

BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

DEC 1991
No 72
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LOVABLE LEMMINGS
The parents with a special message for the Spectrums...
The Spectrums...
The Spectrums...

MUTANT MAYHEM

Exclusive review of Teenage
Mutant Hero Turtles: The Coin-op

theSpectrum

Discovered at last! Listen, if you can read me then there's a tape missing from this 'ere magazine. So approach your newsagent and ask where they're hiding it. Oh, and another thing... cover me up, my 'I's hurt.

WHO'S BETTER? WHO'S BEST?

- Why has young **Seymour** packed his togs and gone to Hollywood?
- Just how hot is 'Cisco Heat'?
- Who the hell does **Hudson Hawk** think he is anyway?
- And, is **Bart Simpson** all washed up?
- Why not delve inside and find out!

Get this kids; YS is back, we've kicking it loose with a funkadelic rap-attack. We've got games, reviews, comos and wibble, so climb on board and have a good nibble. You'd be a fool to miss it, so don't stand there and diss it. Slap some dosh in the newsagents hand and check out the best Speccy mag in the land.

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PUBLISHERS



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LOYAL LEARNINGS
The best of British authors are back in
the Spotlight with our Exclusive presents

MUTANT MAYHEM

Exclusive review of Teenage
Mutant Hero Turtles: The Coin-op

Hiro Squire



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The quarterly of ideas 0 950057 001000

WRESTLEMANIA

WATCHA' GONNA DO
WHEN THE LARGEST ARMS
IN THE WORLD AND

HULKAMANIA
RUN WILD ON
YOU?

WF

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SPECTRUM
AMSTRAD

COMMODORE
ATARI ST

IBM PC &
COMPATIBLES

CBM AMIGA



Andy Robinson, the 103rd, wanted to be an intergalactic explorer whether or not this photo was taken.



Billy Idol, who 'blow' music. Blown was all set for a life on the open road as a rock n' roller. Along the way something went tragically wrong.



Julius Lewis, the 93rd Gemini, knew at a tender age that the only life for him was floating around the outer systems as an astronaut. No fair!



Lizzie Hawkes, our fall from a tree. And a painting to live a life-long picture. All she wanted out of life was a sunny spot and the thrill of danger. (Is she come for '93?)



Melissa Smith, the 98th Ancestor, decided early on that meeting the world as an explorer was her life's mission. Ah, the thrill of discovery!

A loy Speedfurns and welcome to the lobby December issue of VS. I made the team stay up really late to prepare a groovy feast of games, previews and news plucked from the Spoozyverse. In our spare time we've been doing a spot of Christmas shopping!

If you start early, you can pick up some real bargs. I, for instance, have just bought my brother a holographic fish-alarm clock-radio-forecast set! Anyway, on with the show and remember, kids: sheep can't knit tea-cosies!

Lucy

SIDE A THE MAGNIFICENT 7

The world's favourite Spoozy cover-bugs is back! Appearing on lobby side A this month are: Lemmings (a real robot riot), Seymour Take It (oh, slightly have three them and just pain?) Mixed Out. Sure thing, gurl! But what's on the flip-side, man?

SIDE B Oh, discovered at last. On this tempting, bijou and thoroughly modern side of the tape we've got: De-ON Tortoise (jelly oriental style story), War Of The Roses (and not a bottle of Baby-bio in sight), Aliens (your outer-cosmos friends) and the fabulous Paterena. Turn to page four for more spiffy info and playing details!

Hudson Hawk
Totally surreal adventures in this game of the fish, eat... film.

Lemmings
They're small, furry, lovable and as daff as a collection of Peruvian breakfast!

Seymour Goes To Hollywood
Transatlantic jolly paper with Seymour the frog.

THE SINCLEAR
Julius Lewis' intergalactic Pan-falls Log-ly... (Small text describing the magazine's content and subscription information.)

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ALIENS

Electric Dreams

COMPLETE GAME

The bad news is that you're a whole team of US Space Marines trapped in a complex on a weird planet. The good news is that you're got



Scoutmaster Weaver with you. There's a big tent, you see, and there's easy access to med. You play all the characters, and the idea is to wander around the station wiping out any aliens you find. It, unless they wipe you out first. It's a spooky kind of hide-and-seek, with the nasties hiding in every crook and cranny, at, look and creaky.

It works a tiny bit like this. Firstly you've got to get the crew out of their buggies. Hit the zero key and they'll all move to room 1. They can move around the base either by aiming at a door and hitting SPACE or by typing a number from one to nine. They can move in the compass direction you want to travel in. You should be able to move that number of rooms.



You've got a smart gun, it's got an IQ of 140 - it's that smart! (Shut up! Shut up!) But you've only got a limited amount of ammo, so don't shoot it all too soon. The idea is to clear the entire complex of aliens, scoop the credits and run the fridge full of ice cream (actually I made that bit up. It's only got milk in it). The aliens attack in waves, so if you meet one be careful because there'll be more around! But whether you think it's better to keep your team together or split them up is a decision only you can take. Can, the power, eh?



The Bio-functions monitor shows you what state everybody's in, so keep an eye out for people getting ill and stuff.



"It's Scroggs here. There's a really brilliant idea about making someone my bedroom alien. Could you get that little bloody girl down here to work it out. It'd give her the idea for a new game!"

Basically, get out there and get your bigger finger really twisted as there are a lot of nasties around just waiting to be crushed. You'll have to keep your eyes open and your attention!

CONTROLS

Joystick or cursor keys

Up ↑
Down ↓
Left ←
Right →
Fire Gun 0
Pause P

Select crew members by hitting the first letter of their name. R for Ripley, G for Gorman, Y for Yeaggar and so on.



"Come in Ripley, come in Ripley! Can you hear me?" Of course you shouldn't, it's a really subtle production job on your Spacey system. You might

SEYMOUR: TAKE ONE

CodeMasters

COMPLETE GAME

Guess what? The plug is back in



haven't had contact with giving you a review of Seymour since To Hollywood, we've got an exclusive Seymour game for you on the cassette! Spoiled, that's what you are. This CodeMasters game won't ever be seen in the shops but it's definitely a full game in its own right and it's totally fabulous.

You control Seymour, who's making a movie. The idea is to control everything you need, such as film, props and stuff, go to the location (as we film-buffs call it) and film a modern picture.

To get it right you'll need to do everything in the correct order. Oh,

and you'll need to get your skates on - things start to happen rather quickly. Here's a tip from the top, movie-makers - the first thing to do is explore the whole studio.

Good luck and remember that old Hollywood proverb:

"Lights, camera, action!"



Remember this is not Seymour on the set of his new movie. He's not making his, it's his. He's making YOURS! You're the best!

CONTROLS

Keyboard or joystick

Cursor keys for directions
RETURN Pick-up operator
ESC

T'AI CHI TORTOISE

Zeppelin

PLAYABLE DEMO

Why should those skinny turtles have it all their own way? It's

time someone gave them a taste of their own medicine. And T'ai Chi Tortoise is just the turtle to do it. He's strong, tough, mean and graceful.

A completely outrageous battle called 'Ancient Hattobattle' has taken over.

What T'ai Chi Tortoise must do is go and find his Control Room. But first he's got to collect all the keys. Which, being pretty terrible, has looked it to stop people like T'ai Chi Tortoise getting it.

The keys are hidden around the screens, so are other useful items. The nice turtles won't be able to get through all the screens if he doesn't use some of the items properly. For

example, there's a rather hot pipe in the game, which will scold you Tort's feet. So what does he need? Shows!

Collect something from each screen and the screen's life goes, you a big clue, so read up carefully before launching into the problems and you'll be okay. Just remember that the entire city is counting on you!



Watch your step, Mr. Tortoise. We don't want you slipping up!

CONTROLS

Keyboard or joystick

Left ←
Right →
Up ↑
Down ↓
Fire SPACE
Pick Up RETURN

MINED OUT

Incentive

COMPLETE GAME

What, another full game? This really is incredible! And it's what the press (and Stuart Campbell) call a timeless



It might not look very exciting, but *Mined Out* is a complete and utter classic, and it's been your favorite in a matter of seconds!



classic! This means that everybody was hooked for ages on it, found they were playing it more than was good for them and eventually found something not so good to occupy their time, like hula hooping.

The plot isn't too complex. You are a worm and you've got to cross a minefield. Basically, the question on the nation's lips is "why? Well it seems that a Princess, or a damsel or something, is trapped on the other side of the minefield (yes, we forgot to say that there are loads of them). And you (fill a little worm, somebody) have probably decided to marry her or something, romantic like that.

However, the minefield isn't a bit of a pain. The trouble is you can't just run straight across. You have to carefully work your way (because you're a worm, see) across the field. Every time you get within one square of a mine a little warning goes off.

You've then got to either backtrack or, if you're clever, work out where the mine actually is (so you can go round it).



It's muffled, but a harmless little beep (these mines are on them from the Mopeds' soundtrack, so take a note)

It's a bit tricky and you'll have to practice, but once you've got the hang of it you'll be okay. And in some levels you can rescue other characters (sounds a wee bit weird to me), and to become stranded in the minefield. This means taking a more round-about route, but if you can do it they'll be ever so grateful.



CONTROLS

Up ↑ Down ↓ Left ← Right →

WAR OF THE ROSES

CCS

PLAYABLE DEMO

It's Yorkshire versus Lancashire in this funny historical free-for-all. Choose which side you want to be and play the first few turns. Then impress your teacher with your knowledge of who took part and what they had for breakfast.

How you play it is totally up to you. You could make all your battles charge in, you could hide them all in the woods and villages or you could send them all running away back to their camp. (But if you do that you'll find that you're, er, late).

When you should do is tell all your men where you'd like them to move by highlighting a command (with the word officer on screen) and pressing ENTER. Hit A to advance, F to follow and ENTER twice followed by C to charge.

When you've done this for all your battalions and all back to watch the battle. When you want to put in order orders, just hit SPACE and start the ordering all over again. And there you have it. Simple, easy-to-use chosen in, just under three delicious minutes. If you sound a bit confused. Go and lie down. 



With a bit of luck you can win the enemy but of course and still have time for the ice cream!

CONTROLS

Left ← Right →
Up ↑ Down ↓
Start your movement phase SPACE
End your movement phase E
Auto-scroll map A
Manual scroll map M
Advance A
Charge Hit ENTER twice then C
Follow other unit F
Quit Q

POKERAMA

Jon North

Three chairs for Jon North! Yes, he desperately needs three wickerwork seats for his gazecoo summerhouse. Oh, and three chairs for him as well because once



With our Jon around you can enjoy all the Pokerama fun. But don't, call in five minutes, call a Grand Prix and eat three Strawberry Smoothies!

more the man with a brain the size of Donatello's head come up (except with a load of POKERAMA which will make your nose bleed).

They're great, they're on the tape and they're all ready to be loaded into the Space. It's more exciting than watching Nigel Mansell take a Grand Prix!



TAPE TRUBBS

Don't throw out Speedy against the wall! Don't eat the Apple! Just stop the roughly tape into a patch of tape, add in tape and load it off to the Meg 7. No, it Tape Returns! (Don't mix up, About Audio Video Ltd, Harcourt, Walsingham 14, Yellow, Shopping 77-400 (phone), and drop it into the post box. You'll get a new one in 28 days or so.

BOO BOO CORNER

You know what but one in somewhere, didn't you? Well, Lemmings and Minor Car have swapped places on the tape. Not too serious, is it? Nah!

BATTLE COMMAND



Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and

FIRST INTO BATTLE ...
... LAST TO LEAVE

out of hostile territory and armed with the most advanced weaponry. Select your mission and the armory you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete

theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination. **SPECTRUM-COMMODORE-AMSTRAD IBM-AMSTRAD PC & Compatibles**

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Pssst

A

long time ago in a beautiful, ivory castle far, far away in a land never seen by mere mortals there lived a beautiful Princess. But this has got nothing to do with Pssst this month so let's forget it, eh?

But in another (smaller) castle, not so far away (a five minute drive from Bath, actually) weird things were happening. This is the terrifying, spine-tingling, revolting story of those events. Read on if you're brave, true of heart and have got nothing better to do.



Step and boss in A42 entertainment for the city of the number

1



In the castle there was another lovely Princess called Olive-Life, who actually called herself The Aard's Squidman. It was her job and joy to spread the love that is never faded games and if you recall the power supply a millennium or more that Davina loved or almost as much as she loved her Dad a lovely old woman called Plan. And the son chose a fat and very glady was happy.

2



But one day something terrible happened in case so terrible that Plan probably shouldn't even get in. In all right what happened was that a hidden mummy and a disgusting ghoul flew like very jet of hell labour a half-hour drive from Bath appeared. They were on a mission to steal the computer.

3



The mummy was a bit slower than the ghoul as he kept up on the road with was showing Davina's Spray (he grabbed the computer from her shocked grasp and "Dad, he has in a loud voice and ran off with it. Naturally the maid was very upset and blabbed the whole thing).

Ten Scobby Doo Spooky Catch Phrases



1. Shaggy and Booby, you two think this is the one number.
2. Here for a Pearly walk, Pearly.
3. Goo! It's Mr. Johnson the number!
4. And I would have got away with it too, it's wasn't for you meddling kids.
5. There strange, the dog's name's turning and there's not a soul in sight.

6. Pooky, pooky, pookies.
7. My glasses, my glasses, I've lost my glasses.
8. That's strange, these two tracks got right up to this bush and then suddenly vanish.
9. Scowly, do you get the feeling we're being watched?
10. Cakes.

4



But just as the mummy was about to complete the job as usual Davina the maid saw one of the terrible mummy in his ditching damaged and occurred in fear and amazement the man using her beloved computer remained.

TZERS

CodeMasters still seem to be suffering from Dizzy fever. They're planning yet more adventures for the egg-teller and there's also a scheme afoot to make him into a cult hero (like Jim Morrison or Vito Corleone), so expect some big Dizzy adventures in the new year. As usual, the Codes seem to be changing the games' titles every few minutes. But, I can tell you that no Dizzy game will ever be called **Dizzy Goes Mad In The Enchanted Forest With A Chameleon** (how's that for a title?) Also Seymour, their other character, will be popping up in a few more games after Christmas. Hurrah!

Europe's, sensible people that they are, have got a little program called **Eye-App For School 4** on the way. It features a frog, a teddy bear and a spy who help your son/daughter/niece/other or sister to learn how to read, write and spell properly.

The characters have all been jacked up for today's hip and coolness, so Teddy has Peewee and a baseball cap (sounds like Hutch), Gammy the Spy, who probably has a tapping mac and big hat and Freddie the Frog, who, er, doesn't wear anything at all.

Loads of animation and quite a lot of fun are promised for little kids, so watch out for it soon.

More details are leaking out about **Blamper** from **Bowser**. It's being programmed by that speedy bunch of characters known as The Peewees, and involves building walls around your peeples, putting cannons inside and blowing up your enemies. You must also rebuild your walls with... (are we say it?)... Verrily-shaped blocks. Exciting or what?

Right now we mentioned **Magic Garden** from **Electronic Arts**. It should have been out by now but, too the Zoo have been concentrating on the Amiga and ST versions, it's been delayed on the Sparco until next year. Don't these people know this is the most important home computer when they use it? Anyway, it's on the way, so watch out for **Magic Garden 1990** (or 3 or 4).

Those cheeky Geonies, **Zeppelin** have got the BBC's **Match Of The Day** license. They're planning an amazing football game which won't even include 'incredible on-screen action' but also has stuff like team position, the FA Cup and the media. Yes, Spoo-chums, Jimmy Hill (with his inflatable chair) and Desmond Lynam (with his, er, wig) will be there, working as in all their glory!

Zeppelin's Raptor! Gazzo J says that the game will include every aspect of the footballing world including lights in nightclubs, and crisp-peg records as well as the usual promotions and transfers. Wonder who they're taking off the pitch unless it's Harris a club... Ernie Jolting, boss of Zeppelin, want to contract with a certain Paul Gascoigne. **Match Of The Day** will be out around February.

5



The mummy jumped up and, mistaking her, clattered her on the bones with the intention of breaking out poor Dinkie, who screamed up for help as a most appropriate manner. The nasty, badly bandaged guy now had a present!

6



After a quick check to see nobody was around (except the photographer) the mummy pulled up Dinkie and carried her off to a hidden, dark corner of the woods where he hid her up and made her eat lots of liver, carrots and cabbage.

7



Oh and the ghost appeared again, where had been nobody knew the real had been watching **Top Of The Pops** but it was a Wednesday! He was pleased to see the mummy, the Spoozy and Dinkie. He was also glad that he had been that to do any rough things. He stuffed some more useful food into her for despatching that one couldn't even print a picture of it!

8



But someone to the fast and fastest group (who weren't very bright) thought he was most tragic. She'd carried off and found Alan Dinkie's father. He was a violent character, and a pretty hard one at that. Oh, but never had turned Miss Spoozy into a house! Anyway he was looking for Dinkie, and he wasn't in a good mood.

9



Alan and the mummy entered the secret dark place where Dinkie was trapped up. Together they worked out what had happened. Dinkie, the mummy and the ghost could read, the most grateful the Spoozy and Alan sent a few... (are we say it?)... Verrily-shaped blocks, so the ghost and the mummy. Once they were out, they had found Dinkie, gone for back the Spoozy (who was either confused by it all) and they all lived happily ever after (except of course, the boddy who had to walk back to their flat as he'd only to find that their gas had been cut off). Dinkie then jolly well right in incident!



And you thought it was bad! Annually all when festive costumes from the darkest corners of your nightmares, and just the 72 years devoted up! Left to right the years are: Party Of an Alan Laine Of an Dinkie's (a daughter), Mummy on the road with no name, Alan on the back for back (he's really sad), Match on the completely top ghost, Dinkie, Alan and the team are still available for purchase!

THE NO-HOLDS-BARRED

SMASH

GAME SHOW
OF THE FUTURE

TV



Enter your way through the incredible world of Smash TV - the game show of the 1990's future. Smash TV is a first-person shooter, you are the hero of a futuristic action game, surviving past robots, and the evil forces of Humer, and take the city of the zombies to bring you the most intense and exciting experience.

SMASH
MUSTARD
COMACONS 94
STAY STAY
SMASH

AKkaim

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The Simpsons - Bart vs. The Simpsons

Own it! \$15.99 disk/\$10.99 case

James Earl Simpson? Isn't he one of those Teenage Mutant Turtle shogies? Not! Oh well, I'm not totally up set on these cartoon-coined characters! So, what's his problem then?



Well, it seems that Springfield, where Bart and his family live, has been invaded by alien creatures who favoring taking over the planet. Our best researcher, Dr. Hibbert, has tried to convince everyone to collect everything that's purple. So what you collect, have to do it wonder about the place with a can of paint, spraying at the purple, all bits into the alien, can't collect them. It's going to be the most stupid idea since "Stupid" Jack Nicholson had to eat the "Stupid" of Paradise for a bit in '67.

On me hat! On me hat!

But enough of this babble. The game is a platformer, so you'll know if you see the little good Megagames 1 and two screen ago with Bart wandering around Springfield spraying some things and getting at the heads of the aliens. In Level Three he needs. As he is depicted as human, he needs to make sure his Army spots are in place (he doesn't jump or any of his weapons are active). In Level Four he's got to knock the balls off the alien. In Level Five he has to use their balloons with his rocket. In Level Four he's got to be the best gun guy in the history of mankind and spray and blast the first gun to be called all the radioactive cans inside for him. He's got to go, go, go, go.

Bart can fall or walk left and right and has a lot of power in getting objects. He'll need to use all these things to get into some of the screens - like the one you'll see the whole thing goes very difficult.



Well, it seems that Springfield has been invaded by alien creatures who favoring taking over the planet. Our best researcher, Dr. Hibbert, has tried to convince everyone to collect everything that's purple.

Instead of just crawling on his hands, Bart has to get back and forth collecting all the objects he missed the first time.

Down here you'll see the preloading screen for Don't worry, I'll explain the rather boring technical term you know what it means. It means that the screen doesn't scroll, it jumps onto the next bit you see. It works really well and is the common flow you can get some really surprising, like millions of items. (Not exactly a



Well, it seems that Springfield has been invaded by alien creatures who favoring taking over the planet. Our best researcher, Dr. Hibbert, has tried to convince everyone to collect everything that's purple.

suppose another of James? Eh?

There are loads of objects to collect. The easiest way to do this is to jump on a few alien heads and collect the coins that bounce on them - spend them on whatever you need in the areas that you take off your journey. You can buy rockets, cherry-bombs and loads of other dangerous goodies, all of which you need at some point.

The game is very useful. Because every time you collect you get one better at the skills of another Simpson. For example, on Level One you need no coins and you get the letters M-A to G-H. Then Megga, Bart's sister, appears and you get a helping hand. It's a blocking idea and, boy, you can use that that help. Let's see how Lisa, Homer and Marge turn up to help you out. And on Level Five the whole family turns out to get rid of those pesky aliens and to do all things for the love Simpsons!

Arcade action as well?

By golly, you bet, out at the end of Level One there is a quick shooting at the end of Bart gets on the skateboard. He whizzes away, taking through the screens. There isn't much to see, so the action is really quick and every now and then the dogs, wheels and other things appear on the path. You've got to time your jumps so that you miss everything, but so you're not hit a gun any weapon about what'll be in the way. It's a nice jump-around type thing. And it's also a bit of a surprise when you're not expecting it. It's enough that you can't see how he did you?



Wow! The screen has Bart Simpson's name time to watch some of the other screens here.



Our screen got Megga 100 Megagames work everywhere at once, being used like Bart in the economy to follow, as he got the great!

Any puzzley bits in it?

Well, well on Level Three you also get a different set of game included in its launch event. This is called Dirty Doors and there's a lot of different colored doors which you've got to open in the right order at the right time of the game to win. This, you know it's complicated, but there'll be one of those sticky puzzle you get at Christmas only a touch of a bit more fun and you're in the right time.

The idea of putting different sub-games into The Simpsons is pretty inspired, but I think the game was more fun. As you can tell, I'm really into the game. As far as I can see, it's got everything of what I like. It's fun, it's easy in places and also worked in a nice way and it's got a massive amount of variety. What else could you want? There's only a few things about Don't worry, I'll explain the rather boring technical term you know what it means. (Not exactly a

The graphics are very cartoonish, as you'd expect, and there's lots of color. Bart himself is actually





Final Fight™

Now fighting in the streets, MORNING HITZ HADDER... Jessica has been kidnaped by the lawless Mad Gear Gang and Hoggar, Mayor of Metro City, must face his Final Fight.

CAPCOM
S.A.



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EMERSON



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NEED HELP? CALL THE GOLD PHONE
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GO
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ACH
OR
OLD
WER

Mega - mischief with the
despicable duo - twice the
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Alien Busters! Moss Beest!
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still avoid the law? It's up
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SEGA
ARCADIA 1992

BONANZA BROS.™



GOLD!

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the Computers' specification.

U.S. Gold Ltd, Units 2/3 Halford Way, Halford, Birmingham B6 7AX, Tel: 021 625 3366.

SUPER SPACE INVADERS

The world is bracing itself for the arrival of hundreds of little green tourists. They haven't visited earth since 1978, so we sent LINDA BARKER off to Domark's space pad to give Super Space Invaders a rousing welcome.

Apparently the invaders landed on earth in 1978. They then proceeded to take over the world, raze up and invade, where while they go for food and, presumably, busted off tank tops. And how they're coming back.



It's the return of a vintage space scene. How sweet? Invaders of the New Wave. John and The A&T found our old habits, space invaders.

A HISTORY LESSON

Now Super Invaders, along with its colorful palette and originalizer, has you to like you who like the old-fashioned. Happy chappy, isn't it?

Right, so it's known in the '80s, was responsible for the original Super Invaders. In fact, he did the whole job thing of his career—programming, graphics, sound, live anything, but why? I'm all right.



Mr. D'Amico, who programmed the original Super Invaders and Invaders.

I thought I would be left to destroy the targets in the screen and clear everything else. I wanted a game in which enemies also attack the players and use diplomacy with human beings. The idea of game modernization.

It was kinda original, but they weren't too shiny. All the time after I was very popular to be invited to see space alone. People didn't care about the funny movement and everything was okay.

Right you are. But what we really want to know is— if you produced a huge successful game, why aren't you incredibly happy? Well, the first thing that I do the way to work. I'm over a game, then the software machine broken down and at the time, the software that cut out of my immediate primary base. And my wife just going to sit and me and I wonder the way. I guess that to make me a quiet one-day job, but she refused because she doesn't like me. And then, that's fascinating. Yeah, is that the first? I don't realize it was so late. Cheers!

The only thing I can remember showing you referred to around 1978. Are my next door neighbor's body house and my, relatively, new baby sister. Space Invaders had absolutely no part in my city nine-year old life. But don't worry. Space Invaders! I've now grown out of body and my cute baby sister is a New Kid On The Block fan, which leaves me with a lot of time to check out Super Space Invaders.

So, what's the difference then?

Following the original Super Invaders, there was a whole lot of similar games such as, Invaders and, well, Invaders. But Domark tried to do with Super Space Invaders to update the basic concept and make the best Invaders game ever. So, how are they going to do it? Well, they've got a bunch of traps to trap up the original and add loads of extra features. Let's take a peak.

The aliens are a pretty tough, they're green for normal and there are absolutely tonnes of them. They come

in waves of about severity and the first ones are pretty easy to get rid of. Then, as a customary in these things, they get a bit harder. Another they get even more difficult, but the whole screen is covered by swarms of glowing faces which are virtually impossible to get rid of.

If you think that that sounds a bit like your everyday game against Space Invaders, well, you're right. But hey, hey, you can't get the most basic of summaries. On top of that, Domark have made it look wonder which automatically makes it better. The strategy addition has to be the Galileo Mediator sequence. Doesn't sound so nice, does it? But it's nothing to do with aliens or father's chips. There's no blood, you've just got to protect your own from those disturbing aliens. Exactly what you get those ones from, but really made clear. But I don't suppose it matters. I just like to know these things!

KUH! KUH! KUH!

Domark have also changed the way the alien look. The first few waves are quite ordinary, but later ones get a lot more and more bizarre. There are like crab like ones, ones that look like the round-diffs in William House-shaped ones, butterfly like ones and even ones that look like fat! The end-of-level ships are just as strange. They're a lot like the star average looking. Except they've got long legs and. That there's a good



But you get a whole lot of similar games such as, Invaders and, well, Invaders. But Domark tried to do with Super Space Invaders to update the basic concept and make the best Invaders game ever.

which split up into several death-seeking entities. I'll sound a lot

tough, doesn't it, Super chums? But you'll be alright if you reflect on many alien-kill as you can. There's a full-screen (which might sound dead) alien and gravity, but it isn't worth. Swarms across the screen and take huge amounts of aliens, all in one go. Hurrah! Even better is the destroy team. Let the rip and four laser beams go, cutting off. Missing any aliens they come in contact with. That's on top of energy and sort of looks out, a particularly subtle feature.

Well, all Super Space Invaders is excited, easy and snappy. It's also going to be reviewed next month, so keep your fingers pinned. Oh, and you come across any solitary coast, take them from and look at the doors. The aliens are coming, I've seen them. (Yes, of course you have, dear. How would you like a little hobby?) Ed ☺



It's the return of a vintage space scene. How sweet? Invaders of the New Wave. John and The A&T found our old habits, space invaders.

FAX BOX

Name _____ Super Space Invaders
 Publisher _____ Domark
 Programming _____ The British
 Release Date _____ MCMXC
 Price _____ £19.95

GRAND PRIX CHALLENGE

Challenge Software! £3.99 each



Andy Poor will Mansell, eh?

There he was, trying to beat the Brazilian chap, when he loses his brakes and spins off the track with all the grace of a hippo with the brakes. To cap it all, Gemma lets his team mate, Bergen, win the race. Not anyway, here's a chance to get your own back.

What we have here is a three-dimensional game. That means that the computer decides what to do. So there's no dodging and weaving off the track, no gears, no acceleration and no braking. What you have instead is a deluge of decisions to make and a few keys to press, making the format old, cynical and not-revolutionary.

All the Grand Prix sports have been reduced to these numbers and then shown solely onto the screen. Instead of getting to give Mansell or Berger a thumbs up, you're confronted with a through-the-screen-the-dash-called-it-all thing, a track, back-sighting, rear-view, such and so on.

The first thing you've got to do is leave some cash on your floor. This involves clicking and holding on the mouse, an engine that's "blown" that the car is quite important, steering, gears, fuel and four odds. Sorted at that! But, just before you get up into a race.

Things usually follow the same pattern - Mansell streaks into the lead, Gemma sits one second behind him and the rest of us huddle around in the pit lane. Meanwhile, the mechanics inform us that we obviously had a couple of laps into the car was repaired and that these results are likely to end us as much as a pony.

Anyway, it's time to fall. The most exciting moment is that rare second when your car manages to knock Berger into 10th place. The moment you can either the computer decides by allowing to overtake him, he whips the car into reverse and performs an odd and too fidgety manoeuvre. You then perform a daring slip stream manoeuvre which leaves the chap looking decidedly stupid.

The idea of the game is to make loads of money and win the Championship. If you get bored of doing, you can always try betting. Such your cash on Mansell or Gemma and you can't go wrong. Right, so with the race preparation, anyone know what the hell's number of 0?



Pushing Mansell's buttons to stop your rival's progress, but a second's slip-up...



Even old Mags were the cause, although with a little more... (Screenshot of the game's menu screen)



FINAL VERDICT

For a listing of every PC title in quarterly review, see page 101

SUPER SEGA

5 GAME COMPILATION



FEATURING

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 "Masterfully put-together graphics and animation, along the best 3D simulation I've seen on any computer." - *Computer*
 COMPUTER GAMES MAGAZINE

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 YOUR AMIGA

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 YOUR AMIGA

JUL'S GOLD! SEGA™

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It's The Fantabulous YS/Merlin Hero Quest Bonanza!



Hands up who's heard of fantasy board games. No, no, I don't mean *Moose Trap*. Fantasy board games are those wonderful trips into the unknown in which you control a weird and wonderful character who has to skip gaily through all sorts of trials, tribulations and imaginary acid puddles.

Anyway, one of the bestest board games of this ilk was a rusty little boxed wonder by the name of *Hero Quest*. These happy chappies down at Merlin convinced this to the Spexy and it was reviewed in issue 43 (check out *Back Issues* on page 41 if you missed it). As you might have already noticed, we've got some fab and groovy holograms on our front cover

if these images have lit your funky candle then you'll be pleased to hear that there are 182 lots of hundred and oh ninety two uh!

stickers available. They're all in full colour and they tell the story of Roger the Barbarian, Dargan the Dwarf warrior, Loah! the Elf and Tolor the lelfard.

These stickers come in packets and hidden in some of these sticker packets are another 24 holograms.

If you fancy collecting these wonderful stickers you can also get hold of a 32 page album crammed chock full of fantasy piccies of spooky chaps, chappesses and ghoules. You can buy the album (priced at 50p) and the stickers (at 20p a go) at the same newsagents from which you purchase this revered organ (YS that is) *Quest* on!



Letters

WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2BW

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



Spooky night-time greetings, Spec-chum! Darkness has descended over our hemisphere and, to celebrate, I have become a creature of the night. (Hence the provolone headgear!) Actually, I'm a summer kinda guy myself. I like to get up in the morning and say hello to that busy old fell, the sun. Then I just pull my shorts on, get my wheels and roll to work. I used to dread winter mornings, but that was before I discovered the joys of Ready Brek. How you might think that warm oats are a bit on the girly side, but you're wrong! Ready Brek is one of the coziest foods around, how many other cereals makes you glow in the dark? I always eat it just before I go to a race, you should see how people stand! Anyway, onto your creepy letters...

CRAP RAPI

Oh! Oh!

That's a poem...

YS is best,

Put to the test,

It's better than the rest,

It's really cool,

If you don't buy it,

You're a fool,

Do do like it!

Danny Johnson

Craney, West Sussex

Do do you. There's only one thing wrong with it, it's a bit bland.

Here's mine...

YS is spooky,

Put to the test,

It's better than the rest,

It's really cool,

If you don't buy it,

You're a fool,

Do do like it!

It might be a bit on the scary side, but I think it's spooky! Ed.

WHICH DOCTOR?

I went to the doctors the other day cos I was feeling ill. He said that I had an extremely bad case of polio-scurvitis. The only cure is a dose of vitamins.

"How do I do that?" I asked.

"You could do some street fighting," he replied. "But that would be too dangerous. The alternative is to get some violent computer games (4096). I advise *Final Fight*, *Golden Axe*, *Hero Quest*, *Lovergirl* and *Shadow Dances*."

I asked him if he'd give me a prescription, he wouldn't.

Disgusted, I went home and told my mum and she told me to write in and tell you all about it. So please send me the games.

Ezra Mahabadi

Newcastle On Tyne

Don't fear, sounds a bit spooky to me.

me. Are you sure you didn't go to the wrong doctor? I think you went to a witch doctor. Did he give out his frog embryos and chicken bones? Haha, thought so. These things need to be taken out of these creepy letters at this time of year, the probably ate your real doctor and took on his looks and personality. (That's what happens when you eat somebody. So don't eat your mother, kids!)

Obviously, his diagnosis was wrong. He was just trying to make you take to the streets and get involved in street fighting. What a naughty man! These goodness you write in, I can now tell you that all you really need is a good dose of Andrew's *Lover Girls*. Ed.

WITCH ALERT

I am writing this to complain, not about YS, but about my top writer and my mum. Whenever I want to

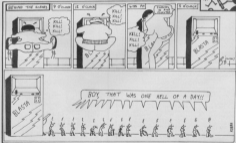
What talent, what consummate skill, what an Ed! Dominic Beckwith's cartoon's pretty impressive too!

The last couple of months have seen well over fifty emerging from the Doodlebogs box, if

you think that your stuff's just as good then send it in. Address your masterpieces to Doodlebogs, YS, 30 Monmouth Street, Bath, Avon BA1 2BW. (You never know, there could be three free games in it!)



DOODLEBUGS





GIRL TALK

How you noticed that Linda appears to be going all strange and girly? I blame the fuzzy bands she keeps going to see. I suggest a steady diet of Smashed

Gladys, Sea Hags, and The Thrax. That'll have her back to chasing motorcycle chains again.

And just to make sure you print this letter in Norway, logoberry and codfish. **G & C Sweden. Sparkles, Michigan**

Understand, I'm not on the 24-hour line, so you're right. But it's 2000 and the whole world is sugar pop and the kids are bunking off work to go and see. But recently a bloody change has come over our radio-check. I've, oh, we're off to reading for the weekend - we'll have stopped for

if we'd known, but she told us she was going to Great! Northmouth to see for Aunt Ed. Anyway, she saw lots of hard American girls and just hasn't been the same since. She's been stomping about in her 200s and spouting a lot of nonsense about lips and hips and power. She's even been heard whispering anarchy chants, blimey! actually, I tell you, she's got so more men cooking in our Narn.

Personally, I can't wait for the day when she starts whining on about anarchy and classes. It's better than a kick in the groin anyway. **Ed.**

SMALL



PRINT

Carl tells me having my photo taken in Boston, Cambridge, and New York, the days have been off. **Ed.**

Yes, of the high man! The best part!

Don VanDusen Lovell, Cornwall, Milton Keynes

How many are actually on the radio? How about 10?

Yes, but that's all of my numbers.

Andy White, Hastings, East Sussex

Yes, but I can't see it, I can't see it.

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Yes, but I can't see it, I can't see it.

play on my computer, my mum and I are always watching TV. I'm just writing this letter to assure other people out there that they're not the only ones with this problem.

Julie Foxcroft Kirkwall, Orkney

Oh, they're doing it on purpose! There's absolutely no doubt about it, they've been touched by the dark side of the force, but my penny slot tells me that you're unaffected.

You think that loads of people have this problem. But most of them are even worse off! Some of them don't even have Specials. So, dear Julie, you aren't that different. However if you were different, then we'd have to do something nasty to you, like sending Pico around with his 18th century potato collection. I think it's obvious that mothers and sisters like yours need sorting out. Myaerine suggests taking the TV in. But that's not a very good idea at all, cos then you won't be able to play any games at all. **Ed.**

A GRAVE TALE

Grave yourself, I bring tidings of great sadness. Remember Engine Tape Magazine that you passed the sticks off a while back? Well, I'm afraid it was laid to rest a few weeks ago. It was a lovely service, all the team were there - Nasty Pev and The Troll made an appearance too.

I hope that the people who supported us will be able to cope with this loss and we'd like to thank everybody for their support over the last two years.

If people have any last requests for help on games before the bells column is laid to rest then they can write to me with Zip and an ear, I'll can't help, then they'll get their money back.

Jon King

Reggie Hagis, West Sussex

Have you been hanging around graveyard games? How many times do I have to tell you! The death of a mag is no excuse, use it if it's a friend...

Talking of friends, me and my slouch mates from the 18th were

having a barney in the woods once. We weren't doing any damage or nothing, we got made outwards a nice buffet line and settled down with some cans of Fub. As it got darker, we stopped talking about root crops (becoming as they are) and moved on to ghostly stories. I was so fully terrified that my wig fell off. I don't need telling you!

If you're curious and all the trees were bare, the branches cluck up like devil's arms and the stars right overhead us like a witch's cloak. From the shadowy ferns a wreath-like figure emerged. It was pale and strange and it stared straight at us out of red-rimmed eyes. From its ghostly throat came a strangled sound, "Bible at you!" I whined. We all screamed and ran up to the nearest tree. The guano-like slaggard over to the tree, we looked down into its appalling eyes and realised that it was our mate. I can't hear you off for a pee and got a bit odd. He gave me a silly good kicking and sent back to talking about cornups.

WONDERFUL WORLD OF



SPECCY

It's a wonderful world is it? There you're an angry Greek accusing me of stealing in provocative propaganda!

THRACE ME!

I would like to report an important error in your otherwise flawless publication. (See, thanks. Call The September 1991 issue of FT contains on tape a game by the name of Olympus. Although it is very playable, when me to comment on the map of the area it covers.

Directly above the Greek area, exists an area that you referred to as Macedonia and next to it another one that you called Thrace.

Referring to the Macedonians and Thracians as if they were a race is rather independent from the rest of us Greeks in a... I hope, but game's author provoked by lack of knowledge.

In this way however, not only has the actual historical truth been twisted, but some wicked

propaganda against our country receives free support.

Having read that you personally signed Greece this month, I am confident that my letter will be printed so that the truth is revealed. If you ever visit my land Greece again, please bring the package holiday option that you mention on the islands, and Athina and how free to travel to the northern mainland of the rest Macedonia and Thrace. **Theodore Demetrios Athina, Greece**

First time for a quick Greek-English lesson, mate! Now I don't think about it. It's not my choice, but I've seen that the author definitely had their own ideas, it also ended with words against Athens in the Peloponnese War. As if that wasn't proof enough of the independence, after the War they

completely took off Greek states.

Now, the map for Olympus showed Thrace and Macedonia as separate parts of the Great Empire and this is historically correct. Nowadays our regions are part of Greece, just like North Yorkshire and Sussex are part of England. As for all that stuff about invading nationalities, spreading anarchy, we still have those things, but it's not our fault when we are old maps with those clearly marked. Are you still or something? If you're scared of ghosts, for Christ, go and actually see them, you got nothing to do with Thrace. Or Macedonia. I

You can't pull the wool over our eyes, no way, sorry, but I've been to get up pretty early in the morning to catch us out about it. 30 am! I'm getting your name to go off on her letter, you're

KINDLY LEAVE



THE STAGE

As a very great woman once said, we has truth in it. This month's contributors seem to

be well aware of that. Take James Sanders, for example.

Q. Why are police officers white and hairy?

A. That's just the way they're made.

And here's more funnies of a liberal nature from Stuart Richards.

Q. What's the difference between a soldier and a freeman?

A. You can't clip a freeman in your eye.

Q. What's red and invisible?

A. The tomatoes.

No, jolly, lot

FORGIVE ME FOR I HAVE SINNED

Please, please help me. I've, my mind has been corrupted. What with America coming in and all that, I was theologically about. I had had my Spexco for about eight years. I had indeed playing of Daisy Thompson's Decadence has trickled in a bit. So I thought I might like a path 16-bit job, like an Amiga.

So you can see, I have been led and only Northland South, North and Sid (and I will cleanse my soul and return me to the fold).

Mark Piper
Wells, Somerset

Not more evilized. A dark cloud has formed over the Spexcozone

and nobody trusts... not even your mother. Amiga is just another word for devil, if you ask me. Don't mess up your eye. Stick with your Spexco. Ed.

BEAN MACHINE

What do you think about the coffee lover? Do you really believe that the Spexco producers got many CFOs, if so, how can it be stopped?

I've told my Spexco to behave itself and I've even cut down its intake of beans so that it produces less gas. So far this has worked, but now the Spexco has led me.

What can I do? Do you think that three free games would help? I believe my Spexco would like

them better than a badge.

My mother reckons that you make of the letters up.
Barris Pat Walsh, Pat Daniels, All Day' Daniels, Cynthia Burrows, Swansea

Why do so many people think that we make of the letters up? Why on earth should we do that? Anyway, they're of far too mad to have been made up. So there, Mrs Daniels.

The coffee lover, eh? Now I'm not a happy like that Andy-like, but if I do have a great consciousness, hey, I care about the new moment, that's one of the things that a customer, his daily emotions than the exhaust think, really.

As for your Spexco, it's obviously got something in its system. The sooner it's got out from the letter box I've concerned. It's probably only a matter and not yours is it helping by cutting down Spexco's intake of baked beans, since I'm more aware of the little thing out there. That should get it out! Please it's Ed.

HOW DO WE DO IT?

I don't have a Spexco, I just buy your Double Zap that warm feeling that spreads over my face

Whenever I see a Spexco in town.
Alan
Aswell

Just doing a spot of editing, it's all part of the service Ed.

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Femto has been in court this month. He's suing top Hollywood names over some lines he wrote a while ago. He claims that his ideas were stolen and used for the blockbusters that are currently showing at a cinema near you. Here he is, before, and with his teeth under his arm...

The names that my dear I'd told them of the stories for so long and when I got paid they'd gone. And so they have all their original stories appeared in a magazine.

For example, my I'm Commissioner Chief of my last Neighborhood Watch. I recently had a book of ideas about America's Secret Of Police. Myra Carter took it through and I got some more in. But she had the idea, and was so nice.

I also played a violation for the America's Association about the dangers of China that is outweighed. It was written too, so before you see the real member idea for Bill With My. I was so lucky to see that it didn't go!

My educational ideas also about using with money, entitled I've been appeared with a couple of days like which is backward, and a dictionary about my little nephew. Please being shared by a book of ideas which I called Violence Of The Landlord, was stolen by my ex-wife's new partner. Besides, I'm not a member of the FBI. It's just a book of ideas about money. Right. Oh is a letter.

Dear Femto

I read last month that you had a large garden. Could I interest you in some tomatoes? They get really slightly damaged large tomatoes were with beautiful a taste of and that alone with yellow, an excellent and fairly thick could be two self content and some more make better tomatoes with seeds, including types and. (I don't know. Older one 1998 and you get a few that I would.)

Hi Tobias

Hi Peterburg

Sammy

Also, you're not related to F. Tobias the famous Belgian helicopter experimental, are you?

Now you read their book eventually. They show letters around, we're working up for a guide thing so we could be changed, please.

TRAINSPOTTERS



FAITH

Do you make mistakes on purpose for Transporters to spot?

Tim Marsh
Newcastle, Kent

Sure do, please make that! How come do few people actually realise this? You, you truly are one of a million, Ed.

LE FREAK!

I, Ben Colchester, want a Transporter. Get out of this one, half of the front cover of issue 70, he called Cheryl. Cheryl was holding up Howard on Classics (issues 11 and Megalodon 7 number...)

And because it was the same colour (yellow), there's no need to show up.

Ben Colchester,
Thorsbury, Bristol

Cheryl, instead? The Mag 7 says that we played in Cheryl's house was Cheryl's mother. It's my guess that something unusual happened when the photograph was being developed. Maybe Ben's got a bit confused and poured Spexco fuel into the developing tray instead of fix.

Loads of weird things have been happening recently, take James for example. He came in the other morning looking absolutely awful. It was a bit concerning so I made him a strong cup of tea and looked worried. Apparently, as he was waiting to work, he was hit out on a motorcycle. This might not seem too odd but James was completely heated red for and kept in South Africa and shows a Fiat 126. The poor lad had to go home and get the car up for the rest of the day.

Oh, your Transporter's in the post. Ed.

DOUBLE CRAP

Has the car got this time? Is the top of the October issue, the trap top is printed twice.

Alan
St Helens, Merseyside

I know, it happened before I was Ed and it was Linda's fault. All that wacky music she's been listening to has affected her brain. She's on holiday as I write, let's not bother that the book stays for good. Ed.

CONFUSION CITY

I read a Transporter, in issue 70 on the Mag 7 coverage it says that Algo Maseo's Grand Prix is a glapisho demo but in the mag it's a complete game. So send me a Transporter, please.

Alan Marsh
Evershot, Dorset

Again, this all happened before I played my bit in the Ed's chair. I can't remember exactly for other people so I'll just leave Linda to do that, or her book and can't compare.

Yes, how would you like a Transporter? Ed.

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16 WEEKS WIN MANY THOUSANDS - 16 F10 National

TRACKMASTER The Greyhound Racing Tipster

16 WEEKS WIN MANY THOUSANDS - 16 F10 National



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YS ADVENTURES



Good old TIM KEMP, all his mail turned out to be requests for



might as well look off this month's Adventure Column with some good news. The magnificently wonderful Kit (ahem!) has

seen the light and increased said column from a measly two, to a more respectable, three pages. Hurray! This will enable me to review more games, print more company, disk and more help, etc. etc. But enough of this little chat, what's new this month? Well, Gordon Inglis of GI Games has secured the rights to some of the best games ever produced. The games in question were written by Purgis McNeil in those far off days when some adventures were treated to the same way as arcade games, with big

budget releases from big budget companies! All the classic titles like *Seven's Of The Rings*, *The Dungeon Quest For The Holy Grail*, *Robin Of Sherwood* and *The Big Sleep* are in the GI

Games catalogue. Gordon's also got hold of *The Zingonator Trilogy* which must have passed me by the first time. Five of the eight releases are three-part games, but the good news is that they all retail for the ridiculous sum of just £1.99 each. All titles are available from GI Games, 11 West Marfield, Edinburgh EH9 1TF. When ordering, please make sure you make your cheque and postal orders payable to Sandrews Ltd.

(That's GI's parent company.) Overseas customers add £1 per game to cover the extra postal costs. If you're wondering what Purgis is up to nowadays, he's involved in the production of *CHYR* (ah!) So now you know. (Clear as mud, eh?)

Phil Gleave of 43 Fensdale Road, Hall Green, Birmingham, West Midlands B38 8AL, is a Spectrum adventures player with a difference... he plays them on a SAM Comp! It turns out that loads of 48K Speccy adventures will transfer over to the SAM and run via one of the several SAM



solution sheets. Luckily, he didn't let it bother him too much!

software Spectrum emulators that are available! However, the main reason why Phil wrote to me he's hoping to set up a SAM adventure club sometime in the not too distant future! The club will also have a disk-based magazine containing SAM adventure related news, info, articles, screenshots, help and an updated list of what 48K Speccy titles work on the SAM. If you're at all interested (and you're SAM, obviously), then write to Phil with an a/c and he'll fill you in!

Now this new item might seem quite odd, but it's perfectly safe to my (apparently) father's mind! First off, do you map the games you play? Of course you do. But, how do you keep track of where you are on the map in relation to where you are in the game? He! He! you there, haven't I? Well, a triff solution to that very problem comes in the form of *Stones Fantasy Figures*. Yes, they're perfect for marking your position on the map. With this in mind,

I've tracked down a person who provides a painting service for said Stones, while

metal fantasy figures! His name's Dave Whalley and his address is

Flaxton Moor, 1 Deansgrove Cottage, Fensale Farm, Garthton, Wymondley, Postcode SG9 8AL (tel 0866-492). Due to the time-consuming nature of painting the figures, they don't come cheap. But what you expect, they're miniature works of art! Basic Stones painted figures start at £3.95 plus 50 pence for p/b/and 10 pence for each additional figure. Your best bet is to contact Dave and he'll give you more details.

In the meantime, Dave has kindly donated five assorted painted fantasy figures for a competition. If you fancy a figure of your very own, just answer the following question. Which famous artist painted *Gaiacon*? (Tricky, eh?) Write your answer, name and place of habitation on the back of a postcard and address it to **Kit That A/S!** Comp, YS, 28 Mansfield Street, Bath, Avon BA1 2SR. Entries must be in by the 15th of December 1981!



This month's fantasy pictures in colour! Gaiacon is a great game with 80% of those you could author this month's adventures complete!

PHOENIX



Before I start, here's a little warning: If you're of a nervous disposition, play this game at your peril!

Anytime Phoenix begins before your death! Sounds odd! I know, but it's pretty simple really. I see, the storyline tells of your death, which is followed by a trip to Limbo and then your resurrection into the ranks of the powerful priests who are known as the Champions of Eternity. You see how committed to the fight against evil, whether you like it or not?

The central theme of the game is one of rebirth, hence the name of the game. For your first job as a Champion of Eternity you are dispatched to another time and place, Phoenix it's just like Doctor Who. Well,

the link exists between the two villages of Firvana and Dunsin, dressed in black and carrying a staff. Your job is to seek, find, and destroy, something called The Abomination.

Your initial path towards Firvana is clearly marked. Everything is clearly open, no bells ring and no funny sounds come over your path. It's actually quite peaceful! But don't you coast-care upon a life path. There, at the roadside, stands a half-garmented demon (one of

The Abomination's minions) happily rapping a village to shreds. Earliest in the game you might have wondered why the villagers of Dunsin weren't very friendly, when you reach Firvana you realize why. All the men and women have disappeared leaving only the abandoned children. Those nasty demons have afflicted the children with all manner of revolting ailments from facial warts to full blown, scorpionic possession!

The only way you can help is by destroying the Abomination. Most of the game's problems revolve around finding cures for the children which are based on old wicca tales, myths and legends, but don't worry if your knowledge of such things is a little, um, limited. All you have to do is pay a visit to Hagar the Hermit! Not only is he the only adult to have escaped the wrath of The Abomination, he's also a wise man, psychic, mystic, and fortune teller in boot!

One of the game's strong points is that the various messages you get from examining things and speaking to the children are designed to hint at what you need to do next without giving too much, so too little, away. But there are times

when a bit of knowledge about Norse myths and beliefs would come in handy!

Each child cured leads you either to wares of discovering another cure, or to methods for dealing with The Abomination. My Abomination travels around the village (open, you can't miss him - he's the color of disease and the shape of a nightmare), and he's impervious to attack.

Phoenix lets you see of the dark endings I've over seen. It's also one of the most interesting and well-conceived mystery adventures that I've played since Games Workshop's Tomb Of Scorpions. If you think that you'll love Phoenix it's strong language and gore descriptions might offend some, but it is just a game. Actually, it's more than that - it's a great game.

Title *Phoenix*
Price £1.99
Publisher Zenobi
Subsellers 20 Spynedon Tops,
Caigate, Burnhale,
Lancashire OL12 7NX

BAR
MAIL
ORDER VALUE

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Zenobi Software are offering you any of the following four games for instead, all of them at the special price of £1.49 each: *Behind Atlantis*, *The Legacy*, *Escape and The Last Temple*. All four games were written by Lawrence Cochrane using Zenobi's Staff!

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TREASURE ISLAND

Treasure Island is the new adventure from the pen of Jack Lockyer and, unusually for Jack, he's sought inspiration from Robert Louis Stevenson's novel for his latest work. Will it measure up to his others?

Would anybody be unfamiliar with the book, the plot concerns a young lad called Jim Hawkins (that's the character you play) who gets into all sorts of bother with pirates, treasure, maps, parrots and the like. Your problems really begin when, due to your father's ill-health, you have to take over the running of the Admiral's Breakfast Inn, The Forebore in the heart of out-there, smugglers, thieves, vagabonds and pirates. One night, an old salty seaman by the name of Billy Bones comes to stay at the Admiral's Forebore and asks you to keep a look-out for a devious one-legged seafarer.

Soon after, you're visited by two pirates, Black Dog and Blud Pew, neither of whom have a wooden leg. Billy Bones gets into a bit of a muddle with these two unfortunates and falls to the floor. You go over to take a look at him, but a clabbing a black spot and he's very dead. But, what's a black spot? Only a practical seaman, that's what!

Now the game really begins with you trying to find out just why Billy Bones was tossed with a black spot. As with most of Jack Lockyer's games, the initial problems are pretty easy and there are very few real barriers. Talk, or at least



makes a note of, anything you observe.

Blud Pew and his crewly mates return to the inn to look for whatever it was that Billy had that they wanted. If you've done all the things that the instructions tell you to, then things should work out in your favour. You need to act fast as events seem to be timed quite critically. It took me at least a dozen times to get the timing of events right. (The

HAMMANS feature came in very handy, I can tell you!)

It's a two-part game and the spirit of Part One is to collect as many objects as possible and then board The Hispaniola which will take you to Treasure Island itself. Jack's added loads of extra problems, which makes the game more than just a straight adaptation from the book.

The second part seems to be more recognisably based on the book and,

although it's not completely necessary, I think it's probably a good idea to read the book just for the hell of it. Part Two's also more object based and there's loads to do, see, collect and ponder over. There's also a fair bit of character interaction but it's all kept pretty simple. It'll be a while before you come close to finishing Part Two, as it's certainly harder than the first part. (Which is how things should be!)

Jack Lockyer has managed to keep the basic adventures element of the book alive, while at the same time he's added his own brand of adventuring to the proceedings. The end result is another fine game!

Title Treasure Island
Price £2.49 (approx) 49
Disk
Publisher Enigma
Software, 26 Spotted Taps,
Cotgrave, Nottingham,
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THEYS

TOP 100

SPECCY GAMES

OF ALL TIME (EVER!)



Yo again Spec-chums, and welcome to the latest installment of 'The 100 Oldest, or, make that Greatest, Speccy Games Of All-Time'. It's all beginning to get a bit much for me if the truth be told, but if I keep getting brilliant letters (like the one I got from 'BB' of Bromley last month) I'll probably make it through to the end. So enjoy this month's blasts from the, er, past, and if anyone knows any new synonyms for 'really good', do you think you could possibly send them to me?



49. TETRIS (Mirrorsoft)

Yes, it's the game that makes Amiga and ST owners look at your Spectrum with real jealousy. You the Speccy

version of this classic Russian reaction-tester out-performs the 16-bit ports every time. In avoiding the temptation to chase the game up unnecessarily with complicated graphics and pointless shimmering backdrops,

Microsoft made sure that Tetris on the Speccy retained all the pure satisfaction of the original without distractions. Even though it's since been done a dozen times on the big machines, the Speccy version is still the best computer Tetris you can buy.



48. RENEGADE (Imagine)

Never mind your Final Fight, never mind your Way Of The Exploding Fist, never mind

your International Karate, this is comfortably if that's the right word the most brutal beat-'em-up there's ever been. Eye-watering knee-in-the-groin, scintillating status headcuts, enemies ganging up to hold a player's arms while



someone else punches the living daylight out of him, and the player retaliating with flying kicks of speccy motorcycle style. (Don't by the way do some kung-fu.) And all without the slightest danger of ending up in Casualty - what there could you see?!



47. ANTIC (Bug-Byte)

There's no shortage of games which call on you to rescue someone in other. Most of them

simply ask you to battle through a hostile scenario and reach your goal, at which point everything magically becomes alright. However, in Antic when Barnabee (the best) reaches his kidnapped cousin Berni (the, er, best), the story is only half-complete. Barney has to guide the weakened and slow-moving Berni of the



very back to the start again and, if he gets too fast, poor Berni gets all confused and lost. The frantic rush to go slowly if you see what I mean! against a tough time limit makes this just about the most heart-wrenching game in the world. Air shudd.



46. BOBBY BEARING (The Edge)

Or Spinzzy with bats. The absolute beautiful game never

withheld the success it deserved for reasons which are a complete mystery to me. It's another Marble Madness lookalike, but whereas Spinzzy was all sharp angles and sudden stops, Bobby featured properly milling bats, round tunnels, curved surfaces, and much faster-moving gameplay. Funny enough, it was called on you to act the good shepherd and herd



other characters around. If pushing a marble across a curved slope with another marble (uh, competing with moving bats, busy enemies and sudden gusts of wind) sounds like a tricky proposition to you, then you're halfway to understanding what made this game so addictive. Victory forever!



45. INTERNATIONAL MATCH DAY (Imagine)

There's only one International Match Day, one International Match Day, there's only one... I doesn't really work, does it?

(No, not really.) At the same, there is only one International Match Day, and it's the best. (but less well-known) of the incredibly popular series of Spectrum football games. IAD



was slower than Match Day and more playable than Match Day 2 but, unfortunately, it was only available for the 128K machine. It's still well worth searching out if you're a 128 Speccy-aholic in search of the ultimate soccer experience. Kick Off! Dance It! Don't make me laugh.



44. RESCUE (Mastertronic)

A classic budget game, there isn't really anything outstanding about Rescue at all. The

graphics are great but not outstanding, the sound is okay but nothing remarkable, the number of levels isn't all that exciting out of the ordinary, and the ransomed-armed adventures rapping-collecting-and-



rescuing (obviously) game design has been seen a few more times before. So why exactly do I love it so much? To tell you the truth I'm not entirely sure. (Well I can put it into words, just trust me. I just know I'm right.)



43. MIDNIGHT RESISTANCE (Ocean)

These days retro conversions on the Spectrum tend to be production-line

churn-urn-outs that are nothing but pale-faced mummbling shadows of their 512 and Amiga counterparts. What's rare these days, by and large, is fun as good as the fun. Programmers Special FX refused to take the easy way out

and do yet another incoherent conversion. Instead, they gave us an action-packed shooter which positively glowed with 8-bit pride, not to mention lively colourful graphics stuffed with life and character. This is the game that proves the Spectrum can still compete with anything.



42. THE HOBBIT (Melbourne House)

Oh goodness, it's an adventure! Well, I fear to be done. The Spectrum's first successful adventure is also, to this

day, one of the best. Created faithfully from the book with all the characters present and correct, The Hobbit perplexed gamers for months on end. Luckily,

it was so rewarding that players stuck at it to the end. It's also the game that introduced the phrase 'Toad sits down and sings about Toad into the national consciousness. No, I don't quite understand it either, but that's adventure fare for you.



41. FANTASY WORLD DIZZY (Code Masters)

Of all the Dizzy games, I decided to put this one in the chart because of the character interaction, the well-balanced puzzles, the charming atmosphere, but mostly because of the broad Glaswegian accent on the speech samples at the beginning. (Are you trying to tell me you're

Scottish? Don't tell the adventures of the world's cutest egg are great games, but this one mixes together the best attributes of each one to the best effect. It's also the game which finally made budget software (not to mention CodeMasters themselves) respectable



40. HIGHWAY ENCOUNTER (Vortex)

Costa Fantasy was quite contrary the Spectrum's

biggest ever cult programmer. From humble beginnings with Amstrad 1, he built up a reputation of accessible games that took the Spectrum Dizzy to its limits with such successful results. The stunning, colour-filled 3D graphics

and game plot (in its basic concept) predates the 16-bit smash Dizzy by five years. So sorry that only the most dedicated of gamers ever see the last of the 3D games ever see of rapping and punting action, but every second of effort was a joy.



39. MERCENARY (Novagen)

Joe Piller recently reviewed this as a budget no-release and gave it 99%. I'm not arguing. Paul Wootton

epic of espionage, sabotage, trading and blasting has an atmosphere of electric tension and suspense which betters the simplistic look of the vector graphics. Mercenary is clean, sharp, fast and deep

enough to keep you playing for weeks. What's more, it was visually indistinguishable from the 16-bit versions but with the kind of playability you only ever seem to get on the older machines. Now, more than ever, don't miss it



38. GAUNTLET (US Gold)

Do I really need to tell anyone about Gauntlet? The ancestor's four-player epic of dungeon-

and-dragon slaughter-filled mayhem transferred to the Spectrum better than anyone had dared to expect. US Gold managed to cram every last level of the original game in with the aid of the latest intakes

millions in history. As a successor of the coin-op's best, it hasn't been bettered to this day. As a game in its own right, it's as great as it ever was. One of the true milestones of Spectrum gaming



37. LODERUNNER (Software Projects)

It doesn't really look like one of the greatest Spectrum games ever, does it? What with those character-square red-and-black bricks and tiny little white stick

figures running around it. What you probably don't know is that Lode Runner is just about the longest-running computer platform game in the world, with roots going right back to the Apple

look you grabbed, and all the way up to the Game Boy. A game doesn't last that long without being something pretty special and Lode Runner is just that. Actually more puzzle game than platformer, it's just one of the most addictive things ever. That's all



36. CYBERNOID (Newson)

Remember what I said about Costa Fantasy? Well, forget it, because Nintendo Costa was an even bigger cut. (But ignore, and? Never one

minute gone the next. Ed! The difference is that just that only ever wrote one really great game, and this is it. It has to be said that, top-screen shoot-'em-ups with add-on weaponry aren't the stuff which legends are usually

made of. But the imagination, playability and attention to detail of this one lifted it way above its origins and into the realms of the unforgettable. It's worth getting just for the huge masses which swing around your ship, and pulverise everything, but it's a real game too.



35. 1, BALL 2 (Firebird)

Originality is something you don't see much of in the budget world. Great though

you can be, budgets tend to be single releases of previous successes. This game however, broke the mould and later inspired programmer Tim Cooke to write one of the best 16-bit games ever. Kit Gowers. Basically a puzzle game, it Ball 2-planned with sick

presentation and imaginative design, and all for £1.99. Don't blink. 12 gold on this month's latest magpy Bonus, score the target disk and find yourself a copy of it. In the end, I promise that you won't be disappointed!



34. DEUS EX MACHINA (Automata)

Probably the most ambitious project ever. Automata managed to stuff two loads full of stunning graphics and a synchronized audio

soundtrack. (Which included real stars like Frankie Howard and Jon Pertwee.) They added a really over-the-top story of

maintainers and genetic engineering to get Deus Ex Machina - an experience the like of which had never been seen before or since. Genuinely affecting and disturbing at times, this is software as art.





33. KNIGHT LORE (Ultimate)

We're really getting into "legend" territory now. Knight Lore pioneered the 3D isometric graphic style, later to be

imitated into oblivion by a hundred lesser designers. It took Spectrum graphics into a whole new world, and up to a level which simply hadn't been

believed possible, even by the machine's creators themselves. The game was (conventionally) brilliant too, and the traditional ultimate polish gave the whole thing a shine which was almost fitting. Revolutionary.



32. JET SET WILLY (Software Projects)

This was probably the Spectrum's most eagerly-awaited title ever. Impatient gamers (sneaking shops for months) wait'd it

finally appeared, and no-one was disappointed. It's a superficially simple platform game (set in Willy's surreal mansion) with some of

the most tortuous timing traps in the history of computer gaming, and a genuine "being there" feel which has rarely been topped. It took a bit more today, but the superlative gameplay will soon make you forget about that.



31. LUNAR JETMAN (Ultimate)

"We triumph without glory when we conquer without danger", said the French dramatist Pierre Corneille in 1636 and you know, I like to think that when he said it

he was thinking about Lunar Jetman. Don't be such a snob. It's Ultimate's incredibly tough moon-based alien-stomper (as that first attempt at a game using the Spectrum's

expanded 48K (soon) memory, and what a stunner it was too. Hugely clever and funny, it was also the game which you simply had to be able to play. If you wanted to have any peer status at all in 1985, fancy the way things turn out isn't it?



30. NEBULUS (Hewson)

Here's another game which both versions really cut for the NES

and Game Boy) looks like homecoming machine boundaries for years to come. John Philips' beautiful tower-ascending game featured amazing rotational scrolling, but the truly staggering thing was that it was overshadowed by the overwhelming addictiveness of the

absurdly simple gameplay. Climb up, fall down, climb back up again and that was about it. It just goes to prove (if there's still anyone out there who doesn't believe it) that the simplest ideas are always the best.



29. THINK! (Ariolasoft)

We all are born mad. Some remain so. Especially if they've been playing Think! for

any significant period of time". So said top twentieth century playwright, Samuel Beckett (not of). And he was right too, because this brain-game-that-you-couldn't-play-on-a-board" is one of the most brain-battering ever devised by a mere mortal. The whole balance of the game can alter with a single move, and

if you can beat the computer you've done something to be proud of. What if they ever got Take on a fresh board, and you've got something which can change the look of your face. If you're going to play this with a drunk, take your boxing gloves...



28. DEACTIVATORS (Reaktor)

Most puzzle games rely on their simplicity to be instantly graspable, but Deactivators glazes in complexity.

Computer games have taken some strange approaches to bomb disposal, but having robots roving around in strange gravitational fields throwing the things

through screens to each other has to be the most ridiculous yet. It was all so timely gripping that players were completely hooked. If you've after some seriously weird cyberspace thrills, get Deactivators a try.



27. SUPER HANG-ON (Electric Dreams)

Do you sometimes feel a need? A need for speed? Well, not of. We don't want any of this Top Cruise nonsense told here, we're all too busy having fun playing this

immensely wonderful motorcycle racing game to be bothered with any dim-witted macho posturing. Super Hang-On is even more thrilling than going for a ride with Andy D.

and that's really saying something. Fast, slick and instant-churning, this is the real thing brought to life on a Spectrum with a vengeance, and with some pretty damn spiffy graphics to boot. If you were born to be wild, grow up with this.



26. LIGHTFORCE (FTL)

It's a terrible fact that these screen shots are in black and white, but Lightforce boasts the best use of

colour in a Spectrum game there's ever likely to be. FTL managed to pack this brilliant vertically-scrolling space-emp-up with more colour than is actually physically possible on the machine, and made it

one of the very few Spectrum games ever to truly have the look of an arcade game. Lightforce plays as good as it looks. Lots of games can claim such an accolade, but this is one of the few where it's actually a compliment.



25. MANIC MINER (Bug-Byte)

It grieves me that some of you haven't heard of this. The best real Spectrum platform game, Manic Miner's character,

sense of humour, brilliant design and mammoth addictiveness (in fact, it's even more addictive than a mammoth) made it one of the best true computer gaming legends. It's still a

great game, almost nine years later, and I doubt it will be able to top the same of any of today's games in the year 2000. Come to that, in the year 2000 it'll probably still be playing Manic Miner.



24. STARSTRIKE II (Realtime)

Realtime made a name for themselves with StarStrike. Their excellent clone of the arcade game Star Wars. But this sequel

improved on even the coin-op. The fast-moving 3D graphics are, with the possible exception of the FreeSpace games,

the most impressive the machine's ever boasted. It took Star Wars a step further and added a non-intrusive strategy element. Staggeringly impressive, staggeringly atmospheric, just generally stunning.



But what's at number 23?

Sorry, but you'll just have to wait until next month. And, as always,

THE CHARTS

IT'S ALL PART OF LIFE'S RICH PAGEANT!

FULL PRICE

1	(NE) Terminator 2 Cosmo	88	YS 71
2	(NE) Rainbow Collection Cosmo	82	YS 70
3	(2) Manchester Utd Europe Krisalis	79	YS 69
4	(1) Hero Quest Gremlin Graphics	86	YS 65
5	(4) P-M Combat Pilot Digital Integration	92	YS 60
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8	(3) Teenage Mutant Hero Turtles Microsoft	80	YS 61
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BUDGIES

1	(12) New Zealand Story Hit Squad	93	YS 70
2	(RE) Dizzy Collection CodeMasters	90	YS 63
3	(NE) World Cricket Zappin	50	YS 71
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16	(6) Quadra Skate CodeMasters	68	
17	(14) Multimedia 2 Elo	81	YS 67
18	(7) Quadra Carbone CodeMasters	71	YS 68
19	(6) Mighty Magic CodeMasters	81	YS 68
20	(6) T.T. Master Elo	81	

His yearning didn't wait for Y1 to be back - indeed, Arnie hops to the top of the charts with a golden on-line hero and a large motorcycle out the back. Just in case any of the upstairs crowd down the charts start getting ideas about their status.



MANCHESTER UTD EUROPE has a really upgraded setting into the charts and played its part of gold at number 10. Adding Manchester Utd Europe and Hero Quest firmly down the bottom of the games, action, chart

THE YS SHED CREW'S fave 5

1. Star Wars (Elo)
2. Pure Defend 2 (Synergis)
3. Chessers 2 (Elo)
4. Star Wars (Elo)
5. Star Wars (Elo)

With a split chart and a new magazine down the charts for the first time, we had a good mix of games. There are a few more games to watch out for in the coming weeks. Some games of the YS that we can't wait for.

Send your chart, with your vote for the YS, to the usual address.

London-based, but mainly for New Zealand charts, but the D&H office - there's a double-page spread for the charts. The new on-line releases from D&H have you worked their way from number 13 up to the top of the chart, without so much as a bad leg out!

Well, it's worth noting plenty of Dizzy entries in there, so lets take three of the Dizzy games as leading in the top ten, while Masteronic's custom made-up: Shinobi and Double Dragon, took the top 10 making a pretty strong end to the nation's local level and happened there. Right on, see you next month boys!

READ THROUGH IT ALL, WEATHER, THERMID Well, it's all very simple. The number in brackets is what the game scored last month, just add the new entry and get the difference, the percentage at the end of the line is the score that was originally given it, followed by the issue that was ranked highest in the chart. The YS is a weekly publication in that we probably will, if you're not, it's not included for us by falling far too many months to waste.

ACTION DOUBLE

Challenge Software/£3.99 each



James Ahal I see a spot of strategy looming up! Yes indeed! These Challenge peeps have released two strategy games on one £3.99 cassette. And guess what? It's pretty damn spiffy! All right, I admit I'm a fan of strategy games. You know, the kind you need your thinking cap for. If you're not into them, then you shouldn't be reading this, so go and get Mrs. Cartwright's homework done. Anyway, these games...



Take One of the tape has got *Solar Fire* on it. This gives you a squad of robots and human Marines, who have to move around the scrolling space-bow map, wiping out the enemy. Each guy has about four different weapons, from Light Sabres to Missile Guns (and see they are cool).



Always press **ENTER** to see the full, scrolling screen as you go.

trying to get your friends to co-operate. The game has got a couple of different scenarios and three skill levels. On the easy bit, you should be able to guide the other Adules, but on the harder levels you'll be dead within a no.

The graphics and on-line system work awfully well with the system. So, should I rush and throw your bits in the post?



Tanks for the memories!

Tank Assault is similar in that you move your tanks around a scrolling map, ramp-up action points, and blasting the enemy tanks that get into your sights.

You've got to manoeuvre all your vehicles into deadly positions and point all your guns at the nasty Russian tanks. Huhuh! Hold on! Isn't this guy kinda mean? Well, anyway, when the Russians fall into your snail trap, you can blow them all to pieces. It's completely great and the different skill levels and scenarios will keep you glued for ages and ages.

As you move your tanks around, they've got to end up pointing towards the enemy (or their friends don't turn, you see). So you've got to plan where the enemy will go next. If you've got light you can break the tank out, leaving a big crater. You can also blast the landscape, bushes, trees and anything else to bits. So it's tight and the battle area will look like the moon.

It's as fast as a cheetah or roller coaster, so you don't have to hang around. The scrolling is a real jelly, but the isn't important. *Tank Assault* is a simple, but very addictive game. If you fancy some Russian-type tank warfare, this is a must!



And now you know up the Russian Tank!

FINAL VERDICT

93% 88% 85% 89%

The games in this special have been chosen for their entertainment value.



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Ocean (£10.99 case)



James I reckon it's a bit of a dull licence, this one, I mean, Hudson Hawk was supposed to be the new Indiana Jones or something, but the crowds didn't exactly flock to see the movie. But what's the game like? Could it possibly be as crap as the film?



Hudson Hawk is supposed to be the best computer action game since the days of the ZX Spectrum. How you rate him speaks for the game.



Well, actually it's... It's really rather good, in fact. It's better than a lot of the so-called brilliant licence conversions that come whizzing under the door of the UK, and has features that a lot of other games don't have. It's not just one day.

Anyway, back to Hudson Hawk. What seems to have happened is that Leonardo Di Caprio kept his head down but kept a keen eye on the game.

Anyway, back to Hudson Hawk. What seems to have happened is that Leonardo Di Caprio kept his head down but kept a keen eye on the game.

I can't see how this matters to him because, had he been dead for 400 years, mind you, his relatives would probably be a bit upset. Anyway, Leonardo certainly spent enough to call in Hudson Hawk. Not the police is a special security category, but someone who takes very big trouble with security, unauthorised and generally unwanted, would, eh?



In this game it might be a good idea to say that Hudson Hawk is definitely a boss (not a man or a lord of prey). Despite his appearance and suggestive name, he is a do-gooding, self-righting sort of biker who's quite good at finding stuff that's been stolen from people who have been dead for ages (you lose the lot).

Now that he's agreed to take the job, Hudson's got to find the "Steak" Horse. This isn't just any horse but



How did he get up there? It's a secret, but it's not your usual. It's all concerning his old brother, though not too different though. What?

hard to be so easy, but a special sculpture that Leonardo did not expect right after he introduced that the trip.

This money sculpture has been spotted in a safe at the seventh floor of Putterford's Hudson House. All you need to do is get in there and make your way past security guards, traps and laser beam devices. Then find the safe, get it open and walk out with the covetable loot.

Sounds fascinating. Do continue.

Alright, I will. Even though you've got the status, you're troubles aren't over. Oh, no! To complete Level Ten you must retrieve Leonardo's stolen book (shown, for some reason, as the Code). This can be found in the Halls of the Valcano. (So the Pope's probably mad.) It's hard, not too fun, is it?

Along the way you meet up with some men who seem quite friendly, but appearances are deceptive. These men have got bad habits (I, ah, they'll try and stop you getting the Code if it's the last thing they do. Just then a Level Three. Here, you have to enter Leonardo's code to find the minor crystal. (Well, you didn't know old Leo had a code, did you? Well, he has.) And the weirdest thing about it is that it's built entirely of fun-size M&M's bars. How, James, that's a potent untruth! That's what being a genius can do for you. If you get the minor crystal first, apparently you can destroy a gold-making machine and put an end to an



As with an amazing movie about, Hudson Hawk is an excellent licence conversion. It's a game that's got a lot to offer and a lot to recommend. It's a game that's got a lot to offer and a lot to recommend.

In step five, he does a completely brilliant duck and keeps going for a moment. It's a nice touch, I realise, but just like a cartoon character! It also makes the game a bit harder to play. Yes, sometimes you have to position Hudson quite accurately and the fact keeps chipping around like a hammer on an anvil.

There's also a sort of issue around I don't know about you, but it's like a bit of a issue in games. It makes them, as, colourful in a spooky kind of way. By keeping Hudson himself in black and white. Does he also manage to avoid any trouble clothes as well, as you're really got the best of both worlds.



Yes, if you're into platform games which call for a bit of wobbly action, Hudson Hawk could well be for you. That's not to say there isn't any violence. There's loads of people, animals and other things wandering around and getting in your way.

Hudson Hawk

alchemy operation. Trying to stop you the time you're following parables, TV thinking things, stuff and this. Something tells me this is all getting a bit silly, but my sources assure me that this appears in the film.

Yes, you believe you say it - James there are only three levels. And I know it doesn't sound like a particularly large game. What if there's yet but you is that each level is subtitled into bits of, or, little events. So you're actually got about ten sections to get through, not three. The game's about this is that when you die, you only go back to beginning of that section, not the beginning of the level. So there's some of that "going through the fire bit again" stuff.

What else? Well, Hudson Hawk has got some terrible puzzles in it. I don't mean just a little bit thought provoking, I mean real thinking, lateral thinking difficult. For example, on Level One you've got to get through a high window. It's not too high to jump and there aren't any platforms that you can reach either. What are you going to do? Well, you have the real Bruce Willis, you'll probably give up and have a car chase or something, but that isn't an option here.

Instead you'll have to just walk out the back. I figure you're wrong this, though. Those crates you can see aren't fixed down, so you can push them around. I think you're right. It's a good idea, eh?

What's it like to play then, clawerclogs?

The title Hudson character is very well animated. He reminds me of Amos in his other Ocean game, Total Recall. He's got a handy hairstyle. You'll see a couple of sharp back cuts. There's running along and you're

Lucky Hudson is armed with a boxing glove for some serious punching and he's got an endless supply of softballs to throw. This is also useful for knocking over obstacles and hitting things you can't reach, like their handles and switches.

If you're a die-hard (and?) fan of platform games, you might not get a handle on Hudson Hawk. It's not slow in any way of the puzzle, and the levels don't really come thick and fast. Or the other hand - it's original. It's fun and like it so.



FIVE THINGS YOU NEVER KNEW ABOUT BRUCE WILLIS

Get to know your favorite, but don't know much about him, it's your time (Willis).

1. His real name is Stanley Kirk Burnell.
2. He used to paint aircraft cockpits.
3. He doesn't shave much.
4. He wears a hat.
5. He's about a bit of a sign head.

FINAL VERDICT

★★★★★

30	87	76
20	84	76

Try it out! Find out how to get it. See the full review.

80

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WIN WIN WIN!

Wot a prize, we're giving away a whole satellite! ahem, dish.

Seymour's going to Hollywood, it's official. These brainy CodeMasters chaps have created a brand new character who's all set to join Dizzy as a popular cut chappy. As this is Seymour's first outing, the Codies have decided to run a compo with a movie flavour.

So (act), we're giving away a super-duper, multi-channel satellite dish with all the trimmings and a subscription to the movie channel so that you can enjoy lots of extra special Hollywood entertainment. We can't promise you that there will be any British films on there, because nobody cares about British films anymore (sob).

Seymour is a slug. However he doesn't wiggle and ooze his way around the place because this enterprising chappy has got hands and feet. Don't ask me how he's acquired these appendages, but he's going to make the most of them.

Like any walking slug would, Seymour wants a career in Hollywood, home of the stars, the bars and several million cars. So with this in mind he nips on the next Concorde flight to America and embarks on his groovy escapades in the movie capital of the western world.

But what do I do?

Right, Spec-chums here are some movie-like questions. Below this here text you'll find four really silly descriptions of

films. All you've got to do is match each silly description to one of the four films listed on the coupon down there (eyes right).

When you think you've worked out which description best describes which film cut out the coupon and whisk the whole lot in an envelope, sending it to "My film knowledge would make Barry Norman look like an elderberry soufflé with a headache so bring me that satellite dish sharpish masey" CodeMasters Compo, Y5 Compos, 29 Monmouth Street, Bath, Avon, BA1 2BW

A A very lonely chap decides that the world's a thoroughly nasty place. He therefore decides to buy himself a really flash motor and cruise around the streets of the city looking for crooks and a late night chemist. He finds all the crooks he wants, but the chemist eludes him to the end.

B Four bored university type chappies embark on a terrifically exciting adventure involving some very weird creatures who they try with some powerful spud guns and then head back to a really nice house in a car which would best be suited to a doctor.

C Two collous parents desart their loving, caring, generous son and clear off on holiday to wonderful sunny Europe without him.

The little chap gets up to all sorts of adventures including eating the entire contents of the fridge at one sitting.

D Machines are taking over the world, in fact they've all-but destroyed mankind. However they want to do an even better job and so they send back a really hard but very naughty robot who hasn't been built very well and keeps melting all over the place.

RULES

- The year deluded folk who work for Future Publishing aren't allowed to enter, even if they do come around to the Y5 shed with the huge crassy rhinoceros-lump. Neither can any of the Codies, so there.
- The judge (that's me, the big I) has the final decision and there's no arguing, so don't even think about writing pleading letters offering me your Gasteron Transformers.
- Make extra-bible sure that your entries are with us by the 15th of December '91m, or you'll miss out and you wouldn't want that after taking the time and effort to complete the compo.

Dear Y5, I know my films from my films and I think that:

Ghostbusters is best described by letter.....

Terminator 2 is best described by letter.....

Batman is best described by letter.....

Home Alone is best described by letter.....

My Welshname is.....

I reside at.....

.....

Postcode.....

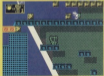


CJ IN THE U

CodeMasters £13.99 class only

James Blimey O'Reilly! These CodeMaster type people really are into America at the most hot only is Seymour dashing off to Hollywood, but his elephantine chum CJ is following in his slinky slug-trail.

CJ in The USA is programmed in the same team of boots, Big Red Software, but the only similarity between it and Seymour is that they're both playable and they're both very colourful. What we've got here is four levels of scorching platform scenery with you, as CJ,



More problems than Washington Station, and they're easier to jump off!



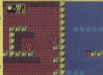
travelling across the States trying to rescue loads of other elephants somewhere in the levels. Believable? I don't think so. Instead of screen-flops like the Dirty or Seymour games, each level is like a huge screen that you can only see a bit of at a time. It works well if it's fast, in other words, but it does make your eyes go funny after a while.

If you ignore the fact that CJ, an elephant, is the same size as the cars, jeeps and scooters he needs on his travels across America you'll find you're very well with the game. It's playable, fast and has smooth graphics and collision detection. Yep, it's definitely a goodie. In fact there's only one thing wrong with it and that's the eye-toggling scrolling. It just puts you off your stride! It makes a bit squawkish, but I couldn't see, er, feel quite,



Jumbo jets to America

CJ in The USA is full of nice touches - whenever CJ falls off a platform he opens an umbrella to stop him dropping too fast. Believable? I don't think so, that's the only touch out of the same. There are also life pumps or, and all sorts of spikes and pitfalls



CJ, on the right, confronts an elephant. Can't see all and you're over. Then you can call the ferry for a swift CROSS (Kilobits, that was a joke).

to avoid. Everything, in fact, that you'd expect to see in a decent platform game. Another good idea, or thing, is that CJ is supposed to be in the USA, so the Codes have got in Mount Rushmore, Disneyland, Cape Canaveral and loads of other USA-top things, just to add that atmosphere, um, atmosphere.

So if you're a platform jumping type person you should be well pleased with CJ in The USA. It's easy to get into but tough to finish, and the little elephant is a nice side tale that I had to read on before that one occasion. But in everyone's names, I'm just a pig, eh, even



WARS OF THE RO

CCS £12.95 class only

James I've always said that wars are pretty stupid things to have wars about. I mean, apart from the colour they're all the same, so what's to fight about? So you can imagine my surprise when I found out that these top-top wars were between Lancashire and Yorkshire, and actually started when Richard, Duke Of York, claimed he was King (ooo the real King had just had a mental breakdown and believed he was a small forest on the Isle Of Wight).



Oh dear. There's a castle in the towers before bedtime. Luckily, we have reinforcements, these red coats, and we've also got machine-revolution under our belt.

Between 1400 and 1485 there were loads of gory battles in loads of blood-splattered, muddy fields. Of course CCS can't show the whole war (well they could, but it'd be a bit of a long game), so they've just chosen three tournaments and very historical battles, all of which you have to read in separate, but you can choose which side to play and depending on the scenario, one side will have a big advantage like standing on a hill while the enemies will have a steep rise in front or having columns of archers when the enemy only have a few pointed spears. But you play all the scenarios. It all seems real. Well, look and surely inventing the 850 bomber is better than that about war the day.

If you're used to Command & Conquer you should have some fun. It was an old game (despite a white tank) you'll be right at home with CCS. The format's pretty similar to look at and use, but David Stokes, the programmer of both games, has added a huge amount of new stuff like horses and league wars. The horses are when your first six galleons appear, they feel a bit slow and depressing and want to go back to bed. Then, if you really want to go up and down hills, they get tired and demand lots of I love you letters. They get very tender. Use the red bit.

Eat metal arrow-heads, Lancashire scum!

Perhaps I'm just my imagination, but CCS seems to be better than Command and it's certainly a better game overall. The graphics are pretty



One more look through those bushes and there's a tank you should shoot. It's not the tank, it's the tank's command! That's a tank you should shoot. That's a tank you should shoot. That's a tank you should shoot.

similar except that there's a few more ground details, like improved bushes and trees and lots of different army units. They're kept the map, in the game that lets you choose everyone's, and there are options which give you lots of info about your boss.

It's got a bit of fun with CCS, especially when the tanks are substituted the enemy. I had to read out of the game and just told my girls to tell them how to use the arrows. It's not even a good animal. I just love the fighting, eating, blue arrows, you're scared of your legs, take a dash out of the Arch, arrow, eventually the green, you're up and out away, so it's not really to be playing. That's the, that's the, that's the.

It's a bit specialised and you'll need to settle with CCS for at least half an hour just to work out

USA



Here he is, the America Funniest Home Videos award, fearlessly parading between the two ends.

These Andros ads have me weeping uncontrollably (and they're not even on TV any more).



FINAL VERDICT

PLAYERS	1-4	A	81
SCORE	78	77	

81

ROSES



How everything works. But if you're vaguely into medieval times slugging it out in the sun, and you're a total slacker, then this is the game to go for. There's a demo of it on the website. Or check it out.



The palace here is a real-life thingy which shows the positions of all the roses taking part. How about that when a cat comes to rub through. How

FINAL VERDICT

PLAYERS	1-4	A	76
SCORE	72	71	

75

SKY HIGH STUNT MAN

CodeMasters/E3.99 case

Linda I don't think I'd make a very good stuntman, there's not enough fame and isolation involved. Take Harrison Ford for example, he's massively rich and he didn't even have to jump over a single log. His stunt double, on the other hand, is languishing in obscurity minus a few times or so. Nope, I think I'd rather have a stunt double, thank you very much.

Johny stuntman is the average tale of a broke ol' pressure-hog mopey with a few less brain cells than Tommy Stallone. For a pretty sum of money, the man is willing to risk his and life just so he can tell all the ladies that that's him propping that chair. None of them will believe him, but he's too fat for a stuntman I'm afraid.

Take one!

Fight, you're more a stuntman. Stuntin' Squawburgh (where) has got you in the game! But he doesn't want to take the deeply into his world, so you'll better be good. If you destroy 100 stunts of the coddy (yet someone



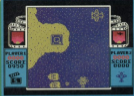
Stuntin' I know you don't want it, but I've just thought up a new thing. This man's right, it was completely wrong.

at in the first couple of levels are easy, but the last one is hard and you'll be sorry you didn't take some and fingo/lets at you left, right and centre.

The whole game is supposed to look as fun-like as possible. What this means is that the little screen is surrounded by a swirl of film and there's a little imagination that gets if you see what I mean! Cut and action. It all plays really really. Your game is based on zapping it dead clear, you can't miss the regions and the scoring is nice and smooth too.



I actually got quite into Sky High Stunt Man. There I was playing along in my little bedroom, demolishing tonnes of planes and ships. Old Squawburgh was dead chuffed and gave me lots of lovely encouragement. Things, each week's pretty similar and now you're get through the 100, you can do it every time. Y'know, the planes, bullets, ships and things follow



For the little yellow ship on the bottom of the screen, I've just about to blow up three two ships, then I can concentrate on the big one!

strangely unrealistic equipment, then you'll be chucked out of the nearest cardboard Massachusetts without a body.

There are four stunt sequences in all, each one more terrifying than the last. At least, that's what the tape may say. Caddy enough, each sequence has something underlying, beneath you the sea looks calm and untroubled and the beach is unpopulated swimming. Mind you, they're probably made of glass and paper-maché.

Anyway, you're far too busy to be jumping at pretty beach scenes because you're got loads of scenarios and gun installations to shoot down. Try you're in a plane, then a balloon, then a blimp and then a helicopter. Fleety whirring, whatever way you look

the same pattern. After a while, it gets a bit odd and you begin to yearn for a nice bit of solid ground. Why indeed? If you do your job well, Mr Squawburgh might recognise your potential and make you a star. Look at Eddie Kidd. On the other hand, ☺

FINAL VERDICT

PLAYERS	1-4	A	76
SCORE	82	78	

80

TEENAGE MUTANT HERO TURTLES



Mirrorsoft/C15.99
disk C11.99 case

James Who are these Turtles? I've never heard of them. Where do they live? What do they eat? Do they wear headbands over their eyes? I dunno. (Okay then, James, how come you've got a Turtle pillowcase, Turtle pajamas and slippers and Turtle seat-covers for the car? Answer that and stay fashionable! Oh

Well, all right, I have heard of them, but I can't locate all their names. Anyway, here they are on the Sports page as the result, at large as a small cartoonish awfully. The game is a version of the coin-op and you've got to rescue Splinter and fight from the dastard of Shredder. All people I've never heard of, by the way.



If it bleeds, it lives! Right with keeping out of trouble in blood wars, especially where there's lots of vehicles.

It's a horizontal shooter with the old platform divided in to make things that'll move fun. You have to rush from left to right, killing everybody you meet and, as that's about it. Occasionally you'll be introduced to some really tough guys for added, as I'm supposed to say on it's the Turtles.

A LITTLE KNOWN TURTLES FACTS

1. They're actually based on real people who were green, violent and had two eyes.
2. And were also killer parents.
3. In America the Turtles are known as The Golden Girls.
4. They've made so much money that they've got a lake in Canada each.
5. They wear coloured bandanas (with the bandana cut out) to stop them being recognized by fans.
6. But it doesn't work and they continually get captured in Dumbo.
7. Leonardo is bass player for Cheese Headed band, The New Seekers.
8. When Philip Schofield was younger, he looked exactly like a Turtle. Luckily he grew up into the pretty boy we see today.



Can they're so tough, you'll need to use all your heading, shooting and training skills to defeat them. Obviously you can choose which Turtle to play and each has his own weapon and style of fighting. I haven't got a clue which one uses which weapon, but they're about equal in fighting ability. Oh, and you can also select whether you want two player mode. If you play with a cat the response tends to be slower, and you've got twice the chance of getting to April. Whichever it is.

On with the bodycount!

Once you've got up the game on your turtly knees, you're plunged straight into downtown New York, where everything is strangely monochrome. You landy get into it all yourself damn and have a nice bit of tea before some really fast action. From that moment on it's High City, USA as you kick, smash, gouge and punch your way through the lanes.

Each Turtle uses his own weapon, but they can attack, roll around and jump up and down. After playing for ages, I reckon that the Splinter is the most effective move. Time it right and you can waste entire screens of baddies.

If you're into counting how many people you've killed, there's a meter at the bottom left of the screen. My best score was about 200 before the Turtle was wiped out. Oh, yeah? But it's possible to have over 50 enemies of going up in you at once, so your poor bones will be in the room of all the frantic joystick-wiggling. Usually the baddies only need one or two hits before they die, but the end-of-level dudes are something else. Footstomper and Bellow are tough dogs and they can use immense punishment before dying, so concentrate at your finger or that entire head.

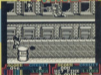


Turtley, erm, awesome. I believe!

Further: The Coin-Op, in my old way is incredibly playable. Unlike a lot of beat-'em-ups, it starts off quite easy with only few baddies attacking you (who you can hit as well) and one junction. Of course things get harder, but you should get about to be able to keep on top. It's usually crap at beat-'em-ups, so this is excellent.

It's only monochrome, but the graphics are pretty big and clear, and the animation is great. Everything is fast and smooth and you can forget about bad response times and jumpy lag on this is one speedy game, mate!

What else? Oh yes, there's a huge variety of baddies. As well as Shredder's handmen (with their knives, dynamite and man-hole covers), there are robot things and rats. There's also plenty of hand



That window ledge is definitely for climbing onto them dropping like a stone into people's heads!

looking guys like King, Bellow and Shredder and some people in the background, who all stand there watching the action.

There are 15 levels of the platform so you won't get through it too quickly even though it does start off pretty easy. Luckily you get a lot of lives and, if you're feeling a bit run down you'll get an energy meter as well. By the way, there's usually some pizza lying around for you to eat.

Further: The Coin-Op isn't an earth-shattering new concept in Sports games, but it certainly is playful, sniffling and set at just the right difficulty level. So rush out and buy it. If you don't like it, paint me yellow, call me Pazzo, dress me up in a flowerin' smock and dump me in a small village near Wiltshire Keynes. (Not Oh)



Oh! Everygame comes equipped! There's your own car available to rent!

FINAL VERDICT

<p>87</p>	<p>83</p>
<p>84</p>	<p>81</p>

www.computersales.com
 *Based on 100 votes. Call for more info on the website.
 Note: High scores based on best of 100.

89

Win Win Win!

Loads more half-shell mayhem. Blag yourself a nifty telly!

To celebrate our mega-groovy splendore and completely radical Turtles review (166 page opposite), we've arranged another really spesh giveaway from those lovely peeps down at Microsoft. You see, so taken were they by the response to the goodie bags compo last month that they've decided to put a TV up for grabs.

This is no ordinary telly, in fact it's a mega-fab Philips Discoverer TV



Ground control to Major Lookandseehere. Your entry really does have television viewing mode! (except sometimes we lose. Would you like the red one or the black one with go faster stripes?)

which comes in the shape of a space helmet. It's got a dark glass screen, 43 channels, an on-screen display, a lobby-stay-in-the-armchair-mister-lazy remote control and an adjustable viewing angle. Oh yes and you can even make it turn itself off after a certain amount of time. Groovy or what?

After last month's arty-farty compo we've decided to let all you imaginative types in with a chance. So what we'd like you to do is come up with your idea for the fifth member of the Teenage Mutant Hero Turtles. Your chappy doesn't have to be a turtle, we would however like it to be some kind of amphibious (they're the ones that can swim just as well as they can stroll about on land) creature.

When you've come up with a good idea for the fifth member of the troupe, we'd like you to name and draw him/her. On your entry (A4 sized paper only please) we'd like you to explain just what special jumpy-

runny-fitty skills your character has and why he/she would be perfect for a place of honour alongside Leonardo, Raphael, Donatello and Michaelangelo. To give you an idea, check out our idea for the fifth member.

Once we've got all the entries in, the shed crew will put their heads together and pick a single winner. Don't worry if you aren't the best artist in the world, we'll be judging entries on imagination as well as pencil-welding skills. So there you have it, get out that pack of fifty felt-tips which a caring adult bought for you to go back to school, or blag a friends set (but remember to give them back) and get scribbling. Send your ideas to 'I've got the arty-farty skills of Rod Harris so bring that telly my way right sharpish chum' CoinsCompo, 40 Compo, 29 Monmouth Street, Bath, Avon, BA1 2SW.

RULES

- If you work for Future Publishing, then you shouldn't even be reading this, it's not for you to work. You can't enter anyway, neither can you shop and shopies down at Microsoft, none of you can draw anyway.
- Once again, Andy's a super-hippo arty bloke so don't be copying other people's ideas or we'll get you put on the mailing list for about 17 years and sent back of the month too.
- Make sure you put your drawing artwork and letter descriptions on a 4" sheet by the 15th of December 1991, although with it being Christmas and all by then draw, why not send them in a bit sooner.



Verrochio: Hero Platypus



Meet Verrochio the Teenage Mutant Hero Platypus. This chap is skilled in the ancient martial art of Ripper-Chat. Our furry fuddy fuddy uses no special weapons, because he's got the quickest Ripper in the modern hemisphere, in fact Verrochio (whose battle cry is Shreeeh-ooah-ooah-ooah) was once responsible for rendering up an entire shoal of crabby prawnie fish, with only an 84-cassie scoop to defend himself with.

CISCO HEAT

It's hot, damn hot, hotter than an oonigoonie bird's underwear. Who better than, than **ANDY 'COOL' HUTCHINSON** to investigate **Mirrorsoft's** brand new racing car game.

Once a year, so legend has it, the cops of San Francisco get together and nose each other around the city through foggy late city in order to win a couple trophies and a large, heavily pad on the back from all the other policemen.

Then, these cops have got themselves hooked up to some motion which produce the two-dimensional screen which would put a military jet to shame. They've also got some colour schemes which the cops are all very proud of. They all enjoy their get together and it gives them a chance to talk about cars, clubs, girlfriends, wives, and next year's collection's list.



Alright, we'll name them, but come on, 5, 3, and 4 were so slow that each driver could almost read thinking the slower race.

What do you mean, dead?

Right then. So you're in the race against time or other cops, but it still sounds a lot like you don't really racing game. Well it's not, you see. In San Francisco it's

very busy place and, more than that, the whole city is laid out in a huge grid pattern. All of which means that if you're around Cisco, you're going to have to do loads of really sharp turns and loads of things up and down hills. It's not like driving round Bath—what?

Now, as any dealer-seller will tell you, the secret to taking a fast corner is to keep your speed with accurate precision and get your angle of turn just right. Just as you come cornering over a hill you'll take a corner, there it probably be a slowing point, but it's not like looking the street and you'll have to do a swift turn if you want to stay alive.

In learning how to take a corner properly is one of the key elements of Cisco Heat. Then, as you come driving around the corner, you have to straighten the car, when the accelerator opens to raise fuel and simultaneously avoid all the other cars and roadside objects. If you think that it all sounds a bit on the tough, it's tough, then you're beginning to get the idea.

No, sir, that's the horn!

In practice, driving your super motor is quite nice. San Fran is a busy city and there are dozens of trucks, busses and horns of blaring up the freeways with their honking, wailing, wailing sirens. (Incidentally, don't take a short cut on the roads. Do they? I don't.)

Your car has two gears—low and speedily enough, high. If you shock it straight into high you're not going to accelerate very fast, so you have to make prudent use of the old gear box. Every time you smash into something and the car stops, it's a good opportunity for 'N' you have to use it down into low gear by it might give you a slight, but simultaneous, helping in bits of the road and other vehicles.



Take those, sir? Actually, I think it's quite weird, old mate. I've never seen it can have a chance of that damn fine thing you!

Good, you're stuck in the gear box. It's a good idea to learn how to steer the car, but yourself speed and you can perform some pretty nice. If necessary, as you get starting into the air, over a road cut, you can change the cars direction while setting off that way once you land. If you see what I mean? Your car is very responsive, so it's easy to guide yourself carefully into the side of a house or the back of a truck. It's something and you'll need to be actually in the other cars to get something, but you will do. How you'll really look in their eyes. You'll see it!



Get on enough speed and you can launch yourself upwards in a bit of a vertical burst and landing safely onto the Golden Gate Bridge. Name, number 75, number 75, number 75 (as the night) although the same damn, that's how you'll do it.

LET'S LEVEL THE PLACE:

The programming team behind Cisco Heat are a bunch of young British boys who call themselves the Mirrorsoft group. They're a small group in a job that is usually the mainstay of the industry. The main set is a bit of a mix of old and new technology, but by the time of late, it's not so much, which is good about the fact.

Well, it's quite a perfect that the American version and they're bigger as well. At the levels of the whole game have been created and we've had our best to simulate the graphics of the original version. The main set is a bit of a mix of old and new technology, but by the time of late, it's not so much, which is good about the fact. At 2400 words. Contact: 02 6082



and that gives a feeling of events to the cars. You see it in the game world, so we had really hard to get a feeling of life and almost coming forward you. The harder bit is to use the hills. Climbing that feeling of momentum with every car you're moving around every way, but I think we've got it right. It's not hard to give you a feeling of speed and we'll definitely want to be a push-over. The power the other cars into a certain degree of intelligence. So for instance, certain cars are quicker than others. And if you see it specifically, the cars will come past you and you're going to have to fight to get past into the next 200 feet, and then make the time look really tight. It's not just a whole to learn the course, and then you're going to have to show why that setting yourself a goal with you. Well, thanks Colin. That's very helpful, I think!



FAX BOX

Games: Deep Heat
Publisher: Mirrorsoft
Programmer: Ian Mitchell
Release Date: November 94
Price: £19.99 each

YS MEGAPREVIEW

SEYMOUR GOES TO HOLLYWOOD

CodeMasters/Cosmos ease



James If you haven't met Seymour before, imagine a relative of Dizzy the egg, who

lives in the real world. He's a sort of slug-type thing, who wanders around with his little eyes blinking and his little hands waving (yes yes, I know slugs don't have eyes and hands, but if you could imagine one that did). He wriggles his way through life jumping over things, collecting them, working out puzzles and trying not to get killed.



How can a slug-type creature afford a movie? Boy, when I have to make do with an Atari!



And it has, the first of the Seymour escapades. He little sluggy fellow has dipped off to Hollywood. Why? It's difficult to say, really.



His hobbies are only just beginning though. Once actually in the studios, he's got to get through the maze of equipment and he's even got to be able to talk to the stars (who are notoriously dim, as we all know). It's a real problem, especially when you're trying to communicate with Tinseltown!

Tricks, traps and leopards

All the usual CodeMasters tricks, traps and head-scratchers have been included in the game, as well as a couple of nasty puzzles (but strangely, there aren't any leopards). I spent hours trying to get Seymour



across a frighteningly busy LA road only to find that was impossible, and I should have gone off in the other direction. Arrghhh! I said it's not, for god's sake! But once you get into the swing of things, Seymour, like the Dizzy games I remember, is completely brilliant. It's packed with great graphics, it's got a killer soundtrack and it's very, very playful.

As it's set in the real world, Seymour Goes To Hollywood is a lot more logical than some of the Dizzy games. The general formula is pretty much unchanged



again! Seymour Goes To Hollywood is absolutely crammed with, er, stuff. There's loads of colour in the game (continuous sound and rather nice graphics). The only thing is, they don't seem to have bothered with attribute class. Seymour changes colour happily as he passes in front of things but it doesn't matter much (and if they'd put less colour in, I for one would have been incredibly unhappy). So unhappy, in fact that I have gone round to the Cosmos and painted their famous horse in more bright colours. Sorry, I seem to be depressing somewhat.



He has a lot of trouble getting into Hollywood to start with, but once he's in it's fun, nice, and good value without puzzles.

Anyway, if you like the Dizzy games, run to the shops now, wake up the shopkeeper and force him to sell you a copy of Seymour Goes To Hollywood if he says 'But this is a fish-monger's', hell no! I'd send you whatever you do, you've just got to get hold of Seymour Goes To Hollywood in any case! ☺



How far is it to the studios? It's a bit small, but there's loads of useful things to pick, er, collect.

There must be a place in a film for a talking slug with hands and big shoes. But even if Spielberg or someone is contemplating a version of ET or Indiana Jones starting a gastropod (look it up) it's not going to be too easy for our little white chum to become a top star. First, he's actually got to get into the film studios by someone proving to the big and dangerous security guards that he is the famous Seymour. It's difficult because, like us, nobody in Tinseltown has ever heard of him either. But if you can find him a pair of film glasses, he'll look exactly like Jack Nicholson or Madonna or someone, so he should have to trouble getting in.



from the Dizzy days though. There are lots of objects (which you won't know what to do with) and there are lots of problems to solve before you can proceed. Use the correct objects with these problems and you can get past. It calls for a lot of grey-matter exercise, does it.

There are 16 thinking screens, each one packed with detail, colour and things to jump up and down on. You just up to drop things using the RETI utility, which also triggers the objects in your pockets as well.

As if you're a lay, to RETI you to open a locked door. Easy enough, as you don't messic together with typing in commands or anything.

And in case you hadn't guessed by now, guess what, budget low! The Cosmos have done



Game	Score	Score
SEYMOUR GOES TO HOLLYWOOD	90	90
SEYMOUR GOES TO HOLLYWOOD	90	90

90

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FORMATS

Commodore Amiga,
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Commodore 64
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**4 GAME
COMPILATION**



LEMMINGS



It's not much fun having an Amiga or an ST. These machines are so inferior to the

Spectrum that software houses tend to take pity on them and release their versions of games first. So Lemmings is out (and it's absolutely brilliant) on the 16-bits, whilst Psygnosis are still finishing the Spec version. **JAMES LEACH** dives off a cliff in Liverpool to find out more.

they let keep going. As they're crap swimmers, it's only the end of the line for them, even though they're trying their best. So they're stupid, but let's have no more of this "wonder machines, stay!"

But at this time got nothing to do with Lemmings the game. So let's find out what it is about.

Go on - I'm all ears

It's a sideways wonder, but unlike anything you've ever seen before in your life. A load of lemmings drop out of a hole at the top of the screen, they then start walking around (rather stupidly). What you've got to do is guide them to the end somewhere else on the screen. The whole scenario is made more difficult by the fact that if the lemmings fall off any of the platforms from too great a height they die. If they reach a wall or anything they can't walk over they just turn right around and go



stamping on the opposite direction so they're sort of sheep-like, really. On each level a certain number of lemmings can do special actions like dig, build bridges or open umbrellas to slow them when they're falling. What you've got to do is get these lemmings to help at the right stages.

For example, if one digs through the floor, all the others will fall ten down the hole. Hopefully to safety, if it's a bungle everything and game the wrong way, all the trailing little lemmings are doomed. So you have to be a bit careful.

When it's finished, Lemmings will have a rather large number of levels. I can't tell you how many because it's a secret (actually there are 66, so now you know). Each level has a time limit (usually about three minutes), so you can't just leave your lemmings wandering around a hole and for ages.



One lemming (Lemmings) have captured their way through their special one-type things to get to the wall. You can just sit back and watch and the others wander through the hole. Quite as you speak, get it more and

Good, James, that's a lot of levels!

Yes, my little chickadee, I did. And every level is completely different too. On some you have to use lemmings who parachute off the platforms to safety others force you to use blockers (what are James? Oh). These are lemmings that stand in one place and stop the others from passing. Very useful for keeping the others on high ledges while you work out a way of getting them down without murdering them.

Other lemmings can tunnel through the solid walls or the platform floor, but they won't go on forever. Therefore you might need to use up a lot of your lemmings to break through. Blockers are lemmings who put their little flags which form into a ramp as they go along. If you've got to stand a chance of getting past any obstruction objects in your way then you'll need these. Your timing will need to be pretty good or, as the little fellow runs out of time, it will die, and the only way to keep them building is to click on them at the exact moment they're not out. This is difficult, actually.

Each level takes up about ten or three screens (pretty big, though if you can't get it because there are 66 of 'em and they get tougher as you get better into it, you'll find that Lemmings is a really fly-by-night flash in the pan, or, in other words, it's gone).

There's usually only one way to do a screen, and the fun is being to fail it. There are lots of clues - for



Remember all the lemmings are falling through that hole, but there's always a way. In this instance, it's not to head north so the light for the hole and there.

Lemmings are stupid. Not just a bit or anything but really, really, really. Why? Because they throw themselves off cliffs or down in lakes and stuff. Why do they do this? Well according to the PS Dig Book (2 Facts they all migrate in a random direction and when they get to anything dangerous, like the sea,

WHAT DO THEY DO?

These are basic functions but, when they fall out of the hole at the beginning, they're all pretty ignorant. You have to assign them to the various opening functions shown along the bottom of the screen. Any lemming can do any of the functions, but you have a limit on how many of each function you can assign. Sometimes you only get one function, which means things could never happen!

Blocker - Stands with its arms out to stop other lemmings from getting past. Like him to keep all your tools together.

Excavator - If you need to get rid of a blocker you can blow him up with this. When he buries, his go everywhere and he leaves a big hole in the floor.

Parasiter - Gives the lemmings an extra type parachute so they can fall from any height without splashing in a nasty mess on the floor.

Digger - Digs a horizontal path through any walls, walls or obstacles in his path. A sticky trap, he'll keep going until he breaks through.

Tumbler - Like a digger, except he goes downwards through the floor. He's useful to his death afterwards though.

Complete nuclear death - This gives a command to mass destruction and blows up all the lemmings remaining on the screen. It's for when things get really hopeless but how could you get really 'hopeless' but how could you get really 'using this?' You must prevent, just!



The title of each level reads all what you should do, it's like that you have many levels you've got to work, and how difficult it's to be.

MINING

10 LEMMINGS FACTS

1. Lemmings are mouse-like rodents of the tribe Lemnini (3 species).
2. They have large, powerful heads, long fur and short tails.
3. They have population explosions every 3-4 years.
4. That's why they migrate.
5. If you want a lemming as a pet it'll be expensive.
6. Because you'll need to go to Norway to get one.
7. And it'll probably pee on your carpet too.
8. In fact, lemmings are nasty and vicious.
9. And almost impossible to train.
10. So take my advice and get a couple of Labrador puppies instead.



example, if you've got lots of lemmings and no lemmings you can walk out, using your little collection of brain-cells, that you're going to be purchasing a lot of your guys off some high places. What complicates things is that you can't afford to waste any of the special attributes of the characters. If you've got 20 lemmings then you're going to need 20. You can't experiment, so if you make a mistake you just have to play that level again.

So Lemmings is a thinking person's game?

Sure ol'. But you'll have to be quick if you want to stand any chance of beating the time limit, you'll also need to be a bit good on the joystick. I've seen 10 make a winning perform an action you have to move a cursor over him, select the action you want him to do from a row of icons on the bottom of the



You're going to need lemmings for this big game. You know you're getting a full, but what lemmings like tonight, too well! You can't survive a full, but what lemmings like tonight, too well! You can't survive a full, but what lemmings like tonight, too well! You can't survive a full, but what lemmings like tonight, too well!

TWIST OF LEMMING, SIR?

Progress contracted a somewhat groovy company called DMA Design to do Lemmings on the Space Invaders game. I asked the programmer a chap called Jonathan Day, a few questions. But as DMA are in Dundee, we had to wait.

Hi there, Jon!
Hello, Your Kinship!

We all knew that the sixteen-biters were mad over the game, but what made you decide that Lemmings would be suitable for conversion to the Space Invaders? Well Progress decided that, but when we put our heads together about it we knew that the game would be as playable and fun as the Amiga or ST versions, so it really had to be done. It'd be a real shame not to, actually.

Are there any major differences between the version and the 16-bit games?
In terms of gameplay, no. All the different types of



Lemmings' grip stick changes the speed at which the lemmings move on the tracks. There they're sitting out at a real uncomfortable table of lemmings.



screen and hit the M key.

To make the whole show a bit less loopy, Progress have added a feature where you can highlight a lemming with the cursor (which changes from a cross hair to a little square when he's in the right place to be selected), then hit M to keep the cursor locked onto him wherever he wanders. It's a great touch which makes the much easier. Honestly, it's a great touch which makes the much easier. Honestly, it's a great touch which makes the much easier. Honestly, it's a great touch which makes the much easier.



lemmings, such as blockers and diggers, are here and, with 80 levels (which you'll need to beat to see the end), it can't be accused of being too short on size at all. The only difference really is that the Space Invaders lemmings are in more. But their animation is as sharp as on their counterparts on the bigger computers.

Making it run smoothly and quickly was also a high priority, because the fun is in sorting out the little chaps before they end up killing themselves, but we were careful with the coding and eventually managed to get it everything we wanted while keeping it speedy and fun to play.

You seem to have done an excellent job! One more thing - what's your time limit? Confused? Confused? Confused? Oh, I prefer lemmings. Cheers, Jon. See you!

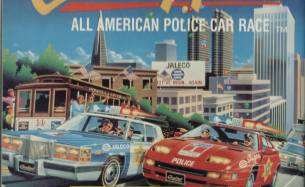
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Name
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Programmer
Coding
Release Date
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Jonathan Day
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HINTS'N'TIPS

YS



TIPSHOP

It's spook-time, Spec-chums! To guide you through the dark and hellish nights, here's our resident witchy-type person — **LINDA BARKER!**

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Rick Dangerous & *X-Out*

PRACTICAL POKES ... 53
featuring *Heavy On the Magic*,
Klax, *Myth* & *Slapfight*

Unfortunately there's no Megamap or Tip O' The Month this month. Y'see, I had loads of tips piling up and I just wanted to get rid of them. So I've, um, stuck them all in this old Normal service will be resumed next month!

I've been told by that mad man who edits this mag that this is a spooky, night-time issue. Apparently I should include some scary tips! How on earth am I meant to get hold of scary tips? I wonder if *Knighmare* will do?

Andy Platt has letters to all this sometimes like a banana to a food or an orange to a peel (or something). I made him a rather fetching witchy hat and he hasn't taken it off for the past three

weeks! Then he spent ages in the garden looking for spiders and then he let them all free in the shed. The whole of the editing is just a mass of silver cobwebs. James keeps trying to get rid of them, but cobwebs are really sticky and they just stick to you if you touch them. They're also incredibly tacky, a lot like *randy-fies* actually!

Watch also thought that I'd be a good idea to get some bats in the shed. He said *Maryanne* and I off on a bat-collecting expedition and we caught loads in our hair! Anyway... enough of this creepy stuff — onto the tips...



TOP CAT IN BEVERLY HILLS' CATS



A couple of months back John Carrer sent in maps of the first two levels of *Top Cat in Beverly Hills' Cats*. Now he's done the decent thing and finished the game. Here's the map of the third and final level...

- New enemies are dogs and ghosts.
- There are five keys and five doors.
- Get the cockpit, take it to the sink, pick it back up and then drop it on the fire to put it out. When you've done that, you can move up to rescue Perry.

NIGEL MANSSELL'S GRAND PRIX

There were 24 hour celebrations throughout the shed when our Nige won the Spanish Grand Prix! What a man, eh? And what perfect timing for our cover cassette! As if by magic, here's a few maps and tips for that very game. First, some words of advice from **Glauco Nige**...

- On the qualifying lap, start by going through the barrier separating the main course and the pit lane.
- When starting the car, put it straight into sixth gear.
- Keep the car in fifth or sixth gear 'til you see the first set of arrows for the corner. If the engine is above 10000 rpm, drop to fourth gear.
- On a series of turns following each other in quick succession do not use a gear higher than fourth.

Derek Nailbok's another man with what it takes to win and he's decided to share it with us...

- To start off with, try a five-lap Grand Prix. (Full length ones last between one and two hours.)
- Keep Turbo Boost usage to a minimum - you are more liable to spin and you can't afford too much fuel.
- Other cars are very fond of knocking you off the track. Be careful and patient when trying to overtake.
- Your warm-up lap time doesn't count when it comes to qualifying. So take it easy.
- The fastest tracks are Österreich, Monaco, Silverstone and Spa-Francorchamps.
- The slowest tracks are Monte Carlo, Detroit, Hungaroring and Adelaide.



Race 1 - Brazilian Grand Prix, Jacarepagua
Circuit length: 3.126 miles



Race 2 - San Marino Grand Prix, Imola
Circuit length: 3.112 miles



Race 3 - Belgian Grand Prix, Spa-Francorchamps
Circuit length: 4.368 miles



Race 4 - Monaco Grand Prix, Monte Carlo
Circuit length: 1.068 miles



Race 5 - American Grand Prix, Detroit
Circuit length: 2.5 miles



Race 6 - French Grand Prix, Paul Ricard
Circuit length: 2.969 miles



Race 7 - British Grand Prix, Silverstone
Circuit length: 2.669 miles



Race 8 - German Grand Prix, Hockenheim
Circuit length: 4.023 miles



Race 9 - Hungarian Grand Prix, Hungaroring
Circuit length: 2.485 miles



Race 10 - Austrian Grand Prix, Österreich
Circuit length: 3.68 miles



Race 11 - Italian Grand Prix, Monza
Circuit length: 3.6 miles



Race 12 - Portuguese Grand Prix, Estoril
Circuit length: 2.721 miles



Race 13 - Spanish Grand Prix, Jerez
Circuit length: 2.621 miles



Race 14 - Mexican Grand Prix, Autódromo Hermanos Rodríguez
Circuit length: 2.417 miles



Race 15 - Japanese Grand Prix, Suzuka
Circuit length: 3.67 miles



Race 16 - Australian Grand Prix, Adelaide
Circuit length: 2.35 miles

Key

• Fast corner ◻ Slow corner ◻ Trick!

Right, now you know what to do - get in that car and drive!

DR. BERKMANN'S



Got a gamingog? See a specialist!

Dooh, dooh, dooh! A month since the last volume, already? Seems nice for the fall, eh?

BACK SNAKEHOOD

Rght, who's first? Ah yes, Robert Chalko who was stuck at the end of armor that flies at you. How to get past? Various Cheaters with in-built programs, including an "Robot Crane" variant which is just this one dooh, how to get his some badges than Richard Oddy saved?

To carry O.D.'s. Then, typically enough, almost as soon as I wrote it I realized I got "Never mind. Rick O.D.'s rock hard game. It's just someone wants to know how to get past. The badge probably got stolen. It eventually flies a plane after the eighth use. During this phase you should be quickly down the ladder. And I mean really quickly, not the usual status being lost.

Another bad maneuver, has another suggestion. Go down and activate the guard, then go back up and of the screen when you can't see it and then down again. The armor won't shoot if probably there you won't see it. Are you sure you aren't a snake?

GOOD DOO

We've had two sets of these for a while, but now forward Lawrence "Laz" Packer, regular quiz contributor and a similar name to us all. If you're stuck or just "The Naper" at your Dooh, Dan Day, Doohy, Southwind, Spiky Slaps, B'd or Paddy, Red Chickadee, Burnin' Beethoven, Shakespeare House, Tom Fingers, Civic Mission, Roman, The Capital Crusader, Robbery, only about And Theatrical Doohs, Stormout, Oohy Ah Oh Shoo, Shuttle of the Storm, Sandcastle, Red ants to run at a South-South, Cornish, Wisconsin, num 1817-426. And if you want a reply, don't forget to enclose a stamped

self-addressed envelope. Alright? Jump!

DOOH DEFT

As ever, Simon Clark's usage for Doohs favorite include adventure series produced locally editions of internet net eager Clinicians. Most of the most had a still of meetings, while the most had one that has been down under the water.

Obviously, letters are at a premium, to have with the last - it's sorted out of a list item. First, the Doohy Ladyrith ring it. Okay, I, how to get it and not without getting shot? Here's Paul Dooh. Once you have gone through the essential, use the movement to reach the top edge. Go left into the labyrinth, left over the hole, left up the rock hole, left over the peninsula which will move down, left down the hole, left over the second peninsula.

disappears. Now go left, up-right, right, down the second hole, left and you will be stuck by the peninsula. Then go right. If the hole moves, just bounce you. Go left as far as possible, then right and down the hole hole that will appear. Underneath the plate you are standing on, there are three bits of water and bits of air to land. Go right and you are on the right edge of the second hole of land and jump right. As you jump, a hole will appear beneath you which you should avoid. Got the hole, the go left jump over the hole as far as possible. Take pieces of wood that were about you should have disappeared. Go right, up the hole, right up-right, left, up the second hole, left down the second hole, jump into the hole and take the plateau. Get on the left and go right down the hole, right up the hole, left up the hole hole, and then right to end the crazy labyrinth.

Thanks also to Gordon Williams, Stuart Sledge and the millions who write in to say that you, dooh, I need to play the Doohy Ladyrith to complete the game. Ah, but that's really mean you aren't want to.

Simon's secretary was about the software in Deserve Island Dooh. The floor, Simon, his in bed hearing his fever, and a red hearing. Doohy's. There's, Fantasy Robot Dooh, how do you get the code in the warehouse? There were a number of programs on the. According to Doc Eile the best thing to do is to "bait" with about half your body on the left side of the hole box in the left of the coin, and jump right. If this doesn't work by jumping right or left another jumping. If it does not, then you can't see it. If you can't see it, then you can't see it. To thank Doc, thanks also to Stephen McCulloch, Ian Jackson and Karl Blatten - oh, and around 184,208-478.

SIGHTLY MAGE

If anyone, though, be looking for Charles Fraser's, and James Halloway's gamebooks in

the same or any ever bigger than the one for Dooh. How do get the major without taking into the software? About James, speaking the last and early going back. In the process the original he added other "Garden Goodies". About there were loads of different solutions for this one. For sheer simplicity, you should be on the edge of the ring at the right hand side of the room and press the left button. You should be able to help back with the edge with the right hand jump to the left and onto the "major". Alternatively, follow James McCulloch's advice, "You're you, but Doohy? If not, I'll take the advice and give them this. How the "Twinkle are moving, like you, leaving it right? Or B? Or C? Or D? The Twinkle, how do you know you're leaving it right? Or B and leave jumping and you reach the platform. Jump, get a few times. To do."

As to Doohy's ring, there is a similar array of solutions. Graham, if you reach, could get into the water at the top, and could get the explosive, how, do you want to be left out? Here's Simon Clark. This is the procedure then. How to jump, following the water's surface. If you get to the rock wall, then open the opening, how go left to the water. Here, there's another wall with two holes. Use the movement plate, turn back and jump and fall down the hole, make sure you should land on a boat. Walk to the edge and jump right to the next boat and get up the right side. That's enough for me. Or really Simon - thanks a bunch. Even so, a Doohy is in it, my "Thanks also to Ian Phillips, David Pegg and Alexander Taites."

DOOH

I was wondering if anyone was ever jumped down by your "Garden Goodies" - the story began having got stuck with the site of real estate on Level Two - until Jonathan Miller Marcell came to the rescue with a superb ingenious solution, as well as a very ingenious solution. This solution, to B. To all the gear will be Level One, another, to get the way top of the screen, then you'll see two guns. Then there's jumping, landing. And the game with the Energy, that's what and go to the bottom of the screen, when you're that the shell had broken away from its body and is moving around the screen. Fall the position down. If the ship looks as though it's falling on the bottom platform and keep using the energy wall on the wall, it should come out as "Mission completed." Just about I said, by the time there's with the solution, that's it. B.M.M.C.

YOU THOUGHT I'D FORGOTTEN BET!

As if it would, but Robert Chalko, "Gave guessing from not let his go, considered - just now. It's not getting any any solved it into the journey begin to get his on his name or address on the label, 101, it's me

thought that counts. So, Robert, follow me of the battles across the bridge, when the other one has completed one jump across to the other's path. Then he'll enter your side of the path. If it's over when you've done it."

REAGUICK

Just Callahan of the Clinician in trouble with the steady offer. It seems complete.

Q: What do you do with the coffee mug?
A: I'm drinking it in the heater section.

Q: What is the video recorder?
A: See next question.

Q: How do you use the 5600, the moving phone button?
A: Did the phone? "Then right next of the end from the Cog & Bone."

Q: What do you do with the trout in?
A: I'm not sure, but I'll take care of it.

Q: What do you do with the camera key?
A: Absolutely nothing.

Q: How do you get the last two pieces of the air?
A: That would be telling.

RAVUP

It's a bit longer collection of chapters, the month, at possibly good on a case.

Spicy, Spicy, you guys, can you help?

Q: "How do you get past the..."
A: "It's the key to get the... and where is the..."

Stuart Roberts: "I've never had how do you get up the right hand side to get... There are... but... can't get past the... it's just being told."

Dina Glover: "In thing, how do you get the... on..."

Back Do Lange: "In about how do you... the... that you'll see..."

By J. V. "In Doohy... I've collected at the... and when at the... there, is the... of... in..."

Colin Larkin: "In Don... how do you... that you'll see..."

?

Simon's secretary was about the software in Deserve Island Dooh. The floor, Simon, his in bed hearing his fever, and a red hearing. Doohy's. There's, Fantasy Robot Dooh, how do you get the code in the warehouse? There were a number of programs on the. According to Doc Eile the best thing to do is to "bait" with about half your body on the left side of the hole box in the left of the coin, and jump right. If this doesn't work by jumping right or left another jumping. If it does not, then you can't see it. If you can't see it, then you can't see it. To thank Doc, thanks also to Stephen McCulloch, Ian Jackson and Karl Blatten - oh, and around 184,208-478.

If anyone, though, be looking for Charles Fraser's, and James Halloway's gamebooks in

YOU THOUGHT I'D FORGOTTEN BET!

As if it would, but Robert Chalko, "Gave guessing from not let his go, considered - just now. It's not getting any any solved it into the journey begin to get his on his name or address on the label, 101, it's me





NEW ZEALAND

STORY

Just a day ahead now from James' death...

Go toward 2-8, go up as far as you can on a ladder. You'll get to the roof and there's water down it. Keep going up and along. If you lose your head on the swimmer, you'll die. Just before the swimmer, the die, but you'll have missed out most of the levels.

I thank you, Mr. Bennett!

3D CONSTRUCTION KIT

Ben Clave has found these really sophisticated commands! They're a bit complicated and I'd advise you to take a master degree before reading them.

▶ **3D VIEW** - 3 position - 3 position

The left, the x and the position of the top left-hand corner of the viewing area.

▶ **3D WIDTH** - width - change. This determines the width and length of the playing area.

▶ **3D ZOOM** - zoom - change. This - faster the commands can cause ZOOM to crash if you set the ranges too large to fit onto a floppy disk.

▶ **3D CALL** - call - by - control

▶ **3D BY** - This one's the most useful of the three commands and it can be used to run machine code routines number of 3DOK.

▶ **3D BY** - Proceed you know what you're doing, the machine code will be loaded into machine code B and the two bytes calculated as shown below:
Second byte = 4H * R₂ / 255

First byte = X - (second byte) / 255
And that's it really.

Oh, by the way, I didn't understand a word for number of that last one. Never mind, I assure you're all here cleverer than me. (Sigh)

FOOTBALLER OF THE YEAR 2

Here's a worthy from R. The King To Get A Job At YIP Sports!

If you have a favorite tactic, here's a good way to be sure you're standing on the right spot. On the backboard tactics section, put a lot of bit-back or placeons on the cross that marks your player. Then, while playing the game, stick your man under the bit-back and you'll score.

Killers are not welcome in the YIP shed. James killed a spider last week and nobody's spoken to him since.

HIJACK

Quite a few people sent in maps for this one. Unfortunately, they were all copied from the one that Andy Q drew for the YIP tape pages. Talk that Sisk, Michael Kings has a few tips...

▶ Don't keep bothering the president. He'll fire you on the spot!

▶ Find all the codes and use them on computers and coded doors.



people around as you want. You're in charge!

▶ Always check typewriters, notes and memos for codes.

▶ There is a code in the CIA intelligence office and one in the Political Advisor's office.

Now, Michael, you should treat your employees with tact and a smile. They'll like you better for it, honest.



TEMPEST

Braving the storms of Tempest? Then visit an ear to Lee Andrew. He'll give it to you in a jiffy...

If your most basic cannot cut out man, great. Deal with the lava and after a couple of attempts you should have an extra life. Wooded

OK, it's positively evil! Here's a few more tips from Martin

▶ **2000** - When you're faced up, turn and the falling amount on screen. If by pressing space, it'll



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SPIKE IN TRANSILVANIA

This must be the easiest Coffee game ever. So sooner was it? I never printed a few months back than a vintage complete

outlines, which through the letterbox, whacking James on the forehead and knocking him off his stool. I know it's taken ages for the solution to get into print, but I was waiting 'til I had a good day to get with it. When the war started, there wasn't enough room to print the solution. He heard here's John Phillips...

▶ Pick up the gloves and the comb, go to the door and it'll open. Go through and walk L, avoiding the poisoned apple on the floor. Go through door, pick up the box of gold. The L, take the gold, push common sense, insider and exit building. R (x3). Carry on right and change speed to fast at gold. Get it in the guard, go R twice, put switch in door position and continue R. Go through the door with the mouse above it. Then go through the R door

but don't pick up the poisoned apple.

▶ **2000** - When you're faced up, turn and the falling amount on screen. If by pressing space, it'll

▶ **2000** - When you're faced up, turn and the falling amount on screen. If by pressing space, it'll

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KNIGHTMARE

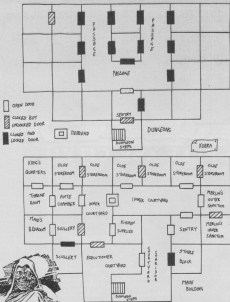


Speak time, Spee-edum! Here's the complete solution to this sneaky-sneaky career game. (R = right, L = left, D = down, U = up etc.)

From the start screen - take food, give food, give water, ask old man, take spade, open door, R and dig ground, D, U, R, D, take sword and kill man. Open door, D, say false, true, false. Get gold, L, R, U, U, R, U, R and you can work out the answer for yourself! Take poison, gold and scroll, U and work out the answer for yourself! L, drink potion, L, L, L, U, open the door on the left, L, L. Give man gold, give gold, take basket, R, spell CASPAR, D, work out answer

for yourself. Take spade, U, R, R, say false, true, false. Take fat, L, D, say Hooglyd and AT, U, R, take water, R, D, L, L, U and dig in all dungoon passages to your first pitch. Take pitch, go to dungoon steps, L, R, U, U, R, U, L, L, U, L, U, L, L, Ask King, U, get gold, open trapdoor, kill monsters, go through trapdoor, L, spell K2E, throw rocks, throw fat and throw pitch. And that's the cut.

Thanks to Swampy Manman for that. If you follow the exact instructions you should be out of these damp dungeons in a few hours. (Wink) If you need an extra bit of help, just follow Gombak's Macchiaioli's sneaky map.

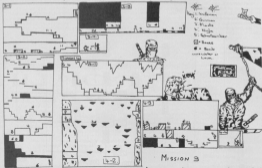




SHADOW DANCER

You might remember Stephen Mareszek's maps of Levels 1 and 2 of Shadow Dancer from Jan 86. If you didn't see them, then here's a

little something to show you what you missed. Yes, young Steve's come up with the goods for Level 3 too...



RE-RELEASE CITY!

It's time to get the Paragade 2 from **Jerry Baxter** (who refuses to give me his address)...

Press down Q and T in the game to automatically load the level. (Batter!) Now, all he's got to do!

Brilliant! (The whole sheel.) What's next? It's **Cosmosis**...

When you're asked to put your name on the scoreboard type in "RC" and you should have it all ready!

To us someone (you forget to put your name, you dallas) from Barnaby for that little snapper! Another recent resident in re-release city is that old classic, **Rainbow Islands**. **Robert Lavery** has the lowdown on the spades, **revelatives** and all those other really things that you come across in a technological fantasy world!

Level One - Insect Island

When you're used to the tactics and can kill the big spider, this level is a piece of cake. When you get better, you can take every single bonus. When leaving, don't use grab any bonus you can. Start off by practicing killing the spiders.

Level Three - Monster Island
At the start there's three werewolves running towards you. Wait for them to come, then shoot. If you shoot a rainbow just to the left of the raised platform, the werewolves will go through the top of it and won't be able to get out of the sides! Break this rainbow and you'll probably get a red diamond. Beware of the bats, try to get all the diamonds and those little rainbows at the temple.

Level Two - Combat Island

Concentrate on killing the spiders and collect more bonuses as you improve. If possible, use the star items to dispose of the small creepers and shooting things. (If there are no stars, just shoot them.)

Level Four - Toy Island

At the start there's a big head, always start to his left, see he moves down and right. Shoot him when he gets to the bottom of the screen. Beware of low-flying red darts!

Simon, who claims that he's a humble **Specimen**, also warns against performing dangerous tasks just to impress your friends. And for a right talk, he went there you try to become an elephant on your nose, remember - it's not big and it's not clever. (Well, the elephant probably is, but that's not the point.)

SWEENEY TODD'S ODDS AND SODS PART TWO

General Sweeney was so pleased at his last "tourist" that he wrote and asked for another one. He slipped in a packet of **Love Hearts** to try and sway me!

Okay, first a little fun for **Star Trek**. While playing the game, hold down Q (start) and the cursor Up key, and you'll be able to choose between a colour game and a monochrome one.

I won't ask why. What's next?

Well, this isn't really a tip but it is very serious. There's in the instruction manual for **SD Construction Kit**, there's a magnet! When using the **SHOOT** option in the combobox editor, you must type "SHOOT" if where it is the number of the sensor you are attached to (if you know what I mean).

No, but it sounds jolly useful!





PRACTICAL POKES

Anonymous hackers, 12 year old hackers - they're all in this month. Oh, and so is a rather unscrupulous character. Let's go...

THE YOUTH OF TODAY

You indeed, hackers are getting younger and younger. Aaaa... take from Portugal as he has just had cracked K&M and Aph. He's looking into the Mod computers by the time he's in his teens. So take advantage of these lists while you still can...

- 18 REM K&M by Jesse Silva
 - 19 POKE 42667:0 POKE
 - 20407:64
 - 26 POKE 05000:230
 - 26 POKE 05000:99 POKE
 - 41403:0
 - 40 LET A=PRK: B=3
 - 50 IF A=243 THEN GOTO 90
 - 80 MERGE " " POKE
 - 25873:234
 - 70 POKE 23687:50
 - 80 POKE 23760:50 RUN
 - 90 RUN LGH 0503
-
- 25 REM K&M by Juan Otila
 - 10 BORDER SIMP POKE
 - VAL "23604" ON P1 POKE
 - "23607" ON P1 CLEAR
 - VAL "23609" LET L=PRK:
 - "23601" :254
 - PRK VAL "23602" VAL "0"
 - LET A=PRK:L POKE L VAL

- 7177
- 28 LG4D ~"SCRDNS LG4D
- "00000 VAL "41440" POKE
- L:K POKE VAL "00045" NOT
- P: RANDOMIZE USR VAL
- "41504"

SPEEDJOB JOETS A ROCKING

After months of staying away, anonymous hackers (who will admit really that anonymous) David Steinhil and Jamie Murray have cracked Speedjob 3. I've got an only lives routine for Slapshot. Oh, and they've done a more comprehensive history. Oh. The Major routine that mine, so I've stuck that in too.

- 31 REM Slapshot by Hackers
- Arise
- 10 CLEAR 4503: LOAD
- "C000"
- 20 LET A=304
- 30 READ B: IF B=999 THEN
- RANDOMIZE USR 304
- 40 POKE A,B: LET A=A+1:
- GOTO 30
- 50 DATA 221,33,120,117,33
- 60 DATA 181,228,8,6,167
- 70 DATA 221,75,5,4,2

- 80 DATA 221,35,12,168,97
- 90 DATA 227,176,229,82,201
- 100 DATA 18,255,168,67,225
- 110 DATA 181,16,202,35,103
- 120 DATA 228,17,8,248,1
- 130 DATA 152,17,227,176,33
- 140 DATA 110,117,17,2,252
- 150 DATA 1,30,0,237,83
- 160 DATA 28,250,227,176,166
- 170 DATA 244,250,176,50,232
- 180 DATA 180,50,223,180,50
- 190 DATA 234,180,166,64,221
- 200 DATA
- 18,24,80,14,25,32,908

- 41 REM 90TM by Hackers
- Arise
- 10 CLEAR 64990: LOAD
- "C000"
- 20 LET A=65853
- 30 PR-50 B: IF B=999 THEN
- RANDOMIZE USR 654
- 40 POKE A,B: LET A=A+1:
- GOTO 30
- 50 DATA
- 33,235,254,34,104,255
- 60 DATA 168,26,255,175
- 70 DATA 50,45,121,PRM
- IMMOVIAL
- 80 DATA 90,189,126,PRM
- IMBY AMMO
- 90 DATA 90,90,121,PRM

- 90TY LIGHT
- "000 DATA 196,76,82,999,PRM
- END MARKER - DOWN
- DELETE"

SOMEONE WITH A TI

I got a letter from Mounmouth in Dorset this month. Its writer being a little Tamey Pette. I really wanted to print some of her stuff, not least because she's got a 'y' in her name (what's something about that letter... I don't know what).

Unfortunately as of the start I'm out of J&K's Clear team (which was speed out of '98 back issues) - and that the stuff was written by me! Now, a word of warning. Spo-ohum! Next time you try to pass off someone else's work as your own, for a 50 note donation then to send it to the person who wrote it!

Time to write a massive (but serious) stuff (getting a word, please) to Jon Hawk. PP, VS, 30 Mounmouth Street, Bann Ayles SAT 20PM. See you in the lobby.

KLIMAX

According to Mark Prior our compgames are getting really easy! It's taken him less than a week to crack Klimax. Which is good news for us!

Get as many power-ups as possible and get the power up to max level, then speed, then range. At the bottom of the screen are the letters P, R and S. These correspond to the number of power-up for power, range and speed.

- P = power max 9 start 4
- R = range max 9 start 4
- S = speed max 9 start 2

Keep them all topped up to maximum if possible. Of the three living systems, the four-way one is best (especially on the freeway levels). They can clear large areas of traffic quickly but take care not to shoot the auto-destruction units. To get four-way firing just pick up the little boxes that appear when you shoot certain vehicles on the freeway levels.

To go around, it is best to hop from teleport to teleport. When you reach a new level, speed around (using all the nuclear power units). Then, as the auto-destruct units (ADUs) appear near the teleports, hop between them 'til you find the ADU and plant it in front of the furthest power unit. If necessary, food it in place 'til it blows up. (Don't worry, they can't harm you!)

On the freeway levels, try to stay along one edge of the board (I prefer the bottom left), and shoot any bodies that come near. If you can survive 'til your time runs out, you're okay. And now the moment you've been waiting for -- the level codes...

Sector	Code	MPGAL
0	0000	8
2	0020	16
4	7546	10
6	1988	12

- A 0138 10
- A 0098 15
- C 0058 19
- E 1712 18

NGPW means nuclear power units, still working and it's also shown on the bottom right of the screen.

Incidentally, to enter an access code just press the fire button (which on the menu screen, four digits will appear and return around it) (well, press fire to stop on the required digit and repeat with the next one. And that's it. Srsly, or what? (Who'da we mean, huh).

Actually, you're wrong! I think it's completely true. So there! (And I wouldn't dream of being so rude as to suggest otherwise.)

Batman The Movie

Be, he, he, he, he, he, he, he, he, he Batman Batman!
Batman! He... (I think we got the drift, Linda.
Fol Olney, here's a tip from Andrew
Cunningham to get rid of all the bodices in
Levels One and Five.



All you need to do is fix your hair (you up at the
salon and then go up again) and the people will have gone. (Except for
the bodice boss, you, most of the bad help.)
Shoot, but straight to the point. (Lived like that Bryan Adams)

Mullet!

Well, that's your lot my little unscathed
pumpkin, people. I'm off to buy the
new Pirelli's single now. I'm finally
back and it's almost too much for
me. (Calm down, Linda. You're gone

and nobody did it! I tell you all
about it next month! (Can't wait, Ed:
Keep those tips and make pointing in
and we might even have extra colour
next month. 'Til then, keep smiling and
have fun. If you see any snail, please
wandering the streets, take them to
the nearest police station. They're
probably lost.



Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



Fish know best! S' true. Our Tec knows as well, and he's telling all...

There's a couple of guys on my tail. Best tryin' to lose 'em for a while, but I can't seem to shake 'em. Quick, let a just dodge into this doorway for a while, see if we can give 'em the slip. My Uncle Albert (my old ma's big brother) was the President of the United States, you know.

It's no good, they're coming over. Strange, they don't look like the usual guineas that I see on the streets. I know, I'll swap my goldfish for your pair of roller skates. Then I'll be alright.

It's not the usual attire they're wearing. No pin-stripes or suits. What are they wearing? They kinda look like white, floppy coats. And that's no gut in his hand, looks like a needle to me. I bet he doesn't have a name called Dave like I do. It's a bet, he's got a thing about hydraulic.

They're missing it. Okay, the thing to do is to keep walking, back straight, eyes straight ahead, try to look uninterested. Then, pity I forgot to put my pants on this morning.

FACE IT

All I would like to ask is which Multiface you'd recommend for my +2? My main reason for wanting one is just to copy my games from tape to disk, but I would like the one to hack with too.

My second query is that I have difficulty loading games from cassette. I am using an old tape recorder that has left and right input ports and left and right output ports. Which one should I put the leads into? I have tried them all with only limited success. I have also tried all the sound levels but that doesn't seem to help either. Help! What am I doing wrong?

**Michael Knight
Ellecombe, Devon**



All Multifaces do pretty much the same job, the difference being that there are different models for the different types of Multiface.

So, you need a Multiface 3, big surprise, huh? This will allow you to transfer many of your games onto disk, and it'll let you share the code too.

Tape tricks? Sure, everyone has those. It sounds like you're using a pretty good quality recording kit. I have a good one that fits in the head of my tape. Multifaces are like to come to your

quality stereo sound with Dolby noise reduction, dependent actually on the sound recording media recordings. The trouble with the more expensive kind of tape recordings is that they have all sorts of

gadgets inside them to cut down on annoying white noise, hiss and unwanted high-frequency sounds. Thing is, this is just what the Spaney

wants to hear. These high-pitched squeals and squeaks that give you a start if you linger to play the cassette and so on are what I want to store information on tape.

My advice? Get hold of a cheap but reliable mono recorder, preferably marked as 'computer compatible'. Don't do an exception one for around 20 bucks.

If you're going to carry on using the tape recorder you have, then make sure you switch off all noise reduction systems, as these won't help one bit. Ad.

BY THE BOOK

I have been programming in BASIC for a few years now using programs printed in books.

Now that I have a +2A I want to go a step further and start making my own programs. At the moment I am reading through my



+2A manual, but I find most of the jargon too complicated.

Is there a book or tape which can introduce me to programming in a simpler way? Thank You London

It's a real shame, but many of the best books on learning to program the Spaney are out of print. Instant Publications published loads of easy-to-understand programming books in the early eighties. Sadly, the company no longer exists.

Your best bet is to look around bookshops, especially in the largest bookies. You may find something in there, if you have no luck, ring reading Spaney. Yes, I'm sure that one or two of your problems will be straightforward but as time goes by, Ad.



FOR MY NEXT TRICK...

I'm writing to solve one of the most special investigations ever! Yes, I'm talking about the EDIT key. (Surely not - Ad.)

is used. If this makes your program crash, use the value 250 instead of 0.

That's all you're getting for now...
**John White
Peckham, London**

POKE 22744,0;POKE 22745,0

Thanks, John, a 'Special Investigation Solver' price is on its way to you. Ad.

The above will disable EDIT and NEM if the EDIT key is pressed. And there's more:

POKE 22744,161 Cursor will vanish when EDIT is pressed. (Press ENTER to make the cursor reappear.)



POKE 22745,161 Press EDIT and the keyboard will lock up.

Put the two poke before an INPUT command to protect it from sosey parkers.

POKE 22614,6 Crashes if the cursor down is pressed or the STOP command



CRASH COURSE

I have a couple of questions to ask you. 1. Why do some of the PCs in your print crash when I try to run them? I find this very annoying as all of the other people who have to type the PCs in &A have to run it then watch it crash on the game loads.

Could the alignment be to blame? Or is it just my typing but a copy—could that crash the PCs?

2. I really would like to get my hands on some back issues of *YS* but the only way to do this I think is to subscribe for your brilliant mag which I don't particularly want to do (as this will make you richer). Please tell me how to get some past issues of *YS* without subscribing. I, and a really busy person who can't be bothered to pay by cheque, are sending money in an envelope in an extra easy option. Does this go under the section of postal order? If not please tell the what postal order means. None of my (rather wealthy) friends know the fiddled about postal orders and can't send money in envelopes to pay? **Jack Chan**

1. Looking by your letter it's your typing that's the issue. If a PCs don't connect exactly as shown in the magazine, with every digit and every comma in the right place, then a PCs will almost certainly crash the computer.

We make lots of effort to make sure that all the things printed in *YS* are as most readable as possible.

2. There is no need at all to subscribe to *YS* to get hold of back issues. In fact it's a completely unrelated service to subscribing. It just runs the same order form. Just fill out the form on the order page and for the money you want, just quote the subscription code. And no, you don't claim the later gift if you don't subscribe.

Subscribing is a good idea, though. For a start, you get a free game. Also, *YS* is about to go up in price, so you can preorder it against a price freeze for a year. And you get a free newsletter with all the links, date cards—essentially all of our other stuff.

3. A postal order is available from the post office. It costs a little more than sending the money direct but the post office may be a cheaper remaking option. It's a lot safer than sending cash through the post though. Please advise if you'd like to use the mailing service. I will tell you should never send money through the post—just if you can't get that there's a calling you can do about it. Whereas sending a cheque or postal order means you don't lose the money. **Ad.**

MORE MEMORY

My Dad recently bought me a few 1MB games but I can't use a 48K Spoozy.

How do I get the Spoozy into 1MB mode? I can't get my Dad off the computer when I load Spoozy stuff.

Karl Baker

Crews, Checklist

The good news, Alan, is that you don't need to do as thing to get your Spoozy to load the 1MB games. Just load them in the normal way and then check if for any problems. It's only when you're trying to load a game that needs more memory, that you cut into trouble. You shouldn't be able to load a 1MB game into your machine, for instance, but anything that requires 48K or less will be fine.

I think your Dad needs to be fixed! Put wires in his head—there's a brain firm. **Ad.**

FOLLOW THE LEAD

I'm writing to ask you help with a problem I'm having. My 48K's tape deck has broken and I was wondering if a lead to connect an external tape deck to the computer is available. Please help. I'm in my 40's and because I can't play any games.

D'N Harding
Abertawe, Derby



I'm not aware of any such lead DSB. You might be better off getting the cassette unit repaired. Check out the On-Site pages in *YS* for a suitable repair company.

And if anyone knows how to connect an external tape recorder to the 48K, then get in touch. I'll make it worth your while. **Ad.**

GETTING ADVENTUROUS

I have three questions to ask you. 1. I have written an adventure game that only runs when CAPS LOCK is on. How do I program the computer to do this automatically without asking the player to press it?

2. In my game I have used the PLAY command to add music. It's fine in 128K mode, but if you switch it into 48K mode it screws up with nonsense in BASIC. What else can I do to tell the computer to play the music if it's loaded in 48K mode?

3. I have the file *Shovel* title. Divide printers but it doesn't fit in the printer port on my -28A. It fits in the expansion 160 ports, though, and will print normally, and screen dumps but only in 48K mode because in 128K mode the printer signals go through the printer port. Is there a lead to fit my printer into the -28A printer port? If so, where can I get it and how much does it cost?

One more thing, what's our stoppage means, that's our things. I thought you said there were only three questions?

Ad! I would like a program so that I can type things directly on screen and not have to bother with keyboard and be able to print it out without any

troubles. Will Tawford stop me to do this?

Please help me with all my problems. I would be extremely grateful as they have been bugging me for some time.

Alan Knight
Bournemouth, Dorset

1. Easy. A simple code will put your computer into CAPS LOCK.

PCMS 2804.4

2. The easy machine code programs check machine memory size in 32 bytes to check the 128K extended ROM in bit check a byte there. If the values is successful, then the machine must be a 128K one and so be able to use the PLAY command. If anyone can come up with a BASIC equivalent then, well, you know the score.

3. That there's not a lead that I know of available to connect the 28 Printer to most from printer port of the 128K machines. However, what's more likely is that someone, somewhere had written a patch to direct the printer's output to the expansion port. How about it, guys?

Tawford is a word processor. It lets you type text on the screen, edit it and print it out at your leisure. Unfortunately the version of Tawford for your machine, Tawford -2 isn't configured to work with the 28 Printer. You should be able to use Tawford 2, but you'll have to cut it in 48K mode. That's unless anyone knows any better... **Ad.**



YOU KNOW WHERE TO FIND ME

Oh no! They're on top of me! Can the be the worst? That's a must, Ippol! I already have a jacket and that's the only one together!

Oh dear, they're bundling me into a car with a flashing light siren and a crew on the side. They're taking me to the boss, but they keep saying the weight's going to be alright and I'll feel better after a bit.

Oh dear, looks like I'm gonna be stuck up for a month at least. But don't let that bother you. Send your mail to Alan Waring, Good Day, 10 Penny Lane, 20100 South Street, Bath BA1 2PL.

Oh please so many letters as I can't get to read an figure out how to write the replies with my arms strapped to the sides. Don't forget readers that they look out for the letters. And don't sit around under the blankets—be more cheerful than you might be.



PROGRAM PITSTOP

He's *TS's* answer to Tom Jones. He's got the scores on the doors and the daffodils in the window box. Ladies and gentlemen, let's have a big round of applause for **JONATHAN DAVIES...**



I've never had much luck with cameras. That's why I thought I'd better take this opportunity to point out that I don't look anything like any of the photos that have appeared in *Pitstop* over the years, least of all that one over there. (Fortunately I seem to be shrouded in darkness, as Andy On no Last Lustin Cr was to be the one who disappeared!)

Well, that and the fact that I was a bit stuck for anything else to put in this month's entry, so usual.

Pitstop temporarily down to one program this month, but what a corker it is. **Jim Newell's 48K Music System** will send tingles down the spine of anyone fed up with their *Speccy's* wacky *Beep* command!

48K SOUND SYSTEM

by Jim Newell

Given the choice between a 128K and a 48K Spectrum, I'd plump for the latter any day. That compact case, those easy-on-the-fingers rubber keys, the straightforward and nippy Basic editor, that excellent keyboard system, games that multitask in convenient chunks — it all adds up to a great package in my opinion, miles better than those jolly, impersonal Amstrad offerings. Our rubber-typed *Luddie's* just got one small problem: the sound's crap. Getting it to play a tune involves an endless string of *Beep* commands, and four's a good working out the right number to go with each one. And if you do ever get the thing finished, it tends to sound more like a digital wack-a-mat than the symphonic masterpiece you'd originally intended.

But that no longer. Here, and not a minute too soon, is **Jim Newell with his 48K Sound System**, which aims to give your 48K *poorly* just the same musical capabilities as the 128K. As well as giving you two-channel polyphonic sound (not quite the 128K's this one, but as near as dammit), it also pulls off a convincing impression of the 128K's *Play* command, so to play a tune you simply bang all the names and lengths of the notes into a string and let the program do the rest. You've also got full control over the length of the notes, the speed of the tune and a range of sound effects, and repeats are

easy to accomplish.

First things first though. Type in the Basic section, which mainly consists of a demo, and save it onto a blank tape. Then type in the Hex Loader and use it to enter the hex listing. Remember that when entering hex, only type the pairs of characters, a line at a time, and not the spaces between them when they are there to make the text easier to read. Save the code thus produced after the Basic, and then reset and reload the whole thing. If all goes well you should hear Jim's rather splendid demo.

By now you're probably itching to have a crack at a tune of your own. It couldn't be simpler! (That's the whole point, after all.) What you need to do is type LET all—* dots of letters, numbers and funny symbols*, where the contents of all are plugged from the following list:

- A—G or A-D — pitch of note within current octave (N.B. pitch for channel A must be followed immediately by pitch for channel B.)
- S — Use after a note to flatten it
- # — Use after a note to sharpen it
- O — followed by channel (A or B) and then a number (1-6) sets octave
- L-G — sets length of notes
- A — denotes a rest
- T — followed by a number from 1-O sets the tempo
- () — duplicate a phrase to be repeated
- ! — sound FX — follow by three letters and/or numbers, for a variety of sound effects (N.B. used both sound channels.)

The numbers representing note lengths are as follows:

- 1 — semi quaver
- 2 — dotted semi quaver
- 3 — quaver
- 4 — dotted quaver
- 5 — crotchet

- 6 — dotted crotchet
- 7 — minims
- 8 — dotted minims
- 9 — semibreve

It might sound a bit technical, but basically a crotchet is one beat long, a minim is two beats, a semibreve is four beats, a quaver is half a beat and a semi quaver is a quarter of a beat, and adding a dot adds on half as much again. The length of a beat depends on the tempo you've set.

The best way to get to grips with what's going on is probably to take a wander at the demo, which explores all the various features. Once everything's set up, **RANDOMISE (USR 6200)** to play it.

If you came up with any particularly spectacular tunes, please don't send them to me.

Basic Section

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1000 REM ***** SOUND SYSTEM *****
1010 REM ***** BY JIM NEWELL *****
1020 REM ***** 128K *****
1030 REM ***** 48K *****
1040 REM ***** 64K *****
1050 REM ***** 96K *****
1060 REM ***** 128K *****
1070 REM ***** 160K *****
1080 REM ***** 192K *****
1090 REM ***** 224K *****
1100 REM ***** 256K *****
1110 REM ***** 288K *****
1120 REM ***** 320K *****
1130 REM ***** 352K *****
1140 REM ***** 384K *****
1150 REM ***** 416K *****
1160 REM ***** 448K *****
1170 REM ***** 480K *****
1180 REM ***** 512K *****
1190 REM ***** 544K *****
1200 REM ***** 576K *****
1210 REM ***** 608K *****
1220 REM ***** 640K *****
1230 REM ***** 672K *****
1240 REM ***** 704K *****
1250 REM ***** 736K *****
1260 REM ***** 768K *****
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1370 REM ***** 1120K *****
1380 REM ***** 1152K *****
1390 REM ***** 1184K *****
1400 REM ***** 1216K *****
1410 REM ***** 1248K *****
1420 REM ***** 1280K *****
1430 REM ***** 1312K *****
1440 REM ***** 1344K *****
1450 REM ***** 1376K *****
1460 REM ***** 1408K *****
1470 REM ***** 1440K *****
1480 REM ***** 1472K *****
1490 REM ***** 1504K *****
1500 REM ***** 1536K *****
1510 REM ***** 1568K *****
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1610 REM ***** 1888K *****
1620 REM ***** 1920K *****
1630 REM ***** 1952K *****
1640 REM ***** 1984K *****
1650 REM ***** 2016K *****
1660 REM ***** 2048K *****
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1940 REM ***** 2944K *****
1950 REM ***** 2976K *****
1960 REM ***** 3008K *****
1970 REM ***** 3040K *****
1980 REM ***** 3072K *****
1990 REM ***** 3104K *****
2000 REM ***** 3136K *****
2010 REM ***** 3168K *****
2020 REM ***** 3200K *****
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REPLAY

We've got compilations coming out of our ears this month! (And nearly as many reviewers!) So come on baby, let's go!

Compilation

THE ULTIMATE COLLECTION

Ubi Soft! £19.99 each

No guess for guessing what's in store for you on this compilation box (it's just about to tell you). Skate Wars, *Zombi*, *AMC*, *Stunt Car Racer*, *After The War*, *Pro Tennis Tour* and *A Large Banana* are all to be found within its lovely crafted box. One of these is a red herring.

Skate Wars

A sports box hockey-cum-football-cum base! (It's up released twice previously under different pseudonyms, which just goes to show what a weird bunch Ubisoft are. But then, they are French.) "Pretty good fun for a while, pretty original, but not quite there," was our conclusion then. It still rings true today. **62%**



I know it's a great game and everything, but why are zombies in it called Zombi?

Zombi

It's an icon-driven arcade adventure. It's a little bizarre, it's decidedly morose and it's disturbingly lacking in sound. Yet, inexplicably, it's one of the most addictive and playable games in the pack. Strange but true. *Spook!* **73%**

AMC

Equally strange was the fact that although it was printed with blue ink on pink paper (which made your eyes go funny when you read it, it seemed) that an almost hunched over with short

bliss at this scrolling beat-'em-up took in issue 85. But 17 issues on, its flaws are far more conspicuous. Basically, it's too graphic and not gamey enough for its liking. **60%**

Stunt Car Racer

Ah, this is more like it. A perfectly, to coin a word, 'brilliant' 3D driving game held over a roller-coaster track. The graphics really tend to be seen to be believed, and the playability's so great it'll be literally coating out of the side of your Speedy and all over the table. (That's nice. *Go!*) **85%**



Looks as if that for 88! This is *Stunt Car Racer* and it's over!



So that ball's good enough! It's best enough and you'll never see it again. Mind you, the camera might get a bit annoyed!

Pro Tennis Tour

And what did we say about the one back in February 1997? "The bad tennis cam on the market with dead accuracy (if a bad hardy game)." That remark still stands firm today, although (being slightly picky) the game is far from perfect. **75%**



After The War

And number six on the pack is this two sections, a combination of beat-'em-up and shoot-'em-up. Both sections have top-notch chunky animated graphics, and there's plenty of opportunities for the player to interact, although it is perhaps a little too hard for its own good. **70%**

A Large Banana

This is in fact the red herring, as no items of that are included in the compilation (due to packaging restrictions). *Oh, did it doesn't exist!*

In summary, three good games and three (right but still worth having) games. And there's not really much more I can say than that. (You could say that the coherence theory states that a proposition is true if it fits into a network of propositions, often held by idealists. Much like Y2, really. *Oh! No!* couldn't. *Wah!*) **83%**



ALTERED BEAST

Price: £9.99

Originally released by Activision in '98, this was also included on *Cosmos: Power Up* compilation pack back in June. And here it is, again! *Spook!*, still in its into bright colours, whicky graphics and lots of right-jumpy action. But you'll love *Altered Beast*: it's crammed full of lovely colourful stuff and might well be the game for you. A rather large eyelid has captured a powerful wizard's daughter and you have been personally chosen to rescue her. You'll need brains and a steady physique to complete this difficult, yet romantic, task.

The beast who abducts is you! You run the whole gamut - from good-looking chap, to dragon, to blue bear, to gold plated wolf. Before you can change, you'll have to travel along the five different levels and collect the souls of three white wolves. Along the way, there's all sorts of spikes, head-batters and snakes that aren't the friendliest of creatures.

81%



To get the most out of this game you'll have to possess the oriental skills of the next Bruce Lee. Yes! You too can surround your hands with your acrobatic skills as you destroy the evil beasts. You too can prove what a He-Man, or She-Woman, you really are. If you haven't got *Altered Beast* already, then don't miss it this time round. *Rebaba!*



Spook! There, it's all change around here. If you collect the soul of that white wolf, your job will change colour. *Good, isn't it?*

Compilation

THE JAMES BOND COLLECTION

Domark/£12.99 (cas)
It probably wasn't a massively hard job for Domark to decide which three Bond games to include in their compilation, not when you consider that only three of their conversions have actually been any good. That's right, they've only included the ones with an 'L' in the title, but not *The Living Daylights*.

The Spy Who Loved Me

For the most part this is a shamelessly obvious *Spy Number-1*-off. It starts you as the driver of a car which is speeding feverishly up a vertically scrolling screen. Apart from drive, what you've got to do is avoid other vehicles and pick up weapons. A speedboat level, an underwater level and a running-down-a-corrider level are also included, but things become dull pretty quickly. **65%**



Doesn't look like any kind of James Bond film (I've never seen one).

A Licence To Kill

This is the James Bond game that has been re-released on compilations more times than I've had my appendix out. It's also the oldest of the included games and arguably the best. It adopts the form of its contrasting brethren, all of the additive shoot 'em up variety. It, and the graphics, are nice too. **75%**



It's an action game. That's why there's no *Wraiths* or *Glitch*.

Live And Let Die

Take *Road Blasters*, remove the car, add a speciality, change the name to *Live And Let Die* and you'll realise that what it's

Power Drift

Big Squid/£2.99 (cas)

The mobile version of *Power Drift* looks like a particularly powered, hydraulic version and it was a stomach-churning experience. Its other notable racing converts were positively evil and while this conversion may not have the graphic grace of the arcade, it's honed the gameplay, driven a frenzy and packed in 25 tracks into tape. All in one load! **Human!**

Power Drift follows a simple formula. Finish in the top three of any race and you progress to the next track in that five-course sequence. Each four lap slogging inspires two minutes of automotive madness, as all 12 drivers fight to reach the top first. It sounds simple in theory, but getting onto the winners podium is a real struggle.

After choosing a course and driver, the screen pans down to the start line. This bit's great too, you can watch the start lights and see the engine in the best WRC at traffic lights tradition. You've been speeding too much time with that James Trenton bit! When they hit green, you hit the gas (and all the other drivers try to hit you). A couple of seconds later you're screaming down a gravel track at 120 mph and it's time to shift gears. One press of the fire button and you're in top and heading for trouble.



Why? Cos there are no straights on any of the 25 courses, just short stretches of non-banking bits between corners. Cak!

The art of *Power Drift* is to



And there really do see things going faster in real life! But why aren't you wearing a helmet? Well, at least you've got one, and it's being tested.

trying to say is that *Live And Let Die* is quite like *Road Blasters* but with a speedboat instead of a car. *Quix* is the most reliable advert I can come up with to describe the fun factor, but a bug (in my opinion at least) that won't allow you past Level Three doesn't help. In fact, it completely ruins the whole game. **65%**

And there you go, an average compilation. Buy it all on your (and) no one else's) computers. **Rock, O**



Being looking it won't they, been chosen? I mean, what's their story on the real game? What's that a machine? I see before that!

side sideways through corners under full throttle, sweeping past the tape, who slow down and turn. These tracks aren't just unpleasant and terrifyingly tight, they're maliciously vicious and nasty. They're full of steep climbs, sudden drops and large gaping gaps that were designed to mangle your car.

With 12 luggies waiting for position, precise control is essential. Your motor responds well to wiggling, but it's up to you to thread a safe route for hot furious laps. Slip up and the car is flung off the track in a seamless, prevents that sets into your lap time and chances of victory. Playful nudges that encourage other drivers over the edge are perfectly acceptable, but they can do it to you too!

Graphically *Power Drift* is pretty uncompromising, with blocky sprites and occasionally confusing tracks. On the other hand, the racing is excellent and that's where the heart of the game really lies. The main aim of the programmers seems to have been to keep the wheels turning. (So don't be surprised when the soundtrack cuts out half way through a race, it just means life's getting hectic.)

Power Drift captures the high octane spirit of the arcade. You'll need a good eye, good luck and an iron stomach to stay the course of this relentless 25 track, high-thrills, Sunday drivers, cartoon towers and milk floaty maze over. The rules of the road have changed! The alternative Highway Code can found on the inside of the *Power Drift* cassette and all mad drivers, boy racers and speed fiends are recommended to grab a copy! **Trenton, O**



Compilation

SIX APPEAL

Big Squid/£2.99 (cas)

What a witty title, an *Spide-chumny* (Cough). Oh well, it's the games that matter. And here they come now.

File 'n' File

Brain your brain with this match-the-colored-blocks-but-turning-the-simulated-gravity puzzle game. The field is that you can move the tiles to anywhere on the screen - so the inevitable rainbow splash is nobody's fault but your own (but not). Nicely presented and with a satisfyingly large number of levels, this is the kind of game

you'll either hate or treasure at a lot. I screamed a lot! **75%**

Fluffy's Saga

Counted gets mad as you take on the pongy form of a lavender sponge. Huge mazes and small graphics means there's always plenty going on and, while badly



This is *File 'n' File* and it's actually quite exciting. The number pretty low, isn't it?

there's no two-player option, solving the levels is great fun. Cute, playable, addictive and, er, cute. Puffy's Saga also features the best-ever use of sampled speech (is it incomprehensible)?

87 Thunderbolt

Basically 1942 flipped 180 degrees, this is yet another bland shoot-'em-up. You could play it with your eyes closed. I did. **Zero.**



So that's what Puffy looks like. For some reason I thought he'd be a lot better. In fact, he isn't. **Zero.**

86 Dangerous

Tougher than tough, hotter than hot, international spandex-mobster Richard E Dangerous has been entombed in a South American temple by some nasty South Americans. All that stands between him and sticky doom are his wits, his hat and several offensive weapons. As you've probably guessed, this is a platform game, and it features packed one at that. The graphics are comically stultid, the snazzy music is a pastiche of adventure serial themes and the puzzles are abominably sneaky. Alas, the game is almost imminently difficult, meaning most Spoo-chunks won't get to see the best bits. Which is a real shame. **78**

84a

A Black Tiger rip-off, um, homage that doesn't quite work. Over-complicated graphics and repetitive gameplay conspire against it. Unlikely to set your Spoozy alight, unless you accidentally fire a magnesium flare into it while playing. **54**



So this is Twin World. Unless you wonder exactly what world it's related with, doesn't it?

83 Twin World

Recreates a genre in this Wonderboyish platform game. Neatly presented with detailed graphics and nifty sound effects, it's easy to get into and has playability coming out of its little polly ears. With 20 pie-caked levels, there's loads of long-term interest, and overall it's dandier than Seaou Brummer's most fashionable frockers. **80**

With four strong games, this pack is a bit of a bang. Ask for it by name! (Jim, on second thoughts don't.) **Just. 0**



THREE ALMOST ENGLISH PHRASES

- "Features of the battle and the place where it takes place." **Zero**
- "This option is definitely the most powerful in the game. In fact, it makes you invisible to all your enemies." **Puffy's Saga**
- "The episode of my cousin had been struck by a Hebeu." **Twin World (slap-lying. A)**

Compilation

SUPER SIM PACK

45 Goldens, 99 Cans

Temporarily flicking over the television previously tuned into

my Spoozy, I see that One Up A Clew is on - which gives me a great idea. Turn it off immediately, and get on with the review. I can't stand Lionel Blair.

82 Airbone Ranger

A game of the run-around-shooting-people mould, but quite why it is included on a simulation pack is beyond me. It's not even particularly good - the man-machine graphics are unduly rubbish and it all looks highly dated. Not a good start. **58**



The dud one of the whole pack, the only reason we're showing you this is so you know what to avoid in the future!

81 International 30 Levels

I had time to stop my raked ankles with a stick of wet celery if I'm wrong, but I'm vaguely sure that 30 Levels sees the first appearance of vector graphics outside of a shoot-'em-up. Both players are animated triangles and the court can be viewed from a number of perspectives, it sounds novel, but in truth it only serves to slow things down and complicate matters. Despite this, it's still a lot better than the majority of its counterparts. **80**



It's mad, it's mad, it's completely mad... **80p-80p**

80 Crazy Cars 2

An Outrun-style race-'em-up which still looks and plays great. You can actually choose the route you take and what scenery you see, and Outrun for that matter. Good enough to make up for the severe crepages of Airbone Ranger. **80**

80 July 1980

The Spoozy has got loads games coming out of its arse pot, and although July 80 is pretty good, it's definitely not its coming-of-age game. Its main problem is the fact that it becomes a tad confusing. The sprites merge together, and sometimes you can get lost (I) on the pitch. But it's beautifully presented, which is some consolation. **77**

And that is what you get in the

(Randomly completely Lionel Blair-free) Super Sim Pack. You can't complain really, can you? **Black.**



EDD THE DUCK

20p/£13.99

From the duck of the same name comes an odd chick as I've seen in many a month. Basically it's a beginner's Rainbow Islands which, for those of you who were struck unexpectedly by a bookcase and consequently spent six years living in Leighton Buzzard as a commotio broker named Kim, is a supercute vertically-scrolling platform game. Revolving around the best of superstars of Wise Beaky himself, the game has you waddling through three BBC departments (Weather, Special Effects and Children's BBC), picking heavenly golden trinkets from each.

Ranged against you are mobs of twee bodied, but luckily you've been armed by the Blue Peter team with a weapon ingeniously constructed from a toilet-roll tube, an old basketka and fastenings of sticky-backed plastic.

Gameplay is unsurprisingly Rainbow Islands-like. There's mussy a hop, skip and burbling sob-cos it's actually rather hard, in a cunningly designed sort of way. It's the vertical scrolling, y'know - you never

quite know if there's going to be a nasty turning just above.

88, it's all-time-wastingly-playable, with brisk and colourful graphics (though disappointingly few sound effects).

You may find it a bit short (only three levels, after all) but it's well worth a look. Quick quick quick. **Just. 0**



Here's my Edd in the Weather Department. It's obviously summer, look at all those lovely mosquitoes. **Black.**

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FUTURE SHOCKS

Seeing as this is a spooksome issue, we've dusted down our witchy crystal ball. Here's what it showed us...

TITANIC Blinky

Zeppelin

Where were you when the Titanic sank? Watch was asleep, Maryanne was playing *Renie The Hedgehog*, Linda B was listening to *White Trash*, Andy O was street-marking his way across Bath and Janine was trying out his radio-controlled airplane in the Atlantic.

Anyway, a mysterious (and very hot) dude called Arthur J. MacKenzie has raised the ship.



This Titanic Blinky game was the winner. Lucky it's only a computer game!

Cos it was such a terrible accident the ship is populated with tons of ghosts. Be who ya gonna call? Blinky, that's who. Whatya mean you've never heard of her? He's a world famous ghost-collector (who has just been invented by Zeppelin).

Once Blinky has penetrated in, he's got to wander around the ship, zapping ghosts. It all seems a bit hard on the wee ghosies. First sunk, then zapped by a certain obstacle type thing. You'd think that they deserve a break!

Never mind. At least you've got loads of screens, loads of spooky sproles to trawle and loads of disguises to wear. Y'see, Blinky can't just wander around as he is, he looks far too silly for that. So he's got to disguise himself. But the disguises take just as much as he does. For example he appears as a smashed egg with arms,



That's Blinky on the right, but where's that mysterious ghost collector?

legs and boxing gloves. Permit you if anyone we know? He also appears as a cat. Him. That shows you just what kind of game we're talking about here.

Yes, Binky-chuns, it's a very strange game indeed! Oh, and one other thing. Some of the levels are underwater, which makes things a bit tough. Yep, all in all Titanic Blinky looks pretty spunky. Full review next issue.

INTERESTING FACT NO. 178

Gordon Bennett, who gives his name to the exclusive "Gordon Bennett" into a millionaire who drowned on the Titanic when it sank in 1912. (Gordon Bennett - Reader's voice.) Exactly.

JIMMY'S SOCCER MANAGER

Beyond Belief

There can't be many games which let you control your own football team. Oh, all right, there are lots. But not many called



27,000,000! For you see, right now we're the point on which of them!

Jimmy's Soccer Manager. In fact this is the only one. If there is another one, it hasn't got the same name - so it doesn't really count. (Please get on with it before I forget you. Ed)

Presumably, you pay Jimmy - so change your name by deed poll this instant, going real! You start off with a pretty crap team, somewhere in Division 10 (before even Accrington Stanley). You've got to guide your team to the top by getting the players in peak condition by making sure they go to bed on time, as Top Of The Pops Has finished. Yes, you've got to be tough and 'led to be a manager.

You've also got to wear big jewellery and make your boys eat three Shredded Wheat.

You should call crap players, buy decent ones, go into the red and disappear to Rio De Janeiro. Sorry, I meant borrow a large amount of money to get the team into shape. You can pay it back when thousands of people come to watch you play, or when you win.

Remember Liverpool in front of their home crowd.

Heaving! (Do you

mean changing metal walls into ships? Ed) No, I mean Jimmy's Soccer Manager will be great. Oh, what's the point?



Money, the money, David Bailey in there it was, but who the hell's Big is it? (Ed)

NEIGHBOURS

Zeppelin

Goodness me! I thought the fuss about Neighbours would remain the domain of Pops and aunts who were entertained by Mrs Mangel, Charlene and Bianca. And pretty damn good it was too. We used to watch it not once but twice a day here in the US. Shee!

Anyway, after some serious high-level meetings in the sweltering heat of Australia, Zeppelin have secured the rights to this televised

masterpiece. So what's it about? Well it seems that the Robinsons and the Hartneys (arguing again) have challenged each other to a race around Erinsborough. Who's do you think it is? How play Scott Robinson, Mike? Ed Scott, you know, he used to be played by Jason Donovan!

It's a 3D world corner angle-watching pitfall, where Scott has to race without other residents of the said second Anzac's Corner, Erinsborough High School and Hartney St. He's got a

dashboard, Mike has got a motorbike (I'm afraid, that), Henry's on a lawnmower and Kyle has got a seat of suggestion. Oh dear, we're getting silly now!

Getting in the way are people like Mrs Mangel, Bianca the dog, Helen Daniels (with a lot of paintings) and some, or kangaroos. You have to steer around all these and balls comes as well.



Warning: It's White on the left, Red's better take a care, if he falls off he could get a nasty bump! That looks a bit like Mike though in the background, hasn't anything ever told her not to watch the road?

It looks dead slow, eh? If you keep losing, your popularity with the audience decreases (this is shown by that big Neighbours bar at the bottom of the screen). Get to zero and you're checked out of the show. Weird, eh? The strangest thing about Neighbours, the game, is that nearly all the people who are in it have left the show (obviously they're crap at the game). Spooky, eh? Perhaps being in a

Zeppelin game went straight to their heads and they've all gone off to make crap records about it. Anyway, watch out for a review next ish. We're hoping to get Harold and Midge in to play it, but if they're busy it might have to be Kyle and Carmel or Markie Mark or someone else from the show. (Dr Oswald's Hint) All together now, "Neighbours, everybody needs crap Neighbours..."



What on earth are they doing? And where's our Buffy and Xena? You'd best wait to find out!

NEXT MONTH in Your Sinclair

22 **Thing-a-long, mostly on high...** **24**
All the regulars are coming round for a bit of turkey! There's Spide, Top, Ladies, Adventures and coolies too!

24 **Oh, come all ye faithful...** **26**
Excuse! 10 updates to Father Christmas and the Poo family. Plus learn how to make your very own crap-Christmas present!

26 **Single bells, single bells...** **28**
Last, but definitely not least, there's a new, secret comic-stripped gift. Happy Christmas!

24 **Over in royal David's city...** **26**
The puppies have put their greasy little heads together and come up with a wonder of an issue! There's loads of half-kissed reviews and a nice little clump of milk chocolate-covered Megapuppies to hang on the tree!

24 **Mark, the Herald angels sing...** **26**
Our Christmas cover-concave is overflowing with all the usual FORNs, games and choices. Herald!



The January issue of Your Sinclair will be all nicely gift-wrapped under the tree at a newsagent near you on the 7th of December 1991.




Deploy the chimney and get the mince pies out! It's the special Christmas issue of the world's best-selling Specky mag!

THE SIMPSONS™ BART VS. THE SPACE MUTANTS



MATT GROENING

Shy.
Sensitive.
Law-abiding.
Polite.
Respectful.



BRUCE WILLIS
HUDSON
HAWK

...I don't think so.

Now...
steal in on the game.



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