get harder as you get better (if you can afford it, that is).

Surprisingly, this one's a treat as the spheres relate about and the elastic stretches to and fro. The box player model is pretty natty too – your bad chips are tied together making things less than easy (or hard). "Pop" – it's a bit weird, but sort of the same.



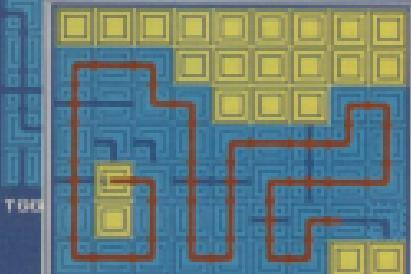
Pipe Mania Domark

Pipes, stuff 'em, Pipe-shoota, that's what this one's all about. Your task is to take passage of pipe one at a time from that dispenser thing at the side of the screen. The courses are lots of different shapes and place them in a wiggly line around the screen, considerably extending your pipeline, so that when all this bouncy red stuff starts flowing a few seconds later it has whizzed through the system you've created and you'll make a big mess on the floor instead. (Perhaps you played the demo on the Amiga 500 a few issues back? I hope you did – I can't really explain much further.) All you might expect, graphics are of the

crisp, clean and simple type but gamewise in such that this makes no difference at all. In later levels all sorts of complications make themselves known. Suffice to say it's quite good fun if you, er, like that sort of thing. That is.



8.1 8.0 8.1 8.0 8.0 8.0 8.0 8.0 8.0



One of the best and most original of the recent Domark titles, Domark is a puzzle game. Play it like a maze, cross the track, you can physically use your running man as the gauge. Creep up on you! There!

Solomon's Key US Gold

An extremely popular game back in '97 - and it still looks great today. At first glance it looks uncannily like your standard puzzle adventure, but play it a bit and you may just be able to squeeze a bit of a puzzle out of it. Hopefully, though, that's not the reason to buy it. The Complete Guide To Puzzle Games (this is one of those encyclopedic, comprehensive, no-holds-barred compilations of games I was going on about at the beginning, I'm afraid.)

Right. This game is to control the key on each screen to allow you to get onto the next level. You do this by moving this little

chip with a strange hole on around the screen - the dark green blocks in certain places, and also disintegrate the rocks he doesn't want. Graphics are cute, city, and yet again it's another one of those just one more go' type games. A good 'un'.



Now this one's a pretty Nathan (or Nathan) game. Great to look at, the graphics aren't a bad start and need to look at more. Pretty though, isn't it?

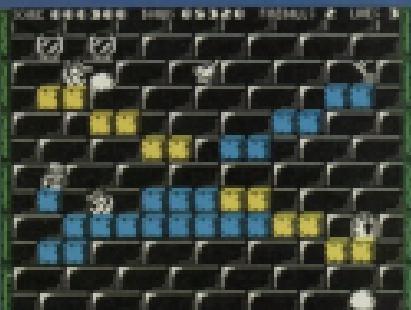
The Sentinel Firebird

Mr. um, no okay - it's not really that much of a puzzle game, but I'm desperately running out of the things. So just pretend it's not here or something.

Anyway, The Sentinel and I pretty sure it wouldn't take my word for it, though that it was the first real 3D game on the Spec. And what happens is that you're this robot thing, and there's this sentinel thingy that's asking you what it wants.

around slowly. If he looks at you then you start dying, so you must climb up to his level by creating holes and trees, and things, and eventually absorb him. This may all sound very complicated, but once

you've got into it, it really is fun, pretty and very approachable into the bargain, despite the large pauses during play which do tend to hinder things a bit.



Like a Rubik's cube, but with a puzzle game twist (and your standard rubbery, squishy thing). I think the blocks are what make it cool. I'm not a fan of this basic image off-hand, though!

Spherical Rainbow Arts

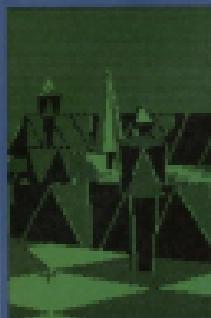
How would you feel if your best friend had just been turned into a butt? Precious. And the last thing you would want is for him to just drop a pit on something, isn't it? So the best thing to do would be to walk about in front of him and build him a pathway by removing and placing blocks for him to roll along, yes? Okay, so everything looks rather like *Quarium* is trying to do with, but begin playing and you'll soon realize that it's a completely different sort of packed hearings altogether.

For starters, there's loads of icons and things which you can collect on route to home. And there's a tiny

two-player mode, which gives you a completely different sort of scenario which can only be complicated if the two players cooperate with each other. (Sighs.)

And as if all that wasn't reason enough to sell it off, *Spherical Arts* has a tap deck and uses it there. The game also features some particularly lovely graphics, packed with colour and jumbo-sized needles to dispatch with a stream of centrally aimed projectiles.

Another good fun, sneaking that pincer and where's it at



Surprisingly weird 3D action-puzzles since 2001, *Spherical Arts* is a very distinctive take on the category, even if it's not the most... er... in puzzle terms. (Mind you, a good one from I

And finally...

There we have it! As I predicted (and Matt and Jonathan got totally wrong) it took me absolutely blooming ages. And most of that time was spent arguing about what a puzzle game actually is and what qualifies and what doesn't (which is one reason why we don't have a gloss list of all the ones ever made - we just couldn't agree what they were).

Next month - Flight Sims. (Assuming everyone can agree on) Huzzah!

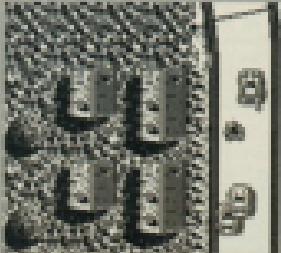
Just in case you'd forgotten, Domark holds the licence to every James Bond film ever made (all 16 or so of them), so even at their current rate of one game a year it's going to take Mark and Dom well into the next century to get through the lot! Cripes! Though half the time Domark manages to tie-in its Bond games with the launch of a new movie, on the 'non-film years' it selects an oddie from the back catalogue for Spacey treatment. And, surprise surprise, this year it's the turn of *The Spy Who Loved Me* - a bit of a natural for a *Spy Hunter* style game if ever we saw one (which is exactly what it's turned out to be curiously enough).

MATT BIELBY
investigates...

Who's your favourite James Bond? A quick show of hands around the T3 offices places six in favour of Sean Connery, 10 in favour of Roger Moore, and 7 nobody seems to like him.

Well, before we really did get far into this, let's not forget to be anything like convincing nothing around saving the world (or whatever it is James Bond does) he did make a couple of decent films, the best of which must surely have been (wait for it) *The Spy Who Loved Me*.

Just to be boring for a minute, I



Given it's only the second in the series, I think you haven't dropped the mustard yet!

THE SPY WHO LOVED ME



What? Things are getting pretty busy around here - James, Bond, cars, robots, baddies... you get the drift.

remember seeing the trailer for this with a bunch of credits back in 1977 (just before it came out), and when everyone stopped out of the cinema they were of raving about the 'bikini' trailer, not the actual film they'd gone to see! It had that subversive charm turning into a subversive job in it if you remember - we were totally knocked out. And it got better - when we actually saw the film (about a few weeks later we were gripped from the word go - that pre-credits pic almost parcelling off a stiff suspense must surely be one of the best scenes they've ever pulled! Spacehopper style).

Alas, anyway, back to the issue in point. Obviously the boys at The Kenetic (Domark's development facility down in deepest, darkest Surrey) had a similar reaction to the film. (It's hard to say, they're talking with ideas about how to convert sequences from just about any Bond into a multimedia game (at the moment they're fighting it out amongst themselves as to which one they'll do next), but the opportunity to reproduce the scenes from *Spy* was just too good to pass over. Besides, one of the programmers has a Lotus Esprit Turbo - they just had to do it! So, I guess what you want to know now is what the game's like, eh? I gave them John Kavanagh a bell to find out.

MATT: Bring bring... Hello, John? Hi, Okay, tell me how you take a film like *The Spy Who Loved Me* and turn it into a workable game.

JK: Bloody! That's a big question to start



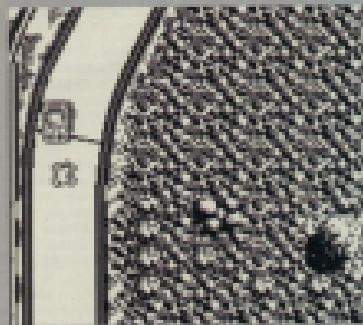
Level Two - the assassination bill. Dodge Jeffers, avoid enemy boats and, um, that's about it really.



Alas! You subversive baddie! See how much action they can squeeze around when they don't need those boring novel things! (But aren't the Lotus refills in the film?)

With? Couldn't you sort of ease me into it? **MM** Cheap, what's the game called? **JOHNSON** The Spy Who Loved Me? **MM** Correct. Now tell me – how did you turn the film into a computer game? **JOHNSON** (Laughs) That was a lot easier! (Well, the answer is that it is not too hard actually. Not with a film like *Spy* anyway.)

You see, we knew what the control sequence would have to be before we even started – the man-to-submarine chase, of course – and so we built the game around that. I think we've been learning a lot from



More of the exciting underwater road trips (it's around that horrific tunnel thing, if I were you!).

the Tengen spin-off *Contra* and so on they're doing, you can see how the Japanese game designers' minds work – they don't make a game where you do one thing in one level; then have to do something totally different in the next. No, what they do is to keep the same basic gameplay – which in our case would be this vertically scrolling car chase thing – and keep adding new elements to keep it interesting and make everything harder.

Thus on the first level you learn how to drive the car, on the second you learn how to drive and shoot, on the third you learn how to drive and shoot, but on every shooting lots of things all at once – if all progresses, but no one step is as much harder than the ones you did before that you can't cope with it.

MM (Laughs) I get you. So here've you applied this to *Spy* then?

JOHNSON Well, our first level has you taking delivery of the James Bond car – his Lotus Esprit – from Q, and going on a training drive around the island or whatever it is you're meant to be. There's nothing to shoot in this, but there are lots of things. It's hard to negotiate, plus you've to jump, and you can flip the car up onto two wheels if you want to avoid something too. As you move along you collect 'Q tokens' from the road – and in later levels those dead bodies – and every so often you dock your car with a truck where you can spend the tokens to upgrade its abilities.

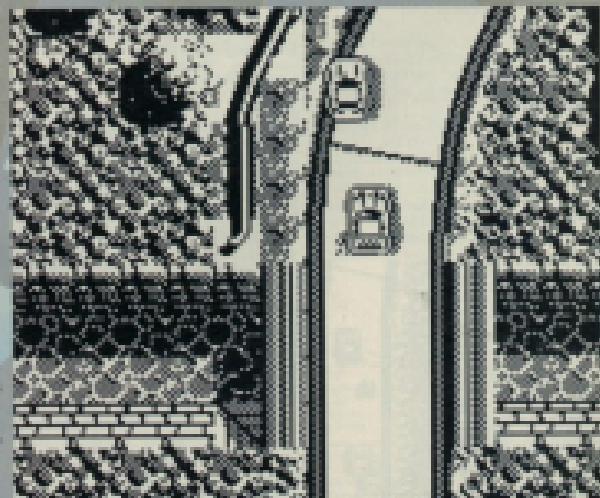
To start with, your car is just like a standard model straight from the showroom, but depending on how much you've collected you can upgrade it with all sorts, mines, smoke screens, surface-to-air missiles (you'll need these to cope with the helicopter later on in the game) and so on. By Level Three (the one where your car

turns into a submarine) you'll have to have collected enough tokens for the underwater ability additions can you be going to end up very well?

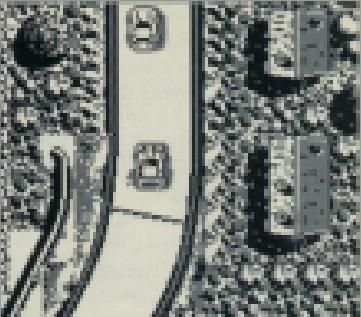
That comes later though, because next up we've got the speedboat chase. This takes place around the island's harbour and isn't directly based on anything from the film, though there was a short sequence where Bond goes for a ride in a speedboat. You must avoid innocent civilians, move your way around in series of gates (always with arrows on them pointing which way you should go) and avoid the enemy boats that are chasing you. Although we're driving a boat, now, not a car, the controls are exactly the same, with just the one addition of a shooting element.

Okay, onto the third level. This is the biggie, as far as I'm concerned, at least. You're back on dry land in the Lotus and the badguys are coming at you thick and fast. Here's an enemy van (which drives in front of you and drops stuff in the road), there's the helicopter (of course), there's a car with Jane in it (I) and so on. There's also a fair number of innocent people around who you've got to avoid.

Collect the underwater ability off Q, shoot the helicopter with a ground-to-air missile, zoom off the end of the pier and – one quick multilevel later – you're into Level Four, an underwater chase (again) complete with



Yes, I'm afraid it's another underwater level. (You can hardly tell the difference between the Lotus and that other car at all from this angle, can you?)



And, er, another underwater level. (You're going to be seeing something very similar later, you know.)

enemy submarines, divers and so on. While the other levels were monochrome (yellow tones for the land-based ones, blue for the speedboat) this one is actually in full colour. You see, since there isn't any actual background art in on each (just blueprint) we can afford to have more detailed and varied options in this section.

Then there's the fifth level, which is based on the jet-ski, as when Bond approaches the main Badgy's giant underwater base. (By the way, the main Badgy is a biker called Stromberg, who's intent on reciting the world – or something.) Anyway, you ride this sort of aquatic motorcycle (watercycle, I think) and dodging other boats and things that are trying to stop you. Hopefully you'll have gained enough skills on the previous levels to master it in the base entrance (and thus the end of the game).

While we've had to miss out a few of the particularly sort of sub-levels that we had in the 16-bit, we've got one whole sequence set inside Stromberg's tankin where Bond and

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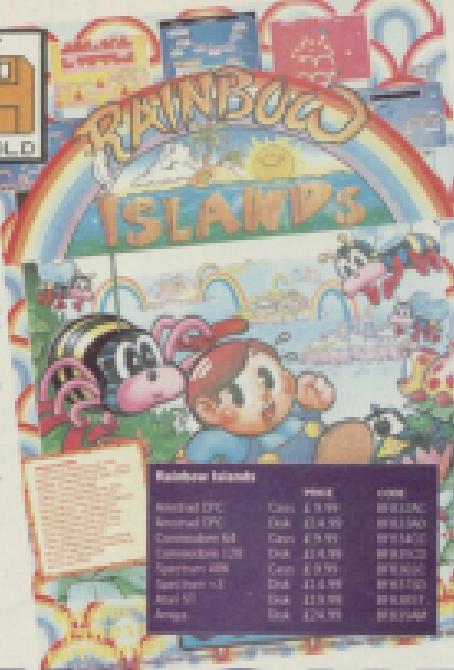


Rainbow Islands from Ocean

This follows up to Bubble Bobble 2 and is to be as much of a hit as Ocean's first成年 game, New Zealand Story. It contains several areas with progressively addictive gameplay with the result that you end up with over half of a game.

Graphics have been dumbed down from the original arcade version and the enemies are just the same. Luigi and Bobo are the two levels by being introduced into the game then changing them. When you reach the final level of a game, you can collect thousands of bonus points. There are seven missions to complete, each one more challenging than the last.

Ocean's 21st Version of Rainbow Islands is one of the best成年 games we have appeared in along time! Matt Evans, 1st Format



Rainbow Islands

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Black Tiger from U.S. Gold

U.S. Gold have had more fun with Devil in and Devil in Ghosts. Now comes their latest ferociously exciting action game, Black Tiger.

In a similar fashion to Ghosts, the player has to charge through horizontally scrolling levels, shooting boulders and advancing and progress to the end of the level. Along the way fight ugly goblins. Goblins will soon deadly weaken using your powerful weapons. When the going gets tough, disappear mode the ghost, 2000 cal power and weapons, and get out for another battle. If you're a fan of ferociously exciting action games, you'll love this one.

4

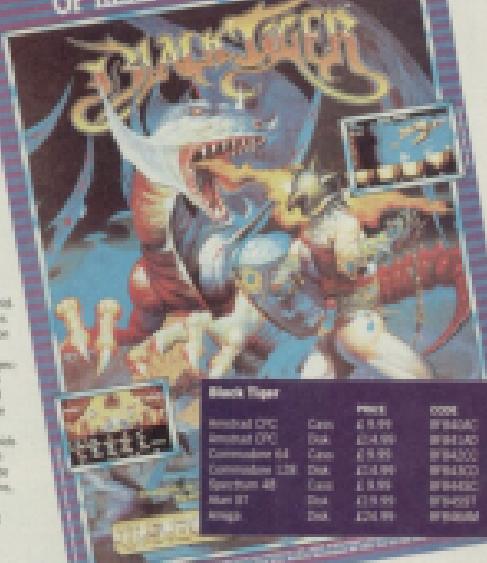
Cabal from Ocean

Set in a city infested with Cabal. A lone trooper has a disrupted behind enemy lines and must fight his way back home. Cabal after Cabal must be cleared of buildings, and buildings with machine guns, grenades and explosives. It makes like Doom even dead for the update from the original game.

Cabal

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Black Tiger

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TSR900

This month, Bargain Basement is brought to you by Y's two (almost) resident heart-throbs (or so they keep telling us) **JONATHAN DAVIES** and **RICH PELLEY**. Hoorah!

BARGAIN BASEMENT

MACADAM BUMPER

Players: 2/3/50

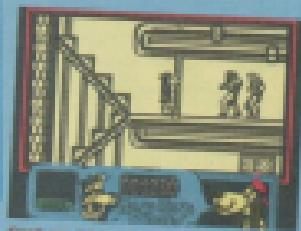
With 16 dodgy perfect turns and your bag, then Macadam Bumper could be a real poor relation, but, spaced out enough, probably exactly when this title truly's about. Of course, it's all been done before (and with better car) but as a perfect car it serves its purpose, and I suppose it's not a complete. This game seriously pretends to be like the real thing, meaning you've got a key to insert a coin to start, and showing you to 'choose' (or nothing) one of the imaginary table so the ball'll go in which. It's also got that lovely little score jobby which allows you to design your own layout and things -

perfect for whiley away those long, cold, winter nights. Hmmm, but what to say next, eh? Well the game does sort of that thing (it's a bit crap to be honest), but designing your own courses and what not does even things up a bit, so if this sort of thing appeals to you, get out your copper and get buying!

HONG KONG PHOOEY

Hi-Tec/12/50

With Hong Kong Phooey, Disney (he means supposed) - what a great cartoon that was, eh readers? (Or is a player hasn't been on telly for absolutely ages though, you what with good old Hong Kong and the thing not getting themselves into all sorts of mischief every Friday afternoon. I really rate it though. Like it they used to put themselves out of living cartoon - or something? Oh well, perhaps not. But (but, but!) I would you believe the if I was to tell you that the game is twice as good as the cartoon even was? Nah, you probably wouldn't. Which is a good thing and - look! I am in fact telling complete bollocking phooey! But don't go to pieces - it's not tragically bad in anything. In fact, phooey I say this little sucker's quite good. The best bit's probably the graphics - hardly



Can't see it here, but Phooey's having going-up-and-downs when a person is in it!

anything worth jumping up and down about, but as the Phooey emerges, mask and cheescake-gown aside, he looks so cute it makes the go all wibbly at the knees. Just check out the screenshot to see what I mean. As for the rest of the game - well, it's not bad at all (for a so called cheapie), although nothing much happens - you just不停地 punching and kicking various people all day in search of one Blaize von Blankoff who's just escaped from prison (the scamp). Nothing brilliant as I've said, but certainly one worth checking out.



Now, whatever designed this game must be a few poshers than me or something!

PRISON RIOT

Players: Premier CD/50

Well if there's one thing Players is good at, it's producing the-same-in-a-new-bout-and-find-things differents for the score. And guess what this is? It's the Blaize von Blankoff's job to be the bad guy. Only problem is that a joker it is, eh squatter it. (Please note, as you've probably deduced, it is in fact Blaize von Blankoff who's informed the screen-walk-about-and-find-things jobber. Looks suspiciously like Joe Black II. It's all started, what with all those cartoon graphics and whatnot? But who cares? It's as complete and utter cocker if ever I saw one. And what a tedious game too - what with all those great risks and dangers that have been going on recently. Blaize, Players, really are 'with it', aren't they readers?



Let's have the other ones out here, eh? Blaize von Blankoff's job is to... Blaize, the... probably 'famous' this game is. Haha. See what I mean?

So what's the plan then? Simple. There are seven ringleaders (in various parts of the prison) causing the riot, and your job is to walk about, find them, and give them a right good operating. When you find one, you'll enter a little sub-game, but don't think that'll bother explaining what happens 'cos... well, I'm not bad with myself. Overall, this sucker's a pretty little number, it's a little unoriginal game-playing-wise. Graphics and sound are top. So you'll just have to like it. If not then you must be playing Snooker Manager or something by mistake.

SNOKER MANAGER

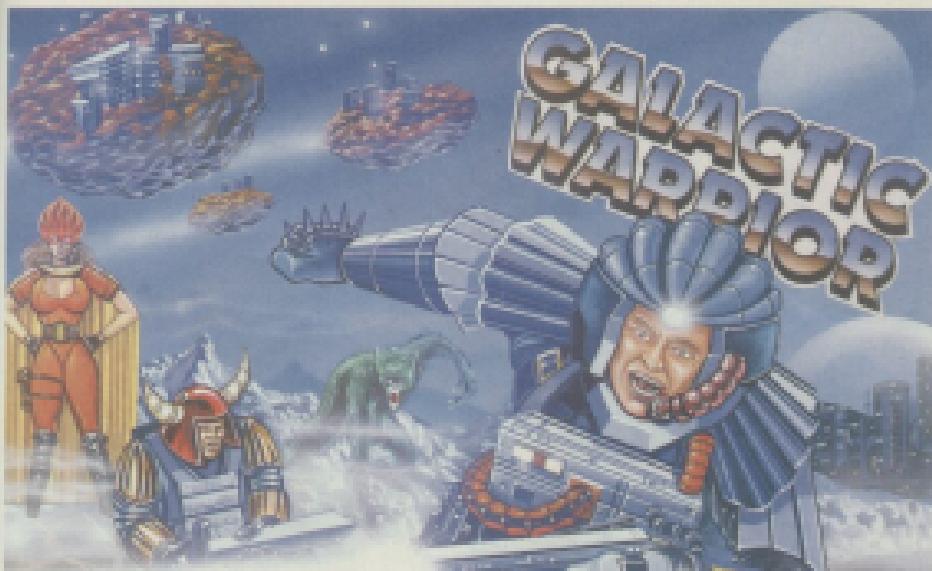
Image Software/12/50

Well Playing snooker's boring enough (well it is for me - I'm crap), but managing it? Bloodyright! How mind-numbingly uninteresting can you get? About this much actually, see. Snooker Manager really is the pits. It's



Snooker Manager, well, does what you'd expect, I suppose. You, it's a snooker table

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pretty standard sort of stuff - pick a bookie to manage and, er, manage him. "But how?" you're probably not asking. Well, maybe you like to watch your now-famous player practice, or perhaps you prefer to buy him some equipment to actually practice with. Alternatively you could invest your money in shares, or advertising. Or a host of other things, or even enter the shapshot championship if you'd prefer. The possibilities are endless. (But a personal favorite is pressing 60000s (the game crashes) and then hitting it off and leading something else instead. Hug, you've guessed it, Snooker Manager isn't really all that good.)

RUFF AND READY

Hi-Tech/£3.99

Rocky (Barney) - here's a turn-up for the so-called book. This one is another ancient cartoon based thing from these days down at Hi-Tech. And, as with all their other games, it's another stonking adventure thingy. What a surprise, eh? Anyone remember the original Half-Deaf Rocky cartoon? I'll tell you this: if Rocky was this dog, and, um, that's all I can remember really. Now, though, after agreeing to test Professor Neville's Rocket Rocket, they've only gone and crashed it on a planet miles away from anywhere. What can they do? And if that wasn't bad enough, Rocky's been kidnapped, and the only way Rock can save him is to rescue some of the aliens (who are holding Rocky hostage) after hours. Or something like that, I suppose.

Actually though, who cares? Not me for sure. Cos all of this is hardly riveting - looks more like an excuse for a walkabout-and-solve-duzzles kind game to me, and is not a particularly good one at that. Then again, it's not that bad either - you've got to



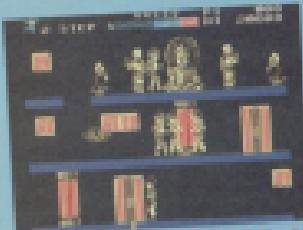
Ruff and Ready, eh? (Where do they get these bizarre cartoon characters from?)

be fair in this business, pleh. In fact, I've completely changed my mind. "Hug, it's now official - I think Ruff and Ready is, in fact, quite good. Barney, what is going on?"

SHAO LIN'S ROAD

Hi-Tech/£3.99

John Blog Here's a martial art you may never have heard of: China's Shao-Lin. (It's secret, apparently.) It would help if you did know a bit about it, though, as you've been kidnapped in a temple by the Thugs (who are



Hug, and Don't go up in flames now! (You'll only get yourself in big trouble if you start)

well, no doubt). Fortunately, mastery of the technique seems to be mainly about swinging the joystick around and pressing fire. The game is played over three floors on the screen and, along with the usual weapons, range of tactics etc, is a pretty standard affair.

Although it's getting on a bit, it must be coming up to its fourth birthday fairly soon, (that's like Metal in, I fully planned and modern-looking. All it's really lacking is a bit of variety. All the levels I've played were more or less the same, and as far as moves go there are only one or two. Hardly a spectacular little number, but quite neat at the price.

NEMESIS

Hi-Tech/£3.99

Jim Bay I have little patience with games where I get killed at the same point, usually (not the beginning) every time I play it for about six months. So Nemesis is fortunate to be getting off lightly. It's really fairly difficult, mostly due to the speed at which everything runs.

In case you're not familiar with the smash hit number one chest-bopping etc, encode game, errr, there it is. And this is the conventional sort of it. It's an standard horizontal scrolling shoot 'em up as they come, with all the usual add-on weapons, giant and off-level bosses, and all the rest of it. While the original was slick and very clever to look at, this conversion has a very Spectrely feel to it, which means slightly patchy sprites, and numerous overlaps with the graphics. All the same, it's very playable (apart from being a bit too difficult for its own good) and, as so many budget releases, makes a tidy little bang.



Well, I think this is meant for two players, the word 'average' was invented for?

THE VINDICATOR

Hi-Tech/£3.99

John Blog And so to Green Beast 2 (the original having come out on budget absolutely ages ago). Whether or not you notice this prospect we depend largely on your feelings about the original, which game that I actually had me believing my joystick stuck in that socket. Luckily MetalMaster, a bit more laid back (but only a bit), is a three part multi-loader with quite a nervous problem: the first and third parts are rabbits.

Part One is a rather boring maze game where you've got to run around shooting things, finding passes and solving anagrams. Your idea of fun? I thought not. Part Two is a whole lot better: it's a quick scrolling shoot 'em up where you fly by a plane and then drive a tank through the usual hostile hordes. A bit simple, but really enjoyable. And then, well, Part Three. Run left and right through an enemy base of some kind using this to move between levels and shooting things. Zing. Three okayish (on average) mini-games at a bargain price. You can't really argue with that.



Well, it's another multi-loader scrollin' shoot-'em-up (except for part one). Yawn.

QUATTRO POWER

CodeMaster/£3.99

John Blog Fair not, The Coders haven't finally got around to doing an Audi Simulator or even an Extract Fuzzy three Simulator. The question the title asks is to the fact that there are four old Coders titles crammed onto this tape, making it a bit of a bargain bang. And the games are... Moto Cross Simulator (a fairly dire little motorcycle going over lots of logs and things game), Palm Turbo 90 (an appealing OutRun clone - hardly the Coders' at their best), ATTV Simulator (a genuinely amazingly precisely addition - it's wickedly buggy simulation which I have to admit to playing for hours when I first came out) and Pro Footballer. Simulation is generally complicated, isn't it?

No that's two normal Coders games, one good game and an absolute corker (over enough, all crammed onto one tape for three quid). Not bad, really. I reckon it should be worth

MICIE

Hi Squid (12-14)

Jim Boy I wasn't expecting to see this one again. It's absolutely unique. I'm not sure I have ever seen in 1988 a real computer game, and the fact that the plot is somewhat bizarre. Micie is actually rather good, you're a bit of a lad, you have your schoolboy equivalents of our Picts, and the object of the game is to plant one on your neighbour's who's waiting for you at the end of five levels of classroom fracas. To get them to leave you've got to collect books, while trying to avoid various members of staff who naturally want to put a stop to all this. It plays even more weirdly than it sounds, although once you get the hang of it is actually very easy, and you'll find yourself completing all the levels loads of times each time you play. That is, assuming you buy it. And you've got every reason to do so, as it's really put together and really quite enjoyable.



We've added some fun this game - You Day to Day Lite - Or when you're home alone!

MATCH DAY II

Hi Squid (12-14)

Jim Boy (cont). As I write this a black cloud has just descended over England. The Germans have beaten us. Again. What an



you'd have believed a few months ago that the Coors Bitter would get here at the month's end?

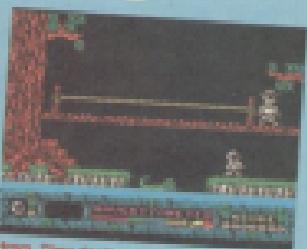
Just for ATY Squid to tell the truth. It really is a great game, and with two players the feeling of competition becomes almost homicidal. So that's a review, put on the books for the Coors team, and a firm recommendation for everyone else.



JACK THE NIPPER II

Hi Squid (12-14)

Jim Boy With a plot that could have been written by Tight Fit, Jack finds himself stranded in the jungle with the task of his father's hand in her pursuit. So what's he going to try to do. Escape? Nope. He's going to be as hungry as possible. There are certainly plenty of natives to poster, and the birds and animals look a bit vulnerable too. There are also lots of vines to swing on, coconuts to throw around, rivers to jump across and, um, bats to catch. The graphics, as in the original Jack, are excellent, and with more colour this time. Sound effects haven't been forgotten, either, as there are also lots of bouncy tunes and things. It's so exciting, it really is. At least twice this, one really can't be ignored, so buy, buy, eh, buy.

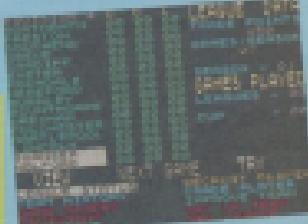


Now, they don't make Spicy Bitter like this any more (except the poly).

GARY LINEKER'S SUPERSKILLS

Hi Squid (12-14)

Jim Boy Seeing that everyone's getting (or always has been) thoroughly sick and tired of anything to do with football, this seems like an ideal opportunity to take a look at...



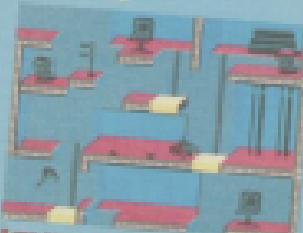
You really enjoyed our review bringing you an interesting pic of Coors, eh?

another football game. It's essentially a physics support, where you have to work your way through a series of events (press-ups, height lifting, penalties etc. etc.) with the general intention of scoring but Gary's football playing (and he could certainly do with a bit of improvement, eh, West Ham?). The presentation is up to scratch, but the game itself is... well... Once you've done one round there's probably won't be doing very much. And when you find out that the monkey bars and weight lifting are along very much, the game isn't here, well, Gary to likely to be paid a visit by old Mr Fleet Butter. Not an inspiring re-release,

IMPOSSIBLE MISSION II

Hi Squid (12-14)

Jim Boy It's not too hard to work out what this one's like sequel too. The idea is that you're going to penetrate the usual fortress, dislodge a bony minge and generally screw the world. On route you'll need to work out a few secret codes, and there's a bit here about assembling a musical sequence as well. It all sounds pretty thrilling, anyway. As with the first game, the fortress is made up of a whole lot of rooms which are connected by passages and lifts. Each room is full of platforms, lifts, furniture and robots. The fun comes when you've got to search these rooms, for lots of code while simultaneously avoiding the robots. It looks a bit nappy graphically, but it's a bit of a challenge for those with time to spare.



If you can make time or have a bit of energy hanging on here, you're better than me.

on some of the most famous stories from 2000AD (the comic in which Dredd appears).

The opening sequence has the central Justice Department

sequence Dredd has to stop a gang of rampaging tortoise homicidal 70-stone blubber monsters who are trying to eat everything in their path by shutting off the food dispensers. In

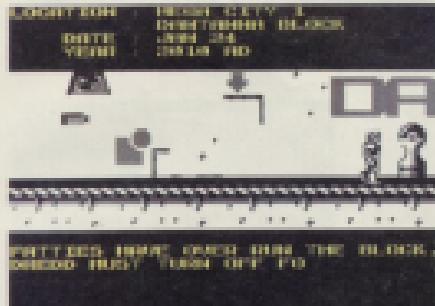
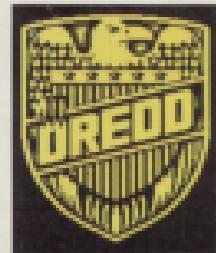
inducing the disease Block Mania (which turns each tower block against its neighbour). Of course, Block Mania gets into the water supply

somewhat anyway, so now you've got to stop the rampaging citizens by destroying the main cannons they're using against each other!

And so it goes on. Finally, there are the Dark Judges - strange mismatched versions of Dredd himself from another dimension, who've decided that life itself is a crime (!) and that the punishment should be tyro (guessed it) death!

Whew! Exciting stuff, eh? Although in some parts of the game Dredd is mounted on his armoured bike, and in others he's on foot, all the levels (in monochrome this time, which is a bit of a shame) feature more or less the same

platform-and-ladders shoot-'em-up style of gameplay - it's the backgrounds, the baddies and the specific tasks Dredd has to perform that change. We should be able to bring you a full review next issue, but in the meantime here are oodles of screenshots. Watch out for this new Dredd - it could be quite a corker (and after all, he is the law!).



In the rest of the first mission, what the computer is trying to tell us is that we have to shut off the food dispensers - so the tortoises will eat up the city!

computer informing Dredd of what's been happening today before he goes on patrol, then after that each level will possibly be introduced by a short comic strip sequence to explain what's going on. Then it's straight into the action.

And what weird action it is! In the first

another he has to close off a block's air vents in order to contain an enzyme which has turned the entire population into monkeys! Another couple of levels chronicle Dredd's chase of Orlak, an elite Sov-City agent who's intent on poisoning the city's water supply and thus

level 1 (saying "I'm, you're a...mancer's apprentice or something, and you have to do lots of things" isn't really giving enough either, is it? Oh dear... why didn't you just tell us about it? Sorry Dredd we'll check it out for ourselves! And that's exactly what we did!)

The problem is though, even after seeing the blighter we're still pretty clueless on what it's all about. You see the little yellow blocks with a bobbly cap on, you see (we've checked) that much stuff, and you've got to walk along these floating platforms, etc., walking and jumping and running. There seem to be lots of blocks which you can pick up on the way, carry along and even bump down again too.



Apprentice is unfortunately unusual and pretty lame by the looks of it. It's power-based is true, but that's doesn't make it any less bad. And as I say, it's a good in that ridiculous right-easy! It's really the story.

Apprentice

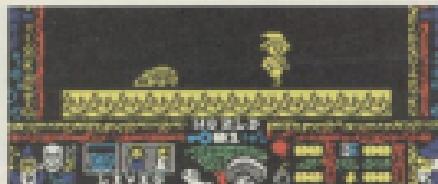
Rainbow Arts

£19.99. Apprentice. What's the odd one out? Well, whatever it is, it's either too good or it's got cults or pedophiles to live up to. When all's it's being pushed by Rainbow Arts and programmed by Probe Software (the team who did the megagameful *Funcom Eat Me*). Let's give Probe a ring and see what they've got to say about it, shall we?

Bring bring bring bring! Hello, Probe? Yes, we want to know about *Apprentice*, please. You what? You haven't got a clue about it either? But you guys did convert the *Funcom Eat Me* converted it from the original Amiga version on

"You can even start on them. I'd like to see what you should really want to do all this time is not too sure, but if I can't become clear as we get into the game."

Right, what else is there? Well, there are lots of regular positions you can swap around. If you wish, you can grab a nearby balloon and sort of



Look, it's time again for me to go through my Doomsday book. Of the 200+ levels I've completed, isn't it about time I do something else?

Now up to the top of the screen if you please, whatever route you choose, odds are that you'll eventually come across this big, ugly, insatiable thing, which you're obviously going to have to fight in some manner. Here's about 100% of those levels you've completed at this point. That's what

we need, anyway!

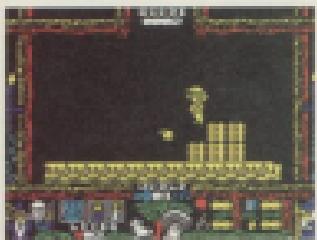
As is the case in most of these sorts of things, you might have got here by now. If it is, it's part of a larger adventure, like Monopoly crossed with Ghost in the Machine, or something, you can't imagine! I haven't even started at this point. That's what



it is! Loads of levels to be completed, methinks but what are they? Again? How generic! These square, dumb, noise things you get in sales? Whoa!

along the way, some of which you'll eventually be able to swap for goodies at the local corner shop. These things will make you work faster, jump higher, fall slower and all that - you know the sort of thing.

And that's about the size of it really. As you'll see, I should be finished fairly shortly, and while it doesn't look like it'll quite home the knock-down-dead quality of something like Lemmings, it promises to be quite a laugh all the same. Keep your eyes peeled for it.



Well, it's a terrible bore being Doomsday's slave by hanging on top of all these boxes! What a crap idea, eh?

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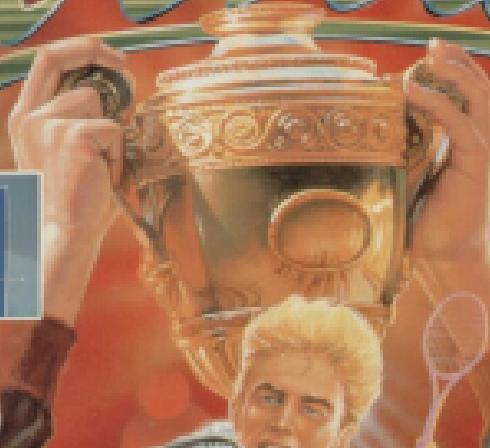
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Featuring all the shots in the book, breathtaking animation and amazingly realistic speech and sound effects, in TV-style presentation make TIE-BREAK the out and out winner on any machine.



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