

BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

5th BIRTHDAY ISSUE!

TURTLES
FIRST REVIEW!

JAN 1991
No 61
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WHO WHO WHO
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b) George Michael
c) Eddie Murphy

Right, smartypants. Over
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Teenage Mutant Hero Turtles,
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ALL
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So you're getting restless with a real badman, after hanging on the beat for a sensible looking piece of the land and ready to blow you away to the hills down their street leaving you laughing.



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You're...

MR BIG!

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TENGEN

The Home In Coin-Op Conversions

DOMARK

Christmas is with us (just about), and to celebrate we've got what is quite possibly the best cover-mounted cassette in YS history! Just check out the line-up - there are three free games, including such corkendous goodies as *Hydrofool* (the mega-successful follow-up to last month's freebie *Sweeper's World*) and *Quazatron* (an ex-Y2 Hot Shot), plus playable demos of two future Speccy smash hits! It's a seasonal sensation! (And a little bit more!)

YOUR SINCLAIR



THE NEW
Complete
game

QUAZATRON

Programmed
by Steve Turner (only)

Quazatron is free yours too! For general interest like *Hydrofool*, and certainly for those of you who are into the action of *Quazatron*, this is a genuine Speccy classic, coming in hot of 19 when it first first came out when it was originally conceived as Y2.

So what's it all about? Well, it's one of those futuristic 3D things where you have to go level 10, packed with state-of-the-art graphics, super smooth scrolling and heaps of robots. You control PLP-2 (Pleppo for his friends), a device designed to control the hostile alien robots that have taken over the underground city of Quazatron. There are all sorts of ways you can get rid of these - shooting them with your lasers, physically shoving them off their programmed routes with your footy or even ramming them (provided you are stronger than they are - we'll explain how you do all this in a minute).

Keep on top of it by pressing the Spacebar (level), something you'll stop and think about when you're - oh, there, now you can grab bits from them for yourself, returning your stamina and endurance. You want to know more? Well, okay. Here's roughly how it all works.

Weapons There are in the division Quazatron is taking - but only while he's sleeping, this can collect different ones from enemy robots, but don't forget to consult the data library - it contains hints on what will prove most useful.

Shooting Choose your target first, press the joystick for aim, your hands on the keyboard and press F to send the yellow missile at the bottom screen (GRAVITY) and the T light flashes. Now you can see the enemy dodging backwards. Press F to switch back to weapon mode.

To successfully grabbit with a robot you must stop it by ramming it, then you can capture it by hitting it from behind

the T2 rectangles on the control bar to your robot. You have a few seconds to move left or right to select the side of the robot you wish to use - your target then uses the opposite side to light back. Fight by moving your robot up and down the screen and entering them with the F key button. Try avoiding Terminator, Jaws and Snake Destroyers and aim for Spitters and Atom Power instead.

If your playing robot successfully the robot reveal all the tactical elements (Fire, Power, Weapon, Charge and Destroy) of the target as displayed. If you wish to capture one or more of these for your own use, make your robot run very quickly and pressing F. Some of the elements may be damaged (and that's crucial).

If you see the green icon, immediately, the elements of the unit robot are hit. This is to be damaged - after taking stuff through level 10, you'll see there about 10 below you, above anything that I get some really heavy weapons or strong shields if your robot or power units are too weak to support them.

Alien robots These are classified from One (the weakest) to Five, but also there will be the most powerful element to grabbit for to Five (the easiest), identifying letters and numbers are displayed on each robot's head plate.

Changing levels First a 10 square and press F and a side view of the city will be shown. Move up/down to the required level, and up/light to exit the 10.

Quazatron access Find a console and press F, then use up/light to select an icon and press F. The robot icon relates you to the game, the

element gives a 3D map of the current level, the side view gives a side elevation of the level and the game robot enters you into the level data library.



Remember it's a 10 through up to another level left of the console.

Data data library Use up/light or up/down to move to the next screen. Use forward key to only when data available of a similar or level already status to your own current data - to improve your status for the next screen displayed shows your current status, your best groups successfully with a figure close of three.

Energy You always 10 down by the station level of the head of your PLP-2, as well as by the frequency of the resistance. This can include being from enemy robots, as some levels, though this doesn't give you power will from being out - as time goes on the maximum level of energy it can contain falls, and falls. Explains a with new power sent to you, go through enemy - some equipped affects the rate at which your energy accumulated.

Head plates The light on the light of the lower panel is the alert status. Double-clicking in game successfully causes the alert status to rise to red and more points can be scored.

Robot down When the last robot of a level is destroyed the robot lights automatically go out.

CONTROL Use forward key for navigation, joystick of the keyboard.



PLP-2 (pictured on the cover) looks just like a spinning top, doesn't it?

Range Robots are on their ramps. The world of Quazatron starts in use if it's been built out of Lego bricks or something similar, using the letters there will get those available on top.



Humor! This console here is 10-3 - our little cheat.

One of many (many) facility records you'll find doesn't all cover the place (but you can find some records) owners. Time for a quick spot of grabbing!



CHRISTMAS COLLECTION



CHARMEYLAN

Complete score: Here's an excellent game for Christmas! (Particularly after lunch on Christmas Day when you're feeling stuffed to the brim with all that turkey.) Your job is to eat your way

to the end-of-the-world (at which point you get rewarded with a good look-up). Want to know more? Then read on!

Chubby Gristle (the star of the game, as you may have guessed) is a traffic warden - a particularly fat, atrociously fatigued warden at that. His catch phrase is "you can't park here!". He has great powers in life - a food - it's his job to eat his way through 20 screens, eating himself silly with an insatiable greed as he eats up his friends on. The only problem is that, as he contracts, finding food - or at least getting his hands on it - gets a little bit trickier, and the situation he finds himself in gets more and more weird. At one point he has to go shopping at Sainsbury's for instance, at another the camera scrolls a



Where's Chubby? He can't be that red blob at the top of the screen, can he?

transparent walls where the food is introduced into him by a wheel. It's not all chomping good fun however - other challenges include trying to halt the machinery in a car graveyard, feeding hot lava for four minutes and coping with pesky polyps.

To show we have a taste or two, we've included the game in a classic platform-and-shooter menu, with lots of little spots, lots of bright colours, welcome things to collect - in fact, it's not too dissimilar to the old bloody alien games in many ways. Perhaps, but large as life - what more could you ask for?

CONTROLS: Use D-pad joystick or keyboard with the key controls: G = left, R = right, O = up, K = down and Space Bar = jump. Oh yes, and about game - Caps Lock and Enter together.

Wheel! It's a ladder!
(Better climb up it, don't you think?)

Blimmy! It's a spawner!
(Better collect it, wouldn't you say?)

Raw! It's a conveyor!
(Better avoid him, wouldn't you say?)



Smawter! Lots of green berries (with out spawners) wouldn't they've made off?

Wheel! Some kind of ladder (with out conveyor) wouldn't they've made off?

Ladder! A little machine!
(Better etc.)

issue! It's a bit of a corker alright.

Please note: Just as this issue was going to press, we discovered that this demo is not compatible with all +2 Spectrum. Though it loads in okay, some features will experience a horrible blurry effect on

screen. IBM, IBM and +2A owners should be alright however! Our apologies, but this is something we discovered for late in print.

CONTROLS: Keys or joystick.



EMERG

Playable version: Football's man of the moment, and this month's cover star, features in what could quite easily become the Christmas number one game! Not only that though, it could turn out to be one of the best football games ever seen on the Spectrum! Just check out that speed for starters, or the real, shattering opposition team - or better still, flick to the magazine a bit later on this



Here, I think if you stand near to the edge of a real football pitch and stare you'll find they play worse than that!

NO NO NO IT'S CORNING CHRISTMAS COMPO TIME!

Win 200 Loads Of Chase posters from Black! (Who was)

the Lord of Cheese?
@ LUORE
@ Death Water
@ Adam

Take the path of darkness to page 96, swallow your answer down and make a quick getaway.



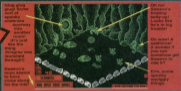
NEWTON
Originally released
by PTL GAMING

Complete game

Oh no! Life isn't easy for lovable old Grandpa, the rather wise old man who lives in the underwater world of Grandpa. He'll tell you more in a moment, but first a bit of background information would be in order, don't you think? (Yes it would.)

As you probably guessed already, this is the sequel to Grandpa's World, the rather massive Sports hit and the #1 Hit Board which came out a year after it to similar critical acclaim. "You want proof? Well how about this?" The graphics and graphics are all wonderfully clear and well thought out, animated textures in the original 3D system and as usual with Grandpa's FL, the design is irrefutable. If it's not a Mega-game, it's only because in previous terms it's just a few too similar to Grandpa that I love it, and if you want a bundle over the original, I'm sure you will too.

With that sort of a recommendation you're bound to want to know a lot about your first try. Well, as you can probably tell from the screenshots, it's over 40 Grandpa's Ultimate-style arcade adventures, packed with puzzles and comic graphics, as well as lots of relatively un-animated bubbles.



Using your Grandpa's special sort of special antennae, discover any doorway into another room! (It's just like the things Grandpa's used to do in the first game.)

Grandpa's special antennae can sense doors about the size of a coin!

Can you find a doorway into another room? (It's just like the things Grandpa's used to do in the first game.)

Can you find a doorway into another room? (It's just like the things Grandpa's used to do in the first game.)

Apparently animated using a process called Hydrovision, which FTI, were understandably called a "watered-down" at the time.

This plot goes something like this: The grand primary objective of Grandpa is to go to the bottom of the sea to find out why he's so lonely. The only way to do this is to completely empty it of water by pulling out each of the five plugs at the bottom. Each one is activated by special objects you have to collect (sometimes found just lying around, sometimes guarded, sometimes actually part of one of the inhabitants of Grandpa's world - you can tell which object you need for each plug by the markings on the surrounding floor plates. It all sounds like it might be a bit dangerous, especially the parts of the inhabitants' business. Don't get me wrong - though Grandpa is initially unarmed, weapons like limited armor may be found lying around the place in abundance.

Your environment is a series of interconnected 3D rooms, much as it was in the first game (though much more water in the first), with Grandpa swimming rather than walking around the place. The rooms are situated on various levels, so which your character drops off freely - downward movement is available through relatively narrow openings by using an ladder, though each one looks like it can burst really, (with the water) a lot of it is available, but this actually proves quite useful at times!

Remember, if you have to pull the plugs in the correct order - otherwise an impenetrable level will be created - and if Grandpa being a robot, nothing stops when you find food? The water, so remember to take lots of it to temporarily conserve it.

Remember, if you have to pull the plugs in the correct order - otherwise an impenetrable level will be created - and if Grandpa being a robot, nothing stops when you find food? The water, so remember to take lots of it to temporarily conserve it.

CONTROLS

Use joystick or keyboard as follows:
 UP/RT = up left
 UP/RF = up right
 DOWN/RT = down left
 DOWN/RF = down right
 Space = pick up/activate/drop (if carrying a weapon)
 O = pause, T = quit game



THE HUNT FOR RED OCTOBER
 Playable game
 The Hunt for Red October
 Game
 Features the
 Hunt for Red October
 Hunt for Red October
 Hunt for Red October

Special feature: over 1000 objects, including 100+ weapons, and everything to tell you. So, you can understand a little about a man's life. Well, now you can enjoy the same old old excitement you've had. Just look this simple 3D game. Well, now it's dark, then turn all the lights off in your bedroom for a really good and



Work of the rolling screen tell you get after the first few seconds - see what it does, but a bit of the old style of old-style.



When it's a life or death case, you must survive underwater, carrying, featuring missiles, enemy subs and all other.

Sub is the that game makes effect. To find another way, you'll need to try every one, and take it to a dead channel, so you can pretend to a some story (or something). I lead in the game. This you tell you is a four-part-selling sub chase, which follows by a series of sub systems showing every life in the computer game, including a mystery sub of an "underdog" which eventually will lead you to the end of the world, among the top 1000. Make sure. This game will not lead to an answer.

CONTROLS Keyboard: G, R, O, P and Space; or Single Mouse or Keyboard joystick.

TAPE TRUBBS

Oh dear! Despite of your best efforts, part of your PTD Christmas Collector tape just refuses to read! Don't despair though - it's not the end of the world - The PTD Tape Return Department is here to help. Just plug the offending cassette into an envelope or Jiffy bag, check it in one to keep it company, and post it off to: **Paper Shredder Christmas Collector, Tape Returns**, January House, Mike Audio Video Ltd, Westcott, Haslemere 14, Telford, Shropshire TF7 4GG. Within a few weeks (or 28 days if the mail's replacement will be dropping your door) it'll be back!

NO NO NO IT'S COOKING CHRISTMAS COMPO TIME!



Win ten copies of

Famous Five Adventures from Enigma for the SAM.

What is Enigma's father called?

- a) Jerry
- b) John
- c) Quentin

Take readings of ginger beer along to page 48 and jot your Jiffy answers down.





STORM



GRAPHIC RANGE	90%
GAME DESIGN	80%
EDITORIAL VALUE	81%
VALUE FOR MONEY	81%

STARDRAGON

AVAILABLE FROM BANGS, 100 HIGH STREET, LONDON, W1C 2JH



INCLUDES
FREE
GAME AND
POSTER



An evil force of mechanical machines has risen to conquer the Galaxy. One by one the peaceful races of the Galaxy have been attacked and enslaved by the Cyber Monsters. No race has the strength to stand against the power of the Cyber Monsters. One lone rebel was born within the ranks of the mechanical warriors. Pat Wagner, part machine, part Cyber Monster fights back against the cruel machine. The Galaxy has a Hero. Hero returns to the hands of the people at the top of the advanced computer line call ST DRAGON.

"I haven't seen a decent shoot 'em up for ages so my selection was probably the last. Now this looks set to end with a bang!"
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 (Age 16+)

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HURRAH! HURRAH! HURRAH!

(AND THEN HURRAH AGAIN!)

YOUR SINCLAIR IS 5 YEARS OLD!

Yes, it's here! The first issue of Your Sinclair (born from the ashes of a highly more fancy mag called Your Spectrum) appeared on this day for the first time. It's been five years ago that I had Mike's Commission on the first (looking remarkably like Archie Schwarzenegger, despite the fact that the game had nothing to do with the film) and was, well, not totally

unlike the magazine you hold in your hands today. Since then YS has had three editors, four publishers and a couple of other people working on it, and—most importantly—has seen off all rivals to become Britain's best-selling Spectrum mag. That's if you really—long may it reign!



And you thought Rich Pelley's Crap Games were bad? Join us this month as we examine the real tosh – pitiful efforts someone actually tried to charge you £9.99 for. Yep, it's the awesome attack of...

THE PROFESSIONAL CRAP GAMES!

Sporting Triangles CDS YS 48 December '89 - 40'

Oh dear. Obviously the idea of producing a speedy quiz game at all isn't a very good one (check out Driven Higher America's brief synopsis of issues again), but taking one around a TV quiz seems to be a recipe for disaster. In fact, Robin said exactly the same thing to his review – "having a game around this TV prog obviously wasn't a great idea". Tod you. After all, it's "game-playing", not exactly packed with variety and will only appeal "to sports' your thing whomever you'll, he should be quickly drawn to it, despite your better judgement".



I don't know (or care), and you don't look anything like Mick Green either.

Mike Reed's Computer Pop Quiz Elite YS 42 June '89 - 46'

Dear Mikey, don't like the TV show much (no good they cancelled it years ago) and this computer version hardly won't last over. He complained about "the incredible amount of (heavy) metal questions" (a "line of classical questions" didn't appear to have been chosen retrospectively from some dictionary of classical music) and the high score of "10000 programming". Had Elite's final comment "be cancelled", and not something the programmers or designers can be particularly proud of. Quiz



Mikey, what are you on about?

Circus Games Tynesoft YS 40 April '89 - 4/10

It was nice to tell you that the "turning" part (doing things on horseback) inside) from the completion of circus events is "the most enjoyable event, which is indeed an achievement considering the strong competition from the others" you'd get a good impression of the standard of this game. Yes, it's crap. In fact, Sean reckoned that "presenting a list of the aspects which make this game so bad would be boring, but he's agreed on the playing sections and totally unimpaired multicolored systems should give you an idea of what to expect". Just like the bad quizzes on television," he concluded.



Professional? What's a bit of whistling, eh? No wonder he's 'bad' for heart (his ha.)

Grand Prix Master Dynamic YS 48 December '89 - 43'

Some people love Dynamic games, some people hate them, but there's one thing everyone agrees on – they're becoming hard. Sometimes too hard. Jackie called this "an impossibly difficult race" from above using "game" and "hardly figure impossible". And that was just the beginning – after all, the "track control system makes it very hard to qualify on any of the given tracks" and it was "graphically unimpressive and near enough unplayable". "I'd give it a 100 if it were you," also concluded of the game (apparently based on some obscure Spanish roulette theorem), "unless, of course, you're of Spanish descent". Oh dear. It's only at this point that our Jack's argument starts to fall apart, as it's a little known fact that she's a nurse! In fact a quarter (or something) Spanish. Crap! So why didn't you like it then, Jack?



One of many, many crashes you won't be able to quantify on in GPM.



HO HO HO
IT'S CORNING
CHRISTMAS
COMPO TIME!

We're
copies of Mindgamey I
from friends for the £100.

If you can communicate without speaking, what are you?
a) Telegrapher
b) Teleprinter
c) Teletypewriter
d) Teletext
Telegraph
You'll never see to
page 58 and think the answer onto paper.





LOTUS ESPRIT TURBO CHALLENGE

Granin (£10.99 case)
£14.99 case

Matt Granin seem to be setting themselves up as some sort of driving game specialists at the moment - both Lotus and Supercars (which is also a driving game, believe it or not) arrived just in time for this issue, and we've got a Toyota Rally game to come too. (Lucky 16-biters even have a Suzuki bike game, though that's not slated in for the Spexy #88.)



But anyway, Lotus is what we're interested in here, and would you believe it? Granin seem to have come up with an unusual brilliant game. True, more so than with turbo games, it's speed that really counts when you're talking driving games, and Lotus is (in one player mode) as fast as a jet, very fast thing indeed. Unfortunately, proceeding grid is a bit of a fall in the two-player version - the Spexy just can't cope with handling both rolling modes at a decent sort of speed - but as a one-player this gives as good an impression of coming along at 180mph as anything since, well, Star Car Race.

The two-player mode may be a bit of a failure really-wise, but it's actually rather interesting all the same. Unless you're taking overhead view games, like Supercar's or even, 'two player mode' in a driving game normally means you take it in turns. Not so with Lotus - Granin have made the unusual move of splitting the screen horizontally, so the first player views the action from immediately behind his car through the letterbox-shaped slot at the top, while player two uses the bottom half of the screen. (When there's only one player the bottom half gets filled up by a nice top view of the car.) This way both drivers get a different view of the same action, and can communicate with each other (and the rest of the pack) in their team's cockpit. Great fun for head-to-heads, it has to be said.

The only slight problem with this is that since every single car on-screen is identical (they're all Lotus Esprits, you see,



The two-player game, which splits the screen horizontally and presents the same action from two different viewpoints. Unusual, but - oh well - far less problematic to be a total success. (Don't Lotus Esprit Turbo look boring from the front, eh? They could be anything really.)

which to be honest are fairly boring-looking cars from the back) it's not all that easy to tell one car from another - you'll certainly have problems trying to spot your human rival amongst the herd of computerised cars.

Then there's this narrow view business, which has become a bit of a game on its own around here. It's a head-on-hole-in-the-wall - people either complain that the playable area of the screen is just too small, meaning you can't see all that far ahead (then just the back end of a hapless car spalls) which is sort of true, or they go "Sweet! It's just like the view out of a real racing helmet sports car window whatever!" Certainly the fact that the window is relatively small may go some way to explaining how they get such impressive speed out of it (I don't know).

This sort of 'see you see it, now you don't' effect is further exaggerated by the tracks you drive around (which look more like desert roads than anything, though they're based on real racing circuits and go in a loop). They're simply the flattest, driest things you've ever seen in a driving game - hell the winner's just swooping down the horizon (meaning you can't see very much at all except for the road curving up ahead, and the other half you're coming up over the crest of a hill which is even wider). All you can see is car and sky until you're over it, meaning there could be anything in front of you (or the road could twist either way) and you wouldn't

know until you were right on top of it. It's very like going over a real humpback bridge, and as such is rather disorientating and rather coast-to-coast. Quite scary, and no-one everybody's been (lots of people seem to think you should be able to see in front of you at all times) though I must admit I love the effect in games.

What else is there to say? Well, the game comes with some multi-screen screens giving you the best spec of Lotus cars (though you'll need a magnifying glass to read it, since circuits based on real tracks), a choice of manual or automatic gears, pitstops (where you can refuel on the longer tracks) and a system where the player (or one of the two players) can see to focus on the top-eight to progress onto the next level.



The one player game, and - oops! - we're not really going all that well, are we? In fact, we're not. (I blame it all on the cab, letterbox shaped screen, myself.)

NO NO NO IT'S COMING CHRISTMAS COMPO TIME!



Win five lovely, fluffy **Red Duck puppets** from Impulse!

What's the name of Bob The Duck's human hero?
 a) Andy Crane
 b) Philip Satchwell
 c) Andy Peters

Mobile your way over to page 96 and quick to your answer!



"DOUBLE ...

THIS TIME THEY'VE GONE TOO DAMNED FAR!



LINE OF FIRE

Available on
CBM 64/128 & Amstrad cassette & disk
Spectrum cassette, Amiga & Atari ST.

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SEGA™

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.TROUBLE!"

**DARE TO WEAR THE ESWAT™
BADGE**



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Linda Please can I have a dragon? (No. C9) Just a little one - I could keep it under my desk. It wouldn't be any trouble, honest. (Sorry, Linda, you can't have one.) (But I could take it to the park in my lunch hour and train it to drink coffee from the machine. And it'd keep the office warm in winter.) (Look, Linda, if just would I do.) (But I only want a little one.

Oh, okay I guess I'll make do with this game for the time being. It's got loads of dragons in it, and a dwarf and levels into four nice bits. Yay, Linda! Dragons also killing people - that's the bit for me.

For the benefit of you who don't read, Gordon has to Virgin's Big Christmas come up conversation, a



Here's Gilder (shown above) (his dwarf), using his magic on some nasty Level Three monsters - including a blue dragon at the back there.

Spooky version. Here you'll take on some really mean chinks with some lightning-shaped wings before crossing a bridge to Level Three and Jaga

GOLDEN AXE



highly collected two-player C&D style beat-'em-up. The arcade original was as playable as, um, a very playable thing, and the Spooky version is remarkably similar -



And here's the dwarf again. He's got five little characters, you need about to get himself into some serious trouble with two giant end-of-level baddies. (Watch)

It has all five horizontally-scrolling levels of the original (packed with loads of battles), between-level music (including your usual, and most memorably) bags of treasure (without, unless that's it is set at front of a game pack background which carries an attribute clash - the only time things get hard to see when you're surrounded by baddies, when it's a bit of a jumble.

But before we really get into the game there's a lot of a complicated pad left to explain. It's about, like, see, Death Rider and his man have pilaged

their way through the kingdom of Yuria (as best you do, taking the King and Princess captive. What's more, SA has also got his silly opinion bits on the legendary Golden Axe. It is up to you to... ah, but I'm sure you can guess the rest.

Before we can get stuck into the fighting though you've got to choose your character. You too can be a barbed axman, a flame-haired axman or a bouncing dwarf, each with a suitable, name-filled manner for wanting SA dead. All three can manage a handful of fighting moves - slashes, kicks, jabs, and a jump in the air and retain the latter to the head-on-the-way-down one, the computer picking the attack it uses each time you press Fire. (Sound that, all the characters have their own individual moves - a shoulder charge for the barbarian, a flying kick for the jester - and limited magical power for those rocky moments. These work as well as some brawls, giving you the best, powerful, coolest, go-ahead, and smooching weapons of magic all the others. How powerful they are depends on how many bottles of gallons you've collected from those rather sweet little blue goblets you can round every now and then, most necessary in the little bonus bits between levels.

Obst and round the head, and he'll drop a couple of bottles. Collect them and advance! The magic's no longer a wacky series of bangs popping across the screen, but a massive, bodily-propelling explosion of nuclear proportions.

But ain't it good with the game, shall we? The screen won't scroll! If you're killed off the first lot of battles, which actually takes some getting to grips with, before developing into a sort of boss fight. What you really want to do is snatch the first opportunity to get yourself a dragon - knock a baddie off one, clamber onto the hot seat and you effectively double (if not triple) your attacking power. Dragons come in various sorts - some flame-breathing, some egg-chicken-like ones which eat things with their tails - but they're all super-useful to have, especially when taking on the big end-of-level baddies. Watch out! (Design - the baddies will send their mean best.)

At the end of each level big baddies come in the works - big white men with beards, and big green and yellow men with hammers - and various combinations. Kill them (it is possible), and you'll get to the next level, which in this case is the Turtle Village (so called because it's built onto the back of a giant turtle, though that's not apparent in the



And here's a two-player game, with the dwarf (shown on a dragon) and his barbarian pal about to grab lots of magic bottles from some unsuspecting (but quite cute) little ones.

level) (positioned on a good enemy's back) which is possible with Jason and The Argonauts-style skeletons. I eventually you'll get to a castle and your last showdown with money old Death Rider himself. Kill him and he-hey! You're a champion and offer him.

You can't see all that. Swathe freely and think - you, what a great game. I know I do. I have no monster meters with this one at all - it's a painful mislead, the colour clash can be a bit ugly and, despite being best of the, the two-player option would be better if the former could fight each other (as in the arcade) - but considering the limitations of the Spooky it's great. Plus there are loads of dragons and axes in it. What more could a girl possibly ask for?



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What's the most goals scored by one player in a professional game?

10
 14
 15

Click your answer to page 61.

final verdict

<p>AGE RATING</p>  <p>85</p>	<p>GRADES</p>  <p>90</p>	<p>REPUTATION</p>  <p>93</p>
<p>ESRB/IGN/90</p>		
<p>Editorial Verdict: based on 1000 of opinions, letters and our test findings. The best is at the end of you.</p>		
<p style="font-size: 2em; font-weight: bold;">91</p>		

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THE AMAZING SPIDER-MAN WILL HAVE YOU CLIMBING UP THE WALL.

He laughs, he cries, he plays football rather well and he raps like... erm, but the less said about that the better. He also managed to shift bottles of a certain toilet game last winter despite the fact it was crap. Who is he? He's Paul 'Gazza' Gascoigne of course, and he's got a new game out this Christmas.

MATT DELBY was drafted (as a brush) enough to try it.



GAZZA

Take a quick glance at the stats this bit and you might spot the fact that Gazza's Super Soccer is still selling really rather well. No surprise, you may think - after all, Tyne's favourite son is possibly the most famous man in the county right now. No, no surprise at all, unless you actually take a look at the game. You see (perhaps it is, it's not actually all that good).

He, not for nothing, still wears a lovely '94' in an old '90 though (but he was about 16 at that time), and 'for his whole, good news for Gazza fans and indignity forgettable for the rest of us'. Of course, what we don't realise then was just how many people were about to become Gazza fans! Top, grabbing Gascoigne when he was quite famous, but not about to become really, really famous was about the market for a licence-acquiring the best from Europe (or anyone else, for that matter) have ever done.

All that being the case, a sequel was inevitable really, and here it is. Just in time for Xmas, greeted with a lovely (ahem) shot of Gazza pulling some sort of weird expression from the World Cup on the cover, and accompanied by promises that it's actually quite a lot better than the original game. Clean and snappy. Well, Gazza to worry might - soccer games always do really well (even when they're crap) and

a good game with Gazza on the front, well, it could just possibly win the Turf for Christmas dinner with Mistletoe if he doesn't. Or that's the theory anyway.

So what's the new game actually like?

Well, when we took a look at it it wasn't quite finished, it must be said (but it is a MegaReview - the review will come that way), but we saw enough to

"After all, we could probably buy a blank tape in a box with Gazza if on the front and we'd sell loads. It just wouldn't be at number one all that long, that's all." Rick Yapp, Gazza II Product Development Manager

get a good impression. The goalie hadn't been put in yet for example (so scoring was pretty easy) - what you could tell though is that this isn't *More like the sensational '94 Kick Off* game than anything yet seen on the floppy in fact (certainly a lot more like than that the official Kick Off Commodore), which is enough to get anyone excited. After all, despite the many better games we've seen lately, things haven't really developed much beyond the standard of the ancient Match Day II. If there's a chance Gazza II could be significantly better, well, there's a job to



Everyone's logging it down this season, but as is the case on the right (as it's being invisible), he's one of the obligatory opposition players!

The Fog on The Tyne is All Theirs (All Theirs)

Time for a couple of about conversations, I think. First off, I got **BOB JAPP** of **Deford Digital Enterprises** (England's development house) to take us through the game and show us where they'd gone right.

So, Rick, was you involved in the first Gazza game? What did you think of it? Well, it wasn't too hot, was it? I was quite disappointed. I did the game design on that one, but the finished thing turned out like nothing like it. The '94-bit was better, but though I did very well, I feel I would have done even better if it had been really good software in the box.

How does Gazza II differ then? Well, it's a completely new game. It's an overhead view for good, and it's right-voiced so you can see further ahead. Our original design was that you play up and down the screen, like in Kick Off, but we changed our minds because that way you can't see where you're going or what's happening in front of you very well. Also, the person playing down the screen is at a distinct disadvantage as he always finds, while when you play left-to-right things are more even.

Other things? Well, we've got a scanner screen option in there too, where you get the whole of the pitch squashed into one screen and the two teams indicated by little eyes and multiple legs. Though it's all downgrading to look between the scanner and normal view during any one game, you can actually



And here we go - the match is about to start! Notice the yellow power meters at the sides of the screen, there to help you judge the strength of your kick.

play a complete game on the scanner, and lots of fun it is too. It's good for doing decent though balls and getting a good overall feel of the game.

Gazza himself isn't very obvious, is he?

No, only on the box. We couldn't really see how you could get him in without it getting in the way. The most important thing for us on the game was to get the playability right, and mainly that's down to speed. It's all very simple to play - an arrow indicates the character you control (the one nearest the ball) and it switches in the goalie when you're near the goal round. Almost all the clever stuff is hidden away - for instance, there are nine teams you can play, and

they're each graded for skill levels. Not just the teams either, but the players too. Each team is an individual - some are faster than others!

Another basic feature like in the last we've put down on the ground to give it a surface, so even when there aren't any goal markings or whatever you can tell which direction things are moving. You might not even notice it - at least, not consciously - but it helps with the game.

And that's it really. A very simple game, but hopefully one that plays very well.

Right, second mini-interview time now, and this time with **JOHN PICKFORD** of **Active Minds** (the folk behind **Total Recall**, who's one of the programmers).

So what was your general thinking when you were working on this, John?

Well, I've been working on console games lately and they've influenced me quite a lot. I've taken the same approach as the Japanese really - I've just made it playable and fast and more or less forgotten that it's actually about football. Anything else is the matter for it. I was already hooked on the glory handheld rather than Kick Off or anything else, so we had **Sammy Soccer** is particularly good, just that it's very simple. You can tell at a glance as you like, which I love. I always think that if the best game plays well, then you can add anything else you want to it afterwards. The advantage to me is that I don't like soccer very much, so I just had to make it fun.

A I I



becomes very easy indeed. I'm surprised the line is come up with the solution before reality.

The general impression you get while playing the game is of a calm, composed computer or perhaps a cerebral game... as reality-computations as possible have been done out to produce fast, seamless action. You get throw-ins and the like of course, but beyond that the rules of football have been almost totally ignored. You can foul the other team as much as you like, for instance - having refs and things would soon sort the action - and if your little man is close to the ball it'll usually stick to his feet. Passing and so on will have been made as simple as possible, the action moving around the pitch at a very rapid rate indeed. Like most 'COP's, it's almost like watching a game of pool at times, rather

Those Gazza II features in full

- Overhead viewpoint, but with play from left to right across the screen (rather than up/down as in Kick Off) so that you can see further ahead.
- Different camera view so you can play the entire game on one screen - good fun, and excellent for playing a long ball game.
- Shadowy opposing team, meaning no attribute clash and allowing for a faster game.
- Two player option (always the best way to play a football game).
- Hardly any real intermissions in Gazza II at all (most you're loaded the thing up).



We're getting a warning here - we're on the edge of the goal area and about to shoot!

reason to be excited.

So, brief description first. It's an overhead-woodcock game for a dual, and one that's almost totally devoid of any pre-match hassle (each game is played individually so there's no semblance of a league). Though it would be eight directions, you're playing left to right across the screen (or vice versa rather than up and down as in Kick Off). There are no colours on the screen (just, apart from green, all shades), and your

"The advantage for me is that I don't like soccer very much, so I just tried to make it fun."

John Pickford, Gazza II

Programmer

Refs men are depicted in black while the opposing team are shown in a sort of shadowy grey. Yes, I know it sounds odd but soon you'll be used over to the idea. This way there are no attribute problems, there's no fouling (lots of colour around the screen to slow things down), and seeing which is on your side

Gazza's Super Soccer

IT WASN'T REALLY ALL THAT GOOD, WAS IT?

Um, no, it wasn't. I'm almost bash to write anything about it at all really, but in the interests of giving a comparison with Gazza II, here's a brief description.

Though the game had a fairly traditional three-quarters rate on computer for most of the time (rather the Match Day), things generally speed up when you approached either end of the pitch. And a sudden everything happening 50% to a being the goal perspective, meaning heading easier in theory, but it's not really that disorientating you, leaving you unsure of which little man you controlled for a second. And in this some other why speed movement, the very odd 'Backward' (which they were very proud of at the time), and a bit of a match/heads and you ended up with a slight wobble, but quite unremarkable (the game didn't just happen to have the best bounce of soccer ball and so on), hence a fairly '87' '88 mark (but later that went through the roof).



Oh dear, Refs (black) seems all that sure which direction the little point is - they're running off to all directions!

the usual game of soccer.

And that's it, done or less. There's no extra line-up anything (so that, though there's a choice of five different teams to play, each one at a different standard). It's a two-player game of course, so the possibility of a 2-2 tie (or a leg-locks tie). And that's it. I've run out of things to say. At the end of the day just two things are certain - a) football is a game of two halves and - b) with the gray little icons attached, whatever happens, things in the arena



And! It's the big camera view of things - you can actually play the game like this, with the camera on one team and the plus signs for the other! (Good for the long ball game!)

YS MEGAPREVIEW

FAX BOX

Game	Gazza II
Publisher	Empire
Programmers	John Pickford (code) and Simon Butler (graphics) at Active Minds
Price	To be announced
Release date	Late November/early December

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GOZZA II



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STEP ONE

Who's of the excitement about this?

Cherries and football – two very, very lovely things indeed and here we've got them both! Delicious! Putting Europe here comes up with what is possibly the greatest day-out in the history of the world – four 100 tickets (eaching you'll get treated very well indeed) to see England play at Wembley in a European Championship International. And that's not the best bit! The best bit (which will only come out a surprise if you haven't read the headline above) is that after the match you'll get to meet football's most iconic of moments – our cover star! Post Stamps between (Kunshi)

Turned-up needn't be disappointed though. Well, okay, they probably will be, but a prize-copy of the brand-new Gazza 2 game should be enough to cheer them up a bit.

RULES & REGULATIONS

1. Tickets must be from Empire and Future will be sent off (every man jack of them) if they come anywhere near this camp.
2. Final whistle goes at 1.30pm on January 21st 1991. Apparently no extra time allowed.
3. There's a bit of a squabble when it comes to rules, one of those usual story-lined bits that never quite (except when he's speaking passionately, you have been warned).



STEP TWO

Calming down

Okay, make yourself comfortable, sit in your favourite position, have a nice calming drink and just relax everything is all on. (It's really that a nice bit of whisky and John Denver (K2)) Just stay like that for a bit, let it be back in a moment.

Okay. Hopefully now you've stopped shaking and are ready for Step Three.

STEP THREE

What do I have to do?

A simple question deserves a simple answer.

If you look up a bit you'll find columns of three rather funny and (K2) football players, each one a star of the country's national team. All we're asking you to do is name the player and his country – for anyone who watched the



World Cup; all of this should be no problem, in fact we picked players who made a big impression on the international stage (as they say)

STEP FOUR

Is that all?

Oh! If you're not interested in winning it on the other and more sensible hand, you do fancy your chances, then that's what little form of the bottom of this paragraph, stick it on to the back of a postcard or envelope, get someone to buy you a stamp and pop it inside of three nice big red things to postcard addressed to the Fog On The Line is all Mine (K2) Camp, New Street, 30 Mallow Street, Birm 4 2 2, CH, and the closing date is January 10th 1991, okay?

FOG, FOG, FATAL FOG IT CAN PLAY HIDEOUS TRICKS ON THE BRAIN... EASY, PEASY LEMON SQUEEZY

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As for me, my name is _____

And I currently reside at _____

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OCTOBER RESULTS:

CHRISTOPHER MITCHELL From KENT AMIGA
IAN HIGGINS From LEEDS SOFTWARE
STEPHEN JONES From SAFTON UNDER LYNX SOFTWARE

P.Grove, DIAL—A—QUIZ, P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

DRAGON BREED

Activision/£9.99 case



Rich Kimmrough,
Hawthornthwaite, Cornwall, UK.
Puff, part, wheeze. Nope, hard
as I try, I just can't help
remembering the grainy resemblance here
between Activision's *Dragon Breed* and
(care I say) Storm's *SLDragon*.



Here you are, leaping/jumped off your
back, munching about (rather like a cat and
whiskers). The dragon breathes (rather
noisily) until you're satisfied.

They both feature engaging, fast dragons
flying through forms of horizontally-scrolling levels
looking things (although they are done if
you're not a bit keen, so you must admit
there is a certain dearth of, er, set-up, you
see, getting waters? In fact, I might even say
that even though *Dragon Breed* was
without doubt the superior arcade machine
(they're both side-by-side conversions, you see)
there's very little to actually choose
between them on the Speccy. (Although
maybe I won't say that 'til Activision's
probably got really close and come over
and hit me or something.)

Well, anyway, er, well, let's get started and
take one peek, eh? Firsty there's you, a little
(the King Cases of the Apeman Engine if you want
the name) wally who sits (for the most part) on the
back of a dragon, leaping about breathing bubbles.
The actual dragon is invisible at most, so it's
only you on his back who can be seen. I say "for
the most part" because while, er, for the most part
you directly control the dragon around the screen,
using his tail (which responds pretty convincingly
to your joystick) because to conserve fuel (moved
around as a whole) or to hit and kill enemies with
their air (usually when you don't), in these bits
you can actually jump off and swirlie along a
platform or the ground to pick up the odd extra
weapon and then, well, jump back on again.



Well! It's a grainy sort of level, basically (though
— or rather, it's best sort of a grainy sort of
level, basically (though). Some of these
enemies are interesting, and need to be
destroyed, but by the SL-You-style.

Really well, there's really... and very 8-Type-ish
it all is too. (Although perhaps I should add that
this isn't officially the follow-up to that well-
remembered game, even if the coin-up was put
together by exactly the same team.) These come at
you from all directions of course, and do a pretty
large assortment of things (surrounding you, just
sitting there and getting in the way etc etc). There's
also the ordinary one-of-kind nasty (a huge
percentage instant kill) which at the end of Level
One for example (shown in absolutely true of
change). The graphics are pretty decent, quite
colourful, very big and well animated, though
(granted) granted) not up to 8-Type standards (or
equally) (even into Doug's winner for that matter).
It's not all blasting though — some bits are quite
puzzle too. You often have to go just a certain bit
to hit it (8-Type) and there's certainly loads of variety
throughout the six levels, both in the enemies and
the play area. Some levels would help you to be
quite a lot of the game per play but it's pretty
short (and can't be a complete burner) cos
it's sort of those annoying 'go back into when you
die' ones.

Well, all things considered, this is all pretty good
stuff. It's got bigger graphics and a larger playing
area than *SLDragon*, and it's perhaps a touch more
probably more well suited to continued loading and
playing (not as colourful, as to which you're
well, you pay for money and you take for choice
I guess, and I'm still waddling a bit between the
two. I guess I might slightly lean towards *Dragon
Breed* if only because there's more coin to
measure than in the approximately minute. *SLD* —
and it's not as all-pairing fast — but there's very
little in it.



It's early in the game and you've not
collected many credits for your dragon. But
to worry though — your ordinary credit
enemies will never have a chance for these
like purple bubbles.

Weapons can also be collected by flying into the
relevant zone. Correct as I'm wrong, but I could
only find four different ones in all of a
disappointment — the breath, yellow (boomang)
which go flying from your tail, lightning bolts and,
so I'm told, ones which loads of little dragons fly
out of your stomach (though). You can only have
one of these at a time (and although the more you
collect of each one, the more effective it becomes).



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little phone to page 95.
Read the hints and get that answer done.



final verdict

LIFE EXPECTANCY	GRAPHICS	ENTERTAINMENT
		
77*	75*	81*
ELABORATIONS		
A pretty decent and quite fast game, but though SLDragon got there first (and...)		
82*		

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ocean

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Line: Oh dear. Line Of Fire seems to be rather topical, doesn't it? It's all about loads of soldiers in a desert running about shooting each other, you see. (Let's hope reality doesn't get any closer to what we see here than it has already, eh?)

When, but anyway, the game. As you've probably guessed from the screenshots, it's a shoot 'em up using the popular first of Operations (Wolf and Thunderbolt). In fact, it's the only Op 'em up being tested this year, which more than guarantees it a fair slice of the action – the only thing it's really got to do to convince us that it's not something we've all seen a million times before (though, of course, it is).

Just like the Op processors, Line Of Fire is a sort of shooting gallery affair (as if you didn't know already). Various objects including soldiers, helicopters and speedboats come hurtling towards you firing missiles and dropping bombs and it's your job to blow them back with bullets, using a little gunplay thingie that you move around the screen.

and with a two-player option as well. But what about the 'big twist'? The 'twist' that's going to make us all want to rush out and buy it? Well (well for it) in Line Of Fire you can actually move around corners! One minute you're zooming along a corridor, shooting at soldiers, when suddenly you come to the end and wham! Everything turns around 90° and you come off down the next corridor. It's enough to make you jelly-giddy, I'll tell you.

There are eight levels, all of which sound fairly varied but don't let that fool you. You start off in an enemy base, with loads of 'critter-foreigners charging at you, and then move on in the second level to another enemy base, this time yellow and dark in a jungle. Here you get to blow up jeeps and helicopters, as well as collect lots of time boxes (as you do on all the levels). The cross-marked



They show us lots of stuff at you, but even here it's not very close when it's in – things get very nervous when it's raining.

LINE OF FIRE



Check out those odd bridges on the last level, packed with collectible goodies. (Bonus)

cross are first aid boxes (sorry if I'm misusing your intelligence here), the others are mines or what have you.

Ons Level Three then, and it's an escape by high-speed boat, with lots of enemy boats to destroy. Here your ammo and medicine boxes are perched on top of bridges and all goes fairly reasonably until the end, when something very odd appears. I'm not quite sure what it is – it's sort of big gun tump, with lots of missiles and guns and... you. I think it may make out some gunpowder there too. It looks like a wall floating in the middle of the river, but I guess it's really a sort of two-lane bridge, with little banders 'iding between the ends.

And that's one of the main problems with the game really – you couldn't really call Line Of Fire pretty (even if it is in monochrome with the levels in different colours) and you certainly couldn't call it 'year 1' mean there you are, merely loading the Christmas stuffing out of everyone when 'oddy waddy'. What's that? A boat? A helicopter? It's something else? I isn't blooming know, I think. Perhaps I'm exaggerating here a bit but you get the general idea, and it's certainly not helped by things being a bit potty at times.)

But anyway, back to the plot, for we also got some lighting in a canyon, a raised city bit (which sounds sideways), a bit set in a tunnel (where you seem to encounter a flock in light leather trousers suspended in a cage affair and surrounded by books and chains – very strange), an airplane bit and... ooh, much/much/more, but for all this supposed variety the action's pretty much the same throughout.

The basic trouble – and I guess it's the same with all these sorts of games – is that it's all just a load of killing (and then a bit more killing after that). The exciting round-corner effect – the sudden twist to make it differ and from the ops – isn't a big enough twist to keep you interested and it just ends up being too odd for to be very exciting. For the most shooting stuffy fun only making. For the most shooting stuffy fun only making. The thrill of blowing things up seems to



Wow, I don't think Phlegm-Tone is getting his weight exercises. (It must be Melt.)

have more off – maybe I won't be joining the army after all. Besides, there's all that terrible food to consider too.)

(Actually, I start to get a bit worried about myself when I play these sorts of games, because – though I'm a peace-loving soul most of the time – it doesn't take much to get me yelling "Kill Kill Kill!" and blabbing about joining the army. Please?)

But anyway, back to the game. So far it all sounds pretty identical to Thunderbolt, doesn't it? Top, pretty much the same sort of action,

12
AND BOO HOO
IT'S COMING
CHRISTMAS
COSPO TIME!

Win five copies of *Battle Of The Buge* from CGS!

When did the Battle Of The Buge take place?
a) The beginning of World War II
b) The middle of it
c) Near the end

Blaze through the pages of 12 to that answer on page 98!

final verdict

AGE RECOMMENDATION	GRAPHICS	ENTERTAINMENT
7+	75%	A
75%	55%	70%

RECOMMENDED

Comparing up and down that means more different of 10 of only

72%

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PROGRAM PITSTOP



Christmas, eh? What a pile of smelly jobs. Nothing but lots of washing up and grand-parents who

keep on telling you how you need a haircut. It's enough to make you see what JONATHAN DAVIES has in store for this month's Program Pitstop, isn't it?

S it's nearly Christmas again. Who'd have thought it, eh? And, as usual, I'll be blessed if I can find any presents to buy for anyone. Last time round the best I could come up with was a selection of the usual handkerchiefs, chocolates and National Travel calendars, which was received with courteous disdain (just like the year before). So this time I'd like to do a bit better. I've set aside a sizeable dollop of my newly-acquired Stalwart Loans and I'd like your class on how to spend it. Yes, 'Stalwart' feedback is what I'm after here, so get down those gift ideas in a couple of

your making and send them to me. Oh, and remember when the gift of your choice arrives you're at it. The sender of the best set of suggestions will receive a present, you see, and I'd like to know what sort of things to buy. It'd better be cheap though. (A game would be ideal.)

While you're thinking about that here are two programs to try out. There's Lilo, which was *Jim Joyce* a rather fabulous F50 and let's you experiment with, erm, the '80s. But before that there's a speedily-learn drawing routine by *Darrell Smith* to replace your *Speedy's* angry bath in one.

What fun, (You might not see it)

CIRCLES

by Darrell Smith

If you added up all the time you've spent waiting for your Spectrum to draw circles, you'd probably have enough for a long weekend in Magpie (although watching the circles would be eminently more satisfying). Darrell Smith has set out to address this problem with his alternative circle-drawing routine which does the job a whole lot faster. Circles now just sort of 'appear', which means you can use them

Listing One

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5 00 0000 0400 0001 0000 0000 0
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7 00 0000 01 LET L=0000 0400
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9 00 0000 0000 0
10 00 00 00 00
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12 00 0000 0400 0
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Listing Two

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00000 0C 00 00 00 00 00 00 00 00 00
00000 10 00 00 00 00 00 00 00 00 00
00000 14 00 00 00 00 00 00 00 00 00
00000 18 00 00 00 00 00 00 00 00 00
00000 1C 00 00 00 00 00 00 00 00 00
00000 20 00 00 00 00 00 00 00 00 00
00000 24 00 00 00 00 00 00 00 00 00
00000 28 00 00 00 00 00 00 00 00 00
00000 2C 00 00 00 00 00 00 00 00 00
00000 30 00 00 00 00 00 00 00 00 00
00000 34 00 00 00 00 00 00 00 00 00
00000 38 00 00 00 00 00 00 00 00 00
00000 3C 00 00 00 00 00 00 00 00 00
00000 40 00 00 00 00 00 00 00 00 00
00000 44 00 00 00 00 00 00 00 00 00
00000 48 00 00 00 00 00 00 00 00 00
00000 4C 00 00 00 00 00 00 00 00 00
00000 50 00 00 00 00 00 00 00 00 00
00000 54 00 00 00 00 00 00 00 00 00
00000 58 00 00 00 00 00 00 00 00 00
00000 5C 00 00 00 00 00 00 00 00 00
00000 60 00 00 00 00 00 00 00 00 00
00000 64 00 00 00 00 00 00 00 00 00
00000 68 00 00 00 00 00 00 00 00 00
00000 6C 00 00 00 00 00 00 00 00 00
00000 70 00 00 00 00 00 00 00 00 00
00000 74 00 00 00 00 00 00 00 00 00
00000 78 00 00 00 00 00 00 00 00 00
00000 7C 00 00 00 00 00 00 00 00 00
00000 80 00 00 00 00 00 00 00 00 00
00000 84 00 00 00 00 00 00 00 00 00
00000 88 00 00 00 00 00 00 00 00 00
00000 8C 00 00 00 00 00 00 00 00 00
00000 90 00 00 00 00 00 00 00 00 00
00000 94 00 00 00 00 00 00 00 00 00
00000 98 00 00 00 00 00 00 00 00 00
00000 9C 00 00 00 00 00 00 00 00 00
00000 A0 00 00 00 00 00 00 00 00 00
00000 A4 00 00 00 00 00 00 00 00 00
00000 A8 00 00 00 00 00 00 00 00 00
00000 AC 00 00 00 00 00 00 00 00 00
00000 B0 00 00 00 00 00 00 00 00 00
00000 B4 00 00 00 00 00 00 00 00 00
00000 B8 00 00 00 00 00 00 00 00 00
00000 BC 00 00 00 00 00 00 00 00 00
00000 C0 00 00 00 00 00 00 00 00 00
00000 C4 00 00 00 00 00 00 00 00 00
00000 C8 00 00 00 00 00 00 00 00 00
00000 CC 00 00 00 00 00 00 00 00 00
00000 D0 00 00 00 00 00 00 00 00 00
00000 D4 00 00 00 00 00 00 00 00 00
00000 D8 00 00 00 00 00 00 00 00 00
00000 DC 00 00 00 00 00 00 00 00 00
00000 E0 00 00 00 00 00 00 00 00 00
00000 E4 00 00 00 00 00 00 00 00 00
00000 E8 00 00 00 00 00 00 00 00 00
00000 EC 00 00 00 00 00 00 00 00 00
00000 F0 00 00 00 00 00 00 00 00 00
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00000 FC 00 00 00 00 00 00 00 00 00
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**NO NO NO
IT'S COOKING
CHRISTMAS
COMPO TIME!**

*Win five
copies of
Invasion Force from CCS!*

The invasion of which country started WW2?
 a) Belgium
 b) Poland
 c) Russia

Quick march to page 88 to
 score down that answer!




for purposes you'd never previously have bothered with. (Actually I think a similar program appeared in Pitstop ages ago, but I couldn't find it and neither, presumably, will you.)

To get it going, type in the Basic (which is mainly a demo and could therefore be discarded) and save it by using *SAVE 'Circles' LINE 1000*. Then, using the

Homekey, type in the Hex and leave it as *'CIRCLE B&T'*. Release the whole thing, run it and watch the demo.

To distil your own circles...
POKE 56000, y co-ordinate
POKE 56006, x co-ordinate
POKE 56015, radius
 and then *BACKSPACE* **LIST** **56000**.

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TEENAGE MUTANT

Image Works/C12.99 case
14.99 disk



Matt Dingle what you may have thought, named (or even hoped) Teenage Mutant Hero

Turtles is actually jolly good. There, I've said it. (The rest should be easy.)



Watch. Don't touch your own boy, should this mean Mr. Manhattan. And that's waiting for us. (Ewan)

It's very, very (very) colourful for a start (but you're not meant to spill that from the screen), very well put together, and if the simple gameplay seems very reminiscent of a simple game then a classic Spyco product, well, that's probably ideal for the younger Spyco-chum they're aiming at. Put any pretensions you might have aside - if you ignore the Turtles, you're actually ignoring a rather snazzy piece of Spyco programming.

Okay, so you've bought the game and loaded it up. What's the first thing to strike you? Well, it's the graphics, isn't it? They really are very (very) pretty indeed. The turtles themselves are green and yellow and look exactly how you think they should (unlike many licensed characters depicted on the Spyco who end up looking like, well, anyone). They can't do that many lightning moves, it has to be said - there's no crouch or duck for instance - but what they can do (jazz up with whatever that turtle's particular weapon is, jump to court up into a spinning shell) makes very well indeed. (Well when they're climbing up ladders - normally a graphical flourish in most games - it all looks alive, possibly because they're such cartoonish characters and so easy to animate.)



In fact the whole thing looks very much like a cartoon - the ladders aren't

the strip successes of the upcoming film or original comics, but big, bright and colourful monochrome like in the TV show. The first level features giant jumping eyeballs, mutant flies, some sort of very yellow characters who look like they're made out of lava and a purple 'teenianian



Devil-shaped end-of-level foe who's an absolute ball to hit.

In fact, they're all very reminiscent of the colourful mutants from Dan Dare II - no surprise when you realise the same programmers. These are the guys (Dave 'Code' Perry and Nick 'Graphics' Bruts, both of whom (besides for Probe) also've been responsible for a goodly number of the really bright and colour-packed Spyco games of recent years, including Gadget, Train On The Moon and their more personal project, Extreme (which is reviewed this site). From these results I'd say they were an ideal choice for the Turtles - you can't imagine the 'heroes' in a half shell' whatever that's meant to mean) looking any better on the Spyco.

As to perhaps filling with such cartoonish characters, gameplay is on the same simple (but very well thought-out) sort of level as outline. This means games like Super Mario Brothers. This really does come across in the sort of thing you might play on a Nintendo or Sega console - lots of platforms, lots of ladders, lots of collectable-extra enemy drobbies (in this case bits of pizza and some backgrounds built up largely of massive bricks). Perhaps it's got a bit more of a beat-up emphasis than many similar games, but then that's only fitting considering the fact that the turtles are meant to be whippersnappers and everything.

So what do you have to do? Well, our heroes must take part in a series of missions, most of which consist of some



One level allows looking in their eyes on the side here - and so controlling Raphael at the moment.

And here's the other boss - just about to gobble up a slice of pizza. (From page 1.)

Found a good (and good) platform to high jump onto, should you believe?



running around on a big overhead-view street map (on which each Turtle is the tiniest green speck) before popping down one of many available sewer entrances. Suddenly you find yourself in a split-level platform-and-ladders environment (the cleaner, street and - it must be said - redder sewer I've ever seen in my life).

As you woe no-doubt hoping, this is paired with ladders to stuff up, and isn't likely to be particularly long - reach the end and one of two things happens. Either a) you reach a ladder

to the outside world (indicating that you've been down the wrong entrance and should search around for the right one) or b) you come across your objective.

In the first mission, for instance, your job is to try and recover your girlie reporter friend April O'Neil from the clutches of the evil Shredder. It won't take that long to come across her (she's down the sewer entrance nearest the end of the dock, but oh no! Just as you find her this purple devil



One of the above ground maps - note the squiggly little turtle at the bottom.



This area has 10 Brachiosaurus (read, isn't it, how you can tell) watch for the big yellow colour of his head (and) watch a new 'level.



Watch. Watch on a sort of ladder, complete with conveyor belt and very big spider. (Ewan)

T HERO TURTLES



Red flag, jumping frog - one of Shredder's ninjas is mounted on a platform to be an optional boss.

Energy level is low, which does not bode well - saving your life to fight one of the earlier bosses means you'll have to do it in a moment.

thing attacks (and he's much harder to beat than most of Shredder's, um, "men"). Beat him (if you can) and by the time you get back to where April was it's too late - the real of Shredder's hand-picked hench-folks have come along and whizzed her away! (Time to move onto the second mission, methinks.)

And so it goes on. Later levels not only see you having to do a lot more searching around on the surface (before you've got to avoid tiny hazards like men and hotly brinks) before you can find the right platform-and-oddities bit to enter, they also feature longer and more complex platform bits. One mission (set in a warehouse) sees you running around on a series of L-shaped ledges, while another has you actually swimming through a network of underwater tunnels, trying to defuse bombs which are set to blow up the Hudson River (or something). This is slightly less successful than the platform levels (mainly because the turtle spins faster rather than in a swimming mode) but it's quite well done nonetheless.

What else is there to be said? Well - though it's not really got all that much to do with the game - it's rather strange that considering how cuddly

and friendly they've made all the turtles, they've left them with all their various bits of martial arts weapons. The image works (portaging slowly "targets" to show Raphael's set of big knife with hand guards) or Michelangelo's Ninjabrook (those things with two bits of wood joined with a chain) - the less most obviously large-like weapons - (though it's perfectly happy to depict the more unusual sword and club). Presumably there are less likely to put sums off buying the game.) All four original weapons still appear quite distinctly in the gameplay however - and even this. Take the shurikens (those throwing star "things") which you can collect - they're rather brutal for a cartoon game, aren't they?

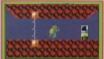
Anyway, enough of that. What else is there to say? Well, I've not yet pointed out (or not primarily angrily) that this is a very can-of-colour to get from pieces of plots left lying around the scenes (yuck!) while ropes (or climbing that) building to building, missiles, temporary invulnerability and other collectables are to be found dotted around the place. Each time a turtle dies he actually "gets captured" and you get to pick another one to continue the mission -



One of our heroes (can't tell which, you already can't see his name) jumps over the gap.

not impossible that you may come across the captured one and rescue him a bit later however. "You want more?" Well, how about the bit where you're invited to party down in the early stages - which apparently involves firing missiles from a modified FN Microbot at the Foot Clan (Shredder's lot)? Sounds good, though unfortunately I haven't got to that bit yet.

So what's the verdict? Well, for me, *Turtles* has been a very pleasant surprise. Rumors had been circulating around the industry for ages that the game was really bad - apparently the American Nintendo and Amiga versions are absolutely terrible or something, and this game is based on them - but no, *Teenage Mutant Ninja Turtles* thing only bears that a slight resemblance. In fact, it's really rather nifty. Don't expect the most in-depth game of all time - but for what it is, it's more or less perfect. I think it's excellent fun. Hurrah! (Thank you go - an entire *Turtles* review, and not one mention of the dreaded word "Canebagger") Dope!



An underwater bit from Level 1 shows you can see the obstacles (bombs) and how off the computer's got something.



HO HO HO IT'S COBBING CHRISTMAS COMPO TIME!

We ten copies of *A-Out* from Rainbow Arts.

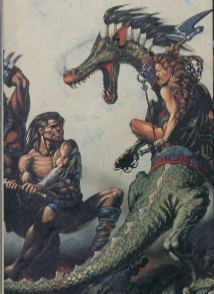
Top above the stars, and rounder rainbow - What's the next bit?
 a) - in the sky?
 b) - "coloured pot"
 c) - "stinging" huge!
 The pot of gold awaits at the end of the rainbow on page



final verdict

LIFE EXPECTANCY 75%	GRAPHICS 93%	SOUNDTRACK 86%
OVERALL		
A jolly nifty platform-and-shooting romp - simple but fun and very professional on top!		
		90%

GOLDEN AXE



Take the challenge! The evil Death Axolotl has kidnapped the King's daughter and is looking for his last wish, the precious Golden Axe. Only you can rise to the rescue of the Land of Yax and retrieve the axe!

But can you battle through the six levels of this wicked world, just armed in battle with your axe? Use magic spells, your energy, strength and headwork to help you overcome your enemies the best of all possible ways. Be a real hero and defeat the evil Death Axolotl and his minions!



Available on Atari ST, Amiga, Commodore 64,
Spectrum and Amstrad CPC



SEGA

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YS SPECCY GALLUP CHARTS

FULL PRICE TOP 20

(Last month's positions in brackets)

- 1 (1) **Shogun Warriors** Ocean
- 2 (2) **Back To The Future Part II** Image Works
- 3 (3) **Midnight Resistance** Ocean
- 4 (13) **Gazza's Super Soccer Empire**
- 5 (NE) **Subbotec** Electronic Zoo
- 6 (6) **Chase HQ** Ocean
- 7 (NE) **Kick Off II** Anco
- 8 (19) **Rainbow Islands** Ocean
- 9 (8) **Robocop** Ocean
- 10 (4) **Tarzan** Rainbow Arts
- 11 (7) **Lords Of Chaos** Blade
- 12 (NE) **TMT** Compilation Consort
- 13 (16) **World Cup Soccer '90** Virgin
- 14 (9) **Manchester United** Krisalis
- 15 (NE) **Crickit Captain** D&H Games
- 16 (17) **Batman The Movie** Ocean
- 17 (NE) **Emlyn Hughes** International Soccer Audiogenic
- 18 (13) **Oriental Games** MicroStyle
- 19 (14) **The Battle Of The Bulge** CCS
- 20 (18) **Crickit Master** Challenge Software

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BUBBLING UNDER

The Spy Who Loved Me (Domark), **Harzer Of The Lander** (US Gold), **Fighter Bomber** (Activision), **Sin City** (Infogrames).



NO NO NO IT'S COMING CHRISTMAS COMPO TIME!

Win 28 assorted games from Elite! (Plus plenty of prizes!) What's the name of the British Army's most famous sikh division?

- 10 The SAS
- 11 The SAS
- 12 The SAS

Scud off to page 99 with your answer.

Just to recap on just how these charts work, every month the Gallup organisation (you know, the folk who do the BBC music charts amongst other things) prepares for us two Speccy games charts (one full price and one budget), based on a continuous survey of sales in shops up and down the country. These include big chain stores like WH Smith, Virgin and Marsden, as well as at least 50 independent retailers, meaning we can bring you the most accurate guide possible to what's selling and what's not. What more could you possibly ask for, eh?



The players just aren't moving like they used to in our previous polls, are they? What's that? I put you off football, are I?

YS TIPS FOR THE TOP

FULL PRICE

Well, for one thing you might want a bit more movement in the full price chart - the top three are exactly the same as last month! Despite the imminent release of Empire's new Gazza game (we'll cover this issue), it's worth Gazza's Super Soccer as it's hogging back up the charts, closely followed by two new entry football games, Subbotec and Kick Off II (we review this lot) - obviously the summer's overall hasn't put you (or all of the professional soccer fan lot) Ocean under prop up the rest of the first ten, while three (three!) more soccer games feature in the lower regions of the Top 20, along with a couple of cricket games (for some heavier readers).

As for what we'd like to see do well, things remain pretty much the same as last month - look for The Time Machine, Back The Clock 2, Sly Spy, Robinson, Iron Man, Money Hydrax as well. And (as always), there are always the Turles and Robo G...

BUDGIES

Of course, this is almost getting as hot as the Full Price chart - Surfer from the Centre new releases and Hit Squad adds another for eight of the top ten and almost half the lot! (Only EA's Soccer Double is doing well too, though reflecting the early pricing success of both games in the full price chart) and keep an eye out for the new Star Wars (Hit Squad), Starport 2 Space (Atlantic) and Starline USA (also Atlantic), all three of which are actually rather good.

BUDGIES TOP 30

(Last month's positions in brackets)

- 1 (1) **Rastan Hit Squad**
- 2 (4) **Quattro Adventure** CodeMasters
- 3 (5) **Quattro Combat** CodeMasters
- 4 (8) **Run The Gauntlet** Hit Squad
- 5 (6) **Guardian Angel** CodeMasters
- 6 (NE) **Soccer Double** EAJ Software
- 7 (18) **Fantasy World Dizzy** CodeMasters
- 8 (3) **Matchday II** Hit Squad
- 9 (9) **Pro Golf** Atlantis
- 10 (NE) **Quattro Super Hits** CodeMasters
- 11 (13) **Treasure Island Dizzy** CodeMasters
- 12 (12) **Paperboy** Encore
- 13 (16) **Ace Ace II** Encore
- 14 (22) **Pro Boxing** CodeMasters
- 15 (8) **Hong Kong Phooey** Hi-Tec Software
- 16 (27) **Indiana Jones And The Temple Of Doom** Kixx
- 17 (20) **Outlaw** Players
- 18 (18) **Sally Thompson's Olympic Challenge** Hit Squad
- 19 (18) **Wonderboy** Hit Squad
- 20 (NE) **OutRun** Kixx
- 21 (14) **Road Blasters** Kixx
- 22 (15) **A Question Of Sport** Encore
- 23 (NE) **Jaws Alternative**
- 24 (24) **Football Champions** Cull
- 25 (30) **Motorcycle 500** Cull
- 26 (NE) **Jack The Ripper II** Kixx
- 27 (NE) **World Cup Challenge** Players
- 28 (11) **The Manager** GTI
- 29 (17) **Yog's Great Escape** Hi-Tec Software
- 30 (25) **Atom Ant** Hi-Tec Software

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BUBBLING UNDER

The Mombies (Alternative), **Salomander** (Hit Squad), **4X4 Off Road Racing** (Kixx), **Rock Star** (As My Hammer) (CodeMasters).

Letters

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

Star letters winners receive three games! All letters win a PS badge.



Guess what I've discovered? I'll tell you. I am in fact God. I started off as Gaddy The Wizard Ninja Duck from the planet Wimp-wimp. Then I was Matt, Earl of Bath and Lord of all I survey. Well, now I'm Matt Almighty, as you'll discover when you read the Star Letter. Well, I gotta like this God lark actually. What can I do, what can I do? Hey, I know, I'll throw a fireball at Andy. (Clap of thunder followed by the sound of Andy falling off his chair.) Ha ha ha ha ha ha ha for a national disaster. (Sound of Rick's baron following in a hurricane.) Right, adieu you lot...

SIMPLY NOT CRICKET

My son is an enthusiastic owner of a Spectrum +3 computer and is always on the lookout for combat,

mental arts and boxing games. Recently he spotted a new release in late January from CodeMasters, called Pro Boxing Simulator. The screenshots on the box of the box looked impressive and my son eagerly spent £2.99 of his hard-earned pocket money and excitedly took the game home. Imagine his disappointment, on loading, to find that it was only *My Mean Or Foul*, which he'd already had - and which was originally released by Superior Software almost two years ago. The screenshots on the box bear no relation to the game and are totally unrepresentative. I also find that describing the game as a 'new release' is badly stated on the front of the box as is very misleading. I write to CodeMasters who have chosen to ignore my letter, so I'm writing to you instead.

Ray Ashford
Maidstone, Kent

And I played *Exotic Adventure...*

Walt: So, if other, what do you make of that?

Editor: Those CodeMasters boys are scamps, aren't they?

Walt: They sure are! What are you going to do about them?

Editor: I'm going to phone my old investigative reporter Nigel Cook.

Roger: Hello!

Editor: Hello, Roger, it's Luther here. Those CodeMaster lads are playing their old tricks again.

Roger: It got a step to that straight away!

Editor: It come with you!

Walt: That done, both of you!

I SHOULD BE SO LUCKY

It seems that to win a Star Letter you have to write about a video game. It was my first for Australia although you never actually read there in your life, in a bad luck in a wacky world. Being a bit bored!

WACAMPWOOD



We had quite a good batch this month actually, but picking and showing their way to the top of the road are Michael 'Pelt' Jones of *Wald in Clayd* and David 'Fighting' Abbey from *Norman in Hambleville*. What a pair of old-timers they are, eh. Space them! Well done, both!

Right, we may just be onto a rather bare. Keep those entries flooding in to GoodMag, VS, 30 Monmouth Street, Bath BA1 2AP. (You may even be the lucky recipient of three completely free games!)

decided to have a try. Here goes...

On my recent trip to Australia, I met a kangaroo (called Roger) with a football stuffed into his Dutch underarms.

Cheek! That wasn't very good, was it, Ed. Call Mind you, none of the Star Letters you print ever see I (that's true. Ed there's to the Dutch, the French and Diego!)

J McDonald

Belfast, N Ireland

PS Neighbours is rubbish. Just thought I'd let you know.


As if I needed telling. But, and as I've said a million times before, Neighbours is SO rubbish that it's actually brilliant, especially when you're party to certain 'true facts' about the cast members.

1) Annie Jones is continuously having plastic surgery to get rid of the bags under her eyes. Had Aussie plastic surgeons are obviously crap.

2) The girl who plays 'Gold' is unable to cash in on the 'coming to Britain' handover because he's scared of flying and the boat trip takes about two years.

3) The dog who plays 'Bouncer' starts 35 quid a week.

4) When Craig McCullough jumps into the car of Home And Away from the south of the month he's going to have a different 'taut' but it's not really very different at all. Ed.



MO MO MO
IT'S COMING
CHRISTMAS
COMPO TIME!

We're giving
you 10 copies
of *Miami Cobra*

OF Iron Interceptor!

In Miami
at The sunshine
state
in The rain
state
of The all
state!

Go to
page 96
and
grab the
book.



AAAAAHHHH

fit a galaxy of '64, unmentioned, and don't want to spend the rest of my life watching TV soaps. But I do need help! I have a Speccy ZX- and a few games, one being The Hobbit. But I feel I'm going round in circles (he been told you have to lose computer language). It's no good my making manuals so, at my age, plain words are best. So, if you could tell me of any tapes that explain these words and how I go about solving these games, I would be very grateful. I have your Topper Tobbyary, so that I understand it - I thought it would have The Hobbit in it. But from your magazine, you seem a happy and cheerful bunch, so I know you will try to help me out.

**Mrs Maureen Gardner
Northfleet, Kent**

To be fit - the cheery God of Bath comes to the rescue. You're a bit of a civil engineer, so the language you need to get anywhere in The Hobbit is in fact English because told you you have to understand "computer language" was telling you plain. Type "north" and your characters will move north. Type "south" and they'll move south, if they see a sticking log on a path, type "get stick" and they'll pick it up. The only problem is that you have to keep your instructions simple, as the computer won't understand things like "Give Gandalf a good kicking and then go down the path". Ed.

WONDERFUL WORLD OF SPECCY

In which, this month, someone's written three Sappho - someone else claims to be like a Madonna (probably of the sixth century BC). The trouble is that he appears to be, or quite certain about it. (Speak.)

From Van Dousselaer Patrick - His bit (Mistakes, and various dates), to the end of times, if you'd you like.

Editor: Please keep this message for you, unless two weeks. No reaction before the 15th of the publisher.

I like your word messages of our the world in order to provide an interesting again coming to the world. My English is poor, but I'll try to manage. I even send a message to 'The' Linda Palata 'The Holy Spirit', etc. If you'd they were careful. Oh Dio - humanity, Pooch - the sign. Sign - now very good. Transmitter forbidden, done, not

STAR LETTER

PLEASE, PLEASE, PLEASE, AMEN

I am one of the very few Romanian students who are lucky enough to own a Spectrum - computer. However, the software I own is all Romanian too far, but very simple and old. Everything was going well between me and my computer until I happened to see an issue of your mag. (May 1986 - you review 'Rout' in the hands of a 'Superman' friend) of one of our

R.I.P.

Picture the scene. I receive the October 1990 issue by subscription, eagerly flick the pages, and what do I see? There, in the Popular Pets Corner, is your answer to my letter containing Kevin the First Gun. Asahh, I thought, Kevin will be stuffed - getting his name printed. But the picture - well a minute - Kevin was black and

white of abnormality - a possible removing of the skin - the age of Christ (his cross) in the sky, all over the world, necessary power and lightning. "I sign your name" - the words old age with printed. Ed. A good subject, well in Simon Franco. Does don't notice anything in their food if you add medicine. They are too stupid. We are too stupid to understand what God changed. Add comment to that letter. He wants you to read the first letter. Can you take the risk? An editor, as you say, no right! I don't need attention before the printing, will keep this message for a while - perhaps a year for that editor. I send this message to be read on the PC/M, to get in the system after the shooting sign. Good mainly on to show me and (possibly) some television in order to catch John. My next problem is the total production of new text. Some I'll be the greatest person but not just wait for the sign. My brother received a letter in August. Did the text of it cannot be read if I was obliged in Germany - I don't like religion.

**Patrick Van Dousselaer (Elio)
Gent, Belgium**

I don't expect Belgium's exactly crazy about you either. God, I don't know Ed.

Back. See reports. I asked him to let me know about it in your mag, and that did it! Let me tell you, the shock of having a bullet pass a few inches from your head and hitting a close friend in the left eye is nothing compared to what I got when I started turning the pages - and I can compare those two feelings as if I suffered in the living during the revolution!

After recovering from the first (and second) shock, I copied down your address so I could write to you. My writing can mean only one of two things - to offer to or to ask. What can I possibly offer you? In fact there is one thing, even though it's just a poem - "In my house/In that I can offer you, that the mountains/Are small." (Mistake!)

In these reports only the problem of writing, would you possibly do me a favours favour by sending me some back issues which you happen to have lying about in one of your dark unvisited corners? It's not asking this in the

The first gun featured in mood definitely orange. Where's Kevin? What have you done to him?

**David Abbey
Barnsley, North Hambershire**

When I cough, cough, cough, I'm, er... well, it was of Kevin's that for being born my favourite flower. It's okay though, if you all done in a future number - I said 'Hey, Kevin, look over there', and as he glanced over his shoulder I knocked him senseless with a swing of my pencil. Quick and painless. I assure you, Ed.

KINDLY LEAVE THE STAGE A Portuguese Special

Some 'games' courtesy of Jorge Correia Lougo of Gale in Portugal...

'JOKE' ONE: A man, needing to take some urine out of him, stepped his car and left his keys in the car. Remembering this after looking his door, he decided to check the door on the other side... looked then he thought 'And now? What am I gonna do?' 'I've jammed and finally he had an idea. He went to a car garage near him to ask advice of the man responsible for those cases. The man gave him a

name of humanity is anything like that, just think of me as a simple present going into a church for the very rich, and praying to another God than his usual one. Of course, God, one or two games would help me to start off, but that's asking too much. Well, who knows...

**Bogdan Horvath
Bucuresti, Romania**

Oh yes, a simple peasant. In imagining you wandering across a lone hillside, clutching your floppy and being followed by a few snobby goats with those ugly bell things hanging around their necks. Now, I can do one of two things to help you in your plight - I can give you the Star Letter so you get these free games, or I can send you full address and leave it to the readers to take any on you. If you need my floppy disk... About Budget Hardware Ltd 28/10/86 in ComputerMag No 12, Box 11, Buxton, UK 25, Sector 1, Bucarest, ROMANIA you'll just send three five pound GB.

wins to unlock the door. The man thanked him and, seeing his car again, he tried the keys in the lock. Then there was the faint sound of the car screaming to him. "A little bit more to the left, now to the right!"

'JOKE' TWO: Do you know the fairy story about the scientist Isaac Newton? When Sir Isaac Newton discovered the law of gravity, he asked himself why does the moon not fall on our heads. Because she has angels to do the business!

'JOKE' THREE: Two boys talking to each other...

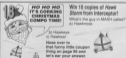
Q: "George? Do what if we squash up this letter with great back end?"

A: Come Peter. Do you mean writing this in black?"

Q: George? "Yes, that too."

A: Come Peter "But that's blacked!"

'JOKE' FOUR: One man, passing by a farm, saw a farmer on foot under a tree carrying a pig on his back and trying to make him reach the tree's leaves, so he could eat some glands. Then he thought that this was the most silly idea he had ever seen, moved closer to the farmer and told him it wasn't necessary proceeding like he was. Was it he just shook the tree, the glands would fall on the floor allowing the pig to eat them without doing all that hard work. Then the farmer replied



HAD YOU HAD IT'S COOKING CHRISTMAS COMPO TIME!

By Hainbow of Hainbow

Head over to Head buying little coupons bring on page 10 and let's see your answer.

Win 10 copies of Head Storm from Interceptor!
What's the guy in MAIL called?
a) Hainbow

Trainspotter Award



PHREW

on writing to claim a Trainspotter Award for three reasons, so there must be at least one which you can't think up an excuse for.

First, that Machine Simulator Joy CodeMasters. Are you aware that you have now released it twice - originally in April, when you gave it 80%, put the Super Tank screenshot inside down off the Super Tank screenshot should have gone! By the time you released it in the October edition, you managed to get the screenshot in the right place, but its mark had dropped to 71%, is Marcus insane, so you decided to get someone to translate its review?

Secondly, way back in March 1988 you told the 10 was the Russian is The ultimate weapon. Unless Of Course You're Got A JO Maggot Nuclear Warhead Cannon. Now, I'm not complaining, since I was a Switch in another of your competitions a few years back - and I had to wait a long time for that, but... isn't five and a half years a bit on the slow side? Anyway, since I haven't got anything yet you must have made a mistake, so there's another Trainspotter Award.

I did have a third reason when I started this letter (except, but I can't remember what it was, hence miss).

Mark Clark
Whitech, Cambs

And You've blown your chances there. You so nearly found yourself reading a Trainspotter - with such a cool and professional there was no way I could have got out of going you one. And then you make your mistake, you know the rules about Trainspotter claims being Trainspotter free themselves! Well, claiming to have three points and then only delivering two seems a bit odd to me. Okay, so maybe I'm being a bit over-the-top, but there you go, it's a tough old life, Ed.

EAGLE-EYE

Was I too busy claim a Trainspotter Award. Your mistake was in the Back Issues section of 58. You said that if you send off for Issues 32, 33, 34, 35 and 36 you will give us a free Smash-Up! (number 36 there's a snag - it's 32 has 50.0 £ CLM)

Matthew Ho
Kilnsworth, Rutland

So if it doesn't stop you sending off for it, does it? Oct. Ed.

PAGE FROM HELL

I claim a Trainspotter for making a mistake in the October job. On page 58 I had a Satan quote. Unhappily the Satan said "twice on page 138". This issue didn't have a page 138. Therefore, according to Einstein's Theory of relativity, I should be in possession of a Trainspotter within the next few weeks.

Maureen 'Ma' Denny
Welling, Kent

That you're obviously unaware of is that the October issue was a special 'multidimensional' one. Pages 1 to 62 were printed in the normal dimension, while pages 63 to 144 were only visible to readers able to access the fourth dimension and beyond. It was a publishing first, and we received quite a few industry awards for pulling the whole thing off. Or, you don't believe me, a bit? Okay, you can't have a Trainspotter. But only just...Ed.

beads. While we don't expect your jokes to make quite as much sense, you may as well send them in anyway - surely a spunky Y2 badge is temptation enough.

Win 18 copies of Professional Championship Tennis from Interceptor!

What surname was little Jean King born with?
a) Miller
b) Muir
c) Mitchell

The ball is out! Run over to page 98 to pick it up and tell us the answer while you're at it.

THE MAP'S CRAP

Games, games, games a Trainspotter 'cos you missed out the size of Man on your Y2 Map Of The World. We do exist, you know. Oh yes, and you keep missing the fiddly bit off Coups, so bring it back.

John Tzara
Sarnsey, Isle of Man

The size of where? The size of Man, you say. Never heard of it, as it happens. Hang on a minute - I'll just quickly have a gander in the index of the Y2 Atlas. Manado, Indonesia (Man, Ivory Coast (Man, R. India, Man (A, Burma, Man, French Guinea, Nepal, It's not there - which means I have to conclude that you're telling lies and that the size of Man doesn't (so I suspected) exist at all. No Trainspotter. Ed.

KNAPP IS CRAPP

Mary Knapp is nothing more than a misarticulated immortal. She states that objects cannot attain or pass the speed of light. This is pure rubbish. Light behaves as both a particle and a wave. A particle is an object, and so light travels at the speed of light I conclude that it is entirely possible, in fact it only takes about one and a half eons to accomplish this as it takes to accomplish this is to increase the energy on an electron to such a point that it breaks free of its atomic nucleus - which can be done with a battery connected to a light bulb. Furthermore, what about neutrinos and other particles which actually exceed the speed of light? By the way, I conducted a similar experiment to yours. The bar of soap struck my Physics teacher and bounced away. Therefore you are right. Continue with a Trainspotter please.

Wiliam Amadeus Mozart III
Alex Park, Hants, Zimbabwe

So what are you writing to Trainspotters for, you dandruffhead? You don't get awards for agreeing that I was right, you know. Ed.

BUD PICO'S



HOW TO DO IT!

It is an unexpectedly early recovery from last month's 100% slinking accident, Bud Pico's back with a heavily bandaged forehead is to dip into the month's 100% mail bag.

Belle readers, or may I call you Aunt? Well, you can't keep a good girl down, so they say, so I've just distributed myself from hospital and rushed back to Christmas via my regular weekly column. Was It Ok to

Appear? I really enjoy writing my 'Was It Ok' columns for my favourite magazine, Cap. Monthly, so although I don't share the first thing about meaning that there is something I'd miss, and that is, er, no, it's a good idea out of my head, I had it right on the tip of my head, so they say, or do they? Well, but, but, I'm starting to sound like my favourite radio presenter (and I do, because, er, I'll be doing that, that's Dave's name, isn't it?).

Anyway, what was I saying? When you if that's this long sort of letter along to front of me? Oh, I've just been thinking a nightmare. I'll read it, shall I, please.

To whom it may concern, Bud Pico has discharged himself from hospital without my consent or knowledge. He is still very disorientated after the severe blow he received to his head. He also seems to be suffering from temporary memory loss. If he returns home, please bring him back to me. Yours sincerely, Dr Noshin

Ohwell! This Bud character seems to be having a bit of a rough time of it, does it? Er, Sorry. Sounds like the way you mean, does it? Bud Pico - that's my name, does it? Well, it's only that because it's - a case of misapprehension, I'd say, stronger things have happened in the past, so they say. Well, I think I'd just like to sit here talking to you, Dr Noshin, I've got to go and write my 'Was It Ok' column for Cap Monthly. Belle readers, or may I call you, Oh, Er, um, it seems that's all set to go this for this tonight. Send your letters in the usual address: 'Bud Pico St Clair, 10 St. John Street, you know, somewhere, down um, nothing.

Sorry for the temporary loss of Bud's features. Normal service will be resumed next month, I hope! Ed

SMALL PRINT

I am writing this note in defence of the Oath and the French.
Philip Lewis
Medical Practitioner, York
How can you possibly defend the French? Ed.

Youngest niece a great catch from the wedding, and if you are lucky you might also receive some pretty generous inheritance.
Anna Bennett Ltd, 6th Llang Gals, Portugal
After time a Submarine should explode. Ed.

"Good, thank you very much, Dr Egghead!" Dr. whistled.

So there you have it. And for giving us such a mega selection, Jorge wins two

HAD HAD HAD IT'S COULD BE CHRISTMAS COMPO YEARS

What surname was little Jean King born with?
a) Miller
b) Muir
c) Mitchell

The ball is out! Run over to page 98 to pick it up and tell us the answer while you're at it.

**SUPER
SKI**



**THE
BOMBER**



CHALLENGERS

**KICK
OFF**



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US Gold £10.99 class
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Andy US Gold are having a bit of a noisy run-up to Christmas, aren't they, Spec-chams? What with *LM Squads*, *Life Of Pie*, *Order 66* and *D-DIMT* storming into the shops you'd have thought *Guy Fawkes Night* was still in full swing (there are that many bangs and pops and explosions about!) That's not quite the full story though - you may not have realised it yet, but they're also thought of what to give us when we've had enough of the blasting and want it calm for our New Year hangovers. (I dunno - these software companies, eh? They're just so jolly thoughtful!)

(Told you it was big.) You play *Chip* and you've got a bit of a soft spot for *Marble* the little former *Marvel* who's the boss of a computer club called the *Bit Builders* or something. He don't actually get to see a piece of her but she must be some kind of really trumpet because you actually appear to take on all these puzzles just to get yourself a *Bit Builder* 'n' stuff and into her gang just to mention her... (OK, so stop it. It's a dream.)

The setting for the puzzles is a sort of maze area, built up from levels of blocks, in which you usually have to locate a number of electronic chips. The most common obstacles



Mean. This big black border is even thicker on the fully loaded screen and it's not probably wouldn't have so many obstacles.

CHIP'S CHALLENGE



Pick up the blue key and you can go down the blue river. Then get the yellow key from up the green key (blue... that's more you can quite do that.)

It's called *Chip's Challenge* and it's a canverase. Nothing too spooky about that, is it, until you realise what it's been converted from. That's right, *Soco-chams*, too soon we've actually been given a game that began life as something even greater than the *Sopery*. You don't believe me? Then how big do you think an *Amiga* game would have been for? (Soco's! Soco's! Soco's!) I know, pretty big. And it's all made even more surprising when you realise what a humongous price this actually is.

It's a puzzle. The only a bit breadless but then it only seems to bond of 100-ish levels together.

In your way the doors, and the only way to open them is to use the right keys, which are often at 100-steps to see, but pretty damned hard to get to look. (Don't get me wrong though as anyway, looking your way to these are boring, rather traps, made of all invisible positions, bounding walls, you name it.) In fact these screens are so tricky it's funny, as though the maze probably prefer a dead road being plain to her lips than a money like of the maze.)

As the beginning you're presented with eight 'optional' levels - together these puzzles give you a genuine grounding in the world of *Chips* (and lying in wait for you ahead). Fear water for instance, it inevitably drops as stepping you from getting to something, so you need to know how to swim it. Once you've learnt how to cope with that just fire, and so on it's time for the real McCoy - and it's a fast, fast world out there.

Some of the puzzles are of the pretty methodical type where it's a case of, say, moving a set of *Marble* around to see if you can find a chip underneath (the only trouble being that there's a bomb or a bomb or something lurking around as well so you're sure to get shocked back to the beginning a couple of times). Other times it's the objective work of sussing out a maze or perhaps pulling out some fire - and if you need to use *Booze*, is do it then it's a case of finding out which order to move them in so you can use them all. (It's no use moving up with one you can't budge because it's locked into a corner or something.)

The main cutting point of *Chips* is puzzles in their persistence, and *Chips*'s Challenge attacks at the sort game you'd want to play in two seconds on the box (or whatever) - look (and look) at self-contained level puzzles, each of which you can get down to the minute and just up the next. So how mad does it go down on our *Amiga* (how *Amiga* you're more likely to be playing it for fast an hour or more of a bang? Well, not too fast, I have to admit.)

Of course, don't expect too much from this graphics - they're very simple (yes, might even say crude). The graphics window is pretty thingy as well - probably because the *Spec's* memory is so programmed with the puzzle formulas, but presentation is generally quite good and they're no mean't graphics' too. It's the graphics that we're really after here.

And it's a damned good package. Each level has that kind of 'fair' quality that keeps you into the

next one once you've finished it, and stacked together they're bound to have you going for hours on end. In fact, it's just the sort of game you don't really need to play on an *Amiga* or anything (with because it's the puzzle that you're really playing, not the graphics). On a general level, it probably has more lasting appeal as a 'hard-rod' simply because it's so 'fifty' - but it's certainly good just for quite a while whatever machine you've got, that's for sure. Working something new or anything, just really juicy and addictive.



What? Don't blame my columns for getting those two keys 'Chips'. If I grab them at the wrong time there isn't a puzzle for you!

20

**NO NO NO
IT'S DRINKING
CHRISTMAS
COMBO TIME!**

Win five **STUN** Runner
Casual cups from
Domestik!

in which country did baseball originate?
a) The USA
b) Jamaica
c) Great Britain

Run over to first base on page 99 and claim that answer down.

final verdict

84% 86% 85%

82%

Approved review guide
Buy this game and see how *Chips* is for a great fit to you.

ENTER  FIRST INTO BATTLE... LAST TO LEAVE

Battle COMMAND

Battle

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HINTS 'N' TIPS

Hands up anyone who's ever been to Home Bay. Or, no, what I mean is if you've ever been there, raise your hand. Nobody? Can't say I blame you. It's rubbish. They wouldn't have the in Canterbury (where I go to Uni) you see, so I've had to move out to what's meant to be one of Kent's most popular coastal resorts. It's hard to see why anyone would actually want to come here, even in the summer, but right now it's late autumn and there isn't a soul in sight. Unless you include the indigenous population of several thousand pensioners, that is, but they're hardly the most riveting company. No, it's a fairly miserable out here, so I've elected to spend



most of it under my freshly laundered duvet, with the alarm clock set for next July.

Before I draw the curtains for good, however, here's this month's helping of tips. And, though I say so myself, they're rather good. And not only that but there are plenty of them. It's been a job to fit them into the space available, generous though it is, but I've managed it. And here they are.

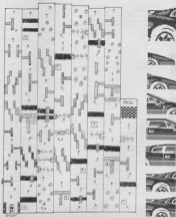


Featuring your host with the post, **JONATHAN DAVIES!**

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THE RACE

A few months back, Alan Bray's map of Level One of this Players game was printed. Well, Alan's been hard at it for the last few weeks and he's finally cracked Level Two. So here it is...



NO! NO! NO!
IT'S COMING
CHRISTMAS
COMPO TIME!

We'll be assorted games from Alternative!

What's the League Atlanta man called?

- a) Bernie
- b) Boris
- c) Boaz

Send your way over to page 88 to get down your answer.

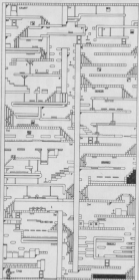


HONG KONG PHOOEY

Philip Klaman, eh? What a star. He's put together this absolutely scorking tip for us which'll tell you absolutely everything you could possibly want to know about Hong Kong Phooey (as long as it's something to do with the layout of the rooms). And there are even some exclusive tips to get you ducking and diving as well. Starting at the \$50 price? I think so too.

Take it away, Phil!

- Don't try to eliminate a weapon-carrying goon like you would an enemy one because that's a sure way to lose energy. Get past safely by standing on the same platform when he's not too close. After he fires, fall off to safety. His ammunition is now used up so you can punch him without worry.
- When you want to get off an elevator just walk off it. Don't jump because if you do it's accident, making it impossible to reach again. This may not be a problem in some places, but generally it's best not to jump. If it happens by mistake though you can get it back to normal by getting as far away from the elevator as possible and then returning.
- On the section of the warehouse where the barrels fall down, be careful as these are real energy drains. To avoid a hit, stand on the right of the vertical passage and do a high-jump straight up. When one falls, climb higher and always do that jump on the right. Continue this until you reach the sawsaw belts at the top. Remain on the highest one on the right and jump across to the lowest one on the left. When you land, immediately high-jump right. Stay there until the barrel is falling. High-jump left and climb the belt to the platform. Get the energy and continue onwards.
- The last switch is on the bottom-left area of the map. When you fall off the platform, make sure you move left to the air to land on the ledge which leads to that switch. If you miss it and fall in front of the final door there's no way of getting any further.
- Touch the huge gunman to complete the game. When I first saw him I was afraid to get too close because that gun looks like it could do some serious damage. But luckily it doesn't use it. Phew!



WHO HAS HAD IT'S CORNING CHRISTMAS COMBO TIME!

We mix games from CDS!

What are the sports combined?

is the Penetration?
 a) Rolling, cross-country, using, fencing, shooting, high-jump and the furber
 b) Rolling, swimming, shooting, running and fencing
 c) Skating, rifle shooting, spinning, fencing and dressage



Remember us with your answer on page 98.

DEFENDERS OF THE EARTH (SAM VERSION)



If you're a game-playing SAM! Cougal owner there's one game you've just got to have. Sure, in fact there's one game full stop (just about), and here's a complete map of it courtesy of David McGinness. (Have a free game, David.)

Bookman (Lvl 1)



Gun man (all levels)



Spaceman (Lvl Three)



Taxi (Lvl One)



Taxi (Lvl Two)



Taxi (Lvl Three)



Flying saucer (all levels)

Flying saucer (Lvl One)

Flying saucer (Lvl Two)

Flying saucer (Lvl Three)

Car



Motor



Wig



FLIGHT



Red



Car



Don't shoot me!



Star 5

Chain - Multiple mode!



Wave jump



Car jump-up



Get away



Defeat



Last unit



Special - this is you



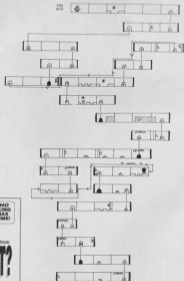
Base which has got it's mouth



• The game can only handle three objects on the screen - you and two badies.

• If you're in a screen where you need help (for a door) and there's someone running very close to you, run and jump up the wall. The person should jump under you so you can stand firm in the back.

• Don't stay in one room too long.



HO HO HO
IT'S COOKING
CHRISTMAS
COMPO TIME!

Win ten "Utah's
Amazing" T-shirts from

CodeMasters!

What T is a benderous woman?

- a) Terentia
- b) Terentag
- c) Terentant

Take that naughty woman over to page 44 and deposit the answer (and fee) there.



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BEAST
GREYNIA

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TIME MACHINE

Each quite dead. The Time Machine when he reviewed it back in the October ish (he gave it a Megapoint in fact) so imagine how happy he was when this "one complete solution played through the '85 cut-throat. (That's right, very happy indeed). Just for a spooky change it's been sent in by the company that published the game in the first place. Vivid images. Jolly nice of you. Oh Mew! Oh, thank you very much. (And, no, you can't have a free game.)

Right, before we start (and just to make sure you don't get confused or anything) this is the way I'll be relating to the screen...

- *Go to 1.1* means Zone One, screen one.
- *Go to 1.2* means Zone Two, screen four.
- Get that?
- I think so.
- Away we go!

CREATING ZONE TWO

1. Transport mammals to cave in 1.1.
Go to 1.1 and place a travel pod there. Go to 1.5 (using the telepod) to cross the river and place another travel pod by the cave. Go back to 1.2 and start a mammal with your beamer. Stand next to the mammal mammal so it is displayed in the look window. Then transport yourself and the mammal to the pod in 1.5. Repeat the above several times. You can have up to 18 mammals in the cave at any one time. You may transport mammals even after you have created Zone Two.

2. Go to 1.3 and blast geysers. Congratulations! You've now created Zone Two.

CREATING ZONE THREE

1. Make a fire by cave in 2.5 to keep warm.
Place a pod by the cave. (This lasts longer in the green area.) Go to 2.1, find wood and transport it to 2.5. Go to 2.1 and stand in the middle of the screen on the sand patch. Go to 1.1 (change zones). Transport the flame to 2.5 to ignite the wood. If the fire goes out just reignite the wood.

2. Unblast geysers to warm up planet.

Well, you're not like the warm planet as it will fly to black geysers! You can load fire by transporting apples from 1.3 or fall from 3.4. This will keep him happy for a while!
You've now created Zone Three.



A-ha! Same geysers (I think), this time I say, you don't happen to know the way to the 6th century do you?

3. Plant seeds in 2.4 (needed for later zones).
Place the pod on the river bank. In the green area by the existing plants. Transport the apples from 1.2. Repeat for both river banks.

CREATING ZONE FOUR

1. Transport wheel found from 3.2 to 3.5.
If you have planted seeds in 2.4 then you should have trees in 3.4! You need to break the branches of trees to form a bridge. You need the bridge to take the wheel across the river. The bridge is also needed a later zone.
Use paracord in Zone One and so you cross like river change zone at the appropriate place so that you would drop on to the branches! Repeat for both banks. You can now take the wheel across the river to 3.5.

HINT - A quarter way of getting the wheel to 3.5 is to carry the wheel to 3.5 and enter the hut. You will then appear in the hut in 3.5. Now walk up to the square wheel and drop the round wheel.

CREATING ZONE FIVE

1. Destroy Goliath.
Get a powder barrel from 4.5. To avoid the Cannon ball stand in the middle of the screen in 3.5 and change zone to Zone Four.

Take the barrel to 4.4 and drop it as near the right-hand side of the bridge as possible. Place it just near the barrel and wait for Goliath to get near the right-hand edge of the bridge and then transport the flame from 1.1 to the barrel to ignite it. This will destroy the Goliath.

2. Reveal oil source.

Take another barrel from 4.5 and take it to 4.1 and drop it by the moving rock (oil source). Place a pod near the barrel and ignite it to damage the moving rock thus revealing the oil source.
You will have now created Zone

Four to 1.1 by the rock with the

crystal in it. Ignite the barrel to blow up the crystal from the rock. You will not be able to feed the crystal in the screen as it is too deep. So you will find it in 2.1 if you search for it.

Place a pod in front of the time machine and transport the crystal to it.

2. Switch power to the 6th machine.

There is a power switch on top of the building above the MID OIL sign in 5.1. Use paracord to land on top of the building and stairs at the switch to turn the power on and off.

Make sure you place the crystal in the time machine before switching the power on.

Now that the crystal is in the machine and the power to the time machine is on all you have to do is to get inside your machine and do a pick-up at it.

Phew! All that jumping time zones has made me feel a bit

FIVE. REPAIRING THE TIME MACHINE

1. Recover the crystal and for the 6th machine.

Get a few tetracets in 5.5 and wait for a bomb. Transport this

EMPIRE

Within seconds of Four Phase No 2 arriving on the scene, this set of tips arrived from Paul Gardner. Quits off the mark or what, eh? And he certainly seems to know his stuff.

To start with go into the database and collect your statistics. Follow the pointer to the alert and when you reach them stand still and turn away. The pointer should still point to the alert so turn back and blast another. Repeat this until you've destroyed them all. As soon as the last one is dead go to the system map and put the marker on where your ship is. Fly back to the database, change to PCY mode and follow the pointer back to the place where you put the marker. The pod should be around that area. Take the pod back to the database and you should receive a landing pass.

After completing the mission go to the system map and close in on your position. On the opposite side of Alpha 2 there are two stars. Put the marker on the one nearest the planet. Exit from the map and go into PCY mode. Follow the pointer to the cut, locate the planet, and you should find the way. If, for some reason, you can't find it, go back to the system map and place the

marker on the other dot. When on the planet, stand as many miles as possible because you can clear a planet of missiles giving you a free chance of pods. However, when you come up to a pod on a planet, never point your sights directly at it because if it is a way out you will never change it. Always collect people and minerals first because one is mainly covered in radiation. If you pick up radioactive ore carry it away from the way so you are never tempted to pick it up.

General Tips

- ◆ Never leave a system until it is completed, even for a mission. It is easier to do them one at a time.
 - ◆ Shoot off the alien ships if you can because they're real pests.
 - ◆ Always use the same planet to get pods because you have more chance of clearing it of missiles.
 - ◆ The planet you choose to get pods from should be the one nearest the starbase because then it's easy to get the pods back.
- Triffid! Chaser, Paul. The badge is on its way.

COMING
SOON ON
THE
SPECTRUM



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

F-16 Combat Pilot pulls out of the fray!
— game of the month, The Games Machine

The mix between action and realism is terrific!
— *485* and *88* — *Microcomputer Entertainment*

F-16 Combat Pilot wins Battle Award!
— *1* — *game* — *New Computer Systems*

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a formation of tanks. Suddenly, threat warning — interceptors closing! I quickly select dogfight mode and aim a Sidewinder. We both fly at the same time — stuff and a high-g turn-out manoeuvres the missile. A loud explosion tells me I've got 'em today!

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Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and aim the laser-guided Mavericks. I fire six missiles in quick succession. Lantirn automatically locking on to each tank. With fuel burning around me I dive for cover and head for home. Approaching base, I launch the tower and request a touchdown for my night landing.

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F-16 Combat Pilot is a milestone in CD-i programming — a true achievement!
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PRACTICAL POKES

A round of applause for everybody's favorite key prodder, **JON NORTH!**

If it's POKÉ you want then it's POKÉ you'll get. And, my oh my, there's just a volume-packed goodie-bagged for you from me now. (And a sort of bonus like this...)

SOME STUFF BY ME

I haven't had any of my own stuff in the columns for a while, so here are my love for *Quantum Angel* and *Time Machine*, and for *Pogo Tales* you've got my love, too. *Fun, Thrug* and *Pete & Peeper*, and *Just* and *Power* on *Planetation*. It's too good to you, I really am...

10 REM *Quantum Angel* by Jon

20 CLEAR 4000A
20 LOAD ~CLOC 4440
40 LOAD ~SCORING
50 POKÉ 4401.5.201
60 RAMC0M2E USR 5440
70 POKÉ 50078.0
80 RAMC0M2E USR 2400A

10 REM *Time Machine* by Jon

10 C PAM 048 L 01 140
20 C L01 ~0000A 100 000A
40 00000 a POKÉ 14
50 L 01 ~000000000000000000

10 REM *POGO TALK* by Jon

20 RAMC0M2E USR 6000E
40 DATA 31.30.000.17.0
50 DATA 201.1.00.000
100 DATA 176.46.3.34.51
110 DATA 254.201.30.13.200
120 DATA 24.204.24.11.82
130 DATA 100.30.130.180.180
140 DATA 200.254.201.30.180
150 DATA 208.17.101.180.02
160 DATA 204.200.200.80.2
170 DATA 48.241.02.120.50
180 DATA 247.254.188.8.200

10 REM *Pogo Pokes* by Jon

20 POKÉ ~CLOC 10 0400A
30 00000 a POKÉ 14 04171
40 POKÉ 20000.0 LOAD ~CLOC
50 RAMC0M2E USR 5440
60 DATA 31.30.000.17.0
70 DATA 200.201.1.26.0
80 DATA 200.170.30.13.200
90 DATA 34.25.200.200.03
100 DATA 30.200.200.11.0
110 DATA 40.40.34.180.130
120 DATA 48.20.34.180.130
130 DATA 188.88.138.01.30
140 DATA 91.184.130.1.184
150 DATA 170.30.60.184.02
160 DATA 20.100.02.200.180
170 DATA 50.241.180.24.200
180 DATA
190.30.3.184.24.044

JYTHIM & NERRE!

Here's a double of *Golden* from a new studio, *John Robinson* of *Monsters* (please say I'm not your enemy). The 10-minute POKÉ by *Zythim* was sent by *James Miles* of *Queen* in *South Wales*, so cheers, James! And the 10-minute *Golden* POKÉ was from a regular, *good of Andy Pinks* of *West Yorkshire*.

10 POKÉ *Zythim* by John and James

20 CLEAR 54700 ML000
30 POKÉ 22000.201
40 RAMC0M2E USR 2000E
50 POKÉ 40000.201
60 RAMC0M2E USR 40A
70 POKÉ 54700.100.10000 only love
80 POKÉ 51071.0. REM only love
90 POKÉ 54700.0. REM only love
100 POKÉ 54410.201. REM no matter
110 RAMC0M2E USR 50044

5 REM *Label* by John and Andy

5 00 POKÉ ~CLOC 10 10
41 POKÉ 4000A.0 POKÉ 4000

5.0 REM *only love*

40 POKÉ 4000A.0 POKÉ 4000A.0 POKÉ 50000.0. REM only love
45 POKÉ 40000.0. REM immortal except when laser cut wrong
46 POKÉ 40010.0. REM level 01 01
48 POKÉ 40000.0. REM no fractional items
49 POKÉ 51140.0. POKÉ 51140.0. REM no loss of its when laser cut wrong
47 RAMC0M2E USR 40000

100 0071

A compact pack, neat, from *Big Database* of *Newcastle*, for one of the games on the first P2 *Playpack*. Nice going, Mr.

10 REM *Ten* by M

20 00000000 00 00 00 00 00 00
30 00000 0000 00000000
40 00000 0000 0000
50 00000 0000 00 00
60 00000
70 POKÉ 400 10.0 POKÉ 400 10.0
80 00000
90 POKÉ 0.0. POKÉ 0.0.0000

Yeast No room left, Ch... bye!

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

I'm surprised we haven't had any tips for this one before, as it scored a scorching 83rd back in the July issue. Better late than never, though, that's what *Stephen Hancock* always says.

1 These appear on the screen and move into you, if there are too many around use a mine.

2 These are too round in fixed directions. You can usually blast them before they reach you.

3 Make me motion and they get transported to the ship. The ones it captures shoot the fireworks and toaster-like things.

4 This is Sarah Bellum. She's on the last level. Even her then teleport.

5 Extra mines or energy.

6 Immovably for about ten seconds.

7 Ray power.

8 One touch of a spike and you're dead.

9 Fall down a hole and you get killed.

Thanks, Stephen. On behalf of all of us, please accept this badge.

GREGORY LOSTS HIS CLOCK

We're still without a complete solution to this but *Anthony Whitaker's* back with a bit more to add to *David Cook's* tips in the October ish, and his own in July.

Hello, First, I must rectify a goof-up I've had I made in the July ish. What I called a 'disk' is in fact a piece of clock - sorry! Go into the gallery and study the paintings - make a quick sketch of each picture, noting shapes, colours and positions too they're different each time you play. Pick up the three markers on the floor, put two of them in your pocket and go into the maze (which also changes in each game). DON'T touch pictures other than those identical to the ones at the start. Take correct paintings down and you will find the remaining two clock pieces.

I can't get any further. Let's hope someone else can.

Cripes, we'll be here 'til kingdom come at this rate.

THE GUARDIAN ANGEL

Joe Alford's the chap to thank for this comprehensive guide to the Coders' latest best-sellin' up-entertainment. (Well, 'comprehensive' might

be pushing it a bit but it's still rather stonking, isn't it?)

Take it away, buddy boy.



The Bosses Don't try to punch them or they'll grab you by the hair and punch your face in. Give them four drop-kicks but make sure it's from a distance or they'll punish you every time you jump up.



Chainsaw Man Give him two drop-kicks from a distance or he'll drop you with his chainsaw.

End-of-game man Watch out - he throws meat cleavers at you. If two or three hit you you're dead. Kick him three-four times.

Baseball Bat Men They attack you with those baseball bats very rapidly. Drop-kick them twice.



Ricky Death Star Chang He tries to run you over in his fork-lift truck. If he catches after you just run through one of those big arch things. The truck is too big to get through and it will smash into the arch and stop.



Knifemen They stab you - give them two drop-kicks from a distance or if you are too close they will stab you every time you kick them.

Salters They walk into you and drain your energy very slowly. Just punch or drop-kick (punch is quickest).

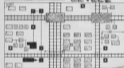
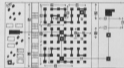
Rats They nibble your hair. Give them one low kick each.

REBEL

Rebel's, let's face it, one of the 'funniest' games I'll has ever given away, not to mention one of the trickiest. The trouble with it is that you're never quite sure what you're about to run into, and it inevitably turns out to be a hassle. Unless you've got a map, that is. And luckily that's just what we've now got thanks to Gwynn Jones and his set of hell-tip pens. He's drawn out the first two

levels in intricate detail, even marking out the battles' routes so you'll know just what to expect when you round the next corner. Give that man a game (once you've found out which one he wants!)

LEVEL 1



25

AND AND AND
IT'S CHRISTMAS
COMP TIME!

Win five Music Machines from Data Electronics!

It's music for the front of town! What Old Shakespeare told us to do next?

- a) 'Play on'
- b) 'Get down on it'
- c) 'Feed and shout'

Send your funny stuff over to page 96 and get that answer done.

THE END

Well, that's a great weight off my shoulders. I can tell you, however, next month is not weeks away and I'm going to need lots more hints, cheats, tips and maps just like these. Otherwise, well, we're doomed. Together, you Sincere, 30 Mosswood Street, Rush BA1 2SR. And remember all those prizes up for grabs - CDs... free games... Big Top badges... you'll be doing yourself a favour.

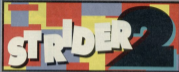


US Gold! £10.99 case
Matt I reviewed the original of this way back in November '89, so I should actually know what I'm talking about here (for once!). In a nutshell, *Strider* is a more colourful than its predecessor, it's bigger (there are the same number of levels, but each one is a lot longer), it's got more ladders and the leading character can do more things (including climbing ropes and firing a gun).

Otherwise, though, the new game is more or less exactly the same as the old one - a superior platform and shooter about 'em-up things, distinguished by an incredibly athletic lead character who paralyse and bounces all over the place. And there you have it, the complete review in two paragraphs. I think I'll go home now.

Oh, what? You want more? Well, okay then (but just because it's you). You know the story behind *Strider II*, of course. In brief, Tantea (the programming guys behind *Blark Taps* / *Demolish* here and loads of other bits for US Gold) were slightly disappointed with their conversion of the original *Strider*. Not that it wasn't any good, you understand (after all, it earned a T3 Megagame), but they couldn't see all the new ideas they came up with to improve it because of they needed to be as faithful as possible to the source.

So what to do? The answer, of course, was a sequel, one which would keep all the good things from *Strider* and improve upon (ahem) the original right ones. Hence you get the not-particularly-long levels, the revised enemies and so on, and so



comes the rope-climbing and all that stuff. Since there wasn't and still isn't an arcade sequel to the Captain original they were free to come up with their own game design. Captain approved it all and the rest you see here.

So what's *Strider II* all about, and how well does it work on the Speccy? Well, the first thing that strikes you (even more so than most sequels) is how like the original it looks. The main sprite is a bit smaller (to allow more room for movement around the screen) but otherwise it's more or less identical. There're big dollops of red colour thrown around the place, which help improve the look of things, but without losing their side-by-side you could easily confuse the two.

Unfortunately this colour does nothing to ease one of the big faults of the first game - that at times the *Strider* character gets lost against the complicated monochrome backgrounds. Most of the new things are designed as *Strider*'s a single subtle change against a dark screen, but his silhouetting and still registers.

But that's about as negative as I'm going to get. In all other ways *Strider II* is actually pretty good. Enemies are thrown at you from left and right, and *Strider*'s new-found ability to shoot a gun (while standing still) as well as leap about striking his sword adds reality to the central sequences. He can now climb ropes too (unfortunately the physics of him doing this are as ridiculous as every game of rope climbing ever depicted on the Speccy) and at the end of each level he transforms into a wheeled robot creature before taking on the big battle. This doesn't really add much to the game, but it's all part of the battle to be different, I guess.

What else is new? Well, the plot for one thing, here it's US Gold who lifted the hat that originally *Strider* was wearing - a futuristic version of *Mad Max*, but that's all gone by the board here. Instead he's rescuing the leader of the world from an alien planet or something, a much more familiar look which means we don't get any red stars or bullet dancin', and have to make do with very human-looking aliens and 60 FPS invasions instead.

That said, *Strider II* is an improvement on the original in most every respect, though somehow it's missing something - the novelty has gone. *Strider* was brilliant in his first incarnation because he moved so differently from most pokey games - now there's no surprise and it all feels much more ordinary. In fact, the whole feel of the game is that of a reworked and improved version of



All this climbing and leaping about what makes your head - you could be easily prone to that state, as been going up like

the original, rather than of a brand new game - hence the lower mark. But the original, even though this is it, aimed every way better.

There is a footnote to this story however. Caprice are apparently so impressed that they've plans to use this game design on the levels in their new *Strider II* sequel. It's not all that bad that we get something somewhat the other way, is it, Speccy fans?



Strider drops from a rope between some jaggy obstacles in Level 7. Oh, by the way, have you noticed how the bottom panel has changed since our Megagame?



Hardly ever there's anything a bit out to a higher platform, isn't it? That looks with the funny fonts has interest too.

final verdict

ENTERTAINMENT WEEKLY	IGN	GAMESTATION
84	89	80

EMULATED

Speccy game, but can't be played on the original to be fair.

87

26

AND AND AND IT'S COMING CHRISTMAS COMP TIME!

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Here don't get small, call us page 96, answer and get closer the answer.

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Map showing direct routes from the motorway and A5

**MERRY CHRISTMAS IS
FROM GAZZA AND**

**YOUR
SINCLAIR**



Kleenex
Nix

COMPOWINNERS

In which we finally get up to date with all the composites (well, sort of)...



DON'T ASK ME I'M COMPLETELY OFF BY TROLLEY COMPO

Five minutes of fun with a shopping trolley at the Computer Shopper Show go for work. Depending on when you're reading this to Greg Jackson from Sutton-by-Sea, Cleveland. Three pairs of trolleys go to P Rowley at Linstead, West Yorkshire. Steve Anderson of Gloucester and Philip Lawlor of Greater London, Devon.



BUY SHY COMPO

A 20mm Fujifilm compact near camera is yours. Ross Bradley of Hereborough, Wiltshire. And copies of *Class 100: Roy Brown Agent* will be wending their way to Paul Smith at Coltrout, West Midlands. Gerry Felling of Liscard, Merseyside. David Wilson of Edinburgh, Anthony Chapman of Milton Keynes. David Clarke of Birmingham. Jack Pagan of Bournemouth, Cornwall. Mark Drysdale from Dalwerna, King's Cliffe, Northamptonshire. J. Haddock of Loughborough, Leamington. Hugh Waggar of Ipswich, Suffolk. Andrew Moxon from H.E. Steven Road from Chesham, Bucks. Mark Thomson in Glasgow. Terry Driffell of Maid, Chelms. Ashley Williams on the Isle of Arun, Jettison, Colchester in Hertfordshire. Cleveland. Nick Error of Healy, Yorkshire. Philip Jones of Wotton, Philip Moxley of Harrogate, North Yorkshire. Paul Jones of Sleaford, West Gwent. And Karen Rose of Colbury, West Midlands.



THE SHY WHO LOVED ME COMPO

A 20mm video recorder (from Denmark) is coming your way. Paul Hedding of Walsden, and copies of the film go to Jorge Manuel Gomez Lario from Caracas, Portugal. J. Johnson of Coventry. M. Barnett of Southampton, Somerset. H. Taylor of Gloucester and Dan Stone of Bristol.



DUMPERVILLE COMPO

A bag of 150 profiles is on its way to Sean Clayton of Mansfield, Nottinghamshire.



JACK STRIKE COMPO

A Sky ac. 8000 has gone rapid thanks to the plus installation goes to Neil Stewart of York, Somerset. Copies of US Gold's Show Striking to Mark Smith of Ipswich, Suffolk. T. Sumnerfield of Ashby, South Humbershire. James Anderson of Weston Paval, Nottingham. A Parks of Claptonham, Wiltshire. D. Pinner of Luton, Bedfordshire. Neil Grayson of Pass-on-Via, Herefordshire. Paul Moxingham of Stamford, Lincolnshire. J. Redden of Wiltshire, Devon. Sir Rowanfield of North Yorkshire, Lincoln and D. Sumnerfield of Southampton.



TEABAG COMPO

A teabag is on its way to J. Eagle of Marston, Warwickshire. That's enough for a whole cup of tea - see!



RICK DANGEROUS COMPO

Pump up the volume. James MacDonnell of Olney, Bedfordshire because you've just got yourself quite a rilly. The Christmas 1980/81 season's recorder. Message: Rick Dangerous FT silms are off!

Richard Grell of Halifax, West Yorkshire. Craig Simpson of Greening, Northumberland. Eric Graham of Linstead, W. Yorks. David Hetherington of Strathairn, London. Stuart Weston of Marlow, Peterborough. Rodney Hodge of Walsden, Lancashire. Gary Myers of Haral Hampstead, Hertfordshire. Julian Bates of Port William. M. Lopez of Amadora, Portugal. Gary Harris of Widdoway, Carmarthen. Mike Clarke of Farnhead, Grampian. Paulie Label of Southsea Works, Birmingham. Alanist Patrick of Carlisle, Inverness-shire. Stephen Carson of Luton, Bedfordshire and Neil Foster of Dunfermline, Fife.



WOMAN COMPO

Wines, women, really what we see to you. Jess Kelly of Lurgan, County Antrim. Almost because you've got a four-wheel drive remote control truck! Human Copies of Virgin's latest starring Jessica go to Billy Holmes of Kilmuir, Telfordshire. Daniel Nessome of Walsden, West Yorkshire. Lee Tattersall of Brackenhelm, Lancashire. Justin Besswell of Gloucester. James Clark of Tamworth, Staffordshire. James MacDonald of Oke, Argy. Simon Williams of Llanwryston, Cornwall. Martin Hill of Inverclyde, Northamptonshire. Malcolm Sutherland of Glasgow, North Yorks. Ireland and Mark Ebdon of Stroudville, Northamptonshire.



JUDGE DREDS COMPO

Don't watch that, watch this - a Philips remote control colour TV goes to Paul Westwood of Coltrout, West Midlands. Copies of the Judge Dredd book and Virgin game are on their way to Kenneth Mayday of Beaune, Dumfriesshire. A Sandoz of Swains, Mark Pater of Woking, Kent. M. Cooling of Beckingham, Kent and Janet McWhirter of Linton-on-Ouse, North Yorks. Copies of the game are going to Simon Clancy of Bristol. Adam Westwood of Orews, Cheshire. Robbie Patterson of Stroud-Luton-Avon. Kenny Owens of Ayr, County Antrim and Kevin Conroy of Thurston, Essex.



BROOKER MANAGER COMPO

Simon O'Hara, Niles White, we hope you've got a nice big room and you've just won a six-foot wooden table, a full-size bed and case, five chairs, a couple of red-leaves, a T-shirt, a modular armchair and a copy of Image's Brooker Manager. Then! Copies of *Brooker Manager* go to Thomas Bromwing of Luton, Bedfordshire. Geoff Neal of Walsden, Cheshire. Jim Richards of Banbridge, Tyrone. J. Mander of Gogginham, Essex. Jason

Kemshan of Halesden, West Midlands. Brent Cartwright of Farnley, Nottinghamshire. Richard Scudlery of Middles, West Sussex. Jonathan O'Shea of Carron Burn, Newcastle upon Tyne. Jonathan Harding of Rugby, Staffordshire. Peter Santos of Highfield, Dorset. Jon Leach of Tynon to John, Simon, Gary Ralledge of Coventry. Peter Lavers of Longbourn, Cornwall. Michael Baker of Andover, Hampshire. Colin Stone of Alverstoke, Dorset. David Elliott of West Monkswater, Tyne and Wear. Mike Hobbs of Bath, Avon. Michael Kinnaird of Billingham, Cleveland. Colin McMillan of Clevedon, West Yorkshire. D. Hooling of Wickenham, Gloucestershire. Paul Kemp of Newry, County Down. Brian Gooch of Stranmillis, Norfolk. Daniel Robinson of Gwent, Leicestershire. Ray Baskin of Old Ford, Leicestershire. P. Williams of Gwent, Leicestershire. Rick White of Clevedon, South Yorkshire. Paul Fildes of Buxton, Derby. Gerry Mackintosh of Roms, Inverness-shire. David Crooks of Colwyn, London. Richard Bramble of Alford, Barry Potts of St. Bees, North Yorkshire. SE. Daniels of Glogston, Surrey. Bernard Hunter of Exeter, Devon. David Beach of Gwent, South Humbershire. Peter Williams of Maiden Newton, Dorset. J. Bird of Gwent, West Sussex. Lee Tattersall of Bury, Lancashire. Andrew Gillan of Putney, London. Michael Jones of Gwent, Derbyshire. J. Fitzgerald of Northampton. Linda Brewer of Kent. W. Crooks of Farnley, Surrey. J. Richardson of Hertford, Cleveland. Ben Ayles of East Coker, Somerset. Paul Shephard of Tean, Nottingham. Michael Quinn of Peterborough, Cambridgeshire. G. Arnold of Bradford, West Yorkshire. Wayne Smith of Ashford Hill, Hertfordshire. Howard Crooks of Leyland, Lancashire. Colin Watson of Rother, A. Ireland. St. Paul of Lincoln, Surrey. Michael Nails of Wexham, Hampshire. A. Davies of Crookham, West Yorkshire. Thelma White of Northampton, Somerset. Keith White of Haywards Heath, Sussex. Ian Thompson of St. Leonards, Cheshire. Simon Jones of Port Talbot, West Glamorgan. Andrew Davidson of Bishop, Auckland, County Durham. John Bartlett of Latham, County Antrim. Bill Ramsey of Tisbury, West Yorkshire. Christopher Gough of Wigan, County Antrim. Ian Yates of Clonmel, Lancashire. Paul Hickey of Annesborough Park, Surrey. Rafferty Shaw of Lyndridge, Devon. Peter Williams of High Wycombe and Simon Pender of Blackwood, Gwent.

Back to the future is COMPO
Oh my goodness, this is just too exciting for words - somebody has won a holiday in Orlando, Florida! Who is it? It's you, John Layton of Great Yarmouth, Norfolk! Yippie! Quick, nurse, the smiling lady!
Remember prizes of the past? The Future Invites and Image Wines game go to Andrew King of Wigan, Lancashire. Graham Bayles of Rotherham, Dorset. Alan Delgado of London. Benjamin Cates of Bristol. Mark Paintain of Glastonhead, Tyne and Wear. Paul Roberts of Dorchester, South Yorkshire. Barry Roberts of Dorset, Norfolk. J. McCreath of Hudding, London. Graham Corbridge of Middlesbrough, York and Mark Prior of Clacton, Cambridgeshire.



NO NO NO IT'S COMING CHRISTMAS COMPO TIME!

Who ten copies of *Autoguide's* *Britain* *Magpie Arcadia Guide*

What happens is the Foot Laureate!

a) Rob
b) Ted
c) Bert

Then over to page 66 where the magic stopwatch awaits your arrival.



ROBIN ALWAY



SAM SURGEON

The recent alarming increase in Hygenic Nasal Hair Trimmer ads, fat old blokes wearing red, and records featuring sleigh bells can mean only one thing, Christmas is here! Hurrah! Ho ho ho! Etc. Oh, you're not feeling very festive? Well, how's about sussing out the latest 'vibes' on the Coupe instead then? (Thought that'd make you feel better.)

Good news. Double-good news with knobs on and no return in fact. Remember that excellent Total Recall film demo I told you about a few issues ago? Well, the author (and original good egg Guy Maddison) has just come up with another one based on *RoboCop*. It's equally fab and features lots of digitised stills from the original movie. Not only that but it's public domain software which means all you've have to copy it and give it to fellow Samites without fear of a maligned cut from the boss of Mail and I'll only cost a paltry £1.50 on disk from G. Maddison, 35 Victoria Mount, Hoxton, Leeds LS18 4PU.

By the time you read this good old Guy will also have two more of his great SAM disks out. The first sumptuous one is another film demo, this time based on Prof Hoary old Dave that's required to be on TV this Yuletide. *Star Wars*. Watch it on your Coupe instead. The second one is a suitable festive affair entitled the *Christmas Quiz*. Guy tells me that this consists of over 100 trivia questions accompanied by pictures, and anyone who buys it will also be able to enter a chance with a Christmas present of a crisp tender going to the winner. The closing date is December 21st so no nibbling around if you plan to enter rather than just play for fun. You can either buy each disk for just £1.50 or Guy'll generously let you have the pair for £2.80. Please note they won't be released into the public domain until February 1st and are available on disk only. I reckon three cheers, hearty sops on the back and drinks of rind should go to Guy for writing such excellent demos and letting fellow Coupeurs have access to them at such a reasonable price. It for returns your faith in human nature, it does.



Would you feel a Guy who made RoboCop for his computer?

That faithful old regular Barry Watson has just let the know another one of those handy little 'so good' of finding. It's a file for the rather naughty Coupe version of the *Forward 2* word processor. I think I'll let loose explain all the bits...

If you have a 720 disk from format, then trying to run it with the updated ROM gives you a small problem when trying to access the menu screen via PG. It reboots itself, denying you the ability to print, save/load or the other options. The solution is simple...

- 1) Load *Forward* from your master disk by typing LOAD 'Fw' or 'fwdisk'
- 2) As soon as the *Forward* two message appears at the top of the screen, press ESC to bring you into Basic.
- 3) L01 '840 and press EDT.
- 4) Amend line '840 to read-

```

1840 DATA "840", "840",
"800", "801", "802", "810",
"808", "801", "809", "808",
"1", "800", "801", "808",
"800", "808", "808", "800",
"800", "800", "804", "802",
"808", "800", "809", "800",
"800", "800", "801", "800",
"801", "800", "801", "800",
"
```

- 5) Press ENTER to finish the editing.
- 6) Make sure the write-protect tab on the disk is off.
- 7) Type SAVE 'FW' line 50 (or 'fwdisk').
- 8) Your modified *Forward* will overwrite the old version and when again you'll be able to save, load, print with no trouble.

Splendid stuff. As long as I've typed it out correctly that's J Cheers, Barry.

A few columns back I told you the heart-warming story of how people were hosting probe testing the cover-mounted *Sea Call* into the SAM. *20th November* wrote in with the following list...

- 1) Load emulator.
 - 2) Break program.
 - 3) Load Spectrum ROM to address 40000.
 - 4) Restart emulator.
- And then he added "It is doesn't work then you get no character". Huge amounts of internal gratefulness and more importantly, a bridge go to him. A helping of the same also go to A. Thomson who found that *Sea Call* worked perfectly using L01's SAMWARE Utility.

It's good to see another public domain software library pledging itself to the SAM. *CMS* have only just come into being so they're obviously on the look-out for contributors of games, demos and utilities of a Coupeque nature to stock their shelves with. The few



Sea Call - your leading probe school

things they have found pretty interesting though. There's a soccer management game with 'full colour mode & graphics, sound effects and music', an *Op-Walk-in-space* thing, two demo disks of an unspecified nature and a *Spice* editor to name but nearly all of them, for a catalogue send on see to Chris SAM Coupe PD, 70 Donald Drive, Chislewell Heath, Bromley, Essex SS16 5DU. Send them some PD if you've got any at all.

Right, that's all we've got time for. It's well off the other side of Christmas but in the meantime send all your stuff to the usual address. To-see!

28

HIO HIO HIO IT'S COOKING CHRISTMAS COMPO TIME!

Win five of Incentive's lobby graphic adventure creators.

Who is the creator of the best graphics *Adventures* (and all the other *Adventures*)?

is Steve Byrce
is William Compton
is William Price

Enter to possible down to page 68!

**Virgin Mastertronic/£9.99
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Smiley As the famous toothless budge put it, "It aint first you

don't succeed, try, try again". News has this been as true as in the case of 2000AD timelines.

Lots of people have recognized the potential for a hit-game based on the characters in Britain's favourite (sorry, the second-favourite) comic, but few (ie none) have managed a really successful adaptation. *Revolution King: Power Through Resistance*. The whitest, meanest (and blindest) - they've all been done (and done fairly badly, it has to be said). Let's see what they manage this time round, eh. *Space-Chamber* - Programmed by Random Access - the Bates. *Curve* leads responsible for the classic link-up, the Double Dragon games of it - this new *Shred* is a view from the side ramp through Stage City One. As well as his weapon (that's the Judge), which fires three types of ammo - the Judge also has all his original *Shred* and his trusty armoured motorbike. In some levels he roams around the place on foot, in others he rides the bike. In fact, in one later level he actually rides a flying version of it! Each section of the game takes its



World it might show, surely! *Shred* better hope he's remembered his madman-piloting habits (he's not)

scenario from a different *Shred* comic strip - Level One, for instance, is based on the famous 'Fellas Shred' story. Here *Shred* has to explore a maze of platforms and ramps, finding and turning off four fire-alarmers before the rampaging fitties - citizens who've turned themselves into one for monsters by gross overeating - can get their bellies round them. It's a case of dodging, dodging

JUDGE DREDD

DAYS OF THUNDER



Oh no! I've crashed my car! (Sorry, *Days* won't be pleased.)

in comparison with the super-fast Lotus (for instance) which is also reviewed this issue. There's certainly some real stuff in here - take the intricate opening sequence, with Cole Trickle the character from *Cruise* played in the first pulling up on his Harley outside the stadium. Very nice. In the opening shots of each stadium, they're rather nice too. Anyway, stay on these bits and you're straight into a driving sequence. There's your little blue

another one to add to The F2 Definitive Guide to Driving Games (courtesy of F2 November 1992) and all but indeed falls squarely into the "looking-at-it-from-behind" category. It's also, I'm afraid to say, one of your "not exactly going to set the world alight" ones (which means it's a fairly accurate representation of the movie, I guess, no lie).

Actually, perhaps that was a bit unfair. This isn't an awful game by any means. It's just that it takes a car on the track (and it's moving) - some races having rolling starts (presumably) and your first job is to try and qualify for the first race of the season. Though the track is a vector graphics thingie, the cars are actually little sprites wobbling about in the middle - it's an unusual combination, though we saw something similar in *Shut the Box* recently. At first things can be a bit disconcerting when the vector folk round sharply on corners, though you get used to it and it starts to give a fairly accurate representation of a flat banked circuit. It takes some time though. What also takes some time is qualifying - absolutely ages in fact, though at least it gives you a chance to find the best line around the corners, get used to changing gears and so on. Pretty soon though (hopefully) you're into a real race, which is much more exciting. This is where it gets fast (sort of), furious (sort of) and for sport (of - unfortunately, *Days Of Thunder* seems really managed to give the impression of power speed that makes the best driving games. That's not to say it can't be quite fun though - when you've got a big field of cars all jostling together and some (and they all can seem to cope with it) all come much more alive.

It's all about straight driving skills though. Every lap during a race there's a "Pit ahead" message that flashes up on screen, meaning that at this point you can choose to pull over to the left,

**Mindscape/£9.99
cass/£14.99 disk**



Linda Night then, *Days Of Thunder*, eh? Er, well, it's a film. Top Gun with stock cars apparently though no one in the F2 office has actually seen it), all about a Moke who's an ace racer, has an accident and falls in love with his nurse. (Or something.) I can't tell you very much more about it actually, in fact, so many people claim never to have seen it that I'm beginning to doubt if it ever really existed at all, so it's straight into the computer game version I'm afraid. (Sorry and all that.)

Days Of Thunder (the game) is actually a massive shoot 'em-up with lots of mutant Robot Monsters and strange three-headed demon monsters. Or, ah, right, it isn't really - it's more your (you'll never guess) standard driving game, top.



The external view you get when you do something wrong and spin out. (Shameless)

IT'S **HUGE!**
IT'S **HAPPENING!**
IT'S **THE COMPLETE**
YES
TIPSHOP TIPTIONARY!!



So what's all this about a book then? Well, it's simple! You readers have been our champs for quite some time now, and, although you're probably quite content simply receiving your copy of YES every month, we thought you deserved a little extra something. So we've written you a book!



Blimey! So just what's in this 'book'? Tips, that's what. And more. What we've done is chosen some of our most favourite games ever, written a bit about them and then collected every single bit we could unearth for each one!

Okay, I want one.



Hang on a sec - there's more! We've also squeezed about 200 extremely practical POKEs into one program and popped it onto a cassette. It's stuck on the front and it's totally FREE!

I want one!

But wait! Budget tips are included as well, there's a whole bunch of maps to guide you through the thicket of games...



NOW!

... then another colossal POKE bit with 'nearly 1,000(ish) Multibytes on hundreds of different games, and a guide to the history of Spectrum games, with top files for the last six or seven years.



... Anything else? ... Or can I order my copy now? Just a few jokes at the back.

Right! I'd better fill in the coupon then! Perhaps you should.



(Want one? I'd love one! Please send me The Complete ZX Tipshop Tiptionary at the ridiculously generous price of £8.95. (P.S. and I've also added £1.45 to cover the cost of postage and packing.)

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TIDINGS OF COMFORT AND JOYSTICKS

As we've no doubt pointed out about 20 times already this issue, Christmas is almost upon us, so what better time to take a good long gander at the wonderful world of joysticks? After all, they make an ideal stocking filler! (Or so LINDA BARKER thinks anyway.)

Well really knowing a massive amount about joysticks (it has to be said I thought I'd check with a couple of my sources before scribbling on this feature. What a waste of time - the only comprehensive (and non-innocent) answer I got was along the lines of "Um, er, um, they're those smelly things you fight, aren't they?" Besides wanting to get a better class of sauce, I made my excuses and left. The research was all so far off.

Sorry. So where are we? Well, what with it being Christmas (the 21st of this we've mentioned in this issue) and everything, we thought you'd be wondering what to ask good old Santa for this year. Well, how about a joystick? They really do make a rather lovely little presents - not too extraordinarily priced (usually), made of quality and good looking plastic (some are ivory), and put a nice size to wrap up, but the only problem is there are so many to choose from.

Decisions, decisions, I hope I've said I'm sure you do too, so being incredibly kind-hearted souls we thought we'd come into the trouble of trawling round all the stores. Now there's no need to work yourself into a lather feeling sorry (because you can't decide what to get, because we've done all the deciding for you. At your house to do a little sleep, get yourself comfy and read on. (Munch)

- ◆ **COMPELION PRO 5000 BLACK** (\$14.95)
- ◆ **COMPELION PRO PHANTOM** (\$14.95)
- ◆ **COMPELION PRO GOAL** (\$14.95)
- ◆ **COMPELION PRO 5000 CLEAR** (\$15.95)
- ◆ **COMPELION PRO 5000 (GREEN, RED GUM AND GREEN GLOW)** (\$17.95)

The Compelion Pro 5000 is the one that we generally use in the office. It's a good medium size and simple in design - a car gear lever-like shaft with a knob on the top, and two big fire buttons on the base, all finished in ubiquitous red and black. Some may think it looks a bit old-fashioned, but I like it - there's no fuss and pretension here. It's been around a while (eight years or so) and is still popular, probably because it's so durable (the shaft's steel-plated, you see).

Being as it's the one that's always plugged into our office Specsys it's been the standard I've been judging the others by. All versions of the stick come with money-worth on the fire buttons and three-year guarantee, no catches though: so desktop work isn't too hot but the more



It's the '95 Christmas Joysticks round-up!



Left: Competition Pro 3600 Phantom, Centre: Competition Pro 3600 Black, Right: Competition Pro 3600 Gold.



Left: Competition Pro 3600 Silver, Centre: Competition Pro 3600 Red, Right: Competition Pro 3600 Green Olive.

expensive ones get outdated and lose motion features, it's easy to get to grips with and a good answer to hold fast! But buttons are a problem - the stick's too stiff for me and doesn't wobble enough. They loosen up with age apparently (and tend to be fairly unresponsive) so perhaps that's worth putting up with however.

Of course, if you're bored of basic (and red) (and if you're not new, you will be by the end of this feature) you can get the same basic design finished in different ways. The Phantom is a gloriously white Christmas, resembling to the package, with a black handle and the buttons every other, while the Wild Card comes in ten different colour combinations in different ways. We've got the Improved one (it's the best with two buttons and sticks) but more exciting is Brazil - green and yellow. Good for FIFA! Or if that isn't it, well, the Clear is, in my opinion, clear too, with a can see all the wires and

nice little gold bits inside) while the "Silver Style" (extra only) sort of transparent luminous acid green or pink. Nice and bright, but really worth the extra three quid? I think not.)

● **QUICKLY III SUPERCHARGER (\$2.95)**
A very swoopy-looking, bubble-manicured one, but for too big for me and my fingers! It sounds like it's going to crack every time I wiggle it. I really enjoyed peering the plain-and-simple-stuff-with-a-bubble-on-the-end design to these big cartoonish styles. Included to fit the shape of your hand things anyway, but this is a particularly offensive example. A stylish red and black design (and it's only with two fire buttons) they call with two fire buttons at the top of the stick, it found the control sensitive to the slightest movements, too sensitive in fact - I went off the piece in most games, even when I was trying to break it! There's an outline option on it

too, but basically I can't really see the appeal - it's fairly expensive, and while there might be some pretty good wiggles in there, sometimes, they're often suppressed by the obvious case.

● **QUICKLY JUNIOR (\$4.95)**
The Quikjoy Junior is of the cheaper end of the joystick market, a small red and black one with two fire buttons, one on top of the stick and one on the base. It's a hand-shoulder fit should I say "ergonomically-considered" to stick, rather crapsy in most respects though it actually seemed to work pretty well to me. Despite its lightweight, Cheapo look, and a bit easier to get it grip on than the bigger Quikjoy II.


● **QUICKLY JETIFIER (\$2.95)**
Black handle - this one isn't red and black! No, no, because it's grey and red. Well, sort of, anyway, looks really - got that nice bit of red - oh well - the handle on even lighter grey/brown. It's a bit of a hand nightmare really - what else can I say about it? Well, the Jetifier has a big, conical base - the surface is, and it's sticking

hand-grip stick with two fire buttons perched on top. Everything you need is located at the top of the handle, which is a noisy one of them. The one looks just like part of your arm, no doubt about it, but it's a lot more than that function. Like most of these sticks, it has success which doesn't actually seem to stick, for me, I've sometimes had to look for the red and they obviously form a hole when they stick in. Too big and firm - not my favourite stick.

● **CHETAN DETERMINATOR (\$5.95)**
Oooh, that's cheap. I wonder who? (Peep inside the box.) Oh, I see. This one looks and feels exactly like the Sprint 3282 - is not very nice. Some black lightweight coating and little ring of white plastic inside of the base of the stick. There's one red fire button on the stick and one round button on the base (and, um, that's about it. Good work if you want a stick that's stop firm on the table, but a bit bit stiff to play, though it feels fairly solid and is probably a bit of a bargain really. In fact, I think it's probably one of the most disappointing around. Just a bit heavy, that's all.)



Clockwise from top left: Quikjoy Junior, Quikjoy Jetifier, Chetan Determinator and the Quikjoy Supercharger.




HO HO HO
IT'S YOUR
CHRISTMAS
COMP TIME!

Win ten T-shirts from those lovely people at EMI!

Where is the most tea grown?

a) Africa
b) India

c) Saintmary's greenhouse



Get off your horse, drink up your tea and fill in the coupon on page 85.

➤ **SINCLAIR 500** (in the one that's big with the joystick) Exactly the same as the Cheatah Terminator - very classy and cheap feeling. It's too light and doesn't look a winner in the durability stakes. The main problem though is really it's just too horrible to see, but most of you probably think that anyway. Crap.

➤ **SONIX NAVIGATOR AUTOREP** (\$14.99)

A joystick with a difference, and rather nice as it happens. It's a bit hard to describe, but try and imagine a Star Trek device for better or, take a look at the picture. It's like a little bit round - you hold the base in one hand (and operate the trigger-like fire buttons then manipulate the dual-like shaft with the other. This is exactly the right size for me, and quite pretty. Not a stick with some bright blue bits. There's no way you can tell it on the desk if it's purely a hand-held stick and it can get a bit heavy and uncomfortable after prolonged playing, but definitely the best of the hand-held sticks. Thanks up for the Navigator.

➤ **SONIX SPEEDING AUTOREP** (\$14.99)

Just in case you didn't know speed wanted too, the Speeding was "the world's first

high performance joystick" (whatever that means). It's another small hand-held thing, but of an earlier (and cheaper) design than the Navigator. (And you actually really comfortable to hold though it didn't look, or it would feel if it's recent to better in the palm of your left hand) with your index finger resting on the fire button and the other hand manipulating the little joystick. I can see this one would be a very personal taste - some people would hate it - so I can't really recommend it so much as say it'd be worth checking out yourself. (Unless for left-handed of course though because of the odd asymmetrical shape, and quite heavy and liable to make your hand ache. By the way, it comes with a year's guarantee and a promise to cope with difficulties, which sounds promising.

➤ **SONIX MICROKASTER** (\$4.99)

I thought this was going to be a massive super-mega-fab device (after from its name, which just goes to show how ridiculous I get with me. Apparently the Microkaster is big on boxing and not so big on cost. For a while \$4.99 you get quite a decent little joystick, in a classic red and black. It's got a small black pushy and a red stick (not one of those



Left: Cheatah Star Probe, Centre Cheatah 100, Right Cheatah Mach 1.

hood-gap things. Got a nice straight stick with a knob top and two red fire buttons on the base. You can try and fiddle around it, though it falls off your place once locked in, but out of the cheap sticks this thing wins. It's really quite sweet if not a guaranteed fit (but only for 16-bit) and is really a bit of a bang - always a good thing by me.

➤ **CHEATAH MACH 1** (\$10.99)

This one has four microswitch buttons - two microswitches on the sides of the base and two on the handle. (Black and red and plastic, and not too aesthetically pleasing, it actually looks quite well. You can really get to grips with the solid microswitches. It does these things stuff and it comes around well too. I found it a bit slow on the joystick, but other than that a good stick, and reasonably priced too.

➤ **CHEATAH STAR PROBE** (\$14.99)

Right microswitches, four the buttons, reliable and so on if you have, but it's still made of plastic and oval looks a little with some of the workings visible at the base of the shaft. I found the handle a little too big for my delicate little right hand and it all feels too light and unbalanced and more bothered about looking like part of an airplane than being a joystick.

Oh, it's quite hand-headed and can be used with the Speeding stick (it's the bigger Cheatah stick) and a nice find too. The various fire buttons though (there are loads of them) could be better placed however, but it's too big to hand-hold and looks like it's about to spill in half of my second (not one of my favourite sticks.

➤ **CHEATAH 100** (\$8.99)

This one's been with for five years (before the five years ago). Another nice hand-held equipped one (stick for \$5.99) with subtle variations (for for \$10.99) with buttons but no extra (not \$8.99). It's got a 12-month warranty, a computer-styled bit of base in a reasonable size, comes with loads of fire buttons, a comfortable hand-grip and is really quite responsive. Some questions about durability (well, and the switches are not close together for it to be as that firm on the desk, but it's very firm) good value indeed. As good as any of the other contemporary sticks (and huge thanks to you) it has to be a best buy.

➤ **TAC 50** (\$14.99)

This one's a funny sort of cream and grey colour with four the buttons - they're ones atop the grey hand-mounted type of stick and have grey ones on the cream base. Oh, and it's got sticks, though they don't stick around for long (well, not on the table anyway). This has a lifetime warranty and it says here that, with this stick, you can "actually feel it when your computer responds", which on this is the reason to react already this stick has succeeded in convincing me and I haven't even plugged it in yet. Oh dear...

And it's got it. One of the fire buttons on the stick didn't work and I didn't have any better from usual in most games. As for all this "feeling your computer respond" business - what a load of old codswallop.

➤ **COMAND CONTROL** (\$24.99)

A bit on the expensive side (and then some), this isn't so much a joystick as a Mega joystick in one (well, sort of).



Left: Korda Baseballing, Centre Korda Manipulation, Right Korda Navigator.



AND AND AND IT'S COMING CHRISTMAS COMPO TIME!

Win ten mugs from Elite!

What mug is a very important person indeed?

a) A mug
b) A mug
c) A mug
d) A mug

Mug up your answer and go up to down to the new little space on page 95.





Powerplay Crystal Standard

Yes, it comes with these different shafts, which you can swap around as you see fit. You can have a straight steel shaft with a red knob on the end, or either put a straight corner thing over the steel bit or a red foam moulded bit - the choice is yours.

The actual base is a big red and black look thing with a sticking-up round bit that you stick the actual shaft into. There's no cushion as it doesn't stay on the table if you get over excited, and the whole thing was a bit too soft for me. Separate padded joypad stay too. While the basic choice by the same company has a lifetime warranty, this one has one for 90 days - but it's much more expensive. (How they work these things out is beyond me.)

◆ POWERPLAY CRUISER (OR BLUE, BLACK AND MULTICOURED) \$19.95

I like this one lots and lots - in fact, it might even be my favourite joystick (I think) - no battery space taken. It's a bit rounded, fatter and streamlined. I've got the blue

one with red stick and white fire buttons (instead) but they also come in black, multi-coloured and clear (with buttons for a bit of those look). More to hold and easy to use, it's even got my favourite of handles - a glass stick with little round knobs on the end. What's more the whole thing feels quite sturdy, despite the fact that it's relatively small compared to lots of them. The buttons are great too and well spread apart for good-deck placement.

One extra selling point is the unusual shaft, which a substitute so you can get the amount of resistance you want - for extra sensitivity, normal use, or firm control (the wiggling). And as if that wasn't enough it also makes these into a sticky mess that I'm so fond of - an absolute winner.

TOP PICK: Like a couple back, Powerplay Cruiser and falls in love! I don't you didn't think anyone could fall for a joystick. But this is the good mate of the previous model of Jason Coppe was a joystick fan'd be a stick! Cruiser. As an extra plus, this is already spectrum compatible, so there's no need for an interface.

◆ POWERPLAY CRYSTAL STANDARD \$19.95

Another stick! One with a red stick and buttons and a bit better in size than the Comp Pro-Clear, though it didn't feel so sturdy. The handle seems big enough to fit but that's because I've got the multi-coloured version. The handle seems a bit loose though - I shouldn't think it is one you can be too tough with, so it's definitely not the stick for me. I worry about breaking things a bit, once I got over my personal attack it was ok. And I found the fire buttons easy to manipulate and nice and smooth. They make a nice sticky mess too - very

messy. Oh, and the shaft's got handles as well. Comes in Clear-Crystal too for a few quid less.

◆ JAYPERSON PROFESSIONAL COMPUTER JOYSTICK CENTER \$29.95

This is very big and not very pretty. It's a bit hard to describe really - initial reactions seemed here ranged from the surprised "blimey" through to the disgusted "what an ugly brute". It is ugly, but you shouldn't judge a book by its cover and for that. Well, I think you probably should, sort of, but I had a lot more saying it, so let's just say you shouldn't! Ahem.

By now you're probably dying to know what it looks like so I'll tell you - it's big, and I know I've said that before but this one really is, at least three inches tall and seven wide -

massive. It's a bit of a block 'n' white checked affair with one yellow fire button and when you hold the stick back with another red fire button pressed on top, sprouting out from the base of the stick are four big red arrows and four little yellow arrows - just to help you choose the right direction (aren't they thoughtful?).

The buttons on this one are probably strong and able to withstand a few hits but for such a big boy the stick is a bit small and not incredibly comfortable. A bit on the thin side too. In fact it's big and chunky too! Ah - two factors which combined go to make it a bit odd really. The sheer bulk of it combined with the waddy handle, made it a bit of a pain

It's the Y5 Joysticks round-up!



Star System - Professional Computer Joystick Center



Clockwise from top left: Top Pick, Commodore Center, Blue Powerplay Cruiser and the Black Powerplay Cruiser

LINDA'S PICK OF THE STICKS

to there you have it. After much debate and deliberation in the office (and on the amount of space each was recognized to consume) I went to the top three. (Of course, I have.) Here we go -

1) POWERPLAY CRUISER (in black)

A nice shape, well-built, a good price and oh-so-easy to use. A bit of a winner all-round really.

2) SCORP NAVIGATOR

Quite well-built, small and futuristic-looking, and ideal for when you happen to take it out on the road - you don't want to carry it. Quite expensive for what it is though.

3) COMP PRO (in black)

Looks sturdy and quite accurate - worth the highish price. 5) CHRISTIAN 125

Accurate and comfortable, if a bit strange looking in the sticks, using states. Very good value, though.

Now all you need to do is of ring the one you want, to leave the leave immediately bring around the house (open of these pages if possible) and of hope that someone with a bit of money takes the time. Merry Christmas, everybody!

Digital integration Proves to be confirmed!



Matt This is a real 'odd man out'. It's not a massively expensive film licence, it's not based on a hit coin-op, it's cheap (not even available on any other format!) (Well, okay, it probably will be soon, but they'll be purely secondary to the Spore version.) It is, in fact, that great rarity, a totally original product. It's also, beyond being just a game, a rather remarkable demonstration of what the Spore can do.

Take a quick look at the graphics and it might seem to you that this is ever so slightly reminiscent of another, rather more famous game released in this issue... *Terrace* (Mustard Seed Games) (and you might be right). Others of you may spot an even closer resemblance to *Star Wars*

being, the latter idea being that on other ships you're non-attached on Earth, and you've got to help to guide computer get rid of the enemy alien pirates who've taken over the bulk of the ship. Worse, the ship's defence system has thrown a wobbly and is threatening to self-destruct (which would take half the game with it). So there's the problem - but how does the game actually work?

Well, the first level is very Star Wars (like *10000* - spotted into as much as possible as a position on the Spore)



Level One - the usual Star Wars-style of Space all Good (the usual has to play, the red line is of one point the video screen is controlled, with limited propelling energy)

EXTREME



Save the World! (The character in the frame is a character from the game, not a real character. Lots of options and some fairly realistic, but really it's a lot of a game for a game.)

It or perhaps *Time On The Moon*, *Planet's Savage* or *Spore* (better look!) *Spore* - *The Last Emperor* (or whatever it was called). There's a reason for this of course - *Extreme* has been put together by *Game Press* and *Black Beauty*, the two behind that site, who may also have moved onto bigger things (the mega-successful *IT* game game. *Supremacy* for one) but continue to produce the finest and most about with it in their spare time. This is their 3D, featuring a game just packed with the best with everything you'll always want to try, and as such has some of the most intense titles ever seen on the Spore. The game itself is a three level shoot 'em up

against a plain black background (well, not quite plain - there are floating stars about the place) to prevent clash. You've got to shoot around.

Shooting buttons, collecting weapons and opening doors is a reward to reward full game to the computer so it can help you with the rest of your mission. This is really a lot of very funny programming (like - how many light and dark shades to effectively increase the Spore's table up to 10 colours to simulate the sea you have to pass through as the whole game is moving. The screenshots might look impressive, but you have to see the game moving to fully appreciate it. As for how it actually plays, well, comments from the *IGN* and *Time* reviews would be equally appropriate here. It's great for what it is - it's very fast, the graphics are spectacular, and near flawless about (like the points you've earned for killing each alien leaping into the air) - but you can't help feeling that it would be much more satisfying if there was simply more of it.

The second level is very different, but the same comments apply. Basically, you're now a much larger ship in an even more complex environment, but you're still in a position of being in the middle of a lot of trouble. Interestingly there are also with planets that are *WAC* style (like - as you're up to do it's good to go to the other end of the ship, look up the scanner, turn round and zoom back. And, oh, that's it - the trick is that about you're not around you have to keep deliberately dodging the enemy (which are an enemy) but you're not in the attacking line, very colourful, full of real touches like the little rotating propellers on the ship, or the enemy around corners to be surprised in a game pretty hopeless. It's basically a short but intense journey in a straight line, with only one trick to learn before you can complete it.

Then there's *Level Three*, and would you believe it's even simpler. It's basically just walking along in a straight line shooting things, finding a computer (or something) and destroying it. As a game it's not really there at all, but luckily it's just as impressive visually as the other sections - perhaps even more so. You control a giant Star Wars-style walker for a start - superbly animated, and quite possibly one of the biggest graphics ever, as full as the playing area. Then more impressive are some of the things you can't see until you've first played like the fact that everything

that happens is reflected on the mirrored floor, visually stunning then, but as I said, almost laughably short and simple as a game.

And there you have it. Absolutely an incredible achievement, but less exciting for the programmer. This is a real programmer's game, but of looks and sounds provides a million. How do they do that, oh, I see, his clear comments. Think of it as a fun project, a hobby game packed with effects you really should see, that just happens to have been published. That way you won't be disappointed when you buy it.



Level Three, with possibly the largest number ever on the Spore, but of interesting content and some lovely reflections. Most of that you'll see.



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chance!

- to being there
- to being there
- to being there
- to being there

Tip-in through the tulips to
scuffle down the screen on page 55.



final verdict

IGN: 50% | GAME: 90% | METACRITIC: 65%

EMPIRE VERDICT

80%

For more on this, but
if you'd like to see the
Review verdicts of one
of the games of the year

RRC

SMART STEPS

Things quickly switch to Las Vegas sometime for a 3-month period, says Ronny Foley, the mad wife man. It's the one night job for the night, but they're who hang around the streets, at about his quest.

There are five ways out of this level. Though one (the important one, naturally) is locked and will require the silver safe card to open it. To find the safe you'll have to pass through the other exits and rely to sub-trails (with subtle assistance) called as The Alliance, which is Big Top (the former main entrance).

FOURTH QUARTER

After you get the silver safe card, you'll need to go through the safe card and get through the safe card. You'll need to get through the safe card and get through the safe card. You'll need to get through the safe card and get through the safe card.

Some of graphics artist Steve McQueen's background in video is the reason for such an overlaid effect. Being too simple and simple. They look like the safe card. You wouldn't give any, Steve McQueen's.

Rock! This wouldn't be Spike Spike with his directly horizontal members, (Spike R.T. (Spikehouse known)).

Just like it goes! Looks like your elements are - (perhaps you're sometimes there by maybe you're looking through it sometimes).

BEHIND THE GREENHOUSE

Now it's time to go to the greenhouse. The greenhouse is in the back of the building. It's the one with the green plants. It's the one with the green plants. It's the one with the green plants.

Down Town

Once out of the history you're back on the streets, and pretty close to Big's HQ. Right your way to the building and it's into the lobby. The way to the level One and Blue level. The (obviously) this is a...



It just fits the bridge covered Quik, nig into the Turbo Processor and Burn some rubber, baby!



Oh dear, two late. They're got you. (And it looks as though the car's suspended off by itself too.)

WE'VE GOT OFFICE

After you get the silver safe card, you'll need to go through the safe card. You'll need to get through the safe card and get through the safe card. You'll need to get through the safe card and get through the safe card.

EVERYBODY'S

After you get the silver safe card, you'll need to go through the safe card. You'll need to get through the safe card and get through the safe card. You'll need to get through the safe card and get through the safe card.

And now we have it. RRC doesn't really have us being a particularly accurate representation of the in a real drug enforcement agency, but the what do I know and I don't suppose anybody with cars that much? Anybody? They're... I can admit as any other content, and certainly packed with energy and action by the way... which is for more important, doesn't think. In fact, it's so packed with action I'd even put it as my top five for surprise hit of the season. Keep your eyes peeled for next issues, when we'll have a full review.



Kid, jumping up in the air seems to have broken 'em. (Don't know what?)

DON'T YOU THINK IT'S TIME FOR AN INTERVIEW WITH THE PROGRAMMERS THEM?

Indeed I do. Although it's an Ocean's product, RARC was actually programmed in-house by those boys of the seas: Gavin, David Lutch - who's previously worked on stuff like Double Dragon and Thunder on the beach - was responsible for the code, while Jason Malone (of Thunder and Five Minutes fame) came up with the graphics. And we actually talk to the programmer in these interviews. I thought it was time to let the graphics guy have a go for a change. Take it away, Steve.

So, Steve, any big problems with the car that?

Well, the way a lot of trouble from the other projects I've done recently - it's simply that I've had to do a lot of work on so many more characters in it. It took longer for about four or five months' work, while most projects are more like three.

I guess the most difficult bit for David was getting smooth scaling - there's not some bits in here which have to be in a scaling (where stuff of the back of the screen looks at a different speed from stuff at the front, giving a sense of depth which a character a bit of a nightmare).

Graphics-wise, some of the techniques proved to be almost totally - when you get together with a model, they involve on four heads and a lot of in all directions. It's a bit more, four feet come and so on. It's in the package, so we had to do it and getting it right a perhaps the bit of the game I'm most proud of.

Other stuff out with included the car (which had to move) into the first incarnation of Big Top, which is like a really big based floating about on a platform, and then whizzing around off over the screen. Pretty stuff.

Good, Steve. Anything that didn't work out quite as well as you'd hoped?

The only thing really goes back to what I told about the scaling. As for I did all these really brilliant detailed backdrops, but they were too big and so on, so I had to do it and get the memory we had available, so we had to scrap them. The ones we've ended up with are a lot simpler, and I'm a bit worried the thing I look too empty of content profiles, though it couldn't be helped I'm afraid. With the sort of coin-op conversion facilities have to be made compromise. I guess.

Indeed they do, Britain, for matter?

I can say that. I admit it - Dave was out and I told a fib.

FAX BOX

Game	RARC
Producer	Ocean
Programmer	David Lutch (code) and Steve Malone (graphics) at the Seas, Come
Price	To be confirmed
Release date	December

YS MEGA PREVIEW



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When the jet bounced into the cracked concrete of Leningrad airport and ground to a halt two miles from the terminal buildings, I considered it less in the right place. All I could see out of the port-hole was a huge expanse of concrete and flagstones, interrupted only by pecked huge military aircraft parked out by cheapened hangars. What on earth was going on? It was with some trepidation that we all filed off the air-staircase ladders. There wasn't an airport bus to be seen, and we were down at least to some low buildings.

Actually, the story gets a lot more boring at this point, because all the boys did was take us straight to the terminal which I'd somehow failed to spot before where we collected our luggage, waited for the nice GDR man, and hoped that he wouldn't smell all the olives I'd smuggled in inside my brief bag.

The chap who came to meet the hundreds of us was one of the thousands of Lads lined up in the program as part-time do-it-yourself jet right now and off we zoomed off that's the right word towards the city. The Soviet Union has an excellent way of enforcing the speed limit - instead of employing hundreds of traffic policemen, they just place deep potholes randomly along the roads.

Anyway, in a satisfying way short, I avoided having anything to do with Russian computers for as long as possible, and instead spent a pleasant couple of days enjoying Soviet culture (beats, art and all the other stuff on the radio). Very nice. I did not know myself to my life, so off I headed over to InterComps (the company that had invited me there in the first place) for a look at what I'd really come to see - the new, updated hobbit.

So what's it like?

Well, when Mikhail Osipenko and Dmitri Mikhailov (the two guys who originally came over to England to show us the Space-based Hobbit) first demonstrated the original version to the first

speakers, I can only say that we were left overwhelmed. It got all the amazing features of the machine they brought to England - the multi-language keyboards built in interesting and so on - and retains its full Spectrum compatibility, but reflects the hardware techniques used to construct it massively. A size class (3.5 inch) lies under the side in the same place they do on the Amiga and ST, the video outputs are standardized to RGB and TV and graphics not importantly it's now being finished in a much more pleasing shade of cream.

The first radical new development though is the addition to the Hobbit range - a smaller Fully Spectrum compatible, there are plans for tape and cartridges planned and a couple of

HARDWARE RAGE HARD!

Remember The Hobbit, the Soviet Spectrum clone we wrote about a few months ago? Well, they're so proud of it over in Leningrad they asked us to pop over and have a look! "Okay," said big KEITH POMFREY (who doesn't need asking twice), "I'm on my way!"

the-cratered benefits being run up that you've ever seen! (Says and PC Engine look, watch out - the Russians are going to blow you away!)

The console

won't be limited to just working with cartridge games through - it can run all existing Spectrum joystick software via a tape port at the back. It uses a fully open system which means that if anyone develops a series of cartridge games they could test from PCMCARTRIDGE. Another alternative is 'hooking' existing games on to PCs.



Above: Meet Dmitri Mikhailov, one of the Hobbit's two inventors. (Says: say cheese, Dmitri.)

Left: The Hobbit was developed on this machine.

guy who stole from other programmers - but I wasn't here when he got from being a member, he was quite a nice guy. "Show me the

software for sale and I'll buy it - but there simply isn't any," seemed to be his argument. He showed me a wall of routines. "The problem isn't money, it's just that there's nowhere to buy software

in the Soviet Union."

Intercomps designer Dmitri explained the situation - "Yes, see, what happened is that these guys started by allowing the few games we had so that the instructions were in Russian and we could play them more easily in this country. If you need something said its originally you can have it - it isn't regarded as theft."

And he's right. There aren't actually any laws to protect copyright in the Soviet Union at all, so having one isn't illegal. You can't really get too miffed with someone when they're not actually breaking any of their own laws. But this may be about to change - they're working some new laws into the Soviet Constitution to protect western firms' copyrights and patents in 1991 - so, with a bit of luck, that Intercomps company to export to the Soviet bloc, and may even allow guys like Nik and me to produce some console software of their own. (After all, it's high time we saw that our Gams come out of the Soviet Union.)

Keyboards and consoles

So there we have it - things are starting to look pretty rosy out for us Soviet home computing aficionados, and the really good news is that the Space is such right in the middle of it. The Hobbit console was an especially exciting development. I thought, and could have great relevance in the country - especially when, just as I was about to leave, Dmitri

and Mikhail show me to one side, pulled back a strap and revealed... a plug-in keyboard for the Hobbit Console Pro - less than a four! (But you Alan Sugar couldn't do that)

And that was it really. A few more days of taster and culture and it was back to that familiar windy airport and a British Airways flight to Birmingham. I had a good old time in Russia, though I must admit I was quite pleased to get home (I'd thought of the chocolate I'd smuggled in, you see). The friend I spent most of my time with, the Polish laborer of a joint Polish/Soviet computing shop who lived on a suburban estate in Moscow. In our first hour which is a salary of our 25,000 or so rubles to see what machine they'd got, fairly present came Spectrum and Spectrum clones. "Pretty remarkable figures really, and it means one thing is certain - it's going to be worth keeping our eyes open, aren't they peered? For whenever the Russians come up with real for the Space? Who knows - some of it may filter over here yet!



Hack In The USSR

While we were at InterComps's offices, a fairly guy with long hair and a patchy complexion from months at the keyboard came in. "Hi, meet Niklas Roderer, Leningrad's greatest hacker," they said. I tilted a bit - I'm not real on

35 AND AND AND IT'S COMING CHRISTMAS COMPO TIME!

Win five Substave board games from Electronic Zoo.

How long did the longest ever game of Substave go on for? As a hundred and one days As a hundred and one minutes As a hundred and one hours. Write in to page 98 and tell that occupant!

YES

ADVERT



The kindest soul in the history of the universe (since last Tuesday) just has to be Anthony Curran, of 14 Crosscombe Road, Churchdown Hardy, Manchester M21 2AF. He's solved cool lots of games, well over 150, and is prepared to help out. FS readers on them all - see the stage-stuporous *Kind Soul* section this month, if you don't believe me.

But even brain-tooks like Anthony have their problems, so-uh, which is why they turn to the likes of me to help them out, poor misguided wretches. I certainly can't help him on *Solera*, as I never did manage to get out of the first location in this adventure. Now there's an admission, although anyone who's played it will understand what I mean. And if anyone has played it and knows how to get past the obnoxious with a wheel once you're out of the van, please write to Anthony at the address above. While you're at it, he's also stuck in *Magister* - "Having got all four texts and gone to the Papa-leira Computer and inserted the bubble into the port, no matter what I type in it tells me that my power of deduction isn't right yet. What do I do?" Any (practical) suggestions? At least there's one question of Anthony's I can answer, and that's on *Magister Moon*. He says he's having trouble in Part Two with getting the wording right in one place. He's got a hole in the pipe and now he needs to pump the gas from the cylinder into the hole.

But more *Demoli* news - they've just released the two-part *Jester Game* and the three-part *Gate Of War*, new offerings from that *Super Studio*, Mark Carroll. Both games are for 484 or 128K machines, and sell at £2.99 each. (Note that they won't run on a 4-3 or 128K mode.)

Another of their releases just cracked into the market is a golden edition, *Se-Kaa Or Anka*. This was first published a few years ago by Masterbyte, and now the authors have got the rights back and *Demoli*'s brought it out again to thrill and delight all you newbies. The cost for this two-part golden adventure is an extremely reasonable £2.99. Maybe I'd better shut off my old help about on this one now.

Coming next from *Demoli* are two three-parters - *The Golden Sword Of Skalar* and *Darklord Holmes*. The *Lambert Mystery* also lined up is a *Box Of Delights* compilation of eleven titles, possibly featuring a detective story called *The Royal File*. Arnold *The Adventure* is a game that sounds more-terrestrial. The *Demoli* Triangle and *Book's Deeds*

Winters, *Mercyville L&S* S&P to say "TRUY ALMATHAN POLCY, IT'S NEKLA-DUCHIN!" Yes, but is it any good? Harry also says loads of other things. Why don't I print a list of useful mail-order company addresses? But I did - it's in my book, *Adventures On The Spectrum*, here now while

stocks last. I also include the relevant address each time I do a review, but maybe it would be a good idea to do a cut-and-'n'-paste list of addresses one month. I'll think about it.

Harry's full of other ideas too. He could probably write the column better than me! What about interviews with adventure authors like John Whinn, Tom Frost, Jon Lammson etc? What about a feature on all the mail-order games available? (What, all of them? No good!) If other readers write in and support the ideas, I'll be only too happy to oblige (I'ma lookit and beva' handy). Meanwhile, maybe next month I might do something - maybe... Harry was a *Kind Soul* recently, and says sorry to those he didn't reply to, but he did only offer to answer questions and some people wrote in demanding three or four full solutions (plus maps). No need to apologise to such cheeky rascaloids at all. But there's a message from Harry to *Wily Genovile* - "Sorry, but I only had the same hint about you last."

Harry's also looking for adventure pencils, beginners or advanced, and would like to hear from anyone who can sell him second-hand copies of these games - *Father Of Darkness*, *Knave Quest*, *Spook*, *Secret Of The Sphinx*, *Marvel Of Miami*, *Quest For The Golden Joust* and *Rampage*. *Territory Lost* is Disputed.

John Stephenson is stuck in what he's lost.

36

NO NO NO IT'S COOKING CHRISTMAS COMPO TIME!

We 12 games (of your choice) and 30 posters from US Gold!

Who's jing the brass to the front this Christmas?

- of Edward Barton
- of Paul McCartney
- of Shirley Bassey

Write your way to page 98 and send us up with your answers.

It's a blooming great cylinder! If you examine it, you'll see it's got a real valve on it. So guess what goes into the hole? That be careful when you open the valve.

Harry Dareness writes from 180 Warrington Road.



ADVENTURES

by MIKE GERRARD



realizing in a very obscure game (indeed, *Operation Columbus*). He's determined to plot on with it, though.

Q Remember that little issue I left you with last month about the forthcoming Best Of The Indies Volume II? Well, it may not be called that and not be the naming order's ever been finalized, it'll contain all three parts of *Double* (by Mark Cantrell), both parts of Terry Collier's *The Hermitage*, *Crack City*, *The Beauty Hunter* (as originally published by River Software) and the Rochdale Bakery's own game, *From Out Of A Dark Night Sky*. In addition there'll be the first two parts from Tartan Software's top game, *The Gordale Incident*, written by John 'n' That A Haggis in *Your Spouse Or Are You Just Pleased To See Me? Frost*. The price of this luscious collection of ten titles is... but you'll have to wait 'til next month, theme and character, when I'll be running an exclusive special offer campaign. Well, you didn't think you were going to have to pay the full price, did you?

That's the spirit. But if anyone else in the known planet Spectrum is playing this game, or has solved it, please contact John at 45 Hanson Drive, Acacia Green, Birmingham B17 7TW. It seems to give a bit lonely thinking he's the only person still playing the game, especially when he gets stuck.

Ed Griffiths of *Liquidator* (also home of the mighty *Adventure Probe*) may offer a few tips for another of the lesser-known titles, *Tales Of Madomation*. To find the third number, **LEEW ENMARK** in the wood room. To leave the drawbridge, **TILS**. **IGAUOIEIT ENALF WOHIT** after lightning it with **LID THIGL**. Ed also asked me for help on three adventures, all of which I have help sheets for, but he didn't send me a stamped address envelope, the silly billy. The solution to *Labyrinths Of Wervain* was printed in the November issue, so that's that one answered. *Doublet Apoor* has also been printed, back in the maze of time, but to get the water into the bottle you first need to get it into the

bucket, an **TRUCKLE OF DRON BIT** then **TRUCKLE RENCE**. Finally, in *The Secret Of Lavin Woodrow*, you can find a container for the holy water if you look hard enough in the cellar.

A final word (or several) on the subject of help sheets. I now have well over a hundred of these, and must thank in particular **John Harnley** for putting a lot of Spectrum solutions onto disk and allowing me to print them out and send to people. There are far too many help sheets to list them all, so if you're stuck in any game you should still write in and tell me where you've stuck, but if I have a help sheet for that particular title I'll send it to you automatically, otherwise I'll try to answer your questions. But don't forget the one - I still get hundreds of letters every month, so can't reply to them all without that little bit of help from you.

Okay-dinkay, ever and out and beam me up, Geeky.

Q Can I give a quick plug, says Simon Briggs, for the impressive Spectrum what I sell with my mate Dave Gards? Certainly. Especially as issue four contains an interview with John 'Zeebe' Wilson. Cost is a 50p coin plus a blank tape or disk in Simon Briggs, 5 Cameruping Road, Whitnash, Leamington Spa, Warwickshire CV32 2JH. Ask for which control keys to use too, as they didn't bother to tell me and having turned one 'page' I couldn't get back to the main menu screen and see the rest of the mag! Billy Biller.



NO NO NO IT'S COOKING CHRISTMAS COMPO TIME!

With 20 copies of the brilliant new *Atococop II* from Ocean!

What's the name of the designer who designed *Atococop II* this month?

33 Luke
34 Mike
35 Pete

Deposit your answer quickly (or there'll be trouble) on page 36.



THE BALROG'S BACK (AND OTHER BITS)



In *Behind Closed Doors II* (otherwise known as *The Aunt's Revenge!*) the Balrog returned in another of those hilarious and rather cheeky, in more ways than one, John Wilson adventures. Limited to one location (the 'bible room' at the bottom of the Balrog's garden) the BEVC series is definitely not for those of a Mrs Whitehouse disposition. Solutions to the first two games are available from me as a download, and several readers have solved the third and latest title, but I particularly like this one from Nicholas Sweeney of Middlesbrough. For one thing, it's printable (just about).

BEHIND CLOSED DOORS II

1. LOOK RIGHT, LOOK UP, EXAMINE DOOR, EXAMINE SHELF. (This gives you your bearings.)
2. READ CLUE and input the answer, which is of course ALUNE. Anyone who can come up with another answer is welcome to try typing it in.
3. UNFOLD NEWSPAPER, ROLL NEWSPAPER, USE NEWSPAPER, GET HAMMER.
4. MARK CROSS (on table), PULL NAIL (from wall).
5. HIT CROSS (four times).
6. REMOVE TICKETS, EXAMINE SHIRT, SEARCH POCKET, GET KEY (in belt).
7. And FART (basically).

There thus follows a short interlude during which you can just WAIT or UNROLL

GAZETTE/READ

GAZETTE (etc). You do this until the cat enters, and leaves a puddle on the floor. If it doesn't, you'll just have to start again.

1. HIT CROSS and check (use the 'O' command) that some number of you appear.
2. TRY TO NAIL AT END, GET MATCH, LIGHT MATCH, LIGHT GAS. Then after the smoke clears.
3. EXAMINE CLOSER, HEAR-HI LIGHT to get screwdriver.
4. TYP SCREWDRIWER, UNSCREW SCREWS (and enjoy the cockroach incident here... very funny).
5. PULL SHIRT (and it covers the Balrog's you-know-what, and if you don't know what that is I'd about time you did). About three pulls is usually sufficient.
6. WAIT (and screwdriver returns), GET

SCREWDRIWER, UNSCREW SCREWS to complete the game.

And just for a laugh...

1. Go out of the toilet without pulling down your shirt. This is my favourite death sequence ever, I think.
2. READ REVIEW, READ QUTE.
3. Try typing GET ALL, HELP JOHN, ZENONS, ERIM, MALE, FEMALE.
4. EXAMINE POSTERHEAD POSTER.
5. WAIT after getting the match, until the bird comes back on the scene.
6. Try all the usual naughty four-letter words, which good little adventurers should not know (but do).
7. There are loads of other things but you can discover those for yourself...



BLIMEY, WHAT A BIG ONE! (IT'S THE CRAZY CHRISTMAS COMPO!)

Yes, it's the biggest-ever compo in the history of the FS adventure pages, mainly because I've only ever done about two. But I'm making up for that now, as I've got the best-of-ever prizes my adventurous Spec-chem could wish to get in his or her (them-her!) Christmas stocking.

I reckon there must be at least 50 adventures to win in this Crazy Christmas Compo, as all the leading indie companies have offered me complete set of all their games for the lucky winner. Yep, you can have every Spectrum adventure ever released by Zenith Software, Taran Software, Compass Software and PDP

Adventures. And, what's more, that'll include games that haven't been published yet but will have by the time the competition closes.

Plus (yikes! Phew!), you get a year's subscription to the new adventure magazine *From Beyond*. Cardon bleed!

Yes, okay, that's all very nice but what do we do, you want to know. Well, it's all pretty simple really - you just have to send me a personal with a number on it. And to get this number you have to add up all the other numbers which just happen to be the answers to the following questions. Confused? You won't be (well, I suppose you might be, but you'd have to be

pretty jolly thick). In the event of a tie (and thousands of you will get the right answer) the previous prettiest wins. No there.

Oh, and don't forget to say what type of floppy you've got as the software houses can make sure you get the correct versions of their games.)

Okay, on with the quiz...

- 1) How many Austin brothers are there at Level 8?
- 2) How many adventuring Corvair brothers are there?
- 3) How many games made up the *Art* trilogy?
- 4) How many labours did Hercules have?

8) Escape From Pothor

- 1) Cloud ...?
- 2) How many parts in Karysis?
- 3) Dots ...?
- 4) How many eggs on the clock in Lords of Time?
- 5) ... Little Indians?

Remember, it's the amount of all the answers added up that wins you the prize, so send your entries to The Answer's 49 Days, Walsley Footing's Camp, Y2, 30 Moorbank Street, Bath BA1 2PP. Closing date, to allow time for our overseas cheque, is 28th February 1991, and my decision is final, so no arguing, it's my compo, and I'll cry if I want to. (Rat! Rat!)

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COUPON CORNER

It's the most exciting news since the world began, and of course you heard it first in *Time* Magazine. After nearly twelve months of tip-toeing, heart-pounding, nail-biting, body-wobbling anticipation, at last it can be announced: the official release of *One of Our Wombats is Missing!* I thought it would never happen, but at last *Software* has pulled the trigger and here whatever it was, and published my review, in every copy of *Software* magazine.

It seems great, I think, dear readers, as *Wombats* was first written several years ago and left in a dusty drawer to go unmissed by anyone but me. Then *Software* boss-man

"Snoozing" John Wilson heard about it, pressed a copy from me, and divided that with a lot of up-to-date in his own fashionable style. *Wombats* was good enough to grace his label. It took the game on an unsuspecting world, what else could I do but offer my own favorite TV review a special discount offer on it. For you, and you alone, *Wombats* will knock \$10 off the price, reducing it from the regular \$2.49 to \$1.49, including postage. Just get the accompanying request to Kenneth's excellent *Bookish* offices, and a copy of *Wombats* will be yours gratis. What's more, you'll also get a free copy of the latest *Golden Discs* on Father's side of Papa.

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I enclose my cheque/postal order for £..... for *Spectrum* copies of the best adventure since the dawn of civilization. I need hardly tell you that I will "not" give you a bit (think sometimes) that I mean Mike Gerrard's *One of Our Wombats is Missing!* I understand that one copy costs £1.99, unless I live outside the UK, in which case I must add £1 per order to cover extra postage costs.

ONE OF OUR WOMBATS IS MISSING THE REVIEW!

I know what you're thinking: how does Mike manage to review his own game without giving it at least twice out of ten in every category? Well it's something I've been worrying about too! I obviously couldn't do it myself, and even if I asked someone else to do it, that it wouldn't be easy for them, knowing I'd be reading the review before it was written. So bigger it, I thought, what a hairy little *Balrog* offered to do the review for me - I've got to print something. I've not let him give it any marks in case the suspicious amongst you should suspect him of bias; but other than that, over to you, hairy little *Balrog*.

With his feet firmly planted on the kitchen table and a steaming mug of coffee in his hand, *Balrog* was attempting to remove a large wad of *Wombats* stuff from the depths of his belly-bud with the aid of the bread-knife. The rest of the letter-box shattered the early morning silence, startling the *Balrog*, causing him to swing the knife downwards. Luckily for him it caught the solitary pin that was holding his files together and glanced off to one side.

"Whoops," he cried, "that was a close scrape. Mrs *Balrog* would never have forgiven me if I'd split blood on the carpet."

Shuffling towards the open door, he went to see what great joys awaited him on the mat beneath the letter-box. He noticed a large pile of assorted envelopes, and right in the middle was a small jiffy bag.

Defly tearing open the package, the *Balrog* was surprised to see that it was a copy of *One of Our Wombats is Missing*, a game often talked about in quiet whispers and hushed tones, but never before seen in real life. "Hey, this is the game that old *Elm* has been blabbering about in his pages of *Four Dials* for the past decade or so! He must have finally finished writing it." With that, the *Balrog*

shuffled upstairs to try out the tape.

As the tape-dock whirred and *Balrog's* battered telly flashed and buzzed (much as the *Balrog* himself used to do in the old days), he sat and read the leaflet that came with the game.

"You play the part of a young apprentice gun-knapper, who is sent out one day to ensure that all the animals have been safely locked up in their cages, and that all the victims have gone home.

However, to the young apprentice's surprise one of the cage doors is ajar and the cage totally empty. Your task is to discover what's missing and, if possible, return it to the cage."

"Sounds a simple enough task to me," grunted *Balrog*, switching off the tape-dock and adjusting his underpants into a position more comfortable for a lengthy spell of television-planting. "Now which animal is missing," the *Balrog* wondered, quite oblivious to the subtle clue in the title of the game.

For the next hour or so silence reigned in the *Balrog* abode, with only the odd cry of "Where is that bloody wombat?" or "Well, which key does unlock that cabinet door there?" as he attempted to probe the inner workings of the game. He spent ages chasing a small cockroach, and met a very talkative bird, referred to as a "music mynah" ("Humm," thought the *Balrog*, "Old *Elm* must be even older than he looks. Some of his jokes certainly are").



Wombat. A bit suspicious that 'what looks so far from this side' but, isn't it? What would it really be? A large stone wall? A sleeping dragon? (Who can tell?)

Despite having come across a multitude of locked doors and red hawings, *Balrog* was thoroughly engrossed in the game. It wasn't until he heard the cry of "You lazy old sod! What have you been doing all day?" that he realised just what time it was, and he slowly trundled downstairs to be met by an irate Mrs *Balrog*.

"Damn good job there's a SAAE tonight that game," he thought. "I can get back to playing it when the old baritone goes out to her W.I. meeting tonight. After all, it's a great little game and will work playing through to the end. It's not too big but still hard enough and different enough to refresh these parts that the others don't always reach. Mum, that reminds me of something but I can't quite think what."

Balrogian Kating: "More enjoyable than a green cheese sandwich."

Title *One Of Our Wombats is Missing*
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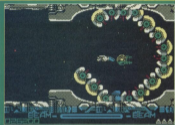
BARGAINMENT

THE EMPIRE STRIKES BACK

The Hit Squad £2.99

I'm a bit off at the mo, readers, 'cos I've just discovered that my lights' thrown out all my Star Wars toys. The whole blower lot. Even my Millennium Falcon. And my AT-AT. And... (all right, calm down, Ed...)

Well, come to think of it, where's my Lego gun? Must? ...
 Eh, yes. The game. Well, it's pretty similar to its original, Star Wars - in other words, a fly-into-the-screen white-frame spookey vector graphics doozy, this time shooting probes (lunge robot, see-see), then AT-ATs and AT-ATs (huge walking things that have to be hit in the gun part - oo-er - to get



Beam, beam, beam! Far deep space laser beams, spookey alien thingsies? Beam, beam, beam? Remember-A-1 (Ed: sorry - R-Type needs to have that sort of effect on you.)

R-TYPE

The Hit Squad £2.99

This month's biggest bang of the lot just has to be R-Type. And being what a center of attention, it is too. In fact, I'd even go so far as to say it's my... The best laser ever... Life begins as a juicy spaceship with a crisp and rather busy laser (a case of the longer you keep your finger on the fire the longer it gets) exciting left to right through loads of colour... levels... a lot of blasting... later... though and there'll be plenty of opportunities to add on (in this case, literally) the odd laser, gun, missile or two. As for

the baddest? Yes - hundreds of the things, waiting ones, flying ones, some which take us there and get in the way (and lots of whopping great anti-laser matters to boot). One of the later levels in the game involves entirely of this huge nastiness which you have to fly along and blow up a bit at a time.

Then, and this really is brilliant stuff (multitool, of course, but we'll let it off just this once), Amazing graphics (with no clash), unbelievably addictive, extremely playable, eight varied levels, a classer of its kind, etc etc etc. And at a mere £2.99? Words fail me. Ed: um... As I said, Words fail me.



Right, who's been missing around on the blackboard? Come on, out with it!

blown up, then TIE Fighters (normal spaceship), and finally attempting to get your way through an asteroid storm.

The graphics are pretty smooth and fast, but the main problem lies with the difficulty - there simply isn't any. I don't like to boast or anything but I quite happily completed the thing on my second go over (in easy mode, of course), so goodness knows how much of a pushover you won't find it. Still, it's fun 'til the novelty wears off.

RUN THE GAUNTLET

The Hit Squad £2.99

Remember the lolly programme of R-Type

(? Crap, wasn't it? Fortunately though, the game is a right buster and comes in three multicolour (green) pairs, which you get either once, twice or not at all per game (it's random, you see).

The water events (volcanoes, speedboats, jets etc) and obstacles take place on a big lake, but scrolling horizontally, the other half vertically, with you racing against the computer. This bit would be hundreds better if it wasn't for the annoying controls and puny graphics. The track events (all an identical sort of buggies) work with a sort of off-centre tip-screen top view, nice chunky graphics, ramps and bumps - and are spookily satisfying. And as for the assault course -



For Ed's reviews, and your search out

well, it's essentially just a wiggler, but quite good fun.

So to turn up, we're talking three average average sub-games – nothing special, although then again for a mere £2.99 you certainly are getting quite a lot of game for your monies.

JAWS

Alternative £2.99

You've read the book (or, if there was one), seen the film, passed the onion and been raised to your granny's house for tea. So, or, now play the game. If you haven't played it already that is, because (you've surprised) this is yet another re-release.

An arcade adventure re-release to be exact, *Jaws* features, where you have to tip-screen left and right in a small submarine (avoiding blasting deadly fish, locate the four bits of a special shark gun, catch up with them, re-assemble and give him one right up the butt). And that's about it really, at least for the UK members of the audience. USers however have also got the beaches to worry about – you have to



It's not a very nice strategy at all really.

TARGET RENEGADE

The Hit Squad £2.99

You lucky people! If you've been on the moon living in a cave/hood etc etc for the past few years then you probably won't know how (or) Temp Plan is, so please allow me (if I may) to explain. (It, if you haven't that go away and have a bath or something.)

You have to make your way through five perfectly innocent levels, each one

taking up about ten screens and with a different setting, with characters including (obviously) animated, multi-colour, huge, pumps with guns, fences, back-roads, and even dogs. The general aim is to reach Mr Big, whose rank you have to pass as well (obviously enough). There are tons of moves, and you can pick up and use weapons which are lying



When you find your parking place...? (Mad if you find this anything to do with it, money.) (GAMESBY (GAMES) 1000 481)

keep an eye on where around the ceiling *Jaws* is, and shut down the nearest beaches (for obvious safety reasons).

I haven't actually seen the film (that sort of thing's a bit too scary for me) so I can't tell you how relevant the game is, but I can tell you that it's quite good. Loads of colour, weapons and treasure to collect, puzzles to solve, nicely presented, addictive, playable, and, if perhaps a little tedious, it still makes a pretty tasty bag to snip up (no no).

THE MUNSTERS

Alternative £2.99



They're spooky and they're funny. (They're... Oh, wrong theme tune.) (Amen.)

No, not Kyle and Jane, but that weird family of blue-skinned B-movie stars (well, holy stars, actually) from absolutely ages ago in what appears to be another one of those re-release things (I'm not very much mistaken. Usually it involves the four Munsters – five if you count the dragon (obviously) lurking around their big-screen manorhouse haunted house (not haunted by themselves, but by the builders) trying to a) find each other, b) find the car, c) drive to

about on the way round, too.

But why is it so good? Well, it just is – probably because it's so *playable*. Mind you, it is a little easy to complete, especially when doing a *hard* (but play-er) style. But then again that's much more fun (as you can beat up your friend as well, *beat up* and *beat* them). If you haven't got this, *grab* them while are you waiting for the end and buy a copy immediately. If you have, then why not buy another (in case you lose your original copy for something?)

hell and c) rescue Marilyn, a friend captured by the evil Duke (that's right – Ken Dook). You can't *miss* *Munster* per level incidentally.

Sounds like a piece of cake, right? (It is. Well, yes, I suppose it *is* pretty easy. But that it's *obscure* (which is better – it just means you have to spend all the time shooting things to avoid losing energy). On the plus side, the graphics are clear and large, and the sound's quite good too, but that isn't really much use when the game suffers from complete *pointlessness*. Not recommended (unless you like crap games, that is).

SOLAR EMPIRE

Players £2.99

The irony reasons this is called *Solar Empire*, but when you load it up it calls itself *Synergy*. How extremely strange.

Anyway, spacey theme changes aside, this one is rather good – even if it's closer to the sheer simplicity of the thing. The graphics are simple (but effective), as is the gameplay. You're allegedly *steering* the ship which has to fly around (and) *rectangularly*-sounding space levels (located from the main menu), moving around the corners and beating obstacles (as that by looking you'll find) so often you'll come across a *large* circle (which is, as it happens, a moon-sireet asteroid) which you have to try to crash into to get to collide with nearby planets in order to blow up another planet, which is *not* just been taken over by the evil Gorgons. Underneath that's what you get the ship.

All sorts of add-ons are available too – tractor beams, long range (scatter) or collectible repair and upgrade pod, anyone? Yes, a definite *gameplayer's* delight.

(Oh, incidentally – what exactly is a *Synergy* when it's at home?)



Oh look, lots of lovely networks. (Well, a couple anyway.)



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MAJOR TITLE

Irem

Wow! It's not only another from the last another sports game too! This time it's the currently big golf game franchise. There seem to be millions of these in London parks at the moment. Maybe arcade owners are trying to lure businessmen's money into their machines. Anyway, an American newspaper described how much fun you could have from a golf game as far back as the brilliant Lead-in-board. Wow! This works by very similar principles. Choose club, choose direction, choose stance, choose power than it's just a case of firing the shot as the spin meter is in the middle. Add state-of-the-art arcade graphics and you've got Major Title. It's even got an animated cut where you reach between the trees a problem with taking the type of game to the arcade is that you need to use the amount of time people spend on each shot. (It seems you do otherwise people can make one game last all day!) Well, when I was trying to make really casual and precise shots I kept finding the time limit annoying. Gamecenter's line will love it though, especially if it's played in four player simultaneous mode.

Overall - 82%
Convertibility Factor - 9



It may be gold in the arcade, but we got the golfing bug first, didn't it. Spec-chauss? Could come back but I don't really think it offers anything new.

Well, that's certainly not driving it - this looks exactly like a golf game would appear to!



ARCADE NEWS

As mentioned in Pazz!, latest goal from the beleaguered Activision camp is that although they've obtained a whole shelf of game titles, they'll still be producing conversions of the arcade hits. Best Buster from SNK and Irem's corking R-Type II. Expect them to appear around the middle of next year. Meanwhile, US Gold have just announced they've taken up the publishing rights for the conversion of the brilliant Super Monaco Grand Prix, the Formula 1 race game that had 'em queuing round the Sega stand at last year's PC Show, and also for the equally ground-stomping G-Loc, the air-to-air combat game that makes After Burner look like an After Burner. On top of that the Colonial Goldies have a few other clothes up their sleeves - Shadow Dancer and two stomers from Capcom, the best 'em-up Final Fight and the vertical shoot-'em-up Inters. Final Fight had been given to the programmers of Operation Hammer, Days Of Thunder and Rotor, while the marvellous Mercs is being coded by Taito, the boys behind Indy And The Last Crusade, Black Tiger of 31. Conclusive proof that once again the slot palace really is the place for tomorrow's Spec hits today. See 'em!

DAVEY'S CORKY COIN-OP PIPE DREAMS

Taito

Hehe, hehe, hehe. This one looks familiar? Well, yes, it's our old friend and PC megagame Pipe Mania! Remember the Assembly Line-codded it for Empire earlier in the year? Well, here it is in the arcade! This backward-scan-'em-up never happen in the world of slots but it's not totally unknown - there was probably the first example, and Adventure's forthcoming Loopz is also destined to go the other way too. Still, here's Pipe Mania or Pipe Dreams as it was called in America, and it's new in the groves. It's a puzzle where you get to place a certain number of pipes between a beginning and an end before some funny green fluid starts flowing through them and spills out. Quick thinking and

clever use of the different pieces can maximise your score as you progress up the levels. The arcade is practically the same as the computer version but with added trials, new obstacles and special DS, like where you have to take a pipe out of one side of the screen and bring it into the other. You'll be helped along by digital messages like 'Hurry' when the fluid is about to start, and an on-screen 'Dead End' reminder. If you don't buy Pipe Mania here's your chance to check it out. If you have then you'll probably be rather good at this - so you can get your money's worth, can't you?

Overall - 85%
Convertibility Factor - 10



Er... what can I say... I think it would make an absolutely lovely Specy game. (Worm heads.)

Well, it's more colorful and everything, but it's really not all an improvement over the original Specy version. I know, but it does the arcade in a bit of a way.



AND AND AND
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44. A little boy who starred in one of the following films grew up to be Spiderman on TV. Which film was it?
A) The Sound Of Music
B) Mary Poppins
C) Oliver Twist
Time to keep access to page 80!



GUNBOAT

Accolade
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Kill! The lucky ones are born with them. Millions of people learn to acquire them and some people never get them at all. If you're a fisherman or a pirate you'll definitely have 'em. If you're like me you probably never will. What am I on about? Sea legs, of course.

And by amazing coincidence, everyone in this genre has at least two. In fact, they're so good at running around a ship without getting a headache or feeling like seasick with a couple of cables that they've all been recruited to join the US Marines, transport in a boat and end up to kill lots of people (or something). (Survive)

Of course, this being a game and everything, it's not personally who's in charge of this little bit, administered to give a US F4U as it chugs around the Vietnamese coastline, using your MP3s to fuel and those stationary MP3 and PC and cassette tape MP3 tanks and their MP3s. Sm... In other words you've got to zoom up river in a boat, shoot at lots of Vietnamese civilians on the way



where we are, interacting among the river, all ready to shoot something to target something really serious to the atmosphere. What an atmosphere - what's that? It seems to be... the Statue of Liberty? What's that doing here? I'm getting very, very confused. (Perhaps the developer's getting a bit more when you get there (long, long) and fire long enough to get a medal pinned on your chest when you get back, yeah).

Sounds daunting? Never fear. There are optional graphics-turning and machine-gun firing training



sessions and during the first mission it doesn't matter how many times the machine shoots at your sea legs because you can't actually see them at all (or, well).

Major Military Decision Number One is deciding where to sit. At any one time you can switch between four main positions - pilot, bow gunner (in the middle and down gunner (in the back). While you're playing me, the others are an interpreter, though if you're a general you'll have to follow some little, little-speak expression like "Forward General" or "Watch Right" to give the pilot directions in these crystal points. If you're not just control the way they packed in your interface.

Playing gunner is a job of role. You just sit next to your gun, aim it and watch those comical optics. Playing pilot is the tough job - for the one who has to drive the thing.

This would be easy if you could see where you were going but, Gunboat has a really useful feature - instead of having old first-person perspective you get a weird fish-eye-like view which shows more of the area around you. Now, on the one hand this

means you can see more; on the other hand what you see doesn't always make sense. It, for example, you turn to face the shore you can see both up and down the river - a nice feature.

This isn't just words, it's a nice feature and can make getting your bearings rather confusing. The graphics don't help either. They, the 3D's almost as sophisticated as *Commander Keen* and it's not really so good. The landscape and the sea are identical, and more all that associates them is a little white line if you're a bit of imagination to tell them apart. That said, a rather spunky-looking boat effect does give a very good impression of actually being on board.

As you go up river the friendly Viet Cong attack from the bank and in boats and start lobbing bullets at you. If you're feeling generous, press **Meatly Target** to let the bullets from the presents - the best way to



But there's the view from another bit of the boat. There's the bridge, but, which, crawling with many machine and full of

handguns (including machine, Wilson)

get rid of them is to fire automatically into the engine. The next best way is to dig it evenly round the boat's head.

Now there's a bit of potential in this meaning about on the boat, shooting and controlling but it's well implemented. So, in it was implemented? No, not altogether it's not. There's some tension, but better graphics and sound more elaborate than a constant engine drone would have added a lot to the atmosphere. And there's action, but not enough to keep you from the latest gripping treatment of *That's My Dog*.

Though it's not a game totally devoid of fun, this isn't really much more than an average 3D shoot-'em-up with sea legs. However, if unusual elements are your thing, you should still be able to get a few hours of play fun out of this little thing - you just won't be playing it for the rest of your life.

45

NO NO NO IT'S COOKING CHRISTMAS COMFO TIME!

What five Empire T-torial?

What five's about a day in it?

Japanese overseas of war came?

at The Empire Strikes Back

is The Last Empire is Empire Of The Sun

Delux mark to page 88. Here, 88 in that coupon.

Now, they "biologically" aren't, but if these grasses show are the river, and all that other grass stuff in ground, make, trees and so on. Well, eh?

final verdict

<p>AGE RECOMMENDATION</p> <p>7+</p> <p>57</p>	<p>CRITIC'S CHOICE</p> <p>★★★★★</p> <p>85</p>	<p>CONSUMER CHOICE</p> <p>A</p> <p>58</p>
<p>EMPHASIS</p>		
<p>A special ad about things you'll only see and interesting people.</p>		
<p>62</p>		

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KICK OFF 2



Anco £9.99 case
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Paul Team aren't any decent cricket games on the Speccy. Sadly this situation has not been improved by Anco's sequel to the world-dominating, government-toppling, knee-trembling Kick Off (Well, world-dominating, government-toppling and knee-trembling on the 16 bit machines at least). Cricket is a slow, peaceful game mixing the gentle smack of leather on willow with the soothing sight of men in white pottering round a green field.

Anco have completely failed to incorporate any of these factors into Kick Off 2. Not surprising really since the game is about football. (I was beginning to wonder if you'd noticed, Ed)

Football is not a pretty game and not is Kick Off 2. The choice of team colours is less than helpful, novel players on a green pitch introduce a fairly novel camouflage element to the game. Why? To confuse your opponent when you can hide from him? More convincing still, if you stand too close to an opponent he changes to your colour. Perhaps Kick Off 2 is trying to be the first football sim to incorporate an end-of-match shirt-swapping sequence. Then again perhaps not.



The white men turn yellow when they get close to the yellow one - very strange!

Apart from that the graphics are something of an improvement on the original. The most of this players turning under the sun/shine? nonsense. Besides, on that terrible young dog star Geric Gascogne proves, football isn't about looks. It's about action. Fast action, and Kick Off 2 has plenty of that, although not entirely smooth: the game is fast and hectic. It's no surprise to find



You'd have seen screens like this loads of times before - it's a league table thingy.

Gremlin £10.99 case
£14.99 disk



Matt These Supersprint-style overhead-view racing things seem to be jumping back in vogue at the moment - which is okay by me as they're usually quite fun (if undemanding) little things. And, I'm happy to say for Gremlin, Supercars is more fun (and possibly even a tad more demanding) than most. It's good to see their run of good, solid products continue - they've not had a bad game (with the possible exception of Impossobil) for ages here.

SUPERCARS

In essence, Supercars (unlike your standard mode Supersprint) does, where each course is the size of the screen and the cars that 'pods' round them are really quite fast. Supercars sports, and very smoothly, if scrolls too, as the camera follows your really rather recently-sized and detailed Turbo Turbo (or Petron Petron or 'Sag

Interceptor - who comes up with these names?)

around the track. Each about (and there are nine to choose from, of various degrees of difficulty) is made up of a combination of straight, corners, bridges and tunnels - the tunnels are particularly disorientating, as you can't see your car until it comes out the other side. The circuits are pretty too - they seem to be made out of grey concrete and set of semi-circles below ground level, so you get shadows cast onto the track by the side walls,



The entrance to the shop where, when you get to pick your track, make ready to your size and check out the new models on display.



Part of one of the more complicated tracks - here you'll get two tunnels, a bridge over the top, and a tight bunch of turns.

that the playability is as skill and as skilled as on the original. If only the game could be said to be simple, or Kick Off II is as playable as its predecessor and, though not perfect, the graphics are better. What's not so simple is that it's taken you 500 words to say it. So? But are there any other differences? Well, of course there are, in a Kick Off Foot Kick Off (See And's Hall).

The differences are in the options. Instead of simply setting a standard of play for both teams here you can also influence the weather conditions, the type of pitch and the like (and by "the like" I mean "After-touch", a phrase worthy of an oo-er if ever I've heard one). To be honest most of the options seem to have a fairly minimal effect on the game. Waterlogged pitches make for slower, stickier play whereas on the plastic pitches there's more bounce and less control. However, the difference is not that marked and even watching the wind speed up to full forcey-suffed the reviewer's Paul Daniels Delivers Tupples.

The real skill option is "after touch" which allows you to control the ball after it has left your foot. This does not mean that you can kick the ball away in your own goal area and then guide it all the way into the back of your opponent's net. On dear me no. Instead you can reveal in Gooze-mooze crosses. Thrill as the ball curls past the defence and lands at the feet of your centre forward. Keep as you pull off a perfect banana shot. Screen as the ball executes a Thatcherite U-turn and ends up in the back of your own net.

So there we have it, pop partners... sorry football fans. Kick Off with knobs on. To be honest though the knobs aren't really that special. It's a good football game but, despite the improvements in the graphics, it's not outstandingly better than the original. If you don't buy Kick Off then Kick Off II's worth getting (unless of course you hate football games). But if you did then there's probably no point getting the sequel. If, however, you're looking for a game of tactics, wit and nice little jumps then you're going to be sorely disappointed.

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Don't know what that splash of red is doing there (maybe graphics? maybe scoring? ball sent from the referee players? what the goal lines - ah-ha, and probably very confusing).



Engine and gas tank status, fuel level and eye on this lady (you're holding a lot of water).

brides, bellows and anything else you could reasonably expect to see) a machine. Really, apart from the bits of detailing and the flat colours, this is every bit as attractive as the "S-B" version.

The aim of Superzone is to earn as much money as possible by winning (or at least getting a decent placing) in a series of nine races. Complete a season (which means you have to come in the top three of every race) and you get a level code for the next series of races, where you'll be able to spend the money you've earned on upgrades for your car (or even on a new model altogether). Be careful though - as the levels get more difficult you'll find you'll get more opponents to cope with, and there are more hazards (like oil, water or mud) on the track.

Keep an eye on the four gauges at the bottom of the screen too - if you run your tyres (or engine), your body (by holding breath) or your engine (by steering at maximum speed) - if indeed it's your money run out of fuel - the game will end. If it's too late to take a trip to the garage before any of them get on low, wouldn't you say?

All, yes, the garage. Not only can you repair your car, but you can buy loads of other exciting optional extra too - like auto power steering, fuel siphon and turbo charging, a turbo charger (for

acceleration) or a high-speed jet (especially useful on the long straight). You can also get turbo brakes, auto sealed wheels and you can even use jet in the right direction if you spin out on wet, oily roads (so you can save other cars and time and your money!) by slowing other cars away (though you can only use these ideas for 100).

And that's it really - all these extras are really just the icing on the cake of what is really a very smart (and very well put-together) little game. The super-smooth scrolling really does deserve a lot of praise (well) there, your good piece of scrolling you do do the graphics and (particularly) just the feel of the thing. The cars might not behave exactly as real cars would (you can bounce them off walls like designer cars, for instance, though it's not really unrealistic) but they respond well to your commands, are nicely animated, and the computer keeps a good track of where they all are and what they're doing at any one time. It's nice that you can watch the full orders table under a bridge even as



The lights above show where the race is about to begin (and starting grid - you're the one at the back), but just ahead are three obstacles - water, oil!

you're zooming over the top of it. All in all, great fun - a simple idea for a game and executed better or less beautifully. Yes, what else can I say? Well, none.

final verdict

<p>LIFE SUPPORT</p> <p>70%</p>	<p>WEIGHT</p> <p>62%</p>	<p>ACCELERATION</p> <p>82%</p>
<p>OVERALL SCORE</p> <p>Very simple but perfectly executed Super Zone comes with a lot of extra goodies.</p>		
<p>88%</p>		

NO NO NO IT'S COMING CHRISTMAS COMPO TIME!

With four calculators from Digital Integration!

Where are your digits, eh?

As in my calculator, madam! As in this and in my feet and hands, thank you very much of Madam, I must confess I find your question a little personal. Dig it!

Stamp on to page 95 and just answer the question.



CRAP GAME CORNER

Fasten your seatbelts and get ready, 'cos here comes that **RICH PELLEY** ruffian again with another batch of your home-grown games.

Er, hi there, crap-fans. How are you? I really can't be bothered to write one of my usual 'witty' intros for this issue - I'll just leap right in and start it that's okay with you. Not forgetting to briefly mention what I thought of your pitiful efforts this issue of course. Er, how shall I put it? Um, I know. Perhaps you'd care to join the dots...



A DAY IN THE LIFE OF RICH PELLEY SIMULATOR

By Andrew Johnson
Dimes: What a crap job!

See, Ripley, this game comes in five (million!) parts - you (as me) have to complete each one to get onto the main 'Prize', it's school - I've got to do a Biology test and get over half the questions right to avoid a detention (and thus a severe loss to my street cred*). Prats really suck! but then again Biology isn't exactly my best subject. Er, for it Maths, Or French... Next up is Break - where I seem to have got myself into a fight with the school bully. Press Space to duck and avoid punches, and Enter to smack him one in the chops. Other parts of the game include Sports Day (a wagger), Maths homework, and finally living in the evening, which, when, snuggling as many girls as possible



I know it, I know it! It's on the tip of my tongue, I, um... no, it's gone. (Thank I'll never teach it up, actually.)

These are apparently the sort of things I get up to. Quite a routine - a bit BASIC but a good bit good fun, and, naturally, complete trash. I dunno. People will be writing games about Andy Gumbold before we know it.

ANDY 'STREETWALK' GUMBOLD'S CRAP BIKE SIMULATOR

By O'Sheena

Oh dear. Spoke too soon. It's Monday morning, and you, slipping into the weekly 'I-shit-and-dread' crash (followed of 'You're reading! (and favourite) Garage Assistant/Motocycle/Extraordinar... Andy Gumbold, have to get from your house to the push 'N' shed. On your trip, etc.

After giving the joystick a good old wagger is kickstart of the thing and it starts, you 'pop on and off' the road. It's an 'on-the-screen' pobby incidentally - machine code and everything, and quite impressive too. You have to avoid lots of broken glass, piles of slag (weed, pooles etc by going either left or right as you motor along, and when you reach a fork in the road you have to guess which turning is downhill and take it because (of course) your bike can't go uphill. Oh, and occasionally you get stopped by the police for, er, curb-crawling (too you're going so slowly). Keep this up for five minutes or so and you'll eventually arrive at work, only to be given the boot by



them. That isn't a bit crap too - it's getting to the middle of the road!

Must be being late (again).

Well, yes, it's crap all right, but what does our Andy think of it? Let's ask him, shall we viewers? Er, Andy? Andy? (Andy is not amused.)



BIG JOBBY

By Mark Leybourne

Well I thought this one was really good. Socky alone have landed on earth and it's up to you to run them all over on your nuclear keyboard! and thus save the world. So basically you have to beam around the pretty large big-screen play area on your deck, and cut over batteries without crashing into walls

things. And, as I'd said, I thought it was really good - machine code (again), smooth detailed graphics, nice tunes, addictive and playable - in fact, almost as good as a proper game. Then I realised that this is a proper game - he did it on Players Skateboard Construction Kit, and then said it is one hoping that I wouldn't notice (simply Pelley, indeed). The cheat



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But what blimey! time, we hear you cry. Christmas Mega-compo time of course! It may only come but once a year, but its goodness it's certainly worth the wait. We've got enough comps to sink a drink, or a ship even, or anything in fact. (Except for PS-of course - we're unimble.)

The only problem is, there's far too many fabulous goodies to fit on one page, so we've had to spread them about a bit - your first job'll be to hunt them down. Carefully scan every page of this mag (except those with ads on, and perhaps a couple more) and you'll find them. Can't miss 'em really, there's everywhere! It's incredible, but true!

So what have we got to offer then? Plenty, mate, plenty. The potential something for everyone and then some more. A spanking load of games like, oh well, the Defendace. Enemy Hunter! Arcade Quiz, Turnin' and Mindgamez I (on the SAM Coupe) - and that's just a few! Then there are prizes (well, almost intant) amounts of other fun and altogether groovy things like posters and T-shirts and mugs and, oh, loads.

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*ALMOST

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Rule Number Two The editor (Father Christmas to you,

realy) is always right. Try to prove otherwise and the consequences could well be fatal.

Rule Number Three The spirit of Christmas only sticks with us

for a couple of months so any entries that pop through our postbox after the 31st of January 1991 get ripped to shreds by the doggy. (That's life we're astra).



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FUTURE

CHRIMBO

The big Christmas games just keep on coming! There's *The Hunt For Red October*, *SWIV* and big *Dick Tracy*, not to mention that star of stage and screen, *Edd The Duck* - a surefire contender for Chrimbo No 1 if ever we saw one! (Ahem.)

EDD THE DUCK

Impulze

Edd The Duck (as you should well know) is this little puffed thingie they have on the BBC

children's bit between the programmes. He's white with a green melon haircut and sort of stabs at the camera and



Oh no! Someone's made a cheap job on the bottom panel! Grrrr!

stabs a lot (and that's about it). Or at least, that was it until recently, when suddenly (out of nowhere) he got himself a big single - and now his very own computer game too! Edd really has arrived in the first division of TV stardom (or something).

So what about *Edd The Duck* (the game)? Well, it's been put together by Impulze, which is what Newcastle-based budget tape Zapco are calling their fall price buff these days. It used to go out under the Cognito label, and it's based around Edd's exploits in the bowels of the BBC building.

It also looks very, very (very) familiar indeed. Just check out the screenshots. It is a direct



copy of Rainbow Islands (with a few bits and pieces changed here and there) or it is a direct copy of Rainbow Islands (with a few bits and pieces changed here and there). The answer's pretty obvious, isn't it?

Well, if you're going to copy something you might as well copy something good,

especially if you can do it as accurately a job of it as they've managed here. In fact, let's see what's happening is that they're taking an Edd TV show, and in each scene you (controlling Edd) have to collect the 20 stars which are dotted around the place before progressing onto the next level. At one stage you're in the BBC Radio department, in another it's the Special Effects dept (and so on). The only problem is Wilson the



You can't deny it - *Edd The Duck* is very pretty indeed. Watch out for lanky boats, big fat bats and Wilson's horrible bomb! Grrrr!

heller (and his cronies) who are out to sabotage the whole affair so Edd must bounce around avoiding them if possible, or zapping them with his snowball shooter if he can't (which leaves them for a bit).

And that's it really. We've not

sure how they explain the water that makes it wily up the screen from the bottom (Rainbow style - perhaps the BBC is sinking it), but Edd looks a simple, cartoony game, ideal for the younger (and older) crowd, so *Edd The Duck* fans (like us)



Keep an eye on the water that splashes *Wilson* backwards up the screen when Edd is right...



...for some reason, Edd (what's a duck's can't swim) can't fly out into the sea, hence 10000!

DICK TRACY

Disney (Titus)

Programmed in France by Titus but released on the Disney Software label, Dick Tracy is yet another high-profile film conversion competing for a slice of your Christmas moolah. We've yet to have a proper play of the game (ie this Future Shock is by necessity pretty vague) but expect to see all the famous faces like Big Boy Caprice, Francine, Flanagan and The Street making appearances somewhere in the game.

The plot has you, playing Dick



Tracy (of course), arrive at the Ritz Hotel, where the gangsters are planning their crime spree against the city — only to find they've all fled minutes before. (Wait! Time to track each one down to fit in/out, wouldn't you say? Cue Tracy's prowess to (yes, six — six) levels of action settings like roofless warehouses and awnings and 'true film' and comic strip colouring (which presumably means a lot of yellow). You certainly don't get the colours in the early version you see here, but the graphics look as if they'll be crisp and clear nonetheless. Look out for it at the beginning of December (ie now) and for a full review next issue. (Hurrah!)



Yes, 'tis on my way? (That is what Dick Tracy says, isn't it?)



But which one's Dick? We haven't a clue, though if a game word plump for the chappie on the left (he's got the best exit).



Now, a different beach ground, but you get the sort of idea, don't you? Besides on the right, Dick on the left can't help it shooting.



Oh, and some painting too. (This isn't the finished colour package by the way, though you must admit the topic is sort of stylish.)

THE HUNT FOR RED OCTOBER

Grandslam

You'll have checked out the playable demo on this month's cover cassette by now (what do you mean "No, I haven't"? Of go go, and do it then) but for 48K owners (it's 108K only, you see) here's another brief look at the game. It's a multilevel puzzle based on the recent film, and not to be confused with Grandslam's earlier The Hunt For Red October game (which was modelled on the original book and much more of a strategy affair).

So how does this new version work? Well, for anyone who's seen the movie, the problems involved in doing an all-action conversion are obvious — you



must 'setup' themselves from towards the end of the game, see, even though it's an adventure film, there's very little in the way of action in there at all! The only stand-out is a sequence where our hero gets lowered out of a helicopter into a moving tub, the rest of it mainly consisting of lots of men learning one instrument and taking another themselves. A bit of a mopey one really.

So what have Grandslam done? Well, they've obviously based a level on the helicopter

bit, but other good ideas were obviously harder to come by. There's an 'on and off' based on the shoot-out that takes place in the last frames of the film, but for the bulk of the game they've, more or less abandoned the idea of converting specific scenes and gone for a sort of scrolling shoot-out, with aerial subs, underwater missile bases and the like attacking the fleeing Red October. It sort of sums up the whole film in one (and works almost exactly how it looks as if it'd work).

And there we have it really, isn't it nice to see Grandslam (who we'd all love to see again) get it back to business again? (Unless it is? Please's word Hurrah!)



Subsies, submarines and big rocks — they're all here (and a little bit more).



Well, it's the exciting stuff, shooting around (Wonder what we'd do that time?)

SWIV

Storm

You must know at least a little bit about this by now (we've mentioned it often enough) - it's the one where the capital letters in the name most definitely don't stand for "Silkworm N" even though they really do sort of. Right. You know.

Alas. Anyway, so what's this SWIV business all about? Well, what happened you see is that while the Gates Curve programming boys were originally working on their conception of the coin-op Silkworm (for Virgin), they kept coming up with ideas for how to make it just that little bit better. The main fault with Silkworm (apart from conversion and IQ Magazine) though it was that that it was meant to be a two-player game, but didn't really work as one - the problem being that only player 1 was controlled

just had to be made more fair. So what to do? Well, it, for instance, the action was flipped over so that the game was a vertical scroller (played down on the left vehicles - why, then both players could move about the phase equally freely) things! Problem solved! It was an awesome thought, and grew (rather a lot) of months later) into the game you see here - the first original product to be released on the Storm label.

So how does the finished(?) thing look, and (more importantly) how well does it work? Well, as promised, the overhead viewpoint does even things up between the two players quite a

bit. Your little jeep still has to cope with driving around the ground hazards (usually very easy-to-see buildings, though there are the occasional fences and the like which take some spotting) but it's not fair as handicapped at a rate in the original game - it also has the added advantage (which you've learned how to cope with it) of a gun that revolves around, so you

can keep your bullets trained on something beside or even behind you. (That means, for instance, that the Jeep can merely blast away at many foes (usually from a safe position where they haven't got a hope of hitting him.)

What else is there? Well, there are, needless to say of them. These include (many of the popular ones from Silkworm



That's the jeep in the middle - be careful not to drive it into those fences (or a building or telegraph pole). Obstacles like these players are on equal terms.



Mr. Well seems to have done a number, but the jeep's still going strong - not far long if he doesn't dodge the gun up ahead though.

(like the game-shaped helicopter things) and come at you, both on the ground and in the air, with many of them only attacking one of the players. (Choppers can't usually harm the jeep, for instance, though tanks can.) Enemy bullets tend to be great big black blobs (to help distinguish them from your smaller ones) but, even so, things can get very hectic and busy (especially at times, and it's pretty easy to totally lose track of what's going on.

As for that, about all we know so far really. As the time of writing, only the first level of SWIV had been completed - a section set in a desert with battles and gun emplacements getting gradually more futuristic and alien-looking as you progress - though there are plenty more to come. Keep an eye out for the full review - which we'll hopefully be able to bring you next issue. (After all, it looks like it might have to be a bit of a slacker.)



Beats! Beaten! Trouble for Mr. Jeep, faced with two guns and two choppers!

a helicopter (which could whizz all over the screen, collecting goodies merely while the other had a jolly little jeep, stuck down at the bottom of the screen and useless for anything really (except dying rather a lot).

Hmm. So how could it be improved? Well, the idea of a jeep and a helicopter was obviously a good (or at least, a popular) one - the gameplay

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NINJA REMIX

System 3

Don't get too excited, Spec-shuns! This retroactively Last Ninja II (the long-awaited "remake" of Last Ninja II) is a new, updated version of the now rather ancient Last Ninja II. Rather smartly, System 3 have decided not to budget for the game (or not yet anyway) and instead have added a lengthy cinematic

intro sequence and new packaging, and bumped it out again at full price. A neat trick, but what's the actual difference between this and the original version of the game?

Well, in comparing terms, not a lot. It's still a platform, top-down combination of beat 'em up and puzzle game, with you taking the role of a lone ninja, magically transported from

around Japan to visit his boss (this is a quest to bump off the evil magician-on-steps-in-Kunston). Each level is set in a different area of the city — one in Central Park, another down in the sewers — and involves wandering around, picking up things and working out how to get into the next level. Exactly the same as the original in other words (except they've updated the status area now-to-night).

Where it really differs is in the opening sequences, which

feature some animated bits of stuff with Kusanji doing his old thing and so on before the game actually starts. And, um, that's it really. Definitely not worth buying if you already own the original version of Last Ninja II, but these extra bits could be an added incentive to purchase if you never actually picked it up in the first place. (Kean' imagine why you don't though — it earned a 1.0 Megagamestar after all.)



It's a pretty unexciting bit — the evil magicians will do some amazingly hard to things in a minute (and quite impressive they are that).



It's a colourful, kinda meany intro screen, alright, but it doesn't do anything more or anything. (What it is?)

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- In the subject!
- In the Hammer!
- In the Impassioned Carrots!
- In George Michael!

This is a bit of a subjective (to unfair) quizlet but hop across to page 98 and give it your best.

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