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YOUR SINCLAIR

FOUR

Hook your forefinger round this! It's the second astounding Your Sinclair Four Pack, which means four ginormously playable games – in a box! Peel it effortlessly off the cover and you'll unleash a quartet of corkers – Pool, a game with plenty of balls and a big stick to prod them with, hours of mud-splattered fun in Rugby, comic-assembly capers with Piggy Tales and a galaxy of space fight spills in Empire! It's too good to be true – but it is!

EMPIRE

Andrew Gribbler
originally released
by Firebird

Righty-oh, time for a bit of galactic domination. Empire is a space travel and battle role. It's also good (rather a lot of instructions, so perhaps we'd better tell you how to play the pesky thing, yes?) Okay, starting out with a wacky 'Club Scoutship' you've got to steadily build up a galactic empire by trading, killing and flying missions. Making sense that you've got to construct a Frontier Shield to turn your empire into a bit more of a permanent affair, and prevent any 'unwanted' visitors.

MOVING YOUR SHIP ABOUT

This bit's quite simple, it's basically a case of rotating, thrusting and steering about really. The keys? Try...

- Q Anti-clockwise rot
 - P Clockwise rot
 - Space Shift Thrust
 - R Reduce speed
 - B Fire photon cannon (ie your gun)
- You can, of course, use a joystick for all these manoeuvres too.

Now don't go mad and start firing all over the shop, otherwise you'll heat up your ship

and, well, things will get a bit hot really (and you're gun'll go all funny).

PODS

Now pods are very important (we'll explain why in a bit), so if you are one floating around in space grab all those B's to extend your ropes, then carefully manoeuvre your ship so the outer side of the loop at the end of the rope touches the pod. By the way, if you accidentally pick up a radioactive pod then you'll die – so pressing W to retract your ropes (and drop any 'heavy' pods) before your radiation level gets too high may come in handy.

Right – the pods. It's simple. These are the contrabands you use to transport cargo around the galaxy, though they come in different types (depending on their use). By the way, when you get a Wolf attack ship (which you may earn later in the game) you can carry pods without the need for ropes – just fly over them and they'll be picked up by pod trays and displayed on the side of the screen.

STARBASES

These consist of two systems – you can



These gauges in full – Fuel level (top left), Energy (R), Temperature (T), Oxidation Probers (bottom two corners), Starbase (right), Shield (B), Radiation (A). All clear!

stock with one by flying between them and turning your ship so it faces the centre of a sphere. You'll need to visit them to trade or collect equipment pods, to leave pods for safe-keeping, to receive instructions for special missions or to save your game switches onto tape.

Once you're stocked with ore, a system controller will appear in a screen above your computer, including the base's ore, mineral and human resources – a Starbase needs all three to produce equipment pods for your ship, and the more it has the faster

POOL

Blue Ribbon

Fancy yourself as a bit of a pool shark, eh? Bit of a hustler? Or

best? Well, in that case you'd better take a ponder at this. Not only will it save you sports on pool equipment, it'll let you sharpen up your skills as well before stepping out into the balls and 'shootin' some cue' for real.

Our version isn't quite the same as the real game, to tell the truth. For a start there are only nine balls – three red, three blue and three white. The white ones are used one at a time as cue balls to knock the reds and blues into the pockets. Can't let the white balls go in with them though, as they'll be gone for good and you'll have to start again. In one-player mode you can whack in the balls in any order, and once you've cleared the table

you'll go onto a new frame. In a two-player game it's a case of who gets to the highest scoring balls first.

Actually, we'll tell you into a little secret – the blue balls are worth twice as much as the red ones (but don't tell the other player that!). The other thing to watch out for are foul shots. If you fail to knock in any balls three times in a row, that's it. Game over, man!

So how do you actually make a shot then? Well, you'll find that the A and B keys move a cursor round the edge of the table. When you press Enter to hit the ball the cursor marks the spot where the cue ball will hit the cushion (assuming it doesn't bash into something else first, that is). But before you do that, how about pressing L to vary the strength of the shot?

Those keys again...

- A Move cue marker anti-clockwise
- S Move cue marker clockwise
- L Change speed of shot
- Enter Execute shot



Move, but don't let cue whack into something else first. It looks like a Pool game, doesn't it?

OUR PACK

No 2



And here's the galaxy map. That's your pointer - the little square at the bottom there. Rather looks like you've got it set to, doesn't it?

It can do it, if the Starbase pulls in one of these three types of pod it will add it to the resource indicator, although if it acquires any other type of pod (ship's equipment or performance) it will be displayed in the top half of the screen.

While in the Starbase you can...

Trade Use this option to select the pods you want - the pod indicators show you what the base has, the minerals to produce. To select one use the Up and Down keys and press Enter - you must then collect it from outside the Starbase using your Cargo ropes. If a pod is selected the resource indicator will show a corresponding dot.

Tapo/Think Use to SAVE your current game, or reload a saved one.

Master If the Starbase requires you to carry out a special mission it will display it - you'll have a time limit, so if you take too long your rope'll break (or all of the reward).

Select pods Do this with the Up, Down and Select keys. To leave pods at a Starbase just retract your ship's ropes nearby (and to unleash it - the base will do the rest).

SYSTEM MAP
- Press T to display a map of the current solar system.

- To zoom into your position press A.
- To zoom out press G.
- To return to the game press X.
- The marker (a large flashing circle in the middle of the screen) can be moved around using the directional keys. Point your left-hand directional indicator towards either the Starbase or the marker by pressing T - when it's pointing at the system marker the box above it reads PC. This allows you to fly to any point in the system, but watch out! You'll go in a straight line, so make sure there aren't any planets in the way!

PLANETS
You'll need to land on these to pick up ore, minerals and people for Starbases. To land, fly around the planet until you find a 'warp

THOSE LENGTHY KEY COMMANDS IN FULL

- R** Rotate clockwise
- P** Rotate anti-clockwise
- Symbol Shift Thrust**
- M** Slow
- X** Fire
- S** Extend cargo rope
- W** Retract rope
- T** System map
- G** Galaxy map
- I** Swap left pointer function

In Planet Orbit

- C** Left
- F** Right
- X** Abort planet mode

In Planet Mode

- C** Left
- F** Right
- X** Fire

Map Mode

- S** Left
- R** Right
- 7** Up
- 8** Down
- C** to **P** Zoom out (system map only)
- A** to **ENTER** Zoom in (system map only)
- CAPS** to **SPACE** Exit map

RUGBY

Blue Ribbon

Football's for girls, in Matt's opinion. Nope, so far as our big, bushy-haired, concerned rugby's the only game that real men play (and even that's a bit goofy). So to keep him happy, and to make sure that none of you should be short of the contents of our trousers, here's what is generally regarded as one of the most exciting and accurate rugby games in Spasystem. Known, to keep things simple, as Rugby, it features absolutely everything you'd find in the real thing, including such delights as passing, drop goals, scrums, line-outs and conversions. (All it lacks is a set of gum sticks, but they'd probably look a bit silly actually.)

Having loaded the game you'll find yourself presented with a substantial list of options, including one-/two-player games and difficulty levels. Get them up and you'll be through to the actual game. Now, you're probably familiar with the rules of the rugby (if not, they're rather too complicated to print here and, well, you're not too sure of them ourselves). So here's how you 'do things'...

PASSING To pass the ball press the key for the direction you wish to pass it and the Fire button together.
DROP-KICK To drop-kick, press the key to move backwards (Left or Right depending on which end you're at) and the Fire button together.
GOAL KICKS When (and if you've scored a try) you'll get a player's-eye view of the goalposts (shown on the big screen at the top left of the field). You've got to compensate for the wind strength and direction by aiming to the left or right of the posts. When you're satisfied, take the kick.

And, in case you thought we'd forgotten, here are the keys...



How to take a good kick? Well, it's called a conversion, it's 3 points.



Super Looks like a certain well known store has introduced a line of into the

- Player One**
- I** Up
 - O** Down
 - S** Right
 - A** Left
 - Button Row: Pass or kick

- Player Two**
- I** Up
 - O** Down
 - R** Right
 - J** Left
 - Button Row: Pass or kick

- B** Pause
- Caps Shift B T** Abort

PIGGY TALES

C&W

The impressive thing about this one is that it actually does games in one. Which effectively means you're playing you-it (in fact this means...)

Money?) They do all have something in common though, Pigs.

You see, you're in the editor of a Comic With Lots Of Pigs In, and you're faced with the daunting prospect of getting the next issue put together on time. If you load the game up and press the right combination of keys you'll find that you'll be able to cycle through the pages of the comic by pressing Up and Down. To start off with they'll all be empty, of course, so you've got to fill all the panels by clicking up points in each of the three sub-games. These are Peter's Pimple, Suburbanman and Tom Tiddler, and can be accessed by going to the relevant pages and pressing Firs.

PETER'S PIMPLE

On the left is your bat, on the right is your wall, and somewhere in-between you'll find a ball. The trick, as you can probably imagine, is to knock down the wall with the ball by bouncing it off your bat. Simple, eh? And after that there are lots more walls to be knocked down. Each of



One of the sub-games from Piggy Tales. This one's called Peter's Pimple, but there don't seem to be any actual pigs in it. (Looks more like Ant-Man to me.)

The first ten screens you complete will fill in panels on page one, while the final two will give you bonus panels to fill up other pages.

SUBURBANMAN

Each of the six zones are split into two sections, which you've got to navigate Suburbanman through while keeping his attitude as low as possible (without crashing, that is). The higher you fly the more energy you'll lose, so watch it. There are things to shoot, and these will award you extra points, energy and the occasional bonus panel if you fly them.

TOM TIDDLER

In the final game you've got to negotiate a

mass picking up bits and pieces and avoiding hazards. The collectables are as follows...

- R Bonus panel
- P Page Panel
- S Extra points
- L Extra life
- F Random life or bonus score
- ESC needed to finish score

An impressive line-up for which you'll probably want to know the keys...

- Q Up
- A Down
- O Left
- F Right
- M Fire



And here's Tom Tiddler. (Don't know what that funny piggy-face name in the top corner is doing there though.)

later, fly in it and you enter a tunnel made up of circles - fly through them all without collision to reach the planet's surface.

Once on the planet control your ship with O = Left, P = Right, and Fire = X. Avoid or destroy missiles and look for pods to pick up, using the directional pointer on the left of the screen to guide you to the nearest pod or exit point. Any collected pods will be deposited outside the warp hole to be collected on your return to normal space.

GALAXY MAP

This shows you all the systems you can visit, the number of alien-controlled systems and which ones you've been to already. (Press Q to access.) Follow your pointer over a system and info on it will be displayed, including whether a planet is pop-up-infested (see SIC) and so should

be avoided (there is an antidote, but you'll have to find it), how many people it contains (POP), whether there are invading aliens in the system (INV) and so on.

INTER-SYSTEM TRAVEL

To move between systems, leave the edge of the present one and travel through the asteroid belt (careful!) to the next one (if there's one there, that is). Otherwise you'll need a special Hyperspace pod to travel further.

Some systems are overrun by very fast aliens, so you'll find the Starbases useful. Kill them all and you may get rewarded by the Simps, who'll be able to reclaim the system.

As you progress through the game things start to change. There'll be new aliens, different equipment, the chance

to purchase Starbases, new ships and so on. Once you own all the systems you'll need to fortify your new empire. To do this construct a Frontier Shield with eight frontier generators, each of which has a destination system it displays when you pick it up. Deliver them all to the correct spots and you've won the game! (Hurray!)

Watch out though - the computer tells you the percentage of the game you've completed, but that reflects the standard of your gameplaying too - it's possible you may complete the game, and still earn less than 100%.

TAPE TRUBBS!

Aw, shucks. With the enormous number of Four Packs we've got to run off on the YS tape recorder every month it's inevitable that one or two slightly dodgy ones will slip through. And it looks like you've been handed with one of them. Not to worry though - we'll send you a new one, how's about that? All you've got to do is send your Four Pack with an a/c to YS Four Pack No 2, Tape Returns (November issue), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4GD, and within a week or two you should be back on the road to Spectrum fulfilment. Hurray!



The Systems map from Empire. The big redish bits are various planets, white shiny bits could be Starbases, warp holes, anything.

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ES-95



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ES-95



Take your life in your hands to race both speed and your wits. Jump the bridge and attempt the impossible loop the loop. All in 100 hours solid 3D - it's the ultimate driving simulation.

"...contains all the features of the most games and plays infinitely. An absolute must for all boy gamers!" *ES-95*



It's fast and furious and you're in peak position. Power your way round 17 almost-sharing circuits. Slip on the gas and let your opponents eat dust!

"There's nothing better in what's surely the best Power Drift compilation ever. It's a trip as enjoyable as 'C&EG'." *ES-95*



DOMARK

Available on PC, PS2, X-Box, Gamecube, Game Boy Advance, PSP, DS
 Published by Domark Ltd, Iron Works, 11-12 High Road, London
 Tel: 020 7581 7800 Fax: 020 7581 7801
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This month we take an exclusive peek at those up-'n'-comin' Christmas Specy releases, and also ask that question on everybody's lips - "The circular Tetleys tea bag - why?"

IT'S THE PSSST GUIDE TO THE BIG, BIG GAMES!

What'll be the Christmas number one?



Remember Chase HQ, Cabal, Operation Thunderbolt, Batman, The Undiscovered and (of course) the never-ending story that is RoboCop? Yes, Ocean has Christmas pretty much served up last year, didn't they, Specy-ists? That doesn't mean things'll be the same this time round though... uh no. Compensation for the essential hot spot looks tough as well, so, with that in mind, let's take a gander at what the big boys (Ocean, US Gold, Activision etc) have lined up for this year, complete with approximate (very approximate!) release dates and so on. It's the usual combination of title and high-profile artist however, though there are one or two original products in there elsewhere (Tetley, Matrix Command, Super) full reviews and previews over the next five issues...

NOVEMBER & DECEMBER

Stick Thru Disney

Comic book fan that would! Suitable not to the Specy (at least the limited colour palette will be an advantage). Despite the Disney label, this has actually been put together by Tetsu, but how fit to be anybody's guess (much like his pre-release reservations for the movie).



RoboCop 2 Ocean



Whoah! Now this is the one - it has a Christmas Number One written all over it (and right through the centre as well).

RoboCop comes still riding high in the charts some five years after its release, this carries a massive bundle of expectations. A surprise hit.

The original film, the movie played true to its name - an amateur about the game if you want to.

Atomic RoboCop Activision

Obviously little robot in yet another Activision shoot-'em-up. (Good to see them go out on a high note.)

M.A.C. Ocean

Very much in the Midnight Resistance mould. Ocean expect big things of the massive (and rather booty) Williams sort of system.

Puzzle Ocean

Another Ocean puzzle (would you believe), again all to do with moving blocks around, but this time originated at Tetsu.



SGI Ocean

Sequel to Chase HQ, one of last year's biggest Christmas hits, this supposed (slightly blow-by) car chase game should be gigantic. (Who says driving games were last year's thing?)

Puzzle - blocks, blocks and more blocks (B, there's just a bit more you can get really...)

Endless Tengen (Denmark)

Very similar to Ironman actually - an overhead view Super-type game, only this time set in a mad style (and apparently) world.

Strider II US Gold

Not yet a re-rip (but going to be, eventually), this sequel to last year's hit leads the US Gold charge. (Check out this issue's Megajournal.)



Course, talk about lead in the boat (though get Jerry in Strider II).

Win Runner Tengen (Denmark)

With hard Drive 'n' style graphics on the side up (though the Specy version's more conventional), this fast and furious racing game should fare well.

OCTOBER

Total Recall Ocean

The big summer Amiga movie becomes the fall of the big autumn Specy blockbuster. Expect it to do very well indeed, but will it have the legs to make it right through to Xmas?



The Running Man spins for his life in Total Recall. Oh, Jerry, go!

It's about a slightly more... my professional test game, it'll suffer from the fact that publishers just aren't that wary, are they? A good fit for the.

Golden Axe Virgin

Colourful and varied fantasy beat-'em-up - one of the big top Amiga games.



"Pheasant! Oh, Clifford, you can't you played with the Lander this morning?"

Iron Brønner's Super Off-Road Racer Virgin

Overhead-view racing game very much in the Supermodel mould - and booming excellent too. (Check out this month's review.)



Booby's really got his feet - it's been top-seller! (Seaside's Off-Road Racer?)

Pang! Ocean

Another puzzle game. You play a little man running around the bottom of the screen with a laser beam, spilling the bubbles that float above him. Sounds simple but looks quite tasty.



Oh Pang! Looks like there's got the most intel automatic in the week again!



UN Squadron - never let a star sail the Specy games can't be helped, eh?

game that said would never fit the \$100). Battle Command takes the same 3D vector graphics and sci-fi technology formula and drops all sorts of clever things with it. Excellent long-term success, but Amiga number one? (Not likely.)

Plotting Ocean

This one you should already know a



Plotting - definitely a case of looking the other side of the coin for something.

DECEMBER



Blade Runner Have spruced up the gameplay for the home version in the way they've done for the 19- bit version of *The Hunt* (7) Only time will tell!

Show 'n' Tell: The Great Grendin Ambitious 3-bit version of classic *Pyramids*, 16-bit - would be great, could be awful.

Unapproved Activision More telety-courtesy videogames in shoot-'em-up shooter, but this time based on a rather more original coin-op.

Tea! Ocean A cute teat-tem-up licensed from a TAD coin-op. You play a sort of half man-half



ape (though running along a horizontally-scrolling landscape, featuring things up Gold's appearing rarely).

Days Of Thunder **Mindscaper** Racing game based on the Tom Cruise classic. It's all in-car-competition thing, like *Street Car Racer*, and should be out for the end of the year (by which time the financially-disappointing movie might well have been forgotten).

Line Of Fire: US Gold Very much in the Operations 19-bit mould, and guaranteed a slice of the market.

ESCAPE US Gold Standing for Elite, Special Weapons and Tactics, this is a Robocop-style coin-op, with you as a futuristic American policeman winning the right to wear the full ELIWAHT mechanical battlesuit. US Gold's biggest?

Nightshift: Lucasfilm (US Gold)

The first time Lucasfilm have done a Spacey product, it features really famous characters (Andy Jones, I like Skywalker as it's in a title, apparently set in a top factory. Here.



Single light? Who said night shifts were crap? Grendin II was absolutely brilliant!

JANUARY

May (SEGA) Ocean Unless they re-release the Charlie Sheen action movie it's based on, this won't be seen until after Christmas. As yet, pretty much an unknown quantity.

Turquoise Mutant Ninja Turtles Mirrorsoft One of the few games that could conceivably put Plaza II for the number one slot, how well this does could depend more on whether the popularity of the Turtles is real or faked than on the strengths of the game. If/ or what it's worth though, early reports have it that it's actually rather corking.



St. Dragon - Oh, no! It's the return of the killer apes from outer space!

St. Dragon Storm Rather R-type-like but rather nifty shoot-'em-up with a dragon in it. (This year's thing apparently.)

SNW Storm

Born equal to the marvelous *Blade Runner*, with the same jeep and helicopter, but this time incorporating an overhead viewpoint. Still an unknown quantity.

Grendin II Elite

Elite return to the Spacey Business with the resurrection of the summer movie. (And it's great, it have both of them back.)

NO MORE ACTIVISION!

Yes, it's true! As you can have read elsewhere, Activision are in fact about seven financial disasters, which will

obviously mean the withdrawal of the company from the US market. What's happened (in a nutshell) is that legal costs and damage from a long-running court case in the US have already crippled the parent company, meaning they've gone into immediate bankruptcy liquidation, withdrawing from overseas markets, selling stuff up to get extra cash - and so on, basically. Activision's US owners have been one of the more profitable parts of the company in the past, but that hasn't stopped them winding it down. Over the remainder of the year the remaining Activision games will be released, but a few people are still in the process of reworking all existing games and the idea of some floppy games, such as titles *BT* and *Angie* (which, Activision's Christmas ad (Activision Robbed! Unapproved) says as expected, but what that it's all over, that's it).

OH NO! TZR GETS HITCHED!

Yes, Spacey fans, if you thought the Activision name was just just like a look at Bill Tennes Mountain, Activision and co-publisher of *TZR* no longer exist! Don't worry though - she's not dead or anything, it's just that she's not known as Tennes Jeremy Egerton, having had the best with and Jeremy Egerton (the long-standing - or should that be long-suffering? - boyfriend) in September! At the old *TZR* crew (Matt, Andy, Dunc, Jackie,



My god! I am so pleased that you that have such love and care into *TZR*. You've married me. As Heaven's table situation, Rick and I did our best. Catherine and Catherine's wish good to Brighton for the day, and a good time was had by all. But what happens is all three lovely Spacey fans who were enjoying one for *TZR* during the time as Ed? We guess they'll have just had time for a quick shower (just our little joke, 'TZR' the whole Spacey game and you will.)

AND THERE'S MORE!

Of course those aren't all the games that are going to be competing for your time money by any means. What about *Blue Dragon* and *Mirrorsoft*, *The Spy Who Loved Me* (Comark), the long-awaited *F-16 Combat Pilot* (Digital Integration), *Player Manager* (even *Four Off It* (Anco), *Aggravate* (Painting Arts), *World Championship Soccer* (Elite), *Snake Snake* (Elite), *Superstars*, *Ultimate Golf*, *Superstars*,

Leads (Epic) *Turbo Challenge* and a *Topcat* rally game (all from Grendin), *MightyBots* and *Adidas Championship* (the Great Ocean), *Planet's Quest* (Dynamix), *Subotek* (Dynamix), *Eliminator*, *Heater* (Shifter and co) (Audiogenic), *The Amazing Spaceman* and a new *George Soto* game (Empire), *Beam Storm* (Thal), *Point Of Rally* and *Overlord* (Thal), ...* The list goes on (and on, and on).

PSST INVESTIGATES

THE ROUND TEABAG

Circular teabags. What a 'great' idea, eh? But how did they come about? And why are they advertised by the Tolley Tea Folk? Well, stick around and you may find out.

STEP ONE - THE CONCEPT

"This, obviously though, is where the whole thinking really begins. At Tolley, the middle-management employee was slightly drunk in a pub after work one evening when a thought suddenly flashed into his mind - 'hey, nobody makes circular teabags! You can only get square ones!' He acted on this idea in the Home under 'B' (the former-Baker-Baker's) and then proceeded to get totally convinced. The next day, after stacking his kit work, he showed up at the floor of the Tolley Tea (UK) Product Manager entered the office, and outlined his circular teabag idea. The Product Manager was impressed and set out next day at a meeting with the board of directors - and the Tolley 'Creative People' were called in. The ball was rolling, but would it be better?



STEP THREE - IDEAS TIME

The Tolley 'Creative People' of several different sizes of coffee and smoking habits gathered while they try to combine ideas with the fundamental qualities of the circular teabag. In other words, how or even do they get inside it from the things? Peter: I know - let's go for the 'green' approach. Let the bottom that the bag uses less paper than a square one, so there's no need to cut down as many trees. Save the planet with Tebbags. That sort of stuff. Jim: Yeah. Or circular could be the Arabian Basin with loads of checks. Maybe we could get 'green' instead? Targem: No, it'd be twice expensive. I think the circular approach would be better. Round teabags fit snugly into the bottom of a cup, whereas square ones don't. We could make this demonstrated by the Tolley Tea Folk. Peter: Or no, let the bottom Tolley Tea Folk again. They're so famous. Can't we all think of it, drawing them in the tea or putting them in the 'hole' or something? Targem: You're the one who thought them

up. Peter: Yeah, but I didn't think we were going to use them longer. Jim: No with Peter on the one. Targem: I'm thoroughly convinced of with the Tolley Tea Folk as well. Targem: Well, give me another idea then - and nothing that involves nobody work in the kitchen. Jim: Hmm... How about a purple tea bag (they're round)? Something like 'Come around' for a cup of tea. That could be the bottom. Targem: Excellent. Liberty (patent). Peter? Anything better? Peter: What about doing a bit of computer animation. The teabags could be L.P.O. from the ground, falling or something, and they're coming in with a wave on all from the ground looking like which don't fit snugly in the bottom of tea cups? It could do some really good Star Wars-type visuals. Jim: Yes. And the leader could be called something like Luke Skywalker. I know, Round Teabag!

STEP TWO - THE MEETING

Everyone was called around in a large important-looking lobby. The Leading Manager stood up and addressed the team product. Managing Director: How have you been on this idea product, circular teabags? I want to know how you're doing and what you all think - what your own feedback.

Product Manager: It's okay, okay, eh? Thank you. Right, well, the way I see it is that this would be an exciting venture for Tolley. Something like a few, we will see how they square teabags from these products. The reality is that a circular product would be a first-time offer, and I think we'll have a better chance of success. Managing Director: Thank you. Yes, yes, I feel the heat myself. Always be so thoughtful? How good you, Creative People down the floor?

Creative Persons: Oh, yes, well, it's all about family-working, but thinking about making strategies though. What exactly makes a circular teabag better than a square one?

Product Manager: Good question. Peter and I've been giving this a bit of thought, but you can imagine that - it's not our product that is a great thing, for a start. After all, it would have any number, on each bag will need less perforated paper.

Managing Director: Really? How much less paper, Tom?

Product Manager: About 21 percent, as Managing Director: Excellent, excellent. So the reality is that more areas. Right, I want you to continue to go away and come up with some kind of advertising plan.

Customer: The round teabags are ahead. Everybody agrees.



STEP FOUR - SELLING THE IDEA

The Creative People have another meeting with the Tolley board of directors, and show them drawings of three rough ideas. Unfortunately, the board of directors are particularly impressed. They think the L.P.O. teabag idea is the best - round from tea-growing which is special in ambient but featured as it breaks into round! I want to get round-teabags (new). The second idea of having three folded cups, without temperature or a good circular teabag, showing 'One tea teabag, three tea teabags' is considered very too useful to appreciate anyway at all. The third idea of showing the tea-bag being made at the factory is dropped as being a bit on the boring side.

Targem: But we could just do it though... We could do it at sort of some money with a teabag, good detail back in the background. The teabag always used all new custom-made.

Managing Director: Thank you've explained both of the point, but what other people think 'Tolley' say less of evidence. They talk of futures. They talk of both types and putting them down their issues.

Peter: How about a combination with a coffee bag putting a lot of tea bags down the issues?

Managing Director: I think not, No. I think you will be working. Jim: Working about some thing like coffee when you give us open eye. The Tolley Tea Folk. Product Manager: Yes, the Tolley Tea Folk. Everyone loves the Tolley Tea Folk. Peter: Or no.

STEP SIX - THE PRODUCT YOU CAN BUY*

"Unless you prefer to win it. Yes, that's right. It's another breathtaking Product Concept! You can win this actual teabag, all you have to do is complete the following rhyme, sign up the coupon, fill in your particulars (over) and then send the thing to us (marked Teabag Comp). Well, as the rest. It's the chance of a lifetime, so don't delay!

I'm a bit of a poet, and I desperately want to win a circular tea-bag - it's here's the poem with my line added at the bottom...
I remember the day when all teabags were square,
And wouldn't fit into a cup.
But those days are now past - thanks to Tebbags of tea!
(My turn...)

STEP FIVE - THE FINAL ADVERT

The advert was first to be made of a combination of ideas. First, everyone is in the kitchen quickly making a perfectly good cup of tea with square teabags. This advert is coming out in their sales. Carston Man 1: Hello, Hello the Tolley Tea Folk, Carston, or... We noticed that square teabags don't fit snugly in the bottom of tea-cups. So I got the perfectionist out of me, a round teabag. And there it is, being it in, Perry. Carston Man 2: Putting teabags into the table, you know you talk a great deal. That's because seven L.P.O. is better than it's a drink. Carston Man 3: Putting teabags into a cup, but it's because it's a circle it fits and gives you a good look. Well, what's better it's a good 'I'll get the teabag to that, so no mistake. Anybody else, so the teabag always when the 'Tolley' Carston Man 4: Tebbags teabags, the first a circular teabag! All the Carston Men: Ha ha ha!



Artist's impression

IT'S MIND BLOWING ...IT'S TNT

Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating... For great variety and value, break open the crate.



Hard Drivin'

The greatest road game ever. Experience the ultimate thrill of racing a highly realistic 1962 Ford Mustang!

Available in both upright and cabinet configurations. Features a 16" x 20" screen and a 4-speaker sound system.

© 1988 Tengen, Inc. All rights reserved.



APB

If you're a fan of cops and robbers... you need this! This hilarious simulation game puts you in a very unusual situation: you're the cop and you're "busted" for not being a cop!

Now Computer Operator "busted" just because you're having fun in the "City of Crime." It's more than "Cops" or "Robbers" – it's a whole new experience. Available in both upright and cabinet configurations.



Frogger

Get together with the Frog Squad. Help them cross the road and avoid the cars and turtles!

Available in both upright and cabinet configurations. Features a 16" x 20" screen and a 4-speaker sound system.

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Hard Drivin' 2

The ultimate road game ever. Experience the ultimate thrill of racing a highly realistic 1962 Ford Mustang!

Available in both upright and cabinet configurations. Features a 16" x 20" screen and a 4-speaker sound system.

© 1988 Tengen, Inc. All rights reserved.



Frogger 2

Get together with the Frog Squad. Help them cross the road and avoid the cars and turtles!

Available in both upright and cabinet configurations. Features a 16" x 20" screen and a 4-speaker sound system.

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TENGEN

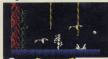
The Home in Coin-Op Connoisseurs.

Available in both upright and cabinet configurations. Features a 16" x 20" screen and a 4-speaker sound system. © 1988 Tengen, Inc. All rights reserved.

DOMARK

STRIDER II

This should be good for a laugh. We're going to make JONATHAN DAVIES do a complete Megapreview on *Strider II* (the sequel to *Strider*) without telling him anything about it. Not a thing. Hal (What a bunch of wags we are.)



Here we are and for a quiet walk in the forest, but oh how BITTERLY BUSTY it is! It's a spooky, eerie, man-eating plant thing, there's what I call it, something like this, it's a:

So, uh... I mean, *Strider II* isn't? Ah, ah, well, it should be pretty good! I'd have thought the title of *Strider* was pretty silly, wasn't it? It was ridiculous exactly a year ago and un-... well... (gag) (screaming) talking farming of more about *Strider* being light, well *Strider* was (and may well still be) a multilevel platform sort of game.



Just... (screaming) high-velocity *Dynis Laser gun*, either some *Hyper-speed* (I think it's a good feature.)



Here's a scene that could be from the first *Strider*, except for the robot and the over-so-slightly sinister watch spire.

THE LEVELS :

Here I've got three objectives, and they'll be a lot of bigger than the previous ones. Although we've only been out to see the first one in the field, we've got a rough idea what the rest will be like. Something like this, it's a:

LEVEL ONE

Having a robot in place it's the best I've ever seen! Once you're through the stage towards the end of the:

LEVEL TWO

Here we've got a level on the end, which contains the most complex of the objectives. Here there are a lot of things to do and a lot of things to do and there are a lot of things to do (including a lot of things to do).

LEVEL THREE

Here's a scene through one underground stage, leading to a scene which is a lot more than we've seen before.

LEVEL FOUR

Having reached the game's end, there's a lot of things to do and a lot of things to do.

LEVEL FIVE

Here's a scene of a game that I think I've only seen the first time through. Here we've got a lot of things to do and a lot of things to do.

destined by being a goblin, multi-plate who could jump, crawl, hop, onto things and kill bodies with single words of his laser sword. In fact, he was one of the most athletic-type spires in the history of computer games! The game came complete with step-by-step instructions, graphics, some absolutely enormous maps to tell them of which could be all the way the same of some they were so huge and generally good of really good stuff. But then you probably knew that already.

Oh, what now? Well, there's the *Strider II* thing, but... what? (I'm a bit... I've just found a copy of *Level One* I'm sorry! I just had it up and take a peek. Meanwhile, here's the job, which I've just got scribbled down on a bit of paper.)

The action returns with a vengeance in its second fight for freedom! A lot of steel, a blast from his devastating high-velocity *Steel Laser Gun* - *Strider*'s back in action, pulverizing the enemy and striving for justice. The time *Strider II* must receive a well-deserved (terrible) who has been kidnapped by demons. (I'm sorry! I'm sorry!)

Right, I've coded. Let's take a game. (I'm sorry! I'm sorry!)

anyway, I just wonder doing just these few and... oh dear! There's a gun shooting at me, and I'm just keeping down and being a little unpleasant. No better wrap-out my side (and... another episode I actually appear to have slipped out a gun, which has the (uh... it seems that what *Strider II* is doing and/or crawling and you breathe, out comes the gun, whereas if you don't while he's walking, then his many other levels come to your assistance. And you can do up backwards or well as forward through levels, which I don't think was possible in the original. It wasn't (I).

Right, let's venture to the father. The look is a bit like a bit up, I was right. I've just done a little back-up with forward on it and it's coded me up to a lot of problems. There are lots of guards on them, along with some time which don't seem to do an awful lot (well, I think the guards, grab the icons and head back down again). I think, along a bit up, well, there more guns to step out and we seem to be of a dead end. The only way forward is by using icons on these two feet, but as we allow *Strider* can't climb ropes. Oh well, hang on through - just pressed jump to make out the jumping forward.



MicroStyle
£9.99 case
£14.99
 disk

Jonathan Night, let's see who can find the 10 best issues with **Rick Dangerous** in it first, shall we? Ha. Beat the lot of you - issue 41, page 81. It appears that Jackie gave it a big thumbs up and Tiff (but she was slightly alarmed by how hard it was). And now here's Rick II. So what's it like? Easier? Harder? Better looking? Bigger? Spunkier? Well, you can cross out all these question marks because just about all of the adjectives apply.

But first, the plot. Is there left or right, if there is (isn't) then it's left or right one up for you, but it'll be extraordinarily awkward. There are four 'preliminary' levels, you see, and they all take place in completely different settings. There's the **Isle of France** in London, the **Ice Creams of France**, the **Forest of Vegetables** and the **Atomic (Nuclear) Wines of, um, it doesn't say.** And there's another level as well, which can only be played once you've completed the first four (in any order you fancy). Anyone who can come up with a plot to link that lot deserves a prize, in my opinion.

(Did you want - write a plot and send it in to **Rick Dangerous II Plot Competition** at the usual address and we'll come up with a prize for the best one.) (We will? I'll be, no just then, but a heck of a lot of

explanation to get through. For a start you can locate the levels in whichever order you like by selecting them from a menu at the beginning. A nice move, that, as you're unlikely to get terribly far with any of them. Not at first, anyway. As with its predecessor, this one's hard. On top of the huge array of running body-traps and the continuous onslaught of booby-traps you've also got some pretty dodgy collision detection to cope with. It's a vast improvement on the original's, I'll agree, but I still get a bit fed up with being wiped out by a boulder that seems to be about 1000 miles away.

As for Rick, well, he's still the highly-talented little chap he always was. He can run, jump, climb, crawl, punch, shoot and talk grenades, and still manage to look cute in 'cutie' at the same time. What a guy! (Well you, he needs to be pretty versatile with the odds he's up against. Right from the start he has to frequently climb a boulder leading towards him,

looking extremely hefty. Later on there are icy

floors, the (some of which need to be switched on before they'll do anything), lightning bolts, invisible bouncers and, ooh, oh, lots of

things to cope with.

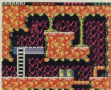
They're never terribly obvious either, so he's almost always wiped out by them on the first couple of tries. After that it's a case of remembering where they are and avoiding their next-time sound.

Oh yes! A giant Rick Dangerous sign seems to have rotted over this lot!

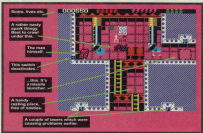
The general 'look' of things seems to have been ignored up since the first game. Rick II had a very monochromy appearance, even though it wasn't short of colour (if you see what I mean), but the sequel's got the colour stuff coded out all over the place. There are



Almost now I'd start quibbling with him, but not our Rick. Just look at that grin - he's loving it!



As a guess I'd say it's some spooky underground after planet (not planet) (Colorful, isn't it?)



THE LEVELS

And how far I've got with each of them (is that not my in-head count).

Level One

Three seconds into his adventure, a huge column of laser bolts narrowly misses our hero, clearing a pathway from that shock he spots a robot floating towards him. "Yes?" Calling to jump over it, Jack gets one weapon, and aiming a ladder to the top of the screen, Rick is alerted to find the robot coming up after him. Luckily a huge laser ball takes it out. "Careless," Rick reveals under a steady-beating quartz ring. Flip a switch at the side of the screen (shooting a missile launcher (bouncing the ball) and heads off to the right. A few more dual-missile lasers, Rick flips another switch, activates a lift, jumps on, ducks to avoid another missile and picks up some extra ammo. He then dispatches a few more robots and scores a 100%, only to have his stage captured by a missile to have it spotted.

Level Two

It's a bit oddity in here, but Rick doesn't bother the robot as he gets a power, develops a falling scale and checks a grenade at a couple more scooters. He then leaves the way round a few more guards, just a clockwork bird and whistles unceremoniously along an icy path. He continues on to a lift, jumps onto it, leaps off at the top and... oh dear, gets impaled on a pointy thing.



It's the obvious fact, complete with the little snow, ice and a falling thing at the bottom of the screen.

Level Three

Rick finds himself in a jumpy fall, with a gun-like heading straight for him. He shoots it. Defly, sapping over a falling ladder, he finds himself with a choice - off to the right, or up? He goes up. No real problems here as Rick takes out a couple more gnomes and aims up a 'cootener'. He spots a launcher on the right of the screen and ducks in the nick of time as a pistol arrow whizzes over his head. Laughing quietly to himself he climbs up a bit further and... oops, breaks on a sharp spike.

Level Four

Rick jumps over a couple of runaway gnomes, clears away a few guards with some carefully-aimed grenades, jumps down to the bottom of the screen (avoiding the missile-launcher, of course) and finds a switch. Nothing happens. He jumps tidily onto the screen below, landing on a moving railway track. (How like him to be out of the line on it, jump off and climb further down.) Then, just as things are looking up, he walks straight into a jet of flame. And dies. Again.

There hasn't always the fifth level if you get through that lot intact.

plenty of sound effects too, beepers will be pleased to hear. (Oh - bit of a just there)

So, just what is it about these Rick games that makes them so devastatingly addictive? Erm, well, actually it's got a bit of a connection to mine. I tested the first one. Lethal it was just the

feeling difficult for me. However - just that's a heavily-emphasised "however". Rick that's absolutely hooked - I couldn't tear myself away. And what brought about this astounding turnaround? Well, it's still hard, but I reckon just a heavy fall easier than the first game. Not much, but just enough to keep you coming back for more rather than switching it off in frustration.

So I liked it then? Yes, I certainly did. Although to be honest it ought to get roughly the same score as the first Rick, for some spooky reason the getting to give it a redefining great Megagame. Word, eh?

final verdict

<p>LOW RECOMMENDATION</p> <p>83</p>	<p>RECOMMENDATION</p> <p>84</p>	<p>STRONG RECOMMENDATION</p> <p>92</p>
<p>More information on this, but a whole lot better than the original.</p>		
<p>related article</p> <p>83</p>		

90

JOYSTICK JUGGLERS

With Halloween just around the corner, we invited the Jugglers into the darkest corner of the shed to find out which ones believed in ghosts...



Matt Bailey "It's over-the-top action 'horror' and it's usually referred to in the official circles to being absolutely terrified of anything even vaguely spooky. "Once, when I was about six" he began, "I was standing in the playground looking at a football when someone kicked up behind me and shouted 'Boo!' I flinched, collapsing into the arms of the most popular chick in the school who just happened to be hanging around me. I wouldn't have got, but when I really do goos as I started for the moment, and we both ended up in an embarrassing heap on the floor. She never spoke to me again." Four old Matt, eh? "People were always doing really things like that to me, I think they were jealous."



Karl Hansen "Ghosts being a bit of a gibe, Karl basically refuses to believe in anything, however... he has had a story to tell. "I was standing in the hallway for the other day when Andy wandered up and asked if I'd got her a drink. "Get those Chocobars!" I asked, always ready to oblige. Andy seemed odd and ran from the office with his face in his hands. "So the day I haven't managed to find out why, and when I see her the next time, she and I shake his hand. I think he'd seen a ghost, you know."



Rob Foley "It's not really too worried about ghosts, but there's more an interest a couple of weeks ago when you the editor up the "Oh yes?" bit so about it. "Well, I was at locked up in bed one night, sound asleep... there I found myself a vision the morning before me I really know. Suddenly I was under up by the strange noise. I

well up and was terrified to see the dark shape floating at the window. Sunnoring up at the message, I grabbed the fire bar. I always keep fairly at night, most out of bed and kept to hold the 'ghost' so fast as could. Eventually, after juggling up quite a fight, it slipped from the floor and was still. I looked on the lips and saw my fingers lying sprawled up at the floor. It had been there at wrong flying in the wind. I don't see the funny side."



David Wilson "Any ghost stories I tell you, I tell you. I think it's funny you should ask, actually. Like Rick, I was woken recently in the middle of the night by a 'supernatural' experience. I kept hearing all these whispering noises and when I opened my eyes I noticed out my head. I found my pillow was covered in what could only be described as ectoplasm. (I'm sure the explanation became apparent.) I was a ghostly presence at all. It's really amazing, but I believe the night before. I scored me a bit though. I prefer not to sleep alone these days."



Jonathan Davis "There are few when I was asked on 'supernatural' manifestations he looked a bit nervous. "Er, no, I don't believe in them myself. Not at all." he said so unconcerningly. "So you haven't got any yourself? Right? Well, there's a few. I've got 'em. Oh, they don't do it. Oh, they don't do it. And even if they did I wouldn't be scared of them." Just then someone in the office next door's sunny-northerly snoring loudly "Hesssss!" yelled Jonathan. "Ghosts aren't there and nothing for the boss. "He's B... B... back again!"

★ SCORES ★

- 90 - 99 Getting up to fever temperature! Max a game that's not just hot and you'll get the blues - no question! (Any game that does an overall score of 90 or above gets the esteemed PS Megagame badge! It's a happening piece of software)
- 80 - 89 POK! Go! Pretty damn good! A game well worth digging deep into the old shed for!
- 70 - 79 A very enjoyable game, but might not be of lasting appeal to everybody.
- 60 - 69 A fair niggles. Lasting in certain areas. Not before you're out!
- 50 - 59 Pretty average. Not wrong in fact. Actually, it's a M trap.
- 40 - 49 Um, below average (average is 50 or so)
- 30 - 39 So sad it's due to be forgotten!
- 20 - 29 Very poorly indeed.
- 10 - 19 Critical - not expected to last the night.
- 0 - 9 Obviously dead.

PROGRAM PITSTOP



A solitary teardrop fell across his cheek. As he stood by the bus, with his pecked lunch and pencil case, the wistful tremor of

JONATHAN

DAVIES' bottom lip betrayed the misery of having to return to university. "I miss you, guys," he said. We broke open the champagnes.

was thinking the other day (Oh no, £4), how is it that whenever you bite into a Just Great, or the Great nut choccies from Rows and things, the nut inside is always completely intact? I mean, whenever I try to crack a Great nut, nine times out of ten it disintegrates into hundreds of little pieces, and even when I do manage to get a whole one it's got lots of little pieces of shell sticking to it. Surely they don't have a huge factory somewhere with thousands of people fiddling about with nutcrackers, huge piles of broken

nuts all over the place and every so often someone standing up, shouting "Hurray!" and holding up a complete, unblemished nut. If you know how it's done, do write in and explain.

Order the programs then, and we'll get another thrilling, pulsating collection of letters to type in. First up, there's a very spooky pattern generator sent in by regular contributor Rick O'Neill and then a thing called The Ghost from M Harris. A little weird, that one, but a bit of a corker nonetheless.

Right then, off you go.

PATTERNS

by Rick O'Neill

Doesn't sound very exciting, does it? But, believe me, it is. The first clue to its excitingness is that it's been written by Rick O'Neill, a chap who's provided recent *Plus*mag with some of their most genuinely exciting programs, including last month's *Coloured Jester*. But to find out more I think you'll have to type it in and see what happens.

The procedure is simple enough. You need to type in the Basic section and save it onto a tape. Follow this with the test section, typed in using the Hex Loader (all instructions last month). Specify the start address as 30004 and the filename as "PRT104.B". Then save the code that's generated after the Basic bit, reload the whole lot and loop.

Rick actually sent a couple of extra programs on his tape which he suggested I send in preference to this one. The first, an Address Book, was jolly good but a bit long. You may just see it in a future *Plus*mag when I've got more room. And the second was a bit crap.

Mainline Bit

```

0 DIM 100
10
15 FOR I=1 TO 100
20 DIM A(I)
30 FOR J=1 TO 100
40 A(I,J)=INT(RND*100)
50 NEXT J
60 NEXT I
70 CLEAR I:PRINT:GOTO 10

```

```

*****
11 LET A=100:GOTO 10 FOR A=0 TO 10
2
3   GO LET T=0:GOTO (A/10)*100+1 FOR
4   B=100:GOTO 10:PRINT A;B:PRINT**
5
6   GO NEXT A
7
8   GO
9
10  GO FOR B=100:GOTO 10:PRINT T:G
11
12 PRINT AT 11,1;"*****"
13
14 LET A=100:GOTO 10:PRINT AT 10
15
16 LET B=100:GOTO 10:GOTO 10
17
18 LET A=100:GOTO 10:GOTO 10
19
20 LET A=100:GOTO 10:GOTO 10
21
22 LET B=100:GOTO 10:GOTO 10
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24 LET B=100:GOTO 10:GOTO 10
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200 LET B=100:GOTO 10:GOTO 10

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Hex Bit

```
10001 18 08 00 40 20 30 08 04 -1000
10002 01 01 05 05 05 08 18 00 -10003
10003 08 08 04 04 18 08 08 08 10004
10004 07 07 04 00 04 04 04 04 04 10005
10005 07 18 04 01 07 08 07 04 04 10006
10006 08 07 1A 08 18 07 07 08 08 10007
10007 08 18 08 07 04 01 08 18 10008
10008 01 1A 07 18 07 18 05 18 04007
10009 01 07 04 00 04 04 04 04 04 10010
10010 01 01 04 08 00 11 00 00 04 10011
10011 01 00 08 01 00 04 00 10 04 10012
10012 08 1A 07 01 01 30 08 18 0470
10013 01 01 30 08 1A 08 04 07 04008
10014 04 04 07 00 08 18 20 05 04009
10015 04 08 08 18 07 03 18 04 04010
10016 18 00 04 08 08 01 07 05 04011000
10017 00 08 00 01 01 01 00 04 04012
10018 00 08 01 01 01 01 00 04 04013
10019 01 00 18 00 00 18 01 00 -10014
10020 18 03 00 1A 00 1A 01 00 04015
10021 00 08 01 00 03 03 00 00 04016
10022 00 08 01 00 03 03 00 00 04017
```

Hex Loader

```
10 HEX General Hex Loader
20 FROM J016,8
30 INPUT "Enter Address: "A
```

```
31
40 FORK USR "A",INT (A/256),128
50 FORK USR "A",INT (A/256),128
60 CLR A:PRINT
70 INPUT "A: "A:LINE
80 LET "A"=A:GOTO 70
90 LET "A"=A:GOTO 70
100 PRINT "A: "A:GOTO 70
110 INPUT "A: "A:GOTO 70
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Now I've come across some pretty unorthodox programs in my time, but this one really takes the chocolate digestives from what I can make out (but don't quote me on this) it converts your Spectrum 104 or 128 into a normal, friendly, cuddly 48K Speccy, as far as is possible, so that 48K-only games will run. But surely, you say, that can be done by selecting 48K Basic after switching on. Well so, according to former Hacker Of The Month M Harris, the guy who wrote the program. Doing it the usual way apparently won't work with other games. So with *The Ghost*, as it's curiously called, even titles like *Demolition*, *Planet Aliens* and *Locomotion* can be fooled into working. Some things won't though, like *Speedkick* (protected games) and (I quote) "others that check 0000 for what should be there but isn't". Eh?

Getting it going

Right, so off we go then. The procedure is not standard but pretty simple. Just type in the first program, save it just in case (but you don't need to keep this bit) and then run it. The compiler will appear to read. Now type in the second program and RUN 20. It will save a copy of itself, plus a copy of the state the first program generated, so have a think type handy. If you now read the compiler, and noted the thing you've just saved, you should find your 48K+1 has become a 48K.

First Listing

```
10 REM THE GHOST BY M
20 CLEAR STWPR:LET W=0
30 FOR W=00000 TO 25512:READ
40 (FORK W,0:LET W=W+1:GOTO 30
50 IF 1000000 THEN PRINT W:GOTO 30
60 W=0:GOTO 30
70 READ W,0,1,1,4,237,176,17,
80,19,28,4,237,176,17,0,1,
90,197,176,17,0,4
100 READ 17,14,3,237,176,17,0,
110,14,3,237,176,17,0,0,0,1,
120,17,0,1,0,1,0,1,0,1,0,1,0,1,
130,17,0,1,0,1,0,1,0,1,0,1,0,1,
140,17,0,1,0,1,0,1,0,1,0,1,0,1,
150,17,0,1,0,1,0,1,0,1,0,1,0,1,
160,17,0,1,0,1,0,1,0,1,0,1,0,1,
170,17,0,1,0,1,0,1,0,1,0,1,0,1,
180,17,0,1,0,1,0,1,0,1,0,1,0,1,
190,17,0,1,0,1,0,1,0,1,0,1,0,1,
200,17,0,1,0,1,0,1,0,1,0,1,0,1,
210,17,0,1,0,1,0,1,0,1,0,1,0,1,
220,17,0,1,0,1,0,1,0,1,0,1,0,1,
230,17,0,1,0,1,0,1,0,1,0,1,0,1,
240,17,0,1,0,1,0,1,0,1,0,1,0,1,
250,17,0,1,0,1,0,1,0,1,0,1,0,1,
260,17,0,1,0,1,0,1,0,1,0,1,0,1,
270,17,0,1,0,1,0,1,0,1,0,1,0,1,
280,17,0,1,0,1,0,1,0,1,0,1,0,1,
290,17,0,1,0,1,0,1,0,1,0,1,0,1,
300,17,0,1,0,1,0,1,0,1,0,1,0,1,
310,17,0,1,0,1,0,1,0,1,0,1,0,1,
320,17,0,1,0,1,0,1,0,1,0,1,0,1,
330,17,0,1,0,1,0,1,0,1,0,1,0,1,
340,17,0,1,0,1,0,1,0,1,0,1,0,1,
350,17,0,1,0,1,0,1,0,1,0,1,0,1,
360,17,0,1,0,1,0,1,0,1,0,1,0,1,
370,17,0,1,0,1,0,1,0,1,0,1,0,1,
380,17,0,1,0,1,0,1,0,1,0,1,0,1,
390,17,0,1,0,1,0,1,0,1,0,1,0,1,
400,17,0,1,0,1,0,1,0,1,0,1,0,1,
410,17,0,1,0,1,0,1,0,1,0,1,0,1,
420,17,0,1,0,1,0,1,0,1,0,1,0,1,
430,17,0,1,0,1,0,1,0,1,0,1,0,1,
440,17,0,1,0,1,0,1,0,1,0,1,0,1,
450,17,0,1,0,1,0,1,0,1,0,1,0,1,
460,17,0,1,0,1,0,1,0,1,0,1,0,1,
470,17,0,1,0,1,0,1,0,1,0,1,0,1,
480,17,0,1,0,1,0,1,0,1,0,1,0,1,
490,17,0,1,0,1,0,1,0,1,0,1,0,1,
500,17,0,1,0,1,0,1,0,1,0,1,0,1,
510,17,0,1,0,1,0,1,0,1,0,1,0,1,
520,17,0,1,0,1,0,1,0,1,0,1,0,1,
530,17,0,1,0,1,0,1,0,1,0,1,0,1,
540,17,0,1,0,1,0,1,0,1,0,1,0,1,
550,17,0,1,0,1,0,1,0,1,0,1,0,1,
560,17,0,1,0,1,0,1,0,1,0,1,0,1,
570,17,0,1,0,1,0,1,0,1,0,1,0,1,
580,17,0,1,0,1,0,1,0,1,0,1,0,1,
590,17,0,1,0,1,0,1,0,1,0,1,0,1,
600,17,0,1,0,1,0,1,0,1,0,1,0,1,
610,17,0,1,0,1,0,1,0,1,0,1,0,1,
620,17,0,1,0,1,0,1,0,1,0,1,0,1,
630,17,0,1,0,1,0,1,0,1,0,1,0,1,
640,17,0,1,0,1,0,1,0,1,0,1,0,1,
650,17,0,1,0,1,0,1,0,1,0,1,0,1,
660,17,0,1,0,1,0,1,0,1,0,1,0,1,
670,17,0,1,0,1,0,1,0,1,0,1,0,1,
680,17,0,1,0,1,0,1,0,1,0,1,0,1,
690,17,0,1,0,1,0,1,0,1,0,1,0,1,
700,17,0,1,0,1,0,1,0,1,0,1,0,1,
710,17,0,1,0,1,0,1,0,1,0,1,0,1,
720,17,0,1,0,1,0,1,0,1,0,1,0,1,
730,17,0,1,0,1,0,1,0,1,0,1,0,1,
740,17,0,1,0,1,0,1,0,1,0,1,0,1,
750,17,0,1,0,1,0,1,0,1,0,1,0,1,
760,17,0,1,0,1,0,1,0,1,0,1,0,1,
770,17,0,1,0,1,0,1,0,1,0,1,0,1,
780,17,0,1,0,1,0,1,0,1,0,1,0,1,
790,17,0,1,0,1,0,1,0,1,0,1,0,1,
800,17,0,1,0,1,0,1,0,1,0,1,0,1,
810,17,0,1,0,1,0,1,0,1,0,1,0,1,
820,17,0,1,0,1,0,1,0,1,0,1,0,1,
830,17,0,1,0,1,0,1,0,1,0,1,0,1,
840,17,0,1,0,1,0,1,0,1,0,1,0,1,
850,17,0,1,0,1,0,1,0,1,0,1,0,1,
860,17,0,1,0,1,0,1,0,1,0,1,0,1,
870,17,0,1,0,1,0,1,0,1,0,1,0,1,
880,17,0,1,0,1,0,1,0,1,0,1,0,1,
890,17,0,1,0,1,0,1,0,1,0,1,0,1,
900,17,0,1,0,1,0,1,0,1,0,1,0,1,
910,17,0,1,0,1,0,1,0,1,0,1,0,1,
920,17,0,1,0,1,0,1,0,1,0,1,0,1,
930,17,0,1,0,1,0,1,0,1,0,1,0,1,
940,17,0,1,0,1,0,1,0,1,0,1,0,1,
950,17,0,1,0,1,0,1,0,1,0,1,0,1,
960,17,0,1,0,1,0,1,0,1,0,1,0,1,
970,17,0,1,0,1,0,1,0,1,0,1,0,1,
980,17,0,1,0,1,0,1,0,1,0,1,0,1,
990,17,0,1,0,1,0,1,0,1,0,1,0,1,
1000,17,0,1,0,1,0,1,0,1,0,1,0,1
```

Second Listing

```
10 CLEAR STWPR:LOAD "GHOST"
20 READ USR 20000
30 GOTO "GHOST":LINE 10:GOTO
"GHOST":GOTO "GHOST":GOTO 100
```

CREEEEEEEK

Doesn't time fly when you're having fun, eh? We've reached the end of another Platop, and it's time to start thinking about the next one. To read all the programs you can come up with, so send them, on a tape, to Jonathan Davies, Program Platop, Floor Circular, 30 Marshwood Street, Bath BA1 2BN. See you next month.

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-2 star game - New Computer Express

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I want one!

So well! Super tips are included as well, there's a whole bunch of maps to guide you through the mazes of games...

Now!

... then another colossal POKE bit with nearly 1,000,000! Well over a hundred of different games, and a guide to the history of Spectrum games, with top lists for the last six or seven years.

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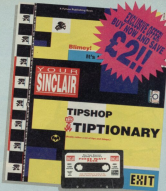
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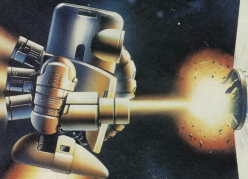


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ADIDAS CHAMPIONSHIP

TIE-BREAK



How I see... caught in a typically dynamic motion pose.



The ball was not out! Unplay, unplay, wait it up again... [Cut that out! Stop]



Yes, you blocks, you do formations standing in a commanding pose, not can a tennis court!

Ocean/£5.99 casset/£4.99 disk

Jonathan I thought I'd make the effort to get into the right frame of mind for this one, so off I went to the greenhouses. Unfortunately, however, my attempts to procure a garnish of the traditional Wimbledon fruit were met with blank stares - apparently strawberries aren't generally the "thing" at this time of year. Bled you, I shouldn't have thought tennis games were either, but there seems to be no stopping the people at Ocean now they've got their heart set on this Adidas series. (In the end I had to make do with some strawberry-flavour Turtle Fruities, although they're not the same really - don't soak up the cream properly for a start.)

So it's a tennis game then? Indeed it is, but it's not quite the same as all the other tennis games that have appeared this year. For a start, it looks like it, and there are a whole bunch of options that give you various combinations of singles, doubles and two-player games. The box also contains an invitation to join the Adidas Elite, allowing you to "get closer to your favourite stars, like Boris Beff, Mark Huggins or Steve Cross", and receive a newsletter three times a year (bring you "the latest sporting headlines"). This I declined.

But back to that sporting business. It sounds a bit weird for a tennis game, don't you think? After all, tennis courts are pretty small on the whole, and it ought to be possible to fit it all onto the screen of even Ocean. However, appear to have decided that, as the idea worked so well in Championship Football (perhaps the same principle could be applied to Tie-Break. So what we've got to a relative looking onto about a quarter of the court which scrolls to keep up with the ball. This means that your player is only on the screen about half the time, but, as I will discover later, this isn't too much of a problem.



More. Never say they didn't give you a choice.



Tennis, eh? Well, two can play at that game!

So how about all these options? Well, before you start you've got to choose between "tournament" or "Practice" modes, which sort of court you'll be playing on (these range from grass to PVC, with some decidedly silly colours for some of them), what weight of racquet you'd like to use (I, who you'd prefer to play against if you're in Practice mode, and whether you'll be playing singles or doubles.

Once out on the court you'll find your range of moves is pretty restricted. In fact, you can't actually move at all. The computer looks after all

that, always ensuring that your player is in the right position to knock the ball back over the net. So it doesn't really matter that your player keeps disappearing off the screen. Here, that what you actually do? Well, really it's all down to pressing the "M" button occasionally. The computer takes care of forehand and backhand, and all you have to do is arrange to hit the ball at the right moment to send the ball in the right direction. You can vary things a bit with side shots, top spin and tops, whatever they are, but there's a general feeling that things are a bit out of your hands. You will have to keep an eye on which player is which though. They all look the same, you see, and in a game of doubles it's very easy to forget which side of the court you're playing on and miss everything up.

So, as long as you don't mind the substantial lack of "player involvement", and the strange purple-shaded people on the loading screen, Tie-Break is a lovely put-together and enjoyable game. Its long-term prospects look a little limited, but sports fans should get out there and grab a copy.

final verdict		
GAME SPEED/PLAY	GRAPHICS	GAMEPLAY
68	74	87
DIAGNOSIS		
A fully playable but generally average tennis game (this week)		
		86

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Letters

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

Your letter winners receive three games! All letters with a FS badge.



Well, shame, it's me again - Baddy the mutant vinyl duck! Whooop, done it again, five hot fudge the mutant vinyl duck at all. I'm Matt Baddy, the most important person in Bath, and don't you forget it. Oh! Where's that screaming coming from? He he he! He's Andy - he's got his hair caught in his lycoserver again. Barren hair, right for being a hippy, or for an overconcerned. Right onto you lot...

MAKE 'EM HARDER

Am writing to say that I'm slightly irritated to say the least with the FS comps. The problems not in the prices but in the questions. What I mean is that they're so ridiculously easy the comps are just forming into a prize draw. Why not make the questions harder so if you know the answer you may have a slightly better chance of winning it, but people could get a right! Thanks for reading this rubbish.

Mark Williams
Newbury, Cambridge

Yes, it was a bit of a crap letter, wasn't it? Well, never mind, we can't do it perfectly. Comps then. Right, tell you what FS do - I won't send

you your badge, I'm going to make you earn it. Here's a new comp, and the price is... your badge. Anyone can enter by the way, so let's hope you're the only person who gets the answer right! I love you!

Q! What's the capital of France?

A! On a good card please, additional to Paris Comps at the usual Bath address. Ed.

THEY'RE TOO HARD

I fail to see why the games in your magazine are reviewed by 'badgers' alone. I'd like a magazine that whatever reviewed (I suppose got a lot further than I had after the first hour's play. Consequently, he told the world how great it was and what goodies awaited for those with ample time to practice.

On the other hand, an impartial review from the readers or caretaker, who aren't very good players, would be much more helpful to those in a similar position to myself. It would seem to be a sensible and helpful step therefore to include both types of reviews in future - one for the seasoned players and the other for novices.

Q Manning
London SE 18

A brilliant idea! Unfortunately the caretaker is on holiday at the moment, so he's out of the question. The trouble is that to be then (which is our case) happens to be a coffee machine. We gave the coffee machine a job, but it's down next to the table and loaded up! Therefore, here's what it thought of the game...

"Stink, stink, stink, stink."

Oh dear - your idea didn't work very well after all. Still, bad cards for trying. We'll give the caretaker a go when he gets back from Cleckton. Ed.

STUPID QUESTION

I have a question to ask. What do journalists like yourself do in the office apart from playing computer games all day?

Mark Bennett
Kerley, West Midlands

Well, it varies from person to person. And, for instance, I spend most of his spare time 'researching' on growing his hair as fast as possible but was forcing it so hard the other day that he had a blood vessel in his ear! What he's not doing that he chats up any woman who can talk!

enough to venture into the shed. I myself help to keep British Telecom in business with my long-distance gossiping skills. Ed.

BLOKE COLLECTOR

I am an avid FS fan, and when I get your fab magazine I always check I never miss an opportunity to read the lovely hearts column! I have even put money down to get me lovely girl through your lycoserver, while I was reading the column in your September issue it looked like so of the lovely hearts were from Harlow in Essex. That's over half! What's up with them all but I think any romance in Harlow! Oh how they all got three noses! Perhaps I could suggest that they all get together and have a mega nose blowing competition or something. Christine Cole
Punchard, North

What are you doing tonight? Ed.

A LITTLE BIT OF A DW

You cracked up my name in Letters in Feb 97. I did the crap because 'thing' (which happens to be named from the British International Co.). It's not Richard Anderson's, it's Stephen Richard O'Brien De La Soul & Soul Records Marketing Tropic Anderson, West, Silverdale. And don't bother going one one of your crap excuses, for not printing my name right. You can't fix me off that easily. I've got an IQ of 144, making me cleverer than a wood than 90% of the population. I've got stuff to prove it! Steve 'Sven Anderson' Anderson
Glasgow

So what? It also means that few percent of the population are cleverer than you, which, if you work it out, means you're thicker than about three million people. Not quite so smart when you look at it that way round, is it? And for being so big-headed I'm going to stamp on your badge before I send it to you. Mind you, three points for having relatively good teeth in music. I Ed.

MOODY CAR

I was very glad when you featured a car such as my new in Robert Nelson in the August issue of your

Congrats to **Phil McCaule** from Bury in Lancashire for his wally little sketch. He gets three with a bumper book of three free games, which is exactly what you could win if you come up with something just as good or perhaps better. So what ya waiting for? Send your lousy writings to Knowledge, FS, 30 Monmouth Street, Bath BA1 2AP.

IT BRINGS THE BEST OUT IN YOU!

DRAGON SPIRIT'S!

WACAMFBOOD

mag, but please note that it is not a 'Nobby car' as expressed, I am not an expert and have owned several cars including the Land Rover (Daily). I have come to the conclusion that the Robin is the fastest and most luxurious car in existence. I have only one criticism for the FS team, and this is to spend the rest of your days driving a Lotus. Samons (except for Taz, who can come for a ride in my 'car' anytime), here's a poem. (20 Nov '84)

The Robin is really great,
It's really fast and never late,
If you think that it's crap,
You are going to get a smooch
**Big Cars (Eli-Madonna
Bodyguard)**
Bicester, Oxfordshire

Come, come, come. Now, you know how far I am, and how I always try to use the other person's side of the argument (unless) but really - honestly it's almost pointless. The Robin is a nobby car, and there's no getting out of it. A friend of mine had one once (didn't ask me why) and while he was out driving one day he took a corner at 40 mph and the whole car rolled over. It ended up on a ditch. He got left with a passenger (got flung out of the window) and he broke his leg. It's true. Robins are crap!!

MORE ON MOTORS

New recent FS feature on cars and their drivers prompted me to write to you about my little son - General Motors playing out the Opel Motors and replacing it with the Renault Celta. I have several reasons for my strong feelings on the subject, but especially that...

(1) I own a thing (Mazda 1.8 GT), and would like to replace it with a newer model, but cannot afford a Celta

and cannot get hold of a newer Mazda as people don't want to get rid of theirs.

(2) I do not feel the Celta has the same character as the Mazda, so it is too Japanese-influenced and too electronic.

(3) The Mazda was an original design, whereas the Celta is based on, of all things, the typical reg's car - the Renault Cavelier! I am not saying that the Celta is not a nice car, it is, but I'm just saying that I think General Motors should have kept the Opel (Mazda as well as introducing the Renault Celta).

Born 'Dogs The Duke' Bentley Farmhouse, Surrey

(4) What on earth do you expect me to do about it? Oh, all right then, if you General Motors for you. Oh what? Why did you phrase out the Opel Mazda?

General Motors, because it was crap.

Oh. Oh. Thank a lot. Yes. So there you have it, it's official. You drive a crap car as well. Well, at least it doesn't roll over every time you take a corner slightly too fast. Ed

DOUBLE TRIBLE BLUFF

Please don't make this the Star Letter. And but then you would think that I was trying to make you think that I wanted the Star Letter by trying to seduce you. And but then you would think that I would want you to think that I wanted to think that I didn't want the Star Letter then you would think that you would know that I was trying to fool you by saying I didn't want the Star Letter and then thinking I did really (but I wouldn't really think that you would think that I would think that you couldn't think I wanted it. Then again OK, shut up. Ed you COULD think

of nothing you the letter is because we want you to please to working as your monthly standard colleague. And I would also like you to please and the use of your computers only we will be sharing it. Some of my friends want it too, so I have included their addresses. I will be expecting you as soon as possible.
James Pwende
Osobiki, Lagos, Nigeria

Compliments of the season to you too, my son, I am in quite good condition, so we can indeed allocate a small portion of glory to God Almighty. He's been me at night. I can tell you about from the time he visited me (got a shining frame when I was drunk and had a bit of one of my teeth torn out). Anyway, to you and a fine computer, do you 'Ave and I don't blame you for asking, but I'm afraid it's a bit of a waste. Situation this and. Sorry. Ed

STAR LETTER

FORCED PERSPECTIVE

Have you ever (read) looking at 3D the other way? Er, I'm unclear - look at an electronic game console, say Escape From The Planet Of The Robot Monsters. We all know what is the floor. Because the sprites are walking on it. But try to look at it so that they're hovering under the 'floor', under the ceiling. So that the

that I didn't want the Star Letter by making one think I did want it when I really didn't, then you would think I did, but REALLY? I was thinking that I did but you thought I didn't, then I did want it.

The Mad Black Pudding Burg, Lancs

God, all this multiple bluffing has given me a migraine. I'll tell you what I'd love to do - and that's to conduct one of my 'experiments'. I'm going to hold Henry the 'YB generalist' underseal in the 'YB kitchen' for three minutes. If Henry can last he breaks that long then I'll assume you really DON'T want the Star Letter. In which case I'll give it to you. Or, on the other hand, Sam's idea. If it comes the opposite and not give it to you. (Clap? Really? Right, count to 100, everybody. Ed "Oh-no" Harry

EEH, EEH, EEH

Well, well, well FS giving free badges? Well, send the one, okay? How much is it? Ah Ah Ah Just a job. By the way, I'm an addict of FS, so don't stop or I'll miss!

Peter M Cottle
Moimenta do Baixo, Portugal

How came you Portuguese do always write 'Ah Ah Ah' when you're describing laughing sounds? It there's one thing that's universal among folk on planet Earth. It's that when they laugh they pronounce a hard 'F' sound first. Followed by vowels (usually Ah). So it's Ah Ah Ah, Ah Ah Ah as an. Compadre!! Ed

GAZZA'S GUFF-UP

Just after England miserably beats Belgium in Italy, Paul Gascoigne, in an interview, has encouraged all Belgians are "bad***s". But as I don't consider Gazza like a top intellectual, I thought that he didn't represent all English. When I saw your issue of Italy '80 (not '84, when I see you were talking about "pathetic"

corner at the bottom of the screen, which is meant to be the 'beast' to you out of the screen, looks as if it's the leftmost corner. Do you get what I mean? Try it - it's a weird experience.
Derek 'Gazza' Maher
Waltham Abbey, Essex

I tried it and it worked a treat. The trouble is that I can't get my brain to stop doing it, and as a result everything I look at is all sort of wobbled up. For instance, I then I started to get your five games into the Jiffy bag but I can't be too sure. It looked like I was actually placing them underneath it! So, if you receive a package from us with nothing inside you'll know that it was meant to contain your games, and it's your fault! Hey aren't Sam's. (Henry - Andy's walking on the ceiling. Ed

Belgium, I know that I was wrong, but if you have nothing to say but round mouths, you better shut your big mouth.

Jan Gilmann
Quaregnon, Belgium

Had your forward FS excited? I don't think so sometimes. We're just here to everybody (especially the French). We're even sure about ourselves. We don't really mean it though, it's just meant to be taken with a pinch of salt. (Which is a rather (clap) English expression that means don't take it seriously, we're only joking). However, as for England 'intentionally' losing Belgium - you what? The 'intention' was that Belgium actually qualified for the World Cup in the first place!!

REMARKABLE

I guess you've had enough of crap pics, so I've drawn a good one. It's a picture of your fish Hanna. Great, isn't it?

Anny Maron
Ramsford, Essex



Obviously it's the worst FS pic. In fact, I reckon it's a photograph. Either that or you've based it off a photograph. And you know what you get for cheating in this magazine, don't you? You don't get a badge. Ah Ah Ah Ed

TWO EDS ARE BETTER THAN ONE

My name is Ed I'm from Portugal and I'm crazy! But not crazy enough to say that FS is good, because FS is totally crap, isn't it? Yes, it is because it is a bit on the soft side. Ed As you know, I'm crazy, but normal and truly thinking, I think that FS is the greatest football mag in the universe. Now, if you don't print

WONDERFUL WORLD OF SPECCY

Letters from around the world. Letters that are full of teenage secrets. Letters that don't make a great deal of sense. These are the kind of things you'll find here every month - and this time we have one from Nigeria. Take it away, James...

Dear Ed
Compliments of the season to you, as this as you go? I hope you are in good condition. It so glad to see you in God Almighty. My prayer is for you

Trainspotter Award



RETAKE RETHINKS

Had God set this time in issue 57, page 79, you said in reply to Richard Anderson's letter that Rich "brouns" Peley, was exactly that, and for what, re-taking his GCSEs for the 10th time, and that Rich was actually 77, however - GCSEs can only be taken face a year, which means that Rich must be... erm... 100% calculated... 511 Brouk it out for yourself? Is he's not 77, as you said. There, get out of that one.

Howard Barker

Shaccport, Cheshire
PS 90/9 - 16 - 62, not 77.

And for you may be aware that Trainspotter claims must be

Trainspotter-free themselves. And yours isn't. If you'd taken the trouble to read this particular issue before writing, you might have noticed another letter from Richard Anderson saying that his name is in fact Stephen. So you got his name wrong. Therefore even though you've been called clever you don't qualify. It's a craft job, isn't it? Well, I don't make the rules. EC, actually I do - so longer than last but 1 Ed.

GOTCHA

In issue 41's cover and issue 51's letter - I am claiming some of Trainspotter Awards on the following grounds...

- 1) The Fritan in the picture has a custom plate, "SCOOPIE T". These are ILLEGAL in Cakes.
- 2) Zestarine is not banned with any other place in the world, never mind Blackpool.
- 3) Cakes does not have a three-quarter size replica of the Blackpool Tower.
- 4) As Britain does not recognise Cakes as a county (as it's a South African homeland), there is no British Embassy there. In fact, the nearest British Embassy is just over 1,000 miles away in Pretoria.
- 5) Cakes never plays any written 12/9/9/9/9/9, just like everywhere else in the world.
- 6) The first three words of the Cakes national anthem are 'ole

Bombarda Afrika, which means 'God Bless Africa'. The first three words are NOT "Ook la la". The offending cover had bushes in it, all the bases of the offending tree. Since Cakes is 1,000, 10,000, this is, of course, impossible.

Adding all that up makes seven Trainspotter Awards, please. And don't try to argue - I have actually been to Cakes. So there.

Bryan Monte
Bangor, N Ireland

1) Oh no they're not. Anyway, the car was just driving through and you're not taking into that all cars visiting Cakes have their number plates removed and replaced with Cakes plates, are you?

2) Okay, so maybe Zestarine isn't banned with Blackpool, but I find it hard to believe it isn't banned with 1000/9/9/9.

3) Er, yeah. Okay, you've got me. 4) Don't worry, it's not to look a man when he's down.

5) Okay, but a French person living in Cakes might say it as "Ook la la" for a sort of 'ole'. Doof!
6) And they were special bushes that didn't need water. Doof!
Counting all I think I'd say you're in the hot and a half Trainspotter, not seven. But it doesn't really make any difference, because you can only have ONE. Ed.

BUD PICO'S



HOW TO DO IT!

Dear Dad
When a Madman Poo! this much better than you are. Her victims just to be coming, but you're actually rather funny. Being Madman Poo! Not all that!

Bryan Wainman
The Ring Back Madman Poo! Gang

Wow... not very much in the mailing in terms of what you've done. I'd help the world, in there, madman! Ed's been so far away...

Dear Dad
I am about to participate in a school project, whereby I'm to be left on a desert island for a month to test my survival skills. Well, I was wondering if I could take my Spicy Chilliwads, this would require some sort of power source, as I was wondering if you could help me build a 10-watt generator.
John Phoenix
Hants

Sorry John, I've placed out of geographic building ideas this month. I'd love to give it more thought.
Chris
Dad

Remember Alan from Durham was rather worried about indistinguishable Spanish milk bottles? Well, we've all found a sign of relief because it appears his grandfather was rather 'having his on'. As promised, I passed Alan's letter on to Madman Poo, and he's in for reply...

Dear Alan
Madman Poo's really not sure you're all grand, aren't they? Well, elderly relatives are inevitable when you're a simple person, called Dad that's many years of experience. So why I help you from my own grandfather? Madman Poo, for instance, never ever ever ever had back-to-front. Big you ever riding a motorcycle, had an accident and were hospitalised? (It's helpful) please-by stopped to enter you then they may never hear you out about the phone and think "Oh, the boy's been treated smart." It's not possible to then attempted to enter it back to its original position. The consequences are that I'm thinking about it. So don't feel too bad about your own's parents. Alan, but respect your elders. They may offer indistinguishable advice to improve life around, just writing out on the road of life.
Don't write Madman Poo

Thanks you, Madman Poo. And get well! Any other readers with 1000 queries out there? I'd drop them a line and I'll see what I can do.

this letter, and if you don't give me a 100 badge, I will not only call the police - but also change my opinion about 75 and I will think of you as a 52-10000!

Edouardo Marques
Espinho, Portugal

You can have two badges if you agree with me that Belgium is crap. Ed

PICNIC-GRAM SOLVED

Here's my translation of the strange letter by James Stead in issue 57.
Neil Andrews
Blackport, Cheshire



PS: If you ask me, he must be a right weird yobbo to send letters like this.

You thought I was going to say something along the lines of "Yes, as much as you're for bothering to translate it", didn't you? But I'm not going to. Instead I'm going to list three completely random letters followed by a description of a boiled egg. Here goes - P, J, N. It's useful when you take the top off, then a bit yellow and curly inside except for the hard white bits. Ed.

SMALL PRINT

How do you power the Spyglass from inside the chest?
Michael Sheppard
Walsbyville, South
Where did you find the woman's experience about a generator. Did you get through about eight hundred a week? Ed
I'd be extremely grateful!
Samuel Bradshaw
Barnstaple, Devonshire
I will not drop you for not 10 Ed
No! You and I don't even a bit.
Mark Douglas
Carmarthen, Glamorgan

I need your address to deliver and 10000 long any ornaments, eggs back and me. Ed

Thankfully, I'm not looking for to
Silver White
Lickard, Cornwall
Remember must tell Arthur C Clarke. Ed

Full gas Generator 4 for Good
Post, 625 for extra. 425 for
Generator in 135 for Star Letter 100
I promise.
Steven Anderson
Mansfield
Well, you need standard 1000 of
Transmitters, not I make the 442. For
Generators, do you get? It's a
number. Ed

Well, that you can't get from
New York. Garwood
Newburgh, Milton Keynes

Don't need out me. Overhead what is
a disgusting 4 makes me want to
kill right now and you. 1000000 Ed

So, last issue of Dad Names
26
Dad
I'll give them an, but unfortunately I've
all got your word my mouth - I don't
think the FBI very impressed. Ed

Madman Poo is the most gorgeous
we've ever seen.
James Spangish
Walsbyville, South
An, it's - quite. Name! Ed

I have enclosed an extra letter for
all the ones of this issue
Madman Poo
Walsbyville, Surrey
Thanks, it comes in useful. Ed
Well, there's a lot. Andy

TEENAGE MUTANT HERO

TURTLES™



COWABUNGA!!

THE HEROES IN A HALF SHELL™ ARE COMING!

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 **KONAMI**

NEW YORK WARRIORS

Virgin/C\$39.99 cass./C\$14.99 disc



Jonathan Wry is it that anything that is in any way 'happening' these days has to be set in America? Eh? I mean, even here in Bath, even we're capable of injecting a certain amount of groovy style into our lives. But we're not Tankards, are we, so no-one wants to know. Load of cobblers, if you ask me.

The result of this rather varied outpour is that I've just been inspecting New York Warriors, rather than Manchester Warriors or Peckham Warriors. We're in the not-too-distant future, so naturally anarchy and organised crime are rampant, the government has lost control and things, generally, aren't looking too hot for your average law-abiding citizen. The problem is that a group of drug dealers called the Church of the Third Coming have been slipping narcotics into the food and water supplies so that the whole population of the world has fallen

illness. That is, apart from you and an assortment of dozens of 'outies'. And obviously you've been watching a fair few Water Hill wander too many 'till you've decided to call your group The Warriors, with the loaded aim of wiping out all the baddies. The only slight problem is that they've gone and planned a bomb in the World Trade Centre which they plan to blow-up unless you all surrender. So in you go to defuse the bomb and save the world.

What a load of crap, eh? And it does nothing to disguise the fact that this is just a slightly rubbishy scrolling shoot-'em-up with not a lot going for it. There are about seven or eight levels (sorry - a bit vague there) which multiplied in to give you an area of New York between West Manhattan Park and the World Trade Centre, via places like the Brooklyn Bridge and Financial Place like the Stockton in an area about three screens wide and three screens high which scrolls in four directions to let you wander around. It barely need point out, I suppose, that the whole



"Oh, War-ri-ors, come out to play, please!"



A gun? Better pick it up. Oh, switch my lights off and go and have a cup of tea."



All done, I've got some baddies to blow away. (Thank your time, ain't it you, boss?)

NOTE

Virgin Games/C12.99 cass.



Mark Edlin's One is a big box with a pretty picture on the front with a folded-up piece of paper and a couple of boring tapes inside. Crap, eh? (Or is it?)



Flying through the leadsmen of the future in One.



All this talk about jeep-bouncing-around doesn't make me feel any bit bit sick. Oh no... Bbaawawawaw!

General Wing

Jabbe gave this a measly 40% last year - a little unfair, perhaps (perhaps she was having problems seeing over the desk or something). It's another vertically-scrolling shoot-'em-up, with you blowing up spooky alien insects and things. Well, it's quite good fun, if a little hard (suffering heavily from the disappearing bullet syndrome, which is a shame), but stuck into a compilation I'd say it deserves slightly more than the pitiful rating it got last time. So it can have, dam it, dam it, 50% instead.

90 Rating - 50%

Double Dragon

Next up it's Double Dragon - a beat-'em-up full of huge strapping bikies, scantily-clad women and screaming gamers whiffing fentanyl fogs (basically the sort of people you'd invite home for tea, but that they'd come anyway - they'd much prefer to haul the rag mat of you (and a chair) instead. It's a horizontally-scrolling affair with plenty of opportunities to interact with the scenery (bikes, ledgers etc) and pick up weapons. It's a bit of fun for a while as well, but the graphics are a bit stoddy and it gets rather tedious rather too quickly.

90 Rating - 70%

Xenon

Xenon, on the other hand, would would come home for tea and even stay the night for a jee-jan party (if you asked nicely). It's a monochrome vertically-scrolling shoot-'em-up, and an utterly brilliant one at that. Graphics 'n' sound are excellent, but the best bit's gotta be the variety - all four levels are completely different from each other so you'll never get bored (well, not for ages at least). The length of the compilation (as far as it goes).

90 Rating - 80%

place is infested with bushes, bushy traps and add-on weapons. (Oh, and you can have two players doing it together if you want.)

Okay, time to start putting it to bits. The graphics are the real letdown. They're not actually bad on sight, but they're very Spectrum, what with the jerky scrolling and overall mundaneness. Then there's your heroine. Although you can walk in eight directions to see only five in this... from side to side, forwards plus the diagonals. Not much use when there's a lady behind you, eh? And the multicolour is a complete bore as well. And why does everything load in unadmirably slowly, but you're got to stand Level One every time you die, even if that's where you lost your last life. Gross.

If you're a masochist or a Sapper, and you think you can get up with all that (and I can't say I could for long), New York Warriors might be just the game for you. Guess, as it's got a few original touches, like a boss called on a bench who suddenly wakes up and tries to take you out, but for the rest of us, well, it's hardly going to light out fire.



Dilliworm

Wormy - not only we get Kenz bumped in, but Dilliworm too, which is brilliant. Wormy, this one! I'm up north always and features lots of choppy jumps, but the best bit is when player two plugs himself in and takes control of this little bug underneath - jumping over mines and things. The variety of the terrain is absolutely immense, including three super little areas which join up into bigger ones in mid-air. Graphics are superb, as is the whole game really. Completely addictive. A must! (whatever that means).

94 Rating: 87

And there you have it. At a mere £24.95 per game (I did it in my head, honest), we really are getting bang for our money. I'd say the pack is worth it just for Kenz and Dilliworm alone, although Gemini Wing and Double Dragon aren't too bad to have as well.



EMLYN HUGHES ARCADE QUIZ

Audiogenic
£10.99 case
£14.99 disk



Kali Waddy: That's how I felt when they told me, Waddy, weak-kneed and overwhelmed. I mean - little old me reviewing a game about the greatest jumper-wearing, lollipop-Liverpoolian centre-back of them all? There are people who'd kill to get as close to Emlyn Hughes as this! I had to take a deep breath. I can tell you. Then, glancing with the thrill and excitement of the thing, I loaded my copy of Arcade Quiz.



Disappointed? Well, it's the great Liverpoolian impressionist's favourite - the man who has an easy jump on a bumper machine (as he) in the marvellous, the amazingly speedy Emlyn Hughes.

Number Two.

Now, what's the capital of Scotland? You know and I (and even Emlyn) know that the capital of the place where nobody knows who the man near under that kite is Edinburgh. But this game hasn't forgotten it (as Aberdeen is Glasgow for the job itself). Disappointment Number Three.

And so for the Big Six, if you really get to see of him are a few miscellaneous local and jumper shots of the king of the cross, ending if you're doing well or coming his way in shame if you're not. Which is probably the only saving grace of the game actually, all of which brings me to

the following sorry conclusion.

- 1) Missing cash leaves left-winding unless there's real cash involved.
- 2) Quizzes aren't much fun if you know most of the answers in advance.
- 3) Don't use Audiogenic if you want to pass your Geography O-Level.

And my final verdict? It gives you three guesses. As I suspect and challenging arcade quiz full of top trivia questions and clever little touches. B! An okayish little number but nothing too exciting. C) A fairly decent-looking arcade quiz, marred by odd questions? (The answer's at the bottom.)

And there I am in the bonus round. More than an offer if I get the questions right. Can you guess the answer?

Immediately I encountered Disappointment Number One. Emlyn Hughes Arcade Quiz has about as much to do with football as it has with generalising in Liverpool. In fact, the questions are strictly general knowledge with the odd scattering of early footy game throw in.

It looks and plays exactly like a quiz-book game. The intent is to get from one side of the screen to the other by moving across a bunch of warty squares but unfortunately, a lot of these are question squares. A few are obvious spinning squares and traps, and some are covered in bonnets in the odd place or two. (If you don't walk up as big enough real if you win.) Now here's the tricky bit - if you're almost done by traps on one side (and) the warty little catches up with you and pushes you off the screen-game just. The graphics and sound aren't too bad, but we'd like to see like a real little trivia number.

Right. Off I go. Question Number One. Who did the jury appoint for Andy Poyser's Flying Circus? A) Terry Gilliam, B) Michael Palin, C) Graham Chapman? (None it, I know it's A) (Can you?) Okay that's been a load of Question Two. What is the name of the dog in Nightwatch? (None... Bonzo, obviously. (So far so good, eh?) Question Three. What public school did Winston Churchill attend? None? (The answer: See anyone in the office know? (None, no. Do any of my friends know? No. No thank.)

The questions in Emlyn Hughes Arcade Quiz are either super-easy or rather obscure. Put it another way - it says they're simply not very good. Disappointment



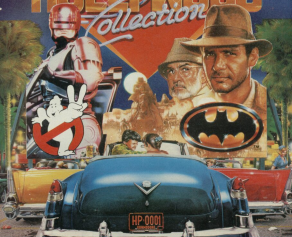
With question like this you can't expect to see any wonder why it's not bringing big money leaving down at your checkout.



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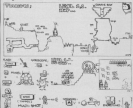
YES TIPSHOP



It's bigger and it's better, and that's only the beginning! **JONATHAN DAVIES** is your cheatmaster, and very excited he is about it too. (Sort of.)

TURRICAN

Adam Baley considers himself to be a bit of a pro at Turrican, and he also demonstrates quite an artistic bent. (I wish.) He's scribbled up quite an assortment of tips, which range from the straightforward to the surreal. And here they are...



He's also supplied the following hints...

- Keep firing when you walk into unknown territory. It could save you a lot of hassle.
- Shoot down crumbly walls, possibly to reveal a lot of diamonds.
- If you're in great difficulty, release an energy line, or use your Back.
- Shoot anything and everything. It's worth a go. And blow up the little pink box at the end of Level One/Three.
- Prepare yourself for Level Two. There are many differences from Level One...

What a man, eh?

If you think back to the August issue you may recall that I launched a desperate appeal for ideas to fill this space each month. Remember? Well, guess how many entries I got. Ten? Fifty? A hundred? I'll tell you how many. One. That's right - one. And it's not even very good (but thanks all the same, Mike).

You're heartless, you lot. I

make a continual feast of myself up here and you just sit there and watch. Sniff.

Luckily we're not short of tips though. In fact, you've been so busy I've got more than I know what to do with. So, er, you'd better have them all back. Actually, hang on a minute. (Think chat with Mark.) We've got two extra pages! So they'll fit in after all! Hurray!

REBELSTAR II

There are two types of game that tend to provoke tips by the barrel-load - games from the Smash Tapes and strategy games. So you can imagine what happens when the two are combined. That's right - loadsa tips. **Richard Crane** is obviously a bit of a strategy fan as, despite managing to spell my name with three 'r's, he's come up with a chocky of tips for one of August's latest Smash Tape games.

After playing Rebelstar I've finally broken the atoms by ten points. Big deal, you may think, but I can now pass on some hints that I've gained from personal experience.

Dear,

Here they are...

- At the start, get everyone as far left as possible. This minimises the effect of the Marsh Rats.
- Kill the Marsh Rats first.
- Get all people with photons (ie Captain Kiwan, Leon Trinsky and later on Daniel Dano) to the right of the circle of red things near the top-left of the playing area, so a lot of atoms will try to get you there.
- Send a few men down to the bottom of the playing area to ease the pressure on the people with photons by drawing a few atoms to follow the group all the bottom.
- Always hide behind bushes to give yourself cover for when the aliens fire at you.
- If someone with a photon is killed, try to recover it as it's by far the best standard-issue weapon.
- Try to pick up as many terminators as possible when you kill the aliens.
- If you have a choice between a terminator and a box, take the terminator.
- When entering the alien fortress thingy by doing it in pairs (two-or, missus) as you'll be confronted with lots of baby aliens. The more people who enter the marrier. If you have four people or more inside the fortress split up into groups of two or three.
- If you need the alien queen don't worry if she's on a different screen to you - her

acid splitter won't get you.

• Watch out for aliens who suddenly appear after about ten or 12 moves. They will appear behind you where you started. It is surprising how quickly they catch up, so keep moving.

• If the aliens head back towards the circle once most people are inside then head to the ship.

• Don't make a run for your ship unless you can make it in one go. Move closer to the ship or test tobedding it.

And there you have it - a

15-point plan for success.

Well, I think that's marvellous, and definitely calls for a badge. But hang! More tips, this time from **Mark Foster**.

- Always use snapshots, as small ones aren't worth the energy.
- Don't bother with terminators or boxes - you should have enough ammo and laser packs for your original weapons. You can always get these off dead raiders (I usually have plenty) if you do run out.
- Always wait at the very left for the Marsh Rats.
- Shoot a hole through the Tangle line at the top-left corner and send a couple of troops through it - they'll then have great angles down the rivers into the aliens.
- Send nearly all your troops down at the very bottom as this is the safest way across.
- Be careful of the assassins.
- When attacking the alien spaceship, send in four or six troops at the very bottom entrance. Blast a few turns and then send in more in the middle entrance. You can easily kill all the aliens and the alien queen will be trapped in the central chamber and will use all its action points trying to shoot you even though you're out of range. About 15 shots and she's dead (it's best to use a photon). Then just cart all the eggs off.

Hint. One or two contradictions there, but I'm sure we can come to an amicable arrangement, eh, lads?

DR BERKMANN'S



CLINIC

GO TALK A GAMESNAG! SEE THE SPECIALIST!

More snags this issue than in a month of Wednesday's *Real*! Imagine what an awful month that would be, eh, Doctors? — so it's get in with it, shall we? Hi, hi, Steve!

THROUGH THE TRAP DOOR

Mark Twain was the best old fat who'd get his ginsburgs up on the Don Phleboty again... he had the key in the lock, but couldn't open the door — and I can't say I was entirely surprised. Huh? Just don't ask your fat in it, that's all. Oh, the instantly non-fant of Robert A. Chaille has wanted further in the case than I have, for one, and he has the answer:

"Hi, Dr. B! Give you've got the key in the lock, keep it shut and bring her to the screen where there is. Bring to them (what's it to be) then pick up Drut by walking into him. When you're coming Drut, just walk into the door, which will say you're into Level Two — which is probably hard. Assume how to get out the stuffy creature?"

Oh! I thought you were the one helping us, Robert A, but never mind. Just remember, Steve, never walk into the door when you aren't carrying either the key or Drut, 'cos otherwise you're embarrassed.

BOY!

The ongoing popularity of this game never ceases to amaze me, and as well as the usual pages of magazines writing in with questions, there's an even bigger pile of Good Eggs writing in with the answers. So here goes:

"I. How do you cross the collapsing bridge?" Answer: Ben Smith "Mark" yelled a thousand Chinese as noise. "A little way along the bridge you'll see a small island and five small boxes, two of which are lighter and closer together than the rest. Stand on these and jump over the noise."

"II. How, and what does the alien-looking eye do?" Ben continued, "Use a magnet the right, then that to the ground on the other side of the bridge, and drop it on the big yellow one-eyed statue."

"3. And how about me?" wondered

Anthony from, "I can get all the ingredients and get a full cotton-cotton but I can't get close enough to get to step 11." "Hi, hi, hi," said the Doctors, "you'll need the amulet which you'll find to the left and up from where you caught the last catfish and die you. Just drop the amulet in front of Zulu before you step the first, and he'll welcome you with open arms."

But what about Stephen Baker's guessing, that you see a? A tricky one, but not so tricky, really, that the Doctors don't know the answer. The solution turns with the Crazy Laboratory, in fact, or not, really, as I shall write this one soon.

When you have gone through the waterfall, use the maximum to reach the high ledge. Then go into the Crazy Laboratory, left down the hole, then left up the waterfall. Go left into the platform which will move down. Then left, down hole, right up the second platform (downstairs). Then go left, up hole, right down the second hole, left and you are blocked by the portcullis, then right until the fair moves down beneath you. From there go left, so far as you can, then right and down the hole that appears underneath the plank you are standing on there are three bits of water and two bits of dry land. The right will you are on the right edge of the second piece of land and jump right. As you jump a hole will appear beneath you which you should avoid. Get the extra life, then go left remembering to jump the hole as if you can. Two pieces of wood should then appear, disappeared above you. Turn go right, up hole, right up hole, left, up second hole, left, then second hole. Jump over the hole and take the platform. Now go on the left, go right, down hole, right, up hole, left, up first hole, then go right to the Crazy Laboratory.

Phew! And you don't need a strong cup of tea after that, my name's not Dr. B! B. (continued).

I thank you to Rob Young, Robert A Chaille again, David Hughes, Jane D'Neale, Anthony Austin, Richard Swann, Andrew Davidson, John Newton and too many others to mention here. What if you think I'm made of budge? (2)

INDIAN JONES AND THE LAST CRUSADE

By: very about this one — Ken Matheson wrote in to complain that he couldn't climb the rope without leaving his. Oh it was clearly practicing his gut feeling that morning, because that is of course the game's more realistic (though by no means realistic) people reminded me and few should really stand by copy back to US Gold and ask for one that works. Informed

A TYPE

Have our old chum Andy Layton was in deep trouble — he couldn't get past the portcullis on Level Three — and we had to help our hands, don't we? Certainly Mike Wajuda thought so — he's reliably supplied a very detailed solution. Take it away, Mike. No, I don't care where, just use it away.

"Oh all right. First of all, shoot and collect the iron, and let 'em leave' (the part thing to get in front of you. Use it to shoot at the engine until the exhaust port thing falls off. Now shoot the gun emplacement left in the low and on top of the portcullis, and also shoot the mine-type shield (A mine, possibly?) Or B) and the road thing behind it. When these are both destroyed go down and shoot the gun emplacement and mine at the bottom of the ship, and send out the force in front of you to destroy the two bullet parts to the left of the ship. When these are destroyed they will fall off and explode, leaving more gun emplacements. Shoot these, and then go forward, collect the force and shoot the founders. Now go towards the back of the ship or you'll be squashed! When the ship goes back up, go to the right and use the force to shoot the other gun on the bottom of the ship, and also shoot the bottom three beams sticking out at the front of the ship. Quickly go to the far right and get the force behind you without getting shot by the beams (quite tricky). Now go back under the ship while it goes down and right up and up left again, then go right and send the force in over the top. Now go under the ship again and wait for the opportunity to explode."

Good! And you thought I'd be easy thanks for that splendid answer, Mike — a budge in it is my.

RAINBOW ISLANDS

Answer, an old game, this one — I never see it's quite so easy to miss! I thought whenever I read Dr. B, I had a list of hints, most of which have written in with answers to poor fat children, who couldn't get past the ramparts on Level Three. Trouble is, options diverged on the last way to get rid of the old blackboarder here's Dave-Alex Butler's solution...

"If you have high enough power, just jump onto the first platform on the screen left, and shoot a couple of windows at him. Then smash the windows and you're off to (y) island!"

"It is not so simple if you only have one window again, jump onto the platform and shoot out the ramparts just too soon. Then jump up a few levels and over to the other side of the screen as the vampire moves to the left. If you do so quickly enough the windows you shot would still be in front of the vampire — smash them and Bob's your uncle." (David Forbes on the other hand, suggests going straight to the right hand side of the screen, where the bats can't get you, and keep flying, (he too recommends that rainbow power and two or more windows.) But (Richard) thinks you should stick to the far left, and fire as often as you can. About the only thing everyone agrees about is that you shouldn't wander up to the vampire and ask him for help for a day if we had feet should be all right — he only ever drinks coffee... (Dr) G)

DRILLER

Good this was a fun game, and Stephen Reynolds is clearly as obsessed with it as I am (and I know

well, "how do you get past the gate in the Emerald Sector?" is asked in an emotion after a while too. Quickly see Cliff Egg's of the moment, Richard Swann, is just as excited a Freeway fan. Here's his response...

"In about the last news is that you can't shoot the gate, but all it is that you can see one enter from Level 1 and, because the gate is the red screen's work, and the other gun, being things are too small to reach you. Now you shoot the stuff in the center to get into objects and energy. Finally, drill in the center of the room, if you want to go through the room and you're not drilling, you should be in the Penetration Air. Before you enter, hold down B to fly to the top of the screen until you 200-circles reach 4 000 or so. Now hold down, until you can see a plain view of the ground below. Fly through the gate in Emerald, reached your view and fly to the bottom of the screen until you're safely in the next room."

Richard's letter this month also included a long list of games that can be played for — a list so long, in fact, that I haven't got anywhere near enough room to print it. But as a consolation, let's bring in a couple of his game names — for even guesses are not completely infallible.

"Sure thing, Dr. B. I need help on the following...

1. How do you avoid being captured on Mars On the Planet?"

2. How do you get past the fire-breathing gargyle in Robert's Den? (I've worked out that you need the mouthpiece, but that's about it.)

3. How do you reach the 08-white Knight in 'Stealing'?"

Any ideas?"

NAPU!

And what about these tragic snappers?

Bob Young "Hey, Dr. B, I have a problem with Jack The Nipper II. What do I do with the woodman?"

Andrew B. Field "On Level Two of 800 Dangerous, on the ladder on the second screen there's a girl for the ball sports out of the wall halfway up. How do I get past it?"

Stephen Piker "In Side Arms I can get about halfway through Level Two and then the long snake-type thing comes along. How do you kill it?"

James Williams "In Section One of Vindicator, I've cracked the anagrams and returned all eight parts of the beam. But how do you deactivate it?"

Dean Ewan "In Bloodbath, how do you open the first door with the red key?"

Andrew Macdonald "In Thunderbolt on the last gate level, what are the two sets of laser settings?"

J. Carman "In Personality Mania, I cannot get past the solid wall halfway through Level One. I have tried shooting it or falling onto it but all in no avail. Any ideas?"

That's all for this month, but remember if you're staggered to guess — or you can take one of the tricky questions above — drop a line to Dr B at P.O. 30 Marmouth Street, Bath BA1 2RN. There could be a budge in it...

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TIP O' THE MONTH

SHADOW WARRIORS

Look, I know we covered this fairly substantially last month, but **Paul Torrance's** maps and tips are so good that I've just got to bring them in. You'll see what I mean if you check out the following...

Here's a quick look at all the Suddies...

White Ninja
Does the same moves as you, so keep your distance and come behind him. Hard if you get more than one against you.



Jason Lookalike
He looks and moves like Jason, but is fairly easy to dispatch if you're ready.



Suddle With Sickle
Is extremely tricky - just get in front of them and look like hell!



Kicking Suddle
Deal with him as quickly as possible because he's fast, and if you've got two of you then things get tricky. Use kicks mostly.

Leg Tearer
A total pain in the bot. Don't try and kick him unless you're right next to him. To beat him quickly use throws on him.



And now there's a level-by-level guide. Cripes.

LEVEL ONE **Burno Wrestler**
Surprisingly easy if you follow these tips...



Position your man at the arena facing the wall and wait until he runs to find of you. (The same wrestler, that is.) Jump-kick. Then, when you've floored the wrestler, react, flurry on kicking and, by a flash of nature, the wrestler

will bounce up and down a few times and die!



LEVEL TWO

Tag Team Wrestlers
Not as easy as Level One but if you take your time and do it carefully you shouldn't have too much of a problem. Firstly concentrate on one of the two, and use throws on him. Doing this you must get within throwing distance. Jump/Trow and then, immediately after you've landed, move

down to go (wherever) to avoid his pal. NO Power the two jumps on the bot as you're bound to get caught! After you've killed one kill the other with kicks.



LEVEL THREE

Very hard to defeat. When you start only two of them will move so try and use the same techniques used on Level Two.

Try not to get trapped between two of them or you'll be in real trouble.



Well, I'm beat for words. Ah, here are a few "throw", "kick" and "bodge", to be precise.



1. With the map you have a lot of info. Use it to your advantage!

2. The map is a great help in many ways.

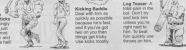


3. Use the map to your advantage. Use it to your advantage!

4. Use the map to your advantage. Use it to your advantage!

5. Use the map to your advantage. Use it to your advantage!

6. Use the map to your advantage. Use it to your advantage!



AS TIPSHOP HINTS 'N' TIPS

PRACTICAL POKES

It's that man with the stick, **JON NORTH!**

This month, I was sent a demo of a protection system called Lockbox, by Malcolm Goodman. "I'd found this," he said. And that's exactly what I did. Mind you, it was better than a lot of the run-of-the-mill stuff coming out these days. So come on, software companies, give us hackers something to really get our teeth into!

DIZZY II

Dr B's regular good egg, Richard Swann, has a brother. Yes, he has. This brother's name is David Swann, and he's hacked Dizzy II. Nothing strange about that. Except that David is 11 years old. So no more excuses about "I can't hack 'cos I'm too young!"

18 REM Dizzy 3 by David Swann

20 CLEAR 24376: FOR
50 23296 TO 23828
30 READ A: POKE A, NEXT I
40 RANDOMIZE USR 23303
50 DATA
175,50,29,246,196,3,97
60 DATA 221,23,198,92,17,8,1
70 DATA
62,255,16,205,86,5,48,241
80 DATA

82,91,50,62,93,195,196,92

SPAGHETTI WESTERN & PRISON ROY

Martin has cracked another bunch of classics this month. Here's his stuff for Spaghetti Western 48129K and Prison Roy 48129K.

10 REM Spaghetti 48K by M Martin

20 CLEAR 8083: LOAD
"CODE"
30 POKE 84013,30: FOR
F=64016 TO 1E9
40 READ A, B: A-256 THEN
POKE F,A: NEXT F
50 LOAD "INCRBIB"
RANDOMIZE USR 84E3
60 DATA 175
70 DATA 90,792,128: REM
HITRY
80 DATA 90,50,142: REM
BAMBAE TO FLYING THRU99
90 DATA 90,161,102: REM
AMMO
100 DATA 233,999: REM END
MAPPER

10 REM Spaghetti 108K by M

Harris
20 PAPER 0: CLEAR 24899
30 FOR F=0440 TO 1E3:
READ A
40 IF A-256 THEN POKE F,A:

NEXT F
50 RANDOMIZE USR 03440
60 DATA
271,125,180,177,17,136,2
70 DATA
62,255,16,205,86,5,48,241
80 DATA 23,33,178,94,91,249
90 DATA 195,168,177,175
100 DATA 90,128,104: REM
RETRY
110 DATA 58,13,105: REM
BAMBAE TO FLYING THRU99
120 DATA 90,140,102: REM
AMMO
130 DATA 198,168,97,999:
REM END MAPPER

10 REM Prison Roy 48128 by

M Harris
20 CLEAR 804: LOAD "CODE"
30 IF PRBK 23096 THEN LET
A=85262: POKE A,208: POKE
A+1,33: LET X=147: GOTO X TO 80
40 LET A=85215: POKE A,234:
POKE A+1,89: LET X=61
50 FOR F=23440 TO 23448:
READ A, POKE F,A: NEXT F
60 RANDOMIZE USR 85214
70 DATA
175,50,1,138,168,1,132: REM
INFINITE AMMO AND
ENERGY

FERNANDEZ MUST DIE & ROMAN

The Good Egg himself, Richard Swann, is back with a couple of hacks for VS Covergames. The Fernandez Must Die hack gives 250 lives, the Roman one gives 167 lives...

18 REM Fernandez by Richard

Swann
20 FOR F=23296 TO 23317
30 READ A: POKE F,A: NEXT F
40 CLEAR 32767: LOAD
"CODE 99034"
50 POKE 88209,201

RANDOMIZE USR 65004
60 POKE 88209,61:
RANDOMIZE USR 88280
70 DATA
33,3,254,17,0,0,1,8,196,237,18
4
80 DATA
48,191,93,82,258,80,197,184,1
91,84,184

10 REM Roman by Richard

Swann
20 CLEAR 32767: LOAD
"CODE 99024"
30 POKE 88241,201:
RANDOMIZE USR 89024
40 POKE 88201,91: FOR
F=23296 TO 23316
50 READ A, POKE F,A: NEXT F
60 RANDOMIZE USR 80152
70 DATA
33,254,255,17,258,255,1,84,15
6,237,1680 DATA
48,184,97,175,80,258,194,185,
32,123

IDDY'S GUIDE

Tap in the listing you want to use (even if it's your own), check any lines with REM statements if you don't want the effect they have on the game, REM the listing and play your game tape from the start.

TESTY-BYE!

It's off to track Powerload again now, so I can tell you how to do it. Between now and next month, though, why not have a go at something and send your results to me? Send in Multiple POKEs by all means - I won't print them but will write a complete hack for them (giving you the credit). So send your babies to Jon North, Practical POKEs, YS, 30 Southdown Street, Bath, Avon BA1 2RN. 'Til next month...

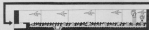
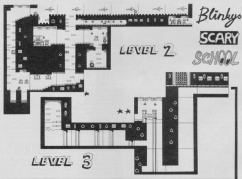


PRINCE CLUMSY

Mean: Here's the first of two-Column tips spread over the next few pages. This is one of their Cartoon Time games apparently, and it's been mugged off by Philip Klaman, who lives suspiciously close (in Ireland) to the chap who's done the Blinky map on the opposite page. What's going on here? I think we ought to be told.



BLINKY'S SCARY SCHOOL



If ever there was a chap who deserves a badge, it's Wayne Horan who's done an absolutely cracking map of Dupont's subtle platform game. He's also threatened to send in a complete solution, so perhaps that's something to watch out for next month, eh, readers?

DYNASTY WARS

Thousands of people have probably been hating problems with this distinctly American title number, but **Blazen Perry** is a chip who knows which end of a horse to stick his tail into. In fact, here he comes now on his white charger, unsheathing a huge tip.

Strategy: Choose **Shao Yun** in one-player mode. Move down to the bottom of the screen and keep **F**ie pressed down until full blast power is achieved. Then release **F**ie when the first badkies come on.

These are the badkies you'll meet.

Aspects: Unless they're down at the bottom of the screen with you, ignore them. Once they're used up their arrows they'll go away.

Foot Soldiers: If they're not down at the bottom, ignore them until the archers have run off. Then kill them.

Generals: When these guys come on, make sure you've got full blast power and then let them have it. Then dodge their arrows and keep away from them until they ride off. Repeat the process.

And now the tactics...

Recoil: **C**rap. Causes a rock to fall down at each end, plus one in the middle. Don't use unless desperate.

Explosions: **D**irt. They cause these fireballs to zoom across the screen.

Both of these use up four points of your energy, so only use them in an emergency.

That's terrific, Blazen. We're all very grateful, as we are to **Shao Yun Skatucki and **Keat Hess** for this.**

If you cheat Graphics and then G, D, A, F and Space at the same time it should take you to the next level.

Good heavens, Blazen! All right then, I think.

ADIDAS CHAMPIONSHIP FOOTBALL

Now then, I thought we'd agreed that there'd be no more frontie tips, eh? But still they keep flooding in, and, boy, are I might. I just can't seem to keep them all out. Only one seems to have sneaked through this time, from **Mike Chantry**, but I'm going to be a lot more vigilant next month.

Here are some monster cave

tips for ACP, so you better print 'em or die!

Oh also what? Think you're tough, eh?

Assign! Your basic footie skills ain't too hot, so read on into the arbitrary squaring inroads...

Scoring From Kick-Off



Use the diagram to help you (or an adult if you must). Starting from **A**, you can do one of two things. Firstly, you can run straight up the field and walk the ball into the net, or you can run diagonally towards **B** (about three kicks) before heading towards the corner of the box. Holding down **F**ie to get the power meter up. (Who can't I just use a 500 piece?) Let go of **F**ie and run into the, the, the, ball, but **wait!** (99? 99) and a beautiful chip shot should end up at **C**. (D, incidentally, means OOOOAAAALLLH)

Drizzling (Burple gurgle)



This can be a proper tip for awarded, so this one tip should help. Use the diagram. As I've shown above, inevitably the ball, as soon as you touch it, press the opposite direction **2**, and **wait!** The secret to ball control. This can be used at any time and confuses the hell out of your opponents.

Penalty Kicks



Never score on them? Now it'll be soon easy. Just hold down about a quarter of your power meter (see diagram). Which way do you shoot? doesn't really matter - just tap left or right.

Cheating



Yep, there's always a way to cheat in a footie game, and ACP ain't no different. All you have to do is either run upwards or downwards and as you dribble the ball towards the goal the opponents will bring you down. **P**ress **K**ick, soft **F**ie on the free kick just run with the ball up or down and the player will bring you down again. (Yellow card, or games over) Continue with this process and your opponents will be left with about six players. Then it's easy peasy.

General Tips

- Don't lose
- Score goals
- Win tournament
- Write rubbish like this to get a badge (a, very sucky).

Right, err, thanks, Mike. There's got to be something useful in amongst that lot.

PRO BOXING SIMULATOR

And now here's **Stuart Rogers**, who's obviously in another one of his ungrammatical moods.

Here is some hints and tips on how to complete **Copplebottom's** new Nintendo Pro Boxing Simulator.

- It's best to pick the **KF2** option for controls as there are less keys.
- A simple but lifesaving solution is to go for body blows against your opponents, so keep your fingers on those keys (**A** and **F** in option **KY2**). The computer opponent won't be able to hit you as you'll be able to go through all 10 rounds, and when if you have less lives than your opponent you'll still win the fight. This can be repeated against the other five opponents until eventually you'll win the World Championship Crown. Once you've beaten the World Champion you get a small hero who's rubbish. Then you have to fight the six World Champion's further six times which is very fat boring. Also, once you've

- World Champion a message appears on the screen which reads 'Competition code is MULTIRAC' but I don't know what it means.
- Here are the guys you fight against, if it's any use: **Mid Martin** Junior Champion **Steady Eddie** County Champion **Dirty Larry** UK Amateur Champion **Fast Freddy** UK Professional Champion **Sammy Hozer** European Champion **Deadly Dan** World Champion

All in all, you don't seem too pleased with it. **Yes, Well, have a badge as compensation then.**

CRAP TIP O' THE MONTH

RAINBOW ISLANDS

Owing to the extremely poor quality of some of this issue's contributions I've decided to start a new award which will be given to the most unhelpful tip submitted each month. The prize is an empty Van Heusen Chocolate cup from the **K2** drinks machine, lovingly engraved (in full-size) with a suitable motto. In a closely fought contest, **Paul Tennant** emerged victorious this month. (Actually topped the thing.)

In complete Rainbow Islands without losing a life simply go through all the levels without dying once. Simple, eh?

Do you get the idea?

AND THAT'S IT

For another month at least. Next issue, of course, we'll have an equally large amount of space to fill and you're just the people to fill it. So make sure you send as many hints, tips, solutions and mugs as possible. No matter how close they are, to Jonathan Clive, 75 Tipton, 117, 30 Birchwood Street, Bath BA1 2BN. And to stand the maximum chance of achieving stardom, remember to draw all your pieces in black pen and involve a large cash link.

DRAGON REED



ACTIVISION

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HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2

**EVEN IN THE FUTURE OF LAW
ENFORCEMENT, THERE'S ALWAYS ROOM
FOR IMPROVEMENT.**

The future is a rough place, Detroit is a bankrupt city...
torn apart by the decadent forces of the Old Man and his
corrupt corporation. If you want to die - then walk the
streets, if you want to live - then pray for the return of

Robocop!

can deliver! Take on Detroit's evil mastermind and his
Robocop 2 has justice in mind... a kind of justice only he
mega-corporation in some of the most action-packed
scenes ever devised for maximum entertainment value.

**Detroit is falling apart - It's time to put it all
back together!**

SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA



ocean

YS GALLUP CHARTS

SPECCY TOP 30

You may have noticed a bit of a change with the charts this month - we've taken them out of *Fast*, given them a bit more space and generally spaced them up a bit. Why? Well, it's simple! Rather round and we'll explain.

You see, as of this issue we're actually got a brand new chart - it's been put together by Gallup from a continuing survey of sales in codes of computer shops up and down the country. And it's the best! It's certainly far more up-to-date and comprehensive than anything we've had before.

This is in fact an excellent time for us to get involved with Gallup, the reason

being that they're currently in the process of updating their info-gathering methods, no longer collecting it in the form of weekly reports filed out by individual shop managers, but by the more sophisticated Electronic Data Capture systems. This way the data goes directly from the shop list to Gallup, and with at least 10 independent nationwide sampling points (plus the multiples like *Hi Tech*, *Wagon and Movers*) it'll be just about as accurate as they can get. And since the chart is specially commissioned for *YS* to be ready just in time for our deadlines, it'll be as up to date as we can make it too!

FULL PRICE TOP 30

- 1 Shadow Warriors Ocean
- 2 Turrican Rainbow Arts
- 3 Chase HQ Ocean
- 4 Manchester United Krisalis
- 5 Robocop Ocean
- 6 World Cup Soccer '90 Virgin
- 7 Rainbow Islands Ocean
- 8 Elnyn Hughes International Soccer Manager Audiogenic
- 9 Football Manager World Cup Edition Additive
- 10 Batman (The Movie) Ocean
- 11 Adidas Championship Football Ocean
- 12 Fighter Bomber Activision
- 13 Italy 1990 Winners Edition US Gold
- 14 Italy 1990 US Gold
- 15 International 3D Tennis Palace
- 16 Soccer's Super Soccer Empire
- 17 Cricket Master Challenge Software
- 18 Escape From The Planet Of The Robot Monsters Tengen (Denmark)
- 19 Heroes Of The Lance US Gold
- 20 World Cup '90 Completion Empire
- 21 Turbo OutRun US Gold
- 22 Lords Of Chess Blade
- 23 Castle Master Denmark
- 24 Can Dem II Virgin
- 25 Treble Champions Challenge Software
- 26 Project Stealth Fighter MicroProse
- 27 The Cycles Accolade
- 28 Ghosts And Ghosts US Gold
- 29 Hard Corps II Denmark
- 30 Operation Thunderbolt Ocean

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SHOULD BE UNDER Impressions/Activision, Sports Of The Budget (COB), Audio Machine (Ocean) (Denmark).



Chase HQ is number three! Robocop Ocean is a better bet in places than British Steel!

The best thing you value looking for the full price chart is how many of games there are in it. Chase HQ, Code Catcher, Chase & Chase, Hunt Down - they weren't out before Christmas but you'll still remember who wanted a copy when you got your copy! And then there's Robocop, Hit Squad, and a big screen a year or so ago.

As you might think, Ocean make the strongest showing with 10 out their own Top 30 games, with 10 each, Virgin, Sports included in there a couple more. We're rather surprised we don't have the bulk of The Budget and Ocean titles along with well priced because either fairly better games, you will see, 100 and Challenge Software, and also still in the Top 30 which we thought was fairly common. (Ocean's last for us again.) Chase and 10 each's big winners, the special winners followed which is a 10 with the complete Cup version codes below 1. The rest that's going well is strange if you asked the best!

YS TIPS FOR THE TOP

Obviously expect to have from Ocean's complete edition. Robocop and Chase HQ are the best. Chase HQ is the best. Challenge and Sea City to be the best.



Fantasy World Dizzy makes a superb appearance at the top of the Budget charts. A well-priced alternative if ever we saw one!

With Robocop, amongst others, being relatively quiet if you. CodeMasters have been around a bit of a few years, bringing the best with a steady stream of consistently good product. Ocean's Hi Squad is a classic online (but not so often known about), but keep an eye on it for when you find buying more custom characters to reproduce different and better game values for you a new life game, that you, any more.

YS TIPS FOR THE TOP

Expect most of your good value. Quattro from CodeMasters, including Quattro-Combat which apparently features 1000 Monsters, is quite originally rated by us as the best. And then there's our own Adam Wagon! It's the best! On the list we see. But there's also the best behind World Cup Soccer.

BUDGIES TOP 30

- 1 Fantasy World Dizzy CodeMasters
- 2 Pro Boxing CodeMasters
- 3 Quattro Adventure CodeMasters
- 4 Paperboy Encore
- 5 A Question Of Sport Encore
- 6 Treasure Island Dizzy Encore
- 7 Matchday II Hi Tech
- 8 Raster Hit Squad
- 9 Ring King Phoebe Hi-Tec
- 10 World Cup Challenge Players
- 11 Indiana Jones And The Temple Of Doom Klax
- 12 Rock Star Are My Hammer CodeMasters
- 13 Jack The Nipper II Klax
- 14 Wonderboy Hit Squad
- 15 RoadBlazers Klax
- 16 Yogi's Great Escape Hi-Tec
- 17 Ruff And Reddy Hi-Tec
- 18 Cauldron I & II Hi-Tec
- 19 Daley Thompson's Olympic Challenge Hit Squad
- 20 Big Trouble In Little China Alternative
- 21 The Monsters Alternative
- 22 Football Champions Cult
- 23 Pro Golf Atlantis
- 24 4x4 Off Road Racing Klax
- 25 Salamander Hit Squad
- 26 Quattro Sports CodeMasters
- 27 Wicketor The Hit Squad
- 28 Pro Tennis Simulator CodeMasters
- 29 Daley Thompson's Superstar Hit Squad
- 30 Prison Riot Players

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SHOULD BE UNDER Phoenix The First (Ocean) (Alternative), Video Quest Arcade (Wagon Movers), Sports Of The Budget (Impressions) (Alternative) (Ocean) (Hi Tech), King And Let (Hi Tech), Dragon's Lair (Ocean).

More Bloodload tricks and treats, plus a look at Powerload and how to crack Real L&D. That JOW NORTH, aka? Worm guy!

The Bloodload Crack

This is the routine you should have worked out for yourselves. Basically, I take the patches I explained last month and dump them all, in order, so that the JP to the game is overwritten with the infinite lives POKEs. To use it, CLEAR 20000, LOAD "OOO0" (from the basic loader) then RANDOMIZE USR 32768.

This code is from Beach Buggy...

```

C90 8000-START FROM 40000-32768
LD A,0D0 -PATCH IN A CALL
LD B,C00A
LD HL,C00A -THE CALL IS TO "CHECK"
LD B,C00A
JP C000 -START THE LOADER
CHECK LD B,F15A -EXECUTE THE
COMMAND OVERRITTEN BY OUR
PATCH
BC HL,50 -FAST THE "JP"
INSTRUCTION
LD A,HL -HALF OF JP ADDRESS
DEC HL -RESTORE HL TO ITS ORIGINAL
VALUE
CP #00 -CODES A=H0?
RET Z -RETURN IF 00
LD A,0D0 -OTHERWISE REMOVE THE
PATCH
LD B,C00A
LD HL,B,F15
LD B,C00A
LD A,0D0 -IS CODE FOR JP
LD B,C00A -START IN A, JP
LD HL,B,000 -THE "JP IS TO "BACK"
LD B,C00A
JP B,0000 -RESUME LOADING AND WAIT
FOR CONTROL
BACK LD B,C00A -EXECUTE THE
COMMAND OVERRITTEN BY OUR
PATCH
LD HL,POKES -MOVE THE POKES TO
OVERRIDE THE JP TO THE GAME
LD DE,0000 -THE JP IS AT 0000
LD B,C,000 -POKES, 00-CLENGTH OF
THE POKES
LD B, -MOVE THE CODE DOWN
JP B,0000 -RESUME LOADING
POKES FOR A AND
LD B,C00A -INFINITE PUL
LD B,C,000A -INFINITE TIME
LD A,0D0
LD B,C,000A -INFINITE TIME
JP B,F15 -START THE GAME
END CODE 0

```

Note that the routine was written for the Deviser assembler - yours may use different notation.

The Stack

In machine code, you can temporarily store values on what is called a 'stack', and pick them off again later. There are four main instructions which use the stack, and you will need to be familiar with them before you crack Powerload. They are...

PUSH If you PUSH a register onto the stack, its value is stored until you take it off. PUSH increments the STACK POINTER (the register containing the address of the stack) by two.
POP Popping a register off the stack, restores the value in the register to equal the last value pushed onto the stack. It then increments the stack pointer by two.
CALL In machine code (as with basic, in fact), if you do a CALL, what actually

HOW 2 HACK

happens is that the address to return to (the one after the call) is pushed onto the stack, then the CALL address itself is. As far as the stack is concerned, the effect is the same as a PUSH.
RET Again, this is the same as it basic. When a RET instruction occurs, the address currently on the top of the stack (the last thing PUSHed) is JPed to and the stack pointer incremented by two. The only difference between RET and POP is that no registers are affected (except B, obviously).

Cracking Real L&D

A word of warning first. The basic loader on Powerload games plays around with the stack using the four commands above. If your disassembler doesn't do CALL, INTERRUPT or special use of CALL, made by the ROM, you won't be able to get in with cracking the basic (you can have a go at the real though), so check with your manual before you start.

The Basic RL

The first thing to do is to "Load and List the basic as usual.
RED LED LINE 0 0 0 0 0 0 0

```

0 REM
10 CLEAR 99999: POKE 20000,0: POKE
20000,0: POKE 20001,0: CLS: POKE
30000,0: POKE 30001,0: POKE 30002,0:
40000: RANDOMIZE USR 32768:
RANDOMIZE USR 0
700 REM

```

20140 is 5000 hex, so disassemble this address. (The POKEs before this USR simply make the screen black and prevent you pressing Break.)

```

8000 D0
9000 LD HL,0
0000 ADD HL,SP
0027 LD (0027),HL
0024 LD SP,0000
0000 LD HL,0
002F PUSH HL
0000 LD HL,0000
0003 JP HL

```

The command JP (HL) may seem confusing, in fact it does a JP HL, so ignore the brackets. HL was previously set to 0000, so this is where the JP is to.

```

0040 LD A,0
0000 LD (0000),A
0000 POP HL
000F PUSH HL
000F POP DE
0070 RET

```

The value at the top of the stack is 0070, so this is where the RET will go to.

```

0070 POP BC
0077 LD A,(HL)
0078 HL,0
0070 LD (HL),A
0070 INC HL
0070 DEC 0077
0070 POP HL
0070 LD (0070),HL

```

```

0080 POP BC
0080 LD A,00
0080 LD (0070),A
0087 LD A,0
0080 LD (0070),A
0080 PUSH DE
0080 POP HL
0080 RET

```

Finally, there is a decrypter from 0077 to 0070, so put a breakpoint at 0070 before you go any further. You may not recognise the L&D: 0077 command as 0070. L&D stands for Decrement B, and Jc if Not Zero. In other words, B=0-1 and then if B doesn't equal 0, JP to 0077. It is used exactly as JP HL, JR NC, CALL NC or RET NC would be used. The RET at 0080 is to RET to what you find this code, seeing as we've just cracked that code, but look closely and you'll see it has been modified, it now reads...

```

0077 LD A,(HL)
0078 ADD
007A POP
007B INC HL
0070 DEC 0077
0070 RET

```

If you think that this doesn't decrypt, because there is no LD (HL),A instruction, you should realise that PPO (and PLO) in fact change both A and HL, so this instruction is like a decrypting instruction (ADD or SUB, for example) and a LD (HL),A all rolled into one. The RET at 0070 is to 0070.

```

0070 LD HL,0000
0070 LD DE,0000
0070 LD BC,0000
0070 LD DE
0070 POP HL
0070 LD D,H
007F LD HL,0
0000 INC C
0070 POP BC
0000 LD HL,0
0000 POP HL
0000 LD A,(HL)
0000 ADD A,0
0000 INC HL
0000 DEC 0007

```

You should POKE 0010, 0010, 0020 and 0020 with 0 (otherwise the disassembler will be overwritten). Put a breakpoint at 0027 to find out where the decrypter changes data - it is at 0020, the address immediately after the decrypter. To overwrite this, move the stack of code 002F-0020 to somewhere convenient, put a breakpoint after it and run it from there.

```

0020 POP HL
0027 LD (0000),HL
0020 POP HL
0020 LD (0000),HL
0000 POP
0027 LD A,T
0020 CALL 0000

```

The routine at 0000 is a standard hex-to-dec loader (0000,00-0100, A-T, and the code at 0007 is the start of

the ROM loading routine, followed by a JP to it. It is effectively the same as CALL 0000.

```
5C3C JP NC, I
5C3D LD HL, 3C40
5C40 LD B, FF
5C41 CALL 5C77
5C42 LD B, FF
5C47 CALL 5C77
5C4A DI
5C4B RET
```

The decrypter at 5C77 is unchanged. The RET at 5C4B is to 5C4E. We can do away with the basic loader altogether in the final hack by loading the second block of code as a standard headerless file, then decrypting it ourselves (as long as the decrypter in the hack is effectively different to the decrypter in the basic).

```
5C40 LD HL, 3C3D
5C45 LD BC, 180
5C46 LD D, 0A5
5C47 LD A, (HL)
5C48 XOR B
5C49 LD HL, LA
5C4B INC HL
5C4C DEC BC
5C4D LD A, B
5C4E OR C
5C4F JP NC, 5C48
```

To crack this, change the JP NC at 5C4F to a JP NZ. RET then CALL the decrypter (put a breakpoint after the call). JP NZ uses only five bytes, whereas JP NZ uses three, leaving us a spare byte for the RET.

```
5C3D LD HL, 3C3D
5C3E LD DE, FE32
5C3F LD BC, 180
5C3B LD A, 0
5C3C LD SP, FE30
5C3B JP FE32
```

```
FE32 LD A, 64
FE34 LD DE, 1800
FE37 LD IX, 4800
FE38 CALL FE3E
FE39 LD IX, 400
FE3A LD IX, 5800
FE3B CALL FF07
FE3C LD CB, 1C4
FE3D LD IX, FE3C
FE3E CALL FE37
```

The big headerless block that follows, as you can see, is treated as a series of standard headerless blocks without loader boxes. We do not know the code at FE72 yet, because the first headerless file couldn't mount. To get around this, put a patch in the equivalent code from 5C3B (which is all binary), and load the first part of the game from there. What this means is put a breakpoint at 5C3B and JP to 5C3B. Once loaded, the following code is seen...

```
FE72 LD DE, 4440
FE73 LD IX, 51FF
FE74 CALL FF07
FE75 LD DE, 12FA
FE76 LD IX, 54FF
FE77 JP FF70
```

```
FF70 LD A, 0
FF71 OUT (B), A
FF71 CALL FE3C
```

```
FE3C LD HL, 4000
FE3D LD BC, 1800
FE3E XOR A
FE3F XOR (HL)
FE3A LD D, A
FE3B INC HL
FE3C DEC BC
FE37 LD A, B
```

```
FE3E OR C
FE3F LD A, D
FE3A JP NZ, FE3D
FE3D RET
```

The routine FE3C-FE3D checks the screen, and comes out with a value in D. It is not a decrypter, because there is no LD (HL), instruction. The RET at FE3D is to FF7A.

```
FF7A LD HL, FE58
FF7B CP (HL)
FF7C JP Z, FF7E
FF7D LD HL, 3C3E
FF7E LD BC, FFFF
FF7F LD DE, 5840
FF7A LD D
```

The way to overcome this is similar to what we did with the decrypter on the first headerless file. Change the JP Z at FF7C to LD (HL), JP FF7E. It must so that JP Z, because the routine at FF7E starts out of memory, from 5840-FFFF.

```
FF7E LD HL, FF7D
FF7F LD BC, 50
FF7F LD A, D
FF7F XOR (HL)
FF7F INC HL
FF7F DEC BC
FF7F LD A, B
FF7F OR C
FF7F JP NZ, FF7C
FF7A CALL FE3E
```

The routine at FE3E is similar to the one at FE3C. It checks the loaded game and returns a value in E.

```
FF7A LD HL, FE51
FF7B CP (HL)
FF7C JP NZ, FF7E
```

You should POKE FF7D, FF7E and FF7F with 0 to remove the JP NZ. The value is never used so you don't need to put it in yourself.

```
FF7E LD HL, 5000
FF7F LD BC, 3000
FF7E CALL FE3C
```

```
FF7E LD A, HL
FF7E AND
FF7F INC HL
FF7F DEC BC
FF7F LD A, B
FF7F OR C
FF7F JP NZ, FF7C
FF7E RET
```

This decrypts from 5C3C, then RETs to FF7E.

```
FF7E LD HL, 5000
FF7E LD BC, 3000
FF7E CALL FF7E
```

```
FF7E LD A, D
FF7F XOR (HL)
FF7E LD (HL), A
FF7F INC HL
FF7F DEC BC
FF7E LD A, B
FF7E OR C
FF7E JP NZ, FF7E
FF7E RET
```

This also decrypts from 5C3C, then RETs to FF7E.

```
FF7E LD HL, C700
FF7E LD DE, 4000
FF7E LD BC, 1800
FF7E LD A, 0
FF7E LD HL, C8FF
FF7E LD DE, C8FF
FF7E LD BC, 0700
FF7E LD D, 0000
```

```
FF7E LD HL, A710
FF7E LD (C800), HL
FF7E LD BC, 3110
FF7F XOR A
FF7F XOR (HL)
FF7E LD (C800), HL
FF7E LD (C800), HL
FF7E JP NZ
```

```
000F JP (HL)
```

We can change the JP at FF7E to somewhere convenient to put POKEs in, then JP (HL) at the end. Make sure, though, that you don't corrupt HL in your POKEs, otherwise the JP (HL) will JP to the wrong place.

The Red LED Hack

```
0000 XOR A
0001 LD (0), (A)
0002 LD (1), 0
0003 RET
```

```
CALL 0000
JP NC, LOAD; THIS MAKES IT LOOP BACK IF IT DIDN'T LOAD THE BLOCK PROPERLY
LD HL, 0000; START BYTE TO DECRYPT
LD BC, 01FE; LENGTH FROM THE BASIC
FF-FF-FF
SCRIPT LD A, HL
AND
INC HL
DEC BC
LD A, B
OR C
JP NZ, DCRYPT
LD (0), (HL)
LD (0), (HL) 20 IS CODE FOR JR HL
LD (0), (HL) 7F IS OFFSET BYTE FOR -1 WHICH IN THIS CASE IS 5C4E
LD (0), (HL) 20 IS CODE FOR RET
CALL 0000; DO THE DECRYPTER
LD HL, 0000
LD (0), (HL) JP TO 'BACK'
```

```
JP 0000
BACK LD HL, 0000
LD DE, 0000
LD BC, 0
LOAD; PATCH IN 8 BYTES TO 0000
; 0000; WE HAD A BREAKPOINT
; 0000;
JP 0000; START LOADING THE GAME
LD (0), (HL) 2000H
LD (0), (HL) JP TO 'SCRIPT', NOT FF7D
FF7D;
JP FF7E; RE-SAME LOADING
SCRIPT LD (0), 0000
LD (0), (HL) 20 IS CODE FOR LD (HL),
LD (0), (HL) 14 IS CODE FOR JR
LD (0), (HL) 00 IS OFFSET FOR -11, IN THIS CASE FF7E
LD (0), (HL) 00; DO A RET INSTEAD OF THERE; 00
CALL 0000; START DECRYPTING THE NEXT BIT
LD HL, 0000;
LD (0), (HL) 00; PATCH THE JP 000F TO COME BACK
JP 0000; START DECRYPTING THE GAME
POKE 0000, A; INFINITE TIME AND ENERGY POKE
LD (0), (HL)
LD (0), (HL)
LD (0), (HL)
LD A, 0000
LD (0), (HL)
JP (HL)
```

```
FF7E LD HL, 5000
FF7E LD BC, 3000
FF7E CALL FF7E
```

```
FF7E LD A, D
FF7F XOR (HL)
FF7E LD (HL), A
FF7F INC HL
FF7F DEC BC
FF7E LD A, B
FF7E OR C
FF7E JP NZ, FF7E
FF7E RET
```

Good, eh? Remember if you've got any queries then write me a letter (uh, see) to Max 2 Head, 75, 30 Minmouth Street, Bath BA1 2BA and I'll see what I can do.

YS/MICROPILE RICK DANGEROUS II COMPO

WARNING:

THIS PAGE IS
DANGEROUS



WIN!

**A PULSATING PYE CD/STEREO RADIO/ CASSETTE RECORDER JOBBIE!
(IT'S THE BIZ!) PLUS! FIFTEEN RICK DANGEROUS II T-SHIRTS!**

YOU CAN'T LOSE!

"Well, you can."

It's Megol

And so is the game (just check out the review this very ish if you don't believe us). Rick Dangerous (the original) has always held a bit of a special place in our hearts (as we quite like it), despite the fact it's rather massively too hard. Rick Dangerous II isn't quite as tricky (hunch), but otherwise it's more of the same - more colourful, more packed with action, more stuffed with inventive little touches, and less, well, less nothing. Unless you count 'less impossible to get past Level Two' of course!

While the first Rick was, ahem, 'heavily influenced' by Indiana Jones and serial movies, Rick Dangerous II comes across as more of a literary Heath Gordon. One minute he's out with his gills in Hyde Park, the next he's scold on an alien spaceship, whisked off to the stars and bathed a few spooky Mr Marshalls' faces in. All in a day's work really when you're as much of a superhero as he is.

Winning? Or have you got to be such a loser?

It's not easy, still, you could make it or worse start than getting your mitts on something like this - a five CD stereo/cassette recorder, with long, medium and full versions, built-in microphone, 20-track programmable CD player, CD introscreen (which previews the first few seconds of each track) and so on. It's really rather nifty, but the especially good bit is that you don't have to spend a

penny on it yourself (well, not if you win the competition, you don't).

That's not all though! We've also got 15 Rick Dangerous II T-shirts at summer-up prices, and they're really rather sporty, they've got a cartoonish pic of our Rick in full Heath Gordon garb on the front, and the words "This man is dangerous" (which picked out in yellow on the track. (The washing instructions are on the label.) Hunch!

So what do I have to do?

Answer the age-old question. And guess what we've got for you this time? Yes, it's a word square! Simply find these famous Rick hidden amongst all the stray letters and highlight them with a fluorescent marker or a biro circle or something.

- (Rick) Niam
- (Rick) Aelley
- (Rick) Felley
- (Rick) Clayderson
- (Rick) Burton
- (Whiter) Rick
- (Rick) H
- (Rick) The Lionheart
- (Rick) Bronson

Now just jot your name and address down on the coupon, stick it to the back of a post-card or envelope and send it off to The Postcard/Envelope* Rick Dangerous Compo, Near Stroud, 30 Marshalls Street, Bath BA1 2RH. And please don't we have your entries in by November 30th! *Twelve as applicable

RULES

- Squashy Mr Marshalls from Marshalls or Future Publishing better not be applying (this we can't put up with either.)
- The compo is open before November 30th 1992, any entries coming in after that date will be stored in the interests of the public health.
- Rick isn't the only loser who's dangerous - Mark Christie too (well, a bit). Okay, so he's not that dangerous but he will get a bit of a temper on his, so if it's too weird to argue with me about this thing.

A	C	O	O	P	C	M	I	I	T	R	P	O	S	H	O
S	H	I	R	A	Q	K	A	E	R	R	L				
W	H	I	A	S	L	L	S	L	Y	L	R	I	U	A	
H	H	R	E	D	D	I	O	J	L	W	M	B	F		
I	J	P	W	Y	U	A	G	E	R	Y	N	O			
S	T	R	A	N	I	P	O	T	V	H	L	L	E		
T	H	E	L	O	N	H	E	A	R	T	I	M	O		
I	G	A	S	P	R	I	K	E	L	I	T	O	C	M	
I	O	W	E	T	R	J	I	X	S	W	G	R	S	A	
N	H	K	O	M	J	T	I	K	L	H	I	L	N		
K	Q	C	S	A	N	O	N	N	E	R					

Then you have it - simple as pie!

My name is _____

And I live at _____



LOTUS ESPRIT

TURBO CHALLENGE



Screen shot from Amiga format

ONLY GREMLIN CAN DO THIS

AVAILABLE ON
ATARI ST/STE & AMIGA
CBM 64/128, SPECTRUM &
AMSTRAD CASSETTE & DISK



Approved and licenced
product of group Lotus Ltd

STRIDER 2



YOUR
SINCLAIR



NEW YORK WARRIORS



The Year 2014 - New York is lost to organized crime.
Only a valiant few remain loyal to law and order
- They are THE WARRIORS.

You, as THE WARRIOR, have to fight your way through
the streets to save New York using an
awesome array of devastating
weapons. If you fail, New York
will be destroyed by a nuclear
device planted in the World
Trade Centre.

You cannot, you must not, fail!



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© VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON, W11 4LA





Last month's SAM Surgeon was full of cheery news, fluffy kittens, rosy-cheeked children (you know, the ones with huge caps on and patched jeans like you get on birthday cards when you're about eight) and, ooh, lots of lovely things. And guess what? This month's column is similarly throbbing with cheery hepatitis. So least as...

For starters, the Coupsil has had a pretty substantial \$50 topped off its private Humint. A SAM with disk drive now costs the tidy sum of £1199.95. As I mentioned last month, that's the only way **Miles** and **Stanley's** new company **SAM Computers Ltd** are making their wares available - **SAMCO** hope this will breathe a lot of life back into SAM's sales and hopefully encourage as many people as possible to do the decent thing and take them up on their bargain offer. I suppose you might be a tad aggrieved if you bought one of the machines of the old, rather higher price, but if really it is your interest because the more fellow SAM-owning comrades there are out there the more software and hardware is likely to be released, so stop whinging!

Another reason to be cheerful is the latest steaming batch of new SAM stuff both soft and hard, most of which should be out by the time you read this. First off, **PCB's** respected Spectrum three-piece suite of **Desktop Publishing programs** is now available in easy-Coupsil form. Apparently, it's pretty similar to the Speccy version, and we all know how good that was. The price here is the same, at £27.95. Send an order for more details to a tin-tinhead friend, **Benbow & Partners**, Cornton LA14 1W or mg PCs on 0209 83667.

Another chunk of hardware available for you to bung into one of your Coupsil's copious expansion ports is the **DS-28 Voicebox**, released by **Blue Alpha Electronics** (Willingham Farm, Mowden, Leicestershire LE16 6QJ). This is an add-on speech synthesiser which comes complete with all the software you need to make it say what you want. Use it, hope it's not the last computer-out-of-stock, it style voice to beloved of such devices, ah, SAM (hum?)

The first proper SAM game **Defenses Of The Earth** got a glowing 8½ in its review last 10 and general opinion suggests an altogether impressive debut. Even Jonathan might like it (although somehow I doubt it). Now you can call the 6

weekly Lemmy drinker if you want (but I do, so even if it's a tad on the heavy side, which is why the following cheat from **El Click** dropped through the letterbox to a bumper forenoon and lots of hip-hip-hurrahing. For infinite energy, what you do is score enough to get on the high-score table and then enter **CHE**, but watch out - you can still lose a life if you fall in the water! Huge big fluffy thanks to **El** - a badge is on its way.

Who said **Rainbow Islands** was incompatible with the SAM? **Clay**, so I did a few tests (look, and so it was until **Paul Kelly** appeared on the horizon with the... see following tip...)

- 1) Type in the Rainbow Islands PCX, back in issue 54 (the correct one).
- 2) Save the disk to tape (Spectrum).
- 3) Load the emulator (from disk).
- 4) Select the emulator.
- 5) Load in the PCX, before the game.
- 6) Save each island in turn. Oh, and don't forget 7) - say "Thankyou very much indeed!" to good old Paul.

Remember, if you've got absolutely tiny tips, wanted shortcuts or PCXs for the SAM then don't hesitate to send them to me at the usual address.

Included on the first deluxe 12 Four Pack tape was **Pro Cell** that excellent old Speccy classic first released in 1976 for 18 and a thespian's lot (or something). Anyway **Bob Matthews** of Essex (who's so old he remembers a first time sound not written in to say that it's not fully Coupsil-compatible. Apparently problems occur when you try to input words on the simulator computer. "Is there anyway round this, Robin?" he asks, half-unwittingly. Mr Thicky here hasn't got a clue. So if you know how to get **Pro Cell** running on the Coupsil write in and tell us.

These are of (at least two) things in the world that everyone of any nationality, religion or political persuasion can agree on. First, **Jeremy Beedle** is a genius, and, secondly, **Public Domain**

software is a very good idea indeed. You know, of course, that Public Domain software is free from copyright (so you can copy it with friends), doesn't charge, and more often than not of surprisingly high quality. Take the **RAM Recal** demo that's just been sent to me by **G Middlestone** of 35 Victoria Mount, Horthorn, Leeds LS15 4PU. If I've



Big Aimee's top 50 grabs in the wonderful world of SAM PD software.

animated demo made up of 24 screens taken from the trailer of **Aimee** (Sweetheaven's) latest film, and jolly guffing it a lot. You can get hold of a copy direct from its author for a very reasonable 65p option £1.50. The three-Coupsil PD libraries should also have copies and I recommend you find out more about the blossoming PD scene by sending one's to **John B Healey**, Ladbroke, Cornwall, TR17 2BR, **Pauline** (1) Island Place, Rye, East Devon, Devon PL26 0LQ and **Colin** (7) Glusden Close, Old Windsor, Berkshire SL2 2AU. And tell them I sent you.

I've had my closing theme tune shifting up so it only remains for me to get on my knees once again and plead for all your tips, PCXs, software, forgeries and comments. Send everything Coupsil-related to Robin Alway, SAM Surgeon, Four Strick, 30 Mowmouth Street, Boreham 11 2BA. If you've best been for the post (as I bet that put you off).

SAM SURGEON

Looking for something cheap? How about RICH PELLEY (now at half price - a snip)? Er, on second thoughts...

B
B
A
A
R
R
S
S
E
E
G
G
A
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T

T-BIRD

Mastertronic Plus/£299

Imagine a totally funny game with a lot of colour, massive sound-effects, squillions of different levels, huge explosions and fast action. Right, now let's talk about T-Bird the follow.

(Silly.) Okay, so T-Bird isn't exactly a Space game of Space-age proportions, but that word thing is a little actually all that crap. No, it's quite good - a great shooter, and pretty addictive. It's a fun-to-play screen jolly (a bit like a Factorio) but with a (very) spaceship instead, shooting blocks of various unfriendly things around and dodging large pits and things while you're at it. Oh, and you can pick up items for extra add-on weapons as well (better firepower, shields



Well, they may look like a load of monkey droppings to you, but they don't feel that way on the track!

etc). The graphics are minimal, although they are reasonably varied and fast, but the best bit is the playability - there's loads. It's sooo simple you'll be craving for just one more go. Totally brilliant. Buy buy buy!

DALEY THOMPSON'S OLYMPIC CHALLENGE

Hit Squad/£2.99

I never saw a great wagger (Iy truth always told the too much wagging made you get blind) but I must admit I'm Dailey.

Thompson's Olympic Challenge had me playing for, ooh, at least five minutes. Why? Well, surely, this was it. I mean that the previous Daley in-house efforts of his. First of all, his most looks and moves, more like the Big D than the heavy old Wiley did in Challenge and Super Hit, and secondly there's the welcome addition of a training set (yet more wagging as our Day before-the-squats and sit-ups) preparation for the big event itself. The whole thing comprises the same old 20, 100 and 1,000 yard sprints, hurdles, high and long jumps, shot-putting, pole-vaulting and javelin-throwing as in D's Dailey, but the graphics are so different, also, loads of angles and things, that I ended up having an absolutely wonderful time. It's a really jolly clever and exciting - a pretty big leap forward actually (he he), and guaranteed to have you wagging and your joystick curls up, and dies.



Just this once sit-up to go. Being so old, and you can have that subtle of smile. Look down up at the top of the screen.

PROFESSIONAL GO-KART SIMULATOR

Zeppelin Games/£2.99

So I no sign of Andy 'Street Hawk' 'Durolet's' Chip Bike Simulator, only this Pro Go-Kart one from Zeppelin. Which is a pretty good thing, because I'm sure you'll agree that a game which is murder to start up,

breaks down every five minutes and won't go above 27 and a half mph (so that they would be a bit crap) isn't really a fun. Luckily, though, Pro Card Sim Graphics looks a lot better than the talk about the intended, eh, opens itself?

Here, Pro Kart Race to dig really. (Make up your mind! Oh it's a backside-of-your-own-gravity-into-the-screen jolly (along the lines of Golden, Golden Racer etc), but you could've probably worked that out from the screenshots). The whole thing starts along at a cracking pace - almost too fast to handle sometimes (because you do need to steer) making me wobble and things which appear from absolutely nowhere. That's more than a bit annoying, and forces me to keep my hand by absolutely lethal, but there is lots of safety (four tracks to choose from), and the thing's really quite playable and dead easy to get into.



Oh the view you've got here isn't from some whizzing great black power, it's some whizzing great black power. That you know, because all these power go-karts right into the screen! Well, well.

SALAMANDER

Hit Squad/£2.99

If you were paying attention, you may remember Jonathan's small quibble a while back about Hercules being just too plum hard for his own good. And I must admit, I'm having similar problems with the follow-up, Salamander - I've been playing the thing for hours and still haven't managed to complete Level One, Atom. And I even got someone who is good at playing games to try as well, and he couldn't do it either.

It's much in the same vein as Hercules (your average average horizontally).

RASTAN

Hit Squad/£2.99

Seeing as Rastan is a hack-'em-up, this looks like the ideal opportunity to crack lots of "Are you dying for a class 7" and "Time to get your chopper off" jokes. Er... (Don't you dare, do you? Perhaps not. Because it's better programming in them.)

Rastan? It's obvious - marvelous! I mean, even Jonathan liked it. Megasuring it back in '85, which must say something for it. Okay, quibblers, so it's hardly the most original piece of programming ever (after all, horizontally-scrolling running-along-along-along-along we hardly this on the ground for the Space), but this certainly is one of the best around, and still looks a winner after all these years. Mega graphics (great colour), nice tunes (especially on the CD), smooth scrolling (it also slides up and down when you go up ledgers and over pits and things - I forget about that), a spoozy sort of boss add-on weapons bit, cutscenes of levels -



Sell. Do I really have to go to them? But
a full of leptide needles you want to
sell me. No, please... *—* *—*

swell (leaving all on a high note) and
equally hard (although luck) this one
is more than if you remember, its
preference aren't actually all that good.
For example, the early leads of different
items, some carry things to fly through
with these Page Fair's games, which come
out and your job, and play more besides.
The instructions also promise milder
spies, organic molecules and dreams
beyond the dimensions of our minds. Gen-
times? And the enigmatic character's
probably lead a complete customer to
complete this, difficult loving of the part
of the game (regarding his job).

It's good, but a bit of a pity, if they get your
pardon? *—*

YES PRIME MINISTER

Microsoft's £12.99

As well as they have (perhaps), the Prime
Minister (the game) is based on the popular
TV comedy show. I say "popular" because, well,
it was, wasn't it? The PM's favourite
television apparently. But what does the
know? I thought it was crap (but that was
probably because I never understood the
game).

But what about the game? Well, you're
the Prime Minister trying to please the
British Public so that everybody they see
and wants to vote you back into office. So,
so, you can't double the Poll Tax in Wales
even though they deserve it - to be, just
saying. To succeed you have to make the
correct choices at the right time to various

random problems with clear hints around
the place to help you on your way. Come to
think of it, the thing's really more of an
adventure than a "puzzle" game with lots of
lead to read and people (and even with you
what's its doing here rather than in Uncle
Mia's grove) don't know. The main
difference is that you manage all this by
moving a cursor around, and clicking on
things, such as the phone, or a letter when
you want to do something. Everything is
operated by choices ("Do you want to do
this, or that?" that sort of thing) and all the
problems for you to sort out are random. It's
a bit hard to explain in full but it's really
playable and well presented, so if the sort
of thing sounds like your bag then go get
purchasing.



'Yes, Prime Minister. No, Prime Minister.
'Oh, long off, Prime Minister. They, isn't
that it? Oh, of course. Oh, of course. Oh, of
course? I think we should be told.'

4X4 OFF-ROAD RACING

Microsoft's £2.99

I found - it seems as if every budget game
this month is a re-release. Apart from Pro
Gra-Kart 200, that is, CD, and I don't know
you know what I mean. And this one's not
exception. Perhaps you should look to look
to J.C. Complete Guide to driving times a
few pages further on, and read for yourself
what 4X4 Off-Road Racing is all about
(that) save the time to clarify
explaining? What do you mean, No? Tuh.
(That's) really!

Okay, it's quite simple - forty choose
yourself a four-wheeled (or truck) thing, or
buy any one you like that you feel like. You
also feel like, a wheel to put yourself out
of hope and things I pack some positions
oil, water, fuel, etc. (I know a better to
drive on (sand, ice, mud etc) and get
"recovery". Or you'll see the cover may be,
because the whole thing really is a bit crap.
Rather than having a time limit, you have
"fuel", so you can crash three times before



Right, that's it - enough time. Thank you
for this interesting and interesting
game. I'm (I'm) (I'm) (I'm) (I'm) (I'm)
I'm (I'm) (I'm) (I'm) (I'm) (I'm) (I'm)
I'm (I'm) (I'm) (I'm) (I'm) (I'm) (I'm)

your game is over. This means that you
have to be really careful and watch where
you're going, rather than bombing around
frantically, which would be far more
entertaining. Race on for as absolutely
ages, so the likelihood of you actually
finishing is quite slight. And winning? Well,
forget it. Graphics are a bit stretchy and
jerky, although you do get hills to go up and
down, a (regularly) nice touch. But it really is
a bit too boring, and won't have you
"gripped" for very long at all (the way).

GUARDIAN ANGEL

CodeMasters's £2.99

"Oh no! Not another copy of that crap
based on the thrilling exploits of the
Guardian Angels," you cry. And you'd be
right. But then again, you'd also be wrong.
Yes, it is without doubt a bit of a let-down
on paper, it is still just a tiny bit, but
it's not that bad (perhaps) it's actually rather
good. Here's the low-down.

Despite the fact that CodeMasters is using
("Totally unique, horizontal movement and
PENDING") it's probably this, in
actual fact a dramatic game, released
recently to Spain by Freddy Hackett in
South Manchester (or yes, in effect the
another released from South it's never
been seen in this country before).

You may remember the original Freddy,
brought out by the same in this market
around Christmas '85 - it was a two-part
space team "mission" which a year and
Jonathan Davies (highly) gave a generous

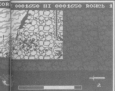


Angels with dirty faces, ah-h!

right out of ten to. That was a few years
ago though, and things have moved on a
bit. Freddy hasn't though - this new game
(programmed in Uruguay apparently) is of
about the same general standard as the
first one, which would make it slightly crap
as a full-price today. As an original budget
though it's a different matter.

But what about the game? Well, it's a
very fast monochrome horizontal scroller
with our hero Freddy/The Guardian Angel
as a rather nasty-tempered little chap in a
trenchcoat who can punch, fire-kick, or high-
kick. Baddies are of the street thug/terrorist
variety (I really do come around) with iron
bars, knives, chainsaws, foot-ill trucks (I
will see on all bars) revealed so far, and
indeed it remains fairly normal throughout,
except for the fact that everything is so well
programmed - you don't often get to walk
around and through the scenery in budget
games like this, for instance.

What else? Well, it is (as you might
expect) rather hard - you get only so far
before about eight or ten baddies jump you
at once, and then you're done for, unless (or
at least I am). That's it really - nothing
specialised perhaps, but very competent
and certainly a cut above most budget fare.



(Your games is as good as over.)

back, I would go on for hours. If you like
dash-up-ups you'll love Raster. If you
don't you'll have it (and be missing out
on quite a lot).

WIN!!

A FABBY-WAZZY FOUR-WHEEL-DRIVE REMOTE CONTROL TRUCK! PLUS!! TEN COPIES OF VIRGIN'S IVAN 'IRONMAN' STEWART'S SUPER OFF-ROAD RACER!

Mud...uh?

It's summer! "Relaxant" stuff! We don't know about you, but here at the YS office we like nothing better than a cool plunge of the fat into an ice-cold bucket of mud-guns! To help relieve everyday tension, there's loads of other good things you can do with it too - you can mix it with cucumber and slap it on your face as a "beauty treatment," you can get girls to smooch it (Blimmy!); you can even check a load of bloot if he's in range. All good messy fun!

But, dear Spec-chums, there's something else you can do in the mud department! That's even more fun than that little bit mess! Together! Yes, the very, very (and) best thing you can possibly do in the mud is race in it, preferably insured in a massive four-wheel-drive race thingy it's apps, it's sissy, it's zilla!

So just imagine how much fun Virgin's newie Ivan "Ironman" Stewart's Super Off-Road Racer must be! It's all about racing trucks in the mud you see, so you'll have all the fun of zooming around in the sissy stuff - but with none of the messy bit! Best of all of it is so much we've written a review of it in this issue. And a coupon too! Which you're reading right now! (Blimmy!)



Prizes!

Lurrrr! Let's get straight to the point, shall we? We'll have a bit of a surname in the old goodie bag and see what we find. (Surname, surname.) Carl! What's that? It's a sissy girl! Remote-control truck-thingy, that's what! (Just like in the game.) It's a 435mm-long, 308mm-wide and 202mm-high four-wheel-drive, front-wheel differential gear-equipped 4x4 pickup, to be exact, subtle dubbed the Midnight Crusher! Buy this in the shops and it'd set you back £199! What a cooking price!

Surname's shouldn't get too pleased though 'cos we've got ten copies of the sissy game to give away too. Technica! Passions, eat your heart out!

But what've we got to do?

Simple. Take a look down the page and you'll see four of our favourite (well) celebrities. They're all taking part in one of those crap "outdoor pursuits" TV shows. You know the sort - hosted by Mike Smith or Peter Purvis or someone useless like that, and (spokeyly enough) in one event they've got to drive these humongous truck jobbies around a track. Trouble is they've gone and lost their "sissy" friends and (being sissy other party and a sissy) are refusing to start the race without them, so all you've got to do is match the mascot to the celeb and send 'em go. All your answers down on the coupon, and if you fill it in on the back of a postcard, send it off to: Ivan's Head, Ivan's Head, Ivan's Head, Ivan's Head, (sissy) Ivan's Head, 30 Marmouth Street, Bost 16A 2JH. And remember that closing date - it's the 30th of November.

RULES

- Any employees of Future Publishing, Virgin Magazines or Nikko RC Systems who fill in the coupon will not get their names entered.
- The game ends on 30th November 1992.
- Match the star with the sissy's in any shape with him and you'll be discussed, matter.



For Easy-peasy, guiding and pos. The correct answers are...

A _____

B _____

C _____

D _____

Name _____

Address _____

Post code _____



Virgin Games

C9.99 cass/C14.99 disk



Davey from 'Ironman'
Stewart's *Super Off-Road Racers* (give us) is without doubt

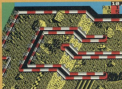
this month's winner of the longest, most-difficult-to-say name award. (Congratulations.) It's also, like another game reviewed not a million miles from here (see below), basically a modern update of an ancient arcade classic (Superjet in this case, not *Spy Hunter*). But that's where the similarity ends, 'cos whereas *The Spy Who Loved Me* seems only to have earned a cautious thumbs-up, *Ironman* is an absolute stunner!

These ultra-Spy-chessies who bought last month's *IS* should know quite a lot about the game by now anyway. After all, we gave them a rather sparkling little preview down on the *Cover* page, as well as explaining the thing all over the front of the magazine. For the others among you (whose name isn't?) what happens is that you, and a pal if you're good one, compete in a series of races around a set of tracks, briny off-road circuits, winding over ridges, involving mud holes and trying not to spin off at the corners (if you can possibly help it).



The tracks are all rather small (small enough to fit into a single disc), so there's no call for any complicated scrolling or anything; moving the trucks are just little things relating about the place. They, too, vary very much, however - there are apparently over 100 different little track layouts which the computer keeps switching between to keep everything looking as it should!

And, um, that's about it really. I could go on about the other sequences which appear at the end of each race (following you to upgrade your truck with new shock absorbers, nitrous oxide injection and so on), or the slight different circuits you play through at random, or the credit system that can count as extra gas or upgrades for your vehicle,



Don't worry, Super-chessies! The little tracks aren't really as difficult to see in the actual game as they look here - once they get moving everything becomes clear.

but they're just going on the cake - it's the bells 'n' whistles (lots of whistles) of the actual game that makes *Ironman* so much fun.

And if you think it's fun on your own, just wait until you get your chum involved! This is one of those games that two-player mode was invented for just because they don't seem to have been

THE SPY WHO

Domark/C9.99 cass

C14.99 disk



Matt As dedicated *Spies* chessies should know by now, Domark hold the license to the

entire run of James Bond films, and seem set to release a new one every year. This time round that's no new film, so it's real-the-back-catalogue time again, and what have they come up with but *The Spy Who Loved Me* (possibly Roger Moore's best, rating as 9/10). Good film, but will it translate into a stinker of a game? "Yes," say Domark confidently. "It's destined to be the best yet." Let's see, shall we?

Ok, so first off, how does it all work? Well, it's pretty much an updated *Spy Hunter* really, or at least half of it. There are seven levels of overhead-view action, some of them very much racing games with you zooming your Lotus Esprit around roads, over bridges and so on (and shooting or dodging other cars while you're at it) while the others (the water-based ones, where there are no roads or obstacles as such) play

much more like your standard vertically-scrolling shoot-'em-up. Your task (as secret agent James Bond 007, if needed) is to prevent an evil villain (Bromberg's mad plan to provoke nuclear war and take the resulting mess from his unwise base Atlanta, in brief very (very) loosely based on scenes from the film; for instance, the famous bit where Bond drives his car off the end of a pier and it turns into a submarine, as opposed to the real life about set-up and speedboat chase which



One of the early driving bits, and really the high-point of the game. Oh, get over to your side of the road, you scound!

have nothing whatever to do with the *Big Boss* level about blowing by, um, simply driving along and shooting things (it would appear).

In this way, *Spy* isn't really a film conversion at all in the way that, say, *Ocean* do them - there's no real attempt to tell the plot of the film or explain how the levels connect. Instead this is more of a scrolling shoot-'em-up 'inspired' by the movie. All very well, you might be saying, but is it actually any good?



Well? Looks like I'm about to have to do a Live And Let Die-type head jump here! (I don't remember this bit from the film.)



able to fit in the three-player option from the arcade). The looney, up-and-down nature of the circuits and number of hazards (most holes, pits, you name it) make for a sufficiently wacky anything-can-happen sort of a race on their own — you just can't help hitting other cars and bouncing about all over the place. But get another guy involved and the temptation to keep ramming him (and/or running him off the wall) is irresistible. The car won't just head (back) to go on the wrong way round the track (it's ploughing head-first into the walls) who are taking it seriously half-way round!

Of course, it's not just the simple, accessible

game design that makes *Draffgold* so good — the Codex, for instance, has done hundreds of similar things, albeit with a simpler perspective and more of the interesting looney-up-and-down bits. It's the skill with which it's been programmed. *Draffgold* (and responsible for the Space Harrier Islands) are the Miles behind it, and they've managed to incorporate lots of colour, very little violence, and get something jumping around (necessarily quickly) And if all levels is one go as well.

Faithful? There aren't any really. I think the fact that there aren't actually all that many circuits



If you look very, very (very) carefully, indeed you'll see that these aren't all the same underneath at all...



...but lots of different ones... it's just that I can't be bothered to do any more tracks. (You've proved it) Deep

could cut down on the expectancy a bit (though you go round each one in both directions, making it seem like there are more), but apart from that it enhances what it sets out to do more-or-less perfectly. In case you hadn't guessed already, I love *Draffgold*. For my money this is one of the most fun games of the year, and the best Super Nintendo game I've ever played (much better than the original, was on our video-taped above, that's for sure). The business, and no mistake.

final verdict

GAME QUALITY	DESIGN	ENTERTAINMENT
75%	87%	93%
OVERALL SCORE		
91%		

Special Super Nintendo
 100% fun, right underneath.

TO LOVED ME



The underwater *Lobot* — wobbly car, wacky divers, lots of colour and a power-up tank. It's just a pity it's all mixed so slow!

Well, yes, it is, in a funny sort of a way. The most striking bits on the road are excellent — though only when it comes, there's a rather pretty background to them, they wobble quite fast and smoothly, and the difficulty level-up is well justified. There are lots of collectable items that add speed and weapons to your car, a shop

sequence set in Q's truck and so on — you can see how they're gone for an arcade game feel with all this stuff. They're also the bits that are most reminiscent of the film.

Less successful are most of the aquatic bits. The significant choice (*Lobot Test*) is okay, but spoilt by the fact that it's got absolutely nothing to do with the movie, while the underwater *Expert* bit, perhaps in a misguided attempt to reproduce the feeling of being in the deep, blue helix, is just too slow. There are some nice visual effects: the bubbles, how your car goes all wavy as it being viewed through water, but how on earth are you meant to dodge many cubes or (badly-drawn) tanks when your car's ploughing along at such a snail's pace?

The final jet-air fight is a disappointment too — a verbally scuffling about set-up has to be something special to make much of a vote these days, and this just isn't it. No background to speak of and some rather slow into water splashing elements round the screen — it could be set in space for all the difference it would make to the game (in fact, some stray points

wandering into the office actually thought it worth. It's not a bad 80s *Thunder* update overall, and certainly an improvement on (complete) disaster film *Thunder* *Thunder*, not to mention the year's bulk of gas-junk Bond games. I enjoyed it — particularly the rock-based sequences — but it's not a knock-out by any means.

final verdict

GAME QUALITY	DESIGN	ENTERTAINMENT
79%	74%	77%
OVERALL SCORE		
76%		

Well, you'll not see these guys. There's quite a bit here though, so it's not too bad.

Electronic Zoo £3.99 case/£14.99 disk



Jonathan I'm afraid that my knowledge of 'Subbuteo' is limited to merely being aware of its existence, but ignorance

has never stopped a TG reviewer before. A few quick questions round the office revealed that a) it's something to do with little footballers which you have to 'kick to kick' and b) the World Championship was on Channel 4 a few months ago. Anyway, the Spectrum version has arrived (plus instructions) so if I'd better have a peek at it, then.

Well that's that out of the way, I think I'll go and have a spot of lunch. Oh? You want to know about it? But I'm hungry! (Oh, all right then.)

It's like no football game I've ever seen before, that's for sure. And there aren't too many football



games you can say that about. This one, we're not dealing with actual players here, but little chips standing on hemispheres which wobble about but don't fall down (or are those Wobblers? Mind you, they're more like little red and blue blobs in the computer

version, which relaxed my expectations of a pretty straight-forward table game).

But then I played it. You see, in Subbuteo I'm afraid you can't just dive in and have your blobs coming at over the place - it's all a bit too strategic for that. What if it's your turn to play you've got to select a player and choose a direction to kick him at by moving a little cursor about. Having done that we've got to wait, not the strength of the kick and the 'wobbliness' by watching those fat things go up and down and preening! One of the opposition wobble hopefully, the player will then be sent wobbling towards the ball or hit it, sending it off in the right direction.



I look at that scoreboard. Hopeless, isn't it? That's because both my teams are crap.

As you can see, I don't actually have any teams, so in two-player mode I had to play all by myself.

Whenever when all those guitars will start reassembling in my computer last frame!

And here are my little blobs, blobs, blobs. Unkickable and unkickable and unkickable! (I'm really a great kicking program and can really a great kicking program of this game.)



Here's one of my other little blobs (a blue one this time). Oh, please! that makes Mr. Wobbliness look on the right! There ain't no 'no' (I don't) it won't be! It'll be because this isn't actually your football! WHO says that!

Just in case you've forgotten what game you're playing, Electronic Zoo have provided some handy reminders. (What)

SUBBUTEO

What happens next depends on a number of factors. Don't ask me what they are - I just know there are lots of them. I've made a sort of 'guess' at the rules, which seem to be as follows...

If you manage to hit the ball you've then got 'control' of it, and when the other player's blobs come around he's not allowed to touch it. All he can do is play a 'defensive kick' to get his blobs into a better position. You carry on kicking the ball until it do something wrong like missing it, kicking it off or committing a foul by hitting another blob (or which point the other player gets the option to send your blob back to where it started and takes control of the ball). There are all the usual free kicks, throw-ins and goal kicks, along with something called a 'positioning kick' which I couldn't quite get the hang of.

There's probably a bit more to it than that (things certainly don't seem to follow this routine all the time), but I've written it out as far as I can. There are a few options before you start, of course. You can play a single game, a league game or load in a league. You can also choose to play either another player or the computer. And that's about it really, taking his being.

So what we've got is more of a 'ballistic' game than a 'table' one. To become proficient you need to get the hang of all the angles and things. Unfortunately, however, angles and things are the one thing the Specto really knows lots about, so it tends to play every shot perfectly every time. It's annoying. So you're better off in two-player mode on the whole (at least then you'll actually get a joy at flubbing the ball yourself).

Although it's very much a thinking man's table game, things tend to move at a pace that should satisfy most action fans once they've got the hang of the wacky kicking system. It's also quite nicely presented, although the little blobs don't give it a lot of scope for beautiful graphics. And that's about it really (at least, that's about as much as I've understood).

I think it would be safe to say that this is a pretty accurate representation of Subbuteo. I haven't actually played the real thing, of course, but played this so much I think I might go out and purchase a set. (Only kidding.)



Check out that power meter on the right - it tells you how powerful your 'kicks' are and how it reserves for something!

final verdict

 85	 65	 83
RECOMMENDED		
is different but equally enjoyable against friends, and a better all-rounder than most.		
 81°		

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IS IT A BIRD? IS IT A PLANE? IS IT A PAIR OF SOGGY Y-FRONT? NO, IT'S THE SUPER-DOOPER SINCLAIR SPECIAL SOLUTIONS SPECTACULAR!

Yes, folks, in response to ravenous demand but my own, here it is, for one month only, the **Splendid, Stupendous, Splendiferous Solutions Spectacular!** I decided that since I've had so many letters begging help on certain adventures it was high time I sorted the lot of you out and printed solutions to some of the most popular and problematic. That way you can read the mag instead of writing to me, and I can get some peace and quiet and sneak away to my holiday home in Siberia and do a bit more work on my memoirs.

So (use trumpets, horns and alpenhorn), on with the solutions...

But remember, reading a Y's solution can seriously damage your adventure playing, so only read on if you really want to know...

NO MORE AGATHA AGONY

None, my little pussies, no more scratching your heads and other parts in agonizing frustration of Agatha's Polly, dear yellow game from Bonzo. Several hundred readers seem to have written in with questions on it, but thankfully a few have also sent in



solutions. I'd like to thank all of them, but the most valuable solution would seem to be the one brought in by **JAY Cuddler 'Carver** from Sheffield. His something good has come out of Berkshire at last - apart from the road to Lancashire!

Here's JAY's solution to the first part of Agatha, and the second part will follow next month... if I remember... and if I feel like it... and if JAY's solved it by then!

AGATHA'S POLLY PART THE FIRST

JAY writes: her solution on a heading-by-location basis, so here's what you need to do in the various places you'll come across. You may have to experiment a little to find out when some of the events happen, and in which order to visit the locations.

The dining room: Examine the chair and sit on it to get the broken legs and wood.

Inside the car: Open the glove compartment, examine it and get the house details. **Living room (next and):** Examine the fireplace, get the bellows, examine the mantelpiece and get the key ring.

On the drive: Open the box, search it, and get the theater and flask of coffee.

The porch: Meet the delivery boy

and take the groceries. Later, meet the estate agent, open the envelope and take the key for the collar. Later still, meet the neighbor for a chat. **Entrance hall:** Examine the stairs to find a captured, open and examine the cupboard to find the hat and soap. Read the pad and then leave it.

The study: Push the desk to find the release button, then press it and open the drawers. Search the drawers to find the journal.

Kitchen: Examine the window to find the hairpin, which falls behind the sink. Tear the washboard box into strips and get the grip with one of the strips.

Garden path: Get the fat rock.

The bathroom: Examine the bath to find the sponge, then cut the sponge.

Small bedroom: Examine the sampler to decipher the alphabet, then examine the wallpaper to discover some scribbles and scrape the wallpaper with the rock.

Large bedroom: Examine the closet, stand on the bed, examine the boxes then examine the hole to find the

parquet.

Outside the mill house: Examine the bushes to find a gap and go through the bushes.

By the stream: Remove the debris from the stream.

Inside the house: Push the lock with the grip, insert the post in the hole (see The Jack garden) then pull the post to get the generator going. **Store room:** Examine the bench to find a saw, then look under the bench to find a towel.

The back garden: Examine the bushes to find a gimlet, then saw the post for use with the generator.

The pantry: Open the door with the large key left by the estate agent, and enter the cellar after you've started the generator. Examine the table to find a switch. Press the switch to turn the light on in the cellar.

The cellar: Get the stool. **The landing:** Examine the ceiling, then drop the stool and stand on it.

On the stool: Open the door. **The attic:** Examine the rafters to find the string and cut it. Push the chest to find the release button, examine the chest to find the book and the picture. Examine both of



ADVENTURES

By MIKE GERRARD



them to find the code **TRANS PASTLE**.

Edge of Lake Follow the boat with the bellows.

On the Lake Tie the chair legs to the wood to make extra oars.

Inside the Holly Examine the leaves, slip the leaves with the sword, stand on the crystal and then say **TRANS PASTLE**.

NO MORE LABOURS FOR HERCULES

One of the toughest titles on the popular Best Of The Indies tape, that strange set of adventures produced exclusively for VN by Zenith Software, is undeniably The Labours Of Hercules. Written by Terry Hughes, it's a right little beast. But no more. Help us at home, in this official help-sheet produced by the author in person...

General Tips

* The various labours can only be done in order, in case indicated by Keyholes, as it's only then that the creature and features are created. There are just two exceptions...

1) The Hydra, which is always there until it's dead, and could be attempted before the lion.

2) Hippolyta's Girdle, which is always in place, though it can't be taken until you've been told to do so.

* **HELP** is given in many places, but generally only when the program's had to change things a little from the original legends. If you get the general response "Think up on your mythology" it probably means that a bit of research into the myths will work wonders.

The Maze

Success Just a case of finding a safe way through.

Forest Can be mapped by the usual method of dropping items to mark your movements.

Labyrinth A standard maze but made harder to map because after eight moves the Minotaur always attacks.

Graves The best of both. Cannot be mapped by dropping objects as they sink without trace and are lost forever.

Hanger First jumps left after 400 moves, and can only be saved off by food from the table. Food can only be obtained after the sixth labour, the killing of the Nymphs/Janis. So choose your moves carefully! Other items of food in the game can be eaten, but won't affect the hanger jumps. You can eat the cake, but if you do then the final labour can't be completed.

Gold Will kill you if you're not wearing the necessary garment.

The Torch If it shows signs of going out, simply **EXTINGUISH TORCH**. If the morning's ignored then the torch will burn out completely and, as it cannot be replaced, the final task will become impossible.

Red Herring Club, shield, basket, lute, saw both, fruit and cheese.

Swearing If you feel moved to utter a curse then be warned - you might regret it later!

The Nemean Lion

Items needed - **Shield**

The lion's hide is impervious to all weapons, so to kill it Hercules must **STRANGLE** LION. Once it's been killed, you can return the body to Eurystheus whenever you've told your next task, but you will never progress beyond the fourth labour. First you must use your lute to **WREN** LION, and then return to Mycenae and **GIVE** CARBASS to Eurystheus.

The Lernaean Hydra

Items needed - **Trig, string, egg, lion, crocus, sword**. The Hydra cannot be killed while it's in the cave, but when it is elsewhere can be had by typing **HELP** at the signing of Argosness. There are two clues, which come up when **HELP** is typed.

Now **FIX** ARROW into the cave (with the bow), this will cause the Hydra to leave and you can use your sword to **CHOP** HEAD. This creates the Hydra head, the object of your task, but you must leave this alone as you only have one more before the Hydra spawns new heads and attacks. For that move you must **HUNT** NIBBLE, thereby preventing other heads from growing.

Before leaving, collect the lion from the cave (which can only be taken once the Hydra has been killed), and **GIVE** ARROW to the Hydra's head (which is deadly poison, as you'll need them for later. Now return to Mycenae and **GIVE** HEAD to Eurystheus.

The Ceryneian Stag

Items needed - **net, rope**. The stag cannot be captured



First collect all the required items, then go to the lair of Phobos the Centaur. **THE** **TRIG** (with the string) to make a torch. **THE** **EGG** (with string) round the shaft of an arrow. **LIGHT TORCH** - which can only be done in Phobos's but where the fire is burning.

Now go to the Spring of Argosness and **LIGHT** **EGG** (with the burning torch) to create a blazing arrow. If you

where it is first encountered in the forest, and the clue to its capture is in the location description of the forest clearing, where you are told that the grass is well-grazed - a hint that the stag enters here. **CLIMB** the tree and **TORCH** the **HELP**; then **WAIT** three times and the stag will appear below in the clearing. If you climb down, the stag will be there but still cannot be taken, and if you climb back up then



the stag wanders off... but will return if you WAIT three more times.

From the branches of the tree you must DRAG NET onto the stag underneath, and if you now go there you will find the stag trapped in the net. You have a further three moves before the stag breaks free and attacks you, but there is a further HELP response at this point. You must TIE STAG with the rope to immobilize it.

Upon giving the stag to Eurythron you will be instructed to return it to its rightful owner. As it is moved to Artemis, go to her temple and either PUT STAG on the altar or OFFER STAG to be told the next task.

The Erymanthian Boar
Items needed - bow, skin, net.
To reach the mountains you need to cross the river Alpheus. Examining the tree on the river bank will reveal that it is 30 meters high - and the river is only 20 meters wide. This is a clue. However, you cannot lead the tree with the axe as this kills the tree and you need to keep hold of it for later on, so type HELP for a further clue and just PLUCK TREE, then CROSS RIVER.

In the bear's den, HELP is again given. CHASE BOAR, then follow it, and repeat this process until it gets trapped in the snow.

You now have three moves before it escapes and attacks. HELP may be useful here. THROW NET over the bear to catch it. On entering the mountain in the mountains you will return to level a bit higher - if you don't have the lion skin to wear at this point, then tough luck! If you do, you can safely return to Myconos and give the bear to Eurythron.

The Argivean Stables

Items needed - spear.
Upon entering Kila, you'll be told that you have one day to clean out the stables, which works out at 24 moves. There are courtyards at 12 and three towers to go. Trying to remove the 240 from the stables with the spear alone will prove useless. Go to the narrow piece of land between the river and the valley and DEC three times to breach the river bank. Collect what has been unmarked in the stables and return to Myconos.

The Myingthian Birds
Items needed - ym-bola, bow,

poison-tipped arrows.
The birds inhabit the area around Myingthian, and had to be appeased by offerings of food, hence the tables, food and wine. This, however, cannot be taken until the birds have been killed.

First the birds must be frightened out of their arms, in BANG CYMBALS. To kill them, SHOOT BIRDS with the bow and the poisoned arrows; this arrows will have no effect until you've dipped them in the blood of the Hydra. Now you can take the dead bird to Eurythron.



The Cretan Bull

Items needed - lyre.
Travel to Crete and negotiate the Labyrinth maze to find the bull. The Labyrinth and the Minotaur are purely barriers to reaching the bull, and the Minotaur cannot be killed - after all, it was Theseus who did that, not Herakles! When the bull has been found, HELP gives a clue as to its capture. You must PLAY LYRE to tame it, then take it back to Myconos.

The Share Of Demodios

Items needed - axe, saddle.
Trying to take the mare straightforwardly will result in you being attacked by its owner, so it's probably best to slay one of his first. If you're carrying the axe just KILL DEMODIOS the 1st time.

At the corral, HELP gives you a clue as to how to pacify the mare. However, feeding the raw flesh to the mare will not help, as this is just a red herring; lead you thought it was raw flesh! What you have to do is take the dead body of Demodios and FEED BLOOD with this. Then, if you have the saddle, you can RIDE MARE all the way back to Myconos.

The Giraffe Of Hippolyte

Items needed - none.
When you leave the boat you're immediately attacked by Amazons, and will need to find yourself tied to a post. To escape, just SNAP VINES. Although the giraffe is clearly in sight in the hat of the queen, attempting to take it will only result in you being tied up again, for possibly worse!

Go to the bushes near the village, ask the HELP and

then WAPE Once right has fallen, it's safe to re-enter the boat and merely pick up the giraffe from where it lies. You can then return it to Eurythron.

The On Of Geyron

Items needed - nothing, spear, rope.
As with the mare, you must dispose of the only guardian before it can be taken. HELP gives a clue to this: untie - THROW THRESHOLD to kill him. HELP then gives a further clue to capturing the on itself.

Go to the area of soft ground and DEC a 20. Then return and CHASE ON into the pit. If you chase the on before you've dug the pit it just runs round in circles! Once it's in the pit, you have three moves before it recovers and attacks again, so try HELP for one of those moves. Then TIE ON with the rope to immobilize it, and take it back to Eurythron.

The Apples Of The Hesperides

Items needed - sword, javelin.
When first visiting Nereus, be wary! Slay the whereabouts of the apples until you return to him what is his. This is the trickiest. So, if you forget to pick it up after visiting Larynx, you'd better go back and get it!

Now GIVE THRESHOLD to Nereus to be given the directions to return.

From the ocean location which 'stretchers for miles to the west', go west to the Garden of the Hesperides to reach which only opens up after Nereus parts with his secret). To pass the dragon, simply THROW JAVELIN. Now you can get the apples and return them to Eurythron.

The Capture Of The Cerberus

Items needed - torch, mine, oil-bow, bow, cymbals, coin.
In the hat of Pallas, GIVE WINE to obtain the mine. Make sure the torch is lit and then head for the base of Cape Tethysian. PUSH WALLS to enter Hades.

At the base of the River Acheron, HELP is at hand. BLOW HORN to summon the ferryman, then PAY CHARON to cross. When confronted by Cerberus, HELP will refer you to the goddess Athena, so return to her temple and

either PUT CYMBALS on the altar or OFFER CYMBALS. HELMINE CYMBALS tells you that they've heard, but will give you a tip on Cerberus's weak spot.

Return to the underworld and GIVE CAGE to Cerberus to make him sleepy. Take the sleeping Cerberus to Eurythron, who will tell you to return him to his rightful place. Again return to his cave and DRAG CERBERUS.

And there you go! You've finished the game!

HELP FOR THE RETARDED

Nesware's got come up with the full definitive solution to *Rescue Software's* magnificent, Retarded Creation And Creation - which I guess helps justify its name: *Stupid* games. To people most of the people, the solution's also included on *The Best Of The Best* on-puller tape, so it's had a little light on the darkness, here are some that haven't got by the creator of the game, John Retarded Wilson.

Chank Of Stone Examine the door to learn of the stone-work and examine the stone-work to learn of the loose chank of stone, which you can then remove or take.

Lined Examine the lined above the door to discover the lock, then REMOVE LICKON. You can rub either the lock or the lined to reveal an inscription, which you should note down. There is a random element built into the game here, so if the spiders attack you just try again until you manage to remove the lock.

Inscription Read this to learn how to open the door, and read the same to learn who the head stone man was. The missing words are TALL and ASS.

Scraper Examine the scraper to learn what it looks like, and then hit the tail to open the door. You need to be able to keep the tail raised in order to keep the door open, so use the chank of stone to wedge it up.

Door With the tail wedged, the door will remain open. However, you can't enter the castle unless your boots are clean so scrape your boots on the scraper to clean them, but

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make sure you do this before you wedge the stone under the fall otherwise you will knock the stone into the moat.

Tentacle There are three ways to get past the tentacle, by saying **ALTY, FRIEND** or **BULLDO**, but only **BULLDO** is correct.

Anti-Chamber Once inside the castle you will need to search the chamber to locate the small handle set into the wall. Now examine the handle to learn of its use.

Ware If you type the word **WAREN**, you'll be told exactly what **Alty** is wearing at that moment, which is something you'll want to know when you need some...

String To unravel the vest.

Handle To open the secret door in the anti-chamber, you need to pull the handle. Be careful if the dragon is still present, as the noise annoys him. However, if you stand well back when you do it then you should be okay. The way to do this is to tie the string to the handle and then pull the string.

Dark Places If you need a torch, examine the wall on the outside of the castle - there are two there at the start of the game. You forgot to do it? Oh dear no, you'll have

to go back!

Rubbish Examine the rubbish to learn what it is, then search it a number of times to reveal several items.

Dragon The only way to get rid of it is with the help of some other person. However, you can send it to sleep for a while by feeding it the burger. When it's asleep you can pass into the tunnel in the west wall, but he'll wake up after 25-30 moves so you'd better plan your campaign well.

Pench Examine it to learn about the writing, then read the writing to learn of its use. Now look into the pouch to learn an interesting fact, and climb in the pouch.

Once inside, you've only got a pitiful six moves to find what you're looking for before someone comes along and steals the pouch with you inside it, so **YOSH, FAST** to locate the small chest and take the chest before climbing out of the pouch. Make sure you're not carrying more than one item when you're in the pouch or you won't be able to pick up the chest. You don't need to be carrying the pouch in order to climb into it, and you'll always emerge from the pouch in the same location where you

climbed into it.

Chest Unfortunately for you, the chest is locked. You will therefore need to smash it open with the chunk of stone, so return to the awager, remove the stone and smash the chest. This releases it to shut which moves away in the breeze, leaving a brass key behind.

Door (Again) Having removed the stone to smash the chest, the door will slam shut. If you wait a few moments an elf should eventually turn up and ask you a question, the answer to which is the name you can read on the list, so just **SAY NARDO** when he asks.

Sagle If you examine the eagle when you first meet him, you'll learn of the ball and chain and the small box. Examine the ball and chain to discover what keeps it in place, then simply unlock the padlock with the brass key. The eagle will now leave, giving you the box as it does so.

Box If you examine the box you'll learn about the button in the middle of it, but pressing the button won't do much at the moment.

Examine the aerial to learn that you need to extend it. Extend the aerial then press the button to meet a helpful

stranger. When he leaves, press the button again and he should return in the company of an old friend, **Naw**, providing you haven't damaged his precious boots along the way, he'll dispose of the dragon for you.

Gold Once the dragon has gone just take the gold, or as much of it as you can carry, then pull the handle in the wall to open the secret door in the north wall. Why, you may ask? Well, if you supplied the tentacle with the one correct answer earlier on, then this is where you will find what he gives you. After the elf steals anything he always leaves it in the alcove through the door in the north wall.

The Key In order to leave the castle after the dragon has gone, you need to open the door again, so simply **KICK DOOR**. Now, provided you have the gold and the item that the tentacle first gave you, just head south through the door.

Notes Once the dragon wakes up from his noose again you will be unable to go through the tunnel in the west wall, so make sure you have the key before you feed him. Do not attempt to kick anything, or steal the gold, or your boots will get damaged and **Shubs** will bring the whole thing to a halt when he sees them, prior to him disposing of the dragon.

COMPASS POINTERS

Since I started the *Demon*, from The Darkside trilogy in a spirit of a few months back I've had either a lot of letters about various Compass Defiance adventures. Right? That's the general gist of the questions. Well, I've already helped in *Demon* itself, thanks to that wacky boy - *Jim Mager* - who's got his amazing alphabetical solutions, so here are the other two games in the trilogy - *The Golden Mask* and *The Devil's Hand*. These are the official solutions as provided by the author of the games, so if you're any complaints, comments or criticisms you know where you can get 'em! (That's right, so *Compass Defiance*, mate.)

WARNING: Handling a TP solution can seriously damage your adventures playing, so only read on if you really want to know...

THE GOLDEN MASK - UNMASKED

From The Start Go west, get **Wine**, examine the barrel, get the food and the bottle, examine the bottle and break it. Wear the hood, get the cork, go east twice,

examine the statue, read the envelope and **SAY NEOLA**. Get the torch and the teleport spell, examine the spell then go west and south-west.

To The Lake Go up twice, climb the tree, examine the branch and the hole and enter. Go south-west, get the fish, examine it and use

it to light the torch, then drop the fish and go south, west and south-in.

The Village Of Gurnath Examine the boat, try to enter it, repair it, enter it again and use the **WCHAN** command to reveal that you should **THROW LAKE**. Go west, climb out, go west and north-west, unlock the door, then break it, go east twice, examine the cross and pull it, open the door and enter, get the sapphire and the key and examine the sapphire. (NOTE - If you want to examine the lady, be sure to save your game before you do so.)

To The Bell Tower Go east three times, unlock the door, drop the key, try to enter, open the door and then try to enter. Go north, get the barrel and examine it, go south, up three times, east, get the rope, examine

the balls, pull the rope and examine **Doubton**. (NOTE - You are wearing the device hood.) Go west, down three times, south, south-east, east, enter the boat, cross the lake, climb out, north, east, north, north-west, up then down three times in...

The Forest Go north-west, north-east, climb the tree, get the life spell and examine it, go down, east twice, south, get the stone and examine it. Go north, south-east, examine the marks and enter. Get **Sid**, go east, then north, west, south-east and examine the giant. (NOTE - You can feed Sid to the giant. If you want to try it. Grant the life spell, call Sid, go south-east and examine the ground for a clue. Drop the stone, the torch and the knife, then go north-west and north-east.



Slodge The Dwarf Go north, examine the window, examine Slodge, get the sword, go south, east, north, examine the lodge and throw the rope.



Over The Mountains

Climb the rope, go east, get the food and examine it, go south, east, examine the bridge and travel across it. Go down twice, north-west, west, examine the stream, get the axe and go east twice.

Through The Caves Go east twice, and remember that the demon food kills demons. Go east two more times, kill the troll, east, south-east, east, south-west, enter the cave, get the water and examine it, then drink it. Drop the pot and note that without water you would die after a certain number of rounds. Then go east, north-west, north-east, south, get the crystal and examine it for a clue, then drop it. Examine the figure, go south-west, try to enter the shack, kill the demon, enter the shack and go west.

Kill The Witch Examine the ground and push it, get the stick and examine it. **STOMH** your game is memory. Throw the stick for a clue then **SH-MH**, your sword game. Notice go south, down and north break the brick and throw the tool, examine the ground for a clue and cast the teleport spell.

The Labyrinth Get the stone, the torch and the knife, drop the candle, examine the ground and sky. Examine the hole and enter the tunnel (which

would be dark if you weren't carrying the torch). Go south-east, south, west, drop the axe, examine the door and break it, then open the door, ask that to drop the

stick, go north and then west.

Ogre And The Well Go north-west and examine the ogre for a clue. Then, examine the well, throw the stone, examine the well again, enter the tunnel, examine the knife, stick the ogre, enter the tunnel, drop the supplies, enter again, get the sword, examine the figure and read the scroll for a clue. Go east, get the supplies, go north-west, east and south.

Medusa And The Mask Get the stick and the axe, break the door (twice), go west and examine the man. Go east, examine the lower field and the arm, get the mask, examine the hand and break the hand. **STOMH** your position, then try to get the mask for a clue. Then **SH-ALL**, your position again. **SH-ALL** to the mask, read the scroll, throw the stick, get the mask, go east, call **SH**, say **ZARON**, go east, cast the teleport spell, enter the hole, cross the lake and climb-out. (Note that if you stay too long in the cave Medusa wakes up and kills you to restore

Dragons And Victory Go west, north-west, enter, go up three times, go east and pull the rope. **THE END** and a score of 1000. **Hopefully (NOTE - If you do lose SH to the giant then definitely he can't help you later on, and the same goes for W to the owl.)**

THE DEVILISHLY DIFFICULT... DEVIL'S HAND

At The Sea Wall Go south, light the troll, go down, close the door, east, get the gold, examine, wake the dwarf and ask him to follow you. Then go west, open the door, go up, north-west, north, get the flask and examine it, go north, climb the wall, go down and get the rope.

The Island And The Owl Swim, east (twice) is a tower! push the ore, go down, get the sword, examine the crack, examine the ogre and give the gold. If you want to stay alive. Go north-east, north three times, examine the flower, east, examine the spring, fill the flask, west, give water, go east, fill the flask again, west, get the key, north and examine the imprisoned for some clues. Give the water to get some information, then go south, east, fill the flask, west, north and north-west.

Meet The Giant Tell Dwarf to stay (otherwise he will run away when he hears the giant), then examine the giant, kill the rope, go down, south-west, get the stone and examine it, north-east, up, tell Dwarf to follow you then go down and north-west.

In A Demon Cave Tell the giant to follow you, then go north-east, west, examine the ladder, get the charcoal, west, examine the demon, examine the tree (don't climb it), get the tooth, go down, north, examine the demon again, give the tooth and go north.

The Gun Pit And The Ore Go south, tell Dwarf to stay (otherwise the gun will kill him), use the charcoal, go down, examine the gun, get the tooth, go up, examine the crack, light the torch, examine the ore, search the ore, get the shield, get the cloak, tell the Dwarf to follow you, then go north.

The Giant And The Oven Fight Five Miles. Tell the giant to follow you, go south-east and north, examine the footprints and tell Stride to stay for else the oven would heat him coming and give a warning to help him. Go south twice then north twice then south twice again. Examine the chest and grab it, drop the key and examine the chest again. Get the egg and break it, get Wine and examine it, then go north twice.

To The Spider's Cave Tell the giant to follow you, go north, north-west, north, east and tell the giant to follow you again. Go east, south-west, east and north, then examine the ladder and tell Dwarf to stay for else the spider would kill him. Push the ladder (without the torch it would be dark), examine the stick, get the gift, go north, type **GHET**, drink the water then ask both the dwarf and the giant to follow you (separate inputs).

To The Swamp West, give the shield, go south, examine the door and break it down (otherwise the giant cannot get through), go north.

Through The Swamp Go north (without Wine you would die), north again, tell the giant to follow you, go north, east and north-east (anywhere but north-east on that last input and you get lost forever).

Fight The Ore Army If you're wearing the cloak the ore walks away, otherwise kill the ore, north, east, examine the ore, **SH-HEH** (that in case), north, kill Drakon, take the staff, kill the ore, south, kill the ore and go east.

Spiders, Dragons And The Wizard's Treasure Type **GHET** (otherwise the spiders kill you), examine the bridge, go east, type **GHET** get the staff and break it, look, go east and... victory! **SOUTH** - Without the dwarf you'll be unable to kill Drakon, although you could still get up to that point in the game.)

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That's right, folks! It's three times hurray for the long-awaited return of the fabbiest coin-op corner in the Speccyverse! DAVID WILSON's our peep with the pennies...

S.L.O.T.S.O.F

FUN

DAVEY'S CORKY COIN-OP LIQUID KIDS

Taito

Good old Taito, they know when they're onto a good thing, don't they? Not at all, say, the New Kids, who find they're rather successful with jaunty pop songs so suddenly stop doing jaunty pop songs and start doing crazy bubble things instead (the 2000s).

Always like I digress. What I'm trying to say is that Taito, who brought us the brilliant New Zealand Story and the rather cooling Rainbow Islands, are currently serving the arcade with yet another classic platform-and-ladders extravaganza. And it's a goodie. Herein!

Liquid Kids has the usual of cute heroes, Hippopot in sort of ones between a hippo and a poodle, who's off on the usual sort of quest to fly and rescue his characteristically right wings, etc. Only trouble is, all he's got to help him is this big, bubbly bubble of water. Gosh that must be a pain the 'laughies' with, is it, Burt-Burt? (Make out Air's slipping into cutsey speak! But that's all right!) It's not as bad as it sounds. The water bubble is magical, you see – not only does it replenish itself, it also turns bubbles into water stations which you can then walk through to freshen up!

The actual gameplay and platform make it reminiscent of NZ Story (and therein nothing wrong with that in my book), as Hippopot battles his way up, down, round and all over the place, blasting naughtyies and slapping huge slices of cake and all manner of goodies to keep him going. Graphically lovely-erently and rather Mr Super-surrealist at times, it's – I'm not, I'm leaping into baby talk! I think I've caught terminal adolescent!

Overall – 90
Convertibility Factor – 9

No wonder why this couldn't get the Rainbow Islands treatment and be just an eager mainstream-mandy (ahem) on the Speccy!

How when did
Hippopot sport
bubbly, blue
moustaches, eh?
(Ward)



FINAL FIGHT

Capcom

Here's yet another one of those horizontally-scrolling beat-'em-ups. You know the ones – damned jobs captured by huge gang of New York thugs and boyfriend shoves and father (the one a parasite Hulk Hogan lookalike) set out to rescue her. Well, original as it may be, Final Fight is a pretty state-of-the-art multiplayer of the first order.

The damsel in the case is actually the mayor's daughter, and she's been kidnapped by a gang with the unlikely name of Mad Geese – a pun, they're unhappy with the way he's been running things so not wanting a blind eye to their illegal goings) and are out to teach him a lesson. Hence capturing his daughter (and hence you and up to two friends setting out to rescue her).

The format seems to be a lot more into wrestling moves as opposed to the usual jump to face this time around, though the usual bow-kick like attacking crates to release hidden piping and knives (Double Dragon style) are still to be found. And huge and nicely-animated sprites, some grunts, bosses and brilliant graphics, too (like the way the tube train shakes as you battle your way through the underground) and you've got a bit of a slumped arcade hit on your hands! Oh God, how the Capcom conversions suffered but they've no plans to convert Final Fight at the moment. (Doesn't mean it won't happen though.)

Overall – 88
Convertibility Factor – 8

Good conversion material, but I suspect most of the teachers that make the arcade special wouldn't make it to the Speccy.

As a special for the day, it's the super-convertible title from which you can...



MERCS

Capcom

There's nothing original about Mercs, but it's certainly a state-of-the-art treatment of a familiar theme. (Maybe I mean to be having a bit of fun too.) Yes, and it's Capcom who are responsible again. This time it's an overhead viewpoint vertical-scrolling shoot 'em up that owes a great deal to Gun Warriors (which owed a great deal to Commando). But, given the originality and you've got the maths of a three-player simultaneous mission.

By the way, the Mercs of the title aren't those luxury German saloon cars – oh no, they're three battle-tested walk-to-wall muscle mercenaries out to wreak havoc upon some unappreciating South American regime. Huge machine-guns of Black Hawk helicopters and Harrier jump-jets add to the fun of destroying houses, killing battle-jag drivers and then printing them for yourself and so on. Oh, and walk up to the huge grenade explosions – guaranteed to clear whole screens! Unoriginal but great fun.

Overall – 85
Convertibility Factor – 8

A mega blast-'em-up ripe for conversion.

Oh! What's your game, baby? (I mean, those gungy Germans, eh? All I wanted to do was make the one and have a quiet picnic.) I mean you – I'm going to send a letter of complaint to the Standards Association if you don't stop that! Duh!



MEGA TWINS

Capcom

Oh no, it's another cutey platform game, liable to produce a plethor of baby, late in life as soon as I start playing it. Or at least, it would if it was any good – in this review jargon in comparison with *Legend of Koolha* I think I can probably resist the temptation. Again, my needs to think I can probably resist the temptation. Mega Twins scores low in the originality stakes. A fantasy world has fallen victim to the forces of darkness and the ruling king and queen have been 'killed'. Their offspring, the heirs of the title, set out on the mission and impressionable age of 13 to avenge their folks' untimely passing. It probably goes without saying that this effort, your prime simultaneous two-player teaming of battles, opening of chests and cutey platform jumping. There are four world settings, each representing the different elements – Earth, Wind and Fire and, er, the other one (Water). (It's falling too heavy! over-buffed, and not as good as many. (Morrow, for instance, springs to mind.)

Overall – 70
Convertibility Factor – 8

Good two-player cutey platform games are few and far between on the Spruce. Maybe this could be better than this in the arcade.

Oh, no, don't you see, you're in the gameplay either.



VAPOUR TRAIL

Data East

This one's another vertical-scrolling shoot-'em-up, but this time of the airborne variety. First one of those death-type Carous, flanking super-lighters in an up-screen-parade blasting trails, planes and automobiles over city, desert, jungle, sea and sky – you know the drill. Occasionally you'll see a few motorbike plane as a big mid-level nasty and be able to collect loads of bonus. It's fast, power-ups like multi-shots, lasers, energy and bullets. It's fast, exhilarating fun, but, though popular, it's not the best plane shoot-'em-up around by a long chalk. It's vertical shoot-'em-up are your bag then perhaps you'll like it, but personally I'm not convinced by the overhead-view flight games. I'd rather spend my money on the brilliant *U-2* or *U-2*.

Overall – 77
Convertibility Factor – 9

Probably a relatively easy conversion, but I wouldn't get too excited by the prospect.

Well, here's a last proof idea for all you're really really comparing it over I see some of it's like, just proof if you really really really the first star!

Darkness's still our Transport Secretary!



DARK SEAL

Data East

So what are the arcades full of at the moment? That's right, horizontal push-'em-ups, vertically-scrolling helicopter plane shoot-'em-ups, cutey platform games, and what else? Oh, yes, Dungeons And Dragons-style multiplayer multi-scrollers. And, of course, that's what we've got here – an up-to-four players 3D isometric dungeon romp. A single player probably won't last as long but does have the choice of which of the four wizard types he wishes to play. Each of course has different strengths and weaknesses (and one's a girl), killing battles increases your magic power and when that reaches a certain level, you can use it to transform yourself into a super creature – a gargoyle for example. In the meantime you've got equasions of the excellent D&D-type adventures to battle. Mind you, here's the catch. Because of the 3D isometric business you can only stand in the right 'cylinder' directions – in other words, if battles (and if conveniently stand in a straight diagonal line from you (and they're winning) there's a trickier than the Times-Picayune. Command, no turn, full wordy system, but good graphics, graphics and creature sprites.

Overall – 78
Convertibility Factor – 8

Is there room for another 3D isometric Dungeons game especially as Golden Age is about to get there 800?

Oh, good! Another one! Right, who's got the word?



ARCADE NEWS

Ah, well! There's slots and slots more fun to be had in the arcades, so here are some of the other things you could spend your pennies on. Somewhat missing the Moonwalker boat (but probably counting its blessings because of it), is Taito's Michael Jackson arcade game. You won't be able to miss its huge screen monitor and low all-down controls bit, that's for sure. There's another Taito title with a conspicuous cabinet around at the moment too – Battle Shark. It's a tried-and-tested Op Mid-style shoot-'em-up, but adopts one of the few remaining twists. This time

you're in a mini subpatrol boat firing shooting subs, underwater bases and Jacques Cousteau marine biologists (Are you sure about that last one? Eh), and ships, helicopters and jets on the surface. Horizontal beat-'em-ups abound too, with the likes of Combater, a Techno multiplayer signed by the Sales Curve's own label, Storm (along with Taito's boxing title Final Blow). That's doing pretty well too. So, rather a dearth of originality all in all. Still, who knows what'll start appearing over the next few months? You will, if you stay tuned to Y&N and Slots Of Fun!

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It's strange but true — normally courteous YS readers tend to turn into homicidal maniacs once they get behind the wheel of a Spectrum. We sent JONATHAN DAVIES, who still hasn't managed to get that wretched helmet off, to find out why.

It is an expensive business, driving. Not only do you have to build up piles of cash to actually get a car, but there are loads of hidden costs: brown on the bargain too. For a start, you've got to get it insured (or else you crash), which means extra spend for your average Spectrum owner. Then there's road tax, servicing, MOTs, petrol at some of those. And if you want to keep up with the latest fashions, you'll need to purchase a few wheelies, an anti-ragging front spoiler — TURBO-boosters for the back window to allow, I assume, another car. And they all mean spending lots and lots of money.

So wouldn't it be nice if you could get your Spectrum in a sort of prison? I mean a car, allowing you to roam about to your heart's content for minimal money intake? Well, actually you can! Yes, all you need to do is buy a realistic driving game, load it up and you've got yourself a sort of wheel. It'll be almost exactly the same as driving a real car except that you can crash as much as you like without

THE COMPLETE YS GUIDE



TO DRIVING GAMES



having to worry about your mechanical issues. And you'll be able to choose from all the latest gear: sports cars like the Porsche, Ferrari and Lotus; and drive them as far and as fast as you like without having to spend out on a drop of petrol (in fact,

because driving games are so much cheaper and more accessible than real cars, it is predicted that by the year 2012 the motorist will have become obsolete, replaced by the driving game.)

The only trouble with all this is that it's a 2D field to pick up bits with a 48K Spectrum.

Just what, exactly, is a driving game? Mine, times as I have to get round to the sometimes, yes, I've had a think and come up with the following spec...

- It's got to have either a car, a motorcycle or a toy in it
- That means no bicycles, boats, jets, jets, tanks or anything like that
- And no state-of-the-art. They're crap.

Seems simple enough. It means we're including Grand Prix-type games where you just race against other cars and winning ones (where you do, mind) but not sim-like-looking ones that don't have car, boat or tanks in (the last one... Okay?)

That's never thought it would be quite so easy.

LOOKING-AT-IT-FROM-AN-UP-ONES

Looking at it, these are the ones where you get a bird's-eye view of the course and use your car as a little tool hammering round the track (which may sound if it doesn't sit fit onto the screen at least). The best idea seems to come from a strange coin-up called Super Sprint, and you can sometimes get anything up to 28 frames on the screen at the one time (ignoring then the edge where competitiveness is concerned). They do tend to be a bit graphically rough, as there isn't much scope for scoring 30 coats etc.



Disparaging Sprint, yes, but it is as much fun as a Spectrum car!

RATINGS

The YS Ratings System? You don't want that old thing. As we over here we have the brand-new top-of-the-range YS88 model. It's turbo-charged, turbo-hybrid, 70-mph, super-stained and has a full 48Kbit (with always on). And again... You'll be seeing yourself a fencer.

DRIVE It's no good having a driving game that seems to be simulating an F103 or something. You want real power, a feeling of being at one with the road and all that sort of thing. Control responses, speed etc are all taken into account here.

VISIBILITY Assuming you remember to clear all the dead leaves and bird turds off the windscreen before you get out, what's the view like? A pretty-reddish (purple) category in other words, but jolly important all the same.

ROADHOLDING It may seem to have everything, but once you've set off, and you've been on the road for a while, do you misch every second that you're behind the wheel? Or do you want to keep slipping at the wheel? Or perhaps you'd rather just take the bus instead, eh?

FIRST-OFF-AT-THE-LIGHTS FACTOR One crucial edge is most important when driving is concerned, both in real life and on the tarmac. So do the other cars put up a dimmed light, or do they just seem to be part of the scenery (i.e. indeed, there is any?)



So how about things like Army Moves? Or Super Truck, just to name a few, whenever you see the Army Moves is out, (yeah, it's a rather angry)

So let's take a look at a few examples, and it's worth noting that where driving games are concerned, the ratio of 2D-ones to good ones is a lot higher than with other types of game (just from football games, if you're, do you don't be too sure).

THE FIRST EVER DRIVING GAME

Despite a score that led a terrible fate of the dark, I recalled items in the earliest corner of the YS that to browse through our collection of cardboard-based archives. And did it come up with anything? Well, not really, I did find out that the Van Houten Chocolate in the YS games magazine is actually the remains of a combination of raffles from during the war (one one wanted to think, it then asked) and I also came across some rather compromising photos of Andy when he was four years old, but nothing really very interesting in the

driving games department. I was hoping to turn up some really top-quality (some game from about 1981), but the best I could come up with was Cheaper 'n' Faster, a British game that came out a year later. It's quite good actually — a bit like Pole Position without any other cars to race against. The 2D view is a thorough going over when, but in the occasional game you'll like to think back and see if you can come up with anything better. If you find anything older than Cheaper 'n' Faster, do write in and tell us as we'd be jolly interested to know.

TT RACER Digital Integration



Pitlane isn't the world's best representation of a motorcycle control panel, but it's do-



This one appeared ages ago, produced by a company that's better known for its flight sims. Check out the last issue if you must. And, to tell the truth, it looks a lot more like a flight sim than a driving game. You're in a motorcycle, racing against lots of other motorcycles, but rather than the usual view from behind the bike you get an over-the-shoulders job. This means that when you lean over round a corner the handlebars stay horizontal while the horizon tilts side, and when you pull a wheelie the horizon wobbles up and down. It's a bit hard to explain, but think of flight sims and you should get the general idea.

This gives it a very realistic feel, which is helped by having lots of gears and lots of revs to worry about. There are loads of other complexities, like an ability to connect lots of Spectrums together and get them to race against each other, and to mention hundreds of options to adjust various things.

Being a bit on the realistic side, TT Racer isn't the easiest of games to get to grips with though. You'll start off wobbling about all over the place, and may well end up doing it too. But if you do get the hang of it this is a top-notch bike game that makes up for its conservatism what it lacks in playability.

4x4 OFF-ROAD RACING Epyx

It's a bit American-looking, the one. And that means that you can't just flip into your vehicle and hit the road. Oh no. First you're got to walk your driver between two stops, and buy all the bits and pieces you'll need along the way. These include fuel, maps, repair parts and any luxury extras that may tickle your fancy. You get to choose the terrain you'll be racing across as well, and this ranges from deserts to icy places. If it is America (I'm not too sure), this would account for the tenderness of the graphics. The sprites are weird-looking things, and the choice of colours is appalling. On the other hand the cars are extremely fast, and this gives the game the edge over quite a few others. You get a great driving feeling, especially when you hit a bump in the road and go flying up into the air. The courses are nicely designed as well, and have moral obstacles such as sticky mud to get through.

And it is a bit too simple to get complete recommendations, but it's surprisingly good fun and has plenty going for it.



So finally the Epyx version of The Commodore Man, isn't it, Epyx? Wrong?



OUTRUN US Gold

Here's a controversial one. When I reviewed it in 75 some ages ago I thought it was quite good, while some people else thought it was utter trash. In fact, it's quite surprising that I'm still doing reviews today. So let's be diplomatic, and say that it's 'aged' quite a bit. The idea, as you'll know if you've seen the movie version, is to drive along a series of roads getting to the end of each one within a time limit. Not too exciting, you might think. But the success of the concept lay in its corkingly fast graphics and hydraulic cabinet, neither of which have made it to the Spectrum. It looks okay in skills, sure, but everything moves horribly slowly, especially when you go into one of the tunnel things. And the multiboot really doesn't help at all. There are some nice 3Dfx tunes though.

It's not quite as fast as most people said, just a bit of a bit slower after the tedious over-plot. The sequel, Turbo

OutRun, is a bit better, so take a gender at that instead.



Right, now to find some greenery which helps offset the red, pink up, after that!



CHAMPIONSHIP SPRINT Electric Dreams

This is the sequel to Super Sprint, which just happens to have been the first ever looking at it from the top driving game. (Or it would have been if everyone hadn't done rip-offs before.)

Electric Dreams got the official version out. This means there are four little cars driving round a series of courses, up to two of which can be controlled by players. Four would have been



Others, come on and really more corners.

now, and perfectly possible. There are squares to collect which allow you to choose who one at the end of the race if you just go enough. So far so good, but surely there's more to it than that? And indeed there is. Sprint cunningly incorporates a course editor with which you can build up your own custom courses, laden with obstacles, bridges and nasty corners. What fun, eh?

So really it's just a plain, ordinary-looking car from the top one with a bit of extra pizzazz. I used to find them fun, but not any more. Sigh. It's better with a friend, but not much.



OTHERS

With a theme as wide ranging as driving we've found to come across one or two missteps that don't really fit into any of the previous categories. It's reasonable, then, I think, to review. First of all there are ones like *Hard Drivin'* and *Street Car Racer* where you get a 3D view out of the window. Then there are the vertically-scrolling ones such as *1000 Storm* which are really a cross between looking at it from behind and looking-at-it-from-the-top ones. And there are boring management ones like *Grand Prix*. Don't forget, those.



Let's not forget the boring ones like *1000 Storm*, an outlier.

CHASE HQ Ocean

Crises like one's good. On the face of it it's just another looking-at-it-from-behind game, and a blatant attempt to knock OutRun off its rather wobbly perch. In actual fact though, it's a conversion of a top-down game and rates as one of the best driving games on the Spectrum. Actually, it



CHASE HQ



A game so good they've decided to do it again - keep a look-out for the 'cheer' sequence!

ENDURO RACER Ocean

This looks a bit like *Super Hang-On*, but there are a few key differences. First of all it's a bit older, second of all it's more of a beat-the-clock game than a racing one. And third of all it's not quite so good. Oh, and fourth of all there are obstacles on the road.

Right, let's clarify that a bit. There are other ideas, but you can't race against them as they're a bit weird. Ha? Well,



Right, who put the Rubble Builder on the race track? Come on, admit it.

SCALEXTRIC Virgin

Did you have Scalextric when you were a kid? I was lucky to get a chip round the car. I remember gazing avidly at other people's lengths of black plastic, hoping that one day I'd be able to get my own track sometimes. Unfortunately I haven't yet, as Virgin's attempt at a conversion is yet another driving let-down.



Come on, Virgin, you shouldn't charge your game, okay? (And even that's pushing it.)

probably is the best. What you've got to do, you see, is pursue various enemies around in your car. Having caught up with them you get a most amusing sequence where your co-driver leans out of the window and sticks on the flashing light, and then it's time to run the other guy off the road by heading into him.

So why's it so good? Well, the main thing is that it's been properly programmed - speed and playability haven't been sacrificed for the sake of the graphics (which are really rather good). And, um, that's about it. It's just very, very good. Do get yourself a copy.



although there are only about six or so of them on the starting grid with you, after you've burned them all off you still keep inventing stray bikes further down the track. This is a frequent occurrence in driving games, and seems mighty peculiar. And the obstacles consist of stones and rivers in the middle of the road with legs in front of them. The trick here is to put a obstacle just before hitting the top, causing you to jump over it and clear the obstacles. On Level Two there are also incoming lorries to worry about.

Considering its age, *Enduro Racer* is very impressive indeed. There's plenty of attention to detail and everything is just about right. It gets a bit messy often a while though.



To be sure, you can assemble tracks from an unlimited selection of pieces without having to worry about turning out of left-hand bends. But since you get down to the racing bit you find that you've wasted your time. It's a two-player looking-at-it-from-behind game, with the screen split between the two players. Clever stuff, but unfortunately the graphical content is minimal and there's not really much to the driving either. One major prob is that once someone's got into the lead he's virtually guaranteed to be the winner as long as both players keep their foot to the floor at the way round. 'Ary boring indeed.

So it's not much to say then.



HARD DRIVIN' Demark



Looks, look it like the road's just buried into some huge cracks though and is about to gobble the car! (Just there's an idea for a game!)

If you haven't heard of this one you must be... um, well, I'm sure you've got your reasons. It's an extremely famous car-conversion of a game that would, on all its

in accolades (most of them, anyway) with its said 3D graphics and unerring realism. Playing the arcade original is more or less just like driving a real car, with gears, a clutch and a proper steering wheel. There's a choice of speed or stunt track, the latter featuring a loop-the-loop and a downrigger. And it really is brilliant fun.

So how does the Spectrum version measure up? Okay, on the whole. The graphics are just about 'there', although they're a bit jerky and tend to start falling apart at crucial moments. And the car handles quite well too, allowing for the limitations of a joystick. The snag is that, when you get down to it, *Hard Drivin'* isn't such a great game. It's a good '50's worth in the arcade if you only play it a couple of times, but when you get to load it up on the Spectrum it loses its appeal alarmingly quickly. All the same, it's the state-of-the-art when driving games are concerned, and a great feat of programming.



DRIVING GAMES FOR THE BUDDING LADA-OWNER

As with all tried-and-tested formulas, driving games are big news in the world of the cheapie.

Let's have a look at a few, and maybe try and work in the odd drive-a-hard-bargain gag.

RALLYCROSS SIMULATOR CodeMasters



State of the art or what?

It's a scintillating looking-at-it-from-the-top game, this, and that's about all there is to say about it. It's really just together, but very funny and not terribly playable. The main problem is that it uses the Drive, Left and Right keys rather than the rotation system we've got used to with the sort of thing, making it hard to get to grips with. Grand Prix Simulator, an older CodeMasters game, is a lot better.



AMERICAN TURBO KING Mastertronic

This is a virtually scintillating driving game where you've got to negotiate various obstacles and shoot things. Quite funny if it's crap. The car is virtually impossible to control (never notice if you try it with the Magnatrol Lightpencil), there's nothing to hold your attention and the whole thing just doesn't work.



Alright! Let one out of the screen! You'll see it's a long time! (And that the next one's going to be any better, need?)



RALLY SIMULATOR Zeppelin

This is almost identical to the one above.



I mean, I've been behind the steering wheel so I can get where I fully want to.

ATV SIMULATOR CodeMasters

Hurray! One of the best bargains ever. ATV Sim sees you and a chum sitting astride a four-wheel bike thing, lurching over a set of courses. The trick is to drive flat out all the way, but pull reflexes and do jumps when necessary so you don't become a crumpler of obstacles. It's intensely competitive but gets frustratingly difficult on higher levels (when you start getting attacked by birds and things). A must.



SUPER STOCK CAR Mastertronic



Even the cars know the game's crap. Here one of them gets for a spot of gardening.

This is pretty identical to Rallycross Sim too. Only it's the worst of the three, with awful controls and cars that are far too big and unmanoeuvrable to drive properly. By all means take a peak at the first two, but 'steer' clear of this one.



TWIN TURBO V8 CodeMasters



Follow that car! (Or, on second thoughts.)

One of the few looking at it from behind ones (apart from re-releases) and a complete waste of time. The road weaves about quite well, but the graphics are awful and there's nothing to do apart from mashing left and right and laughing a lot. It's crap.



Oh no, it's EVERY SINGLE* DRIVING GAME EVER

3D Stock Car Championship Silverbird
 4x4 Off-Road Racing Epye
 American Turbo King Mastertronic
 APD Tengen (Dorrick)
 Matricore Summit
 Beach Buggy Simulator Silverbird
 Buggy Blast Finford
 Buggy Boy Elite
 Championship Sprint Activision
 Chase HD Ocean
 Continental Circus Virgin
 Crazy Cars Titus
 Crazy Cars II Titus
 Centre, The Accolade
 Deathhouse Microimage
 Duel - Test Drive II, The Accolade
 Duke Of Hazard Elite
 Eddie Kidd Jump Challenge Martech
 Enduro Activision
 Enduro Racer Activision
 Fire And Forget Titus
 Formula One Simulator Mastertronic
 Full Throttle Microimage
 Future Gek Simulator Hi-Tec
 Juggernaut ORL
 Grand Prix Circuit Accolade
 Grand Prix Master Dynamic
 Grand Prix Simulator CodeMasters
 Hand Drive! Tengen (Dorrick)
 Hot Rod Activision
 International Speedway Silverbird
 Intake Super Car CodeMasters
 Ivan Timmerman Stewart Virgin
 Knight Driver Hawaiian
 Knight Rider Ocean
 Last Duel US Gold
 LFD Storm US Gold
 Move Death PGG
 Motorcycle Madness Mastertronic
 Motor Madness Granit
 Nigel Mansell's Grand Prix Martech
 OutRun US Gold
 Overlander Elite
 Race Your Driving Test Audiogenic
 Pole Position AtariSoft
 Power Drift Activision
 Rally Cross Simulator CodeMasters
 Rally Driver Alternative
 Rally Simulator Zeppelin
 Road Masters US Gold
 Road Racer Ocean/YS
 Scalextric Virgin
 Speed King II Mastertronic
 Spy Hunter US Gold
 Street Hawk Ocean
 Street Mike Simulator Silverbird
 Street Car Racer Microstyle
 Super Cycle US Gold
 Super Hang-On Fantastic Dreams
 Super Scramble Simulator Granit
 Super Stock Car Mastertronic
 Taxi! Digital Integration
 Techno Cop Granit
 Testy Am Ultimate
 TT Racer Digital Integration
 Turbo Bike Alternative
 Turbo OutRun US Gold
 Twin Turbo US CodeMasters
 WRC Le Mans Ocean
 Wheelie Microimage

TOP FIVE GEARS

1. Third
2. First
3. Fourth
4. Second
5. Fifth (where available)

*[ah]

TEN SIGNS THAT HE'S A CRAP DRIVER

1. He drives round with his foglamps on all the time.
2. He whistles every time he pulls away.
3. He drives down from the car in front, and as far to the right as possible ready to overtake.
4. He's always first off at the lights.
5. He's got an Escort 1600 Sport with all the usual accessories.
6. He always parks on double-yellow lines.
7. His car's heavily lather-damaged.
8. He makes frequent use of his three-beep horn.
9. He keeps moving up the engine at traffic lights for no apparent reason.
10. One of his brake lights doesn't work.

FIVE SIGNS THAT SHE'S A CRAP DRIVER

1. She's driving a Mini.
2. She's got a Garfield stuck to her back window.
3. Since Kate is blaring out and the Dur Tone "Theme music" has just started up.
4. There's another girl with exactly the same style haircut sitting next to her in the passenger seat.
5. She's driving a Porsche.



AN INTERVIEW WITH ANDY 'STREETHAWK' GUNSTED

Few people would have guessed that 19 had its own resident driving expert. We certainly didn't until our Design Aest told us so.

"So, you've got a motorbike, have you, Andy?"

"Yeah, I've got a bike. And call me 'Streethawk'.

All my friends do."

"Right, so, Andy..."

"Streethawk."

"Er, Streethawk, what sort is it exactly?"

"It's a Yamaha or something, I think. It's well hard to write."

"Does it really?"

"Yeah, it's burn off anything."

"Burns. Could we have a look at it, do you think?"

"Er, no. I don't bring it in today."

"Oh? Why not?"

"Er, um, wouldn't start. I had to get the bus instead."



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In case you hadn't noticed, the future of law enforcement is back. (Back! Back!) Nobody's in much doubt as to which slice of mechanised mayhem will be stuffed into 99.9% of Spec-chams' stockings this Christmas, but MATT BIELBY still wonders "just how good can Robocop II really be?"

The first Robocop

This was of course the small-to-middle-sized action movie that became a bit of a massive worldwide phenomena. The computer game was no less of a scintillating success either - the longest-running number one of all time in the UK home computer charts (and by miles), and still in the Specialty Top Ten a good two years on. It later went on to form the basis for a comic too - almost unheard of in an industry where conventions are normally done the other way round.

Robocop 2

The second film has only just come out so we can't really comment on how well it'll do, just yet, but the computer version is aimed squarely at Homecomputer as rare as eggs in a egg! In fact, the expectations are so great at 'street level' they could probably just an empty box in the shops with "Robocop II" written on it and it'd go straight in at number one! Of course, long-term success

is immediately noticeable difference between the game and its predecessor is that there's no fixed route you have to take - you can walk absolutely anywhere you like.

Even better, going through the doors dotted around the place takes you into another complete set of maps, laid out exactly the same as the ones you were in before, but set on a plane behind them (or I



So no, Robo! You're aiming too high! Robocop 2 (left) is a massive Police Army killing of a machine, with battering rams, view, gun (etc).



ROB

would be down the toilet with that approach, which is probably why Ocean abandoned the idea early on. Instead they went for...

The three part level 'run-up,' shoot 'run-up' jumbled

the idea. The game's divided into three main scrolling beat-'em-up and shoot-'em-up sections, spiced up with a handful of sub-levels which appear between the beats. In fact, the structure's just the same as the first Robo - it's just that the platform bits are bigger and more complicated, and the sub-games rather more involved. In fact, the whole game has with all good sequels) is just the same as the first - only more so! Here's how it all hangs together then:

Level One - River Rouge

This is the name of the first of the big platform levels, a massive thing set in the same sort of industrial wasteland that made up most of the backdrop for the original. You've got to make your way through a whole series of warehouses (and things) searching out the hidden 'kiki' drugs lab and destroying it (think being a sort of artificial crack-style drug running rife on the streets of Detroit). This section of the game is two screens high and six screens wide, but each screen has an upper and a lower level (meaning there are four floors to the building in all, minus land). One major and

was being extravagantly in the last one again - the map is effectively twice the size I said. It sounds like some heavily-duty mapping will have to be done).

Level Two - Toboggan Brewery

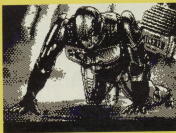
This is, as you might expect, set in a giant brewery, deserted of people (apart from a hunched and one foot guys that, all but full of interesting brewing-style hazards). It still has the floors that collapse when you jump on them from the first level (are the bit about Robo-scorch) but the layout is more complicated, with various lifts, moving overhead hoists (which you can grab onto to carry you safely over the deadly vats of beer) and pipes to jump across making progress even more tricky. At the end of the level you have to manipulate some switches (a slightly puzzly section) to empty one bit tank of booze into another empty one. Why do you have to do that? Well, it's so that you can



No badly spruced in here as yet, but this is what the Op World sub-games will look like - some quietly or there'll be trouble!

Um, very good actually. Well, I'm not about to argue with him, am I? (He might dull me up.) Actually, there's no real reason to suspect it'll be anything less than spiffing - one of Ocean's top teams has been working on this project of Mooming year (which is an awfully long time in Specicy programming terms), so there must be something to show for it. There's so much prestige (and cash-making potential) riding on this project it just has to be good - Ocean wouldn't let it out of the door if it was anything less.

But anyway, I'm running ahead of myself. There's lots I need to explain yet, and I can't really think of anything better to start than right back at the beginning. In fact, let's go there now, shall we?



At various points in the game you get these full size still screens, distilled from bits in the movie. This here's RoboCop's death scene (should you lose the game).

ROBO-WEAPONS

There are scores of items dotted around the place to collect. You start with a standard single-shot weapon (with infinite bullets) but as you go you can pick up...

- **Two-Handed Gun** • **Shot** • **Auto Revolver**
- **Force the Opening** Items: Doesn't do too much.
- **Force Rotate** The same as the first one, only the bullets fly in each direction at once.
- **Auto Fire** Each time you pick up one of these you'll get an extra 20 seconds, and you'll need it too. (The levels are almost impossible to complete without them.)
- **Thermoptic Gun** When you get one of these it reveals the weak places in the wall between the two planes of each level. Find a weak place and you can punch your way through without having to wait for a proper door to appear.
- **Reactor Gun** It does not, you don't want to pick this up or it'll blow up when it does it means your controls, which means you'll lose the game. So if that wasn't bad enough it also means that any other items you pick up while under its influence will also reactivate, taking off time, energy etc instead of adding it on.
- **Gas Grenades** Rather terrible indestructible crushing devices, you have to wait until there's just about to get you before firing at the form off walls.
- **Gas Mines** These stick out of the wall looking all innocent but... or not - push them and your controls will be reversed for a time (just like with the remote you'll find). More disturbing.

ROBOCOP 2

ROBO-HAZARDS

Here are just a few of the obstacles and traps from Level One that you have to cope with...

- **Three Types of Floor** Though most of the floors are safe to walk over, subtle subtle differences should alert you to a couple of dangers. For a start there's the broken floor, which you can walk over safely enough but keep going on - you'll go crawling through it. Then there are the very, very broken floors, which are so sticky you're not to step over them. (Actually, at certain points in the game it can be interesting to jump through the floor deliberately, whether to escape danger or simply get to the floor below.)
- **Electric Shocks** Attached to the ceiling, they'll pull you up into the air from below and when you clanging helplessly, turn them off by avoiding the switch nearby (but just one shot mine - a second will turn them back on).

safely punch through the wall of the newly emptied tank and collect the essential evidence hidden at the bottom there.

Level Three - The Chic Centre

A modern office building too in this case the map isn't that many screens wide but very tall - about four screens or eight stacked, this is the OCP Corporation's HQ building, the company having bought total control of Detroit. There are none of the physical obstacles of the other levels, but loads of ED-209 robots to take out along the way (the first time they appear in the game). There are also rocket launchers set into the ceiling which fire homing missiles at you - by clicking under the rockets the launchers themselves are indestructible.

Work your way all the way up to the top of the building (taking lifts at the end of each floor) and you'll eventually come across RoboCop 1, a giant cross between ED-209 and a Spies Army knife. It has all sorts of different arms and weapons that pop out of it which it'll spin in a minute, and controlled by a Mike-crashed human brain. It's just hard to-hand combat here. It's afraid, so get up close (depending on your SuperStrength arm) and punch away at the lower part of him. He's got a sort of claw-arm thing too (which can't be blocked underneath, unfortunately) but you can probably pull it off him or something (it's just guessing here). He'll take some beating though - each time you think you've got him on the ropes he'll kick through the floor to the one below (taking you



Here's the River Rouge warehouse - note all the tricky-to-navigate conveyor belts.

ROBOCOP II THE MOVIE

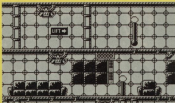
At the time of writing we've not actually seen the movie yet, so writing this bit is going to be pretty tricky. The film's been written by Frank Miller (the comics writer who did the rather spiffy *Damned - The Dark Knight Returns* which is a definite plus factor in our book. But then again it's been directed by James Cameron (The Empire Strikes Back), who must be approving things extremely soon by now. The whole picture is much the same tangled web of corporate villainy with the OCP Corporation dominating the drug-racket business (it's about time with the new super-drug *Nuke* hitting the streets), as before, but apparently it's even more violent this time round (if that's possible). And that's about all we know really. None of you who are old enough (or look to be) will have to go and check out the picture for yourselves.



with him, then stands up and attacks you again! Yea, this is one of the longest final battles in Ys's history, taking you through eight separate fights (one on each level of the building) until you finally crash right the way down to the ground at the bottom and get to finish him off for good!

The Robo Bob-Bottlers

You don't think I'd forgotten these, did you? The first takes place after the Silver Rouge level and then again after the



The lounges and corridors of the DCP building from Level Three. No massive traps as yet, but watch out for those rocket launchers in the ceiling - they're deadly!

ROBO-CREATORS

The two Ocean bots who've been slaving away at floor 2 for the best part of the year are code man Andrew Dorian and Ian Hark, who did the graphics. You've probably heard of them before actually - their back catalogue includes such mega-hits as

moving background. Those're just technical difficulties though and weren't too painstaking. I was also involved in the game design at the beginning of the project and that was more complicated. We had to decide on what to use from the film and what to take out - and that's without having actually seen it. One of the main



Brewery bit. Robo's been damaged and rebuilt, but they've banged lots of new, complicated and conflicting directives into him (they totally yanking up his mind). In the film he runs his fist into a power transformer (but bunnies out all the bad directions) but there's nothing so physical for the game. In fact, totally the opposite - it translates as a puzzle segment. There's this circuit board, you see, and you have to move around it, rotating columns of 'good' circuits and avoiding 'bad' ones, without ever crossing your own path. The first time you're trying to regain memories of Murphy for yourself, the second it's of you!

The second sub-section is a single-screen (go Wolf lookalike with a one-minute time limit. You're on a police gun-range avoiding the pop-up civilians but taking out the crims. This isn't actually related to anything, it's the movie at all, but just seemed like a nice thing to do. It certainly fits in neatly with the platform levels - how well you do is reflected by how powerful your bullets are later on.

(Operation Wolf and Thunderbolt, Combat School, Rambo II and more.)

Dorian working on it for absolutely yonks, they only got to see the film about half way through the project - and then only in a rough cut, with a fair chunk of the sound, music, and effects shots missing! Let's go meet them, shall we?

Hi, Andrew. Something I've been wondering - how come the guy who did the first RoboCop game for Ocean didn't have a go at this one?

Ah, that's a guy called Mike Lamb. He's still around, but he's currently working on projects on the Gameboy console for Ocean. In fact, I think he's converting the first Robo to it.

I got it. So where there any major problems you came across working on this project then?

Well, it's an eight-way scrolling game, and getting that working is always hard. So's getting the sprites to move right against a

character in the film is a bit of a pain. One of the characters is a bit of a pain. One of the characters is a bit of a pain. One of the characters is a bit of a pain.

photographic memory - he's memorised the formula for this drug, Nobe, which is an important plot element in the movie. He's also a particularly vicious little bastard - one of the worst characters in the film actually (and it's a very violent film). We didn't know whether to have him in the game or not, but in the end we decided to leave him out because we didn't think it was morally right to have RoboCop blowing away a bit your old boy!

In fact, RoboCop can't do it in the film either. One of his prison buddies tells him Robo is an 'invuln target'. LOL

FAX BOX

Send RoboCop if you're a fan of the movie. Andrew Dorian (code) & Ian Hark (graphics) to be contacted. John Pavesley

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SHOCKERS

Teenage Mutant Hero Turtles

Image Works



Pick a turtle, any turtle - but should you go for Leo, Red, Mike or Don? It's a tricky choice, but we reckon Leo's your best bet.

Turtle Fever hits Y98 That's right, Spec-chums, love 'em or hate 'em, it was only a matter of time before that awesome foursome of Michelangelo, Leonardo, Donatello and Raphael managed to squeeze their pizza-nourished pebbles



And here we are in the actual game, and it looks like, um...

Therefore your job is to guide them through the labyrinth of pokey tunnels to snatch her back. To do this you get to control one reptile at a time, as since each has his own particular attributes it's wise to swap between them with every different situation you come up against. And it's also in-line action all the way - Ninja Warriors and other such baddies to battle through, platforms to manoeuvre your way along, collectables like pizza slices and weapons to pick up, not to mention dead-end powers which mean you've got to trapeze back up onto the street to look for another man-hole cover to pop down through! It's got the lot.

We haven't seen the completed version yet but it don't 'erl sound good so far, eh, Spec-chums? And just



look at the screenshots! Juicy colour and fine graphics, all we can hope for now is some groovy-smooth scrolling. Hope, there's no doubt about it - with such wide-ranging appeal (marital arts fans, many mappers, Turtle buffs), TMNT looks set to become one of the most numerous Santa games of the year. All-but-wait with Mike! It'll be the king on the Christmas calendar!



If that's not the evil Shredder we'd be, um, very surprised.

into a Specy game. Set for a November release to coincide with the opening of the movie (not to mention the big-money cruise-up to Christmas), you may be surprised to hear that TMNT isn't actually based on the coin-op. Instead it's a tweaked-up version of the American Ultragames job, promising six levels of horizontally-scrolling beat-'em-up action, each set in a different location of New York.

The basic gist of the game is that their reporter-pal April O'Neil has been abducted by Shredder, the big-time arch-enemy who went and 'mutated' them in the first place (by bunging pollutants into the sewage system). It's



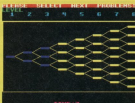
Shredder? Turtle needs help in battle of the specy competition (captioned) By the way, you realize they've got legs, not wings, meaning they're not turtles at all, but tortoises (it's a story).

Puzznic

Ocean

Would you believe it — this is the second of three puzzle games Ocean are releasing in the near future? Like *Flamingo* (see *Future Shock* last issue), this is all to do with shoving little blocks around the place, and though it looks quite similar (but without the little potato-headed

chappie), actually play the game and you soon realize just how different it is. In fact, though it's really for snip to say, we think this has the potential to be the



This is a speedy world (it's not actually part of the gameplay at all, it is in fact a sort of map of the game). You progress there one block of terrain to another by any route you want. (Blocks, etc.)

best of the trio (Flang, being the other, featured on page 88). So how does it work? Well,

take a look at the screens. You'll see there are lots of blocks piled up on them, each one with a different pattern on it. Now take another look — the blocks actually match. Usually there are two with the same design on, sometimes three. What you've got to do is get the remaining blocks in each such other, at which point they'll both (or all three) disappear. Clear the screen (but within a time limit) and you get to move onto the next one.

It sounds easy — and indeed, the first couple of screens are quite easy — but get further into it and things become ferociously difficult. The bits with three blocks are rollers for a start (you have to position things so that all three touch at once), get just here to touch and you'll be left with a lone, partner-less block, and never be able to get rid of it. The actual process of moving blocks around can be tricky too — you select the one you want to shift with a cursor, but you can't really move it so much as knock it. A block will go sideways or down a bit, but there's no way you can persuade one to go

upwards (unless you shift it onto one of the occasional moving platforms, that is). Get one you want trapped at the bottom of a crevice and you could find you're stuck, really.

Anyway, that's the basic idea. There are lots of tricky little details with points bonuses, screens split into two halves that you have to clear separately and so on, but we won't go into all that here. It is worth pointing out the handy little table on the left of the screens there — it indicates which blocks you've got to get rid of and how many of each design there are. (By the way, there are some diamonds — you could get rid of those as two pairs and a three, or you could try and get clever and lose four at a once for extra points.) With 144 levels, each divided into four sections, there's a lot of game-playing to be had out of this one. That's for sure.



Whereas this is the game in full fling — the table on the left points out what you've got to get rid of (the rest is up to you).



Heem, a tricky one. How do I get the sort of six-sided shape near the top to fill the one at the bottom? (I don't know.)



Whereas this early one is dead simple — the shapes all slip neatly next to each other. Easy.

Lotus Esprit Turbo Challenge

Gremlin

Gremlin seem to have decided that driving games are where it's at — they have a Toyota Celica Rally (some Holden in the wings (as well as a Suzuki motorcycle one, though that's 16-bit only) but before we see any of that it's the turn of Lotus. The Esprit Turbo Challenge features an unusual horizontal split-screen

perspective, so in simultaneous two-player mode both drivers have exactly the same cockpit-style view of the road ahead (and of course of their opponents' car, plus 25 other computer-controlled racers). The game contains 32 different tracks (some easy, some hard), three skill levels, and demands a top-tier player in any race to allow you to move onto the next



track, and rather getting half-track perspective — you only worry to that all these beautiful cars will get rather confusing.



one. Perhaps (primarily to collect more fuel) come into it too. All in all, Lotus looks like being a



very professional and well thought-out title driving game, with the best-player viewpoint

promising to work extremely well. Look out for a review next issue!

And here we have part of a pitiful experience, where you get to sit over (press and, um, things). (We think.)

UN Squadron

US Gold

First out of US Gold's budget line of Christmas releases.

UN Squadron is based on a Capcom shoot-'em-up that hit the arcades, etc., at the end of last year (or thereabouts). It's a rather stonkingly massive blaster, based on the exploits of three pilots from a combined United Nations air force involved in a war in the Middle East. (Spookily close to real life events in fact, ah, Spacoshunters!) The three different planes you can choose between are two fighters (F-14s or similar) and one A-10 Tankbuster — they each come with a different pilot (Japanese,



you'd think they'd all crash into each other wouldn't you? lol!

American or Danish) and different abilities (speed, the amount of damage they can take and so on), though these can be upgraded by picking up items along the way.

The game's being coded for US Gold by Taitex, so after the astounding success of our fax conversations with them about *Gender* if you're the Manipulator this isn't the first we thought we'd send Selma some questions about UN



Blimey! What's going on here? It looks like lots of helicopters, a few explosions and the odd factory if you can see it. lol!



A typical UN Squadron screen. Yes, we know the scene just looks like those little crappy lines, but take in the detail on those tanks, why don't ya?

Squadron and see what came last.

Q How does the Speasy version differ from the coin-op?

A It has ten levels, the same as the coin-op, and all the same end-of-level enemies, though a few may be slightly smaller. Very few features of the coin-op had to be removed for the Spectrum, the main one being the parallel scrolling.

Q What particular problems did you come across converting this to the Speasy?

A Main problems were getting it to scroll smoothly while still being slow(er) enough to play, and keeping the animation fast enough to look realistic. On many of the levels the end-of-level enemies were very large, causing problems fitting them onto the Spectrum. We're particularly pleased with how smooth and fast the game is, even when there are lots of sprites on screen. In theory we could have 32 bullets, 10 player bullets, six bonus items and an end-of-level battle all on-screen at once, though the game would probably be a bit slow at the point. We found it disappointing that we couldn't have parallel in the game, as



Choppers, tanks and megablasts — what more if you want?



Well, a giant, rocket-firing end-of-level party would be nice.

when this was introduced it made the scrolling too slow.

Taitex was founded about three years ago by physicist John Prince and...

Yes, yes, we know all that! Thank you, (Pete). The game will be available in October (if being well). Watch out for it!

Pang Ocean

Here's the third puzzle game from Ocean, the one based on a Midway spin-off and available in October. It's one of those games that's almost explained by just looking at the screenshots. You're that little Chinese-looking guy at the

bottom, and you go through a series of screens each based on a different country of the world and populated by a bunch of bubbles bouncing around at the top. What you've got to do is split the bubbles, which you do with a laser gun, feet straight up into the air above your head, without letting any of them touch you (one touch is certain death). All fairly simple as far, but the complication comes when each time you hit a bubble it splits in half, meaning there are two smaller bubbles bouncing

around the screen. Hit one of these and it splits into two more, then two more again and eventually the bits get so small they disappear altogether. As things go on they get more and more complicated (more bubbles, little platforms, ladders and things you can stand on like umbrellas, strange creatures that fly or crawl across the screen, different weapons you can collect and so on), but the basic challenge remains the same - how to split the balloons enough times so they'll disappear without getting bounced on by one yourself. If little catlike puzzle things are your bag (and fans at YS we think they're the best), then Pang looks like it'll be hours of



It's just like something from TV show The Prisoner (if you remember that).

fun (especially if it comes with the simultaneous two player option it had in the arcade).



Don't worry - the smaller bubbles don't get so lost when the game's moving.



Should it seem to have split either a lot of bubbles in half without actually getting rid of any, it could be in trouble here, mate (kiss).

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Next month's YS will appear on 1st November. Don't miss it (whatever you do)!



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ocean

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