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SUSAN JONES AND THE BEE OF ATLANTIS

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YOU'RE ON YOUR SINCLAIR!

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become a game?
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preview of Ocean's

TERMINATOR 2

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6 SINCLAIR

MAGNIFICENT 7

Download **An Amazing New Bit** **Diocese**

If there's no tape here then there jolly well should be. (Some are probably about five minutes ago or something.) But never mind. Jump on over there to the nice-looking man behind the counter and enquire after a replacement. This sure is jolly if you ask politely (and get your pound note in the hand).

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Plug In And Play (THE SPECCY WAY!)

48 ADVENTURES

Oh, yes, he's leaving us this month's unattractive (but fun) After years of loyal service Mike CEFWARD is finally upping stakes and strutting off to pastures, or, somewhere else. Time to wave bye-bye!

56 CHARTS

It's countdown time with the hottest chart! Be a specyologist! First out there is the best, what's hot in our Top Price and Budget Top 20 round-ups! Plus brand-new reader's chart!

20 LETTERS

Satanic Specieles, out of the zoo, Harry Secordian's column, lots of personal problems solved, and mystery, and is every computerist-in-a-hat who is actually a shop. Oh? Prepare to be amazed!

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40 SAM COUPÉ PRINCE OF PERSIA COMPO

SAM hits the jackpot with the brilliant Prince Of Persia, and we give away \$200's worth of Coupé-coupons. It's a cooler coupon and no messing! But you probably know that already!

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THE MAGNIFICENT 7



Get in the best of shape on The Magnificent 7, a western movie in 3D Construction A.D. Software and Fantasy Manager 3, a fully-realized joust game. Available on Amiga, Atari, Spectrum, ZX Spectrum, and ZX Spectrum 128.

Turrican 2

Any cop? Or a load of old rot?

The long-awaited sequel from Rainbow Arts finally gets its joystick juggled.



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Tight '88 Action squeezes into the Speccy - and we show how!



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Jones And The Atlantis

The man I go to see! (It's all over US reviews.)



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Spike In Transylvania

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From the designer of



-the original telephone adventure game

- £300 in Prizes to be won every month!
- Lots of Free Telephone Time to be won!
- 3 Character Types! Play as a Hero, Thief or Guard!
- Caller Interaction! Make friends or enemies of other callers!

- New Combat System!
- New Sound Effects!
- New Monsters!
- New Puzzles!
- No-Delay Play! Faststarts! Fansaves!
- Rules fed out only as you need them!



Steve Jackson's Masterpiece of the Macabre

YOU can star in your own personal fantasy audio adventure. Tricks, traps and treachery await you in this, the ultimate telephone adventure game from GamesMaster Steve Jackson.

Heroes must try to escape from The Slaughterhouse in the fastest time possible. **Hint** - Talk to other players; they will help you to find the escape route.

Thieves must steal as much gold as possible from the game characters - and from other callers! **Hint** - Don't kill other callers absolutely necessary.

Guards earn money by extortion from game characters and by arresting other callers. **Hint** - Only arrest Thieves who have killed another caller or Heroes.

Live Encounters!

You will regularly come across other callers in the Hero, Thief or Guard! Will you risk talking to him? Can you trust what he says? Or if you don't trust him, will you strike the first blow? Heroes need escape information from other callers. Thieves need to appear friendly to get close enough to pick pockets. Guards must find out about any strategies they meet - a thoughtful caller carries a heavy penalty.

New Combat System!

Outguess your opponent each Attack Round by dialling a number between 1 and 3. A 1 (strong attack beats a 2) range which beats a 1 (Guarded Attack) which beats a 3. Watch out what happens when you both choose the same number! Monsters fight to the death - but in recognizable patterns. But with LIVE opponents, you can opt to either Play For Money (dial a 4) or Spare for Life (dial a 5).

Cash Prizes to be Won! And Free Game Time!

The best Hero, Thief and Guard each month wins a prize of £300. Heroes must escape quickly. Thieves and Guards must collect Gold. In addition to these prizes, the computer will award free play time to characters who collect more than a certain number of Gold Pieces (the Gold required will vary from month to month and character to character).



☎ 0898 10 10 50

Calls cost 20p per minute direct, 40p per minute at other times. The Slaughterhouse can be played on ALL TYPES of telephones. Some callers may find that dialling

a '1' will result from the game and suspend the call. This occurs at 97 exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone.

If you need more information send a stamped, self-addressed envelope to Computerised, 7, Capstan Road, Sudbury, Essex S11 9AZ, number 'Slaughterhouse'.

YOUR SINCLAIR

THE MAGNIFICENT 7

No.6

What an all-star line-up! We've got two of the very best games we've ever had, plus three exclusive demos! Walk this way...



Be a Greek god in the best vector game we've ever had! **OLYMPUS** on page 51

You've stuck in a dungeon and you want to get out. Well, who wouldn't? **HEAVY ON THE MAGICK** on page 51



It's the official 3D **CONSTRUCTION KIT** game from Demarc - and it's on page 101



Stand to fall in our latest **WOLF** game. **ROCKE** on page 51



It's business and pleasure in our **FOOTBALL MANAGER 3** demo from Addictive! On page 101

Rep 'til you drop with **JUREK** on page 51



Cheat to beat with **POKERAMA** on Page 101



HEAVY ON THE MAGICK



Gargoyle Games

COMPLETE GAME

Brinsley! We're so good to you! Heavy On The Magick is an above-the-board stinking PG Magazine from July 1989, and justly similar to all those other Gargoyle adventures we've had on the tape (like *70 No Magic*). You play Hall, a magician who's been thrown into lots of dungeons by the evil Theron, with only a magic sword and spell book to help him escape. First up is the book doesn't have any pages (just the contents list - so you need to go off and find them all). Of course, the place is packed with rooms, enemies and objects (a pack up and keep, of use, of whatever



What a simple looking monster, but's cunning to be scared of. Eat, mind you, for in a bit on the top side, that

you want). You need to increase your skill and status levels as you go, having a bit of good number with anyone (or anything) that comes over help. (You'll certainly want to strike up a budding

friendship with a snarly little Moke called Apes, who keeps following you around and knows all the dungeon gossip.) Everything's done using magic (including fighting and opening locks) and, as you might have guessed, it's text-led. Always type the keyword first



ITEM	QUANTITY	DESCRIPTION
1	1	KEY
2	1	KEY
3	1	KEY
4	1	KEY
5	1	KEY
6	1	KEY
7	1	KEY
8	1	KEY
9	1	KEY
10	1	KEY

This screen probably has stupid looking text in just about to kill you. Oh well (tho'no's Apes when you need him, etc)

(4, SW, F etc) - use the Controls box), followed by the object you want to do something with. These objects are Ramrod (the Great Destroyer), Arson (the Lord of Assassination), and you, Belstar (the Master of Fire), Rock (the Battle Lord), Carab, Chain Demon, Maged (the Drinker), Giant, Tally, Wolf Monster, Sword, Rock, Sage and Ruby.

If you want to bush something up for get into it, or whatever) you need to type 'name, object: Name is whatever you're addressing, object is the thing you want to do something to. And that's it. There are three exits. Go and find them!



CONTROLS

1	North	X	Examine
2	South	Y	Open object
3	East	P	Pick it up
4	West	O	Drop it
5	Up	D	Make normal
6	Down	F	Make
7	Right	Q	Read manual
8	Left	R	Press help
9	Fire	W	Press help
10	Open screen	W	Press help

OLYMPUS

Simon and Julia Barnaley

COMPLETE GAME

Olympus isn't just good - it's brilliant! Unbelievable! In fact, it's probably the biggest and best-selling board game we've ever had.

In theory, the game is pretty simple - it's a strategy jobby set in ancient Greece played out on a map. In practice, it's a hell more tricky, with there are so many wotsit and wonderful characters to meet and things to do!

Basically, it's a contest between six gods (and goddesses) to see who can get the most glory points. You and up to five friends choose which one to play and then run around the map controlling heroes and because yeha we'll just call heroes from now on. Glory points are won when your hero destroys a monster (wins on their turn) or manages to capture a Queen (wins on their foot).

Yes it's a strategy game, you have to think out your moves and also try to outwige the other gods (and by taking control of their heroes or vice-versa) for

called 'divine resources'.

Right, that's all the bits stuff over. But before we get into playing the game proper let's introduce ourselves to some of the names and faces dotted around the map. Basically everybody who was anybody in Greek mythology!

First, here's who you can choose to be...

THE GODS AND GODDESSES

Aphrodite The goddess of love and beauty (loveah).

Apollo Prince of the Gods, and the most beautiful dude in the universe.

Athena The goddess of war. Athena is actually rather merciful and friendly into person.

Demeter The goddess of all growing things (like it's obviously a bit of a farmer and wears a hat).

Dionysus The god of ecstasy and drunkenness, joy, music and poetry and wine. (We say!)

Poseidon God of the ocean. By banging his trusty trident on the sea bed he can raise islands or sink whole continents.



What a speedy bunch, eh? But they're not as bad as they let coming up! Here are all the little people who the gods (ie you) can control...

THE HEROES AND HEROINES

Atalanta Blistering fast and strong. He was dipped in the River Styx to make him immortal.

Antoine Abandoned by Theseus, she got her revenge by making his dead jump into the sea!

was dead, but someone found him out and he was sent on the expedition to Troy.

Orpheus A very musical bloke who saved the Argonauts from the Sirens by playing his lute.

Pericles An Amazon Queen who killed (almost) every Greek she fought.

Perseus His grandfather tried to kill him but failed. Later Percy killed the gorgon, Medusa.

Theseus Blistering, intelligent and famous for his monster-slaying skills. (He killed the Minotaur.)

A-ha! And now for the really interesting characters - the monsters! (Unfortunately we haven't room to tell you everything so you'll have to go and get a book from the library, or something.) Right, when you're ready, we'll walk our way down the line...

THE MONSTERS

Ampyx A good boxer with spiky gloves.

Antiope A warrior who was turned into a spider.

Cerberus A three-headed guard dog (a wolf).

Charybdis A whirlpool that swallowed the sea.

Demodocus Minotaur's favourite human who also runs.

Echidna Half-woman/half-serpent, who ate, ate, ate, then Marple's blinged female members who snatched food from tables and made what was left uneatable.

Hesperides Guarded the Golden Apples.

Ladon A talking dragon with a hundred heads.

Minotaur He ate children, that's all. He couldn't be hurt with weapons (but got a bit irked if you looked him).



This is the map where you place monsters, locate off, and on where you, with loads of other things. Big, isn't it? And remember! The red squares are mountains, the pink areas are swamps, the white areas are forest habitats and the blue areas are forests. Mountain & you can see, there are levels of different types of landscapes for you to explore. But be sure to watch out for those traps and deadly monsters though. (Slightly)

Athena (She was named) by the gods that her mortal life would stop whenever she got married. So that's exactly what she did, and the city got got turned into a lion.

Bellerophon He tamed Pegasus and tried to fly up to Mount Olympus which is where the gods live. They got a bit peeved and made him wander round the earth, lame, blind and friendless til the day he died. (Sob.)

Hercules The strongest man ever. It was his job to protect men and gods from destruction. A bit of a jobber from the word go, he attempted two snakes while he was still in his cradle.

Jason He was sent off to find the Golden Fleece and was killed by a bear from his old ship, the Argo (the same one that Ray Harryhausen used in Jason And The Argonauts).

Medea Fell in love with Jason, and helped him get the Golden Fleece.

Odysseus He tried to pretend he

(kay) (yep) (oi) Prometheus. He chopped off people's legs off.

Pythia A hot-batter with a jolly big axe.

Sphinx He looked people on cakes.

Scylla She had six dog heads around her waist.

Sinix He outgassed people from bread.

Tantalus He ran around a lot and threw rocks at ships.

Typhoeus So big he could break mountains about.

Right, there's most of the characters out of the way, now what about those quests then? Quests are fought in the same way as monsters but use worth more glory points. So, wrap up your sandals and can'te the sea...



A FEW COMPLICATED MATHY BITS

Fighting Monsters

You don't actually get anything for killing a hero—they are simply reborn somewhere else with all their original amounts of strength and defense, but the controlling god does control if that monster. If a monster kills another monster then no rewards are given, but if a monster is killed by a hero then...

- You get a few glory points if the monster is controlled by another god (equal to 7.5% of the monster's potential strength and defense to be granted, if it's uncontrolled then you get fewer glory points, equal to 5%).
- The hero gains 1.25% or 5% (as above) of the monster's potential strength and defense and two extra movement points.
- There's also a sort of balancing-act going on, so if the controlling god (person) just won the fight has loads of influence points (and is therefore very strong) then he gets less glory points. But if all the other gods are stronger than you then you'll get more glory points. If you see what we mean.

Fighting Quests

When a hero defeats a quest...

- They get a reward if you can carry up to three at a time. Quests cannot be dropped or transferred.
- The hero gains 7.5% of the quest's potential strength and defense and two extra movement points.
- The god in control of the winning hero is awarded glory points equal to 1.25% of the quest's potential strength and defense.
- When a hero returns to Mount Olympus the controlling gods are awarded 20 glory points for each quest the hero is carrying.

DIVINE OCCURRENCES

Each god has their own special trick...

Apollo—**Storm** Randomly moves any hero helpers in the affected area. Can only be used in land areas.

Athena—**Tempest** Randomly moves ships in the affected area and increases aboard ships. Ships will always end up in water but heroes can end up either on land or in water.

Posidon—**Earthquake** Randomly moves each hero in the affected sector. Can be used in land areas only.

Aphrodite—**Regulation** Randomly influences heroes controlled by other gods in the affected area. Influence points will be gained for each hero affected.

Dionysus—**Plague** Randomly reduces the potential strength, defense and movement allocation of controlled heroes in the affected area.

Demeter—**Famine** Randomly reduces the life level of controlled heroes in the affected area.

THE DYNAMIC DUO!

Olympus is the work of Zeus and Demeter (Marilyn) who've been talking over it for



Zeus and the left.

several years. Demeter is a very important chap in a bank and says he's really pleased it's finally found a home. It's the same old story... we

went off to loads of companies. They all thought it was really good but couldn't fit us in. It's certainly been really popular with everybody who's played it (no matter how old they were) so you're in for a real treat. And never was a finer word spoken.

PLAY
THE GAME,
MAN!



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ocean



THE GUESTS

Carysian Mind She's **Isomaru** **Mad.** **Conoscope** This'll give you loads of food and drink.

Golden Apples Very powerful and very heavily guarded. **Golden Fleeces** King Pelias wanted to get rid of Jason (who wanted to be king) so he sent him off to fetch the Golden Fleece.

Harmonia's Necklace This made the women really beautiful and lots of people jealous.

Helen The most beautiful woman in the world (at the time).

Hector **Idolus** It belonged to the sun-god. **Hippocrite** A **Glaucus** A golden fish which grows! But the sailors' was the most powerful woman in the world.

Phaenonice A winged horse. Actually **Phenonice** **Hades** (the King of the Underworld) took

Persephone down to his Kingdom and her mum went looking for her and brought all about the crops.

Speaking Oak Wood A tree that speaks! **Winged sandals** These make the women travel as fast as the wind (ie pretty darn speedy).

And that's it. **Slimy** - the things it's close to its **Open-shams!** We don't just show you which games to buy - we turn you into fully-fledged authorities on Ancient Greek stuff! (And if

you actually want to know how to play the game, then have look at the

controls over here.)



TO LOAD

In CD-ROM mode, go to **48 Basic** and enter **Load 1** (do not use **Tap/Loader**). Then loading, press the center key to left (L) or **Alt**. Move the **CD-ROM** slot game.

CONTROLS

Address us online at **http://www.ign.com** or call 1-800-828-8882. We'll be glad to answer your questions. **IGN.com** is the place to go for the latest news, reviews, and more. **IGN.com** is the place to go for the latest news, reviews, and more. **IGN.com** is the place to go for the latest news, reviews, and more.

- 01** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 02** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 03** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 04** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 05** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 06** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 07** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 08** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 09** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.
- 10** - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.

For more on the top rated features, visit <http://www.ign.com>.

01 - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.

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15 - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.

16 - Press **Enter** to toggle/turn on. Press **F1** to see the controls for the game.

ROBOZONE

Image Works



You might remember Robozone from Future Shock's free months back. We told you how good it looked then - and now you can see yourself playing it.



With the slick-looking robot, and the familiar log-jammed thrills and the Robozone, it's

like robot who's been left to guard New York while all the rich humans take an open-ended holiday away from all the smog. Originally, you had some pals to help you out, but they've all got bumped off by a bunch of really nasty killing machines called the Polikats. (Polikat? Should you like to do? Polikats: No, Polikat: Tough! Blast!

Blam! Your log got it. It got to the furnace before the Polikats do, so that's where the best of your pals are about to get smelted down. So you'd better hurry up.

Robozone's got three generous levels. The bit you've got salted up to the cover is the first one (well, a slightly shortened version of it anyway).



Well, it's a week, week-ended week, isn't it? We'd better wrap this log.

which takes place in the New York subway. Then you've got a screen from the second level (up on the streets), and lastly one from the third (in the furnace). You'll be shouting "blowing excellent smog-smog, mate, and thank you very much!" in no time (I'll your mother laugh you say, mate).

CONTROLS
Joystick keys: G, B, O, P, and Space.

PS When you load the game up, use the joystick to select the actually-called Control menu. (Because of all that don't worry! You haven't got the wrong game or anything. It's just that there's already a couple of games called Robo in the store, so, uh, change the name.

JUKEBOX

Gavin Hamill and
Richard Cranford

FUNK BOX

Yes, pop-rockers!
Get ready to
toot in a break
from madness.

This month's Jukebox took the inclusion of a rather nifty city player. It's the work of Gavin Hamill and Richard Cranford and it's made up of six super-sexy tunes, each beautifully crafted to please and delight your ear-drums (as long as you're a "Rock, Center, Beat").



HERE'S A SUPER TUNE TO TUNE
When it comes to funk, there's a winner.
Talent like we see in this one!

So what's on the turntable?
Well, first there's "Axe '77" by the
unforgettable Hamill.

Followed, then "Take On Me" (as
originally performed by those Norwegian
duos, A-Ha), then "Freakin' And Jerkin'"
which is a complete and utter classic and
it'll have you in floods of tears before you
can say "Kissin' It". Next, "Dance With Me
and Gambler" (which we've never heard
of before, actually) and finally to give us
resistance, "Lipsa Mings" - an original hit
written and performed by Mr.

Hamill himself. (Well, they're all
performed by him, actually
and only well, too!) We
guarantee you'll never see
at your Stereo sound-clip in
quite the same way again!

CONTROLS

Press the number of the tune you
want to boogie to, and away you go!

Disk Offer!

Fancy making a copy of the tape on
disk? Or ever getting someone to
do it for you? Then this is the offer
for you. Simply write a cheque for £2
made out to Atlas Audio Video Ltd, slip
it into a jiffy bag alongside all
your cassettes and to your address,
and then send it off to: P.O. Box 2,
Duplication Dept, Atlas Audio
Video Ltd, Harlow, Essex, H17 1A,
Tollard, Shopping 117 400. You'll
get a disk back within 28 days.



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ocean

3D CONSTRUCTION KIT



Domark

PLAYABLE DEMO

No, would you read the review last month, so you'll know all about 3D Con Kit already. You'll know that it's completely amazing and still isn't a lot like a computerized version of Lego, and you can create an entire world and wonderland.



Maybe you can make it like this.



Let's start at the very beginning in very good places to start. This is, um, a house.

landscapes and games as your imagination will let you. But unless you're actually going out and buying it you won't know much about the 3D Kit Game, which comes loaded up with the proper things to do — and is rather more fantastic in its own right.

And that's what we've got here. Basically, it shows you what the Kit's capable of. You

find yourself on a spooky planet which you've got to get off in order to return to Earth. You need to do lots of exploring and collecting, and, just to be on the safe side, quite a bit of shooting (at anything that moves). Or, and this last point is a space vehicle would be a handy thing to get hold of so you might like to look for one of them. (Big blue alien)

CONTROLS

K	Move back	W	Turn right
J	Page forward	Q	Turn left
X	Sidestep left	A	Activate object
Z	Sidestep right	L	Look down
M	Turn	P	Look up
H	Move up (rise/land)	W	Tilt right
F	Move down (fall/launch)	R	Tilt left
		Q	Move forward
		Space	Fire

FOOTBALL MANAGER 3

Addictive

PLAYABLE DEMO

How about it's a fresh management sim — and not just any old one either! As you might have gathered, this is the 'bigger' or Addictive's Football Manager 3 and 2, and it's based on much the same premise as before (ie, that you're a... you guessed it, manager).



Working a bit hard? These are just a few of the things you can do in the Addictive's Football Manager 3.

The difference here is that everything's been generally modernised and polished up.

The demo lets you play about with

most of the systems that you'll find in the complete game. You get to sit behind a lovely desk in a nice big office and sort

out transfers and training. You can even take a go at your personal computer, send strange messages and transfers and send out memos. It's like it's the last time and no mistake!

The finished game will be out in the next couple of months, so start saving your pennies and get plenty of practice in!

CONTROLS

Control keys or joystick.

POKERAMA 6

Who's not afraid of death? We sure it is in the face and stick our tongues out at it. (No, not we do when Jon Marsh's around, hem hem. And talking of our resident inty, let's take a look-see at this month's line-up...)

Double Trouble Inty lives, immortality, don't track Ameer Inty damage and fast Downstream Inty lives, time and arena.

Headache Inty lives, time and no lots of glowing things.

Inspector Hertz in the Interchange Inty lives, time and arena (plus passwords and cheats).



Warfare! We're just looking into whatever happens our game. We just don't care.



Yessss! Hoooo! You can't catch us. (And even if you do it doesn't matter, hey?)

Blipoff Inty lives.

It Type Inty lives.

Spies in Transylvania Inty lives and energy.

Stand up Inty credits and something to stop the screen 'blacking out' when you pause it.

Star Riders 2 Inty lives, energy and no laser overhead.

Super Menace Grand Prix No total credits, always qualify.

Tempted Inty lives for both players and Inty use of super sapper.

Blimey, it's too good for words! (So we'll stop right there.)

Tape Trubbs

No matter how hard we try, no matter how long we struggle, there always seems to be a couple of dud tapes that slip through the PS Dud Tape Alarm System. But if you're a victim, help's at hand. Just send the offending piece of plastic to: PS Magnificent 7 No. 5, Tape Returns Dept (Don't say), Ables Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD, and you should get a replacement within 28 days.

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**IDE
FOR EUROPE**



Pssst

This month - the Specky goes to Europe, Sal goes to hospital, and Graham Brant of Romford in Essex wins a 5x5 Bewdley shed...

YOU, YOUR SPECTRUM AND 1992



With 1992 just... ooh... crink... next year, you'd better rise up on just how European integration will affect the Spectrum scene. And the news is that you can expect sweeping changes. That's right, the Spectrum has been singled out for special attention by the Europeans who, since at the time, are hammering out the final draft of the Single Act, the document which will shape the future of its role in federal Europe. This month PSSST cuts through the red tape and shows you just what to expect...

Resolution 3112 (b) (vii)

EUROMINISTER FOR SPECTRUMS

The Spectrum's dramatically increased profile means that the opportunity of a special minute will be necessary to oversee its integration into the single market. He'll also have the responsibility of looking after the interests of you, the Spectrums, and keeping powers to monitor and control the quality of the games you'll be playing. Needless to say, when we mentioned the vacancy to Andy he immediately rushed out of the room and came back wearing a hat, a coat and a big, cheesy grin.

Andy: Hi! That's right!

Pssst: And, er, just what makes you think you're right for the job?

Andy: Well, my enthusiasm for the Spectrum is second to none, and my dealings with some of the industry's top people put me level at the top. I prefer to get things done. And I've just bought a new suit.

Pssst: It's very nice. So what's your "manifesto"?

Andy: My what? (Thumbs through dictionary.) Oh, um, through that might look nice. And I've lost my wallet, taken back, of course.

Pssst: Ho, "manifesto". It's just fern. Look.

Andy: Ah! Erm... um... Oh look, what a beautiful baby! Does my pick-it-up and kiss it. (Giggles, squeals)

Robin: Oh!

Andy: So can I count on your votes, then?

Pssst: Well, that's about it.



It'll look like an...
www... /www/1992/



Resolution 6322 (n) (i-xxii)

YOU AND YOUR RIGHTS

Several important pieces of legislation are to be introduced to govern the way you use your Spectrum. These include:

- A game-playing quota of seven hours per person per day. Exceed this and you may be liable to prosecution.
- Restrictions on how trap games can be. Moreover, will be implemented which also to

completely eliminate the trap game by 1997. Manufacturers producing games which score below 10% in IQ tests will penalties.

- A contribution to the Common Agricultural Policy each time you load a game. (Amount to be decided.)



Resolution 921 (k) (xxvii)

SPECTRUM GAMES AND EUROPE

The Spectrum game of 1992 will be a far cry from the sort of thing featured in the issue of IQ.

- Instead of massive inter-city battles in all sorts of exotic foreign languages, all that will be a just one language, Esperanto.
- Future games will no longer automatically be world, instead, each country will be given a maximum quota (a certain percentage of its games must be sold to that country). Britain's maximum quota will be set to be 10% in Europe's corner. (This is because Spanish, obviously, are only few words wide, which caused us and of course for mail order companies.)
- I suspect management games will be pretty common. (Pssst!)

INDUSTRY REACTION

To find out just how the software world is feeling about the proposed legislation, we phoned up a Top Industry Type Person to ask for the opinion...
Person: Oh, it's...

TEP: You haven't guessed? They have you seen a copy of Super Heroz #17? It's, like, really great and it was damn good at least 90% of it.

Person: What are you really hoping for now your reaction to the new European? The stuff about games is a particular TEP. You what?

Person: Oh, haven't you read?

TEP: Nope.
Person: Okay, we'll let you a copy and ring you back. (Five mins later.)
Person: (Pinging ring ring, etc.) ...uh?
TEP: ...

Person: ...uh?
TEP: ...uh?
Person: Oh, hang on, that was a mistake. It's like Plastic Game with Lenda. It's to reward Press! Let's try that.



Keep the theme of a 'top person' huh?

T-ZERS

▶ Many **Quarterly Doodles** are planning a science-fiction/strategy game called **Space Crusade**. It has started life as a 2000 game and will use the same game system, but **Shedder's** first point is that the graphics will be enhanced and the presentation will be better. Expect to see it around October.

▶ One great **CodeMasters** are diving into the realm of management sim! **First Division Manager** should be out in the beginning of September, closely followed by **Mountain Mike's** 100-million-dollar! Actually sound much like a management sim at all, or is it probably just your standard CodeMasters fare.

▶ **Research** seem keen to have been less subdued by the steep summer months - they're already planning to release two more conversions to the strategy form of **Victory Walks** and **Grandstand**. The first is an executive selection featuring **Castle Master**, **Chick**, **Tom Cooper** and the previously unmentioned **Captain** (called **Castle Master II**). And on Grandstand you'll find **Gladius Super Soccer**, **Play Tennis Top**, **Planet Class**, **Landmasses** and **Commercial Drive**. Looking stuff interest. You've had it!

▶ Had on the books of **Big Top's** **Wacky Wizards** which we still haven't seen because they've daily scrapped it and started again from scratch) come three more off-looking **Wacky Wizards** cartoon conversions: **Daily Duck**, **Roastmaster** and **Slugs** **Wacky** will. It all goes smoothly, be released in the months leading up to Christmas.

▶ And taking of Christmas, **Shedder** are already gearing up for Yuletide with their purchase of the **Alan 2** license and the conversion of **Knight's** **Ballistics**. There's no word on what **Alan 3** will look like, but the **Knight** con-ops is the same horizontal base-on-up that's been stuck in the freezer for a year and a half now.

WILL YOU TAKE THIS SHED...?



Shedder: "I could have been a real estate agent!"

Mark Graham (right) of **Portland**. He's just had the whole of his life. It's a Friday afternoon. He's just come back from his paper round and he's found the editor of **Top**.

Shedder and **Donna's** **Glenn Edgeley** standing in the back garden with a **SHED** shed at their feet (in bits of your constructed period). Needless to say he's not a programmer and runs, which they thoughtfully brought along in today form and the thing up. Then don't **Andy's** find what done, **Glenn**! May you and your shed be happy ever after.



The **Shedder** shed that is **Shedder** sitting in the shed. Shut up!

COMING AND GOING

It's all go in the shed! **Top**, he's had his month on the mag because she's off in town for a night (or it's by-eye-Gal, with, to every shed, and, and pay back in for a cup of tea any time you want, he"). And then it's the **Jim** and **Phil**, our '93 advertising jobs. Seems they've had their eyes on a couple of shiny deals over in the PC market and



Get ready to go!

decided to launch a new **Publish** mag called **PC Connection** (not cost a up-draw). We won't miss them at all!

So who's gonna be the **space**? Well, we've got **Intuition** and **Planet** (**Planet**)! On the art side we've got **Marylene Booth**. (She's going to be **McAssistant** and she has orange and **James White**). And then is the advertising bit we've got **Cheryl Beasley** (with sounds like one of those singers from **Super Heroz** but she's the best nothing better than a good job. **Lenda's** already made their **webmaster** rates. **Andy's** lessened the deal with his **mag** books, and **James** has been offering to take them to the **pub**. We're sure they'll be right at home.

Which one will they buy?



It's a shame you can't have a shed. Please!



Did! The only clothes that is **Shedder** **Shedder**

GOING UP!

Come on, admit it. How many of you were at the morning 10 you like it in fact, you like it so much that you're already decided to buy a copy of next month's issue. And your mind wouldn't be changed in the slightest if we told you that you'd have to pay for it, it's going to be a bit more expensive. Only a tiny bit more! (By the way, it's a thing of £2.25. It's the usual, you see - the fact is all gone on the shed, and someone's made the perfect bit of the



Remember all these for £2.25 each. Includes **Shedder**!

And to stand guard at night. But there's a little more in **Shedder** than just a copy of next month's issue. You'll be able to get the next 10 issues at the old price of £2.25 (You don't buy we don't buy.)

TURRICAN

Rainbow Arts/E\$ 99 case E14.99 disk (128K only)



James Cook: I've waited a long time for this. You wouldn't believe the number of sleepless nights I've had wondering when it was going to pop through the letterbox and how good it was going to be. I've loosed and tumbled and stared at the ceiling - I tell you it's fair were me self! I'm a steep shadow of the incredibly good-looking and eligible bachel... (Get on with it! Ed).

Oh, okay. If you don't know Turrican 1, here you



How do you do these things? Well, you do them the old-fashioned way. It's easy. Just fire the Machine Gun down and watch the baddies be made into the pixels of your expanding realm.

head in shame. It's only one of the best horizontal 8-bit scrolling shoot-'em-ups ever to appear on the surface of this planet. It was fast, it was slick, it was mega-douglas and had brilliant graphics. So the big question is whether Turrican 2 is better. And it isn't! Don't think I'm saying just yet. (And) Nope, but I think it's just let you adjust it and build up the suspense.

This starts off on the surface of a world planet called Landbot. You're there (out of the goodness of your heart) to crash the Machine Gun into them when they're trying to wipe out all the baddies on the

planet and take it over (the earth).

But before you begin to raise the question as to how you're going to reach it, look at the way through seven levels of

complete insanity (see box). My doubts are a tough job, isn't it? So, first off, let's have a quick look at the size of Turrican's equipment (if you see what I mean).

Armed and dangerous, is he?

Yep! Turrican's got new weapons! Can you think back to the original game, and you'll remember he had

AND HERE ARE THE EIGHT (COUNT 'EM! EIGHT!) LEVELS!

Level 1 You really get stuck in at the dog and boat - there are tons of aliens on the surface of the planet! Fight your way through and you'll reach a shaft leading deep into the bowels of the world.



Level 2 You come across the first really huge and phat baddie. Oh, and your finger frigger will probably be getting already fat by now under continuous bombardment from weapons.



Level 3 Deep! You seem to have fallen into a large amount of water. If you can't swim, now is the time to learn because there are a lot of shark-type enemies swimming your way.



Level 4 Phew! You land again. But we're still deep inside the planet. Here you'll need variable timing to get onto a lift which takes you into the reaches of the Machine Gun's home.



Level 5 Here, it's time for some thinking. You'll find a spaceship sitting around with the doors unsealed and the keys to the system. So what do you do? Turn it off, and get all the baddies which break around, trying to stop you.



Level 6 The spaceship got destroyed. There are swarms of alien stuff flying through and over, so you're getting too game for the price of your



Level 7 As you get out of the Machine Gun, you find that there are a large number of baddies waiting for you. Using your laser, annihilate



Level 8 (Bright!) The Machine Gun is back to its original power, so open fire without mercy. Keep firing for a few more and you might just manage to get it.



a little laser firing and a Lightning Beam! These have been upgraded. So does the 4-gun improved lightning laser which gives a narrow beam that is faster and a cluster gun which fires blobs of electricity in everything it hits. Also available are pick-up weapons such as anti-walk flowers (it's not more alien) and special long-range lasers. In fact, you could't use for much more firepower in a shoot-'em-up. Something like a really mega-destructive and mean (except) the lightning gun which looks a bit like an F-16 (see box).



But you can't just stay through the parents of mutant baddies you make and how huge the glowing ones actually is. It's not just left to let shooting and it get there - you can go up to the higher spooky unexplored caverns, or drop down a waterfall something to visit the other regions (see page 12). Of course, you don't need to go through every screen to get to the end of each level and it's great knowing they're there to visit on a return trip if the



And this Machine Gun's ability is certainly something you won't get in any other shoot-'em-up. It's not just the way of the old school, it's the way of the new school.

very little you!

But I'm not just the number of screens that is so impressive (800 of the last country) - it's the low-cost programming Original Versions have been able to cram them all. They're all of the way you can come across absolutely loads of

items, pick-ups and new and easy

WHAT'S GOING ON HERE, THEN?

Here's a typical screen, somewhere deep under the planet's surface. Let's see what we can see.

TURRICAN He's the rather round character here, got? Looks good, doesn't it? Well, it's a little more and will produce him from his little box to a galaxy.

starts to

LEVEL You get into the level, but you're not at all level-headed.

TIME COUNTER This is the time counter. It's a little box that shows you how long you've been in the level.

SCORE COUNTER This is the score counter. It's a little box that shows you how many points you've scored.

HEALTH BAR This is the health bar. It's a little bar that shows you how much health you have left.

because I couldn't believe my game! It's the best I've ever done!

It's a little more and will produce him from his little box to a galaxy.

because I couldn't believe my game! It's the best I've ever done!

It's a little more and will produce him from his little box to a galaxy.

Billions of baddies

Turrican moves very much as he did in the original, but

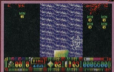
2 MEGAGAME



There's nothing like juggling before you leave. The new level is round but doesn't end any closer to any direction.

The title is a bit faster and smoother. He's still got the ability to jump high distances (leaving, as he goes), but on the ground the smoother weight of bubbles makes it difficult to jump quickly through the game. So to win you'll have to be really on your guard — both in and out of your game get ambushed and wasted too quick!

There are just so many different types of bubbles I'm not even going to bother describing them all. Basically, though, here are the better ground-creating types which you get:



Waterfalls seem to be useful when it's raining down a few levels. Here you might have to use a crazy's breathing

unless you feel there are the things and need to be juggling quickly again and there are the few limited kinds of shots to kill me, quanta, who float off walls under the surface. If you step out of the bubble in one section you'll have time for a breather before any others wander over to attack and/or, well you need the bubble(s), and all of it all they look good and more ready well.

You'll probably have noticed by now that I'm rather strict of 'Tomson'. It's a better than the first version (as well it should be, being so late a stage of years on). The graphics have improved, and the sound's really up to Dolby standards (well, sort of). Surprisingly all that it's ridiculously easy side and whopping huge fun going to be (juggling away at it for a long time) and it's so much fun I can get through to the Masters in 10 minutes! It of this level makes it a Megagame that I'm an instant fanbase named 'Mega Surf' (I'd like to be good Andy, O

JOYSTICK JUGGLERS

About the time of year, the British go on holiday. You can see them in the Great Get Out, Tenants and Drinker to Thomas Bear. Oh, and are they enjoying themselves? No, they're not. By the time they get home they need another holiday to recover. So the TG team have decided that holidays are a bad thing, and come up with ways of relaxing without even leaving the shed.



Andy: Like the joy stick couldn't possibly get any more laid back, but we thought we might as well ask.

"Golfers are the most relaxed creatures in the universe. Because they only have three second memories, they never worry about anything. Have you ever watched a golfer? When you're up to four hours in front of the golf ball, it's so soothing to watch that stroke of orange go round and round and round and round." "We got the stick.



James: Lurch (James is a modern lurch guy) is the kinda guy who seems clear of juggling (disputed).

"I actually find it quite hard to relax — so I've released a couple of the stick and taken up thinking on my head. It's great — you get a bath of blood to the brain and then you start to feel really laid back. Then when you start up, the world starts spinning round and your head feels like it's going to explode. It's of incredibly relaxing." "What a strange boy!



Linda: Barbara (Linda is a lady who's really laid back, except when she's not). We should never to see how useful she was feeling. "It's doing breathing exercises with 'G'. They're not — you can really feel the

air coming about in your lungs. And when you breathe in your eyes go all popy. And if you do it long enough you can almost feel the bats moving." But Linda, we said, that's the program one. "Yes, I know, but it's all a matter of emphasis. It's good to do just as you're falling asleep as well — I tried out I think I forgot one when I woke up in the morning I was breathing normally." "On sea.



Jan: Peter (Jan's been working for too long recently) is home I play the piano. I'm in a bad mood today something very fast and temperate the player. Then when I've calmed down I move onto a lot of Chris De Rugh. But my piano's for too big to fit into a boys shed. Linda suggested I buy a more piano. It's a good idea, isn't it?" "Hm, that's an opinion.



Jonathan: Jonathan is very hard to tell whether Jonathan's relaxed or in a bit of furious temper. Beneath that pleasant exterior lurks a monster. (Hint!) He has to monitor when JOY 'EAT' Monsters? Oh, and I don't know why. Pity you're not like sleeping in front of the TV. Does he count as a monster?" "Yes. But what about you?" "Oh, I like getting the legs off waxes and eating waxy grubs. Boo!" "Dad! Spoiler!

HIGH SCORES

- 99 - 100 Getting up to fever temperatures! Was a game that's this hot hot and you'll get the flu — no guarantee of any game that takes an overall score of 99 or above gets the esteemed 'Megagame' rating. It's a happening piece of software!
- 98 - 99 1000 (or Penny Game Game!) A game well worth slipping deep into the old dust bucket for!
- 95 - 98 A very interesting game, but might not be of lasting appeal to very many.
- 90 - 94 A few niggles (adding in certain areas. Think before you buy!
- 85 - 89 Pretty average. Very average to fair. Actually, it's a bit good.
- 80 - 84 Oh, better average than B or C.
- 75 - 79 So you're due to be disappointed.
- 70 - 74 Very poorly indeed.
- 10 - 19 Colours — not impressed to last the night.
- 0 - 9 ... really dead.

INDIANA

AND THE FATE OF ATLANTIS

Indiana's at it again, giving the Germans grief and playing with his whip. **JAMES LEACH** gets his map out and follows him.

Indy, ah! What a star! You thought you'd seen the last of him, didn't you? Well, you were right. The Last Crusade was the very final whip-cracking episode of the life of the Man with the Hat that we'll ever see at the movies. (That's right, buddy, not because he's back back back!) The time they gave him (without introducing his antics on film, *Napoli*, they've just gone straight to the sort of fun that really counts — and made a *Sopranos* game out of it) meant it's a fantastic-looking platform shoot 'em up puzzle game. It's by *LucasArts* (as opposed to *West-Game* writers by, among others, George Lucas and Steven Spielberg), it's released through *id Software*, and it's waiting downstairs for you to have a rather excessive peak at. So this says hello, shall we?

Well, it's 1938, and Indy's just uncovered evidence that Atlantis, that legendary lost city that sank beneath the waves years ago, really did exist. Apparently, it contains a mysterious metal called Orichalcum which has the power of a thousand atomic bombs (or five, depending). And now for the first time — the Nazis know about it too. Oh, well. Obviously they were in the next room talking through the keys (the scanner) because the next you know everyone's rushing off to the underwater city to indulge in a night of deep sea metal mining. Mind you, Indy's not on his own this time.



Orichalcum is the game's special force, and you can't use it unless you've first finished a certain puzzle. It's a little like a few *Indiana* puzzles in being on a grid.

Being such a drink of water, he's had to travel the help of a girl called Sophia, who claims to be a 20-20 expert on Atlantis (but we know she's there just to hold his hand when things get a bit rough). In the game, you control both characters, although not at the same time (see one, and the other will probably wonder of something).

You might need Indy's invention, a 'special' bit of something, or Sophia's expertise for a puzzle (or two). Of course, there are nasty Nazis all over the place, so there's a fair amount of shooting going on — but that's really one part of the game. It's also a puzzle, with you having to work out problems like finding bits of map, solving codes, beating

different rooms in order to get into the next level. And watch out, because it's very easy to get yourself on one level and suddenly realize you're missing a vital object that you should have picked up on the one before and can't progress without. (Also, you'll want to pick up as much Orichalcum as you can, since you'll need to use this in various ways at the way through.)

Right, that's the general picture. Now let's take a look at the levels in a bit more depth — or at least so much so we can without giving away the hidden secrets which you've got to find out for yourself!

LEVEL ONE Monte Carlo

This starts in a multi-levelled club in Monaco, where Indy and Sophia are looking for a bloke called Monsieur Trotter. He's a bit of a shady character who'll sell them bits of Atlantis-related stuff (like a special compass to find all the cool Orichalcum), so the idea is to win bits of cash at the roulette table, find his office and get bits of clues and items off him (and be on your guard for his gross change of the limit). There's also another puzzle in what you've got to get a motor boat decoder, and after a while you'll start noticing a Nazi in the background who you've got to bump off. Get yourself a map and you're able to leave one.

LEVEL TWO Naval Base

Here you're greeted by spotlights, and you've got to work out how to get Indy and Sophia in through the



Blimey, what's that? An ancient code? Well, have a look and you'll be finished with it by the end!

THE CAST LIST

Here are the main characters in *The Fate Of Atlantis*, nearly split up into goodies and baddies (although you won't get to see the last two unless you open the right doors on the right levels).



Indiana Jones

A lecturer in archaeology at Oxford University, Indy also moonlights as an intrepid explorer, travelling the globe in search of lost and ancient relics. He carries a whip all of times and wears a hat that looks as if it's been soaked by rain.



Sophia Hapgood

The mythic, gothic-type Atlantis expert who Indy recruits to take on his quest. Sophia tends to wear strange, old-fashioned clothing and jewellery (she probably drinks herbal tea too, but makes up for it by being the world's foremost expert on Orichalcum).



YS MEGAPREVIEW

TONES

gates without being spotted. Once made, you need to search through all the files, trying to find the anomaly and research it, and hopefully picking up a hint or two for way out to Atlantis (bit of Deobachism). To complete the level you need to locate a hidden lift which takes you along to the submarine base.



LEVEL THREE The Submarine

It's dead-clonebookish in here, with lots of the same things and rooms everywhere, and an army of zombies trying to get your blood. You and Sophie then need to find the bridge to take control of the sub and steer it to Atlantis, but first they'll have to find out directions and there's another little maze they'll need to discover if they want to get onto the next level, but for not going to tell you about that!



LEVEL FOUR The Island Above Atlantis

A bit of a short level, this one. The sub docks at an island and a load of nice natives try their best to turn you into little statues of limestone meat. Your job is to fight your way through the trap and onto the entrance to Atlantis.



LEVEL FIVE Atlantis

A-ah! This is more like it! A classic story and Sophie returns to the Lost City (underwater), but obviously well treated against the odds, where they're extremely attacked by lots of things. The trick here is to use your stock of Deobachism. It operates a lot of ancient machinery and weapons. Some are excellent for destroying Atlanteans in one fell swoop, and there's one that's particularly useful for carving out great big holes in the wall!

That done, the dynamic duo press onwards deeper into Atlantis until they discover a huge machine which the Atlanteans have can turn them into gods. Instead it transforms them into a bunch of horrible glassy mutants (!) who wailing deathroars towards you just waiting for a slug in!



ACHTUNG STATIONS!

Here's what pops up on your control panel if you've got enough time to look at it, that is...

INVENTORY Shows what the chosen character's picked up during the game. You can also USE the objects (including holy/famous stuff, which is handy even at the time).

STATUS OF OTHER CHARACTER Tells you the health of the non-selected person, so you've got time to switch in them and give them a mouthful of gold if their health really starts to fall.

COMPASS Shows you've picked this up if it's located on the display of all times. It tells which direction you need to steer to get to Atlantis.

TIMER If this reaches zero either the sub loses up or Atlantis will deactivate.

HEALTH Shows if you've got injured or not.

the face. Once you've got past them, all you've got to do is call the remaining Deobachism to operations, rush to the sub and climb off back to the surface (and away from the huge explosion which is just about to happen. Ka-boom!).

So there you go. If the truth be told, I've missed out a really big chunk, but then if I'd let on about it I'd have really upset things. And anyway, that's one of the best things about Atlantis. Because I'm not based on it.

Oh, one really really funny thing about the plot and as Lucas' I'm have been able to go to town on it. In fact, if you really into holy then you could do worse than pick up the Dark Horse comic book that we've reprinted all on the page. It's based on the general idea and 'The Fate Of Atlantis' should be looking into view around November, which is far too long to wait for something so funny. Mmm. All the bits of underwater cities, submarines and fast mutants (at least we talk to my archaeological gods. Did I ever tell you about the time I was... [sniff] Ee?)

FAX BOX

Game: *Atlantis: The Lost City And The Fate Of Atlantis*
Publisher: US: *Westwood* / UK: *Virgin*
Original Programmers: *DMG*
Price: To be confirmed
Release Date: November

Doktor Klaus Kerner Übermann



The mad genius and fiend who's getting close to the fabulous record of the spooky underwater city of Atlantis (ie, the explosive properties of Deobachism). He's got to locate his hidden set-up one of the levels and stop him - but where oh where can he be?

Another mad fiend, but not an evil genius like Dr Übermann. Kerner is the stoiky who gets truly interested in Atlantis when he turns up at the college with an artifact from the lost city and starts asking questions. He then escapes to his secret laboratory.



VIRTUAL WORLDS

Featuring THE CRYPT

**Demark
(Incentive)
£14.99 each**



James: When life gets too down, when you want to escape (and can't afford a holiday) you can always depend on Freespace. Just dive in and fade away - it's the perfect virtual reality. And now thanks to Demark, you don't even need to jump from box to box, because they're very kindly squeezed four of these incentive titles together in one pack, under the rather massive title of Virtual Worlds.



James: We can't see the beauty of this game, which is the worst result. (That's a long time there though and you'll be out in a jiffy.)

Derek: Total Eclipse and Castle Master have been out before, of course, so rather than going back to Jim for Pappa, I've written a guide roundup of it for you here. But The Crypt is new. And it's the one that I'm concentrating on tonight's review. So get the lights please, Miss Jones, and let's do a look at the red side.

Who writes these crypts?

The Crypt is sequel to Castle Master, but instead of starting off outdoors, we're stuck here in the rooms of an... computer sales talk and stamp and form. The camera got the same wobbly cinematographer feel like one of the old movies when you were watching through the monitor's eyes. It's a shame about making people so stationary and taking you so literally behind a screen. But without hindsight, before you've got to be careful where and how you move around, in case you get trapped or lost in the labyrinth. Right, so read, you start off in a crypt. (You can't actually see that 100% that you do anyway. There are few solid walls keeping you company, and the

dark is solid - on the first puzzle to me to escape! (Actually, I won't really be going anything away if I see there's a key in one of the crypts - let there be a piece of thread.) Escape out of your coffin and you're faced with the usual labyrinth of tunnels and rooms - guess the colour how you and objects for enemies, all push or shoot at the things you come across.



Slice of cheese, sir?

And it's especially magisterially full of objects, you have to dig all the time to visible items after bits of map and some puzzles, but that's half the fun. And you have to be prepared for making some ghastly mistakes too - I wandered into a trap called the Mousering, found some cheese in a table and ate it. What an start! The screen faded heavily by the end then collapsed and died. (So, um, the moral of the story is don't eat any cheese!)

The Crypt is certainly wise enough to keep you wandering around for months, and really so big in Castle Master. The locations form an ever more menacing web, and the puzzles are perhaps just how lengthy about that they were before. Finding the hidden objects to help you escape stretched the original puzzle further than I ever expected. (Just how long you look at top of all the objects.)

Of course, the graphics are just what you'd expect from the people who brought us 3D Construction - everything is beautifully designed and practical, and so what, you get inside and out as the atmosphere of the whole thing, and larger puzzle solving at your side. It only could make games like this worth a try - it's not just the best looking from Castle Master - so don't expect to see something completely different to this.



As this adventure starts and you can't come up to get the items (and you'll be happy to see what a mistake), (The screen turns grey and)

graphics - but you'll be happy to see improvements make things better. So it's going to give it a 90.

1991 Verdict 90 (Review) 10

SO WHAT ELSE DO YOU GET THEN?

DRILLER



Driller, which comes before you're expected.

The original Freespace game (reviewed by Neil 'Bobby' South in January 1990, who gave it 3 out of 10). Driller was a complete sensation when it came out. Basically it was your wandering around a planet, trying to move valuable goods (which is easier said than done). The brain-frying puzzles certainly got the mark (as do those fun laser beams) but the graphics (as a bit and detail than the game, 3D), it was the time that Freespace game and so what do you expect?

1991 Verdict 90 TOTAL ECLIPSE



Driller, it's a bit of a puzzle when it comes!

Reviewed in July 1989 by that complete looney 'Bobby', this got 90 (as well it might). The game is subtitled Omega Jim and sees you excavating a planet in spacey Egypt. Walls collapse, stars beat numbers and there's a time limit hanging over it (which adds a certain tension).

1991 Verdict 90 CASTLE MASTER



Driller, it looks a bit more, doesn't it?

After Total Eclipse Incentive introduced the action (as it opens, eat, push and so on). Before Castle Master you could only stand there to make stuff happen, but this addition meant that the adventures became deeper, slower and more playable. It's smooth, it's fast and it got 90 when that returned it back in (they had your habits means more it's not at any price so far you're it's whopping. 1991 Verdict 90



James: (Reviewing James?) (That's a long time there though and you'll be out in a jiffy.)

FINAL VERDICT

 90	 80
 70	 60

(The game is a bit of a puzzle when it comes!)

91



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Letters

WRITE TO THE ED., PS, 30 MONMOUTH STREET, BATH BA1 3BW

Star Letter winners receive three free games! All letters win a T5 badge!



I'm feeling a bit tired after all that bonoriding last month so I won't keep you long. Apart from finding it very difficult to sit down at the moment, I think all that fresh air's done me good. The others were definitely right to send me out of the shed, but perhaps I need something a little less energetic, something that doesn't make me ache so much. Little suggested hatterly catching but I don't think that running along waving a little red in the air is really quite me, I need something more earthy. I want to express my affinity with the soil. Maybe I'll take up pig-encircling, or willy-tossing, or something. Or maybe I'll just have a quick look at your letters first.

SPOOK!

Can you help me? My Spenny has become possessed by Satan and I really don't know what to do! In spirit months, I've witnessed both my own eyes a mysterious power (at least, quickly enough, happened whilst I was having a nappy about in the front bed, a spook that inexplicably broke whilst playing Daisy Thompson's Omen's Challenge and various others that just refuse to load. My vision, Bertie, cracks! I'm locked in mortal combat with the devil himself! And he should know, he's Dad! Knows someone who knows

Harry December's mission. And he's got a TV in his bedroom. Is it possible to have my =2 exercised? **Gracie The First Aberdeen**

Well, Gracie (The First), we've been having exactly the same problem. In fact, even when we did that spooky Spenny spread at school we've been positively inundated with letters like yours. Across the nation, Spennies are behaving in the most sinister manner. We got the local paper in to sort ours out but it didn't seem to do much good. Some holy water dripped down through the skylight

and our Spenny refused to work for years.

Father O'Meara was quite upset that we'd called him in and insisted that our Spenny's actions had nothing whatsoever to do with the Devil and everything to do with transistors, plugs and chips. We remained unimpressed.

By the way, when you get a TV in your bedroom? Bertie, Bertie's dad, Harry December or Harry December's replacement?

A MAN-CRAZED YOUTH WRITES

Do you realise that us kids who play computer war games and shoot'em-ups are turning into a man-crazed generation of kids? What a lot of rubbish!

Well, that's what the people who were being interviewed on a radio program said. The thing which bothered me was that they did not interview anybody who actually played the games. So I wrote and told them so. I was very surprised

when I had a letter from them inviting me to go to the station with some of my friends to put our case over. It was great fun.

A lot of people actually phoned in to ask us questions and I think we changed a lot of people's minds. This all seems to prove that you've got to stand up and speak out if you want to get anywhere. Don't you agree?

Paul Caster Hastings, East Sussex

Oh, I agree I'm always standing up and speaking and it's done me the world of good. I think young people should be made to speak in public - it's a learning, growing experience. When I was first made to I thought that James and Linda should be taught to overcome their natural shyness so I made them get up at the desk and talk for five minutes every day on a certain topic. They're very good at it now - they could go into a room full of people they've never seen before and talk about

DOODLEBUGS

I've gone for a couple of 'personality' pins this month. Little Andy was seriously chuffed with Richard Bear's little doodle (can't think why, but Jon wasn't so impressed with Glen Dobson's

interpretation. You too could find your artistic creativity unleashed all over the page (on-on) by sending it in as a piece of paper to Doodlebugs, PS, 30 Monmouth Street, Bath, Avon BA1 3BW.



ANDY OUNSTED'S NEW BIKE

(DESIGNED TO WRECK)



FRONT VIEW



REAR VIEW (not)

LONEWOLF THE MONK OF DEATH





SPORTS - EDI (ALMOST)

Did you go to the Sunwest World in Warwick because if you did then I was the idiot that kept starting at you. You can hardly blame me for starting - the shock of seeing a world wide site distributed me!

Darren Calcutt

Exminster, Hampshire

Sorry, Darren, I should've got the wrong star for that point!

Woodhead in my life and I'm not likely to start one. Not sure that I'm so rich and famous and charming and everything.

I am actually incredibly famous in a subtle form of a way. I played golf (with starting of an advantage) I took part in the world cup on in the States. But I do wish you to would start from some areas - you'd get some up to 100,000, one of your best things (I'm not sure) famous. I was playing in Warwick, the phone and the other day and we sat side by side the same way. It's not all games that counts you know. Sports-isms although, of course, a lot of it.

So next time you see me alone among the superstitious shelves of books, through the discoloured streets of Bath (as by myself, told for sure to drive up and tap me on the shoulder and we can wrap it up yourselves. And you can thank me for sending you three free games for to do yourself. I read elsewhere. J.B.

Also, make sure that you sleep well away from any shafts. Those naughty little winds can get into your head through your ears or nostrils and, once they're in, they run around breaking havoc.

So you've got 55 copies of Delta Change? Maybe you should give your analyst more money - he's obviously doing a dangerous job. Was he the one who told you about Lord? I can't think of anywhere else you could have heard of him. J.B.

MY MATE
FANCIES YOUR MATE

Happens know all about love, so I was wondering if you could give a friend of mine some advice.

We both work in a shop and one of the girls I work with has told me the fanciest man. He is 34 and has never had a girlfriend so, when I told her, he didn't know how to handle it. I advised her to ask her out for a drink but he made up some excuse. He's really shy you see he has told me that the prettiest girl in the class fancied him. But it was a joke and when he picked up the courage to ask her, she told him to go away.

Any help you can offer will be greatly appreciated.

As to my own taste in men, you can't get the Rich Fellows of this world. Damon Boater (from Letters, June 1994) tells sounds much more interesting. Do you happen to know it's his girl thing but I do prefer men with long hair and the peace and do a lot of those Charcoal "Y" signs.

Annabel Layton
Frimley, Surrey

It's fine change, my little Annabel, that you should come from the same county, may, the very same village, as Damon Boater. In fact, I think that either you are Damon Boater or you fancy Damon Boater (and you want me to know it). But we'll ignore this for the moment and settle down

SMALL



PRINT

Personally, I'd blame it about the possibility of the reader. The Mail's latest Printing Of Boy, I'm sure, is a very good one. I don't think there's anything to do with me, either.

I'm sorry for nothing to do with me, either.

I'm sorry for nothing to do with me, either. I'm sorry for nothing to do with me, either. I'm sorry for nothing to do with me, either.

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any colour whatsoever. He a model, or an actor, or something of course. They're fond of talking about things like shooting and painting and blowing up tanks. It's that's what they do all day.

And your letter just goes to show that it's talk which really changed things - not force. Unless of course you want to invade another country or kill a bit of people - in cases like that it must be said that actions speak louder than words. Ed.

OH, MONKEYS!

Last week I went to the zoo and I took my brilliant 15. Halfway round I was just reading the preview of *Top* when a monkey jumped my way. I watched when it got ripped up, crying its eyes out. When we got home, I begged my mum to get me a new one and, of course, she did.

Andy Kelly

Manor Green, Birkbehead

Your sad tale had us all in tears but we all cheered up at the happy ending. I'm sure there must be a moral in there somewhere and I looked and looked but I couldn't find it. Er, maybe all 70 readers have lovely mums, or maybe you should never read about monkeys in that of other monkeys.

Anyway, thanks for sharing such a lovely story with us all. How go away. Ed.

A CHALLENGE FOR CHIP

My name is Chip. I have a problem and I wonder if you could help. Here is an example...

Once, while holidaying in France, I befriended a chap called Pierre Carlin. He rode past every day on his bicycle. "Bonjour!" he would call. "Bonjour!" I would reply. But it wasn't

until eight days of this that I realised that he was a furniture shop from Dunfermline. I was so shocked I booked the nearest plane to Newcastle and when I got back it instantly bought a copy of Delta Change by 'Richard'.

In these 'any cars for my almost' five days the 38 times, 30th, and Linda Boater went to see Harold Wilson's pocket television. She would scream every day. "Hello, good Fanny is best!" He would then go the toilet.

Chip

Peterborough, Cambridgeshire

Okay! How strange. You really should be down more often, Chip. You know what the doctor said - plenty of rest and no excitement.

WONDERFUL
WORLD OF

SPECCY

Those Romanians, eh? They're completely mad. In fact it's probably safe to say that, if you want to remain sane, you'd

better not touch the place with a bargepole. Here's why...

PRICE (IN THE
NAME OF LOVE)

Well, I am a guy from Romania. A year ago I had a Speccy and so I bought your mag all concerned from Romania. I found it very good.

But now let's get to the point, I said I had a Speccy. My father was proud of my skills in programming. It was programming in the fine code and in basic, of course, and so he told me one day "Son, I am proud of you. You have made progress, so I thought you might like to see a powerful machine, so I bought you a 686, as well as a 686-47." It sounds like the reply from a fanbase. I know it was a powerful machine, so I approved... It goes on a bit, as well as the 686. Ed.

...Can you send me the address

of Mihaela Costea?
Miha Costea
Bucharest, Romania

I have a similar tale to tell. It's just a normal guy from Yorkshire and a few years ago I had a big magazine. This was a copy of *Delta* where you put all the little letters into a groove and press it off an ink pad and basically the paper. My mum said so impressed with my ink efforts that she said "Son, I am proud of you. You have made progress, so I thought you might want a word processor." It sounds like something from a fanbase. I know it was a better for my writing so I accepted her kind offer.

Our tales are so simple that I think we must be related. Or maybe we're from the same planet. But I still haven't heard of the Mulgrew Corby. Ed.

to the advice bit.

Obviously, love is a big factor here and your friend must be

KINDLY LEAVE



THE STAGE

Oh, I do like a laugh, and you'd keep me in stitches. I don't think

Talk about surreal. Here's the funniest bit from...
Q: What do an apple and orange have in common?
A: Neither of them can drive tractors.

And if you had trouble understanding that then you'd be hard on skipping the next bit. The following 'jokes' are from *Laughlines* by Norman Macdonald.

Two couples were sitting atop a mountain. One was bald and one was about to fall!

So? And what about the one...
Three horses were crossing the street. One was black, one was white and one was too slow to jump out of the way!

Personally, I think the same was the funniest bit. *Laughlines* indeed.

convined that girls are nothing to be afraid of. Now obviously you're no friend or you'd get it, or he can't be perturbed at them.

Why not arrange for a large party of friends from work to go out together - in the pub, or the cinema? The two will think you're accordingly not and then you can go and see an *Armani*. If you find that he's still not going away - then why not pop round to the shed for tea? **Ed.**

'S NOT FAIR

I'd just like to say that I read your mag every month and I think it's really cool. But what I am really asking for is to be put in it about my older brother. He's always boasting about his games as he calls them. I like playing on the Speccy a lot but I hardly ever get a chance to cod it in his room and he always gets there first. Another thing that isn't fair is that he gets £3 pocket money and I get £1.50 and because he's

two years older than me, it's really not fair! **Ed.**

So he buys a game every week and it takes me two weeks to get one. So he's got twice as many games as me and he does go on about it. Could you please print this in the next issue and send me a game so I can boast to my brother? **Peter Andrew Davies**
Coventry, Warwickshire

Life's not fair, Peter Andrew. Take it from one who knows - it can be a right load. Just when you think everything's going right Life'll open up with an absolute stunner game! So to speak!

But don't let Life get you down. Just remember that when you're grown up you can bag as many computer games as you want and live on Angel Darts and Playboys. I do. **Ed.**

YOU WHAT?

So Dicky Sir Sugar, Sir, please, please, please don't trust in *Tomorrow*. Sir, I see if you do, "see", and I see that *Tomorrow* comes all over the Speccy regularly, probably won't see, so we don't want that now do we, Sir? **The Man With The Stick**
Port Talbot, West Glamorgan

Who? **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

There was quite a few times at the New Tapes in *Play* the other week - *Julia Roberts*, surrounded by security guards, had jumped onto a table and was running quite a few about something. It was terrible! The performance of it was so described. But we'll be printing it.

You should. For one thing it shows us my time that this is the time the table jumps out of *Tomorrow* (Dicky, usually it's a table, which normally is a table, and I kept one a table and, without permission, informed the security guards and the security guard's brother. I was told to go to the office and see the manager that nothing was wrong the speed of light. The chance of the table jumping out of the table regularly stopped you for all the *Tomorrow* (Dicky) had had you for all the speed.

You should. For one thing it shows us my time that this is the time the table jumps out of *Tomorrow* (Dicky, usually it's a table, which normally is a table, and I kept one a table and, without permission, informed the security guards and the security guard's brother. I was told to go to the office and see the manager that nothing was wrong the speed of light. The chance of the table jumping out of the table regularly stopped you for all the *Tomorrow* (Dicky) had had you for all the speed.

Oh, and a moustache is almost a mustache except it hasn't got an 's' and it's not quite as big. **Ed.**

TRAINS POTTERS



BRANSPOTTEN

When a Transpotter got in about 87 you said Arno Sir (Ed) had the pass on the line was called Branspotten but in the mag, you called it Branspot. So please send me a Transpotter. **Richard James**
London

He's up right! We had a bit of a problem with this one so someone could remember which name was right. Being incredibly organised and together I follow Arno's letter was one of my filing cabinets. It was not easy so I think that I couldn't find a spare friend. One in the month's *Play*, Linda called a Branspotter, so we'll printed it was called that all along, it don't want to upset for, she can get quite nasty!

But calling a game by two names is hardly a mistake - we were just covering ourselves.

One of those names is definitely right and seeing as nobody apart from Dicky knows which one it is then you're not really entitled to a Transpotter. **Ed.**

FABY'S FAIR

I am claiming a Transpotter for a mistake in *Ed* 87, 88, so that another one! *Ed* I am of course entitled to pass on. On the *Mag* it's it says to *Ed* 'I there's nothing you want to know about a coin.' "What's a coin?" I've don't know then I want a Transpotter. Now you can't get much more than that, can you? **Scott McKay**
Locking, Wilt

What a horrendous thing you are doing about a stamp one! Of course I know what a coin is. I follow it a part of my job to make sure that every word printed is understandable to our readers for most of them anyway.

AD INFINTUM

I demand a Transpotter for every text because...
On page 52 (ish 87) in the

Mag it's it says to *Ed* 'I there's nothing you want to know about a coin.' "What's a coin?" I've don't know then I want a Transpotter. Now you can't get much more than that, can you? **Scott McKay**
Locking, Wilt

Oh, and a moustache is almost a mustache except it hasn't got an 's' and it's not quite as big. **Ed.**

Oh, and a moustache is almost a mustache except it hasn't got an 's' and it's not quite as big. **Ed.**

Oh, and a moustache is almost a mustache except it hasn't got an 's' and it's not quite as big. **Ed.**

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Oh, and a moustache is almost a mustache except it hasn't got an 's' and it's not quite as big. **Ed.**



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PROGRAM PITSTOP

It's an oasis in a barren desert! It's what the world's been waiting for! It's the dead gurl lush **JONATHAN DAVIES** with his lovely listings!



There are something like 18,000,000,000 galaxies in the universe, and each one of those contains about 100,000,000,000 stars, each of which must have at least as many planets orbiting it. And I had to be on the one. Trying to

think of an intro for Program Pitstop. There is only the one program this month. But it's really, really long so I should keep you occupied for a while. It's by Ian Gledhill and it's called Chaos Editor. And that's about it really. So I'll leave you in the capable hands of... um, me.

CHAOS EDITOR

by Ian Gledhill

There are no fancy names for Ian Gledhill's masterpiece — it's a plain and simple editor for Chaos, the groovy game which, as regular viewers all remember, was given away with *CRASH*. Crumbs, that's a year ago today! I'll let you alter everything from the graphics to all the numbers and things, and lots more besides.

The first thing to do is type it all in. No problems there — it's all in Basic, but if you do come a cropper then try switching to 48K Basic or 128K Basic can get a bit tied up in itself sometimes. When you've finished, save the program by typing SAVE "CHAOS2" LINE 3.

Then it's time to try it out. Reload the program with LOAD " " as usual, and, when it's finished, slip in your copy of Chaos. You'll then load in and you'll be ready to go. A list of five options will pop up, the capital letter in each corresponding to the letter you've got to type to activate each choice. They're as follows.

Change Text All through Chaos there are lots of text messages, which you may like to alter to give the game that personal touch. Type in the message you want to change, and then, once the computer's found it (if it exists), the text you want to change it to. Not much use really, but at least it's there if you need it.

View This one lets you feast through the Spectrum to find Chaos's graphics. Type in the address you want to start searching from (the one the program suggests is probably sensible) and graphics will be displayed one by one (or just a load of 'em, if you've picked the wrong area of memory). Press Z to exit.

Change Name Here's where you can alter any of the characters' names. Just type in the old name and the new one.

Change Statistics Type in the name of a character and a massive list of numbers will appear on the screen. These are its statistics, which you can now change at will by typing in the new ratings when prompted. Having done so you can then save your modified version of the game (although you might want to change a few other things too).

Edit This is about the most complicated option. It's where you can change the graphics about (having located them with the View option). Move the cursor around the grid using the keys it tells you to, and press all the other keys it tells you to make it do various other things. (Sorry, but they're all pretty self-explanatory.)

Once you've finished everything to your heart's content, and saved it with the Change Statistics option, you'll probably be wanting to know how to play it, won't you? Well, just load the first block of Chaos as usual (the Basic loader) and once that's gone in swap the tapes over so that your version of the code loads in instead of the original.

Writing Chaos 2 this way is obviously going to be a pretty laborious process, but stick with it, eh?

```

OPEN READONLY EDITOR
### V 3.0  by ###
##### 04.04.85-11.04.85
) GO TO 10
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PRESS ANYKEY TO GO TO MENUING IN
" GOTO 10:GOTO "0000"0000
  
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THE CHARTS

READY, STEADY, GO!

FULL PRICE

- | | | | |
|----|---------------------------------|---------------------|-----------|
| 1 | (NE) Hero Quest | 88° YS 85 | |
| 2 | (2) Mr. Virgin | 76° YS 67 | |
| 3 | (1) Teenage Mutant Hero Turtles | Miramax | 90° YS 61 |
| 4 | (3) F18 Combat Pilot | Digital Integration | 92° YS 60 |
| 5 | (5) Multi-Player 3M | D&H Games | 85° YS 65 |
| 6 | (6) Big Box | Beas Jolly | NR |
| 7 | (4) Power Up | Ocean | 90° YS 66 |
| 8 | (12) RoboCop 2 | Ocean | 93° YS 63 |
| 9 | (13) Golden Axe | Virgin | 91° YS 61 |
| 10 | (NE) Shadow Dance | US Gold | 85° YS 66 |

- | | | | |
|----|------------------------------|-----------------|-----------|
| 11 | (8) Substition | Gamma-Gal | 87° YS 68 |
| 12 | (11) Navy SEALs | Ocean | 87° YS 62 |
| 13 | (9) Park School 2 | Electronic Arts | 88° YS 62 |
| 14 | (7) Cyber Recruit | Ocean | 87° YS 62 |
| 15 | (14) Hollywood Collection | Ocean | 87° YS 68 |
| 16 | (3) Blood: The The Picture 2 | Electronic Arts | 87° YS 68 |
| 17 | (10) DCV Chase #2 2 | Ocean | 77° YS 62 |
| 18 | (15) Super Monaco Grand Prix | Electronic Arts | 87° YS 62 |
| 19 | (6) Kick Off 2 | Acis | 87° YS 61 |
| 20 | (16) Shoot And Chameleon | Ocean | 77° YS 67 |

BUDGIES

- | | | | |
|----|------------------------|-------------|-----------|
| 1 | (1) Dizzy Panic | Codemasters | 49° YS 66 |
| 2 | (2) Magicland Dizzy | Codemasters | 90° YS 63 |
| 3 | (NE) Quattro Cartoon | Codemasters | 90° YS 68 |
| 4 | (3) Dragon Ninja | Hit Squad | 60° YS 66 |
| 5 | (4) Slightly Magic | Codemasters | 94° YS 68 |
| 6 | (7) Continental Circus | Mastersonic | 62° YS 65 |
| 8 | (8) Euro Boss | EAJ | NR |
| 9 | (5) Arkit Snar | Codemasters | 92° YS 62 |
| 10 | (9) Multitrix 1 | Kico | 63° YS 67 |
| 11 | (6) Double Dragon | Mastersonic | 70° YS 62 |

- | | | | |
|----|------------------------------|------|-----------|
| 11 | (10) Rock Hunt | EAJ | 71° YS 66 |
| 12 | (18) Professional Footballer | Cap | 61° YS 66 |
| 13 | (12) Fantasy Delights 200 | Cap | 67° YS 61 |
| 14 | (19) Paperboy | Cap | 61° YS 64 |
| 15 | (20) Cavemania | Acis | 71° YS 64 |
| 16 | (17) Quattro Adventure | Cap | 67° YS 66 |
| 17 | (14) Bloody And Therapy-Club | Cap | 71° YS 66 |
| 18 | (16) Popcorn Island Diary | Cap | 67° YS 61 |
| 19 | (13) Dizzy Collection | Cap | 67° YS 62 |
| 20 | (11) Kick Off | Acis | 67° YS 61 |

Wow! The totally impossible is just happening - the Turtles have been named **IGN** the top game! For what? Simple. A New Breed is the game we ought to be buying our reports, which is a \$60+ surprise in itself, since it's been hanging around outside the Top 20 for quite some time now, winning the same reputation and not doing so poorly. Probably the Shadow Dance when makes a belated entry at No. 12. Speed, eh?



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SPEC-TRUM
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1. The Control For Dummies
2. Madjet Resistance Down
3. Blood: The Picture 2
4. Dragon Squadron C&S
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BOBBIE BROWN

After a few months of hectic activity, the boys are getting down. The ladies claim that top placing with the month's highest new entry, the Quattro-Cartoon pack, but that's a hell-ton for other stuff.

With Dizzy on its best round in the corner of 20 for a return with Cap's return with Cap's return with Professional Footballer 12, and some offers in with the re-released Red Heart 11, it's all in on Big Day!



WHO WOULD YOU WANT TO BE? **THE CHARTS** is a weekly feature that provides a comprehensive look at the current state of the video game industry. It is a must-read for anyone who is interested in the latest news and information about the video game industry. The charts are compiled for us by **Billboard** for every month in 1991.

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HINTS 'N' TIPS



Hello and welcome to the biggest and best! Tip bit in the whole wide Specysverse! This month I've been completely inundated by lots of big bits of paper with maps sprawled across them, so I've decided to clear the decks and bring them all together in a sort of one-off super special! Not a bad idea, eh? And guess what? I've just had another one! Do you ever play games, er, differently? Say you've played some-thing all the way through - how can you make the gameplay completely different from

before, so you can start it all again, but this time just dodge aliens instead of killing them (or something)? (Dile's Alpert did take James - his robot his left hand over his right eye (it might not sound too impressive but seeing as he's left-handed it does make things that bit more difficult!). Anyway, put your lateral thinking caps on, get wacky, and drop me a line...

The spooky chick's back, so get ready to rock! Yep, it's that LINDA BARKER, carrying enough tips to fill anyone's stockings. (So there!)

TIP OF THE MONTH
A MEGACAMP
NIGHT SHIFT ... 34

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featuring Head Over Heels, Seahorse Delta, Teenage Mutant Hero Turtles & Findicator

PRACTICAL POKES ... 37
featuring Ad Astra, Empire, Escape From The Planet Of The Robot Monsters & Slightly Magic



MERCENARY

A steady bit of help for this recent mega Megagame (80%, no less) from a chap called **Ataylor**. (Of course, he could be a chappie, but I'm willing to place my bet!)

Tip #1! I've just discovered the really weird fact, if you find the cheese (which is in one of the underground complexes) and take it outside you can board it and fly around in it. (Slightly) but only if it's speedily. It's also a very fast one - you don't need the power-up to reach the sky clip. Amazing but true.

Also, if you're ever in trouble (for shooting someone's house) and someone's threatening to shoot you then mash your ship and walk away from it. The enemy will be hit/oulet at you, rather than the ship, thus saving the ship (and a long walk).

There's nothing wrong with long walks, in fact they're very good for you. You know what they say - a long walk a day keeps the doctor away. And there's more! This time from **Stephen Ollert**, who's about to show us lots of little things that might come in handy. Sit back, we have take-off...



Saucer Type Vehicle
First at hangar 03-00 (mechanical complex). The saucer is the main used as a pursuit ship. Quite slow (4000 m/s) and doesn't handle very well.



Chevon
Max speed 9000 m/s, no power amp needed. First at location 11-13 in the underground complex.



Interstellar Ship
Can take you home. Use it when you have enough cash and fuel at location 08-05. When it's launched, the game is over.



Small Car
Parked at the airport, location 12-13. It's not very fast (800 m/s forward, 100 m/s reversed) but it's better than walking.



Larger Car
Parked in underground hangar at 09-05. It's max speed forwards is 3500 m/s and 100 m/s backwards.



Boomerang Dart
You can find this at the airport, location 08-05, max speed 4000 m/s. This will get you to the lobby craft if you carry the power amp.



Shuttle Type Plane
At location 11-13 (fuel location) located in game beyond the clip. It's stored in a hangar at this location. Max speed 7400 m/s. No power amp necessary.

That should help you get past those pesky Flyers. Get to it, oh brave young thing!



DR. BERKMANN'S



**Got a gamesnag?
See a specialist!**

Right where you're at!

ARMAGEDDON DELTA

What? Someone else called GameSnag? No, this one's apparently called GameSnag - BattleBox Series, in fact - and he's got the answers to Terry Springer's miserable game from us by saying that after a few turns, How do you water the fern? Simple. Get the fake grass gone. Control food and then BLOW SUBBLES. Don't stoppe it afterwards, as it has a use in the air. And the over-watering was due to what? The LIVER PROBLEM. They're never together. Taste Gammas - but Richard will get a few more Goggles than you, first.



AMERICA FOR

Country of who. Boy's sister makes her in the collection with an answer for Ben's collection, who, if you remember, wanted to get into Level Two of this sorry old game. Well, Ben, Ben is always the radical member of games in the end of Level One, but as a doctor, I recommend that he is killed, and, as he's likely, then Dicky Dicky. The last, Dr. A. After all, last month was supposed to be revealing, but instead I made an accurate guess. DR. DICK IS IN HIS HEADS, and the Last Part Two is good, and the VALSALVA MANOEUVER. Oh, and the code for Level Three is GULLFLOUNDER TURKEY. I should know - I came up in my GOLF Biology exam last year. Dr?

HEAD OVER HEELS

Remember, Andrew Nelson Game has taken me back a few years with the other about "our mutual favorite game" the final version of which, the confusion between the two, was the confusion to be lost. I think I should confess to be lost. It's BROTHER, almost all, from a my old edition from the '70s.

Your main adversary is the Emperor's Guardian, a bobby thing that can't be killed, so don't bother trying. In fact, when you have the

other gun down, he won't even let you in the room. If you do have them all, he'll never chase you, so, naturally, to avoid it, he'll try to force the guard. Then bring water in and send back out. Use a Goggles with the hole marked 'W', put it in, and make your feet feel the snow. Now turn off and come out through the 'OUT' hole, and get the full out of them. It's very hard indeed, so make sure you've got loads of time in hand before you attempt it.

TEENAGE MILITARY HERO TURTLES

Looks of letters for me here, so these letters should really be able to jump the sea space between Sublevel on Level Three. To get my frog to go, "use Code word: BROWN CROCODILE, you'll be back soon. There's one of the large great buildings with two floors, and put the frog on them. Approximately 10/2 million readers confirm this being (possibly) a Game, James Harrison and Mark Soden, but one reader has different ideas. Why? Why, Michael Beane of course. Well, actually it's just the same as any other platform game, which is a matter of taking a very long run-up and jumping at the last possible moment without falling over the edge. Your secret is to be hit once, but to get properly done, high. Practise the jumping, and something like Mario (where there are no...). Or GameSnag's Game - see solutions for the price of one!

RAYFLY

Steve Clark: "In having trouble with these Dicky games, in Dicky please could you tell the how to get to end of the Copy Laboratory without getting killed? In Professor Island Copy what is the book code used for? And in Fantasy, would Dicky need to go to the rain in the bathroom? Southern France: "In Dicky Major, can you get into the water at the end and get the explosive pack, but the Drowned F1 can get back out. Any view?"

Michael Williams: "When do you get the powder on Level Three of 'Top Cop'?"

Robert Chalk: "In Level Three of Rick Dangerous, how do you get past the set of mirrors that live at you after you've gone past the sublevel?"

James Kennedy: "In Dicky Major how do I get the magnet without falling into the liquid?"

Brigitte Radcliffe: "In 'Jail for Dicky' how do you register the prisoners' names? And where's the book?"

Does the answer? Or you've got a lovely copy of your own? Write to Dr. A. C/O. P.O. Box 100, Marmouth Street, Bath BA1 2RN. Answers mentioned with a badge!



SHAD

Stephen Hawcock's mapped his way through Levels One and Two (is to him), so if there's anybody out there who's done Three and Four then bring 'em over to me and I'll slip them in next month (if they're as good as Stephen's).



Gunman

If it's an awkward position, stand by the dog to stop him firing and then kill the books.



Knife-man

There are copies of these. Just duck their shoes.



Blade Thrower

Duck and fire. But if there's on a ledge above you jump right up next to him and he won't be able to fire.



PAGE 1-1



PAGE 2-1



PAGE 3-1



KEY

- 1 = BATTLEMAN
- 2 = GUNMAN
- 3 = KILLER
- 4 = MURDER



PAGE 4-1

HOW DANCER



Ninja

These are very fast and jump about a lot. You'll have to crouch and shoot to get him.



Fused Bombers

Send the dog in and shatter 'em!

THE END-OF-LEVEL BADGES



Level One



Mr. Fireball He throws fireballs, so jump and fire at him. As soon as he fires, run away and the fireballs will disappear.



Level Two



The brute Jump and be awfully fast.

Level Three



Women with sticks and missiles Keep crouched and if you've got three or more magic then let 'em up.

Level Four

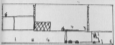
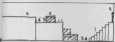


The man with the stick Use the magic to knock the books off. If you haven't got any magic, get in close and make him look out at you. Then hit him. (Make sure his stick isn't in the way though.)

And that's your lot (for the moment).



The Levels 1 and 2.



- = Platform (3D-2D)
- = STAIR
- = WALL
- = GOAL
- ☐ = GAMES





CJ'S ELEPHANT ANTICS

As if last month's Slightly Magic Mogenap wasn't enough, Mikkael

Relesseur's came up trumps again! (Only rather than give it a full-on for this time I thought I'd leave his map intact, complete, (as I'm really not like that))

LEVEL 2 - MORGAN



KEY

- F = Frog
- P = Puddle
- S = Seal
- C = Copper
- Cl = Cloud
- ⚡ = Lightning
- H = Hunchback
- ⚡ = Spikes
- ⚡ = Bombs
- ⊙ = Involuntarily pit
- ⊙ = Olive (bombs)
- ⊙ = Banana (bombs)

KEY

- PE = Penguin
- = by water
- G = Gears (pit)
- Y = Yell
- SM = Snowball man
- T = Tides

LEVEL 3 - MORGAN



Number of shots to kill

- Frog - 3 shots
- Yell - 2 bombs
- Copper - 2 shots
- Penguins - 2 shots
- Roodies - 1 shot
- Snails - 3 shots
- Penguins - 2 shots
- Hunchback - 5 bombs
- Snowman - 3 shots
- Clouds - 1 bomb
- Gears - 4 shots

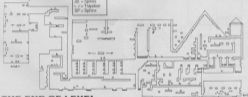
LEVEL 4 - MORGAN

KEY

- S = Snow
- L = Lions
- M = Mummies
- ⚡ = Spikes
- ⚡ = Traps
- ⚡ = Spikes

Number of shots to kill

- Mummies - 2 shots
- Lions - 2 shots
- Mummies - 4 shots



THE END-OF-LEVEL BADDIES

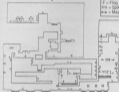
The Hunchback

To kill the hunchback drop to the bottom of the belltower and bomb him as he comes down. Go left and jump on platform. When he climbs up to your level he will shoot. Drop down out of the way and bomb him again. Repeat 30 to die.

The Yell

To kill the yell enter the room when there aren't many tides on the roof and shoot him a bit. When he's in the air run under him and go to the far right. He will jump across but he can't get you. Bomb him 30 to die.

LEVEL 1 - OFFICE

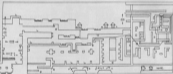


KEY

- L = Loin
- N = Nerve
- S = Axe
- F = Frog
- ms = Mouse
- ms = Mouse route

Volcanoes

These are quite hard to deal with. Walk under the first one and Chuck loads of bombs in the top. Destroy the lava with bombs or dodge it as it falls by making left or right. If you do, do what you do with the lights.



Sigrida

Enter the room and edge right 'til she appears on the screen. Blast her continually with bombs and peanuts. Hopefully you can kill her before she kills you with the bombs. If you do die, walk into her straight away (she'll be fishing) and shoot/bomb her 'til she dies.

**Mastermind of
Museum Van Niss**

Mines - 3 shots Loin - 3 shots
Frog - 3 shots Axe - 1 bomb

QUICKDRAW MCGRAW

And these maps just keep on coming! Here's some stuff for that H-Tac fan, courtesy of Anthony Green.

Key

- Start
- Horseshoe points

- Bulbs
- Dynamic (smart bombs)
- Apple (restores energy)

- Jump (jump over)
- Fan (blow hat (points)
- Arrow (push for subgame)



LEVEL 1



LEVEL 2



LEVEL 3

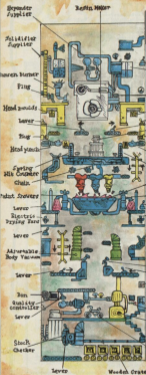


LEVEL 4



Oh, no! Eisenstein in the center Mine as you seem to agree on the chest for Chet's treasure. For here's a selection. According to Paul New it's F, A, R, I, and B the (one), John Charles thinks it's holding down S, E, T, U, L

O, P, Nicholas Laif suggests us "hold down the keys M, C, D, R, A, W, S where it says "hold under license to... (but watch out for the clouds on the train level and don't shoot innocent people at the shooting gallery)" and David Kirkham guesses "Museum" it's A, Z, C, R, T, B, which are probably true as you might as well try them all. How fast



NIGHT SH

"What's all that colourful stuff down there, then?" I hear you yell. Well, it's a completely and utterly secretly-invisible map of Night Shift. It was all done by Richard Lane and I've had a word in the big girl's ear and he said you could have a whole load of lovely money. So there you go. (Basically.)

The map by Richard Lane

The Warning Lights

- 1 The Three Red Make the Kettle Mixer and conveyor belts
- 2 The Point Shaver
- 3 The Frying Base or back to loading in
- 4 The Power Generator controller



The Dolls & Fruit

	Doll No. 1		Doll No. 5
	Doll No. 2		Doll No. 6
	Doll No. 3		Doll No. 7
	Doll No. 4		Doll No. 8

	1		2		3		4
--	---	--	---	--	---	--	---

The Colours

- Red - Red
- Blue - Blue
- Yellow - Yellow
- Green - Green
- Purple - Purple
- Dark Blue - Dark Blue
- Red - Red
- Blue - Blue
- Yellow - Yellow
- Black and Yellow - Black and Yellow
- Yellow, Blue & red - Yellow, Blue & red
- Paint - Paint



Code	Dolls	Features	Code	Dolls	Features
1. 1111	541		20. 1445	385	
2. 5112	362			366	
	363			364	
3. 1543	364	Paint Wt, John Lowery	21. 2334	366	Stock Choice
4. 4244	485			367	
	481			364	
5. 4423	486	Quality Controller		482	
6. 5334	837		22. 3231	543	
	288			471	
	289			364	
	2790				
7. 3421	387	Paint Shows & Ford	23. 3552	366	
	368			482	
8. 4445	389			471	
	366			474	
	3110		24. 3422	281	Liquid Concrete Supplier
9. 4223	4871	Spring Hill Country & Leary Leary		3612	
	2732			267	
				363	
10. 2133	363		25. 4442	488	
	366			471	
11. 1153	374	adjustable Body Vacuum		4812	
12. 3313	6P12		26. 3331	373	
	483			368	
13. 3514	768			481	
	894			377	
14. 4531	564	Tooling, Cliff & Scott	27. 4521	578	Expansion Supply
	363			561	
15. 3344	571		28. 3714	581	
	5610			588	
				5P12	
16. 1141	461		29. 3134	578	
	382			387	
	443			561	
				543	
17. 1353	481		30. 3313	583	
	4739			5812	
	483			368	
				571	
				377	
18. 3223	362				
	486				
	3830				
	361				
19. 2653	874	Manual Metal & Body Field Device			

...and let top tags

...and the Country's

...and the Quality

...Symbol:

11
12
13
14
15
16
17
18
19

Ball No. 9

Ball No. 10

Ball No. 11

Ball No. 12

Using the Shaker Code-Each no. stands for a fruit symbol (see above) Letter-rt no-No. of balls Letter-the ball's colour and no-Ball no. (see above)

.....and that's all Folks!

See left for key to this table

The trademark:

Cliff



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PRACTICAL POKES

Doah is lat! Funny how we always fancy a POKÉ when that JON HORTON'S about!

A new field in the column, another Straight-Back! Can't be they're not, but are a long-awaited things, they have through after things. Let's go!

Empire

This one appeared on 4-coverage a few months back, and the listing came earlier. **John Houghton**, the credited back of the Month, the only best man ever sent staff in 2007, those were in in Base, and not 100 0000

10 ROM Empire by John Houghton 11
 20 FIGHT 2100 1000 10000
 30 FIGHT 2100 1000 10000
 40 ROM 100 100 100 100 100 100
 50 ROM 100 100 100 100 100 100
 60 ROM 100 100 100 100 100 100
 70 SAIR 100 100 100 100 100 100
 80 SAIR 100 100 100 100 100 100
 90 SAIR 100 100 100 100 100 100
 100 SAIR 100 100 100 100 100 100
 110 SAIR 100 100 100 100 100 100
 120 SAIR 100 100 100 100 100 100
 130 SAIR 100 100 100 100 100 100
 140 SAIR 100 100 100 100 100 100
 150 SAIR 100 100 100 100 100 100
 160 SAIR 100 100 100 100 100 100
 170 SAIR 100 100 100 100 100 100
 180 SAIR 100 100 100 100 100 100
 190 SAIR 100 100 100 100 100 100
 200 SAIR 100 100 100 100 100 100

Hackers' Area

Then what **George Houghton** is calling for later, connection, this line with some things. I should though, someone referred to speak, others with an experience of the bottom, but apparently not. The month they're gone. **George Houghton**, the player of the Month, the only best man ever sent staff in 2007, those were in in Base, and not 100 0000

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 20 FIGHT 2100 1000 10000
 30 FIGHT 2100 1000 10000
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END MARKET DON'T DELETE

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 190 SAIR 100 100 100 100 100 100
 200 SAIR 100 100 100 100 100 100

EDD THE DUCK



We all need a little help now and then and this game should have been there. **George Houghton**

This is WLS, you can see on your staff Level 2 of a helping hand. **That's Edd, eh? What a student!**

MULTI PLAYER SOCCER MANAGER



Colin Spence is out in the spotlight for **WLS's** latest pitch setting...

Choose four teams at the beginning. If one of the other three teams has a good player then go onto that team. Check that they have at least 14 players. If they have then go onto that player and let the player that you want, you'll then be shown all the stats for that player. If you're clever you'll be looking for him. Then using the up and down arrow things you can choose who to sell. Obviously you can sell him to your primary team.

Also if you have a top player and the other teams have plenty of money then bid the bid for him. The manager will be asked and given a new player. He's also given another £200,000 so you can offer the same player.

Okay, so it's interesting, but it's better to cheat in a computer game than in something really important like, um, Monopoly.



TOP FRUIT MACHINE

Matthew Cook has this opportunity what quantity he can.

What is ever got up your nose when you have a chance to win money on the flashing squares and you've bid the lot?

Well, no! Well for me, no more. Just press 0 (zero) key when the light is flashing between the two squares and you'll automatically collect bid of the money that's in for you. Brilliant!



F16 COMBAT PILOT

A talented flight-sim if ever there was one. I even had a stick bag close at hand just in case! **Bill**, these tips from **Craig Thomson** should make for an easier flight.

When planning your flight route select a weapon directly northwards of your position as you approach the runway in the correct heading. Always take an external fuel tank so you can fly with your attachments all for most of the flight. Also take one lot of **MARMALES** on the subsequent handout in case of enemy interception.

The best target to go for in Operation Conquest are...
 1. Military bases - 8. C-
 2. Fuel centres - 4.
 3. Tank stations - 5.
 4. Factories - 5. Power Stations.

Fly below 5000 ft over your selected target targets are destroyed then if you feel a bit daring/mad pull up and fly around at about 10,000ft and wait for an enemy jet to appear. Launch **TW0** mode on your MFD and consult your **INSTR** to find out the approximate heading of the MFL.

MARMALES are the best weapons to use, especially if it's cloudy. If the enemy MFL fires at you pressured as follows - pull back on the joystick until you've topped right over and

can see the horizon. The enemy will be directly behind you. Roll left or right until the horizon is vertical then pull back on the joystick so you are in a high-G turn. You should release staff and turn the whole time during this manoeuvre. Destroying enemy interceptors reduces the enemy's strength considerably, so the more you get the better.

Once you've decided that you're keen enough enemy aircraft out of the sky get down below 5000ft again. If you don't do this an enemy interceptors is likely to send a missile up your tailpipe just as you're banking.

Try to perfect your manual landing, because you can stay below 5000ft for this, but if you can descend you may climb above 5000ft resulting in you being tracked by an enemy **EWY** installation.

When flying below 5000ft check your altitude every few seconds because one accidental nudge on the joystick could be fatal.

If your navigational aids fail then feeling an allied base can be a bit of a problem. So here are the co-ordinates of all allied bases for the different squadrons you join during Operation Conquest...

WILDCATTERS
 04 05 + 09 12 + 19 09 + 29 05 + 36 02 + 45 11 + 53 12 + 60 01

WARRIORS
 04 02 + 19 02 + 32

05 + 43 04 + 10 11 + 26 10 + 33 12 + 54 12

GLADIATORS
 04 08 + 10 09 + 20 02 + 29 11 + 37 12 + 44 01 + 49 12 + 58 04

GRIZZARDS
 03 08 + 10 08 + 21 12 + 28 01 + 36 12 + 45 01 + 52 09 + 59 05

GRYFFINDORS
 03 08 + 10 11 + 20 05 + 28 08 + 35 08 + 42 08 + 51 13 + 61 01

SHAMANS
 05 12 + 12 01 + 17 12 + 27 04 + 35 08 + 44 08 + 51 09 + 58 06

Okay, my stomach's a bit rumb...

SCOOBY DOO AND SCRAPPY DOO

Try to find a counting of one **Paul Hancock**. Hold down **HEU** P on the top screen - the border will go white and you'll have infinite lives.

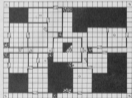
Good - how I can get caught on others as I like and with some friends. It's the end anyway.



HERO QUEST

Here, before your very eyes are maps of the first five levels of Hero Quest (and what a good game it is too). Keith Darlington is the

happy mapper... and he's promised more levels when he gets a new art job!



1 - The Maze

KEY

- = Start
- = Door
- = Rock fall trap
- = Secret door
- = Ore
- = Exit (stone)

Wandering monster = Orc

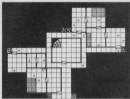


2 - The Rescue Of Sir Ragnar

KEY

- = Start
- = Door
- = Rock fall trap
- = Secret door
- = Furniture

G = Goblin (2 dice attack, 1 dice defend)
 O = Orc (3 dice attack, 3 dice defend)
 A = Chest. Contains a potion of healing and 50 pieces of gold.
 S = Chest trap
 SR = Sir Ragnar (3 dice attack, 3 dice defend). He can only defend, not attack. When he is found an alarm rings and all the monsters become active.
 Wandering monster = Orc.



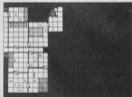
3 - Lair Of The Orc Warlords

KEY

- O = Orc (3 dice attack, 3 dice defend)
- G = Goblin (2 dice attack, 1 dice defend)
- F = Floor (3 dice attack, 3 dice defend)
- C = Chest warrior (3 dice attack, 4 dice defend)
- A = Armoury. Search for treasure and you will find a spear.
- B = Chest. A trap, deactivate it and you will find 100 pieces of gold inside.
- D = Duptord. Search for treasure and you will find 50 pieces of gold and a healing potion.
- ULAG = The one you have to kill. His statistics are 4 dice attack, 3 defend/dice, 10 movement, 3 mind points, 1 body point.







- = Start
- = Rock fall trap
- = Door
- = Furniture

Wandering monster = Orc

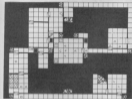


4 - Prince Magnus' Gold

KEY

-  - Startex
-  - Rock-fall trap
-  - Furniture
-  - Pi trap. Can be jumped.
-  - Spear trap. Can be deactivated.
-  - Secret Door

G = Orc (3 dice attack, 3 dice defend)
 G = Goblin (2 dice attack, 3 dice defend)
 F = Fero (3 dice attack, 3 dice defend)
 C = Chase warrior (3 dice attack, 3 dice defend)
 A = In this room there are three furniture chests. They contain 200 pieces of gold each and can only be carried one at a time. If a player decides to keep the gold for himself then he will never become the Champion.
 Wandering monster - Fero



5 - Meier's Maze

KEY

-  - Startex
-  - Rock-fall trap
-  - Pi trap (can be jumped)
-  - Spear trap (can be deactivated)
-  - Collapsing ceiling. If you step on the area the ceiling might collapse in front of you.

G = Gargoyle (4 attack, 4 defense) S = Skeleton (you can take into hand)
 Z = Zombie (you can take into hand) M = Mummy (you can take into hand)
 A = Meier key. Search for treasure and you will find the key. It will make the throne move and reveal a door.
 B = The door is a trap. If you open it the Gargoyle will come to life.
 C = Tuleman of Lona. Search for treasure to find it.

-  - Secret door
-  - Furniture



Wandering monster - Zombie

RICK DANGEROUS 2

The most things come in small packages: bubblegum, 7" singles, earplugging life...

For endless fun, order your name as **AL VDUK VIVRE!** (Plus the full slip.)

Thanks to Scout Lambert for that one.

COOL BLIMEY

Oh no! It's the end already!
 (And just as I was getting into it all well.) Guess I'll just have to think of something else to keep me amused, ah? Perhaps I'll go and look at James' knee - he had it cut open the other day or shall it make some joy? The thing I like about life is that it's full of possibility.

I'll also make plans for next month, please. And I want to look about all those weirdo ways you play games, the never-finish, or stupid things like that. The address is the same and my name's Linda B. Bye!

WANTED!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR -- SO WE CAN MAKE IT YOUR BETTER

Should I questioned? What's his all about that? Well, he was also in that you tell us what you think, we have a think about what you think, and then we show all the facts in the life just completely change the way. Should there's the first question...

1. Which of these machines do you want?
- Sperry 686
 - IBM Coupe
 - Amstruc CPC
 - Atari ST
 - Commodore 64
 - Hitachi
 - 1,300
 - 400
 - 400
 - 400

2. Is it good value for money?
- Excellent value
 - Good value
 - Reasonable value
 - Poor value
 - No-oh

3. How much do you like the cover of this issue?

4. What do you think of the issue overall?

5. How does it compare with previous ones?
- Much better
 - Slightly better
 - The same standard
 - Slightly worse
 - Even worse than that

6. Give the mag a rating out of ten, plus any other computer magz you read regularly...

YOUR SINCLAIR _____/10
 _____/10
 _____/10
 _____/10

7. And lastly, what do you reckon's the best thing about this life, and what's the worst? Mem. 'til, I really want a bundle on

But I don't fancy _____ at all. Or, is that it?

8. It certainly fit! And you don't even need a shiny to read it! And read it off in Reader Service, 175, Future Publishing Ltd, Princesport, Bath, Avon BA2 1DT. (And to say much for your co-operation!)

WIN WIN WIN

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SAM stuff!
PLUS!

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practically perfect
Prince Of Persia!

SAM Computers must be pretty chuffed with themselves - Prince Of Persia is breaking a whole new world of word on a list! It's got five mega-high levels packed with traps, rocks, frogs and, er, heads (actually that's a bit odd) and it's every little change with a sword called the Prince (is your hero's the most brilliantly armaged globe you've ever seen? It'll just like to rest the blade first, some weird Persian running around a castle in a crystaline-meadow). Add to this other of something called Axes (with just a good graphics, some flashier puzzles and a CD worth of recordable cards and you can finally go for 'winning' unless you get down a dodgy cartoon.)



Now revealing that young lady immediately, okay?



Candyman



Touch Me



Pin Out The Names



Sam Bobbit Run

Action lights

The comedy games and puzzles I had was pleased to be very-welcome state by arguments about who'd get to review Pop. Only when someone occurred was it allowed. And it's all and to the winners, so we looked out really, and I don't know if I'm strong enough to do any damage to James, making him the obvious winner. Which just left SAM Computers (who were rather pleased with their efforts to ring us up and offer to be a company. And let us we were about to say "Welcome Chucker" to his particular reason they did. So what's up for gods?

File of list, that's what!

Well, not too exactly - but certainly the real deal thing! Can we get some word at exclusive (but coupons to give away) - the perfect place for us (and anybody if you've got a SAM you can get yourself every little you could ever think of (the Messenger, a mouse, another diskette, whatever you want!). And if you have't got a SAM, then here's the chance you've been waiting for to pick

one up! Pop, you could win a Coupe for about the price!

It's just! That's there are 20 winner prizes of the prize itself - the very incredible Prince Of Persia (so if you get a second prize and then suddenly realize you haven't got a SAM then you'll just have to go out and buy one, won't you? Hurrah!

The catch

Well, yes, there had to be one, but it's not impossible, so don't get off putting. Here's a list of the best prizes and you know that the people in their heads will get something incredibly better in person! Well, hopefully you'll be that's right - they're all excellent! What you have to do is link them up the long that we've unboxed up below them, and fill in the coupon, so write something that'll fit if you think it belongs to Sam (because from Chucker, that's it on the back, that's the envelope and what it'll be. Up And Coupled On it's a beautiful thing! (I hope you can't copy it, because you'll be broken. 20 March 1989, 10.30 AM - 1989. And, er, then you'll win!

PRIZES

- If you wish for SAM Computers or Future Publishing, congratulations. But unfortunately you're not allowed to enter the game.
- Any that happened to miss (age day and everything), so we've decided to have some extra prizes.
- The prize is a 10th September 1989, so get your prizes ready by then, with a portfolio of what you want, and a copy of the rules of the game, whatever you want ready to bring or we don't have to print up.

Yes, Pop I know who's who and who's what, so I think...

A links with _____

B links with _____

C links with _____

D links with _____

My name is _____

And I live at _____

Postcode _____



Got a problem? Get it solved! With ADAM WARING SPEC TEC



**His tips
are the tops,
and he's
happy to help.
(So long as
it's cash in
hand.)**

Keep it down, will ya? I'm on surveillance. It's this damn, see, her husband reckons she's cheating on him, and I'm the guy who's gonna find out. Ah, the bedroom light's just come on. Duhh, it means he's taking a pee...

Help! My! I think we've hit the jackpot. Just take a few snags of this and we're in the money. Hold on a minute, who's that with her... it's Chief Engelbarger from down the street! Whoop! Time to make a discreet exit. Ah, I think I hear someone coming...

A BOUND OF TROUBLE

I have a Speccy-2 which shows the year 1929 on the screen

when it is first on screen.

NOPE, not one of the tapes I have collected with the password. Your answer will LOAD. I have tried MAFS but this doesn't help either.

The early files are yellow tapes. It by I do not get "PROGRAMME YYYYYYYY" on the screen. I even get the message "OK" but nothing has gone into the machine.

I should add that my tape of CPE, and the other tapes do load without any problems. Please help! What can I do to make full use of the machine.

Geoff Bryson

Weymouth, Dorset, City

As with everything involving the old occasional tape on the floor of '83 all the records that you've all done, what's come up is that there's a problem with your tape

recorder, the head alignment for the subject, I'll say.

So how have I diagnosed the? Well let's take a look at the facts.

1. None of the cover-tape load

2. CPE, loads without trouble.

Duhh, take number one. As one of them load then we must assume that they do work, the chances of them all being faulty are next to nothing. This suggests that there is something wrong with your tape recorder.

However, CPE, from last '79 is a program you typed in and loaded yourself. This points us to the conclusion that the problem is only with programs that have been copied on someone else's machine.

The alignment of the tape between the cassette head and the tape. For perfect results it should be as close as possible, but should it be off the

90 degree angle, it will still work and with equal records with it, as they are both copied and copied with the head at the same angle.

So, all the evidence points to this. But how do you fix it?

You could take a 1/2" slide hammer and beat the cassette recorder into a million pieces. This wouldn't actually do it but it might make you feel better.

Or, you could get hold of a walkman's cassette (the type you adjust the arms of your stereo with). Get a music tape, something like Loose Anamorph, and play it. There should be a tiny hole just above the play button. Just inside that should be a tiny screw. Insert the tiny cassette into this screw, while the tape is playing, and rotate it, just a fraction, if the sound gets worse, then rotate the other way. When the sound is at the strongest, then you've got the alignment just

right.

Now your tape should work just fine. The only problem may be that the tapes that worked with the previous, faulty set alignment, may no longer work.

I told you I was unreliable. Ad.

I'M GAME

I am making a game, sorry, I'm trying to make a game, but with very little success. It's there a game maker going cheap for the Speccy? If not, would you send me as much info on machine code that I can in your book.

Peter Hazel

Stratford

Directed very quickly the style of game that you want to write. First, if you had in mind a sort of 3D perspective type of game



SPECIAL INVESTIGATION SOLVED!

PROTECT YOURSELF

In reference to Adam Waring's problem in your issue: Two cassettes last month, I have (rather kindly (though I say it myself)) enclosed some methods of saving programs with protection. The following listing will save a screen, along with a BASIC program attached to it. Add these two lines to the end of your program and type GO20 9999 to save it:

```
9999 LOAD "c:\pfrun\filename"
SCREENS=POKE 238732
9999 LET STRAND=PEEK
23852+256*PEEK(23854)SAVE "game
name" CODE 23852,STRAND-23852-23854-7156
```

Recover the program with LOAD *** CODE. You may also save a BASIC program as a CODE file without a screen.

By omitting line 9999 and entering line 9999 to read.

```
9999 LET STRAND=PEEK
23852+256*PEEK(23854)SAVE "game
name" CODE 23852,STRAND-23852-23854-7156
```

Obviously there are ways of getting around these devices, but I hope they will be of some use to your readers, especially Adam Waring. Mark McCormack Lepton, West Yorkshire

Next tip, Ad. I take you fully off to you. And remember, look -- there's a prize for all special investigations solved. Ad.





Ken Donah's 3D Construction Kit would be right up your street. On the other hand, you may decide an adventure is more your type of game. Then you'll like that The Cult or PAW from Graft as better suited to your needs.

A short ten-up kit will stand by Microsoft Mouse many months ago. But they went past, and I don't think you'd have a lot of fun making a copy down. Give input through a key and see if anyone is willing to part with their copy. Ad.

PAPER CHASE

For the benefit of any readers unable to obtain printing paper for the AlphaScan Printer. This can be obtained from Turco Shops, cat no. 26-1332, priced \$3.99 for a pack of two lots.

This paper is non-fading, unlike official AlphaScan paper.
L. Simpson
Manchester

Thanks for the tip. As you know, all tips get a small reward from the Spic Mac. I know how to keep my contacts warm. Ad.

SELF ASSEMBLY

I found the same address. You've come to the right place then. Just what function does a BIOS assembler perform? And, given to the point, would I need to write my own set of programming language, or would a general knowledge of BASIC do it? Is it easier to write programs using a BIOS assembler? Are there any books I could buy from which I could learn to write programs for the Spicmac?

Last of all, if you write a program and BMMV is, it is possible to write another program and then merge the two together, without any problems, as the programs work as one?

Booby Murphy
Stockport

Assemblers, huh? Nothing that troubles if you're asking me. Oh, to answer your questions though—an assembler is a program that allows you to develop machine code programs. A general knowledge of BASIC must certainly come first—you if you need to learn machine code. No, it wouldn't make it easier to write programs, machine code is about a lot more time-consuming to learn than BASIC. Not surprisingly, there are books that intend to make the road to learning machine code an easier one to follow, though you may find that many of them are out of print nowadays.

However, if you're not sure if there are plenty of alternatives to learning machine code. For a start, you might want to move quickly, often by looking at a programmed text. It's only essential to read commercial quality games if machine code.

I can offer most positive news about your second query. Two BASIC programs can easily be merged together with the quality-named BASIC command. Simply load in the first program in the external file. Then type **SAVE** "filename". The programs will combine into one listing.

One warning though, if the line numbers are the same, that the first listing line in the first program will be overwritten by the second program. It's a good idea to give programs that you may want to merge into others, high line numbers to avoid this possibility. Ad.

SAM NEWS

SAM MOUSE

Take a look round the back of the SAM Coupe, and you'll come across a round DIN socket, labeled 'mouse'. But let's not get to see anything to plug into the thing—yet! Now...

SAM Computers have just announced a mouse package, which comprises of a mouse, an interface, and software. The interface fits between the computer's standard ST compatible mouse. The one supplied with the interface is the popular Comline mouse, but may be replaced with another make should you have a particular one.

Software-wise there's a mouse driver

which can be included in your own programs. A simple sliding puzzle game is also included, and a mouse-compatible version of the classic SAM package 'Flash' allows you to visit your artistic tent.

SAM Computers say that they'll be producing this set of compatible software in the future, starting with these range of real programs coming soon. Watch the space...

The mouse and interface package costs £28.95 and is available from SAM Computers, Lakeside, Phoenix Way, Swanssea Enterprise Park, Swanssea SA1 9EH. Tel: 0783 708080.



BREAKING OUT

I write adventure games and would like to ask you 2 questions.

1. What do you do to stop people being able to break into your programs by processing the BRK key?
2. Did you write Ninja Assassin?

James Taylor
Chesham

What does any of this have to do with adventure games? Anyway, to answer your questions:

1. One way is to alter the prog stack, so that either a Coast is detected by the computer jump to the incorrect address, causing the whole thing to crash. But any error, not just a BRK key, will cause such a crash. Make sure that your program is completely bug-free before you protect it.

This isn't the traditional way to disable the BREAK key, but it's the one I remember. At the start of the program enter the line:

5 POINT 20113

J: Okay, okay. You've asked me out. It was a long time ago, and I needed the cash. Anyway, ColeMasters have since released the game on the value-packed Quadro Compact tape, a bang of only £2.99 and available near 90% off getting out for a few. See J Ad.

KEY QUESTION

Is it true that at one time new keyboards were available for the Spectrum ABST? I believe they were white and resembled the Amstrad keyboards. The reason I am asking is that none of the keys on the top left hand side of the keyboard are only working now and again, which obviously hampers programming and the playing of adventure games. I think there is a bit more going on, seeing away from the boys that is the trouble. Please, please could you tell me where I could get one from.

Paul Ely
Oxford, Lancs

A number of replacement keyboards have been available for the Spectrum ABST, but you may find them difficult to get hold of nowadays.

It is possible to replace the worn parts, though. What's most likely to have gone is the keyboard membrane—2 sheets of contacts supported by a layer of plastic with holes where the keys meet. After years of use, these tend to lose

conductivity. Look through the small sets in the back of Y5 for a suitable replacement. They don't need too much work, and can be fairly easy third-hand. Ad.

PRINT OUT

Through your magazine I thought a printer for the Spicmac. The printer was plugged in and from the screen I saw attached by lines at the junction. When the BMMV loaded was printed nothing happened except a puff of smoke came out the back and I quickly turned it off. I read the printer on my keyboard and saw the power switch wasn't on at all. My parents and my friend's parents are not amused. Could it be coincidental that our computers have been a holiday or have we both sold a computer developing center?

Please, how will I need to repair my computer or should the printer be the? What could possibly have gone wrong?
N Weaver
Mansfield, Notts.

Whatever you do, don't attempt to test the printer out on a totally new computer—it looks very much like the printer has a very serious fault.

Get in contact with the company who supplied the printer, it isn't fit for the purpose it's sold for, and under the sale of goods act you're entitled to a refund or the faulty product and compensation for the repair of the equipment if damaged. For further advice, you should get in contact your local Trading Standards Department—you'll find their local office, Nottinghamshire County Council in the phone book. Ad.

YOU KNOW WHERE TO FIND ME

Honestly, often. I can explain everything OR, what's the sum? (That's Spicmac's name, not Bigger) I'd in the class. How was I supposed to know that it was to have?

I'll never attend the ball. Tell you what, get some letters into me—there's the only way I can get enough trucks together to buy my way out of this joint. Write to: Adams Working, Space Two, FS, 30 Mermaid Street, Bath BA1 2ER.

My secretary will pass the mail on to the county jail. (And hurry, it's already getting sick of bread and water.)



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TERMINATOR

JUDGMENT DAY

The summer's hottest movie just got made into a Speccy game. ANDY IDE shows how...

It's his back - and this time he's wearing the coolest. That's right, open shirts, after a worrying absence of, um, a couple of weeks, Arnie returned to the T-1000 and plonked his tent in the celebrity behind the steel. Linda saw him this morning when she was making tea for guests. Needless to say we were mighty relieved - we thought he'd swapped for good. But for him it, he'd been off in America making this year's biggest smash-up Hollywood blockbuster, *Terminator 2: Judgment Day*, which is reportedly the most expensive film ever made and so good a reason to try to cash out of the summer (ahem) and go and eat a packet of Bubblicious in a bath room for two hours.



This little tin-tin sequel level belated the console. That's right, you're back, just please to land a Terminator 2: Judgment Day game on the T-1000's tent in the back room for two hours.

And that wasn't all the news he told us either. He no longer because apparently Cohen have swapped up the license rights and are going to release a super striking Agency version of it in August when the movie comes out! Huh! This was all incredibly exciting news of course, and we all had set down a huge cup of PG to get our breath back. And then it hit us - a collective brainstorm that really started us with its brilliance. Why not do an indie special magazine that showed how a movie becomes a game? For the most part how little bits of screen become whole worlds, and why Arnie does his father about talking through the game, and things like that. "Okay" we all shouted in unison. "What an incredibly exciting day!"

OR 2

So, um, here it is. On hand to help is a former talent Kevin Bialer, who's the boss of Demostis Software, the programming house that developed the game. In a moment we'll be taking us through all the wacky things that a former composer needs if he's trying to make through angst, but in the meantime let's flip the lights and take a look at the movie first...

Brilliant! Tell us the plot and completely ruin it for us!

As if I could do such a thing! Terminator 2: Judgment Day is, of course, the sequel to Terminator I. Basically, the first movie was just an excuse to blow up lots of cars and buildings, but it was very clearly made and had lots of quite funny bits in it. The new film is similar. Sarah Connor's given birth to her son John, who, over on his life, becomes the leader of the rebel forces, also an ongoing some-what-ambiguous relationship (or something). Having failed to kill her in the first movie, these robotic bodiless men send back a newly-improved robot, the T-1000, to finish off the job. Enter John, who starts the movie as the same bodiless robot he was before (because he's a 'copy' of the same model—which explains how he can pop up in the movie after getting killed in the first). Anyway, he soon goes forward into a goodby-by to the rebels and sent back to protect Sarah and John.

And the whole story of course, the whole is completely against our kind—it's the new T-1000 is a master class of work that Jennifer Swartz and Newman talked put together. Okay so they're indistinguishable, but their Ann is his. No, the idea is that he can reflect clearly but cannot see any object (or being) that he wants to. One minute he's a demon, the next he's suddenly disappearing from the floor and he has to go back to you up. And in between he turns of thinking and eating, and that's those information later things in it. The visual Whiplash of making sense because both movies share the same director, James Cameron, who also

HI-ENERGY ANIMATION

Bull up the best! sit up like and you're in for a treat. The animation is so good, just great. According to Max, this is the key to all good character computer graphics, but how does he go about animating it?

"I'm always standing up and walking round the room, going through the movements with my own body to get it right. That's a digitalised version of my hand in one of the puppets table."

Cheer! And what about actually stating the scenes out?

"When, first, the first thing I wanted to do was get an Arnie before that actually got justice to the real thing, but later it was Arnie that before. The first part was one pretty big and body, but for some reason they decided to drop that all from the same scene. But that one actually make Arnie's spirit look like he's not though..."

1887



That Arnie's, like, what... really is, it's not so good. It's not that Arnie's spirit that's not so good.

made the first Tenny and Arnie. Anyway, as anyone who's seen the trailer will know this isn't just apparently amazing. They're complex organized and apparently cost a cool 12 million. (That's like pocket money here. Please Harry gets!)

And that's it (just about). Follow to say it's full of lots of classes and lights and great-looking bits of metal and neon and stuff, and you can't see the T1000's going to be right at the front of the queue the day a special night, let's go and find him...



Oh! I've got so many ideas I don't know what to do with them!

You probably won't have heard of Demostis. They do a line of the Greater Arnie computers (but not the Special one) and they're pretty famous for a 'to let game called Corporation, which they work and designed themselves, and released last year to some pretty good 'Habitat'. So what are they doing writing an Arnie movie for me? Cue Kevin Bialer, who, for all intents, and



Here we see with the John Connor's delivery of his animated Arnie.

"That's right. Cozen don't have any copyright, and the features of us can't use them. What, isn't it?" Even the main computer only sees his body (so to speak) while it's actually in the movie."

But I didn't stop Kevin taking the spirit like and feedback. Working with a sort of graphical mathematician, he's probably coded lots of their, writing out how all the parts would move and muscles would ripple, and ending up with a proper working Arnie. His rendering is that those things means he was going to give him (presumably it ended up to him), and, after that, three up the 15000 using whatever space and memory you like.

For why didn't you do them at the same time, Max? "You if it's hard enough animating round the room trying to cover up one character, make sure the another I'd end up looking completely out there."

person, it Demostis, is the main writer and programmer and graphic artist and managing director and whatever else you want to call him.

"Well, it dropped into our laps last, we went along to Demostis to see if they give us lots of money to do a CAD-style adventure, and they said 'hey—we're doing it so we did Terminator 2: Judgment Day'. I wasn't interested but then I read the script and I was completely hooked."

Kevin started coming up with ideas immediately, wanting for key bits in the plot that might suggest a game. The only trouble was that he only had one month to do it in, which obviously frustrated the type of game he could create.

"Two brilliant ideas immediately went out of the window. The first was a pretty thing to Corporation using point-of-view 3D graphics for a shoot-em-up. That would've looked really good on the screen! In fact, Image Works are planning to use it for Arnie 3! But then there was the interactive communication. That's a really clever approach—animated graphics, smooth spheres and all sorts of bits of talking to the character bits. But, um, obviously we couldn't have done that for the 15000 bank budget. It was obvious, an Open-world 3D."

Neither Arnie was short of other ideas of course and he fell in love with a game that was completely off the wall. As I said, in the movie Arnie can communicate a goodby note and sent back to the past. This means that, theoretically, he's got to figure out how to get the next robot back to the body, only to get into the same machine... but none of this is actually within in the script. He won't phrase!—he spent three days working on a shoot-em-up idea, showed it to the product manager Steve, and was promptly told to go back and do something that actually followed the plot.

He then, back to the drawing board...



SPECCY TALK

Kev is obviously the mastermind behind Terminator 2, but he's by no means the only brain involved. Once he's decided his little bit on the BT he then sends them off to other programmers so they can create the different functional versions. Gary Phelan's the man responsible for the Speccy version, so we had a quick catch-up with him.

Thanks, Gary!

My pleasure.

So quickly, tell us how the Speccy version's shaping up.

Really well. He hasn't got so much space on we were hoping he'd see us 'til he threw out all of the pieces we were going to slot in between the events, but all the fighting and shooting and stuff's moving just as well as on the other versions. The animation's certainly spot on.

I suppose it's 128KB?

Really, yes. And even when he had his computer connecting it was up to get it in. It's like a bit of sand in the gears if you can imagine it, you've got lots of bits of logic shipped up and tucked under seats in the main unit, just waiting to be sent out into the game to do their little bit and get on with the rest of their bodies.

Bitney's it, right, Gary?

Bitney's it, right, Gary?

Stick me get that. And finally, tell the readers at home what's been written before.

Well, The Great Mouse Detective, Mickey Mouse, The Duck, and Penultimate Of The Year 2, is that it?

Yes.

So-o-beat!

Hey! (That's what we like. Short and straight to the point, eh, Speccy-chatter.)



Gary Phelan, having a bit of a brainpower.

Blimey! He can't make up his mind, can he?

It's called creative inspiration. And anyway, it wasn't long before the other gods, and space for – a mixture of a vertically-scrolling chase game, some local arena-style bits and a wealth of puzzles slipped in between. Ideally for your usual Ocean fan licence conversion!

Oh yes – it was the only reasonable option we had open to us at the time!

Evangelist yourself, Mr Butler.

That's right sir!

TERMINATOR 2



Oh, excellent! That's the logic of logic (The logic is to get it to the robot to the top while keeping the flow going in the bottom area.)

THE GAME PROPER

Right, let's have a look at these levels in a bit more detail, shall we? The usual way to do it is to go straight through from beginning to end, but since some of the bits and pieces are pretty similar I thought it was a strange way to bunch them together...

• The Road-Run-Up-Blitz

Essentially, the movie is all about Arnie fighting the T1000, and that's what we've got in Level One. Four and a half hours. Because it's such a memory's been stuck up with the animation, you're just left with a basic fight between the two opponents – there's a bit of pretty scenery in flash if you do big wooden boxes to jump up and down on. But it's not a hardship, says Ben – Golden Star was pretty much the same, and everyone thought that was good.

Now there's a similarly innovative approach to the gameplay. The chess you make depends on your distance away from your opponent and his current strength. This isn't just to save you having to make lots of complicated hand positions with the joystick, but to add a touch of 'intuitive' realism, so if you're close you're away from the T1000 you can do a quick kick, and if you come a

really weird thing is that some of us had never played games like RoboCop 2 and Lone Wolf – so we hadn't the foggiest idea that we were doing anything that'd already been done before (but hey, it's just more ideas). Naturally, the movie's built around a chase. It's a very simple concept and it's a very effective. And when the chase bits aren't

scrolling along full screen then you've basically got Arnie fighting for T1000. So these bits have to make up for the bits of the game if you wanted to follow the narrative. It's not our fault – blame it on the fact that Hollywood movie plots are all the same!

And yes, we could have presented it in different ways – but only if we'd had more time. So what next? They know what sort of game they're going to do – but how were they going to convert the movie into it? There were inherent problems. The dynamics of a film and the dynamics of a game are on the difficulty levels and playability of all the separate bits.

Not to mention the fact that both the robots are totally indistinguishable so they never start in the movie that's fine because they chase each other all the time, so it keeps the action going, but for a game it means you can never see your progress, lose a trail or even have an opponent who you could actually beat and kill, which if



ARNIE SPEAKS (AGAIN)

Arnie, Ben, some of us from Ocean, Steve, et al. If it's the first Ocean computer magazine you'll see me signed over your doorstep. Or you may find this magazine next to you, making things more easy, you know. All of them and I want every one of them. And if you're already out on your leather jacket, come after tonight, go to main entrance and look at pictures of knives and flowers to make sure. Underneath I am an really nervous person. If you mean, you don't know me, I'd love to meet. Looking for it, remember!

make things really dull? The whole concept of a game has to be based on a paper after winning or losing.

So how did you get round it?

We made Arnie mobile, and even the T1000 got a trackball. Eyes turn in up enough. Not a perfect solution, but it was the only way. And it solved another problem too – the way scenes ended.



get Arnie's fingers moving properly within a finite time, (but don't panic – there's a diagram down at the bottom to help you out).

Next, there's the hand puzzle (Level Two). Again, it's against the clock, and this time you've got a full frontal of Arnie's phenomenal brain, with the motor robot's side not up into Arnie's and jumbled about. Drop them all around to get the correct image.

Extra energy is allocated depending on how well you do.



ARNDT: What an early stage there's the entire problem. But it's not only a matter of Arnie's brain, it's also the fact that they're together, putting.

ARNDT: Put some children on, getting ready.

little chase you can give him a boost in the stomach. (Arnie's other scars are upper cuts, punches, knee and head-buts).

The T1000's smaller in build, but a pretty ferocious little rigger all the same. He's got a punch and a puke that he can use as a spike, but he's got all this head-butting (the neck goes all wobbly and stretches out so the head gives Arnie a good whack from a fast away). Obviously, he can't be killed, so the general idea is to wear him out 'til he drops, or until you boot him off-screen (which he'll fly out of a window as a reward).

Level One takes place in a corridor behind the arcade where John Connor's been playing games, and Level Three's set in a rooftop where Sarah Connor's being treated because everyone thinks she's a bomber. Level Five, the grand finale, sees the two robots fighting in a huge steel mill, although in this stage the T1000 becomes a lot more vulnerable (for reasons first explained by the movie, and not to mention). So you actually get to kill him this time (or try to at least).

• The Scrolling Chase Bits

Both Levels Two and Five are straightforward vertical-scrollers, looked at from a bird's-eye view.

Take a glance at the 'Silver Screen' (a 'Spacey' box off for a more in-depth guide to Level Two), but Level Five sees Arnie and Sarah in a van, dodging the incoming traffic and being chased by the T1000 in a helicopter. What's in the back shooting and and for a behind-the-scenes angle. Points are deducted if you get shot at or if you run into something he shouldn't – and you've basically got to play both parts!

• The Puzzle Bits In-Between

This is where we get to see all the really bits of Arnie. Level Three is a hand puzzle, and here you've basically got to arrange lots of random and messy things and fit them up to



This screenshot isn't a bit like the funny scene (you're in a van) in the movie, and Arnie's shooting out of the back door!



REPLAY

Old games never die. They just sit around for years doing nothing, then come back in a smaller box. JON PILLAR inspects...

MULTIMIXX 3

KAXXCOM

A three-pack for a cheaper! as Kixx because the latest company to open its bank catalogue and blow away the dust, is this resurrection, or reformation? (A/F 6/2)

49%

work for the Open-stunt.) Using your telescopic, bionic arm you can lift badies from afar or swing around like an aluminum Tazman. Very clear graphics and

the only new idea is "talking" to avoid bullets. Otherwise you could be playing any of 60 other games (and probably not notice the difference).

It costs a fiver, and two-thirds is crap—as work it out for yourself. You'll be better off shelling out the Quattro range (then buying 10 with the cheaper!) ☹

Street Fighter

Travel the world, meet too martial spirits and then knock them down by waggling your limbs in an unfriendly manner. Repeat until you point out five-way points for large sprites and optional multiball, but as a game it's stunningly average.

Blazing Commando

Head four-way-scrolling platform game which has you battling ferociously through five multileveled levels on a world-saving mission. (A typical day's



Watch out for the sandstone.

surprisingly colourful, fast scrolling reference the playability. There's many an afternoon to be wasted here.

1943

WW2 planes replace aliens in this very ordinary shoot-'em-up. With power-ups, a dual-player mode and big mid-level battles,

THE GAMES (SUMMER EDITION)

KAXXCOM

This sports aim is way above average, with eight events that are well worth multiballing. Alongside the usual previous favorites like Hunting, Involunteering Cycling, Hammer Throwing and Pole Vaulting, there are some nifty variations in gameplay. Nothing is a



Swamp!

lot like these bang clark game (only more dangerous to passers-by), while Diving, the Pigeon, and the Lion's Pawful Barn have you putting manure into model-winning combinations. The

graphics may not be the best to find into persons and backgrounds to the scrolling animation. The diver and the pig on the bars are particularly realistic, and the muscle-straining antics of the guy on the rings is almost too painful to watch! The variety of "catcher angles" is another plus. With up to eight competitors you could fool your own tournament, but even taking on the Spectry alone, it's good fun. Don't be put off by the read of instructions — everything's easy to pick up and very playable. I doubt you'll still be playing come the autumn, but in the short term at least, the games of The Games are sporting, um, games. ☹

80%

BUBBLE BOBBLE

The Hit Squad 63.99

Color games, eh? What can you say about them, apart from "Awesome!" (or possibly "Bleugh"). To be fair though, the surprising success of the Galax has offset modern's dim prospects quite a bit — and so it is to prove the point, here comes the granddaddy of them all. As Bob or Bub (or both if there's a pal

90%

hardly) you're out to bash up the slightly odd Baron von Blubb. Your sweet little discus (aren't we) have to bow bubble of the maddies, then level them around the screen until they pop and disappear (score-boosting goodies).

Scrambled around this (very) basic concept are power-ups, grades of hidden bonuses and a stonking 100 levels of play. All this adds up to a tasty bang, but (strangely enough) it doesn't work very well in one-player mode.

The desire to get to the next level is still there, but to be brutally honest, it gets rather stalling. With two players though, it's a completely different game (even though it's still exactly the same, if you see what I mean). The interplay between Bob and Bub is a delight, ranging from planned co-operation to open warfare. Luckily, with some lives and a continue option, there's plenty of time to make up.

The small but detailed monochrome graphics make the action easy on the eyes, and in the best tradition of cute games there are a whole load of surprises to discover. Yup, if you haven't guessed by now, this is Megagame material. On your own you'll find it playable enough — team up with another Spec chair and it's a real ☹



A two-player end a bang and well there (at long last) a really decent mode along with all the rest.

VINDICATORS

The Hit Squad 63.99

A convention of the arcade tank battle game where you play in one player. Trapped on an invaded planet, you (and a pal, if available) have to trundle through complex right-way scrolling mazes, shooting and dodging enemy tanks, laser bases, electric etc.

Your aim on each level is to grab the key to the next, but in the meantime you can snaffle stars to trade for power-ups.

52%



THE UNTOUCHABLES

The Hit Squares/3.99

The game of the film of the series of the book of the period I never got to 50 in History



with you, against countless gangsters over six mucky levels. Four (or five) variants, a and a (optional) player. The idea is to blast away at hordes of crooks and close in on Al Capone. Graphics throughout are splendidly detailed and atmospheric (although the repetitive jumping gangsters of Level One do get a bit) and the gameplay reflects all those months of design and tweaking that went into it. The bit about you're blasting away with a shotgun in Level Three and have to keep sticking out of



the way to reload is great stuff. It isn't all merry action and gratuitous violence though. Well, yes it is, but you've also got to scramble to grab the vital evidence as you go - in Level

Four you've got to protect a baby in a nursery (patin as well). On it's a good job you can swap to another Untouchable if one's loading a bit under the weather.

As regards special features, 120K, comes, get nighttime tunes to top their feet to, while 48Kms (itself from not having to load another



level until they've finished the present one). At last, this is one back of a bag, it's big, slick and addictive, so wrap it up and go out on some padlock - the Chicago way. 10



MEGAGAME!



MEGAGAME! (I should the British Rail announced)

Smooth graphics can't make up for dull gameplay, and to put



It's a nice game, but...

it's hardly the game as exciting as the original arcade game (ie, not at all). Controlling the tank is

by the rotate-and-move method (that altogether had as you can reverse away and save your energy) but, finally, you can't move and change direction simultaneously. The two-player mode slaves off the joystick a little longer - the one original feature (and a sparkling one at that) is that you can shoot each other to transfer valuable fuel. At the end of the day though, *Vindicators* can be summed up in two words - 'B' (for boring). 6



QUATTRO COIN-OPS

Coin-Operators/3.99

Here's another of those mega-successful four-packs from the Games. Apparently, they're releasing one a month now. Let's 'Insert Coin' and see what happens...



of colourful, animated strategies, and the location ball movement is commendably rippy. A neat afternoons-ite, but by evening - it's horribly, horribly frustrating.

Pop Trivia

Test your knowledge of completely useless facts with this Specialty version of the three-buttoned Banani. Choose from four categories and answer A, B or C to one of 2,000 questions. Get it right and... have another go. (Oops!) With up to four players and spunky presentation (and about 1,500 spelling mistakes!) there's a lot of fun to be had if quizzes are your thing.



Are you smart enough to play Advanced Pinball Simulator?

Pinball Machine Simulator "The first true Pin Machine Sim" screams the title, and it seems a pretty good example of its type. Judges, holds, double-or-nothing - it's all here. Fans will play until their eyes cross, but for everyone else (including me) it's out of the window it goes!

Fear Flood Dicky means his machine in the maze chase game as the anonymous egg logs it away from the machine and after his lunch. With 30 levels, cartoon interludes and scoring points it should be a winner, but the flickery graphics and supposedly repetitive gameplay mean it isn't.

Pyge, I don't like this one. It's of limited appeal with no great games. A bit disappointing at first, but in fact, and the weakest Claret so far. 10

RENEGADE 3 THE FINAL CHAPTER

The Hit Squares/3.99

Thanks to a ridiculous plot, Henry leads himself marooned at the dawn of time. Naturally this makes him a bit peeved, so he's out to bash, zap and poke his way back to the future as quick as he can.

The graphics are beautiful - probably the best cartoony graphics on the Spectrum. On the first level Henry faces determined Captain Caveman clones and boogey dinosaurs - so you can't probably guess that the last (quite so mean and

traps each level is kind of a mini-maze. Really, unlike Target



Renegade there are no responses to pick up. There's no two-player option either. But on the plus side it's extremely addictive, with long levels and stunning enormous badcy attacks. 128Kms have the bonus of being able to rock along to the in-game music, and saved the



multitask. Overall, *The Final Chapter* is a really interesting for the fast-paced systems. The only question is, where does he go from here? (I promise to find out for you.) 10



Save the skin, get to the boss, everyone, with the diamond gun!

grit to the previous games. Not to say it's any better - it's anything, it's the toughest. Luckily you can take a breather by scrolling up the scenery - in fact this is vital to get past the pits and spikes

HOBGOBLIN

Atlantis/E2.99 case

Jonathan This game's annoying for two reasons. Firstly it's a shameless rip-off of Ghosts 'n Goblins, and I reckon that if you're going to do a copy of a game you at least ought to try and make it a bit better than the original (which this isn't). And secondly, every time I try to type its name it comes out as Hedgehobin. Hm.

The obvious hint: The land of Atlantis which sends "small" backwards, to save you working it out was once powerful, its power protected by the Laster God. But I've been down the city, that bit and gobble and hobble are about to take over and feast on you. So, King Count has sent his only son, Zurook (you), to sort things out.

There's some other stuff about weapons, just hurray being brought with danger, but I'll spare you that and dive straight into the game. Needless to say, using the Laster's sword leaves leaving along a trailing trail of fire, picking up bottles and collecting 200 coins. The trickling is of the walk along a bit and then wait for the next screen to scroll or, varyingly, the gobble and fringe the globe and the occasional stationary gun that's being robotically crap I don't go very far, as there might be other things too, and the 200

coins are power-ups and extra lives. The graphics are nice and colorful, and obviously designed in pencil, but

HOBGOBLIN



"HOBGOBLIN" **"GAMES"**
 Now, if you're all over the world you can't expect to be a...
 ...

they're good, but they're also small and...
 ...
 ...

The difficulty is just about right, and I can't find myself wanting to keep playing, to find out what came next, but I ended up reorganizing the bits of paper on my desk instead.

FINAL VERDICT

2000	6.0	5.0	5.0
2000	5.5	5.5	5.5
2000	5.5	5.5	5.5

59

PRINCE OF PERSIA

Demark
C14.95 SAM Coupé disk

James Gordon Bennett: Look what's just dropped through the shed's hatchback: A blue 3.5" disk with the letters SAM on it! My guess is it's some SAM software. Let's have a look. It's Prince Of Persia (and I'm going to render it).



David: The Prince has obviously enjoyed this disk, where...
 ...

to do it, you're a great player of one of those...
 ...
 ...



...
 ...

Sultans Of Swing

Fight the plot, you play the Prince's friend, and a...
 ...

So how come it's so cheap? Well, for a start...
 ...

So it's not just the graphics that make PofP so good...
 ...

Mapping madness

Wandering around the castle is a happen't dream...
 ...

OH NO HERE COME THE BADDIES!

There are basically two sorts of evil baddies in PofP. The first one...
 ...



ERSIA MEGAGAME



Yes, but Prince isn't able to get into Prince's room. He should've tried a few more moves before that.

rather operate by simply peck on the floor mat and stepping on it, which is going to be a little boring. As the position in the cut-scenes things get more and more fun. You'll be lucky to have a character on your head at the level. That's what you're going to do.

What about the rest of the game? Well, it's a bit of a mess. The game is a bit of a mess. The game is a bit of a mess.

THE START OF SOMETHING BIG!

When it comes to the start of something big, it's a bit of a mess. The game is a bit of a mess. The game is a bit of a mess.

Well, the big news is... something. The game is a bit of a mess. The game is a bit of a mess. The game is a bit of a mess.

some better... something. The game is a bit of a mess. The game is a bit of a mess. The game is a bit of a mess.



Prince of Persia Megagame. The game is a bit of a mess. The game is a bit of a mess. The game is a bit of a mess.

PROFESSIONAL FOOTBALLER

Cut/£2.99 case

Jonathan it must be a nightmare for DM each time they have to come up with a new name for one of their football games. After all, once you've tried all the possible combinations of "Sector", "Football", "Boss", "International" and "Manager", where do you go next?

But it's certainly not impossible for the lucky 10 people who get to review the game. It's not even a bit of a crack at their other two Cut-badger titles.



An easy goal set. I haven't actually started yet, but I can see I'm not alone in this.

Strike Manager and 2 Player Soccer Squad but Andy was the first to start. The impressive list of features on the package may include "Kilobyte", "Goal", "Cap" and "O'clock", but more, so, it's a bit of a mess. The game is a bit of a mess.

Player	Position	Goal	Assist
1	Goalkeeper	0	0
2	Defender	0	0
3	Defender	0	0
4	Defender	0	0
5	Defender	0	0
6	Defender	0	0
7	Defender	0	0
8	Defender	0	0
9	Defender	0	0
10	Defender	0	0
11	Defender	0	0
12	Defender	0	0
13	Defender	0	0
14	Defender	0	0
15	Defender	0	0
16	Defender	0	0
17	Defender	0	0
18	Defender	0	0
19	Defender	0	0
20	Defender	0	0
21	Defender	0	0
22	Defender	0	0
23	Defender	0	0
24	Defender	0	0
25	Defender	0	0
26	Defender	0	0
27	Defender	0	0
28	Defender	0	0
29	Defender	0	0
30	Defender	0	0
31	Defender	0	0
32	Defender	0	0
33	Defender	0	0
34	Defender	0	0
35	Defender	0	0
36	Defender	0	0
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38	Defender	0	0
39	Defender	0	0
40	Defender	0	0
41	Defender	0	0
42	Defender	0	0
43	Defender	0	0
44	Defender	0	0
45	Defender	0	0
46	Defender	0	0
47	Defender	0	0
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93	Defender	0	0
94	Defender	0	0
95	Defender	0	0
96	Defender	0	0
97	Defender	0	0
98	Defender	0	0
99	Defender	0	0
100	Defender	0	0

kick starting to the goals and hoping the ball doesn't come too easy.

Once everything's set up the game presents, some what surprisingly, the usual routine and list of numbers. You start off as a substitute in the second team, and have to wait until you're called up to the first team and you can't help. That means sitting through a list of numbers to be called.

While football management can be a bit of a mess, it's not impossible to be a professional footballer. The game is a bit of a mess. The game is a bit of a mess. The game is a bit of a mess.

INSECTOR HECTI IN THE INTERCHANGE

HiTec/£2.99 case

Jonathan Never tries to hedge their bets, Hi-Tec have decided to take a break from cartoon titles (don't worry - only for a day or two) and come up with something completely new - a puzzle game. They've even had a crack at writing their own plot. Here it is...



Quite nice graphics actually. It's a bit of a puzzle, but you can see the maze.

You're insector (or Hecti), the world's first computer detective (apart from Alan Turing, of course), and you've been assigned to the Interchange which has been invaded by Hecti (and his deadly gang).

Curse. Now you can see why Mosaic (and Barbara) have got so much money. Well, not having had to learn too much about computer science, it means that Hecti has had plenty of spare for coming up with a decent game. Or has he?

Thunderous! Well, you may actually, it's a puzzle game, as I have mentioned already, and quite an original one at that. Like most puzzle games, the screen is covered in coloured squares, just the time they make up a maze with lots of hidden turning points. Touch a button and see a life. Okay, you might see, all for and dream, but it sounds more like a puzzle game than a puzzle game. Can you see the blocks about it something?

Well, you can see why Mosaic (and Barbara) have got so much money. Well, not having had to learn too much about computer science, it means that Hecti has had plenty of spare for coming up with a decent game. Or has he?

FINAL VERDICT

90	95	90	85
85	80	75	70
75	70	65	60
65	60	55	50
55	50	45	40
45	40	35	30
35	30	25	20
25	20	15	10
15	10	5	0

90

FINAL VERDICT

64	69	64	59
59	54	49	44
44	39	34	29
34	29	24	19
24	19	14	9
19	14	9	4
14	9	4	0
9	4	0	0
4	0	0	0

64

FINAL VERDICT

70	75	70	65
65	60	55	50
55	50	45	40
45	40	35	30
35	30	25	20
25	20	15	10
15	10	5	0
10	5	0	0
5	0	0	0

70



Even Sharkey's beauty, however, might not be enough to ease you into the character. Part of that thrill, that, and it's all beauty.

game that most interesting? It's because it is also regarded as an important battle room, and indeed that's an important goal to reach the end of the game. It's not just a goal, it's a goal that's all. And the other thing is that to pick something up you get like standing right over it, a horizontal scroll above or below you will do it.

But as for graphics, sound and overall presentation go, *Sharkey* is the king on the personal desktop. And it's fun to play too. Easy enough for tabletop cases like me, but with enough of a challenge, and enough reward to reap, to keep the majority of *Sharkey* occupied by eggs. Looks like I'll find *Topspin* in the nick of time. In a few weeks time it'll have to disappear under the microscope of *Sharkey*.



found both game (and that's a compliment). The original was incredibly successful and, if any of the people who scribbled over their forms want to find out if *Knute* have listened to their advice, they will be too.



Look at that ball! If it's your team to score, you'd better run after it, wouldn't you?



SHARKEY'S MOLL

Zepplin/£2.99 case



Linda Hey: 'Another day, another Op-War clone. Nag, this one takes me back—all the way back to last month and LA Police Department actually.'

Alright, I hear something others, I want to feel a game which makes me smile with delight. I want to feel like I'm back in a game which streamlines and optimizes what I don't want to do in another set-the-scene shoot 'em up. But Zepplin can't do the trick, so I'll stick with Sharkey's Moll. Hey, for I know I've said it before but, heck, that's how I feel.



Pick up the gun for more action, and Sharkey is anxious as that can't happen, this is the danger.

As you're probably gathering, *Sharkey* isn't a monochrome, but visually striking. I don't see to see the environment of a game. There are no levels which take you through a complex Chicago, the sense of height, gun, speed and action, and getting going. Unfortunately, the city's running slow with graphics and legal issues—over the most recent testing, being told that a private club complex with legal issues, just before and quite a few days with video games. Obviously it's a good thing, but not so sure it's eggs in eggs, you're the man with the leather shoes to go with.

It's not just that, the government's main man in Detroit, and you're just in time for a little rest and the city's police work, the dramatically lit and the main. To get to be a man who's ready to go to face through an extremely long and (well) shooting game, and a whole lot of action, and a whole lot of action. There are the usual gun-pot interest about the place, including machine guns which you can use to shoot the first moment you're starting away quite happily and the rest of your career is all over the place, being turned at least at least in the end. It's quite good actually.

What's there in *Sharkey* and it's quite simple. It's just that there's not much to it, and it's really nothing new or exciting. It's also one of those weird, annoying games in which you probably do for no apparent reason. You don't know if it's in a mission and it's really looking like there was a bit of that left jumping round for 30 minutes. Hey, ho!



PARIS TO DAKAR RALLY

CodeMasters/£3.99 case



James: 'I've never understood these loonies who drive from Paris (in France) to Dakar (in, er, Africa). I mean why take your car to the wildest, sandiest, hottest place in the world? I prefer to race my red XRC around somewhere more comfy (like the Vatican City or Bali).'

Anyway, here's *Paris To Dakar* from the Codex, and no, it's not a sim. Instead, it's a 3D setting about everything as it comes over the horizon game. You can choose to drive a truck, which is tough but has a long top speed, a Mini (there it's which is quite fast and quite strong. Don't make the least bit of a mistake which gets along that will be you if you bump into anything).

Whatever you choose, you get a back view of your vehicle on the road in front of you and the dashboard at the bottom third of the screen. This lets you see speed.



The controller doesn't have a screen, but for a while you don't have to look anything of *Paris To Dakar*.

Yes, damage, fuel and position (usually about 6000 in the race itself).

Armed with these amazing statistics you have to race 10 kilometers per stage and collect extra fuel, time bonuses and damage recovery points as you go. Oh, and you've also got to avoid all the trees, jumps and other vehicles. And there are about eight stages, but I couldn't be bothered to count them properly.

And just when it's not exciting (well it's fast, it's fairly funny and it's just about hard enough), if you want something that's more fun, and fun to play on the home with in the original for the PC, it's from this one for the PC. It's certainly better than doing a Mini. Tractor and the whole of the Sahara and getting roasted like a pastrami.



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FUTURE



It's tomorrow's world today! Time to peer into the crystal ball again and see what's brewing...

PITFIGHTER

Domark

If you know your arcade then you're sure to have played *Pitfighter* already — the original Atari coin-op was a *Playboy* "best" 'em-up that used digitized graphics of real people fighting. And now here it is on the Sega "Mega" (That's a bit poor for our earlier-layed chum, isn't it?) And so it is. But don't get too excited, because unfortunately Sega Domark haven't quite been able to reproduce them as well.



Looks like a novel (and I only watched my share this evening).



They've come up with the best best thing — and made the graphics look as though they're digitized! (Bravo!) You can choose

any of three fighters. But it's a wonder who *Blay* (Ride Slamming, Head Butting and Riddering [oo-er]), *Kato* (a

third-degree Black Belt who uses the Combo Punch, the Flip Kick and the Backhand), and *Ty* (a kickboxing champ who specializes in Flying Kicks, Roundhouses and Spin Kicks). They battle it out in a large pit

surrounded by a frenzied, blood-crazed crowd (who keep shaking bottles at them). The idea is fairly simple. Hit your opponent until his energy runs out and he dies. Knock him down, stand on his back, throw moshbombs at him, gouge, smash, stomp, kick (I say, stand on 'em. It's all pretty funny).

The game has a neat two-player option. In the pit there are two or three other fighters — working with your pit, you can either fight everyone at once (and get your head kicked in) or gang up on some poor individual (and risk his head in). Who said life was too... ah? If you manage to survive, you'll pick up some new combat moves (which you can feel your feet pining you'll need), but also have to enter a grudge match every third round and try to back up your partner (who'll be trying to do exactly the same thing to you!).



Blay! Blay! It's a little being on the floor — here he gets up and jumps on top of him for some extra points, shall we?



Pitfighter looks ridiculously horrible and violent (just the way we like it) and should hit the shops around November.

We might even get *Arms* to review it (although we're not quite sure if he's hard enough). (Come here and say dad! *Arms*!)



It's a new best!

ROUND THE BEND

Impulze

Impulze are obviously really writers. After last year's mad *Chuck* boner, they've been tapping about with the remote control, and with the remote control, and gapped over to Channel 4 to base a game on *Around the Bend*. You play a journalist and you've got to collect stories. The game takes place in a huge storage system (each gives a

whole new meaning to the term "gutter press") and this is split up into four main complexes, each with three sections and loads of junctions. Each screen is populated by squares which you've got to work your way round in order to get to junctions which are waiting for you in the corner



like you're obviously of the look-out for, er, er, (unconscious stories). Tricks and traps block your progress (of course), so do a whole host of hysterical friends from the show, like Bouncing Benny, Doc Croc and the Meigs Family Bears.

It's all very weird. Eventually you get four characters to control, who you can switch

between as they wander round. One of them's got to report on a story called "The Future Tackles in The Atomic Banana".



Looks a bit like the *Wacky Physics*, doesn't it? (We haven't done what's happening though!)



There's no point in even trying to explain what that's all about. You'd be better off waiting for the full review next month, with luck.

Present! These screens with a bit.

FIREMAN SAM

Alternative

You only have to watch a couple of episodes of Fireman Sam on the telly to realise what a fearless man he is. To be fair to it, the guy's only got three fingers on each hand



always a few - there might be a little boy with his foot stuck in some hallway or someone with a broken back (I).

But if there is a fire then you'll need to do some serious wiggling to keep the hose pressure up and water flowing. Of course, we're not talking about Move-It-Queen nothing round a skydiver trying to rescue thousands of screaming women and babies here. Ho ho ho. This is *Control*. Simply douse a few piddly flames and it's time for a nice cup of tea and a chat with the



ambulance, as you calmly wait for the next emergency.

That's London's *Blaming's* like a game compared to that it looks like it's going to be aimed at a younger audience, so keep an eye out for Matt's review in next month's ish. (Just a joke, Alternative!)



Here we see the crew lining up to shoot *Blaming's* *Worries*. (You'll discover to die for his shopping spree.)

and he still manages to hold down a demanding job!

In fact, Alternative were so impressed that they decided to make a game about him. In it, you've got to race along in a fire engine (taking a time limit) trying to sort out lots of problems. It's not

WORLD CLASS RUGBY

Audiogenic

If you feel that rugby is a game played by men with odd-shaped b... Co. perhaps not. Rugby is a tough, demanding contact sport which gives you an excellent excuse to roll around in the depths of winter.

And if you're suffering from withdrawal symptoms, you can now recreate the conditions on your telly (not without the mud) using *Audiogenic's* forthcoming title, *World Class Rugby*. It runs on similar lines to ACOO's famous *Kick Off* - like men charge enthusiastically around the field while you control one with a big arrow (and try to dodge for foul) your opponents.

The game looks fast and it's got a clear display (albeit with



Samuel Blaming) it looks like a large *How-to-kill* to me!

only a few colours). Also included are all the decent rugby teams in the world (and Wales, league games, cup matches and friendlies. And there'll be the obligatory two-player option as well. What more could you want? (Apart from being stuck up in the shadow and by 15 men with no socks.) It should



Why is everyone forming the best practice in the line and everyone's off the line and you're off!

be kicking out touch and not O'Connell.



NEXT MONTH

IT'S SINCLAIR FEVER!

Get on edge

The jugglers beat their *Blaming's* shoes and step out in style to bring you the hottest review and Megapreview this side of the planet (and).

Get on clouded

Every major is coming with (it) energy! Party animals *Tipnogs*, *Letters*, *Program* *Phone* and *Adventure* show their stuff to the *Spectrum* band - and *Adam* *Waring* (it's Ted, to you!) gets so excited he nearly splits his trousers! *Blaming's*!

Love has come to town!

Bring and give with our seventh *Magnificent 7* coverage! It's packed to the hat with gargantuan games, detective stories and complete postmodern symmetrical *POKEMON* (it's I sure that's pushing it a bit, isn't it? It's/No, not at all!

PLUS! There'll be a glimmering occasion *FREE* *CDPT* released in the hard cover last that you'll have to wait 'til then before you find out what it is.)

The October issue of *Poor Sinclair* - it'll be bouncing all over the shop (renewed, that is) from the 9th of September!

(So you, or, better go and buy it to catch the poor thing alone (then, ah?)



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

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

The mix between action and realism is terrific!
-EG rated 95% - National Computer Entertainment

F-16 Combat Pilot wins awards!
- 7 coin game - New Computer Express

It's primed for action as my F-16 leaves the runway. The time my mission is to destroy a battalion of tanks. Suddenly, threat warning - interceptors closing fast! I quickly select dogfight mode and am a Schweinder. He looms for at the same time - stuff and a high-g turn-out manoeuvre for escape. A last explosion tells me he's not so lucky.

SPECTRUM - November 1984 (95), after 4/84 (95)



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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 tail-busting around me, I slow to cover and head for home. Approaching base, I contact the tower and request a landing for my night landing.

See your local Computer Fun shop or telephone 0274-604022 writing 954 - 40222 credit card orders only available.

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F-16 Combat Pilot is a trademark in CD programming - a true achievement - 100% - Your Computer.

GO WILD!



No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Yeki and the next I'm having breakfast defecating my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miko (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swinging 'in the rain!

The arcade sensation by FabsTek Inc. is now available for your micro.



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