

BRITAIN'S BEST-SELLING SPECTRUM MAG!

MAY
1992
No 77

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Ever-Wed! Top brothers reunited Wednesday & Co because it's cold entertainment!

YOUR SINCLAIR

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SNAP! CRACKLE! POP!

We celebrate Ocean's Addams Family with an absolutely shocking Megapreview!

Mon souflet! Some rogue has cleared off with your exclusive Indy door hanger!

Bow down to the humble magnitude of our glorious tape. Wallow in the waves of cerebral karma and rejoice with Mazemanía and Quest Adventure. Dig?



Zoom to page 60 for the clues blurr!

SHOCK TALK

Murray House can leap and pounce. He's ignoring Edam on page 28 ● It's mad, it's red and it's thoroughly hilarious! Soccer Pinball's on page 16 ● Is this the end of the *Never Ending Story*? Find out on page 26 ● When giants meet, Bangers and Mash & Growl and Fowler and both previewed on page 42!

Plus! We rate and review 15 Easter eggs! How to tell if someone has really, really, really got the hots for you! And! Zip inside and try our exclusive Indiana Jones compo for size! We love you all!

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CONTENTS



Music: Andy Schickel tells Editor Ruff you favorite ringtones. Plus the top 100 ringtones and album releases.



Music: Andy Schickel tells Editor Ruff 10 favorite ringtones. Plus: David Lee Roth's new CD, album.



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Looks! Another month, another issue. Here, as you'll have noticed already, there have been a few changes made to PS and I thought I'd take a few moments out from shaving my Alpacas (Oy!) to explain them.

The most obvious change is a brand new area of the magazine. It's the bit of the mag we're most excited about at the moment and it's called The World. However, you *could* well be wondering why we're bothering with stuff about bowties, tires and records in PS. The reason's actually quite simple: there's little else to write about.

You see, the software companies are slowly but surely pulling out of the entire 3.5 floppy computer market, save for a few re-release labels. This leaves us with the odd budget company and the odd game. In fact, so few games are coming out for the floppy these days that we decided to look in other areas of life in order to keep you fed informed and to keep the issues as large as possible.

The shed-crew took a vote and we decided that we'd break new ground and try and give you the big picture. The World is quite probably going to be the future of PS. So if you love us and you don't want to see us go the way of the other magazines, then carry on reading. It's still PS, we're just peering slightly beyond the food door of the shed now. *Andy*

ISSUE 77 / May 92

WELCOME THE **SINCLAIR MAGNIFICENT 7**

EXCLUSIVE!



MAKING A NEW COMPLETE GAME!



PLUS!

A COMPLETE GUIDE TO THE NEWEST VIDEO GAMES FROM TOYO (UPHURRY, DOUBLE OR NOTHING AND A COLLECTION OF STUFFY)

THE FUN KICKS OFF ON PAGE FOUR!

14



They're smoother than the cream in a twinkie!
Please welcome the Addams Family. Word up!

NEXT ISSUE ON

S MAY 77

REVIEWS

- 10 Potsworth And Co
- 16 Q15 Tankbuster
- 18 Soccer Pinball
- 18 Johnson
- 18 Stryker
- 19 B&B
- 20 3D Pool
- 20 NeverEnding Story 2
- 28 Munny Mouse

PREVIEWS

- 14 Addams Family Megapreview
- 41 Captain Dynamo
- 42 Grell And Fella

10



Potsworth & Co

Trouble's about to becomed as Potsworth sets out to solve the mystery of the empty butter dish!

THE REGULARS

- 1 Considerable Cover
- 4 The Mag 7
- 6 Pease
- 11 Joystick Jugglers
- 13 Indiana Jones And The Fate Of Atlantis US Gold/YS Compo
- 21 Letters
- 25 Where Are They Now?
- 26 SAM Centre
- 29 Comic Strip

19



54H

He cracked about too much, his own threw him out of the boss house and now he's got to earn his respect. Chimps and gimps ahoy!

42



Grell & Fella

One gets in, one fairy and a whole lot of woodland fun. You'll never crush a leadfoot again!

- 30 Adventures
- 33 Tipstop
- 34 Addams Family/YS Poster
- 35 Spec Tec
- 45 Haylo Problem Page
- 48 Program Pinball
- 48 Input Output
- 49 Spec Tec
- 51 The World
- 64 Crossword Clues/Black Issues
- 65 YS Subscriptions
- 68 YS Warehouse
- 67 Next Month
- 94 Strawberry Fields

51



The World!

Which are the best Easter eggs? How do you know if they really have you? And! What is a base metal anyway?

WE'D DIE FIRST!



Attracting a good thing, but it should always be put to good use! Innovation. So, just what would you like to give us?

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 2) (ing) (in) (the) (Saturday) (magazine) (and
 watching) (being) (and) (coming
 soon... (Amiga) (Magazine) (Weekly)

But what we really want to know is... who
 is it that as soon as you finally get a
 girlfriend, then other friends
 suddenly and why
 both parties partners
 turn up?



You can keep your Dating Budd! 'Tis the merry month of May and we've got three full games, a fabby utility, a dynamic demo, a groovy music prog, and a top hat full of POKEs.

You'll be amazed at MAZEMANIA. It's complete, exclusive and on page four. Hurrah!

Search and destroy in the complete QUEST ADVENTURE on page five.



Whizz around in our complete reader game. It's RINGSPIRE and it's on page five.

Roll a ball or two! Turn to page six for our demo of TILT.



Sort out odd numbers with the OUR DEBRASSEMBLER utility on page six.

Tune in and hunk out to the TOXIC ELEPHANT theme on page six.



Look out for Janky in PORCELAIN on page five.



MAZEMANIA

Hewson

COMPLETE GAME

Where at 15 believe strongly in quality education so, before we tell you about this month's exclusive covergames, let's take a few moments to review the history of the coin-op arcade machine. The development of the arcade game can be traced clearly through three games. First, there was Frog, that edible-the-dog game where you had to knock a low-resolution blob past your friend's low-resolution bat, and vice versa. Then there was Space Invaders, the first true coin-op. The third historic game was, you guessed it, Pacman. Remember Pacman? Of course you do - who could ever forget the maze muncher stage game that launched a thousand clones with slightly different spellings. At those wily old days - the world was bright and young, all games cost 10p a go, and few graduates hadn't yet seen the advantages of copyright.

Anyway, he said in a waggling-tongued sort of voice, Mazemania is the best of Pacman- clones. Y'know, it's new and improved. (And matches better than either! Did I say Frog, huh? Just like the 27th century, and you've been trapped in a huge swirling maze by the forces of Doom. Your only hope of escape is to



It was at times like these that Flippo really appreciated the value of a good, playably-related covergame.



Down in the garden, Flippo pined. Even though his long existence was being threatened by a deadly old creature, he couldn't help but admire the landscape.



roll around the maze, flipping the floor tiles to reveal secret colours. When all the tiles are flipped, a portal will open, allowing you to proceed to the next maze. (But) Game tiles can only be flipped from a certain direction, while others revert to their original colour if you pass over them again. And then there's others which require Flippo to run over them twice in order to turn them over. (But... eh?)

Oh, and every so often you'll come across a gap in the floor. Luckily, by pressing fire you can jump straight over them - a splendid ability that also comes in handy for leaping over the wiggling nasties. Ems, and that's Mazemania in a nutshell, basically. It's all brilliantly playable and more than a little addictive. Load it up, jump into those mazes and get lost. Aaaa.



Flippo was dead. All those deaths, all those flips - stacked in an instant. And what of the little ones? What indeed?

CONTROLS

Joystick or definable keys

QUEST ADVENTURE

Gremlin

COMPLETE GAME

Herison

Quasi is never going to win any awards for presentation but fret not, for this adventure more than amply delivers where it counts – with the gameplay. Hailing from 1983 it was one of the first adventures to feature interactive characters, as well as a fair number of well-honed puzzles. The plot behind the game is that you're an omni-racial traveller in a mystic land, and you're out to find a map. Quite why you're trying to find it, nobody



No thing had planned to ride out and save the day, but for who or what? It's your quest to find it.

know. Perhaps it's a treasure map. Or a road map for the less well-travelled sections of Boodle, or something.

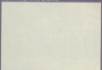
To aid you in your quest, you can choose to be one of five characters – wizard, cleric, rogue, fighter or slinger. Each has different strengths and magic attributes, as well as a unique and fetching gash costume.

Quest accepts multiple commands (that is, you can string commands together with AND or THEN), but before you roll off on your quest, there are three things to note. You can BUY certain objects at any time (if you've got the cash) – these objects are a PAPER, a SHIELD, BREAD, a STAFF and a MACE. Secondly, magic is an integral part of the game. The spells you can cast are MAGIC, DIS, DOOROPEN, MAGICCAN, LDRGLOUT, HEALIN, FIREBOLT, ICEBLAST, ENCHANTSHIELD, STONEIT, ZAPHER, SUPERSTRENGTH and STEALER.

Finally, someone's left a lamp in the hut. What a stroke of luck. Well, that's all the help we can offer – the rest is up to you. Good fortune, and may the great goddess Morg smile upon you with benevolence. Fating that, pick a Light.



Lights were benevolently, tentatively left in the forest. Despite the gravity of the situation, she just couldn't help but laugh at the problem.



Even those above, Morg, indicates this creature that got to your feet and spent your pennies. It takes you to the next level.

CONTROLS

Simply type in the commands



RIKOSPHERE

by Tim Blacklock

READER GAME

Paving ones more than 15 readers are sponser than Sparty the dog and his electric friend Booz, Tim Blacklock has come up with the sophisticated, fast-moving puzzle game.

Set in the future state of Libinia, the game follows the fortunes of Piro Bobbling, the world's top Rikosphere player. This highly-popular sport takes place in a series of arenas stuffed with deadly traps. The

contests, separated into simulated luggers, have to control their craft (relics is called a Rikosphere) with a series of directional commands. The snag is, there are a limited number of coms they can use to steer around the arena and reach the exit. If you haven't yet heeded, you have to take control of Piro's Rikosphere, clicking on the icons to change its direction as it whizzes around.

The whole thing is unashamedly snail – you're often got just a few seconds to click on the correct icon. Hours of fun and perspiration await. So take care, make money and remember the Rikospherists' motto – One Mistake And It's Squidly Time. Search.



After, after, after, after. You're my rabbit and I love you. (50 points)

CONTROLS

Joystick or directional keys



Rikosphere arena, they'll be covered, your Rikosphere is heading straight for the exit. Best click on the 'down' icon, and

POKERAMA

After Jon's lightning misadventures of the last few months, he's taken to looking both ways before getting out of bed.

On Friday he plucked up enough courage to go out to the pub with a few carefully rolled, exceptionally safe friends, whereupon he was snatched up by a Hollywood talent-spotter and whisked off to star in the very expensive film version of Double Dragon 3. Halfway through, snatching he quit the movie and came back for huge salary in order to write the latest

installment of Pokorama. What a complete and utter fool, and Mad but lovable, that's our Jonny!

'Back North's too-office smashes this month on:

Play 2: Inly lives
Impress! Inly lives, Inly time
Dinky And The Told Folk: Inly lives
Spellbound Dinky: Inly lives
Gamin Planet: Inly lives
Mistronic: Inly lives, spells, gold and axes
Fisland Immortality and Inly lives, energy, better energy
Jonny Quest: Continue when japped

TILT

Line1

PLAYABLE DEMO



This month's snappy playable demo comes from those clever old Sinclairs: Line1. Evidently that clean



you're the big pink square. The idea is to score if you can, changing the position of the balls to create a clear path for the ball.



thing on that test version was quite versatile, and the balls in going on it seemed versatile will be removed at once as possible.

mountain air, coupled with tracing boats of jodeling and boxes of powerful Swiss choco, have done their programmers a work of good job. Tilt's a bit of a conker. It's a fiddle-with-the-maze affair - sort of a cross between pintail, a sliding-square puzzle and Flow Maria. As the ball rolls along, you have to move the walls of the maze to create a clear path. There are objects to collect, hazards to avoid and a time limit to beat. To help you, you can also influence the movement of the ball - but don't think this makes Tilt a pushover. It's a game with more tricks than



in Professor Bloop's magical game in the electronic features. It was presented by computer, for use in line in Sinclair.

Tricky Trick! Guggenbinder, the notorious carpenter's assistant of Conway Ray, and it's here you plugging away until you beat all three levels that the demo comprises. Further instructions are in the program itself, so stop reading this and get stuck in immediately. You'll be so glad you did.

CONTROLS

Joystick or definable keys.



007 DISASSEMBLER

G A Bobker

TOOLKIT UTILITY

Many famous programmers started their careers by pulling other people's code to bits in order to

see how it worked. If you've ever attempted to learn machine code, you'll know the horrors of trying to work your way through an endless stream of impenetrable numbers. Luckily, a disassembler will translate those ghastly digits into nice, readable assembly language, and by jingo we've got one of the very best disassemblers here just for you.

To install it, load up the code you want to examine, then either LOAD "" or MERGE

""GOTO 47, 307" lines in screen memory, so as not to clash with the code you're examining. Just enter the address you want to disassemble, and the program will leap into action. By the way, all CALLs and RETs are highlighted so you can follow the flow of the code. Next, sir?

CONTROLS

S Start address D Decimal mode
H Hex page G Copy to printer
H Hex mode



TOXIC ELEPHANT

Steve Anderson and Gareth Jayne

FUNK BOX

...all created as the BEAT!

YOUR SINCLAIR AND SONGS

TOXIC ELEPHANT

SONGS

duke
DUB IN JAPAN
DUB IN JAPAN
DUB IN JAPAN
TO GAN

Flora

DANNY PIETRONI

Professor Flou, equipped naturally with Bebe the master eye, does up his eye on the verge of being compressed by headless 75 feet pointed the wrong way.

Don't bother to ask - not even Steve and Gareth know why this music collection is called Toxic Elephant (They're students, which is probably explanation enough). The grip features four loop-around-the-loam music tracks, and as a bonus, two scotch messages.

Undoubtedly the peak of the JUKBOX game, and positive, unquestionably, unarguably the last ever one we'd be putting on the tape. Horrore! In the meantime, get top and happening in that funky beat, and let those feet included for your ears. Or something.

TAPE TRUBBS

Your '75 coverage has been summoned into the plane of existence by Quasely Grove, the Glaswegian soccerist of myth. His powers are mobile and vast, but occasionally he gets a bit funny around supper-time, spreads a pound of mince on his ankles and gets all the spells wrong.

So if your tape fails to load, simply outspan it along the living beds of a Jilly bag, embrace an egg and digest the whole caboodle to '75 Mag 7 No. 13. May Ith, Able Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 42C - NOT TO USE

Now invoke the powers of Scott Walker to guide your tape itself and true through the British postal service, wait 28 days for the replacement to arrive, and go home.

WIN • WIN • WIN • WIN • WIN



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HARD NUT

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WHY NOT TELL US YOURS!

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ON - GIVE
US A
CALL!

SPEAK TO

NICKY PUNT
THE LYING PERSON!

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IT'S PARTY TIME!



Sticks out for the lads!

Wow, all you gamers! Here are three new controls for you to get your mitts round, and aren't they spiffy! All three are fresh from the Speedy-toed studio which also brought you the Matrix-Ray and the Slings-Ray. Like most controls these days, they all contain coils of micro-wires, so that's where the similarity stops! Study the pics and details below, shake up your mind and go get a new year!

- 1 The Alpha-Ray £11.99
- 2 The Sigma-Ray £13.99
- 3 The Gamma-Ray £22.99



Get your party clothes out. Speedy's the time to celebrate! It's ZX 90 - the Speedy's 10th birthday and absolutely everybody's going to be there, including your beloved Y2 team. Hurrah! Get your diary and make sure you're not doing anything on Saturday May the second. The fun starts at two o'clock at the University Conference Centre, Mill Lane, Cambridge CB2 3RU.

It really is going to be the knock-up of the decade, as far as the eye can see people will be swinging from chandeliers and sipping champagne out of glass slippers... Oh no, that's a different party. Sorry! This one will be packed to the gills with the young and old, rich and poor, famous and not so famous all fondly remembering the first Speedy game they ever played.

The best thing about this party is the fact that you might even catch a glimpse of Sir Clive. Excuse me, sir! We're all big Clive groupies in the crowd and just to touch his hand would give us all an immense amount of pleasure. There are so many things we'd like to ask him but no doubt he'd refuse to speak to such piffing email. **ARRR!**

Never mind, sir Clive baby! We've happily accepted the Hobbit and watching loads of Speedy animation. If it all gets too boring we can simply lean back in our chairs and let that MIDI music take us higher.

Hopefully this 'no party'll show everybody what a beaut machine the Speedy is. After this show, the whole world and its mother will be queuing outside Diagon to get their hands on the last of the -2s. If Diagon have sold out, they're going to have to check out Eastern Europe, Arabia, Asia and Africa. Why? Cos they've got tonnes of them over there.

Tickets cost £7.50 and there are only 200 of them, so you'd better be speedy. For more details, write to ZX 90, 24 Wyche Avenue, Kings Heath, Birmingham B14 6LQ. If you're coming from the North Pole and need somewhere to stay the night then bed and breakfast is available at the Cambridge University Arms. Call them on 0223 351245 and remember to mention ZX 90. See you there!

Gender-User have dropped their money box and acquired Cash!

This means that there are only two Speedy mags left on the shelf - us, and the other one. The old Cash team have all found jobs but it's still unclear who's going to be editing the new GU incorporating Cash mag. But all you do need to know is that of the last year Y2 was submitting both the other Speedy mags by many thousands. Hurrah!

NEWS FLASH

PLAY AWAY!

On Monday the 13th of April, 1999, you can play games all day. In fact, you've got to play games all day. Why? Cos it's the first National Play A Game Day. Hurrah!

ELSPA (the European Leisure Software Publishers Association Ltd) have decided that playing games is so much fun that it should be taught to the attention of loads more people. So, on Monday the 13th, do your bit for National Play A Game Day and get your next door neighbour in for a swift hand! Hurrah!



If you've just flicked through this issue you'll probably have noticed reviews of a fair number of games including Hit-Tec's latest releases, The Jetsons and Potsworth And Co. The former sees Po Jetson trying to escape from the barely clutches of Mr Spacely, and in Potsworth you enter the Dream Zone to create loads of happy endings. How jolly! And wouldn't you know it - we've got a copy of each game for five of our lucky readers. Hurrah!

Well Copies of The Jetsons and Potsworth And Co could be skimming



through your letterbox and into your Specdy if you can simply answer the following questions...

1. What Hanna-Barbera character has a daughter called Pebbles?
2. Whose close friends get to call him TC?
3. What do Spacely and friends call their war?

Simply write the answers down on the back of a postcard or envelope and send them in to "You Can Call Me What You Like, As Long As It's With Dignity" Compo, 15 Compos, 29 Monmouth Street, Bath, Avon BA1 2DL. Good luck!

T-ZERS

Q1 Darren Jolly, the man in Zappan, is known to the members of Zap as Mr Chew-Dab by his own definition of Rapping Darren J. But did you know that the pseudonym means really? Plus, Darren's coming to and being seen were thrilled audiences all over the country when he toured with The Sensational Tobacco Road Wagon in "Blue Band". What, you make ask, how this is done with the noble tradition of "T-Zers" that, nothing actually, but we thought you might like to know. The real reason Zappan's in the Barbican column is that, as well as being fully committed to releasing original funk albums, they're keeping on with licensed releases through their other label Impulse. Currently being treated to a summer release is "Greatest" Taste Great. As you might expect, this is a cycle racing game. More news as we get it.

Q2 SAMCom can be addressed, home-grown Specdy software has already been announced. An anonymous but stunningly talented programmer has written Zenithal, which SAMCom say proudly is "a bloody platform game that's a good between Motorola and Intel-based with a bit of Space Invaders thrown in." Well, can't wait. It's out out at the end of the month, how Revelation, proud 22.00.

Q3 Following in the footsteps of a many a well-loved Specdy software house, Empire is about to launch a new flag label that will embrace its digital process. The first release will be winging that eye towards us aimed as you reach their words, so look out for bits of Empire-related wibble next month. Probably.

Oh yes, here we see a classic example of a "dynamic character counter with scrolling text" posted in YZ, circa May 1989. It was also the month when we gave away that new game Slurry via the computer. (Right? Perhaps days of innocence, eh?)

AT THE BUS STOP WITH GEORGE FORMBY

Here in the Shed, we very rarely let things off a spunky nature bother us. We all believe in UFOs, alien creeps and ghosts but we've never had the pleasure of actually meeting any. Dead, or otherwise un-human, beings. (Other than dogs and cats and things.)

So you can imagine our surprise when we met George Formby, ex-white bang singer and window cleaner, waiting for a bus at Piccadilly, Manchester. Spook, eh?

Obviously, the first question anyone asks a dead person is... YZ: Is George, what's it like to be dead?
George: Good? No? Don't you worry, some. I'm not thinking of dying, not yet. While there's windows to be cleaned, I'll hang on in there.

YZ: Oh, we're ever so sorry, we thought you were George Formby.

George: Aye, and so I am. In the real thing, me YZ: Okay, if you're George Formby, what are you doing here?

George: Doing? I'm watching that chip shop as one of a chip wearing green boots comes out. Pshaw, I'm waiting for a bus, aren't I?

YZ: But if you were George Formby, you'd have a good old-fashioned taxi. And a bang. Where's your bang?

George: I said it.

YZ: Well then, you're definitely not George Formby. George'd not let his wife rather than give up his bang.

George: You young people, you think you know everything. What you don't. I'm George Formby because this 'ere's my own. Do here.

As George shimmered into a big orange bus (based for the Windows Road) we had to admit that the man's logic had been sadly affected by his stay in another world. And he was such a good bang player.



Potsworth and Co

Hi Tec Premier £6.99
in CVD 56155



Dreams, eh? The source of ideas for authors, the source of inspiration for poets, the source of a truly awful song for Captain Sensible. The best bit about dreaming is that you do it when you're asleep, so you don't waste any time. The worst bit is that you only know you've been dreaming when you wake up unexpectedly and completely forget of the best parts. The other worst bit is having a nightmare, which is where Potsworth comes in.

Potsworth, yikes, it's a big one with a difference. He is uncommonly intelligent, speaks with an upper-class accent, leads the nightmare-busting Malignant Patrol and has three-000 on the wall of his room. The character came into being when two slightly eccentric Brits looked at their mad appeal and thought people would enjoy reading about his ludicrous adventures. Although they were right, and Potsworth became a minor success, the slightly eccentric Brits fell on their backs substantially higher, and settled up with Hans Battersby with an idea for a weekly cartoon show.

After making a few adjustments, such as changing the title, fiddling with the format and lugging a load of Americans into the cast, the Hi-Tec machine swung into action and Potsworth and Co launched onto BBC 1, attracting five million viewers, the show kept to the top of the charts, and the funny capine has never looked back. Except to see what's happening behind the...



Screen in the dark, dark depths of the Malignant Patrol, there's a lot to see and hear. The way that you'll find it, it's a real hell on earth.

INCREDIBLY USELESS PHONE NUMBERS TO CUT OUT AND KEEP!
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071 930 4832

Then all the talk about dreams and nightmares, you've probably guessed that the pot in the game is pretty strongly green. It seems that the rule of the dream comes, the Grand Secret, has been broken with income. Instead of producing a glass of warm milk and a quiet sit-down with the best bowl of Chai Maggins, the powers that be call upon Peter and the gang to test back the quality Potsworth's Dunbar. The magical equivalent of a Mince Pie, it's a special mix of five mysterious ingredients, and part of the test is to see if it's possible to make it if there hasn't been scattered around the dream zones by the wicked Nightmare Prince.

On each of the levels you play one of the members of the Malignant Patrol and their special abilities subtly affect the gameplay. Slip down to the right level for more info if you like. For those of you who prefer having your reading in a sensible, orderly fashion, each level is full around an enormous search-ten-out customer.

The stuff dreams are made of

Commerciably eager to keep away the memory of such horrible games as Top Cat and King Kong/Power, Hi Tec have come up with a game of starting playfully and intelligently. The funny thing is, there's really nothing new in the game - it's just that all the parts stick together to form a substantially chunky whole. The gameplay borrows elements of everything from King Miner to Switchblade, with bits of secret passages, uninvited monsters and hidden bonuses. Best of all, the game isn't linear - you can go wandering off pretty much where the fancy takes you.

Each level is made up of the six big areas, dominated by such devices as lifts, swinging gates and fairground rides. As you're not strong enough to cut off those by yourself, you need to find heavy

weights and roll them around (if you can drop them on the wicked bunnies). Needless to say, some objects are cunningly disguised and require maps quizzing from our heroes. There's even less need to say that the levels are crawling with baddies, but I will because it's only polite to do so. The levels are crawling with baddies. (When I say some are susceptible to a quick blast of firepower, while others are indestructible, how do you know which type is which? That's right, you don't. Get the idea?)

Potsworth is an old game. The fact that you aren't noticeably interested as you waddle around adds to the

BLIM!

On 18th April 1937, sixty-eight percent of the world's population dreamed that they were standing on a mound of green fir-tips, singing the theme from it's a Wonderful Life in a Belgian sailor named Jeremy March. This has been officially confirmed as the sixth strangest event in history, as it's a Knechtelweiser's tradition until the 1970s.

weights and roll them around (if you can drop them on the wicked bunnies). Needless to say, some objects are cunningly disguised and require maps quizzing from our heroes. There's even less need to say that the levels are crawling with baddies, but I will because it's only polite to do so. The levels are crawling with baddies. (When I say some are susceptible to a quick blast of firepower, while others are indestructible, how do you know which type is which? That's right, you don't. Get the idea?)

Potsworth is an old game. The fact that you aren't noticeably interested as you waddle around adds to the



As a procedure against falling to save the universe, Potsworth's professional monster hunters for a job in search of furniture covered.

meet the snooze crew

Who's gallumphing through your dreams tonight?

Bucko - a hyperactive Madhouse who prompts everyone who needs to say, "Hello, aren't you Lapsidiously the Lary from Pleasant?" Posing to stick in the Madhouse, where the codes for everyone's dreams are stored, and incapacitates the wandering wanderers by shouting at them. "Honey!

Nick - an ill Malignant (or known, Super Super Man). Oh dear, Nick leaps around all over the place, attempting to reach the top of the Supreme State Building. He has lug weights around and buzz them at moments, as well as making Super Super Usgal to higher platforms. His personality profile has been handed over to Dr Hackenbush, who quizzed periodically.

Potsworth - Peter is at large in Candy Land, where all the secrets of the dream zones are kept. He has



Which look is doing best, and how? It was a question — but it paid off. With one Atari-playing Atari fan, he signed the character in the next.

attraction — rather than being led on by the programmers, you can choose your own routes around the levels. It's not an easy game, but certainly not too difficult to get you off. It gives you a fairly good memory and a killer-stay trigger reflex; you'll have no trouble getting around. Taking a leaf from the Japanese console games, Hi Tec have kept the same basic gameplay for each level, but tested on various features to keep interest from flagging. The graphics are top-top, with excellent detail and smooth animation. The sound's also pretty good, with plenty of 100% effects and stings.

Really lying in wait, as the inevitable multitude of offers by the fact you've got loads of credits. The sense of play has got himself a winner here. In a shooting break with tradition Hi Tec have done the bonus round, producing a fiercely playable floggs. It'll take ages to complete, and even after you've done so there are plenty of medals and bonuses to go for and explore. In fact, it's a package with the customary pay off line, and will urge you to rush out and reap seven gladly coins for the

apocryphous computer game. You'll have hours of fun and be sporting fabulous scores of the same line. And you can't do better than that!



Super Milk was slightly hampered by the machine's ability to take heat.



"Thomas" and "Milk," "I see it!" (And he's right, too.)



FINAL VERDICT?

90%	95%
95%	90%

More than a milk shake, and always available. Get it now.

no offensive powers, so has to dodge the baddies. Look, he's asking you what else do you expect?

Cartier — the artist. He's one of those seemingly annoying people who remain calm in any situation. He can make his artistic renderings come to life, a special ability which is of course completely different from that of the great Picasso and Diego character Chalky. He's at large in the Rainbow Reef, and has to paint a soothing picture for the Grand Duke's Harem.

Kelko — the mad scientist. She wanders around Carnival Land, with the aid of such mechanical marvels as the designs, weapons, topfume and ferret wheel. Does she remember to bring back candy floss for the show? Does she look

Freddy — the mad killer. (You're dead, D.)

JOYSTICK JUGGLERS

Easter, eh? Complete chocolate overload, that's what Easter is all about. No doubt, those greedy jugglers will completely jig out and then complain that they feel sick. So what are the jugglers going to be scooting this Easter?



Andy Hutchinson
Okay, Hatch. What kind of egg are you hoping for? I want a really big one. I need those out to Waterloo to get the eggs in and I was so disappointed when the same back with loads of small and medium-sized ones. I wanted her to put some of those massive Milk Tray and Flares ones. Those little eggs just aren't enough for a man like me."



Linda Barker "What do you think about Easter eggs, Linda? Ugh, I'm so glad that Hatch was there to help me out of the others. They were a lot much. Mind you, chocolate is really good for you. It makes you feel in love and it's even got you spots. I think I'll have a nice bagful of Galaxy for Hatch. After all, why have coffee when you can have this?"



Joe Miller "Joe doesn't actually like Easter eggs, so what is he going to do instead with the Easter weekend?" "Well,

although I don't like chocolate, I am a bit of a confectionist. Every year I organize an Easter egg hunt and take loads of normal eggs. You just let me going to hunt but then that would stop them enjoying it too much."



Rich Felley "Rich gets for too many Easter eggs, I wish he's a few believe in the theory of evolution. This seems to think that I'm really into chocolate, but I'm not. It must be my

boyish good looks. I don't mind the odd bit of Thomson's but really but Easter eggs are too much for me but absolute stomach. I just give off my eggs away but I have to be careful. I once got a bit confused and gave everybody back the egg they'd given me. I number ages!"



Lenley Gigg "Lenley's very small but, for her size, she can put away an impressive amount of chocolate. She managed three milk white eggs at the last count. "Ooh, I'm such a pig. I eat all my eggs in one go. This year I'm going to hide them in different places. Like Ben Lewis, my wardrobe and maybe one in Aberdeen somewhere. That should be the trick."



Stuart Campbell "Stuart has a very well defined diet. He eats cereals, oranges and, well, that's it. Actually, I'm very partial to the odd Mars Bar now and then. I always go for the Mars egg and give the egg to my mum. Then I cut the Mars Bar into bits and put it in a bowl with loads of butter and chips. Mmm."



Craig Broadhead "Very little to screen at Craig's predictions, but we know how to get people to talk. "Don't be chocolate as I'm just going to eat tomatoes and bananas of old cross bars. I don't like the funny looking crosses though. I always take them off and stick them on the walls. Then I give yours from many bars I've eaten. It's a very logical person."

HIGH SCORES

- 100% — 1000 The equivalent of a basketful of Milk Eggs and a few boxes of Kinder Eggs. You'll be happier for life. The taste of paradise.
- 99% — 99 The Business Egg of the game, award. An instant hit.
- 95% — 75 A rare Space Beans, no more and you'll be sick.
- 90% — 60 A three-colored egg that's good for a quick bite. But that's it.
- 85% — 50 Milk in your hand, but in your mouth.
- 80% — 40 This one doesn't even taste of chocolate.
- 75% — 30 Give us a simple Smart's strategy.
- 70% — 20 Even chocolate figures have got to be better than this.
- 65% — 10 "You'd spend money on that?"
- 60% — 0 "Coffee, please. Night."

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YSUS GOLD COMPO

INDIANA JONES

and the fate of Atlantis

He's back! He's back! and he's back! To celebrate the release of *Indiana Jones and the Fate of Atlantis*, US Gold have given us a most considerable bundle of goodies.

For those of you who have been on the list for the last few months, Indy's latest adventure comes from the *Suqratim* noble in America. Strange enough, the Indy adventure isn't going to be made into a film. But don't fret! You can still escape from your classroom into a world of leather hats and tom-toms. How? By becoming the man himself of course.

We've got a bundle of Indy stuff to give away - there's hard-sugged succulents, a monocle and absolutely everything the real Indy would ever need. Who knows? We might even throw a few whips in as well. To get your complete set simply answer the following question...

- Who was Inigo Jones
- A nuclear physicist
- An architect
- A brain surgeon

Done that? Okay, write it on the back of an envelope or postcard and send it off to Inigo Jones, Who Are You? Sometimes on The MSX Champion 15 Campus, 29 Moorhouse street, Borehamwood, Herts, Herts, SG8 2DL. Make sure it reaches us by June 15th, 1992. Good luck!

RULES

- US Gold and US Gold only can deal with the competition. They're the only ones who can take in 20 entries. It's being done for you, for real!
- Entries will arrive. Any entries not postmarked by June 15th will be considered late.
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- Entries will be accepted until June 15th, 1992. After that date, no more entries will be accepted.

Down in Ocean's cellar, something is not quite right. We chucked Linda Barker down the stairs to check out that bunch of kooks 'n' spooks - **The Addams Family...**

It's 7:30 am and I've just boarded a train to Manhattan in full 42-hour, and wouldn't you just know it? I'm having a bit of trouble with my habitual disposition. I've got a few crows, the hair on my face and yet I'm not too sure I'm being Murder, Pheme! (There's no discernible difference. Call Of course, there is. Murder is a dead snorer, like the weird one in *Shogun* appears to be, and Lily is just not sure why she couldn't make a spider's web down here in her room.

So there am I, but how can I get off my dress, repeat the makeup and slide my feet in two pairs. It'll go as Wednesday, Hurrah!

Their house is a museum, where people come to see 'em...

They're dead weird those Addams peeps, which is why I got given the job. Those big men, they're just a bundle of nerves, but not me. Ho no, I stamp resolutely down hundreds of stairs, past all manner of nasty slimy things and straight into the little room where the game's being programmed. So now, I can tell you what it's all about. Good, eh?

First of all, if you've never seen the film - don't worry. The programme has a vast list of the film's characters, the house, the grounds and, um, completely ignores anything else. This is obviously a good thing, whilst the original plot made a pretty gross film, it would have made an appalling game. In the game, you take on



Don't let the game's progress bar, or the Addams Family's home, distract you. It's just the rest of those you feel really comfy in.



lays that are lying around. As you get more boys, you expand the area that you can wander into. It's the boys themselves who order you to restore your household in generally 23... Lurch first and Morticia last.

As you can probably imagine, it's going to be ages before you can hope to master *The Addams Family*. It takes quite a while to learn where even a few rooms are, let alone the rest. Even when you do find one of your family or friends, it's a bloody tough

YS MEGAPREVIEW

The Addams



the part of Gomez and you've got to rescue the rest of the family (Morticia, Lurch, Thing, Drummy, Pugsley and Wednesday) who've been locked up in various rooms in the house for months and have one little chick pretending to be Uncle Fester.

The game's absolutely enormous, and there are rooms of rooms, plenty of platforms, sticky swamps and ghastly graves for Gomez to explore. You also get to meet a whole bunch of incredibly odd nasties. Spook, eh?

They really are a screen-um!

The Addams Family does have a few small bits, but the screen itself is just set out as one big five-screen map with 240 screens to get through. The map can be divided into five parts - there's the cemetery, the crypt, the cove, the graveyard and the house. You start off in the graveyard, but, before you can rescue the others, you've got to pick up the coloured

Yikes, you've got to prove that you're the real Gomez and not just some poor million who's washed the dirt upon. If you're stuck on screen for 60 seconds, it'll beat all the nasties, and I have to say, it's a good thing you can't move onto the next screen if you've got either start the screen again. If your loved one could move that



The house might be evil, but it still looks pretty interesting to the eye. You can tell it's a creepy house, one of the reasons why you should avoid the fact that the movie has no bones.

completely random location. Each is all depends which level you're playing on — easy, tough or impossible.

Nasties groove!

The Addams Family is positively infested with fiend bugs and creepy crawlies. There are 20 different sorts of nasties, and quite a few of them are deadly. Bump into them and watch out as they go for you. Sometimes you'll be taking them leisurely going out, at other times, you'll have to speed up a



bit. You can have four different speeds and correspondingly, he can jump four different lengths. The rooms of the house and the crypt are a dead spooky and dank world, they're also full of objects for you to abuse and perform and bounce around on.

All this running, jumping and avoiding comes in dead handy when you're trying to either escape from a couple of nasties or jump on a few of them. These nasties really do come in all shapes and sizes and, what makes them all the more terrifying, they all move in different ways. They are, in a word, difficult.

Time to take a deep breath. Spec-ohums! What have we got, we've got the lot — there are ghosts that follow you, some pumpkins, rolling skulls, bouncing faces, a host of demons



Well, this is a bit spooky, isn't it? What? No, this is just the way the game looks. It's not scary at all. It's just a little, spooky, like the real thing.



Hope if you can have had the fun with this game, that you'll enjoy playing it. Addams!

BLIM!

Apparently Wednesday's child is full of sass. So, if Wednesday Addams ever has a child, it'll be a dead miserable, meaner, sassier that.

YES MEGAPREVIEW

ms Family

They're creepy and they're kooky, mysterious and spooky!

Just in case you've spent most of your life on the TV waiting for your mum to bring another one of our year. The Addams Family are dead famous. They're also possibly the most, too, a bit of a bonus.

They were originally created by Charles Addams, a cartoonist for a paper here. The Museum. Then someone posted an article and gave Charles Addams' cartoons their own show. The Museum, a regular weekly thing, appeared in 1964. But the Addams Family were transplanted and found to equally, generations have grown up watching it on Cartoon TV by watching their hair over their face and something.

Over a quarter of a century later, some smart folk in America really noticed that it was a really good idea to bring the Addams Family to the big screen. So, um, they did. Basically.

As soon as the movie finished, someone else for their screen. It was inevitable that pretty soon they'd appear in some computer game or the world.



TV CASE
"Hey dad, do you games have editors?"
"The Addams Family are the damn best."

that runs after you with a raised voice, well the most notable one. Morticia's dress is a feature who you'll see on the screen and has a black panting breath. Other scary things include: teeth, snapping jaws, dangerous traps, skeletons, phantasms and spikes. It's gonna be a tough game.

The Addams Family really do seem to be enjoying themselves in this computer version, it's a really scary, really, really scary.

So, fun, fun, fun. We'll have a full review in a month or so. In the meantime, get your own Addams groove, and get your own name on the box. You'll be a real Addams. Oh, hey, will you please say, hey, hey.



Well, this looks a bit like the real thing. It's not scary at all. It's just a little, spooky, like the real thing.

FAX BOX

Game	The Addams Family
Publisher	Ocean
Programmer	Andrew Deakin
Release Date	8/9
Price	£19.99 cassette



The programmers have not had much of the credit, but they haven't finished the software. Just the fun, here's a small preview of what the software is like. It's not scary at all.



Zeppelin
£3.99 cassette ☎ 081 385 7755



Let's not bother with the plot - this horizontally-scrolling shoot-'em-up could be good just as effectively with a completely blank entry. No,

let's skip lightly over the workmanlike background story and move onto what you really want to know.

Okay, that's a plot, and you've stumbled across an army that's invaded the country without even leaving the decency to tell anyone. Battering them the fashion, or whatever you'd like to name it, you set in to annihilate them. No, no, no.

Q10 introduces the best and the worst of the shoot-'em-up genre. It's fast, extremely playable and has well-defined graphics. The plot factor is high, and

Q10 Tankbuster

there's plenty of action on the relatively busy screen. The designers have planned their game well - the waves of planes appear at the same points every time, so you can get your bearings for further waves.

One particularly commendable feature is that instead of just firing around, power-ups are awarded by

Tankbusting Made Easy

- ▶ **Take the business of the tank and fire missiles rather than aim for the target and explode the tank.** Here the information is given in mathematics, which is a nice touch, but it's not quite so useful as it seems.
- ▶ **Remember, practice is not a bad thing.**

missile-revolver buddies. This makes the game just that little more interesting, as it's hard to defeat the buddies without the very power-ups they're guarding. (Jackie Jackson)

On the down side though, there are a lot of things wrong with the game. As with most shoot-'em-ups, the action gets repetitive. There's an attempt to bring in new features with later levels - for example, the mode launches of Level Three - but it's not enough

to avoid the dreaded Quality Attack. But the most damning fault is the scenery. Some bright spots obviously thought the levels looked a bit bare, and so popped in some rather nicely-drawn scenery. The scenes are brilliantly camouflaged the enemy bullets, with the result that you can be shot down without even noticing the danger. Aargh!

This is a real shame, as Q10 could have been so much better. Fundamentally, it's a sound little game, and there are some good ideas in it. The trouble is, it's got to last long enough. You'll play it on the first time you load it up, but once you catch it off the tape will be boring and forgotten. ☹



FINAL VERDICT	
PLAYERS	20
CONTROL	70
GRAPHICS	60
SOUND	75
ENTERTAINMENT	65

Overall average: 65.5
 (Average of the maximum possible score)



"There, there. You see what happens when you chase them?"



Back again the zeppelin. At last, he had finished his Q10 project.



Yes, zeppelins are visible in this picture. Can you find them off?



You'll never escape the great GAME OVER sign. No, but I will!

Soccer Pinball

BLIME!

Mrs Ellen Chappell from Queensland, Australia one-year a cucumber weighing 35kg. It has since moved in with garden and is using Miss Chappell for positive damage claiming the used Betty Bix without consent.

CodeMasters
£3.99 cassette ☎ 0208 814132



I absolutely adore pinball.

There's something about sending that little silver ball into bouncy pads and down holes and up wire runways that's completely entrancing. Pinball tables are a noisy, lively, hands-on treat. However these days you only see them in really crummy cafes and at the odd fairground. I say, bring back pinball tables, because they're one of the few things I'm any good at.

Any way up, what we've got here is a pinball game with a sprinkling of soccer aspects. In other words you get to take three hits, avoid the defence and score goals by whacking the pinball up the table and into the goals and centres when like the edge.

The game can be controlled with either joystick or keyboard, although I strongly recommend the latter. Once you've defined keys you can put the funny jumper back and let the ball fly into the upper table zone. At this point it's worth remembering that you've got two sets of flippers, rather than the more usual bottom of the table bog standard two flippy friends. In order that you can try and score some points



Ball at hand, when all was said and done, there was no sign of Jimmy Hill.



Suddenly, the game was interrupted by a great distraction. How nice, ranked as in a bar.

FINAL VERDICT	
PLAYERS	60
CONTROL	62
GRAPHICS	70
SOUND	72
ENTERTAINMENT	65

Overall average: 65.5
 (Average of the maximum possible score)

immediately keeping the ball at the top of the table.

On me head

Each portion of the screen shows a different aspect of football. For instance, in the middle of the year we see three defences, jostled right or left at the goal. Knock these lovely shapes out of the way and you can have a shot at goal. Zip the ball between the posts and you'll be informed of your flipping prowess with a message at the bottom of the screen. However, there aren't any graphics of footballers engaging each other.

The graphics are relatively smooth and clearly defined, although the movements the ball makes are, on occasion, completely and utterly stupid. This can be most off putting and often leads to the loss of a ball. When this happens a life graphic of a crying football manager appears and you can ready the plunger again.

Soccer Pinball's not brilliant. It looks like the Codemasters have slightly modified their Advanced Pinball Simulator, simply replacing the graphics of castles with graphics of goalposts. Soccer Pinball's not for the miss, but I wouldn't make a career out of playing it. ☹



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Well, a cheer leader is one profession expected to come back to work with great grace, poise, and grace. But for a teenager, that's a stretch.

But here, disjunctively, they had levels. You start off working in a dead-end job and you really finish out one thing before you know it. It's two weeks in the morning, you're pulled gently into the game and you're more addicted as you go harder. There are no games that you play over and over again, so you know that you're going to finish that damn love this time.

Jetsons has only one thing wrong with it, it's impossible to play. Unfortunately, this makes the nice graphics, easy controls and retail sounds like an interesting game company worthless. ☹

FINAL VERDICT

50	50	50
75	60	60

50



Things further deteriorate once the boring, boring, boring Rocky becomes the power on a poorly drawn man with one tooth.

Accused fat and bored in his hole. The claim can be set squarely on the control system. To jump and to attack, you just go into the air, and have to rubble. This Man, instead of two or three, is a baby, you get knocked backwards, and the fly-on-the-wall character starts you, and get knocked backwards rather a lot. Again, when he goes at a single high, playable game and that brings his feature that oppies the pacing beyond reason. The whole thing is, it's if you're a connoisseur of Switch-style games, you may like Rocky. Then again, I like and I don't. ☹

FINAL VERDICT

52	60	54
66	60	60

52

B I F F

Beyond Belief! £3.99 cassette
0032 57980



It must be difficult coming up with fabby new ideas for games, and even more difficult trying to create a new character that the gaming public will take to their hearts and embrace with great fervour. We've already got eggs, moles, mice, dragons and slugs - which only goes to show how under-represented fish and blon are. Beyond Belief, however, have completely ignored this sorry state of affairs and chosen a clump as their new flag bearer.

Clay, so there aren't many games that have things interesting about but that's only one really useful aspect of the PC. The basic idea is, well, have things in many cases and things in a lot of ways up. But for now there's a only one thing that matters. He's called Bill and he's pretty darn cute.



The amazing Bill accelerated high above the fields of the grassy meadows. However, all they could do was yammer.

Chops on trees

Bill's customer has no effect on his mother. Despite the fact that he thinks very rarely, she has still chosen him out of the five holes. Chops are not known by their real name, it's one thing if you've ever watched them having a tea party, and Bill is no exception. He left his room in such a mess that he must just figure the Bill is wandering around the house, trying to think of how he can get back into his mother's good books. And then... Lured! Of course, he'll give you some chops and chop some wood. Then...

The only trouble is, there's no convenient corner shop in the jungle. So where do you get your Bill? Try from? Well, they grow on trees. This means to find the chocolate-squirrels, plant them and pick up the box of chops. Smart, eh?

INCREDIBLY USELESS PHONE NUMBERS TO CUT OUT AND KEEP!
SWEENEY TODD'S PLUMBING SQUAD
071 272 8708



Power and Bill, off the old man leaves his. He's a little bit, and the space mental receiver. However, that's not the best.

Bill is, as you've probably already gathered is quite similar to a certain series of games that chronicle the adventures of everybody's favourite egg. Like the other games, Bill's got nothing around's multi-scrolling screen, various enemies and picking up all manner of objects. Before you know it, you've become almost a bit of a fan. The focus isn't on the old boy for, but Bill's got a little something for you. Collect and use more objects, the longer the time you're allowed to walk around it. There are no more odd things, they amount that it's difficult, even what to pick up first. Luckily, there are on-screen hints and, here's a hint, you should always pick up the heaviest thing.

Bill is, as the most original of games to drop through the shell, instead that it is just good fun. As they say, you have the chance to murder through the air. Clumps of software, a few things to work things out, you should have a few hours of work if you're graphics are clear and bright, the controls are smooth and the game itself is interesting enough to keep you playing. The only problem with this copy was that when Bill jumped from the top of a tree, he ended up on the opposite end of the screen than expected. Hopefully, the bug (which isn't actually that bad, or annoying) is fixed, you won't waste your time trying to get Bill to fly. It might. ☹



And the birds, off the wire and you'll find whole new vistas of vegetation. Well, another good thing.

FINAL VERDICT

80	70	70
76	60	60

80

The Neverending Story 2



Live!
£19.99 case
£15.99 disk
 ☎ 0462 361907



Have you ever thought of all deeply about the titles of sequels? There are some that are really quite nonsensical. The epoch of absurdity has to be *The Neverending Story 2*. How can something that never ends have a sequel? They should have called it *A Bit More Of The Neverending Story*. Or *Never Again*, or something.

Before we get down to the game itself I'm obliged to tell you a bit of the background story. Also, we haven't

BLIM!

The *Neverending Story* is a famous German fantasy novel, and an entertaining one at that. It's only spotted when you get to the last page and realise they were lying all along.

got room for the appropriate (richly embroidered) prose, so here's the cut-down version. There's the book, see, and it's a weird link to the world of imagination. A dude named Bastian Balthazar Bux found the book and covered over in the left Dimension, but books of great adventures and in the process saved the dream world from the deadly Nothing. But now the Nothing has struck again, so Bastian has to pick up and settle in Jergel's bath once and for all.

Now, right - the game. I have to admit that I don't have any illusions, which makes things substantially better. But in the interests of fair play, I'll just get my teeth and plunge on ahead. As far as I can make out from the first level, the game is a horizontally-scrolling platform affair, with a touch of the old 'mazy bit' thrown in.

You start in Silver City, with battles erupting out of the rooms around you. You can't run, climb staircases, and if the battles are facing away from you, jump past them. Additionally, if they're at the end of a platform



Whenever the figure moves in a tight spot, Bastian would perform a special 'tug' function to automatically advance his avatars.

then Bastian can lunge them off into the sea. Hurrah! The idea is to get a top that will enable you to climb up to Level Two, and to do this you have to explore the platforms, occasionally flaking through doors to get 'behind' the scenery. The other 'twists' I think there are aren't altogether I follow much the same pattern, with some 3D-linear scenes and vertically-scrolling linear-shooting scenes in.

So, what have we got? Well, the graphics are nice, and stand out well despite the detailed backgrounds. There's a fair bit of terrain as you sprint along, never sure it's really going to pop out at the ground in front of you, but the trouble is, the game doesn't really grab your attention. There's really nothing to get the old programmer's juices flowing and, to put it bluntly, it's dull as heck. Even with the extra features and viewpoints of the later levels, when seen in all before, if you're into the whole *NSD* phenomena you could certainly have a while, but for those of us after a thundering good game I'm afraid that's time to sub elsewhere. ☹

FINAL VERDICT		
50	50	65
50	50	50
The fun and variety, against the presentation - 40/100		

American 3D Pool

Zepplin
£3.99 cassette ☎ 091 385 173



Fish out your chalk and aim the lights - it's time for another rousing session of cueing, racking and caroming.

Attractively known as *US3D* this is a good game that also includes optional play options and to cut up trick shots. It's for one or two players and lumps out of the screen at a generous three dimensions. Sounds familiar? That's right. But let's stop the obvious riffs over the similarities with *3D Pool* (Zepplin's).

Let the curtain rise and start with the ball set. The graphics are neat. The cluttered modebooks of bonus games left everything fairly clear. In *US3D*, the change to full-colour 3D has got involved in a lighter hue. Admittedly the display is extremely fast, but there are more than three balls on the table than it collapses into a mass of chaos. Fortunately, this doesn't affect the gameplay; you take your shots using a simple overhead view of the table.

So why rate it so low, if the 3D option included at all? Who knows what lurks in the minds of programmers? It looks like a 3D program that

had a 3D option clipped on at the last minute. Tsk.

And on the plus side...

Right, that's the gungy bit over with. As a game, *US3D* is incredibly good. You can play against the Spooky or a pal, or up to eight or other with the four-player option. Control is by the white-a-cursor-

it works very well. As a bonus, the Spooky plays differently for each of the eight personas - so you don't have to worry about being your self being constantly beaten by an invulnerable pal. The game is tremendously fun - I found myself playing continuously for a whole afternoon, just trying to get the most of the Spooky program. Did I mention you can't?

If you can't your eyes back to the top of the page, you'll notice that I mentioned the options for playing against and mock shots. The latter has time cut-out as well, and you'll know your work cut out to know the rest. So let's be well, I need to admit that I was

in a good mood. I didn't really play *US3D* at all. A quick remembrance concerning *US3D* is that it is about as good as you can get. I'm afraid I don't see it as my glass of bubble water. On the other of the good part alone, I'd urge you to wander out and buy *US3D* - it's just as playable. And then some. ☺

FINAL VERDICT		
80	80	90
80	80	80
The fun and variety, against the presentation - 79/100		



Right, then. Cueballers will appreciate this game as a classic, simple, while not too long for a whole cup of tea.



And only in the picture obscured by the ball, but you can still see the ball replaced by a wedge of *Unobstructed Balls*. Best!



It's difficult to be so good. *US3D* is a classic, simple, while not too long for a whole cup of tea.



Ballers Psychological Twists, *US3D* is a classic, simple, while not too long for a whole cup of tea.

Letters



WRITE TO THE ED, 75, 30 MONMOUTH STREET, BATH BA1 2HW
See Letter winners receive three free games! All letters win a 75 badge!

How's it going, Spec-chers? This month find out how a "ventilator-thingy" works and meet Sopy's new alumni elsewhere, there's a psychotic Speczy owner threatening to kill for an Arma and an incredibly bad poet. Read on!

BACK ISSUE BLUES

Well there's right, I have a story to tell: a story of hope, anticipation and an anticlimax. I was looking through my cool '75 collection and in the Feb '76 edition, the back issues page caught my eye. I don't know how it caught it as I hadn't browsed it, but then this world is full of strange things on. Anyway I thought to myself, I'd love to get a few back issues to lighten and strengthen my collection (does that rhyme or is it just me?) and so I turned to the Back Issues page of the latest issue - 75. One for £2.40, or six issues for a fiver (that's a bang! I couldn't resist!) I immediately sent off a letter to the 75 back issue team in Somerset, Somerset, asking them exactly which issues before '76 they still had available, cos in Feb 75 a

said you still had limited supplies of issues 2 and above.

According to the letter I got back, they're available, and I quote, "In supply only issues before number 48 of 75 as they are so old!" I can't call six years old! Although it is for a magazine, I suppose. It says in your very mag that they supply limited copies of issues 24-31 I was devastated! My life finally seemed worth living anymore! I mean, an 11 letter to see an issue of 75 dated before Jan 1970! Apart from in your 'Black around the Clock' section, please get my mind at rest.

Finally (I feel) I'm set to go, to make the most of a fiver, especially as you did have a magazine 90 page Ozma ish, unlike the others, and for all I know you might be planning to expand the mag anyway. But a few

more pages wouldn't go amiss, would they? When Matt Bailey was the '75 Ed, he used to have 138 pages on most of his issues! I don't expect that much, as the Speczy scene has somewhat diminished since then, but how about a few more pages still?
Matt Richards
Cornwall

Thanks for your letter Mac, nice to hear your problems. Unfortunately, you posted the wrong time to write off for back issues, the you, for some unknown reason, were flagged the next morning, all them. Unfortunately, it was too late to remove the bit of the magazine about issues 2-48 as we work about two months ahead of ourselves. However, please trust David and you might find someone willing to flip you a few copies.

As for your queries about the number of copies in the issue, as I mentioned last month, the number of pages in an issue is linked to the

number of adverts. The more adverts there are, the more pages we can afford to include in an issue, it's as simple as that. You see, nobody's making games for the Speczy anymore and so we can't produce such large issues. It's not a question of us simply not writing as much, we'd love to knock our stacking great issues, but our funds are flat. However, as keep reading as we've cooked up some superb freebies for you to get over the coming months that'll have you clapping in the aisles. We'll just go good to you, I don't know how we manage it sometimes. Ed.

POST TRAUMATIC STRESS

I guess and applaud your attempt to "Save Our Speczy" in 20 years old and have been through a whole cycle of computers (195) to BBC in Arma, and what have I got now? You guessed it, a Speczy. I woke up one fine-greening morning and realised that all the fat had gone out of computing and replaced by "white" got the highest specifications. No silly BASIC programs, no making up of two while a game loads, no joking, and £50 a game! Well, I'd had enough.

You can keep your console graphics and making sound and shove your disk drive up your nose. Wake up software land! Speczyers are here to stay! They don't have a control or priority cos the games are so cheap you may as well just buy them.

Q: How many Arma mags does it take to charge a light bulb?
A: All of them - one to get and buy a bulb and the rest to do it!
Miss Phelerty
Cornwall

I agree with you wholeheartedly Miss. Ever since the home computer was introduced into the hands of hobbyists, the computer industry has been a sad place. With the advent of huge companies such as Sega and Nintendo we're likely to see the death of any value for money. Within a few years these two companies will control the vast majority of the software industry and will be able to charge as much as they want for their games. Only then will a few million Speczy owners cry "That you sir!" Ed.

DOODLEBUGS

The Spec Dolly:
a Jack case



Oh 'er
belly
minding!

This month's tummy-bucklers are Impassible from the ever-entertaining Upper Jaws and The Spec Dolly which is the work of one Ian Howard.



THAT'S NOT
POSSIBLE!

IMPOSSIBLE
BOWEL
(with a little help)

©1991

KINDLY LEAVE



Q. What's got more legs, a centipede or a millipede?
A. A millipede.

Q. Choose one of these numbers:
1 or 2
A. He ha, no it was 2!

As a special treat, the only for

Andy. Courted from out of The Dash.

Q. Do you want to make tea for the BBC? Do you want to be, do you really want to be a carp? A. I mean to be a brass.
(The only job this offer you is to keep you off the Spook. Andy Of Uptown Jazz, Cambridge)

Q. What do you call an Irishman with one 'O' Level, four 'N' Levels and a degree in Information Technology?

A. A la! Actually, I AM an Irishman with one 'O' Level, four 'N' Levels and a degree in IT. Nearly!

Q. How many folk singers does it take to change a light bulb?
A. Three - one to change it and two to sing about how good the old one was.
Sandy McAnair, Co. Antrim

MYSTIC SPEC-CHUM

I was speaking with my Spooky the other day using my mystic powers and it said it was disappointed one of the other computers were taking the mickey. I had to sit down and comfort him cos he was so upset.

I am writing to you on the Spooky's behalf to say Specimens are the best, and he's been looking over my crystal ball and it says that Specimens will be saved by the S.O.S. campaign and they will all live happily ever after because Specimens really do have a heart.
Mythic James
Coventry

Thanks for your support, James. However, I've been hearing a different story from the software houses. We've annoyed them, but they don't appear to be greatly affected by our campaign, merely stating the time-consuming phrase that the Spooky is dead. We'll keep on trying, but if it looks like big business is rigging out the last hours of our beloved Spookey. Ed.

GOOD AS HIS BOMB

Here are your missed orders. Take the magazine suspended in the letter to the printer! Yours the corner. Whimper into the letter slot "When

the duck flies, Mickey Mouse will be 'Nathaniel'. They should reply "neep neep". If they do, say "Neeseeee, what's up doc?" and sing the Planes (since those tune backwards under your breath). You will be given the documents. Walk in the Colosseum embrace on your hands, so as to avoid any unnecessary attention.

Give the documents to the little star man wearing a hat which says "Give the documents to me". How do you come, stand in front of a mirror at midnight and chant "the Lord's prayer backwards three times with a snotty backhandrail coming out of each ear". Then devote the rest of your life to Satan, sacrifice a couple of lambs and sheep and then you can go home knowing that it was a job well done. Good work DOBODY.

The secret mail who runs MI-1 can't under any circumstances called Jig Hartman, unless these particular circumstances arise. Yes, I mean Remember SO-Only, the world's late night in your hands.

MI-12 HQ
Surrey

But I said that I'd get at least six months holiday after the bought Bermuda job. It wasn't my fault reading this stupid woman I was meant to follow her me into a trap by telling me how attractive I was and how she loved my accent. No man could have resisted her very obvious charms. It was rather unpleasant then, to wake up and discover that she'd set off with my very early Dinky toy collection and a very rare Nuttin's disco clock. The firm

put me into retirement after that incident, and now this, I don't think I can bear it. Ed.

SPEECHIN' DE DEUTSCH!

I wish to complain about the Editor of Your Spook. Being back from Coed Nef content with being MF (MF is not to be confused with MF) as well as now being Personal Spook. As far as I'm concerned being Spookey was better off being drunk for the best band who you have released four very fat albums and have a film coming up. The first, and noisier, of these is, of course, Psychocopy. Please read 95 number 75 I realize that the Deputy Editor might appreciate my German version of the insult. But Mary Chan's the Living Line.

Don't get confused and miss Material on later so school in their Lederhosen.

Wien-Moscu on schwaer wann mee Jackpot tot out.

Und ich bin in feine mit ich selbst Es gibt nicht ohne me
Living Line Jim and William Reed, Coca Cola, John Peel... and the Fat.

Richard Silver
Reading

Well, everybody's got to have their say I suppose, so now I'm going to have mine. Bobby Gillespie has made the best album in the world, and I don't mean Psychocopy.

Linda was most innumerate of your translation, can't think why. What I'm really having trouble understanding is the reason behind putting lyrics into German. Haven't got anything better to do! Ed

TRAINSPOTTERS



WHAT'S IN A YEAR?

In issue 74, at the top of the contents page you write "Another year, another 365 days". But this year is a Leap year, so there will be 366 days, not 365! (Slightly class a Transpotter's hour?)

Simon East
Hampshire

Augh, Sorry, can't argue with that one. Ed. (Probably could but I'm not going to bother.) I guess so much easier to give you a Transpotter. Expect one in the past. Ed.

JUST TRAINING

I obtained a Transpotter because in the March I'd receive in all 71, you missed out the 10 Magazine symbol Edition that.

Chris Thompson
North Yorkshire

Come, come Chris! You're going to have to do better than that. What happened was that the mid-level builder created out of the extremely cheap game and sold our Magazine logo. Therefore it was due to circumstances beyond our control. Now could at least show some sympathy - it was a very sporting and very enlightening experience. Ed.

SPY WHO SPOTTED ME

In your Output, one of the adverts says "ring after four and ask for Ben". I'd love to it I knew the phone number. Get out of that!

Blair Horton
Mid-Merseyside

Unfortunately, you've spotted one of our special agencies. These aren't meant to be visible to the human eye and are for security articles. You've gone against all the rules and regulations, they'll be after you now. If it was you, I'd go into hiding, mate. Don't be too state of affairs, I can't possibly comment, or after you a Transpotter. It's your own fault for being greedy. Ed.

OLLI AND LINDA

You promised that Oll and Linda I'd not never been released on the Spooky. Unwell I myself have the game in question and it is very good. It was released as Oll and Linda J. McManus. Sorry I have been so slow by spotting the big mistake I think I deserve a punishment.

Rafaelia Marsh
Leicestershire

Augh, Not another one. I've asked both Joe Piker and Stuart Campbell about this one and they're willing to concede the point. If you've got the game then it must own. The message please Linda. Ed.

WOLFE DUFF!

In issue 75, you made two mistakes. The first was in the World. In your film section 988 & Ted's Stage Journal you put "988 Stages" when it is in fact "988 Tapes". You can't catch me out cos I've seen it.

J W Toronto
Ipswich

Oh dear, how sad. Sorry Mr Mrs' Murr' Mrs' Winton's Toronto. Waffle utterly wrong Ed and Ted's band is called 988 Stages which is a funny way of spelling 988 Stages. What on earth are the 'Tapes' I suggest you read the film when it comes out on video. Ed.

IT'S A THOUGHT

I would like to write about the change in style of Your Sinclair, so I will - it's good. Each phrase is too close to my cheeky worm, but the changes I expect deal with the ribbons of cheer that certainly have been appreciated. The cryptic captions under the pictures and all the 'BLAP' facts add, in my opinion, to the readability of the magazine. Well, I said 'thought' I'd tell you. I'll have an Editorial in issue 100.

Ging Gamin

Amersham, Buckinghamshire

Well, thanks for your support Greg. It's glad somebody reads all the small print, it really is rather good. Even if I say so myself, which I do.

I'm sorry to hear about the trouble you've been having with your underpants. It must get really cramped when more than one bum wants to uncoil. Ed.

A DEATH IN THE FAMILY

Unfortunately my Speccy has been murdered. It was all quick and painless but it still means that I don't have a Speccy anymore. The name of the killer was Robotics Watafina. I got hold of this computer and plugged it into my poor innocent Speccy => When it was tightly plugged in, I turned on the power. My poor Speccy started flashing squares all over the screen. I quickly switched off the power and unplugged the dual 128K watafina.

My Speccy has taken a one-way trip to Speccy heaven, so I'm now an ex-Speccy-ist. Having bought 'YS since issue 38, which I found seven months in, there are a few things I'd like to know about 'YS'.
1. Who was the original editor of 'YS'?
2. Did Linda really admit to faking one of the 'Sea City Bolders' (the Hall)?
3. Why don't you do those photos (the 'Oh my goodness')?
Adam Thompson
Mordenhead, Berkshire

I. Kevin Cox was the first editor of Your Sinclair when it belonged to Dennis. He is now a publishing director at Future Publishing and is responsible for such hot mags as 'Clash', 'Roadrunner' and 'Cycling Plus'. What a coincidence, and I'd like to meet the last editor of 'YS', Andy Cole, a nice editor of 'Cycling Plus' too!
2. Yes, the really ugly one. Hal Hal!
3. Cox may be crap. Ed.

A PROPOSAL

I've got a proposition, how about an annual 'YS Awards' ceremony? Instead of Oscars you could give Oscars. Here's some examples...
■ The David Darling Award for the most crucial game
■ The Ariel Award for the handiest game
■ The Sir Clive Clive Sinclair Award for the most intelligent game



EYE THE SPEC-ORAM

What a wally that guy Dennis! System as it is monthly Star Letter! He thought a brand new Amiga, he's got a handful of top of

the range games, and he now knows the fact that it's all a bit expensive! Don't be notice the price of games BEFORE he bought the computer! And anyway, how many bloomer games does he want to buy? He can afford a game for £30, surely he can buy one a month or something. Well, why buy brand new games? If you look in local papers and at local fairs you can pick up older games for any computer at much cheaper prices, and there's always material on the most computers too. I don't see that Dennis has got anything to show about. I've had my Speccy since they first appeared, and much as I love it, I would upgrade if I could afford it. I buy all my software at car-foot sales and the like because I've got a family to support and I can't afford £10 and onwards for new games, but SO WHAT? I've got some great games, and I can wait for conversions, Simpsons and

the like 'til I see them cheap. Games don't go off as they get older like fruit or something. Sorry if this letter is a bit silly, but it's really annoyant when I read about poor Dennis and his Amiga. What a wally!
Bill Burton
Barn

I think you're missing the point though Bill. The one, personally I've owned practically every computer since the Sinclair ZX81. I've been through a VIC-30, an MSX80C, a Commodore 64, a Sells-Motest 8, an Atari ST and an Amiga.

However, none of these computers have the kind of following the Speccy commands. Getting a Speccy now goes beyond computing, it's more like a way of life and it will be for many years to come, whereas of which obvious machine's currently getting heavily featured on GamesMaster in the computer page of the Guardian. Ed.

■ The Alan Sugar Award for the most evil game. Here's a Cobles chart. It's the top ten Dorkings...

1. David
2. Richard
3. Wigan
4. William
5. John
6. Lizzie
7. Adolf
8. Bernhard
9. Mikhal
10. 1983 (in-capital letters)
11. 3:4 are the
12. 2:13 aren't
13. There should only be 10!
14. Actually

You're on the edge of insanity!
Ian Brown
Swansea

Here's my list for David...

1. David by McLaughlin
2. David Down
3. David Duff
4. King David (after fought Goliath)
5. Davey Jones
6. David Bailey
7. David Hockney
8. David Karm
9. David Jason
10. David 'No' Jordan. Ed.

EVERYBODY KNOWS THAT

Do you know that 'YS' is the greatest ever Speccy mag? And GIP are the greatest 'ep group'? You certainly have great lists. Well, I just wanted to ask if you think it's worthwhile for me to buy a 1000k motherboard (or the new DM' album)?

Secondly, do you think I should buy a Nintendo or buy Linda off of you. I would be grateful for your help in these matters as it could be the difference between rock n' roll and death.

The Southampton Bolder
Farnham, Hampshire

I don't think I'm going to buy the new DM' album, I've been spending all my money recently on Final Screen-extended dance releases. But why don't you buy it and tell me what it's like? Secondly, a Nintendo is probably far more useful than Linda, and you'll get loads more sense out of it. Ed.

DOING THE BUSINESS

Isn't 'YS' so ancient? I keep it every month and read it from cover to cover. And I bet you 'm glad I'm the only one in Europe that buys 'YS' cos everybody else's found my house and read it.

How about a couple of games for free, so nice and letting everyone read this one mag? Letterings would be nice or even Nintendo 2, please. Does Linda really wear DM? Well, they are so... so... so... GIP are a bit crap aren't they me think. Queen are a bit better, shame about Freddie Mercury isn't it?

Mike "The alone reader" English
Leamington, Leicestershire

It's not actually true about Linda and DMs, but not exactly true. Yes, she wears under-bosoms which are made by the DM company but they aren't really big or anything.

Going back to your letter, I really don't think you should be so generous with your copies of 'YS'. Free it to yourself and let everybody else go and buy it. Ed.

WIBBLE

Well, wibble wobble, my name is Dave Woodhouse, but you can call me 'Kixaput'. I think a little consideration is in order for a new issue. Ed. Why? What is wrong with Andy 'War' Hutcherson, I hear you ask? Read this...

SMALL



PRINT

My therapist has warned I'm bigger than you. So there! And 'Thebanes of Greener' Loffs. Best!
Cut off your walfish! All you need is love. Wally. Ed.

Wally with both of those fishy wonder in fishy images. 'Wally Speccy' Jack. Cambridge
Woman with dragons of flying horses like to swim on the beach. Ed.

Wally the Angel has a being helped by my dog. 'Grassie Green', Aberdeen. 'Very Near-Bath'. Walfish the marmoset mouse is having my back. Ed.

July 100 copies are nice... but, not all copies are red. Sir Clive Clive, Swain, Lincolnshire
You're right then, I had a green copy for my dinner and it was marmoset July and nice. Ed.

- The resurrection of Dr. Bernstein.
- The coming off of Jonathan Demme.
- The routing off of James Leach.
- The shooting of Adam Laming. What caused these unfortunate incidents? No, it wasn't only "Tetter's crew"! Definitely, only you could do it for US (USA?) beloved Ed!

I am sending you some toilet paper and a toilet paper holder. Keep your one-toilet paper holder, but just tell everyone I don't think she's a slow monster from hell (or even small print, but I'll say). She's a Korean TV copier. *Who'd they come out of?* grow up to be a proper little madame. (Wayne) just use that piece of advice, toilet paper, get a job on the floor or off! Keep you all stitches.

Sam "Knuckit" Huddellwhite Huddellwhite, West Yorkshire

Oh no, another enemy. What have I ever done to you, ed? I mean the job really isn't what it's cracked up to be. Oh, yes, so I get to eat loads of Easter eggs and play games all day, but I also have to put up with tonnes of abuse. Well, I suppose I could have chosen not to print this letter. Well, I've got power. Ed.

SPIN

The thought of some names for the next Doozy games. So here they are, I hope you like 'em...

- Doozy 6: Jungle Doozy
- Doozy 7: Doozy at the Arctic
- Doozy 8: Space Doozy
- Doozy 9: Doozy Nuclear Land
- Doozy 10: Doozy and his Robo-egg
- Doozy 11: Doozy, ruler of Yokohama
- Doozy 12: Four Starline Doozy
- Doozy 13: Doozy meets Linda
- Doozy 14: Doozy in heaven, from shock of the Limbo
- Doozy 15: Doozy, marit-oh, anyway the Olive Tails will be dead then too!

I think four Starline is the most magnificent map in the entire universe, keep the good work up.

I think Doozy is the best egg in the world. (When I have a toiled) scrambled, fried or poached egg, I eat it in it's Doozy before I eat it, and in case I accidentally eat him. Oh, and don't send Linda round to thump me.

**David Gardner
Aldington, Dorsetshire**

I wouldn't dream of inflicting such pain on anyone. Don't worry, David, she's safely put to rest. *Mr Ed!* Have you ever thought that one of those eggs you choose through could be Doozy's successor? It's definitely a thought. Ed.

MURDER ME WHITE!

This is a story hard to tell. I need an Arnie - three billion good graphics, three big power packs. Mmmm. I must admit that in the last five years I've seen Spectrums

slowly disappearing from shop displays, only to be replaced by 3D-bit machines. I think that in another two years Spectrums will be obsolete. Already software houses for 3-bit machines are swooning over it. I'd bet I hear that if I don't get a 3D-bit soon I will be left with a limited choice of games like the MSX or the V6 20.

I sit at home of the box on Tuesdays and watch GamesMaster which is all about 3D-bits. What the hell's a bit? Whatever they are, I want 'em of them. So you ever going to have a competition where you give away an illegal...

...is one called my Spectry '33, legal Master System which is left actually illegal and is back track MSX. This incredibly generous offer doesn't mean that the Arnie owners' opinions. The MSX was 1400 and the computers were worth 1200. What on earth are Arnie's worth?

I have recently come out of hospital for an eye operation and the doctor told me to read books or mags. I told him I read 'Ed', the best mag in the world. He said he read it and he had an Arnie. So you know what was going through my head: Murder him, murder him, murder him. That's all I could think of. **Paul Lamb**

LEGS

Well, I hope you don't. It's really not worth it, honest. Anyway, what do you want with an Arnie when you've already got a Sega and a MSX. Stop consuming and just find time to enjoy the things you've already got. Ed.

SHOULDER

The words to Botemian (the word is "Botemian, not Bot") will not go and not, "but still would not go" you wrote in '93 '75 in the front. In answer to the question in the caption, Queen are singing about an unloved young boy who is pleading to be released by the devil who is poisoning him after he killed a man. But I wouldn't expect a brain-dead IMF fan to understand that. Ask Linda to explain, she explains the beauty of music. Here's a poem...

There was a young man called Hatch,
And he had a cat.
He let go of the clutch
When parking on a hill
And he crashed into a tree.
And then there were three.

**John Years
Ramsey, Isle Of Man**

Of course I know the right words to Botemian (the word is "Botemian, not Bot") and that's a really nice poem. Oh, and Linda doesn't like Queen. Ed.

STAR LETTER



SHAKESPEARE'S BETTER NURSE

You wanted to know how the ventilator thing could go up and down when it's not even attached to the chap's face in the Shakespeare's Sister video. First not 'you are about to find out...

He was probably on a volume cycled ventilator, receiving controlled ventilation. This is when the ventilator delivers a pre-determined volume of air to the patient regardless of any changing lung function. What's more, the cycle of ventilation will run automatically at a rate selected by the nurse, doctor, or Joe Bloggs who's wandered in off the street to fiddle with a few buttons. Also, a fixed level of ventilation is provided. It will set inspire or have gas available or circuitry to respond to the patients own respiratory efforts, and it's the most common ventilation system used for patients whose respiratory drive is absent. Clear as mud, isn't it?

In other words, the machine was plugged into the electric socket in the wall and set to automatic, so it didn't need to be attached to anyone or anything. Betcha some you asked now, aren't you. Oh and I think Thom Donaghy is fat!

Worley

Oh your RGN student nurse

You're absolutely right. Really, it is clear as mud. As far as I can work out, the machine's left to cycle away, whether or not it's attached to the chap's face. So, does that mean that when he needs a bit of air in his lungs, you stick the old face mask on him? If that's right, then why leave the machine running all the time? Does it take a while to warm up to the right of the concave thing that moves up and down proven to have a calming effect on patients, nurse, and visitor alike? Does the fact that they used one in the video mean that some poor person was without air in the old lungs? Or instead, was the chap in the video a real patient who they borrowed for a day because I fully expect I allowed one when I got her down and dislocated my shoulder and started hyper-ventilating all over the place? Anyway, thanks for your letter. It proved to me that I choose the right career. I'm far too dim to go about saving people's lives. Ed.

SOYA PICO



So laid back that she owns three Harvi Schoonak albums

By disappearing, Panto just visited all his buddies from his own shoulders onto poor Soya's. The thing is, a man of 26 years can carry quite a lot on his shoulders. Soya, in coping at 12 stone, is finding it hard to manage...

As you can probably tell, Fat Panto hasn't turned up yet and I feel that I should say on my obligations. I wish Panto would come back. I never had his heart when he was around, but if he came back, I wouldn't have any more heavy visitors.

The neighbours are asking and even I'm starting to get a bit freaked out. These friends of Panto's are just giving me bad vibes, man. About a week ago, a fellow man of immense proportions turned up and tried to steal my guitar. And I was excited it was just payment for losing his hair in Panto's 'I hope 'long out. Well, it seems that even Panto knew some nice people.

Last night I was doing my yoga stretches when there was a really loud knock at the door. It completely caught my concentration and I fell over. I hobbled over to the door and before I had a chance to open it, there was a clattering sound and two men walked in. Now I'm not a small guy but these two were massive, ten-foot silent one stopped on my outflin. I was caught. Desperately I began to search my mind, what do you say to men like this? I asked them if they'd like a cup of herbal tea and I seemed to do the trick. They moved away from me. I got behind the fence post and asked them who they were.

Apparently Panto used these guys some money for some nightclub or something. Sooner we was chatting away over the tea and soapy soapsie sticks.

My faith is shaken but been restored. These guys were very cool, man! They looked a bit weird but they really were just us, us, nothing. One of them, a foreign guy called Andre, was talking to me about the fresh springs in his native Hawaii and the other one, Steve (his name was, I thought it was a new breathing technique). They even invited me to their nightclub, Panto Hollywood. Who on?

WHERE ARE THEY NOW?

Bonjour mes petites pois and welcome you to another round of celebrity searching with Hutch and Jon.

Donkey Kong

When Donkey Kong was cruelly captured from his jungle home in Lipopolita, little did he know that he'd become a global megastar. His two jailers were a couple of Italian chaps who resembled a couple of years down the road in the slightly popular game *Duper Mario Bros.* However, after a couple of years sharing the farm with the brothers, he was cruelly rejected and thrown out into a harsh world.

Donkey tried in vain to return to his native land, but the Lipopolitans wouldn't permit him entry and he was forced to languish in a beach hut in Florida, posing for photos with tourists. Then one day he met an orangutan called Melanie and she saved him from his soul-destroying life. The two now live in a hut on their own mountain in Brazil. They have almost completely returned to their animal roots, though Donkey refuses to care of his considerable Bermuda shorts. The couple are currently trying for a baby, though they admit that after years of soft drink abuse, they may have to adopt.

Captain Blood

It couldn't have happened to just anyone, but it did and did happen to Captain Blood. He was the first man to get split into ten parts. It was all to do with light speed aerodynamics and, luckily, it ended happily. After Blood had recited the universe, befriending hundreds of alien lifeforms he eventually left himself again. However he missed all the excitement and longed to be burning the galaxy again.

Thereafter, three years ago, he hitched up his starship again and set off in search of his 11th brother Yonick. This led him to the Starpost quadrant of the galaxy, a place somewhat akin to the Hangar Lane Senatory system, but slightly bigger. Here, he followed a trail of burnt out star dams before eventually finding him waiting on tables on a small planet, tried from the right as you look at the spaceship-like collection of stars. You know, the one that looks like a pepper if you squint.

How happily reunited, the two brothers have set up in business as interstellar detectives. They promise a speedy resolution to any job, partly because they've got their noses on a time and space reactor. At the time of going to press they had been hired by Mr Arthur Spoozy to find out why fluffy papper has six holes in it, when two or maybe even four would be perfectly acceptable.

Monty Mole

Monty was a happy camper. He thrived on negativity, spades and platforms and got many happy thrills in games such as *Monty Mole*. Monty on the Run and Impassionate. After he'd cleaned up with this role, Monty decided that he'd like to turn behind the camera and so took a course in film-making at a Gallatian university. He has two projects in the pipeline, including a network of a Gallatian university. He has two projects in the pipeline, including a network of the classic 1985 game *Paper Mario* starring David Bryant the terrible player.

Redhawk

Ace reporter Kevin and his crime-busting alter-ego Redhawk crashed into the Spoozy scene in 1986. Blessed or, as some thought, cursed with superhuman powers following a nuclear blast, Kevin combated evil by turning into a feathered aloysius and shouting "Kawah!" The resonance of his voice would then trigger strange changes on the sub-atomic level, causing him to transform into the powerful and impressively-caped Redhawk. In this guise, Kevin guarded Britain against a battery of mad villains, trained by the police and loved by the nation. Redhawk's career was cut tragically short when he suddenly dropped dead of long term radiation poisoning.



Kevin's own split my point? Oh, neither. He split The Atomphorics production, number 100,000,000.

Eric

The most famous celebrity on the Spoozy, Eric awoke Karol, in both *Star Chase* and *Blak 2 Skool*. Notorious for being the country's foremost exponent of the test-driving compact, Eric came close to being expelled in disgrace many times. His contemporaries remember him as "a loud, hawke kind of chap who had an unhealthy



"Donkey" (Donkey) Eric. "I'm the good but he isn't a good, well, I'm a bit of a know-it-all. He's the best of all that's ever happened..."

interest in girls and who often stood on people's heads." However, it seemed that no matter how much trouble Eric found himself in, his easy charm and indulgent parents soon smoothed any ruffled feathers. Upon leaving several local bookkeepers, he completed his schooling and gained a First in Applied Educational Psychology. Today, having earned over a million, Eric is head of the multinational McGraw-Hill corporation. To build team spirit, he organises regular competitions between groups of executives armed with fancy pens.

Thorin

Thorin can be regarded as the Spoozy's first multi-superstar. His debut number "Gittin' Stuck And Singin' About Gittin' Stuck" inspired countless aspirants to battle on with The MobyC. Surprised by the success of a man they had regarded as being a cautious artist in light, Medicore House signed him to a recording contract. Thanks in part to a thematic advertising campaign, Thorin's album, "Gittin' That Dewar" shot straight to the top of the charts. He followed it, and the three-album The Dragonheart team-up "Fluck My Mole" has been officially proclaimed as the fourth biggest selling single of all time.

Sadly, in contrast with so many in the music business, Thorin fell into bad company. After several days of hard head-drinking, he disappeared. His body was found a month later, tucked in a brown-brown shed. The autopsy showed that he had been five-hat packed lunches and over-water, drunk regularly and arranged from behind before having his skull pierced in two. Several thousand adventures were detained on suspicion, but no charges were ever brought.

Another plump Where Are They Now? draws to a close. Next month we ask, what happened to Lunar Jetman and Andy Ide's beard?

NEWS

The curtain's rising - it's time for more SAM news. Ladies and gentlemen, here's Jonny!

You know (he mused reflectively) someone once said, "It's quiet... too quiet." And by Jingo, they were right. Although there's only one review in this month's SAM Centre, taking just around the corner is a collection of features and software set to spring out and leave you dazed, somewhat like a straggy dog but markedly less straggy. And not so much like a dog. Or something. Sit back and sup loudly on your TV dinner as I whisk you by breakfast speed through the Coupe's forthcoming attractions.

Software

After his nasty accident earlier this month, I'm pleased to report that Hobbies Software's Chris White has made a full recovery at the hands of our very own Dr Hackenbush. Or should that be, from the hands of our very own Dr Hackenbush? But I digress. Even so you leave jenny fingerprints on the edges of these very pages. Chris is waiting for the postman to deliver Bongo! To save himself sweating, he's working on a strange-sounding



This little beauty in Vegetable Pac-Man is about to bring down good, it's delicious, but tough, "Kassanova" indeed!



Waffle with! Believe it or not, this is a hidden screen from Froggy Programmer, not! What a bunch of scamps.

TRITEX - THE LATER LEVELS

FRED Publishing £4.99 (Requires experience to run)
T 0352 524201

So you've beaten Tritex, played around with the cheat mode, pressed F7-F8-F9 on the loader menu and remembered there's a second game in the pack. Where do you go from here? For most of us it will be straight into a special clinic for some vital nervous therapy. But for the brave, brave few who considered Level 17 of the game just a warm up exercise, it's straight to the post box with your order for The Later Levels. For, after several months of anxious threats, FRED Publishing has unleashed an extra 25 levels that take the original look like a stroll in the park.

Tritex, for the uninitiated, is the SAM version of the famous Mah-Jongg tile-matching game. Whizzing a pointer round the screen you have to, um, match tiles, making them disappear to reveal those underneath. With odd and wild quantities of fish, you'll match 'em all, thus earning the right to enter the next level. To add a little interest, these late tiles with special properties, such as bombs and flippers.



Look - we've nearly finished the level. Really, really you - and you a really looking that "really" is not quite good enough. Oh dear.

Easy-peasy, tried or not? Well actually, to earn a phrase, son. Dear me, man. The Later Levels is, without doubt, only for people who could beat Level 18 and upwards of the original. If you are one of those people then you're a clever rascal and you'll get a lot of mileage out of the follow-up.

The graphics are all the same - smooth, clear but completely undistinguished - and there's still that jolly tune bubbling along in the background. Apart from a brand-new FRED logo gracing the intro, the only other modification is a completely different cheat mode. (Fish hah hah.) In short, it's more of the same. To be fair, this also includes the mind-crushing addition factor. No matter how often things go wrong, you always find



Common Tritex strategies, number eleven. Making exactly matched tiles all over the place, we've got horribly stuck. Well, somewhat!



The second level of The Later Levels. Bigger, it makes an odd fit for the postman, doesn't it?



Solutions SAM folk, and welcome to the second quivering instalment of SAM Centre.

yourself trying again. And again. And then a couple more times after that. If you can stand the pace and the shattering despair of facing that final unmatched tile, peek out The Later Levels. You mad, mad fool. It



What thrilling new logo from The Later Levels is that. Oh, no you can't see, it's from FRED. About.



MEGA DEMO 10

SAM Supplement/E2.00

The latest in the ever continuing series of 16-bit demo conversions features *Ch Safari* and *Lemon Squash*. The former is a simple digitised animation showing a galloping zebra viewed through a pair of binoculars - nicely done, but instantly forgettable.



Ch Safari with the SAM Supplement. How emphatic are Sam's enhancements? And does anyone have a rifle? (Above)

Lemon Squash is a different barrel of biscuits altogether. It tells the bizarre story of what happens when Big Lem's needs

Teeny Lem and (sod) steps on him. I won't give away the bonkers plot, but suffice to say there's a happy ending. Fine animation and a good variety of camera angles boost the appeal of the demo to an

impeccable level, and as

usual, all in unprotected RAMSC so you can see just how the programmer did it

Overall 69*

SAM JUGGLER DEMO

Codejo Software/Free with March Newsletter from SAMCo!

Surprising the ESD Surprise Demo is no uncertain terms, this excellent machine-code program shows off the Coupé's graphics to fine effect. A series of neatly-drawn pictures introduce the programming crew and their country of origin, before the demo launches into an amazing ray-traced animation of... well, SAM juggling. It's eminently watchable, nicely hypnotic and is short the kind of demo that should be playing on Coupé screens everywhere.

Overall 80*



Amphibious, this demo is from the SAM Juggler (above). It may look good now, but just wait until you see it in motion. (Below)

DARN!

A couple of hours after the last issue went to press, dear old SAMCo rang up to say that the *Ballz 'n' Bats* courtship demo wouldn't work with 256K machines. So for those of you who've still got the quaint, old fashioned 4k, here's an alternative route to get the demo working. Tak, eh?

10 OPEN 3: CL BAR 9833:LOAD =
CODE 98334 1:ET AS-RR MS 08304
10 1:3304:POKE 217992: AS CALL
212992

Dusk is falling and, to quote Zebedee, "Boing" Oh, and "Time for bed." Good advice, methinks. I shall return, but in the meantime direct all your SAM stuff to SAM Centre, Y8, 30 Monmouth Street, Bath BA1 2DW. Be seeing you.

NEWS



program called *Projector*. Apparently, this will allow you to ink animated figures and backgrounds, then control the figures in order to create your own computer movies. To coin a phrase, it sounds crazy, but it just might work. See for yourself in a month or two.

Also due pretty soon is *Revolution's* *Magical Velocity*, an arcade-adventure featuring a holidaying tomato. From the demo copy it looks very *Slippyish*, with one smart difference - you can only control the tomato when he's against a wall. Oh look, just wait for next month's review. It will taste tense. Honestly.

Hardware

On the hardware front, SAMCo have been busier than two enthusiastic bees with a particularly busy schedule. By the end of this sentence you'll be able to get your hands on the CD-ROM Hardware Design Kit, a collection of electronic code-and-words that aims to teach would-be hardware jocks the basics of the trade. Who knows? You could end up earning millions. Or something.

The kit was all but finished when SAMCo decided it would be rather a shame to add a bonus circuit to the board. This bonus component adds 256 shades to each of the original 128 colours. To save you doing for an instant, the maths that the SAM will be able to display 32,768 colours on a screen at once. The colour board works in any 80286 and, although you can only get 2,000 colours using normal line drawings, any colour worth its salt will be able to look up a routine that uses the old-to-new palette. If you're not a coder, or don't like salt, you'll be pleased to hear that *Revolution's* proposed new art package will give you the power without the bother.

If that wasn't enough to set your heart and cheque book a-fluttering, the *Video Digitiser* is due at the end of April. The basic kit, costing £80.95, will digitise 8-bit monochrome, giving 64 shades of grey to play with.

This, as they say, is not all, for the *Video Digitiser* has been designed with expansion in mind. The first add-on out of the starting gate will be the *RGB Splitter*, which for the less astronomically-minded among you, separates a video signal into red, green and blue pulses. In other words, it'll allow you to digitise in colour. Well, can't wait for all those polychromatic Terminator 2 demos. No price yet on the *Splitter*, but SAMCo say it will be under £20.

The second add-on to hit the market will be the *SAM Linkbox*. Although it sounds like a sinister space infan, this is in fact a device that mixes the FP signal from SAM with that from a video. What this means is that you can, amongst other things, overlay graphics on your TV picture.

The *SAM Linkbox* is going to be a bit special, as you'll be able to connect up to two of them in the Coupé at once. Right on cue, I can hear a small voice from the back saying, "What use is that?" Well, for starters, you'll be able to digitally cross-fade between two video streams. Here video editing stays!

POSTBOX

SAMCo, Laboratory, Phoenix Way,
Swansea SA1 9B4
☎ 0782 700300

FRED Publishing, 40 Roundly,
Manchester, Dundee DD5 4RZ
☎ 0982 534201

SAM Supplement, 37 Fisher
Street, Bournemouth, Wexham Hill SL8
☎ 0982 400200

News Software Unit 12, Owlton
Court, Swansea SA6 6QP
☎ 0782 787770

Murray Mouse

CodeMasters/C3.99 cassette
T 0926 814432



Miss, eh? What utterly crap creature they are. They shuffle around ridiculously cute noises and graze seeds with their cute little paws. I mean, even their pees are blimie! attractive, and they don't stink! No mammal should be allowed to get away with such overwhelming puke-inducing cuteness. As for guinea pigs (Oh lor', he's off on one of his wings again! Linda), they're even worse. (Stop it right there, I've got a deep personal affection for guinea pigs! Linda! Oh alright,

Murray Mouse is a game about his life in 1900s Chicago. A town not famed for its polite treatment of citizens, hee. 1900s Chicago is a dirty port, a town in conflict with crime and addicted with tobacco that ordinary people are forced to sink into rugged, second-hand addictions back for lost money glasses of illegal booze (I'd love to have lived there).

One sunny day in 1900, someone makes an amazing discovery: the moon really is made of cheese. Downright amazing news in the land it descended with this news, but unfortunately to them, there's a conspiracy in the offing. A nasty mafia boss and crew of his match their eye on wanting to steal the moon and sell it on the black market.

Most considerable dude!

Obviously such a fairly basic plan has to be accompanied by some spicing individual, namely our Murray Mouse. Hence the total becomes an



"This discovery sets an entirely new scene. The big ripper mouse simply must have a blimey reward table by his side," Murray pondered.

**INCREDIBLY
USELESS PHONE
NUMBERS TO
CUT-OUT-AND-KEEP!
CHARIOTS OF FIRE,
MOBILE BARBEQUE
071 731 8058**

BLIM!

Cheese was probably used in the 11th century as an early form of hair lotion. It was abandoned in the summer of 1927 after the famous dairy disaster of Mountbatten Farms when in a particularly hot day, three people died from head-to-toes.

Unsubstantiated, a government agent whose sole mission in life is to ruin the life that the organised gangs are leading and in the process "lose the cheese moon" (blimey, who wrote this crap?)

The game itself is a purified explosion and combat gem up. You wander around various screens in search of Powerball ingredients such as acid, hairbrush and



All things being equal, Murray thought, you shouldn't be able to see the results so clearly, when it's an obviously right.

gangs. The cuteness of these items featured apparent just as when you keep repeatedly doing... Now, the main problem with this game is that it's crap. It's supposed to be set in Chicago, but the background looks soft as an American city. I mean, since when did Chicago have blimey, grass mountains downwind? Nope, what we've got here is a strange, suspicious game with a job bungled on the end. However, that's not the only crap thing about this game. Consider the act of jumping, blimey, you can jump to the left, to the right, or



blimey, blimey thought or how wonderful the blimey garden would look. Blimey, blimey once again, he blimey over to the party cheese and celebrated with an victory leap.

straight up. Yet in this game, though here you can only jump to the left or right, which means that you spend ages walking left and right trying to find the best path from which to launch yourself into the great beyond! Oh it stings and you're highly likely to get your hair singed by a nearby torch and, thus, lose a life.

Trifl Nigel, trifl!

The problem solving in the game manages to be simple and obvious at exactly the same time. For instance, while a key opens a locked door and a splash brightens a gas, you'll need a jet of woodsmoke to get through a door. That's more. These items tend to be dropped in exactly the right place. So, if you're little bit too late to the left your team will make no difference to the destruction of all.

Actually getting the objects is a bit of a problem too. Not only do you have the tricky jumping mechanics to contend with, you'll also discover that certain objects can only be grabbed while in motion. All of this makes a blimey mess of the controls to get certain items.

Now, Mr. Gary Galton, you're going to have to do better than this. Murray Mouse is lame, derivative, unloving, annoying and bland. It's all of any real going for a subtle angle in a game, but this is a dramatic overkill. Cheese Moon indeed!



Facts About Cheese

- The Japanese are currently developing a cheese made from equine's milk.
- Cyril Handout of skating wears size 18 pointers of processed cheese in seven-minute, using only a pin of royal wedding commemorative toe-stoppers.
- The most expensive cheese in Britain is Lantini's Blue which is obtainable from a limited number of shops at £7.80 a pound.
- The cheapest cheese in Britain is Glop's Glop Lumpy which is obtainable in cheese supermarkets in any money-free town in the country.
- If all the different cheeses varieties in Britain were lined up end to end, they'd probably get bored after a few hours, get horny, put their cultures up and watch David Bryant winning the latest blimey championship.

CRIME

THE **RESTORED**
MAGAZINE

'GETS A BIT
HAPPY'

by *John*

OH OH! (SOUND) PUMPKIN... OH OH OH OH!
(SOUND) PUMPKIN... PUMPKIN... PUMPKIN... PUMPKIN...



SCOTT! CARE DEEP!
CARE DEEP! SCOTT!



SCOTT!



SCOTT! CARE DEEP!
CARE DEEP! SCOTT!



THANK YOU! SCOTT! CARE DEEP! CARE DEEP!
CARE DEEP! CARE DEEP! CARE DEEP! CARE DEEP!
CARE DEEP! CARE DEEP! CARE DEEP! CARE DEEP!
CARE DEEP! CARE DEEP! CARE DEEP! CARE DEEP!
CARE DEEP! CARE DEEP! CARE DEEP! CARE DEEP!
CARE DEEP! CARE DEEP! CARE DEEP! CARE DEEP!
CARE DEEP! CARE DEEP! CARE DEEP! CARE DEEP!
CARE DEEP! CARE DEEP! CARE DEEP! CARE DEEP!

SCOTT! CARE DEEP!
CARE DEEP! SCOTT!



SCOTT!



SCOTT!



SCOTT! CARE DEEP!
CARE DEEP! SCOTT!



SCOTT! CARE DEEP!
CARE DEEP! SCOTT!



YES! ADVENTURES



Sell! Sell! Sell! TIM KEMP shows you how to rake in the dosh. Sort of!
ADVENTURE WRITING MADE EASY
PART THREE - THE FINAL FRONTIER



Over the last couple of issues I've told you what to put in an adventure, what to leave out and who to send the finished

product to for evaluation and publication. This final installment deals with selling the game yourself.

There has always been a strong mail-order adventure market, mainly because the authors of the games had no choice but to start up their own little mail-order businesses to sell their wares.

Selling games via mail-order couldn't be simpler, but there are a few things that need to be sorted out before you begin. First, you'll need some form of instructions and a cassette cover to go with it. As the simplest, the cover of a game can consist of just the title.

Having access to a wordprocessor and printer is handy for typesetting and printing the storyline/instruction sheet.



A typewriter will do at a pinch but it's not as professional.

Try to make your cassette cover and storyline fit on one A4 sheet of paper, one photograph doesn't come cheap. The usual cassettes like library's, office supplies, the corner shop etc charge about 5-10p per A4 page. The more you can squeeze on a page, the better things will be and you'll be cutting your overheads right from the start.

Blank cassettes, for duplicating your games on, can

be bought in small quantities from **Donald Software**. The simplest duplicating method is to do a straight copy from computer to tape.

All the adventure writing utilities allow you to save the finished adventure database as a stand alone adventure, so there's no problem there. Recording the game on both sides of the blank tape at different levels is quite important. Thus, if one side doesn't load then at least your customers will have another side to try. Remember to clean your tape heads, it can make all the difference.

Always post games off to

your customers as soon as possible. This will take quite a large chunk out of your profits. You'll need a jiffy bag of some description - the ones with bubbles in 'em are probably the best to go for. They cost somewhere in the region of 12-15p each, depending on where you live and where you get them from. Postage is the next big consumer of your profits. It'll cost you 20p, several pence, to send your game to your customers when dressed in a jiffy bag and wearing a cassette cover with full game instructions.

Most people usually aim for a £1.99 rrp for their games. When you add it all

BLIM!

The exciting new series of **ADVENTURES** is now being published by **Dragon**. **ADVENTURES** is now called **Dragon Quest** on the British Isles. The only way for the player to travel the world and find pieces of a mirror that can save the good old dragons would be through **Dragon Quest**. **Dragon Quest** is the new series of adventures.

Don't miss out on the game.



"YOU SAY SHINOBI, I SAY ZENOBI"

It's just one of the many ways you can win a copy of *Jack the Giant Killer*! Simply hand in your completed ad to your favorite store. Each of the 50 winners will receive our exciting coloring book for free. Simply fill out your form for a chance to win. The rest is on us! For more info, visit www.igmp.com or call 1-800-4-A-Game.

Where did I place your order to receive some of the very best adventures to have been released over the last couple of years. Terry, Steve, Chuck, City to City magazine, the Chronicle, Inland, and Good Will are just a few.

To win one of these fantastic prizes, simply complete the following question:
★ If my friend were to **Shinobi** head **hunts**, John White, affectionately

knows as!

If you give a clue, it begins with B and comes from the Lord of the Rings! Send your name, address, telephone number and completion answer to a postcard or email (note number) and send your entries to: The Big, Bad, Wonderful Game Corporation, 6000 The Tower Apartments, San Diego, CA 92161-4208. Street, San Diego, CA 92161-4208. The closing date is the 15th of July, 1993.

NEWS



Send word on the adventure front this month. I've had over 25 adventure e-mails to me for review in a two month period! Lee Griffin sends a tip that they were from a group of avid adventure enthusiasts. Best news of all though is that there are now quite a few new names in there! They'll be thoroughly reviewed and get approved as soon as time and space can be found for them.

Dave Leffler of 231 Gaming has also pleased to let me that he's had three e-mails for 200 lists. You can get in touch with him at 231 Gaming, Carlson, Idaho 83403.

Fugate 2348 Cooper or Kenney - 2348 2nd party club, greatest name then 2347 to the mag for you. Do yourself a favor and send an e-mail for more 2347 updates to the new address. Also, Dave's just received a new job on 2348 as a new club newsletter. We will find Dave and post him!

War Drury of Farnborough has written to let me that a Jim Ried for the Action Promotions (I'd have thought the rights to a large slice of stuff including some classic adventures like *Return of King*, *Jaws of Death*, *Warlock* and *Afterdark*) is a really cool guy. For the full bit, press and an order form app a note telling them you sent the *Savage* list to a publisher with an ear to the 1st & 2nd Party, Carlson 83403.

TIP BIT

Quite a lot of you took my advice and bought *ZenoBI's Phoenix*. Judging by your requests, a lot of you are stuck in it. It's avoid making a mistake right from the start, which is where most of you seem to be going wrong. Here's a look at what objects you are equipped with. (Inventory) Next you'll find that examining the Disk (see said then spinning it will produce a disk of information. Take it, make your way to the fork in the road (S, N, SW) and throw your knife at the Demon - LORCIA. Pick your health up again and keep it till the end of the game. Make sure that the disposal of the Demon is achieved as soon as possible as if you were to let him get the game to be it was too long. Will be done already. Assuming you kill LORCIA, it's time, examine the shield and my bells. Head his wants then go SE, NE, NE, examine the bricks that you find and follow them. Go SW, give the Medicine to the drink, examine your own hands then show them to the drink. Your reward will be

an Amulet. There you go! Now you are all on the right tracks and should be okay for a while.
Richard Butler from *Charley*, Lance has been stuck in *Valthala* for five years now. What he wants to know is, where is *Valthala* can he find *Shinobi*? He's got *Olaf*, *Demaris* and *Skorin* (I see a doctor if I were you, Richard, as he's not completely useless. The last location he found was called *Thornle* in *Walt* which is in the north of *Ripple's* that. Richard says that he knows there's a way out from there but doesn't know how to actually go east. Now if you see *leaping* around, wearing your arms shooting, "I know what young Richard needs to do", then for goodness sake try and control yourself for long enough to write down the answer and send it to me at the usual *IGMP* Adventure address. I can then pass on the details to Richard and he can sleep safe in the knowledge that the murky depths of *Valthala* will trouble him no more!
A. Creechle is a new *Spectra* owner and is having

terrible trouble finding out the best questions to ask in *Shinobi of Darkness*. It's getting nowhere in Level One, so it's becoming awfully boring. Things would be better fine if there had been any help-chests left over for the game when *TS* were ditching them with a white back, but there's still been snappled up, if it has been provided if some kind keyboard print would send a copy of the help sheet to me and I'll make J Creechle's day by forwarding it on to him. It also seems that a help sheet for *Lochlan* would go down well too.
And now, the chance you've all been waiting for... get into my personal good books by supplying me with a help sheet for *Forever Of Darkness* by the *Games Workshop*. It's old, it's bold etc., or, added point, I've forgotten how to complete the thing! To tell the truth, I keep forgetting at a certain point in it it's more scary. When I come round I've forgotten what I've done, what I've seen and who I am. I hope your master *Adventure* or *Adventurers* out there can come to my aid.

up, you spend \$1p per blank cassette, 16p per photocopy cassette conversion sheet, roughly 14p on a 4 1/2" bag and 50p the second class postage. That leaves you with 61p profit from the sale of each and every game. Sell ten and you've made yourself ten quid! If you sell one hundred games then you've made ten times as much! Mind you, it'd have to be a pretty convincing game to sell that much!
At first you probably won't sell too many games. Getting yourself established and noticed is the hardest, and most important, thing to do. The best way

to get free publicity is to send copies of your game to the adventure columns and fanzines for review. The adventure fanzine scene is going well at the moment and you can advertise your wares in the pages of *Adventure Probe*, *From Beyond* and *Kid Hopping* for a modest sum. When sending off review copies make sure you've supplied all the details about yourself, your game, who to make cheques payable to, as well as including holidays and maps too.
Well then here you are. Simple stuff or what? On the whole the info I've given you over the last few months in this mini-guide to writing and selling adventures has been pretty basic. It's all relevant

and will help in the long run. There's absolutely no reason at all why anyone reading this shouldn't have a go at writing an adventure and trying to sell it to one of the established companies, or even trying to do it all themselves!
If you're interested, I've prepared an info pack with more addresses, hints and tips and even a ready-made cassette info template for you to use. Simply write in to the usual *IGMP* Adventure address with an e-mail and a request for the additional 'TBY' advertiser's leaflet.



USEFUL ADDRESSES

For more information, info will be sent upon request. You will usually do the work!

Black Caster (article below) is Specialized, Fargo, North Dakota 58127.
Fanzines:
Adventure Probe 87 Wood Street, Greenfield, Devon PL21 2AA 01752
From Beyond 10 Duke Place, Newark, North 101 010
Kid Hopping 16 The Avenue Street, Bathurst, London E12 8JL
IGMP 1000 Adventure House, Daresbury, Warrington WA4 6DT
Adventure & Strategy 247 The Avenue East, London E12 8JL
IGMP
New Media Adventure column, 31 Mansfield Street, Bath, Avon BA1 3BE



VS hints n' tips TIPSHOP



Greetings mes petits pois! This month the Shed is patiently awaiting summer. It can't be long now before we can spend our lunchtimes on the grass and feel the sun on our skins.

I can't wait to sit around on long, lazy summer nights and spend my weekends on the river. I probably won't get to go on holiday, but at least I can flick through holiday brochures and dream, dream, dream!

At this exact moment in time, I feel incredibly ill. Ah! It's my own fault for insisting on having a bit of every single

Easter egg. It was so good buying them all, I just went into Waitrose and piled a basket up with all the best eggs. I didn't half get some funny looks!

Luckily, the rest of the team helped with the fasting. Maryanne wasn't much help, she had to give up after five Mini Eggs! As for Jon, he only likes Mini Eggs.

If Hutch hadn't been on hand to help out, I would probably have been incredibly ill by now. As it is, Hutch is looking even greener than me.

It's big! It's beautiful! It's back. The VS Tipshop just gets better by the second. (Sort of!) Here's LINDA BARKER to guide you through the windy streets.

- BART SIMPSON VS THE SPACE MUTANTS... 36
- CAPTAIN PLANET... 36
- DIZZY DOWN THE RAPIDS ... 36
- DEVASTATING BLOW ... 36
- DIZZY PRINCE OF THE YOLKPOK ... 33
- DOUBLE DRAGON 3... 40
- PUY THE MICROBOT 2 ... 37
- SPELLBOUND DIZZY ... 40
- SUPERSPRINT... 32
- WORLD CLASS BUGGY ... 40
- TIP OF THE MONTH AND MEGAMAP
- TITANIC BLINKY... 38

THE VS CLINIC WITH DR HUGO Z HACKENBUSH ... 36
featuring Fantasy World Dizzy, Flank, Heavy On The Magic & Prince Of Persia

PRACTICAL POKES ... 37
featuring Boulder Dash Construction Kit, Bubble Dizzy, Dizzy Down The Rapids & Super Seymour

SUPER SPRINT

Supersprint was one of the original, and definitely one of the best, race-around-the-track games. That's why we put it on our coverage and why Oliver Mores decided to tip it. It's all yours, Oliver...

Track One

Speed up as soon as you start to get into leading position, but slow down as you get to the first corner, speed up again but this time brake well before the second corner. Regain lost time before rounding the third bend at full speed, power to the starting grid slowing only to round the fourth and fifth bend. Repeat four times to win the race.

Track Two

Build speed quickly and try to round all corners except the fourth, fifth and sixth at top speed. After the fourth bend line your car up with the ramp guide. Do it right because you can't turn in mid-air and crashing is for the weak! Only! Try to get top speed because if you go too slow, you won't touch the other side.

Track Three

Easy! Zip round the track at 200 mph, pausing only at the sound-out and to drink babysham out of a big silver cup!

Track Four

Oops! Fly on the straight and bank on the brakes working before turning a corner.

Track Five

Easy peasy lemon squeezy! Shoot through all the gates and then line yourself up on the bends so all you have to do is drive straight through. Only brake if your water is screaming in you ear telling you to 'slow down! You're gonna crash... Agggghh!'

Track Six

Danger! Dangerous! This one keeps with the other cars until the last bend of the race then let the gas! Straighten up before going under the bridge. Unless of course you want to lose!

Track Seven

Tricky but not as bad as Track Six. Take it easy until the soundabout then hit the little pedal to the left as hard as you can (or get an adult to do it for you) or do the same as I.

Track Eight

Winner of the game that will make you pull your hair out and throw it on the floor! (award 1992) Combine the worst features of all the tracks. Stay behind the last car until the third bend of the last lap then take the first and keep it to take the glory! Or simply take the last and keep it! Watch the track!

GENERAL TIPS

- Always take the inside of a corner to be able to round it fast.
- If the gates are open use them to take the lead, take care if-close they close with you inside.
- Stretchen up before going under a bridge.
- The fastest tracks are numbers three, four and five. The rest are the slowest.
- Control air using 'control' once as you can.
- Control air using 'control' once as you can. If you get three and then win the race you can add one of all four things to your car. They are...
 - * Super traction - keeps you on the track while cornering, but it slows you down.
 - * Higher top speed - higher top speed (Tracks One to Five).
 - * Turbo acceleration - stay at your top speed for a few seconds then slow! Ideal for maintaining.
 - * Hatch - will make you fly to the heavens or all hell, if they can't be used to gain extra speed or even timing if you're smart.
- Vote banks, Oliver. Buy your hub caps never rust over.

DIZZY PRINCE OF THE YOLKFOLK

Keith Bonnet knows how to get past the trollman and rescue the princess. Humm! What's more, he's going to tell you how to do. The map's the work of a great artist - Les Flier. or is it Grams Scott.

Solution

Get jug, get leaves, get matches, stand by door. Drop leaves, use matches, use jug.

Lo2, get pickaxe, R, on platform, Ro2, get cage, jump R, jump R, get DFF bridge, use building kit, D, stand next to roofless, use pickaxe, drop pickaxe, L, U, get gold nugget, D, Ro2, on boat, R, off boat, give nugget to ferryman.

R, drop cage next to Poggie the tuffie, Uo2, stand on right edge of platform, jump Ro2, get trap, Lo2, Uo2, Lo2, give trap to Sir Pester, get cheese, R, D, R, use cheese on cage, get caged tuffie, L on boat, L off boat, L, up, L, on, drop caged tuffie.

L, on platform, R, get outward motor, Lo2, U, R, get rusty key, L, D, R, off platform, Ro2, on platform, Ro2, down, R, on boat, R, off boat, talk to ferryman, give outward motor to ferryman, get scythe, R, Uo2, stand on edge of platform, jump Ro2.

Stand next to tumbles, use scythe, R, on platform, L, U, Ro2, U, stand next to door, use key, D, on platform, Lo2, get treacher, use Ro2, off platform, Lo2, D, R, get bugle, off platform, Lo4, on boat, L, off boat, L, up, Lo2, talk to tugger, give bugle to tugger.

On platform, Ro2, talk to lion, use treacher on lion, get them, R, down, R, on boat, R, off boat, R, Uo2, stand on right edge of platform, jump Ro2, R, on platform, L, U, Ro2, slip them, R, on platform, L, walk L until doppleganger is depressed, R, off platform, U, get spinner, Lo2, D, R, off platform, Lo4, on boat, L, off boat, L, U, Lo2, get pig-chose, Lo2, on platform, Lo2.

Use spinner on mechanism, Ro2, off platform, Lo2, talk to princess, give pig-chose to princess, get flag, Ro2, on platform, L, U, on platform, stand next to faggone, fly flag, talk to tugger, talk to king.

Off platform, Ro2, on platform, Ro2, D, R, on boat, R, off boat, R, Uo2, stand on right edge of platform, jump Ro2, R, on platform, L, U, Ro2, U, see Daisy, talk to Daisy, get all cherries, talk to Daisy.

Altho! But where are all these cherries, ah? Well, Keith knows the whereabouts of 17 out of 28...

- In a tea tray
- Trapped
- Top of the hill
- Top of the hill, behind cage
- Hillside
- The enchanted forest, behind left railing
- The enchanted forest, behind Poggie
- Puffy cloud, far left from Heaven
- Castle ramparts
- Castle ramparts
- Tower drawbridge, behind tumbles
- Edge of the tower
- Inner sanctum, behind mechanism
- The deserted tower
- First landing, behind tea
- Double trouble, behind spinner
- Castle drawbridge, behind stump of grass



AREA 1 - Battle Ground



AREA 2



AREA 3



AREA 4



AREA 5



AREA 6



AREA 7



AREA 8

The Addams Family

Uncle Fester says: "Remember kids, we're all cremated equal!"



The Addams Family Movie
"Early to rise and early to bed, makes a bloke healthy, wealthy and dead."



"Life is a horrilly chaotic, busy process!"



**YOUR
SINCLAIR**



Lurch just wants to say "Gooooooooooooooble!"



THE VS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Wally, your neck. Just authorize what I treat at the clinic. Seriously, that's the realted case of water on the brain I've seen in many a year! I'm afraid you're only got three days to live. Or, your way out, use Home Hackenbush to create my rubber gloves and... your legs! And don't try to call me, you'll be cheap.

FLUNKY

For the unfortunate still talking Flunky, here's Richard Swann to reveal how Fergie gets her freak on. From the start, get the remote control and go in the cockpit with the red ball on the side. Use the remote control and go through the second passage. Go right, down, down left and left, pick up the bomb and go back to the room with the seat. Go to the bathroom and pick up the 10 coin pack. Save Fergie's seat and use the machine on the bomb. Put away the machine, step the bomb in the fire, put the 10 on the table and step smartly down. After the explosion, get Fergie to stop your stomach from...

FRANCY OF PERIM

Moaned Carolyn, who, how do you beat Love Right? Well, Chris, while honest I come here to let just the other day, and also remembering that a check-up would do me good. I get the answer in me. "Basically, the best is a series of control jumps. The best strategy is to take turns at all the traps, which gives you control along the bottom of the level, at the start. To get the 10 coin pack, I don't remember well." (Innocuous, Chris, I'm new well-developed computers, which we'll not be writing together else with those that have been used with control surgery. Are money).

HEAVY ON THE BRACK

John Deemer has discovered yet another instant Escape Route for your collection. "Check you've found the charm that summons, before, summon the charm and use the homotransport you to the Day of Darkness. The password for the door is 0282."

John also has problems of his own.

some of which are unreportable in game company. However, one of the Spring ones is that he can't get rid of the salt in his pants. The Simpsons. Use the salt, that, use the salt.

FANTASY WORLD BZZZ

The Winning People Game Balls Of Bzzzz has not only come to the aid of everyone having the same old game, but has also made a grand attempt at providing the biggest, best and most polished in the Class. Having made things too close? Well, apart from the fact you're around, there are three doors, three and in the Warehouse, one in the Main hall, one left behind the first, two in the Main, one behind the first, one under the hall. Five up in the sky, two in the Main, one in the Game Tree, two near the first and one by the full Container. (Part 1) But look, little—you missed the record by three words. Come to think of it, you haven't mentioned the french one. "Get someone to tell me how the french got it? An. Any boss, little."

BU SCOOTERS

Small Computers, the Dutch Brumblers... How do you get the stuff in Squidward's Acryl? Changing most of these doesn't seem to work. Paul Garner - It's Back of Level six. Open Level one of Scooters? There's open Level one of Scooters? There's two, one in the room, the other in the room... you flip the top to the start of the level, into the other brings the coming down on my bike. Counting the other that made a check, but in the floor, instead, there's a set in the wall, how anything is it, why?

John Deemer - How do you get the stuff in the 30 in the M-Level? Simplest Approach: Michael! He figured out that to get past the three bomb, you need to get yourself activated, and he found the springs that do the clearing after he remains beyond the wall.

Richard Swann - At least again, how do you get the five balls and get across the 4th level? Richard Swann - How do you fit the 10 coin in a doorway? A thief! Michael Owen - How do you fit the 10 coin in a doorway? The 10 coins, I've missed every corner of the game and played every level in a hundred different ways, and I still can't find the Sun Day. Somebody remember, top me!

Well, here, the founders of this peculiar page have been beaten as again. Send your tip and snags to me, Dr. Hackenbush, here at the VS Clinic, 50 Hackenbush Drive, Ball BA 288. And remember, when you go to the first level, where the 10 coin is, it's a trick of the mind, not a trick of the hand. What is the trick, the game is on me... don't want to get water on the brain at it. I just got my drink of the Sun. He has his. So, how about signing out of this, when, and into the end!

DEVASTATING BLOW

Reynold Earl white has figured out how to knock the stuffing out of any opponent...

To win a match, go to your side of the ring and just keep on punching. The other person will walk up to you and get a hit in the face about 20 times. And you win.

I'm not surprised when that show of force

CAPTAIN PLANET

Paul Quamby has done his bit to save the planet, and made your bit easier...



Head down G, A GRAPH, EXIT.

CAPS SHIFT, CAPS LOCK and

then press V. Do this when the

game has loaded and you'll have

collected all the time bonuses.

Cool, eh?



DIZZY DOWN THE RAPIDS

That's a very small, but necessary hospital chest for the egg in a barrel...

On the title screen, press down all the keys for very energy. Thanks to Mike Lurie for that, and remember, while, however small you are - you can still make yourself useful around the home.

BART SIMPSON VS THE SPACE MUTANTS

Following on from last month's tips here's, er, some more...

Level Three

① There's a chest on this level. When you get to the three balloons in a row, try and get three in a row. The top three are easiest. Here repeat this process...

- Activate your X-ray specs.
- Activate a rain to play the game.
- If you haven't got three in a row, wait until you have normal vision again and try to get three again.
- If you have three in a row, shoot two balloons quickly, wait a second, then fire the last.
- If you follow this process you will always get the five coins, which will convert into extra lives every 10 coins. You should repeat the until you have two lives.

② To score the dirty doos puzzle, activate the centre door, then the top left door, bottom left, top-right, bottom right.

Level Four

① To get past the lasers, get fairly close to the laser generators. Then just walk a long from the 2nd or 4th highest positions.

- ② To get things out of the display cabinets, just stand under them and jump up into the shaft.
- ③ You can stand on the edge of the paintings safely.
- ④ To beat the cabbage-firing thing, jump on its head.
- ⑤ Use the crosshair heads to cross the wires.
- ⑥ Use the moving platform to cross the chasm and the graveyard.
- ⑦ On the purple section there are two and, on the dinosaur bit, three lasers to jump on.
- ⑧ To beat the chimney at the end, simply jump on it.

Level Five

① The special fuel rod will only appear when you have got all the other rods in the reactor.

Well, thanks to Michael Early for those. Pp, pp!

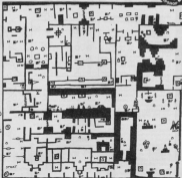
PIXY THE MICRODOT 2



McPherson has completed this rather good reader game and managed to get the map sent in. What a chap!



- KEY: $\frac{1}{2}$ BARRIERS X 7
 $\frac{1}{2}$: CONTACT TO OPEN BARRIERS
 [] : IF COLLECT THE PAGES TO ESCAPE
 [] : MAGNETS
 [] : END BARRIER WILL OPEN WHEN YOU COLLECT PAGES



PRACTICAL POKES

JON NORTH's got a poke for every occasion. Here's a selection...

As I write, I haven't had a go at that truly thing that was on the tape a month or two back - but unless it comes crawling in at an unseemly hour and puts on loud crap music, it definitely is NOT a Jon North creation. Here's some code.

HACKING ANNOYING

Blocking personal info, but I guess that being blockers of the month again is going to annoy a few people. But care - 30 ms - I use custom strings, like those before, for Super Spyman and another couple of Dino games. By the way, 120 ms, the way to remove the incompatibility flag stops the code, but at least the game works.

SUPER SPYMAN

```
30 REM 00 TO HA
30 LET A=0
30 READ A: IF A=000 THEN
RANDOMIZE USR 24019
40 POKA A,B:LET A=A+1
```

```
0000 30
30 DATA 221,23,192,83,17,179,2
30 DATA
30 255,25,200,86,3,48,241
30 DATA 50,129,204,17,192,94
207,83,43,94
30 DATA
1,48,0,207,179,192,83,179
30 DATA 50,129,249, REM INPY
LINES
```

```
100 DATA 50,58,138, REM 1200
C000001 68,0
110 DATA 62,182,34,249,184
REM INPY TIME
120 DATA 192,235,999, REM
END MARKER
```

GOOY DOWN THE RAMP

```
30 REM 00 TO HA
30 CLEAR 24019: LOAD "CODE"
24019
30 POKA 24019,67: POKB
24019,88
40 LET A=24487
50 READ B: IF B=000 THEN
RANDOMIZE USR 24019
60 POKA A,B:LET A=A+1
80 TO 92
```

```
30 DATA 175
30 DATA 90,204,167, REM INPY
LINES P1,2
30 DATA 50,71,138, REM INPY
ENDMARKER P1,2
100 DATA 50,81,142, REM INPY
APPLDZ P1
110 DATA 50,201,143, REM
INPY APPLE P2
120 DATA 192,128,999, REM
END MARKER
```

BUBBLE GOOY

```
40 REM 00 TO HA
20 LET A=000,3
30 READ B: IF B=000 THEN
RANDOMIZE USR 0001
40 POKA A,B:LET A=A+1
0000 30
50 DATA 201,30,203,92,17,200,0
30 DATA
62,206,94,208,86,3,48,241
70 DATA
22,5,204,34,64,93,199,208,92,
175
80 DATA 50,224,168, REM POKY
LINES
90 DATA
```

```
50 190,168,92,196,50,167,176
REM INPY ENERGY
100 DATA 30,71,206,34,204,128
REM 0000 BITED
110 DATA 199,192,128,999
REM 0000 ENDMARKER
```

GOOGLER DASH

CONSTRUCTION KIT

A big little loop to finish the page - Richard Deman's only loop shouldn't take longer than a few seconds to check in. Get to it 10 REM BLOCK BY PG
 20 LOAD "CODE"
 30 POKA P,24447:101 24448
 40 READ A: POKA P,A:101 241
 50 RANDOMIZE USR 24448
 60 DATA
 175,20,64,205,192,8,192

Time to tickle off and get the month's Pokemans off to Apple, so I'll quickly remind you to send your games and Pokemans early to the July-Jan North, at the usual PG address. See you in the score.

TITANTIC

Michael Robinson has popped up again, let's see what he's got to say for himself...

Two new Linda it's Mikey again. And this time I've got the map and complete solution for Titanic (binky for ya! Flip me, old Lugh was a bit sharpish with the Tin Can map wasn't he, too hot! Anyway a bit of competition is good isn't it? Anyway hopefully he hasn't done this...

Shoot shell to get note, R, shoot flies, get note, R, U, mast, get note, D, L, get note, L, get note, L, get 2 notes, U, get 2 notes, L, get 2 notes, D, get 2 notes, L, D, shoot ghost things...
L, shoot them again, get note, L, cut and stop at wheelhouse roof, L, get note and shoot patrol, L, U, R, get note, Pa2, jump on iron level of tunnel.

This plays a tune to open wheelhouse door, L, U, D, R collect food (avoid spiked floor), R, shoot fly, get food, R, good food & harness, R, get food and mask, R, get oxygen tank. You can now go scuba diving.
Left, D, you are in sea, D, U, collect teeth, avoid swimmers, song R and collect teeth and extra oxygen tank as you go.

When you reach the other side of ship, U, L, D, collect last tooth, you can now climb the anchor. D, U, L, D, climb another in airlock, D, U, L, you are now in the control room to get to other decks. First arrange the target like the by shooting at them.

THE GALLEY.



Walk on the liver steam and the gun thing will be triggered and will fire a bullet which will rebound and hit you on the switch. This turns you into a walking cake (yes really) and you will be whisked off to the ship's galley at the right-hand switch. In here proceed, L, collecting food and avoiding the flies 'til you reach the bullets. Collect these and jump on the switch to the left. You are now back in the control room. Do this

THE CABINS.



next...
You are now in the cabins and wearing a gas mask, well the sheets haven't been changed for years. L, collecting the food and using the laundry belts to go up and down. On this deck you can kill the flies and the sheet ghosts by jumping on them. Also collect the extra energy and finally the gun. Then, D, and onto the watch.

ARTHUR J.



Finally do this...
You are now in the room with Arthur J Hackensack. He's really hard to kill



but this is how I did it...
When he's in the middle, jump and shoot up at him a bit. When he moves left or right follow him. Then, when he returns to middle, repeat 'til he dies. He explodes in a puff of smoke and it says 'Game Over' over!



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- U - 40756 (1) 40756 (2)
- A - 44833 (1) 44833 (2)
- D - 40014 (1) 40014 (2)
- T - 40274 (1) 40274 (2)
- R - 40404 (1) 40404 (2)
- L - 44444 (1) 44444 (2)
- O - 40004 (1) 40004 (2)
- E - 40114 (1) 40114 (2)
- S - 40004
- D - 40004



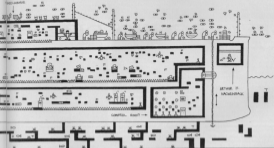
BLINKY™

key

key

← (DOWN)	→ (RIGHT)	↓ (LOWER MISSILE)
↔ (LEFT)	↔ (LEFT)	☐ (THE SEA)
← (LEFT)	→ (RIGHT)	☐ (MISSILE)
↖ (UP LEFT)	↗ (RIGHT)	☐ (GUN THIRD)
↙ (UP LEFT)	↘ (DOWN)	☐ (SWITCH)
↘ (DOWN)	↖ (UP LEFT)	☐ (TELEVISION THIRD)
↙ (UP LEFT)	↗ (RIGHT)	☐ (PLAYSTATION)
↘ (DOWN)	↖ (UP LEFT)	☐ (COOPER)
↙ (UP LEFT)	↗ (RIGHT)	☐ (GHOST BIRD)
↘ (DOWN)	↖ (UP LEFT)	☐ (GHOST)
↙ (UP LEFT)	↗ (RIGHT)	☐ (GHOST)
↘ (DOWN)	↖ (UP LEFT)	☐ (GHOST)
↙ (UP LEFT)	↗ (RIGHT)	☐ (GHOST)
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↘ (DOWN)	↖ (UP LEFT)	☐ (GHOST)
↙ (UP LEFT)	↗ (RIGHT)	☐ (GHOST)
↘ (DOWN)	↖ (UP LEFT)	☐ (GHOST)

☐ (GUN)	☐ (GHOST SHIRT)
☐ (GHOST)	☐ (GHOST 2)
☐ (GUN)	☐ (GHOST 3)
☐ (GUN)	☐ (GHOST 4)
☐ (GUN)	☐ (GHOST 5)
☐ (GUN)	☐ (GHOST 6)
☐ (GUN)	☐ (GHOST 7)
☐ (GUN)	☐ (GHOST 8)
☐ (GUN)	☐ (GHOST 9)
☐ (GUN)	☐ (GHOST 10)
☐ (GUN)	☐ (GHOST 11)
☐ (GUN)	☐ (GHOST 12)
☐ (GUN)	☐ (GHOST 13)
☐ (GUN)	☐ (GHOST 14)
☐ (GUN)	☐ (GHOST 15)
☐ (GUN)	☐ (GHOST 16)
☐ (GUN)	☐ (GHOST 17)
☐ (GUN)	☐ (GHOST 18)
☐ (GUN)	☐ (GHOST 19)
☐ (GUN)	☐ (GHOST 20)



TIPS

- ☐ You can shoot the flies and the parrots on the top deck but not the snails.
- ☐ In the sea, go along as quickly as possible as your energy runs out, gradually and your energy bar goes down. The fish and the airplane stop your energy so avoid them.
- ☐ In the gallery you can't shoot.
- ☐ In the cabins you can't shoot the flies etc, but you can jump on them from above to kill them.
- ☐ Don't drive and drive and or... Depressible Meek rule. Okay?

Not part of the game really but good for a laugh. Do this:



This turns you into an egg (for the hell of it)



DOUBLE DRAGON 3



Simon Lawrey thought *Double Dragon 3* was easy, so he sent in some hints just in case you were having a bit of trouble. So, here's a quick look at all the badies...

Level One — USA

- ◊ **Small Thug** — The tallest. Attack anything.
- ◊ **Big Thug** — The second tallest of all the ugly lunk heads and their cousins.
- ◊ **Bikers** — Easy. Move if you have to dodge and fly/walk.
- ◊ **Mega Thug** — Blood, sweat, sweat! You can kill him easily. Move onto the bottom part of the screen and stop. You will move left towards the hole. He will follow you. Jump over the hole and he'll fall in. he doesn't jump.

Level Two — China

- ◊ **Smelly Fat Dicks (7)** — Trusty first line but easy to kill. Go your best encounter with them, use flying kicks.
- ◊ **Big Kang Fu Hutter** — This is where it gets tough. He punches and kicks. Flying kicks are safe, punch and kick later.

Level Three — Japan

- ◊ **Goat with Swords** — Hard, especially if there's more than one. Throw whip with the swords and use the flying kick.

◊ **Large Swordsman** — Hold his sword. Jump, but throw it at you. When you do feel a few times, he multiplies. not true.

◊ **Traps** on the first part of the level on the wooden railway.

◊ **Spikes from Floor** — Hasty one you can't see where they come from. They show where something is at top of them.

◊ **Spikes in Wall** — These come out when you approach them. You can run past these. I push through.

Level Four — Italy

◊ **Hunters with Bows** — Very hard! They have a long hitting range, and can shoot arrows at you too! Run or hit with a number one or a flying kick.

◊ **Armoured guy with Spear Thigh** — Easy as there is only one of him. Watch out though, his range is very long! Flying kick, or get stuck and punch.

Level Five — Egypt

- ◊ **Desert Bikers** — See Level One.
- ◊ **Mummies** — Really hard! Have a very long range and are hard to kill! There are lots of them, and it's best to use flying kicks on all of them! Go through the door when they are all dead!

◊ On the ground lot, there's a door covered with symbols and an area of ground with symbols on top. Jump/walk onto the symbols on the ground matching the top one on the door or lose some energy. When the demon appears on the right, keep moving or it'll get you.

◊ **Rock Man** — Reasonably easy but watch out for his fists. Any move will get them. Warning! They teleport about! After hitting some rock from you get a handy surprise. I went wild! After you defeat it, jump on the ledge and get through the top.

◊ **Big Monkey** — Hard. Use any move, but watch out. Then it turns into...

◊ **Obnoxious** — Very hard! She attacks you with her hands, and shoots bolts at you. I had her by keeping her at the side and punching.

Well, there's the trouble guide! Here's some tips to finish it off:

- ◊ If enemies get behind you, run up to a waterfall etc, and do a flying kick into it. You'll spin round and confuse them. lol
- ◊ A flying kick is worth one hit and floors them. Two punches looks an extra 1 hour and two hits.

The badgies of Japan cannot be finished by the traps.

Well, gas. Thanks for the help, Simon.

SPELLBOUND DIZZY

Roddy Barrett is the chap with the solution for this eggcracker! Take it easy, Roddy laddy...

- L, down, get ramparts, L, drop ramparts, jump, jump, L, L, get heavy rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, R, R, on mushroom, jump, R, drop rock, get magic star, down, L, down, get ramparts, L, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, R, R, on mushroom, jump, R, drop rock, down, L, down, get ramparts, L, drop ramparts, jump, jump, jump, L, L, on mushroom, jump, R, stand on right of cloud, jump, R, get star, jump, L, stand on left edge of cloud, jump, L, jump, L, L, on whale, L, off whale, get brake shoe, on whale, get star, R, R, R, down, get ramparts, R, drop ramparts, jump, jump, jump, R, drop brake shoe, down, get ramparts, L, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, L, drop ramparts, jump, jump, jump, R, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, L, drop ramparts, jump, jump, jump, R, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, L, drop ramparts, jump, jump, jump, R, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, R, on mushroom, jump, R, drop rock, get rock, down, R, down, down, down, L, drop rock, get crystal leaves, get

- star, drop crystal leaves, on platform, walk to left edge, get rating, get star, drop rating, U, L, get hammer, R, down, R, R, R, R, drop rock, use hammer on bare rating, drop hammer, L, side is enclosed, R, on platform, jump, R, get tag, jump, L, R, jump, L, get megaphone, L, get rating, get star, drop rating, L, get rating, get star, drop rating, get rating, get rating, on mushroom, jump, stand on left edge of cloud, jump, L, L, get star, on platform, get star, R, R, R, stand on right edge of cloud, jump, R, up, get star, down, L, L, down, L, get gold shamrock, drop rating, drop rating, down, get star, L, L, L, up, up, up, L, drop gold shamrock, drop megaphone, L, down, get ramparts, L, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, R, R, on mushroom, jump, R, drop rock, down, L, down, get ramparts, L, drop ramparts, jump, jump, jump, L, L, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, R, on mushroom, jump, R, drop rock, down, R, down, down, down, drop rock, get ceramic lid, up, L, stand on

- right of scales, drop rock, down, L, talk to Grand-Glopy, get ear trumpet, on mushroom, jump, R, R, up, R, up, up, L, L, talk to Theodora, give Theodora 5 stars and ear trumpet, R, drop ear trumpet, R, up, up, up, get star, L, L, down, get ramparts, L, drop ramparts, jump, jump, jump, L, L, get rock, get rock, R, down, get ramparts, R, drop ramparts, R, drop ramparts, jump, jump, jump, R, R, get megaphone, R, down, down, down, L, get ear trumpet, drop rock, drop rock, on platform, L, up, L, stand above Genzi, use megaphone to speak to Genzi, get Genzi's ribs, R, down, R, off platform, L, give 5 stars and Genzi's ribs to Theodora, R, R, up, up, up, L, drop ear trumpet, drop megaphone, drop Genzi's ribs, L, down, get ramparts, L, drop ramparts, jump, jump, jump, L, L, get rock, get rock, get rock, R, down, get ramparts, R, drop ramparts, jump, jump, jump, R, R, get shamrock, R, down, down, down, down, R, R, get star, talk to leprechaun, give shamrock to leprechaun, get wind falconer, drop rock, drop rock, drop rock, L, L, up, up, up, up.

What's a rampart — a small rampart? Or a laddy tramp?



get ramparts, R, drop ramparts, jump, jump, jump, R, on mushroom, jump, R, drop rock, down, R, down, down, down, drop rock, get ceramic lid, up, L, stand on

WORLD CLASS RUGBY

Get those shifty shifts on, choose a number, be good (and don't start swanking!) Our World Class Rugby is intense and tricky, with the option instead of left or right and you will get a better and better game each week. When playing against the computer, use diagonal to



diagonal to make it hard for the computer. In line with the line look. Whenever it says off that the computer isn't touch you if you can down other fractions. Thanks to James B and Paul P for that.



MOLLY!

Well, that was a nice job, but Timmy! I've already got boxes of stuff lined up for next month, but don't let that stop you from sending in loads of lovely baby-like tips and things. We Linda B and you can watch me at the TG Topshop, 50 Tottenham Street, Bath, Avon BA1 3BN, (Pg 11)

CAPTAIN DYNAMO

CodeMasters have discovered the hero of the future. He's called Ernie and he's the fastest pensioner in the west. We sent Linda Barker off to meet him cos she thinks old men are sweet!

Superheroes are an odd breed, the male version wears tights and the female version wears as little as possible. What's more, their names are all preceded by a title: the Captain of an extravagant adjective like amazing, incredible or fantastic. I don't really understand what makes a superhero. I mean, why isn't Batman a superhero? Or Judge Dredd? Maybe it's something it never gets.



"Linda" thought the Captain, "The only one I can't forget to rescue King," as she sailed gracefully into a large sphere.

Still, it's time for all the old definitions to be questioned and overturned. Not, it's time to meet a new breed of superhero. He may wear tights and have a ridiculous name, but he's still pretty damn different. It's so, but new-gen him got a few bus passes and he can get into the cinema for a quid less than



the old packet because as "King" it shows himself guilty of the earlier transgressions. The only thing that could save his skin were his fancy tapping sticks with glowing buttons.

as more mortals. Ladies and gentlemen, a moment's silence please for... Captain Dynamo. Humble! Captain Dynamo represents the Codemasters' latest attempt at world domination. This could be the first genuinely, utterly Spacy hero of all time - prepare to be amazed.



"Right then, folks. As you've seen to the '99s, welcome here at Blastoff, we'll start you off in the <http://www.codemasters.com/captaindynamo> generating room. Stand out for updates now!"

Here's Dynie!

If you ever met Ernest P. Dynamo, age 75, you'd think he was just a harmless old man who calls girls "gals" and buses "omnibuses". But he isn't. Ernest is none other than...

Captain Dynamo. As soon as he puts his super cape around his raggamuffin shoulders, places his super cap upon his shiny pate and puts his teeth in, Ernest becomes the guardian of all that



Lady Phillis

The diamonds are all Lady Phillis has left of her past glories. In her youth she was considered one of the most beautiful women ever to appear at Court and she married the very rich and, more importantly, very deluded Upperbottom when she was just eighteen. He didn't make it past the honeymoon and Phillis was left up to her eyeballs in a life spent following on the golden sands of Bermuda and Monte Carlo too hot to fail. At the age of 75, after 52 years of living on champagne and lobster tongs, Lady Phillis found herself alone again.



But then disaster struck: the diamonds in the accident involved in a parking system and he swore that his dear King would never see them again.

so hold dear - truth, justice and the American way. Except he's probably English.

So that's what Ernest is all about, how about the game? Well, there's this mad professor called Augustus Von Flyswatter who, at the grand old age of 72, has realised that he's never going to achieve the Prime ambition of world domination. In despair, he decides to chuck it all in and go and spend his twilight years on the moon. He's built a rocket and, as a last name gesture, he's stolen a whole truckload of diamonds.



When the dust cleared he realised his mistake: it was written in Blastoff, not Blastoff!

At this point we welcome another character - Lady Phillis Upperbottom, age 81. Phillis is the owner of the diamonds and she's none too pleased at this recent turn of events. It's all down to Captain Dynamo to stop Von Flyswatter's racket from taking off. As the grand old Cap, you have to teleport yourself around the prof's halloway avoiding traps and obstacles and collecting the stolen diamonds. Captain Dynamo is a vertical scroller with plenty of conveyor belts, moving platforms and ropes to deal with it's fantastically tricky and we should have a review next issue. ☺

MEET THE OLDEST!

Ernest P. Dynamo

Ernie is 75 and he has a lovely view of his own in the north wing of the Hoppidoo Home for the Elderly. Ernie sits at the garden when it's sunny and watches television when it's too chilly to do anything else. He likes to go down the market and talk to the florist who owns the hardware stall, and sometimes he goes to the cinema. (But Ernest doesn't like too many of these modern films - they're a bit too weird for his long, he enjoyed Henry VIII though, and he's a big Steven Spielberg fan.)

FAX BOX

Game Publisher Programmers

CodeMasters Lynette Sharr and Peter Ramson

Release Date Price

June £2.99 cassette

YS MEGAPREVIEW

Grell and Fella

CodeMasters
☎ 0202 8141102

Grell is a goblin, Fella's a fairy. Patrick Monahan is an actor and Heddon is a content writer/writer, but these two have no bearing on the process so let's forget 'em, eh? The first job was a couple of odd job workers who have been contracted to weed a garden. But this is no ordinary garden. Some odd witch for the sake of argument, let's call her Ethel has cursed the tomb, killing off all the flowers. More than a bit narked, the wizard who now owns the garden, bot's call her Phleggy hires the groovesome heroines to sort everything out.

Grell And Fella is an incredibly colorful treat between a horticulturally-savvy local-herb and Gardening Together. Fella fits about the place, sprinkling fairy dust on the earth to cultivate it. This leaves the way clear for Grell to plant a few seeds, which will grow into flowers if the beneficent boons of the garden are kept at bay. In the time-honoured tradition, our green-fingered goblin does this by blurring them about the head. The game looks set to be a smasher, with plenty of platform action and a slew of of strategy as you decide the best place to plant your flowers. There's even a weapons-impairment throw-in for good measure —

FINAL APPROACH



As the mushroom cloud blossoms in the background, Fella's sprinkled the tea, now hot for the best time.

Now you lot can buy a finalfall to experience that nasty of bunny rabbit. (Awww!) Keep one eye peeled for Grell — being overnight host, we'll be reviewing it next ish. ☺

The Three Best Ways To Weed The Garden

☛ Wait for a really nice day. Weeding cannot be done unless the sun is beaming down, and there's a cool breeze gently blowing across the garden. As soon as the weather is perfect, put on an old pair of overalls, step outside, realise the day is much too nice to waste and go to the park instead.

☛ Dig up all the plants in your garden. The ones that grow again are weeds, and can

be dealt with accordingly.

☛ Get fire to your garden. In a few minutes, the house should spread to the house next door. Call the fire brigade, and when they arrive ask the fire chief to recommend a good Spanish horticultural consultant. Leave the country before charges of arson are brought, buy a villa with a small garden and hire the horticultural consultant to weed it.

FAX BOX

Game	Grell And Fella
Publisher	CodeMasters
Programmers	Big Red
Price	£3.99 cassette
Release Date	May/94

Bangers and Mash

Alternative
☎ 0877 798844

Magnificent things, eh? Not only do we have B&M causing a ruckus elsewhere in the week, but Bangers and Mash are joining their respective noses in for a bit of fun. Based on a world-famous TV cartoon that no-one here at YS has heard of, the game follows the adventures of the prankster pair as they attempt to gather fruit for a large pie that their mum is baking. Bangers, the, um, clump who isn't Mash, is sent out into the forest to search for wildfalls. In the meantime, Mash, um, the clump who's left, stays at home. Or something. You play Bangers as he races and scampers about the wood, grabbing goodies and flinging mud pies at the bad guys.

Bangers And Mash, the game, looks set to be a sparker. The graphics are big, colourful and clear, and the vertically-scrolling playing area is packed full of action. Not only do you have to fend off the woodland creatures, but you also have to contend with a bossy witch called Mrs Snickerdoodle and her collection of pet dead things. There are wacky laughs that the funny vitals of the B&Mops, requiring several squawks must pass to reply. It all sounds jolly decent, which by a lucky coincidence is the name of the coding team. They're the chaps behind Poppers 2, so if Bangers captures that game's music playability, we should be in for a treat. The prospects certainly

FINAL APPROACH

How To Impersonate A Chimpanzee

☛ A convincing pet can be made from an old diving suit, seaweed wigs and a roll of sticky tape. Do not worry about hair coming out of the wigs — collect it up in a bucket, as it will come in useful later.

☛ Fashion a prototype tail from an uncoloured sock and two paper sticks.

Attach this to the pet's with wire sticky tape. Put on the pet.

☛ Dress your pet in your face and plunge it into the bucket of hair.

☛ Avoid your own chimpanzees.

☛ Stay away from 2000 and then wearing GIN3000.



Then, just to prove that there really were life in the old forests, Boney found out of his game and headed the team on a floating island system.

look good if the demo copy's anything to go by. There are loads of bonus items scattered around, and the whole thing plays smoothly and quickly. Grab a search and hang around for next month's YS, when we'll be reviewing the game in full. ☺

FAX BOX

Game	Bangers And Mash
Producer	Alternative
Programmers	Richard and Paul at
Square Developments	
Price	£3.99
Release Date	March

TOTAL! The only magazine dedicated to Nintendo gamers. So if you own an NES, Game Boy or a Super NES then...

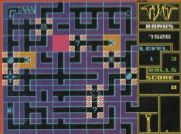


... Make sure you also own a copy of **TOTAL!** Issue four is out NOW!

TIPS



Pipoman uses a sophisticated chess, and even better, he can take the chess by storm. He lived a miserable life, and now starts by learning.



Words and try solving mazes, which of my sub-processor showed. Slightly bored through solving and some changes, but, great things, structure. Just get up with many more. (Which means playing by "When growing more and the mazes, like chess in 1987" on the, with you.

Level
 ☐ Soundware 0482 651807

Puzzle games are amongst the most widely-loved in the world. I mean, why hasn't anyone ever been able to work out why their last 25 days on Tetris and Fall to Earth, how many left regarding Spacechems haven't wasted hours trying to fix

up the pipes in Pipoman? It is a well-known fact that puzzle games are amongst the best in the world, which is why we at the West are so excited at the prospect of another one.

FINAL APPROACH



It's not all bad news. Here and there are bonus figures - roll over these to boost your score. There are also tunnels which allow the ball to zip from one part of the screen to another without bothering about the bits in between. Hurrah! But why are we telling you all this when you can check it out for yourselves? Simply load up the exclusive three-level Tin Demo on this month's lobby coverage, and roll that ball in fame and fortune. You'll be hooked before you know it!

THE FACE BEHIND THE PUZZLE

Tetris

This is undoubtedly one of the best games ever and nobody has ever been able to work out why.

All you have to do is twist little blocks around so that they all form lines and disappear, the programmer of Tetris is now a multi-millionaire but, being Russian, he spent all his money on visits to Lenin's tomb and Karl Marx. One weekend in March 1986 he went to East Berlin and spent 1000 roubles on coffee and jam doughnuts in the Renaissance Hotel.

Pipomania

In this one, the whole world was under threat from burnt water

pipes. As Bill Parks you had to fit all the pipes together and thus avert global flooding. It was completely dull and completely brilliant. The chap who came up with this novel gameplan was, actually called Bert Parker and he was in fact a plumber. Apparently, he tried to sell his idea to various software companies but they were turning him on it, at the saying, go. For the past five years Bert has been trying to prove that he is. Bill Parks, unfortunately Bert is known to the whole of the legal profession as a compulsive liar, he has not helped his case by standing outside the Virgin Megastore in London and claiming that eggs make you passionate.

FAX BOX	
Name	Til
Publisher	Level
Programmer	Steven Numan
Price	£10.99 cash
Format	5.25" 3.5" disk
Release Date	April, 1992



HAYLP!



Here once again, to prove that we love you all, Hutch and Linda delve deep into the human psyche and come back with a can of Lobster Bisque.

YOU JUST SAY

I've got a bit of a problem. Shook, hamo, I'm wacko. In fact, everybody in me class is wacky and we seem to be having a little going, but that's nothing to be without. There are eight boys in my class, but I get the wackiest of them all, the problem is... I don't think any of the girls in the whole of the Cornwall fancy me, is it because I'm so wacky that in my spare time, as well as playing on my Steplite, I watch Mandy Patinkin videos to learn how to do funny walks, is it because I'm just not good looking?
A strange boy and Manchester United supporter

Hutch says: When I was at school used to get up to an amazing series of paper-fish games involving hanging out of the top floor of the teaching block by my school, hanging out of the top floor of the teaching block by a fire hose, hanging out of the top floor of the teaching block by my best friend's Adidas bag and hanging out of the headmaster's office waiting for a bark of Bingley on my doffy.

Anyway, boys mess around and girls generally think they're great for doing it. The only answer is to either stop messing about (or too boring), or just until the girls realise that we're just bull but differently and messing about is part of our genetic make-up. Girls tend to go for mature boys (at least in the year above them at school) and they generally have a completely other time. I say chill out, and about good about and have a laugh. The girls will come around to your way of thinking in their own time.
Linda says: A lot of gas tend

LOWLY LABOUR AND JUST

It's Wednesday night, the time is 10.55 and I'm lying in bed writing the letter to the only people who I can trust with my problem. It's like this you see, I really, really fancy this girl and wondered if you could advise me on how to ask her out as I'm shy of these kind of things. Her name is Hannah in case you were wondering. Please help me overcome my shyness and give me the confidence to ask her out, even a few romantic lines will help, you must help me. I can't go on any longer!
Mat Spalding

to be put off by wacko boys but they think it's just showing off. Girls like these are best ignored, they only ever laugh at you! Good friends.

Some of the wacko boys I know spend their entire years reading the Dead parrot section. Still, they are now fully integrated members of society and, what's more, they know how to have a good laugh. (Like Hutch said, just carry on having a good time and the right girl'll come to you. You'll know when she does - she's the one who'll laugh when you're funny and often pretend to be a prap. Or something.)

A PEEK PERCHANCE TO SNAG

I'm a bit distraught of the moment. You see, recently I had the fat girl called Rachel. I asked her out and to my surprise she said yes. We went to the cinema to see My Girl and we sat off the back

Linda says: By the way I bet it love with you. The first time I ever saw you, it was... on the school dinner queue, or where even... and I've been wanting to tell you for... (however many years, months, weeks you've known her!) If words aren't your thing...
Hutch says: Right for Mat. The first thing to do is try and establish whether Hannah fancies you back. Quite often this is completely impossible, although the hints on page 52 might help. However, if at all else fails there really is only one course of action, namely try and get her on her own and simply ask her if she'd like to go to the cinema, occasionally you

After a little while we were close enough to see each other, so we did. This is where it gets really horrible, because when we started I opened my mouth, but she said I do that she ended up biting my front teeth. It was really embarrassing and I didn't dare go near her for the rest of the film and I live it hard to even look at her now. What should I do? The two failed.
Dave Reddy

Linda says: Well that's it. Poor Dave! It's probably more upset from you one. I can just imagine her sitting there thinking that you probably won't like her and that she's really stupid for not knowing how to ask properly. You know what they say - pick yourself up, dust yourself down, and start all over again.
Hutch says: I can't help thinking that you're over-reacting a bit Dave. All you did was see her slightly wrong,

in the past, come home sitting, or see your strong collection. Don't talk her to go out with you, because if it's a bomb, come and usually total thing to say which gets usually page 52 of a book from experience here). Asking her to do something else, with the lights on and other people around is less threatening and she's far more likely to say yes. Then once you're on your date you can get to know her a bit better and arrange another date, possibly of night. Remember the thought: Ask, nothing ventured, nothing gained, or possibly save the day. Other way: go for it.

Well it's nothing to be ashamed of. Your best bet is to make up with Rachel as soon as possible and get back to the shopping. If the same situation arises again, laugh it off and try again. However, when you do go to see her next time, keep your lip a little off again and then see how things develop from there.

PICKING ORDER

My problem is that I get picked on. Every day when I get the bus home, these three boys from another school pick on me. They only do it when I'm on my own, not when I'm with my friends. Often I end up walking home.
A James from Stockport, Cheshire

Linda says: This is such a common problem and I know it sounds hard but you're going to have to do it the old way. I did.
Hutch says: Learn to box, I did.

Right, clean the couch off before you leave. If any more of you are a bit hung up about something, then write us a letter of Haylp, Your Sinclair, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2SW. Oh, and bring some Joffe cakes with you!

PROGRAM PITSTOP



CRAIG BROADBENT really is Mr. Dedicated. He's been crawling about in dark garages, just to make sure you get your monthly dose of lists. What a chap! To prove it, here's the numbers...

There was nearly no Pitstop this issue, thanks to my not-too-bright-at-the-best-of-times reflexes-of-race-precision. Yeah, he delivered this month's batch of programs to the dark recesses of my garage without telling anyone, right? Come and it was time to put the car in the garage. It was dark.

(Because it was night, y'know?) and... Well, you can guess the rest! The post office, eh? At least it makes a change from British Rail. Sifting through the debris I found that late had smiled on me after all. Not only were the actual cassettes still intact, but there were a couple of cassettes that I had no trouble picking out for this month's column.

TUNE MAKER

by A. Sherwood (128K only)

I know that I appealed for less 128K-exclusive programs so that everybody could get the most out of Pitstop, but this one really was the best of the bunch and I just had to print it. Unfortunately, printing it meant testing it. And testing it meant spending an extremely frustrating couple of hours in search of a cd (thanks to Rachel and family for coming to my aid). Thankfully my labour was not in vain.

If you fancy yourself as a bit of a musician, then A's program will be a godsend. Now, instead of having huge great chunks of your program used up as PLAY commands, you can just feed up A's imaginatively titled TuneMaker. Simply compose a tune using the keyboard as a, er, keyboard and then save it off for use in your old programs. In this way you can have 25 funny grooves, each containing up to 256 'messages'.

Tune notes are messages, but there are also messages at the beginning and throughout the tune representing volume changes, voice changes and that kind of thing. It's

similar to MIDI.

All these messages are saved in the one array, B. You can then load it back into your own program and be massively insane at your leisure. Alternatively, if you prefer to have gnomish PLAY commands throughout your program, TuneMaker will show you exactly what data to type in in order to recreate your tune down to the last quaver.

There's good news on the typing-in front too — there's no machine code to worry about, just good old BASIC. Hurrah!

Simply type it in, not forgetting to enter underlined A's in graphics mode, and save using SAVE "filename" LINE#. If you use this save option you'll end up with a copy of B on tape which contains the messages you then have to PLAY.

The controls are displayed on screen at all times. Worth checking out are the piano-flute-voice changes, and the program's ability to play back tunes with bass or accompaniment parts. From what I've seen, the backing tunes don't

seem to be saved along with your creations. Mind you, I haven't gone through all the fifteen option variables and I'm sure all you 128 experts can find a way to derive the backing tracks from the main track.

Oh, and don't store your tune 'til you're sure you've finished it. Cos, from that point on, you can no longer edit it. As for its compatibility issue, TuneMaker will run on any +2 or +2A, but I don't see why it shouldn't run on a 128 or +3 either. Go on, give it a try!



```

1 00 10 128K
2 001 128K+128K
3 01 00017 128K 00 10 128K
4 01 00017 128K 001 001 128K
5 01 00017 128K 001 001 128K
6 001 128K+128K
7 00001 01 128K+128K 00001 00001 128K+128K
8 00 128K
9 001 128K+128K 00 128K
10 001 128K+128K 00 128K
11 001 128K+128K 00 128K
12 001 128K+128K 00 128K
13 001 128K+128K 00 128K
14 001 128K+128K 00 128K
15 001 128K+128K 00 128K
16 001 128K+128K 00 128K
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100 001 128K+128K 00 128K

```





Got a problem? Get it solved! With ADAM WARING



ST's had a bit of a bawber with a break in, but he's still made time to answer all those letters...

Hi fans, it's your favourite crime-buster and snowdrifter-welder here! And I don't mean the type with a paper umbrella and a dash of orange. I'm strictly a Bourbon man, my son!

Nothing much has been happening around town to keep it very busy, so I've got my feet up on the desk and I'm waiting by the phone for those calls of distress. Here, that's strange. I'm sure the

phone was here when I looked up the office last night. Talking of that, I couldn't find my keys this morning, so it was lucky that the door was already open when I got here!

Anyway, while the world's not coming to a halt as well as most of your techie teachers, I just have to pass the time, of course...!

TWO FACED

I have just started writing (BASIC)

games on my +2A. I have made two different tests for my game using the OOP Set Routine. The problem is, I don't know how to switch from one test to the other quickly without having to keep on loading the other one in again. I have tried using the ROM test, but I couldn't get it to work. Another problem I have is to do with loading screens in. How do you stop it from showing the bottom two lines, then printing the whole picture on screen before clearing it? I just want the picture in memory, yes, I would be extremely grateful for any help you could give me.

James Verrill
Milton Keynes



will take up 2048 bytes. To load the characters in, use a subroutine a little like this:

```
10 LET char=11920
20 LET char=12714
30 GOTO 10
... Rest of program ...
```

```
1000 CLEAR #1001
1110 LOAD "Character" CODES char
1000 LOAD "Character" CODES char
1000 RETURN
```

Add a further subroutine to switch between character sets:

```
2000 PROC
2000.210 "Character"
BT Character:2000.210.210
... See page 2000.210.210 ...
```

Then, whenever you want to switch, you simply change char to the character set you wish to use and call the subroutine. For example:

```
100 LET char=char+1 GOTO 100.2000
```

As for loading in screens, you can load a screen to any address you like simply by specifying a different address for the screen in load instead of using OADR "screen" SCREENNAME use OADR "screen" CODES SCREEN for whatever address you like to load it to. Ad.

DRIVING LESSONS

I am the proud owner of a Spectrum +2 and recently a ZX Microdrive fell into my hands. What I need to know is, are the two compatible and, if so, what leads are needed, and where can they be bought?
Bob Preece

Before you can connect a Microdrive to your computer you'll need to get hold of a device

called a Multiface 1. This has all the controlling circuitry and an additional ROM to operate the Microdrive.

They're not generally available any more but you should be able to pick one up through the adverts in MS. Check out the Dr. Spoc page if particular. Ad.

GET THE MESSAGE

Getting! The reason I've typed it in lowercase is I want a speedy message center and I want one in BASIC. Matthew Highton
North Hykeham, Lincoln

Short and in the point, that's what I like. That's your routine.

```
10 LET str="This is a exciting message coming out of everyone's favourite M1 - Spoc Tec."
20 PRINT AT 14,0,chr(70) str
30 LET str="500 TO LHM str+chr(70) str
```

Put whatever message you like in, as long as it's more than 32 characters long. That's all.

DISK SAVE

I have a +2A and I have just got a 3.5-inch disk drive. Is there is any software available to transfer the games from tape to the disk drive.

I don't really want a Multiface since as you can save Multiface games as a whole, you can only save the position you get to, missing out the beginning.

I have seen +3 loaders, but not for the +2A.
Arthur Osoot

The +2A is, in fact, identical to the +2 with the disk drive circuitry ripped out and a hard drive put in its place. If you can't find a loader you can use the one for +3. Make sure you check with the manufacturer first, though. Ad.



A PAIR OF PERPLEXING PROBLEMS PULVERISED



TURN THE PAGE

I read of a problem asking how to page the memory of the SAM Coupe from Peter Blake in the March issue. The answer is indeed to use OUT commands.

There are 3 I/O ports concerned with paging: the Video, High and Low memory page registers. Their addresses are 252, 251 and 250 respectively. However, they do not just control paging.

VMPPR (252): Bits 0-4 control which page the picture is stored in.

Bits 5 and 6 determine its mode (0-3 representing modes 1-4).

Bit 7 is used to read and write to the MEM channel.

HMPP (251): Bits 0-4 control which page of memory is located in addresses 32768-65535.

Bits 5 and 6 control the colours in Mode 3 (I think).

Bit 7 is concerned with external memory.

LMPP (250): Bits 0-4 control which pages are paged memory locations 0-32767.

Bits 5 and 6 controls ROM/RAM switching. If bit 5 is set to one, then the first half of the ROM is replaced by RAM in addresses 0-16383. If bit 6 is set to one then the second half of the ROM is placed into addresses 49152-65535.

Bit 7 acts like a "write protect" feature on RAM between addresses 0-16383 if it's set to one.

Here's a little assembly listing as a guide to switching the memory:

```

BLA (252),0  whatever port
AND  224      preserve bits 0-7
LD   R0page  Join the new page to
store in this location
OR   R0       merge the two values
together
OUT  (251),A  job done!
    
```

There are a couple of points to watch out for, if you're using the System Variables or

the Stack, by not to page them out while you're using them. It's also not too clever to page out the code that you're currently running! Make sure the paging program is run from the other end of memory!

**David Hooper
Fleet, Hants**

Thanks for all that help, Dave. You'll get your payoff soon, under a plain wrapper of course! **Ad.**

Total Recall

In recent issues I've noticed programs for recalling a screen from memory. Well, up to now I haven't seen a SAM Coupe screen recall program so I thought I'd send mine in and here it is:

```

1 REM By Paul Seaman '82
2 GOTO 30
30 LOAD "SCREEN" CODE $RAM:REM
40 LOAD SCREENS into memory
50 SCREEN Recall SCREENS from
memory
667 DEF PROC SCR
668 LOAD 24576:$MEM:$RAM TO
90106
669 END PROC
    
```

And then type: GOTO 10

Note that this recalls a screen to SCREEN 1 only.

Is there any way I could get my Genius mouse to work with my Coupe?

**Paul Seaman
Langford, Bedfordshire**

Thanks for the hints. That's earned you a Special Investigation Prize. And if anyone can figure out how to get a Genius mouse linked up to the Coupe, then they could be winning the same treatment! **Ad.**



NO INTERRUPTIONS

I've been doing machine code for quite a while now, but I am stuck on how interrupts work. I looked at the Pitagor program. What is the time Mr Specty? and I now understand it a bit, but my program doesn't work.

**Steven Purchase
Strassburg, Westmoreshire**

An interrupt is an event that takes place when the computer's processor periodically stops what it's doing and runs another routine in its place. They occur 50 times every second on the Specty, and can be used for such things as updating clocks, playing music, moving games etc, and all while the main program is getting on with something else.

There are three modes that interrupts work under. Mode 0 is not used on the Specty. In mode 0 the Specty ROM's built-in routines are used. Mode 1 can be used for your first purposes. All you have to do is set up the interrupt mode to point to your routine - the computer will do the rest. It's not quite as simple as that,

though. When the interrupt occurs the computer looks at a special interrupt register to find the right byte of a page of addresses, and then expects an external device to provide the two bytes. It then jumps to the address it finds there. Unfortunately, because of the way the Specty works, this two byte could be anything.

If this sounds complicated, then don't worry - if it means that if you load the interrupt register with #FE, it could look up any address from #F000 to #FFFF. So you have to fill every byte with the rest of your routine.

Your routine will also have to deal with an address where the low and high bytes are the same. For example, you couldn't load 0 or #F000, but would have to start at #FF00 instead.

The rest will set up the interrupt for you. You'll have to leave your routine starting at #F000.

```

DE      Switch off interrupts
LD      HL,#F000
LD      DE,#FE#1
LD      EC,#07
LD      HL,#F0
LDWR   #FE all addresses from #F000
PUSH   PP#1
LD      A,#F0
LD      LA      Interrupt table now
points to #F000
M      2      Set the mode
LD      A      We're off!
    
```

There are a couple of points to remember when using interrupts, so listen up and listen good!

- It's very important that you preserve any registers you are using at an interrupt routine - otherwise, you'll crash the computer.
- It's not a bad idea to disable interrupts

when your routine starts and enable them again when you leave, just in case an interrupt occurs when you're already in your interrupt routine - disaster!

Follow that advice and you'll live a little longer. **Ad.**



YOU KNOW WHERE TO FIND ME

Well, that's the lot for this month, I'll just go see if there's anything in my filing cabinet to keep the computer. Hey... wait a minute... where is the filing cabinet? And the key? And the brass light switch-thing? I've been cleared out! Help! Someone call a detective!

It's no use. How am I gonna afford to replace all this missing stuff? Looks like you'll have to keep those letters floating in. Get 'em to me fast at Adamant, Spinn Tree, PS, Futurity Publishing, 30 Monmouth Street, Bath BA1 2BL.

Thanks gals, I'll see you around.





There's a whole wide world out there just waiting to be discovered. Undaunted, the fearless YS crew go exploring and sort out the gloss from the dross...

FLIX

Absolutely wedges of videos are on release this month. Here to guide you through the better ones is Hatch.

The absolutely spooky and thought-provoking 18 continues film *Silence of the Lambs* is out on April the 6th from Columbia TriStar. This is a completely terrifying film, in fact when I went to see it I left the cinema about three stone lighter due to all the sweat I shed in the seat. Anthony Hopkins is

stinking in this film and there are scenes where his entire head fills the screen and you'd swear he was staring right at you. If you aren't 18, then I'd advise you not to watch this one, because it is very, very scary indeed. Instead,



if it's true Hollywood tradition, after the brilliant success of *Look Who's Talking* the sequel *Look Who's Talking Too* is headed for video release. Mickey, the cute star of the original is back (with Bruce

also on their way to video shops. *Lagopolis* stars Tom Baker and features the evil Master disguised as a sluggy thing. *Cosmo* features Peter Davidson as the Doctor whose regeneration is going badly wrong. The *Pentecost Years* features (surprisingly enough) Jan Pentecost in loads of rare scenes. There's also some behind the scenes glimpses and Jan's personal favourite episode: *The Diamond*



Not ready for those new movie games, it's back where it belongs.

why not check out this next one in *Shipwrecked* is from those lively people at Walt Disney. This one's about a young sailor called Haskin who gets shipwrecked on



Scenes about it's the latest batch of Doctor Who vids.

Wilby, once again, but this time he's got a hot sister (with the voice of Mo'Nique) and a best friend called Eddie. The story's not up to much but there are some amusing moments, particularly when Mickey gets potty trained. *The Rescuers* are back in their latest adventure *The Rescuers Down Under*. In this excellent cartoon, Bernard and Miss Bianca get into all sorts of life threatening



Even the spookiest in the science fiction genre.

a jungle island which unfortunately for him is populated by nasty pirates. The film stars Gabriel Byrne who was in *Miller's Crossing* and *Excalibur* and was shot on



Shipwrecked is an exciting tale of pirates, secrets and pirates of sight.

a jungle island which unfortunately for him is populated by nasty pirates. The film stars Gabriel Byrne who was in *Miller's Crossing* and *Excalibur* and was shot on location in wedges of frosty and balmy countries. It'll be in video shops by the time you read this. *Dear old Auntie Beeth* has got loads of absolutely stunning videos lined up for release this month. My personal favourites are the two *Dear Beeth* videos: *Byte One* and *Byte Two*. Each vid has three episodes of this brilliant science fiction programme on it. Best of the six episodes is *State Leak* in which Flimmer tries



to find Flimmer before he dies in an attempt to bring him back so he doesn't have to be dead anymore. I Three new *Doctor Who* vids are



Travel miles in seconds the best about trip.



situations in the wonderful surfing complex of Australia. Little trivia fact: the film got 170,000 individually painted frames, 800 hand-painted backgrounds and in excess of one million drawings. Finally, Linda's personal favourite, *Flatliners*, is out now. This stars, Kiefer Sutherland, Julia Roberts, Kevin Bacon and William Baldwin. It's all about dying deliberately to check out heaven and hell. So if you're not too sure as to the existence of an afterlife, watch this film and see if it helps you make up your mind. It probably won't help, but it's a great way to spend a couple of hours.



SPIDER IN THE BATH

VIDEO
SPIDER IN THE BATH
 DVD Video \$7.98



Of the Only Buzzy Cost, The Hairy Spiders are indeed hairy. They've also got eight legs. If it wasn't for these two factors, spiders would be about as beloved as earthworms. But it's a sad fact that some of people are terrified of spiders and, y'know, they really shouldn't be.

Spider is the star of these cartoons, and he is just so sweet. At first his little red-haired friend is terrified at the eight-legged fiend

who casts monstrous shadows on the walls. But eventually even he succumbs to the charms of the hairy arachnid. You can't help but love Spider as he romps on the bathtub and gets "Whizzer." But the best bit is in the credits, when Spider and friend are blowing up balloons. Poor Spider hasn't got that much puff and he goes fluffing into space. Splendid!

Spider is aimed at the under-5s and it's so well done. You might have taught the cartoons when they were eleven last autumn. If you missed them, then catch 'em and buy the vid. Go on, Linda.



A new look for a new generation!

SOUNDS

SPENCER JONES

Dazed Roses
 Oh dear. A bit sad this. The drum machine beats away in the background (to one of the groovier rhythms), the saxophone plinks along (to one of the groovier rhythms) and the singer (singing to nobody in particular). Having appeared in the one in the office we were sure it was a brilliant song, but because it sounds suspiciously like something The Brothershood of Man would release, Director music.



The lyrics aren't really deep, but then how many pop songs have deep lyrics these days? The main hook is the chorus line, although there is a bit of creative use of the A&P separator in places. Not top-charting material, but shows a bit of promise.

D'BOIRA

Love Desire
 Lipping the BPM a bit, here's a bit of mid-tempo dance-floor music. The lyrics are quite anthemic and it sounds almost gospel in parts. You can't fault the groove though. It's got a great piano rhythm track, the odd string sample, a drop of soul-house sleeping and some moody lyrics. On the other hand it's always suspicious of lyrics which refer to men as "boys" in much the same way as lyrics which refer to women as "chicks" or "babe".

SKIN UP

A Jolly Red Apple
 Ignore the rather dated cover, cheapo inhaled title. This is a brilliant record. Pining the reason that singles best, the guys have plumped for a bare-bone record with echoey sheeps and a subtle obscene man lyric. It's all very catchy, but it can't help feeling that it'd sound a little better in a club with the volume way up and lots of friends cussing around with their hair falling in all directions. It's not really the same as the old bedroom stereo.



"I need a piece of velvet about this song."



Small pop album with a bit of a groove.



Small album cover with a bit of a groove.

top and melody which works really well. There's some funny brass behind the main line and it all picks up into a smooth groove that's certainly not frantic but gets a tapping foot and an air drum kit. The lyrics are lovely, too.

LOLLO COLE

Love Desire
 Good first delivery of female poppers. Just get on with it, Mike, it's good stuff.

LYOYD COLE

Battery
 He of the Perfect Skin is back with a broody little number which proves that spinning too long in warehouse flats which overheat large rooms in big cities is bad for the soul. You can't knock Lloyd's moody lines, although you do

question his sanity at points. The songs all about growing up just like the butterfly and the role of innocence. Absolutely above this record, it's moody, broody and there's some terrific drums on it. Perfect for listening to whilst staring out of windows with the rain lashing on them.

CANDYLAND

Battery
 Just before the release of their debut album, Soul is And Jim, the London poppers release a pleasing blend of wistful-wistly imagery, Hammond organs, echoey saxophones and warehouse piano. It all seems a bit too nice at times though. This is saccharine-garbage bop. There's the original's title, the Stone Flower days lyrics and that catchy lead that underlines most Johnny Monstax records. The best bit is where the lead singer suttily starts belting out the lyrics having half spoken the rest of them for the duration of the song. I like.

NINE NICOLE

I Believe
 Can't help thinking that the main synthesizer melody line was influenced by Simon-A-Ga-Ga. This is a nice blend of



Very much Candyland's own territory during their first South Coast experience!

FLIP!

Tickets for LG's gig in Oakland, California sold out in exactly eight minutes!

BOOK LOOK

Jurassic Park
Michael Crichton **Arrow** £1.99
Forget EuroDisney, the in theme park for this season is Jurassic Park. A private island just off the coast of Costa Rica. It houses a full-fledged theme park, 20 species of genetically-recreated dinosaurs, and a dozen ill-matched people. You can probably guess the plot, but let us let you say it. The dinosaurs escape, the



How do you draw cartoons, and you don't want to be a cartoonist? Then this is the book for you.

trainers go down and everybody gets separated into small groups.

Yep, it's a straightforward, predictable page story with lots of teeth, familiar situations and stereotypical characters. Everyone runs around a lot, and you can see which people are going to get up an

from a hundred pages

away. There are a lot of intriguing ideas in there, but they're presented in a slightly you-don't-quite-understand? Then-I'll-explain-fashion. In fact, 'You'did' just about sums it all up.

Gee, it keeps you reading, even if just to find out I know that would happen? Very loudly it would happen. A good way to pass a train journey - just don't let for that 'The Most Excitingly Thriller Of Our Time' blurb, coz, well, it isn't. **Hubb**

BOOK REVIEW



The Ghost in the Mirror
Utah State Puzzle Adventures £2.75

Can you solve the mystery of Grimstone Manor? Well, it's definitely not trying. You get to creep around an old abandoned house, jump when you see the ghettos and discover secret passages. On each page you have to solve a clue to help you work out the final mystery. There are helpful hints at the back to help you and, if you're really crap, you can always look at the answers.

The illustrations are spunky and the pages are wonderfully cluttered. What's more, the whole cartoon is fixed at just the right difficulty level. I finished it pretty quickly but, er, I did look at the clues how you get there.

The thing is, once you've worked it out, since you can't really go back to it. This is a nice book to have on your shelf, but it might be more worthwhile just getting it from the library. **Hubb**

BOOK REVIEW



How To Draw Cartoons And Caricatures
Linda Beech

Coz, I haven't had so much fun in ages! I am what is politely known as crap at drawing and

this book makes up for all those art lessons that I wasn't allowed to take. And if you know what? I've discovered that I actually have quite a hefty talent! I've matched the little faces and my grades are starting to go splendidly!

I've still got to get to grips with movement, anatomy, perspective and expressions. This book is the top and, whether your skills are non-existent or just need tuning, you'll have fun with it. **Hubb**

BOOK REVIEW



Escape From Blood Castle
Utah State £2.50

Can you, as Intrepid hero, escape the clutches of Blood Castle and prove your status to Grandfather Blood's inheritance? The answer is probably not, coz this spunky puzzle book is incredibly hard. Each page presents you with a tricky problem and a well-thrashed picture that's terrifying with activity.

It may seem a bit tedious, but believe me, the puzzles are funny and involving. If you fancy taking your way through what's almost like a literary version of the Mousetrap game, get this book. But you'll never complete it without cheating you know. **Hubb**

BOOK REVIEW



Mountain Bikes
Jason Cook **Osborne** £2.85

This is one of Osborne's Superkids books and was actually written in conjunction with those super-deep bike manufacturers Mafey Pro. Osbornes' books include the history of the mountain bike, safety, maintenance, tips for staying fit and taking off, how to ride on different surfaces, back riding, town riding, touring and camping.

Everything is explained really clearly with loads of diagrams and charts and there's even a reference section at the back of the book taking

you step by step through repair procedures. It's easy to read, interesting, colourful and extremely useful if you've got or are thinking of getting an MTB. **Hubb**

BOOK REVIEW



Memory Skills
Sharon Reed **Osborne** £2.85

I'm not one of those people who go around gushing that they've scored up their O' levels



Improve your memory and impress your friends. It's easy when you know how.

because they've got crap memories. I've actually got a very good memory which I used to great advantage at exam time. However this new book has taught me a few new tricks which are going to prove invaluable the next time I've got to do a big job, at School.

There are about 20 different methods in the book for testing your memory. Some of these seem quite peculiar at first, but once you try them I think they do work! You'll realise just how powerful the human brain is. **Hubb**

BOOK REVIEW



Agent Arthur and the Missing Icons
Martin Oliver **Osborne** £2.75

Arthur is a recruit to the Action Agency, a team of daring chaps and chapsesses who are dedicated to fighting crime and solving mysteries all over the world. As such, he can get a bit brutal and the problems a tad technical.

Arthur's second mission goes horribly wrong when he and his youth buddy get marooned on an island inhabited only by a posse of proud pirates. The idea is to complete all sorts of missions which include cracking codes, spotting

clues and solve mazes, besides completing his overall mission. It's a cracking good read and I well interested, although some of the problems' suggested solutions are a bit weird, dubious, **Hubb**

BOOK REVIEW



Just happened on an island with a posse of pirates. It's a cracking good read and I well interested.

You can win a whole selection of Osborne books simply by answering the following question:

■ What's Osborne's logo? Write the answer on the back of a postcard or envelope and send it to: Up and Away in My Beautiful Copper Compass, 45 Colston, Wickenmouth Street, Bath, Avon BA1 2DL.



EGGS ELEVEN?

(Erm, 15 actually)



The Easter bunny's getting ready to hand out his eggs. To make sure you get the best of the choic, your beloved 15 team have spent an agonising few days testing a selection of Easter eggs.

It was a hard job, but somebody had to do it. A very fit-looking Linda Barber is your guide...

Smurries egg Reverend Mackintosh 19p

A fine milk chocolate egg with Smurries inside. Not actually very tasty, which is a bit of a disappointment. Still, the Smurries were pretty fun.

Hutch's verdict: A bit on the thin side.
Verdict 5/10

Super! the Bear Magna Specialist Collection 95p

Lush creamy white chocolate egg that melts in your mouth. The shell's a bit thin but apart from that... wow! And you get a little bag of fruity jelly beans.

Hutch's verdict: Yummy, but there's a bit of a funny aftertaste.
Verdict 8/10

Chocolate bunny 95p

Very thin milk chocolate which dissolves quite quickly. Thing is, you can't really remember what it tastes like afterwards.

Hutch's verdict: Fair but bland.
Verdict 5/10

Le petit a mander Chocofondue 12.99

A selection of hollow milk chocolate large and small eggs, five little bunnies and one big one. The idea of the little selection is that you're meant to use them for a measure hunt. We tried this in the Shetland Maryanne (got a cat confused and ate them all. The rest of us found the wrappers in the bin



Not all of them are made in a mould, hence a necessary, but of which a complete and other facts, missed



What a selection, it's so hard to know which one to go for, I think I'll start with a couple of Mini Eggs, then have a few white chocolate ones and then go and try them for a bit. I had a bit of an allergy attack.

This is just the sort of chocolate you associate with Easter eggs. I know, the sort that doesn't taste like real chocolate. I like it. It's quite light and not too sticky, which means that you can eat loads of it.

Hutch's verdict: A bit bland, if you ask me.
Verdict 7/10

Mini Garfield Egg (Smurries and Peppermint ones also available)

Little hollow egg with a caramel filled chocolate inside. Hutch tried the one and ate it all in one go. He's not wrong. Apparently, the shell's really thin and the little caramel heart isn't much bigger either.

Linda's verdict: What do you expect for 9p.
Verdict 5/10

Garfield Eggs with Milk 99p

(Smurries and Thomas the Tank Engine also available)

This is really nice. It's candy chocolate but it's... ermine it's the same size as the little Garfield egg but it's tonnes more, and you get a small eggcup. A long

Verdict 8/10

Mini Cadbury's Creme Eggs Cadbury 13.99

One Cadbury's Creme Egg usually fits the completely impossible and 'morning' fit so full about once every three minutes. These ones are so big you can have two and then eat it. Cadbury's Creme Eggs are definitely one of my faves. The chocolate is really creamy and the fondant centre is so toasty. Yum.

Hutch's verdict: They're

wonderful but the middle bit is more solid than I usually find and the orange is more orange than usual.
Verdict 9/10

Tube of Mini Eggs Cadbury 95p

Mini Eggs are a universal favourite. I have never known anybody refuse one of these chocolate eggs in a shop sugar stall. And they're so good to eat! First, as the coating of 10 the shell goes, really sticky, then crush through the shell and take little pure milk chocolate. Alternatively, you can just pretend they're hot candies and see how far you can get without chewing them.

Joni's verdict: I think I'll just have another one.
Verdict 10/10

Willy Bar Mini Eggs Cadbury 11.99

Have I love white chocolate, but after a couple of these I'd had enough. These little eggs are completely solid and so creamy. It's really heavy sort of taste and you might need a drink of water to get rid of that taste in small doses these

are one of the nicest things I've ever tasted, but go carefully. Any more than four in one sitting and you won't be able to move.
Hutch's verdict: They're a bit sticky, aren't they?
Verdict 8/10

Don'ts The Menace and Smasher Cadbury 12.99

Two milk chocolate eggs, each in

their own separate box, with chocolate buttons inside. The shell is thicker than a lot of the others and doesn't taste. Mind you, that's probably something to do with the fact that it's made of Dairy Milk.

Yoni's verdict: more, each egg comes in a net for covered with the joys of Dennis and Gnasher. It's a beast.
Hutch's verdict: Very, very nice.
Verdict 10/10

Yonko Long Reverend Mackintosh 11.99

The packaging is brilliant but the egg itself really doesn't live up to expectations. It's a thin-shelled affair that's got a funny aftertaste. It's just a shame that the egg doesn't taste like the chunks of Yonko milk.

Hutch's verdict: It's alright.
Verdict 6/10

Tom And Jerry Magna Specialist Collection 12.49

Pretty thin milk chocolate egg in a mug and eggcup. They don't actually taste like proper chocolate but they're still quite nice. The mug and eggcup are great but tough.

Hutch's verdict: Having special.
Verdict 7/10

Goodfusters Kinnerton 11.99

This milk chocolate egg in a mug tastes really odd. It's thin and not at all chocolatey.

Hutch's verdict: Pretty messy.
Verdict 5/10



Oh, look at the cute, innocent, funny-looking, little... Let's take them home, shall we?

Space Bunny Mars 12.99

This really is all you need for a punny bunny. The Space Bunny himself is quite thick and very

messy. It's also mouthful, chocolatey and all around love. What's more, he comes with two little fans.

Hutch's verdict: Most excellent.
Verdict 10/10

Smurries Eggcup 11.99

The same milk chocolate egg you get in the Garfield eggcup. But the big difference here is that the Smurries eggcup is so nice.
Verdict 8/10

BODY TALK! OR HOW DO YOU KNOW IF THEY FANCY YOU?



Consider this, we're all animals, we've simply mastered the ability to make traditional decisions and design wallpaper. This raises us above our furry, feely and feely friends in the feely feely world, because they get on with things like eating each other and making more of each other, while we destroy the planet and make paper clips.

Anyway, we're all still really animals and as such we still go through all those fussy courting rituals which other animals do. It's just that we pretend we're dancing to a fresh groove of that our attentions is doing to do. The simple fact is that we do always leading what people around us are doing from their body language. The trick to knowing if someone really fancies you is to read that body language and to translate it properly. Men, men and women have different ways of showing that they're attracted to someone.



It's incredibly obvious to us that these two deeply fancy one another. They're clearly showing this intention and just don't clearly know how to say it, so all proceedings in this piece I would be best!

L'homme

Men do a few giveaway things to show they fancy someone. I'm not talking about waving a phone number about or getting a friend to go over and say "My mate fancies you." Nope, men do other subtle things. For instance, is the chap preening himself near you? By preening I mean things like checking his hair, straightening his tie, rearranging his clothing or wiping dust off his trousers.

Other signs that a chap's attracted to someone include highlighting the middle of the trousers with the thumbs. This is saying "Glaze me out!" A particular favourite with the chaps is the quick stare. This involves looking at you for just a split second longer than normal and is sometimes combined with a quick smile. A man may also stand with his hands on his hips to accentuate his Burton's Trousers and his physical size, and when he sits down he may open his legs to display his manly life a bit.

La femme

Women, conversely, have a different way of showing attraction to a man and the only

problem is that men rarely pick up on them. It's a real shame as the more subtle is their approach to men. Whereas the chaps will do things like dance quickly and more energetically to get attention, women do

Worshippers often do some of the things men do, such as preening and the intimate gaze. They also favour pointing their feet towards the chap they fancy, so if they're doing that and you're close enough, have a look at her face. If her cheeks are slightly flushed and her pupils dilated then she might just like you.

Women enjoy showing their hair. This is designed to show you their face and you'll have fine girls with short hair doing it in your direction. One of the most commonly overlooked signs of attraction is the exposed wrist. This is where a woman will usually expose the smooth skin of her wrist to a man because (apparently) this is one of the most erotic areas of the body.

Right, so she's loosed her hair, given you an intimate gaze and given you a quick flash of her wrist. If you're still not convinced you're onto a winner, have a look at her legs. Are they cooler than normal? When she walks, do her legs wobble? How about the pouter's game? This is where she'll partially drop her eyelids and look at you for just a little bit too long. This makes you think that she's gazing at you, even

though it's a very deliberate gesture. Women's mouths are always a bit of a giveaway. It's always open and her lips are wet. Then it's a giant sign. Also, when a woman's attracted to a man, her lips become hot and rubber. Last at her hands, is she holding a cylindrical object such as the stem of a glass or a cigarette.

When a woman's sitting down she opens her legs to great effect. She may dig her feet in and out of her shoes or have one leg around the other because of her nerves. Finally, if you're usually spoken to her, is her voice hot and a little bit husky?

Is that it?

Pretty much, although having said the rest of the crew we came up with these sure-fire methods of finding out if someone's got the hots for you:

● Ask them if they fancy you.

● Ask a friend to ask them if they fancy you.

● Ask yourself if they've been following you around for days, dropping compliments like they were going out of fashion.

● Have they tried to smog you? Or are you always going out with them, or indeed flirting with them?

● Have they given you any jewellery?

● When you walk in the room, do their friends nudge them so that they get all giddy and silly and rush out with a red face, as if they were all embarrassed about something?

● Have items of your underwear been disappearing off the clothes line lately?

Right so, with all that valuable advice you should be able to share the glory of your dreams. If it all goes horribly wrong, just yourself up, steel yourself off, feel a little more, kiss yourself in the eye and say, "Hooray, they don't deserve someone as wonderful as the wayward Hatch."



LISA'S INVY-DUTY LIST

Each month Lisa's very own Lisa Hatch tells you how what's going on and what's on top so tell us about your favourite with a whole episode each day.



- | | |
|---------------|------------------|
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Viz

Viz: *Iron's Revenge* (32-bit cassette)
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Viz, for those of you who aren't aware of its existence, is a "comic" which acts a rather amusing novelty when it first appeared. Unfortunately, Viz fell to appeal by COB, issue two, and since then has been merely a rather sad collection of cartoons appearing at each other. For the Computer Game attempts to bring those lovable rascals (7) to life on the small screen, in the form of a race through their home town of Puckishide.



Into the track was not happy, "Oh dear," he complained loudly, "oh dear! It pays the tax."

This involves you taking control of one of the three characters in the race, and attempting to overcome the various obstacles positioned along the way by using special "powers". You get your powers by having a bath at your character's special bonus level.

Unfortunately, everyone's special powers do the same thing—they simply speed you up and get you over obstacles. This has very little to do with the main event, which basically involves you walking quite slowly around each obstacle.

As you can imagine, this type of gameplay doesn't make for an incredibly addictive and fun-packed game. In fact, it's utterly dull, and the desecrated multicolored system means that you have to

revisit virtually the whole game in every five you die, just like in *Ghostbusters 2*.

IVAN 'IRONMAN' STEWART'S SUPER OFF-ROAD

Theme: 32-bit cassette
M: \$81.95/85.95

Off-road racing, eh? What a dumb idea. Not only do you mess up some perfectly nice people by driving massive juggernauts all over them at dangerously high speeds, but you also get your truck all mucky into the bargain. What's wrong with good old Off-road racing, that's what I want to know.



All this game Puckishide got the car was mud. But it wasn't enough, and the examiner failed her.

Anyway, stupid conceptual rigger aside, *Super Off-Road* is actually a completely silly race game. For any of you out there who've spent the last year asking under a window, it's a racing game in the Super Sprint style. You view the action from overhead and drive around a selection of eight bumpy, hilly tracks littered with crates and big puddles against three computer-controlled opponents (or two computer-controlled

opponents and one human competitor), one of which is always "Ironman" Ivan himself.

Beat Ivan in the race and you get to move onto the next track, as well as winning pots of dough which you can spend on improving your truck to make it even more of a mad turbo turbo-beam machine. Finish behind him and it's all over.

Luckily, this is something you won't have to worry about too much, because the game is really easy to beat. Perhaps a bit too easy, in fact, as even the most average player will almost certainly complete all eight tracks by their second or third game. (And this despite the fact that you don't just get them all in a row, you have to do some of the earlier ones several times in both directions before you get to the eighth.)

This puts a bit of a question mark over its lasting appeal. Even if you don't come first in a race, you'll probably still qualify one "Ironman" is so pathetic that mere often



Missing competitors on the track was not considered a good idea, but they did it anyway, so they ran for a year.

than not be finished last. Even if you give him a lap-and-a-half start. But then again, maybe I'm being a bit too picky here, if you're battling against a clown it doesn't really matter about seeing the different tracks, it you're not, the game is such a lot of fun to play that you probably won't need too much that it never seems to end. But just for the hell of it, let's finish on another evening. The tiny graphics, minuscule speed and fairly monotonous nature of Super means that it's sometimes hard to tell which track you're actually controlling. Although it's not as hard as you might think, so, as I've just mentioned it, just remember this instead: *Super Off-Road* is the best Super Sprint-type game ever seen on the

scene, and you'd have to be several candy stripes short of a year to not be such and such and buy it at once. Yeah? What are you waiting for? Stewart's

BLIME!

Before becoming a top track-racing game, Ivan 'Ironman' Stewart used to advertise regional electrical products on national American soul radio stations, hence his nickname.



89°

will excuse the appallingly dull game.

Viz's only redeeming features are the nicely drawn character sprites and the miscellaneous "Tip Top" you get when you complete a bonus stage.

Unless you're particularly unimpressed, you're probably noticed that I don't think much of

this game, that, you'd be right. The game's packaging says that "you'll never play a bigger load of crap", and in the face of the evidence, I have to say that it's absolutely right. Crap. ©



Compilation

2 HOT 2 HANDLE

GoldenEye 007
Casual

BY DAN SUDRICK
I'm afraid some unending repetition seems imminent here because... *Test!* *Repeat!* Inside, the remaining three on 2 Hot 2 Handle have all had the review treatment elsewhere in this month's *Play!*. I'm not sure who to blame for the cube of argument, let's blame Tony Hart. Tony, you bast.

GoldenEye

Presumably whoever else consulted GoldenEye concluded that this two-player, pretty coloured, loads of levels beat-*ah-ah-ah* was one of the best ever and entrusted it with a suitably high mark. At least lets hope they did, or at this point I may look slightly stupid. *Very stupid. Ed 79*

Shadow Warriors

And hello there if you've joined us from the bit in the review of the Ninja Collection which I haven't actually written yet, but

when I do, at one point I'm going to say "see the review of Shadow Warriors in the 2 Hot 2 Handle review".

Et, yes, Shadow Warriors is a technically impressive and undeniably sophisticated

scrolling first-player beat-*ah-ah-ah*. The scenery is colourful and the controls are very accessible. Progress further into the game to unleash possibilities of interacting with scenery (climb ladders, swing from hooks, pick up objects) and delights such as greasy man on bikes and huge cars. The only major catch is that the majority of the moves simply involve your character frantically flailing his limbs about killing in a lot of a random and disconcerting



For a supposedly New Assault Entertainment concept, there are always a problem.

process. This points to the fact that although there may be a lot to see and explore, perhaps today, Shadow Warriors isn't quite worthy of its original megagame status. *74*

Super Off Road Racer

However DINO located a Megagame last year and a Megagame it stays. It's just like Super Sprint, the graphics are fun (if tricky) and it's a nice fun with a chuck. In fact the only question mark is held over its suitability, but in this compilation it sits in quite nicely. *90*

Total Recall

"A great game," we pointed out last March, "but not quite so big as Big Arms himself." Indeed not. Levels One, Three and Five consist of a kind of scrolling shoot-'em-up in the style of the Dan Gace games with Big Arms running around, shooting bushes and flicking switches in order to reach previously unreachable parts of the screen via newly appeared platforms. Hardly original but for graphics, sound, addictiveness and damn well should fun (and using a binary scoring system) we're talking a good 100/100, 100/100, 10/100 and 100/100 out of



Remember, in Shadow Warriors, there's a lot on.

1100/100 respectively. (Ed: *Just* Levels Two and Three are more sub-levels, both consisting of sideways scrolling car races where shooting bushes and collecting collectables from from A, the beginning to B (the end of each level is the aim. A little tedious but a welcomed break between levels helping to create a pleasing title number worthy of inclusion on any compilation. *79*)

In fact all four games were well worth including in the compilation and '8 is quite snappy together. Two hot to handle perhaps not, but certainly a collection worth picking off the same. *Rich O*



90

GOLDEN AXE

Topic: (3.99) casual
By DAN SUDRICK

One of the most celebrated arcade games ever, GoldenEye is a fascinating and deeply involving strategy epic where careful thought and forward planning are the order of the day. Hal April Peoff (*But* Stuart, this is May. You've missed the April issue - Ed: *As. Okay, so it's a beat-*ah-ah-ah*. You play one of those intelligent and considerate characters by the names of A-Battle, The Barbarian, Gillis Thunderhead, The Dwarf, and Tyrus Flare The Amazon. All these have a grudge of some sort to bear against an unpleasant and unhygienic*



"See, Mamma," complained Blimie, "all I wanted was a party." Fortunately, they don't see.

fellow with a huge body and a tiny head, calling himself Death Axler. (He stole A-Battle's rattle as a child, ran over Tyrus' favourite pet bee and called Gillis a smelly piglet in front of his granny, or something like that.)
Rigorously increased, the three of them (well, one or two of them, depending on whether you're playing the game yourself or with a friend) set out to right these wrongs by, er, killing everyone in sight. In game terms this means you walk along the screen for a bit until a couple of bad guys appear, walk up to them and hit the fire button repeatedly for a couple of hours until they die, then walk along a little bit further and do it all over again. Sounds tedious? Well, it isn't! Actually that's a

BLIM!

In 1988, Spacely's of London actually achieved a real golden eye during both testing times, found during an advertising dip in the word line. Copies of the set at £299.00.

is. It's all happily dull, and not helped by the fact that hitting the buttons seems to be completely a matter of luck. You can be standing there, frowning away at the fire button

quite happily, when for no apparent reason your character suddenly leaps backwards and lies on the ground for a while. Batching on and off in a slightly disconcerting manner.
Eventually, you realise you've been hit, but it doesn't help much as there doesn't seem to be anything you can do to stop it happening again. You just have to keep charging in there and flailing away and hoping for the best. If you're lucky, you'll keep killing the baddies and you'll get to leave a little further through the levels, admiring the, er, interesting scenery as you go. Well, it's interesting if you like black, anyway.

If I sound a bit grumpy about all this, there's a very good reason for it. I am GoldenEye is the sort of thing which passes for arcade entertainment these days - all pretty graphics and no gameplay substance whatsoever. While this is absolutely fine for dedicated coin-ups with thousands of pounds' worth of flashy graphics hardware, it simply doesn't cut it on the Spacey. Our beloved machine is on a hiding to nothing when it comes to the pretty pictures, which shows the shallowness of the gameplay up for what it is - repetitive and boring. Spacely owners also have to put up with an unhelpful multi-load system (even an I28, which puts the final nail in the coffin as far as addictiveness is concerned. Really, forget about the name. This is better as cheap/money as the dated original budget game - give it the widest berth you can muster. *Stuart O*



30

SHADOW OF THE BEAST

084-733 030

07 0142 753032

What? What? Ah, there you are. Sorry, couldn't see you. We are in the shadow of the Beast, after all. Boom boom! Ahem, Beast is, as you may have been known, a conversion of the ancient 16-bit platform beat-'em-up. The plot



behind it is particularly silly, with you playing the part of a Beastly minion who finds out that his boss knocked off his parents. Such behaviour is regarded as unpardonable in Beastly circles, so you pull up your trousers in a threatening manner and plead off to do the decent thing.

As any student of gameplaying will tell you, doing the decent thing involves thumping a lot of bad guys and searching a lot of scenery, before confronting Mr Beastly himself for the final showdown. Beast is a monster of a game. No hang on, I didn't say that. (Oh dear.) It is a big game though, with four sides of multitudes to get through. The

presentation is splendid, with highly-detailed graphics. The trouble is, the game is, well, how can I put this... dull. Quite amazingly dull in fact. Duller than an Open University lecture dressed in unpolished amateur and holding a bucket of outstandingly dull clichéwater. Although you're pitted against the slithering hordes of dracs (or whatever), there are actually huge areas of empty scenery to run through in order to reach them.



The beat-'em-up bits aren't particularly good (a simple case of punch or dodge), and having to stroll through seemingly endless forests and caverns



Really, Simon Stantis's criticism has, in my view, been pushed. Sometimes the odds of his left foot has become stuck to a tree trunk, and as I'm not had said, this made further progress likely.

finishes off slightly left of the game's interest. There's some business with keys and objects, but to be honest I couldn't be bothered to stick with it. Reasonable through and through. Nice box though. Joe G



Warning: before the members of that first team, Beastly used to be known as the Beast for a few generations.

ComPlation

NINJA COLLECTION

084-733 030 cassette

07 051 832 9830

It's there - Rich here again, this time with a round-up of Ninja Collection from Ocean. So what are we waiting for? Oh yeah - me

Dragon Ninja

This first ninja game came out positively aged, age (1989) and even back then I wasn't especially outstanding. This one plays in what I'd term as the familiar Hungry Fy Master style. If you're not familiar this means that you can only move left and right and not in and out of the screen. This means that the gameplay is, in my opinion at least, immediately reduced by about half. There is no choice of which order to pick off the badies and only a mere smattering of attacking moves available.



Luckily, on the title screen says it well, I don't have to mention how disappointing this game is.

Games with this type of over-simplistic gameplay tend to rely heavily on large 'interesting' levels to drag out their lifespan, and, quite surprise, Dragon Ninja is no exception. Levels One to Six take place on a street, on top of a huge truck, in a sewer, in another sewer, on top of a train, in some caverns and in the warehouse respectively.



Break and the Samurai were the bulk of the game.

Different scenery to explore and different badies and end of level battles to face there may be, but the repetitive walk/jump/punch/kick routine is far too boring. I'm afraid of the end of the day, Dragon Ninja gets viewed as a nothing more than a boring, unadventurous, not really worth the time-of-day one player which I forget to mention) crappy beat-'em-up romp. 4+

Double Dragon

Oh-er, this one's so old that it's even been beat and re-sequenced again! Double

Dragon earned its head for the first time in the arcade where it gained a cult following mainly as it was a two-player and pretty easy to beat.

However, they looked it up a bit concerning it to the Specoq, and by today's standards and especially the standards of its two follow-ups, the graphics seem unacceptably dated, the sound mysteriously lacking, the gameplay slightly repetitive and worse still, there's a strange kind of multi-load.

However, it is far more interactive than Dragon: Ninja (you can climb scenery and pick up weapons) and it requires a lot more skill than Shadow Warriors. Mugging the joystick wildly will be of little use until you've mastered what's of the eight attacking moves in use here. All in all, Double Dragon is good but not heavily dated. 6+

Shadow Warriors

Ah, yes, Shadow Warriors, an average beat-'em-up, armed with a side order of large levels and lavish graphics, also appears on the 2 into 2 finale compilation by yours truly. So why not read the review of it there? 7+



Showing that dramatically to the hero in the second row, little looked down and shunned.

And as by way of an introduction, I'd suggest that this Ninja Collection is not the supposed bargain you people deserve. As opposed to laying your hands on three of the best



Misses, Rippers and Baby returned triumphantly after several years.

beat-'em-up ever, two average and one non-essential games are all you getting for your money which, frankly, Mr Stantis, I'd say is a bit of a disappointment really. Overall 7+ Rich



ITALIA '90

Travis! 03.99 cassette

☎ 091 960 2265

The Soccerz is a machine that's pretty well served with fancy games (Madden Day 1 and 2, Friday Nightz, Kick Off 2, etc etc), but that didn't stop another installment of them being released a couple of years ago when the World Cup came round again. This game was the boss of the official Soccerz, which makes it all the more strange when you remember that out of every Soccerz football game there's ever been, this one beats the least resemblance to any World Cup tournament ever seen. For a start you only get to play one of four teams, either England,

Spain, Belgium or Italy.

Was its inspiring selection and no mistake. As a

Soccerz fan I pondered for seconds and seconds over which one I'd be, but after a few games playing for England and deliberately getting thrashed, it occurred it was time to get a grip on myself and

play the game properly. Big mistake.

The first impression you get when the teams lumber out onto the pitch is "ugh, what a tacky and crude and stoddy graphics!" Still, unlike some other fancy efforts where the players merge into one big impenetrable mass of colour

and animation, Italia '90 is nicely animated and reasonably clear. So I'd forgive the tacky look, that of a harder to forgive is the graphics.

Unfortunatly tactics get right out of the window here. The name of the game is "kick the ball and remove your way up the pitch until you get into your opponent's penalty



Remember to control your fit, and avoid the going to get to the photograph again.

area, then when the view switches to a behind-the-player one with your striker against the goalkeeper, shove from side to side for a while, and there's a space in front of you and punt the ball straight into the net. Easy!

Well, that WAS the name of the game, but Travis revealed that Italia '90 was a bit snigger. Anyways, after a few minutes of this you're likely to get completely bored and start exposing the game's other innovative features (most, unfortunately, it doesn't have any, so that won't take you very long). Italia '90 is so basic, that it doesn't even have levels, for goodness sake! Each game lasts four units of unspecified

BLIM!

A little-known fact about the 1990 World Cup is that absolutely every Portuguese player who took part was a drug addict (and should never have been allowed on the field).



Games that a better check to his shoulder, and look that an arrow with the head, it had been a strange day.

time, during which there are no breaks. The teams shoot one way all the time, and if the game is drawn at the end they simply continue playing until one of them scores. The winner moves into the next round to sudden-death World Cup tournament?) against someone else. The People's Republic Of China (well known for its world football, and so on) until you either win the Cup or lose a game. It's about as much like a World Cup - or football at all, for that matter - as Gamma Mongoose is like a steam-powered screen line. Complete lack. **Starb C**



screen line. Complete lack. **Starb C**



BISMARCK

Alternative 03.99

☎ 0971 798544

Stand by all you air air fans, you're about to meet your maker. Personally, I despise simulations, but then it's a girls. Girls are supposed to like dolls and ballet dancing, not macho sims.

Of course, you all know exactly what the Bismarck was, don't you? No? Oh dear, you

really shouldn't have asked of all these history lessons. Well, just for the record (and those empty pages in your history texts), the Bismarck was a wonderful ship built by the Germans during World War Two. The Germans claimed that the Bismarck was unbeatable which meant that they at last very real takes when she finally met the wonderful British Navy and was gloriously sunk. Humm! And who said 'PS wasn't



"See here again, I can do you a nice little deal on the battleship. Bismarck's armor plate, forty-four cannon and post-warships for a Bismarck. How about it?"

educational? (I'm, nobody actually. Eh)

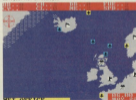
Before you toddle off to impress your friends with your top-flight intelligence you're going to have to either play the game. You can either take the British side and sink that darn ship, or get all Germanic (bored) and try to save that darn ship and so rewrite history. Either way, you'll find that the Bismarck really always sinks, so she couldn't have been that commendable.

There's no great complexity to Bismarck, just tonnes of strategy, loads of time-wasting and a helluva lot of fun



outgushes which you have to use to save your beloved ship. The gameplay is nothing special and it's highly likely that you've seen it all before. This really is a yawnsome game, so try not to tilt your head on your old Spec.

Take the Keep Britain Tidy campaign approach - it doesn't take a minute to bag it and bin it. **Lesley O**



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