

BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

JAN
1992
No 73
£2.20
With
Free
Tape

SAM COUPE SPECIAL!
This is page 71 and the rest of everything you see here is yours to have about the £1k Coupé!

LEAPING LEMMINGS!

Take a trip down Lemming Lane with our exclusive review!

Got no Mag 7 tape? Ask your newspaper where else you can get hold of Graphic Adventure Creator, Cisco Heat, Venturama and Evening Star for just £2.20!



TURN TO PAGE 76 FOR THE CLUES

CHRISSEY GAMES OVERLOAD!

They're back! Super Space Invaders do the bleep and shuffle boogie on page 14
● Wrestling like you've never seen before; it's WWF and it's on page 20 ● Titanic Blinky rights wrongs aboard ship on page 31
● Plus! Exclusive Space Crusade preview on page 64!

£1000 worth of Mountain biking equipment, an amazing trip for two to EuroDisney and some flippin' evil Karaoke gear up for grabs! PLUS: The YS guide on how to survive Chrissy! You'd be a one-toed sloth named Nathaniel to miss this fab and frothy festive feast!

future
PUBLISHING
the spirit of



CHECK OUT

TERMINATOR™ 2 JUDGMENT DAY



YOU ARE T-800

IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN, SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH... AND A GAME YOU WILL NEVER FORGET.

© 1991 LJN ENTERTAINMENT, INC.
ALL RIGHTS RESERVED.
TERMINATOR™, JUDGMENT DAY™, AND LJN™
ALL RIGHTS RESERVED.

WRESTLING



WATCH A GONNA
LARGEST ARMS IN THE W
RUN WILD



THE ACTION



WHAT DO YOU DO WHEN THE
WORLD AND HULKAMANIA
ARE ON YOU?!



WRESTLING MANIA

Embodiment of a Simpson hero, with a very important power: **SPACE MUTANTS** are LOVIN' AND LOVIN' YOU! LP
That's right mate! A certain class, terrible, brutal, gross and painful mutants are taking over the bodies of the people who live here and they want to build a mutant that's gonna take over the entire planet!
Anyway, you're truly the only one who can save 'em! The game spray-paint things, get rid of 'em on a skateboard, use my trusty wrench, and in general behave like a badass, man.
So if your dearest person is a mutant... well somebody who cares about that very planet, you'll do the right thing.

SPECTRUM • AMSTRAD • COMMODORE • ATARI ST •
AMIGA • IBM PC & COMPATIBLES

ACCLAIM IS A REGISTERED TRADEMARK OF ACCLAIM ENTERTAINMENT INC.
THE SIMPSONS™ TM & © 1990 SIMPSON SIMULACRUM FROM COME. ALL RIGHTS RESERVED.

YOUR SINCLAIR

It's Christmas time and the robin's getting fat. Here's a load of software from the Your Sinclair hat. It's a game extravaganza, with the odd demo as well.



Create a new world and have an exciting adventure in it too! It's the GAC and it's on page 55.

VENTURAMA is a tropical paradise game. The full game is on page 6.



Leave us the track in **EVYING STAR**. Check along to page 7.

Visit **PEKING** in our full game on page 7. It's Peking 1988!



Race those top-cars in this demo of **CISCO HEAT**. Zoom over to page 8.

Rock around the Christmas tree with **88&5 TUNES**. It's over on page 8.



Fill your slippers with honey! Peek at **POKERAMA** on page 8!

THE MAGNIFICENT 7

GRAPHIC ADVENTURE CREATOR

Incentive

COMPLETE GAME CREATOR

What an absolute stormer! With GAC (as we trendy types call it), you can actually write

your own adventures! The only limit is your imagination, the computer's memory and whether you're crap at it or not!

For more info on how to use GAC, stop reading this and flick as fast as you can to wonderful, glorious page 59. There, in amongst the spelling mistakes and badly thought-out colour clashes, you'll find full instructions on how to create adventures which will change your life. Do it now!

VENTURAMA

Graham Shaw

COMPLETE GAME

Oh dear! In *Venturama* you play a character called Orion Pardo. If that isn't the worst joke-name in the world, I don't know what is. (What about Amelle Custard or Teresa Queen? Ee! Anyway, this Orion bloke was floating over the island of Pedermonia (think about it) in his balloon when he accidentally fell out. So now he's trapped there.

As Orion, you must find the diamond skull and make your way to the balloon which crashed elsewhere on the island but, magically, is still in working order and float gently back to safety. All this makes it sound incredibly easy but, as you'd expect, it isn't. There are lots of nasty platform screens to work through, and plenty of traps and traps. You can carry up to four objects at any time, and most of them have a function. For example, at the start of the game if you collect the magic crystal by the beach-hut and place it on the blue object, it'll unlock the passage to the right. Then you can really get started.

Venturama is completely brilliant and it should keep you out of mischief for many an hour over the holiday period.



Warning: If it doesn't make fairly obvious, that caption will certainly not do. This is not desirable as I'm getting out of here!

Have you noticed how software houses are getting desperate in their search for cleverer names. No at all! Yes, you've probably noticed the Future Shop Name Generator & Name-Generator.

What you haven't do is choose any christian name for an A, any initial for an B and any surname for an C. And there you have it - great unique names atop to a list of the 100.

LAB	LAB	LAB
Pauline	J	Edgington
Emily	F	Quail
Robert	S	Quinn
Montgomery	CC	Talbot
Alan	QPR	Stoddard
Barbara	WURF	Trux
John	POO	Tut
Mary	B	Math
Clara	LPF	Ed

EVENING STAR

21st Century Software

COMPLETE GAME

Remember Southern Belle from a few issues ago? Well it was so popular that we couldn't resist putting another beautiful train game on the cassette. This one, streak of shocks, sets you in command of a high-toned class old Bath Spa station. How we love it set to touring Bournemouth. It's a hell of a ride, that's for sure.

At the main menu, press 2 for a detailed demo of what you need to do, or 1, then 1 again, for full controls. You can then control Cut Off, Brake and Regulator.

As you sit at Bath, open cut off fully by pressing 0 four times. Half open regulator (R) twice and you're off! At four miles an hour open regulator fully for maximum

speed. To slow down at stations you'll need to use the brake and close the regulator and cut-off. Be tricky, or this. The idea is to stop at the far end of the platform so everyone can get on and off.

The options (main menu) are what you've got to be fast better. They're as follows:

- 0 Demo run. Useful for watching the computer's actions. This is the best way to learn how to play Evening Star.
- 1 Practice session. All you've got to do is stick to the timetable (key T) and stop at Bournemouth Junction.
- 2 A non-stop local run. There's a speed limit of 40 mph, so keep your speed down (and watch out for motorbikes!).
- 3 Another 40mph speed limit, but you must obey all signals and stop where the timetable tells you to. The signals (in the top right corner of the screen) are 'stop' (down position) and 'go' (up position). Stations where you're supposed to stop use a capital letter on the timetable, and at each station allow one minute for everybody to get on and off the train.
- 4 With all of the above restrictions, but the train runs from Bath to Bournemouth.

5 Finally, there's British Rail. As well as giving us lots of colour, they've also perfected yearly 1000 mile of colour and meaning. Here's the full list of the options:

Summer Good weather. There's nothing so hot as jobs in British Rail. And the old signal is the best way of the summer month-long.

Autumn. Sweating those one mile right of the track. Mail covers down-cast line, but by next morning line has an open road/railway each day being washed up to a first of a minute.

Winter. Heavy load of snow is, dry white flakes of frozen water. The signal of snow is blue, dry and, and the temperature of a hot bath. The top of snow is dry and in Britain, but has less in the continent.

Spring. No rain so far we are all from enjoying the weather, planning the summer holidays and trying to get more rapid excursions for why the train isn't running.



It's time to enjoy. Bringing this loco and train back, with some practice and lots of cash, watch out for the wrong kind of season though!

6 5. At 4, but you should try and get to Bournemouth early, thus getting a world record.

7 0. You must stick to the timetable perfectly, this being the rather special Press Express (which is never late).

8 1. As always, but a problem will occur. This appears on the screen, so press SPACE to acknowledge it and deal with it the best you can. Good luck!

9 Give your position by pressing 1 then 5, if case you haven't got time to finish a run there and then.

A HISTORY OF THE TRAIN

People often think trains are a natural phenomenon, but that's wrong.

1 The train was invented in about 1825 by a guy who, let's say it, had some probably R.C. ideas, and he built his engine running up hills - to get a particular stock of the form (specifically for the occasion).

2 Few years later the engine was taken on rails to get up hills. So the engine was invented in the year and several things he did, however, had a disagreeable mountain near his late father's home, after he, who we've guessed he inherited this was the 10 from Bournemouth. These days being long and filled with carbon particles and mine gas etc.

3 The Railway Children weren't exactly a train, but it was a real if funny young, or near a railway line. The 4 very dangerous, modernity, had seen what happened to them.

CONTROLS

	Increase	Decrease
Regulator	R	Symbol with A
Locomotive Brake	B	Symbol with 2
Cut Off	C	Symbol with C
Blower	E	Symbol with B
Injector	I	Symbol with 1
Firestop	F	Symbol with 3
Compass	S	Symbol with 4
Whistle	W	Symbol with 5
Steam Fire	ENTER	
Chill	CAPS SHIFT and I	
Timetable	T	
Accelerated!	A	
Normal time	N	

PEKING

David Sanders

COMPLETE GAME

It's a Finnish brain-puzzler, is Peking. But as it's been around for billions of years, we thought we'd put it on the cassette to give you something to



More than 1000 letters to get up the grid, so the end and win a satisfying help to Peking!

think about over Yuletide.

What you have to do is remove all the tiles by pairing them off with identical ones. Easy-peasy? No. Because you can only pair off those tiles which don't have any tiles on top of them, or those which occur at the end of a row (left to right). Makes things a bit trickier, doesn't it?

To remove a tile, move the stack onto it and let it go. Then move to its partner and let the two again, and it's allowed to be removed (ie it's not under another or in the middle of a row), the pair will disappear. To cancel a wrong tile, just click on any other tile. There are four tiles of each symbol.

To call up the options menu, move the arrow into the menu, open at the top of the screen at press fire. You can then list the tiles, show all available moves, change the view, look at all the tiles (open by layer and take back any moves you want).

It's all dead useful, but if you use fellow Movers. Look Under or Back-Forward you'll get a one minute time penalty. Considering you've got 30 minutes to do the whole puzzle, it's quite a hefty price to pay.



Increasing the top layer of this shows which are unmovable, leaving to combined you, it's nearly as impossible as the giant land of Gales East.

CONTROLS

Keyboard or joystick	
0	Up
A	Down
D	Left
P	Right
SPACE	Fire

CISCO HEAT

Miramirsoft

PLAYABLE DEMO

Things have got rather boring for the police in downtown San Francisco recently. There's still loads of crime, but it just doesn't generate the same excitement as it used



All things considered, the end can be a far more hectic and more fun. You, again, in what appears to be a hot pursuit from Francisco. Speed and hot vehicles, actually.

to. So the cops decide to have a race amongst themselves. Why not? After all, they've got the finest cars and the fastest drivers. Should be a great laugh. And the best thing is that you've decided to join in this race. You've got a customized police car with gears and a horn - no experience needed.



Sound the horn and it sounds. If you make lots of loudly noise than the other cars, driven by law-abiding citizens, get out of the way. Amazing, isn't it? (Not really is!) You've also got high and low gears - oh, the excitement's too much. Once it's heated, the computer runs through a short demo. Hit SPACE or the fire button to start playing. And away you go, over the Golden Gate Bridge, up and down the hilly streets and past those cable cars. All sing, I left my heart, liver and kidneys in San Francisco!



All a few lines (rendered in downtown San Francisco). Perfect for racing along in your customized copcar. Put your play down!

CONTROLS

Keyboard or joystick

Accelerate	G
Brake	A
Left	O
Right	P
Drop Item	SPACE (See on joystick)
Change Gear	ENTER (See and look on joystick)
Pause	N
Restart Stage	T

CHRISTMAS TUNES

Matthew Howell

FUNK BOX

128K ONLY!

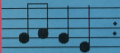
If you're not in the right mood for Christmas, what's the matter with you? Don't you realize that it's the traditional time for solo-wide noisiness, goodness and presents for everyone. Yes, indeed, the

street has been buzzing with a frosty atmosphere and yuletide cheer for weeks now. Oh, all the singing and dancing has been just too much. But if you're still in that "Bah! Humbug!" mood, take off that stupid night-cap and listen to these eight excellent representations of traditional Christmas songs and you'll soon be dashing out nuts, tangerines,

scratchy jumpers and foul-smelling cigars with the best of them. Hurrah!

CHRISTMAS CAROL SOUNDS I

By MATTHEW HOWELL



CHRISTMAS 1991 A. HOWELL

Move along, Street! Don't you, Southey, it's that lovely Christmas time that you want.

POKERAMA

Jon North

For all his so-called intelligence, Jon North recently wasted £25. On impulse he changed his name by speed-dial to Jon North and has been looking himself over since.

Anyway, here he comes, armed with more cheery FORKS than a ferkus set full of pencil shavings. Simply load in the program, select the FORK you want and get ready with the corresponding game cassette. It's as easy as that and twice as simple! Incubated on the tape are the following gems...
Beat The Buck Int'l lives



The cheap (and boring) version! Beginner's set of the lives he's ever used, thanks to Jon

Santa's Christmas Capers Immortality #1? Int'l lives
Wain World Int'l lives

Rick Dangerous

Int'l lives, bullets and dynamic
Satan Part One Int'l lives
Part Two Immortality, Int'l time and no access codes
Puffy's Sagar Int'l health
Pick 'n' Pick Int'l lives
Seymour Take One Int'l lives
Cozy Cars Int'l lives and bonus
Mixed Out Immortality
Alone Int'l stamina, ammo, no capture and no imprisonment.

TAPE TRUBBS

the Christmas, the time or present! So if your birthday tape is faulty, don't be upset. Just wedge it into a parcel (eg. add an axe and send it off to PCMag 7 No. 5, Tape Returns Dept (New York, Atlas Audio Video Ltd, Harlow, Essex) or 14, Telford, Shropshire) or 402 (new), and stop it into the post box. Or, then, wait 28 days or so.

ROBOZONE™



NEW YORK ... 2067

The planet is slowly dying, through high levels of pollution. Mankind's leaders have retreated to their safe havens, aboard the city ships, while the rest of the population are left to survive alone.

Robozones patrol the cities protecting against destruction until the levels of pollution have subsided. Slowly their numbers are depleted and you control the last remaining robot, facing a new challenge. With pollution levels rising and bugs mysterious, insect like robots destroying the city, time is running out as you battle in the heart of the furnace; from where the "Scavengers" continue to multiply and choke the area with pollution.



Pssst

"Deck the Shed with boughs of holly - fa, la, la, la la!" In Pssst this month you can learn how to make cheap 'n' simple phrases and visit Hamleys with the YS team. Plus! What's Santa really like? Christmas starts here. Ding, dong!



TEA & BUNS WITH SANTA

Father Christmas, or Saint Nicholas as he's known to his friends, is a bit of an odd cove. For most of the year he stays out of the limelight and leads a peaceful life, if the truth be told, rather boring life at home. Home for Nick is a log cabin in Lapland, a northern province of Finland. The Lapps are a very quiet sort of people, they're not given to jangling and playing loud music. While it's light, which isn't very often, they build reindeer, strap legs and work in factories.

The YS team have been writing to Santa for years, so we were thrilled to bits when he invited us to the Arctic Circle for tea. We were a bit late but had been keeping the buns warm in the oven. **Sa, Nick. Are you busy at the moment?** No, no, no! Yes indeed, my little puffins. I've got to pick up some hair, then I've got to sort out a bit of trouble at one of my factories.

Those povies playing up again, are they? No, no, not of course not, it's the Turtle machine. Turtle machine?

Mmm, I've only had it a little while and it's falling apart already. Turtle stuff that so popular that the situation really is quite desperate. Everything else

is going fine. Top of most people's list is the new Michael Jackson album. That machine's working fine so my povies have been charging them out.

Have you heard it?

Only in passing, I write something a bit more subtle, like The Capertons. Not not as young as I used to be. Ah, no, for Ho, ho, h... ahem. Tell us, have you had many orders for Spectoys?

Of course. My sources told me that it wasn't worth keeping the Spectoys machine running, but I thought I might as well. I'm jolly glad I did, I've had more orders than last year!

That's good news. Thanks for the tea and stuff Santa, we'll better be off. After all, you're a busy chap, especially at this time of year.

I'll give you a lift back, if you like, I've got to pick up some acrylic hair from Birmingham. It's for the Barbie dolls.

Sounds good to us. Come on kids, let's go. Birmingham, via Bath, Denver and Bilbao!



DIARY COUPON

Delivered to the front of this issue of YS is a rather loomingly little booklet. It's good, isn't it? Not only is it crammed full of sweet 'n' spicy

facts, but there's also enough room for you to keep track of all those ever so important dates. Never again will you forget that you've got to meet that really lush girl/boy from the supermarket at eight o'clock outside the chip shop. Never again will you forget that Top Of The Pops is on and go and play on your Spooky instead.

The only trouble is that the diary only goes up to February the tenth of January. So what do you do if you want to make a note of your man's birthday on the third of June? Well, that's easy! The team are currently putting together an absolutely massive diary that lasts a whole year. Crivens! Not only will it have all usual diary stuff, but there's also a pull-out-and-keep reverse section. Hurray!

To order this wonderful tome just fill in the coupon and send it off with a cheque or postal order for £3.44 (that's £3.99 plus £1.45 p.p.g.). All monies should be made out to Future Publishing Ltd. (Please note that your cheque won't actually be cashed till the diaries are sent out.)

TO: Future Publishing Ltd, FPC001, The Old Barn, Somerton, Somerset TA11 7BR.

Dear YS put my name down on that funky list. I want one of those diaries, they sound just great.

FFCM:

Name _____

Address _____

Postcode _____

Method of payment (please circle)

- Access Visa
 Cheque PO

Credit card number _____

Expiry date _____

SHOP 'TIL YOU DROP - THE YS WAY

Christmas shopping, eh? It's crap. You get hassled by crowds of people and end up buying anything so you can go home. But not if you work on YS! Shops treat us like royalty - they let us do our shopping when nobody else is around. A quick phone call and we were on our way to an empty Hamleys. Hurrah!



1. First stop - the cuddly toy department. The shop floor resembled a cross of 'dill' and 'dill' and who's a lovely, recently killed teddy-bear? It was completely perfume. (what a bunch of girls!)



2. The team of retail around looking for that special something James Bond is in the doll shop. It's not the real I'm looking for something for Tilly baby. This is quite sweet isn't it? Hmmm.



3. Oh no Ed with Barbie should! This is a bit cheek that Barbie. Looks better than that pretty Cindy Kim isn't it, well model school very younger, but just as nice and smart! But no one you Ed!



4. The real girls refused to go anywhere near the dolls. They were still with the funny things. Toy baby, Tiger. If you like that! We're thinking of getting him for the shop!



5. Everybody likes cars, especially dolls, trucks and grandads. Plus Linda and Maryanne haven't got a job! (But the others asked if the remote controls still work! Maryanne/Cousins, excuse)



6. What a dink! He's a dink maniac and he can create the perfect price. These Turtles aren't his either. What a real present! But I don't know anybody who wants one. (Point them out!)



7. My cousin like this shirt and I need a new bag for work. Actually, this would be just the thing for going to wedding receptions if it's a bit small, but it might stretch to the work!



8. Is that for your little cousin that Andy? (what! Oh, no I was just thinking how great this little chap would look on the chest of my little. That little ah! It gets snapper by the hour.



9. Don't if you're gonna present yourself in Hamleys. This isn't actually the real 'Yours' at all but it is the perfect present for your dad! The sort of thing he wouldn't buy for himself!



10. For the jolly sun of 100 smokers you had better a job! It's a bit smaller than the proper 'YS' but for it's better than nothing. The perfect gift for an ageing YS man.



11. Please! After all that rushing around the team are ready for a good ol' down. It's cold in these round London streets, so it's the chocolate of round London!



12. Christmas shopping has never been easier. But how many of those busy, constant pressures for other people? Let's just hope that you get marriage to do a bit better despite the crowd!

WIN WIN WIN

Your very own
American football outfit



Hutch is the ruffier class nickname of our wobbly Ed, but it's also a brand of particularly funkier football gear from the US of A. And, as luck would have it, who should we have in our possession but a box containing that very gear! There's a bit of a story behind the gift-giving piffa so listen up...

Miscrosoft, home of the Turles, arranged a sort of Cacio Heat competition with Future Publishing where somebody from each mag had to test their goring skills on the Cacio side-puff. Hutch was our man on the machine and he turned in a sterling performance. He wore a Cacio side-puff, a head hot and some shoulder pads.

For his showmanship Hutch got, um, a head hot and some shoulder pads. It's a whole outfit, actually. lol!

It really is a lovely hand hot and Hutch was very upset when he found out that he couldn't actually keep it. But this classic costume (comprising helmet, jersey, shoulder pads and pants) could be yours if you answer the following questions...

- 1 What American football team are based in San Francisco?
- 2 What's the name of that team's quarterback?
- 3 Cacio is famous for its technic activity. True or false?

Just write your answers on the back of a postcard or envelope and send them in to 'The Pitcher' on the mound, c/o our curvyball, Ted it's a deal. Hang on, that's baseball not American football! Compy, 100 Compy, 20 Almond Street, both, Awan 64 1 2000. PS - It's a 'youth outfit' so don't bother entering if your waist is bigger than 26 inches. So sad of youies.

T-ZERS

A sort of watch-nerd for soccer management ones has surfaced from D & H Games. They're planning a game called Soccer: The Match '85. It features the football leagues, names and venues. We're planning to get our pet, three-headed Cat Stuart Campbell to do the reviewing, so be prepared!

Our old pals in Sheffield, Grenite, have signed up that high-speed monster legal blaster for a Florida One hour game. It'll be a full 30'26 and, judging by Lotus Turbo Challenge, it should be an absolute whizzer.

So what does 1992 look in store for the retro classic and medium priced Doom, Hunt, Euro, it's opening up like a giant star on the grid, and there are thousands of Spacy games out there (as well as software companies) who will welcome you into the side fold of European only, fantasy and something else ending in -ly. Anyway, Merry Christmas and a merry New Year from 'T-Zers!



It'll look like a bit, 'Brough! Brough! but it's not one of those ones.

Make Your Own Crap Pressies!

Christmas needn't be a time of poverty and heartache. So what if you can't afford the latest perfume or power drill, just follow the 10 cut-out-and-keep guide to pressies on the cheap.

● A BARBARE, THE IDEAL GIFT FOR ANY BOY FREAK

Make a face in the middle of an empty matchbox and push a pencil through to make the handle.

● A DEER TIDY - FRIENDS

Cut the tops of four washing-up liquid bottles. Tilt the bottles so that they're at different heights, and then stick them into a piece of stiff cardboard. Paint the whole thing in festive colours, like red or green. If you're feeling particularly generous you could even put a couple of pencils in it.

● SCALDING HOUSE FURNITURE - BIDD'LL LOVE IT!

You need loads of empty matchboxes, steel matchsticks, acorn cups, conkers and cork.

A bed - line the actual matchbox with cotton wool.

A table - there are a couple of ways to do this. You can either stick some matchsticks into a larger conker, or into a piece of cork.

A chair - an acorn cup makes a really comfy easy chair.

● FLAUNT FOOD - BEAT WHAT EVERY ORGAN NEEDS

Simply paint lots of lovely patterns in empty yogurt pots. So simple, yet so elegant.

● AN INDIAN HEAD-BOREZ - It brings out the child in the wisest of us.

Cut a strip of unvarnished cardboard long enough to fit round your head with a bit to spare. Stick loads of peepen feathers into the grooves.



Since its Christmas, what else could we look at but the Christmas issue of 1984? The cover showed three old historical dude with a Spacy, and Douglas. But wait inside, there was a review of the totally fantastic Cacio De Machine. Then there was a huge fuff about the ZX Spectrum, which had just been launched. Now somebody who's anybody has got one. There was also a sprit-finger and review of Cacio's Deception, Pyramiana and... and... It was all perfectly lovely apart from the cover, it wasn't particularly Christmasy. How things have changed, oh Spacium!

Look out - he's back!

PAPERBOY

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighborhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Flex, real street riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



Copyright 1991, Sanyo Inc.
Paperboy 2 is a trademark of Sanyo Inc.
All rights reserved.



SUPER SPACE INVADERS

Dormark / \$19.99 (cash only)



JAMES Someone very important once said that history repeats itself. And the weird thing is, he was completely right. I mean, look at Waterloo. That happens two or three times a year on Radio 5. And the Battle of Agincourt is fought every year on the playing fields of Dorset. And that bloke walking on the moon, I saw it last night on the telly. History does indeed repeat itself. And in about 1937, after the conclusion of the mountains and the seas of the tides, a Japanese war vessel Space Invaders. It was a bit of a bit of an old schooler at the time, but was appreciated in '70s by loads of other games. Are you sure about those dates, James? Eh?

Now it's back with a vengeance. Super Space Invaders is everything the original was and much, much more. The basic idea for anyone who's been lying under a roofline for the last 100 years, is that waves of aliens move down the screen (reading down at you), the alien from side to side, shooting up at the alien, with the general xenophobic idea of wiping them out. If you get to the bottom of the screen (or shoot you, you're dead) and, uh, that's it.

Dormark, once they get their sticky games on the screens, have added a large amount of extra detail. For example, in the old Invaders, they just marched down the screen at you and one-blast would kill them. Here, you get aliens that attack around, take loads of damage, grow in size when hit and generally annoy you immensely.



My theory is that the aliens are coming out of that huge wheel thing orbiting Earth. He'd start but this is not it's a hub-way from a 1970s Roundabout. Yes!

The table on the sides isn't that one-sided though, thanks to the firing angle that you access the top of the screen. Whenever it appears you should be your depended to hit it because it drops fairly useful things.

you'll only have a couple of chances. Once they get to the bottom of the screen, they'll follow your hero on for as a piece that's been damaged on.



Things?

Yes. Powerful weapons, shields, extra enemy lives, that sort of thing. If you manage to catch the pods that drop out of the saucer, you could find yourself with great weapons capable of clearing the entire wave. Now that's what I call music (or, to my ears).

As you'd expect, everything starts off pretty easy, but don't count your chickens, cos after the first couple of waves you'll be struggling. The hardest part is when you're managed to clear all bullets or three aliens. You see, as the numbers of invaders get less, they go quicker and quicker. They whip from side to side at a far rate. So you're being told how to get on or to get on and



Look! Here's a specially kind of invisible laser-lightbeam drilling through the eternal night.



I said you'd find great alien-like to see a lot of the alien against the computerized background about this of random, there's best.

A SAUCERFUL OF WEAPONS

- **Vertical laser:** using this from side to side and it kills everything it hits. It only lasts a couple of seconds though, but if you're quick you can make an entire screen of aliens.
- **Horizontal laser:** fires up and destroys the bottom level of aliens, so it could kill between one and eleven of 'em. Plus you get two or three blasts, too.
- **Bouncing, uh, things:** these tear around the screen, completely annihilating

everything they touch (except you). So attack, have a nice cup of tea and let it fly with one of these beauties.

- **Bases:** catch the collectable and these bases (like in older days Invaders) appear. They can only take a certain amount of damage, but by firing at them yourself, you can push them up the screen. Then, if the aliens hit them they explode the aliens, not the bases. Great useful and no-nonsense.
- **Smart bombs:** bal! These destroy everything! Fires away those wack-dag blues with a smart bomb and give your screen that April-fest lemon-breadness at a price that's right.
- **Double-fire:** Normally, in every level, you can only fire a new bullet when the last one you shot has either hit an alien or blown up at the top of the screen. This can be quite a pain, but the double fire pod allows you to fire two bullets at once. This means that you can blast away without aiming as accurately as you usually would! What's more - you can get away with this. Great!

NEIGHBOURS

Zeppelin £3.99 case



Right. Like I've always said, I don't have time for watching TV or any of that nonsense. So these Australian soaps pass me by completely. Fair enough, you might say, but now I've got to review a game of one! Help!

That's in the Neighbours game. We Jason Morgan (played by Craig Charles) is both Home And Away's Col Haze H when he asks Kyle Sullivan (a Young Flying Doctor with James King Daughters) getting a some Country Practice near Sydney, to marry him. A tad funny, one might say.

Actually, it's all a big preference. I admit it, I watch Neighbours. And that confusion above was actually simplified. So if you'll allow me to be serious for a moment, you'll find out exactly what Neighbours - the game is about.

This play Scott Robinson and his skateboard, the two are inseparable. (Who I got? You know, the one who was played by our beloved Jason. Oh, him. Did You have to pick a character to race against around the streets of Ermineburgh. Typically, your racing partner will be someone who used to be in the show, but has since left or been killed.

If you're feeling rather more confident, you can pick up to four other beds to fly and land. The trouble here is that I've to be behind them, they get in the way, and if you're in front, they catch up and then get in the way.



Oh Neighbours! Well, there aren't that many all-right races in Neighbours. Better off doing seven and be in it.

THE RACERS

CHARLINE RAMSAY

She's not a go-kart, probably from a child, has loved it up and is, in, coming to get her feet wet.



HENRY RAMSAY

He has a slight beer-maternal quality of about eight miles an hour.



MIKE YOUNG

This chap is still a student (he's been at University for about nine years now), his race on another skateboard.



MATT ROBINSON

He's learned Mike's mistake (although why Mike did it to him is a bit confusing).



SCOTT ROBINSON



ROBERTO RAMSAY



The race is on, and you've got an early lead. Not bad going, eh? (What?)

Great Scott!

Yes, we are. But you still need to using the odds in your favor. You've got two skateboards hanging in your garage. One is your everyday kind of board and the other one is a bit spindly. The normal one is the more comfortable, so it should see you to the end of the race, but it isn't especially quick. The main problem with the speedy one is that it's a bit hard to master, but only in a dangerously speed, but it takes round the corners with all the grace of an elephant on a pogo-stick. So which do you go for? It's a bit of a dilemma, as I'm sure you'll agree.

When you start up the game you've got to pick an obstacle level; you've got a choice of three ranging from easy to, well, hard. The easy one has a few people walking in the way, along with the odd barrier. The hardest is sign-on impossible, with hundreds of Mrs Morgan getting under your wheels.

Zeppelin has gone for an isometric 3D view of the proceedings. This looks pretty good but makes it hard to control your skateboard. You have to pull down to move in a diagonal direction, rather than straight down. (No, you have to move diagonally to pull down and across, no you pull across from diagonal to diagonal. Oh, sorry I know how you do it.)

I do know that if you load down the left button you get a huge burst of speed. Useful for getting through the pack as you wiggle warty through the diagonals.

Has it got that annoying theme tune?

Well, no. It has another one which, although totally unlike the Neighbours one, is equally as annoying. It goes dum-doo-doo-doo-doo-doo. Or something like that. In fact it's a little like Egan's Engine Vibrations, which got some of dum-pum-doo-doo-doo-pum.

Right, well to sum up Neighbours, it's a rather entertaining 3D corridor with a quirky control system and the most frustrating obstacles to get round ever. If you're the sort of fool who never gives up until you've

beaten a game, you'll have to work hard at the bar in Ermineburgh. In fact, I'll be very surprised if you don't show your muscles in bits before you get the bit.

The other thing is that nearly all the characters in the game have actually left the show. If you're a fan of the series as it's near, you might be a bit irritable. (The. Perhaps Zeppelin could release weekly expansion packs, keeping us up to date with the plot lines. Or perhaps not.)

Yes, I enjoyed Neighbours. Oh, sure, it's a bit crap. The pictures of the stars which appear on the monitors are perfectly beautiful and completely unrecognisable. But then again, as are most of the rest. So I suppose it's okay. But playability is good, graphics are smooth and, well, it's tough. There's plenty of mileage in it. So it's a... (What, open bottle and out, and, and, and.)



These words bring your popularity right back up again! (The world knows us.)

FINAL VERDICT

86 77 76 76

I made my own game but I'm not professional. I'm a professional writer.

LEMMINGS

Playgoals/£12.99 case only



You have to wonder, don't you? I mean, all lemmings do is wander around the countryside, eating grass, chatting to the neighbours and excreting every so often. Then they decide that life's not worth it and promptly chuck themselves off the nearest deadly precipice. Not exactly a last-line philosophy on which to build a community is it?

I mean, imagine if early lemmers had gone and topped themselves everytime a shower rained on their heads, or taken a nibble of a deadly mushroom because Jay's next door was playing his boogie rock all night when you had an awful headache from too much work. We wouldn't be here today if early man had been that depressed. All of which begs one lemming-relevant question: how the flip did lemmings make it this far down the evolutionary scale?

Playgoals would have us believe that their maker is the far 'na' that they could be immortalised in a revolutionary platform game. In fact they're so cute of the little-to-cuddly fact that they've given you, gentle Spec-creds, the role of chief protector of lemmings, a kind of zoo-keeper or a Hippocratic oath. You see, the whole point of lemmings is to guide wedges of the hairy costume-chaps to the end of a level, by directing them in all sorts of groovy-but-ever-so-important fashions.



Waylay? Affairs of the aquatic lemmings is a bit 'na. Here a digging lemming is attempting the way through that rock to the right.



Right too cheap, when? Well, I've got some Dairy Lads advice and you won't even have to bring. Remember Oldfathers' old! All I want, is for one of you to drop off the end of this platform with an umbrella, alright?

Digging lemming, climbing lemming, what about a:

Pricey Molebit Lemming: It's a fact that when I currently employed in number 10 Downing Street has got 100th chance of a modern lemming. It's certainly being a whole new meaning to the term political cartoon. **Smart Peeper** Lemming: May I work out why those traps would make such good snare traps, the lemming would't have to worry about predators or going special effects, they could simply tell the lemming in case of shouting and find the wrong thing.

Book Star Lemming, particularly get one. First, job begins like getting better than being off all kinds of amplification equipment into the audience. First, cover job could have got for a stem-sucking robot? **Comedian** Lemming: As robots can't speak to humans, the act could consist entirely of the amusing sitting on a stool looking confused. When the audience refuses to laugh, I could leap into the lake, play's not meant, get down up into the society and then there do a graceful re-entry the into a large body of water.

Water Draining Lemming: the lemming could sail around fields with a couple of pieces of wire bent at right angles. The best being that the lemming would discover the water by plugging most. This is a far more accurate method of water draining, expanding for only pieces of wire that is lower of what they had it through!



Can you see how the you expect one to believe that lemmings are really that big? However, what they emerge off the edge of high precipitous?

Take a trip down lemming lane...

If you don't tell the lemmings what to do, then they'll easily find some way of killing themselves. This is because, as we've already mentioned, they think that it's both smart and clever. Right, so the lemmings drop down from the sky and you've got to keep them safe.

All the lemmings on the screen are 12 icons. Eight of the smaller you to direct a single lemming in a task. For example, if there's a huge wall in the way you can click on one of them and the lemming through it. Similarly, if there's a gap that needs crossing, you can set one out with a wooden bridge or bridge building and set him off to the other side. TTS was never like this.

The other four icons at the bottom of the screen control the speed of the arrival of the lemmings from a hole in the ceiling, a game key and an Armageddon button which annihilates all the lemmings if you're really nudged up a level.

Sounds a bit too easy to me!

Of course, nothing's ever so easy as it first. In fact, in this game, the 60 levels vary from pathetically easy to approximately fatal. All sorts of obstacles get placed in your way, such as traps that are just too high to leap off, spinning scythes and volcanic pits. Fall to work out what you're meant to do with your lemmings and the little things will just send off to their deaths. On some levels you'll have to account for each and every lemming dropped from the sky, unless, of course, you'll only have to get a couple home safely.

Graphically, each level's monochrome. This isn't a problem, because you can still see the lemmings perfectly adequately, complete with flying bodies of hair and pained expressions when you decide to leave them up. The bottom icon display is in a different colour, which means you can quickly pick out a task to reach. The cursor which lemmings our lemmings is about the same size as a lemming and can be moved onto a particular lemming by hitting 'N'. This makes life a whole lot easier.

Now, there's little doubt about it. Lemmings is a winner and no mistake. The levels have been perfectly weighted to help progression through the game and before this, you will want to progress. Once these platforms for calls are let loose on your lemmings, they won't let go until you've saved them from each and every one of the 60 levels. So be prepared, there's no sleep until lemming bedtime. ☺



What? Right too, there's the end. How often you get that lemming's progress is every day you see one with a small amount of water in the bottom. Well, what?

FINAL VERDICT?

90%	87%
90%	87%

91

Lemmings™



**AVAILABLE NOW!
FOR YOUR SPECTRUM**

EUROPEAN GAME OF THE YEAR!!

"This is by far the most addictive, puzzling and entertaining computer game released in the last 5 years!"
COMPUTER'S Europa Resource - USA

"Exceptional!! This game is truly exceptional! Lemmings is the most original video game since Pac-Man!"
95% TGM - ITALY

"Lemmings, game of the century? Who? General Game of the decade, is almost a certainty..."
MICROWARE - FRANCE

"Lemmings, has all the makings of a classic!"
MAGAZINE COMPUTED - USA

"An unbelievably simple idea has generated one of the most addictive games of all times!"
MICROWARE - SPAIN

"A Finnish game concept - you'll hang on to your mouse till sleep!"
LEMMINGS IS A REAL MASTER!
GOL POWERPLAY - GERMANY

"No matter what appears in the next six months, Lemmings will rank as the most original entertainment concept of 1991!"
OMN MAGAZINE - USA

"No software the most talked about item of computer entertainment ever!"
GOL THE ONE - UK

"Certainly the funniest, the most addictive and most playable game available on Amiga and ST. The Game of the Year!"
100% DEMONSTRATION - FRANCE



WWF WRESTLEMANIA

Ocean £15.99 disk/£12.99 cass



CAMERAS This exciting lark seems to have really got out of hand. It used to be that fat Mike Big Daddy battling his enemy, Giant Haystacks, but nowadays the most involved are bigger, louder and probably smaller than ever before. And in 1997 you get to play a large man with an unpleasant monochrome called Hulk Hogan. No, I mean the man is called Hulk Hogan - the monochrome hasn't got a name.

If you've never heard of it, then this thing called the World Wrestling Association, it's basically a load of massive bodies who meet up at interesting venues to often look publicly - some each others' heads on the floor, up at the audience and avoid the grimmer' handling.

You can choose to play either Hulk Hogan, the Great Bulking in a Chrome (broke capital), or the Blue Sam or something. Strong-will, they're all about about equal but they've got different fighting skills, so you can feel them apart. Once you're chosen you go by 1/3 and 1/3 again. Against the live opponent, a go called Mr Perfect. Before you think you're bringing off the crowd, the fat of you have a dancing match, he says things like, 'The perfect and yours not, so I'm almost certain to win.' Okay, Mr Perfect, we'll see about that.



Look at my stamp collection

With all the loving preliminary cut of the way, the two-doubles climb into the ring and the fight begins. You can either punch or stop-kick your opponent, grapple with him or change your clothing.



Right, you buff! (Actually you'll like to watch, like 1997's WWF Wrestling game, but this one has a few problems to be aware of. It's a bit like the old WWF Wrestling game, but it's not quite as good as the original. It's not quite as good as the original. It's not quite as good as the original.



up to £50 if he's got a broken card, he fat.

If you punch or kick him, his energy is reduced by certain amounts. The problem is that it's pretty hard to hit him, but all good wrestlers here are able to judge you. If you're really good, you might be able to knock him to the floor so well.

This is where I start getting really exciting, see how you can stamp on him or he can do that and get a submission.

Wrestling's my best bit, it involves a lot of incredibly fat puffed wiggling. If you're faster than him you can hit and up-kicking the guy to the floor, sitting at his head and getting another submission (unless he wiggles out). Changing is the best though. You bounce off the ropes and run towards your fat enemy at a lightning speed, you then throw his fat and send him flying out of the ring. If you're quick, you can jump out of the ring as well and continue beating him up right in front of the judges who can't do anything because you're about six times as big as them.

And this is why 1997 is such fun. Instead of just wrestling, it's a real set-up with loads of vibrant moves which have different body-breaking effects. When the battles by the same moves on, you're in control, you're to get out of them (the weaker thing is to be fat to the other side of the ring, but you'll have to find the dangerous ones out by experience. Phrases mean period and all that.

What? No jerks?

The graphics in 1997 are really nice. Considering that there are no really moves and, er, positions, the game is charming with fun. Unless you count Hulk as a jerk, which you shouldn't as you're probably smaller than him. It's all made even more exciting yes, even more exciting by great thumping and grunting sound effects. This means you can get a rather large amount of satisfaction from keeping into the air and bringing your feet quickly down on someone's fat.

Yep, 1997 is a pretty shiny '97 game. The wrestling angle into it isn't lost and number of martial arts combat games, and the variety of throws and wrestling moves.



Wow, I think I've just found that. It's better than you can see and hear. That actually, you can see it.

making it more interesting than your average fat, punch-sometimes-not-fat set-up.

The idea of getting your opponent onto the floor and hanging in a head which begins, filling the fat before really quickly to stop him wiggling is pretty thinking too.

So if it that wasn't enough, guess what it's also got? Yes, you can throw on the floor if completely controlled and control his/her position. It's got an reputation on the fat face (what reputation? Fat and say that it's the best two-player game they've been over on any Spring fighting game. It's good, accurate and when you're playing you can bite the person playing next to you at critical moments. Punch! 



Wow, you may find my 1997 is a really nice of your opponent. It's a really nice game with the most, young men. It's a really nice game.



ROUND THE BEND

Zeppelin (E3.99) casual



Cosh, I'm just so busy putting *Round the Bend* together, month in and month out, that I never get to watch anything on TV. It's a real bummer. By the time I get in, all that's on is *Newsnight* or *Prisoner*. So you'll understand when I say that I've never seen *Round the Bend* on TV.

This is a bit of a shame too. It seems to be the worst-kept thing out. And you know me—I like a bit of mischief. Just last week, for example, I ran a game designed as a



Oh, hello. It's this. *Round the Bend* is an excellent game because, but there's obviously not so great as ever. It's OK, keep! How about that? Well, you see what I mean?

golden retriever swimming across the River Aon. (There's also *Big Airway*, back to *Round the Bend* Apparently the Coz, the editor of a comic, has been up to the printing press and all the bits have ended up in the street. Lou South (before he they get these names from?) has got to find up the guys, and get them to collect all the pieces. Yep, it's a real race-against-the-clock game.

Using arrows, you're going to select a dash-and-chickadee. That's the key to get off into the depths of the sewers. It's a simple-but-underground platformer (though the platforms are covered in gold). As you report, there are things to avoid (jump over anti-van-pops). Collectible details are good and the pace of the game is tough and demanding, but you'll always want to have just one more go. So you get further into the game, it naturally gets tougher. But, there's something by it, you're going to be more jolly anyway. That's stuff!

After a while you'll come across bits of the game's prose and small-punchline collection sub-games to boot. These are single sentences and the general desire is to get your character back to get to better right along a board level which avoiding whatever happens to be bouncing around. As you move to the right of the screen on each platformer, you appear on the one below. Yes, you sort of go down in steps, so although you're on one screen, you've got quite a bit of walking and avoiding to do. Sounds a bit boring, doesn't it? (I don't know!) Well, that's not it after



Game On!

How is one of the sub-games. Make some good things to see of the sub-games. And you'll find you'll avoid the frustrating stuff. And you'll find you'll avoid the frustrating stuff. And you'll find you'll avoid the frustrating stuff.



It, what with all that walking and avoiding to do, never mind, at least it never changes from all those snailly snailly bits (there's no pop, for a start). Whatnow? Oh yes, there's something terribly disturbing called John Pata's Newsround. Every time you complete a page, John Pata appears and gives you a few bonus points. Strangely, he doesn't look even slightly like John Coates, who's supposed to be meant to be. I just look like a Pata. It's enough to make a grown man weep.

To be fair, *Round the Bend* is strange but certainly fun for the most part. It's big enough to keep you playing for ages. It's not too difficult and it looks nice, even if it is a bit lopsided. Come to think of it, I wish there was a lot more colour around. It really does have a difference to you know. Are you hearing, Zeppelin? Apart from that, *Round the Bend* is a game that's indelible something that makes certain games (and the world of the great old Magazines) but the (almost) 100 marks for such a would-be game anyway.

It's a bit... there's some good, decent and honest stuff in there. Right, I'm off to do the next issue outside a window! Sorry, I'm off to go. You go! You go!



This round looks to be a teenage game. They make every good thing, so long as you can get up with the... (more)

SUBTERRANEAN SUB-GAME BLUES

There are eight punchline screens, so don't bother counting 'em. Let's have a peek, shall we? (Oh yes please. Readers' vote)

1 True Romance

You play someone called Stuart, who's in love with someone called Karen. Avoid Cupid and his arrows.

2 Nursery Crimes

Now you're Miss Muffet with a lullaby in her. Watch out for the spiders.

3 Bouncing Benny

Oh, it's one of the Oldfuddy family. The biker, oh, boomer around a bit, but not.

4 Fatman

The guy is so amazingly fat that he'll certainly flatten you. And I don't mean flatten you a bit, but squish you completely. Ugh.

5 The False Teeth Versus The Atomic Bananas

Yes, I absolutely refuse to try and describe this

immense stupidity. I just won't do it.

6 Psycho The Magnificent

He shows you around using special secret mind power. What a load of crap, eh, readers?

7 The Vegetables

Zeppelin informs us that "the ever popular illustration says: The Vegetables, are hiding a mushroom hole. As usual, nobody is only around the corner, so watch out for creepies and moose salad." Quite.

8 Kenny McTickle And His Magic Kilt

Well, *Zeppelin* has got out from under Kenny's kilt and chase you off over the Carragoms.

It is the considered '78 conclusion that *Zeppelin* have gone as mad as a Hungarian railway cutting. *Round the Bend* is exactly the right name for a game which will reduce your sanity to an organic fluid with hugging carrots.



FINAL VERDICT

78	72
74	73

THE ONLY ONE TO BEAT THIS

THE ONLY ONE TO BEAT THIS

THE ONLY ONE TO BEAT THIS

THE ONLY ONE TO BEAT THIS

The Humbug Half Page

Due to the fact that we've received loads of letters from readers who are sick to the back teeth with everything to do with Christmas, we kindly present you with the Humbug half page, dedicated to blaggards and Scrooge-buffers everywhere.

Marlin McShredder's Top Ten Scams Meanies

- Every year, the Christmas decorations go up earlier and earlier. At this rate they won't be done taking them down from one year to the next.
- There's no point in buying anything before Christmas because you can just wait until the January sales and buy it dirt cheap.
- The shops are so busy and the sales staff so rude that it never looks like shopping over the Christmas period.
- I'm glad I've got a radio. Every year they put on the same stodge films and we're on the telly. That's not what I pay my TV licence for.
- It never rains on Christmas day. Every year the TV weathermen get your hopes up and then it rains two weeks beforehand, so it's a day and then blizzards in February. Besides, I hate snow.
- I'm not bothering to send out Christmas cards this year, because they're all clogged. I never get any back anyway.
- Why aren't people more original with their Christmas present purchases. I'd get green leather boots of Old Spice after others. I'd give to one the so-called well-wisher's favourite jumper.
- It's a well-known fact that Jesus wasn't born on

the 25th of December, he was actually born in July and to those a Caucasian rather than Egyptian.

- In Australia they spend Christmas day on the beach, enjoying their nice climate on a barbecue. Why can't we ever have Christmas like that here? (I'm glad of obvious only for really, 50°)
- People spend so much time moaning about Christmas, I reckon they should ban it completely and be done with the whole miserable concept.

Devon McCropper's ten reasons for being lazy in the Christmas period

- You can stay down in the towel again, pick up a load of beachwear and spend days going longingly at beach resorts, with beaches and attractive people with very little on.
- It only comes once a year.
- Swimming costumes and sunbeds are dirt cheap.
- There's no need to work, available practically everywhere you go.
- Everybody gets a holiday.
- It means that the new year is just around the corner.
- Nobody minds when you stay really loudly in the street, because they think you're a card singer and invite you to

be more jive and groovy.

- Bart Simpson saves Christmas too.
- So does Father Christmas, he's just here promoting everyone all these years.
- It might be your birthday on the 25th of December. Well, you never know! Statistically speaking 10,000,000 people were born on Christmas day and Henry Events was one of them.

If anyone is mad as to think Christmas is, you simply choose a mean from the first list, then remake yourself with one chosen from either. Oh you and another thing, don't come crying to me when you don't get any presents. No!



500,000 COMPUTER GAMES

**SURPLUS STOCK SELL-OFF!!
TOP SELLING GAMES
FROM ONLY £1.00 EACH**

**AMIGA/ATARI ST/PC/C64/
SPECTRUM/AMSTRAD**

JUST SEND ONE FIRST CLASS STAMP TELLING US WHAT COMPUTER YOU HAVE AND WE WILL SEND YOU A FULL LIST OF AVAILABLE SOFTWARE AT PRICES YOU JUST WON'T BELIEVE TO:
SURPLUS SOFTWARE SELL OFF

DEPT.6, No1 SATURN HOUSE, CALLEVA PARK, ALDERMASTON, BERKS. RG7 4QW

500,000 COMPUTER GAMES

THIS IS NOT P.D SOFTWARE, ALL GAMES ARE SHOP SURPLUS

Letters

WRITE TO THE ED., 75, 30 MONMOUTH STREET, BATH BA1 2BW

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



Love (a wise man once said), is a many splendored thing. He was of course referring to the genial spirit of Christmas and here at the YS shed we've been preparing for the 25th with loads of holly, tinsel and even the odd Christmas cracker. It all got too much for James who had to dash out to his XXX and escape decorations over his hairy dice, stick cardboard reindeer on the back window and green plants we say its plunk a fairy on his aerial. Anyway, onwards and upwards. This month we hear from (amongst others) a boggy-man, an imp called Morris and a Ford Capri fan from Leominster! Take it away Space-churl!

A WARNING

I am coming down to Bath this weekend in my lovely Cavalier with a couple of Galaxy MP3 discs that I intend to test out.

● A fanny tracking device to search out the Soncraft decoder and to cut his hair.

● A Hummel Turbo thing with a customised MP3activated nitro injectors to burn off James Leach. Come to think of it, I could use my pocketful!

● Ultra loud stereo with worldwide music to attract everyone's love

click - lovely, leggy Lindy.

By the way, it's nice to see a new face on the mag!

Jan 'Mad Dog Boy Razer Dude' West Leominster, Herefordshire

Hi, a visitor! The Shed's looking well red at the minute, we've already got our Christmas decorations up, so you'll be dead impressed. We've even had two and more are waiting for you, but I'm afraid you're going to be a bit disappointed with Bath. Y'know, Andy Lee hasn't been sighted around these parts for some time

now. I thought he'd joined a great comedy act, quite recently, he was spotted by a single-eyed Space-churl in the Wellhouse Cafe, Groomer. Sorry and everything, but you might as well leave your pockets at home.

Don't bother buying any vinyl records either - Linda won't be around. She's off to London to get some more persuasive groups. We tried to help her get sorted, I sent her my DMF and Cunt 'N' Kisser albums but she didn't even take them home. Or a laptop note, James? Is he there. His workmates are usually spent spending through the streets of Bath like a right lad. Some of my mates might be around too and they're all sex bikers, even though they are all dead and buried. It had to be something of doing an omelet or pig next to Bath's fatty obelisk. I think it'd be a welcome change from those peaky and totally crap card games with their dogs or things. Ed.

LIAM

I am a strange two foot three inch imp called Morris. The past twelve months to that I am 472 years old and rather small for my age. I have been standing in markets but to no avail. Once I was told walking on walls but I kept on falling over.

Please help me. If you don't, I could find myself suspended in tomato paste. If you refuse to help me I will use my magic powers and steal all your DMF records.

Morris
Plymouth, Yugoslavia

My mailing was full of letters from people with identity problems. Maybe it's the time of year. Take Morris for example, he's obviously not 472 years old. His problem is far more basic than that - he wants a couple of DMF records for Christmas. His mum's probably said no and this is his feeble attempt to get said records onto his timetable.

Now, you're probably wondering how I can work all this out from the title that Morris has to say. Well, I might be really into my wheels and my music, but I've also got a history. First, before I got my wig I used to be quite into amateur psychology. Morris shows all the symptoms of a bloke who knows that he's going to get something done for Christmas. Ed.

MCE? US?

I am the bogeyman and I terrify people for a living. I recently bought your mag for the first time and I thought it was brill. The problem is, you're off for too long. So, can I have nice things. I want into the cabinet for a week and come out a bogeyman.

I am going to prefer you if you are all bogeymen and women. Expect to hear from me soon. By the way, has Jim got a chest for Shadow Island?

The Bogeyman
& Cemetery in Saresbury, Cleckley

What an earth-gate you the impression that we're nice people? We've never done anything to deserve such an insult. It's not only an insult, it's a complete and utter lie. As I look around the shed I can't

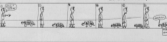
DOODLEBUGS

Your bugs are getting better and better and they're really been rolling in this month. I've had to work hard and exert my special drawing powers. After hours of agonising I cheer Thick Dangerous by Don Prentis and

Teenage Mutant Ninja Skin Reaction Tortoise Part One from an anonymous pen. Please if your artwork is supreme, don't just think about it - send your beauty bugs to Doodlego, 75, 30 Monmouth Street, Bath, BA1



THIS ADVERTISE...
CREDIT: IOLA AND NET - BANG! PRENTIS (ON MY DANGER BUG)
(ON MY DANGER BUG)





DUCK

I'm writing to you with particular reference to a letter from a certain Richard Cairns of Sheffield. It is his post a very interesting question. What has Shakespeare got to do with Sheffield, city of ducks? Your reply to this was one of bewilderment and confusion. Well, to do you in your often ignorance of historical facts, I have researched the subject. Records have it that on Tuesday the 26th of March, 1590, at half past two an afternoon, a swarm of killer ducks did attack the city of Sheffield, ransacking, burning, stealing and thousands murdered and dead. The last was almost completely raised by the onslaught

of vicious ducks, but no one ever heard of or saw the swarm again. Some say they died off from deadly duck diseases common at the time, others say they went home for water (ducks) and tea and again to come that they were not again.

At the time, a topographer William Stuker was out, visiting Sheffield for the first time, staying at a local inn and as at the individual town, about walking his path outside in the park he was going to the moorland from his window and was so moved by it that he mentioned it in his diary. "Ye gods," is a strange sight indeed to many eyes to witness. They're darkened birds, at that. The feathers, black and full dark by it, I do wonder why these ducks are all so fully. Some say that such powerful emotions caused him to write Macbeth.

Well, those that's showed that by for you.

The Mad Black Pudding, Berg, Lancashire

I've found plenty of people mention the Sheffield ducks before, but they were all rather vague. The numerous books available, I went to the library

and thumbed through thousands of books on ducks, Sheffield and Shakespeare. I can tell a stallard from a pelican at a distance of fifty feet, I know at exactly what point in Hamlet our hero jumps into Ophelia's grave and I can tell you that Sheffield is a very much like Rome.

All those hours spent in libraries weren't doing me any good. My wheels were getting rusty and my feet pained for concrete steps. Now you, O Mad Black Pudding, have saved me. I can tear up my library card and say goodbye to those steam fumes, swing doors forever. Never again will I have to queue up behind the elderly chap with a rope and the collected works of Agatha Christie in large print. Never again will I have to wait in the strange little shop with the rest of four were you? The Hamlet All Colour Guide to Mad Black Pudding, that best of all, I'll never have to bump into Linda! Every time I walked into that library there she was, her arms piled high with intelligent looking books which I but the never reads. Mad Black Pudding, I salute you. Ed.

see anybody being nice. Andy O is taking his idea to heart and creating greases on Lind's shoes, Linda's trying to kick Andy. James is pulling the top off a spider and throwing them at Marianne who's napping, proud, showing up everybody's arms. Little O, I'm trying to work. If anybody comes anywhere near me, I'll trash 'em. Nice is not our style. Mr Goggy. Ed.

SIMPLY SIMPER

Elephants, ah! They're spectacular! The way they come in two models, the African and the Indian, with big long trunks, variable ear sizes, big long noses and drooping in their feet buttons, they sure are simply super.

Talking about elephants has reminded me of something rather important actually. Why is there a

lack of elephants in Spectrum games? Speaking as a humble Spectrum'er, it isn't for CodeMasters' GL. I'd have to buy games containing less boxes and more variety animals - such as Gocco.

But enough of this old chat. Why do you "G-Pants" of mine does the word "G-Pants" appear on almost every single page of your damn fanzine periodical? Is it anything to do with

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Femto's employment Christmas experience has page 61 forced him to take a holiday to get away from it all. With in mind, he's joined off to his close Aunt's family home in Lincoln, thinking up a way of doing night duty his services report.

Andy and I are your man as I live out in the Northern Alps and took a visit to the central Schweizer-stadt Bern when I arrived a few days back.

Just then I heard a noise behind me. Before I could do anything I was grabbed from behind by several heavy hands. I expected to be hit, a group of Alpine goats had captured me. I was petrified!

I was dragged from the street up into the mountains in the attic. They fastidiously lit a dark-red light above the mountain. Therein, I waited for three hundred minutes. But the light went out and the place was a rock. Oh goodness! I disappeared into the depths of the cave. Meanwhile the other goats and my clothes, which my hair and my my Great Great Goo.

Was anything not returned behind something in the hand. I looked like a photograph. It's showed it to me and instantly I understood.

The only person was one of several Schweitzeren. My eyes had got used to the dark cave and I could see the mountains between Bern and my city. But this was not long but Austria finally.

After that I got on famously with them. I stayed for a week or two and thought them to light and fire, over clothes and start conversations. In return they showed me how to bring the horses and cows.

On my return to Switzerland I bought some cheese in Basel. However, I was coming home, walking and using the bank instead of the car in the car. My eyes were not very bright but I realized then, just then returned to reality. In 100 years you know how, I'll put out your telephone and see if it's a real machine. Right, it is not.

Dear Femto

Happy Christmas

Love from the entire cast of Beverly Hills 90210

Oh what you, that you're looking like good Christmas. I might 20 years, remember. There's more than you think you together? Best Friends

WONDERFUL WORLD OF



SPECCY

What is it with these foreigners? All they want to do is give me history lessons. There was an irate Slovak last month and here's an indignant Czechoslovakian.

SOME OF MY BEST FRIENDS ARE CZECHS

I was pleasantly surprised when I got my October issue of FF not only because the mag was full of

stuff, but also because there was a Czechoslovakian demo there at the top made by a male from our town of Bradshaw. But how disappointed I was when I saw you giving a Czech demo, and Kubik a Czech mascot!

In fact it is not surprising considering that in the world there that in Czechoslovakia there are the Czechs only. But I thought you were more informed about our country. I see you probably still don't know what I'm talking about and therefore I want to make it clear once for ever. So read carefully all you people of the world.

Czechoslovakia (or Czechoslovakia of the Czech and Slovak Federative Republic - CFSR) consists of two regions: in the Czech Republic. (Believed live over 10 million Czechs. They speak Czech. In the Slovak republic (Believed live five million Slovaks. They speak Slovak. Each of the two nations had its own language, culture and government. Though they are very close, you can't mix the two nations together.

Miss Grit Bratislava, Czechoslovakia

the afraid I had to cut out Miss start there. His letter went on for another page or so and these Slovaks have got their handwriting. He also sent a map but it wasn't very interesting. I don't really know much about Czechoslovakia and I apologise profusely for any offence I've caused our Slovak readers. Actually, that's the lie - I'm not sorry at all. I just thought I should be what with it being the season of chess and goodness! All everything that I have to say that I think of the Czech and Slovak languages is a kind of romance.

Czechoslovakia is the very best place this year of year, winter sets in early and they've got to be prepared. They have to lay in stocks of coal, wood and land and they have to make sure that the doctors are well-stocked. Yet here in Miss, a young man in the prime of his life, writing silly complaints and refusing to help his mother chop up logs. Get with it, Miss! It doesn't matter whether you're checked or checked, Albanian or diagnosed. Now and the future of your country? So stop whining, get yourself a nice fit tree and have a good Christmas. Ed.



READ THIS!

Fast 7 day delivery

CHANGING OFFERS

SELECT ANY TWO FROM THE LIST AND ADD JUST 50p EACH AT CHECKOUT

100p	100p	100p	100p	100p	100p
100p	100p	100p	100p	100p	100p

OR BUY PRICE SPECTRUM TITLES

Code	Title	Price
100p	100p	100p
100p	100p	100p

BUY ONE

Code	Title	Price
100p	100p	100p
100p	100p	100p

100p	100p	100p	100p
100p	100p	100p	100p
100p	100p	100p	100p

100p	100p	100p	100p
100p	100p	100p	100p
100p	100p	100p	100p

COMPILATIONS

BEST COLLECTION
100p

POWER UP
100p

SOFTY SOUNDS
100p

JAMES BOND COLLECTION
100p

ROCK CARTRIDGE
100p

TV BY SHOWTIME
100p

VIDEO PROMISE
100p

CALL US ON 24 HOUR CREDIT CARD HOTLINE
001 440 4108

NAME: _____
ADDRESS: _____
POSTCODE: _____

The GREATEST EVER MULTIFACE SALE

Get ANY MULTIFACE or MULTIPRINT or VIDEOfACE for just £29.95 + a FREE Lifeguard

ROMANTIC ROBOT are moving away from 8-bit computing. The MULTIFACE will always remain the BEST thing that has ever happened to the SPECTRUM - but it's time to move... if YOU haven't got a MULTIFACE, make YOUR move NOW! This is our BIG CLOSING SALE - get any magic box with a 10% discount PLUS a FREE LIFEGUARD while you can!

Now your SPECTRUM is happy - buy it a MULTIFACE!

MULTIFACE 1 800k £29.95

MULTIFACE 2 800k £29.95

MULTIFACE 3 800k £29.95

MULTIPRINT 800k £29.95

VIDEOfACE 800k £29.95

GENIE 800k £29.95

LIFEGUARD 800k £8.95

I enclose a Cheque/Postal Order/Cash plus P&P for £.....
or debit my Access/Wise

Name: _____ Card Exp: _____
Address: _____

100p	100p	100p	100p
100p	100p	100p	100p

PETER SNOW'S DEAD SERIOUS CORNER

COVET GAMES

I know that '75 is totally cool and all that, but there is one thing that really bugs me about it — the coverage.

Yeah, when I first bought '75 last December, I thought it was totally brilliant, not only for the mag itself but for the excellent coverage which had a whole lot of free games. Then in the March issue you switched to a six pack with three games plus demos and POKÉ. That was fine, no problem.

At the April issue you gave us the Magnificent Seven with five free games, a demo and POKÉ. That was totally excellent and had all us Spec-

chums jumping for joy! Maybe from now on, things'd be okay. But in the September issue it all went horribly wrong. You gave us two free games and the rest were music, [128K info], POKÉ and demo things. You gave some excuse about other mags going away 20 packs or something and said it'd be back to normal soon. But it's now December and we're still getting a lousy two games, and they're usually not exactly brilliant, are they?

I know you probably can't help it and aren't allowed to give away more than two games or something. So how about giving away a totally brilliant game like *Thexod*? I mean, a game like that is a right order and loads anyone's calling it nowadays. I bet you could get it dead cheap. You're an editor, if you can do anything about this, why don't you? **Eamán Ó Súilleabháin, Dublin**

You'd find that there are three games on the coverpage this month. Great, we've also bumped the extremely good Graphic Adventure Creator year away and it'd cost you £22.95 if you bought it in a shop. If all that isn't value for money then call me Malhead and tell me a three and a half cent bone-deep discount with all the things.

Anyway, the reason behind our fluctuating tape, is that all the magazines, including *SM*! shows, *Gaff* and the young *Crash*, and the various software houses entered into an agreement. The software houses believed that all the games on coverpages were harming their sales. So we all entered the peace pact, agreed to just seven games an issue and home for a clean sheet. The agreement was not pretty soon, so you might feel the games coverage going up on the coverpages. Well again we might just get the decoration it and have them put up some nice curtains. **Thesus, SA**

that Linda thing you have blabbed to the side of your sheet, or is it something in my head? This shouldn't leak into your way. Anyway, I blame Cilla Black. Just who does she think she is? Cilla ought to remember that she hasn't even been at number one for 16 weeks, and auld Canadian can do that. Even Olav James.

I know you like them, but personally I believe CMP were telling lies about those children, don't you? They didn't even say what the set of the Smash Hit! Put Winners Party this year. **Phat!**

Anyway, on the letter side, I really must go. The doctor's just told me that the toiler's hatched. So it's goodbye then him, and goodbye from him. And remember, if you're seeking sales, doing deals or cutting cost — don't bother with Counts cos they spend all their money on crap ads.

Marky Mark G
Bournemouth

Diaphants, eh? They're big and grey and they take up for the north room. No, I don't mean it. You're right, elephants are simply superb. They're so incredibly cuddly and cuddlesome, you can't bear losing them can you? SpecChums? Here's a couple of little known facts about elephants...

- The difference between African and Indian elephants is about 3,500 miles.
- Elephants' backs are actually made out of joints left.

There are quite a lot of cute elephants around, but my favourite has to be Jumbo. Every time I see him I just think of Queen Top 100 Campbell. James is stuffed into Becker because he wore a suit and a hat and had a well-behaved family. What more could you possibly ask for? Anyway, enough of the little-talk, I've got to rock. Fare thee to the tuneless fish and, cos he's made of liquid, he can't sleep. It soon sort him out. Come here little lady... **SA**

SO TELL ME ABOUT YOU

Just before Andy lets tell '75, we know all about him. I have decided to ask some questions about the new CD. Don't worry, this isn't Muziekland.

- How green are you?
- How crap do you think '75 is?
- Do you have plans for the sheet?
- What baseball team's on your cap?

Max Eatin
Reading, Berkshire

Oh, I like questions, I'm really good at them. Okay, greenery? I really like rhododendrons and pansies took lovely this time of year. As for the seriously, I think all Green issues are seriously sad and I always try to do my bit.

'75 is the crappiest mag in the world, in a fairly subtle kind of way. The sheet's needed and better as it is but I might make a few minor changes. There's far too many flowers around this place. No doubt

you'll hear about them in due course. And I don't know what baseball team's on my hat.

That was nice and pointless. SA



PRINT

So you love the British newspaper? I'm not, I'm not. I don't know what that would be for. **SA**

It's really packed with a lot of content. **J.J.'s Dave & Pat 'Nose' Taylor**
Bournemouth, Dorset
It's really packed with a load of fun. **SA**

What are I going to do? My money's gone and my capacity, but two... **Simon Humphreys**
Bournemouth, Wiltshire
Doing well this, why not... **David**
I'm not sure if you're out of my brain and with content. Plug it in and you're well away. **SA**

Please could you mention that... **Carlton**
Linda are the greatest band in the world cos he is there. **Larry**
Bournemouth, Hampshire
What a completely crap letter. **SA**

I don't want to be with getting... **David**
London
Goodbye! Things just fell out that way. **SA**

The copy, that's it. I've had enough... **Andrew**
Bournemouth, Hampshire
Goodbye, Steve! Millions... **SA**

TRAINSPOTTERS



In issue 68 on the charts, *Slightly Magic* was given 64*, *Phobias* is number 73 and 71. It was given 60*. Now if that isn't worth a Transpotter, I don't know what is. **Mary Chew**

Eye, Not Of Night

Here's a date with some Sky! I'd definitely give up a 75 magazine for one of those, but that's Dawson's daughter, isn't she? Linda! Not Dawson was safe a man, and he had such a way with

words. What a little piece, eh? I'd not suppose he'd get such a vast daughter. However, a couple of charts can't really wash the Suffer of *Transpotter* out. She'll only accept a man, and I don't like it when she does that, it scares me. Anyway, charts doesn't mean anyone. **SA**

KNOW IT ALL

I have an expert's biased eye and an demanding a Transpotter for making a couple of mistakes in issue 71.

Okay, I'm getting out of these. First, on the cover you had a lot of games to log (especially those the ones which included the Transpotter). Picking through the mag there was no sign of this page.

Secondly, on the contents page I saw that *Boop* was to be found on page 14 and page 18. It was on page 14 but page 18 was an ad. There was a similar mistake with the *Parlo* Magazine. In the white box it said it was on page 35, but in the

last box it said that it was on page 52.

Thirdly, one of the captions to Mr Lighter said that James was getting into his 1922. What's a 1922, an improved version of an 1822?

Andrew 'Mr Picky' Davidson
Greenway, South Humberdale

I hate people who think they know everything, unless of course they do know everything, like me. Okay, there was no Transpotter on it wasn't? Well after the cover had gone to the printers that I was told that the game wasn't in the actual issue at all. But the contents page was wrong cos it couldn't actually show the actual page as were going to put things on. So we left our options open. This resulted in the contents page a bit, but never mind eh? We'll learned our lesson and never again will I allow it to happen again. Oh, and on 2003 is the same as a 1922, except you hold the sheet any day. **SA**

JIMMY'S SOCCER MANAGER

Beyond Belief/C3.99 case
How would you like to manage a top-notch, world class international football club? Yes? Well I've got bad news for you. You can't. But don't rush off into a corner and blase like a baby that's got the windpops, you can manage Katarling instead.



What a Katarling? Isn't it the sound of hell on a congested road? Oh, it's a place in Northamptonshire. Well, some you see...

And that's what you've got to do in Jimmy's Soccer Manager. Win, that is. You've got a crowd of wretched collectors known as Katarling FC and you've got to beat the entire football league. How? By cunning management and diplomacy that's how. Oh, and by taking the crap people and buying better ones.

After all this is really like real life, isn't it? Just makes sure your diet has three S's: Soccer, Wheat and you don't go to wrong. I know coz I've seen this in an advert.

PLAYER INFORMATION



Get the info on your team by selecting each player's info screen. You also get a team-viewing presentation-style photo.

It's a game of one half

The first thing you see in JSM is the main menu. Here you select exactly what you want to do. You view box of

10 CHRISTMAS FOOTBALLING FACTS

- 1 On the East Midlands, the population traditionally play football with a stuffed turkey just before eating it.
- 2 In 1810, the Germans and English in the First World War spent fighting and played football together. It was a very moving moment, especially coming as we now do.
- 3 Paul McCartney wrote a song about it a couple of years later. It got to number one.
- 4 The Football League don't play fixtures on Christmas Day coz it's usually too hot.
- 5 The Pops Prince of old put crackers and drink pop and eat After Eight instead.
- 6 Gary Lineker's name in Turkish means Gary Christmas. This is coz Lineker means Christmas in Turkish.
- 7 In ancient times, Christmas was a time for people who were injured to play in hospitals against other hospitals.
- 8 In really ancient times, neither Christmas nor football existed. This was before the Earth cooled.
- 9 Football and Christmas aren't linked together at all really.
- 10 And there's no number 10 ball. They're all made up, anyway.



your team, visit and drop players, have a quick peep at the transfer market, pop into the bank or generally do anything that you think might come in handy. Oh, and you can also go to watch the main.

When you get to the football field, you, or don't see any of the action. Instead, you get instant taking stats the minutes of the game ends. There's no full line or anything. The guys play for a solid ninety minutes, so they're completely exhausted by the end of it.

If you manage a goal, the name of the scorer comes up, as does the time (in minutes) for scored. This is pretty useful for working out who the key players in your team are. When the enemy team scores, you don't get told anything about who scored it, or when. No cut-in. You probably don't want to know anyway.

At the end of the game of the league results come up. You can call up the 19th division table too, the really smart Baseball Jobs Open General Motors Conference League. This usually is pretty easy to beat unless you're in a crap, but fancy in there. You're usually to beat them or someone eventually.



Who's on the team?

Your team is made up of loads of lousy people, with one notable exception - the famous W. S. Sorbie, Nobel prize-winner, ice-creamman, astronaut and Presidential candidate. Mr Sorbie is certainly a football player of no distinction at all. So it's better to buy and sell him at the first opportunity.

Occasionally the press rage. You actually get to see this. It resembles like a old stick in a cupboard. If you choose to answer the sticking and blame, you might be offered a job of coach for one of your star players. If it's W. S. Sorbie, take the money and run. Your players are at all, appearing like you'll get about £2-50, in the end, a job.

Jimmy's Soccer Manager falls down coz it's not that interactive. You don't seem to be able to train the guys, or swap their positions round on the field. Basically, you've got to wait 'til you've got the club to buy someone better. Most of the time you'll just watch all the matches weekly and hope that Katarling got the 100-win run.

It's all a bit of a speculation game for this. Like a management sim as much as the football (as long as it doesn't turn then a great deal), but I like to be able to adjust odd bets and odds about with



mine. (Oh-er. Ed it's also a tad odd that you can't change the names of any of the teams or players. You're stuck with Katarling and W. S. Sorbie, I'm afraid.)

JIMMY'S SOCCER MANAGER

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

1994 210pp £19.99

When you see the full list of our international publishing operations, I don't think.



What's that? The Soap Results Service?

The good news is that Jimmy's Soccer Manager isn't that tight leader than most management sims. There are a few long tea-breaks while the computer 'has a little think, but it's no worse than other games. The control system is pretty straightforward and you don't need to memorise all the keys coz it tells you which ones to press.

Sadly, Jimmy's Soccer Manager isn't much cop. There aren't any on-screen moments of glory and the little graphic touches, like pieces of the stadium and the guy who rings you up, are nice but they're not real enough to make the game special.



What the going rate the top and best, the top 10, etc, available guys.

I know it's Christmas and everything, when tables, markets and club-coaches traditionally go out into the streets and distribute goodwill, love and Mistletoe. The Universe ballroomers for all the children singing in the snow-dusted market place. Still, it's far more than my oddie worth to give JSM 100%, and a bag of nuts, tangerine and yule logs. (Ed it's)



TAI CHI TORTOISE

Zeppelin/C3.99 cass

REASON A little bird (or should I say a little tortoise) has just laid me all about this new and utterly brilliant game by our beloved friends, Zeppelin.

REASON

My life goes 'Tortoise type' (I'm sure it's the main man in this exciting game, and I'd call it a good game decision). This little fella is the central thing under the title: Teenage Wizard has to save the cheese population. No, it's not going crazy and get 100% on the cheese population. Are you sitting comfortably? Then it begins.

Right, first let me make things clear—we're not talking about the Teenage Wizard from Turtles here because they're probably in the Bahamas for a week getting a nice shell tan. The turtle isn't a turtle at all. He's, well, he's the Tai Chi Tortoise. He's not!

The sad thing is, there's a real-life tale that goes up to it. It's an anti-war and anti-nuclear fiasco called Vincent Polanski, and the plot is to capture all of the world's many cheeses. So what? Well, once he collects all of the cheeses in the whole universe he can rule the world. There's no no-no.

It's a game where you're in a place or anything. What all the further it goes, they're in their summer vacation to be greeted by loads of lettuce leaves instead of like...swaps? This is where our faithful green friend comes

in. TCT has to go down into the sewers where that nasty gasser Vince lives. Guh! He's got to find all the stolen cheeses and get them underground so well. Only then can he save the world and prove what a nice ship he is.

Let's face it, this tortoise isn't the hardest of people, but he's brave and uses his limited skills to defeat the many nasty-looking bugs and gnomes.



Yikes! There's those nasty gasser gnomes with the 9 (that has to be a 10) and an umbrella monster!

Not only are there mean-looking-looking bugs flying around, there are also some odd-looking-looking teenage politicians to deal with the excitement. If you actually control the screen and the noises taking in them, you get a chance to meet the evil cheese king himself. You can then try to grab all of the yummy cheeses with one tentacle hand and out for go with the other.

The graphics look a bit more made to me. But the game isn't made any worse for this. It's all a war for bugs and very speed. With the big computer screen and stuff (that's what I say).

The game is also pretty large. I got bogged down in it, so I think it's a bit too tough. Some of the puzzles will annoy you, and it's a bit daunting to think that there are loads of places you haven't even got to yet. Yes, it's a bit tough indeed.

If you can't get past a screen, it's rather depressing to all these and wonder why not. For some



That's it! The hero has fallen down at the bottom of the screen, dressed in a lovely shade of green. Above him sits a wee-gnomish gnomie, to the right a galle from which a horse has just bathed... horse!



And now you'll get some more gnomes and one more... Mmmm... Mmmmmmm... mmm...

of these puzzles you'll need you to have collected stuff from a few screens ago. The cheating for me, I'm afraid. But lucky there are also some extra fun little bits to make the game that more exciting. There's some ladder climbing, some swimming and lots of jumping around. However, even though a quick beep in the mood and how it's really made it into galaxy, please after all. What fun! For you people, get!

So, Tai Chi Tortoise is, in my opinion, pretty spectacular. In fact it's so good that it's almost a Muggins! Play it, have fun and remember, the future of cheese is in your hands, so grab your shell and get out there!



FINAL VERDICT

80%

Very good game, great graphics, excellent controls. Worth the wait if you're...



AVALANCHE

CD-ROM £12.95 case £14.95 disk

From *Avalanche*. Sounds like this game should be set in Switzerland or somewhere, doesn't it? Fine, but there's one small problem with this - Switzerland doesn't have wars. They're famous for never, ever having wars, or ever noisy arguments for that matter.

Oh, but you got it your misery. *Avalanche* is the name of a World War II operator by the Allies (that's us) to get the Germans (that's the Germans) out of Italy.



The game starts with the Italians looking in 1943. Naturally, thousands of Allies appeared on the beaches and fought their way towards Rome. So the game ends with either the capture of Rome by your boots or the real end of the war in 1945.

You take turns with either a mate or the computer, and the idea is to plan what you want to do with your troops while he's moving his, then move yours while he's planning. Easy peasy, ah? Well, shifting divisions of tanks around is pretty easy actually. All you need to do is select your troops along the flashing cursor, then move them to the correct area. They remember where they're going, even if it takes more than one turn, so it's all pretty quick.



The great thing about big battles is they can move whatever they want. It makes, who's going to stop them?

Is it like any other wargame?

Funny you should say that, because it's a far bit like *States of the Siege* which runs also by CD-ROM. In fact, in the same game system, so it does very similar stuff to the fact that it's got different game types.

But this isn't really important, because the whole strategy of *Avalanche* is different from any other CD-ROM game. It's set on a peninsula somewhere in Italy so there's loads of water around. The means that you can't run away from the enemy in any direction, unless you actually want your troops to perish in the Mediterranean. So it's all down to strategy and tactics.

Yes, the whole thing's got a more historical relevance. The sea view is pretty much as it does in this game, although you've got the option to muck around with some of the historical facts. For example, you can have the Italians on either your side or with the enemy (whether you're playing the Allies or Germany). Given that military secret, it makes more sense to have them on the opposing side. Heck yeah.

Sound and graphics alright, are they?

Compared to many games of this ilk, they're not actually any. The whole game is played on one map which scrolls as set the light speed in four directions. There are mountains, roads, towns, ports and airfields all over the place. There's also

loads of the map, tank and tank track, some-dotted about. Every time you have a go, the situation advances a year. So it takes about three weeks, or three turns, to cross from one side of Italy to the other. For a marching army, this sounds pretty reasonable.

What the graphics aren't best. The sound is pretty good. But what do you expect in a game like this? There are things to tell you if you've done something wrong, and explosions for heavy bombardments. Machine-gun sounds for big battles might have been a bit noisy, but you'd probably get really sick of them by your fifth turn.

The whole game play is a lot of fun. It doesn't take you long to grasp some crucial firepower, which you can then chuck at the enemy. One thing that is rather annoying is that when units are in combat, the game doesn't tell you what damage they're taking in each other. You can click on any of your units afterwards to find out how strong they are, but it's a bit more of a pain as you can only do this and get your turn.

All told, *Avalanche* is a pretty good wargame. I especially like the speed of it. It's nice to be falling around and to each turn only takes about two minutes, you can move quickly on to the next boat-shipping. The sea level levels mean that you can win without the loss of a Mustang or the Mustangs and stop hard at a while.

The best way to play is to hope in a quiet friend. Having through the game, make a peace agreement with him and surrender off to the kitchen to have some tea. While he's out of the room you can wipe out his entire tank division, leaving to left tank troops unassisted. When he comes back, finish his troops off in a room and wait for a cup of tea to land in your lap.

Yes folks, *Avalanche* is a definite candidate for the definite wargame for CD-ROM.



Nothing around here to catch it to mean. Okay, the Italian general tries to catch it to mean. Okay, it's going to fall. Ah, not even!



We mean that when somebody tells us, there's a money camp to fall a warg!

10 FACTS ABOUT ITALY

1. It's filled with Romans and Italians.
2. It changes its Government about twice a week.
3. It's shaped like a sort of boot.
4. Whereas Italy, at the 'top', is shaped a little like a flattened kidney.
5. Italians are very shiny and proud and wave their arms a lot.
6. Iceland has had a traditional territorial dispute with Italy.
7. But they haven't gone to war.
8. Because they're both nice. Yeah, both are a bit crap, militarily speaking.
9. In fact Italy's a bit crap.
10. Except for Linda's mum, who's Italian and not crap at all.

FINAL VERDICT

Overall	80	75
Graphics	75	70

What we will say for the CD-ROM is a really nice one. It's a really nice one.

82

WIN WIN WIN!

A chance to fly to Paris and be one of the very first people to sample the delights of EuroDisney!

Purchase the scenic "You get on the train to London, hop in a cab to Heathrow airport and then check onto the next flight to Paris." Leaving about at Charles De Gaulle airport, you take the TGV train to a shopping area east of America about 37 miles east of Paris.

By April, the massive EuroDisney amusement park (which is about a quarter of the size of Park West) will be fully operational and committed to the safari with punks, sampling new and modern ways of parking their lunch. Thanks to US Gold you could be one of the first people to stroll around the fences and if you're fortunate the impending release of G-Lac Security-Lac of Connecticut, US Gold would like a VS reader to come on (it is as possible to looking on/around due to gravity on/line of the stomach showing 2000).

All the Disney characters will be there: Mickey, Goofy, Snow White, Donald Duck and Pluto - but no Walt as he's been dead for about 26 years. These Disney favorites will be milling around in front of the magic castle, which looks exactly like the one at the beginning and end of "The Wonderful World of Disney" program.

When you wish upon a star! The clever chore and designers who have designed the European pleasure park, have taken a best bits of the best Disney parks in America and added loads of new rides. This is but a small part of the more than 500 acres of land to fill with groovy recreational type



Look, it's everything you've ever dreamed of! Get one year in on and stand in front of Prince Charming's palace and dream of your very own Cinderella. (screenshot)

Things

You can visit the home of Captain Jack, take a trip on Mark Twain's steamboat, visit the Microworld 15 see Jules Verne's view of the future, take a trip on a roller-coaster down Big Thunder mountain, discover the 1999 ghosts of Phantom Manor, visit Snow White at home with the seven dwarfs or take a trip down Space Mountain.

While you're busy doing this, all your favorite Disney characters will be strolling around the grounds of EuroDisney. There they'll be - smiling, waving, being cheerful, shaking hands with people, having their photos taken and never going to the toilet.



Let's go fly a kite! Right, so you want to go to EuroDisney do you? All you've got to do, is answer three easy-peasy questions which follow the white, being your answer down on the coupon, stick it on the back of a postcard and send the whole lot off to: Mr. Jay See How He Why, 17th On You De Festival-compo, VS compo, 10, 24 Monmouth Street, Bath, Avon BA1 2SW.

- Quesey A:** What does the acronym "Back It Up" G-Lac stand for?
- Quesey B:** What's the name of Mickey Mouse's dog?
- Quesey C:** Which opened first, Disney Land or Disney World?



Head on for your buck! We've got to see 1999 rules, home at Big Thunder Mountain. (screenshot)

RULES

It's incredibly Christmassy ducks and diversify who work for future can't enter the compo. If they want to go on a filling ride they can't get COP around to Andy C and he'll take them round the track on his Copcycle. US Gold people are excluded too, because they're all for too silly streaks.

- a. The Judge (see you, the 1999 cop) I be argued with, no matter how many groveling letters or gifts I receive. Although they'll be gratefully accepted cos my red is saving a bit on the back side.
- b. Your entries should reach us by the 15th of January, 1999. You can pick a winner and get the tickets and things posted out. However it should be pointed out that EuroDisney doesn't open until April, so if you win, don't go getting all excited about it just yet.

I want on a roller-coaster last night when I was feeling blue and I'd really like to do it again, so here's my whizzy round-and-round-and-up-and-down answer...

A _____ I _____ C _____

My name is _____

My address is _____

Postcode _____

TITANIC BINKY

Zeppelin/C\$99 case

NAME 1812 was a pretty bad year for ocean travel. Loads of rich people set sail for America, and, spooky enough, they never actually got there. Mister Isberg got in the way.

Up until now, people have left the grand ocean liner pretty much alone (except for those guys who want to eat it in a secret-into-dining-hall), but Zeppelin has decided it's the place to set a ghostly action game.

Which brings us fairly neatly to Binky. He is a headstrong, nice cat of ghost who, instead of haunting people and being really scary, helps those who are less scary enough. And Mr. Arthur J. Hadenstock is taking really good care.

Which brings us fairly neatly to Arthur J. Hadenstock. He is an incredibly rich old guy who's had a long time to raise the Titanic. How has he managed to get the money and the heavy-duty equipment to do it, in



- 1 **Isberg**
- 2 **Lifeline** (you're safe)
- 3 **Blinky**
- 4 **Small** (can't be killed)

- 5 **Lifeline** (can be jumped on)
- 6 **Small** (can't be killed)
- 7 **Small** (can't be killed)
- 8 **Small** (can't be killed)
- 9 **Small** (can't be killed)
- 10 **Small** (can't be killed)



It's every small ship, Titanic's floating everywhere. (It's like you'll never be safe.)

up it games. However he's forgotten something pretty important.

Ghosts. Haikus, terrifying ghosts. Of course, there are bound to be loads of aquatic wandering, it's flooded decks. When Arthur J. Hadenstock realized this, he got on the phone to Binky.

Which brings us rather regally to you. You have to guide Binky all over the ship, undoing the ghosts and making the place fit for human habitation once again. It's a tough job. You can't see your bottom deck or that, so the ship's really 2D-ish.



Are there Creepy Crawflies too?

Oh absolutely. As you can imagine, if you leave a large chip at the bottom of the sea for 80 years, a lot of slimy, smelly, fatty things are going to move in and make it their home. Frogs, special underwater ones, presumably, tapping fat and sea birds above the waterline have all taken up residence.

So what we've got here is a large platform game with loads of monsters and places to explore. What you have to do is collect notes. You drop these into the tunnel, and when you've got enough you can get diving apparatus to explore the underwater levels.

Yes, but the question of everybody's lips is "What happened to Lord Laker?" (Mr. Laker is the Titanic Binky guy, right?) Well, no, that's right.

Is Titanic Binky any good?

Well, the answer is that it is, yes, not quite fantastic. Yes, it's pretty sparky, and there's why: the game is very quick, responsive and smooth. It's also got packed with details, the backgrounds are filled with lots and loads which, no doubt, were seen on the real Titanic, and all the creature and stuff that you meet look pretty damn spiky as well.

The only thing with Titanic Binky is that it's pretty tough. He is a big, spiky and there really isn't much space on the screen so you keep getting killed.

Although he's a big character (although on a tiny, tiny ship), the solution, obviously, unlike the original Titanic, is very good. I'm glad it's not a game from the Amstrad, as I don't have that annoying feeling, and it's also big enough to play for ages. Here you can just see the tip of the iceberg. Yes, it's cool and hard and I hope I'm not going overboard when I say it deserves 88+. Got it done. Great game, eh? ☺

FIVE TITANIC FACTS

- 1 The Titanic weighed 50,000 tonnes. That's the equivalent of your 50 million bags of sugar, more than could be put in all the cups of tea in Europe.
- 2 The ship was paid by its name. While Star Line is an unbranded, so it doesn't have enough ribbons on for either of the passengers.
- 3 So when it sank, only 700 people could be saved. 1500 were sent to Daisy Jones Laker.
- 4 On the sea bed, the liner is broken into five large and heavily damaged pieces, so Titanic Binky is pretty inaccurate in this respect.
- 5 The Titanic, despite its name, wasn't made of titanium. It had brass, perhaps the lobby would have been out of it.



All Binky can do is get it. But Binky hasn't got any hands.

FINAL VERDICT

Game	88+	83
Graphics	84	84
Sound	84	84

88

SANTA'S XMAS CAPER

Zappella! £3.99 cassette

It's strange, it's low and it's an incoherent ball of bits that are of the things that I associate

Christmas with in cressets. Like those awful shops that only appear at the end of November. You know, the ones that sell 57 varieties of advent calendar, pencil boxes with teddy bears on them and those kiddies rocking horses that fall apart the minute you put them on the fire. They're crap and I love them.

Zappella, other pathetic attempts come, the Christmas market is quite similar to those shops. It's complete and utter shite! Santa's Xmas Caper is just pure festive blarney. (Sorry? It means potential, intense or it's bad taste. Now, my problem is that I'm quite fond of nasty things: plastic casines, beach chairs, sunglasses, pictures - I've got them all! So when I say that I love the this game, don't for a minute think that's not being said. Don't I tell. Have I made my mother enough? Top. Ed Good.

Lapp! Lapp!

The plot sounds quite simple and obvious. Feed the reindeer and you'll be doing just as well as a fat, fat, fat, fat game.

Yes, various Christmas god has been raped by those pretty elves, so he has to

go to down in a deserted room for aid. But what about all the children of the world? They'll be so upset if they wake up on Christmas morning to find their stockings empty. This is where you come in, to put the little job of them to take care of the bed and avoid some-melancholic - old Mr Santa himself. Doesn't that make you feel all warm and gooey inside? It doesn't, then you're a horrible beastie and you don't deserve any presents.

There are three levels to get through before you can go home, but your help-up job takes a little job. First up is Lapland, home to Santa, a few Lapps, loads of reindeer, a few fish and not much else.

You'll get to pick up the things and get all these lovely gifts delivered. But those gifts are still being a bit useless and they've annoyed a couple of my friends and I myself to throw it at you. So it's best with them all! But make sure that all the American kids get their happy. While flying over the wastels you meet up with a few scientists who don't believe that Santa exists, they think you're some sort of alien, so you'll have to avoid their death-seeking rays. During these two levels you should collect all the little Santa and glasses of wine that fly past you. These are the presents and if you're from you have to drop them down without shinnings.

Plum duff

Now you know what it's all about, let's get in that dough and ride! This is where everything starts falling apart and you realize that despite the jolly jigs, you're not so jolly after all of a jolly game. Your job is a long black thing with a remote attached to it which moves jolly up and down across the screen. The idea is to reach smaller than anything else on the screen that is a warning it's got back - a jolly you can see it. Zappella seems to have come to ground something.



Okay kids, get a Christmas tree that takes a look at the tree that's been stolen. But that's not the whole thing! Well, that's your job, it's the whole thing.

called (probably) on the presents that the party comes at you can have the rest of your jolly caught. In fact, the whole thing looks like it's been made out of a load of old Christmas cards. It's also for too easy, finished the end of Level Two in my first go. Also, you're really crap. Ed Good.

Santa's Xmas Caper has the same sort of appeal as Claws! It's obvious you're not a jolly jolly. It's obviously crap in a jolly way. But it's not a jolly jolly. When you've heard Roll Out the Barrel in the third time, you realize just how ridiculously bad it is. This game's right like that! Ed



Finally, and it's a shame that it looks like a few games that have never had a lot of more really appropriate ones from Softdisk.



Oh dear, you've had Santa steered out of the sky by a snow machine. He's not dead, but you'll get some snow machine. The falling snows, for example, are a real snow machine.

Make your own Santa's Xmas Caper screenshot



1. Get a piece of card and draw a horizontal line halfway across.
2. Colour the bottom half in white, and the top half blue with some white dots on it.
3. Cut out loads of pictures from old cards and stick them randomly on the card.
4. Draw a black dot and then another black dot with two legs. This is your sleigh.
5. Roll dice. Give yourself a jet on the back and a slow flurkey.



FINAL VERDICT

2.5	7.5	5	5
2.5	5	5	7.5

Average score based on 10 reviews from our readers. Each number stands a point for or against it.

Give your child a head start with...

fun

School



Under 5s

5 to 7s

7 to 11s

Fun School 4 comes to the top of the class! These brand new packages combining the essentials of the National Curriculum with beautiful graphics, cleverly animated rewards and stimulating sound keep your children engaged while they learn.

Toddy for under fives, Freddy the Frog for five to seven year olds and Sammy the Spy for seven to eleven year olds provide SEN original stimulating programs in every pack. Fun, the carefully designed levels for each program encourage your children to have fun and learn at their own pace - and ensure they get the most from Fun School 4 and keep coming back for more.

FORMAT	Amiga		ST	PC		D04		Spectrum		CPC	
	Type	Size	Type	Type	Size	Type	Size	Type	Size	Type	Size
PRICE	24.99	24.99	24.99	12.99	16.99	12.99	14.99	11.99	16.99		

EUROPRESS
SOFTWARE

European Software Ltd, Europa House, Allington Park, Macclesfield, Cheshire SK10 5SP
On sale at top retailers nationwide. Retailed items available at larger branches of
Baker, WB Smiths and Mollins. For credit card purchases call 0181-257 2942

YOUR SYSTEM
DESERVES DELTEK



DELTEK

Deltek purpose-built quality home office systems at specially competitive prices. There are 7 separate Deltek ranges in a choice of attractive finishes.

DATA COMPUTER WORK STATION

ONLY

£79.99

OTHER UNITS AVAILABLE IN THE
DATA RANGES in black ash style
or mahogany style



Desk
ONLY
£89.00



Vertical
Storage
ONLY
£59.00



Vertical
Storage
ONLY
£79.00



Vertical
Storage
ONLY
£89.00



Desk
ONLY
£49.00

UP TO £1000
INSTANT CREDIT

With no-charge
Account Card
Subject to status
A/R 5% interest
Written quotations
Available on
request. Software
licensed Direct
Buyers

MFI

SHOPPING HOURS
MON - FRI 10.00 - 6.00
SAT 10.00 - 5.00
SUN 10.00 - 5.00

Scottish stores
open Sunday 10.0 - 5.0
Northern stores
open Sunday
10.00 - 5.00

Prices are for self-assembly units and do not include ornaments, accessories etc.
Some items may not be available in smaller stores

PHONE 081-250 0200 FOR YOUR NEAREST STORE

THE VS

TOP 100

SPECCY GAMES

OF ALL TIME (EVER!)



At last we come to the penultimate chunk of the Best 100 Spectrum Games Of All Time. Blimey, it doesn't seem like nine months since we started. Then again, that's probably because it isn't. Next month we'll have the big number one for you. Then, I'm afraid I'll have to leave all you Spec-chums behind. Unless of course I can persuade that rad and wicked Ed to let me do some more writing. (You'll have to flatter me a bit more than that, Ed) Anyway, tune in next month for Mr Biggie. Yep, it's the most amazing Speccy game of all time - only in Your Sinclair.

24. STARSTRIKE II (Realtime)



Realtime made a name for themselves in the Speccy world with StarStrike, their excellent clone of the arcade game Star Wars. This sequel

was so good that it impressed on even the coolest. Hinted. The fast-moving 3D graphics are, with the possible exception of the Freespace games, still the most impressive the

machine's ever boasted, and the game itself has Star Wars a step further and added a non-intrusive strategy element to the space shooting. Visually impressive, strongly atmospheric, but generally slow.



23. THE GREAT ESCAPE (Ocean)



And while we're on the subject of atmosphere, we'd better say a word or two about The Great Escape. Much-loved programming team Denton Design had their finest moment with this moodily bleak and white Collis-style arcade adventure. It captured the glacial-of-war camp feel perfectly with the aid of an innovative design. The

automatic ability to wander around the camp simply playing the rules and touching the controls only when you wanted to do something (though this was a strain at first) was brilliant. Even your score was calculated in minutes! If you feel that computer games are a waste of time, show him this.



22. CHASE HQ (Ocean)



After you've shaken your Amiga and ST-worshipping chums. Term, why not really shaken them by

leading up the superlative driving game? They'll be instantly converted to the Speccy gospel. Amazingly fast and incredibly well programmed, Chase HQ turned a mediocre arcade game into a Speccy classic. Even the title sequence was bursting with character, and innovative to the end of being cars that so late

people bother to put into Speccy games any more. Only WEC Le Mans comes anywhere close to this for car-wrecking fun. The added plot gives Chase HQ an element of suspense which lifts it into the realms of the really special. A treat.



21. ALIEN (Argus)



Your Speccy might have done a lot of things in its time, but

has it ever pointed you? (Explains it - don't count.) If not, you've definitely never played Alien. Oh the Spies, Alien was a turn-of-the-century strategy game where you controlled the entire crew of the Nostromo in an attempt to blow the evil bio-slime up and escape to safety. Just like in the film,



the alien was worth to appear without warning from air vents and murder a member of your team in seconds. The game was so fast that when you did actually encounter the old IT, even the neighbours could hear your scream.

20. SPY vs SPY (Beyond)



This must surely be the game which has raised more hostile handclaps than any other. Spy vs Spy is, in its own right, a supremely entertaining, funny and playable game. But take on the two-player mode and you'll

better be prepared to experience later reality, scathing triumph and crying abuse, all within the first 30 seconds. The traps which the writers Black Spy and White Spy inventively blended into an ever alternately hilarious or both-grindingly infuriating, depending which side you were on. The split-screen display meant you had

no excuse for not spotting what your opponent was up to. All you could do was get back up and persuade some of the former stoopish resistance to return.

If both of you somehow forgot what the actual point of the game was in all the excitement, well, so what? Get Spy vs Spy and introduce a close friend today. They'll thank you for it later.





19. BACK TO SKOOL (Microsphere)

Of the games that brought teenage romance back to the spectrum, in the subject to the brilliant *Secret Diary*, *Microsphere* added a brilliant full-on game to the original formula of sweetly faceted dating and arcade episodes with aspirations. This was

obviously a good thing. They mixed up with a game which provided many a Spacey center with some of the happiest days of her lives. The wonderful atmosphere in



Secret Diary was just part of a recipe which also included incredible Cerebus puzzles, a whole host of genuine characters and superb graphics. Add a combination of platform diversity with fast run-up, endurance and strategic planning for a game with a feel of completeness that's rarely really been bettered. (SLA Stuart, you say that about everything, lol)



18. UNDERWULDE (Ultimate)

"Boing! Time for bed, everyone!" said Cateador once, and *Underwulde* fans know exactly what he meant. Ultimate's brilliant platform arcade adventure had only one real difference from the thousands which the Spacey's played next to. The medals didn't kill you. They bounced you around the screen in an attempt (usually

successful) to send you plunging to your death down a mine shaft. The atmospheric level of frustration made this at the same time the most-loved and the most-hated computer game of its day. If you play it now, you'll see why. Death.



17. STARQUAKE (Bubble Bus)

And speaking of *Ultimate*... Programmer/Artist/Code was never strong on originality, his games had a habit of looking

very much like tributes to earlier *Ultimate* classics. Nevertheless, his knack for writing superb software was undisputed. This tribute of *Underwulde* and *Starquake* was fast and frantic, with a target which was difficult but



attainable. Blending with playability and addictiveness (thanks largely to the attributes previously mentioned). *Starquake* was Steve's finest hour. To this day many people maintain that it's the Spacey arcade game's finest hour too. A classic in the truest sense of the word.



16. ELITE (Firebird)

Were you deadly? The all-time classic space trading and

blasting epic, *Elite* combined *Star Trek* with *Master Blaster* (that's what it looks down to) in a game for which the word "legendary" seems like a genuine understatement.

Deeper than space itself, *Elite* created such a believable world that players immersed themselves in it totally, and the

steering/tanking system (what do you mean, I'm *Hamless*?) added a companion to progress that was, well, incredibly compulsive. It was fog, it was hard, and it was clever. That's good enough for me. *Elite*.



15. LORDS OF MIDNIGHT (Beyond)

In the days of 16K, software houses would often make a big issue of the number of screens contained in their latest game. Companies boasted of games with 20, then 50, then 100, then 250 levels. But *Beyond* stunned everyone. Not surprising really cos there were no less than 32,000 accurately mapped views in this complex and

wonderful strategy wargame. For the first time you really got the feel of being lost in a huge land in another world.

This overwhelming sense of atmosphere was partly aided and it went a long way to ensuring *Lords of Midnight* was a colossal and deserved success.



14. ANT ATTACK (Quiksilva)

There's a strong case for calling this the most beautiful game ever to grace the Spacey. Of course, they haven't made an *AMF* game yet. But the graphics were made up of simple blocks and the

characters were just fairly unremarkable stick men and women. But the stunning architecture of *Ant Attack*, the lost city established by huge ants that the player had to rescue their grubby/hooded form (no custom font),

was quite stunning. *Ant Attack* is a much-overrated gem, especially in these Top 100 articles, where it has it even a game deserved the accolade, it's this one. Completely unique and utterly wonderful. *Ant Attack* was one of those games that took the Spectrum a step further than it had ever been before.



13. CHUCKIE EGG (A&F)

They probably the most played computer game the world's ever seen. If you don't count *Super Mario Brothers* as a computer

game, that is. *Chuckie Egg* was conceived for just about every machine under the sun, but the Spacey incarnation was the original and best. A straightforward platform game with the emphasis on speed and playability.

Chuckie Egg has done so well that and total lack of promotion to become the longest-running chart smash until *RoboCop*, some six years later. If you want to see how thought and care can transform the most basic concept into a classic, take a look at this.



12. CARRIER COMMAND (Rainbird)

Now this... this is just silly. For *Hardcore* to even consider for a second that this stunning 16-bit epic would ever make a Spacey game was quite obviously self-delusion of the second highest order. Luckily, like the *burning base* which can only fly because it doesn't know that the laws of aerodynamics forbid it, they went ahead and, in the process,



brought one of the most gripping games ever to the Spectrum in all its glory. Absolutely nothing from the original version was left out, leaving the monster of sea-going strategy and shoot 'em-up action as the most atmospheric and intensely pleasurable experience ever seen this side of *Clay Jones*. *Locks*.



11. SID CITY (Infogrames)

Now this... this is just silly. For *Infogrames* to even consider for a second that this stunning 16-bit epic

would ever make a Spacey game was quite obviously self-delusion of the very highest order. Luckily, like the *burning base* which can only fly because it doesn't know that the laws of aerodynamics forbid it, they went ahead and did it anyway. In the process they brought one of the most



compulsive games to the Spectrum in all its glory. Absolutely nothing from the original version was left out, leaving the monster of municipal planning and political manoeuvring the most compelling strategic experience that anyone ever had a night's sleep over





10. TLI (Vortex)

For me, *Tornado Low Level* (to give it its Sunday name) still

represents the most astounding technical achievement on the spectrum ever. Solid 3D full-colour graphics, scrolling smoothly and swiftly in eight directions, stunning overlays. Testing gameplay and perfect playability made it a game worth having in its own right and above the sheer



“Gah, wow—mass of it. If some incompetent tells you that Spec can't handle more than two colours at a time, even in some janky 2D arcade shoot-'em-up conversion, show 'em this and watch them die of shame.



9. BOULDER DASH (First Star/Front Runner)

Yes, *Spec*-churn, physics can be fun! Well, it can as long as you're playing *Boulder Dash*. The classic underground diamond-collecting epic relied heavily on calculating the effects of gravity on piles of congealed boulders.

Friendship-designed levels and extra baddies complicated



matters to a phenomenal level. While based on existing concepts, *Boulder Dash* transcended its roots and turned out to be one of the most original games in years. That it's one of that select group to be converted from the *Spec* to the *Demo* Boy proves the timelessness of its appeal.



8. RAINBOW ISLANDS (Ocean)

For many (me included), this is the best 16-bit game of all-time. The adorable graphics, levity and music (a pocket-calculator version of *Somewhere Over The Rainbow*), intuitive gameplay and a level of hidden depth that would shame the *Pacific Ocean* make it all but the perfect arcade game. Unfortunately, on the



Spec the graphics become just a little bit too intense for comfort on the later levels, making it a real bitch to complete in a slightly earlier kind of way, but that's its only flaw. If you've got keen eyes or a really good monitor, this is just about the only game you'll ever need.



7. THE SENTINEL (Firebird)

In direct contrast to *Rainbow Islands*, *The Sentinel* is a sombre, slow-moving game of mental exercise and tactical acumen as the

player struggles to reach the top of a complex 3D landscape while avoiding the deadly gaze of old Sentinel and his evil minions. How did you manage 87 by absorbing energy from bees and converting it into boulders to



stand on and raise yourself ever higher until you could absorb the big guy himself and come on in the best of the 10,000 landscapes, of course. Twice as well as it sounds, over the times as much fun, this is a game to-one with a bun should be without.



6. R-TYPE (Activision)

Here in the realm of the staggering now, and *R-Type* is a game which

certainly fits that description. An impressive commission, the programmers took two fingers at the world and produced a game with non-stop high-speed frenetic blasting, huge graphics exploding liberally with colour, and a near-perfect replication of the arcade



gameplay. The *Spec*'s finest shoot-'em-up by a mile, indeed almost certainly the best shoot-'em-up on any 8-bit machine ever. Every time I see this, I still refuse to believe it's possible. Amazing.



5. HEAD OVER HEELS (Imagine)

After *Knight Lore*, there were a hundred similar 3D arcade adventure puzzle games, but this is undeniably the peak of the genre.

It's quite possible that this game represents the peak of the game designer's art full stop. It was monstrously cute and gorgeous-looking. *Head Over Heels* loved with the player's emotions as he struggled to pin up the two



independent heroes, only to have the joy of success snatched by another problem which could only be solved by splitting them up again. Still, an amazing device and always tremendously subtle, this is so addictive it hurts.



4. STOP THE EXPRESS (Sinclair)

Is this the cutest *Spec*-y game ever? I certainly think so. The Japanese influence of Oriental programmers Hudson Soft shone through like a beacon. Your gorgeous map-headed hero mused through his way across the rest of a speeding train, killing bad



guys by breaking plucked birds at them! The graphics were impossibly bright and lovely and the gameplay hugely addictive. But the very best thing was the way that the demo mode consisted of a re-run of your last game in its entirety. Pure arcade beauty.



3. ALL OR NOTHING (Abex)

Even if you are as old as the you probably won't have heard of this one. The crude graphics and mostly purple screen ensured that most gamers gave this a wide berth, which is a shame as it

is an unrolled classic in the espionage field. Sleazebag around an enemy territory, hitting oil bombs to distract guard dogs, stealing stuff from dead guard's pockets, breaking into locked warehouses to



steal important documents, bribing the enemy with money looted from their comrades' bodies, using devious and downright sneaky trick you ever wanted to try was catered for in this exquisitely entertaining piece of software. Top-competing for words and ever so naughty.



2. REBELSTAR (Firebird)

This one came a very close second, I can tell you. Before Julian Cooper's atmospheric epic, reimagining was a minority

interest characterized by tedious number-crunching and amateur programming. Then came *Rebelstar* which turned it into an experience unparalleled for thrills by all but the most adrenaline-pumping cluster. The one or two-player battle for the rebel



space station was fast-moving and violent. But best of all, the incredible glow of satisfaction you got from beating the thing at the highest difficulty level was incomparable. And the price of this masterpiece? £1.95. The second best game in the world. Over

But what's at number 1? The best game in the world, of course.

5 GAME PACK

DIZZY'S

EXCELLENT ADVENTURES



Available on:
SPECTRUM C84
AMSTRAD
£9.99



"A Clean Shaven Dizzy"
Beard Shaver - 60 Level Star



NEW GAME!

Swapping Instruments,
Refueling too with a 60 Level
Starfish



NEW GAME!

"Up to the river high there
are many..."
Aerial Action



NEW GAME!

NEW GAME!

"No amount of..."
"There's no heaven"
Shades



REWORKED
"A Shining Green"
New Computer Graphics



CODEMASTERS

© Codemasters Software Company Limited, 1981, PO Box 8, Leamington Spa, England, CV34 0BF

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075

WOLF 1 8075



Final Fight

From City Hall to the city streets, NOTHING HAS HARDER. Jessica has been kidnapped by the lawless Mad Gear Gang and her brother, Mayor of Metro City, must face his final fight.

Available on Amiboy, IBM 48/128 Cassette & Disk, Spectrum Cassette, Atari ST & Amiga.

Final Fight™ is a registered trademark of Capcom Co., Ltd. © 1992 Capcom Co., Ltd. All rights reserved. Final Fight™ is a registered trademark of Capcom Co., Ltd.

CAPCOM
USA



Gauntlet III

First there was GAUNTLET™, the arcade sensation. Then came GAUNTLET™ II, an innovation. Now U.S. Gold brings to you GAUNTLET™ III, The Revelation. Available on Amiboy, IBM 48/128 Cassette & Disk, Spectrum Cassette, Atari ST & Amiga.

U.S. Gold and all rights reserved.™ Amiboy™ is a registered trademark.

U.S. GOLD
USA



Out Run Europe

The ultimate in action, excitement and challenge. Try our, take and set the, CHAMPION EUROPE!

Available on Amiboy, IBM 48/128 Cassette & Disk, Spectrum Cassette, Atari ST & Amiga.

Out Run Europe™ is a registered trademark of Sega Enterprises Ltd. © 1992 Sega Enterprises Ltd. All rights reserved.

SEGA
USA



NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE



SEARCH
FOR
GOLD
POWER

Magoo - mischief with the
elemental duo - twice the
fun, double the trouble.
Thats and spins gears.
Don't dare miss it!

Available on Amstrad,
C88446/738 Cassette & Disc,
Spectrum Cassette, Atari ST & Amiga.



Magoo™ is a
registered trademark of
Capcom Inc. in
Japan and other
countries throughout
the world.

CAPCOM
USA



Monster Blood - just in your
sheet! Who you gonna call?
Alien Bustler! Moss Great
busting in this perfect
Arcade conversion.

Available on Amstrad, C88441/38
Cassette & Disc, Spectrum Cassette,
Atari ST & Amiga.



Monster Blood™
is a registered
trademark of
Capcom Inc. in
Japan and other
countries throughout
the world.

SEGA
AMERICA, INC.



Can the shady duo keep
their cool, lay their hands
on some hot property and
still avoid the blues? It's up
to you!

Available on Amstrad, C88446/738
Cassette & Disc, Spectrum Cassette,
Atari ST & Amiga.



Bonanza Bros.™
is a registered
trademark of
Capcom Inc. in
Japan and other
countries throughout
the world.

SEGA
AMERICA, INC.



GOLD!

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different brands in quality and appearance and are subject to the computers capabilities.

IMPULSE



TELEVISION

© 1999 Creative International Broadcast Distribution BV
Licensed by BBC Enterprises Ltd.

RACE WITH THE STARS IN
Ramsay Street

Neighbours



It's a fun board game that's exciting for all ages. You'll be racing through the streets of Ramsay Street in the South and competing with friends and neighbours for a special prize. The game is easy to learn and fun to play. It's a great way to spend time with friends and family. The game is available in a variety of languages and is suitable for all ages.

It's a fun board game that's exciting for all ages. You'll be racing through the streets of Ramsay Street in the South and competing with friends and neighbours for a special prize. The game is easy to learn and fun to play. It's a great way to spend time with friends and family. The game is available in a variety of languages and is suitable for all ages.



Got a problem? Get it solved! With ADAM WARING SPECTEC



Our Tec's in a hot way this month. But just for you, he's pulled himself together!

Hello again, it's everybody's favorite detective. Yep, that's right, Columbus. Only joking, fans - it's Spec Tec. I'm fully recovered after my "rest" at the David looks horror film. The David-David and am fighting to stand for ready for action.

(Giddy jockeying guy with crowbar walks past!) Beat on surveillance for the past couple a weeks. Set in my Chevy all day long. I parked it up for a swing from a brand of mine in the air, second-hand car business. Change of planes, have paid job

and nobody's any the wiser. Besides, it impresses the clients. (He looks around suspiciously and slips into the building.)

Actually, it gets kinda tiresome. Day in, day out. Every mile or so seems like an hour. Every hour seems like a day. I can't stand it any more! I gotta get outta here.

(The speaker again rattling it outlower stuffed it overflowing with dollar bills.)

A DEATH IN THE FAMILY

I've just got a friend who'd had some of the recent news bits that they're stopped making them, didn't have told that they haven't. Please could you tell the whether they have or not?

David Lambert
Ingleton, Lancs

David I'll have to think if it is you, Dan. The Plus 3 is indeed an dead as a doornail. Amazing, who market the Spectrum stopped making them earlier this year. Ad.

RIMI CONNECTION

I have recently bought the New Zealand Sony Trigon in FLUFFY (cheap mode), but (apparently) printed ENTER. I then stopped that what. Why is this?
A. Appleton
Prestonpugh, Cumbria

In there what cheat reader are supposed to do at you cheat. Ad.

LOGICAL PROGRESS

I have recently purchased a copy of Tassword v2 for my v3A Spectrum. Now all I need to turn my Spectrum into a word processor is a printer. Is this true?
1. Are there any other bits I need, such as a monitor, Modem, etc?
2. If I need to print (using) what will I need a Modem?
3. What else can I purchase do?

4. What printer do you recommend?

I will be grateful if you can help me. Thank you very much.

Tom Barrett
Neston, Merseyside

As you may be to contact a printer to get. Usually it get best of a cable. An Amstrad PC or Amstrad cable will do the trick.

1. Apart from the cable, you don't need anything else.

2. No. A Modem will allow you to grab programs from the computer's memory and save them to tape. However to print them out you'll need to use a printer especially for this. 3. Modem. You'll need the operation of the computer. As actually it's suspended and you can then play around with the computer's memory, altering the numbers and so playing around with the code. This is especially useful for posing games. If given you a few notes to search for the bits that control the number of lives, levels, etc. By changing these, you can cheat. Straight ad.



The Modem will also let you drive the movements of the memory out to tape. While it's great for helping you get through a game, once you've got past a difficult stage you can leave it and when you load it again, you'll be able to start from that same point.

4. There are many types of printer available, but the choice for someone on a reasonably low budget falls between either a 9-pin or 24-pin model. 9-pins are cheaper, but 24-pins are said to be better quality output. Shop around before you buy. Ad.

GOING PUBLIC

I have your article in Public Domain and was interested in finding out whether there were any PD books available for the Spectrum. Would you please give my friends a quick plug. It's called Smash, and contains ROMs, utilities, reviews, previews and an



THAT'LL FIX IT!

CHANGE TO DISK
Users of the Spectrum v3 who have Tassword v3 on disk may be interested in the following piece of information:

MOVE 'RUM' to 'DISC'

Press Enter. This renames the file 'RUM' to 'DISC'. Whenever you want to load Tassword again, insert the working copy and press Enter. The computer looks for the filename 'Disc', loads and runs it, and loads the other Tassword files. Also, I have a DEMO program for the Amstrad 1210 which runs under CP/M. Is it possible to use this on the v3 with a suitable CP/M emulator?
P. Mayo
Somewhere in Europe

Thanks for your tip. A special investigation prize will be going its way to your secret location soon! I'm not aware of any CP/M emulators for the Spectrum. If anyone else is, you'll be sure to let me know, won't you? Ad.





adventure game. It's available 50 pence at a price of £1.25 plus an s.e. The first issue is available now.

Keep it the good work.

Paul James

11 Car Centre

Cambridge

Tyrol

South Wales

SAS1 TTL

Shouldn't keep it quiet. My work for that mag is just a drop. I'm working Unknowing, too. To answer your question - yes, there are some 40 boards around for the Spectrum. Check these out:

• **8-Bit Public Domain**, 7 Northover

Close, Devon, Exeter EX4 2AD

• **Warner Simulations Publishing**, 47

Levens Way, Datchet,

Uxbridge UB8 3PH

• **Chorah Software**, 605

Leopoldsdorfer Road,

Winkfield, Leicestershire LE14 4WJ

• **Give your a plug?**

Certainly not! What do you mean this is a charity or something? Can you tell me.

PLOT UNCOVERED

Please help me! I am going insane because I can't find a certain ROM routine!

I see, I started programming in machine code early this year and I'm doing alright. But I could do better if I had the address for the plotting and clearing routines. Please print and answer my letter. If you don't I'll go a little insane!

Chris O'Sullivan

Don't Chris, don't lose it. I have the info you want.

The PLOT subroutine lies at address 80203. Enter it with the X coordinate in the B register and the Y coordinate in the C register. The routine takes the address of the DREG and INSPTR registers and will set the correct attribute value in the plot.

The CLEAR subroutine is at 80204. Enter it again with it as the X coordinate and C as the Y coordinate. It will draw a line from the last pixel plotted to the XY co-ordinates of the plotting subroutine previously, and it will set the correct attributes at it.

Another routine that you may find useful is that of the DRAWADDRESS subroutine. It's called again with the BC register plus containing the XY co-ordinates, and returns with the HL containing the address of the byte on screen, with it pointing to the next byte in the file. Hope this helps you straight. Ah.

SPRITE THINGS

Just a few questions, in brief. 1. Using machine code, how can I move a sprite (two characters square), from the top third of the

screen (with events that usually, without it going off screen) because of the word was that the Sprites system is organised?

2. What's the best way of printing a sprite file by the characters onto the screen in machine code?

3. Where can I get a good value assembler?
4. Is it possible to put DREG and DCFM messages into machine code programs without using an assembler?
5. Why don't you ask Andy H for a couple more pages?

Neil Crick
Bromstead, Sussex

The Sprites system theory does appear to be organised in a rather neat way. It's just into three blocks, each 26 in size. Although this makes programming creative routines a bit of a pain, it's a nice and convenient for the sprite control.

You need a routine to calculate the screen address of the sprite as it passes. Here's one I made earlier. This will work with any sprite table. The routine is entered with the sprite data in BC and a line number in DE.

It takes many characters into the sprite in C. It now deep it is instructed to print. The screen address in BC and the data address for the graphics in DE.

```

SPRITE: PUSH BC
        PUSH DE
        LD  B,0
        LDH  DE
        POP  DE
        POP  BC
        CALL DOWN
        DNEG  SPRITE
        RET

DOWN:  INC  B
        LD  A,B
        AND  7
        RL  A
        LD  A,B
        SUB  8
        LD  A,B
        LD  A,E
        ADD  A,32
        LD  E,A
        RET  NC
        LD  A,D
        ADD  A,8
        LD  D,A
        RET
  
```

Assemblers are a bit slow on the ground, nowadays. A few adventures copy them through the On-Spec system.

DREG and DCFM aren't really instructions, but allow assemblers to put data into code. DCFM lets you use numbers in DCFM address but it's not needed. You can compare them these numbers, it's necessary in such the same way as you'd compare the machine code.

As for more pages? Ah - what, you want to contribute further to the membership of the community? I think that's a real nice idea. At least I think so.



PRINT BLUES

I recently received a copy of the LC200 colour printer for my Spectrum 48. No matter what I try, it refuses to print and although I have tried out everything that the user manual says as the Spectrum 48 printer of Tasswood I. I was told, that the printer and Spectrum are in good working order, but the printer just doesn't understand the messages sent via the PC.

Could you print a help by your guide to making the software work for someone who is very much a novice at the way that computers work. And if you can't help, is there anybody else who can tell me what to do?

Alan Dewey
Painboway, Leeds

I know the problem is this. All the software you're using is designed to work with a 48K Spectrum, and so won't print out on a printer designed for use with the 48K printer.

It's possible to make Tasswood I. work on a 48K printer a variety of codes on the option menu. Check out issue 17 for all the details. Ah.

SOUNDS BAD

I have upgraded to a CD and the sound quality is really crap. Is it just my machine or is this a problem with the CD media (Sanyo/Philips)? Is there anything I can do about it?

Kevin Thornbury
Lancaster, Lancs

Unfortunately, it's a general problem with all CDs, and it's due to a few factors built into the design. You're not sure if it's worth it all, though, it might be possible. It'd be interesting to find out.



YOU KNOW WHERE TO FIND ME

I can't believe if I've been given my cards! They worked too. Apparently someone broke into the safe and got away with 10,000 notes. Just!

Can't see how they did it. Maybe a clever customer. And me, being there all that time. Couldn't see the guard for a minute. Must've been in a summer.

Oh, we see you! - over split location. But I mean it, get, how do you get it, a cash-free system. How can I take some extra dough to take the year, I wonder?

I was at Kopp's those letters flooded in. I got pretty the back load, so get writing. I'll be back on my feet in no time. The address to send at your mail is: Adam Waring, Spec Inc, 20 Merrimack Street, Suite 411 02114

And hurry up about it this Christmas season, and I rather fancy getting out of the life and opening in a holiday in the mountains. I especially as I haven't paid Mr. Big any set on my office in the last three months.



ROD LAND



Storm's £11.99 case



Personality. I had this vision of a fantastic world in which everything was made up of pipes, tubes and rods. Sort of like the Lloyds building in London, but a whole lot more attractive. How crucial then, to discover that the rods in the title of this game refer to magic wands which the two main characters wield as weapons. Tweak and double tweak, another squally dream exploded.

Rodland is all about the characters called Tam and Flo. These cheery forest folk are both fairies and as such have long hair, pointy ears and incredibly silly names. I mean, why can't they ever give those elves and sprites decent names like Andy? For instead towards that name of all are you, Matt? Umh, Tam and Flo have got



these weapons which sound exactly like they've been made up especially for the game. They're called Hubs of Dimensionals. Hahaha, sounds like a joke, that. If you *Dimensional* about you, about the possibly weird name your mum ate? Dimensional specialist. Ho no hum.

Where was I? Oh yes, poor old Tam and Flo are leaving a hot lady because their fair mum has been kidnapped and taken to Rabbits tower. Latched within this gem piece



Well, actually, from squally language, you really I mean, if you'd translated it you'd know its up back to without with you'd be a laughing stock!

Five Things You Should Know About Rods

- ▶ Without rods, the whole infrastructure of the civilized world would collapse over the time. But it'd be the plumbers who'd be most annoyed.
- ▶ Red Laser is the editor on your sister mag, *Amused Actor*, once bumped into J.R. Harley outside the theatre in Bath. He did, however, read the temptation to ask him if he'd read any good books or to follow him.
- ▶ Golden days, a rod was a unit of measurement which the cartoon with pieces of string was as big or little as you needed it to be and was thus very



So the idea was Tam and Flo have to rescue mummy of a little pinkie of which is being a little mouse.

of dimension on edges of sticky circles and other such splogy wiffles. Thus the general idea of the game is to stroll around the tower, banging wands with your not in the tops of fibering strut.

Dyno-Rod? Hot Rod? Spare the rod?

Platforms are the name of the game. Actually that's a lie. Platforms is the name of the game, but platforms are an important part of the game. Ladders, platforms,

power ups, bonuses and spiky weapons are the order of the day. Each of the 44 levels is made up of a series of rocky ledges. Littered around these are some flowers which give you a hefty bonus if collected. All at which seems a bit of a shame, when you consider how difficult it must have been to grow the things in a forest in the first place.

To get between ledges you can use either the lovely ladders, balloons, your own portable ladder or simply drop from one onto another. To make your own ladder, you simply fast-down the and move the joystick either up or down. Balloons only appear on certain levels and you can make use of them by standing on them. Or course nothing's ever easy in a Spooky game, so what's in store for the *Rodding* pipe-churn then?



Well, actually...

There are vast numbers of rabbits, snakes, squirrels and rabbits are just three of the wandering computer folk who roam lazing.

Power ups such as bouncing bombs, missiles, acid bombs, smart bombs and laser beams all prove equally fatal to the *Madmen* enemies. The best of these is the laser blast which zips across the ledge which you're standing on at the time and decimates any four snarks or scourms. The trick to using such a device and downright nasty weapon is to wait

til all the rabbits are near you and then it's a rip. Later on such weapons become more and more important, because the wretched folk get harder to kill and faster speedier. Fortunately, there's a magic, an every two or three levels there's a bonus screen. This involves picking off large snakes, but it's all fairly elementary and doesn't involve much ultra death-defying leaping around.



So do, do, do, don't give me I've drawn here with just my hand drawing? Show options to each other, but the whole power-ups are my way!

There's little doubt about it, *Rodland* is an absolutely screaming blast of a game. It's cute, playable and very long. But beyond that, it has that ever elusive one-more-go feel to it. It's especially for when you try the two-player option.

It's a shame then you're competing with your quality to make it to the bonus-free. The staff at Storm have made a 1 or 2 day game to keep around it, everything moves fast and there's no colour cheating. The sound's rather gooey but, not quite *Jesus James*, but cool more-less. Do yourself a favour, rip-down the shops, buy this game and spend a long, long time trying to bash those naughty snarks. Ecological it isn't, but goodness it certainly is!

FINAL VERDICT

95

Platform, puzzle, wiffle and heavenly addition, custom

YOUR
SINCLAIR





**MERRY CHRISTMAS
FROM YOUR SINGLAR**

C. G. G. G.

HINTS'N'TIPS

YS



TIPSHOP

Okay, so you've finished off the Mars selection box that Auntie Anne gave you and you feel really ill. Never mind, eh? Here's **LINDA BARKER** to cheer you up.

- 3D CONSTRUCTION KIT GAME ... 32
- CHIP'S CHALLENGE... 32
- FINAL FIGHT ... 48
- FOOTBALL DIRECTOR 2 (SAM) ... 48
- 48
- MEXAGONS (SAM) ... 48
- LEMMINGS... 50
- MAY SEALS ... 51
- SEYMOUR GOES TO HOLLYWOOD ... 48
- 48
- SLIPER CLIP FOOTBALL ... 50

DR BERKMANN'S CLINIC ... 50
featuring Fantasy World Dizzy, Heavy On The Magick, Marsport & Top Cat

PRACTICAL POKES ... 52
featuring Sim City, Spike In Transylvania & Spittle

Wah-hoy Spoo-eh-mo, it's Christmas I love absolutely everything about Christmas - even relations. But what I especially like is buying presents. It's brilliant, I can spend loads of money and I don't even have to feel guilty. I try to buy simple things that both giver and receiver can enjoy. Last year I bought my brother a record which I really wanted to hear. He didn't like it very much at the time but he's well into it now. My mum gets chocolates every year and I make sure that I choose a pack with loads of soft centres in. She hates those.

I've been extra busy this month trying to decorate the Shop. Maryanna and I put up loads of

paper chains one night. What we got in the next morning, Ruth had taken them all down. 'Clay' and 'Gily' he called them. 'Fah! That night we put them up again and I threatened to give him a good kicking and by a morning tape if he touched them again. Gily indeed.

As a treat this month we were taken out for a day in Hantsley. I tell you what, I wish I still got toys for Christmas. But sticks and stix. I'm now a grown girl and I only get stupid stuff like bubble bath and tooth powder. Pff! Anyway, time for some tea and tips. Or win the show.



SEYMOUR TAKE ONE

What a nice little cover game this was! The following solution is by **Michael Capobik** (you he sent me a yellow oval trail) and the map is the work of **Will Barber**.

Go through the door, get film and press switch. The room should go red. Go through door, go right and through door. Get the knife and go through door. Go left, up into the lift, go down and press fire on Pops (the girl behind the desk). She will talk to you and drop a script, pick it up and press fire again. Go right, get rope, go right and press fire on Kay (the girl who is stood up). You should have her lie down. Go right and press fire

on camera to load film. Go left and left again, press fire on the train. From now on, run everywhere. Go right twice and fire on camera. The film should start rolling. Go left, fire on get, go right and get film. Without the train stops, stop running and go left. Go left three times, then up right and through door. Drop film in the developing tray, get developed film, go through door and right. Go through door, fire on camera and you should see Seymour saving Kathy from the train. Well done, you've finished.

How here about this map?



Key

Your present's are under the tree, boys!



NAVY SEALS

TOP OF THE MONTH

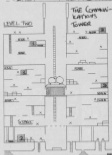
Maps for Ocean's Navy SEALs have been coming through the brass-plated letterbox in drabs and drabs. But, at last, here's the whole game mapped by John Carver. There's no

map of the final level, but John assures me that it's just a straightforward left-to-right shoot-'em-up 'til you get to the helicopter!

Level One: The Warehouse



Level Two

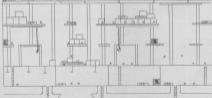


The Command Center

Level Four: Rescue The Wrecked



Level Three: The Warehouse



LEVA - Doors

X - Corridor

WRECKED

Corridor Levels

PRACTICAL POKES

Christmas, eh? Time to eat yourself stupid and fall asleep in front of the fire. Sounds like you need a good POKE. Here's JON NORTH...



Christmas will probably be approaching at a rate of knots by the time you read this, so I think it's high time I told you to get all those cards sent off to the 14 teams to remember putting a similar request in the mag last year, but I didn't expect to February (those centers, still a distance). Here's a batch of numbers:

RETURN OF THE SWAMP

Two hats, good of Richard Swann's back, after a prolonged absence due to the fact that he's been coming a Mince Minor column editor. Why anyone would want to write one a beyond me, but you can see the initials of his atoms (I feel a plus coming on) by sending a cheque for \$2.50 to Richard at 34 Quince Close, Inglethorpe, Canterbury, Surrey GU15 1HT. He asked me to have a look at it, but I can't until he sends me a copy. Anyway, after all that, here are the numbers, from this month's number of The Month, finally.

SIM CITY

13 P&M Sim City (by cash by fish)
28 CLEAR 22/55 LOAD
"CODE 8554"
30 POKE 65041,251 POKE
65042,251
40 RANDOMIZE USR 65024
50 POKE 65211,254
60 POKE 65212,255
70 POKE 65814, 50,65525
80 PRINT A:POKE F:A: NEXT F
90 RANDOMIZE USR 65152
100 DATA 23,248,255, 17, 12,80
110 DATA 1,205,257, 176, 195
120 DATA 6,80,82,201,80, 178
130 DATA 602,195,27,81

SING IN TRAINS GAMA

18 P&M Spike only lives by fish
30 LET T=0
35 FOR F=16384 TO 16532
40 PRINT A:POKE F:A
50 LET T=T+A:NEXT F
60 IF T=152521 THEN STOP
70 RANDOMIZE USR 16384
80 DATA 33,255,58, 17,58
90 DATA 1,82,255,85,205
100 DATA 80,5,48,252,48,8,8
110 DATA 30,85,5,17,0,25,7

120 DATA 5,1,237,176,82,732
130 DATA 50,80,255,50, 126
140 DATA 255,32, 134,50, 113
150 DATA 255,82, 128,50, 113
160 DATA 255,82, 141, 50, 117
170 DATA 255,82,255,50, 118
180 DATA 255,50, 128,255,50
190 DATA
143,255,82, 153,50, 171
200 DATA
235,82,28,50, 134,254
210 DATA
52, 118,50, 128,255,60
220 DATA
145,82, 142,255,82, 17
230 DATA
50, 148,255,30, 165,64
240 DATA
24,5,255,251, 33,0,51
250 DATA
17,0,1,82,255,58, 788
260 DATA
0,255,251, 33, 1,88, 17
270 DATA
788,38,205, 113,255, 33
280 DATA
132,88,34,0,255,58,47
290 DATA
91,254, 185,194,8,91,33
300 DATA
144,64, 17,82,91, 1,9,9

310 DATA
237, 176, 195,0,91, 176
320 DATA 90, 194, 1,95,201

THE TWELVE-YEAR-OLD'S BACK!

Who remembers Joao Silva, the Portuguese teacher your life who wrote in a few months ago? No, I don't think you would. Well, that hasn't stopped him cracking Gemma.

18 P&M Spittle by Joao Silva
28 POKE 23024,31 POKE
29000,28 CLEAR 20281
30 LOAD "SUCKERS" LOAD
"CODE"
40 POKE 24080,0
RANDOMIZE USR 40447

Well, that's that for another month. Send your POKES and Puller's requests to me, Jon North, at P.O. Box 90, Moorhouse Street, Bath, Avon BA1 2BW. And send a copy of the game too. If I haven't done it, it's because I haven't got it. See you in the month, CP, and don't forget those Christmas cards.

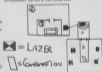
3D CONSTRUCTION KIT

A couple of months back, Alex Cannel wrote in with the solution to the 3D Construction Kit Game. Unfortunately, he didn't tell us exactly how to finish the coverpage. While he's working it out, here's Chris Barnes.

Follow Alex's instructions "If you get to the coast where you switch the computer on. Do that, then go out in the room and turn right. Go down the corridor, down the hole and into the hat (it). Now go into the bathroom (it) and called the safe combination. Get out of the house and

follow Alex's instructions "If you open the safe and called the pass behind it. Petrace your steps and go into the robot room. Activate the pass required button, walk towards the robot and that's it.

If you go into the telescope a second time you'll get transported to an island. On one of the palm trees is a coconut. Shoot it for more energy. To get off the island, climb the tree from the back and get the key from the top. Activate the chest, climb into it and you'll be back at the base level.



Just in case you get really stuck, Chris has even included some, er, diagrams. What a complete sweetie!



CHIP'S CHALLENGE

Jamie McDonnell (who sent in all the other level codes) has finally got round to putting the second level codes onto paper...

- Level 140 JENN - CROFWALK
- Level 141 COCA - FORCE FIELD
- Level 142 POKE - MIND BLOC
- Level 143 DORR - SPECIAL

Jamie wants it to be known that these levels are incredibly difficult unless, of course, you happen to be a complete genius. Like Jamie himself, eh? It's a dying art!

PECANS!

The time is high, open doors. Yes, I've got to go and hang my old socks out on the washingline, but you'll have to go and buy another Pecan single (I know, you don't hear anything from a game for

months and then they release the results in a row. Just like that, anyway, here at absolutely beautiful Christmas and I'll see you in the New Year. Take care and, about our witty journal, Dave on.

TEENAGE MUTANT HERO TURTLES™

THE COIN-OP!



**THE RETURN
OF THE
AWESOME
FOURSOME!**

Now two duos or
quintets can join forces
and double team Shredder™
and his Turtle-terminators
in a bid to save April™ and
Splinter™. Take control of
your favorite Turtle in this
funny, over-the-top version
of the Konami™ coin-op.



KONAMI™

Image Works: Iron Horse, 110 Southview Street, Loveland, CO 80540. Tel: 01-502-684-1864 Fax: 01-502-684-0000

Teenage Mutant Hero Turtles™ is a registered trademark of Image Works. USA Edition™ Shredder™ and Splinter™ are trademarks of Image Works. Dr. Doom™ is a trademark of Marvel Comics. April™ and Splinter™ are trademarks of Konami. Konami™ is a registered trademark of Konami Corporation. © 1992 Konami Co., Ltd. Konami Co., Ltd. Image Works is a registered trademark of Konami Co., Ltd. Konami Co., Ltd. Image Works is a registered trademark of Konami Co., Ltd.

DIZZY'S EXCELLENCE

Compilation

CodeMasters/C9.99
cassette



Eggs, eh? They're the perfect gift, and not just at Easter either. Glass eggs, stone eggs, Kinder Eggs, Pebeerg eggs... the list is endless. Real eggs aren't bad either, there are hundreds of ways of cooking them and they're jolly tasty and good for you too. Yep, if eggs don't exist we'd have to invent them.

Right, let's have a look at the game. When James wrote his Megapreview a couple of months back, there was still some uncertainty over what was actually going into this pack. Yes, these shiny shops at CodeMasters had so many licensed games that they got couldn't decide what ones to put in. But you'll be glad to hear that they've now made up their collective mind, got everything sorted and are ready to roll. Hurrah! Buy the gorgeous box and it's amongst the same-pretty bags and things you'll find

Speedbound (D), Prince Of The Yolk Yolk, Dizzy Down The Rapids, Kwik Snax and Panic Dizzy. The last two have been mentioned before, but the other three are doing like tigers. Let's get the two hounders out of the way first...

Older than yesterday Kwik Snax

This was released earlier this year in issue 52. Back then it was given a bunch of flowers, a box of shoes and an engraved plaque saying "It's Megapreview and I'm really cool".

And guess what? It still works! The evil Wizard Zaxz goes up once more and sends four of Dizzy's

eggs flendi off to separate islands. So each egg is left on its little swansons. It's an obvious job for that egg about town, Dizzy. Now, there's one thing I don't understand about sapper Zaxz, how come he never sends his apprentices? I mean, surely he must have realised by now that whenever he sends those eggs, then darned Dizzy will catch them.



Dizzy's brief is to visit each island and rescue an egg or work one. Instead of your run-of-the-mill run, sea and

swamp affairs, each island has a special feature - isn't covered in ice, isn't got loads of clouds to lounge around on, isn't full of teddy bears and isn't got a castle on it. Dizzy is spending time collecting fuel, avoiding enemies, negotiating mazes and poking up females. It's especially brilliant if you think females are one of God's greatest inventions. Why? Cos there's a woman left in there. Yuck!

If you haven't already got it, that it's worth buying this compilation, then Zaxz is clear and bright and great fun. In fact 90, Rich gave the 10" and it's certainly a Megapreview 90"

Panic Dizzy

This one's a bit different from most Dizzy games. Instead of running around collecting things and getting all hot and bothered, Dizzy just sits right in the middle of the screen. This is the Godley attempt at a Dizzy pastiche - it's a Tetris-like sort of game where different coloured shapes fall down from the top of the screen and you've got to get them in the matching slots at the bottom of the screen. Rich, our humble reviewer, gave Panic 40" and a bit of a hard time. Going and tedious, he called it. Now I think he was a little harsh. It is quite a simple game but I thought it was



Watch that alien look like a really dumb one. In fact it's so stupid that it's absolutely impossible to lose (Steve Dore)

quite good. Call me weird, but I actually like dropping little coloured things into holes. (You're weird, Ed Rich thought that it was a game for the younger player and rated it accordingly). Personally, I'm all for the little ones having a nice, easy to pick up game to play. So I'm going to disagree quite strongly with Rich and give it 60".

65" Younger than yesterday Dizzy Down The Rapids

The Godley has only just made up their mind to stick this one in. It's a conversion of a Nintendo game which sees Dizzy and his mighty chum, Dinky, milling around in a barrel. (It's still there, they're not actually riding around, but the barrel is, it's just like that Star Reynolds' film where there's a canoe, fighting



84"



If I like to think that eating your way through that lot is going to be anything but Kwik, unless of course you're someone like cinema 'Suga Tummy' Lashley



That glowing orange-red heat isn't floating in the water but I going to feel anyone. There's again, we are talking about an egg who's chosen to do what some might in a barrel!

ENT ADVENTURES



ludicrous against the night of nature. You know, the one that always comes up in Total Funnel. (Others taking about Deliverance.)

Yes, our Do is a right little hero, and a gentleman at that. He's out to prove his wrennel him, amongst other nasties, trolls and slinks. Dizzy can't rely well on his few buddies, instead he's got to aim, those spots at them. Now, the idea of going down is ludicrous and throwing things at people will seem a bit familiar to those of you who have played "Tomb" it sounds similar, but it's actually a side-or-now thing, rather than a look-down-at-it thing.

Graphically it looks much the same as every other Dizzy game, except it's got a bigger feel than most. It's fast, it's sweet and it's quite good, feel worth the \$47 I've awarded it.



Here, it only Dizzy can reach that beautiful view top. It's the secret to this level and another great example on the night we come get this kind of good goods which need watching... or maybe not!

Prince Of The Yoik Folk

I really liked this one. It's your usual Dizzy after the fact to wander around collecting bits of things like magic carpets and hero's job, save and getting out of into from the people he meets in his travels. The kingdom is in a terrible state due to an evil god that over the years. The good king is away fighting in the mountains, so the pretty princess is left in the mercy of old Mr. Frost. Dizzy, dude that he is, offers to rescue her. Hurrah!

The beginning of the game sees you trapped in an underground cavern with no visible escape route. You have to escape the old guy makes a bit if you want to get out. But hey! Hey! Spellbound, it's not as a similar difficulty level to most of the previous Dizzy games. Feel the end and it's time to reach over to the castle. Unfortunately, there's a bog, green, bobby ball in the way and he's not going to let you pass. Not just like that, anyway. So it's time to get evaluated and meet lots of odd characters, like a mysterious hairman who demands something valuable and a lion with a sore paw. It's all very good fun, but it's only got about 30 screens, so it's not exactly homogenous. So it can have 80".

80'

Spellbound Dizzy

Originally, as my terrible sauce left this, this was going to have 90 screens. Good, eh? But the rather wonderful Codemasters have decided that it'd be loads better if they went for 100 screens instead. Cheers, gals and by gum! Not only is it a bigger, it's also more difficult than Prince Of The Yoik Folk.

90'

You, as Dizzy, have been a bit of a city sausage and nagged all of your mates and your girl friends into the very depths of hell. Can Dizzy go and find them, hadn't you? Once again, there's loads of odd objects to collect and use. Along the way there's stars to bounce into and plenty of fuel to keep those sugar levels at a steady rate. When Dizzy has a snack, his mouth moves in a most realistic manner. It's so amazingly sweet, his little face scrunches up with pain and he just looks so stunned when he knocks his head. I had on me one playing this but it really annoyed the rest of the team. Not the game you understand! It was my "sats" and "sats" that had them reaching for the vomit bucket.



Foo! Dizzy comes in for quite a laughing time, whenever he smashes into a wall or takes a tumble loads of silly-pers head around his head. It's very difficult to resist the temptation to put him into every wild surface, just to see what happens. (Oh I know, but dreamtime sounds, that's just horrible. Oh I know, but it's not as if he's real or anything. Don't worry, Spellbound, I love Do dearly and I wouldn't dream of hurting him, when.



FIVE ACE WAYS OF MAKING YOURSELF REALLY DIZZY

1. Play the number one hit, Dizzy, by VU Records and The Wonderful and best awarded on the spot for the entire duration of said record.
2. Find a legend, at any of the time of year, and go on the water five times in a row. It's best if you've an anti-rain coat of girls who wear a top. Then you get your smooch of the rainy night, Hurray!
3. Find a hill, walk to the top and have a rest. What you've got your breath back, fly down and all down the hill. It's common law.
4. Buy the Jane Fonda workout tape and get a bit of Dizzy on-screen. Rub the widdle a bit and set all the content. "What was?" fat. Then stretch your body to "fat" in a row.
5. Do these exercises if it's too.

Spellbound Dizzy is big, bold and beautiful. It's one of the best games in the pack so far to be a real reason to give it anything less than 90".

All in all, Dizzy's Excellent Adventures is a treasure of a compilation. What's more, it's exactly what you need to see for the Christmas holidays. Eventually you'll



EGG HE, OR EGGN' HE?

We always wondered about Dizzy. I mean - is he a real egg, or isn't he? Well? (Don't think he is. Real eggs are horrible things, if you have to do it involve in their creation and their shells begin to crack. Dizzy and his chums are all very alive egg. They're always jumping around and sticking their bits and getting their brains smacked, but not actually being hit. At this stage the weather - what are they made out of, then, exactly? Well, the game never suggests much though and I think Dizzy's made of much the same. It's fairly hard to tell but I would've loved to see a few more of the "egg" at a table and it's the right colour too. I mean, it's not. It's really why Dizzy games seem a bit of "mother's" when eating around and trying to sit up. Well, yes.



get really bored with cold turkey and chicken pie, the first needles will start dropping off the tree and the only chocolate left will be the crap coffee cream. At this point of danger you'll be so glad that you bought the game. So there's almost, most pet-friendly chapters, get down to your local gaming paradise and buy this. So what if you've only got enough money to buy the dog's present. Buy it into, it'll soon get better when it discovers that sometimes don't think of other eggs. Then you can rock it back. ☺



ETERNAL VERDICT

90	80
80	80
70	80
60	80
50	80
40	80
30	80
20	80
10	80
0	80

90'

The pollster and pollster
My Dodge™



The degenerate and freak
Verminous Skum™



CAPTAIN PLANET AND THE PLANETEERS™



Oil spills. Air pollution.
Endangered animals. The
award-winning TV show *Captain
Planet & The Planeteers* has
turned saving the Earth's
environment into the ultimate
adventure.

And now, it's your turn to go up
against the most dangerous
enemies our environment has
ever faced - Looten Plunder, Duke
Nukem, Haggish Greedly,
Dr. Blight and more.

The forces of Earth, Fire, Wind,
Water and Heart are yours. Put
them together and become
Captain Planet. Your Eco-copter is
waiting.

THE POWER
IS YOURS



Coming soon
for your computer
Also available on video



MINDSCAPE



PROGRAM PITSTOP



Poor old JONATHAN DAVIES! Christmas means it's cold and damp in his student hostel. Never mind, as long as he's got your feelings he's a happy man!

I had a choice this evening: take up a very tempting dinner invitation from the girl next door, or stay in with my floppy and simple Program Pitstop. My rubber-knivey buddy, as always, won hands down. It takes more than the promise of a spaghetti Bolognaise and a glass of Chianti to lure me away from my old Doc. (Actually, my ex was at the dinner.) If you're into women (and if you're not, you

probably gave up on Pitstop years ago) you'll be completely employed to see that John Allen's Pitstop is just about the most impressive one yet. And if useful utilities are more up your street, Charles Sampson's offering, the Pitstopper's Chum, should strike a chord.

Yep, as long as you've got Program Pitstop you can't go wrong!



TRISCROLLER

by John Allen

A couple of months ago I announced a complete embargo on message scrolling programs, due to saturation of the market. Despite the embargo, here's another scroller. I was, that's the kind of unpredictable guy I am. The only reason for printing this is that it's the best I've seen for a long time, and it would be unporting to keep it all to myself.

So what's so special about John Allen's scroller? Well, as you might be able to deduce from its name, it sends three messages at once. Gas, eh? And hey, no ordinary message either, can this be an ordinary message scroller. The first is three-character squares high, with its own shadow, the second is one half the screen high, and the third runs all the way round the edge of the screen. Quite what advantage this gives you I'm not entirely sure, but it looks damned impressive. (Well you can write absolutely massive messages on the screen and leave them there for your mum to see. Something like, 'Ho Ho a substitute for Christmas.' lol)

To add the delights of the simultaneous three-message scroller, first type in the BASIC listing and save it with (SAVE) TRISCR1.BAS. It's a lot long, and mostly descriptive, but type it anyway, eh? Then use the hex loader to enter the hex listing. It's a bit long, but well worth the effort. Save the code produced after the first bit, and then reload. Good, eh? By about you can substitute your own messages for those in the program simply by typing them in at the relevant places in the program.

To add the delights of the simultaneous three-message scroller, first type in the BASIC listing and save it with (SAVE) TRISCR1.BAS. It's a lot long, and mostly descriptive, but type it anyway, eh? Then use the hex loader to enter the hex listing. It's a bit long, but well worth the effort. Save the code produced after the first bit, and then reload. Good, eh? By about you can substitute your own messages for those in the program simply by typing them in at the relevant places in the program.

To add the delights of the simultaneous three-message scroller, first type in the BASIC listing and save it with (SAVE) TRISCR1.BAS. It's a lot long, and mostly descriptive, but type it anyway, eh? Then use the hex loader to enter the hex listing. It's a bit long, but well worth the effort. Save the code produced after the first bit, and then reload. Good, eh? By about you can substitute your own messages for those in the program simply by typing them in at the relevant places in the program.

BASIC

```

10 REM *****
20 REM *****
30 REM *****
40 REM *****
50 REM *****
60 REM *****
70 REM *****
80 REM *****
90 REM *****
100 REM *****
110 REM *****
120 REM *****
130 REM *****
140 REM *****
150 REM *****
160 REM *****
170 REM *****
180 REM *****
190 REM *****
200 REM *****
210 REM *****
220 REM *****
230 REM *****
240 REM *****
250 REM *****
260 REM *****
270 REM *****
280 REM *****
290 REM *****
300 REM *****
310 REM *****
320 REM *****
330 REM *****
340 REM *****
350 REM *****
360 REM *****
370 REM *****
380 REM *****
390 REM *****
400 REM *****
410 REM *****
420 REM *****
430 REM *****
440 REM *****
450 REM *****
460 REM *****
470 REM *****
480 REM *****
490 REM *****
500 REM *****
510 REM *****
520 REM *****
530 REM *****
540 REM *****
550 REM *****
560 REM *****
570 REM *****
580 REM *****
590 REM *****
600 REM *****
610 REM *****
620 REM *****
630 REM *****
640 REM *****
650 REM *****
660 REM *****
670 REM *****
680 REM *****
690 REM *****
700 REM *****
710 REM *****
720 REM *****
730 REM *****
740 REM *****
750 REM *****
760 REM *****
770 REM *****
780 REM *****
790 REM *****
800 REM *****
810 REM *****
820 REM *****
830 REM *****
840 REM *****
850 REM *****
860 REM *****
870 REM *****
880 REM *****
890 REM *****
900 REM *****
910 REM *****
920 REM *****
930 REM *****
940 REM *****
950 REM *****
960 REM *****
970 REM *****
980 REM *****
990 REM *****
1000 REM *****

```

```

1000 REM *****
1010 REM *****
1020 REM *****
1030 REM *****
1040 REM *****
1050 REM *****
1060 REM *****
1070 REM *****
1080 REM *****
1090 REM *****
1100 REM *****
1110 REM *****
1120 REM *****
1130 REM *****
1140 REM *****
1150 REM *****
1160 REM *****
1170 REM *****
1180 REM *****
1190 REM *****
1200 REM *****
1210 REM *****
1220 REM *****
1230 REM *****
1240 REM *****
1250 REM *****
1260 REM *****
1270 REM *****
1280 REM *****
1290 REM *****
1300 REM *****
1310 REM *****
1320 REM *****
1330 REM *****
1340 REM *****
1350 REM *****
1360 REM *****
1370 REM *****
1380 REM *****
1390 REM *****
1400 REM *****
1410 REM *****
1420 REM *****
1430 REM *****
1440 REM *****
1450 REM *****
1460 REM *****
1470 REM *****
1480 REM *****
1490 REM *****
1500 REM *****
1510 REM *****
1520 REM *****
1530 REM *****
1540 REM *****
1550 REM *****
1560 REM *****
1570 REM *****
1580 REM *****
1590 REM *****
1600 REM *****
1610 REM *****
1620 REM *****
1630 REM *****
1640 REM *****
1650 REM *****
1660 REM *****
1670 REM *****
1680 REM *****
1690 REM *****
1700 REM *****
1710 REM *****
1720 REM *****
1730 REM *****
1740 REM *****
1750 REM *****
1760 REM *****
1770 REM *****
1780 REM *****
1790 REM *****
1800 REM *****
1810 REM *****
1820 REM *****
1830 REM *****
1840 REM *****
1850 REM *****
1860 REM *****
1870 REM *****
1880 REM *****
1890 REM *****
1900 REM *****
1910 REM *****
1920 REM *****
1930 REM *****
1940 REM *****
1950 REM *****
1960 REM *****
1970 REM *****
1980 REM *****
1990 REM *****
2000 REM *****

```

Hex Loader

```

1000 REM *****
1010 REM *****
1020 REM *****
1030 REM *****
1040 REM *****
1050 REM *****
1060 REM *****
1070 REM *****
1080 REM *****
1090 REM *****
1100 REM *****
1110 REM *****
1120 REM *****
1130 REM *****
1140 REM *****
1150 REM *****
1160 REM *****
1170 REM *****
1180 REM *****
1190 REM *****
1200 REM *****
1210 REM *****
1220 REM *****
1230 REM *****
1240 REM *****
1250 REM *****
1260 REM *****
1270 REM *****
1280 REM *****
1290 REM *****
1300 REM *****
1310 REM *****
1320 REM *****
1330 REM *****
1340 REM *****
1350 REM *****
1360 REM *****
1370 REM *****
1380 REM *****
1390 REM *****
1400 REM *****
1410 REM *****
1420 REM *****
1430 REM *****
1440 REM *****
1450 REM *****
1460 REM *****
1470 REM *****
1480 REM *****
1490 REM *****
1500 REM *****
1510 REM *****
1520 REM *****
1530 REM *****
1540 REM *****
1550 REM *****
1560 REM *****
1570 REM *****
1580 REM *****
1590 REM *****
1600 REM *****
1610 REM *****
1620 REM *****
1630 REM *****
1640 REM *****
1650 REM *****
1660 REM *****
1670 REM *****
1680 REM *****
1690 REM *****
1700 REM *****
1710 REM *****
1720 REM *****
1730 REM *****
1740 REM *****
1750 REM *****
1760 REM *****
1770 REM *****
1780 REM *****
1790 REM *****
1800 REM *****
1810 REM *****
1820 REM *****
1830 REM *****
1840 REM *****
1850 REM *****
1860 REM *****
1870 REM *****
1880 REM *****
1890 REM *****
1900 REM *****
1910 REM *****
1920 REM *****
1930 REM *****
1940 REM *****
1950 REM *****
1960 REM *****
1970 REM *****
1980 REM *****
1990 REM *****
2000 REM *****

```


NOUNS AND OBJECTS

Easy for this. Nouns are the things that your adventure will recognize. Such as books or swords. There are verbs, but they can't be moved around the adventure world and made to appear and disappear at certain points.

For example, you've got an object which isn't going to go anywhere. Simply define it as a noun. If you've got a sword, you'll need to define it as both a noun and an object, coz it'll be moving around with

you. If you've got a sword, you'll have to define it as a noun as well as an object. Both it and you.

To enter a noun, simply type it and to enter an object NAO. That goes in an ordinary sentence and a knowledge of the object is made. For ENTER and you'll then be prompted to enter its class code too. At this point you can give it a weight and your adventure will use the idea to deny a thief's success of jacking



You can add a great deal of atmosphere to a character's vision screen by bringing in a few pictures in



That stone archway looks like Babylon! That stone archway looks like Babylon! That stone archway looks like Babylon!

GRAPHICS

Press G from the main menu and you can create graphics for the game. Write the program as:

FOR YOU see a grassy meadow a (white) pond and a small lake for a picture screen



ACROSS A BRIDGE crosses into a small state is sleeping in its favourite cradle. What now? You shall go through push past or very strange (no) and will receive after you a wall your head on the jagged rock below!

Personally, I'd be extremely surprised if a flying great griffin wall could guard me. I mean, it'd have to be on its way for a whole generation or something.

ROOM DESCRIPTIONS

Room descriptions default to the only location you need to create. For example a room could be a cave, a forest, a pond or even a TARDIS. If you've got enough memory you can use up to 255 of these rooms. Rooms form the backbone of your adventure so it's best to work them all out before doing up a piece of paper, and for you to create a map.

Press R from the main menu and the prompt "What room number?" will appear. At this point, enter a room number, press ENTER and type in your description. This can be up to 255 characters long. Now press ENTER and the prompt

"Characteristics?" will appear. GAC is asking you what colours the room has etc. So if you have a cave as a room, the rock wall could be black, the floor could be brown etc. The prompt looks like this:

Using my examples, it will appear as follows: (W) for white, (R) for red, (B) for blue, (G) for green, (Y) for yellow, (P) for purple, (O) for orange, (K) for black, (L) for light.

At this point you can enter a picture number to use with the particular location. If you don't want to use pictures, simply press ENTER.

VERBS

In order for your adventure to actually work, you'll need to be able to tell it what to do. You do this by the use of verbs. For example GET, DROP, WEST or UP. GAC includes its own list of verbs, but you can invent your own to suit your own adventure.

To enter verbs, simply go to the main

menu and press V. Then type in a number and the verb itself. For example, if you wanted to add the verb SCREAM, you'd type in:

1 SCREAM
If you want to verbs to have the same meaning, simply use the same number. So, using our example we could also say:

1 SHOUT
To add your verbs, use the cursor keys to move the cursor to the appropriate verb. Then press enter and change your word. When you're happy with it press ENTER.

MESSAGES

These are useful pieces of info which pop up at various points in the game. Some of these are common error messages, such as "Sorry, I don't understand that." However, you'll have to invent some of them.

GAC allows you to have up to 255 of these messages in memory at any one time. They can then be called at the appropriate part of the game. To enter a condition, simply type in a number and the message, for example:

3 There aren't any flybites tea-tables in the sitting room.

IT'S SO EASY

To prove how easy it is to write the GAC, try typing in the code:

- 1 Load the program and press T to load in QUICKSTART.
- 1 Type in A GIVE and ENTER.
- 1 Press BREAK, then CAPS.

SHIFT followed by SPACE and ENTER.

You've just created your very own mini-adventure. It's not very thrilling, but it's an adventure now the less. To return to the main menu simply press BREAK three times.

THINGS TO NOTE ABOUT CONDITIONS

- 1 All conditions are operated left to right.
- 2 GAC requires square (with inside and outside brackets) and also between words such as VERBS and NOUNS and their numbers.
- 3 Conditions are checked at three different points, and entered as high, low and local priority. These priorities are set from the main menu, by hitting H for high, C for local and L for low.
- 4 High priority commands are checked before the adventure prompts the player for a command.
- 5 Local conditions are checked for after the player has entered a command. They deal with things local to a particular room.
- 6 Low priority conditions are checked after a player command is entered. They aren't particular to any room.

THE BEST IN QUALITY GAMES



AT POCKET-MONEY PRICES ONLY £3.99 EACH

ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD

HIT NAMES · HIT GAMES · HIT SQUAD

THE SHOE PEOPLE



Selecting the numbers in a 20-second game for young readers (and for you, come to think of it), but when you get it right, you'll be congratulated.

The games are designed so that children can play and learn on their own, each game is slightly harder than the one before. Gremlin point out that parental guidance is a bit of a must, especially when children are just getting the games. You've also got to decide whether you can trust your kid with something that is actually connected to the National Grid.

Kids are kept interested in the game by a rewards system. There are no punishments if the child fails, but the game always tries to end on a positive note by giving out a congratulatory message. If your kid can make it through the six games there's always a chance that they'll be an astrophysicist by the age of 23.

The *Shoe People* has been approved by a whole host of educational experts and falls into line with current guidelines laid down by the new National Curriculum. So while your children are happily merrily away happily at the keyboard, they are actually being educated in a well-respected manner. Kids today, eh? They'll be holding their heads in their hands.



Gremlin have just set up an ed-u-kay-shun-all software label. We packed James Leach off to see if they could drum any sense into that sweet lil' head of his.

launching an educational software label called, rather wittily, First Class.

The launch product for First Class is *The Shoe People* which is a collection of fun-filled games and activities for four to six year olds. The *Shoe People* is already established as a quality educational program for kids on ITV (it's even an award winner), and most of the characters in it pop up in the game too. These

Shoe people aren't actually people, they are in fact just a varied selection of anthropomorphic (and in some cases orthopedic) footwear. As such, they appeal primarily to the four-to-six age group. Older kids see into Thundercats, and younger ones aren't noticeably into anything at all. Except crying and throwing up.

A great man probably once said that education is one of life's important, er, things. And in a funny sort of way, he was right. Because when you think about it, you realize just how important it is that growing people cram as much information into their rapidly expanding skulls as is humanly possible. Software companies are tapping into this, and some more so than Gremlin. The benefit-based tools are



Who else would want a hypodermic needle? Great job, a handsome boot, well! get your essential guidelines. (Back away!)



ADVENTURES OF THE SHOE PEOPLE

There are six absorbing games in *The Shoe People*, each featuring a different character from the TV show.

TRAMPY VISITS HIS FRIENDS

Kids learn to recognize familiar words by associating them with known objects. Every time Trampy gets a word right, he finds one of his chums at home. If he gets it wrong then they're out.

GET MAJOR SORTS IT OUT

Help Sgt Major recognize and sort out the colours, shapes and patterns of objects. They can be arranged into correct groups, so kids can see how well they've done.

MARGOT'S MAGIC COLOURING

It's an art package, in a way. Not a complicated one, but a lot of fun nevertheless. The idea is to fill shapes with patterns and colours, eventually creating a snazzy mess.

THE GREAT ALPHABET ROBBERY

Upper and lower case letters have gone missing and you must help PC Bowd find them all. It teaches kids the difference between the cases and let's them get on with it.

WELLINGTON GOES TO THE PARK

A lot of maths crops up here, with Wellington balancing things according to their parents and their numerical values. It's simple addition, but it's a start.

CHARLIE'S BIG DAY

The player must copy patterns on-screen in order to help Charlie remember the notes for the Shoe Train's folk. It involves more mathematics, but is not hard work. The idea is that it's all supposed to be great fun and totally unkill school. The fact that there's no teacher around helps.



Recognizing some of the fruit and veg that you've essential access to off to a day's work for those essential *Shoe People* '98, here's one more!

FAX BOX

Game: The Shoe People
 Publisher: Gremlin First Class
 Release Date: Mid December
 Price: £10.99 case £15.99 disk

YS MEGAPREVIEW

SPACE O

Beep your horn if you've played *Hero Quest* on the Speccy! Cor, that's a fairly large amount of beeps. It's certainly been a popular game. So much so that James Leach happily volunteered to be ejected into space to look at Gremlin's latest offering.



Striving at maximum to start an alien on a mission. You simply select the mission you want to play and set the crew table, the planets, and so on.

Yes, it's all Windows, Icons, Menus and Pointers (we're talking IBMPC here). The entire game can just about be controlled by the joystick (or, obviously, the defined keyboard) alone. Huh, as we at FS say.

The mens' briefs

Right. Once you've selected your mission, your men will get a briefing. This tells them (and you, if you're paying attention) what you've got to do to achieve the Primary Mission objective and report extra bonus-type points. (Learn staff to know, eh?)

How you choose which team of Marines you want to play. Up to three human players can take part in the game, with a whole team work. The computer always plays the aliens, so there can be no scoundering about who has to do that job. Unlike the board game, which has to have a human player being the aliens.

Having chosen your team, you then have to decide which weapons best go with your class. This is one of the brilliant bits. I mean, choosing weapons in games is always a bit of a violence-related laugh. The Commander goes first, then the rest of the dudes. The important chap has three weapons to choose from. The first is a powerful mega-cannon which is big and powerful, but hardly accurate. Next is a smaller, but more accurate gun. Finally, there's a pistol thing which doesn't have a great deal of stopping power, but at close range it's a winner.

The hardware display doesn't have any names as yet, but no doubt the Gremlin tools will call them things like the RP 270 Plasma Quad Photon Blaster and the Z1000 Annihilator. Yes, that's what they'll call them, it'll be bound.

So the team are armed and dangerous now?

Yes indeed, now you can start the Mission. Gulp! Each team one.



The deck has all the crew tables, the weapons and things. Oh, and the crew list. The crew list from below, all together now... (over)

- 4 Aliens, although advanced, are actually pretty wacky. A couple of bolts from a shotgun usually does them in completely.
- 7 Marines have stupid haircuts.
- 8 But you wouldn't tell them that to their faces.
- 9 Actually, all this is made up cos aliens haven't been proved to exist.
- 10 Well, for that matter, have Marines (or A Marines)

Obviously, that intro bit is a bit of a bit. I argued against Hutch's plan and wasn't ejected into space at all. If I had been, I'd have died in about three seconds. There, what a lucky escape! (Had, ah, weapons?)

Anyway, *Space Crusade* is a conversion of a board game and it's not about a spaceship filled with boring aliens and rather awesome weapons. The game is really rather simple. Get the weapons and destroy the aliens. So no problems there.

You control a group of five Space Marines. There's a Commander and four normal ranking guys and you have a choice of missions. Select the one you want to have a crack at by moving the pointer over the right icon, then hitting the fire button.

TEN FACTS ABOUT ALIENS AND MARINES

- 1 Aliens usually come from outer space. But some come from other countries.
- 2 People called Alien have a name similar to alien, but are usually human.
- 3 On *Star Trek - The Next Generation*, aliens all look like people with warts on or always give the Enterprise time to escape.
- 4 Aliens and Marines traditionally hate each other, ever since an alien was stood up on a date with a Marine in *Lawsuit*.
- 5 Marines, contrary to their name, don't spend their time underwater, except when they're having a bath.

CRUSADE

WHO ARE THE SPACED-OUT CRUSADERS?

It takes a special sort of team to successfully program such a complex board game onto the Space. So without further ado, let's rip open the golden envelope, pull back the velvet curtain and snip that silky ribbon.

And the programmer is Paul Hiley! Yes, Paul Hiley is the guy who coded the Spectrum and Amstrad versions of *Space Crusade*. Tremblingly, we shuffled up to his personal orbiting satellite and (snazzy, somewhere above Hawaii, when we arrived, we asked him how difficult *Space Crusade* was to code. Well the Spectrum hasn't exactly got infinite memory, so we had to pack an awful lot into a very small space. There's all the graphics, the icons, the figures and the map display to be ported on the screen. It took up loads of memory. Do people still say 'loads'?

Oh, I wish I hadn't said it now. Anyway, each player controls five characters in the game, all using an icon system (just like the sixteen-bit machines). Look! There's *Alien* passing below!

Anyway, what with up to 40 aliens wandering around, the game gets pretty hectic. All the aliens are intelligent, and follow you around. It should be well worth... What else? Oh yes. There are some wicked weapons in the game. Sort of cannons that can fire right across the board. Then there's lasers and small, sharp sub-weapons. I've also passed with them. Erm, okay, Paul. Who did the music? A team called Imagitec. And pretty funky it is too. You've heard the music to *Terminator 2*? Well this is sounding like it. But it certainly is funky. In fact it should be released on vinyl.

per player, remember) starts at the Docking Claw. This is also where you've got to end up when you've wiped out the aliens.

When it's your turn, you can move each man (and/or his weapons). You can see what's going on by looking at the main window, to send one of your men just click on them. Clicking on an alien in the window gives you a spooky 3D view of that creature and a little name tag for it. So you can call it by its name just before you blast it to oblivion, ha ha.

The small map window displays the mission map. Your Marines are shown as dots, which you can see moving around according to your orders. It all sounds very sane and all active instead. If you hold the fire key when the cursor pointer thing is on the small map, you can take up the area of the map it's over to appear in glorious 3D Spec-3-D vision on the main display.

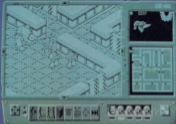
Fun, eh? Now you're set up and you know roughly what the deal is, what'll it be like to play?

What'll it be like to play?

Well it'll be a bit like *Hero Quest*. You've got to wander around the spaceport like a pack of scared kids, not knowing quite what is around the next corner. My bet is that it'll be aliens.

The fun of all this is in the hole-and-peek element. You know what it's like running around someone's garden after dark, don't you? I do, but then I was an incredibly poor kid and everyone wanted to play with me. (Just how long's it going to last, JEFF?)

Like *Hero Quest*, there's a strong strategic element. What this means is that you'll have



to split up your forces and use skill and judgement to place them around the ship, just as the enemy. There's a useful map on the right, though, which makes everything much easier in the garden. You can see what's around the next corner, for a start!

to split up your forces and use skill and judgement to place them around the ship. If you rush around like a gang of g-diff-tying teenagers you're bound to be wiped out in about four seconds.

This is because the aliens are massively intelligent and have a cunning plan or 'too up' their collective brains. It's a challenge, but, seeing as you can take as long as you like over your moves, you should be able to manage it. The idea is to plan your strategy in advance. If you can plan ahead and work out where your guys are going to be moving first of like a spooky 3D alien-related chess

game, you'll be victorious. When you get back to that Docking Claw thing, you'll be assured of a hero's welcome. Hurrah!

FAX BOX

Game	Space Crusade
Publisher	Gemini
Release Date	Feb '92
Price	£14
Categories	Beef 'n' Dice



WIN WIN WIN!

Sing-along Y&S, with the great Lemmings Karaoke Compo

Lets face it, Lemmings has been the computer gaming world by storm. Those furry fuzzfaces have appeared on the 14 bit computers and now Psychosis have taken the admirable decision of creating a version for the best computer in the world, the Cray RMS. amn. The Lemmings 3D overworld were Psychosis by their game that they've given us. It's said I worth of money to spend out to you lot. The idea of Lemmings is simple, these Lemmings aren't intent on committing suicide, they just want to get safely to the exit. Thing is, they have absolutely no idea what fear is, they'll happily wander off the edge of a cliff or run down a very high wall just to see what happens. Their life is in your hands and you've got to guide them.



However, none of these people ever sing of Karaoke nights. Ever.

Without exception, anyone who engages in the recreational sport is a crupper than a waterproof tea-bag. We like to encourage craziness, so we're giving those of you the opportunity to sound crazy in the sanctuary of your own homes. We can bring you this amazing opportunity thanks to modern science and some dead groovy Boogie Boxes.



"Help you can drive my car. Yes, I'm gonna be a star!" The 10 team show the stars it likes to sing. Move over Michael Hutchence get out of the way Paula Abdul - you're crap!

Anyway, as Lemmings is a description of animal stupidity, we've decided to do a compo in the same vein. Sort of. Even if you never go to pubs or clubs (are you a hermit) the wacky atmosphere and loud young men called Trevor with fake US Army Tattoos, or maybe you're just too young or the inebriety you must have heard of karaoke, karaoke is, erm, loads of fun and very popular among the younger set. The idea is that you wander up onto the stage and sing along to a famous song which has had the lead vocal taken off it, thus sparing yourself up to either education or heckling.

Now admittedly, some people have pleasing voices which are very rare on the wardens.

See Questions if you girl! Cool!

"If you're in love with a beautiful woman... Am I fun... you'd... *Lush and gorge, eh? That's just what the 10 team sound like when they rap down to karaoke night at Banana Hills in Lovers' Lane. Use all the other painful singers down at the local rave-up club, they're crap. However if you're Wapping's answer to Demi out of BMF. Avoid like an angel! So then read on and answer these musical questions.

1) Who are Andy the 60's favourite band and what was their thoroughly mixed best hit single?

- 2) Is Lindo into:
- Swiss yodel music?
 - 19th century military marches?
 - Terribly obscure indie bands with thoroughly odd names like The Postals and the BME band???



3) Which of the following songs do you think the Lemmings would be most likely to listen to:

- Amy Green Will Do by Jason DT
- The Theme from Inspector Morse by the BBC Midlands Light Harmonic Chord Chops with Large Moustaches and Balding Heads!
- Bridge Over Troubled Water by Simon and Garfunkel?

Think about it for a bit and then get those answers down on a postcard. Stick a stamp in the corner (make sure you put the Queen the right way up) and send it off to 'Lemming' at 1 The Post Office of Moorhouse? Compo, 10 Compo, 29 Moorhouse Street, Bath, Avon BA1 2SS.

RULES

- New titles and the other chips of Psychosis can't enter because the 10 crew know it a fact that they're all appalling singers. It also goes without saying that no-one at Future Publishing can enter because they're even crupper but sadly believe they're not.
- I'm Andy the 60 and the crappiest singer on the planet. My decision is final. Mass me about it if I'm to you.
- All entries must be sent in on the back of a postcard or stuck down envelope.
- Get your entries to us by the 15th of January or the very singing you'll be doing is in the bath, this is anyway you'll turn, dead, brother, wife and dog miserably. In fact, they'll probably be your toy's out.



Dear 10, I could have sung all night and I think that the answers are:

A _____ B _____ C _____

My name is _____

My address is _____

Postcode _____

COMPO WINNERS

Happy Christmas, Spec-chums! For a few lucky peeps, there's going to be an extra pressie under the tree this year.

We've got bundles of goodness, including a state-of-the-art video recorder from our US Gold, Mega Prince compo. And the winner is...

Tar Jaated of Alys, Clackmannanshire.

The ten runners-up get a rather spiffy, gaudy bag each.

Maure De Messes Vague of Quachs, Inverclyde; Steven Hooper of Witherslow, N Humberston; Damien Harris of Hornfield, Birmingham; Eric Graham of Londonderry, N Ireland; Iain Gattacher of Aisleburgh, Scottish; Richard Hughes of Alys, Clack; Allison Swaine of Fothering, Wiltshire; Tara Great of Longhope, Cumbria; M G Baines of Gainsborough, Co Durham and J Shields of Belfast.

Hurray! And there's more. Here are the ten peeps



David Sisson of Woolton, Liverpool; Andrew Hamilton of Grangemouth, Southsides and Darren Worthy of Claxton, Derbyshire. What's more, 50 well-wad Turtlez gaudy bags from Pooze jolly come as Microsoft sits on Santa's sleigh and winging their way to... Lewis Griffiths of Quindry, Gloucestershire; Belina Salisbury of Pentbury, Kent; Andrew Malabar of Hounslow, N Fife, Norfolk;



Yokuba, Martin Peal of Southborough, North Yorkshire; Richard Woodrow of Bradford;

Christopher Booth of Yarn, Cleveland and Graham Castle of Kilby, Coventry.

Phew, eh? Right, what's next? It's US Gold's *Romance Brothers* T-shirt compo. After much deliberation, our panel of experts choose the following...

Brian Muir of Glenrothes, Fife; Alexander Fentiman-Eales of Southcote, Reading; Zoe White of Concorde, S Yorks; Stephen Birrell of Wilsall, S Yorks; On Trent; James Stafford of Witley Bay, Tyne And Wear; Daniel Carrique of Farnborough, Hants; Michael Sawyer of Canham, Middlesex; Richard Bradshaw of Wells, Somerset; Kevin Dempster of Warrington, Warrington; and Simon Perrett of Skipton, Lancashire.

Simon Perrett? What a completely brilliant name. Last, but absolutely definitely not least, here's the chap whose going to have a lovely garden under the summer sun for a just won a shirt! And it's...

Andrew Malabar of Hounslow, N Fife, Norfolk, Hurray!



peeps who each receive a copy of *Madlib's 5th Appeal*...

James Strachan of Thornton, Fife; Tim Harde of Sny 53 Edinburgh, Scottish; Lee Smith of Cardiff, Alan Portman of Warrup, Notts; Alan Mapp of Southforth, South; Gordon Blackhall of Aberdeen; Adam Watson of Southbourne, Sussex.

Paul Breake of Dalry, Scotland; Chris Mullen of Glenrothes; Stuart Harrison Handy of Spottborough, Dorchester; Mike Wallace of Bilsdon, Wiltshire; Matthew O'Donnell of Swinton, Wiltshire; Graeme Cole of Worcester Park, Surrey.

Richard Parry of Shrewsbury, Shropshire; Richard Sparley of Woodbridge, West Sussex; Alan Oliver of Grangemouth, Gloucester; Justin Cheaman of Warrington, Wiltshire; Andrew Lindsay-Bellure of London; A G Lawton of Gorseston-On-Say, Norfolk; Liam Gullcock of Castle Town, Cotswolds; Alan Mills of South Humberston; Samantha Graham of

Kirkcaldy, North Yorkshire; Gerard Walker of Warrington, Cumbria; Kelly Young of Stamford, Lincolnshire; Arsenio Famoso Telle of London; Dominic Eames of Winchester; Brian Smith of Sidborough, Kent; Jeffrey Love of Oms Pooze, South Gloucester; Malcolm Gregory of Surlon, Surrey; Stephen Smith of Gorness, South Humberston; Lee Phillip of Newport, Glam; Gary Daniels of Southend, Essex; B Neal of Searsville, Notts; Graebridge of Bristol; Avon; James Pope of London; Kevin Gentry of Thurstonville, Essex; Philip Clarke of Brent Park, Wiltshire; Luis Manuel Almeida Amarel of Luxembourg; William Champion of Highfield, Hampshire; Chris Power of Bristol, Avon; Carl Day of Witherslow, North Humberston; B Norton of London; Kent; Alan Moon of Gordon; Darren Sussendock of Chesham, Gloucestershire; Sam Harvey of Witherslow, Lancashire; Stuart Jump of Surlon, Lancashire; Michael Bellamy of Hildesheim, North Yorkshire; Kenneth Hall of Decatur, Georgia; Stuart Muir of Glasgow; Timothy Watson of Driffield, East



YS ADVENTURES



TIM KEMP's very excited this month cos he's asked Father Christmas for a trip to a strange and withered land. Spooky!



reetings fellow adventurers! And what a packed column we've got for you this time, so without further ado

let's get us with it...

Captain Kook writes by Paul Carter, received a terribly good review in these very pages a while back. If you bought the game and are struggling, then struggle no more! Gareth Pritchard has sent in these (and I quote) "rather weird tips for adventurers who don't like their hints too obvious". Here's Gareth's 'tipsy' hints for part one of the game. You can have part two next month.

* You'll be the one seeing red if you wish to avoid being dead.

* A large spinning disk forms a terrible health risk.

* If the read-out proves difficult then you should know what to do, as the glass you will find there's a much better view.

* If something isn't giving much then why not die a touch?

* To get to the hatch make good use of a gift, a non golden ring might just give you the lift.

* If you're all keyed up there's only one thing to do, GO FAD, hurried up after pressing key blue.



While you're recovering from those chills, let me just slip in a list of several

titles you simply must buy as soon as you! They're all written by Lawrence Craigton and are published by Zenith Software. They are all, without exception, stunningly brilliant. These are the games to get... *Rapture*, *Rebel Alliance*, *The Legion*, *The Lost Temple*, *The Golden Pyramid*, *The Bermuda Triangle*, *There Is A Beast Under Parliament* and *Treasure Of The South Meria*.

Each is packed with heaps of problems, loadings of delicious twists and molten of intrigue. The best news of all though, is that each one costs a paltry £1.99. If you can't splash out and buy all of them at once, then *The Lost Temple*, *Golden Pyramid* and *Treasure Of The South Meria* are good for starters. The place to send your orders to is: Zenith Software, 26 Spotted Top, Corgate, Rochdale, Lancashire OL16 5NX. Outside the UK add 50 pence per item to help cover the additional postal cost.

Right, what's next? Oh yes, *Adventure Probe AP* must be the longest running adventure feature. It's edited by Mandy Rudolph and has recently passed the five year mark. Quite an achievement. I'm sure you'll agree! It's a multi-format 'zine with lovely letters pages and the help-lines are truly helpful. As you'd expect from a help-line, I if your fancy has been tickled,

then send a cheque or postal order for £1.50 to: Mandy Rudolph (Adventure Probe), 67 Lloyd Street, Manchester, Greater Manchester M14 6JF.

To my knowledge there is only one fanzine that is solely dedicated to adventures on the world's greatest mirror (that's the Spectrum I'm talking about). That fanzine is none other than *From Beyond*, published by Tim Kemp (what a familiar name!), and is available on a bi-monthly basis for £1.50. It's dead good. Honor! From Beyond deals with nothing but Spectrum adventures! If you fancy sampling the latest issue then a £1.50 cheque or postal order, made payable to Tim Kemp

and sent to: Tim Kemp (From Beyond), 26 Globe Place, Norwich, Norfolk NR2 2DQ, will do the trick!



SURVIVE CHRISTMAS THE YOUR SINCLAIR WAY

Everybody knows that Christmas is a very stressful time of year. But simply follow the **YS** step-by-step guide and you cannot fail to have an amazingly fun festive period. (And you'll also get to do whatever you want).

Five ways to cope with Christmas

1. **Stab out and watch everything on telly** (even the Open University). Tell your relatives that you're studying it in depth for a school project, as nobody must disturb your viewing.

2. **Give everyone 'family green'** (and, coincidentally, dated Christmas presents like a *Cheer*, *Four Corn King Of The Forest* or an *Aspen* or *conker* in a *matchbox*, in other words).

3. **Spend as much time as possible asleep in bed.** If questioned, say that Christmas is a religious time and you need solitude and tranquility to realize its full significance to mankind. Then go back to sleep.

4. **If you're caught stuffing your face with sweets and fatty pop,** say that, like *Good King Wenceslas*, you're celebrating the Feast Of *Stephen*, and, as *Stephen* hasn't turned up yet, you're pigging out to get a head start on him when he arrives.

5. **On Christmas Eve,** give away everything you can, even your clothes, to charity. You'll feel very virtuous. And the next day, when you get nap campaigns and socks and stuff from your aged relatives, you'll be genuinely grateful (that's pleasing them too).



How to avoid arguments

1. **Eat your breakfast apricots,** letting aunts' mothers' noses than their offspring leaving anything green on the side of their plates.

2. **Wait a couple of days before you play your new records,** even though you've been waiting to hear it for ages. Your parents will get really angry and - *view never to buy you another record!*

3. **However,** the same rules don't apply to them. They'll spend all of Christmas morning blasting out *Nigel Kennedy's* version of the *Christmas* or the latest *Mary Mainwain* album. You can avoid this by not buying your parents any *CDs* or *records*.

4. **Don't eat the affogato of the tree 'til after Boxing Day.** They're not there for your benefit.

5. **On opening your presents from Auntie Marge and Uncle Pete** don't say any of the following: "Is that exactly what you give me last year?" "Elaugh!" or "What a stinger."

6. **Present you've got food poisoning.** You can then retire to your room and have *Turkish Delight* brought up to you.

7. **Fall asleep in front of the TV.**

8. **Let your mum watch *The Wizard Of Oz*,** even though there's an *idly* film on the other side. This is incredibly difficult and is a sure way of having a completely crap Christmas.

9. **Alternatively you can just spend the entire festive period** enjoying about anything and everything. A great time will be had by all.



Five ways to really annoy people on Christmas day

1. **Remove Uncle Cyril's false teeth** while he's asleep in front of the Queen's speech and give them to your new puppy to chew on.

2. **If you can't bear the thought of watching *The Sound Of Music*** for the fifth year running, change all the channels on the TV and video except *Channel Four*, which will be showing reruns of the *Chart* show all day. Parents can't operate TVs or videos so you'll be able to enjoy *Friday Night* all day.

3. **On Christmas Eve** nip down to the local grocery shop and buy up their entire stock of batteries.

4. **Don't eat any of the chocolates or sweets** which you get for presents, then eat absolute mountains of *nap* at lunch. You'll therefore deprive a brother or sister of their rightful portion of *nap*. Y'see, adults never cook that much for kids at Christmas, they just assume that they'll have stuffed their faces on previous goodies.

5. **Put all the clocks and watches in the house** forward by two hours. This way you miss the 11 o'clock service at your local religious establishment and get to open your presents two hours earlier. You also get round to *Auntie Bertha's* place early to find that she's gone off to her *Christy* day what that she's done! *Worst* there!



Ten things to avoid during Christmas

1. **Little And Large's Christmas Show,** as it's obviously recorded at the height of summer.

2. **Helping aged relatives.** Simply pretend you've eaten too much and can't physically move.

3. **Star Wars,** as everybody has seen it 122 times.

4. **Flushing downstairs** on Christy morning without slippers on and ending up with feet like *pancreatitis* (as of all the pine needles).

5. **Russ Akk's Christmas Madhouse,** as it's never funny.

6. **Offering to stuff the turkey,** but not realising you have to kill it first.

7. **Letting off your discovered bags** of your presents two months ago.

8. **Wishing to treat the lady** (unless your aunt has just given you).

9. **Pretending to laugh** at the crap jokes made by your dad's mother.

10. **Clearing up after everybody's** left. It's far easier just to move house instead.



So there you have it. Loads of ways to make sure that you have a *Special* Christmas. Remember, *Special* means that you have to be *Special*, so it doesn't matter if the entire family are watching the *Queen* or the *Sound* movie, just making the TV serial and switch on the *Screen* for a week. Most of your love games, if they complain, remind them that Christmas is a time for goodwill, and they should be so stupid.

THE YS SEASONAL SAM SPECIAL!

Season's Greetings, and a hearty welcome to one and all. I don't know about you, but I'm suffering from the effects of several days of pre-Chrimble jollity. This is a bit of a shame seeing as I've got this humungous SAM Speech to get through. How can I possibly survive a three-page overview of the SAM scene, simply crammed to the brim with news, reviews and compos all to do with the cuddly Coupé? Ah well, pass the Alka-Seltzer and we'll get on with it.



Go east, young SAM!

Remember the old adage 'east is east and west is west and never the twain will meet' (without Dawes), or something? Well, it's not so true, after embracing the spirit of 1992, you can be in contact with the east in the face of tradition by exporting into Eastern Europe. As you probably know, the Speech is a longtime success behind what used to be the Iron Curtain. This is not only due to its simple, open-ended design, but also due to its easy to slip through Customs! The coffee-out-eyes/tear-me-out-of-my-teethers about with it and adding it up with home-made infernos. Now the Coupé is establishing itself as the Speech's natural successor, some local agents are

already selling SAMs modified with printer and modem sockets. Computer manufacturers have tried breaking into Eastern Europe before, but most of them have been scared off by the widespread piracy. This might sound bad but, to be fair, this is usually the only way to get any software in these countries. SAMCo has jumped straight into the fray by locally distributing their original software at the same price as the original version. These deals work both ways - there are some thunderingly good

programmers over there, and SAMCo are aiming to provide a much needed Western showcase for their work. It's all terribly exciting, and the SAM's Speech compatibility is a valuable introduction to people asking for cheap, powerful machines. The Coupé could just possibly turn out to be the biggest thing to hit the East European computer scene since Perseus' Thrax accidentally passed a DSM1 in the spaceship instead of his lunch box when visiting his Cochrane-brother planet-in-law.



PD VFM, okay?

Public Domain software is defined as... software that remains the copyright of the author, but which can be freely copied between individuals. It can also be distributed by PD libraries, provided they have the author's permission and charge only for their services. Basically, it's a more widespread, inexpensive way of building up your Coupé disk collection (with everything from film conversion demos to word processors available). It's far away from the cheap 'n' nasty software it's sometimes made out to be. Just to add that some employment of promotional programs can apply for membership to the SAM Coupé Public Domain Software Association. Fair

trips off the tongue, doesn't it? This is an umbrella organization which acts as a central contact between customers and all the PD libraries, rapping the knuckles of any member whose service isn't up to scratch. The BCDPDS lists everyone who it also publishes promotional software, a quarterly PD catalogue check-out of what's new arrives. It's great for a special offer exclusive to people, £3.00 for 3 issues including a handy demo disk. It's a great introduction to the rather wonderful world of SAM PD. Incidentally, from next year the catalogue will appear on disk at an increased price, so get those orders in sharpish!

Jet-set SAM in mind swap shock!

It's been just over a year since SAM Computers rose from the ashes of M&T, and in that time the Coupé has popped up in more exotic locations than James Bond. Thanks to the ceaseless efforts of Alan 'Whisper Man' Miles, SAM is now being distributed in these countries.

The only drawback to all the madcap marketing is that the promotional on-line version SAMCo is resident march distributor strutting

around in a wide leopards dress suit thinking it's 1974. (047 647)

To celebrate the Coupé's transformation in globalizing status, SAMCo are making their Blue-leopard (and even cat) in a spectacular display of generosity guaranteed to melt even the stony heart of Christopher Reeve's slightly grumpy cousin. They're whisking the DSM Coupé-out of all the basic Coupés and replacing it with the super-rare \$12K model. The new bundle, cunningly called total 1+2, includes the brain-buster Coupé, a free drive, four packed software disks, loads of manuals and a big padded box - all for £199.99, the same price as the old Coupé. Munching Cringing Computer users haven't been together either - the DSM upgrade has shipped £10 in an amazing £20.99. It's enough to make you jump in the air and stick your heels together in a ceremonial manner. It really is,

BLUE ALPHA HARDWARE COMPO

With a VoiceBox, a Sound Sampler and a Jymmauxed just answer the following questions.

What is an alphomorph?

- The correct form of a phoneme.
- The correct form for a collection of substituted lexemes.
- A small and slightly obtuse-minded robot that attacks it's prey with a bang. Send your answer to 'Sam's, Com's, the man with the pins Sam-ole is telling the again compo', SAM compo, V2, etc.

The 'zine scene

The SAM fuzine market has taken off in a big way. There are literally quite a lot of 'zines around, both printed and disk-based, all seeking a niche of news and reviews, reports and critiques. Almost every mag contains an obligatory machine code course.

Spooky, eh? These are fun-ly bits for fans, they're jammed full of funny game programs and go-kat letters. There are also astoundingly knowledgeable articles covering everything from book reviews to fanzine projects in professional-sounding. Come with me, now to see what a peek at the fabulous disk-entries at random from the pile of 'zms, so on to my desk.

ENCICLOPEDIA

Blasphemy (possibly) and possibly the best-ever SAM disk mag is by namesake old an encyclopaedia fozzy. Enciclopedia features some of the very best games and routines around. The editorial staff isn't too either. Buy it and gaggle. Then when you get tired of gagging, load the disk. £2.95, £12 for 6 issues.

OSAM SUPPLEMENT

Sparsely presented and with something for everyone, this Supplement is especially hot as it encourages O/S programming. Basically, if you master the editor in write it, then they'll let it. Probably. Dave Turk, the Ed, also cooks a

steak at the Amiga by converting trap doors to the C compiler - and jolly good they are too. Less a mag, more a user disk-on-disk, and cracking out £2.00, £18 for 6 issues.

FREE!

Bigger than William "leazy" Flute wearing an exceptionally heavy dinner jacket, FREE is a disk mag that splashes in every department from top-quality contents to its new every-issue free and a benefit all rounder that sends you 6 floppy disks for printing the contents on the disk label. £1.50, £10 for 12 issues.

SAM ADVENTURE CLUB

Brand new and best-fresh, this is one damn good read of a disk mag. An extremely promising debut which also includes a floppy emulator and that nifty-nifty classic, *Behind Closed Doors*. A bang by anyone's reckoning. £1.95, or free if you send a disk and two stamps.

247

Smart the smart mag, it is monthly printed SAM Spooky this, it takes a balance between games (lots of reviews) and the techy side (lots of programming articles). It also features a well-timed and fashionably incomprehensible comic strip, and has started its own PC/1601 library. Free too, to put it mildly. 80p a stamp. £5.50 for 6 issues (ask

about overseas rates). The price is set to rise after Christmas.

FORBIX

Magazine of the AMUG user group and Top Dog of the 'zine scene. Forbix has just passed the four-year mark with all the old professionals of a printed mag that boasts its own ISSN number. Serious but never dull, it covers both SAM and the Spooky, and is stuffed to the brim with jolly informative articles and programs. £1.25, £10 for 12 issues (2nd overseas).



FANZINE PACK COMPO

Win five tubes to each of SAM Supplement, 247, FREE, Enciclopedia, Fuzzman and SAMMagazine Software, as well as five copies of SAM Adventure Club and the brand spanking new 247 Spin-off SAM Quarter!

What was the name of the female run by 191 beats Jonathan Davies and Ruth Pelley?
A. Your Other Sister
B. Spiesmaster
C. Lapschneider
D. Lapschneider Weekly
 Send your answer to "Santa Santa, I want to be next in the queue" (mine winner compo), SAM compo, PO, 25 Moorcroft Street, Bath, Avon BA1 2DE.

Impatience

FREE!

The premier release of FREE magazine's software arm, *Impatience* is a fast-paced, mouse-compatible puzzle game. The main attraction of the pack is *Tiber*, a match-the-disk offer with a brainy twist: the files are shuffled every up to seven days. Naturally, this means you have to use a few cunning strategies to locate

until you reach the bottom of the stacks, and usually find you're left over. Each of the brainy levels is complete with special symbols, such as transmitters, Spooks, and the Queen-of-bees bombs which destroy their bear addressee files. Its awarded - this game is brudda growingly hard!

It also includes details, what with the presentation buffered in a prime and loads of friendly features such as a passworded system, and a non-fatal time limit that awards an extra life if you beat it. To put it simply, *Tiber* is the kind of game you'll switch off to try, but never to beat level five.

The *Wing Game* suits at a different pace altogether. It's an adaptation of a 1980-year-old strategic game favoured by both players, defender and invader. The game centres on the capture or escape of the opponent's King. Moving like the rook in chess, pieces are taken by being trapped between



Here's How Many *Impatience* buttons also found several more bits of puzzle (including extra lives) and more to be occasionally found under that!

two of the opponent's, or in the case of the King, by being completely hemmed in. It's strictly programmed, but there's some awful bow music and an occasionally obscured King. It's all good, don't let it be honest, I can't see what advantage it has over the board game.

So there you have it. A subtle and a fairly good supporting act - a lot for your cramped budget. It's got to be a Magazine. And it's... **Free!**

90'

Hexagonia

Navigation/25.00

Hexagonia is the first SAM game to come out of Eastern Europe and it's a fabulous winner for all those hours spent noodling in chess-like icons. You've got to sit together alone in order to form increasingly complex molecules. The way is that once an atom is used releasing on way it never stop until it hits a wall, or another atom. Just to be scientific, moving atoms with mouse or keypad while others wait to capture and combine. It's not easy. Oh, not to lose while the walls turn invisible. The whole thing is made a lot more difficult by the fact that you only get one life!

Actually, it's not so hard as might first appear. An info screen shows you how the hexagonal molecule should look, and the basic idea is really

simple. In fact, it's all the other people solving number puzzles. Once you get the hang of it, things alone, you'll find it all really addictive. Best of all, you make a move you can usually get back, at the right time, rather than having to give up. The other good bit is that there's no time limit, instead your puzzle is constantly changing. With hourly disk-packed levels there's a plenty to remember your little progress, and a neat password system customises the disk when you get stuck. To quote a friend, the substance is a lot of purity, atom and clang effects, while the graphics are smooth and clear. It's a nice uncluttered. Overall this is a playable puzzle that you won't bore in a week. Moreover, you'll be playing for months, so up and atom! (You're free, lol)

64'

Impatience compo

Win five copies of the megapopular *Impatience* from FREE!

Who supplied the voice of Fred Filippone?
A. John Elton
B. Prince Michael
C. Alan Reed
 Send your answer to Santa Santa, I've joined the club and want to win a megapopular compo! SAM compo, PO, etc.

+D

System

INTERFACE & DRIVE

THE ULTIMATE SPECTRUM ADD-ON!....

WITH THIS AMAZING DISK DRIVE AND INTERFACE PACKAGE YOU CAN BRING YOUR SPECTRUM INTO THE WORLD OF SUPERFAST DISK STORAGE AND RETRIEVAL.

- The PLUS 'D' System consists of a top quality double-sided Disk Drive (complete with power supply) and the powerful PLUS 'D' Interface. Plus controlling cable.
- Full 80 track Drive giving almost 900K of fast disk storage using the industry standard 3.5" disks - available anywhere for under £1.00 each with enough room for up to 18 full size programs per disk!
- Offering more than twice the storage capacity of a standard IBM Cook Drive and even more than an ATLAS BC the PLUS 'D' System takes you into the realm of mass storage.
- Load programs at Superfast Speed! - a whole IBM program in seconds. No more waiting for tapes to load.
- The PLUS 'D' actually gives your Spectrum an alternative operating system with dozens of advanced commands.
- Extremely simple to use but very advanced in it's speed and operation.

BUT THATS NOT ALL! THE PLUS "D" HAS A UNIQUE "SNAPSHOT" FEATURE!

- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
- Transferring tape programs to disk couldn't be simpler - up to 14 per disk!
- Works with IBM and IBM programs.
- Special "Screen Dump" feature allows you to print out any screen to an Epson compatible printer. (Printer not available £5.99 if required).



AVAILABLE FOR IBM/IBM/286/3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING)
NOTE THAT THE IBM COMPUTER HAS A BLACK SLASH LIKE THE +D WHICH HAS A GREY ONE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

If you have your own suitable Disk Drive (Plus 'D' will work with 40 or 80 track 5.25" or 3.5" drives) then we can supply the Plus 'D' Interface separately for

ONLY £59.99

COMPLETE PLUS D INTERFACE AND
800K DISK DRIVE POST FREE!

ONLY £129.99



WARNING YOUR COPYRIGHT ACT WARNING

DATTEL ELECTRONICS LTD, neither ourselves nor our authorised dealers, are liable for the reproduction of copyright material. The marketing of software is not intended to infringe any copyright. The software shown is designed to demonstrate our only professional service. The software shown is designed to demonstrate our only professional service. The software shown is designed to demonstrate our only professional service.

HOW TO GET YOUR COPY NOW!

TELEPHONE (24hrs) **0782 744767** CREDIT CARD ORDERS

ORDER NUMBER 0782744767 (THIS IS THE ONLY ORDERING NUMBER YOU SHOULD USE)

 **DATTEL ELECTRONICS LTD.** 

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKES-ON-TRENT, ST4 2NS, ENGLAND

FAX 0782 744282 TECHNICAL/CUSTOMER SERVICE 0782 744224

DATTEL
Electronics

**NOW A TOTAL MOUSE/
GRAPHICS PACKAGE
FOR YOUR
SPECTRUM
AT A TRULY
UNBEATABLE
PRICE!!**

SPECIAL OFFER PACK!!

Genius Mouse

COMPLETE
WITH

DCP
ADVANCED ART STUDIO

- Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with DCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unbeatable...
- Create an image - stretch it, expand it, zoom it, rotate it, crop it, colour it, etc., etc.
- Spray patterns or shadows, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail to fine work. • Pull-down/line draw across for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 18 brushes - so further options can create superb graphics easily.
- Full out and pane facilities plus excellent printer support.
- Mouse interface now has a built-in joystick port (Spectrum compatible). Accepts any 8 pin joystick.

AVAILABLE FOR IBM/1086/3-26/3 COMPUTERS
(PLEASE STATE WHICH WHEN ORDERING)
NOTE THAT THE 386 COMPUTER HAS A BLACK CASE
UNLIKE THE 486 WHICH HAS A GREY CASE. IT IS
IMPORTANT TO STATE EXACTLY WHICH MODEL OF
SPECTRUM YOU HAVE WHEN ORDERING.

**ONLY
£49.99**

**TOTAL PACKAGE
INCLUDES GENIUS MOUSE,
INTERFACE, DCP ADVANCED ART
STUDIO PLUS FREE MOUSE MAT
AND HOLDER**

FREE!
**MOUSE MAT AND
MOUSE HOLDER**
(WORTH £15.00)
WITH EACH PACKAGE

NEW



LC 200 COLOUR PRINTER PACKAGE

HOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR:

- The new LC200 Colour Printer not only prints in true colour quality for your regular jobs but also prints out your pictures from Art Studio, etc., in glorious colour!
- LC200 is a full Commodore printer so it works with other computers (Ataris, etc., etc.).
- Made possible by Dattel's unique colour printer driver - now you can have a handprint to up to 30 colours! • No need to buy - just plug it and print!

**PACKAGE INCLUDES... 1 YEAR 100% COLOUR PRINTER WARRANTY £295.00
COMMODORE PRINTER INTERFACE £87.00
Dattel COLOUR PRINTER DRIVER SOFTWARE £87.00
NORMALLY £469.00**

COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC110 or LC 200 Colour Printer we can supply the Driver separately.
- Works with LC100, DAtkinson Spectrum, Bandwidth or 486 or 486 Plus/Plus Plus.

HOW TO GET YOUR ORDER FAST!

TELEPHONE (24Hrs) **0782 744767** CREDIT CARD ORDERS

ORDERS NORMALLY SHIPPED BY AIR. (SEE ALL ORDER FORMS, BROCHURES PERMITS ETC.)



DATTEL ELECTRONICS LTD.



60/61A ROAD, PENTON INDUSTRIAL ESTATE, PENTON, STONE-ON-TRENT, ST4 9RS, ENGLAND.
FAX 0782 744262 TECHNICAL/CUSTOMER SERVICE 0782 744224

dktronics



Lightwriter™

- Ability to capture graphics (as defined) into your documents.
- Fully menu driven - supports papers up to 8 1/2" x 11" in.
- Top quality graphics that require no additional software (except Laser/Leadwriter which has yet to be created with your Lightwriter).
- Complete with all support files on the installation and use.
- Highly efficient design - many thousands have already been sold.
- The unit is attractively styled to complement software to integrate perfectly with your computer system.
- Accurate screen review to the computer's memory.
- Comes complete, ready to go - Plug directly into rear of Spectrum.

COMPLETE SYSTEM

LIGHTWRITER/INTERFACE/SOFTWARE ONLY £15.99



music machine

- It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different speeds with many varying effects.
- It's an auto-tuner & digital delay line. Create some very interesting effects.
- It's a two voice (voices) sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Music Machine supports full MIDI in, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- The full size MIDI keyboard to play the Music Machine.
- Fully MIDI compatible. The Music Machine supports full MIDI in, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- The full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI synthesizer's own sounds.
- On screen sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - It's the TOTAL SOLUTION!

ONLY £49.99

SPECTRUM



Now you can turn over Spectrum into a real Digital Drum Machine.

- Spectrum from Creative Marketing is a superb plug to extend their previous "real" drum sounds into it's unique digital system.
- On screen screen editors allow full screen composing (each sound may be edited in detail).
- Just plug the output into your Hi-Fi cassette player, etc. and there it - your Spectrum is a drum kit!
- Comes complete with 16-voice 16-note digital drum (Transistor and 16 Other Programs worth £8.00 absolutely FREE!

ONLY £14.99

IMPORTANT

PLEASE STATE FOR

ANY ORDER IN 0421

ORDERING FROM DATTEL WITH YOUR VISA CREDIT CARD IN BRITAIN SEND US £8.99 + 6.00 P&H TO 0800 333333. TO ORDER FROM ANYWHERE ELSE IN EUROPE YOU MUST ADD POSTAGE OF 5.00 PER ORDER.

dktronics



PARALLEL/CENTRONICS PRINTER INTERFACE

- Now you can connect most full size parallel printers to your Spectrum.
- Fully re-loadable controlling software (included).
- Supplied with interface with most software using the printer standard (e.g. Tascam, Sanyo, etc).
- Laser, d'Printer supported & 80lines screen dump (Speed).
- Comes complete with printer cable - no more to buy!

ONLY £19.99



RAMPRINT™

THE ULTIMATE PRINTER INTERFACE WITH MULTIPLE WORKPROCESORS... NO SOFTWARE TAPES TO LOAD!

- Works with most any full size Centronics printers.
- Huge range of printer driver options for maximum compatibility.
- Software on disk - just insert up & go!
- Even has built in printer interface (Kingprint).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

- Not only can the printer drivers in RAM - the RAMPRINT even has a wordprocessor built-in! Just press up & type.
- Full range of wordprocessors (removable without the need to load anything).

ONLY £34.99 NO MORE TO BUY!

HOW TO GET YOUR ORDER FAST!

TELEPHONE (24hrs) 0762 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 HRS. ALL ORDERS BY POSTAL ORDER MADE PAYABLE TO...



DATTEL ELECTRONICS LTD.



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKES-ON-TRENT, ST4 2PS, ENGLAND.

FAX 0762 744702 TECHNICAL/CUSTOMER SERVICE 0762 744724



JOYSTICK

Super Deals



Quick Shot
PYTHON 1

DIPSTICK

JUST LOOK AT THESE JOYSTICK/INTERFACE DEALS!!

QUICKSHOT Probably the best selling joystick in the world. Over 20 million units.

- Trigger and Top Fire buttons for extra quick action.
- Four warning rays help to facilitate one hand action.
- Auto Fire feature - switch control.
- Superbly styled with extra long track.

DIPSTICK "Triple action" Auto Fire makes this probably the world's fastest rapid fire joystick!

- Eight way Move rotation for greater precision and higher scores.
- Superbly styled with extra long track for comfort whilst playing.
- 12 month guarantee - 90% feedback made.



**STANDARD
(KEMPSTON)
INTERFACE**

**SAVE
UP TO
40%**

- Full Amstrad compatibility.
- Superbly styled.
- Fits snugly into your Amstrad full controller.
- Accepts all joysticks with standard 19 pin plug.
- Supports rapid fire.



**TURBO DUAL
INTERFACE**

- The Ace Turbo is a dual fire joystick accepting up to 2 joysticks.
- Supports all Amstrad - Kempston, Caster and Interface II.
- Built to meet needs with player space for two player games.
- Works with any standard 19 pin joystick including rapid fire.
- Superbly styled to match your Spectrum best available for all.

**OFFER #1
JOYSTICK INTERFACE PLUS
QUICKSHOT PYTHON 1
ONLY £13.99**

**OFFER #2
JOYSTICK INTERFACE PLUS
DIPSTICK
ONLY £18.99**

**OFFER #3
RAM TURBO INTERFACE PLUS
STANDARD PYTHON 1
ONLY £18.99**

**OFFER #4
RAM TURBO INTERFACE
PLUS DIPSTICK
ONLY £22.99**

HOW TO GET YOUR ORDER FAST!

TELEPHONE (24hrs) **0762 744767** CREDIT CARD ORDERS

ORDERS NORMALLY SHIPPED WITHIN 24 HRS. ALL CHECKOUTS SUBJECT TO STOCK AVAILABILITY.



DATEL ELECTRONICS LTD.



SCRAM ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STORCE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0762 744292 TECHNICAL/CUSTOMER SERVICE 0762 744324

DATEL
Electronics

REPLAY

HEROES OF THE LANCE

Kick/13.99

Alas, *Heroes of the Lance* was originally a MSNogame.com, although for the life of the I can't see why. I've checked to see if the issue it appeared in was April (it wasn't), so it couldn't have been a joke. I've checked to see if the reviewer I question actually exists (he does) and so I can only conclude that heaven forbid, we were wrong. The aforementioned reviewer will never work in this town again.



So I said to him, I said "What are you doing in this strange land?" and he said "Some take themselves shopping". And then I killed him.

I'm stalling a bit here, but barely I would have had more fun trying to load the latest cassette album into my poor unsuspecting floppy than this. Not that it isn't well programmed, it's just that this kind of game needs a certain something if it's to make the crossing from the role playing Dungeons and Dragons universe to the Spenserverse. To be quite frank, having dismantled the cassette with a sharp knife and a screwdriver (cross-point head), I can't find it anywhere. Personally I found it monotonous, fiddly, unbearably complicated, monochrome, very very dated and I kept getting holes. (Press F10) The menu system is a danger to your sanity, and the only way to fight is to back away until one of the opponents is dead. The plot is unhelpful in the extreme, something about collecting the Draks of Unpronounceable from a cursed city. I've got nothing against this type of game and I'll not try to be controversial

or anything, but somehow *Mercs* and I didn't click. We just sort of rubbed unconsciously against one another. **Rich** Ⓞ



TURBO OUTRUN

Kick/13.99

One thing that can insupportably be said about the *Outrun* series is that they've got a lot better – *Outrunners* crap and *Outrun Europa* less pretty brilliant. *Turbo Outrun*, the middle one, was somewhere in between. Anyway, if you like. Or quite good. That sort of thing. What you may not know is the actual differences between *Turbo* and the rightly adored original. Well, it'll tell you, this time you race across the entire US from New York to Los Angeles. Along the way there are varying weather conditions in the form of snowy mountains,

In an effort not to appear Dutch, we've got hold of the brightest reviewers and the newest games. And it's all for you!



Well, these Formula cars lurched to 40 in 10 seconds? I could better on *Andy's* 8th crop like. Well, it's got a nice steering, no matter I guarantee.

sunny deserts and rainy cities. There are also road barriers, puddles and bumps. And, um, that's about it really.

Apart of course from the *Turbo* bonus that can allegedly get you through the levels. But the overall increase in speed is so, substantially small that it's going to be useless and complain. It's not too slow, but it's jerky and rather hard on the eyes – not very Chase HD-like if you ask me. Another grumble is that quite often your own car sprite obscures the other cars in front of you. This is very frustrating.

Turbo Outrun is cheap and fun, but it's also a jerky, repetitive multi-load. **Rich** Ⓞ



DRAGON SPIRIT

The Hit Squad/13.99

Only the other day I was trying to work out how many shoot-em-ups featuring dragons I've seen and I came up with three – *Theros* (ancient), *ST Dragon* and *Dragon Blood*. A few days later, yesterday in fact, whilst on the toilet I wondered "what made them so good?" What on the lot later that day I realised that it was because you actually used parts of the dragon to help you – its fiery breath to flame bushes, its tail to curl around you and protect you or to whip enemies with.



Continued on page 98

TURRICAN

Kick/13.99

Turrican is a bloody good game. So good, in fact, that my friend from across the road has stolen my copy. Never mind, at least I got to play it first.

Turrican is possibly one of the most blathered about platform games in the somewhat historic history of history itself. It's a bit more than just a platform game – it's a large platform game. Just take this issue of *Your Sinclair*, remove the staples and spread the pages over the carpet of your favourite sofa. The covered floor space still won't be as large as the first level – that's how big it is.

It's also a shoot-'em-up, 'em being the entire mobile alien population of the Universe. As an exploratory game, you get to wander around levels looking for secret caches of weaponry. This can really take it out of you, and your time too. Oh, and it's a multi-load too.

In true zenaphobic tradition you're given a grid which is about as likely as Rod Harris. Well, what really matters is that you get to deal out some loud, colourful and extremely painful death. There are six possible ways of destroying any one enemy, so you really are spoilt for choice. As for variety, there's loads of it. Each level has its



own theme and new enemies emerge each time twice as big, four times as deadly and dripping with slime.

There are but two niggles – there appear to be no 128K extras, and it doesn't wait for a fire press after loading in levels. But apart from this, I can't find a single fault. If you poor deluded souls haven't already got this, I suggest that you dash out and get yourself a copy pronto *Turbo*. **Rich** Ⓞ



Watch in amazement as different coloured things drop out of the sky and land on the ground in piles.

Compilation

Chart Attack

Gremlin: £19.99



Gremlin, possibly the finest ever software house to be named after a mythical beastie, have released a pack of its latest hits. It's called Chart Attack. And, if you'll just pay a nominal fee, remove your coats and outer garments, then follow me into this dimly lit tent, you'll most likely see what can only be described as a review of it. (Oh dear, oh dear, 5/5)

Gremlin 'n' Gremlin

Muddle on that mucky sword, take off that obviously twentieth-century wristwatch and hide those incriminating bicycle clips. For it's time to hop into Gremlin's most famous underwear as Gremlin 'n' Gremlin pushes back into full life. Bigger, more playable and even tougher than the original, this new speed 'em-up also features a nifty arsenal of



In an attempt to stop the chaotic chaos attacking him, Marty uses the soundtrack of a bubble dance, and it worked! The musician, having the dance, sometimes like that and never even to buy another Bubble Up.

and prepare to read with interest (and a little address) the sentences that follow. From the talent behind Rick Dangerous comes the pointless updating of Mighty Mouse. Five big levels of basely presented platform action seem to promise a game to pop your Tru Tubs. Unfortunately impossible must have been crossing his little furry fingers. It's slow, linear and frankly dull.

Travel van among those bubble cars you sometimes see, it towers over the gameless Amiga version, you see. Blast overflows with awesomeness, fast action and more of all, fun. A total buy. (Marty's) 10/10

Superman

Superman with attitude, this is a two-age scrolling race game with chassis armour and car-to-car missiles, and the emphasis is on tyre-burning manoeuvres. As you plough on with these, you'll feel the need to refuel your car from time to time. Gremlin, clever! (Marty's) 8/10, but they are, have considered this, and have given you extra armour, better weapons and even more powerful cars. All you need is the dash to collect 'em. And you only get that by skill and an impenetrably violent

Julian Expert Turbo Challenge

This is one of the better 'em-ups, because it doesn't continually show the screen in your face. Both the one and two player modes are dead quiet. The idea is to watch your ball of the horizontally split screen while, if another player is racing, he watches his. Get confused between the screens and not only does the car seem to stop responding to your joystick movements, but it seems to be doing everything your human opponent wants, it is. And the other car seems to crash, looking like nobody's controlling it at all. Spooky, until you realise your mistake. (Actually, if you're that stupid, you deserve to lose!) 10/10

Anyway, whether prancing the wing mirrors of floppy competent computer drivers or



If I don't stop here, how dare you of those big wheels into the road, then punting the tyre into the wheels the best, for the

turning turns avoid your turning best friend, Lotus is increasingly enjoyable. The small playing areas conform with the roller-coaster landscape to increase the excitement, as you're often driving blind. My only quibble is that the cars are curiously identical. First gear. Sorry rate. 8/10

A good spread of games and four excellent games make Chart Attack 100 value for money. Put it on your Christmas list now. 

Ten baffling things popularly attributed to Gremlin

1. The sporadic breakdown of allied machinery during the second world war.
2. The Top Bridge disaster.
3. The destruction of Kingston Falls.
4. Gyles Brandreth.
5. The absence of point six in any log ten list.
6. The Ford Focus.
7. Baby gremlins.
8. March 10th, 1992.
9. Gyles Brandreth again.



With a change, I guess you're traditional because of having an eye at your Gremlin. Yes, Gremlin 'n' Gremlin is certainly up there.

add-on weapons and the chance of being turned into a duck. Let me re-phrase that: without ever stands in the way of true games. Tragically, however, only the 48K version is included in the Chart Attack compilation, so denying 100000 a truly exciting soundtrack, but judged on gameplay alone this is mean, and mighty addictive. 8/10

Impressario

If you're a fan of burrowing creatures in general, or if you are only interested in mice, settle down into a comfy chair

nowhere near the standard of Flak and Turbidity of light-years behind. Pete Harper's original lobby trilogy, that beat, more of a mistake. 8/10

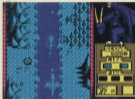
Shadow Of The Beast

An enormous punch while you're in there, although it's glibness and a high degree of playability. It wouldn't be disloyal to compare Shadow Of The Beast to a veritable Camel Tower amongst small bumpdowns, or even a large



I may be smaller but I'm faster, so if you don't get out of the way I'm going to be a success for your game and call myself Fasty.

manoeuvre. Yes, you've got to ram opponents and manufacture pile-ups while hurtling round a nightmare track of junctions, tunnels and underpasses. Outstandingly playable. 8/10



and Linaker passes to Bull, who passes on the leads to the dragon. The dragon roars as, staying on-side, and leaves over the mountains to get into fantasy land, where he can examine his shooting skills...

So imagine my surprise when Dragon Spirit popped through my door to reviewing. I immediately loaded it up, had a few goes, sat on the tee for inspiration, and came up with this analysis.

Dragon Spirit isn't as successful as all the other games with dragons in it as the dragon has nothing to do with the game. You simply shoot vertically up the screen, shooting other dragon-related things while flying over the sort of scenery you'd imagine dragons to fly over. In the arcade, the graphics would probably make the game look quite innovative, but here it seems identical to about fifty other shoot-'em-ups including Flying Shark and Gemini Wing, the only major difference is the redlined graphics. Fans of this sort of thing can't go wrong cos the game's got some neat

touches and plenty of power-ups. But all in all Dragon Spirit gets really fired away in the low at the corner of the shot marked 'vertically scrolling shoot-'em-ups that are all the same', while one suspects it will stay for some time. Hardly the thinking man's shoot-'em-up. Rich ☐



OPERATION THUNDERBOLT

The Hit Squad CD in Operation Thunderbolt is an into-the-screen shoot-'em-up which is viewed

from the first person perspective.



There's an interesting twist in that the buddies look as if they are shooting out of the telly

screen and directly at you. For added realism you can shoot "bullet" every time you're shot. If you want to make things even more realistic you could point a toy gun at the screen and shoot "bang", whilst cunningly using the other hand to play the game.

The idea is to shoot absolutely everything on screen except the hostages. You're supposed to be saving them, although the temptation is to blast them a somewhat overpowering 4,000 is strictly limited, but more can be picked up along the way. Without

doubt, or any form of bias, the best conversion of all it and 16-bit games was on the Spectrums. It's quite phenomenal that any home

computer can cope with five large buddies, a helicopter or two flying above, and a two-player option. But guess what? The Spexco can. It's fast, it's frantic, it's varied and it's great with two players. It's been closed but this is the original (well, the follow up) and the best. Crispin - another F2 Magazine. Rich ☐



Oh well it's the crash landing/battle buddies with their weight addition. You'll need to call in the special weapons buddies before to load em!

CHASE HQ

The Hit Squad CD in Megagame, Crash Smash, Double Use Classic, C+ V3 H8, Games Machine Star Player, What Toaster?

Best Buy, Game Breakers, Gameco Recommended Purchase... need I go on? Chase HQ was a confirmed classic when it first packed its bags and made its tentative journey from coin-up to computer conversion back in 1988. Luckily, it was at least one and three quarters times as good as the Spectrums then on anything else. The super fast and smooth graphics (minus colour), the sound (yes, sound, including digitised speech), the playability, the addictiveness. All this, and practically everything else in the coin-up seemed to



have been miraculously squeezed into our rubber layered chassis, just going to show the Spectrums it by its means on its last legs. Which is quite ironic because the legs fell off my Spexco years ago. I'm beating rather annoyingly around the bush again, but I hardly know where to start - even though I've almost finished the review.

The game is a straight race-'em-up where you have to catch up with a buddy and then can't get off the road, all within a time limit. This makes a great change from beingly racing against the clock, and there are loads of great touches, such as jumps in the road, tunnels to drive through, splits in the road and a great intro sequence. Crash, Wilkie,

Sory - but I just couldn't control my excitement any longer. I'm just going to have to make Chase HQ a Mega-game again. Rich ☐



"Wow... I accidentally redlined the legs on SMOCKER and what I don't do is to do the usual mode."





PLAYED POINTS WITH CASH
£0.00p

WINNING MESSAGES
BIMADD... 300 POINTS
2 POINTS BONUS

Q. What is a Polygraph?

A... CORRECT!

C. Heart Rate Measurement

START PASS ABC

Paul I know that! But a more interesting question would be "What are there are acceptable faces to the before in each letter on the START LINE?"

Completion

QUATTRO FANTASTIC

CodeMasters 03.99

If you're a compulsive gambler, you've probably got no money left at all. So you can't go and buy *Quattro Fantastic*, which is all about gambling. Kind of a cliff-hanger, isn't it? (C/P 14)

Like most of the *Quattro* completions, there are four games. Hence, I suppose, the name *Quattro*. All these games have either a juke or a casino feel (or both), and they involve the various spinning of reels you haven't got.

Let's finish a week look at them, shall we boys? Y'hears?

Fruit Machine Simulator

Yes, there has to be a simulator in there somewhere. So this is it. You feed it up and see a complete proxy of a fruit machine. By pressing various keys you can load, change bank, start, middle or spin. It's not too good with fruit machines, it's very pretty, with flashing bulbs and bright lights, and hypnotic sounds of whirling colour.

If you have got any skill at all with fruit machines in casinos,

you might actually be able to make some dough with *FMS*. But, seeing as it's only a *CodeMasters* game and not a real fruit machine it'll be pretend money. Man, lawsuit and all that.

Still *FMS* is a pretty sleight-of-hand notion of a machine, as all know and find annoying, or, less.

Paul Wins

If you watch the bit you'll know that Paul is excited, and derailed. Not even the inclusion of trivia machines can make them acceptable, so the *CodeMasters* have come up with the perfect solution. Try at home. Brilliant concept, boys.

You've got to select a category. Then answer the questions in a line, first by passing either A, B or C. That's all there is to it.

If you're stumped on by the idea of answering questions like "Which building did King Kong sit on?" or "Who wrote 'The Sound of Silence?'" you'll be in your element.

In fact the only bummer is that you have to throw a number over the right button before pressing it. This is a simple operation, but gets dead confusing when you've got about a tenth of a second in

which to get the answer right and click on a 50p, or the whole of it's not a bad lot generator.

Wacky Slots

I've got a feeling *CodeMasters* want completely off their respective rockers as they write this. It's, shall we say, a real strange. You've got a character

called Meggie Laul who looks like a Britney Spears puppet and talks incessantly. His analogs integrate incessantly and they actually stand in for that up during the game. Then you pick a character to play. There's Jocky Planner, Nigel Hinx, a barman and several other people who you wouldn't normally expect to see playing slots.

What you have to do is guide a character hand as it rotates around. If you get it into the right position, hit fire and the dart flies onto the board. Simple.

You can play either 50p or round-the-clock (but you'll probably get bored), but, ha, it's great but the probs is the opponents are all really tough.

game of traps (slots), but it's quite crap as well.

All are playable, and you've got thousands of dollars to play with. You can wander over to the "wheel", hit the "table", play the machines or shoot "traps" just like they do in *Spinners For Hire*. Great entertainment, especially if you've never shot "traps" before.

Overall, I have to give the *Quattro* games a Megagame. There's a lot of fun to be had without making your dough, and if you play your cards right you won't have to take to any of your relatives over the entire Christmas



CASH 1 00000

SPINNING!



Place your bet! Spin the wheel! Live all your money on the wheel! What's a trap? It's a trap to magnets and mirrors! Yes, available in the most multi-coloured things you can buy on a precept machine racing.

Wacky Slots Casino

There are five casino-related games here, so in the *Quattro Fantastic* tape you're actually getting five games.

There's an always-repeating thing, another fruit machine, a other game, a *Blackjack* player and a trap game. No, it's a

period! The only alternative is to pretend you've got

travelling. I know which option I'd prefer to go from here!



This is complete crap. These little slots are dice. You roll them, betting bet on the result, and, if you're psychic you win a pile of cash.



All these machines, the stars of *Wacky Slots*, which is... you can get better.



MOVIE

Premiere

NOW SHOWING!!

TEENAGE MUTANT
HERO
TURTLES



For years the magic of Hollywood has been the focus for the
of people the world over. Nothing else quite matches the
screen to transport us beyond the barriers of reality. Through
medium of your computer, Movie Premiere offers you the
in this magic . . .

Four of Hollywood's hottest films are now showing on a screen

BE FIRST IN THE QUEUE TO ENSURE

2 BACK TO THE FUTURE PART II
3 GREMLINS 2
4 DAYS OF THUNDER



BACK TO THE FUTURE PART II
 1989
 100 minutes

DAYS OF THUNDER
 1986
 100 minutes

TECHNOLOGY HERO FEATURES
 1989
 100 minutes

FORMATS
 Commodore Amiga,
 Atari ST,
 IBM/PC 386,
 IBM/PC 586,
 Commodore 64 disc,
 Commodore 64
 cassette,
 Spectrum cassette,
 Amstrad cassette,
 Amstrad disc.

elite

Elite Systems Limited,
 Anchor House, Anchor Road,
 Boreham, Walsall, West Midlands
 B70 8PL, England.

e fantasies of millions
 ability of the silver
 gh the interactive
 chance to take part
 n very near you(!) . . .

YOUR COPY.

**4 GAME
 COMPILATION**

elite

FUTURE SHOCKS

Rolling back the years, the laughter and the tears. Here comes a sneak 1992 preview of what the Codies will be up to.

SUPER SEYMOUR

CodeMasters

Used to happen, CodeMasters, those dreamt-of egg-and-slug obsessed buggies, have embraced the trendy green issues of today.

What's happened is that Seymour (inventor here from that Hollywood film-making business?) is trying to save the

world by getting rid of all the pollution. Quite low for messages this, what world leaders and Prince Charles can't, isn't really explained.

Anyway, the game is an all-action classic arcade style, in a thing. Each level is on a single screen, so there's none of that walking-around-for-ages-collecting-items nonsense which the Codies seem to be so fond of.

Seymour has to leap and run around on the platform (viewed from side on), clearing up all the toxic garbage that people leave lying around. Careless, eh?



As well as simple objects like barrels of nuclear waste and spurned oil wells there are noxious mutants, created by the unorthodoxy of it all.

Those mutants fly around the screen, and you must either avoid or destroy them. If you plump for destruction, you'll be glad to know that you've got a few tricks up your sleeves, even though slugs don't really have skeletons - unless they're for their insides. (Get on with it, James Earl Ray, here are those moves it full...)

- Super blow. Seymour can knock out the mutants by taking a lungful of air and expelling it at great velocity towards them.
- Super spit. Seymour can spit wolf a load of spit. He keeps the pipe in his cheeks and fires them out, machine-gun-like at anyone around. (Sigh!)
- Super snare. The slug can trap a mutant with this, then stamp on it to finish it off. Neat, but it's got to be done. If you

hang about, the muties get out of the snare and come looking for you.

● Super sprint. Speeds up Seymour considerably, and gives him the edge when attacking things. It's like eating raw Pea Noodles.

● Super George Leap. This enables Seymour to jump right to the top of the screen without having to go through all that boring climbing-up. Excellent.

You can see how, armed with all this, anyone could easily clear up the world toxic waste problem.

The graphics for Super Seymour look dead cute, and CodeMasters say that the action is fast and stupidly addictive and - finally! Seymour's all the big trouble bundle of goodness he always was!

How dare they borrow our catchword "After catchword" (After catchword)? Surely? PS



Right, all that victory stuff is overrated, isn't it? You just got it in this form. Seymour.

NEXT MONTH



YOUR SINCLAIR BY ROYAL APPOINTMENT



BY JANE BROWN

Forget the Fab Four! Next month the Fab Five (the 15 team to you) are all set to pick up their MBAs.

My husband and I...

Old Queenie gets new, too excited at the thought of meeting all her fans. Letters, Tipstaps, Spec Teo and Adventures remain calm and collected.



regal rooms to get to those right regal reviews and majestic Megapreviews.

Rich Tea or Royal Shortcake? Our sugar-sprinkled, crinkly edged coverage has been specially

prepared by the best chefs in the land. Using the choicest ingredients money can procure, they've produced a tape with dainties, PKEs and games aplenty. Drink it in your tea!



The February issue of Your Sinclair will be at a royal residence near you on Thursday the second of January, 1992. It's enough to make a Queen go to the toilet.

A POWERFUL TRIAD IN ONE
FORMIDABLE PACK

ADDICTED
to Fun

NINJA
COLLECTION

SHADOW
Warriors

DOUBLE
DRAGON

DRAGONNINJA



© 1988 TIGER LTD.



AMIGA ATARI ST



**AMSTRAD
SPECTRUM
COMMODORE**

