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YOUR SINCLAIR

MEGA MERRY CHRISTMAS!
WITH 147 ALTERNATIVE GAMES!
WITH SPECIAL GAMES FOR THE
AGE AND SOCIALLY HANDICAPPED CUSTOMER
THE PRICE OF 499p

Draft! Your free tape head cleaner should be plastered over my lovable mug! Ask the newsagent where it's gone. After all, it's your Christmas present from the YS team. Woof!



You don't want to read this. You want to gaze lovingly at the YS Christmas Collection tape. It's got the Shock megademio on it, and Guardian 2. It's really smart, so ask the person who sold you this mag where it is. It's a great way to spend Boxing Day!



HAVE A SPECCY CHRISTMAS!

A SKINHEAD, A WONDERDOG AND A CHIMP CALLED BIFF - IT'S THE BEYOND BELIEF STORY!

It's a New Year Sports Special ● Football Manager 3 arrives on the Specky ● Plus! International Tennis on the centre court ● On the SAM - Dyxonium ● Christmas with the Pices - Spec Tes Jr investigates ● And! A trunkful of tips, an extra festive-length Program Pitstop and the completely super Steve's Programming Launderette ● The festivities start here. Hip hip hurrah!



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Christmas greetings. Spec-church! Welcome to issue 85 - the Christmas issue. You'll probably notice a new ad in this list - one with Games Master written all over it. Why are we advertising Games Master the rally programme? Well, we're not. Future, home of Y3, has got a brand new mag that's edited by none other than Jim Douglas. Any bells ringing? Well, there should be - he used to edit Sinclair User! Also on the team is another old Spec-church - James Leach. Don't know where they picked him up from? With that background it has to be a beaut mag.

That's enough about other mags, back to Y3. (Hurray!) This month we've got all the usual games and letters and techy bits plus something very different altogether. It's a feature all about a software house. Jim Scott from Beyond Belief came along to the Shed with a basketful of games and news and photos of his office in Higham Ferrers, Northamptonshire... Okay, I thought Jon's desk was empty!

You can read all about his visit on page 41, but before you do that the whole Y3 crew would like to wish you an incredibly happy Christmas and a decidedly spiffy New Year. Goodbye. Lots of love,
Linda B

ISSUE 85 / Jan 93

CHRISTMAS COLLECTION



EXCLUSIVE!

ZIP BASIC COMPILER: COMPLETE PACKAGE!



QUADRAM 2 COMPLETE GAME!



SHOCK PC MESSAGE!

PLUS! BORED OF THE RINGS PART TWO. LOADS OF SMAR POKED AND SILLY INVADERS. SPEC-DREAMS OF THE WORLD, BELIEVER!

THE FUN AND GAMES START ON PAGE 4

42 BEHIND THE SCENES AT BEYOND BELIEF

Beyond Belief are one of the country's newest software houses. We talk to Jim Scott about games, games, more games, a few more games and the Speccy scene. Catch up on BB's latest releases, find out what happened to all those games we reviewed but you haven't seen in the shops and find out once and for all what all this W Scribe nonsense is really about!



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JANUARY 85

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Christmas avec les Ploos

Spec Tec Jr pulls his feet down over his eyes, loads up his pockets with festive goodies and takes a trip to visit a variety of Ploos.

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YS/Alternative Christmas compo

We absolutely love every single Alternative game ever and a big hog to carry these home in. Double smash with hotly berated on it!



Gold Santa Centre ● 400-1 from about ● Christmas Message Play the spirit of Christmas with this festive figurine. Place and leave it in all areas a place of paper use



Red Christmas Centre ● 400-1 from about ● Christmas Message Play the spirit of Christmas with this festive figurine. Place and leave it in all areas a place of paper use



Red Ploos Centre ● 400-1 from about ● Christmas Message Play the spirit of Christmas with this festive figurine. Place and leave it in all areas a place of paper use

LE JANUARY 5TH

CHRISTMAS COLLECTION



Season's greetings to one and all! (Whatever that means.) Christmas is a time for giving, so here are two games, a spanking utility, and something very zifty and a PD megademo. Plum duff!



Boost your BASIC with the amazing ZIP COMPILER, over on page six!



Or get spooky with GUARDIAN 2 just over there. It's Stargate on the Spooky!



SHOCK the megademo is on page five. And it's fab.



Get lost in BORED OF THE RINGS PART TWO on page five.



Turn to page six - the INVADERS strike again!



While POKERAMA gets festive on page six!



GUARDIAN 2

Hi-Tec Software
Load in 40K mode

COMPLETE GAME

This, number eighty-five in the PD Top 100 Games Of All Time, and Jan's What A Banz! number one shoot 'em up, is a spin on conversion of the arcade game Stargate (the sequel to the immortal Defender). Now, in this age of many perform games the less wintry Space chum may not have heard of this, historic masterpiece, so here's the lowdown (with all the names changed, natch).

You're the Guardian, defender (the hel) of a colony of humans, and here to zap all the aliens on each level. The most important of those names (ignore them there for a full list) are the visitors. Their will land on the planet surface, pick up humans and attempt to lift them out of the planet's atmosphere. If they succeed, your poor life display is lost, and the reader becomes a mutant. (Very nasty.) Furthermore, if all the humans are lost, the planet explodes, leaving you versus them in the emptiness of space. (Not nice.)

But wait! If you shoot a visitor as it's waiting away with a human, you can catch the falling victim for a jolly bonus. (Human! Don't miss.)

To add to your quest to wipe out all known forms of alien life, you've got several clever boxes stuck on your ship. The scanner gives a complete picture of the planet surface, so you know exactly where everything is. (Each alien is colour-coded, y'see.) In addition to your devastatingly effective laser, you've got smart bombs, which destroy everything on the screen at that moment, and an energy cloak, which turns you invisible and invincible for a short while. (Up yoi)

YES
TOP 100
GAME



Watch the space closely for faster moves in the Spooky. You won't believe the size of what everything looks around 60, and it's a real fun game to play.

There are a couple of other interesting things on the screen. The Nine Comingsome Indicator indicates when the highest will converge (natch) while the hypergate is even more important than that. Flying through it will wreck you instantly to the score of a roughly nonexisting, and if you catch five humans but don't drop them off, then fly through the gate, something really Spooky will happen. Oh, and every five levels you'll get a new planet and more humans (if you survive a particularly tough alienout).

And that's about it. Joe taught Guardian 2 when it first came out, and after years of practice has scored 50000 on Level Seven. Can you beat that? (Easily! (Easily! (Easily! (Easily!)) I'll have you know I broke 100,000 and got to Level Seven once, you stumps. (Easily!)

CONTROLS

Winny Kempman's joystick is true to the arcade original keyboard controls: S - up, X - down, SPACE - reverse, R - reload, K - fire, G - smart bomb, P - cloak, H - hypergate, J - select joystick, N - select keyboard, 1 - one-player game, 2 - two-player (vs. Bob)



ZIP version 2.6

Simon N Goodwin

COMPLETE PACKAGE

What's going techy mad here at Y5? Conclusions prove in the form of a graphic workstation called Looking Has shown that loads of Spoozy owners are over so keen on dipping into the wonderful world of programming. So (assuming you know a smattering of BASIC, and you're having a fine time with Steve's Programming Laureates) you can now transform your lovely but leathery BASIC programs into jiffy level but superb machine code bits - all thanks to the clockwork and string mawes of Simon N Goodwin's ZIP Compiler.

Impatient people can turn to page twenty-two for the full instructions to this amazing utility, while the rest of us have a quick look at the spectacularly accurate history of the program.

Back in 1984, when Y5 was Four Spectrum and as techy as could be, Simon N Goodwin published a program over five issues called ZIP. It was mostly BASIC with a slunk of machine code on the end, and (spoof!) it was a pretty darn clever BASIC compiler. (The first thing you were supposed to do with it was get it to compile itself!) Over the next few years, Simon updated the program, until ZIP 2.6 was released to the readers of Crash in 1989. The new version still had a lot of BASIC in it to handle the exceptionally fiddly bits, but all agreed it was a monumentally cunning thing.

Well then, after a few more years of typing the code, Simon has unveiled ZIP 2.8 in the world. It's 100% machine code, 80K and 128K compatible, packed full of optimising routines (impressive jargon that means your compiled code runs even faster than before) and a testing for you to unleash it on your programs. So what are you waiting for? Turn to page twenty-two instantly. (But don't forget to read

the rest of the magazine.) We will not raise praise for stolen identification. No, hang on, for a quick word about numbers. (That's the one.)

NEVER MIND THE WIDTH, FEEL THE QUALITY

Active readers will have spotted that the coverage has six programs on it, as opposed to the traditional (magazine) seven. Miss, we could tell you that Shock was so long that we couldn't fit the seventh program in, and besides these six are of topger quality, but that's far too sensible for Y5. So here's something far more silly. The Christmas Collection tape is, in fact, a Magnificent Twelve (because of Shock's eight parts) so you're getting the equivalent of (just about) ten ordinary coverages at once. (Not to imply the Y5 coverage is ordinary of course.) And that's why you only need to type LOAD"" six times. You want to make something of it? Thought not.

We now return you to your regularly scheduled magazine.

INVADERS

Design Design

SILLY GAME

The bonus game that didn't make it into Fiddlers Planet, Invaders is simply a no-frills version of Yes, That Game. By no frills, we mean no sound, no lives and no scores. You can keep tapping away until you finish a screen, then do it all over again. (So what's



It's a happen more probably, but any other game, the more (and a disclaimer) the more, in terms of anything that kids-0 has been playing it. Really.

the point of it all then? Readers' entries) Heroin. Tough question. I'd really have to take a summer course in philosophy to answer that, (isn't it) you amusingly grasp the wrong end of the stick. (It's mean, why bother putting Invaders on the tape? Readers' voices) Well, it's silly, isn't it? What more reason do you need?

CONTROLS

Z - left X - right SPACE - fire
ESC - crash the Spoozy (How thrilling, Readers' voices) CR, huh.

POKERAMA

So where was Zip last month? You may recall that we told you he'd taken time off to answer all his fan mail, but this was a really lie. In fact, Northy was working undercover for Interpol, posing as Legitimate Smear Smallerwater, a million in the gang of notorious forger Electric Legs. Somehow Establishing his identity by making a guest appearance in one of last month's captions, Jim gained the confidence of the crime boss and proceeded to destroy the ring of international naughty people from the inside. His task done, he was able to shed his disguise and return to civilian life with a big medal and a dapper handkerchief from the Chief of the Extremely Serious Crimes Squad. Once more, Monsieur Naahly was able to turn his attention to cheating at games. He even found time to write a text compressor which packs more Dig Blue Sorcery to the tape (and) looks a bit funny when it decompresses all over the screen on loading, so don't worry. July-January, eh? Not only a man of many parts, all of them plant in the flesh, but someone well versed up an tape shift bushes and token replacement routines. What a cod.

(Balanced on top of the bear Northy's holy between POKERAMA this month are...
Amen Amen - only lives
Mausole Mausole - only lives, only energy
Tumble the Tartan - only lives, only priority
Captain Dynamo - only lives
Stuntman Seymour - only time
Wild West Seymour - only lives
Jungles Seymour - only lives
The Light Cavalier - only lives
Sugar Seymour - only lives, only time, immortal to all bear exploding bombs.



They're the same things, huh. Right with you at the end. Oh, well, but it's a bit more open design. (There's captions and things in the captions. Zip)

TAPE TRUBBS

Your Y5 coverage has been distilled together out of hand-crafted plastic things by a team of Santa's pliers manufacturing for some extra spending cash. Really, these pliers aren't particularly reliable in the staying-away-it-on-the-boundary-plum-pudding stakes, and now and again go astray, pressing (big) & into stuff in the process. If your tape won't load (or looks like a modern art sculpture) then pack it into a jiffy bag, give it a see for company and post the whole catastrophe off to Y5 Christmas Collection Coverage, January 1990 issue, 83880 Audio Video Ltd, Harcourt, Harwood 14, Telford, Shropshire TF7 4GD. Now stand by the chimney and within twenty-eight days a new tape will come a-fluttering down.

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PLEASE SEND A BROCHURE ON THE ST RANGE

Name: _____
 Address: _____
 City: _____
 Postcode: _____
 Tel: _____
 Fax: _____

Pssst

TOP TEN MUST HAVES FOR CHRISTMAS

1. A Christmas tree
2. A turkey pudding
3. A Christmas Loads of presses!
4. A smattering of relatives you haven't seen for ages
5. Drunk parents asleep after lunch
6. A couple of ice films. *The Wizard of Oz* and *The Sound of Music* are ideal.
7. Christmas crackers
8. Snow
9. Father Christmas



CALLING ALL PARENTALS!

Have your offspring been 'teasing you for loads of computer games this Christmas? Do they keep dropping hints about the new *Sony* game? Well, here's a way to get them what they want. *Sort of Educational Software - A Parent's Guide* is a new magazine/magazine detailing hundreds of educational programs and games for children of all ages. Simply see through the mag, decide which games your little loved ones could do with and order direct from the supplier. The mag is available from Tesco, WH Smith, John Menzies and all good newsagents now.

SECRET CHRISTMAS LOGS OF CHRISTMAS Number 10000
1414 by James 'Timothy' of Newark
 Cor. Christmas Day 1414 was a right old bawler. It seemed so funny that 'Old Mrs. Thistle' was found alive and used as a wreath by some scampish village wags. How we laughed! He he he he! That was how we laughed. My Lisa gave me a wooden bear with our names carved on it, and I gave her some bath socks. Late on we had a huge Christmas dinner and James Christobough exploded. Ah, happy days. Great days. Pity the Spooky wasn't invented for another 100 years really.

ROCK AROUND THE CLOCK

JAN 1990

MUSIC FOR CHRISTMAS! '93
 All proclaimed best here fun
 then a frisky deal and if you didn't
 what? It's blimey! well you do
 well. With a compo on virtually
 any page, the chance to win a
 model of an Ferrari Testarossa
 and a rather spiffy photo love
 story. This really was a corking
 issue. On the games front I
 think was Double Dragon 2,
 Snowboarder 2, Hard Drive,
 Madmaxer, Slym, Ninja
 Mountain, Jordan
 enjoying you to put them
 top of your Christmas
 list. Also in a fab 'n'
 baby issue. Even
 if we do say so
 ourselves.

*Special advertising rates
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 their advertising enquiries.*

CHARTS

1.	Rainbow Islands	Hit Squad
2.	Spillbeard Dooey	CadetMasters
3.	Jale 90	Troops
4.	First Division Manager	CadetMasters
5.	Boodie Dooey	CadetMasters
6.	Dooey Down the Rabbit	CadetMasters
7.	Stamie Scuzzies - Boogie Myer	Zeppatin
8.	Magicaland Dooey	CadetMasters
9.	New Zealand Story	Hit Squad
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11.	Super Off Head-Racer	Troops
12.	Golden Ace	Troops
13.	Mr	Troops
14.	First-Combat Pilot	Action 14
15.	Manchester United	GBH
16.	Multi-Player Soccer Arger	Cult
17.	Fun School 2 - 6/8 years	Hit Squad
18.	Dooey Prince of the Fuddik	CadetMasters
19.	American Top Team Wrestling	Zeppatin
20.	Atsoop	Hit Squad

PENGUIN > **CHARTS** < **1990**

BUS STOP
Entertainment

AT THE BUS STOP WITH ROLF HARRIS

Cute 'n' cuddly Rolf is currently appearing in *Cinderella at Bath's Theatre Royal*. The YS team hung around the nearest bus stop for ages, hoping to meet him. Their patience was rewarded when they spotted him running for a number eight to Larkhall. Luckily, Rolf missed his bus so the team were able to have this little chat with him...

YS: Rolf! Rolf! What a minute, it's us – it's YS! We've been waiting for you for ages. Tell us all about meeting Jimmy Saville. Will you be re-releasing *Six White Boomerangs for Christmas?* How's the party going? Is Sylvester McCoy a good idea? For pity, Rolf! Rolf! Come back!

Rolf: Gee mate, I'd love to stay and have a good old natter but there's a few ladies and my debut *Sheela* waiting for me. G'day, mates.



Did you know that Rolf Harris, did and fellow Christmas one all over the country? It's true!

THE SHED CREW

The letters are ringing with the sound of joyous, raucous voices. It must be Friday, it's Christmas and the team are writing their letters to Santa. What we want to know is – what's at the top of the list?



Linda Barber: "A tin of gold spray paint. I was thinking of spraying my Spacely good."

Just to make it look kind of new and festive. Actually, maybe I should just go and buy another car rather than wait to Christmas Day itself...



Jon Miller: "Things only one thing for it. Top of my Christmas list is a can of black spray paint and a can of grey. If she gets her hands on our Spacely, I'll just have to spray them back to their original colour. It's not very far that, what I really wanted was one of those *Graffiti Mark* things – y'know, the ones with glasses."



Stuart Campbell: "Well you ask for that and I'll get the spray paint. I can use what's left over of the black stuff as hair spray and the red combined. My hair's become used to my old hair spray and my old red stuff isn't the nicest of it. Maybe they'll give me the blue special spray paint before. Anyway, you know what they say – 'only take two bottles into the shower'..."



Steve Golder: "I'd like a couple of pillows, a comfy dark rug and a tweed jacket. I've been watching that Danny Baker on all those adverts and I think I could do half his work for him. I wouldn't really expect too much in return, some Matt Barr and a few compact and Djou boxes of *Gas Ultra* would do for me."



Craig Broadbent: "I think you're all being very frivolous. Christmas is the perfect time to get just what you've always wanted. I want a new Spacely. Mine really is on its last legs and I'd better get a new one before the old one gives up the ghost. Oh, and an inflatable Fisher Christmas."



Dave Golder: "I want to be the New Doctor. I've been practicing de-matrimonialising."



and the other day I managed to appear on the other side of my desk just seconds after I'd been sitting at the other side. It was brilliant. (But Dave, you just crawled from one side to the other. And you've got that on your knees to prove it. Oh! That's how it should be though, see that's the form my de-matrimonialising takes. Anything else would seem odd...")



Steve Golder: "I want to be the New Doctor. I've been practicing de-matrimonialising."



Steve Golder: "I want to be the New Doctor. I've been practicing de-matrimonialising."



Steve Golder: "I want to be the New Doctor. I've been practicing de-matrimonialising."



Steve Golder: "I want to be the New Doctor. I've been practicing de-matrimonialising."

EVEN TEN THINGS TO DO WITH YOUR ACE (AND FREE) TAPE HEAD CLEANER

1. Flip up all your cassettes into a precocious tower and save the tape head cleaner 'til last. Match them full.
2. Spray it good and wipe the words 'Inevitable groth and expensive tape head cleaner' on it to give. Put it in a really plush bag and give it to somebody as a really impressive Christmas present.
3. Unroll all the tape inside and use it as a hair ribbon.
4. Alternatively, use the tape to wrap up your Christmas presents.
5. Oh, use the tape to clean other things like shoes and windows. You can change for this service.
6. Straggle to wander with it. Try going into a shop and wrapping it for a letter. This way, you can use your free tape head cleaner to buy your Christmas presents.
7. Unroll the tape and attach it to either side of the fireplace. When Santa drops down the chimney and walks into the living room, he'll trip over the tape and make a loud noise. This will wake you up and you'll be able to see the great bearded one.
8. Stick a label from another tape onto it. Mike Oldfield for example. You can now sell it at a bargain price. (Not if it's a Mike Oldfield tape you can't do)
9. Use it as a surrogate pet. Unroll the tape and put the case along the street when you go out.
10. Say you're putting a Prestal tape on and put on the tape head cleaner instead. Say if anybody notices the difference. (Oh! Oh!)
11. Erm, use it to clean your tape heads. Simply place it in the tape recorder and play it for ten seconds. Do this once a month.

One of our winners is missing

This is a public service announcement (Cough.) Will David Fleas of *Somersetwest*, *Corney*, please get in touch with Stephanie at Code Master on 0655 814122? You've won a ghetto-blaster, but you've missed or something to they can't send you your prize (but just to tell cheeky people – not that we're implying YS readers are anything other than squeaky honest of course – write down your old address and give the password). The race are busy in their gambling today – so Stephanie knows it's you.)
Herselfy, Corney people.

HIGH SCORES

Plenty Christmas and happy Xmas. Your year's going to be full! These are the bits that come naturally after you shake the new charity parcel (there is one!).

Indulgence that started falling bangs and Off Richard All the horrible bits that make you wish your new old Spang's original advice. (Oh, banging!)

WIN! WIN! WIN!

169
ALTERNATIVE
GAMES!



These games in full, and in no particular order

Huffy Pig, Hysteria, Rescue from Atlantis, Clones, Clonesaurus, Operation Infected, Mystery in the Polar North, Mutation Race, Fantasy Revolution, Clones (2nd), Clones (3rd), Clones (4th), Clones (5th), Clones (6th), Clones (7th), Clones (8th), Clones (9th), Clones (10th), Clones (11th), Clones (12th), Clones (13th), Clones (14th), Clones (15th), Clones (16th), Clones (17th), Clones (18th), Clones (19th), Clones (20th), Clones (21st), Clones (22nd), Clones (23rd), Clones (24th), Clones (25th), Clones (26th), Clones (27th), Clones (28th), Clones (29th), Clones (30th), Clones (31st), Clones (32nd), Clones (33rd), Clones (34th), Clones (35th), Clones (36th), Clones (37th), Clones (38th), Clones (39th), Clones (40th), Clones (41st), Clones (42nd), Clones (43rd), Clones (44th), Clones (45th), Clones (46th), Clones (47th), Clones (48th), Clones (49th), Clones (50th), Clones (51st), Clones (52nd), Clones (53rd), Clones (54th), Clones (55th), Clones (56th), Clones (57th), Clones (58th), Clones (59th), Clones (60th), Clones (61st), Clones (62nd), Clones (63rd), Clones (64th), Clones (65th), Clones (66th), Clones (67th), Clones (68th), Clones (69th), Clones (70th), Clones (71st), Clones (72nd), Clones (73rd), Clones (74th), Clones (75th), Clones (76th), Clones (77th), Clones (78th), Clones (79th), Clones (80th), Clones (81st), Clones (82nd), Clones (83rd), Clones (84th), Clones (85th), Clones (86th), Clones (87th), Clones (88th), Clones (89th), Clones (90th), Clones (91st), Clones (92nd), Clones (93rd), Clones (94th), Clones (95th), Clones (96th), Clones (97th), Clones (98th), Clones (99th), Clones (100th), Clones (101st), Clones (102nd), Clones (103rd), Clones (104th), Clones (105th), Clones (106th), Clones (107th), Clones (108th), Clones (109th), Clones (110th), Clones (111th), Clones (112th), Clones (113th), Clones (114th), Clones (115th), Clones (116th), Clones (117th), Clones (118th), Clones (119th), Clones (120th), Clones (121st), Clones (122nd), Clones (123rd), Clones (124th), Clones (125th), Clones (126th), Clones (127th), Clones (128th), Clones (129th), Clones (130th), Clones (131st), Clones (132nd), Clones (133rd), Clones (134th), Clones (135th), Clones (136th), Clones (137th), Clones (138th), Clones (139th), Clones (140th), Clones (141st), Clones (142nd), Clones (143rd), Clones (144th), Clones (145th), Clones (146th), Clones (147th), Clones (148th), Clones (149th), Clones (150th), Clones (151st), Clones (152nd), Clones (153rd), Clones (154th), Clones (155th), Clones (156th), Clones (157th), Clones (158th), Clones (159th), Clones (160th), Clones (161st), Clones (162nd), Clones (163rd), Clones (164th), Clones (165th), Clones (166th), Clones (167th), Clones (168th), Clones (169th).

It's free, virtually every single Alternative game can be yours. That's a grand, stonking total of 169 games, that's three games a week for the whole of 1999 and fifteen left over for 2000. (We've the games one at a go, packed up nicely in a blue bag that can easily be converted into the perfect school or sports bag amply by, erm, taking the games out and piling them up on the living room floor.

Gianna Gianna Gianna!

Hold your horses! There can be only one winner in the contest so we thought we'd set something really difficult. After much thought we came up with the idea of getting you all to write the alternative to the top 100 game of your love Christmas card. We were going to write one ourselves too. We just couldn't decide on a card to adopt, so it's all down to you! You can pick any card you want, and you're

allowed to write on about...oh, anything you like, as long as it features the Specozy. (You don't even have to mention how speedily you nab Y10s - you could choose to combine the style of the software industry, or examine Amaloth's motives behind releasing the CD, or be extremely silly, or something.) Good luck!

Done that?

Okay, since you've done that fill in the coupon and stick it into the back of a postcard or envelope. Address it to "Merry Christmas Posen I send to you, Pick Me Out Of The Hat, Or It'll Be Blue-oo." Compco, 10 Compco, 20 Monmouth Street, Bath, Avon BA1 2DB. Multiple entries and sure entries will be fed to our favourite recycling bin immediately. If a string in the contest and attaching it to all the votes thought, the closing date for all entries is the 15th January, so get thinking beautiful thoughts!

"Ic! My Christmas Posen I send to you, Pick Me Out Of The Hat, Or It'll Be Blue-oo." Compco, 10 Compco, 20 Monmouth Street, Bath, Avon BA1 2DB.

Here's my jolly Christmas card to the tune of

Great...but I'll have send that big blue bag of great games to:

Name: _____

Address: _____

RULES

- It's goodbye to multiple entries, fake entries and non-paying entries.
- The absolute closing date is the 15th of January 1999.
- Employees of Alternative Software and Future Publishing are getting far too many Christmas presents so they are prohibited from entering this rather fabulous compo.
- Linda's brought a special Father Christmas hat, so far word is local.

GAMES MASTER

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FOOTBALL M

Addictive £10.99 cassette
£15.99 disk

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As it says on the box of this game, '1 WAS WUNDERBAR, 2 WAS WUNDERBAR, 3 WAS WUNDERBAR UND 3 IST DER BESTMÖGLICHE HERAUSFORDERUNG!' What? Oops, been reading the German instructions by mistake. What if it actually says '1 WAS WONDERFUL, 2 WAS TERRIFIC, 3 IS THE ULTIMATE CHALLENGE'. What could they be talking about? The Alien movies? The Popey games? The World Wars? (They're talking about the Football Manager games, stop being so rusty stupid. Ed)



"Is it worth? Yes, the manufacturer of the 'M3' is not so very good at the game, but if you know other? It is not probably right as well."

Football Manager 3 - just why has it got such a blimmin' big box, then?

The most interesting thing of all about Football Manager 3 is probably its packaging. As well as a tape containing both the floppy and Amstrad versions of the game (don't try and load the Amstrad version then come back ten minutes later and wonder why nothing's happened, like I did), and a tiny little bit of folded paper containing the instructions, you also get a cardboard box the size of A4.

Why is this? Is it so that you can take the whole thing along to real football matches and use it as a toilet? I shouldn't think so. Is it so that you don't lose it in the pile of rubbish on the floor of your bedroom and



Wot, stoney. Another (speedy football management game, eh?) Just what we needed. What next, I wonder? Football Manager Soccer?

Football Manager 3 is the latest in a long line, that has nearly ten years to take the best aspects of hundreds of other football management games and turn them all into one indisputable, unchallengeable classic. What is it come up with? Well, you get to pick your team, and choose which style they play in. You can



buy other players, by rigging up their manager on the telephone and offering him lots of money - available in what? You can train all your players individually, so that some of them are really good and some of them are really stupid or something. You can, as I watch on a desktop-computer set, see, see what games you're get coming up in the next few weeks. Or - AAAH - you can actually play a game and watch the action unfold in front of your eyes! Brilliant! Let's get on with it, then!

The YS top six football managers with bits of their names replaced with other words completely at random

- Acee Fishy' Ferguson
- Tommy 'The Lizard' Docherty
- Brian Brian' Clough
- Graham 'Turnip' Taylor
- Andy 'Pandy' Restburgh
- Ally McAlwanAAAAAAAAAAAAAAAA

Swings and roundabouts

Oh dear. The match sequence in Football Manager 3 consists of a tiny little rectangular pitch occupying about half of the screen, with no centre circle or penalty box and, notably, covered in little stick players even smaller than the ones in the original Football Manager, which all swing around rather-clashing horribly. This is accompanied by a fantastic commentary along the lines of 'Munster Six has the ball', 'Munster Ten goes in for the leader', 'Times ahead!', 'Osborne Sixteen gets out of the dugout and all that kind of thing. It is, frankly, crap.

But, hey, it's not all bad. Apart from the rubbish match sequence, Football Manager 3 is all right, as far as the kind of thing goes. It's not quite up to the standard of Football Manager 2, to be honest, with vastly inferior



"This game is not getting on the level of best top games since the first of two years before. What you see also looks like something that could be used. That is all right for you."

then accidentally stand on it? Probably not. No, it's more likely something to do with what the software industry calls 'perceived value'. Apparently, they think that if you see a huge great box on the shelf at the store instead of a boring little cassette case, you'll automatically go, 'Cool! That game's in a really big cardboard box, so it must be at least four times as good as one that comes in a box a quarter of the size! I'm going to buy that at once, and what a treat!

It's such a great-looking package that I'll quite happily pay much more than the actual price for it, Mumrah!

This is, of course, extremely stupid. As we all know, what you really think is 'Cool! That game's in a really big cardboard box, so it'll never be its top tape marks, and it's so big that when I put it on the floor I won't possibly be

able to avoid standing on it and wondering if completely crumpled, lumpy and crap-looking. I'll be avoiding that one like the plague until it comes out in a budget re-release in a nice sturdy normal cassette case in six months' time, that's for sure."

Software Heaven, eh?

INTERNATIONAL TENNIS



Zeppelin/C3.99 cassette

001 250 7768



As I write, my washing is dripping on the line. It's been doing this for the past week and I'm fed up with it. By the time it's dry, it will no longer smell of daffodils and lilies, it'll smell of winter damp and slugs, or something. Bleugh! I wouldn't be able to play tennis in it if I wanted to, which I don't. (Sh? Jee?) Now is not the time to skip around outside trying to hit a ball, but it might be just the time to load up the Spexy and try out a few volleys. And what should I find in my Spexy? Well, Zeppelin's International Tennis. This could be just the thing for those long, winter evenings.

International Tennis lets you play against a real opponent of a variety of computerised ball buffs. As per usual, you can choose which kind of surface to play on (hard, clay or grass), whether to go for a single match or a whole tournament, how many sets in a match and the difficulty level. So far, so good of the real. For International Tennis to be as good as Zeppelin claims, it's going to have to play well.



It all happened very quickly. One minute your ball is all over the place, the next you're playing a very subtle game of tennis, and the next you're playing around your amazing brain through it, and with

The moment of truth

Human, it plays well! The character sprites are clearly defined and they move smoothly across the court. They're swift, fast, graceful and right like movers. The choice of moves is such that



you can make your player run around like a madman. It all looks quite dangerous actually, there's your player racing up and down slashing his racket left, right and centre. As it needs to for somebody to run out onto the court and not have a real slashewawa of a game!

But hey! This is tennis, it's quiet and coolish, right? Er, well, not in two-player mode. The pace is so fast and it's actually



With only three minutes left of the tournament, Tommaso Motta was determined to finish on his characteristic eccentricity. Madly flailing about through it would be incredibly gutsy to run the net as a tennis ball. (Just)

beat the computer opponent at that level, you can always get in a mate who's completely brilliant at computerised tennis. (You can even play doubles with (or against) the Spexy!) But you do need to persevere and the minor difficulties may put some people off. If you like sport games in general, and tennis bits in particular, this one will give you a very good cut for your money. **B**



Finally see a ball change gear. From the top of screen her tennis ball has been set down up in front of her racket, beyond set to the ground. She sees a very fat girl, who is more than a slipped banana.

Tennis - a player's guide



To slide English tennis darts
Lay the crossed racquets on the court and slip around them. Make sure you don't tread on a racquet. This means instant disqualification.



To slide English beer darts
In which the cup is filled with mead and paraded around the court. Make sure you don't fall over. This means instant disqualification.



To slide English tie-dyes
In which all those who haven't yet fallen over have a foot quest for down on the court. Make sure you

don't forget to water up. This means instant disqualification.



This leads



To slide English joystick loss
Choose your weapon. It's not to be too silent as this is a very powerful, English village game.



Choose a **To great English game**
Are you ready? Are you steady? There's just racket to ball and go go go! (Or left)



FINAL VERDICT



It's fast, it's furious and you can't play it with a mate, or five.



It really is a bit on the difficult side, and there are no games for style!

A game, set and match of International Tennis could be just what you're after.

82%

HANDS OF STONE

Beyond Belief/C3.99
E-9803 57998



You may not have heard of Frank Walker, but you've almost definitely heard his voice. Frank,

y'know, supplies voices for just about every cartoon being made at the moment. Once you've spotted his distinctive timbre and unmistakable way of accentuating words (and, some would say, the spooking way every voice he does sounds exactly the same) you can identify a 'Frank' from a Freddie every time.

And like games with floppy programmers, Frank (or there may be a point to that initial paragraph after all) Frank. For a licensed title I thought we were going to be treated to another拙劣copy on Hanna-Barbera. But Bruce Cross (the author of Hands) has been a busy little beaver over the last couple of months, working for both Beyond Belief and Ziggurat (and who knows, maybe a few other people as well). And, as he

habitually draws his own sprites as well as coding the game itself, it's a pity to spot a 'Frank'. You could even accuse the games he's written to a little further back, in fact, you could imagine transcribing games where you and your friends make

sandwiches and look off to the local software computer in the hope of glimpsing a Frank Cross game in its natural habitat. (Actually, to be honest, I think I would have preferred the Hanna-Barbera imitations.) Ed

Hands of Stone is the very latest 'Frank' to be released. It's been inspired by Target Ringuade - you happen around town leading people up their stalling their responses, before moving on and, erm, doing it all over again - but has a cheeky little character (all of its own). For a start, the combat isn't so justice for the lovely scolding - it's a very smooth and rather party, scrupulous. The graphics are great as well - those Stone sprites really stand out well, even in the most inaudible fling of punches. What a joy!



Yes, it is a bit of a big game. It takes the Stone with the bag over his head to the floor. This is the final move for the Stone in the game. Ed

the sound isn't up to anything much. But there you are. Or not as the case may be.

Health now, and extinguish all naked flames as we come to the final hand of Hands of Stone - the penalty. There are loads of moves to help you defeat your opponents (the others get from Tag Team Whodunnit makes a temporary reappearance) and, as I divulged in my previous utterance, you can also make off with a chunked buddy's weapon. (Strangely though you get a weapon completely unconnected with the one you've just been beaten up with - for

example, if the star you're attacked by is guy



difficulty level aside, Bruce Cross's career did not begin with this. Starting in 1992 he had a small but ok display stand for one hour in Stone World's 'Stone' the history of the Stone World.

writing a beautiful bit. When you beat him, you get a brief (Speak city or what?) fighting is a pointless enough after 30 bits is the right word. It's nice to see there isn't a 'super move' that defeats everybody - each often needs a different approach to beat him. The thing is it's funny, isn't it? Every time Jon writes on about how good a game is, there's a 'thing' or 'coming up'. You could set your watch by him. Ed It's far, far too hard. Let's take Level One as an example. First you come across two four bag-wearing ruffians. Easy enough. Then a really incoherent with a bit more behind it rushes in and proceeds to beat you into space, no matter what you do. He hangs around your game boots after knocking you flat, and as you stagger to your feet, helplessly floundering, he knocks you around a bit more. Well, it's frustrating. Of course, you can do the same thing back to him, but when later on you're faced with Sir (Barbaric) Sir, two-four buggers and a man with a very big gun, things go downhill fast. (Unless you're actually quite good at these games, of course.) Ed



TOP FIVE FIGHTING MOVES

1. The Flaming Away
2. The Sitting Down Around A Table And Talking It Over
3. The Slap in the Eye With A Ruler
4. The Preempting To Be Someone Else
5. The Not Turning Up At All



Question: How many opponents can you defeat in one go? Answer: One. Question: How many opponents can you defeat in one go? Answer: One. Question: How many opponents can you defeat in one go? Answer: One.

FINAL VERDICT



Smart presentation, winning use of the best bits from lots of other fight games



Too hard, too hard, much too hard and very hard indeed.

Difficulty level aside, a most fitting beat-up

70%

KUNG FU WARRIORS



Just as this scene from the *Kung Fu Warriors* has a lot of fun to be had, it's also a great example of a game that's a lot of fun to be had.

Beyond Belle/C3.99
in color 1992



As Patrick Wayne said in *Drinks and the Eye of the Tiger*, "A handbag?" *Kung Fu Warriors* is another way against most of the world

thing, borrowing heavily from both *Shogun* and *Dragon Ninja* (or should that be *Dragonfly*, or even *Dr. Ager Mein Ja*, or something? Whatever) in that you can chuck dangerous items at people and jump into different layers of patterns to escape really tough enemies. That's the theory anyway.

The late KFW presents to the world a a pretty and fresh one. The same enormous scrolling screen as *Ninja* of *Shogun* does wonders for the somewhat tedious backgrounds and energetic action, though it's markedly slower this time around. There's also an unusually well thought out structure to the game — on Level One

you're simply attacked by *Kamikaze Ninjas*; on Level Two they start *ambush*ing around and *blip* back by Level Three they're taken to *strong* objects and on Level Four the robots are appearing in *magical* puffs of smoke. What a pleasant change to have your foe attacked in by a completely different set of enemies each time. (They *gotta* do it with *Shogun*, you can't share the same things at the last point (but with a limited supply) and there's a generous time limit. Oh, and there are boss battles, so too.



One of the more interesting things about *Kung Fu Warriors* is that it has a second *boss* battle (which is a bit of a surprise) and it's a bit of a surprise that it has a *second* boss battle (which is a bit of a surprise) and it's a bit of a surprise that it has a *second* boss battle (which is a bit of a surprise).

A strange and superfluous headline

What a shame that the gameplay is so awful. Let's play through a couple of games. Here we see it the *Forest*. Oh no! There being attacked by large numbers of ninjas from both sides at once. Seems a bit odd. (Photo credits: I think. A consulting big name, seems to be fairly effective against everybody. Right, let's start moving. (Edges forward for a bit, *simultaneously* slipping of all the enemies on the way.) This is getting a tad boring. There's no end to all these bad guys, no fun. (A few more minutes of edging forward, fighting all the way.) Oh dear, out of time. (Starts again.) Let's do something different. (Plunges through the empty level without

SIDEWINDER 2

Virgin Mastertronic/C3.99
cassette



© 1971 737 8076
I've no idea why we've never reviewed *Sidewinder 2*. Originally released by

Mastertronic back in the heady days of 1983. (I lived in a house called *Delrod* that year, y'know) this is a perfectly respectable space shoot-'em-up & is a monochrome *Resistor*. Okay, so it's nothing amazing but it's simply not bad enough to ignore.

I suppose you could call it a *disappointment*, but I like games where you have jump into a space-flopping pod and blow up lots of things. I like crawling into planets and dematerializing into tiny glowing particles. I know that *Sidewinder 2* is an old game with old-fashioned graphics and beepy sound, but I enjoyed it. Yeah I was expecting it to be completely *dead*, but it's the most *pleasant*, *bullet* game I've had fun since I've played in. *well*, but I enjoyed it all the more. There is a plot to *Sidewinder 2* but it's not worth going into, the gameplay too is the usual kind of thing, simply get into your spaceship, fly up the vertically rolling screen, blow up



The *Sidewinder 2* cassette is a bit of a surprise. It's a bit of a surprise that it has a *second* boss battle (which is a bit of a surprise) and it's a bit of a surprise that it has a *second* boss battle (which is a bit of a surprise).

everything in sight and replace your wasted bullets by picking up more along the way. Well, I do say it was simple. The game itself is far from the most difficult of its kind that I've played, but neither is it *obviously* easy. With games like this you either a) decide early on to keep on trying or you b) leave it for now and go and fix a *marshmallow* *full* and *peanut* *butter* sandwich. The decision depends largely on how good the game is and how much you like *marshmallow* *full* and *peanut* *butter* sandwiches; and *Sidewinder 2* isn't a good enough game to *bock* you 100% after a few sandwiches you won't be able to move and all the *blast* in your *marshmallow* *full* and all the *other* game options you'll probably start to enjoy *Sidewinder 2* more than you thought.



The *Sidewinder 2* cassette is a bit of a surprise. It's a bit of a surprise that it has a *second* boss battle (which is a bit of a surprise) and it's a bit of a surprise that it has a *second* boss battle (which is a bit of a surprise).

Letters

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



He he he and splendid greetings. Spec cheered! Yep, it's that time of year again. Time to dig up that tree that you've been eyeing up for weeks and scramble through the drawers of rubbish for that old tatty box of Christmas decorations. For the past few years the only Christmas tree I've had to look forward to is my parents', but this year I'm going to have one all of my own. I've seen the tree for me and now all I need are some decorations. All my trimmings are going to be home-made so the Shed is strewn with string, tin-foil, glue and double-sided sticky tape. Joe and Andy are busy making the Shed look nice with paper chains and decorating our rather spiffy silver tree. It really is something else! Anyway, enough of our foibles - on with your letters...

A THREAT OR A PROMISE?

Please tell me, and the Terminator 2 or Command in something of a similar value, such as a CD player, a new joystick or a 16-bit kit.

I know you will send me something because YS is best. If you don't, I will buy 40 million pounds' worth of YS mugs and t-shirts from And I'll buy an Amiga. (Should Stuart Robson Whitley Day, Tyne and Wear

If that's a threat Stuart, it's not a very good one. I mean, imagine my publisher's delight if YS suddenly started selling like that. He'd be so impressed that he'd have to take the whole Shed crew out to lunch. If it's a promise, that's just as good. Either way, you won't be receiving anything in the post. Let us know when you've earned out the threat/promise and I'll see if I can get hold of some Amiga games for you! Ed



This month's doodlebugs are a varied bunch coming, for all we know, from all four corners of the world. I've never understood that saying, I always thought the world was round. I Shepherd Spy, which is fairly topical, is from Steve Clay of Ellersmere Park and the other little ones are all from Christopher Bailey of Wilsbach, Cambridgeshire. Keep those bugs rolling in!

AMERICAN T-BAY WRESTLING



SHEPHERD SPY {GROOT}

A BEE HAS A
COUGH



COM. W.

A BIT LACKING IN THE CIRCULARITY AREA

Firstly I would like to issue a warning to star reader BEWARE OF SECOND-HAND SHOPPS a few weeks ago, I bought a rubber-kayak Specicy from one of these shops in Reading, also some issues of a tape mag called 'PS'. When I was on the train home, I examined the Specicy more closely - it had no 'owner's circularity'!

Right, that's the serious bit over. Please can you answer the following incredibly easy questions...

1. Will there be any Mag 7 specials, like one with loads of really good games on it, or maybe a single-writing tape?
 2. What great quarter does a Star Letter occasion?
 3. How do star players Quasar, or any other game? If so, how bad/good were you?
 4. What came first, the chicken or the egg?
- May your journey be free of incident.
Doraine Mackenzie
Harmans Water, Berkshire

And the moral of this story is, always check second-hand goods thoroughly! Most second-hand shops have a no-refunds policy so you could end up with dull goods. I'm sure that second-hand dealers don't do the best of things on purpose. They probably buy something that they've guessed is a perfect working order. Always ask to check goods in a shop, it can save a lot of money.

And see for your easy questions.



STAR LETTER

SOB STORY

I am writing because of your special offer of the games for £20. I bought my brilliant Y3 as usual and

read the advertisement at the back. I showed it to my mum. She said it was a good idea but said she had no money. So then I was with five games looking me in the face and no money. I told my mum that I could do with some more games and she finally gave me the money. I bought my Y3, cut out the slip and posted it as soon as possible. Five days later I received a letter saying,

"I am very sorry, but we have run out of games. I am sorry for any inconvenience. I am about to send. My mum told me that I wasn't getting anything else. So please don't be sad and a good buy for big three games." Steve Crocker, *San City* and *Rollerz* I would be forever a debt to you.

David Walker
Green, Scotland

You really know how to break a girl's heart, don't you? Your story is a fairly common one at the special offers sold out very quickly, but nobody managed to make us feel as you did, David. In a way, it made us quite sorry that we'd been so successful. Three games will be bringing their way to you very soon. They may not be exactly the ones you want, but it'll try. Ed

1. No other changes are planned for the Mag 7.
2. A Star Letter is one that makes the entire *Star* crew rock with mirth, or teaches their heads.
3. No, I've never played *Quaker*, but I'm sure I'd be crap at it. One's not opened in *Star*, so maybe I'll go and check it out.
4. The chicken. Ed

AME FOR AN A

For the time you put the correspondence, let somebody who can spell do it. Jim Pitar spell my name like this - Gary Florence. It's spell Gary Florence. Print this letter as it said. My address's *Witnesses to the Star* club.
Gary Florence
Gateshead, Tyne and Wear

for Paul time you send in a comic entry, make sure you print your name and address clearly. So many of them have to go straight in the bin because we simply cannot decipher the address. By the way, can I now make it *Monsters* instead? We could have a nice chat about the *Demons*. Ed

MR BELLOR AND THE ALIEN

I am a diehard fan, maybe die off. I never was very tough fan of *Alien* and its inferior sequels, although I've got *Alien* UR. I can't find a copy of the first game in any of the shops around *Blackburn*, so I can't order. Please can you put it on the coverpage within the next few months. I would be very grateful. Oh, and the coverpages aren't very good at the moment.

The rest of the mag's contents though, looks good now, it's long I watched *Alien* again. Yes, I don't watch it every day then an alien has to kill me. Okay, Mr Bellor, the coming fan's never been the same since he thought.

Andrew Brax
Walsden, Cumbria/Darlington

Would love to have *Alien* on the coverpage, but it's another one of those games that we can't get hold of. The programme can't be found and we need its permission before we do anything. Hopefully we'll get it touch with him soon.

Give Mr Bellor my love. I always had a soft spot for him. Well a fact like that, it was always for why either going to become the very close or get stucked out all together. Ed

WINGCATED

Simon Preece's parents have obviously never read a *Falcom* computer mag. They don't have any better words printed in them anywhere at all.

Brenda Cook
Widopen, Newcastle upon Tyne

My point exactly. Ed

OH NO!

I am writing regarding an item mentioned on your letters pages in your November issue. I have the game *Robotica* that you are looking for. I am willing to part with it for a short while to enable you to transfer it to your tapes for your magazine. If you would like me to send it to you please let me know.

Mark Stevens
London

There seems to be a lot of confusion over my request for *Robotica*. We don't need a copy of the game, we need the person who wrote it and/or the person who owns the rights to the game. Yes, we have to negotiate a fee with the owner of the rights before we can stock it on our tape. We can't just copy it on to our tape, that breaches the laws of copyright and ownership - it's piracy. Ed

OH, JIM!

I'm doing cartwheels round my living room. I've just managed to get my hands on a copy of *Four Seasons* and I'm really pleased. How are, my local newspaper hasn't sold any copies since April and I've been very miserable since then. I've searched

every shop, but by the time I get to them all the copies of it have been snapped up. I can't remember a copy somewhere because I hardly ever travel to the places that sell Y3. So can I send for a subscription?

I'm a young unemployed single mum and my *Star* and Y3 are the only pastime and relaxation I have. I can think of nothing better than a good adventure game to refresh my memory and keep the time.

Anna
Aberystwyth

We glad you've found Y3 again and I'm sorry that we're not actually running a subscription service anymore. The main reason for this is that not enough people were taking up the offer of a subscription to make it worth while. What you can do is call our circulation department and tell them of the trouble you've been having getting hold of the mag. Then Star *Witness* will send one of her boys over to your area to persuade respondents that they really should take a few copies of Y3 every month. Ed

I WANT TO WORK

I am writing to you about possible work experience on the week commencing 14th December. I am 15 years old and currently studying for my GCSE's at Ralph Allen School. I have had a *Star* month now for about eight years and have built up a big collection of games. I enjoy reading your magazine very much and I would find it interesting to see how it is put together.

Andrew Taiten
Bullford, Avon

SMALL



PRINT

Get these *Topps* have money! *Alysa Harrison*, *Barnesford*, Mid Glamorgan

Put in the correct name, but their forward slippage looked remarkably like second class. Ed

Another brilliant piece of blue ink on lined paper.
Gaza, *London*, *Northants* I don't translate very well, sorry it's Ed

You don't print my last letter.
Toby Powell, *Bristol*, *Dorset* Oh well, I hope this means as for it. Ed

COMING ON NEXT!

I have a problem with a girl. I met her last year and they really started a conversation with her. This year she's gone and I have for a long time really want to go out with her but I am afraid that I might get let off and mean for thinking, but I

could keep my feelings to myself for much longer.

Michael and I met and we were having fun. I'd like to see you but I don't know how to get to you. I hope someone who goes to *Spokane* Birmingham

Don't use a real girl either! Being a girl's job! I'm already, why are you for for much, what you're doing? That way you can't lose, time, they'll be satisfied and when to go for anything, or don't get you that you're really to be happy. Ed

HAYLIP!

VS hints n' tips



TIPSHOP

Seasonal chirrups, my little tipsters! As the Shed swings to the big beat sound of Mr Blag 'White Christmas' Crosby and Frosty the Snowman soars in the popularity stakes, I am proud to present this month's Tipshop. We might not have a shepherd, but we have got tips coming out of our mangers! Enjoy Tipshop, enjoy Christmas and don't eat too much pudding. It solidifies in your stomach, don't you know?

- ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS ... 24**
HAUNTED HOUSE ... 27
LASER SQUAD ... 23
TAG TEAM WRESTLING ... 23
WILD WEST SEYMOUR... 28

PRACTICAL POKES ... 27
 featuring Insector Recti, Teenage Mutant Hero Turtles & Wizball

THE YS CLINIC WITH DR HUGO Z HACKENBUSH ... 26
 featuring Empire, The Runes of Zendo & Solution City - courtesy of Richard Swann

LASER SQUAD

Ben Powell has got this very useful kinda cheat for one of YE's favourite games...

Stand two of your men next to each other and change the weapon of one of them. Then move him onto the man next to him and end move. He will move both a square, but he'll have the action points he had before he changed weapons. And he'll still have the weapon.
Amazing!

TAG TEAM WRESTLING

If Stevenson is a bit of wrestling fan, follow his tips and you'll have all those big tough guys pinned down in seconds!

Moves - They don't tell you everything in the packaging you know!

Without the button pressed



With the button pressed



Don't use (Left and Right buttons)

Use elbow drop whenever possible, it's a bone-crunchingly good move.

The tie button is also used to lead to stairs, and then jump off at the turnbuckles. It's also used for tagging.

Before playing seriously, try experimenting with different teams. Some individuals have different talents. For instance, Babyface has less energy, but takes a lot more energy than anyone else with elbow drops. Others start with more energy or are good at certain moves. I still prefer Babyface and Hippy Harty.



Elbow drops are very useful as four or five can be used on your foe at a time. (Duch)

Fight at the very top of the ring, follow your opponent as he always walks straight across the top towards his partner to tag him. Simply stand between them as shown and he'll walk straight into your locking feet. As soon as he's down, get him.



If you are tall (taller) than, while on the ground, press up and fire 18 you get up. You should then throw your opponent over your shoulder. This works 80% of the time.

Here's a cheat... knock over your opponent next to the top left turnbuckle and quickly climb that turnbuckle. As soon as he starts to get up, hit him to jump on him! This must be done when he's on his way up otherwise you'll miss him. This process can be repeated although it's not nice. (the fat)

CRIPPS I beat a team in 10 seconds. Beat that! What a challenge! If anyone does beat that, then let me know!



ESCAPE FROM THE PLANE

In the first of an occasional series, we've got maps and tips for yesterday's favourites. This month it's the turn of *Escape from the Planet of the Robot Monsters* by Mark Brown.

KEY

- C Computer (stealthy for more points)
- L Locker (stealthy for more points)
- B Storage bin (first bombs inside)
- CB Control box (stealthy to release hostages from their capsule prison)
- EA Storage inside capsule prison
- T Lift switch (push to make lift barrier drop)

⬇ Door (through which bastards come)

Ⓢ Escape tube to next level

⚡ Spikes which come out of the wall

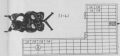
⚡⚡ Small ball monster (moves rapidly over area shown and one touch can kill)

TIPS

- Ⓢ Keep moving all the time and try to judge robot monsters' pattern of walking.
- Ⓢ Don't bother about the lockers or computers.
- Ⓢ Have a bit of a really awful 1950s space movie playing in the background (for the atmosphere, you know).



ET OF THE ROBOT MONSTERS



PRACTICAL POKES

A heaped spoonful of festive cheer courtesy of everyone's fave JON NORTH. Mmm, lovely.

Ah, nearly Christmas again. The only time of year you can go out in a cotton-wool beard and a fluorescent red suit and not look out of place. I tried wearing mine to a club in Purley, but I wasn't allowed in. So what if it was the middle of summer? Here are the year numbers.

WIZBALL

I had a letter asking for this one, so here, courtesy of Alan Lindsay of Sutton in Surrey, is a routine for immortality to nearly everything, and only lives against the rest. Alan assumes me that she's female, but she turns a bit too ambiguous for me to accept that. Send a photo and I might might consider featuring you. But I should be.

10 FROM WIZBALL BY ALEX LINDSAY

20 FROM F-404 TO 40118
30 FROM A. POKE P.A. NEXT F
40 FROMOMZE USR 484
50 DATA 49,200, 179,201,20
60 DATA 188,200, 17,67,27
70 DATA 62,255, 30,205,86
80 DATA 8-48,241, 33,189
90 DATA 228,201,33, 117, 136
100 DATA 8,8, 181,8,2
110 DATA 291, 78,0,201,38
120 DATA 17,72,86,257,178

130 DATA 226,50,75,84,136
140 DATA 254,54,92,2,54
150 DATA 8,225,54,291,205
160 DATA 72,88,225, 193, 99
170 DATA 232,33,118,238, 17
180 DATA 7,293, 10,4
190 DATA 237, 178, 33, 148, 186
200 DATA 34,30,255, 195,8
210 DATA 255,33, 163, 156,218
220 DATA 11,8,255, 1, 13,0
230 DATA 237,83,88,258,237
240 DATA 178,208, 188,110,234
250 DATA 178,50, 158, 144,62
260 DATA 58,50,187, 143,198
270 DATA 88,255, 15,34,56
280 DATA 14,23,22

RECTOR NEXT

This was an old badge game if I remember right, or I remember wrongly. It was probably about Britain-quad, so it's hope I was right, eh? Someone who couldn't give me the name Dave Barford (aka the Cardboard Box).

10 FROM NEXT BY DAVID BARFOOT

20 FROM F-40484 TO 44187
30 FROM A. POKE P.A. NEXT F
40 FROMOMZE USR 484
50 DATA 201, 33,255,100,17
60 DATA 12, 12,62,255, 33
70 DATA 205, 83,5,48,291
80 DATA 243,49,8,0,33
90 DATA 72,134,134,354,112

100 DATA 40,83,0,1,82
110 DATA 178,237, 177, 128,294
120 DATA 32,30,247, 35,35
130 DATA 237,21,88,250,237
140 DATA 82,255, 190,42,80
150 DATA 282,17,100,88,237
160 DATA 118, 54,88,250,238
170 DATA 84,281,82,0,237
180 DATA 78,255,100,89,237
190 DATA 85,7,214,8,75
200 DATA 86,111, 255,34, 150
210 DATA 33,137,250,34,234
220 DATA 113, 198,0, 712,258
230 DATA 88,8,208,243,48
240 DATA 8,0,33,8, 134
250 DATA 34,88,250,82, 150
260 DATA 30,72,250,82,88
270 DATA 80,74,280, 188,68
280 DATA 280,33,173,280,34
290 DATA 208,238, 188,0, 128
300 DATA 173,50,40, 198,80
310 DATA 100,179,62,58,50
320 DATA 23,725, 195,0,38

NEO TURTLES

Someone who is definitely female is Susan Flinders, who recently went off to get herself an education. It hasn't curbed her hacking exploits, however, as the only game hack demonstration I accept I probably won't because it's simply a lump of binary code, which can't do anything much except be, inasmuch as electronic games can really exist.

10 FROM NEXT BY SARAH ROBERTS
20 FROM F-404 TO 40080
30 FROM A. POKE P.A. NEXT F
40 FROMOMZE USR 484
50 DATA 23847, 117, 17,0
60 DATA 88,219, 1, 119,0
70 DATA 237, 150,261,49,179
80 DATA 58,291,100,0,84
90 DATA 17,0,27,82,255
100 DATA 85,255,86, 3,48
110 DATA 241,175,30,72,80
120 DATA 80, 141,82,291,33
130 DATA 0, 128,17,217,188
140 DATA 82,255,51,205,86
150 DATA 548,241,30,7
160 DATA 148,24,225,35,34
170 DATA 58, 35,54,95,62
180 DATA 201,80, 113,142, 188
190 DATA 78, 138,310,217,293
200 DATA 82, 58,58,91, 138,291

Another year over, another festive Practical Pokes, and all not a single hack that works. (It's a pitying season. We hope. So! Ah well. Maybe in 1993, eh? If you want to see your stuff on this page (well, not this one in particular because it's filed up, but one similar to it) send me your stuff to me, Jilly Jay (aka Jon North, at Practical Pokes, Y6, 50 Monmouth Street, Bath BA1 2BW. See you in the new year - in the Big Blue Society.

HAUNTED HOUSE

Tung Miao thought this reader game was quite easy. Just in case you found it a bit more difficult, he's drawn a map!

TIPS

- Q Keys without potentially fatal falls. So land on a key after tumbling and you'll be fine.
- Q Always walk into the lake first

- Q In attic level from the left if you're using it as a shortcut or something. This way you land on a ramp. If you walk from the right, you fall too far to survive.

- Q Do the cellar level last.
- Q I think you're meant to go to last cellar room once you have all the keys. (But I'm not sure, see the last key I needed was in

- that room.)
- Q There seem to be 48 keys - not 40!
- Thanks, Tung - there's something nice in the post!



HOLLY

The next month, Special Double! Hope you get loads of presents for Christmas, and remember to send all those tips and requests to me at the usual address. It's hot!

Y&S ADVENTURES



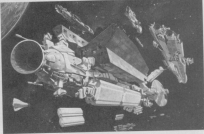
It's a pretty scene - dwarves with snow on their boots and Tim Kemp with a bushy white beard! It's the Christmas Adventures!



Of Fantasy and Science Fiction adventures is run by world-renowned tall person Larry Hornfield. Larry has, in the past, tended to concentrate on bringing out multi-part adventures of the highest imaginable quality. Since his last real blockbuster - an epic four-part that sneaked into my all time top 50 best adventures and received a YS megagame rating - I'm talking about the legendary *Age of Kolt* - he's quietly been working on more titles. Some are his own creations while others have been inspired by other people but called by Larry. It's about time we had a brief look at F&S's winter collection so here we go with a focus on F&S...

Magnate Moon

Larry's first two games, *Magnate Moon* and *Starship Quest* focused on a character called Mike Elin. In *Magnate Moon* you were the assistant auto-navigating officer on board the survey and exploration corps spaceship the *Merlin Space*. As you travelled through space at a leisurely pace a tractor beam dragged your vessel towards an unknown planet. Once on the surface, the captain decided to turn an search party to seek out and destroy the source of the tractor beam so you could blast off and resume your journey - through the Big Empty. The twist in the tale comes early as you are not picked to join the search team and it would be a dull game if you only had to sit around and wait 'til they returned, so part of the game involves actually proving your worth as a useful crew member.



Rating: **★★★★★★** (2.2)

Magnate Moon
495 tape - £1.99
128K tape - £1.99
128K+3 disk - £2.99

Starship Quest

Starship Quest is the three-part sequel to *Magnate Moon*. The game begins more or less where the previous mission left off. You discover that there's more to the planet you've just been exploring than meets the eye and decide to return. In another real accident, badly your captain has other plans, and you have to jump ship and go on a solo mission to find the Star Matrix, the third key that will enable mankind to inherit the Last Starship of the Galaxies. What's that? You'll have to play the game to find out.

Rating: **★★★★★★** (2.2)
Starship Quest
495 tape - £1.99

128K tape - £1.99
128K+3 disk - £2.99
Magnate Moon and Starship Quest
495 tape - £2.99
128K tape - £2.99

All that point we came to the end of the Mike Elin Space Opera series of games, though there's the promise of *Beowulf of the Space Frontier* (release date: late 1992) which may again feature a part-time hero, Mike Elin. It's a hyper-galactic search for a kidnapped princess. Should be a good 'un.

Age of Kolt

Another character Larry's developed is that of Martin Blackmoon - his first appearance was in *Age of Kolt*. Age is a four-part fantasy adventure full of derring-do, blood 'n' guts and spectacular and mysterious events.

You begin the game as an out-of-work secretary, but believe me you are soon talking and cheating all over the place.

The *Seven Lizards* are on the rampage after being banished for 200 years, and they must be stopped. The plot leads down to this... the Lizardmen can only be vanquished if you can find the magical axe of King Kolt that was last used to defeat the *Seven*, but was buried with Kolt on his death in a secret tomb. Yep, you guessed it, you don't know the tomb's location. There are more twists and turns in this game than a snake who's swallowed a snake!
Rating: **★★★★★★**
Age of Kolt
495 tape - £2.49
128K tape - £2.99
128K+3 disk - £3.49



The Spectre of Castle Corle
If four parts of classic fantasy



action didn't satisfy you, then you can always have a stab at *The Spectre of Castle Corin*. **Alarm**

Blackmoon is the central character once again (promoted for his troubles to Duke of High Jasmak and Commander of the Royal Household Dragoon) and you get to face the terror that is written in brass called *Curvey*. You also encounter a plot so deviously that I can't speak of it here - needless to say it involves the last Lizardman - a powerful Sorcerer called *Salazar* and lots of demons. A superior quest that is a worthy follow up to *Ice of Ice*.

Rating: *****
The Spectre of Castle Corin
48K tape... £2.99
128K tape... £3.99
128K-3 disk... £5.99

As with the *Mike Erlin SF* games, *Alarm Blackmoon* is to return to your fingertips pretty soon again, in late '93 in a game called *The Powerhouse* (*The Fear Of Fews* which was our hero travelling to foreign shores in search of a mystical stolen relic. Apparently the 128K version can be played in hard and cheap modes. Larry advises you to brush up on your German if you want to play the hard version!

Evay Karvonnid Kaper
Great Snapped!

The other games in the PFSF collection are a mixed bag. There's a 128K only adventure called *Evay Karvonnid Kaper*. In it, you play a dog who has to rescue her mistress after she's kidnapped by the SAS.

This game, as well as being a rare commodity - a funny game that actually is funny - is accompanied on the same tape by something called *Over*



Snapped which is also rather funny though in a far more subtle way. Originally available for the Amstrad it has been converted by Larry Horsfield and is probably one of the funniest games of the last few years. It all takes place in rooms below *Overdark*. *Overdark* itself like the staff of comrade Brilliance, but believe me it is *Great Snapped* is also available on its own.

Rating: *****
Evay Karvonnid Kaper and *Over Snapped!*
128K tape... £2.49
128K+3 disk... £5.49
Over Snapped! (48K only)
48K tape... £1.49

The Adventure

Another 128K only adventure is *The Adventure*. Written by Tony Collins it's all about Andrew the Monk and his pilgrimage to the mountains of Valencennes where he's going to kill a hermit. Some pilgrim's *Shit*, you are told the hermit is evil and must be done in. Things don't go smoothly and before long you'll wish you stayed in bed!

Rating: *****
The Adventure

Heritage (128K only)
128K tape... £1.99
128K+3 disk... £3.99

Fun, Brownies, Fun!

Finally in this form on PFSF Adventures we come to *Fun, Brownies, Fun!* Again Larry has made it a multi part game (three parts - 48K only this time) and in it you play the part of Princess Brownwyn, only daughter and youngest child of King Brendon and Queen Sophia of Almas. As in most adventures you have a quest to complete - only this time it's a marriage that you have to get out of rather than the jaws of some toady creature. Your oldest sister, Timothy (nice name that), is in fact present as you'll best make a clean getaway. As you play you'll come across references rather large even too to characters from the *Almas* tapes, so you'll feel right at home if you've played those other games.

Rating: *****
Fun, Brownies, Fun! (48K only)
48K tape... £2.49
128K+3 disk... £5.49
Fun, Brownies, Fun! and *Spectre of Castle*

Corin (on one +3 disk)
£4.49

Right, looks like we've come to the end of what's turned out to be a rather detailed look at the PFSF collection. If I had to sum up what I think PFSF stands for I'd have to say that most of the games offer a great challenge, are full of rich creature lore that conjures up vivid images of the realms that you find yourself adventuring in, and there are more than enough plot twists and turns to keep you guessing. Larry Horsfield doesn't release games all that regularly (which is one reason why you'll not find him frequenting those pages too often) but when he's got a series coming out you'll find me at the head of the queue waiting for it!

All games available from PFSF Adventures, Larry Horsfield, 40 Harvey Gardens, Charlton, London SE8 3AD. Cheques and P/Cs made payable to PFSF Adventures. Overseas customers please add \$10 per order (Europe) or £1.00 (the world).



DISCOUNTS!
Buy any two or more on all disks and deduct \$10 from the combined price. Order three or more of any one medium and you can deduct £1.00 from the total. Send a note or ask for more details when you order as Larry can supply games on 3.5" 48K disks too, and it looks like he's flexible enough to put whatever you want on that medium!

PROGRAM PITSTOP



Christmas comes but once a year, and with it comes a whopping great Jet Set Willy Editor. Take it away, Santa Broadbent!

The time has come, Photocopers, for me to leave the great fields of Wilkes, give my hat long, and prepare myself for four years of abject poverty, as I become an undergraduate in that well known urban metropolis, Reading University. But fear not! I may be a few more miles away from Bath, but thanks to the wonders of modern technology (and the Post Office) I'll still be here every month bringing you the best in home-grown entertainment, with some startling stuff still on the way (as promised). But anyway, there's still a week to go before I take up permanent residence in the Students' Union bar, and in the meantime, I've got one trick of a Christmas present for you...

JET SET WILLY EDITOR

by Richard Swann

Dilly has come up trumps once more, earning himself another fifty green lines, and continuing his domination of JS. And he really is dominating Friday this month, as his ten-track-a-thon program takes up the lot, even though (guess) it's only the first part.

How To Do It

Well, we've got a bit of a surprise for you this month. Now the abundance of nasty hex numbers in the listing. Yes! It's goodbye Mr Leader and hello Decimal Leader. To use this program, type in the main Decimal Leader bit and save it to tape. Then type in the data lines for the particular program you're writing and right to the whole lot, entering the start address for the code when asked.

The Decimal Leader will now POP! the data into memory, telling you

which line to enter if there's an error. After it's finished, CL will ask you for a filename for the machine code, then save it out. Now type in the main BASIC Editor prog and save it to tape. Nothing to it, really.

Get Editing!

On to the actual instructions, then. The program you have in front of you is the Block Editor, and with this you can alter the main layouts, names, and where they end to. Load it in, and when it asks for the JSR tape, load in the main machine code block (called JMR). Done that? Then you'll be able to see a prompt asking you which screen you want to edit. I imagine a map would be handy at this stage, but just to start you off, the bottom screen (where you start) is screen number 00. Type in your room number, and up comes a representation of the room, with equal signs for conveyorcoils, apostrophes for stairs and stars for items. And down there at the bottom - see 07 - is the lovely little Mini-Mons. Let's look at the least complicated options first.

- 1) **Change a new screen to edit** - dead easy.
- 2) **File options** - the best option gives you infinite lines, but make sure you've saved your screens before you use it.
- 3) **EDIT** - This is the real meat of the program (with GOTO), and is similar to the Mini-Mons Editor routine. What you'll now see in addition to the room is a little number that you can move around using 0, 1, 7 and 8. Below this, you'll see what it is that your cursor is currently pointing at. This may be either 0 (a conveyor belt), 1 (stairs), K (a fan) - otherwise known as a key) or a number, in which case it's referring to one of the following blocks: 2 (all -

you can jump through it but can't stand on it), 1 (wall - you can stand on it but you can't jump through it), 3 (water - you can stand on it and jump through it) or 3 (death - touch it and you lose one of your lives).

Phew! Having digested that lot, you can then move the cursor around and insert new blocks by pressing 0 (zero), and choosing from the block numbers above. You can define a conveyor belt by pressing C - type the x and y co-ords, the length (3) will make it disappear, and the direction (0-left, 1-right). Move the screen by pressing 0 - again, you're asked for the x and y co-ords and the length, but this time the directions are as follows: 0-upright, 1-upright. To change the item positions, the items are numbered 0-99 - pressing F on the left menu shows you which items are in your room, and pressing M lets you move an item to a different room. Then press R to go to the item's co-ords. Screen links - something JSR has that Mini-Mons lacks, but here's how to manipulate them to your advantage. In the screen right hand corner is a sort of compass system that shows which room you can exit to in each direction. It's possible to exit in any direction from every room, although in the game a lot of the exits are blocked up. If you're in too-deep already, you needn't worry about this bit, as the game already has a logical room linking system. If you feel the need, however, just press C, and then enter the new room numbers. What could be easier?

Right, the very last bit - to change the screen name, press N, and to remove all the nuzzles, press D. You need to do this if you want to test play your room and you've changed it so that a monster walks into a wall.



as many things will start to happen. Don't panic, though, you can customize the badge to your liking in next month's installment. Finally, press SPACE to get back to the Main Menu. That's it - the Sports Editor follows in next month's issue!



BASIC

```

10 REM PEEK/POKE Decimal Loader
20 REM by Mr Pither's Vest
30 INPUT "Start address" :a: POKE
40004,a:PRINT a:POKE 40000,INT
(a/255):CLEAR a+1:LET a=PEEK
65534-256:PEEK 65535:LET L=L+100
40 FOR c=a TO int STEP 5:RESTORE L:
LET b=0:PRINT AT 0,0:"Reading data from
line":L:FOR k=0 TO c-1:READ b:IF b=255
THEN PRINT "Bad data OK":INPUT
"Filename":a$:"SAVE a$CODE a$":a:STOP
50 POKE 10:L:LET b=0:NEXT c:READ c:IF
"b":READ L:STOP
60 LET L=L+10:NEXT c

```

BASIC

```

90 REM 259K data, start address: 20208
100 DATA 82,3,208,1,32,30,0,182,3,17
110 DATA 17,126,0,209,21,3,126,203,83,979
120 DATA
200,65,200,65,200,65,200,65,1064
130 DATA
200,65,198,103,215,208,208,208,1446
140 DATA
215,126,208,65,200,65,200,65,1164
150 DATA
200,65,200,65,198,103,215,208,1877
160 DATA
226,209,213,126,208,18,203,83,1304
170 DATA
200,65,198,103,215,208,208,208,1468
180 DATA
215,126,208,3,188,103,215,208,1317
190 DATA
205,95,27,192,179,32,186,204,1089
200 DATA 80,8,84,17,184,1,8,180
210 DATA 18,54,8,207,179,201,20,8,717
220 DATA 61,17,8,125,1,8,3,207,444
230 DATA
176,204,33,184,192,17,216,107,1123
240 DATA 1,8,6,237,179,25,1,8,496
250 DATA 8,237,179,25,1,8,8,207,694
260 DATA 179,35,18,18,8,207,179,201,834
270 DATA
58,78,192,208,243,42,197,91,1071
280 DATA
179,201,58,78,182,208,207,42,1107
290 DATA
147,91,118,201,58,78,182,208,1714
300 DATA 83,42,187,91,118,201,3,8,673
310 DATA 82,3,208,1,32,30,173,184,862

```

```

320 DATA 17,173,185,1,83,0,197,21,8,649
330 DATA
338,126,203,197,203,183,284,3,1089
340 DATA 32,91,28,288,83,285,83,285,844
350 DATA 83,200,83,200,83,79,200,39,919
360 DATA 200,39,200,39,200,39,200,39,919
370 DATA 71,28,144,71,126,203,37,83,808
380 DATA 4,121,186,8,78,197,42,23,891
390 DATA
215,193,197,101,215,193,197,100,1401
400 DATA
215,193,82,42,215,208,208,193,1384
410 DATA 35,18,11,126,177,32,183,201,775
420 DATA 999

```



BASIC

```

1 REM 259K Block Editor by Richard Owens
10 LOAD "CODE:20208":BORDER 0:
PAPER=0:PEM=7:CLEAR 21698:
RANDOMIZE USR 20208:POKE
20897,124
20 PRINT "LET SET WILLY EDITOR
"Play your original tape"
30 LOAD "pe"CODE:POKE 59900,255
40 LET a=0:CLS
50 INPUT "Which screen (0 to 60) :screen":
IF screen=0 OR screen=60 THEN GO TO
50
60 CLS :GO SUB 800
70 PRINT AT (1,3,0):Tab 2) New Screen 2)
File"
80 LET a$=a$+PEM*70
90 IF a$="0" THEN GO TO 50
100 IF a$="1" THEN GO SUB 130:GO TO
80
110 IF a$="2" THEN GO SUB 1340:GO TO
80
120 GO TO 80
130 GO SUB 440
140 LET c=0:LET c=c+1:LET a=c+1:LET
c=c+1:LET peek=peek+1:LET peek=c+1
150 PRINT AT 19,8:"Current Object":
160 PRINT AT 16,8:"Co code
" :a$ :a$+PEM*70"
170 IF SCREEN$(a,c)="" THEN PRINT
"0":GO TO 330
180 IF SCREEN$(a,c)="/" THEN PRINT
"0":GO TO 330
190 IF SCREEN$(a,c)="" THEN PRINT
"0":GO TO 330
200 IF SCREEN$(a,c)="" THEN PRINT
"0":GO TO 330
210 PRINT (CODE (SCREEN$(a,c)))-100:
220 PRINT " ";PRINT AT c,c,c;
INVERSE a$SCREEN$(a,c):PRINT AT
c,c;INVERSE c$SCREEN$(a,c)
230 LET a$=a$+PEM*70:IF a$="0" THEN GO
TO 308
240 IF a$="" THEN RETURN
250 IF a$="0" AND c=0 THEN LET c=c+1:
LET a=c+1:LET a=c+1:LET

```

```

peek=a$+PEM*70:IF peek=0 THEN LET
peek=a+1:LET peek=peek+1
260 IF a$="0" AND a=c+1 THEN LET
peek=peek+1:LET a=c+1:LET a=c+1:LET
peek=a$+PEM*70:IF peek=0 THEN LET
peek=a+1:LET peek=peek+1
270 IF a$="0" AND c=0 THEN LET
c=c+1:LET a=c+1:LET a=c+1:LET
peek=peek+1
280 IF a$="0" AND c=15 THEN LET
c=c+1:LET a=c+1:LET a=c+1:LET
peek=peek+1
290 IF a$="0" AND peek=1 THEN POKE
peek,INT (PEEK peek+174)+c
300 IF a$="0" AND peek=2 THEN POKE
20434,INT (peek-256):POKE 20435,peek
(PEEK 20434/256):RANDOMIZE USR
20432:POKE peek,PEEK peek+1074
310 IF a$="0" AND peek=3 THEN POKE
20441,INT (peek-256):POKE 20443,peek
(PEEK 20444/256):RANDOMIZE USR
20442:POKE peek,PEEK peek+1074
320 IF a$="0" AND peek=4 THEN POKE
20451,INT (peek-256):POKE 20453,peek
(PEEK 20454/256):RANDOMIZE USR
20452:POKE peek,PEEK peek+1074
330 IF a$="0" THEN PRINT AT y,c,c;
c+123:BEEP .05,1
340 IF a$=0-60 THEN GO SUB 740
350 IF a$="0" THEN GO SUB 800
360 IF a$="1" THEN GO SUB 1870
370 IF a$="2" THEN GO SUB 580
380 IF a$="3" THEN GO SUB 1360
390 IF a$="4" THEN GO SUB 1610
400 IF a$="5" THEN GO SUB 510
410 IF a$="6" THEN GO SUB 490
420 IF a$="7" THEN GO SUB 540
430 GO TO 180
440 CLS :GO SUB 630:PRINT AT
17,0:"Use documentation for key":GO
SUB 940:RETURN
450 INPUT "Up (code)"PEEK
(pointer-238)*3-88) :a:IF a=0 OR a=60
THEN GO TO 450 :a$=a$+PEM*70
(pointer-238)*a
470 INPUT "Down (code)"PEEK
(pointer-238)*3-88) :a:IF a=0 OR a=60
THEN GO TO 470
480 POKE (pointer-238)*a
490 INPUT "Left (code)"PEEK
(pointer-238)*3-88) :a:IF a=0 OR a=60
THEN GO TO 490
500 POKE (pointer-238)*a
520 POKE (pointer-238)*3:510 INPUT
"Right (code)"PEEK (pointer-238)*3-88)
:a:IF a=0 OR a=60 THEN GO TO 510
530 POKE (pointer-238)*a
530 RETURN
540 PRINT AT 20,3:PEM 3:FLASH
1:Pause:INPUT LINE a$:FOR c=1 TO
LEN(a$):POKE (pointer-238)*c,CODE
(a$(c)):NEXT c:PRINT AT 20,2: "
550 PRINT AT 16,0:FOR c=pointer+108
TO (pointer-108):PRINT CHR$(PEEK c):
NEXT c:RETURN
560 CLS :PRINT "This room contains key

```

```

numbers"
570 FOR n=40157 TO 40226: LET
sp=PEEK n
580 IF sp=127 THEN LET sp=sp-106
590 IF sp=screen THEN PRINT n-42157:
600 NEXT n: PRINT n: "Press any key":
610 GOTO 540: SUB 440: RETURN
620 INPUT "Do you want to erase names?"
: LINE n6: IF n6="Y" OR n6="y"
THEN FOR n=pointer-245 TO
pointer-246: POKE n,D: NEXT n: POKE
pointer-246,255
630 RETURN
640 LET pointer=screen-256+49152: POKE
2000,pointer-256: POKE
2040,pointer-256: RANDOMIZE USA
2040: RANDOMIZE USA: 2206
640 PRINT "POKE n,pointer+106 TO
pointer+106: PRINT n+96 (PEEK n):
NEXT n
650 LET cy=INT (.5*PEEK (pointer+2150)/32)
660 LET cx=PEEK (pointer+2150)-cx/32:
IF (PEEK (pointer+2150)-95 THEN LET
cy=cy+8
670 LET cy=PEEK (pointer+2170): LET
cx=PEEK (pointer+2146)
680 GOTO SUB 730
690 LET cy=INT (.5*PEEK (pointer+2190)/32)
700 LET cx=PEEK (pointer+2190)-cx/32:
IF (PEEK (pointer+2200)-95 THEN LET
cy=cy+8
710 LET cy=PEEK (pointer+2210): LET
cx=PEEK (pointer+2186)
720 GOTO SUB 800
730 GOTO SUB 1270
740 PRINT AT 21,3:"screen":screen:
RETURN
750 PRINT AT cy,cx:
760 FOR n=1 TO 2: PRINT "n": NEXT n
770 RETURN
780 INPUT "New spots (0-3) :cx: if 0-3
OR cx=3 THEN GO TO 780
790 LET n=cx: RETURN
800 LET n=cx: LET sp=sp: FOR n=1 TO
n
810 IF sp=0 THEN PRINT AT n,cx:""
LET sp=sp+1: LET n=cx+1
820 IF sp=1 THEN PRINT AT sp,n:""
LET sp=sp+1: LET n=cx+1
830 NEXT n: RETURN
840 PRINT AT 19,28:PEEK (pointer+235):
PRINT AT 19,28:"": PRINT AT 20,28:PEEK
(pointer+236)
850 IF PEEK (pointer+235)=19 THEN
PRINT AT 19,28:"PEEK (pointer+235)
860 IF PEEK (pointer+236)=19 THEN
PRINT AT 19,28:PEEK (pointer+236)
870 IF PEEK (pointer+234)=19 THEN
PRINT AT 19,28:PEEK (pointer+234): "
880 IF PEEK (pointer+234)=19 THEN
PRINT AT 19,28:PEEK (pointer+234)
890 RETURN
900 PRINT AT 20,5: FLASH 1: PEN
3:"conveyor belt"
910 INPUT "New x-co-ordinate (now

```

```

"cx):T:33
920 IF sp=0 OR sp=1 THEN GO TO 910
930 LET cx=cx
940 INPUT "New y-co-ordinate (now
"cy):T:33
950 IF sp=0 OR sp=1 THEN GO TO 940
960 LET cy=cy: 970 INPUT "New length
(now "len"):T:33
980 IF cx=0 OR cx=31 AND THEN GO TO
970
990 LET cx=1
1000 INPUT "Direction (now "dir"):T:33
1010 IF cx=0 AND cx=31 THEN GO TO
1000
1020 LET cx=cx
1030 POKE (pointer+216),cx: POKE
(pointer+217),cx
1040 IF cy=0 THEN POKE
(pointer+216),cy/32+c: POKE
(pointer+216),cx
1050 IF cy=7 THEN POKE
(pointer+216),cy/32+c: POKE
(pointer+216),cx
1060 PRINT AT 20,0: "": PRINT AT
0,0: GOTO SUB 690: RETURN
1070 PRINT AT 20,5: FLASH 1: PEN
3:"bars"
1080 INPUT "New x-co-ordinate (now
"cx):T:33
1090 IF cx=0 OR cx=31 THEN GO TO
1080
1100 LET cx=cx
1110 INPUT "New y-co-ordinate (now
"cy):T:33
1120 IF cy=0 OR cy=7 THEN GO TO
1110
1130 LET cy=cy
1140 INPUT "New direction (now
"dir"):T:33
1150 IF cx=0 AND cx=31 THEN GO TO
1120
1160 LET cx=cx
1170 INPUT "Start length (now "len"):T:33
1180 IF cx=0 THEN IF cy=0 OR cy=7
THEN GO TO 1170
1190 IF cx=1 THEN IF cy=0 OR
cx=30 THEN GO TO 1170
1200 LET cx=cx: POKE (pointer+216),cx
POKE (pointer+217),cx
1210 IF cy=0 THEN POKE
(pointer+216),cy/32+c: POKE
(pointer+216),cx
1220 IF cy=7 THEN POKE
(pointer+216),cy/32+c: POKE
(pointer+216),cx
1230 PRINT AT 20,0: "": PRINT AT
0,0: GOTO SUB 690: RETURN
1240 CLS: GOTO SUB 690: PRINT AT
17,3:"": Load 3: Save 3:Test 4E"
1250 LET n=BARYS: IF n="" THEN GO
TO 1250
1260 IF n="Y": THEN GO SUB 1310
1270 IF n="Y": THEN GO SUB 1330
1280 IF n="Y": THEN GO SUB 1350
1290 IF n="Y": THEN RETURN

```

```

1300 GOTO 1250
1310 INPUT "Name:";N: IF LEN N=0
OR LEN N=15 THEN GO TO 1310
1320 LOAD BCODE: 32768,32768
RETURN
1330 INPUT "Name:";N: IF LEN N=0
OR LEN N=15 THEN GO TO 1330
1340 SAVE BCODE: 32768,32768
RETURN
1350 INPUT "Start"; L66: n6: IF
n6="Y": "Y" AND n6="y" THEN
RETURN
1360 POKE 25890,0: POKE 26470,0:
POKE 34375,15: RANDOMIZE USA: 32768
1370 POKE 26470,screen: RANDOMIZE
USA: 21444: RETURN
1380 PRINT AT 20,0: FLASH 1: PEN
3:"yes"
1390 INPUT "Which key number (0-50) :an
1400 IF an=0 OR an=50 THEN GO TO
1390
1410 LET cy=INT (.5*PEEK
(an+42157)/32): LET cx=PEEK
(an+42157)-cx/32: IF (PEEK
(an+42157)-95 THEN LET cy=cy+8
1420 PRINT AT cy,cx: "
1430 INPUT "New x-co-ordinate (now
"cx):T:33
1440 IF cx=0 OR cx=31 THEN GO TO
1430
1450 INPUT "New y-co-ordinate (now
"cy):T:33
1460 IF cy=0 OR cy=7 THEN GO TO
1450
1470 LET cy=cy: 1470 IF cy=0 AND PEEK
(an+42157)-cx/32 THEN POKE (an+42157),
PEEK (an+42157)+100
1480 IF cy=7 THEN LET cy=cy-8: IF (PEEK
(an+42157)-cx/32 THEN POKE (an+42157),
PEEK (an+42157)+100
1490 POKE (an+42157),cy/32+c:cx
1500 PRINT AT 20,0: "": GOTO SUB 1370:
RETURN
1510 INPUT "Move which key (0-50) :an: IF
an=0 OR an=50 THEN GO TO 1510
1520 LET cx=PEEK (an+42157): IF an=127
THEN LET cx=cx-128
1530 INPUT "Move to what spot (now
"n6"):T:33: IF n6=0 OR n6=50 THEN GO
TO 1530
1540 LET n=cx: IF PEEK (an+42157)-127
THEN LET n=cx+128
1550 POKE (an+42157),n: RETURN

```



 That's all, folks, but don't forget to tune in
 every month for another belly-bump of Jet Set
 style! After the time you read this, we
 have just also enhanced the magnificent
 use of SAM and Spooky programs before
 us, so get coding and send the fruits of your
 labour (no handouts or Golden Delicious
 apples please) to: CE, at Reproduction
 Palace, 75, 30 Moorcroft St, Bath BA1
 2EW, and if you see next month, line and
 cheer from Reading University, Odeh, I'm
 a family with a mission.

ERNIE

THE PSYCHOTIC MADMAN

GETS A JOB



Steve's Programmi

Yes, I'm back again in a sort of spooky way that may suggest that I am, in fact, using the same opening words as I did last month. What a little scamp I am, eh? Let's get the spill convenient circles of blood, egg, sweat and oil on a nice clean shirt and see if we can get the lot out...

I've had quite a bit of talk recently in the field of music, though really not for *The Plastic Piano* (collect). Some things and spotted KLF has made its way into my hands, along with a lot of The Orb, and the general feeling in the laundrette is friendly and ambient. The only link to reality is the those Christmas cards at the window — one of those day-glo stars on an unconcerning branch with 'Beverly's Christmas' scrawled over

approximately 80% of its area. Probably liked them, but all laundrette have to have them for law!

Okay, back to the wonderful world of Fibonacci programming. I think you'll like the results of the monthly chunky staves. It's safe enough to type in, I guarantee, but in my last massive four-hundred days (delete as appropriate) you will be able to make Pablo walk around last month's screen, picking up

enough cash to use a washing machine at my laundrette — and maybe even get a twenty-minute tumble-dry!

However, unlike last month's laundrette listing, we really don't have many routines, but a couple of slightly long ones and some additions to the Main Loop from last month. There aren't any more graphics either, so we could run out of washing powder for too early... Oh well, let's see... eh?

Main Loop Part Two — The Sequel

From last month's listing, we'll add the rather complex-looking (and pretty complex anyway) movement and detection routines. Hence the use of the ATTR command, this checks the PAC and PAPER at the place location specified. The number we check it against is 80—OFFERING, and I've been careful to make sure that all of the featured are different colours (pretty sure that I did).

It also mentions the way that I've set up the playing keys. It's essential that you can jump up and down by touching a direction and jump key, and the simplest way of doing this is by using CAPS SHIFT as the jump key. I've set it up so that Q is left and W is right, so if the SPACE character is in Pablo will walk right, whereas if it is W he'll jump and move right. This sounds fine at first, but what if we just want Pablo to jump straight up? He could have a separate jump key, but you'd end up dropping bricks into your Space in frustration before long! However, a well-planned way to the front of the Space manual shows that M 80278 reads the line of keys including CAPS SHIFT, and after a good experiment I found that M 80278 is 181 when nothing is pressed, and is 190 when it is. Watch out for these numbers in the listing!

We'll also introduce some new variables

names, as promised last time. Jump has nothing to do with Ken Snow at all (thank goodness!) but is a way of conveying movement information between the main loop and the jump routine. Fall is defined

2 REM Add this to last month's Main Loop, or you're a tad stuck!

```
118 LET M=80278/Y3 IF ATTR
(y=2)M=ATTR (y=2)M=112 THEN GO
SUB 2000 LET y=y+1 GO SUB
3000 BEEP. 800 LET fall=1 GO TO
190 REM No platform, so you drop!
190 LET fall=0
```

```
190 IF ATTR (y=2)M=87 OR ATTR
(y=2)M=1—57 THEN BEEP. 200 REM
Based on spike — more next month!
```

```
148 IF ATTR (y=2)M=48 OR ATTR
(y=2)M=148 OR ATTR (y=2)M=48 OR
ATTR (y=2)M=48 OR ATTR (y=2)M=148
OR ATTR (y=2)M=248 OR ATTR (y=2)M=
148 OR ATTR (y=2)M=248 THEN GO
SUB 3000 REM Coin
```

```
190 IF M=80 AND y=10 THEN BEEP
2.14 REM End of level exit
```

```
190 IF M=177 AND M=80278=181 OR
fall=1 THEN GOTO 118
```

to stop Pablo from walking when you're falling, and fall exists solely to find the last 2000's character. And, er, um, that's it, mate... go.



190 REM 4 warm embrace, ladies and gents, for the movement routine!

```
170 IF M=80278=190 AND M=177 THEN
LET jump=190 GO SUB 4000 GO TO
118 REM Jump straight up
```

```
175 IF M=177 AND M=177 AND
M=177 AND M=177 THEN GO TO 118
```

```
180 IF M=177 THEN LET jump=81 LET
M=100 SUB 4000 REM Jump left
```

```
185 IF M=177 THEN LET jump=81 LET
M=100 GO SUB 4000 REM Jump right
```

```
190 GO SUB 0900
```

```
200 IF M=177 AND ATTR (y=2)M=148
THEN LET M=1 LET M=1
```

```
210 IF M=177 AND ATTR (y=2)M=248
THEN LET M=1 LET M=1
```

```
220 GO SUB 3000
```

```
225 GO TO 118
```

```
230 REM That saves Pablo, changes
position and returns fall over to wall.
```

Coin Collection

What good are coins if you can't use them? 'Block', says Pablo, but that's because he's from Leicester. In fact, I'm from Newark in Nottinghamshire. Right so, friends, so I guess I should be saying it too. Diamond, gold, etc. Anyway, Pablo is going to need to pick up the various coins

scattered around screens, whereas they're useless! This little routine deals with the two and out of the screen.

One quick note: I



would be desperately hard and ridiculously slow to pick up coins when Pablo actually passes in front of them, so

```
3000 LET coin=coins+1 LET
score=score+5 BEEP. 2.60 GO SUB
1140
```

```
2250 IF ATTR (y=2)M=48 OR ATTR
(y=2)M=248 OR ATTR (y=2)M=248
THEN PRINT AT (y=2)PAPER 7:INK 2:
"AT y=1:xd" "AT y=2:xd" RETURN
3000 IF ATTR (y=2)M=48 OR ATTR
```

instead he picks them up when they're on an adjacent character square. Believe you me, it's much easier to program!

```
(y=2)M=48 OR ATTR (y=2)M=248
THEN PRINT AT (y=2)PAPER 7:INK 2:
"AT y=1:xd" "AT y=2:xd"
RETURN
```

```
3000 IF fall=1 THEN PRINT AT
(y=2)PAPER 7:INK 0: "RETURN"
3200 PRINT AT (y=2)PAPER 7:INK 0:
"RETURN"
```

ing Launderette



Jump

Here it is, at last, the routine you've all been waiting for... Or perhaps not. It all depends on how much you like jump routines. I suppose, if you look back at the *More Lingo* testing you will see that the value in the variable jump can be either 128 if you're jumping straight up, or eight if you're jumping left or right. If you study the listing, you will see that I can control the amount of jumping Plato does and the detection routine. Handy date-of-the-art, but pretty damn useful! Also within the routine are lines which employ the lovely variable *scored* and stop you from jumping any further if you hit the walls or platforms. This is for two reasons - to stop you from



floating (you scallywag!) and to prevent Plato from floating (you're in real or when he floats his head, it's hard to describe, so you'll have to take my word there).

You'll also notice the use of the variable *dx* to change the value of *x*. That's to stop you jumping backwards - you'll look pretty funny! should I say that?

```
4000 IF jump=0 OR jump=100 THEN
RETURN
4002 IF jump=4 AND (ATTR (y-1,x)=48
OR ATTR (y-1,x)=548) THEN GO SUB
3200
4005 IF jump=5 AND dx=-1 AND (ATTR
(y,x)=48 OR ATTR (y-1,x)=548 OR
ATTR (y-2,x)=48) THEN GO SUB
3200
4008 IF jump=5 AND dx=1 AND (ATTR
(y,x)=48 OR ATTR (y-1,x)=548 OR
ATTR (y-2,x)=48) THEN GO SUB
3200
```

```
4006 LET moved=1
4010 GO SUB 2600
4020 IF jump=4 AND ATTR (y-1,x)=23
AND ATTR (y-1,x+1)=23 THEN LET
yy=1 LET moved=1
4023 IF jump=100 AND (ATTR (y-
1,x)=23 OR ATTR (y-1,x)=23) THEN
LET jump=101 GO TO 4000
4025 IF jump=4 AND (ATTR (y-1,x)=23
OR ATTR (y-1,x)=203) THEN LET
jump=8
4030 IF jump=5 AND ATTR (y+2,x-
1)=25 AND dx=-1 OR jump=3 AND
ATTR (y-2,x)=25 AND dx=1 THEN
LET dx=dx*LET moved=1
4040 GO SUB 3000
4050 IF moved THEN DEEF :2.14
4060 LET jump=jump-1
4070 GO TO 4000
```

LITTLE TIP

Here's a little summary I often put in my programs... **9999 BORDER 1; PAPER 1 INK 0; CLR**

It's useful if you're going to have to **BREAK** out of a program and the attributes are likely to be messed up. Just type **GO TO 9999** straight after pressing **BREAK**, and you're feathered up, ready to work again. Just a little tip, as I say.

Epilogue

You took up some strange ideas from watching *The Invaders*, you know. (I'm 6'2" tall, each episode of the show is split into four parts, with a prologue and an epilogue. Oh, and exactly *big* back to *The Fabulous Furry Fur Brothers*. By now you should have a fully functioning Plato, a game that's just beginning to work. You'll notice that there's

no effect when you get to the door or stand on a spike, just a feeble whine. However, by now you should have a pretty good idea of how it all works. And now... a *short code*! Listen to this - oh, sorry, I forgot that you're effectively deafened by the silence. Never mind. Save the prog, save the first comment with **SAVE "PL00.DOC"**, **VERIFY** it and **RUN** that funky code. Good, eh?

HOW TO PRETEND TO BE A PROGRAMMER

Well, it seems that I've run out of four *Steve Anderson* automatic micro-panels with just a sheet left to clear up, so I've come up with this handy power's guide.

If you feel like a social outcast because you're still a *Spacey* owner (and good on you!), at least be a 'cut' social outcast - a programmer! Here are ten steps to a problem from the most button-fingered wannabes...

- ◆ Don't sleep for thirty-six hours, and then sleep for twelve hours to even out the sleep.
- ◆ Drink lots of coffee with as much caffeine in it as possible. Not only does it help with the bloodshot eyes, you will become snappy and aggressive, and without a doubt hard to approach. Teaco Economy High Tea makes a good accompaniment.
- ◆ Develop a strange sense of musical enjoyment. It's no good listening to *Take That* or *2 Unlimited*, it will kill the image you're portraying. Listen to obscure/imported RUF stuff and *The O'Jays*, but anything quite hard to get hold of will do.
- ◆ Get a cat if you haven't got one already.
- ◆ Eat rice or pasta and a lot of fish, but remember that you'll be eating very irregularly, so eat as much as possible.
- ◆ Do weird things like building models of cows out of Coke cans. It gives the time when your eyes feel like they're going to be sick all over your TV.
- ◆ Never iron your clothes.
- ◆ Get a really rusty bike to get you from A to B, albeit slowly.
- ◆ Er, let's make it eight steps, shall we?
- ◆ Yes, I think we shall.

Er City!
Another month ends, another washing machine door closes. Join me, Steve Anderson, some other time in the same place, for levels and (gasp) death. Yikes!



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in and let Jr
explain all!**

"It's the season to be jolly, eat lots of food and sit on the sofa! After carefully dry-cleaning my trenchcoat and hat all the remains of at least five tons of Extra-Fruit yoghurt, I'm back in the detective business. Currently I'm chasing around in the back kitchen of the "White Sox Woogy" Chinese take-away, somewhere in the back seats of Earth. The reason for all this (apart from a sudden craving for long green curly and fried food) is that I've been hired to find out why someone's cookies have suddenly been appearing worldwide without

messages inside. (Looks up and sees sign posted on the wall, Mr Fortune Cookie always this way... "Wallas Hoooooooooooo. What's this "Out of Order" sign on the door? It's just like a job inside... "Carefully pull down handle). Very strange—the room is totally empty except for a very blue Tree Apple round pot in one corner. Who says I'm not one for jumping feet first into a situation? **BOOMBOOM!** (Timing sound as the integral detector turns onto the transponder pad, and disappears...)

STYLE TRIAL

I've been programming for a couple of years, and always run into the same problems. How can I obtain different fonts without using any packages or designers?

**J Flahay
Plymouth, Devon**

I have a number of questions that I need answering: (1) I have just typed in "FINDER" from Program #104 in the June '88

ish. This program is supposed to enable you to take copies from games. However, I want to know how to load a program in its search through. (2) How do I alter the character set for a BASIC game that I'm writing? (3) How do I prevent the main program's game, overwriting the loading screen? (4) I read that you could prevent people copying letters when the computer links for a cartridge by forming the cartridge into a string. However, I found to load the variable as it is. So how can I do it? Is there something wrong with the ASCII search listing in the April '88 ish?

J Phillips

Mr Flahay's letter was a lot longer than I've printed—it'll go through the rest of it next month! Get back to the point. To set your own font, load it to an address (such as \$2000) in memory, and do the: `PANOCM20` address `054` `POKE` `2000`, `PRINT` `CHR$(POKE 2000)` `PRINT` `END`

"Address" is the address that the font has been loaded into. In the Spectrum (and SAM) systems, the character set address is always

256 less than the actual address the font is placed at. This is because the font is stored as all of the characters from the space (ASCII 32) to the copyright symbol (ASCII 127).

Instead of writing out the font address by subtracting 256, then multiplying by 8 and adding to the font's start address, the ASCII value of the character is multiplied by 8, then added to the font address (56 (556) just happens to be 256).

So the above exactly the same thing, but taking up less code—which was very good for the Spectrum's designers as they had to cram everything into 12K! The font address in the same way ASCII's are—all of the characters from 32 to 127 are stored in ASCII form, with each character thus being 8 bytes long, giving a grand total of 768 bytes for the font's overall length. The Finder program reads the programs in graph stuff from its memory when you use it—so you'll have to edit a game or prog with a BASIC editor that you can escape from when the state holding the graphics has been loaded in—then just load up Finder, and you're off!

To stop the loading name from overwriting your screen, set up the following in your loader program: `BAK` `S` `PAPER` `B` `FLASH` `0`; `BRIGHT` `0` `BACKGROUND` `0` `OVER` 1; Then name whatever you want contrary to this. If it is a program `SAVE` `CHR$(25-CHR$(3)-Program)` or to a CODE file `SAVE` `CHR$(25-CHR$(3)-Bytes)`. This will remove the message from the screen—the instant it is printed, but leaving your picture intact.

The ASCII search listing in the April '88 ish of YS was messed up by David Macdonald when he ran the Plotapp. I think the fix for his mistake was printed in the next issue of YS, but I can't be sure. To make people only type in

characters in an INPUT

required, use

something rather like

this routine:

`100 INPUT "A`

`NUMBER:LINE` `OF`

`100 TO` `255`

`THEN` `GOTO` `120`

`110 FOR` `L` `TO`

`LEN` `OF` `A`

`DO` `UNTIL` `"`

`GOING` `100`

`120 NEXT` `L`

`130 LET` `A=VAL` `A`

If anything other than a number is

typed, you'll be asked for one again

If a valid number is typed, then it will

come out in variable "A". Then do:

D-DAY

I'm studying machine code for my Spectrum '82 with aD interface and disk drive and need some help, mate. I am writing a program in machine code and, at some point in the program, want to load a stack of code from disc.

The trouble is that I don't know how to do this or what the relevant op-codes are. I would be very grateful if you could help me.

**D Russell
Bridgford, Mid Dorsetshire**

Unfortunately, I can't help much here. To access the +D system, you use:

`REST` `IF` `address` `Speclog` `error` `handler` `CHR$(font` `code`

The font code is a special case type that, as you may have guessed, probes the +D location rather than returning an error.

Remember that I don't have a +D system, so don't know the actual font codes. If anyone could write in with a fix, you'll be helping not possibly thousands of people (or at least one already). Jr.



CRACKED!



INTERRUPTIONS INTERRUPTIONS!

I have managed to do an interrupt routine that works with my game that's in BASIC. The problem is that no game is 128K only and when I try to use interrupts in BASIC, BASIC it always crashes.

If I loaded it in 48 (BASIC) the interrupt won't fire. Please could you tell me a way that I can use interrupts in 128 BASIC.

D Birch
Stockport

Right then — here we go with the Speccy Tec guide to interrupts. On the Spectrum, only interrupt mode 2 is available for use by programmers. This is set up using the I register as a pointer to a table of 256 values.

Because it is used as the high part of the pointer address, and a random value is produced by the Spectrum's hardware (this is not entirely true, but for our purposes, it is not), it is not possible to work out exactly where the 256 will take when the interrupt occurs. To get around this, we put a table of 257 identical values at the address \$C000, where \$00 is what we set it to.

Whatever value we put in this table will be where the processor CALLs when an interrupt occurs. For example, if the table is filled with \$80, the processor will jump to \$8000, or address 32768. It is important NOT to change an address either stored in or the mode of our interrupt pointer table; e.g. Table is at \$C000, and the data in the table is \$80 — making the CALL address \$8000, which is right in the middle of the tape!

On the Spectrum, any value of 0 between \$80 and \$FF (from 32768 to 65535) is vital (others may crash the machine). On the +2 and +3, a problem occurs with the paging system, if the interrupt routine sits in a "terminated memory" page (see the 128K manual for details of which pages these are), where the display system drains the memory with the CPU; the machine can crash, or those garbage up onto the screen. So unless you are very good at mapping out your memory, it is best to keep 0 between \$80 and \$FF.

On the SAM there is no problem with values for 0, so it is possible to have your routine anywhere — but make sure that you don't page it out at all. It is not really usable with BASIC running on the SAM, and you really don't need to use it if you still want BASIC — just change the FRAMES (or other) interrupt vectors to suit your needs. To initiate our interrupt routine, use:
I: usable interrupt
LD A,\$00 where \$00 is the high byte of the interrupt table address
LD C,4 set I register
LD HL,\$C000 create pointer table using
LD DE,\$0001 LDHR to copy the data 257
LD BC,\$100 times
LD (HL),BC :BCP is the interrupt handler
LDH address high or low byte
RRF set interrupt mode 2
EI Start of routine.

The interrupt routine itself sits at the address \$0000. You do not need to disable interrupts — when the 256 calls your routine, it handles that automatically. (It's surprising how many commercial programs start their interrupt routines with an unnecessary OR). You do, however, need to store all of the registers you (or any routines you call) are likely to alter. Also, don't use Y if it you are running your routine while still using BASIC, as that register is used in BASIC's error handling routines.

Interrupt handler routine
PUSH AF store registers. At the point on the SAM, the type of interrupt happening would probably be read
EX AF,AF
PUSH AF
PUSH AF
PUSH AF
PUSH DE
PUSH BC
PUSH HL
EXX

LD HL,\$C

PUSH HL

PUSH DE

PUSH BC

PUSH AF

PUSH AF

PUSH AF

PUSH AF

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interrupt handler will keep on-going regardless of whatever the user is doing. That's interrupt for you — but if anyone wants any more help, write to me, and I'll give it to you. Jh

BARBED WIRE

We are writing to you to inform you of a protection POKE# for use in BASIC games: POKE#(2075), when used it will set the header break in, but as soon as he presses <Enter>, the computer will lock up. This will not affect your programs at all.

Marc Hayes
Pueblo, Colorado

Nice one, Marc. Very crafty it is, too! For the interested among you, it alters the address used by the BASIC editor for transferring data by directly altering the channel data. It's very nice in that it will let you display a copyright message, yet freeze the computer so that movie people get well and truly stuck! Also, for some reason the POKE gives a continuous high pitched beeping sound — so it sounds like some kind of alarm has been triggered. Goodies and on their way. Jh

CRIMSON PERMANENT ASSISTANCE

Just a quick addition to the Oct '91 column on key scanning routines. With a +2A or +3, LOOP CALL \$700, that's a decimal address 3744 where N is the code of the key. If N2, LOOP, not the key, so back again rest of program.

D that Jh

Russeton, Warwickshire

COOL IT-EM ON THE CASE

Cracking sound ending with a crunch as Detective Diogenes in mid-run, and needs have first with a wall! Diogenes takes a shot of bourbon and then hunched it over to the man in the corner of the room. A man who is fitted for redwood, drinking cherry, eating mince pies, spattering down olives and raw, it seems, writing of the messages you find inside fortune cookies — like "Clean himself," "So then," "I said to him," "What's up?" "I've got the flu!" he said loudly. "I've been doing the job for over 200 years, and now — on Christmas Eve of all days — I come clean with a wife. And there's no chance now to get some Beachcombs from." Do you mean to tell me that not only do you spend all your time writing the cryptic messages found inside those annoying little pastry shells, but that you also can't do your job properly? What are you going to do about it? Diogenes reached into his pocket and pulled out a fortune cookie. He stood up, coughed, and walked over to me. I opened the fortune cookie and read it. "Your mission, Diogenes, if you decide to accept it, is to deliver presents to enough people to give me time to find an open space." I gulped. "I accept," I said him.

Turn back to page 32 if you want to know what happens next. After you've done that, then send your piece to Speccy Tec Jr at Your Sinclair, 30 Moorhouse Street, Bath, Avon BA1 29AP.

PUBLIC HOUSE

Having given up on the Brit special altogether, Jon instead turns his attention to a faded megademo and something that isn't PD at all. Take it away, Mr Tambourine Man! (Someone turn that Byrds tape off.)

Copying Public House has been made infinitely easier by my recently buying a -0 disk interface and drive. Yeah, in Europe the -0 is (rightly) printed (tamable) machine. Instead, the programmers have armed themselves with third-party 3.5" disk drives, thus cutting out all the tedious loading from tape (especially when you're dealing with fourteen-part megademos). And what have we here? It's a fourteen-part megademo. Quite a famous one in fact. Play please folks, it's the...

Legendary Spectrum Demo

By Pentagram

Occasionally thought

being since dismissed as a cheat job by the PD fraternity, Pentagram's megademo has, at last, actually appeared. Hurrah, eh? By the biggest demo yet seen (compressed, it takes up 2MB), LSD is the result of over a year's work by the various members of Pentagram. So let's get started, shall we?

After a nice intro (with a lovely semi-circle effect) which explains that each member of Pentagram contributed two or three parts, LSD starts off. Hacker Chip is the first programmer you get to see and his parts fall to pieces (as they say). A fun bouncing logo is topped by a brilliant attribute background, a scrolling (sheepskin) effect gains in comparison to the one in Shock, and a greetings part, where you type in the name of a programmer to get a secret message, is just plain amazing. The only bit that really impressed me was a big, wavy video giving a sort of underwater effect.

Things pick up with The Johnsons



Even the Spectrum can handle a rather elegant text screen: the graphics of a planet would have been a bit big here (with 2MB RAM).

Despite putting himself down as not being a coder, Agent-X's bit has reached quality over an animated background, with both standard

and vertical attribute qualities. A second sub-part features bouncing playing cards and two silly scrolls. Inexporating good stuff!

SCYK (the of Soundcrusher fame) contributes two sub-demos (you know, the moving ball effects as in Shock Part Seven). They're okay, with some convoluted patterns, but the second attempt's animated balls don't work at all (as the screen admits) and overall you get the feeling it's all been done before. SCYK then teams up with Amet to produce an excellent 3D demo, with various balls flinging themselves about the screen and making up cubes, LSD logos and so on. As I say, excellent.

Amet then goes on to sketch the Spacey Cube a bit with two sets of effects. First of all, a series of vector line shapes rise



Amet is necessary: the demo's second screen (here, as we see the scrolls), a three-bit one with elaborate attributes. (Pentagram released larger ones.) (Note too.)

around and about each other, their reflections showing in a handy pool of water. Then, a message scrolly adds a planet like the old Universal Pictures logo, scrollable. Only slightly less wonderful is the next bit, where the mighty Amet (along with SCYK) creates a sort of moving carpet of dots that waves and settles over to smoothly.

Now comes the most technically-impressive part of LSD - logos flash on and off around the screen, while a message scrolls vertically in the border. Ser-liney. (That's off to SCYK there.) Finally, you get to see the Pentagram programmers as a load of digitised mugs that pop up on screen in the accompaniment of some fascinatingly trivial wibble.

To be honest, I found LSD disappointing. The quality of some of the parts (Amet's 3D work in particular) really bows your necks off, but the rest of the megademo is pleasant, and at least one of the parts downright good, which reflects badly on the superior bits. Part of the problem, most of the coding was done over a year and a half ago, and it shows. It's not bad, simply out of date. A rather large part of the job is that Shock came out first. Compared to that tremendous megademo, LSD is merely extremely good.



One look around... it's Pentagram. From the left, Agent-X, Hazzard, Amet, SCYK and Chip. (Note behind the line, a message scroll, not the programme.)

And now for something completely different

This always wanted to use that line. Actually, now I've used it, I feel a great void has opened in my soul. Oh, what to do now that my purpose in life has been fulfilled? (Stay off the punt dam!, there's a good chap. Ed Gerns. Anyway, on to something completely different. Something that's not PD at all, in fact. But we wouldn't think of any other place to put it, too. So it's ended up in Public House.) (But what is it? Readers' voices.) Erm, it's homeogram games, actually. A stock market simulator. No, no, don't laugh - it's really quite silly. Now let me introduce it properly.

Mini Stocks 128K

By Angelo Bagnoli (available from 5 Thirlmere Ave, Lakeside Gardens, Ormskirk, Isle of Man for £4.95 including p+p - make cheques payable to A Bagnoli). Please specify which model 128K you have. Please, what a long headset this has become!

You're a broker out to make a killing in an ordinary day's trading and dealing at the stock market. After you've grasped the fundamentals of moving huge amounts of cash around in exchange for shares in (obviously) clever companies, you'll have a fine old time with this really too-long-to-go-on the tape otherwise we'd have had it reader game.

Despite the goodby response and overall shallowness of the presentation, it's a horribly involved and surprisingly gripping foray into the world of high finance. I mean, I like it, and it isn't even seen a pair of red braces. Obviously Mini Stocks is not a game you can sit down in front of and get stuck into straight away, but if you keep at it (and follow the instructions, which you'll soon find yourself bouncing up and down in your seat), shouting 'Sell! Sell! Sell!' and pretending your empty Mini-Tray box is a cathartica. A fine alternative to mindless action games and an equally fine alternative to post-Christmas stoner Trivial Pursuit. Hi ho ho!

86%

72%

As 128K leaps into life, Spacey PD continues to threaten to take over the universe. Public House will return next month with more of the same. As always, a visit to Public PD, 13 Railway Close, Billux, Rugby CV32 7PA will set you details of the PD programs available. Thanks go for mail!

YS GOES... BEHIND THE SCENES AT

BEYOND

The atmosphere in the Shed was so tense you could not only cut it with a knife, but divide it into handy-sized squares and package it as instant tension for the convenience of busy people who didn't have time to create their own. Linda and Andy paced up and down. Jon paced down and up for variation. Would their visitor manage to negotiate Bath's one-way system? Come to think of it, would he manage to find Bath at all? Suddenly, the phone rang. 'There's a JIM SCOTT from BEYOND BELIEF here to see you.' 'How odd,' remarked Linda. 'I didn't know it was possible to pronounce capital letters.' Jon said nothing. He had already lunched Jim into a cupboard, and his interviewing pencil was poised for action.

Q: How did Beyond Belief come to be?
A: Jim: At the tender and endearingly innocent age of sixteen, when I was still at school, I wrote an arcade boxing game for the Spexco called Cut For The Count. After hawking it around for a bit, and seeing the offers I was getting, I realised there was a fair amount of money to be made from publishing games so I set up my own company. It was called Dynamite Designs, and it didn't last long. In fact, Cut For The Count was not only gone before we incorporated into the Beyond belief label we all know and love. That was back in December 1989. Ah, now the time flies. (Nostalgia with.)

Q: How do you define Beyond Belief's role in the marketplace, and how exactly do you go about programming all the games?
A: We are one of the very few original budget publishers for the Spexco. What we aim to supply are good quality games, with strong subplots, like the Jimmy's footy management simulators, or the still arcade-adventure games, along with more original titles like Turbulence and Snake. As to programming the

games, well, I've done three myself - Demolishing Blow and the two Jimmy's games, Super League and Soccer Manager. The Jimmy's titles is the, y'know. The other titles usually spring from my fertile imagination as well - I'll get a wonderful idea in the bath or something,

If Bath (the obvious Beyond Belief mascot) appeared in one of the more original and soon to ship in the new game, it would be great! Where's Biff, please tell a boy.

then commission one of our regular freelancers to come up with the finished game. Mind you, Super Wrecker Day was sent to us by Brian Cross, the guy who did King Of The Warriors and Moments of Silence, completely out of the blue. And, as the '83 readers will know, we were sent Shred by the programmers (who were asking to mail order) and we shipped them up straight away for it's a bit of a mixture really.

Q: How many programmers do you employ?
A: Well, as I say, they're mostly freelancers. Erm, a grand total of about ten all told.



COMING FAIRLY SOON!

Scatter One

Inevitably violent shoot 'em-up with more than a hint of Consumer as you run all over horizontally-scrolling levels in an effort to save the universe, or something. Everything moves at a fair old rate, and as each level is made up of loads of spaced platforms, you can choose your own route to the big boss baddy at the end.

Ready or nearly bite as well, such as platforms cleverly disguised as bits of the background, and bits of the



Scatter One's horizontal shooter action may be simple. But all your power, rise or fall, from your aim to get you back into a supercharge.



Scatter One demands strategic precision. There's a hint of Super Knight, as it is in the attention to detail of an understandable amount of plot.

background which look like cleverly disguised platforms, but, um, aren't. Tertiary power-ups and billions of shots. Copywriter like in their tenacity complete the rocky path.

BIT 2

The strong returns with more Diogenes action in this sequel to the original game. (Pretty obvious, really.

Big Sam, that's all we know about it really. Except that it's going to be bigger (and better) than the first game, with BIT riding bicycles and swimming, and so on, while solving even more complicated puzzles for some as yet unspecified reason. Should be a big hit with the fans of the masonry bolts. BIT.

Turbulence

Unofficially known as *Advanced 2* for the simple reason it's by Bator Knight who programmed *Advanced* and it involves balls.

This is an extremely strange game involving (yep!) two balls. One, supposedly like *Advanced* herself, bounces around on the second, which is the size of a small planet. By altering the spin of the larger ball, you control the smaller one and collect loads of jewels while avoiding similar numbers of bad guys. Emeralds, rubies and strange



D BELIEF

How easy is it to get your games into the shops? I mean, we reviewed *Street Racer* in the July issue, and every couple of months you say it'll be released 'any day now' but nobody's spotted it as yet.

I think you're just about answered your own question there: it's very, very difficult to get a Spacey game distributed these days. The multiples (big chains like 'We Smith, John Menzies and Boots) won't take single format games, so we have to wait until the programmers have done CD4 conversions before the game is on the shelves. In fact, the CD4 version of *Jeune* has been finished, and the game will be released at the end of November. Honestly.

So who's to blame for this state of affairs? When Ocean and US Gold pulled out of the market, everyone said this benefited the death of the Spacey, as big shops wouldn't take the lesser-known companies' games. I don't think it's fair to say the companies are responsible for the fall off - it's the distributors that decide what goes on the shelves. You see, nowadays there are so many formats, and things like the console games, make so much money, that the distributors don't share their time among all the formats - they stick with the



money-makers. So things like the 8-bit, suffer as a result. To get the distributors to take any notes, you have to have a game on so many formats as possible. But putting anything on console is still high impossible unless you're a multinational corporation because of these monopolising... Large parties of interest tend to avoid trouble and fat animals. Fat with chickens.

Em, quite. But surely it can't all be bad news.

Oh, no. Although the major chains are decreasing their Spacey coverage, the independents are stepping them up. A Spacey budget game doesn't take up a lot of room (unlike the 16-bit and console games with their incredibly large packaging), so it makes sense for a shop to stock a load of them instead of just a select few 16-bit games. The Spacey will survive, I mean, you can still find BBC and Real XL games on the shelves.

What about mail order companies?

I don't think mail order is a big thing at the moment - people are still influenced by walking into a shop and seeing what's

available on the shelves. But mail order has to be the only way to go. There are millions of Spaceys in the world - you can't just tell a kid. No matter how much those rotten people try. Here, I don't say that.

Sorry, a bit of creative editing there. Or should that be, putting words into people's mouths in an entirely naughty fashion? Here, I didn't say that.

Two people can play at this creative editing game, you playing ahead.

But enough of this essay, easy-type humour. Now for the sixty-four million dollar question. Will Beyond Belief continue to support the Spacey?

Yes. We've got a slew of games ready to roll as soon as the CD4 conversions have been done, and a far number planned for the future. We'll be there until the bitter end.

Well, that's nice to hear. Jim Scott, thank you ever so much. Can I have my sixty-four million dollars now?

Oh, heck. Just tell the nice readers your telephone number so they can get in touch. Southport, 05 0933 5799. Bye, y'all.

Jim Scott supports Spacey! Even if we won't find a spacey this.

again, but if it can capture even a third of that of Activision's addressees, we should be in for a major treat.

Super Wonder Dog

Oh Super Wonder Dog, as the title screen proclaimed when it popped onto Jim's desk. One quick rummage later (the original being a tad too similar to Activision's Super Wonderdog) and the game became the



What a little wonder! How, I think, this might mean that the chubby character's name, Oh, well, it had a good life. Only probably the most love life to accompany it.



Before your dog's eyes, this little red ball will enter a dog that isn't there to eat. It's not a good idea, at all.

adventures of a Jack Russell terrier endowed with super canine powers. It's another one from Brian Cross, says Jim. He was fed up of being told you can't do anything online on the



Spacey, so he sat down and wrote this. And by jingo, it's looking rather nice. Not up to the Cobra standards, but the best seen on

the Spacey for many a month now. The game itself, in the original title implies, is a Wonderdog-ish platform romp with plenty of villains scattered about the place. Your objective is a bit fuzzy at this point (the plot's being rewritten) as we speak. Well, as I speak. Well, as I write and you read actually! But it's sure to involve heroic deeds and thrashing some boss monster or another.

The adventures of W Scorbo

Readers who turned into this very magazine not so many months ago will know that the covergame *Hummer House* was originally going to be *The Adventures of W Scorbo*. We were going to change the main spide and beat the game up a bit, certified Jim in a wiggly-eyed-once sort of way. But With '95 falling the programmer with some assets and a broken plastic daisy, Beyond Belief were left still looking for a game to showcase their incredible mascot. In fact, they're still looking. Who knows what form the game will take? '95 favours the fantasy role-playing style, with the paper modelling Scorbo in his quest to unite the Tribes of Bong and recover the Sacred Antelope of Squash, but that again we're like that.

REPLAY

It's a hard life stuck here on the top right of the page. No one appreciates me. They just want to read Replay. (Sigh.)

DOC CROC'S OUTRAGEOUS ADVENTURES

Zipper/13.99
081 283 1705

Originally released under the moniker *Play'n the Farm*, this was a fit-in with the children's television series of the same name. Quite why Zipper have decided to change the name is beyond me. The only reason I can think of is that it sounds more trendy, but then again the word outrageous isn't really that amazing. Maybe it's not so silly anymore. (That's all Joe)

Doc Croc is the editor of a comic and his video printing press has blown up, scattering the pages and the pages of the comic all around the screen. Oh yes, all this takes place in the screen. Lots



Doc Croc was a girl with her head inside in the middle and her tail sticking freely in there. I mean, after decades, surely. By Michael

Bruch sets off to look for the pieces of machinery while Doc Croc, Jamaica Wellington-Green and 'Rauveville Miss Veron (patent) search out their pages and punchlines. The idea is to get each character to collect his or her own pages, enter them, find the punchline and return them to the office. All this has to be done within a certain time limit so, with four characters to control, there's no time to lose. In practice, this is all a lot more difficult than it sounds. All the characters and tunnels make it very confusing, but the main flaw of the game is that it doesn't really put you in it all. You make a character tumble into the screen, shove your shoulders and go and see about another character.

This isn't right! When you lose your croc you should despair and wring your hands.

But in Doc Croc's Outrageous Adventures, you simply don't care. It's not a bad game at all, it just doesn't have that something that really draws you into a game. The graphics are clear enough and the gameplay's pretty standard jump-onto-the-platforms-and-avoid-the-hazards stuff but quite enjoyable. It's not that there's anything really wrong with the game, Doc Croc's Outrageous Adventures is just, like,

okay. Linda 6



JIMMY'S SUPER LEAGUE

Beyond/Battel/12.99
0033 57066

It's originally seen this far way back in the middle of time (issue 75 actually), when James gave it the once-over and proclaimed it worthy of 58%. Since then, the gameplay's been revisited here and there, with the player intelligence routines taking play to a bit of spinning and the various options having a mile more user



This isn't it! In fact, there's probably the best but through I've ever seen in the '80s, you know, Jimmy? "Yeah, yeah, a good but through. Delivered."

handiness built into them. So we thought we'd take another look at it.

As usual, you're the manager of a struggling club and have to climb to the top of the list, and also do usual stuff, those days anyway (the main screen is a 25000 your pointer around the cluttered-back thing. Slight humour is introduced with the team, who all have strange names and apparently are all based on real life people (Yes, Mr Simba makes his obligatory appearance here as well.)

So, what's Jimmy's Super League? Well, for a start, more like Jimmy's 1.1 - the changes aren't spectacular, and yet seem to make the game a little more rounded and less paralytic. If you've got the first version, there's no point buying this one, but if Jimmy's Super League isn't getting your shelves, pop-out and swap your pocket money for it. I suppose that the gritty heights of all-time have Teamwork Manager, but

pretty good fun at all the same. Jeff 6



DIZZY PRINCE OF THE YOLK FOLK

CodeMasters/13.99
0008 814732

This one was also released last year, as part of the Dizzy's Excellent Adventures collection. This isn't a large game by Dizzy standards but it is a pity romp through the old kingdom. As usual



Dizzy had to remember where he left his whip, he remembered closing the door and opening before you. Then you, he must have a house

something nasty and evil, in this case a troll, has disturbed the peace and serenity of Yolk Folk land and it's up to Dizzy to get rid of the menace and save the province. The puzzles are of the usual standard, and difficult, and there's a magic object to be stolen. I really am finding out of things to say about Dizzy games. They're so well known and so similar that it's quite difficult to rate one above another. I'm sure dearest Dizzy fans love their fine adventures, but I'm fairly indolent about when it comes to the egg. Despite the shorter length, I was quite taken by Prince of the Yolk Folk when it first appeared and nothing's happened since then to make me change my mind. An all-round good egg, but nothing amazing. Linda 6



SUPER MONACO GRAND PRIX

SEGA CD-ROM

021 625 3588

The famous Hill and Hill - The Flowerpot Man licence under a different name, **SEGA CD-ROM** is a platform game with undercurrents of soul-searching and a journey to find the ultimate point of existence. Glad for and generous, observe closely. I have nothing up my sleeve. At no time do my hands leave my wrists. Yeh? What is this? I puke from terror. Joke or not? Why. It's a PSX. Can the dear? Ah! Oh. Super Monaco Grand Prix, that famous racing game, has popped up in YB no less than quite a few times before. You just can't keep a good racer down. And lucky for that last sentence, this is indeed a good race.

The jet isn't up to scratch. The road view has betrayed your baby sister and threatens to take over the world unless you



have you into head the saying. If I can't sit on the road I lose. Don't it's not the road I mean. I mean, the view of excellent roads.

bring him the magic diamonds. (Ladies and gentlemen observe closely. This is an ordinary collapsible top hat. Yeh! With a slice of my wrist? I produce... a PSX! Oh! Ha! ha! Just pushing matters. In fact, the aim of the game is simply to race around a big track as fast as possible. Much like any other driving game, really. The 3D graphics are quite nice, and there's a son-of-a-bitch-voice.

But even if you can't see the race view or even thing at the top of the screen.

You also get a choice of three playing modes (auto-pilot, four gears or seven gears) which get increasingly joystick-clicking, and a rather dangerous feeling of

irrevocability. It's an incredible test of skill to actually crash in this game - the other cars don't harm you and only a scaled few hairpin bends cause anything more than a dramatic speed reduction. But remember folks - it's just a game. Not dying stupidly in SEGA doesn't mean you can jump into your dad's Aston Vantage and drive at top speed into huge mountains, head over expecting to walk away. So don't do it.

Your dad may get slightly peeved and ban you from waddling The Porsche. Far better to play Indiana and play Super Monaco Grand Prix. It's fun and it's pretty playable. Just don't expect another PSX LE Man and you'll be at night.

Jon D



SANTA'S XMAS CAPER

SEGA CD-ROM

021 625 3588

Miss is Count Dactula & Andy's is Billy (mostly because he hasn't played anything else - and still can't clear a screen), but Linda's all-time crap game is none other than Santa's Xmas Caper. By golly, our illustrious CD gave this game a right old pasting. Fourteen percent was the final verdict. So it was with a heavy heart that I loaded this 'em up.

And was pleasantly surprised. Linda's main bone of contention seemed to be the ludicrous perspective - Santa and his sleigh were the smallest sprites on the screen, dwarfed by all the enemies and even their bullets. This is true, but then you go. The gameplay is basically shoot 'em up style, with the jolly old substituting naughty prizes and presents for aliens and lasers. Admittedly



but Linda didn't like to disappoint the youngsters, so it was doubly to catch up with the alien-penguins that misery. The credits was great indeed.

Funnel in the game is mostly a matter of luck - one broadside from the badies and you're dead it, can there's no room to manoeuvre - but still, I quite enjoyed skimming the gloss of Lupton and sipping leering-penguins. Santa is an appealing game - there's no denying that - but it has an endearing tacky quality to it. Almost as if it were shouting 'I'm crap - and proud of it!' Tested on my personal state of crap-games, it comes out rather well. Leaving Dactula's Island (Santa's fun to play, y'see) it passes both T&E and Shadow of the Beast II's action-packed and easy to handle), coming to rest just behind the legendary Friday the 13th. For the commissioner of Crap, a necessary purchase.

Jon D



NEIGHBOURS

SEGA CD-ROM

021 283 7555

When this racing game first appeared exactly a year ago it was a bit outlandish. Now, none of the characters in the game are in the television series which renders the whole concept completely worthless. You take the part of Scott Robinson and your vehicle is a, um, skateboard. Your opponents are Charles Ramsey or a go-kart, Henry Ramsey on a lawnmower, Mike



There was no chance the day that the thought had a decorated carpet. The three wheels in the wind and pedalboard to work.

Young on a skateboard and Matt Robinson on a motorbike. Now I used to watch Neighbours around the time this game was originally produced, and I can't for the life of me remember who Matt Robinson was. But hey! That's not important, let's have a look at the game.

The game load is simple enough, choose your opponent and set off around



The game was a complete and other standards. The main appeal it was the fact that John was allowed to bring the game back for a race.

Emmabrough. To make it all a bit different, there are various obstacles to be manoeuvred around. Go through Harold Bishop's gates and avoid a telly Mr Mangal. See Clark's car, a very young Telly's car and a leering kangaroo. The gameplay is a tad more difficult as your skateboard, especially the scuzzed-up faster one, needs to be kept under strict control. At its most difficult, it's with four other racers and loads of obstacles, getting onto Ramsey Street without causing damage to either yourself or one of the useless bobbies who wanders out into the road is as difficult as getting past the first page of Ulysses. Despite the classic concept, this is a very fun race. If you don't get it the first time round, then ignore the Neighbours tie-in and have a ride round the block with this. The theme tune's there too, in a simplified but groovy kinda way! Linda D



SEGA's lighted discs were full of old balls everywhere. Even in the regions there was little old balls everywhere. www.sega.com

NEWS

West Coast almost there? An old SAM company bouncing back from the grave? Jan Pillar experiences a distinct feeling of déjà-vu as he covers the latest news.

WEST COAST RESCUE BIG STILL ON THE VERGE OF SUCCESS

It seems that the rains of the Coup is all over but the fighting. Last month SAM Centre reported that negotiations between the principal parties had reached the stage of verbal agreement, now it seems they have moved what's hands-on a deal, and only the actual signing of contracts remains. Bob Branning, head of FORMAT Publications, one of the companies involved with the rescue bid, told SAM Centre that hopes were extremely high that a settlement would be reached within a fortnight. Apparently West Coast Computers are so confident that they have leased a factory and in Glasgow where the new wave of Coups will be assembled. Most probably production will not start until after Christmas - there is no real advertising need to be organised in the time - and the initial inventory will be to deal with existing customers.

Branning added that many new things will happen after Christmas and stressed that as soon as all formalities have been concluded, everybody in the SAMCo database will receive an explanatory letter. If you think your name is not on the database, or you were one of MGT's customers, let the names on their database know that when that company went down, drop a line to FORMAT and they'll put you on the mailing list.

BLUE ALPHA RETURNS

Blue Alpha Electronics, the company behind the Jayhawk and the notorious fake Sound Samples, is the second company to share in West Coast's good fortune. Following the return of Revolution Software it is now given the name. Blue Alpha has bounced back as the official West Coast hardware support outfit. In addition to repairing SAMs and hardware, Blue Alpha will be designing and building new hardware, as well as producing other devices, such as the KeyboardPro. The company will also be assembling new Coups until their Coast's factory is up and running.

RUMOUR MILL

But is greater good for a new Coup? A WIMP system to appear at last? A Bareilly hard drive interface? Sample answers to these questions? 1990, 1991, etc.

DEMO CITY!

After loads of letters to Public House asking why we don't cover SAM public domain demos as well, a step and a jump through the back of the PC gives along the sounds at the moment.



PC is a staple of the SAM world, but sadly the vast majority of it is not Coup-specific. There are lots of demos simply ported across from the Spectrum, and I imagine everybody's seen impressive graphics demonstrations that have been lifted straight from the Megas. (Clue: they look lovely and show off the SAM well, but they're hardly original are they?) Fortunately, there are a few people out there now getting to grips with the machine and producing some fun demos, and with plenty more promised for the New Year this seemed an opportune moment to, er, have a look at 'em. So let's do that very thing right now.

RAM are still top dogs on the demo scene (at the moment), having worked superbly with the loads of battle-wielding armies in patterns, even that has been proposed for the Amiga PC scene. They followed this up with *Out of Colour*, a gothic black-and-white demo with lots of scrolling bars and bouncing spaces, and plenty of Duke-composed melodies showing off the upcoming *E-Tracker*. The *500,000 Coup!* Megademos due just before Christmas, so by the time you read this it's probably be drifting all over an advance copy.



this hat. Due to be released 'around January' through FRED magazine initially, then via all the PC libraries afterwards, legitimately or otherwise (ahem).

ENTROPY, the group headed by our old (but very smart) Simon Cooke, has been releasing better demos (*Entropy*) for its magazine. Because of our for what seems like years (Speak fast, there are only two Entropy titles - a just seems far more because the last thing is an interview).



With no track record in the opening world, Entropy are going to have to come up with some extra-special to sustain

NOSTRADAMUS PREDICTS



Written in prophetic words.

In which Arthur J. Nostradamus takes a light-hearted look at SAM in 1993.

By Dave Rowley

January West Coast unveils the new SAM. The results of months of intensive research, this new model is aimed squarely at the mass market. It is exactly like Sam's, the Coup, except it is black with red flashes and called the Black Lightning Mega Wonder Line X.

February An advertising blitz by the new company alerts the public to the new machine. The SAM 2, as the computer is code-named, is being sold as a CONSOLE, with CONSOLE graphics and CONSOLE sound and a HARD CONSOLE ATTITUDE. The slogan is played down in promotional photographs.

March West Coast continues to play the console card. Bob Branning is called onto business matters to show off the new machine. He appears wearing black leather and shouting WAAAAA. The show is never interrupted. Entropy markets the new ADSC chip and announces a hard-core SAM upgrade. For £399 you get an Amiga 1000 and a stencil with the words 'SAM Coup!' on it.

April Chris Arliss finishes debugging *Prince of Persia* and announces he is to start work on a SAM conversion of CD-ROM game *The*

Seventh Guest inevitably. It will not be compatible with CDSC machines. Several magazines receive phone calls from Chris. Branning also calls they have written a game the likes of which have never been seen before. Nobody ever hears from them again.

May Dr Andy Wright programs the Coup version of the UNIX operating system. West Coast instantly reverts their adverts to exclude the word, Now the Black Lightning Mega Wonder Line X can run multi-user military database environment software!

June Colin Macdonald of FRED Publishing is assassinated by a secret service agent after attempting to take over the world. Most of Dundee is destroyed when Macdonald's booming nuclear missile explodes as the agent makes her getaway.

July September Coup continues to attack the console market (not literally).

October Both Fega and Matarzo put out of Europe altogether after a Blue inquiry board asks them to lower their prices if it can't be much better. West Coast removes the Black Lightning Mega Wonder Line X the SAM 2 and advertises the existence of the keyboard.

November Dr Andy Wright manages to remote-control a family of six with his Coup.

December Delquint declares war. Some Coup software is released.

The eagerly-awaited ESD offering flopped to the hill and apparently retroactively acrobatically effect possible, billions of calls and an Asteroid game. Stabes should be reaching up on your shores with



the sixth issue of SCROU, killing the postboxes on September 1st

GEORFF WINKLESS doesn't belong to a coding group (although he's trying to start one) but does have a slight sense of humour. Proving that you don't have to

Mentre

squeeze the ASIC to make a decent demo. Geoff's two demos to date (which have both presented with **OUTLET**) have been jacked with pleasant irony effects. By the way, they're there more rather than PD (you pay Geoff if you like the demo). I look forward to number three.

short and sweet, eh? It seems most people are still finding their feet with the Cheetah.

ESD had years to experiment with the Spacey (if you don't fancy any of the above, just wait until reviews really get the hang of SAM)



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Dares, Nr Marlborough,
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0422 524201

Coincidence is a funny thing, such is its nature. Dyzoonium is almost identical to Bioscanner '87, a Mastertronics arcade conversion of over six years back. We are assured by the FRED people that programmer Dale Knight has never seen the Mastertronics game and that the whole thing is one innocent coincidence. Sounds fair enough.

Dyzoonium suffers from some of the worst plots of all time. (You like this more outlined in 1983.) Storylines such as Opotarium's have brought governments to the brink of fiscal disaster and caused green rain to break down and become commodity brokers for its readily exploitable



Space fleet number four. This is one of only two captures written by me the least. (Remember, eh?)

manus. Sit down and give a close friend as I regale you with the gal of the day. Earth's energy resources have been depleted, so Dr Zynobit sets out to gather as much of the energy-rich Dyzoonium crystals as possible. Out to space his plans are 25th century level invaders from the universe of Krima. Fight, it's all your own. Take a deep breath. Drink the glass of water. Isn't that better?

Here's Arthur 'Two-Sheds' Jackson!

Eight-way scrolling is the name of the game with Dyzoonium. As (against) Dr Zynobit you fly a heavily manoeuvrable fighter with fixed-wing guns (as if whatever direction you're flying in, that's where the bullets go). The crystals lend a number of power-up levels are granted by squads of badboys who zip around their little sections of space with guns blazing. You have to goch your way among the various clumps of others, clipping or dodging them and grabbing the valuables they're hoarding. Earlier said than done. These fixed-wing guns cause no sort of trouble, as you have to fly directly at an alien to score a hit. This is tremendously difficult. I wish if you do achieve a hit guy, the resulting hugely destructive explosion was just as easily hit



Space fleet number four. As this is the star ship, you know. (Note: use the icons and controlled by the stars of interest, avoiding the mainline, really really you. Flat. There's many your joystick and get a plenty of practice with jinking your ship about in my advice.)

Dale Knight seems blessed with a great talent to create original and heroically playable games, but cursed with the desire to make them ungodably difficult. In Opotarium you get one life (and one for every vest amount of energy, it's all you can do to stay in the area) for the first couple of hours. After that things improve and you soon find yourself evenly scoring out the enemy distances, then taking on the smaller groups first to build up your powers before tackling the big boys. As in Asteroid, things run at a constant red-vipery-but-fast-enough-to-keep-you-constantly-worried level of speed. Awfully tiring. Of course, since you've had the phenomenally good luck to have that clear all the facilities and moved all the crystals, you're then treated to the next level. There are ten in all. Nobody I know has passed Level Ten. I



that said do you remember anyone without three captures the month that was with the with, stated metal. Come on, even Asteroid didn't get possibly hard and almost level Ten.

The overall effect of playing Dyzoonium is like taking part in a 25th Century war with moving troops that fire back. You don't have to approach any of the groups - you can quite happily fly about in the spaces in between. But they're just too tempting. After watching for a bit from a safe distance, you're compelled to rush in, blast at all and surely land (eventually) get shot. These (logically inevitable) have another go. It only 'seems' so instantly tricky, we could well have been looking at Dale's third Mega-game. But it is, so we aren't. Bit of a pity really.

82%

+1D

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KILLER KOLUMN

FROM OUTER SPACE!

Keep on Trekking

The *Star Trek: The Next Generation* spin-off series, *Deep Space Nine*, will hit the US screens in January, but don't think you're going to have to wait 'til next century to see it in the UK. All you need is one of those wonders of modern technology, a video player, and by next April you should be able to watch the first episode. Yeah, that's when CIC is planning to release a tape of the first 90 minute story.

There are rumours that James Doohan (Scotty in the original *Star Trek* series), will be a semi-regular in the series. Considering his ever-expanding girth (and the fact that the old order is getting on a bit and apparently not so hot at remembering his lines these days), perhaps he'll just be playing a passing mission of something equally undemanding!

Illy Move

Sylvester Stallone has bought a TARDIS for £12,500 to go in the London Piccadilly branch of his Planet Hollywood series of restaurants... but to open next Spring... or has he?

The prop was sold at a London auction as "the original TARDIS from the series" but is, in fact, a 'Pulse' Box used in *Doctor of Doom* (Green, not Doctor Who).

Krazy Kasting

John Goodman (of *Roseanne* fame) as Fred Flarskine in a soon-to-come live action movie.

Daryl Hannah has landed the big role in a remake of *Attack of the Fifty Foot Woman*.

Tain Trestle (Sheryl Fenn) has been asked to star in a remake of *Barbarella*.

General Gargandou is the follow-up to *Budapest*. Use this one's, like, a very vague number, but honest, I didn't make it up. Okay?

Beats out (and thins, and fourths...)

Man 4 could also be *Proctor 3* as Fox got these two films against each other in the mega sequel with a little *WTF* sound (hard football score).

Colouring in

The BBC were so pleased with the results of the re-coloured version of the *Doctor Who* story, *The Dalekians* (which we reported a few issues back) that two more stories have already had the same treatment: *Terror of the Autons* and *The Silurians* (starring Jon Pertwee).

Both were originally shot in colour, but the BBC dumped these re-colours and only had black and white copies in their vaults. Now these stories have been returned to their former glory, it would be nice of Auris Books to actually let us see them, though.

The BBC dumped these re-colours and only had black and white copies in their vaults. Now these stories have been returned to their former glory, it would be nice of Auris Books to actually let us see them, though.

Tomorrow Today

Just a quick reminder that the new series of *The Tomorrow People*, starring Kristian Sidmet, begins a few weeks (in a November 1993), so set those vids.



Tomorrow tomorrow! See you tomorrow!

Dave Golder

VIDS OF THE MONTH

Red Sweet 14

Generation Jump (1970-80) featuring the infamous duo, "Smoker me a paper, I'll be back by breakfast"

Strike a P Tape 25

Quid Obit (1970-80). More fourth season stories (ie, when it should have been called *Bob's Place*) and best of



Remembered! (and you're proud about)

the very best of the entire series.

Doctor Who: Maudrye (Unreal)

(1970-80). Peter Davison in a very gaudy adventure when a set of memories with their brains butting out of their heads ask him to kill them, introduces the Turkish obsession.

Doctor Who: The Anies (1970-80)

William Hartnell in an historical romp. This is an excellent example of '60s television, but unless you're a TV history buff (and they do exist) it's really one for the fans only.

NEXT MONTH!

IN THE MOST AMAZING SPEC MAG IN THE UNIVERSE



All our beloved regulars get stuck in to a spiffy, brand ne year – it's 1993! Plus! The first truly exciting release of the year – just exactly how good is *Street Fighter 2?* And! We've got a special feature or two up our sleeves, just longing to see the light of day!

Your Sinclair – in every day, in every way, we jus' get better and better!



