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# YOUR SINCLAIR

CRYSTAL QUEST!  
A hero for a new generation?  
Rockless Rufus reviewed inside

## ON ME 'EAD MY SON!



It's a little worm, slithering through the mud. It's the little worm, on your coverage, bud!  
If you can read this, your incredibly wonderful free Mag 7 tape has wiggled off somewhere. Ask the person behind the counter where it is. Do so, they're not going to eat you. (Unless they're one of those cannibalistic newsgangs that you hear so much about these days.)

Zeppelin's **MATCH OF THE DAY** kicks off on page 14!  
(With guest presenters Des Lyham and Jimmy Hill!)

**CLOCK IN!**

Kanazaki's got the salt! **Tag Team Wrestling** reviewed inside • **Half-shell action** - Turbo the Tortoise mapped and tipped • **The SAM Adventure System** is here - we put it to the test • **Giant giveaway!** Win 250 beaut 'n' brill **Beyond Belief** games • **Plus!** How to get your hands on a free **YS T-shirt!**

**FLIP!**  
The Ultimate Guide To Life  
Love and Laughter

**Magazine perused** • **Killer Kabaneri** is the **Dr Who** of the '90s nearly here?

Fliz: **Glegarry Glen Ross** reviewed - it's awgyrl! • **Comix: Judge Dredd** - The



Fill in! Fill in! The clues are on page 57.



**future**  
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The guarantee of value

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and Future's Magazine.

• Today is the day - To make it look attractive,  
fill the bottom of the container with  
washed pebbles and wedge the  
vegetables between them. •

**T**here's good news on the Save Our  
Specsy from this month. Specy-  
chyme. Granite have un-er-ed and  
sh-er-ed and finally decided that Nigel  
Manoel's Grand Prix should be released on  
the Specsy. Hurray! Unhappily, they're  
not convinced that *The Legacy of Sorisif -  
Here Guest 2* would do that well on the  
Specy, so we won't be seeing that. Boo!

Hold that sad note for a little longer,  
we've got a new circulation figure and it's  
less than it was before. It could be tonnes  
worse and I'd like to personally thank each  
of you for sticking with the best Specy mag  
in the universe. 40,648 is a lot of people to  
love, but there's all the time in the world!

Finally, film fans among you are  
probably wondering when the films we  
review are going to appear at a cinema  
near you. Well, *Freddie as FRO7* is out  
now. *Strictly Ballroom* opens on the 18th  
of October and *Ghengary Glen Ross* on  
October the 30th. There's some dates for  
your diaries and here's a goodbye.

Goodbye  
Lots of love,

ISSUE 82 / Oct 93

**YOU'VE WON THE  
SINCLAIR MAGNIFICENT 7**

**EXCLUSIVE!**



**WRIGGLER: COMPLETE GAME!**



**ANTHILLIS MISSION  
COMPLETE GAME!**



**SPEEDLOAD  
PO UTILITY!**

**PLUS!** COMPLETE GAMES OF *JRNL*  
*AND ANIMAL BATTLE* AS WELL AS  
*FIELD BUSH COMBO* IT'S TRIGGER  
TEAM TWO BORED SMITH!

**WRIGGLE OVER  
AND PEEK AT PAGE 4**

**14 MATCH OF THE DAY**

Have you ever wondered what it'd be like to rub  
shoulders with all the big chesses of the football  
world? Imagine discussing goals with Jimmy and Des,  
imagine firing your star strikes, imagine... Well, stop  
dreaming and do it. Yep! The impossible is now  
attainable - all you need is your Specsy, *Match of the  
Day* and this review.



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**NEXT ISSUE ON SALE**

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## Beyond Belief comps

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## Free YS T-shirt!

They're tall, they're grumpy and, for this issue only, they're free. Turn to page 58 for more details. *Onesies!*

48



Moody real estate agents show in *Gangway* Glen Ross, Jack Lamorne, Al Pacino and lots of swearing are the stars in this office drama. It's got tension, it's got emotion - but is that enough?



What's the link between a new TV television series and Larry Henry?

Find out in the terribly knowledgeable Killer Kolumn from Outer Space! Plus! The non-bloodless connection between Michael Jackson and plastic! Meanwhile, Gami gets down to some serious violence as we revisit the early days of Judge Dredd then have a look at his bang-up-to-date adventures in the Megaplex. So exciting, you'll have to go for a quiet lie-down afterwards.



Patton Cline • Face strip Cline • Hair world facts. Looking and juggling are fun in the 90s but not quite like this. • Face strip. They're juggling in the 90s!



Patton Cline • Face strip. Negative • Hair world facts. Don't believe that! In fact it's all right. • Face strip. England is not Germany! It's a whole lot better than we



Patton Cline • Face strip. Negative • Hair world facts. Nothing is really so scary as the 90s! • Face strip. They're juggling in the 90s!



# THE MAGNIFICENT 7

Put on your spangly trousers and shake your funky thang! Alternatively, settle down with a cup of tea and four games, a fab wiffy and a SAM demo! (Whatever tickles your fancy.)



**WRIGGLER** - It's a stonking complete game! (And it's just over there!)

Dive down to page five for our complete adventure **THE ANTTILIS MISSION**.



Zip-zip-zip along to page five for the lowdown on our utterly fabulous **SPEEDRAG** wiffy!

Or stretch your head over **MENTAL BLOK** on page five.



Leaf through to page six and take a trip back in time with **Z-MAM**. It's a golden oldie!

SAM owners best over to page six for **LIGHT CYCLE!**



And for naughty abouty people - **POREBAMA** is on page six.

## WRIGGLER



**Y3 TOP 100 GAME**

Romantic Robot

### COMPLETE GAME



**T**he warm sunset Number 75 is the increasingly famous Y3 Top 100.

Wiggler is a sports sim with a bit of a silly difference. You play an earthworm and you have to race against three other earthworms in the 50th Annual Maggot Marathon. If you thought that twenty-six mile (and Jerry Savile does every year) looked a little tricky, then spare a thought for the invertebrate contestants in this 'em. The track starts in an ever so placid country garden, but rapidly unrolls into some nasty-looking suburbs before getting naughty and leading the poor wrigglers into Hell and Outer Space. In an effort to make the whole race a TV ratings winner, the naughty event organisers have populated the various stages with all manner of violent creatures whose only thought is to beat up passing squirmles. Another cartoon!

The mature, morally-wise or just plain decrepit will be looking at the screen with

both kind of thoughts, don't they? Is that little aliened creature that doesn't fly can almost hear them saying 'Go on the way, hee earthworms!' Or something.

across all manner of objects. Some levels of confusion to paralyse. Most are immediately useful later on. Tragically, you can only carry one object at a time, so you'd better be sure you know what you want before you start out. As a quick hint, everything comestible merely serves to replenish your leaky energy bar.

There's about all there is to it, apart from a word of warning about the dangers of the soundtrack. Some of 'em are easily avoidable and just drain a bit of your energy. If you knock into them, but the horrible speakers tell you tonight. (You can tell they mean business: you of the way they stink about on those spindly legs. Ugh!) The second nastiest nasties are the white ants. When you cross their path, they immediately drop everything and beetle after you. Eek... er! And on that mildly scary note, we take our leave of the darn addictive Wiggler. Don't forget to close the gate on your way out - we don't want those inequally earthworms escaping. Now... do we!



Some bits of Wiggler are dead busy. You kick this a few times. Bashed with success at making the gate open, and then jump out of the screen!

and thinking 'Oh, a delightful arcade adventure from the era of *Alien*, where it seemed every second game had you plodding around a huge maze, collecting and using objects of remarkable obscurity.' Of course, they might be thinking, 'That's a nice bit of music.' 'Young people today... they've got no manners. And the buses never run on time. Where's my cup of cocoa?' Really, we've no way of knowing. Such are the mysteries of the human mind. For the sake of argument though, let's assume they thought the first bit. They'd be right. As you utter around the Wiggler world, you'll come



them, a load of worms... that just how well the earthworms pick up the speed? It's a mystery to us.

### CONTROLS

Selectable keys or joystick  
Fire to pick up/use object, BREAK to quit



# Z-MAN

DJL Software  
Load in 48K mode

# READER GAME

**E**xecutive, here's one that'll take you back. (It's actually written in 1980.) There are far too many new fangled and overly glibly games around so we were at bewaring round the old computer when this gem arrived in the shop. (We weren't beaming for long) though, you the old computer on off the spinler system actually Coin the publisher



Do you know there are one hundred and sixty four bits in a Bytes man? There's six hundred only two. You and how game after. It's how the only one you've got get five time to go. Edit Em, or typed the I can save the flash. Color is three original version, but that's without the special look. Can't you see?

There's a bucket of water (now, look, a bucket with a bracket. Is this some kind of wood?) (don't call it a lid) Ed through the window) and deatched us off. It's, as you've probably deduced from the clever title, a Pac-Man clone. Er, and that's all we can say about it.



Flash around the maze, gobble the dots, the pills and the ghosts (in that order) then do it all again on the next level. (We interrupt this description to bring you an important newsliff. Sadly, the previous paragraph has failed in its attempt to have the most nested brackets in one sentence.) Incredibly old, graphically rather drab, seriously out-of-control, but surprisingly good (it's all done with the boggy, folks) and a truly excellent game to boot. Although we'd rather you played it for a bit first.

# CONTROLS

Keyboard or Cursor or Kempston joystick and a tissue to wipe away those tears of nostalgia.

# LIGHT CYCLE

Daniel Cannon



**E**xecutive, you're probably expecting another sparkling Speedy PC demo in the 600. Well, erm, we did find one (and it was pretty sparky by all accounts) but tragically it completely refused to load. Honestly. So we had to replace it with this rather nasty SAM demo at the last minute. Sorry. (Normal incompetence will be required next month. Oh, what a pity.)

Light Cycle is a playable demo of a brand new game from DJF magazine spin-off Zone Quarter. It's based on that bit in the old Tom arcade game where you whizzed around the screen on, well, a light cycle actually, drawing a huge trail and trying to get the other players to crash into it. This version is really neat — the graphics are pretty fast (well, what can you do with a load of lines?) but the gameplay stands up well, especially with the four (four!) player option. It's easy-peasy to play. Just a bit crowded at the keyboard when you've a full complement of players, very hard to switch off, and there are no instructions (and loads of plugs for ZQ, but here) in the the screen itself. (Just watch out for the computer players — they're terribly good.) By the way, if you fancy getting the full version, write off to the address on the loading screen. The one in the article is wrong, yikes.



Oh, it's a boring computer. Well, but just not all of the time because Zone Quarter is so bright that the game's best game. Thanks.

# CONTROLS

Joystick or definitive keys

# POKERAMA

Jon North

**T**his month, to avoid the traditional silly business after submitting Pockerama, Jon thought a false beard, dressed up in a Lotus PC football strip, changed his name by dead poll to Peter Beachell and moved to Harrogate. Tragically, he was arrested by the police on suspicion of being Mickey Gilbey, the notorious football-mad cat burglar and occasional bead collector of anyone known at a good lawyer in the Harrogate area who could keep a straight face during the defence, contacted us at the usual address.



Worth a try, one of the best new games on the market. It's a great bit of imagination, involving computers and other's personal property. Use it wisely, and nothing's broken yet. Well, not yet, but please do it!

Pruned North's unjustly persecuted poker this month are...  
Ayn only credits  
Cu's (Daphn) only lives  
Antice only lives

Wayhigh (Bramble) takes Mike's Commodore only lives  
Kirkham (Vigilante) only lives  
Bigfoot only lives  
Blower (Mig) only survives

# TAPE TRUBBS

Your TS coverage is one of thousands duplicated every month. While every effort is made to ensure each one loads first time, every time. Inevitably some tapes will fail. If this should happen, don't panic! Just pack up your tape along with a size and send it to TS Mag 7 No 18, October issue, Ables Audio Video Ltd, Hancock, Halesford 14, Telford, Shropshire TF7 4GB. Please don't send it to us. Within 28 days, Ablex will send you a replacement tape. (I'm so terribly sorry, I just don't know what came over me.)

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SEE PAGE 11 & 12

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# Pssst

# FOOTBALL CRAZY FOOTBALL MAD!

With the Football season just about to kick off (ahem) we thought we'd bring you the Shed Superstars. You probably won't know this, but the Shed crew really are the tops when it comes to a bit of a kick around. The current five a-side team is lined up below.

## The goalie

The esteemed Ed positions himself in the goalmouth ready to deal with anything Linda's momentous moment send the ball the head eight very big and muddy men who desperately wanted to score. Eight in five inside? I hear you cry! Top! Yes, everybody had decided that the first side to score wins. But both goalies were so smart they nobody could get the ball past them. After five hours of play it started raining, three hours later it stopped raining and will probably had started. The players were cold, wet and hungry as they decided to you know, Linda found herself being deflated. Her big stupid big ground and eventually the players turned around and started attacking the other goal. The ball slipped into the net and Linda knew the meaning of pride!



Can you believe? The other side is winning! This time means for losing a 100,000,000!

strong looking lady who gave it to the goal that he would go down in history as the saviour of Annington Stray. After Daddy Campbell was carried off to the local funny farm immediately after the ceremony. After years of being ignored the local funny ground, and showing off his dribbling whenever the manager appeared, Colin was offered a place on the first squad after just four nights. He got promoted to the first team the part of an elaborate initiation ceremony. Colin was forced to drag two hours in the day. It got department of the camera which caused the fans in the left wall to react. He has a really been the same since, but he's the best forward we can manage.



He can't kick, but Jim it was the only bit of a big time. He's a real one!

Whenever the Shed Superstars play you can be sure that Jim will be far away from the goal as possible with a look in his hand and a stare. One in the other of the ball lands anywhere near him he gives it a really nasty look, some his best as it and comes off looking. He does exactly the same whenever another player approaches him, this always completely surprises them. Jim's moment of glory was the ring he had a very big display in the stadium and got more off. He'd been waiting his best as he expected more when a

## The Forward #2

Andy is obviously known a few things about coloured pencils, but did you know that he used to do a football match? Oh yes! Many believe Annington have undergone Andy's rigorous regime of practice and sport therapy. As well as scoring the odd goal now and then, Andy spends a lot of time humpaging the rest of the team. He can be incredibly detailed at times and once was... Linda's niece Sheddled Wham. Sheddled Wham for hours - she was that tall. After they were only after Sheddled Andy's coach, it's up to Andy to make sure the team are fit, healthy and ready to go. After a week before a match Andy built the team from drinking anything other than milk or water, all drugs and sweets are disallowed and they're all put on a strict diet of porridge and whole branish cottage. This usually inadequate lifestyle is probably the reason why the team have yet to win a game.



What Sheddled Wham's coach said was Andy's only bit of a real one!

The next time you see Jim it was the only bit of a big time. He's a real one!

number of the average team was up to 10. The next time you see Jim it was the only bit of a big time. He's a real one!



## The Forward #1

Colin Campbell, TD's new publisher, is a very impressive footballer. Colin was given a ring after football of his devastating and the



Colin's tonight game that was a real one!

## The Defender #2

Let's not rub the salt in but to allow Stuart to rub salt in Colin Campbell to make up the missing numbers. Stuart is a very impressive footballer, as soon as he gets on that pitch he's all out to win it was this kind of attitude that got him knocked out. One very afternoon a match was going particularly well but then it started like the enemy were about to capture Stuart, with no thought for his own safety. He stopped to watch the bodyguard and the goal and proceeded to stop the bodyguard resulting in a missed penalty - with no goal. He lay on the ground, pale apart from the area around his nose, we thought - That was a bit of a stupid thing to do!



After a famous match and after the very first, but you're using the Shed!

## The Defender #1

Jim Miller is the best defender in the world, but he must be one of the best





# BELIEVE IT!



It was Friday afternoon in the shed. Everyone was sipping cups of coffee (or tea, or hot chocolate) or the unidentifiable substance you get when the drink machine if you press the dreaded Button D) and laughing merrily at Andy's Screenwriter Jay Hawkins tape.

Suddenly! We had a phone call from Jim Stait of Beyond Belief. He was in a friendly Friday

afternoon, sun of mood and wanted to give us My sets of Beyond Belief games as prizes for a Y2-camp. How could we possibly

refuse? Top, you could win one of My sets of Dazzling Blue Stars, Jimmy's Action Manager, Jimmy's Super League and Bill's Great Inventing Comedian! Stars was a Y2 Megagame and Bill was one of Linda's love games of the year! And the others are pretty spunky as well... To win one of those splendid prizes, just answer the incredibly tricky question...

Q What's the name of Beyond Belief's mascot? Is it (a) Mr Sarcas, (b) John Major or (c) Arthur McBarright answer? Dash your answer down on a postcard or the back of an envelope and send it to: Mr John Major Corings, Y2 Camps, Y2, 29 Moorcouth St, Bath BA1 2DL, Please!

# NEW BOSS IN THE SHED!

It seems like we're saying goodbye to somebody every month at the moment. The shed person to make a dignified exit from the Shed is our erstwhile publisher, Jane Plunkett. Jane decided that she had far too much work to do and so she did the sensible thing - she delegated. (This is a very clever way of getting out of lots of work). The first bit is the shed itself - at this was often Jane came round and ordered us to clean the Shed. We were intrigued - that's never shown an interest in our typistic state before. Well, clean we did! By the time we finished you could see through the windows and various insects were slumping around the garden looking for new homes.

Jane returned (when we'd finished tidying up) with a very long roll of ribbon which she

wrapped around the Shed in a great big loop. Then she fetched a dibble from the big Future Publishing building at the top of the garden and introduced her as our new publisher and let her cut the ribbon. It was all very formal! Colin Campbell used to be the Deputy Editor of Amiga Power under us - Y2 Ed Matt Birtley, before moving on to become Ed of Commodore Format. He then became Managing Ed of indie mag Sines, so we'd that out and decided to have a go at publishing Y2 Action, Amiga Action and Call Action. (There's And now he's decided that his future lies with Y2. And that's sweet!



By Colin Campbell

# T-ZERS

## OOPS!

Q It's here! It's holy and it's got a big dog in its Sines! Doggie D, and it's Lili's book's big Christmas rewrite. (Yes, we told you they hadn't

appeared on being reading because Sines had been the right title! People thought and you should have been able to read lines were on our right! I'm sorry - it's back with Future Publishing, 29 Moorcouth St, Bath

staggered.) Substantially more news on the shelves in a bit of a shorter game next month.

Q It had come to the attention of your favourite game column that the trade paper CML has been printing stories about Zappan pulling out of the Space market. Paul Pears instantly rang Zappan tomorrow (Dr Pappan) Dave J and gave him the full details. "It's not that bad!" reassured Paul. Having a working gut instinct as Pears started expressively down the line. "We've got releases lined up at the end of Christmas, and beyond!" He remembered, folks, don't believe everything you read. Unless it's in T-Zers, of course. In which case it's the general truth. Probably.

Q Get your mind back to last month, when T-Zers told you that Alternative were launching a new full-price label. Well, they've finally thought up a name for it. So put your hands together and welcome the site, the only label of its kind!



What's the best use of the space you can?

## THE FUTURE ENTERTAINMENT SHOW

Contrary to reports in last month's Fanz, Future Publishing have not built the biggest computer in the last five years. They are in fact forming the biggest computer show in the last five years. The Show has joined forces with a new ITG computer show called Bad Influence (ahem). What this basically means is that the finals of the National Computer Games Championships will be held at the Future Entertainment Show and broadcast live. The Championships have been organised by Future, who have also put up £20,000 in prize money. (Crazy! That's top so a really patchy new shed. Ed publishing. Am! Ed)

Over 50 companies have booked stalls at the show and it's hoped that the whole caboodle will pull in over 100,000 visitors. If it does, it'll be the 10th biggest show in the country after the Ideal Home Exhibition, The Clothes Show and, um, two other very big shows.



## FARTY

These Swedes have got the right idea, an Space-churn? Please do for the Alan Lynx, really get the record straight. Full fact below!



There's still life in the game!



Now away in the world's top Spec mag this month! Not only was we promoted 'Sex 'n' Drugs' on the cover, but there was a poster of Charles Bronson plastered across the middle! (My girls, get your copy whilst stocks last. See Bank Issues!) The cover was graced with a most beautiful cassette of Betty which was described by the Y2 team as gorgeously! On the games side it brings Athena, Sines, Amiga, Death Wish 2 and Siftle & Co. were of Megagames. Anything else? Well, there's further news the top tag, chess, mmo and getting under the new Swedisch. Watchman the new series, Double Dragon the top arcade game, Barbarian the number one full price and BMX Simulator set atop the budget chart.

# HEY HO LET'S GO!

Crikey! It's that wibbly hit before the reviews again. Basically. (Ahem.)

## TOP TEN

The month James Ellis has sent in his top ten favourite cereals. Well, we did say you could send it a top ten of anything whatsoever! The next time any of you send in your top tens, why not attach a photo. You could have your pic on the very same page as all those fancy jugglers!

- 1 Snickers ice cream bar
- 2 Lion bar
- 3 Fruit Pastilles
- 4 Milky Bar
- 5 Chocolate chip Tracker bar
- 6 Kit Kat
- 7 Strawberry flavour chewits
- 8 Fruit gums
- 9 M and M's
- 10 Ice poles

Send those top tens and photos to Hey Ho Let's Go, Your Editor, 30 Montmouth Street, Bath, Avon BA1 2BN.

# CHARTS

1.	Rainbow Islands	Hit Squad
2.	Bubble Ducky	CoolMasters
3.	Grease Soccer Soccer Mgr	Zeppelin
4.	Isis 90	Zeppelin
5.	Multi-layer Soccer Mgr	Call
6.	Goxy Down the Rapids	CoolMasters
7.	Robocop	Hit Squad
8.	Test Winner	BLJ
9.	Saymour Goes to Hollywood	CoolMasters
10.	Magnificent Ducky	CoolMasters
11.	Super Off Road Racer	Tronix
12.	Bubble Bobble	Hit Squad
13.	Golden Axe	Tronix
14.	Dora's Excellent Adventure	CoolMasters
15.	F'n' Central Pilot	Action 16
16.	American Tag Team Wrestling	Zeppelin
17.	First Division Manager	CoolMasters
18.	Tetris Champions	BLJ
19.	Pro Tennis Tour	Hit Squad
20.	John Turtur Challenge	GBH

# JOYSTICK JUGGLERS

What better way to spend an early autumn morning than on a muddy field, getting your sticks soaked and your clothes muddy? We doubt the jugglers can think of that!



**Linda Barker** Where you ever a gilly by a football pitch, Linda? "You must be joking. I

had much more constructive things to do with my Sunday mornings - like sleep, or go down the market. I used to feel so sorry for those girls who had to go and watch their boyfriends play football and then go to the pub and get all there while the lads talked about what a good match it was. Next I'd rather take the dog for a walk and pick up some bagels. I like watching it on the telly though. Especially if there's things that I should be doing instead.



**Jon Pitter** Where you ever a member of the school football team, Jon?

You're a tall chap, and that could be an asset. "As you might have gathered from the sky-commands written elsewhere in this issue, I am not what is generally referred to as a spotty chap. I mean, Linda knows more about football than I do! Despite my lack of prowess on the field, I've got a soft spot for Sublime's Football Manager World Cup Edition. It was the first game I ever released for 16 and it had Kevin Temp on the box. I enjoyed Zeppelin's sketch of me too, but I don't really enjoy wearing shorts."



**Mark Patteny** Are you a fan of the girls, Marky? "I don't like to be asked, but I used to be. I

only started playing football as I could wear shorts and see the girls, but then I got really into it. I was a striker, my right foot had more power than that of Gary Lineker's. I had to give it up in the end though. I couldn't handle those Sunday morning games. It was a choice between running around and getting muddy and watching The Watsons and, despite the fact that there were crowds of babes at the match, The Watsons won out. It's such a cool show."



**Stuart Campbell** Ah, Stuart, are Scottish gingers or what? "Oh, you do say. I'm not

talking to you, you silly bastards." "What's the matter, what have we done? "What have you done? You've only upset and annoyed thousands of Scottish football fans. I bet you don't even care, you should be shouting. What on earth possessed you to put Jimmy Hill on the cover?" "What's wrong with Jimmy Hill? "What's wrong with Jimmy Hill? He only insulted a whole nation, didn't he? It was a perfect goal from 20 yards and he called it a long-pole! Oh, I'm angry."

## HIGH SCORES

Here are the other championship top lists if you've got a strong championship cup you want to bring something right into you of the highly fancy things about a game here. As usual...



**Nigel** It's a yellow card. Take me out of the gloriously disappointing things about a game in this list. There are juggle the five scores and add a little quickly again to reveal the final number. Dingo!

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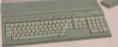


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# RECKLES

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Reckless Rufus, eh? He's probably in a bit of trouble then, I mean, it's fairly obvious he's going to be trapped somewhere. If they'd called him Emimently Sensible Rufus, it would be a pretty safe bet to say that the game centres around his adventures in choosing the right pair of slippers, or making a nice cup of cocoa before going to bed at a reasonable hour with a good book. But they haven't. So I reckon he's going to be in a spot of bother. (Looks at instructions.) A-ha! I was right.



The Rufus fellow is trapped in an alien planet after footloose floating a side with a respectable deep space salvage company. Well, actually, 'floating' is not quite the term.

'Sneaking into the cargo bay to avoid paying his fare - oo he's a chapsquaker, is, perhaps, more appropriate. Anyway, as crime does not pay etc. etc. Rufus is caught by the crew the instant he tries to buy some liqueur from a delectated robot. (It's a fundamental mistake that most slowwags make.) The Captain of the ship takes Rufus aside and explains, in a kindly, gratched sort of way, that they'll happily take him on his raly, provided he'll just beam down to a nearby and ever so no-dangerrus at all planet and collect a nice piffing rare crystal. Rufus agrees or, more accurately, falls for it.

Hokay, so much for the plot. Onto the game itself, which (spoiler) is actually quite complicated. To help things, we've got one of those amazing annotated screenshots somewhere on the page. (Looks up and over to the right a bit.) Ah, there it is. You play Rufus (the space-hopping sort of thing) and on each screen you have to pick up all the diamonds (the dandy sort of things) while avoiding the aliens (the scary sort of things).

(Tits yes, we get the idea, eh?) This relatively lenient space-squid took

to



1. You Rufus friend, I see it's rather late here. Don't you?

2. Beams around a crowd of people looking at the robot on the floor. No idea.

3. A group of people around a table on the floor. No idea. No idea.

4. One of those robots. One of those robots. One of those robots.

5. A girl says something. One of those robots. One of those robots.

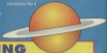
6. A girl says something. One of those robots. One of those robots.

made all the more tricky by the platforms. No boy, the platforms. They're a bunch of scampish sticks and no mistakes, my fine friend. No doubt you'll want to know why. Well, speak up. Yes, yes, the way in the greasy blue sky.

## So why's that then, Jon? G'wan, tell us.

I'm glad you asked me that question. Although I wish you wouldn't be quite so loud, I've a frightful headache. Well, y'know, the problem is that you're about six miles above the surface of the planet, and consequently have to

watch your step as you totter around after the diamonds. Some levels have fairly layout already - well, laid out, but the majority have just a few blocks scattered around a generally empty looking screen. Find that annoying movement again. (Looks around.) Now where is it? (Sts behind your Billy Biggles, famous NASA music hall conductor.) You s



## AN AMUSING MISUNDERSTANDING OVER RECKLESSNESS

An amusing misunderstanding over recklessness occurred just as we were putting this review together. For the purposes of a small but informative box at the bottom of the page, we decided to get in touch with the most reckless person in the world. Luckily, as it happened, Jon knew of just such a person. 'She's completely reckless!' he said. So he contacted his friend, and the arrival of the Brief for an interview. Imagine our surprise when who should walk in but Captain Leonora Taberstein, the famous explorer who has spent ten years looking unsuccessfully for the wreck of the Titanic! Well, imagine our surprise!



# S RUFUS



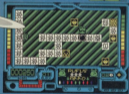
lent. (You'd do it! Blythe it lent!)  
 I'll get 'em! Oh, of course. It's up  
 there. (Where.) Anyway, glance up at  
 it and you'll see a couple of hundred  
 blocks. These tell you how many extra blocks  
 will be produced when you roll over 'em. Say,  
 for example, you flip onto a number five block.  
 Now you can venture off into empty space and  
 as if by magic, a number four block will appear  
 to save you from a plummeting doom. Another  
 move, and bingo! A number three block  
 appears. And so on down to zero, whereupon  
 you plunge screaming into the ground. (So  
 make sure you've reached another platform by  
 then.) Get the idea? Splendidissimo.

That's about it for the early levels. Later on  
 you'll come across such things as sticky



exciting game. The pace  
 never lets up, as you  
 wobble around the screen,  
 trying to calculate exactly  
 how far this particular  
 image, block is going to get  
 you while simultaneously  
 fighting off a host of  
 obstinate aliens. Luckily  
 you've got a laser gun.  
 Hurrah! Delicious. It's got  
 extremely limited  
 ammunition. Read! Then

there are the one-way systems which have a  
 habit of whisking you off in exactly the wrong  
 direction. And the seedless that need to be



Oh, we're not exactly on this screen. (It's off, passed out for a pocket change and  
 it's following somebody. And a little far. That's it. You've passed 'em! Now when  
 somebody spins, oh yes, so you can hope that some of your five-high ones. Sorry.



blocks, fluke-losing platforms and coons that  
 reverse the joystick, airlocks, but I don't need to  
 tell you so I won't mention them. It's  
 almost hard enough finding your way about  
 the best people of screens. (Haha, I see, is one  
 of those games where you'll get killed  
 hundreds of times on a screen until you spot  
 how to do it. Then the solution will lodge  
 miraculously in your mind.) I'm not in by the  
 formulation of losing so many times before, g'd  
 yes. But And below you wave your arms in the  
 air and shout abuse in loud voices, there's a  
 password system so you can skip the level  
 levels. Bye!

**Well, if all sounds jolly  
 exciting! (Sorry for  
 shouting, by the way)**

That's all right, my headachin's much better  
 now. But you, you're right — it is a pretty clean



Reckless Rufus: That advanced position in the back is completely  
 irrelevant. I could never get in there. How do you play this?  
 That's funny. I suddenly have the desire to invent a  
 reprogrammable calculator.



It's every where, but you can't go in there. You haven't got the right  
 paper, you're like a submarine commander. It's a captain. What  
 are you? Some kind of sailor?

broken in order to plug inconvenient gaps in  
 the structure, and some other things. (Yeah,  
 (No the famous Top Gun tape).

The game's presentation is so astounding  
 you could take it in a pile and leave it for  
 dinner. The graphics are fat and oily, colorful,  
 and so smooth and rather equally animated,  
 (Rufus doesn't move from block to block, he  
 sort of rolls around the place like a big beach  
 ball.) There's some amazing night sound — the  
 tones are jolly, but the spot effects really are  
 brilliant, especially the jumpy little bit you get  
 when you manage to grab a diamond. (What  
 are the trouble worthwite? (not of).

The massively important bit is, of course,  
 the gameplay. And where addictive playability  
 is concerned, Rufus delivers in a big green van  
 with an imposing company logo on the side.  
 The combination of puzzle and shoot 'em up  
 action really fits the bill. There are problems

mainly — biggest of all is  
 the random movement of  
 the debris. Several ladders  
 in the first that require an  
 alien creature

another one to  
 appear across the screen almost  
 immediately. Oh well, at least a  
 ketchup you on your toes, I hope.  
 Hello — that naughty old summing up  
 paragraph has crept up on me  
 whenever, that, (ough, adjust lower  
 fe). Reckless Rufus is a fine fun  
 puzzle game with enough originality,  
 action and tension to keep your heart  
 a-thumping for quite a while. (So  
 does that mean that when you've  
 completed the game your heart stops  
 altogether then? But no, of course  
 not. Don't be silly. (Hahaha, ah?)



## FINAL VERDICT



It's got mundanely  
 outrageously addictive (and  
 originally) addictive gameplay.  
 And the graphics (and  
 sound) are a revelation.



It's a tough little number that  
 doesn't forgive a single  
 mistake. It's not just if it  
 would be better (without the  
 annoying alien).

Top-top puzzle game with  
 splendid graphics. Dead  
 simple and packed with  
 playability. (Haha!)

**90%**

# MATCH OF

**Zeppelin Premier!** £10.99 cassette  
 in 021 385 7755

**JOE** Hello readers. After last month's debacle with the Platinum Five completely taking over my review of *2000ad*, I've decided to make sure it appears in the review of *Match Of The Day*. To this end, I've asked Stuart to take Jimmy Hill off for a spot of lunch, and now, provided I can get this false claim into place (grawf) I'll be joining Des Lynam in the remaining corner. There, now don't I give the away, will you, Spaz-shuns? (As seen on TV, Des Lynam's cheekily gaining back and the amazing cheer of (ahem) Jimmy Hill. (The theme music fades out.) Hello there viewers. Hello Jimmy. (Too late!) Hello Des. Nice jump. Thanks Jimmy. So - *Match Of The Day*, the computer game. What's it all about? Well Des, I'd have to say it's pretty much a management sim really. You put on the monthly-earnings coat of the manager of a fourth division team, and over the season have to hope them up the ladder of success while avoiding the slippery slopes of failure. Nicely put, Jimmy, it's a little obsessive and not entirely football-obsessed, so we're

talking lots of bits of numbers, then? Well, yes Jimmie Des, 'cos that management sim is actually rather well presented. The whole affair is icon-driven and done up devoid of BASIC. There's the bare minimum of hanging around for 'Please Wait' messages. And the bits, as you put it, of numbers are either nicely disguised with little

graphics and pointers and things. And this is the game here, is it? No Des, that's another jump. Good by though. In fact, this is the game - it's entirely devoid of jumpy subroutines, such as wool, or BO's polyester. It does, however, have lots and lots of icons. It's rather a clever system, you see - you sort of drag the option you want



# Graeme Souress SOCCER

**Zeppelin!** £3.99 cassette  
 in 021 385 7755

**STEWART** I know, Spaz-shuns, it's a confounding world we live in. Robert Blythe, who-they-or-weren't they, learned things at the Olympics. "Heavily fired," the painted-on crowd at one end of Anfield's ground - all these things, and lots more besides, aren't too hot confounding. As it that wasn't enough, though, there are some people out there who try to make things even more confounding with a cunning use of words.



A note about the Zeppelin record format. No words whatsoever! It's all about player names, numbers, etc. Although there's a single page, it's not

you know the kind of thing I mean - "interruption breaks occur" something as "twofold tedious monochromic map with a bit multifold, or the best game I've ever played in my entire life" something as "I have the complete, please buy this and make the lots of money" something as "the number of goals scored" something as "the goal is that you by the fact" and last you know the library misfold that is the word of games. First, though, the game needed the help of a volunteer for the audience. Yes, so, may you do that? And your name? Thank you Ladies and gentlemen, let's hear it for Mr Graeme Souress Soccer Manager! (pause for cheering)

Okay, let's take this from the very top and start with the front of the box. "Graeme Souress Soccer Manager", well, yes, it's got a picture of Graeme Souress on it. Beyond that, though, the reference of Graeme Souress on this game is effectively conspicuous by its absence. You can manage any team you like, it doesn't have to be Graeme's Liverpool, and if you do choose his side it won't have any of the players you might be expecting. Perhaps, the title Graeme Football Manager Game With 4 Great Liverpool Stars Totally Absolutely On The Top would be more appropriate.

Over to the back now, and the first words we come across are "The only truly realistic simulation of the joys and tribulations of being



any sport team. Managers can buy anything available with their money. It's not that much money, I reckon! Well, from a 3.99, I'd buy horses and boxes of oranges.

a football team to the top. Yeah, right. The day anyone has a heart attack brought on by the stress of playing with this unmanageable, simplistic and repetitive collection of menu screens in the day, he would surely day-go and we'd all start eating each other. Either way, I think the phrase we need here is "devastatingly accurate" - it's particularly fitting, given that the introduction of rather unimpressive things.

Down to the bottom of the box, guff and we come to a list of those who promised some help, you in that collection of all aspects of the world, it's a professional Football League. Well, it's not the same in the game, even if any way is included, I must have missed and

# THE DAY



These exciting match highlights in full color. What do you think of them, Jim? Well, they don't make many fans, there's no sun. There you see, Jim?

from the iron bank on the right of the screen over to a free slot in your diary on the left. Are there any loans for jampers? Shut up, Des. If you look at the annotated spreadsheet over there, you can see exactly what each loan does. But back to the game. Basically, it's very much like any other management sim - you try to put together the best side you can, arrange training sessions and buying and selling players, all the while juggling the club's books. What makes it stand out from the rest of the incredibly larger pack is the slick presentation, fewer text a

management game looked so good. Except for the match highlights, which look like a badly-cooked 'game of pinball'. And the pictures of, um, well, which are a bit odd. I always look rather angry, and you look bald and mad. But at least you can turn the graphics off and live in the traditional manner.

I have to say, Jimmy, that I disagree with you over the presentation being the only thing that makes the game stand out. The gameplay has lots of subtle touches. For example, your players are apt to get a bit shifty if you don't recognise their fancy talents and insist on playing them in entirely the wrong positions, and their performance suffers as a result. For another, there are loads of scouts, physios and trainers, and the cheaper but less reputable chaps are apt to make a mess of things. Scout of goals you deeply involved with the team and adds a lot to the game. Hang on, what's going on? That's not Des Lynam speak.

Well I have to admit, Jimbo, that I'm not Des Lynam at all. I am in fact, Bung Brummor, humorous impressionist, sparsely enthusiastic and, all-round family entertainer. Well, I've got a confession to make, I'm actually Jim from York (Soccer). What's turn-up, ah?

Oh. And we need a big ending for the review. Tradition demands a spot of big payoff line to see whose doing. Oh, hello Stuart.

I couldn't stand it any more. I just had to let Jimmy tell several times with a very big stick. You mean, that? It's really...

## FINAL VERDICT



It's extremely well presented and very easy to get into. The gameplay delivers the requisite thrills of tactics, and speed it's a cut of fun.

The highlights really are appealing. Despite the glossy finish and, needless to say, the game's a bit of a hard stop.

It's a management sim for the masses. And it's rather fine!

82%

# ER MANAGER

missed something - and if this really covers everything involved in the running of a football team then I'm surprised they don't get primary school children to do the job - if you can count to thirteen, you can play *Demons Soccer Manager*. So let's come that to 'Middieville City' where it's time once for you do your bit. Many things in you control is the original 'Football Manager', which came out first, that's right, years ago.

Let's try inside the box, where it tells you about the 'gameplay'. Apparently the game

can be controlled by joystick or keyboard, and the instructions list a lot of 'do-fault' keys which leads to implies some definability. Well, I read every joystick combination I could think of and did everything to resolve the keys possible, but the only way I could control the game by anything other than the usual keys was to take all the plastic key tops off my keyboard and cut them back on in a different order. Clearly the control wording in this situation would have been 'The game can be controlled by those keys here, and if you don't like it tough, Demons! huh.

I could go on about the 'improved match highlights' which consist of a total of four different attacking moves carried out by players who all look exactly the same, whichever team they're supposed to be playing for, or about the 'improved newspaper data' which really means it tells you the name and age of each player and how many goals they've scored. I could talk about the 'whisper-hoof of other excellent features' which translates directly as 'stunningly rich excellent features, all in'

simply an about how this game is less involved, less sophisticated, less enjoyable and inferior in every single conceivable way to the original *Football Manager*. For less any of the much 'better' games which have come along since which, incidentally, I mention the 'improving' sports *Football Manager* that will about the best.

Despite what I said at the start of the review, here's really nothing at all convincing about the game. It's complete crap. Simple as that.



Here's a rather unimpressive set of screenshots. We need to see some more, but the pictures do resemble themselves. The reviewer is not a professional, but he's got a good eye for pointing out what's wrong, so... well, it's not a bad game.

## FINAL VERDICT



Well, oh, well, well, it doesn't have Demons Soccer in it anymore, which has to be a bit of a bonus if you think about it.

...And then it doesn't really have anything in it full stop. Features more as good as absent any other 'improving' family management game.

*Demons Soccer Soccer Manager* has everything nothing going for it. It's a load of old crap. Miserably.

24%

# AMERICAN TAG TEAM WRESTLING

**Zepplin** £3.99 cassette  
T.M. cat 385 T752



Wrestling's come a long way since the days when ITV stopped showing it as Saturday afternoons. It's very big news at the moment. You can't open your eye copy of Look in without being bombarded by pictures of big men in gilly outfits. They're all get sweaters, teeth, loads of money and (probably) American accents. The recent wrestling game explosion, started with Ocean's WWF license and is fought up to date with this offering from Zepplin. Alternative's *Poppye J and the Cadres'* immense wrestling game that'll be part of their Super Sports Challenge compilation.

Unless *Poppye J* is basically a wrestling game with add-ons, bonks, colourful items and a ridiculous storyline called an American Tag Team Wrestling it isn't even basic. The only part too basic is that there is a tournament, and the only background knowledge you need is a rough idea of how a tag match works. In fact, all you really need is this review, as I'm going to tell you that very often! Tag team wrestling involves two teams of two, and only one member of each team is allowed in the ring at a time. The teams are usually made up of one very large bloke (or woman) and one incredibly, absolutely the biggest man in the world ever (yeah, I know you a tag match in which the fat larger partners were Big Daddy and Giant Hayabusa. I've never seen so much flesh in my life, it was awesome. Anyway, wrestling being what it is, the big tag guy often ends up being one of the smaller good guy. The good guy's larger team-mate pretends not to be hand and as soon as

his team mate reaches if they can swap places and the two big guys can leave it out (as they may).

## Contrary couplings

Tag team Wrestling works in a similar way with such contrary couplings as Eridon and Loui Lary, and Sammy Sly and the Savage. You'll find that most of your opponents wear paper tags over their heads, or maybe I just kept getting the same opponents. Despite this strange idea of head abatement, these



guys are pretty darn hard. It's not a bad wrestler... (You? You're a violent wrestler, you're not fat enough or fat enough. And your footwork's not fancy enough. And) Okay, I'm a crap wrestler but I'm big and agile enough to fit my hand at wrestling games and I can tell you that some of your opponents are thoroughly nasty pieces of work.

I often found myself face down in the ring having my back joints massaged by the unrelenting bulk of my opponent. Every time I tried to get up, he knocked me down again. And then every time I tried to tag my partner, the other side kept getting in the mirror way. It really was heart-breaking. To make things even more difficult, when I managed to topple the giant to the floor and sit on him, he popped himself up in seconds flat, bruised and bent, I felt the ring.

I'm assured that there are some good moves here. Unfortunately, because I had to do without any instructions, I only found them out when I was close to death. By running up and doing a few biffs and then letting fly with the fire button you can do a really flying kick. You can also climb onto the ropes and trap all of them onto your opponent going from a good job falling forward smash. 'ho!

Whether you play for just a single game, or for the whole of the tournament, you're bound to have fun. Your wrestling games are big, simple and clear. This is good from the action point of view and it means you can still see them when they're swirling around on the floor. On the other hand, it is a shame they're not a bit different. Except for a few simply neat games



Wrestling is fun but Poppye J isn't the best wrestling. I've never seen a game like this before. It's like the best of both worlds. The original wrestling game was a little bit too simple. It's not a bad game, but it's not a game that you can play for hours. It's a game that you can play for a few minutes and then you'll be done.

who take their time wandering round the ring before each bout. There's nothing to distract you. The screen may look a little empty at times, but this simplicity really does work.



Tag team Wrestling is fun but Poppye J isn't the best wrestling. I've never seen a game like this before. It's like the best of both worlds. The original wrestling game was a little bit too simple. It's not a bad game, but it's not a game that you can play for hours. It's a game that you can play for a few minutes and then you'll be done.

## FINAL VERDICT



It's fun for one or two players. The moves are easy to pick up. There's a tonnage of playability in that theme game! (As they say.)



There's no sound! And it's a pity the wrestlers all look the same. The lack of variety grabs a bit after a while.

Okay, so it's not the most complex game in the world. But while it lasts, it's Ocean's excellent fun.

86%



Wrestling is fun but Poppye J isn't the best wrestling. I've never seen a game like this before. It's like the best of both worlds. The original wrestling game was a little bit too simple. It's not a bad game, but it's not a game that you can play for hours. It's a game that you can play for a few minutes and then you'll be done.





# Letters



WRITE TO THE ED, FS, 30 MONMOUTH STREET, BATH BA1 2BW  
 Star Letter winners receive three free games! All letters win a YS badge!

By the time you get to read this, school's probably taken control of a lot of lives once more. But at this exact moment in time the sun is shining for the first time in weeks. I've managed to get hold of an extension lead, so I can answer poor letters whilst wiggling my toes in the grass. Jan and Andy G are making faces at me through the shed window so they're happy to be in Letters this month. Doodlbugs replies is chuckle or two and somebody wants to hang Jim Piller.

## OLD BAG

Isn't it think the magazine is totally ace, but some of the games are a little bit dull. I love your Star Letter! Anyway, I have written to you because I have discovered a formula

the Neighbours nearly always achieves is... have it in... People get married, someone has an accident, people have a row, Helen meets someone, someone dies. This bit usually looks about a

week and it all carries on from there. By the way, so far anyone Helen Daniels fancies always dies. Has she got the death tax?  
**Wendie Yelkover**  
 Dordrecht, Worcestershire

Put? Our games? Don't be ridiculous, they're amazing! They're great! They're, er... really quite good. Actually.

Neighbours is where the great stuff comes in. It's just such a ridiculous programme and (hope) Dennis is so

raggy! Have you looked at her neck? It looks like all the pain in her face is being pulled down and dragged right by all that fat under her chin. Maybe when she kisses people they get knocked out by her neck flaps. The lack of teeth, that's what Helen Daniels has got. Ed.

## STAR LETTER SELECT

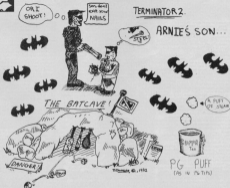
You are the best thing in Bath! You are my favourite and you always will be! I am glad to see you still love the YS, and I hope you always will be! Have I



This month's displays of artistry come from John Gamble of Dorset and Steven Wilkins of Bristol. John spent hours penning the delicate lines of *The Batcave* and *Terminator 2 - Arnie's Son*. Steve took the concept of DJ Puff one step further and came up with PG Puff. Ticklesome!

If you fancy yourself as the kind of guy/gal who can make an Editor laugh then drop your 'baps in an envelope addressed to Doodlbugs, Your Sinker, 30 Monmouth Street, Bath, Avon BA1 2BW.

DOODLEBUGS





# STAR LETTER

Compliments: Future Publishing? So could I also have a mystery gift? After all, why should I miss out when I look the initiative and renewed my subscription as soon as possible? For instance, oh wonderful editor-type lady!

**Dan The Man**  
Huddersfield, West Yorkshire

Dear Sir, your letter really did reach me and touch the hearts of everyone in the Shed. Flattered by your immense dedication to FS, we were when we heard about the lack of free gift. My mind to come up with a mystery free gift of our own, but we couldn't agree on one.

Jon thought a cardboard box with a hole chiselled in it and an accompanying note reading 'sorry your mystery free gift has corrupted and is pretty mysterious. Andy O decided after discussion you be can't believe them at all! They're the mystery-free gift we thought we should send you, a bit of something with the label missing. I wanted to go the biggest, do anything, that had a real/good message.

I hope you can appreciate how difficult it was to make a decision. Instead, we've all decided that you should have the Star Letter and the obligatory three free games that go with it. Ed.

## LACK OF MYSTERY (GIFT)

In writing this letter cos I'm a bit miffed when I see the new Fiat T-shirt I promptly got my mouse to renew my subscription, but wait, but in the FS after that it said Fiat T-shirt and five mystery gifts. Well, for my birthday all I'll get is a T-shirt (and medical none the less) and a piece of paper saying 'sorry

created enough for the Fiat T-shirt? I've sent you a copy of Specious. This stuff is so, think it of **Scott Baker**, **David Greenwood**, **Matthews**.

This is Specious (B)...

**WOT** - an extra best bang with nice graphics and good but a lack of immersion.

**Robocop II** is an excellent shoot-'em-up with nice graphics and sound.

**Robocop 3** is a poor platform shoot-'em-up with good graphics and sound.

**Demigade** - a mega best-'em-up with nice graphics and sound.

It's a bit short isn't it, Scott? I don't think many people are going to be willing to part with the pennies for that. 'Nz and space things up a bit, here are a few suggestions...

1. Photocopy loads of old adverts from FS(00)'s readers' magazine and sell them instead cheaply.  
2. Make your reviews a bit longer and funnier.

3. Dig your yourself as Jon Piller and sneak into the Shed. Send us the replies and things from the Mail. Post them as your own. Ed.

## TOASTED MARSHMALLOW

We at the fanclub of the lesser known Yohkoh (Diana, David, Dick, Dags, Desmond, Dick, Debbie) all believe that you have gone too far by taking the greatest mega movie star, Seymour, a lump of lead FS issue 62. Now we intend to set the record straight. Seymour is none other than a marshmallow, and don't forget it.

You are taking 62! Seymour is a kind marshmallow or your mag would be firing a giant cone that would melt to part with more than just the clothes on your back. Ed, what a thought! How that 'real' stuff that we would like to print out that we will you a full salute to **Bartholomew Dog** under express

orders from Dicky himself last month. 'Tis there has been no mention of us at all.

**Steven Desmond**  
Brewa, Sutherland

I was just wondering what would go really well with this cheese fondue that I'm making tonight. It's marshmallows. All boy (and) girl we can find them over the sport lanes. Mmmmm!

Your Dicky mag hasn't been ignored, the gift a box overflowing with Dicky mag and tips. One day I'm going to do a Dicky Top-up Special, and I'm saving them all for that momentous day. Ed.

## MORE SEX PLEASE

I am distressed to see that the sex content in FS has dropped considerably. This has reduced the reading pleasure of the magazine and I would like to see a significant increase in vulgar remarks.

**Brendan Thompson**  
Waterwise, Lonsdaleberg

I appreciate your concern, Brendan, but I have to admit that the drop in vulgar remarks and double entendres has not been a conscious thing, it just so happens that Jim and I do not find it easy to make such remarks. We're just too darn polite and we also happen to like words such as 'femur' and 'puffin' (FS used to be femur ruled) and remember the Pican cover? FS was a top shelf mag that month! But FS also used to have an older vocabulary. The last time I'll send a contrived word on the cover, one of the top newsgroup chains complained, it really doesn't make sense to upset people. Let's all be friends, eh? Ed.

## HELPING HAND

The other day I was having a browse through my Speccy coverpages when I noticed a game called

Crusing Star on the January '92 tape. I hadn't tried this game before so I went and loaded it up. But when it had loaded I tried to play it, but I just couldn't work out the controls. So I went to my pile of FS back issues to look up the controls, but I couldn't find issue 73 (Jan '92). So what I am trying to say is - could you please, please find out the controls for it and post them? **Garron Omer**  
Wythenshawe, Manchester

Ah, I remember this one. It was incredibly difficult and complicated. Here are the instructions that we printed. In a desperate attempt to make them a bit shorter, I stand for special staff.

	increase	Decrease
Regulator	8	5F
Navigation Brake	7	5V
Cut off	6	5C
Blower	8	5B
Injector	1	5I
Firewall	7	5F
Damper	7	5D
Wheels	8	
Steak fire	5N716	
Quit	5N7 5N7	
	and 5	
Timebater	7	
Accelerated/normal time	4	

I really haven't got room here to go into any more detail, if you don't understand what all these things mean then I suggest you turn to Slack Issues on page 97, Ed.

## TOO MANY CHEFS...

How many Editors do you need? It's changed from Matt 'Toaster' Kelly, to Andy 'Another Toaster' later to Andy 'Skateboarder' Hutchinson within 12 months! And now, at last, a woman in charge (finally).

Oh, and by the way, what's all that crap about a magazine called *Real Scott Lead*? We never seen it in our newsie. You'll have to excuse the

# SOYA PICO



## Get mellow, get sorted, get Soya-ed!

Soya's best started writing a weekly book. She's formerly a model, but hasn't found a publisher yet, so she's still got time to answer your growing letters.

Dear Soya  
My mouse says that she remembers you from school. She says that the only mouse they used to call you *Debbie* was because you were so enormous. Do you remember my mouse? She's called *Pinto Murray*, but at school she was *Pinto Thompson* and her nickname was *Thompson*.  
**John Murray**

Yeah, I remember *Thompson*. She had like the biggest breasts in the whole school, and got that nickname after the time she sat down on a bench when there got you already sitting down. *Debbie*, *Wynona* and *Murray* were your little FS. *Thompson* was bigger than all of them and together, they sat down and the bench broke, throwing them on the floor and that 'Wynona' incident really pissed.  
**Debra Nova Pico**

In Soya your real name? I am very small and I'm into early Pink Floyd and the Rolling Stones. All my friends and family call me *Becker* because of my surname. I hate it.  
**Steve**

## Smith Book

Oh, yes, what a common mistake. It really does your head in trying to deal with the whole concept of naming. My real name isn't there at all, that started off when I hung out as a *Bartholomew* agent with a partner called *MAH*. Our friends called me *Steve* ever since we spent collectively down as *Soya Mike*. *Smith*, however your and I don't change your name to *Becker* *Smith*. It's the best thing to do now.

## NORMAN TEBBIT'S DEAD SERIOUS CORNER



**REFLECTED AND OBJECTED**  
I would like to say how pleased I am at the Save our Space Campaign and the results it has achieved. But I would like to make clear my

worries about the future of games for the 48K Spectrum. I own a 48K machine and I, and I am sure many others, just can't afford to upgrade to a 128K Spectrum. In the last few months I have noticed that some of the games, demos and hobby things (for lack of a better word) on your cover cassette have been 128K only and software houses have started doing games which are 128K only. Is there anything that can be done about this? Is there any address I can write to? **Tracy Arnold**  
*Bosley Heath, Kent*

Some of the 128K games that we're had on our cover cassette, such as *Defenders of the Earth*, were originally available on 48K. What can you do to such games that

are both 48K and 128K is just the 48K version on the tape. That way, all Spectrum owners can play it. Unfortunately, something unpleasant happened when *Defenders of the Earth* was being compressed which meant that only the 128K version was available.

All the moment we're concentrating our efforts on trying to persuade software houses that releasing Spectrum games isn't a stupid idea. The best thing you can do, Tracy, is write to the houses asking them why 48K games are being neglected. Ed.

### SAM TRIDES

On April the 19th, I ordered a colour printer from SAM Computers Ltd. I am still waiting for that printer or a refund. Having made several phone calls to SAM Computers, and

getting only an answerphone, I really do not know how I can get some satisfaction from the company. Can you give me an address that I can write to in order to resolve this situation? I am 125/2 short and there's no sign of the printer that I ordered. I am now considering contacting the Trading Standards Office.

**Philip Powell**  
*Birmingham*

If you can last month's mag, you'll have probably read the news that OMD's have gone into receivership. There's still a chance that they could rise again but, in the meantime, the best thing for you to do would be to get in touch with the receivers - **Stewart Jones**, 1st, 6/3 Water Road, Swanssea SA1 9PT. They should be able to help. Ed.

usually being. It'll try first time, you see. You do like, don't you?

"The letter had better be addressed, or else my horse of Billie will knock it into the bin if you don't". So there, Hugh.

**Steve Farrell**

*Great Sutton, South Wirral*

Oh dear, what a disappointment. I thought you were going to tell me a joke. Like "How many editors do you need to change a lightbulb?" The thing you have to remember with editors is that they're basically morose. As soon as they get settled in one place, they feel the urge to move on elsewhere. It's in their blood.

What Scott Latal was a joke and that's an irritatingly correct - or your irritatingly incorrect - order that game round here. Don't say I didn't warn you. Ed.

### MAKING THE STAFF BETTER

Ifly friend is a puppe so to help you become one too, here is a step by step guide.

1. Get a snail.
2. Put some paper and a calculator in it.
3. Put on a suit and red bowtie.
4. Walk around saying "Oh yes" a lot.

I have had my Speccy for three years and have been collecting 75 since those 75 have so to most serious matters. I order you to bang Jon Piller for one reason - being Stupid. If you do not, I will be forced to use drastic measures.

**Gavin Trail**  
*Warrington, Merseyside*

Hang Jon Piller? Sack Stuart Campbell? If you lot had your brains' way, I'd have to do all the work around here myself!

I simply refuse to get rid of my staff writer. He's got a really good deal going at Liffordswoods whereby he gets a free can of Diet Pepsi with his salaries. But Jon doesn't like fizzy drinks, so I have to drink them.

By the way, I thought you've went out of business a couple of years back. They were a very lightbulb kind of thing - when working on the stock exchange was an available job. Nowadays, anybody who works in the money markets deserves only pity. Ed.

### BAD NEWS

I have had a Spectrum for two years. I like playing games on it and I like reading 'Your Secret' - I wish people would buy more Spectrum computers and I hope they never stop making them.

**Simon Taylor**  
*Chislehurst, Essex*

It's not quite plain how it put this, Simon. Part of them and SAM is now closed, you'll get some quite important news. Ready? Or be busy! (Big thanks.) They stopped making Spectrums two years ago. Hey, hang on, sort of Ed.

## SMALL



## PRINT

Was the course of the stormy month made full upon my Robinson, and in the light of the glowing collage gone Leds into the Editor's chair. **Dave**, *Remastered King of the Potato People*, *Noton*. I wondered what that strange collage will see. Ed.

For about five just told Andy Miller in some photo. **Tom Wright**, *Postgraduate*, *Sevens*. He should they're make a new record about her case. The Ed.

Have you noticed how low the sky is at the time of year? **Murray McFly**, *Country*. You don't feel it amazing for any more about her completely. Ed.

With a current issue. **Ed Staff**, *Company*. Even. That can't be a typo. Ed.

It's not as if there's a shortage. **Roger Rabbit**, *Halfpenny*. Completely unrelated. Ed.

## TRAINSPOTTERS



### JO

I am writing this to ask if any demand a Transpotters for a machine in issue 85. On the contents page it says that *Quatre Magisters* will be in issue. But it's not so much with me. Transpotters, kind.

### I Wish

**Corby**, *Northants*

Always you're right. Oh... um, it's not my fault. I was told that *Quatre Magisters* was going to

be in *Play* as well as in the contents page. And, um, there it wasn't in *Play* or it, or, um, I am in real you a *Transpotters*. **Gard**, *Ed*.

### A SILLY MIS-UP

In your July edition you have a page about Great and Falls. But on the back cover it says Great and Falls is to a request or some silly mis-up. Please explain, you. **Steven Ed**, *you*.

**Guy-Rain Stewart**  
*Donner*

Ah, it's a silly mis-up. A very silly mis-up indeed. True, the Collins had absolutely no idea what the game was called. It was of down to a combination of bad telephone lines, and the fact that the programmers and the publishers had completely different ideas about the title.

Originally the game was called *Good and Fowler*, then it was *Great and Falls* until the Collins decided that a title couldn't be a Falls. So they ended up with *Good and Falls*. **Phew Ed**.

### SPEEDY

Right you lot! I want a Transpotters as I've spotted a machine in the June 1980 issue. On *Play*, in Leds' answer to *But How Will I Know?* you thought... What the heck does 'thought' mean? **Andrew Miles**, *Doncaster*, *Lancashire*

"Thought" is a bit like "thought" in fact it's very like "thought". The only difference is that "thought" is a bit quicker than "thought". That's why like a gets around it. It's almost considered a proper word. Ed.

BECAUSE *HOW* YOU PLAY  
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## NEWS

No news is good news (or so they say). So here's Jon Pillar with, erm, no news. Actually.

### SAM WAITS FOR RESCUE PLAN

As promised last month, here are the very latest developments on West Coast Computers' bid to revive the Cougar. There haven't been any. It turns out that the SAMco liquidators are on holiday for a fortnight which means that by the time they've returned to the negotiations, the deal will have gone to press. Your best bet for finding out the latest news would be to contact the man behind the rescue package, Bob Blenchey, at the FORMAT Publications address.

### FRED WINS BATTLE FOR SOFTWARE RIGHTS

FMED Publishing have won the rights to produce the SAMco/Revolution games: *Waterworks*, *Master Plan* and *Planner* (now entitled *Dynamos*), as well as the long-awaited music utility *El Tracker*. The games will cost £5.95, with *El Tracker* weighing in at a hefty £20 when they're all released in December. FMED are also now distributing the full range of Cougler software from Berkeley, BC, Software, Glenco and Digma variations (including *Kix* and *Escape From The Planet Of The Robot Monsters*).

The company is also distributing SAM peripherals.



El Tracker - although the name and the maze (and the graphics) are going to change. (oh)

such as the Messenger and the 256K/1 Meg upgrades, though not, as yet, the colour-enhancer *Kahloisovape*.

### JET SET SAM

J&T-Soft is working on a Jet Set Wily-type game called, provisionally, *Manic Mission*. It will be substantially larger than the Spooky classic, with 256K and enhanced 320K versions on one disk. The game is still far from completion, but as SAM/Manic Mission has already broken ground in the platform game, hopes are high for the J&T program.

### SAM ADVENTURE SYSTEM

Accord Software©28

It's been a while coming, but at last Colin Jordan's eagerly awaited SAM Adventure System©24B has arrived. The minimum set-up needed to run the program is a SAM 512 with ROM 2.1 or later, though provided the finished adventure is small enough, it'll run perfectly well on a 256K model. Happily for higher-spec machines, ©24B also supports the 1MB models, the SAM mouse and a second disk drive.

The number 255 plays a big part in SAM. You can have up to 255 locations (each with up to ten exits), 255 movable objects, 255 unmovable objects, 255 flags (each holding values from 0-255), and 255 MCODE MCODE: a graphics screen (memory permitting). In addition, you have the use of 1634 messages and 32 system flags. Praise! But hey, let's not get too technical. (Two later Reviews! Oh!) Without having written a masterpiece using the system, I can only give a brief free impression, but let's face it, first impressions count for a lot, so pull out your goggles and we'll dive straight in.

The system consists of three main parts. The *EDITOR* is where you create the adventure 'source' - the building blocks of the adventure (such as locations, vocabulary etc. The *Compiler* converts the adventure source into executable code, and the *Interpreter* is a set of routines which combine with your



# SAM CE

compiled adventure to form a completely separate stand-alone game.

Before you get to grips with SAM, you should load up the demo adventure that comes with the program. It shows you exactly the kind of thing that you can accomplish, and should inspire you to persevere and learn the ins and outs of the system. After a quick play (the game shouldn't take you too long to complete) it's time to struggle (even with the manual). Little time is wasted in getting you up and running, and the first section in the hefty 114 page tome leads you gently into actually using SAM. You begin the tutorial by loading a man-up file that contains a set of the most popular adventure verbs, as well as the usual compass directions. From here it's a

## ZINE

### ZAT 15

£1.20

A bit different from the usual mag reviewed here in the Zine Scene - it's a paper based SAM/Spooky zine - ZAT is

gill magazine in three quarters of all Cougler-owning homes. It's £1.20, after the chip a issue 15 sees a new regime sweeping into power, in a new Editor has been appointed, and it's a vast improvement over previous issues. Things get off to a flying start, with a dynamic cover featuring SAM as Rick Dangerous, and the exciting headline, 'SAM gets dangerous!' which refers to the review of the re-released Spooky game and not to a Cougler companion of it at all, which is the conclusion just about everybody jumped to. The mag has a good spread of sections, with everything from a rather frightening Suspense column to an interview with everyone's favourite hacker, Jon Hart. Programmers are especially well catered for, with a routine to print out the 255 registers, a turbo loader and a password prog. Text is easy on the eye, though a little dry and cursed with poor spelling and annoyingly unnecessary quotation marks. Winding things up in a late night on the sofa with the kettle boiling in the background sort of way, I'd say that if you turn out the glitches in the text, ZAT is worth a look for the more serious side of your SAM/Spooky.

★★★★☆



Watch out, small Ticker page 1 system. Or a better comment about the slight headline. But it's worth it!

simple enough matter to type in the tutorial adventure. It's only a wee one, but it gets you off to a good start, demonstrating how to enter and alter data and switch between the various menus.

Other sections in the manual deal with the likes of adding vocabulary, verbs, unmovable objects, valid verbs from a room and - the boggle - using the source banks. These are the links where you define the actual game routines. Various, they deal with initial Game Conditions, High and Low Priority Commands and Local

# Centre

Features. Between them the four banks cover every eventuality. Everything is explained quite clearly - within half an hour you'll have grasped the fundamentals (as they say).

The real meat of the system is the grandly named S.P.L., or SAS Programming language. This is the language you use to write your routines into the source banks, and it's pretty damn comprehensive - there are some severely constrained in it.

After writing your adventure, you'll want to compile it. At this stage, you can choose a handy text compression option (more advanced per type) and define the number of characters your adventure will recognise at the beginning of a word. (For example, at the default setting of five, you can have **EXAM** **ECTOP** **SARS** instead of the whole

## EXAMINE ECTOPLASMIC BARBER!

Graphics can be added to your adventures, and those produced using the world-famous **FLASHER** are ideal. (You can also use ordinary **SCREENS** if you want.) Only the top two thirds of the picture are available to you, though this split-screen format is vastly preferable to full-screen graphics anyway. The greater program supplied with **SAS** takes care of insulating your screens rather nicely.

So there you have it. Once you're familiar with the basics, you can consult the manual to discover how to use memory efficiently and commands more effectively, as well as how to incorporate **BASIC** and machine code subroutines, user-defined graphics and defined items. To round things off, there's a glossary of source commands and a couple of nifty appendices.

If you've used any of the other adventure creation utilities on other computers then you'll have no problems with **SAS**. The only thing you need is a bit of common sense, a pinch of perseverance and a great big dollop of imagination to get the best out of it. **Tim Kemp**.

## Coupon Corner

Fancy sampling **ZAT** magazine for yourself?

Well, here's your chance. By the simple expedient of clipping off 80p (and this is the important bit) a stamp, you could be in-land of issue **PLASER**, or if it's out of time, the undeniably superior issue **twice**. If you feel like giving your programming skills a good old workout, send off the coupon. If not, er, then.

85%

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**FRED Publishing** 42 Feuntyrd, Monfeth, Dundee DD8 4P2

**Assist Software** 1 Jordan, 88 Trenton Park, Fossewater East, Pontefract, Dfied SA71 5LP

**SCMC** The Grove, 42 Fenside Rd, Mill Green, Birmingham B28 8AU

It's time to go off and try out the cheats for **Astroball**. Send all your **SAM** stuff to me here at **SAM Centre, YS, 30 Monmouth St, Bath BA1 2BW** and I'll see you all next month. **Basically.**

# SCENE

## SCAC 5

**£1.00**

In keeping with the adventure theme of **SAM** Centre this month, we're visiting the splendiferous mag, **SAM Coup Adventure Club**. Number five is a western special, with a review of **Shamir Gunn**. Well, actually, with several reviews of **Shamir Gunn** - rather cleverly, **SCAC** has at least two reviewers for every game, with one writing the meat of the article and the other offering some critical comments at the end. **Shamir**, too. The fee game is a definite plus too. Each month, **SCAC** leads a leading adventure writer over the head with a white rabbit (or something) in order to get a **Specsy** adventure on the disk. There's a rather fine simulator supplied with the mag - but as usual, you'll have to get hold of a **IBM PC** (or compatible) to make it work. The mag's resident **Techie Ed** juggles along with the **Specsy** tests as you can save your position not to tape, but to lovely **SAM** disk. The index pages, covering the current adventure mag, publishers and games are very real. I really like the screenshots from adventures being reviewed - a lots of pictures of text. Magnificently pointless!

There are a few minor wobbles. Rather embarrassing for a very wordy mag, the

grammar has a habit of wandering out into the garden with an attractive companion and a usual drink at crucial moments (the first screen-sanity is especially egregious). Seriously, the text is laid out a little sparsely, with words drifting awkwardly over into new pages all of their own. As well, it's a great mag to read up and not wander through, and as it's about packed in a surprising amount of games coverage thanks to the wonder of **Specsy** simulation and the sheer number of **Specsy** adventures, it's thoroughly usable, characterful and really economic. This is a compliment, by the way.

★★★★☆



It's the magnificent **4th**, **Free**, **Archie**, I think the second greatest of the lot but not either of the two. **Archie**.

# VS hints n' tips



# TIPSHOP

Greeting Spec-chums! I am currently recuperating after a particularly hectic holiday in Norwich. It was a bit of a disaster really - not only did I fall ill and get bitten by millions of particularly bloodthirsty meemies but (but!) I also leaned against an electric fence whilst taking a photo of a cow. Ouch! (Mind you, it was a lovely cow.) After all that, the Tipshop box reminded me how good it was to come home!

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## MEGAMAP TURBO THE TORTOISE ... 24

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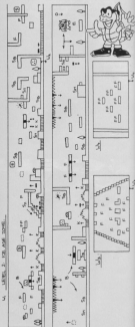
featuring *Inside Out*, *Lords Of Chaos*  
and (yes!) *Dizzy*

**PRACTICAL POKES ... 29**  
featuring *Army Moves*, *Defenders of the Earth*, *Official Xmas Sim*, *Skoof Daze* & *Turbo the Tortoise*



# TURBO

Following on from last month's map, here are Levels Two to six completely mapped and tipped. The maps are by **Michael Robinson**, and the tips on the end of level battles were provided by **Robert Chaille**. The two of them share the Tip of the Month Award. Hurrah!





# THE TORTOISE

THE ORIGINAL  
MONSTER

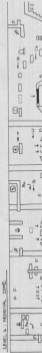
LEVEL 1: REARVIEW SEAT



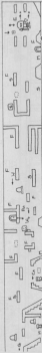
LEVEL 2: MERITOR, 50%



LEVEL 3: MERITOR, 50%



LEVEL 4: 20TH CENTURY SOME



LEVEL 5: 20TH CENTURY SOME



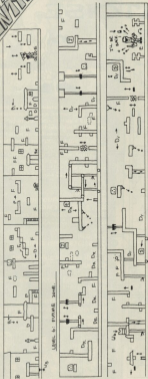


PLATE 1. ENGINE PARTS.

KEY

A	- PLANT	1	- CONDENSER	10	- VALVE	11	- COOK
B	- PUMP	2	- WATER	11	- P. (PUMP)	12	- BELL (PUMP, PLANT)
C	- CYLINDER	3	- WATER	12	- P. (PUMP)	13	- WATER
D	- VALVE	4	- WATER	13	- P. (PUMP)	14	- WATER
E	- CONDENSER	5	- WATER	14	- P. (PUMP)	15	- WATER
F	- CONDENSER	6	- WATER	15	- P. (PUMP)	16	- WATER
G	- CONDENSER	7	- WATER	16	- P. (PUMP)	17	- WATER
H	- CONDENSER	8	- WATER	17	- P. (PUMP)	18	- WATER
I	- CONDENSER	9	- WATER	18	- P. (PUMP)	19	- WATER
J	- CONDENSER	10	- WATER	19	- P. (PUMP)	20	- WATER
K	- CONDENSER	11	- WATER	20	- P. (PUMP)	21	- WATER
L	- CONDENSER	12	- WATER	21	- P. (PUMP)	22	- WATER
M	- CONDENSER	13	- WATER	22	- P. (PUMP)	23	- WATER
N	- CONDENSER	14	- WATER	23	- P. (PUMP)	24	- WATER
O	- CONDENSER	15	- WATER	24	- P. (PUMP)	25	- WATER
P	- CONDENSER	16	- WATER	25	- P. (PUMP)	26	- WATER
Q	- CONDENSER	17	- WATER	26	- P. (PUMP)	27	- WATER
R	- CONDENSER	18	- WATER	27	- P. (PUMP)	28	- WATER
S	- CONDENSER	19	- WATER	28	- P. (PUMP)	29	- WATER
T	- CONDENSER	20	- WATER	29	- P. (PUMP)	30	- WATER
U	- CONDENSER	21	- WATER	30	- P. (PUMP)	31	- WATER
V	- CONDENSER	22	- WATER	31	- P. (PUMP)	32	- WATER
W	- CONDENSER	23	- WATER	32	- P. (PUMP)	33	- WATER
X	- CONDENSER	24	- WATER	33	- P. (PUMP)	34	- WATER
Y	- CONDENSER	25	- WATER	34	- P. (PUMP)	35	- WATER
Z	- CONDENSER	26	- WATER	35	- P. (PUMP)	36	- WATER
AA	- CONDENSER	27	- WATER	36	- P. (PUMP)	37	- WATER
AB	- CONDENSER	28	- WATER	37	- P. (PUMP)	38	- WATER
AC	- CONDENSER	29	- WATER	38	- P. (PUMP)	39	- WATER
AD	- CONDENSER	30	- WATER	39	- P. (PUMP)	40	- WATER
AE	- CONDENSER	31	- WATER	40	- P. (PUMP)	41	- WATER
AF	- CONDENSER	32	- WATER	41	- P. (PUMP)	42	- WATER
AG	- CONDENSER	33	- WATER	42	- P. (PUMP)	43	- WATER
AH	- CONDENSER	34	- WATER	43	- P. (PUMP)	44	- WATER
AI	- CONDENSER	35	- WATER	44	- P. (PUMP)	45	- WATER
AJ	- CONDENSER	36	- WATER	45	- P. (PUMP)	46	- WATER
AK	- CONDENSER	37	- WATER	46	- P. (PUMP)	47	- WATER
AL	- CONDENSER	38	- WATER	47	- P. (PUMP)	48	- WATER
AM	- CONDENSER	39	- WATER	48	- P. (PUMP)	49	- WATER
AN	- CONDENSER	40	- WATER	49	- P. (PUMP)	50	- WATER
AO	- CONDENSER	41	- WATER	50	- P. (PUMP)	51	- WATER
AP	- CONDENSER	42	- WATER	51	- P. (PUMP)	52	- WATER
AQ	- CONDENSER	43	- WATER	52	- P. (PUMP)	53	- WATER
AR	- CONDENSER	44	- WATER	53	- P. (PUMP)	54	- WATER
AS	- CONDENSER	45	- WATER	54	- P. (PUMP)	55	- WATER
AT	- CONDENSER	46	- WATER	55	- P. (PUMP)	56	- WATER
AU	- CONDENSER	47	- WATER	56	- P. (PUMP)	57	- WATER
AV	- CONDENSER	48	- WATER	57	- P. (PUMP)	58	- WATER
AW	- CONDENSER	49	- WATER	58	- P. (PUMP)	59	- WATER
AX	- CONDENSER	50	- WATER	59	- P. (PUMP)	60	- WATER
AY	- CONDENSER	51	- WATER	60	- P. (PUMP)	61	- WATER
AZ	- CONDENSER	52	- WATER	61	- P. (PUMP)	62	- WATER
BA	- CONDENSER	53	- WATER	62	- P. (PUMP)	63	- WATER
BB	- CONDENSER	54	- WATER	63	- P. (PUMP)	64	- WATER
BC	- CONDENSER	55	- WATER	64	- P. (PUMP)	65	- WATER
BD	- CONDENSER	56	- WATER	65	- P. (PUMP)	66	- WATER
BE	- CONDENSER	57	- WATER	66	- P. (PUMP)	67	- WATER
BF	- CONDENSER	58	- WATER	67	- P. (PUMP)	68	- WATER
BG	- CONDENSER	59	- WATER	68	- P. (PUMP)	69	- WATER
BH	- CONDENSER	60	- WATER	69	- P. (PUMP)	70	- WATER
BI	- CONDENSER	61	- WATER	70	- P. (PUMP)	71	- WATER
BJ	- CONDENSER	62	- WATER	71	- P. (PUMP)	72	- WATER
BK	- CONDENSER	63	- WATER	72	- P. (PUMP)	73	- WATER
BL	- CONDENSER	64	- WATER	73	- P. (PUMP)	74	- WATER
BM	- CONDENSER	65	- WATER	74	- P. (PUMP)	75	- WATER
BN	- CONDENSER	66	- WATER	75	- P. (PUMP)	76	- WATER
BO	- CONDENSER	67	- WATER	76	- P. (PUMP)	77	- WATER
BP	- CONDENSER	68	- WATER	77	- P. (PUMP)	78	- WATER
BQ	- CONDENSER	69	- WATER	78	- P. (PUMP)	79	- WATER
BR	- CONDENSER	70	- WATER	79	- P. (PUMP)	80	- WATER
BS	- CONDENSER	71	- WATER	80	- P. (PUMP)	81	- WATER
BT	- CONDENSER	72	- WATER	81	- P. (PUMP)	82	- WATER
BU	- CONDENSER	73	- WATER	82	- P. (PUMP)	83	- WATER
BV	- CONDENSER	74	- WATER	83	- P. (PUMP)	84	- WATER
BW	- CONDENSER	75	- WATER	84	- P. (PUMP)	85	- WATER
BX	- CONDENSER	76	- WATER	85	- P. (PUMP)	86	- WATER
BY	- CONDENSER	77	- WATER	86	- P. (PUMP)	87	- WATER
BZ	- CONDENSER	78	- WATER	87	- P. (PUMP)	88	- WATER
CA	- CONDENSER	79	- WATER	88	- P. (PUMP)	89	- WATER
CB	- CONDENSER	80	- WATER	89	- P. (PUMP)	90	- WATER
CC	- CONDENSER	81	- WATER	90	- P. (PUMP)	91	- WATER
CD	- CONDENSER	82	- WATER	91	- P. (PUMP)	92	- WATER
CE	- CONDENSER	83	- WATER	92	- P. (PUMP)	93	- WATER
CF	- CONDENSER	84	- WATER	93	- P. (PUMP)	94	- WATER
CG	- CONDENSER	85	- WATER	94	- P. (PUMP)	95	- WATER
CH	- CONDENSER	86	- WATER	95	- P. (PUMP)	96	- WATER
CI	- CONDENSER	87	- WATER	96	- P. (PUMP)	97	- WATER
CJ	- CONDENSER	88	- WATER	97	- P. (PUMP)	98	- WATER
CK	- CONDENSER	89	- WATER	98	- P. (PUMP)	99	- WATER
CL	- CONDENSER	90	- WATER	99	- P. (PUMP)	100	- WATER

# THE End-of-Level BADDIES



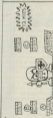
When he starts moving jump onto (A) and wait. When he fires diagonally jump to (B), then onto his head and from there to (C). Now drop down to (D) and wait till he fires diagonally before doing the same thing backwards.



Easy. Make him drop to the floor, by walking underneath him, then dodging him as he falls. Shoot him on the top of the head. If you lock bullets, make him drop next to a platform, and then wait to jump on his head.



Stand at (A) and when the mummy comes up beneath, you jump straight up, land on its head, then bounce to (B). When it goes down, move back to (A) and repeat.



When he's down stand at (A) and shoot. Then jump to (B) and when he fires, jump up and left to avoid it (this takes practice). Then go back to (A) and repeat. If you have no bullets, jump from (B) onto his head, to (C) and vice versa.



The puzzle pops up in the order shown by the letters. When he appears at (E) go to (B). Then when he gets to (A), either shoot him or jump on his head then move before he comes up beneath you.



When you arrive stand at (A) and wait. When he's about to hit you, jump over him and leg it to (B). When his shots go over you, go to (C) and wait for him to stop to your left. Jump on his head, go to (A) and repeat.

# SPACE CRUSADE

Here's a useful (1) tip for *Orion's* space shoot-'em-up from Matt Beuchamp...

To see your hard nut soldiers die one at a time, just press **DEL** (E) and **C** at the same time. Bammo! They're all dead. Bye, banks.

# NON COMPOS MENTIS 2

Marco Barua was one of the few to ignore Logo. Instead he turned his brain to mush by finding all the level codes for this coverage puzzle.

1. MORE @ 2. ONLY 25 MORE @ 3. Y'S @ 6 BEST @ 4. SPEEDY POWER @ 5. LINDA'S LOVE @ 6. MORPHINE YETI @ 7. SAGE WARRIORS @ 8. HAPPY SLEEPY @ 9. YIBBLEYIBBLE @ 10. ON HATETAND @ 11. STY IN CRAP @ 12. SO IN ABBAS @ 13. TECHOPRARI @ 14. THE BAD TRIP @ 15. LENTE SOLU @ 16. MEDALMAMA @ 17. GIVE UP YETI @ 18. HAPPY PRELU @ 19. IS FLUKED UP???

Apparently, the rest of the levels don't have codes. After Level 20 it says Level 22 when it is in fact Level One again. (Seize what?)

# SAM ASTROBALL

Matthew Bridges is living proof that shooting really does pay...

When on the high score table, enter your name as Lovely Judy. This activates the cheat mode, when playing the game

press 1	Extra life
2	Invincibility
3	Starball
4	Warp
5	Reset timer to 0:00

Get bouncing, SAM-Chrone!

# SEYMOUR GOES TO HOLLYWOOD

From my mail, it seems that Leigh Lowndey was having problems finding all the Oscars in this Codes' paper. **John Siverton** has kindly sent in all the positions. (Well, that's what it says here.)



1. Props department, under a barrel. @ 2. Underneath the Tuxedo plant by the lift. @ 3. Outside Hat C, under a window pane. @ 4. To the right of Hat C, under some leaves. @ 5. Inside Hat E, under a barrel. @ 6. In the Midway of C, fall off the castle top and look under the stump of leaves. @ 7. In Rick Blazey, look under the crate in the back up. @ 8. In Sherab Bones it's halfway up the tree. Jump onto the platform, jump right and hit the red @. @ 9. In Sam's Salon it's under the last chandelier. Jump onto the piano, then onto the chandelier. @ 10. In Sam's Salon, under the last parking case on the landing. @ 11. Under left bed knob in the bedroom. @ 12. Under a railing in the first room of Frank Cinema. @ 13. Clearly visible in the sunset lab of Frank Cinema. @ 14. In Flash Gordon, immediately after teleporting jump right twice and in mid-air is King's Armory. @ 15. Under the first air vent in the space cabin in Flash Gordon. @ 16. Back in Sam's Salon jump onto the third chandelier and press enter. An Oscar should appear on the stammy.

There you go, Leigh! Make sure you collect them in the right order.



# THE YS CLINIC WITH



# DR HUGO Z HACKENBUSH

## Got a gamesnag? See a specialist!

Not Oh, no you again, that you! It's time to see the YS family manager to get back to the Clinic. To add pleasure to the YS, normally I've been busy, but catching the end of a four week long holiday, I'm in a good mood. I'll answer all your questions. I couldn't answer them a day or so ago.

### ARCADE CENTRE

Quite a while ago, A Prosemer wrote to me to say he was completely stuck in the ancient 33 hallway game. The knowledgeable, inhumanite and in every month Richard Swan has sent a letter describing exactly where all the jewels are hidden. Take it away, Swan. And when you've done that small job of clearing up, give us the benefit of your gaming experience. Go through the right hand door at the bottom of the stair case. Dodge the rats, jump on the ceiling, cut the top off and get the gem. Cut the air. So in the room with a fire in a trap inside into the fire, push aside the grating and get the second gem. Now go down into the another room, jump onto the table and push all the balls into the pockets, into another chandelier gem. The star and the ball will appear. Have a glass cold glass of water and take a short nap, then go left, round the corner and left again. Go through the chandelier to the room with red bookshelves. Push a ball to the chandelier under the bookcase to reveal gem number four. Next, without any steps to the room with lots of tables arranged in a motor square. Push some objects, not the box, jump after them and grab the stone. Then go to the room on the right and you'll find another jewel just waiting for you. Go left and up to the room with a picture. Push it left and right, and the seventh jewel will fall out. And I'm afraid we'll have to leave Swan's location there, because for getting extremely tired with it. To continue the other road works, I can be helped. For the moment, let's move into something more interesting.

### LODS OF CHADS

A few tips to this the game from the Graham Martin. Check any character that can pick up weapons and reload up with your favourite weapons. Weapons, when you get them, should be stored in a safe. I should that be, should for Graham's games. When you get to a character in the hall, your weapon will be in the safe. A really nice and simple strategy is a computer to find the weapons. I've tried this in Lords of Chads' other games. Chads, cut a Power Guard cool on a mount. Now when you use it to travel about, you'll become Unlucky yourself. Perhaps, should avoid myself a place

### WORLDLY

Okay, okay. I know in public opinion for once, there are a couple of tips for Prince of the Prince and Fantasy World. Under printed. Stay up to the main, David Downs, and deliver your pearls of wisdom in a strong, clear voice. And make it quick. I noticed that in issue 77, you missed out three themes in the Fantasy section. They are to be found in the Code Garden (behind a volume of grass and the stone book) and in the Chameleon Tweeps (avoid eyes on the edge of the left platform then jump right and press the stone times). For Prince you can send me the solution to Treasure Hunt (Don't tell me about it, the computer will tell you about it). Thanks, with the best wishes of the first site in Fantasy World. I hope you're doing well at the end of the year, especially the weather. I hope you're doing well. And I'll see you again next year.

### ASTROBALL

A very original but one that's afforded many hours of enjoyment, however, and doesn't feature any alien eggs. So play often for the gem of a tip from Fantasy. Don't call the Pope John. Watch. On the arcade avoid all bit of the game, simply stay at the bottom of the screen and you'll survive without injury. Thank you, and my regards to your goodwife Mrs. Pave John.

### MY RECORDS!

Graham Martin: In the PC videogame Empire, how to you get a better ship, buy systems, and the planet and, well, so anything at all really? I'm Taylor. The story about it. The incredible-hack. Every time I change into the Hulk in order to escape from the zone, get a reward to change me back to Peter Banner, when I'm not an Uberman.

The solution to all these problems, using again, Sam's Trick Machine. It's all open, so check out the issue for the details. Available there will be more games, including YS Club, 20 Million Miles, Ball, BU 200, New, go, and have the same with my unpaid list.

# PRACTICAL POKES

He's Jolly, he's Jon and he's a bit Northy. He's got a load of POKEs and a spotty chin. Ha!

Okay, look, I know I said I'd get a photo of myself printed this month, but I forgot. My code didn't let my terminal wait locally at, but I did. Maybe next month, alright? Accept.

## RETURN OF THE BLACK KNIGHTS

This is, indeed, after a fairly short but and really quite unexciting solo career pursued by 'Mad Mad Mad Mad', the Canterbury double-act makes a comeback. Putting only to settle off two seasons only, Les Zeppens are definitely better than Transmission Vamp, call it what he's been waiting to do with 'Mad Mad's' look, they came up with these minor gems to stick into your library should you ever feel the urge.

## SEVERANS OF THE EARTH (192 VERSION)

10 REM BY BLACK KNIGHTS  
20 CLEAR #0000: LOAD \*CODE  
30 FOR F=#0000 TO #0100  
40 PRINT A: POKe F A: NEXT F  
50 PORT #0000,004  
60000: RT: LET F=#0000: FOR  
70 DATA 83,104,800,62,11,1  
80 DATA 253,107,221,121,242  
90 DATA 82,78,227,121,54,3  
100 DATA 82,22,227,121,54,3  
110 DATA 82,18,227,121,158  
120 DATA 129,55,72,85,67,78  
130 DATA 85,82,83,52,65,78  
140 DATA 79,78,32,55,82,69  
150 DATA 32,78,73,67,89,32

## JIMMY MOVES (192-RELEASE)

10 REM ARMY MOVES: PT1 BY BLACK KNIGHTS  
20 CLEAR #0000: LOAD \*CODE  
30 RANDOMIZE USR 304  
40 LOAD \*CODE  
45 POKe 24800,0: REM INFLY LIVES  
\* 50 POKe 24750,0: POKe 24800,0: REM AMORTAL  
50 RANDOMIZE USR 31000

## 10 REM ARMY MOVES: PT2 BY BLACK KNIGHTS

20 CLEAR #0000: LOAD \*CODE  
30 RANDOMIZE USR 304  
40 LOAD \*CODE  
45 POKe 20000,100: REM AMY CODE TO START  
50 POKe 22771,2: REM INFLY LIVES  
60 RANDOMIZE USR 30000

## MORE ANONYMOUS STUFF

Or perhaps not. I always thought that 'anonymous' meant a complete lack of any sort of identity, but maybe David Seminary, Raymond Russell and Jamie Murray from Larnachine in Scotland were still haven't sent me a copy of their POKe file, the example are going by a different definition? Who knows? Who cares? Who's actually going to use these things? Who's going to fit the question mark button on my Amiga? Who knows what lurks in the minds of men? The Shadow knows.

## 10 REM TUNING FOR TUNING

20 CLEAR #0000: LOAD \*CODE  
30 POKe 83207,245: LET A=#0072  
40 READ B: IF B=#000 THEN  
RANDOMIZE USR 63400  
50 POKe A,B: LET A=A+1  
GOTO 40  
60 DATA 62,182,50,188,250:  
REM INFLY LIVES  
70 DATA 62,182,50,81,220:  
REM INFLY ENERGY  
80 DATA 173,55,188,201: REM WEAPON  
90 DATA 178,68,240,199: REM 880 MARKER IN BITA/

## 10 REM OFFICIAL 80000 GEM (GEM) BY H.A.

20 CLEAR #0000: LOAD \*CODE  
30 LOAD \*CODE: LOAD \*SCHEMES  
40 LOAD \*CODE: LOAD \*TERRAINS  
50 #0100,0: REM TIME  
50 RANDOMIZE USR 10000

## MORE POKES

I'd another request to look a local this month, from Steve Dawson in Meriden. He wanted 'Star Wars' done. Always one to oblige, so I went to get something you had to stage on my behalf. Here's a routine written years ago by a couple of old mates of mine, Wallington's own Tracy Carter and one of her mates whose name escapes me. This gives my first. (That's true, not true.)

## 5 REM BLOOD BATH

10:RT T=0: FOR F=#0000 TO 100  
20:READ A: LET T=T+T-#0000/A  
30:IF A=2 THEN:GOTO 60  
40:IF A=255 THEN:GOTO 60  
50:POKE F,A: NEXT F  
60:IF T=>#2770194 THEN STOP  
70:RANDOMIZE USR 58807  
80:LET F=A: NEXT F  
90:DATA 227,23,203,67,17  
100:DATA 78,1,62,288,85  
110:DATA 208,60,8,48,24  
120:DATA 62,220,50,48,30  
130:DATA 25,0,0,190,108  
140:DATA 20,33,8,220,17  
150:DATA 185,128,1,142  
160:DATA 237,178,33,161,128  
170:DATA 14,21,17,148,129  
180:DATA 237,178,50,149,129  
190:DATA 34,161,109,195,47  
200:DATA 108,62,190,50  
210:DATA 125,128,62,128,50  
220:DATA 127,128,158,128,128  
230:DATA 181,127,148,141,128  
240:DATA 181,281,40,221,  
124,284  
250:DATA 120,40,3,201,117  
260:DATA 204,211,221,9,217  
270:DATA 58,124,128,284,327  
280:DATA 40,8,62,201,90  
290:DATA 182,240,198,124,129  
300:DATA 30,188,195,117,109,2

Out of luck and a bit tired. Send the usual patterns to the usual address (as usual). See you in the monthly. (Zzzz)

# LOGO

I thought the Tinspot for was looking incredibly promising this month so it was positively bulging. I was so disappointed when I opened them - half of them were tips for Caga. Unfortunately, a lot of you take us far too seriously. There wasn't any such thing as a Caga congo - it was a joke. Its hat OS well, here are some tips for it anyway.

The key to beating the game is to work out which blocks of the pattern you need to put in first and then building it up from that starting point.



If the pattern has a 4 on the edge you can put this in first since you need all the surrounding squares to be put in afterwards in order to make it a 4.



For the same reason, it's a pattern has a 3 forming a corner, this can be put in first.



Finally, if a 1 is not horizontally or vertically adjacent to any other blocks it can be put in first.



Another very useful thing to remember is that there are actually two ways of making a 1. You can either...

A) POKe a block down and don't put any more blocks around it. Or...

B) POKe a block down and then completely surround it with other blocks, so it cycles through all the other numbers back to 1 again.

If there are two 1s next to each other, either horizontally or vertically, one of them must have been cycled through all the numbers.

Finally, here's some helpful hints for the two hardest levels.

**Level 84:** The whole grid is filled here and so it's easy to get lost when you try to fill it in. First do all the blocks you can surround the edges. Then go into the middle and do all the 1s that lack

surprisingly like they need to be cycled. After that really is so much easier.

**Level 108:** A fairly simple pattern, but you get hardly any time to do it. It's also quite hard to see your corner against the background. The best way to do this is to maximize as much of the pattern as possible. That way, if you don't make it - you'll have a better chance next time. ...

Right, that's Caga out of the way courtesy of Robert Chaffin. Please, no more maps or anything.

# GOODBYE

It's been too short and sweet this month, seeing us the Tinspot for the Caga congo. I'm up to 100 much more! Send all your maps, tips and ideas to me, Luke B, at The 19 Terminal, Four Shovel, 30 Southdown Street, Bath, Avon BA1 2BB. E-Mail: lmp@compuserve.com





# MATCH OF THE DAY

YOUR  
**SINCLAIR**



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



*Spec Tec is in a spot of bother again. It looks like this town's getting a little frisky for our man in the mac!*

Can't help em. I've just discovered Batman's true identity, but just as I was sloping out of the Belmont, it suddenly backed into his prize display of rare tropical zodiacs. I tried to keep it quiet, but I think the sound of the greenhouse glass shattering alerted him to my presence.

Then, as I was making good my escape, who should I run into but my old 'friend' Captain Manawry from down the pastinct. 'But into him is exactly right. I'd commanded Batman's sister rally car, and was still having trouble getting the hang of the controls and braked his petrol car right off the road.

I stashed the car - it wouldn't go any more anyway. I thought it would be best to take a short cut through the downtown area of the city. By the docks, I cut through a deserted warehouse, only to find it wasn't deserted. Bat's Mr Big was evidently conducting some business and, well, it was with the Mayor of the city. Very dodgy - could ruin his political career if it ever got out. I tried to break out inconspicuously, but both of them caught sight of me and I think I must have raised whatever deal it was they were transacting. I hope it wasn't worth too many thousand dollars. Mr Big would not be pleased...

## STREET ART

I would like to buy an art package for my 486 Spectrum, but cannot afford the £18.99 for the Great Canvas model and Art Studio. Could you please recommend some equally good but cheaper art packages?

Could you please also plug my new magazine, Spec Squad, which is full of reviews, tips and cheats. (No, certainly not - Art Issue one is available by sending £1 and a blank tape to 18 Vener St, Pencil, Walsol. West Midlands B70 4BA. 051, I thought I told you before - Art)

© Culture  
Pencil, W Midlands

For my money, Art Studio is not about the best art package you can buy on the Spectrum. The good news is that you don't actually have to buy the Great Canvas to go with it. Though you may have to step around to find a supplier. Why not by one way if you can buy a copy from David without the mouse? Your number is 0787 744707. Ad.



## NOWHERE TO RUN

I am trying to make my own game and was wondering how to save into a program.  
Samoa Morris  
North, Wales

Easy! All you have to do is save the program like this:

SAVE "Name" FILE 10

After the program loads it will automatically

jump to line 10 or whatever number you put after the LINE command. Ad.

## PLUS 30

I own a Spectrum 484 and have a number of unanswered questions:

1. Will disk software for the +3 work with my +DT
2. What is a Multiface and what does it do?
3. I realize you should have more pages.
4. Actually  
Steve Houston  
Bedford Upper Aveo, Works

5. No don't be afraid. The +D operating system works in a completely different way to the +3 and so wouldn't be able to understand the format of the disks. In addition, the type of disk used are physically completely different types, the +3 uses 5 inch disks while the +D uses more standard 3.5 inch disks.
6. A Multiface is a device that fits into your computer's expansion adaptor and, in the place of a button, forces the operation of the computer, being out control of it.

From there you can do a number of things, including saving the contents of the memory to disk or tape - so you could save a game after you've got past a particularly tough part - or entering names or user IDs (names or user IDs) or, in short, it's invaluable for cheats!

3. I'm not telling the disk file the memory, you understand. She's one tough customer and, needless to say, I walked away empty handed.  
4. Thanks Ed.

## QUESTIONS, QUESTIONS

I am trying to write a quiz program in 48K BASIC, but I need some help before I can go about it properly. How do you get it to ask questions at random and how do you put the answers into the question? For instance:

1. PRINT AT 3,0:"Who sang 'Billie Jean'?"  
2. INPUT A\$  
30 IF A\$="MARION" THEN GOTO 40

30 GOTO 3000

Line 40 would ask ten more questions and go on and so on. Line 3000 is the game 'GUESS' it's alright, but you get the same questions in the same order all the time.  
© Blackmore  
South Wales



Okay Mr Blackmore, what you need to do is take a far more structured approach to your programming. A good way to hold a lot of information is to use DATA statements and hold the information in what's known as an array.

Once the information's safely stored in an array, it is easy to access any data you like, no matter where it is in the file. To access items of data randomly, you can use the Spectrum's built-in random number function.

For then, let's set up the question and answer information. Our example quiz will have five questions and answers.

10 DATA 050, 30, 040, 05, 10  
20 PORN = 1 TO 5  
30 READ Q\$:REPEAT Q\$:  
40 REPEAT 5  
50 DATA "What's the capital of Trinidad?", "Singapore"  
60 DATA "What's the most commonly known cat?", "Wales"  
70 DATA "How many days in July?", "31"  
80 DATA "Which country is Southwney in?", "Wales"  
90 DATA "What's the best Spectrum mag out?", "Z"

Okay, let's go through the program so far. Line 10 sets up two arrays. The first array is for the questions and sets up the array to hold 10 questions. In a maximum of 30 characters long (hence the 30 in brackets). The array for answers (A\$) is set to hold five answers, each of a maximum of 40 characters.





# CRACKED!



## SAMPLE MY WARES

I have found something that should please all readers of *Your Review*. I have found out how to use the sound you create on the *It-Samples* program given away on last month's cover tape in your own programs.

First of all, get the recorded message you want into the computer's memory using the instructions given last month. Then write down the length of the sample and use the Quit option to get out of the program. Type in **RANDOMIZE USR 8780** to hear your recorded sound. If you're happy with the sound then insert a diskette and type:

```
SAVE "Name" CODE 32700,length=24  
(Mark says it's 32767. Take your pick - Ad)
```

You can now reload the sample to any address in memory and hear it using:

```
LOAD "Name" address, RANDOMIZE USR  
address
```

And Bob's your uncle  
**Stuart Swaine**  
**Lewicki, Stettin, Imlach**  
and **Mark Robert Facer**  
**Rugby, Warwickshire**

Thanks guys. Look out for a little something in the near soon. By the way, what's this about my uncle? He's not called Bob at all. His name's *Reuben* Russell and he's a founder of the Hotel Tote Club. Just thought you'd like to know. Ad.

## GET INTO PRINT

A couple of months ago I purchased a Star LC-200 printer package from Data Electronics and, as you can imagine, was very excited. I ran straight home, plugged everything together, loaded up the control program and chose the correct driver for my printer (or so I thought). But to my dismay it

stubbornly refused to work when I tested it.

After a few annoying minutes I went back to the Commodore interface manual and sure enough there were three choices: Epson, MCP (Multi-Colour Printer which I chose first time round) and Brother HP5 AP 100A. This time I reset the computer, chose Epson as good start address is 64800 and it printed completely brilliantly.

Then I loaded the colour printer driver (this has to be bought from Data). To cut a long story short I had to do numerous test prints before it worked (the only info you get is on a poor little A4 sheet - shame, it's a very good driver). To save you all the hassle (and ribbon) here are the settings.

```
Printer Settings:  
DR/Terms Interpreter On  
Auto Line Feed On
```

```
Colour Settings:  
1 On  
2 Off  
3 Off  
4 Off  
5 Off  
6 Off (On if you want a large copy)
```

This will print out your pictures perfectly! Hope it's of help.  
**Shaun Lukhead**  
**Griff, Kent**

That should help a lot of new colour printer owners. Man, have a 'Y' pinball bag for all your trouble! Ad.

## BREAK IT UP

Over the months that *Spec Tec* has been around, you've had letters about stopping people breaking into BASIC through STOP in INPUT and by disabling the break key. Why has no one thought about locking out the error message? Okay, so it's necessary to

write your own routine in its place, but that's not so difficult:

```
220134 : BEEP SP - You may recognise these addresses - they contain the address of the error stack pointer. Basically, when an error is spotted, it jumps to the contents of the pointer so to change it to point to your own routine:
```

```
1 LET addr=(your own machine code error routine address)  
2 LET sp=PEEK (22013+256*PEEK (2214)  
3 POKE sp,addr(256)  
4 POKE sp+1,addr(256*PEEK sp)
```

```
22010 : BEEP NR - This contains the error number. So, for BEEP/ statement the number at address 22010 would be 5 (the only exception is BCR, which reads 35). When the computer jumps to your routine it is necessary to load the number to 256 so that it doesn't jump right back.
```

Unfortunately, I haven't worked out how to get back to BASIC yet - this would mean that you could jump from a routine to your BASIC program and continue at any line you like. So if an error is detected you could jump to line 8000 and have a BASIC error routine there.

If anyone out there can fill in the missing information or make a routine from this base, then send it in! Also, if anyone has details of where I can get hold of information on all the 6500 and +3 BASIC subroutines then I'd be glad to know!

**Ed Baynes**

**Stratford**

Thanks, Ed. If anyone has any of the information that Ed asks for, then you know where to send it. You'll probably see Ed's ongoing gratitude (BNT Ed) Not you, Ed. I mean Ed, not Ed. Ed. Hang on a golden minute... Ad.

The next three lines, from 20-40 are the question and answer data into the memory.

The 14/74 instructions above 1000-1005 hold the list for the questions and answers that'll set up the information ready for the computer to ask you questions. The first part will need to define questions and answers randomly. Add these lines to the program:

```
100 LET A=INT (RND*10)+1  
110 PRINT "Q: "+A  
120 INPUT B  
130 IF B=ANS(A) THEN GOTO 200  
140 PRINT "Correct"  
150 GOTO 100  
200 PRINT "No, the correct answer was "+ANS  
210 GOTO 100
```

Line 100 produces a random number between one and five. Line 110 prints the question, followed by a question mark. 120 compares the two and if they are not identical, jumps to

line 200 where the correct answer is given and the game ends.

This isn't the most sophisticated quiz game in the whole world, and will repeat questions, but it should get you started. Good luck and see you on *Measurement*! Ad.



## YOU'LL NEVER FIND ME...

It's really for it this time. On the wrong side of everybody! The *Mighty* after the flood. Mr. Big has a non-negotiable contract out on his. Captain Malvoxy won't clean the protocol wants to put me on a board and water diet for a very long time, not to mention what *Business* has in store for me. (Those details were very nice, and I don't think I was covered by his water insurance.) Looks like it's time to move on, and pretty sharpish too.

So you won't see the amount for a while. Shaun has nothing for me to talk anymore. I don't think I'm gonna be safe in this muddy earth. I'm gonna have to go ahead. They'll come and see if I can't even tell you - it's for your own good, you understand.

So long then, it's been nice knowing you all. Who knows, maybe one day our paths will cross again... Adam Waring, *Spec Tec* signing off from duty.

It's true *Spec Tec* has gone for good. But don't worry, for next month *Spec Tec* it will be picking up Adam's badge in time to tackle a batch of brain buffers. Write, as always, to *Spec Tec*, P.O. Future Publishing, 35 Monmouth Street, Bath BA1 1BS.

# YS

# ADVENTURES



**Adventure Probe** - The oldest adventure magazine on the scene has ceased to exist. It's likely to disappear under new leadership sometime soon. In the meantime I'd like to wish Probe's co-editor Mandy Rodriguez a happy retirement.

The other big news is that **The Adventure Probe Convention** is still going ahead. Though it has been revised, **The Adventure Convention**, it's taking place on the 24th-October 1992 at the Royal Angles Theatre Hotel in Birmingham. The fun begins at 13:00 and goes on till 7pm.

Admission is by ticket only and they cost £7.00 each. To reserve your ticket or for more details contact **Vicky Jackson** at 128 Horton Hall Road, Waltham, London SW9 2PZ or telephone 01-842-0579 (after 7pm or at weekends). With Adventure Probe suddenly changing hands I think it's time for a festive round-up. Starting with...



**Adventure Coder**  
 Size: A5, 10+ pages, £1.25 per issue (£1.47 Europe via airmail or £1.50 in the rest of the world). Cheques or made payable to Chris Reiver, available from 3 West Lane, Bickton, Near Shipley, West Yorkshire BS47 5BE. The magazine for budding adventure authors. It's published on an irregular basis and usually contains a mix of handy hints and tip. Much of the 'meat' content comes from well known adventure authors, so the info contained therein is usually good stuff. The photography was handled by Mandy Rodriguez so you'd better write to Chris (you've a need to find out what's happening.



### The Adventure And Strategy Club

Size: A5, 40+ pages, £4.00 for introductory issue. Contact: Hazel Miller, 17 Sheridan Road, London W19 0AF.

This one is produced on a bi-monthly basis and designed to fit in a ring binder (official ring binder available for £7.95). The only real drawback is its price, £14.00 for a half yearly subscription or £16.00 for the full year! It's more of a club than anything else and members are entitled to various discounts of one sort or another.

### Four Seasons

Size: A5, 36 pages, £1.50 per issue. Cheques to: Les Mitchell, Available from 18 Trenchard Street, Newland Avenue, Hull HU15 2LJ.

Issue three was the latest of this series may let the time of writing) and had full 'walk-through' solutions to 12 Spectrum adventures plus the old map and hint page too. Could build into a useful solutions reference library.

### Red Herring

Size: A5, 30+ pages, £2.00 per issue (£2.50 overseas). Cheques to: Marion Taylor, Available from 284 Ben Jonson House, Barbican, London EC2Y 8LL. High quality laser printed output and spiral-ring binding give this magazine a unique quality feel. It's an all format magazine there's still plenty of pages devoted to the Spectrum.

**ZAP**  
 Size: A5, 20+ pages, £2.50 per issue. Three issues only, £5.00 or £4.50 Europe). Cheques to: Z&T, Available from 15 Waterkirk Drive, Madley, Telford TF7 5LL.

Apparently, this Spectrum and SAM Coupe bi-monthly 'line is expanding to cover other areas. Read on we asking about current prices and magazine configuration. The old link Z&T was one of my first forays as it had a pretty general content, normally covering programming, news, editorial reviews, adventures etc. Good stuff!

### From Beyond

Size: A5, 50+ pages, £3.50 per issue (£2.50 overseas). Cheques to: Tim Kemp, Available from 28 Globe Place, Norwich, Norfolk NR4 2PQ.

Unique among the paper based magazines. From Beyond is the only one dedicated solely and exclusively to the Spectrum adventure scene. The talented and charismatic Editor/Publisher (also?) really knows what he's doing. Issue 14 of this bi-monthly 'zine should be out by the time you read this.

### Adventure Link

Available from Alan Cartmell, 14 Montgomery Avenue, Bells, Appleton BA15 1EL. Check with Alan (don't forget the card for more details). It's a tape-line written using Glaffey's PAV adventure writing system so that to access various sections you type in Go Number - just like in an adventure! Shows real promise.



### Gamestar

£1.25 per issue. Cheques to: Graeme Coleman, Available from 14 Mount Gardens, Carvenhall, Angus, Scotland DD7 6BT.

A mixed bag here. The last issue contained adventure reviews, helpful info on writing adventures and an interview with Ross Douglas of Doherty the Hammer Software. Nicely re-designed 48 column text layout. A lot more work is needed on the content side of things.

And finally, SAM Coupé users should contact Phil Glover, 43 Fernside Road, Hall Green, Birmingham, B26 9AU for details of the SAM Coupé Adventure Club. It's cheap, comes on disk, usually has a free adventure and is simply superb! A must for any SAM adventure.



# SOUL HUNTER

By: The Guild

Would you rather be travelling into the depths of despair to prevent the rotting corpses of long dead beings reawakening with their thousand souls under the leadership of an utterly evil Sorcerer whose soul fractures the past's purpose in life to be reborn, hell and destiny? Or would you rather be tucked up to bed rubbing your tummy and hoping the boggy man doesn't get you?

Well, the final ones is that you are The Soul Hunter and you'll be travelling to the western marches of a village called Elmwood where you'll do bloody battle with the Sorcerer and all his fiendishly cunning traps. You've got to stop the Sorcerer sending his babies with souls! It's as simple as that.

Before I go any further I'd just like to tell you that the game is in two parts, has some excellent graphics, is aimed more at beginners than experienced



back to slavers and was written by a guy called Trevor Whitney using DAC which was available on a ZX over tape (No ZX to be precise and if you want to see what great results you can get by using DAC then this game is as good an advert as you could get!)

You begin your quest for glory in your room in Elmwood town. The town is traditionally a place where all good adventures have their beginning, and it's no surprise that you see a room full of old walking adventures, scrolls, trawlers and treasures as you pass down the stairs, through the bar and out onto the street

and the shop. The problems are fairly simple, and the game allows for most logical inputs to be used. You'll have five problems making your way into Part One, and Part Two is more of the same.

Just solve more problems, dodge traps, collect the treasure, graphics are enjoy yourself, and you come face to face with The Sorcerer himself! I certainly had a great time playing The Soul Hunter and I'm sure you will too.

TOP \*\*\*\*\*  
NEW \*\*\*\*\*  
PERSONAL USE \*\*\*\*\*

Soul Hunter is available for £1.99 from The Guild, 760 Tyburn Road, Hologton, Birmingham B24 9NS. (Cheques are to Glenda Collins. Overseas customers add £1.00 to take care of the extra postal costs.)



# ZOGAN'S REVENGE

By: Compass Software

Remember *Island Of Dragons*? It was featured on a cracking ZX magazine not so long ago and this is its sequel. And what a smart text-only sequel it is too! The storyline gives something like this... Zogan and his tribe are allowed entrance from the land of Froward, after being thoroughly bullied-up by the good guys, and while he looked his wounds he set about making plans to destroy them that would against him. Zogan was still a powerful Wizard and with his bad allies he too crushed everything in his path - starting with the innocent *Island Wizards*.

Naturally enough, Zogan's aim was total domination.

Meanwhile, Rogado the swamy monster that's the character you play tracked Zogan around many battlefields. He knew that Zogan had to be stopped and that he was going to have to be the one to do it. He wasn't alone in his quest - Beyond the heaver was always close at hand, so was Kothan,

the valiant dwarfish halfling. You start the game standing in the valley of Froward quite near the base of Black Hill. Strong clouds gather high in the sky, sending black raindrops on the black hill. Kothan is with you and will stay your every word, he'll also tell you when you think he should stay or follow you. Beyond this word, this is useful as there are no end of useful objects to get through. Typing *SOXAR* will list some typical vocabulary examples and some special commands words with which to communicate with the game.

The game starts off with a few easy problems to solve but soon the difficulty level rises. There's a lot of characters, including your old pal the wizard Grogan who passes on some valuable info (there's often an enemy's name and where to find him). Many characters are low class. Friendly and give the biggest problems for you.

Nature plays a big part in the game, with all sorts of earth

elements being used on your travels. There are plenty of objects to manipulate, paths to avoid, allies to solve and evil to hunt (with all the action being punctuated by screen and sound effects). You'll know when you are reaching the climax of your quest as a signal. That economy has been implemented that makes the trials and tribulations undertaken to actually get to the final stages well worth it. Highly recommended.

TOP \*\*\*\*\*  
NEW \*\*\*\*\*  
PERSONAL USE \*\*\*\*\*

Zogan's Revenge is available for £1.99 (95 readers special price) from Compass Software, 111 Mill Road, Colindale, London, Great Yarmouth, Norfolk NR33 9BB. (Cheques and postal orders payable to Compass Software. Overseas customers add £1.00 to cover post and packing.)

# COUPON CORNER ZENOBI OFFER

No time to praise big jobs. Wilson of Zenobi, just got a load of three special offers and under your cheques and postal orders payable to Zenobi Software.

There's a wide choice here, the first lot are all twispacks - an original and its sequel for just £1.99. Each title usually costs that on its own! The other games normally retail for £3.49 each - and they're yours for just £1.99. The last lot are 50 pence changes that usually, so they're all £1.49 instead of £1.99. Hurrah!

The Zenobi Software, 26 Spotted Top, Copton, Rochdale, Lancashire OL12 1SD.

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# PUBLIC HOUSE

There are two golden rules in publishing. One is the strange one about oranges, but the second advises you should never promise what you can't deliver. Tragically, in last month's Public House Jon promised a Brit special. Since nothing's turned up, he's going to look a bit silly. Ha ha!

Ern, Brit special? What Brit special? Okay okay, so I made a box-ooo. Yeah, so I wrote these words, the latest issue's only been in the shops two days so the expected flood of British PD hasn't quite materialised. Therefore I've ever seen and publish a top ten list from *Magazine of ESI* instead.



The trouble with completely self-referential programs like this one is that you're left with a limited topic area to fill so it can't be your 200-100. But, in contrast I can put it all.

## Shock

by Kap and Duke of ESI

The Polish programmers' Spooky swimming. Shock is an eight part megademo that knows quite of everything else around, including *PIB* 3. Incidentally, did you know there's supposed to be a NM4 from the way? Yeah, eh? Not enough of the old barrier. Shock's eight parts feature the obligatory raster line effects, the equally obligatory scrolls and the entirely unsurprising greetings. But it also opens a new or two on established techniques as well as coming up with a few entirely new 'uns. The scene is set from the intro - there's a madly bouncing and rather funny scrolls with a reflection that insists on going off the point, accompanied by a gun big logo extending smoothly about the screen. Part Two (Say A Little Challenge) loads full-screen single line rasters (in other words, loads of very thin colour bars) and a scroll, as well as a

## Get 'em while they're hot

The address is: write to if you want to get hold of these demos - or indeed, any other pieces of PD - is: Total PD, 108 Stanley Road, Gloucester, Gloucestershire GL1 5DH. Send a zap and Total will let you know what's available and how much it costs. Who knows? By next month we may have a few more *Magazine* copies and into this box. Or possibly not. Let's not and say, eh?

## A Programmer's Wishes

Dave and Bruce eds of ESI: We write in to congratulate you on the first Public House, and to share with you all his top ten favourite PD demos of all time. Fair-minded and unbiased as he is, he's got ESI demos at number one and number three. Yes, 200, I think we can forgive him. (They are about spunky demos after all.) Take it easy, *Magazine*!

### Magazine's Completely Unbiased Top Ten Fave PD Demos Of All Time

1. Shock (ESI)
2. AMB 2 (Dynamite Dynamite)
3. The Lyle 2 (EHI)
4. Capewin (Eras)
5. Geronimo (Buzopki)
6. Geronimo 2 (Buzopki)
7. Geronimo 3 (The Lords)
8. Jepposonic 2 (Pavese (Pentagram))
9. Special Maze Collection (Pentagram)
10. Bangin Lines Five (Buzopki)

### Mag's Top Five Wild Incongruities In Issue 88's Public House (Part 1) Jon!

1. Beware isn't a Polish demo - it's actually from Capewin-Geronimo.
2. The head in the screenshot of The Play isn't Agard's - it belongs to Playful.
3. Agard is not a member of The Mad Cops lot of the Pentagram coding group.
4. Hat and Duke of ESI have left the Spooky demo scene to work on the SAM Coupe.
5. As usual, The Lords (who give up the Spooky about ten years ago in fact)

challenge to other programmers to top it. Parts Three (We Are The Champions Of The World) and Four (If You Sitty Better Sit Down - The Cyclone Is Coming) feature a huge slow wave scroll and a bunch of circular scrolls, respectively, while Part Five (Greetings!) has a wonderfully chunky sine-wave scroll, the speed of which you can adjust from slowly stately to blinding fast. Part Six (Do You Play Chess?) is my favourite - two chessboards scroll out of the screen while the world's smallest scrollies teeter along the middle. But if you proof experimentally at the keyboard, you'll find you can actually control the direction and speed of the scrolling. It's actually damn addictive (scrolling around inside the imaginary 3D world - it's a bit like *Ballroom*, but on a microdemo), and with another one in the sky, and without any tanks (Ern, I think Jon's been playing with the demo for far too long, eh?)

Part Seven, the Mad Cops' Screen, is a spot-on recreation of the Coupe *Surprise* demo. A counter ticks away how many little balls are getting around on screen while the marbles themselves form some queasily organic patterns. Apparently it's all a cunning trick, but it still looks amazing. Just don't let any scrollies while you're watching. Up. (Interesting point: since the Spooky computer is exactly like the SAM demo, it

goes to show that ESI weren't exactly stretching the Coupe to the first place, were they? (But I digress.) The brain of the megademo is a bit of an antinomia. A block logo flips up and down the screen over a parallel starfield while a standard sine-wave scrollie wobbles away at the bottom. Still, the screen makes the inconspicuous of the preceding parts. It's a total stunner, and I'd advise you to get it. One word of warning - sadly, as with so many other demos, the scrollies occasionally freeze out what can only be described as 15-Centimetre Fudge Words. Pan. The brutal times we live in, eh?

92%



## NEXT MONTH!

If Jon ever stops sobbing over his crumpled copy of issue 88, he'll be back with the fabled Brit special. Ern, probably. Almost certainly in fact. If not (because he's dead), there'll be some more spunky reviews of even spunkier PD software. See you next Wednesday! (As they say.)



What Dave! I never said the 1000 ball video. I was thinking he must be slightly more naive on things (Dynamite Land, where's that one? Yeah that, eh?)



# HAYLP!



How come none of you lot need any help with your begonias, eh? There's no flowers here, it's all emotions on this page. Let's get dug in.

## ISSUE COLLECTOR

At the moment I get teased because I collect waiting figures. I try to tell them things but they hear my word round and say I said something else. Even if I speak up with my so-called friends, nobody sees it. The case will be taken with me. Happily I'm 14 but they treat me a few years old.

**Waiting for**

**Lizacutie**

**Linda says:** It was terrible but just being silly isn't helpful by trying to cheer you. There seems to be a lot of some kind of doctor who gets out of or upsetting other people. It happened to me at primary school. These boys used to tease me just to see me cry. When I went to secondary school, I was embarrassed that someone upset me—I wasn't going to show it. After a while they got bored and started picking on somebody else and ignore them. They're obviously just being horrible. There's absolutely nothing wrong, or bad, with it. Collecting waiting figures. I got given one a couple of months ago. In fact, my favourite shoe is only worn at the Sports Learning Centre. It's always popping in there. It's not a coincidence.

**Michelle says:** The only way to decide in your life are the people who bully you. Either or worth it wrong with collecting waiting figures. It's well into my twenties and I still collected regularly, with Saturday morning TV (like Soap, etc.), and Smarties and coffee lunch on only at the club. The next time these boys start teasing you, just ignore them. Know it's ridiculous that people can be so mean, but if they don't get any sort of response from you, they'll go elsewhere for their attention.

## EXPOSURE SCORE!

I want this girl on a trip to France and I fell in love. I haven't been out with anyone yet and, of 17, that's regarded as pretty pathetic. On the flip side, I actually got talking with the girl. I was so thrilled. Although we didn't make any plans or anything and we only talked casually, I think we both know the score.

When we got back, we were still speaking and I think she liked me. Then, one day she said something that I don't know how to answer without sounding stupid or embarrassing. I said nothing and we stopped talking. It looked like I had grown her, and I don't have the guts to apologise.

I managed to find out what her address was, not from her and I started exploring how I felt. She hasn't replied. I can't stop thinking about her and I have no one to talk to about my problem.

I don't think she'll be at college when we go back. The main thought about suicide. I'm still depressed.

**A hopeless lover**

## SHAME THE WORD

There is a girl called Sarah that I think you like very much. I just hear how I feel but week and now she completely ignores me. She doesn't even say hi.

A couple of my so-called friends went and told her mum that I wanted to go out with Sarah, but I was too shy to ask. So now I have to show clear of Sarah completely, and when I do see her I get really embarrassed.

I really want to go out with her but nothing seems to work. Please, please, please print the letter so I can hear some good advice.

**Rockie**

**Linda says:** First of all, suicide is not the answer for your problem. Why give up your whole life for a few months' heartbreak? Even if nothing works out between you and the girl, you're only 17. You say if it happened as pathetic that you haven't been out with anyone. Who by? I don't think it's pathetic. Don't worry about what other people think. It's not worth it.

As to your girl problem, I think you may have misjudged the girl. You say she knows the score, but how do you know? It's so easy to think that people know exactly what you're getting at, but often they don't. If you can't talk to the girl, by talking to one of her friends, before doing anything, you need to know how she feels about you.

**Michelle says:** As far as it's really could be, it's a huge thing that all the bad things in the world only happen to us, and that everyone else leads a joyful existence here in a large school. Nobody get my first proper girlfriend until I was 19.

**Michelle says:** I don't think that ever let you missing out on anything though. I was too busy skateboarding. The thing is, you just have to bide your time. As long as you don't assume that every girl who talks to you wants to go out with you, you'll be alright. I know how easy it is to misinterpret what someone thinks about you, which is why it's important to lay your cards on the table from the outset. If you hang around a girl for too long, making up excuses for doing your worst, she's likely to imagine you only want her as a friend. Let them know as soon as it's reasonably possible and they'll appreciate your honesty. And even if they reject that, they still won't want a boyfriend, you've saved yourself a lot of time and hassle! If the girl doesn't reply to your letters, then she's probably not interested, but don't give up on girls or die if she left. Lay low for a bit, pick up your cards and get out there again. You have nothing to fear but fear itself!

**Linda says:** I think you were really brave to tell Sarah that you fell in love. I'm sure a few of her friends will tell her that the people who bully you. I'm sure you'll be able to return the emotion. The false promises and promises get long.

The best thing to do is be natural. If you can find some way of letting her know that she needs to worry about you hanging her, that'd be great. By talking to one of her friends. **Michelle says:** Right, now the thing to look from all this. Please, it's not to get all depressed about it and never die another girl out again. Sarah didn't want to go out

with you and that might seem mean if at the moment, but give it a week or so and you'll soon start noticing other girls. It's one of the hardest parts of life, to pick yourself up after being rejected, but do it as well as you can because it happens a lot. Well, a girl to me.



Whatever the problem, it always helps to tell somebody about it. Write to Haylp! Your Sinclars, 30 Monmouth Street, Bath, Avon BA1 2BW.

# PROGRAM PITSTOP



Somewhere in deepest Chippenham a car alarm is sleeping. CRAIG BROADBENT tries to ignore it by studying these listings.

Hello and welcome once again to the programming section - that cuddly couple of pages where we encourage you to delve beneath the shallow realms of console-land (ie playing games) and find out what a real computer can do. (Long pause). I'm sorry, I just can't concentrate - there's a really irritating car alarm going off up the road and it won't shut up, so that'll have to be it for the introduction. How about I show you some of this month's programs instead, eh?



## CONVERTER BASIC

by Owen Stott

**N**umerical bases, eh? They're a pretty bunch and no mistake. You've got binary, base ten, yer average everyday numbers, you've got hexadecimal, base sixteen, a mixture of numbers and characters, and you've got the granddaddy of them all, binary, base two, which is, erm, a collection of ones and zeros. It's the simplest number system there is, you know (just a little tricky to understand, that's all). Anyway, that's where this handy program comes in. Owen's routine convert numbers from any of the three bases into, well, any other of the three bases. Now you too can make sense of all those hex listings in Ptopop, or find out the binary for fifty-seven, or something.



### BASIC

```

10 OLD =PROM 20000,0
20 PLOT 0,0:DNAB 0,170:DNAB 100,0:PLOT 0,0:DNAB
  0,170, 0:DNAB 0,170
30 FOR q=0 TO 7:IF q=0 THEN LET d=0
40 FOR q=0 TO 7:IF q=1 THEN LET q=1
50 PRINT AT 0,0:PRINT q:ITIME 3:GOTO 300
  100
60 PRINT AT 1,0: "0, Binary to Decimal"
70 PRINT AT 0,0: "0, Dec to Binary"
80 PRINT AT 0,0: "0, Decimal to Binary"
  
```

```

90 PRINT AT 0,0: "0, Decimal to Hex"
100 PRINT " "
110 PRINT AT 0,0: ONE q=17:GOTO 300
  100
120 PRINT AT 0,0: ONE q=17:GOTO 300
  110
130 PRINT AT 0,0: ONE q=2:GOTO 300
  110
140 LET i=INSTR( "0123456789ABCDEF" ) THEN GOTO 300
150 IF 0=1 THEN GOTO 300
160 IF 0=1 THEN GOTO 300
170 IF 0=1 THEN GOTO 300
180 IF 0=1 THEN GOTO 300
190 GOTO 300
200 NEXT q
210 NEXT d:GOTO 300
220 OLD
230 PRINT "Binary to Decimal":PRINT
240 PRINT "Enter Binary number"
250 LET rad=0
260 INPUT d
270 LET pr=1000:pr=pr+d:pr=pr
280 FOR d=1 TO 1 STEP -1:LET j=IF 1000<pr:
  07 THEN LET j=PR:pr=pr+d:pr=pr
290 LET pr=1000:pr=pr+d:pr=pr:pr=pr:pr=pr
  
```



```

CHARACTER 0
100 PRINT
210 IF key=10 THEN GO TO 100
310 PRINT "The binary number " + bin + " converted to
    'dec' decimal!"
410 PAUSE 5:GO TO 10
510 CLR
610 PRINT "Converted to Decimal!"
710 PRINT "Enter hexadecimal number!"
810 GOTO 10
910 GO TO 100
1010 PRINT "Hexadecimal number " + hex + " converted to
    'dec' decimal!"
1110 PAUSE 5:GO TO 10
1210 CLR
1310 LET bin:LET dec:"Binary"
1410 PRINT "Decimal to 'hex' OK! (EXIT) PRINT ""
1510 PRINT "Enter decimal number" :INPUT dec:LET dec=
1610 FOR i=1 TO dec:LET bin=bin+0
1710 LET dec=dec-10:dec>=10 THEN GO TO 1610
1810 LET dec=dec/10
1910 LET dec=INT dec
2010 PRINT dec:PRINT "The decimal number " + dec + "
    = to
210 IF key THEN GO TO 100
220 IF key=10 THEN GO TO 100
230 NEXT I
240 PAUSE 5:GO TO 10
250 LET bin:LET dec:"Hexadecimal" :GOTO 10
260 GO TO 100

```

# CHAR PEEK

by Owen Stott

That pesky car alarm is still waiting. Let's hope somebody steals the car soon, eh? To continue the binary theme, here's Owen again with a small but perfectly formed routine that allows you to see exactly how the character set is made up in memory. Just type in a letter or number and the prog will display that character's ASCII code, binary representation and block pattern. The character set itself is held at location 15000 (PEEK 15000-150/PEEK 20600) and with a bit of cunning maths, Owen's routine reads out the pattern of your character and where it sits across, using graphic squares instead of pixels so you can appreciate its clinically elegant design (or something). Very handy if you're into designing fonts, and a fair bit of fun if you're not.

```

10 REM CHARACTER PEEK PROGRAM
20 REM BY OWEN STOTT
30 CLS:INPUT "INSTRUCTIONS (Y/N) ? : ";
40 IF key="Y" THEN GOTO 200
50 CLS
60 PAPER 0
80 LET A=ASC(key):IF A=&" THEN GOTO 80
100 PRINT AT 1,0: "The character = " + A$ + " is space!" :LET
    C=CODE A$:PRINT AT 20,1: "ASCII code = " + C
110 PRINT AT 3,4:"BINARY "; AT 3,20:"BLOCK"
120 FOR X=1 TO 8
130 LET J=15000+A*8:CODE A$:GOTO +X
140 LET G=PEEK J
150 GOSUB 170
160 NEXT X
170 FOR N=1 TO 8
180 LET Y=G%2
190 LET G=G-(INT Y)*2
200 LET BS=CHR$(88+Y)
210 PRINT AT 3-X, 10-N: BS
220 IF BS="O" THEN LET BS=""
230 IF BS="I" THEN LET BS=" " symbol shift+graphic 0
240 PRINT AT 3-X, 20-N: BS
250 LET G=INT Y
260 NEXT N
270 IF X=8 THEN PAPER 4
280 IF X=8 THEN GOTO 80
290 RETURN
300 CLS:PRINT TAB 10;"INSTRUCTIONS"
310 PRINT "
320 PRINT "The character peek is easy to"" use. All you
    have to do is"" press the letter that you wish to view"" if you
    peek a blank character, such as ENTER"" you'll get the ASCII
    code displayed, but no binary or"" block pattern."" PRESS
    ANY KEY TO BEGIN"
330 PAUSE 5:CLS:GOTO 80

```

## MISTAKES AND THINGS

This bit always gets edited out, but you've got to try, haven't you? Here I have some boring note paper, which means it must be from Richard Sears. Alas Dicky continues to dabble programming, but also offers this modification, so all is forgiven - just re-enter the following lines in Part One of the Magic Mirror Editor.

```

3000 LET key=PEEK key-(key/32):IF PEEK key=0 THEN LET
    key=key+8
3005 IF key=8 THEN PEEK (key/8+825-pointer),key/32+ptr:POKE
    key+1,0:POKE key+2,0
3010 IF key=7 THEN PEEK (key/8+825-pointer),key/32+ptr+1:POKE
    key+1,1:POKE key+2,0:00005 IF key=6 THEN PEEK
    (825-pointer),key/32+ptr:POKE key+0,0
3015 IF key=5 THEN PEEK (825-pointer),key/32+ptr+1:POKE
    key+0,1

```

Passes as shown, and it should work fine. Thanks, Rich. Stephen: Purchase of Intelligonough needs help with line 470 of the Chase Editor, as he intends to use it to brighten up his Saturday afternoons, but can't get the blighter to work. Can anyone help? Facing that, I suggest you get a job. It may not brighten your Saturdays, but at least you'll get paid for being bored.

And finally, the barns of my life. Turntableman sees it's ugly head for what it really will be the final time! This time it's graphic As that are causing the problem, so later the program should have been underlined As in it, which I (conscientiously I thought) pointed out should be entered in graphics mode. This was (amazingly) typed up on the lamp computers in the Shed, and the underlined As were replaced by -graphic As, which was supposed to make life easier!

**SHMOO!**

The end of the rainbow, and about you believe, the promised old alien has stopped! Well, it's certainly easier to see in my head tonight. So will that do Chapman, I should think! Send in your programs to: CE, Year Smokey, 30 Monmouth St, Barn, Avon BA1 20PH, and mark RETURN on the envelope for (if) to make life easier.



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It's the event of a lifetime!



# FLIP!

## The Ultimate Guide To Life, Love and Loofahs!

Ooo. Looks a bit cold out there, doesn't it? Tell you what - come in and warm yourself by this month's Flip! (That's better.)

### FLIX

#### GLENGARRY GLEN ROSS

Rank: **Film**

Starring **Al Pacino, Jack Lemmon, Alan Rickman, Ed Harris, Alan Arkin, Kevin Spacey and Jonathan Pryor**

**IS**



It's tough being a real estate agent, especially if you're not a very good real estate agent. Tempers get frayed, voices get raised and nice old men get sacked. *Glengarry Glen Ross* is based on the Pulitzer prize-winning play by David Mamet, who has also written the screenplay.

The world of real estate is all about selling. It's no good sitting by the phone waiting for it to ring, you have to follow up leads, and in order to have leads you need names. Hence, you pieces of cards with, er, names on them. These are the names of people likely to buy land. You then have to phone them up and

naïvely pay for. Baldwin gives an excellent performance, he is so absolutely marvellous. He comes in all smart and proceeds to tell the four lads that they are all their jobs, he doesn't care if they're good sales who love their families - these guys aren't selling, therefore they're worthless. The scene really is gripping, the two older guys (George and Shelley) just look so shattered and pathetic, when they try to stand up for themselves Blake looks them down again. This is also the one point in the film when you really feel sorry for Moss, the argument between him and Blake develops into a two word swearing match along the lines of Goodfeller. (If you see what I mean!) The only one to remain calm is Pacino, he doesn't need to get angry - his sales are okay. As a final slap in the face, Baldwin holds up a sheet of cards. These are the *Glengarry Glen Ross* names, and they're good names. Two of these names will be given to each person when they make a sale from the names they've already got. Now the old names have done the rounds and everybody knows they're completely useless - they need the *Glengarry Glen Ross* names. But these names are put into the office manager's safe if somebody makes a sale. If anybody fails to sell anything in 24 hours, they've got the sack.

Clerk in the bar, Moss gets hold of George and tries to persuade him to steal the cards. Everybody gets on the phone and into cars and starts selling. The next morning they return to the office to find that the place has been burgled and the *Glengarry Glen Ross* names are missing. Who did it? The whole film is fraught with emotion, and some of the scenes are so pathetic or angry that they really do move you. Real estate may not seem like the most exciting of professions but Mamet's screenplay is excellent. There's not a single fat character and Jack Lemmon excels as the worn out salesman, he is the most moving story. Another plus was Jonathan Pryor's supporting role as the downbeat, island name. If you can bring yourself to see a film about real estate agents, then you'll be dead pleased you did. **Little Barker**



What if he were in a window? Do you think who isn't? I asked reporter George Burns, I was alone and everything. I have made a really good one since I was younger. The great Jack Lemmon was the greatest I did.



As the screen shows down over Manhattan, Al had had to wonder why he was sitting in a window and a burning house in Manhattan. What was the deal? Where was his phone? Where was the driver's seat?

trouble them to buy some land off you so you can get your commission. Make the most sales, and you could win yourself a Cadillac - a case of dangling a carrot before a donkey. The thing is, if you haven't got good leads you can't make a sale, and if you can't make a sale you don't get any more leads.

The action centres around the real estate office of Muth and Murley. Of the four employees only one (Pinky Perla played by Al Pacino) is selling and getting good, new leads. The other three (Shelley Levine (Jack Lemmon), George Aronow (Alan Arkin) and bad boy Dave Moss (Ed Harris) aren't doing well at all. In order to fit

into the big guy from downtown, Blake (Alan Baldwin), drops in to give the guys a particularly

*Glengarry Glen Ross* receives its world premiere at the Edinburgh film festival this month.

FLIP RATING  
★★★★☆



# KILLER KOLUMN

(From Outer Space)

## Wicked!

What is *The Underdog*? It's... well, I don't actually know. Hiaw, Crucial Productions, a company led up by Larry Harris, wouldn't tell me. Shame, because apparently it's a new science-fiction series which Mr Henry describes as a Doctor Who for the '90s. I wonder if this means that they're going to spend about £3.58 and a couple of lunchtime vouchers on it per episode.

The script for the pilot has just been completed and crucial are confident that it will be be turned into a full series. All they would say was that *The Underdog* of the title was something to do with the underside of London. (The powers? Subterranean spaces? That strange basement bar in the Dog and Partridge in Fulham? Whenever I go there my money seems to vanish into some time warp, anyway. Nic.) More news next month.

## Those were the days

Do you know what it's like when you look through old photo albums, "Oh yeah, look at that hair! Was I ever in fashion? Why's that strange style in the background and why did I get it?" Strangely, this is the premise of the latest Doctor Who video release, *The Time Machine*. Sure, but this month, in it, the venerable time-travellers' own comments and reactions are caught live on tape as they stroll clips from each of his forty-one stories, ranging from *ROBOT* (1964) to *LOGGERS* (1981). He might go all-daddy-eyed, or he might just remember that he was never paid his royalties. Either way, it's £9.99 to better than living Philip Schofield in your fridge. (I don't. Ed)

## What's Up Doc?

AND while we're on the subject of Doctor Who, as we often write in this column, did you know that at one point after the series' cancellation in 1989, the BBC were seriously considering bringing it back as a cartoon? Okay, so the characters here always seem pretty two-dimensional, but this is ridiculous.

## Second Takes

What do the following have in common? *Robotech*, *The Rocky Horror Picture Show* and *Rosemary's Baby*? Well, they're all classic '70s movies, and they're all slated for repeats, but even more spookily, they all begin with "It is something in the water!" Is it the conjunction of *Andromeda* with *Taurus* in the tropics of South Barabotz? I think we should be *W*. Oh yes, and someone had the bright idea of relating *Quatermass* and the *First* well.



It's not just *Andromeda* and *Taurus* that's *W*.

## Dinosaurus

*Dinosaurus* are set to be the NEXT BIG THING. They were pretty much the biggest thing a few million years ago, but, hey, you know how tall men kind to get in politics. The reason? Not one, but two major films about the large extinct beasts currently in production.

*Jurassic Park*'s sequel, directed by Spielberg from a book by Michael Crichton and screened in theme parks.

*North* by genetically engineered dinosaurs that go on a rampage. It sounds like another edition of *Masterplan* if you ask me. *North* has been announced but special effects work has been going on for a year.

The other film, *Comanche*, a being named by Roger Corman, a director famed for cheap exploitation films. True to form, he is attempting to get his film out before Spielberg's. Also true to form the directors of *Dinosaurus* in the original script have been reduced to... one.

## Kragg Kurling Returns

The poster could read "Michael Jackson is *Phantom*" and they wouldn't be wrong. At the moment, Michael is back in line to star in a film version of DC comic *Phantom*. Talk about Spielberg.

Contact has been made  
Dave Golder.



Do you know what it's like to go into your grave with your name on the cover of a book?

# COMIX

It's Judge Dredd month in Comix!  
(So watch your step, creep.)

## Judge Dredd - The Magazine #1 February 11 2004 Monthly

No, the title's not a magazine. Dredd is a Mega-City One Judge, y'see. But enough explanation. This fortnight's issue packs in three serials, a one-off Judge Dredd story, an ad for a new strip and best pages of readers' letters. Taking the serials first, *Judgement Day Part 17* is our past favourite of the latest Dredd spin, where the mega-city of Earth are being wiped-out by billions of zombies. (Dates of Hugs or the Living Dredd, perhaps? Um, maybe not.) It's actually quite a conventional story - not in content, but because it's running simultaneously in *2000AD*, with every third episode in the Magazine. Starting comic innovation or critical marketing ploy? Only you, the public, can decide.

The story itself is top-notch Dredd material - relatively new writer Geoff Johns (it's his first heavily-published) has a lot of fun with the main villain, a psychotic neurosurgeon called Sublim, an Old Story Face loads an experimental 'hot square' to bend the villain in his face, or blow off his head with a high-calibre weapon, whichever seems the most appropriate. Dean Cain's artwork is terrifically good (there's a great picture of our super-Cop who are all shadows and little eyes) and the whole thing flows, you waiting eagerly for Part 18 (so rush-out and buy *2000AD* now, folks).

The back-up strips are very strong. *Red Riders* is a slightly funny, on-page story of vigilante man, Shaky Kane's artwork adds a lot to Bishop and Stone's paper-thin story (we had Oh, you weren't being funny. Ed) with huge splats of colour and chunky outbursts, conjuring up a splendidly offbeat world of wonder. *Devlin Whang* is a tale of complete at-large in an underclass (places the crap at the title in a hysterical over-the-top) to save the day) with an excellent John Smith script and equally excellent Steve Phillips artwork. Very scary. The Anderson story is disappointing. Alan Grant's comfortably unassuming script isn't helped by David Ross's detailed but unexciting classic artwork.

Overall, a fairly stunning magazine, with half a point docked for the weak *Anderson* showing, and half a point lost for killing off the marvellous *Devlin Whang*. *Ed*

★★★★★

## The Complete Judge Dredd #1

### February 11 Monthly

Widely subtitled *The Law in Order*, *The Complete Judge Dredd* aims to reprint the entire run of Dredd adventures. It's fascinating to compare the earlier Dredd with the character as he appears in the contemporary *2000AD* - for one thing, in the old days, he seemed to be a lot nicer (at the insistence of youth, with issues Simon took a double interest in *2000AD* fans, he covered the second part of *The Cursed Earth* story - urban writer Pat Mills's first mega-spin. True, back in the late 1970s, Dredd's world was a much more straightforward place. Mills hadn't yet acquired the social-political and class of politics which defined his later scripts (demonstrated most of all by the heavily reimagined *Nemesis* Book Nine) and the stories were damn funny (and a bit stilted).

In issue Seven, Dredd encounters loads more alien-type people. The growth encounters between Brian Bolland's classically precise realism and Mike Maltby's exuberant orator but eventually (and well) - classy stuff. In fact, thoroughly classic stuff of its kind - it's vintage Dredd, with loads of wit, lines like "You got the power now!" and plenty of violence.

★★★★★



It comes to be waiting, but this may be your last issue. Better buy it now.

IT'S A





**Mega meg** (a-), very big, 100% Sega Mega Drive, comin' at ya on Thursday 17 September (that's soon). Magazine designed for all serious Sega gamesplayers. aka: the mag with the most, *The guide to Mega Drive and beyond...* Slogan: Got a SNES? That's you stuffed then. Philosophy: to be the best. From the makers of *Your Sinclair* comes the ultimate guide to 16-bit Sega gamesplaying: essential news, in-depth reviews, gamesplaying guides and dirty cheats. Be part of it.

# MEGA

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# REPLAY

It's a bit thin this month (the time of year, y'know) but **Replay** is just as juicy as ever. Rock to those funky bargs!

## NARC

MS Squard CD-ROM cassette  
(128K only)  
# 061 832 9633

Man! Buddy (remember him?) (hear it?) complained emphatically about the drug-orientated plot of this game when he was first let loose upon it back in early 1991. Should, he asked, brutal death really be the foppiest solution to drug dealing and



shoot-'em-ups that I have ever played. Okay, so he complained that it was repetitive – twelve almost identical levels (give or take the Backdrops) where the action-centred safety of walking along shooting people may get boring. The fact that there's no inter-actable scenery and the way there are either no buildings on-

screen, or else loads of them congregating subtly about you doesn't exactly add to the game. The large number of credits available means that games tend to take ages anyway. The chances are that, without the precision shooting needed of a Robocoq, you'll get very bored. It's also multiboot (people being 128K only), the graphics are pretty and badly drawn, the separate boy for crouching is annoying and the



Right: reproduced, these days (1996). They can identify a suspect and getting whole profits (but can they pay their about 2000?)



Left: Here's the most beautiful bit from NARC. Reproduced and used like to give you a selection of our favourite systems. (Don't even think!) You win!

3D effect is totally unconvincing. I tried to track Matt down to ask how he could have given the game such a high rating. MS is a family mag, so we are unable to print his name but pertinent reply here.

Rich ☐



## Total Recall

MS Squard CD-ROM cassette  
(128K only)  
# 061 832 9633

The first thing you'll need to know about Total Recall is that it's not such a computer, so how could be the time to cast aside your faithful rubber keypad friend and replace him with one of those new, half-off-the-price 128K super-computers. Not only will your

fingers be impressed beyond belief, but you'll also be able to load up this, one of your old Ocean's, four film titles.

Needless to say, the instant the programmers were told that they had to write a film for us. They walked home and wrote a game where you're a little man who has to run around shooting things. It's not a straight shoot-'em-up, mind you. As a 32-bit element has been introduced, as well as the

form of switches – certain switches have to be pulled as you progress to remove barriers, initiate platforms etc. It's open up new parts of the map. To tell the truth, I remember one of the Dan Dare series of games more than anything – but where they were fast, colourful and action-packed, Total Recall

seems a little slow, monochrome and dull in comparison.

Progressing through the game mostly consists of consulting the map and order of switch-pulling to memory as, provided you don't lose things embarrassingly wrong, you should be able to jump all the traps and kill all the badies with hardly a scratch.

Personally, I prefer my games to have a little more excitement and unpredictability to them but that's the heck, it's still quite good fun.

This then is the basic. One behind Levels One, Three and Five. They're got different graphics, but mostly the same sort of gameplay. Levels Two and Four provide a small break in the form of a sideways-scrolling car chase/shoot, but it's nothing



The latest type that developed for Ocean. One is a couple of bits and so on. (Don't know on, how well a bit, a bit more on Ocean, they are.

special (in fact, it's either crap). So then, (So then indeed, it's) What have we got? A new little platform shoot-'em-up (with an unpleasant driving bit in between levels), that's what. Why not, eh? Rich ☐



Now remember: Ocean, better you get out, what the new video market and watch on the collectors, then maybe they will and outside the plastic covers.

# CUE BOY



**CueBoyzMasters**  
(included in Super Sports Challenge  
compilation)  
R 0026 837388

Pom, pom, pom (pommy, pom, pom, pommy)  
pommy, pom, (Wah, Scott Joplin doesn't  
really translate to the printed page.) The  
CueBoyz are striving to hustle in on  
Zeppelin's territory with a snookery pool  
game. Guest presenter Mrs Trimble from  
the corner shop racks up the balls and  
takes her cue.

Cue, hello. That nice young Andrew asked me  
to pop along and talk to you all about this  
new CueBoyzMasters game... (it didn't  
only ask!)... for a packet of  
Cheesy Wheat Cunchies. Andy!  
Well, it's a combined snooker and  
pool 'em which makes it double  
the value of the Zeppelin games  
for a start. Sadly, it's not in 3D, but  
it does have a plethora of options  
and some really smart presentation. A  
bit like that nice young Andrew. He's always  
spiky and spiky when he comes in for his  
Cheesy Wheat Cunchies. Reminds me of my  
son Walter. Here's the entry you know. (The

is your fault Andy. But (No  
I don't Andy) (Hello, what's  
going on? Just) (Andy  
brought in a mad woman to  
do the Cue Boy preview. But  
(You're not responsible for  
this woman Andy) Anyway,  
when you start the game  
you're greeted by Reggie  
Loud, the CueBoyz captain,  
who goes on madly in the  
background. After choosing  
your player and opponent  
(press, nice screens), it's into  
the game proper.



## Amazing baize

This is an overhead  
view sort of thing,  
with one big

difference. When your opponent plays  
a shot, you get this little animation of his  
cruising around the table! If he spots a good  
shot for you, if he can't find anything he gets  
a bit grumpy. Rather like my Walter if he  
doesn't get his porridge in the morning. Andy,  
please get out of this woman. But (It's nothing  
to do with me! Andy) (Please get out of  
my son Andy. Just) (Don't you insult my mother  
like that, Walter) (Oh no, Andy)

The controls are really easy to grasp –  
there's a sort of can strip at the top so you  
can fiddle with your hand that to your heart's  
content – and if you find the Agency  
opponents pretty tricky to beat there's a two-



player option. And if you  
get completely fed up  
with pool, you can  
always switch to  
cruisers. Hurrah!  
(Actually, she seems  
to be getting into the  
spirit of the thing. But  
from what I've been



Not much of a snooker shot at the top is it? Apparently, someone made a  
real snooker table they've brought the snookerball onscreen, but there's a  
real snooker which you can see, then there's a globe onscreen, but why, really,  
what's wrong with snooker this game, then there's a globe onscreen, but why, really,

shown of it so far by that nice Andrew person,  
it looks as if it could very well smash up the  
crowd of best baizey 'em. Anyone for some  
Cheesy Wheat Cunchies? (Look, please go  
away, Andy) (Take your hands off  
my mother! Walter) (Take your hands off  
my Aunt Mimi in here?) (Dooz, doozie!) (They're just  
not going to understand this  
one at all. But) &



Oh good, an option of 'Screen' shows the whole of these  
people in one like this other than to be 'Big' screen.

Game	Cue Boy
Publisher	CueBoyzMasters
Price	£12.99 (as part of the Super Sports Challenge compilation)
Programmes	Steve Smith (code) Michael van Gerwen (graphics) November
Release date	Cheesy Wheat Cunchies
	Mrs Trimble (I have nothing to say, Andy)



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# STUNTMAN SEYMOUR

TAKE 1

CodeMasters (As part of the Superstar Seymour compilation.)  
 T 0228 814132

Drive a car of very high speed into the side of a building! Seymour throws aside his Oscars and decides to take on the toughest, toughest job in the movies. Guest presenter Jon Piller drifts up and says 'I'm really for my close-up, Mr DeMille.' (Err, Jan's real actually a jewel. He works here. Allegedly. Etc)

Well, I've overcome my natural revulsion concerning safe characters to bring you this important, thoroughly untested preview. Seymour, that reputable offspring of Ozzy and Einar Rantzen (Start again! Eel Err, Seymour the LOVABLE LARDBALL (oh, the grooming!), in his ongoing effort to

completely dominate the movie world, is now trying out for the part of a stuntman in a new gangster-cowboy-western-spacer-sustical comedy epic thing. After winning the director over at the audition (he didn't actually do anything, just walked in and fell over some stairs), Seymour has been given the job of starting a bar fire (or something equally Westernish). To do this he advances through the level, shooting cowboys and robbers (or lobbing large barrels at them) before taking on an end of level boss battle type. Finmer. Not quite the classic Western formula, is it? What

about the bit where someone crashes through the balcony and falls onto a table, eh?

## Stunted Seymour

Stunted Seymour is a violently colourful platform game. It looks as if Turnon 2 was created into a paint gallery whilst carrying several exotic pieces. The playing area whizzes around like, erm, a large amount of binary information being scooped in machine code really. (Damn.)

The battles and backgrounds are vivid detailed, and stubbornly smooth.



The Seymour multi has plenty to be winking around at tables. (Don't let us put you to the test to make sure you're a good enough actor, Mr Seymour's Lawyer. Etc)



Plus, of course, there's the big advantage of not having to wander around, pick up objects and use them to solve puzzles. Hurrah! On the down side, tragically, the Seymour game is a total disaster. It looks like a rated Diaz. The Codes assure us that he'll be given an expensive lavali before we see the final game. Couldn't they just kill him off in a horrible industrial accident along with Mr Eggy? (I've warned you about the before. Ed! Ah well, just saydreams. (Heavy nice ones, though. Hat fern.) (Don't worry, Seymour! We still love your Herbie of adoring CodeMasters goodness!)



Seymour isn't precisely the wrong to do, but there's a lot to be said for it. (Don't let us put you to the test to make sure you're a good enough actor, Mr Seymour's Lawyer. Etc)



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3. J. Edgar Hoover freestanding 300ft from the roof of the Chrysler Building
4. Albert Einstein jumping six buses on a scooped-up moped
5. Mother Theresa skyboarding down the side of the erupting Mount Etna



Looks well! Seymour! Well, a star, indeed and confident in millions of bits the world over. I really do admire the way... (for such a specific!)

FAX BOX	
Title:	Stuntman Seymour
Publisher:	CodeMasters
Price:	£12.99 (as part of the Superstar Seymour compilation)
Programmer:	Andy Stevens
Release Date:	November
Seymour's status:	A small piece of marshmallow wearing tutu-dance gloves

# SERGEANT SEYMOUR



**CoolMasters** (As part of the *Superstar Seymour* compilation.)  
 = 0000-844322

Vicious Lawless elements threaten the peaceful community of Coolsville/Characterville, and only one fluffily laidback can save the day! *Superstar Seymour* previewer Constable Joanna Bawson explains the police procedure behind Seymour's latest calling.



Evening in Coolsville Bawson here, your friendly neighbourhood law enforcement unit and I send *Speedy* fan. I've been asked to take a look at this here new game starring that ever so famous laidback, Seymour. In a few days, a fair impression of a local toby and has to run around apprehending villains and catching them up a lead.

The game looks a fair bit like that old tag platform. You sort of amble around a maze which vaguely hints it towards the central box, where those naughty villains have their hideout. As they rush out towards you with steam trousers and bits of furniture, you have to employ the long arm of the law to leech them the error of their ways. Upon pressing the fire button, your hand whips away from your hairy and grabs a badby by the shoulder. (It's a robotic attachment - the wonders of modern science, eh?) Once in custody, there's only one thing to do with a villain, and that's to whack him



around your head and slam him into the nearest wall. (It's the 1980s equivalent of a sharp slap round the ear, you know.) Once the scoundrel suffer has been so reprimanded,

he'll rush off to get a job and join a charitable society, leaving behind a token of his appreciation of being saved from himself.

Picking up these tokens give you extra powers, such as go-faster stripes, a stunner and a machine gun. (Community policing, eh?) The best of all is invisibility - a great Seymour a little flashing light and a woo-woo sound. Woo woo! Woop woop! Woop woop! (Already an Constable. Eh?)



Here's Sgt Seymour in action, only you should've seen when you drove his lovely old machine. How far is a seeing "No!" "Have you ever..." (Screenshot Sgt Seymour)

After Seymour's captured the villains on one level, he moves onto the next. Rather logical, really. There are five zones of ten levels each, with each zone having two bonus areas. So it's pretty big. Rather like the nice rubber (unbroken I suspect) with. Whing-wallop wallop! If you wallop wallop wallop! Then I have a bit of a rest. Then it's wallop-wallop-wallop! again. Sorry, got a bit carried away there. Although this is an early version of the game, *Sergeant Seymour* is already looking good. It's very, very playable. If this game were a fruit, it would be a Japanese strawberry because I like



Seymour's back on the job, to say "Have the money back!" but he was wrong. Seymour's not a hero, but a bunch of fat. (Screenshot Seymour "Have the money back!") (Screenshot Seymour)

Japanese strawberries and find them very, very playable. (I think the Constable needs a sharp rap about the chops to bring her back to her senses. Eh?) The graphics in the game are neat but smooth and well-rendered and there's lots (and lots) of 128K sound effects. And rather nice they sound too. Not as nice as the woo-woo sound though. Woo woo! (Sgt! Eh) Here! I'll have you know you're assaulting a police officer in the course of her duty. It's a long stretch in the big house for you, my lass. (Sgt! Eh) ☺



Here, that split in the middle of the screen looks just like a crack in the ice. (Screenshot Seymour)

## FAX BOX

Game	<i>Sergeant Seymour - Police Cop</i>
Publisher	CoolMasters
Price	£12.99 (included in the <i>Superstar Seymour</i> compilation)
Game design	Big Red Software
Programmers	Dave Spoon (code) Jason Washell (graphics) Allister Brindley (music)
Release date	November
Sentence	99 days



Seymour had to go another sixteen zones making sixteen droppings sounds with one square. "Walla for a lead, make-wallop game" by printed. The change.



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# NEWS FROM THE

*The Time Machine*  
This message may be coming through I can see it in her eyes. What does the machine say?

John Major says that YS is really quite agreeable, what a strange message for Zorgen to send us. What can it mean?

## In the top people's favourite Spec mag...

- ✦ Loads of incredible special features and things that we're not allowed to tell you about yet! Needless to say, it's going to be amazing.
- ✦ And just because we're going to have brightly-coloured extra bits doesn't mean we're going to skimp on the regular!
- The jupplers don't have fancy fighting gear and do battle with all manner of futuristic space monsters. (And probably quite a few coolies too.) Honestly, will these people stop at nothing? Well, not just when it comes to getting in those richly written reviews and painstakingly prepared previews!
- ✦ Also getting into the spirit of things are Letters, Adventures, Pip, Huggy Pippop and anybody else who wants to join in.
- ✦ Plus! The Mag 7 rolls again! If you're on the wrong side of the line, this can be a truly terrifying experience - all those guns and things! Just tell it you're a Spec-chum and you'll be fine!

1 WAS WONDERFUL, 2 WAS TERRIFIC, 3 IS THE ULTIMATE CHALLENGE!

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