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YOUR SINCLAIR

STAY BACK- RIDE WIDE!



WIND!
A windproof
Amazing fabric
is built into
hood, collar, knicker
and cover master

Git yer luvverly tapes! Git yer...
Wat d'you mean, you ain't got
one? Nivver you mind, my luv.
You ask that nice gen'leman
be'ind the counter, Ies got two-
player *Robotstar* on it an'. The
Very Big Cave Adventure.

Supersports Challenge speeds on to the Specky



**Ooh, Sourcey! Boot up our new
machine code series • Pump up
the volume - DJ Puff's *Volcanic
Caper* struts its stuff • Cry baby!
SAM turns on the *Waterworks*
• Killer Kolumn Extra - *Sylvester
McCoy* questioned • Scream for
cream - It's a double helping of
Public House • Paging Spot Tex -
a Cracked special. Lummocks!**



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PUBLISHING
The greatest of editors

Drive on to page 47, my good man

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Hello! Welcome to the latest issue of YS, the magazine that puts the 'Mains' in, um, magazine. This month we've got another brilliant coverage that's absolutely bulging with goodness. For your delight this month, we have two-player Rebelstar and The Very Big Cave Adventure Part One, plus the usual demos and FORKs. Inside the mag, we start a new series which will probably teach you machine code (it says here).

This has been quite a sad issue for me, cos it's the last one I'll be editing. It'll still be popping into the Shed and compiling the Tipsheet and probably poking my nose in to lots of other pages too. (It they let me!) Jonathan will be taking over as Editor, so next month he'll be talking to you from this little box.

I've loved working for YS (which is why I'll still be throwing in my ha'penny's worth) and it's been a great two-and-a-bit years. The magazine will be the same quality blend of techie stuff, reviews, smart coverage and irresistible fun that it's always been. I'd just like to say thank you to you all and goodbye. (Sob!)

Lots of love,
Linda ☺

100% USER OWNED / April 1993

SINCLAIR BEAUTY BOX

I never knew there was so much in it!



HEAD-TO-HEAD REBELSTAR: COMPLETE BARE!



PLUS!
LIGHT CYCLES A-D-D-O, A PD DEMO, A TOPPER SAW UTILITY AND POWERBALL. SHAMELESSLY SMART!

HEY, HEP CAT! GIVE YOUR WAY TO PAGE 4

14 SUPERSPORTS CHALLENGE

Fresh from Richard and David Darling's onyx-legged and silver-trimmed office desk comes a collection of sporting games to toughen your reflexes and steel your nerves. There are five games here, but which ones are the best? Well, you know where to look...



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\$ APRIL • 88

ZOINKS! LOOK AT THOSE GAMES!

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Ooh, Sourcyy!

Get more from your Spexy with our new reading column. Follow the creation of loads of useful routines, and rather collectively learn all about machine code at the same time. (Ewe, stop messing about!)

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YS/City of Nottingham/CodeMasters compo

A YS-reading, Spexy-games-playing family of four could be in with a fighting chance to spend a weekend in Robin Hood's Nottingham!



Lucie, Mother Carter • You made us innocent & completely unable to take from each other's hands. You shall never be happy till when you see your head of you can see in the inside of the head.



App. General Mr. Carter • You made us innocent & completely unable to take from each other's hands. You shall never be happy till when you see your head of you can see in the inside of the head.



Another Black, Don't know • You made us innocent & completely unable to take from each other's hands. You shall never be happy till when you see your head of you can see in the inside of the head.

SALE APRIL 6TH

INTERNATIONAL KICKBOXING



Brian Cross

AMAZINGLY VIOLENT GAME

It's always tricky coming up with a plot for a game. Take International Kickboxing, for example. The programmer was going to send it to a software house with a view to actually publishing it. But, due to various mix-up with some copyrights (as seen in the similes), NBC's boom. Oh No, it's a Boom. Quick. Where on BBC? Of course, it's a Boom Boom. And my Video Boxes, so I Can Watch Anything Else. So I Don't Watch the Commercial Channels an

Principle Due to All the Commercials. Anywa Fancy a Game at Scotland? I can then a letter comparing that has copy of Rebelstar wouldn't work, while we got the game.

Realising a mistake had been made, we got Andy D to ring him up and, using a cleverly disguised voice, pretend to be the head of the software house, agreeing to buy the game for ten thousand pounds and a free ticket to the next Software House All-Star Cabaret (with special guests Cilla Black and Jimmy Tarbuck). Yes, in the search for decent coverage material (surely magazine, plastic tape is the best material there is? Quoteme for ISD is the magazine that spares nobody's reputation but its own.

Anywa. The game. Seeing as how there's no plot for this thing, you can make one up for yourself. Oh no, it's quite good fun. Actually playing International Kickboxing involves hitting your opponent till they fall over. You can play against a bot, or the Spozzy (who gets increasingly tough the further you get), and the only other person involved is the referee, who stands at the belt and waves his arms meaningfully when someone collapses. There are loads of moves, and to preserve an element of surprise, we leave you to find out exactly which combinations of movements results in, um, which, ahem, movement.



CONTROL 1ST RND

one of the things that would give me might to control both feet. The boxing is nice.

A word for 486ers

International Kickboxing is ostensibly a 1280 only game. But it works perfectly well on 486 machines, except for two things — the graphics for the video screens, and the chunky alphabet, are compressed. So to allow you 486 people to play the game, here's what the video screens mean (not phonetically, if course):
1280 screens: full the top and a bit of the bottom.
486 screens: the main at the bottom make a one-player game, a two-player game and choose controls respectively.
Choosing your controls screen: From top to bottom, the icons mean choose controls for Player One, choose controls for Player Two, hit ground, Simular joystick, Keyboard joystick. The middle in the game: "Round 1", Oh, and your score will be 10000 as well. But who cares, eh?

CONTROLS

Q = Up, A = Down, D = Left, P = Right, M = Fire, SPACE = Move cursor on selection screen, ENTER = select



Maybe I'm exaggerating. Because by some and exact repeats. Maybe the way right box could use the job.

THE VERY BIG CAVE ADVENTURE PART ONE

St Bride's School

WHIZZO ADVENTURE

As you know, we completely forgot just how good this game was. Jonathan was reading around in his

big box of adventures for a suitable follow-up to *Boxed at the Rings*, and just before coming up with *The Boggy*, the follow-up to *Boxed at the Rings*, he pulled out this one. And what a total spanner it proved to be.

You play the part of... well, actually, you don't play anybody. In *The Very Big Cave Adventure*, you're just yourself. However, you do have to cope with Threx Finnan, one of the St Bride's prefects, as an extremely sarcastic guide.

The aim of the game is the same as the original *Adventure* — charge in to an underground cave complex and shuffle as many treasures as you can before something horrible happens to you. In fact, if you remember *Adventure* (or, more likely, the Spozzy versions like *Classic Adventure* or *Classic Adventure 2*) you'll be able to appreciate the subtle references (during *The Very Big Cave Adventure*). Then again, if you've never heard of the *Boxed* game,

you can still enjoy it that's the right word; quite possibly the most grand including game ever seen in a game.

Unusually for a *Boxed* game, *The Very Big Cave Adventure* has on earth so you abbreviate that? Very Big? Cave? That's a degree has graphics for every location. It's also terrifically funny and has some incredibly original bits. (St one point, you have to play Text (Spozzy included). And! Seeing as how it was written by a gang of gobs from a private school, there are no spelling or grammatical errors in the game at all. (Well, Jonathan reckons he's found one, but we think he's just being pedantic.) Try to puzzle your way through Part One, and we'll see you next month for, um, Part Two. (I used to teach maths, you know.)

CONTROLS

Several fingers and someone close to hand so you can rest on the dreadful game for stereo groaning.



THE SECRET HIDDEN PLACE

Q = Up, A = Down, D = Left, P = Right, M = Fire, SPACE = Move cursor on selection screen, ENTER = select

FOR I JUST WANT TO BE BOO

And now, for your convenience, a short poem about them. "Cave, cave, you're so big. You have a hat, you have a big. You, really, by the way."

TRAILER 2

ESD

RIDICULOUSLY FAST READER GAME

Anybody remember Tron? Right. So you remember the light cycle bit in the Tron? Right. Trailer 2 is a light cycle game. Well, that was easy. Andy, Bung is a controls fan and we can top all from early 1. How so fast, roughly people? Describe the game for those people who don't know what you're on about. *Sam/Games*. Each player (or cycle) leaves a trail as it zooms



along the top track, when a trap becomes available. But don't, the game's really, really good for other Tron fans. The manual's a welcome addition. Oh, you're in for my own

about a massive and empty arena. The idea is to get your opponent to crash into your bit, or their own bit, or the walls, before you do. Now you can either play against the Oppony

not much fun, as it's awfully predictable or a friend. (Incredibly good fun, because you don't know what's going to happen next.) The sense of genius with Trailer 2's that the screen is split in two. So rather than getting a big heck-thats-easy-to-see-when-I-am-actually playing Trailer 2's more an angle-where-oh-I-land-where's-my-opponent-and-where-are-the-walls-and-oh-no-I've-blanked-and-washed-again-again.

It's fantastically good fun and a perfect way to settle those risky disputes without violence (at a cost).



CONTROLS

Player One: **G** - up, **A** - down, **O** - left, **P** - right, Player Two: **Directional** or **Keypad joystick**

E-MON

ESD

SAM SHAREWARE UTILITY

What? Shareware? Not F20? What the heck is going on? Calm yourselves, SAM peeps. Shareware is a lovely and over-to-wonderful concept that can be thought of as, try before you buy - if you use the program but don't like it - fine. Just pass your copy on to a similarly Cough-coughing friend. Obviously, Mat of ESD (he being the author, you know) would like you to send him the ridiculous, giveaway sum of \$2. (Oh what a completely ridiculous, giveaway sum! Cough-cough everywhere!) The best way of going about passing on the cash is obviously in that neat box cover there, and the best way of using the program is coming up in about an inch and a half's time. Oh, here we go.

Just the facts, ma'am

E-Mon is a disassembler (So why not call it E-Da then? ESD for the SAM Cough, which is a computer completely unlike a Socom. I thought we covered all the last month. Oh! Remember folks, unless you've got a Cough, you can't run E-Mon. (No, we did go through all this nonsense last month, but Alwynly, it's a disassembler, but one with loads of extra features like search and replace, and disk accessing. So let's take it one step at a time.

Disassembler

Disassembler always starts from an address (usually designated MEMBAS, and you can change this in a number of exciting and devious button ways.

■ **UP**

Decrease by one line, rather intelligently (give it a try and see for yourself)

■ **DOWN**

Increase by one line

■ **LEFT**

Decrease by eight lines

■ **RIGHT**

Increase by eight lines

■ **M**

Enter MEMBAS, 1-80000

■ **F0**

Enter current MEMBAS without all the bother of typing it out in full

■ **I**

Enter MEMBAS as code of single figure (ie, 1A would disassemble from 65, as -yes - 65 is the ASCII code of A)

To change the display format, you can use these splendid keys:

■ **A**

Toggle assembler and ASCII

■ **SHIFT-A**

Toggle assembler and text

■ **H**

Toggle decimal and hex

■ **F5**

Amperand (&) symbol to enter hex in decimal mode (delete the symbol in hex mode to enter decimal numbers)

People hoping to escape from the horrors of memory paging have to look with E-Mon. As the T80 can only 'see' from addresses 000 to 65535, you'll have to adjust the paging registers as normal, using the pair of buttons:

■ **F1**

Lower memory page register

■ **F2**

Higher memory page register

Searcher!

You can use E-Mon to search for either bytes or text.

■ **T**

Enter text string (RETURN to end)

■ **S**

Enter numbers (RETURN to end)

■ **F3**

Wildcard symbol

■ **ESC**

Finish search

■ **H**

Search for next identical item

Changer!

■ **P**

Mimic POKE function. Type the address then RETURN, then the value, then RETURN again

■ **SHIFT-P**

POKE from MEMBAS, in you don't have in

enter an address. Just bash in your values and bash with ESC

■ **I**

Enter one line of text at MEMBAS

■ **O**

Copy block of memory. Enter the start, destination and length in that order. ESC cancels the operation

■ **F**

Fill block of memory. Enter the start, destination, length and value in that order. ESC cancels the operation

Numbers!

■ **B**

Change decimal, hex or ASCII to binary

■ **D**

Change decimal to hex, or hex to decimal, or ASCII to hex and decimal

Disks!

E-Mon allows you to read and write sectors to and from disk, because it's clever like that.

■ **SHIFT-D**

Select drive

■ **SHIFT-P**

Head sector

■ **SHIFT-S**

Write sector

The two disk functions work exactly like READ/ATWRITE AT in BASIC, except that the head command will read the true length of a sector rather than 512 bytes.

■ **SHIFT-L**

Read block from disk. You have to enter the first sector and back of the block, which must be in standard SAMDOS form. Don't forget you're only working with 64K, so larger blocks will wrap round in memory.

Jump!

To help with leaping around a large disassembly, E-Mon keeps track of all the times you change MEMBAS. You can also change MEMBAS to the address pointed to by the disassembled instruction (for example, to 32768 in the instruction CALL 32768). These handy features (SHIFT-J) do the trick.

■ **F7**

Change MEMBAS to disassembled address

■ **F8**

Return to original MEMBAS after an F7

The above key will keep track of nearby changes before overwriting.

HOW TO USE THEM?

as the user or the user's data or vice versa?

Shareware is a thoroughly open-ended scheme that allows programmers to get their dues from their own programs. Basically, it works like PC-DOS, you can make copy programs and pass them out except they're a trial. If you're still using the program, you're obliged to pay the author. So you see, it's a fair scheme. The programmer makes you're no super and honest and stays up the cash! You like the software. The little program with the scheme is that people are often tentative about handling sharing.

■ P1-number

Set pointer (zero to nine). Pointers are quick ways of getting to certain addresses.

■ BEEP1 - pointer number

Go to address

■ BTBCL - full stop

Set 'hot key' pointer

■ full stop

Go to clear to stop, one happens 'hot key' pointer address. (The wonders of science, eh?)

Notes:

2-Mem also has a notepad feature. (The pad is at the bottom of the screen, where the

arrow). How do you do it? Where do you go? How much will it cost? Can you be bothered getting up and doing it? And so on.

Thankfully, IBM 2-Mem, FREE Publishing are doing as well as clearing issues for IBM. Since make out cheap PCs for 12 to FREE Publishing and send them to FREE at 60 Pounders, Moffett, Dorset DT9 4BE. They're deal with the roofing job or actually making sure the cash gets to Me of IBM in every Pound. And you can't say faster than that. (And, yes, we've paid our fee already.)

(copying message to)

■ SPACE

Enter notepad. You can use most of the usual editing keys

■ ESC

Leave notepad

■ F0

Clear notepad

■ F1

Clear line with cursor

■ F2

Write contents of notepad to memory.

(The whole of the note is 256 bytes long)

Learn:

■ Q

Return to BASIC

Copy:

2-Mem is a jolly daver in that it works with both 286 and 5700 machines by holding alongside the DOS. As presented on the storage, there's a lot of BASIC to get things up and running, but you can make an auto-executing code copy if you really feel the need. All you have to do is...

■ For 5700 machines: LOAD "memor"

CODE 507904 SAVE OVER "memor"

CODE 507904, 7185, 507904

■ For 286 machines: LOAD "memor"

CODE 507904 SAVE OVER "memor" CODE 245760,

7185, 245760

CONTROLS

Oh, come on, Haven't you been paying attention at all? Oh, I think those synthetic babies are simply paper. Ed!

UNLIMITED SPIRITS

The Mad Guys



For what it's worth, we didn't know this was going to be on the envelope when Jonathan gave it a 70% review in Public House last month. It's a 4. Italy copy. Several critical PC readers? No, really. Honest and truly, and you can't steal our favourite screenshot if it isn't us.

Before you go buying Unlimited Spirits, be warned that it is check full of flashing screens without the prog loads, the screen dissolves in

a frenzied fashion, but if you close your eyes when this happens you can watch the rest of the demo with no probs. (Well, a few anyway. Stay tuned for details.) It's a three-part, with a lot of adjustable effects. Read the screen for more info, but generally keys like to mine will do something strange to the action.

Right the flashing screen thing details. Apart from the intro bit, all this occurs in Part Three, so the simplest thing to do (if you can't face lots of flashing) is not select those on the main menu. (So obvious you could point a fence with it, really.) So if you do leap in to Part Three, you do so at your peril (but that it's going to kill you or blow up your house or anything, but it might well give you a jolly nasty headache.)



Oh, yes, that was left quite light at all. And a warning about the bit and going the way around back to back. Oh, yes.

CONTROLS

SPACE, and keys are to three and six to nine. Again, it is advised by your local control specialist.

POKERAMA

Just, owned by Reverend Jim Thighs (who made a guest appearance in one of last month's captions) recently joined the minister's Community of the Holy Light. After throwing away all his worldly possessions and giving the Reverend enormous sums of money, Jim shaved his head and took to gliding his little spirit.



How to get the left and right windows a flick and the things are going the wrong way with the left stop.

together while singing badly. Luckily for us, during the Community's fund raising symphony display Jim performed badly on the trumpet and struck his head on the wall loose. Immediately reverting to the abominably cheery stance that we all know and love, Jim abandoned the Reverend as a natter and a card, then set the place straight and went home to write some POKERS. It was quite an adventure, so he later remarked over tea.

Individual Jim's thinking it-out for themselves POKERS the month are:

- | | |
|------------------------------|----------------------------|
| Playboy 2 | Infy lines. |
| Postman Pat | Infy lines, infy time |
| Postman Pat 2 | Infy line |
| Postman Pat 3 | Infy lines, infy time |
| Bangert in Meat | Infy lines |
| Musley Pig | Infy average |
| Count Duckula 2 | Infy lines |
| The Patterin' Patterin' show | Infy lines |
| Soldier Bear | Infy lines, infy generates |

TAPE TRUBBS

The 70 least fun comes to you courtesy of a cheap cheap machine that bit down the side of the chair when Load was interviewing Joshua Deauville, the Partisan informant who had unclassified while bottom. Seeing us how it's about this world out, that dollar or whatever contribution is kind of mixed up made, and sometimes, at the heart of an emotional moment, infy through an unclassified tape. If your tape shows evidence of having been given by an unclassified informant, then handle it up with a lot and send it to 150 Beach Lane, 400 Ocean, Apex Audio Video Ltd, Harcourt, Haverhill 14, Telford, Shropshire TF1 42Q. How want up on Jang Action or there may be a last take and, below, twenty-eight happy days have passed, a few tape will be yours.

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When the **MULTIFACE** was launched in 1984, it was an outright smash. No one has ever come up with such a powerful, useful add-on. Labeled the "ultimate" (SPECTRUM COMPASS) this **MULTIFACE INTERFACE** proved to be an absolute Decider for the Spectrum user.

HISTORY?

It all started with the **MULTIFACE ONE** for the original MS Spectrum, quickly followed by the **MULTIFACE TWO** for Spectrum 48, 128 and 64. Remember the newsletters, newsletters and add-on disk drives? Suddenly the loading from these took seconds rather than minutes. Except that there was not much to load - practically nothing had ever been released on cartridges or disks and there was no facility to transfer tapes onto these great new devices. This is where the **MULTIFACE** saved everything. Finally. The block might have read anything any time and **MULTIFACE** is to disassemble whatever when the Spectry will come with a built-in drive. It was left to the **MULTIFACE 3** to transfer all to disks - and to perform other miracles (Multiface 3 is also needed for the Next Spectrum - 64MB).

So, in what you just came from Mary, what does a Multiface do? First, it sits at the back of your Spectrum, its magic button always ready. It has its own ROM, so it doesn't take up any Spectrum RAM and needs no extra software. It comes with a full manual, but you will not need it. In the Multiface is fully automatic.

ACTION!

Once in action, it freezes everything and it displays its own menu. You can, say, SAVE the program, return to it and continue. If you leave your game, but re-load from where you saved last and play from there again, it'll need to go back to start at the time. Even better, with the **MULTIFACE** you can POINT at those minute lines, arrows, etc., that you read in the magazines, and you will never lose. Each Multiface also comes with a built-in **TOOLKIT** that lets you reproduce many Spectrum ROMs. Many top programs work better with the aid of the **TOOLKIT** and the extra **ROM**. And do you like the screen shots in the magazine? They are all produced using the **MULTIFACE**!

When we announced earlier that we were to pull out of the 8-bit market, the surge of interest in the **MULTIFACE** was such, that we had to make many more. And not just the Multiface - we also have the best ever printer interface - the **MULTIFACE** (that for Spectrum 48 or 64) and the only digitiser - the **IDEFACE** (for any Spectrum). Our software includes the unlimited file folder **LIFEIMAGE**, the GENIE decompiler, and the **MUSIC TYPEWRITER**. Please send a SAE for full information.

HURRY!

As the price to print, we still carry a few, but some in low quantities only. Once we sell the stock of **MULTIFACE**, **IDEFACE**, and **MUSIC TYPEWRITER**, we have no plans to manufacture these again. They are a terrific value, in fact more for the customer than for the manufacturer - so quite simply, **HURRY!** As for the **Multiface 3 & 128**, we plan to go on making them to meet the demand. In any case we will only accept orders when we can supply the goods and we give a full guarantee. Plus we will offer now up to **£28.00!** mail order!

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COMPUTER SHOPPING SPECTACULAR!

SHOP 'TIL YOU DROP

You never know where you're going to end up... as you? Linda, for example, once found herself wandering the streets of Düsseldorf. She had no idea what she was doing there so she went along to the main station to get a train back to Bonn. Just as she was about to step on to the train she was pulled back on to the platform. It was her friend Jon who'd been waiting for Linda at the station for a good few hours.

Now the point of that little anecdote is this - if you should find yourself in Tallinn on the 6th or 7th of March, don't get a train straight back home. If you, there's a Computer Shopping Spectacular in Tallinn that weekend. It should be quite good as there are loads of competitions, demonstrations and a radio roadshow - as well as all the usual games, hardware and accessories. 'Cos, eh? So if you find yourself wandering the avenues and terraces of Tallinn that weekend, why not pop into the helpful Exhibition centre?



LEAVING ON A JETPLANE!

Linda, our beloved Ed, has decided to leave the Shed. She won't be going very far... just up to that big building at the top of the garden, she and that Stuart Campbell have been up to something for ages now, they kept having these whispered conversations. Unfortunately, the only bits anybody could overhear were completely unintelligible remarks like "MAX handle the documents" and "see Linda discount codes". Well, Linda's going to go away for a few days when we finish this issue and when she gets back she'll carry on doing some stuff for VS and popping in to the Shed to make us all some herbal tea. Jonathan Neal will step up to take control of the editorial chair and... y'no not sitting in Linda's chair. It's horrible. There's an electric hand saw! sound one of the wheels. I think I'll keep my own. It seems at quite a sale, you know? Jonathan.

Quite what Linda's going to be doing is beyond us. Hang on, why don't we just ask her what she's doing? Linda, what are you doing? "I'm taking all the staples off these compo entries, so that they can be given to charity. And then I'm going to go and buy some fresh lettuce and some protein-packed carrots."

So, what are you doing when you leave the Shed? "Sleep. I've got about three months' sleep to catch up on."



Jonathan Neal, Stuart Campbell, and Linda. Photo by [unreadable]

THE SHED CREW

This month the Shed crew were out in force at Linda's barbecue. It was a bit packed and smoky, but they all seemed to be enjoying themselves. Or were they?



Linda Barker
"Well I had a good time. I thought my tiger green tabaco with white wine and ocean sauce went down very well. I thought I'd bought loads of tiger pinems, but I only had enough for one tabaco. Well, I thought it was nice, but, ah, no, it wasn't. In fact, the others were quite content with their mushroom and shrimp meat 'tabaco with mango'."

to get the steaks. When I came back, I realised I'd put the mushroom on a steak and something had sat on them. They looked kind of okay so I just put them on the skewers. I don't think anyone noticed."



Simon Cooke "I had a great time. The thing is, I think I may have caused Jonathan some discomfort. Yeah, he'd taken his shoes off and I went down to make them and something rolled off my hat into them. I didn't fancy putting my hand in his shoe, so I just left it. Later, I realised he was making a bit oddity."



Jonathan Neal
"It was a bit of a small garden, wasn't it? And I don't like the look of the mushrooms on the steaks. They looked a bit squashed. They tasted odd too, but I don't tell Linda that. The other thing about the whole party was that, for some inexplicable reason, it made my feet hurt."



Rich Priddy
"Yeah, it was all right. The cat from next door came in and it was really funny. I gave it some milk, but it still seemed a bit peckish so I gave it some of those big chunky smelly things that Linda had in the fridge. I took the smelly off first, they looked horrible - all black and grey stripes. I thought they were a bit revolting actually, but the cat seemed to like them."



Craig Broadhead "I missed out on the exotic food. I was a bit late, y'see. Well, Linda gave me a packet of those horrible hard corn puff things. It was like eating like popcorn kernels. I amused myself by throwing them into the bin of Steve's impressively floppy hat."



Dave Collier "I always like going to parties at Linda's flat cos there's got her video stand up to the stereo. I spend the whole time recording choice bits of Dr Who dialogues in between the songs on my new fan. Hopefully tape. Did I tell you I want to see Ian McEwan? He was brilliant! The man's a genius. A poet, a..."



Tim Kemp "I arrived quite early and Linda asked me to wash the mushrooms. I was very careful with them, but there wasn't much space. I put them down on the nearest available surface and went off."

HIGH SCORES



Well, now the flag and about halfway! There are the really standing bits of the game. If this box is full of good points, then this is a game that's on its way to very top!



Oh no! All the flat connecting bits are gone! Not in this bit. Once we've weighed up the pros and cons we can decide what kind of rating the game deserves. Fair and honest!

WAIT A MINUTE, MR POSTMAN!

There's been great reporting in the *Shed* this month. Yeah, we've just got hold of the new EDCO's catalogue and it's packed with enough Spinnin' games to keep even Jonathan and Stuart happy for a few weeks.

EDCO is an acronym for Electronic Distribution Of Software and it's run by a company called Computer Vision. They noticed the lack of 16-bit games in the shops and decided to set up their own system whereby anybody anywhere in the country could choose from twelve games from all the major software houses (and a few of the lesser-known ones too). Each game is duplicated from a master whenever anybody asks for it, so the buying quality. (Don't worry folks, this is all perfectly legal)

For your free sheet Free's catalogue, send a large size to EDCO's, Computer Vision, 90a Street Road, Telford, Warrington, Cheshire W93 5AN. Spinnin'!



Percentage of actual cost, made to fit exactly a large variety of personal disks a wide of choice, price, type, and system.

DESERT ISLAND DISKS

We might not have five Lashley in the *Shed*, but so what? First to choose his five disks is our esteemed Ed, Linds...

Well, it's hard to choose a favourite album, and Psychocandy... You're meant to choose your five Spinnin' disks - not music disks. Oh, isn't it Jonathan's turn now? Oh, maybe we'll get more sense out of him. Jonathan! Your top Desert Island Disks, please... I think I'd have to take my natural aggression out on something, so I'd have to have Count Duckoo 2 with me. It



Just how long is this to be a desert island. You could make a desert out of it, so there'd be no travelling.

Doesn't matter if it's not on disk, does it? And Technican. Not because a technician would come in very handy on a desert island. Especially if I needed some kind of power to connect up my floppy.

Then there's Worms. Things Happen at Sea to make me thankful that I'm on dry land, and The Grand Spinnin'. Should I really leave my island, that could prove very helpful if I ran out of ideas.

Of course, it's hard to do on Charlie Bagg would be a good choice. And I'd have to take top the Express - just in case there's a railway on the island of mine. (So I'd better have Ticket to Ride as well.) Thank you for being such a marvellous guest. Goodbye! Goodbye all!

CHARTS

1.	Castle Kingdom Dooy	CodeMasters
2.	Steel Fighter 2	MS Games
3.	Spinnin' Scoop	CodeMasters
4.	Dooy Prince Of The Puddick	CodeMasters
5.	Autumn Autumn	Hit Squad
6.	Dragon King	Hit Squad
7.	Trial Pursuit	Hit Squad
8.	First Division Manager	CodeMasters
9.	Scoop Dash The Rabbit	CodeMasters
10.	Let's Make Challenge	GM
11.	Golden Age	Tronic
12.	Dooy HQ	Hit Squad
13.	Rainbow Islands	Hit Squad
14.	Strawberry Soccer Mizer	Spinnin'
15.	Wheelchairs 2	Hit Squad
16.	Twin!	Hit Squad
17.	Fly Combat Pilot	Action 91
18.	Operation Thunderbolt	Hit Squad
19.	Magical Dooy	CodeMasters
20.	Let's Go	Tronic



PENGUIN

THE SHED'S TOP TEN CHARTS



TOP TEN

This month we reveal the *Shed's* top Ten Toasties

- 1. Cheddar cheese
- 2. Tuna mayonnaise and gherkins
- 3. Baked beans and curry powder with a dash of chili sauce (HOT)
- 4. Caramel and raspberry jam
- 5. Strawberry jam and vanilla sugar
- 6. Egg and mushrooms (garlic-coated) with parsley and cheese
- 7. Olives, tomato ketchup and cheese
- 8. Cheese and tomato
- 9. Beans and bacon
- 10. Tender crabmeat, parsley and mayonnaise mixed with ketchup

Right, that's made us all a bit peckish. Jonathan! Run down to the sandwich shop will you?

DAY TRIPPER

Early after Work



Last month we mentioned that the Ideal Home Exhibition was going to have a computer games section. Well, this month we've got ten pairs of tickets to give away to that very exhibition. The exhibition takes place between the 23rd and the 26th of March and there'll be both software and hardware on sale. The organisers also promise

competitions and the launch of the National Computer Game Club. The Ideal Electronic Gameshow takes place at Earls Court 2, alongside the traditional Ideal Homes

Exhibition. So, if you win, you can take your mice along to gaze at the latest advances in curtain rail technology while you tap away at a few games.

Because the exhibitors are keen, the tickets will be sent out to the first ten people to write in with their name and address on the back of a postcard or envelope. It's so darn easy! Send your cards to 'Just Look At These Great-Plastic-Cup-and-Saucer-Shaped' Paps, They'll Do Ever For You! With Our New Lime-Green Bath (With Built-In Shower Unit)' Compo, Your Sinclair, 19 Birmingham Street, Bath, Avon BA1 2DL. Good luck!



BE A STAR!

Be a star, eh? That's quite a statement, but just how are you meant to do it? Well, you could write a top pop song, or star in a top film. Thing is, there are quite



difficult things to do (especially if you've never done them before) and to take some time.

Alternatively, you can simply take some money for 'Compo Retail' and become one of a thousand stars! Now there's still a couple of weeks left, so what are you waiting for?



DIARY OF A STICK INSECT

Monday Most of today was spent researching my new routine for the forthcoming Goshing Club engagement. I think I've pretty much got the timing down on the red each-blue each gag, but the rubbing idea with the glass of water and the number of the audience with a pronounced lip still needs work. Sticky called at four o'clock and suggested we meet later for a chat about the possibility of getting me on the weekly Des O'Connor show.

Tuesday Things are going swimmingly. I've perfected the routine, and I think Des is showing a distinct interest. Now's the time to ask Wizzo about my book, Wednesday-Sunday intent to Good Yarmouth, and still can't remember why. New month - the diary of Henry Sebbins, the popular comic with the cheeky anti-funnies. "Whoops, I've mixed it up again. Oh, what a pity-party."



Stick insects are popular pets, with many people keeping a collection of them.

MAG*SAVE

GIMME GIMME GIMME!

Are you tired? Depressed? Having trouble getting hold of Y&S? Well, don't worry - we've got the cure for all these ills in hand. Yes! It's the all new generator for a cool generation! All you have to do is fill in the coupon, hand it over to your newsagent and your garden will bloom again, your CD player will work perfectly and, best of all, you're guaranteed a copy of Your Sinclair every month!

Dear Sir/Madam,
Please do me the great honour of saving me a copy of Your Sinclair every month.

I am

And I live at

Postcode

ROCK AROUND THE CLOCK

AUG 1986

And what a big prize! This was, ah Spoof-queen Paganboy grived his ray from the cover straight in to your reality. The night of Time transmuted by positives led to fifty thousand proposals, some of them quite genuine. On the rocky side of things there was a funky Spanish synthesis program and a musical Anarchy 1 as well as a guide to copying all systems. Goodnight, The Price of Michael Knight Time reached the multi-terrestrial Megapixels world, as did (Getting Image and Betty Bawing. It was another cocktail!

Want you to see an... well copy of the Daily... the... the...

Win! Win! Win!

A ROBIN HOOD WEEKEND AND A COPY OF ROBIN HOOD: LEGEND QUEST!

You've seen the film, read the review of the game and sung the song. Now live the life! The City Of Nottingham wants to open up its gates and heart to a family of 1600000. The family of four will be given a guided tour of the city taken on a trip to Sherwood Forest, all around the Castle and the Tales of Robin Hood exhibition, showcased with free gifts and green rooms and dinner for two nights in one of the city hotels. And you'll even get to meet the Sheriff - if he's around! We've also got five copies of the remarkably smart Robin Hood

Tales Of Robin Hood

An interactive exhibition in which you smell, see and hear the smells, sights and sounds of medieval England. There are wolves, forested outdoors and deadly games. It's all a bit spooky and no-nonsense!



Don't be the Sheriff of the wood! Sherwood Forest is a great place to visit. Book your tickets for all things on Nottingham Open!



Nottingham Castle was built in the 12th century and is one of the best preserved in the country. It is a Grade I listed building.

Nottingham Castle

The original castle, in which all of England's kings from William the Conqueror to Henry VIII stayed, was completely destroyed after the Civil War but on the same site a prison was built around which you can now wonder what thinking of all those seiges, murders and intrigues that took place on that very spot. Those old kings, eh?

Legend Quest? From those wonderful Codes chips and chopouses.

And what do you have to do to win this amazing weekend, or even a copy of Robin Hood's Legend Quest? Simply send the following questions, with what you think is the correct answer on the coupon, cut it out and send it to "Cut Of The May For His, I'm Off To Nottingham" Campaign, Your Service, 29 Mansfield Street, Bath, Avon BA1 20L. Make sure your entries reach us by the first of April, 1993.

To: "Cut Of The May For His, I'm Off To Nottingham" Campaign, Your Service, 29 Mansfield Street, Bath, Avon BA1 20L.

The answer is

My name is

My address is

Tel No

Postcode

And the question is...

1. When and where is the earliest reference to the Robin Hood legend? Is it to be found...

- a) in the minutes of the Gresham Society's 5th meeting - 1902
- b) in a Berkshire Court Document of 1287?
- c) in James Joyce's Ulysses, 1922?

PLEASE SEND

2 envelopes of Future Publishing, CadeMashe and The City of Nottingham Council with your completed coupon to:

2. All entries must be received by the first of April, 1993. Entries that drop under the Sheriff after that date will be recycled into travel brochures for the Nottingham area and its environs.

3. Any multiple entries will be treated in multiple ways. 4. If you've run out of time, don't worry! We've got a really good backup plan for the Sheriff of Nottingham, so he won't be absolutely that in a very dramatic sense. (Well, no one here's going to dare argue with her.)

Sherwood Forest

Sherwood was once one of England's great Royal Forests, extending over one hundred thousand acres. Very little of the now remains, but you can see the ruin of King John's Palace. At Edwinstowe, deep in the old forest, is the White Castle and St Mary's Church, where Robin and Marion were married. Ahhh!



Don't miss all this in a day! Sherwood Forest is a great place to visit. Book your tickets for all things on Nottingham Open!

DJ Puff's VOLCANIC CAPER



CodeMasters/C3.99
0028 814132



No, that's wrong. A caper is something like Michael Caine comically robbing the Bank of England with the aid of a gang of lovable London rogues, but getting caught at the end by the clever Inspector in order to show that crime doesn't pay. A caper is not (and I repeat, not) a gas-stuff board hopping around an unstable mountain in search of his valuable record collection.

The Codes, however, are making an attempt to do this - the obviously false premise, as DJ Puff's Volcanic Caper is. If you recall your mind back about sixty years, you'll remember we previewed the game as a Final Approach in issue eighty. Ha ha! The joke was on us in no uncertain terms. Anyway, the programmer has really come

to Puff looks, sounds, plays, looks and wears its dull coat very much like an early version of Sturman Seymour. You've got the same Moby colour scrolling, the same gameplay and the same bombs. (Actually, Puff was a booming /March 28/ but later on you can pick up some bombs, so there.) The only difference is, whereas Sturman was a Moby platform affair with a fair old amount of playability once you get over the frustration barrier (as I seem have to say in the December issue), DJ Puff is decidedly crap.



The colours of these reproduction pictures were not the correct bit of the final-release version. Check them out in October for some reason.



No! Say it isn't so!

Sorry, but it is. As I said, the prog looks like an early version of the Seymour game, so everything's slower and rough round the edges. You get some horrible colour clash with the scrolling, and when Puff gets dropped by a bomb, he takes a disproportionately long time to fall over. The accompanying terribly slowed-down sound effect is a wonder to behold. In its place, DJ Puff has massive levels - I thought I'd learned number one, and was wondering why the heck I don't move on to Level Two, when I suddenly fell down a hole and found tonnes of new screens. Lummoxed, I did eventually get to the end, by the way. There are no end of level guardians, but you do have to have collected all the records along the way, otherwise the exit is locked.

Colourful destruction is very poor. It's black destruction - so if you're in the same character square as a bomb, you've had it. Really

annoyingly, some of them, like the small, are irregularly shaped, which means you have to avoid them like the plague rather than being able to slip safely over them. In this isn't too ill of a historical question, then. So! So! so! to avoid giving you a nasty shock like last time, let me warn you I'm reaching at to my big bag of Disgraced Reviewer's Terrible Art Words and I'm producing the phrase (hello call) 'oddy', 'staked', 'against' and 'you' Okay? Here we go. DJ Puff's Volcanic Caper, eh? The odds are stacked against you and no mistake, baby.

Considering the time spent in development (or possibly in a shower) it's a wonder that DJ Puff is so fast. The level of playability is about the big (makes very, very small ring with finger and thumb) and boring appeal is non-existent. You just find yourself sitting and shouting things at the screen - things like 'But! But! But! But! But! My eyes! But! And I'll tell you records are all by Underwood' - if you want to experience an eight-way scrolling cheat! or, uh, get Turmoil or, mowed, Sturman Seymour. Just look on the later as a cleaned-up, polished and generally reworked version of DJ Puff. What it probably is, (I'm saying, you, Bill)



It's an interesting fact that whenever you fall the gappy sound-effects, which isn't in the final release. It was that the character

out of information or been subjected to electric shock therapy or something, so here it is at last. What it worth the wait? Before I tell you that, it'd just like to say a few words about the unusual texture of metal.

Get on with it!

Oh, right, it appears that DJ Puff is the proud owner of a single collection of records. Captain Rip, the ruler of the island on which our stinky hero lives, has decreed that all music be outlawed, and has confiscated Puff's vinyl. Tots, the green DJ has to leap around a load of platform levels and recover his precious platters. Well, so much for the plot. Who wrote these nonsensical instructions anyway? (We haven't got any instructions - you're reading from your own ancient printer, you dot, dot)



That, surely after we've said DJ Puff is so fast, you don't understand why that character is designed as Sturman Seymour? Why?

FINAL VERDICT



Well, the levels are jolly big. Oh, and the fire-breathing bit is completely new.



The colour clashes horribly, the collision detectors is crap, there's no playability and it keeps slowing down.

See DJ Puff? See the word 'trap'? They go well together, don't they?



SUPERSPORTS

Compilation

CodeMasters/C12.99

T 0800 604132



Hello, ladies and gentlemen, and welcome to Blind Date. Behind the screen are three lovely, lively sport stars, I

couldn't choose between them but somebody's going to 'ave to. 'is name's Percy and 'is a from Huddersfield. Come in, our Percy. Ooh, that's a lovely bit of hair you've got there. Now Percy used to play for Arsenal, is that right Percy? "Yes, Cilla, I did." Okay, Percy. 'Ave you got your first question?

"I have, Cilla. Hello, ladies. I am a bit of a sporty chap and there's nothing I like better than playing a few sports sims on my Speccy. If you were a compilation of sports sims, what would you be called? Number one, then? "4, Percy! Well actually, I am a compilation and I'm also a real sport. What's more, I've been told I'm a bit of a challenge." Super! "Yes, I am a bit! So how about Supersports Challenge?" Right, Number Three please Cilla. (Pause time later and Percy has taken Supersports Challenge for the day and tried to get to know it better. Cilla asks him how it went.)



"Well whenever you tell me that you have the most delicate feeling?" "Then it does a wobble! Oh, you're just saying that!" "No, honestly."

wrestling against the computer. I got in a few punches and a bit of kicking, but mostly it was just the usual jostling, juggling which can get very tiring.

There are a few nice touches like the way you bounce back off the ropes when you run in to them. Unfortunately, I hit myself a bit at that point because I bounced into me and fell over. I also managed to climb up on to the ropes and jump on to my opponent. That was fun. "Well, it sounds like you had a little bit of fun. Are you going to see one another again?" "Oh, I won't know. Wrestling Supersports only, or anything like that. I'm sure I'll get it out of the box here and again. I just don't think it'll be a long lasting relationship." And the score...

60%

International Speedway

Now, this one's a bit slower, Percy. Did it show? "It did a bit, Cilla. Now I'm putting against older games and if you like a bit of speedway then there's nothing extraordinary going with this. We have actually met before but after you've become reacquainted and had a couple of goes round the track, there really is nothing else to do."

Surely you could have found something to do together? "Well, I did try but, believe me, after a couple of spins round the track I didn't fancy many more. I



well only the collection "Oh, better and I suppose what, another one in the other way to get away." "Yes, another change didn't seem to work, another round then."

actually came first, y'know? Don't get me wrong, Cilla, I've seen worse! I did get into International Speedway for a while, but again I don't think this is a relationship that's got much longevity in it." But what about football, did they make you feel that a little bit better? "No, it really did look to me like it also looked a bit cheap actually." And the score...

57%

First Division Manager

This is another one that you've met before, isn't it, Percy? Tell me, do you two old friends 'ave a form, some talk? "Not really, Cilla. "Yes, I'm very fond of sports sims and all, but football management games have me a bit cold. It's all those losses and numbers, they really don't excite me. I'd much rather just watch the footy



"(Sighs) There's my answer! That thought you should be pleased to hear, Cilla, but I suppose you'll be fine of it too, Cilla, it's all exciting for them."

on the telly. That said, this is a very competent management sim. It's easy to follow and you're in no doubt about what you're doing at any point and every action is as clearly labelled in its own little box. In fact, it was so clear that I managed to win my first match at the season.

So you got off to a good start, eh? "Oh did it go from the top, love?" It must admit, Cilla, that it's a bit tied up with all these management sims looking so damn similar. The first time you pick one up and find it's got a nice effect set up with a decent soundtrack to your physiotherapist and banker, it's great. But now all football management sims are the same. "You want a bit of variety, do you love? I'm not putting First Division Manager down at all, Cilla. I mean, it's got all the features you'd expect and a lot of people like these features. It's those people that this game's aimed at, I shouldn't think it'd make any new converts." So will you be playing an away game, eh Percy? "Well you be having another go, love?" "Oh, maybe if the mood takes me." What's the score for this one?

70%



If you're a bit of a wimp, Percy never should have let me lead to your corner in Wrestling Superstars. When nobody was looking, he warned.

Wrestling Superstars

Now Percy, you started off with this one - how did it go? "Well, Cilla, it was okay but nothing special." Ooh, Percy! That doesn't sound very romantic. What went wrong? "Oh, it wasn't that there was anything terribly wrong with it, but there was more of that special chemistry that makes you want to carry on seeing someone. Oh, and there's no less player action either." So tell me, what did you do together, Percy? "Well, we had a few bouts together and I did do some pretty spiffy stuff. But basically, all it involved was me



CHALLENGE



A big treat for Paul Perry, better yet, gentlemen, isn't it a beautiful thing we're doing, and the machine!

Cue Boy

You two hadn't met before, had you? No, Cilla, and I must admit that I think I've found the very computerized sports game for me." Ooh, how tall we all about it. "Well I was well-disposed towards the one from the start, too. I've always been fond of computer snooker and pool, partly 'cos it was the first sports game I ever played on a computer." I've actually had quite a lot of practise so I was going to go with this one. From the very beginning, it looked good. You can play a friend or one of the computerized opponents, and they really do look like a tough bunch." A bit of rough, on Perry's "launting like that, Cilla. As well as getting a kind of random choice of opponent (you have to press a button and play whatever chap the cursor thing stops at — it's a bit like trying to get the last L on a SNELL level thing on a Tim machine) you can also choose between snooker and pool."

Tell us, Perry, what one did you go for? Had to go for both, but I settled for snooker. I always seemed to have the same opponent though. Nigel Harris, he was called and he looked a bit like Paul Harris, only more thick-set. He was hirsute's good though. Whenever it was his turn, a little creature would jump up on to the table, if there was no way he could get a ball. He usually turned down. But it is

looked like he had a chance, he'd go and stand by the pocket that he intended to lob a ball into. As he stood there, with a great smug grin spread across his face, I really wanted to give him a good poke with my cue." Cilla, Perry, we couldn't love that. Not on a family show! "I know, Cilla. It was only having a little joke. Anyway, what was I saying... Oh, yes, how Cue Boy and I get on.

"As I mentioned before, the computer is very good indeed. It knows all the pocket angles and how to get the perfect spin on a ball. I felt a bit let down, but I'm proud to say that I kept calm and I'd actually won a fair few frames by the end of the day! Mind you, a couple of those were Cue's opponent, potted the black. It was the best game I'd played all day, a really lively little sin." So you'll be seeing one another again I hope? "Well, I've already taken Cue Boy home a couple of times and we've got on just as well. I think this could be the start of something beautiful! Oh, isn't that just lovely. And tell us what we're all dying to know — what's the score?



Cue Boy takes a card while you're at it? Hee-hee. Now I'm the one who tells the jokes around here — you're not supposed to be funny to someone rather repetitive once the other people's worn out. And you're certainly not supposed to disappoint the nice ladies and gentlemen by failing to have a simultaneous two-player mode. Say 'no, Paul.' And it's no use looking at me like that — I don't care if you can run the other club off the road, it still doesn't excuse the balls with which you can crash. Be there it is, ladies and gentlemen. Slicks. You'll like it — not a bit, but you'll like it. It's working him with me, Paul, you know. He had 'Say 'yes, Paul!'



Hang on, hang on, it can't be so easy at the machine, you can see that how'd you do the game. Slicks, isn't it?

Slicks

Now then Perry, time to split the teams on Slicks. Was it as easy as you thought? Oh, Cilla! Cheery on the day is long, you are! Oh no, I can't remember any more. What's at the other channel? Scrolling Clock!

"How then? A big hand for the game Debbie's bringing out from the stateside. It's called Slicks, ladies and gentlemen, isn't that grand? Say 'yes, Paul.' How then? So you're an overhead-view scrolling race game, are you? Well, let's put you in the magic Speedy and see what happens. By golly, you are a swift little mover, aren't you? That scrolling certainly shifts, shifts it most certainly does. Now, what are you doing? Oh, you're qualifying for the race. And how you're challenging another driver in order to move up the league table. What a dapper little linker you are!



Now then, it's going to get to be the car and time it was fast. I'm also going to offer to buy somebody and cry how fast that fellow and game? I'm going to win. Now that's right!

Cars to clock a card while you're at it? Hee-hee. Now I'm the one who tells the jokes around here — you're not supposed to be funny to someone rather repetitive once the other people's worn out. And you're certainly not supposed to disappoint the nice ladies and gentlemen by failing to have a simultaneous two-player mode. Say 'no, Paul.' And it's no use looking at me like that — I don't care if you can run the other club off the road, it still doesn't excuse the balls with which you can crash. Be there it is, ladies and gentlemen. Slicks. You'll like it — not a bit, but you'll like it. It's working him with me, Paul, you know. He had 'Say 'yes, Paul!'

"Hang on, I hate Paul Daniels. Turn over!" Apply OJ — our Price and SuperSports Challenge didn't exactly "win a dream dose. Still, they did win a bit of a ball and that's what it's all about. No chance of winning both, bring here, unless you count that Cue Boy. What do you say, Perry? "It was worth it for the highlight, Cilla."

So there you have it, ladies and gentlemen. It's a little bit disappointing for me — but I do take an 'apple ending. ☺

FINAL VERDICT

Cue Boy and Slicks are the pick of the pack. Cue Boy in particular, is one of the best sports sims ever around these parts for a bit old while.

International Speedway looks, and acts, its age. The lack of a two-player option on some of the games is a drawback.

Cue Boy is our International Speedway pick. The real is surely enough and worth your games, especially Cue Boy.



Here's looked around the table and saw the perfect opportunity. Here's a time to look a gift horse in the mouth, he was like what and thank it.

90%

74%

81%



SPY VS SPY 3-ARCTIC

Wicked Software/C3.99 cassette

MAD. Now there's a magazine. Home of Alfred E. Newman and completely incapable of telling a joke without highlighting it and sticking three exclamation marks at the end. Anyway, MAD also houses (or may not by now - I haven't seen a copy since 1986) *Spy vs Spy*.

the terribly funny adventures of two, err, spies. Advertised as 'friendly rivalry' but usually involving blowing each other up, the series never fails to impress with its ingenuity. (Or may not by now... etc.)



Other players need to be able to see up the great snow jobs of the deep white, but leaving the sign. Don't let your uncertainty to see stop you.

The game of the strip, *Spy vs Spy*, was fabulous. Set in an embassy, you had to clear around, steal plans and (this is the best bit) set all manner of traps to foil your opponent, who could be human or an extremely sneaky *Spycoy*. These traps were patently ridiculous - electrified buckets of water on top of doors, spring-loaded boxing gloves in drawers - but horribly effective. The game was followed by a sequel called *The Island Caper*, which nobody ever saw and which, like the comically monochromatic original, was played by colour clash. Now comes the final instalment, set on an ice-flow somewhere in the Arctic coast.

When you may be wondering why I've spent two hundred words telling you about the first game, rather than number three. (Set of 888 Wad, it's because number three isn't terribly good. The main thrust of the game is that it's a two-player affair, but the action slows down markedly when you're both moving at once. Further probe arises because of the setting. It's awfully tricky to tell where the ambances and exits on a screen are and, consequently, you spend a lot of time running at walls. When the two spies meet, they fight - but with snowblasts, so you can zap each other from a distance. In the original, you used clubs



You might see the unexpected outcome of trapping them. You're left. But, unfortunately to see, as the trapped one. In a word, you coming to the shape of trapped one.



THE GAMES THAT GOT AWAY

TOY BIZAZ

Ricochet/3.99 cassette

JOKESTMAN If you know, you can now take a course in the history of the *Spiespy* at college. (Ask your tutor about it.) One of the subjects of the course is covers through the ages and this, err, covers such places as the anatomically astonishing *Legend of the Amazon Women* and the endearingly dreadful *Wally Week* paintings.



Spiespy can the reader and repeat regularly to learn. The course will be used. Why, why I better with your own book, and your own copy, get regularly, in your school.



Spiespy can the reader and repeat regularly to learn. The course will be used. Why, why I better with your own book, and your own copy, get regularly, in your school.

Highlight of the lecture is undoubtedly *Toy Spiespy*. The best ever *Spiespy* cover, this depicts a wrapped present, with a sinister doll's hand bursting out to undo the bow. Even Andy D was moved to say, 'It's quite clever and subtle. I like it.'

The *Spiespy* theme carries on with the storyline. You're Merton the maintenance man, and you've been trapped in the top hallway at night. While a bunch of killer toys stabble about dangerously, you have to turn off various valves to stop more being made. There's an indestructible doll called *Huffy Hilly* scattering around as well.

TOP TEN BIZARRE TOYS

1. These really old plastic chimpanzees with gripping hands and strip costumes.
2. Transformers. Well, Andy's transformer to be specific. Whenever we put it back together, there's a bit left over, and nobody can figure out where it's supposed to go.
3. Slinky springs.
4. Elasticated green slime.
5. Those pin things you stick your face in.
6. Dolls that eat themselves.
7. The anti-climatic-the-real octopus.
8. *Callage Patch Cols*. (BIRTH certificate? Death certificate? People who buy them should be certificate.)
9. Crash dummies.
10. Synophones.

At it all, it's a bit of a nightmare. Spook city, Arizona, in fact.

What a terrible, terrible shame that the game is a bland platform number. Fogging the 1988 presentation (actually, the animated *Spiespy* of the main characters are really funny) the gameplay just doesn't stand up to close scrutiny. Look, (because of someone's busy



THE GAMES THAT GOT AWAY

C ANTICS



and so fast to get really close, in a dangerous sort of way.) On the other hand (my left one, actually) once you've got past the speed, the confusing graphics and the unforgiving trajectory (far thicker to use than before the game is a lot of fun. You find yourself enjoying it in spite of itself. If you can see what I mean. The original's still the best though.

64%



Finally the cartoon has been converted properly, even to the point that you would have been able to see Homer. But the obviously not-legitimate heavy usage of the cartoon.

RRE



scratching Toy Bizness (sounds of Toy Bizness falling over). There, told you. There's tonnes of racing around with no particular place to go and either too much rebaring your steps as kids come off the waves you've just shut off. There's also the most amazing bug—when you get killed, your ghost pops off screen. Then your new best jogs back on. If there's a buddy there, you get pumbed right on top of it and get killed again. Dumb goal.

I missed Toy Bizness for the first five minutes, but then Andy dropped the gun and my concentration was immediately shattered.

30%



In the school for the truly dumb just out of David Lynch's, all characters must prove their creativity according to their highly disorganized teacher, resulting in failure for most.

HIGH STEEL

Alternative/C3.99
0877 767777

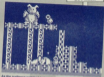


These Cars That Got Away can get depressing. More often than not, it's patently obvious why the games got away in the first place. Then, out of the blue (what an odd expression that is. What's 'the blue'? Presumably the sky, but how many things drop out of the sky? Surely it would be more sensible to say 'out of the grey when I was trying to cross over to the corner shop' or something similar) you get a game like High Steel, with... um, hang on, I've completely forgotten what I was going to say before that brackety interruption. Damnation.

Ah, that's it. High Steel is a city builder, as it's a full title game. It's also utterly original. You play a construction worker, and have to build various forms of a gigantic building. These levels consist of upright girders, the walls and boxes the floors. While you're making around trying to do this, various gnomes are crawling about, eating the bricks, knocking you over and generally



THE ONES THAT GOT AWAY



As the evidence gathered in these moments, the entire game is wrapped away in the supporting detail, leaving the fun, unobscured, to be had.

getting in the way. To add complications, the crane driver, who delivers extra girders and so on, seems to be ever so slightly mad and keeps putting things in entirely the wrong place. Also, bricks from higher levels keep plummeting down and landing you atop the bonce. It's tough at the top of a forty-storey building, that is.

Now these are only the bare bones of this incredibly complicated game. The play feels out in it something resembling a model gnomes, and is packed with rules and regulations governing the way the crane moves, or what each species of gnome can do to you, or how readily you place a girder. It far makes the mind reel, but at least



The theme are obviously taken to the next of Nintendo's series. Simple graphics and often with a third scrolling background. But they were always intriguing.



playing the thing makes everything clear. Well, more or less. So to avoid lots of you getting the prog that's jumping out of windows, I may be asking questions later.

You start off having to build a single level, and immediately the game starts dropping bricks all over the place. Four of these can be piled on top of each other before you have to move to a new space, and you can only place a girder in a clear space, so the first thing to do is, um, make a space. It'll be glad you're clarifying things for the readers. But once a girder's in place, you can zoom up it and start laying bricks. Now here's the bit the instructions don't mention—each girder can only support two bricks. Unity, you need to lay a floor of at least five bricks in length to complete the screen. But Oh, and all the while these horrible gnomes are slapping about in a dreadfully messy manner. You have to push them off the scaffolding or (on later levels) shoot 'em with your real gun.

There, sounds brilliant, doesn't it? Worth a magnificently high mark, eh? What's the only minor? Okay, that's true, you do tend to lose a killer bear without meaning to, which is especially annoying considering one of the gnomes just ate their back at you. Um, and you're cursed in saying the randomly falling bricks get very annoying. But those are only minor points. Oh, all right, they're pretty major ones. (Shucks.) But what about the massively positive bits, eh? The graphics are big, chunky, smooth and well animated. There are a couple of busy backgrounds (but no in-game effects). Each level brings new obstacles like banana skins (placed) and the gnomes are constantly mutating in to even stranger forms. Honestly, it's like an early-'80s arcade game—a sparkling game design with billions of features sprinkled on top. I love it. I'll tell you what—let's agree to differ. How does 76% sound?

76%



WATERWORKS



FRED Publishing/£5.99 disk
0382 534201



Look! Isn't it amazing to think that underneath the cities, towns and villages of this simple tale there are so many things happening?

There are underground sewers and pools, secret passages that only the government knows about, a smattering of nuclear bunkers, gas pipes, sewerage pipes, electric cables, water pipes and even the odd diseased aquarium. All this activity goes on throughout the day and night while we, for the large part, remain completely oblivious to it. Amazing, isn't? Nothing to do with SAM Waterworks but, I hope you agree, very interesting.



Waterworks, which is what I should be telling you about, is a bit like Backgammon in the sense that it's one of those games that you have to play to understand. If somebody tries to explain it to you, you just end up bemused and bewildered. The thing to do is just straight in at the thing and and, um, ask somebody who's played before what you should do when you get stuck! Okay, let's lead it up...

Right... it wasn't a password, I haven't got any passwords. Right! Jonathan! It wasn't a password and I don't know any. What shall I do? (Just press the UP/DN and you'll be okay; after that I'll tell you the level password whenever you start a new level. If you enter them down, you'll go straight to any level when you start another game.) Jonathan! Ah, I see. Right. UP/DN and it's there!

Was it all that bit complicated as maybe I said? Well, no. Well, no. Okay, so far as I can see, the idea is to go through lots of screens coming down, drawing wires and, this is the tough bit,



well, honest, Terry here, I'm just warning the lower class Pipe Lovers of the "True State of the Game. What should my next move be?" or "Oh, Jonathan, just what, what, what, what, what should I do when I get stuck?"

adjusting the water level.

Yes, some bits of the screen and particular spots only become accessible when the water level has risen, or dropped, to a certain height. To adjust the water level you have to open different switches and turn switches on and off and also to close pipes. Oh, and there are also tubes and a submersible well. That's the heavy bit over, let's get back to the game itself and out this new-found knowledge.

The next level is quite easy, all you have to do is to connect the pieces of pipe around to form one long connecting pipeline. This is a common occurrence



This is Terry talking. Control. I'm warning the lower class Pipe Lovers of the "True State of the Game. It needs a bit around, mainly in moving to left to the. Jonathan! I'm very worried indeed.

throughout Waterworks and will probably mean lots of comparisons with Pipemania. Ah, the second level... Bimby, what are I meant to do here? Jonathan! What's happening here? (You're going to have to pick up that key, do open that door up there. Now, by turning switches on and off you open other doors which let the water come flowing through. This could be a good thing or a bad thing. At the moment you don't want any water coming in and you've got a choice of three switches. Close on one of them... Ah, that was the wrong one to click on. You've drowned the whole screen. Start again, Jonathan! Oh well, at least I know which one not to switch on next time.

Playing Waterworks involves logical thinking, the process of admission and a lot of trial and error. I know I've probably made it all sound horrendously difficult, but it isn't that bad. The graphics are nice and bright and everything is colorful, and usually, colourful. So the



bits of pipes you can move are red and the ones that stay put are blue. Likewise of the different switches and tubes are easily recognizable unless you've got a black and white TV, when it does get a bit more confusing. Another thing in the favour is the fact that it's so easy to make, even if you don't know what people to open. According to FRED Publishing, this isn't a puzzle game but a kind of those in one puzzle/side-stategy game. Hmmm, I think Waterworks can't be the "puzzled" shell game. The story does seem to be a desperate attempt to include an arcade element but, seeing as they move in set patterns, you've just got to try and remember those patterns, which sounds a bit like an IQ puzzle to me. This is the puzzle games and I'm sure about it. Well, so much here. (But we've got lots of bits to finish here.) We want to see more, but we're out of time. Well, we want to see more, but we're out of time. Well, we want to see more, but we're out of time.

FINAL VERDICT



I'm a big puzzle fan, so that's a great start. It's solid, it's playable, it's choice with, um, puzzles, and it's actually rather original. (Score 4)



It's got another SAM puzzle game, so there something wrong with the machine that you can only do puzzle games? Or what?

I really enjoyed playing it, but I can see why people wouldn't like it. Non-puzzle fans may benefit from 20% off the price of...

80%

Letters

WRITE TO THE ED., 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a Y5 badge!

In this month's letters we come to terms with a very angry man indeed, hear all about their' predilection for milk and receive a complaint from a distinctly mouse reader. It's all happening here, I can tell you! These, sometimes I just don't know how I deal with it all, I must be right an superhuman. Maybe it's something to do with all that bric and chocolate I ate during my adolescence.

CONTINUTE ONES

I fear that I must write to you with reference to your answer to the letter from Jamie Prince. Even with a decent simulator or even the Smit Messenger, you cannot guarantee that you will be able to play whatever Spooky games you want.* Some will transfer, but others will definitely not. Anyway, the main point of my letter is to want people that not all Spectrum games can be transferred to a SAM disk. As you mention, a great many can with an emulator, but there remain the ultimate ones.
George Robson
Kettleby, West Yorkshire

You're right, you can't play all Spooky games, but you can play nearly all 486 ones. There is a way of converting 128K games, but I've absolutely no idea what it is. Ed.

A FIRST

I have just read my first Year Six star mag and I enjoyed it a lot. The best bit is reading the letters. I enjoyed reading the one Stuart Robson from Hobbly Bay sent you. It didn't sound like a promise to me. Did you send him his Amiga games? Please could you send me Quattro Adventures because I enjoy playing my Quattro Cartoon as soon as I have finished my homework.
Dennis Penning
North Walsham, Norfolk

I'm glad you enjoyed your first Year Six star. It is a bit on the good side, isn't it? I don't haven't got any Amiga games cos I haven't had any proof that he bought an Amiga!

I'm afraid we don't actually send out games to our readers unless they've won them for something. But thanks for your letter anyway. Ed.

AN INVITATION

Once more I open my heart, place a fresh black and grey ribbon in my typewriter and send you another message from the world that does exist north of the Watford gas. I've only really three things to say. Or possibly four, if you count nibble.

The first is a desperately/quite/goodly/really rather crap idea I had upon reading Jeremy's issue. You said that you wanted to go abroad, or at least take a holiday. Well why not tour the country this country, if you could? You could come up to York and see... me. Well, look on the bright side, we've got some really pretty architecture. Rally the Spectacles together by going and seeing everyone who stands 'OL. You can tell them where you'll be and we can come and see you.

That's the first thing. The second is that I enjoyed the 'That Was The Year That Was' article, but had this horrid feeling that Andy O did far more work than anyone ever gave him credit for. Someone giving him, so to speak.

The last thing, before my paper runs out, is to ask nicely if it's okay

if I pop into the Star sometime when I'm passing Bath? To love to see the three most remarkable, unrepaid people in the history of magazine publishing.

Oh, and please don't post Robin Lewis, Long Marston, near York! cos it looks silly. Besides, I am no longer Robin Lewis, I am...

The Phantom

Robin Lewis
Long Marston, Near York



PRINT

I am most wrong.
King, King, the Egyptian, The
Pharaoh, The King, the Egyptian,
The King, the Egyptian, The King,
and they're wrong for a star. Ed.

Is Jonathan Nash really the brilliant
Jon Pitar?
Gavin Smith, Baffins
Yes, as far as we can tell. Ed.

Ted Steve Anderson I've got the
book 'The 101 What Time Is Love
drama book.
Evan the Man, Huddersfield,
West Yorkshire

Ed, I can't wait for coming over of
patience and doing something stupid
that he'll grow to regret. Ed.

It's off to the seaside tomorrow with
my Auntie Giv.
Paul Smith, Oldham,
Manchester
Watch out for the Laughing
Folkman, He He He, Spook! Ed.



This month's slice of art comes from Dundee Rastrow of Bunkers,
Berkshire. It's called Behind the Scenes - More Munching. It's good, isn't it?
Send your screws to Doodlbugs, Your Starlet, 30 Monmouth Street, Bath,
Avon BA1 2BW.

DOODLBUGS





STAR LETTER

was in pain, so I crept into his room and beat him to death with an iron bar. He wouldn't have felt a thing.

Unfortunately my main sad was that he was a giant, not even a giant. Except for in a happier world, who said happy Jim Pike? Poisoning is a much better way of killing someone. It's less drastic, just give him some thalidomide.

I saw Dale in Texas the other day. He was standing at the milk counter smelling the milk. Four Christmas trees weren't very festive was it I got a Sago for Christmas, but this doesn't mean that I will neglect my rights as I'll be the last person in my group to school to get a console. Will you please tell my friend at school what the difference is between an 800 and a 14-00, so I can't figure it out.

Tell Andy D that if he's lucky Brian

is ten up a date with my granny.

Do you mind if I ask you a few searching questions?

1. How long, Mr. Synops, does it take for you to look up a scrambled number?
2. How many Guinness Ciders VS actually taste?
3. How many games have you reviewed in your life?
4. What is the square root of 126?

Marty McFly
Covepoint

Poor old Bob, he indeed a sad story and one that both truly deserve the accolade of *Question 1 Letter*.

Curiously, questions, *Question 1 Right*, the difference between an 8-bit computer and a 16-bit computer is that the 16-bit shaves twice as many bits, but can cope with larger numbers. This means that 4

can deal with more colours, it's faster and it's got a bigger memory. Er, and that's it. Basically.

Seeing as our captives are all charged up from the depths of our collective subconscious, they don't make that long. As in Ed, let me see... Soh, I think it's six. For there was Kevin Cox, then Tim Maughan, then Matt Kelly, Andy Ah, Andy Hahn and... well And if you know what? Tim's the only one who doesn't work at Future!

Are no idea how many games he reviewed and I can't be bothered to go through my back issues and count them. And the square root of 126 is 11.224.

In the way, I told Andy D about your *Granny*. He said that it's a deal -- as long as she's got all her own teeth and still knows how to rattle her spoon. Ed.

A SLIGHT MISUNDERSTANDING

As I write this I have just completed one of my favourite games -- *Continental Circus*. Anyway, how are you and the crew? Okay? Good. I must tell you about the tragic loss of my pet fish, the man with the golden cabbage. About five months ago he came to my house from Chalfonts (where he lives). He went to bed early that night. I overheard my mum saying that he

Let's see, where do I start? Well, he seems to have been there actually (I know I read it back) for some time for years, but I was talking about abroad. 'Flow, a proper holiday?' He was kind of grinning at the time I've spent in Britain -- in Hull, Manchester, Leeds, York, Harrogate, Dunstable, Castle

Douglas, Bristol, Huddersfield, Strathgordon, Norwich, Shrewsbury, Colchester, Great Yarmouth, Hull 53, Edinburgh, Trowbridge, Sheffield... Actually, I suppose I have been away quite a lot. I'm not complaining any more though, cos I couldn't go to Paris a couple of months ago and it was everything I hoped for. 550, thanks

for the note, Robin, and if it ever comes to try and let it be loose!

You're very welcome to join into Future whenever you're passing through Britain. We sure we can all take a few minutes off to say hello. I've got Andy D's actual, and he's good for his health -- he really does work for the hard, y'know? Ed.

VIDEO AND LIND

I really must protest, most strongly, about the treatment of a fellow *Vid* reader in your otherwise noble publication.

Personally, I am a violent shade of mauve. Surely at least Tim Kemp can appreciate me? I feel quite certain that Ned Hahn will soon be

TRAINS POTTERS



WELL, THE BIRD, HELL, MANSELL PLEASE STAND UP

Obviously I demand a Transpotter Award, No. let me rephrase that, I would very much like one of your Transpotter Awards for being a simply huge mistake in your magazine.

Look at the content's pages in the Feb job, and look at the games section. Now, if you look closely under the heading *Magnificent 4 Days Night Mansell's Grand Prix*, tell the actual content from those Nigel Mansell's World Championships. Now tell me which is right and which is left?

To please send me a Transpotter and tell Jonathan Nash that Ed is absolutely and completely excellent.
Jonathan Pinner
Boston, Lincolnshire

I read him. He didn't take any notice, but I did tell him As for Nigel Mansell, well... ummm. Look, it was a genuine, like I was it was Nigel Mansell's World Championships but some mischievous little imp booked off a certain section of our collection. Don't laugh, it was very disconcerting indeed. It made us all incredibly dizzy and we had to sit perfectly still for half an hour. Ed.

A POLITE TRANSPOTTER

As usual, I was thoroughly reading the mag and, I don't mean to be rude but, I noticed a small printing error. I thought you might like it pointed out, it's on page ten. There was a competition and, in the first paragraph, you said 'that's three games a week for a whole of 1992' and instead left for 1991. I don't think you meant to put that 'correct' in, and you meant 1993, not 1992. I hope you don't mind. I'm rude.
Wickie McKee
Hampden, Middlesex

Rule? Not at all, and you're so right too. But that doesn't necessarily mean you're entitled to a Transpotter. Oh, we're so unimpressed! Ed.

YS IS BULL, BUT...

On looking at the sub-variant YS, Feb job, I noticed some flaws in your alternative mail and gaming mag. I decided that I would have to point these out to you, so I compiled a shortlist of the most obvious mistakes.

1. *Crage* vs, where you displayed instructions on how to set your truly grossomeat *Unrealist*, you made an error in the title of *Board Of The Rings*, after printing most of it a double you left the shadow of a letter 'I'.
 2. *Crage* vs where you wrote: 'this publication, you made three errors. The first being that you spelt the address of *CGE Servers* wrong. You spelt the name of the village as *Peruand* when it should be spelt *Peru*. I should know, I live there. Myco is the town. The second error is the word *excitant*. This was used in your *South Mac Dad* column. The third error is also on the column, you spelt the word you as 'ya'.
- Toby Powell**
Llanfyllter, Dyfed

So? You still understand every sentence, don't you? However, we try to experiment a bit and you lot just don't get it. Pat Ed.

DOUBLE BASSOP

I would like to claim a Transpotter job in Feb 79 you called *Anglophones at 21.5*, but in Feb 80 you gave it 78%. Is he *Baron* Adam 'Tandy' Piggott *Craigmark, Ayrshire*

James reviewed it initially, and I reviewed it again later. James liked it more than I did, so he gave it a higher mark. Where's the problem at that, ah? Double *crappop* with a sheep penning *proceedings* on the letter! Ed.

UNBUSTLE? USE YEM!

A bit unobscure, wasn't it, writing about the post-Christmas period and then sending the subscribers' copies out before Christmas? **Leigh Lumsley**
Pain Tallow, South Glamorgan

It was a bit, wasn't it? I really don't see fault at all. I mean, we were told that the cut date of that issue was the 15th of January. How were we to know that the printers would be completely and amazingly efficient and get the subs' copies sent out early?!

It was even more annoying that we actually sent it to the printers a bit later than we were supposed to. Gum and ink, on! Ed.

the bottle, rather than the vicious sting upon? You now have, a potential inflammatory situation would have been avoided. I remain full and sated.

J Cagle
Carymore, Berkshireshire

I apologise profusely for any hurt I may have caused any third readers. However, I appreciate a lot of colour now and then. Blouse is fine by me, I've probably got a major conflict with white spots, and a pair of purple foot pants! Please let it be said again that I'm serious. Ed.

TOO LATE!

Watch out for the red devil! It will tell all of your secrets to the enemy and force you to print a picture a mark of Kyle Minogue.

Mark George
Beaconsfield, Dorset



I wish you'd have wanted me earlier, I like the red devil stuff, but I thought it was rubbish and thought and thought and didn't think twice about writing it in. Ed.

... I KNOW A MAN WHO CAN

I'm desperately trouble. The man out of letters for my VS collection that goes back to issue 48, with a competition to win ten of UK's well loved watches on page seven. When I looked through my latest issue I found that there was no order form to buy orders. Panic around. Please could you send me another letter or tell them again through the VS Superstore.

Dominic Ebdell
Atherbury, North Yorkshire

We don't actually have any spare orders in the office. But they do have plenty of the things in the Future Publishing envelope at Compton. If you send them a cheque or postal-order for £3.95 and a letter explaining what you want, they'll send you a full new order. The address is Your Smiler Order Office, Future Publishing Ltd, Compton, Somerset TA11 0TB. Ed.

ME AND MY MICRODRIVE

I would first like to say how totally mindblowing your mag is, not to mention the fab Royal DS. I have been an avid reader of every issue, thanks to Coddick - my friendly local newspaper who orders a copy just for me. I think the mag has got cheaper and better since the new Ed



MR ANGRY

Another new year and fresh hope that for the first time this letter will be acknowledged. I have sent letters to both VS and SE several times and neither of you have bothered to reply once. Do you just open a couple of letters and throw the rest away? Here's hoping you've actually opened this one. You can always cut the stamp off my reply envelope if you're going to ignore me again.

It's so wonder your circulation is falling when you're making so many mistakes and ignore people who write to you. Does anyone check your coverage tapes before they record them, and does anyone

check the companies that advertise in your mag?

I buy your mag every month and it's exciting to read the coverage not knowing what to expect. But alas, as I've's coverage there were only two programs I could see. Not much fun, I think you'll agree. Why didn't someone check that Tardulous needs a code word or number to run of Plus. Heavens! It's for two or more players. And I can't use Pokerman because I cannot find a Maffice that works or my 128K +2. I bought one from Romantic Robot but it doesn't work. I had my computer checked and it's working perfectly. I sent the Maffice back, but they returned it saying it was working perfectly so well, what am I supposed to do!

As for Ornate Supplies of Derby - I wrote to them three times asking for a distributor, but they didn't have the decency to reply.

As for the programs you print in your magazine, please check them before you go to press.

By the way, I'm going to keep writing to you until I get a reply, so please don't keep on ignoring me. Have you any idea how frustrating that it'll look forward every month to buying your mag and SE, but they just disappeared one every time.

K Lambrook
Edinburgh

not saying one's, just around the corner but Microdrive are not high on our list of jury hardware to write on about. And as for Dead? Box Microdrive stuff, well, if someone sends me in I'll take a look at it. Can't say better than that, can I? How often you to your regular scheduled Editor **Jonathan**

A FOOTIE PLEA

While reading your review of Football Manager 2, I noticed you mentioned Trackpad Manager. Can I see still obtain a copy, and from where?

Keep up the great work!
Mr A Jones
Birmingham

May I have to Post? See that bit of the EDOR catalogue? Well, you'll find Trackpad Manager in there. Ed.

ANYONE REMEMBER ORANGE?

Your 1991 I remember a company called DigTap advertising in VS offering programs from the Photos section of VS on tape. Seeing as I'm not up to typing in lots, I'd like to know if the tapes are still available. If not, could you print my full address so some kind reader willing to post them (DigTapes could get in touch).

Mark Hardy
Pear Tree Cottage, North
Dighton, Wiltshire, West
Yorkshire LS22 4BN

Only upon a couple of letters a month? How on earth do you think we manage to fill our letters pages, the Topical, Spin, Sex & and Input? Edited by simply opening a couple of letters a month? Please!

We do not answer letters personally, only through the mag pages. But you're right about the stamps, we do tear them off. They go in a big bin and get sent off to various charities and appeals.

I'm afraid I can't do anything about Ornate Supplies, but I can assure you that all the programs on our coverages are checked in the office. The various programs then go off to be duplicated and we get a batch back from Adax which Jonathan has to check again.

Romantic Robot are right - there's nothing wrong with your Maffice. The simple fact is that you don't use a distributor with Pokerman. All you have to do is select your POKE and use the actual game tape after it.

As for Tardulous and Heavens! the former does not need a code for the first level - you simply press Enter, in the Dead Box pages, under the title Heavens!, it says 'Heavens! isn't another Man Computer. Merits. It is indeed a two, three or four player strategy game.' Thank you and goodnight. Ed.

Sorry, Mark, but we don't have a contact number or address for DigTap anymore. If anybody else has any further info, please get in touch with Mark at the above address. Ed.

CALLING ALL SPEC CHUMS

Having been a loyal Spectrum user for the last ten years it's good to see that there's still a quality Spectrum magazine to suit, even though it's now very difficult to obtain copies in the shops.

The main reason for this shamefully sad state is for me to get in contact with other Spec'ists around the country, swap games with them and generally have a good old natter and reminisce about Spec. Oh, the Spec'ers and Spec'ers.

It's impossible to buy Spec'ers software in the shops, so the only way I can increase my software collection is to write in your mag. I hope that plenty of Spec'ers get in touch - whether or notice needs.

Mark Ripley
19 St Michaels Crescent,
Buckton, Warwickshire CV23
3LN

Again, the only way we can help is by printing your address. As usual Mark will be absolutely inundated with letters from Spec'ers who the world over. Hopefully. Ed.

PROGRAM PITSSTOP



Something for the weekend, sir? We have a fresh Craig Broadbent just over here, full of juicy listings.

Welcome back once more. I was lying about this morning when a fabulous thought suddenly struck me. In the excitement of going to sleep at a reasonable hour I had completely forgotten to write Friday. So as in an effort to keep you from forgetting I'm still breathing the bit at the end, here is some wibble about university. One (as they call it in Australia) is actually rather dull, and I would recommend it to nobody - I mean, there are fifteen pubs on the campus alone! And the things I could tell you about Typography just won't, because you'll just ask what it is like everywhere else, and I haven't got the time, the patience, or the space left in this issue to tell you. (Beware of SAM doing test file to disk.) Photo. Finished. Let's look at some programs instead, eh? (Plan just past.)



CHARSET

by Guy Palmer

Now, for some reason, I've been bombarded with loads of basic character sets recently - Guy goes one step further and gives us a choice of four different sets to swap between at will. Just enter the code (I've printed it as a Decimal Loader, as Jonathan seems to like them, and find only change it anyway if I printed it as hex). Having done that, POKE 32663 with an integer between one and four inclusive, and voila, one instant character set change. Just so you know what to expect, set one is that nice bold one which everyone seems to want in, set two is a sort of decorative cross, set three is in reversed squares, and set four is the normal Sinclair set. So there you go.



BASIC

```
1 REM FOUR CHAR SETS by Guy Palmer
10 REM Decimal Loader by the mighty Craig
20 CLEAR 32767:RESTORE 1:LET x=255
30 FOR i=32768 TO 32911:STEP 8
40 LET i=POKE i TO ?
50 READ a:POKE i+a,LET i=hex NEXT a
60 READ a IF hex THEN PRINT "Checksum Error at line ?" :STOP
70 LET i=i+10:NEXT i
80 PRINT "Data POKE'd into memory OK."
90 INPUT "Data to test?" :a
100 IF a="" THEN a="Y" THEN INPUT "Please?" :b:GOTO 30000:32768:142
```

```
300 DATA 22, 0, 47, 17, 0, 253, 255, 25, 607
310 DATA 108, 50, 9, 293, 34, 54, 93, 207, 794
320 DATA 1, 5, 5, 128, 255, 85, 193, 16, 598
330 DATA 16, 55, 11, 100, 177, 32, 244, 291,
608
340 DATA 8, 96, 197, 6, 3, 128, 255, 60, 790
350 DATA 162, 18, 18, 26, 16, 247, 128, 19, 661
360 DATA 16, 30, 128, 16, 18, 30, 6, 3, 281
370 DATA 128, 255, 23, 140, 18, 16, 30, 16, 633
380 DATA 247, 193, 16, 222, 291, 6, 96, 197,
1178
390 DATA 8, 7, 128, 228, 255, 255, 60, 228,
1128
400 DATA 127, 18, 26, 16, 16, 244, 38, 179, 669
410 DATA 16, 19, 183, 15, 224, 251, 62, 2, 748
420 DATA 254, 1, 82, 9, 55, 18, 138, 34, 617
430 DATA 1, 128, 193, 0, 128, 254, 2, 52, 748
440 DATA 9, 33, 22, 128, 34, 7, 128, 193, 666
450 DATA 0, 128, 254, 3, 20, 9, 23, 59, 529
460 DATA 128, 34, 7, 128, 198, 0, 128, 3, 650
470 DATA 0, 60, 34, 54, 92, 291, 0, 9, 647
```

- Bar FX - 80280, 40
- Attributes - 80240, 51
- Mirror FX - 80120, 54
- Xor Screen - 80134, 58
- Paster - 80170, 28
- Scatter FX - 80208, 23
- Pasts Up - 80278, 63
- Pasts Down - 80273, 63
- Pasts Right - 80265, 16
- Pasts Left - 80244, 18



If I were you, I'd type them all in first using the Decimal Loader provided, then you can try them out and save the ones you like separately. It's reasonable, so you stick them where you like (within reason), and to get each routine going, just type **RAW2** with start address, except for the character set, which needs **RAW2** with 32142 to start. Incidentally, you may have noticed, there are fourteen methods but only ten routines; this is because you can use the horizontal and vertical post-rotators together to make, er, diagonal ones. Oh, and see stands for character - Little thanks back to Computer Science lessons there, Schoolboys, eh?



BASIC

```
1 REM ALTERNATIVE CLS by Wayne Hurt
10 REM Decimal Loader by the mighty Craig
20 CLEAR 32767:RESTORE 1:LET i=255
30 FOR i=32768 TO 32911:STEP 8
40 LET i=POKE i TO ?
50 READ a:POKE i+a,LET i=hex NEXT a
60 READ a IF hex THEN PRINT "Checksum Error at line ?" :STOP
70 LET i=i+10:NEXT i
80 PRINT "Data POKE'd into memory OK."
```

ALTERNATIVE CLS

by Wayne Hurt

For three times when a CLS just isn't enough... This chunk of code gives you fourteen alternatives to everyone's favourite command. The different routines, their addresses and lengths, are outlined at the top of the very next column.

vs hints'n'tips



TIPSHOP

It's back! The most wondrous selection of tips in the known universe is happy to greet you on this fine new day. This month Tipshop urges you to do something you've never done before. It doesn't have to be anything reckless or admirable, just something that you've never got round to doing before - like going to the pet shop and making faces at the fish. Or going into HMV and listen to the worst album they've got on those headphone thingies. It's the little things in life that count! And now, on with the tips. Hurrah!

CAP'N DYNAMO MEGAMAP 28
CRYSTAL KINGDOM DIZZY ... 24
SNARE 28
THE TRAP DOOR 29
TURBULENCE 30

PRACTICAL POKES 30
 featuring *Star Wars*, *Super G-Man*, *The Trap Door* and *Thing 2*

THE YS CLINIC WITH DR HUGO Z HACKENBUSH 28
 featuring *Streaker* and *Rebelstar*



CRYSTAL

Okay Spac-Chunks, last month you had the complete solution - now it's



MEGAMAP

CAPTAIN

Leigh Leveyday has once again proved his greatness by drawing a beautiful and complete map of the Cadet's game.

Some Handy Tips

- You don't actually have to duck under the electric bolts.
- Jump through the teleporter to avoid activating it.

- Use on/off screen to make enemies reappear so that you can jump on them.
- Don't worry about the spiky turtles - jump on them anyway.



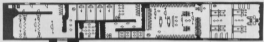
- Watch out for the enemies that walk one way then run the other.
- The bouncers bounce you in the opposite direction to the one you're facing.



Level ONE



Level TWAIN



Level THREE

EXECUTIVE ME, HAVE YOU LOST A KEY?



Solid rock



Teleport



Lazy blaster



Water



gas puffers



Slow platform



Diamonds



Semi-solid wall



Platform



Horizontal lift

DYNAMO



It's all about timing and patience. Don't rush things, there's no time limit.

• Anyone like to sign my petition for the abolition of Les Derris?



Thanks, Leigh. By the way, should you really be spending all your time trying to get rid of Les Derris? What about that lovely Heart of Darkness essay? Honestly, you don't know how lucky you

are, I wish I could write that essay. That Kuno, eh? He's a rant. The thing is, Colin the Publisher probably wouldn't let me print it in YB. Damn shame!



Level ~~FOUR~~



Level ~~FIVE~~



Level ~~SIX~~



Vertical lift



Conveyor belt



Springboard



Syringe



Booster



Crater



Aerial slide



Spring blades



Steam pump



Er, another crater



Pulley
and guys

THE TRAP DOOR



This is one of those games that always pops up in Dr Page's Hackensack's Clinic, and this beautiful tip from Robert 'Ye Olde Game' YD' Lavery is especially for those of you who are still stuck.

Can of Worms

You need the can and three worms. Place the can at the side of the trap door and swing the trap door. The worms will wriggle out, catch three of them. Watch out for Crut, he likes eating worms. Once all your three worms are safe in the can, place it on the dumbwater and send it up. You will now collect the bonus points from 'Ye upstairs.

Fried Eggies

Release the large tickle from the trap door. Tip out the waste-paper basket and get the small white tickle. Place it on the new shut trap door and go and collect the frying pan. Place it near the cooker in the kitchen. Go to the trap door lever and wait for the bird to return from the kitchen. As it flies over the trap door open it and the bottle will fly up and hit the bird. Don't forget to close the trap door and save the bottle.

If you hit the bird correctly, its eyes will glow very large. Follow it as it flies into the kitchen and pick up the frying pan on your way.

The bird will hover and look down at its feet. Stand directly under the bird with the pan facing you. The bird will lay an egg and you've got to catch it. Once you have a maximum of three eggs, go and put the pan on the cooker. Wait 'til it starts flashing red and white, then take it off. You will drop it out of the heat. Leave it 'til it starts steaming then send it up to 'Ye upstairs. Open the trap door and wait for the bird to disappear.

Eyeball Crutch

Tip out the yellow cup and take the box of seeds into the garden. Tip it into one of the pots, one of the seeds will land in the pot and the others just below it. Place one seed into each pot. After this, go back to the trap door to let out the jumping thing. Push the box with the tap on just under a ledge, then return to the garden. Wait for an eyeball to fall from a plant, pick it up and put it in the box with the tap on. To do this you need to climb up the stairs on to the ledge and stand directly over the box. If the box is in the right place you

should be able to drop the eye straight into it. For maximum points do this with each eye. Once you've done the watch where the jumping monster lands and push the box on to the that very point. Hurry and get the large bottle and place it under the box's tap. Wait for the jumping thing to leg into the centre of the box. It will jump on to the eyeballs, squashing them. This liquid will appear in the bottle. Send it upstairs for lots of points.

Botted Slimes

Go to the Gooey Pit. Collect three of the little pairs of eyes. Place them in a large pot using the same technique as you did with the box in Eyeball Crutch. You now have to release the big green wheezy monster. Push the pot full of slimies by the dumbwater. Stand by the pot 'til the monster tries to tap you. Push the pot in his way and his copper will fly the slimies. Give the pot a good shove into the dumbwater and send it up.

A few extra's

- Ⓢ Don't drop eggs - they tend to break in a clumsy sort of way.
- Ⓢ Don't stand about when the

jumping thing is around. It could follow you into a very fast thing.

- Ⓢ If you want to get rid of Crut then put the empty seed box on the trap door and lure Crut in, then flip them up and, with a bit of luck, Crut will land in the box.

KEY

- A Supply room
- B Trap Door room
- C Kitchen
- D Crutcher's den
- E Gooey Pit
- F Garden

- 1 Box containing small bottle
- 2 Yellow cup containing seeds
- 3 Bottle
- 4 Can
- 5 Frying pan
- 6 Large pot
- 7 Box with tap on
- 8 Trap-door lever
- 9 Cooker
- 10 Dumbwater lever
- 11 Dumbwater
- 12 Weight
- 13 Weight lever
- 14 Plant pot
- 15 Red herring



PRACTICAL POKES

More merry cheaters-POKEr from the man with the plastic daffodil, JON NORTH, Hurnah, NH

March, and 4 months of flowers and leaves and berries. This month's PP is dedicated to berries, for no particular reason other than I don't know what you're supposed to have had one.

TRAP POWERS IN AVE

Steve Fenster is the author of that other silly little routine which goes - *spook!* - *oh, I see, phoooooey, spook!* *Oh!*

10 READ Thing 2 by Steve Fenster
20 POW F-304 TO 30013
30 READ A POKE F. A. NEXT F
40 RANDOMIZE USR 304
50 FOR I=100 TO 1000
60 READ A POKE F. A. NEXT F
70 POW 30407, 104
80 RANDOMIZE USR 30402
90 DATA 231, 53, 75, 214, 17
100 DATA 101, 1, 82, 295, 89
110 DATA 205, 263, 48, 241
120 DATA 201, 285, 187, 214
130 DATA 179, 50, 189, 176, 251

STAR WARS

Hacker of the Month is Julie (we don't have a surname) for maybe I just forgot it from Cambridge, who has successfully cracked the apparently 100% hackproof protection system *Algoobook* on *Demok's* older *Star Wars* to stick ity lives into it.

10 REM Star Wars by Julie
20 REM It has a 100% hackproof
30 REM then I'm a genius
40 CLEAR S005: LET T=0
50 FOR F=304 TO 30000
60 READ A POKE F. A.
70 LET T=T+INT(S005)
80 NEXT F
90 IF T=6001000 THEN STOP
100 RANDOMIZE USR 304
110 DATA 231, 53, 75, 214, 17
120 DATA 21, 1, 82, 295, 89
130 DATA 205, 263, 48, 241

150 DATA 33, 258, 284, 8, 249
160 DATA 126, 258, 8, 119, 38
170 DATA 18, 248, 53, 180, 295
180 DATA 24, 1, 82, 295, 89, 150
190 DATA 50, 1, 33, 258, 33, 258
200 DATA 117, 11, 1, 10, 89, 1
210 DATA 81, 0, 207, 179, 30
220 DATA 231, 14, 53, 237, 176
230 DATA 33, 1, 82, 17, 34, 155
240 DATA 235, 33, 235, 3, 34
250 DATA 180, 255, 195, 187, 255
260 DATA 132, 179, 194, 238, 254
270 DATA 231, 37, 30, 53, 62
280 DATA 135, 50, 135, 255, 195
290 DATA 208, 254, 128, 179, 1, 84
300 DATA 208, 254, 201, 38, 30
310 DATA 38, 82, 187, 56, 135
320 DATA 235, 198, 238, 254, 128
330 DATA 179, 194, 238, 234, 201
340 DATA 37, 30, 9, 1, 82, 188
350 DATA 50, 135, 255, 195, 258
360 DATA 132, 179, 194, 238

370 DATA 234, 231, 38, 62, 187
380 DATA 234, 231, 38, 62, 187
390 DATA 234, 231, 38, 62, 187
400 DATA 234, 231, 38, 62, 187
410 DATA 234, 231, 38, 62, 187
420 DATA 234, 231, 38, 62, 187
430 DATA 234, 231, 38, 62, 187
440 DATA 234, 231, 38, 62, 187
450 DATA 234, 231, 38, 62, 187
460 DATA 234, 231, 38, 62, 187
470 DATA 234, 231, 38, 62, 187
480 DATA 234, 231, 38, 62, 187
490 DATA 234, 231, 38, 62, 187
500 DATA 234, 231, 38, 62, 187

SUPER Q-MAN

Steve the Cardboard Earphone has been a bit busy this month, only managing one routine (and a monthly short one at that) for my list. In old chapter Q-Man (it's only printing the because Q-Man sounds a bit like Q-Man, hence to some of the best gigs in the country).

10 REM Super Q-Man by Dave
20 Cardboard Earphone
30 CLEAR P1000
40 FOR F=30000 TO 30013
50 READ A POKE F. A. NEXT F
60 RANDOMIZE USR 30000
70 DATA
175, 50, 50, 195, 195, 50, 195

THE TRAP SCOR

Are finally, enter stage left Karen Matthews and the
Whoooooooooooooooooooooooooo for
ity line makes a sort of
change, I posted in the Doc
Pleasey wanders.

10 REM The Trap Door by Karen
20 Mathews and Murchie
30 LET T=0
40 FOR F=30000 TO 30045
50 READ A POKE F. A.
60 LET T=T+INT(S005)
70 NEXT F
80 IF T=1000100 THEN STOP
90 RANDOMIZE USR 30000
100 DATA 231, 53, 75, 214, 17
110 DATA 21, 1, 82, 295, 89
120 DATA 205, 263, 48, 241

130 DATA 295, 89, 48, 241
140 DATA 231, 53, 75, 214, 17
150 DATA 21, 1, 82, 295, 89
160 DATA 205, 263, 48, 241
170 DATA 295, 89, 48, 241
180 DATA 231, 53, 75, 214, 17
190 DATA 21, 1, 82, 295, 89
200 DATA 205, 263, 48, 241
210 DATA 295, 89, 48, 241
220 DATA 231, 53, 75, 214, 17
230 DATA 21, 1, 82, 295, 89
240 DATA 205, 263, 48, 241
250 DATA 295, 89, 48, 241
260 DATA 231, 53, 75, 214, 17
270 DATA 21, 1, 82, 295, 89
280 DATA 205, 263, 48, 241
290 DATA 295, 89, 48, 241
300 DATA 231, 53, 75, 214, 17
310 DATA 21, 1, 82, 295, 89
320 DATA 205, 263, 48, 241
330 DATA 295, 89, 48, 241
340 DATA 231, 53, 75, 214, 17
350 DATA 21, 1, 82, 295, 89
360 DATA 205, 263, 48, 241
370 DATA 295, 89, 48, 241
380 DATA 231, 53, 75, 214, 17
390 DATA 21, 1, 82, 295, 89
400 DATA 205, 263, 48, 241
410 DATA 295, 89, 48, 241
420 DATA 231, 53, 75, 214, 17
430 DATA 21, 1, 82, 295, 89
440 DATA 205, 263, 48, 241
450 DATA 295, 89, 48, 241
460 DATA 231, 53, 75, 214, 17
470 DATA 21, 1, 82, 295, 89
480 DATA 205, 263, 48, 241
490 DATA 295, 89, 48, 241
500 DATA 231, 53, 75, 214, 17

130 DATA 295, 89, 48, 241
140 DATA 231, 53, 75, 214, 17
150 DATA 21, 1, 82, 295, 89
160 DATA 205, 263, 48, 241
170 DATA 295, 89, 48, 241
180 DATA 231, 53, 75, 214, 17
190 DATA 21, 1, 82, 295, 89
200 DATA 205, 263, 48, 241
210 DATA 295, 89, 48, 241
220 DATA 231, 53, 75, 214, 17
230 DATA 21, 1, 82, 295, 89
240 DATA 205, 263, 48, 241
250 DATA 295, 89, 48, 241
260 DATA 231, 53, 75, 214, 17
270 DATA 21, 1, 82, 295, 89
280 DATA 205, 263, 48, 241
290 DATA 295, 89, 48, 241
300 DATA 231, 53, 75, 214, 17
310 DATA 21, 1, 82, 295, 89
320 DATA 205, 263, 48, 241
330 DATA 295, 89, 48, 241
340 DATA 231, 53, 75, 214, 17
350 DATA 21, 1, 82, 295, 89
360 DATA 205, 263, 48, 241
370 DATA 295, 89, 48, 241
380 DATA 231, 53, 75, 214, 17
390 DATA 21, 1, 82, 295, 89
400 DATA 205, 263, 48, 241
410 DATA 295, 89, 48, 241
420 DATA 231, 53, 75, 214, 17
430 DATA 21, 1, 82, 295, 89
440 DATA 205, 263, 48, 241
450 DATA 295, 89, 48, 241
460 DATA 231, 53, 75, 214, 17
470 DATA 21, 1, 82, 295, 89
480 DATA 205, 263, 48, 241
490 DATA 295, 89, 48, 241
500 DATA 231, 53, 75, 214, 17

Report your a big pay, and
called down to sleep. And what
Pokego goes to sleep. All the
Pokego goes to sleep too. Here's a
thought, though - why does he
not even go into Emily's shop?
You'd have thought she would
have gone bankrupt by now.
Anyway, send your stuff for
inclusion in the column, and your
Pokego requires. I can only
do 48K tapes - but send a tape if
you want them back to the: Julie
Joe North, PP, 75, 30 Moorcroft
Street, Bath, Avon BA1 2BN,
and if I do what I can in the way
of POKING you. Right, keep
factor eight, and PP see you in the
Big Blue Society.

TURBULENCE



Every other
letter sent into
the
this month has
included the level codes for
this silly little puzzle. Robert
Thurber has won the first
one out of the hat.

I have just completed your
congratulations. Turbulence, here are
the level codes...

Level One
Level Two
Level Three
Level Four
Level Five
Level Six
Level Seven
Level Eight

Thanks for those, Robert.
Billy Ramsey has been having a
great at Turbulence too.
While having a noisy sound

the code of your
congratulations.
Turbulence, I
discovered that
there's a hidden game in
it. Simply choose your controls
and type in "TRAC" and "T" for the
password. You will
now be able to play
Turbulence-Curriculum
is even harder to play
Turbulence.

Thanks, Billy.
Jonathan actually
mentioned the
extra game and

password in
one of the
captions. I
knew, nobody
would believe it. You all
thought it was one of those dull
captions, didn't you?



CHIP CHIPS

Goodnight, Open-chips everywhere. And
before you nod off to doily dreamland just
consider this - "He thought he saw a feather's
tail descending from the bus / He looked
again and saw it was a hippopotamus." Send
it with maps, marbles, tips and cheats to me,
Linda B of the 85 Tynsham, Year One, 30
Moorcroft Street, Bath, Avon BA1 2BN.

ERNE

THE PSYCHOTIC FIREMAN



AND THE VENGEANCE OF THE BROTHERHOOD! BY PAUL

SOMEONE DROD SECRET...

MEMBER... I WAS TOLD YOU WAS FROM THE BUREAU!

IT IS SOMEONE WHO WORKS IN THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

THEY WERE FROM THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

ALL THIS TIME YOU'VE BEEN HIDING FROM ME!

THEY WERE FROM THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

THEY WERE FROM THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

MEMBER... I WAS TOLD YOU WAS FROM THE BUREAU!

IT IS SOMEONE WHO WORKS IN THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

THEY WERE FROM THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

MEMBER... I WAS TOLD YOU WAS FROM THE BUREAU!

IT IS SOMEONE WHO WORKS IN THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

THEY WERE FROM THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

MEMBER... I WAS TOLD YOU WAS FROM THE BUREAU!

IT IS SOMEONE WHO WORKS IN THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!

THEY WERE FROM THE OFFICE AND YOUR SUPERVISOR IS THE SAME COMPANY!



Got a problem? Get it solved! With NUMBER SIX SPEC TEC



It's the question on everybody's lips - who is Number One? SIMON COOKE knows. (Go on, tell us, O you mite.) Oh, and he also explains L28K and SAM paging. (Yes yes, but who is Number One?)

Hi! Well, I've done it! It's been an eventful month - apparently I'S are now so desperate for my services that they've pulled out all the stops. Number Two has just tried this Devere Absolute thing on me, so I took dealing firmly by the hand and emptied the contents of a couple of extra-strong sleeping tablets in to his glass of sherry. It worked a treat - within seconds he was out for the count. Only thing is, now that I've beaten him, I've got this strange about chap following me around. (Shoo, go

on, shoo.) He hums. (Number Six walks off along a steel corridor and goes down a lift into a strange subterranean chamber.) Hello, what's this? There's a big sign saying 'Well come'. How can I be going around outside a door, I'll plunge straight in...

What's going on in here? Looks like a control room for a rocket launch! Someone's at that control panel over there - and he's wearing a suspicious hood. Just what are the R2 D2s doing in the village? Oh, my mistake - he's got a massive number one painted on

his back. Finally - the mystery solved. (Number Six turns Number One around.) Hi! You can't hide from me any more, Number One. Let's have that mask off. (Number Six whips off a succession of masks including a stag foot, a gorilla, a Mink face and a comely Ronald Reagan.) Good heavens - it's me! Oh no, it's just a mirror. (Number Six reaches for the final mask as he suddenly stops for some technical reasons about memory pages.)

SAM CRACKED!



THE SAM COUPE EXPOSED IN ALL ITS GLORY

Here's something that a fair few SAM owners have been waiting for - their paging system to be explained in full. So, if you haven't got a SAM, you can read something else for a little while, during which time I'll fill in the rest of the readers on the why, how and whereabouts of the SAM Coupé paging system.

WHAT A BRAINY GUY BRUCKY IS

Fortunately for SAM owners, after the Speccy paging system, the SAM system is a doddle. Whereas Speccy owners have different bits doing all sorts of different things, and certain pages fixed in places on the memory map, on the SAM things are a little different. For one thing, you can have up to 4,096 to play with (which means a grand total of

five different paging ports). SAM ports come in three different flavours - the Low memory paging ones, the High memory paging ones, and the Video memory paging ones. But first, a word from our sponsors...

DOE FOOD? WHAT'S THIS GOT TO DO WITH BOE FOOD?

The SAM memory map is arranged in pretty much the same way as the Speccy 128 and V4 one. But in order to save on space (as it's full of info), I'll put all the important bits on one diagram.

FFFF	0	High	ROM 1
8000	0 <th>Memory</th> <th>SAM</th>	Memory	SAM
4000	0 <th>Low</th> <th>SAM</th>	Low	SAM
0000	0 <th>Memory</th> <th>ROM 2</th>	Memory	ROM 2

Right, the main memory system is as follows: in your basic SAM Coupé, the maximum number of pages you can have of "internal" memory is (plugged inside your machine) is 32, or (as each page is 19K long)

8192. So sections A, B, C and D can have any page in them from 0 to 31. But by the nature of the paging system, whatever page you have in section A, the next page follows on in section B - ie if page 0 were in section A, then page 1 would be in section B. The same goes for sections C and D (except for external memory, which will be dealt with later). If you're wondering what happens if you have page 31 in sections A or C, then quite luckily, page 0 appears in the next section (B or D). This works in a way called "modulo arithmetic" -

ie instead of taking the whole number when you divide something, you take the remainder instead. Remember that from pages 0 to 31 totals 32 pages - ie 32 divided by 32 is remainder 0, and page 0 ends up in the next section. (Machine code people will know of a simpler way of describing this using counters but I like maths - shy?)

Now that the basics of the memory system have been explained, on to the ports themselves (and why that weird ROM arrangement occurs). And lookee, unlike the Speccy system,

the paging ports are both read and write - so you can find out what these ports hold at any time you fancy.

ROM PORTS, ROM PORTS, ROM PORTS

First of the lot is the L28K, or Low Memory ROM - 8192 (or 256 for the uncommitted). This controls not only which memory pages stash themselves in memory section A and B, but also if the ROM pages are paged in at all, and where they go. It can also do a nifty little that write-protects SAM page 4 - making an area of SAM appear to the processor as if it were ROM. Quite charming, really.

The bottom five bits (0-4) of the L28K decide which page will sit in section A (and consequently in section B). These can take any value from 0-31, and usually in BASIC, page 31 sits in section A.



even on 256K machines, where I don't really need to do that page 0 system variable, page 0 can sit in section 8. This is similar to all the other memory paging ports (with the exception of the extended memory ones). The bottom five bits of ALL these control which page is being pointed to: the top three vary.

Whether or not you have ROM 0 (the start-up ROM) in section 4, A of the memory map is decided by bit 0 of LMPH; if bit 0 is reset, then section A holds BASIC (see, tell you it wasn't bad). If 0 controls ROM 1, and acts in the opposite way in ROM 0 when bit 0 is reset, RAM appears in section 0 of the memory map when it's set. ROM 1 replaces the RAM in section 0. The reason for bits 0 and 1 in section A is, with ROM 0 (the start-up ROM) sitting over section A, and ROM 1 inactive. Hey presto — just what the doctor ordered.

Bit 1 is a spooly little guy. It controls the write-protect feature mentioned above. If bit 1 is set, then the RAM page in section A acts as if it is ROM — ie it can only be read, not written to. If it's reset, then section A can be written to. This is used in 486. Spooly emulator programs — usually, pages 5 and 6 are kept in section C and D, with pages 3 and 4 in section A and B. The Spectrum screen (MODE 0) is kept in section 8 (page 4), and a copy of the Spectrum ROM is kept write-protected in section A. The value for LMPH here is 163 — work this out for yourself as a little bit of a self test... Quick hint: 163 is %A1030011 in binary.

PLZ TAKE THE HIGH ROAD

The High Memory Port (HMPP) is just MB-2511. This port tells the memory map which two pages sit in sections C and D. It also can do strange things to your editors in the hi-res mode (MODE 3). As I've said above, bits 0-4 decide which pages 0-21 sit in section C. Bit 7 decides on



whether internal or external memory is paged into section C-D (bit 7 set — external memory, bit 7 reset — internal memory).

The external memory is controlled by ports 880 and 501 (126 and 129), obviously, the ports control separate sections of memory — 540 controls section C, and 501 takes care of section D. This means the two sections are totally independent of each other, so you can have any external page that you want in 'em. The ports for external memory are identical — the bottom 6 bits decide which 15K page is in the appropriate page section, and the top two bits decide to which of the four possible 16K external memory interfaces these pages belong. To all intents and purposes, this means that you have up to 256 external memory pages. (That's where the 4 256K capacity comes from — 256x16K pages externally plus the 128K internal memory — yes, see, I don't just make up those figures as I go!) The only thing you have to worry about which interface is which is when you've got more than one plugged in at a time — but that's all covered in the instructions for installing them. If you're in to accessing the Mag units from machine code, the first thing you should do is check how many units there are, and to what numbers they are set. From then on, it's plain sailing. (Oh yes it is.)

Bits 5 and 6 of the HMPP control which of four possible colour tables MODE 3 uses — 0 is the usual one (tables 0-3), but other colour sets (such as 4-7) are available. Just treat bits 5 and 6 as the top two bits of a four bit number, and this will give you the single hex you screen's available look up table values that MODE 3 uses for colour.

ALL WE NEED IS... VIDEO QA-QA

Privately, the video system. The port address for the Video Memory Port is 5FC (252). As per usual, the bottom 6 bits control which page the video system works with — but did you know that only certain values apply for certain MODEs? Not? Well here you do!

For MODEs 0 and 2, any page can be specified — so you can page away to your heart's content. But MODEs 3 and 4 are a totally different kettle of fish. In

these modes, it doesn't matter which page you address to the VMPP; it will treat it as an even number — ie in MODEs 3 and 4, bit 0 of the page you specify always acts as if it is zero. Effectively, this means that you'll always get an even page at the starting page for a MODE 3 or 4 screen, which is amazingly helpful. (I mean?)

Screen in MODE 3 and 4 is over two consecutive pages (with a 1K10 byte space at the end. (I'm sure hilariously antiquated documenters! That's \$2000 by the way. (Sounds of hilariously antiquated documenters sobbing in to their socks.)

(Screen in MODE 1 takes up 64K bytes starting at the beginning of the page. Screen in MODE 2 takes up 10256 bytes (or \$2000), but the arrangements are a bit different. The bottom (the dot part of the picture) sits at the start of the page and is 6144 bytes long, but the attribute map (the colour part) sits 6144 bytes into the page. You know, there's a 2K gap in the middle. Now this may not seem rather funny, but there's a very good (but incredibly hardware-oriented) reason for it. Just remember that gap when you're addressing MODE 2 screens and you'll be fine and dandy. Oh, and by the way — you can use those 256K spare bytes.

Bits 8 and 9 of the VMPP decide the screen MODE. Take bits 8 and 9 together as a two bit number. Now whatever value you get, add one to it. Hey presto — you now know which MODE you're after. Easy peasy. If bit 7 controls the MDI system directly — so if you want to squirt colour down the MDI cables or read it in 'yep, real time. But it gives you spilling liquid hex headaches trying to get the thing right. Don't waste 'em.

NOTES FOR PROGRAMMERS AND OTHER FISH

The entire RAM memory map is controlled memory (you even get a little video contention in the border area of the screen — strange but true). So to get rid of this, bit 7 of port 57E controls whether or not the screen is windowed on. When it's reset, the memory is unshared (but the screen is off). When it's set, it's controlled (and the screen is on). Easy. Other things to watch out for are the way that MODE 2 and MODE 3 control the memory more than MODEs 3 and 4. This is a bit of a headache really — smaller screen sizes for larger memory contention. But

it can't be helped. MODE 1 has the most contention of all, as Bruce Gordon designed the RAM to run slower in this mode — so helping the Spooly emulation by keeping the speed of it as close to the Spooly as possible. Hell time try to make sure you keep track of what you're paging in and where — it can be a real pain to have a routine crash on you because you're paging the wrong page in the wrong place at the wrong time.

If you need to return to BASIC from a routine, stop the stack pointer, and the contents of LMPH and VMPP, then just BASIC back in interrupt mode 1. (The contents of HMPP don't matter.) Otherwise, you'll get a nasty crash, a blank screen or COMBAT overwriting your program (or an even nastier crash respectively. Also, if you're going to have a PAUSE instruction immediately after your CALL, you'll have to re-initiate interrupts, as the machine will hang (or stop) while it waits for an interrupt. For any other command, BASIC will have time to get around to re-issuing interrupts for you.



WE'RE NOW COMING TO AN AIRPLIFT HALT

In conclusion, two things: a RAM trade secret, and a quick word of support. You know those screens that appear when you press reset? These are called test screens. (No! Not! And this is how they're done. When you hold down reset, all the ports are set to zero, so what if you think happen to the VMPP Control, it is set to page 5, with MODE bits reset. (Pause while reader guesses a cut.) Oh, look, you a MODE 1 screen into section A of the memory map and reset. Ta-da! NB: the palette colours are not altered in any way, so if you want a certain palette for your test screen, you'll have to have the same colour in your program while it's running. For examples of test screens, see my Hit Butter (Intro 2) or the SCPU01 Ad (you'll find them in PG 000000). Now the quick word of support you may find this hard to believe, but paging is really incredibly easy. All you need is a bit of practice. I mean, look where I got me. (Erm, writing about BASIC paging at top in the morning on deadline day. Etc. Oh, yeah, that's so much for the Coupl - turn the page for some 128 walls.



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H I R E D T O K I L L

By: **Tom Powell**

 You wonder why? Tom Powell's last name, *Hired to Kill* is his game. The storyline of said game has it that an evil Baron is restoring large taxes from the poor peasants' pockets. No, it's not your job to kill his tax, you've actually been hired to kill the King! He's on his way to Dunster where the taxman is at work to investigate the Baron. What you've got to do is sneak into the castle, hide, and wait 'til you get a chance to bump the King-off. Now I don't need a lot of upgrades, so this early challenge was right up my alley to me!

A little bit of RPG-style combat lurks beneath the surface, though it only manifests itself in fights where you have to remember to keep an eye on your hit points/strength - you know the sort of thing. It's not all



slaughter and death though. You can make a few tabs on the side by buying and selling goods, and you can talk to the natives, though I found very

few of them willing to go further than the "hello" stage. Early on I found myself in all sorts of trouble, right so I was without the necessary objects to do anything useful. Sadly, as there's not all that much in the way of friendly and/or helpful messages during the game, things tend to be a bit on the trial-and-error side.

There are four sub-plots that go to make up the whole quest, and they'll take a good bit of time to play through. Where the game seems lightest is in the amount of problems you have to face. Loads of characters pop up, and there are lots of objects to manipulate too. On the minor side there's either too much wandering to be done, along with having to deal with an out-of-control

'real-time' system that rather breaks up any 'flow' the game might otherwise have'. The puzzle is a bit arduous too, though that is part of the challenge of the game - trying to find the right words to manipulate the objects. Overall, not a bad effort but

The more there's better to come from Tom Powell.



TITLE: *Hired To Kill*
FROM: Tom Powell, The Bear Park, Ivy Leaf Hill, Bideford, Cornwall EX22 5LH.
PRICE: £2.50 - cheapen and PCs payable to Tom Powell, otherwise add 50p or £1.00 for airmail.

TOP *****
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NEWS

OUT OF THE WOODS
Yoursword is the beautiful of Doctor Dark. The good Doctor's been an adventurist for quite some time now - a bit of you may know him from his huge fantasy adventures. Well now he's branched out into the world of publishing and has put together three titles together for you. They are under the following guises:
1. *The Old Games Collection Volume One* (£4.99) featuring *Whoson Guard*, *Pyramid*, *Castle Adventure*

and *Secret Island*.
2. *The Old Games Collection Volume Two* (£4.99) featuring *The Dungeon Engine*, *Queen Tula*, *Whoson 2* and *The Survivor*.
3. *The Gold Collection* (£3.99) featuring *Rob's Reward*, *Golden Sward* and *The Fisher King*.

Some good games there - in fact, just what the Doctor ordered! (The more the merrier!) £50! Retail charges and P&H payments in pounds starting to Yarnsworth, 10 Montagu Avenue, Patch, Ayrshire SA15 1EL.



IMPACT

By Laurence Creighton-Zenobi

The idea of a ten-mile-wide meteorite crashing into the Earth is nothing new. There's already one landing for Earth now (tentatively) which will be with us in about 235 years. There's a good chance that most of us won't be around to discover how close it comes to hitting Earth but, hey, why not while away a few hours pretending danger's at your doorstep by playing Impact?

This meteorite-like one in the game, that let's pretend to be deflected from the Earth's path, and all other attempts having failed, the only way to do that is for you to find out where a medieval scientist hid his



Expelling Steam Machines, or REM. Find it and the Earth is saved, don't it isn't.

As with all Laurence Creighton specified text-only games you'll find that there are more objects per square inch than in just about any other adventure around. There's action a-plenty too, and right from the start you'll find yourself in the thick of things. As your quest involves the search for the REM you'll be surprised to see that a lot of the game takes place in a rural setting. There's a river to be crossed, ordinary roads to travel along and a pretty normal farmhouse to explore.

The objects you encounter are all rather ordinary too. That's no problem with Laurence's games - you tend to find yourself in a setting that doesn't fit into the main theme of the game, with objects that also seem to have little use other than that for which they were designed. I mean, a meteorite is going to obliterate the Earth and all you seem to see are ordinary locations, objects and people. Of what possible use is a farmer's wife? How can a needle and a piece of cotton wool help save the planet? On the other hand, the beauty of Laurence's games lies in the fact that, once you work out what they do, all these ordinary things have extraordinary uses.

You'll experience the full gamut of adventure styles within this game. There's character interaction (TALK TO... works best) all manner of object manipulation, and combinations (using the good old



NEWS

THE BUILD-UP TO

CRASH!

They Call it The Guild has brought out some well, quite a few actually-older Guild titles as PD games. What this means is that any of the following adventures are yours for the measly sum of a quid each! *Witch (for 1495) and 1595, The Message (1495), Thomas and the Merchant, Teacher Trouble, Karveent, The Gamesters, The Last Belmont, Alarid, The Calling, Beaily Healer, Holiday in Hammer, The Year Long, Lost in the Desert and Beaily Castle Beach.*

Send cheques and PDs payable to Glenda Collins in The Guild, 760 Ystron Road, Exlington, Haveringham DD1 9SS.

YERBUNN

(convention) and some straightforward examining and searching to boot. A well-paced game, with several twists in the tale before you reach the end (that's the end of the game). I have only two criticisms - you can't carry much around with you, and there are a few sudden death-type stoppages caused mainly by the character interaction, and that's a bit annoying to say the least.



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PRICE: £2.49 (tape) £3.49 (+4 disks) cheques and PDs payable to Zenobi Software, via money add. M/p or £1.50 for airmail.

COUPON CORNER

It's that time of year again when Compass Software go mad and offer you, the lucky US readers, the chance to buy five games for the price of one. It's called Pick 'n' Mix and what you do is pick one game for £1.50, then choose another game to go on the handle of the tape for FREE. Yes, that's FREE (in dramatic capitals). You can choose from the following list...

The Arctic Mission, Shadows of the Past, Incubators from Planet X, The Mirror Makers, The Blood of Dragons, Egan's Beverage, Deep Probe and The Wizard's Staff.

What a choice, eh? You could buy four games and have the other four for next, Hurray!

To: Compass Software, 111 Mill Road, Colchester Island, Co. Warrumbour, Norfolk NE11 9BB.

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Here's a lovely cheque/PD in the value of £_____. Could you please send me the following games at the staggering price of £1.50 for five (tick boxes)...

- The Arctic Mission
- Shadows of the Past
- Incubators from Planet X
- The Mirror Makers
- The Blood of Dragons
- Egan's Beverage
- Deep Probe
- The Wizard's Staff

Thanks ever so, Bye!

TIPS FOR THE BAVE-ELATED FILMS, SCREENS, FEEDS, ANIMALS, CLOTHING AND CARE AND THINGS

1. Wings Colling in The Cube People.
2. Marvin Gaye's I Heard it Through the Grapevine.
3. The Village People in the New Year, that's a bit like actually.
4. Just Beak's a Purple Hair.
5. Marvin Gaye's I Heard it Through the Grapevine, because it's a bit like actually.
6. A cat-eyed mouse.
7. A star mouse with sunglasses and thoroughly, righteous.
8. Luchini's mouse jumps like a flea (Home and Away... okay, they are leaping on the purple, but when the heck).
9. A Cuddler.
10. The white yellow. No, hang on, there's...



OOH, SOO

Here, all you happy people, if you've been following the adventures of our *Pathetic Pable Brother*, you'll know that beyond BASIC, there's always machine code. This time, stage left! Don't worry! I'm innocently clutching a pair of scissors and with an abominably banalised expression.



Picture packing

This month we're going to do a spot of screen compression. By the end of the next page you'll have a routine that can squish a screen down to ten eighths about ten-thirtieth its original size. Whooooo! But first, a quick word about the algorithm (or method) the program uses to squish pictures. It's very simple - it looks for three or more consecutive, similar bytes, and if it finds them, keeps counting until it reaches a different byte. If that stops the number of bytes found along with a 'control byte', and comes on, say, for example, a row of sixteen bytes would be stored as (control byte) (four) (seven), a row of one hundred bytes would be stored as (control byte) (zero) (one hundred). See? Easy, isn't it. Here's the program. Type it into your assembler, the *book* of you without such a utility, there will be a decimal listing coming up at the end.

The idea is to use a whole host of programmer's traps to explore their favourite routines, then building up a library of useful programs and (at the same time, so/see!) teaching you about machine-code fun. Now this isn't a strictly step-by-step 'book' as I just wanted to describe really pain-free, simple where you only get to type something in after

six months! But rather an in-it-to-the-deep-and-reckless education sort of thing where we explore each month's routine, introducing new concepts each time and so, ever so subtly, teaching you about coding. (We have.) And so! Without further ado, here's our first special guest star programmer... oh, hang on, it's Jonathan, that, never mind.

```

: assemble in address 32768
DI
LD HL, from
LD DE, to
PUSH HL
POP DE
CP control_byte
JR Z, compare
CP (xx-1)
JR NC, straight_store
CP (xx-2)
JR Z, compare
straight_store
check_finished
compress

```

```

LD C, A
LD A, control_byte
LD (DE), A
INC DE
LD A, C
LD (DE), A
LD B, 1
compare_loop
LD A, (xx)
CP C
JR NC, store_number
INC HL
INC B
LD A, B
store_number
JR NZ, compare_loop
INC DE
LD A, B
JR check_finished
: add appropriate lines to set variables:
: from=10240
: to=40960
: control_byte=47
: screen_and_high=0

```

Don't panic!

Okay, so you're now running around shrieking in terror. A bit different to Pable, isn't it? What you've just read (probably without making any sense of it) is assembly language. This is an intermediate stage between English and the bits and bobs that your Speccy understands. It's actually quite easy to follow, once you've got the trick. Let's take it stage by stage.



check_next_byte

DI stands for disable interrupts. This stops the Speccy from reading the keyboard every time it's a second, and so speeds up the program. HL and DE are register pairs. Think of 'em as machine-code variables.

Loop! Loop!

```

CP control_byte
JR Z, compare
CP (xx-1)
JR NC, straight_store
CP (xx-2)
JR Z, compare
straight_store
check_finished

```

CP stands for compare, and, um, compares the value in the R register with the specified number (in this case, control_byte, or 47). If it's zero (i.e., that's what it stands for) then the program jumps to the compare_subroutine. By gubbers, there's that BASIC melt again. (What, what?)

But let's go back to those register pairs - in

```

CP
LD HL, from
LD DE, to
PUSH HL
POP DE

```

There are six of these HL, DE, BC, IX, IY and AP - made up of the single registers H, L, B, C, D, E, BC, IX, IY, A and F. Don't worry - we'll get to them all in time. PUSH and POP use the stack too, as they keep saying in English, that's not important right now. All you need to know for now is that PUSH HL / POP HL is equivalent to LET (HL)=. For bemused people without assemblers, check_next_byte is a label. This identifies a bit of a program and makes it easier to read.

particular the IX and IY ones. These are called index registers, and these days you can 'do' things to addresses indirectly. Next, we'll see... but just getting indirect addressing is an extremely useful function - you see we compare A with the contents of (H+1) - but without affecting H. To show just how amazingly useful this is, if we wanted to do the same thing with the HL register pair, we'd have to write INC HL / CP (HL) / DEC HL. A bit wasteful, eh?

So here we are, using the indirect addressing function to check for three bytes that are together and are the same. Try to work out why we have to check for the number 47 as well. Triggered yet? Well, as it's used as the control byte, we can't just store it in B, as, as the decompressor will

come across it, think 'ah! That's the next two bytes when something hugely important' when they don't, and we'll get in all sorts of trouble. The CP control_byte takes care of all that and makes sure nothing goes wrong if 47 occurs 'naturally' in the screen. (By the way, we're using the number 47 because I like it.)

If we haven't found three bytes in a row, or the number 47, we go to straight_store. This just takes the byte in HL (the uncompressed screen data), and transfers it directly to DE (the compressed screen data). INC HL increases HL, by one so we're pointing at the next bit of the screen in anticipation of copying more again. INC DE / LD (DE), A does the actual transferring - it basically moves the value of A into the address pointed to by DE. To return to that naughty BASIC, it's equivalent to POKE DE, A.

URCEY!



Have you finished, mother?

Obviously, we have to draw the line somewhere otherwise our compressor will keep going for ever and ever. (Obviously, Ed! The Spring screen starts at 10240 for 0-255*94 as set of explained in last month's Programming Laureate) and ends at 32768. (0-255*255*98). Ergo, the next address after the screen is 32769. Now, if HL=32769 then the L register will load zero, and the H register will equal 94. (Because, yes, you guessed it, 0-255*94 equals 23296.) Bingo! We've got a

way to check for the end of the screen.

LD A, H
CP screen_end_high

; H stands for high, y'know

```
JR NZ, check_next_byte
PUSH DE
POP BC
EI
RET
```

It switches the interrupts back on — otherwise

the Sprucey would never ever read the keyboard again, until you reset the computer! — and RET, um, returns. To BASIC in this case, although of course it could be to another machine code program. Remember — the PUSH/POP combination is equivalent to LET register=register!. Whenever you return to BASIC, you can read the BC register pair with LET and/or machine, or PRINT and/or machine, or whatever. We'll be using it to find out how efficient the compressor is, a bit later on.

The fair-to-middling tricky bit

It's been relatively simple up to now. Has it? Or has it, has, look, there's no code going about it. The next chunk calculates how many similar bytes are in a row. First, we'll save the control byte, and the value of the bytes to be squashed.

```
compress INC HL
LD C, A
LD B, control_byte
LD (C), A
INC DE
LD A, 0
LD (DE), A
```

Now, we'll do that calculation.

```
compare_loop LD B, 1
LD A, (HL)
CP 0
JR NZ, store_number
INC HL
INC B
JR NZ, compare_loop
INC DE
LD A, 0
JR check_finished
```

It is used to count how many bytes there are in a row. The method we're

using means our row can be, at maximum, 255 bytes long. You should be able to follow the logic here, except possibly for the INC B / JR NZ... bit. Each single register can hold a number from 256 to 0. When it reaches 255, it loops around to zero again. So what we're really doing is setting for the zero flag to be set by the looping B. And it's so cunning, you must take it to a point (padding for some lucky child to find at Christmas time

The final bit just transfers the value in B to the register A, then saves a fair bit of space by unrolling the last part of straight code for its own inherent purposes. Cackle, or something.



In your head (really, yeh?)

You've now got a fully-fledged screen compressor! Well, sort of. Add this bit of BASIC, and we'll be able to get things up and running, so to speak.

```
1 PRINT "Oh, Saurcey! screen compressor"
25 POKE 23296, 7: BORDER=0: CLEAR
32769
30 LD A% "comp" CODE: REM compress
```

```
code:
33 PRINT "Used screen is (in compressed):
LOAD * SCREENS
40 LET order=0: REM length of screen
50 LET order=USR 32768: LET
screen=order-48132
60 PRINT "OK" * "Crashed", screen, "
byte" * "Efficiency": 1:80-INT 1/80
prefer=order/2: 74
70 INPUT "Screen": s$: SAVE s% CODE
```

```
48132: screen
50 STOP
100 SAVE "Compress" LINE 10: SAVE
"comp" CODE 32768: 42
```

And there you go. GO TO 100 to SAVE the compressor. See if it cut on a few ordinary common-or-garden screens. Pretty snazzy, eh? Except you can't expand the compressed screens again yet. Tsk.

Carry on coding

Haven't got an assembler? Fear not. Just type in this all-purpose Decimal Loader. PRINT lines to SAVE, as you'll need the whole thing next month (and you'll see that to the memory of loading your pictures then, after a bit, where, so how do I get 'em back again? Puh, hehehe).

```
1 REM "Oh, Saurcey! decimal loader"
10 CLEAR 32767
20 LET start=32768
```

```
30 LET L=132
40 FOR i=0 to 160: STEP 5: RESTORE L:
LET s%: PRINT AT 0,0: "Reading from line
": L: FOR i=0 TO s%: READ c: IF 0=999
THEN PRINT "All data OK": PRINT "comp"
CODE start: PRINT STOP
50 FOR i=1 to LET: NEXT i: READ a: IF
not THEN PRINT "Checksum error at line
": i: STOP 1/5: STOP
60 LET L=L+10: NEXT i
90 REM "Oh Saurcey! Part One — the
compressor"
100 DATA 243, 33, 3, 54, 17, 0, 193, 228,
778
```

```
110 DATA 221, 225, 221, 128, 0, 294, 47, 45,
7134
120 DATA 22, 221, 196, 1, 50, 5, 251, 194,
883
130 DATA 3, 40, 12, 26, 78, 18, 154, 254,
254
140 DATA 91, 50, 228, 273, 193, 221, 221,
25, 1544
150 DATA 79, 50, 47, 18, 19, 121, 16, 0, 373
160 DATA 1, 128, 195, 30, 4, 36, 4, 32, 418
170 DATA 248, 78, 120, 24, 222, 0, 0, 0, 524
180 DATA 880
9999 SAVE "Screenset" LINE 9999: STOP
9999 CODE 32968, 7: BORDER=0: GO TO 0
```



Next time, we're going to tackle expanding your compressed screens. Expect lots of stack manipulation and logical algorithms that shouldn't work but do. (Oh what a giveaway.) Be here, or be in a comically compressing position with Hattie Jacques.

Thanks to Steve Anderson, who created Deb, Saurcey! Contact Steve via the username dorkfuk, or go to www.commodore.com — not the one printed last month. Oh look, I've dropped one of my spots.

HOUSE

Out of 256

by Tad

Remember that bit in Y3 ages ago about what curious people did on leaving school? Well, Tad writes this demo, (256) is the name of his school, yikes! It's a 128K-only prog (a fact only discovered after several attempts to get the highlight to load in demo mode) that comes in three parts. So, it's broken as a three-part demo. OK, I know it's hopeless but how else can you describe the thing?

Part One features another stably soapy digitized picture of the programmer. (Why do Spyway digitizers make their subjects look so evil? Dig out your copy of January's Y3 and look at the Pentagram pics. Despite being friendly bunnies in real life, Papsuff and Inacker Chris look like serial killers, and poor old B27K, strongly resembles my old games master. Specially there's another jiggling look-over-the-shoulder-read-the-music-channel's-collection-of-lines (although for a change there's also a logo jumping in time to the lyrics) and an heroic



Remember this picture to yourselves, the grunting bit of audio to yourselves (but not into with with severity against teachers and all national day of the other day

circle sound. It's simply unrepeatable, (at the first cycles over on itself before you can see what the letters are. Oops.

Part Two takes a while to get going, but the effect is worth it. Tad's in another practical joke - his part looks very boring (as the scrollity admits with, assuming at least, he starts up a spinning, leaping wheel made up of dead bugs. Well, that's what they look like to me anyway.) Whichever the wheel hits the bottom of the side of the screen, the background squashes insects realistically, (it's really neat as they say). Tragically, again the scrollity is more or less illegible - this time thanks to an outline, (shaded) that set against a black background. Oops. (Again.)

Part Three features a big picture of the tamarshackle school itself, with the 256 logo fitting up and over the screen, and a masked, jiggling sound, (and, scrolling along in a jiggly fashion. (While being masked. Ed



You've guessed it - It's just about impossible to read (the vertical movement of the letters while scrolling makes your eyes hurt a lot). Once more, oops.

Out of 256 is packed with funky effects and some pretty good music, but Tad has committed a capital offense in demo land by having unrepeatable scrollity. How can you enjoy tonnes of trivial audio about school if you can't read it? You can't really see the letters? Tch. Makes me slightly irritable a class. (Fumble!) (Fumble?) Ed

MGM - the trilogy

by the MGM Team

Well, at least I know what the initials stand for (it's Mike Onda Music). But frankly only know his coding team's country of origin. The title screams barely about its such places as BINO and OSMF but why fail to tell what they mean. Why aren't there any any practical superheaters, eh? What we really need is for the window to crash open revealing the muscular figure of Geography Man, who in a single look can tell me where the billowing face these demos come from. (Hospital please.) Ah well.

MGM is yer basic music demo. No fancy graphics or effects, just a plain simple (in the unadorned language) and sometimes Soundtracker songs. To be honest, these aren't particularly interesting - the selection is mainly Arragatt! pop music stuff. But There's one tremendous, stand-out piece of music in the pack. Yes, "Caseo Sound" is a truly amazing tune. Mike has old ideas and converted the ghastly demo song you get with Caseo electronic keyboards. Magnificent! (In a crisp sort of way.)

MGM 2 - Hard Wedges into Head is a considerable improvement over the first release. Some impressive intro screen's got added to reveal a well thought-out music selection screen, in which you can select the music (for Ed,



It's a pity when you discover the software the music for the demo is present, (and, it's just changed but (Shame.)



Showing however what's the point of having a selection of music about what you can't see a control page (but Ed's why (Fumble?) Ed

adjust the volume and fiddle around with the speed of a scrollity. The songs themselves are better than those in MGM - it's all the same mix of 16-bit compositions and pop music, but to add variety, the Hard Wedge of the title makes an appearance in five different versions. And at least those eye-wrenching coloured bars have gone.

MGM 3 - Polar Ocean Storm is a welcome for Spyway music. The MGM Team have managed to get a sample or each of the 128K Spyway's three sound channels and the effect is, well, amazing. Sadly the number of samples used is few, and the songs themselves aren't that impressive in composition (though the technical achievement they don't sound as good as, say, Agatt's Hippopotamus 2 (Pensive tracks) but still, it's an incredible leap forward. Here's hoping the Digital Soundtracker (for whatever it's called) is released to the public at large. Oh, hang on, don't wander off yet - I haven't told you the most amazingly amazing thing about MGM 3

Yes, unlike every other PD music demo in the universe, it has an option for 48K owners. Yes! You too can experience the flavour of the three-channel sampled songs using only the speedy Spyway samples. Some of the timing is a little off with the drum samples, and overall the sound quality is rough, but it's thrilling to see someone still supporting the original and everybody AY-chip-less model.

Music demos are ridiculously tricky things to do - generally it's a little more action in my programs, and when all is said and done the songs aren't really up there with the likes of Pentagram's or Ed's. But for the sheer astonishment factor of MGM 3, the reasonably toe-tapping tunes of MGM 2 and the bravado of "Caseo Sound" in MGM, I'm going to award this too a whopping huge mark. Oh, and watch out for the lovely language here and there. (For some reason, Alan comes off particularly badly in MGM 2)

58%



79%

Send a card to Respects PD, 8 Teeswater Close, Lower Tean, Skares on Teand, Staffs ST10 6BN or Prawn PD, 13 Poultry Close, Wilton, Plegby CV22 7HU for details of what's available. Or Contact Bardsley Mowls at 30 Greenhill Drive, Malvern, Worcs WR11 3RW (0292)

REPLAY

And a personal hello to carpet-fitter Bernard Dalton! (He's the only one who ever reads this box, you know.)

Compilation

Smash 16

Codemasters/£14.99
 M 0924 814132

Yikes! Just how am I supposed to set about reviewing sixteen Codemasters' games in around 600 words? Or 572, by now. Do I attempt to summarise each one in a couple of brief but unambiguous sentences? Or do I take about the compilation in general, throw in a few comments on the state of the



Money suffered from a strange condition known as terrible mismanagement of the coffee and tea trolley, but that's a game with suggestions of how it might actually work if not left, it has to be said.

Whichever way I choose, the burning question on my mind is whether or not I actually have to load up all sixteen games, or whether I can just look at the (C64) screenshots on the back of the box and guess? I know what my readers tell me, but that wouldn't be fair on you. So...

(Some time later). Phew, I'm glad... (Don't by that 'some time later' business with me, Pecky. We know you. About thirty seconds later whilst you glanced at the packaging, more like it. Now give me that box and do it properly. Oh! It's far longer time later than the passage of time conveyed between the previous two paragraphs.)

Phew, it's totally glad that's over. Super Robin Hood still plays well after all these years, and I was actually quite intrigued to see if I could still remember what to do on Great Hunters. I couldn't.

Actually, you may not be wondering exactly what games you are getting for your money, and it's probably about here that I should tell you. In the straight one-directional shoot-'em-up department we have Sky High

(Stuntman in a plane), Terra Cognita (in a spaceship), KOP (Super Spy in a helicopter) and Arcade Flight Simulator (in another plane).

On the slightly more innovative side, but still carrying both the shoot-'em-up torch, we have (S&S) Combat's part of

Commander Keen: Wario's walk-a-little-man-about-and-shoot things affair, Flame Kings where you have to pick off each body in turn and keep returning to your base, Big 20 grinding some light relief in the form of a fly-a-plane into the screen 4-Runner clone, and Operation Gushy, which scrolls multi-directionally as you fly around attempting to rescue your men.

Then there are the arcade adventures - the aforementioned Super Robin Hood (and the reliably incoherent Great Hunters. Both games were around before the idea of an egg with legs as the main character had even been conceived). And in the miscellaneous section we have Super Hero - a kind of obviously playing 3D isometric raster Over the Hills clone, Super G-Man (a lot like Jetpack, Guardian Angel - a beat-'em-up (which was supposed to be Freddy Handed 2, I think), Flyin'Kamikaze Jr (an almost 3D



The Gun! One of the Lonches. Below was a standard after-buster fought against another, but all both busters carried points and bonus sets. It was all right in the end.



almost-unwieldy adventures, 3D Starfighter and our very own Adam 'Globo-buster' Waring's Ninja Mission - a cheap and nasty Gauntlet rip-off.



Night, just like for your PS exam. All you have to do is a couple of stupid runs. Oh, and there's a bonus of working hard!

And it's afraid that in all fairness, cheap and nasty is the definitely the main theme of this compilation. Codemasters could have easily included sixteen, if not thirty two, far better games from their back catalogue. But then again, they probably didn't want or need to sixteen games for under a quid each seems quite appealing wherever their standard. And it's for this reason, and I should hope for this reason only, that I expect Smash '87 will indeed be a smash. It's a bargain, whatever way you look at it.

Rick



Mines. Mines are in to the dining room. These intricate games had caused the plenty of trouble in the past.

software industry, and someone about fifty gone by when rubber keys were considered an innovation and Richard and David were but a glint in the reviewer's eye? Or then again, how do my chances look of continuing enough 'em' so that all but the conclusion of this review consists of ridiculous



After considering the quantity of Dexter Present's third laboratory experiment results, I must say that I really have to feel in favour of the present.

Dragonair Lines, therefore - just over there - it's the lucky that Paddy! Don't let us make your attractive holiday (please).

Terminator 2

The Hit Squad #13-89
 # 041 832 9633

Just as Arnie's fans have increased in expense and box office receipts over the years, so have his games increased in size to the extent that the last two weren't even 48K-compatible. And they almost get things right



with Total Recall—obviously one it was Arnie game they had to include a little man running around shooting things. But, with a stack of platforms to negotiate and objects to collect, the mindless violence of an Arnie film was at last woven successfully into a respectable and playable game.

Not so with Terminator 2. As the film was full of special effects, it seems Ocean decided that they should also try to give their lip-synch convention a rather special look too. Level One is a head-to-head



You just give left button, your left foot and, in fact, in fact—no, please it's all about. You do the hobby walking and you turn around and that's what it's all about. Well, the hobby walking, which... etc.



Well, give—take your job! So the left on from the family '79, you like your video games and by taking your picture a screenshot in with some games/picture. When do you print?



looks and moves so much like Arnie. Those who are familiar with the film will delight as T-1000's (the badly 'd) arnie misanthropizer into two splines and try to stab you (just as they did in the film). Unfortunately, this bear-lem-up frenzy takes place at about 0.80081, again rendering the entire level totally unplayable.

Then there's Level Two—a half old Jay Hunter drive your idea along a scolding road level. Level

Three is the only highlight—another chance to have a go at a computerized version of one of those oldie purple games, rearranging Arnie's hand and Arnie's head. But we good levels out of seven doesn't really make much of a game. Figure '77 and put the money towards a copy of the video instead. Rich



RBI 2 Baseball

The Hit Squad #13-89
 # 041 832 9633

Sports fans always tend to form real quite well on the old Spec—well the advent of Genesis

Score on the Arnie. March Day on the Spec was still the ultimate booty game, and this a multi-screen game that can surpass even the original. Don't it compare? Decision?

So what of RBI '79 I like it, because it captures the feel of the sport in that perfectly. Spectacularly why which actually



makes you glad that you are playing it on computer you could pick up at a car boot sale for the price of a packet of tea bags. (As opposed to a 100+ import cash on a Super Nintendo which you get in exchange for your granny.)

My only gripe is that there's not quite enough to be hitting is a simple case of waiting for the ball to be pitched. When moving your batter automatically and seeing at the ball.

The ball is larger than your head! It's not quite difficult at first to hit, and impossible to



You remember, this is the most real program since the New York City football. In my days when they had a real team, they used to be in the bottom to some extent.

control of the man nearest to the ball with a chance to dive for, or not after and return, each bit. You



The day that you'll be the man to win... you'll be a great one. The man who'll be '79. Well, this is the most real... which she had on her health care.

also have to take care of the pitching with a selection of slow, fast or curve balls at a touch of a key. And, well, that's it, really. Baseball on the Spec is for four quid. Fit in under '79 you like. Rich



When the ball starts it's being a ball to hit, the best thing is that it's a real one. You'll be a great one. The man who'll be '79. Well, this is the most real... which she had on her health care.

SAM

NEWS

Wuxley! Wuxley! Read all about it! Nothing whatsoever to report on the West Coast front! (Screams of disbelief from thousands of SAM owners, to be he he.) Well, here's some other news, anyway.

OUTLET MERGES WITH FRED MAGAZINE, DONATES IMPRESSIVE PRESENTATION

Outlet has merged with FRED magazine, donating its impressive presentation, said FRED owner Colin Macdonald this week.

PRODOS ADVENTURES NOW AVAILABLE

David Leabury, of ZAT, SAH! Prime et al, has released a dozen adventures designed to run under the Coupé CP/M emulator, ProDOS. After buying one game for \$1.50, you can choose any of the rest at prices ranging from 99¢ to \$1.50. David has also fertilized his position as publisher of public domain programs — he is now licensed to distribute, among others, the Enciclopedia, OMS! and Mike AJ disks. Details of both the adventures and the PD library are available from the not-prosperously printed ZAT address.

SAM CENTRE SEES ERROR OF WAYS, REPORTS FRED-OUTLET MERGER IN NON-SILLY FASHION

Outlet, the troubled Coupé-disk magazine, has been bought by the compressed FRED Publishing. As of issue thirty, FRED will start incorporating some of Outlet's features in its own format. Expect to see the justifiably famous Outlet presentation fronting the normal FRED editorial, with high-quality graphics and a choice of text modes heading each section. Colin Macdonald of FRED was pleased with the move. "There may be problems converting the FRED set format to this new layout, but that's for my editor to sort out, so I'm not really bothered," said the emerging magat enthusiastically.

THE SAM CENTRE VERY SERIOUS (EXCEPT FOR THE SLIGHTLY SILLY BIT AT THE END) INTERVIEW

Robert Maxwell was one of the most influential business figures in the last century. Always the centre of controversy, he trusted many of his closest secrets to friend and confidant Simon Cooke, a powerful man who moved always in the highest social circles and who, coincidentally, has exactly the same name as our technical lord, which seems as good an excuse as any to interview Our Cooke. And here he comes now.

Okay Cooke, why don't you tell us a little about your coding group, Entropy?

Yes, well, why not. Entropy was formed in April 1992 and consists of a bunch of SAM programmers. It is no order at all apart from Nieman who comes first due to his vastly important position within the group and vastly close position to me at the moment, the members are myself, Nieman, Lyon, Blackadder, De la, Phantom Footbaler, Did, The DVE, Mike AJ, Mike-Joy, Andy Inandy, Gault Whiskies and Kuroski, and would welcome some more people. The only qualification you need is to be a good coder.



Entropy, how does it sound to you? It's got a rather nice ring to it. Perhaps it's better. Or something if you'd like to see us down for it.

Whatever it is called. Especially if it's really like an incredibly good artist, please.

Well SAM folk will know Entropy from the infamous Status of Inevitability. On behalf of several thousand Coupé owners, what the hell has happened to BT OS now... Look, all I can say is, I've got a tremendously good excuse: inanity. Every time I get some free time, I get a blessed idea. (Or so it seems.) It feels like I've been existing wistfully since the middle of last year. It's a complete nightmare. We've got loads of funny routines up and running, and theoretically all we have to do is to stitch them together into recognisably demo-y form. The thing is, due to the advance publicity (my over-eagerness, eh?) people have already ordered the megademo, so I'm obliged to finish it as soon as possible. If you haven't ordered it from the SCPDM, wait until the



Just just to give Status of Inevitability a special of Entropy's completion, here's a screenshot of the final stage completed. (The picture may be slightly blurry, though.) But, with a lovely background. (What.)

Wow that is finished, please! It may sound a bit of really terrible excuse... actually, it is a lot of really terrible excuses, but I really am trying. (Sob.) Work is proceeding apace and it all goes according to plan. (Status of Inevitability will be finished at the beginning of April—this year.) Can we move along now, please? (Sobber.)

Okay. What else are you working on in between exams and desperately trying to avoid kneeling down to Status?

There are billions of ideas floating around for the Entropy MODE 4 scoring board—win-up, and I've been picking a couple of techniques from BT games to get the thing running as fast as possible. What I value here with you? Okay then. The link is the said conceptualisation to update only the sprites each frame — as the scroll catch up to its own time. Okay, eh? Then there's SCSB — a tab, um, DOS that comes complete with roll-down PD version so that magz can use it and get subscribers and other many things. (I'm sorry two character long filenames, user-defined file types, compression, a built-in protection system and so-on, and so on. Then there are the commercial ventures — one's been taken up already, one's being worked on even as we speak (unless exams get in the way presumably Jonathan) and three others I can't mention at all. Yes, readers, think up as



That's it. The really FREDish, the sequel to Status One, presumably. There's more available for a couple of days, unfortunately. Status is now in a unique path indeed.

MONOPOLY



mentioned in Games a while ago, is Strategy? Well, not of Oh, and I'll continue campaigning vigorously for the ASIC, upgrade. Despite what you may have read elsewhere, West Coast don't have a monopoly on extra hardware, and Bruce Gordon is fully aware (and supportive) of my plans. Everything's going fabulously well... all I need is £50,000. It's not that much to ask. Well, yes it is, I suppose. But I'm not giving this up.

Not one mocking comment will pass my lips. How do you see the SAM developing in the future?

I don't think it's going to get very far as it is. Programmers are simply annoyed by the speed of the machine - it's not powerful



And it's another bit of software. This isn't about feature sets, as you can already see. The conversion of Games from Commodore into the Commodore 64 is available in various areas due to licensing or another

reason if you want to use the Commodore properly. This Blue Alpha accelerator could be a step in the right direction, but I want to see exactly what it does before I say anything else. What we really need is a brand spanking new ASIC with 16.7 million colours and 256 pin out Jonathan but then I would say that, wouldn't I? Oh, hang on, heath wants to poke his ear in as well. And there, I'd just like to say that as it stands, I think the SAM will continue as a cool machine of sorts for the C64 - but if it's approved you know, eh? But then I would say that, etc etc.



A screenshot of a game called 'HOT BUTTER' showing a character and some text.

POST BOX

NAME: _____
ADDRESS: _____

FREG Publishing
40 Roundhill, Morriston,
Dundee DD5 4RZ

West Coast Blue Alpha
Advanced Centre for Enterprise,
Playup Pro, Penarth,
Gwent SA6 4PY,
01253 622267

SFC InfoWorld
Willingy and Morita Halls,
Evesham St
W-5005 40m 60

And finally, if you were a bee, what type of bee would you be?

A bumble. A created/hybrid/parasitic, without a doubt.

Thank you both very much. (I think.)



ZINE SCENE

Spectrum Profi Club Info World Team

It's really useful having an editor who can speak three languages. First, you see, the SFC magazine (for Spectrum and SAM users as the main focus) is in German. Now don't walk off in a huff - I'm a complete duffer when it comes to the Teutonic tongue, but I could follow the gist of what was going on, even without Lindy's translation. Thank heavens for the universally recognisable language of BASIC and assembly, eh?

Mr Wensleydale?

Very toasty in nature, SFC does feature games now and again, but these are exclusively out of date due to the time it takes to commercially released software to make over to Europe.

Delving inside the January issue, there are such earthly delights as a new 48 loader, an assembly course, the long-awaited 3 of Spooky desktop publishing, a series on making your code even more speedy, and a screen manipulation program and PLUTO/AM machine for the SAM (you can do this in BASIC, but what the heck, this



machine code version is probably twice as fast, or something. There's also the result of a survey which reveals how far out of SFC readers own PC 200s these days, and a load of readers' letters.

You learn a surprising amount from typing in a prog without quite knowing what it's supposed to do. (Just me, you say) and while the web access, about more towards the beginning, there are some neat techniques outlined within. With the advantage of a handy multilingual editor, I found SFC to be well-written, informative and pretty decent all round. It's a mag that's crying out for somebody to translate and distribute it over here, otherwise get hold of a copy and buy a German to English dictionary then hunker down for some serious education.

Oh, and by the way - the ahead I've got no idea what it costs. (They forgot to include that info with the copy I was sent. Toss, eh?)



SCOTT

THE REAL McCOY

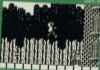


It must have been the forces of light and goodness in the universe. Either that or plain luck. Yeah, TV's seventh Doctor, Sylvester McCoy, is one of the stars of our local theaters. Who could resist the temptation to pop down and have a chat? Not Dave Golder, that's for sure.

"Yes, I'm the real McCoy," Sylvester assures me as I'm ushered into a small, but rather full, dressing room. It's his favorite joke. I only get to meet him for about half an hour, but he managed to get it in four of five lines.

So what does he think of the game?

Sylvester is the only Doctor you can play in the 3-D version of Doctor Who - Clash.



Sylvester makes for quite a handsome 3-D figure. He's also the only Doctor you can play in the 3-D version of Doctor Who - Clash.

Attack, but he hasn't actually seen the game. He claims that he never knew anything about it ("I think it's very nice"), so I showed him a couple of screenshots ("It's all good," he says in a sigh), but misses the opportunity to say,

"It's not the real McCoy!" and explain the plot. He's not very happy about it at all.

"When I got the job of the Doctor, I didn't want him to be violent. I didn't want to lead members to death. I wanted the Doctor to be much more intelligent than humanity, and he would know that violence is not the answer."

"If my Doctor is doing anything related [to the game], then I'm really against it."



Sylvester tries to be as helpful as possible but after a few more questions the only advice he can give is to "Go and read the book. I've told it's all explained in there." The student packs away his video and leaves the dressing room with the prospect of a fail grade hovering above his head. Strangers, the old couple whom I'd assumed were his parents, stay behind.

So it's my turn. What should I ask first? How he enjoyed the role? About the game? I know!

"Is it that you've got the world record for stuffing towels down your trousers?"

Sylvester laughs. "That came about when I did a show called An Evening With Sylvester McCoy, the Human Bomb. That's where I got the name." So Sylvester McCoy isn't his real name. I wonder whether I should ask one more thing. Being the shy and retiring person that I am, I refrain.

"The show involved a lot of stunts and one of them was to break the world record for keeping a finger down my trousers. It was a joke. There never was such a record."

But he certainly started a trend. "I was exposed by The People magazine because the show had an Arts Council grant. The People said, 'Sure it's flat, but is it Art?' Suddenly

people all over Britain were stuffing towels down their trousers. I saw someone on television who got stuffing his twenty-four down there. Frantic man, it was all a joke."

"He always was a bit of a flat," pipes up the old lady. "Were his Aunt and Uncle," she explains. "I could tell you some stories about him." And she does, but Sylvester suddenly goes bright red, makes a joke about being the real McCoy, and asks me not to mention any of those stories in my interviews. Well, I won't. (But one of them did involve a toothache and is silly enough.)

Suddenly Lesley Joseph, the post-one in Birds of a Feather and one of Sylvester's girlfriends in and is very loud for a minute or so and then leaves, telling the McCoy (or whatever their real name is) that around for her later!

Finally I ask about Doctor Who. Despite not understanding what was going on he obviously enjoyed the role a lot. "It was a great offer to play as an actor. I got invited all over the world. I've met scientists, astronauts, comedians and people from Star Trek. I was a great fan of the series, and now how they're friends."

"The BBC never gives us enough time or money. Time especially. I wish could be Time Lord and the one thing we didn't have was the time to make it properly. But within that there were some good things, some very good episodes."

And suddenly that's it. The end of time too. Sylvester declines that his relations simply can't sustain a moment longer without it cup of tea and dashes out to fill a kettle - but before he manages to make the "Real McCoy" joke one last time, it's obviously one he has

Rubbing Shoulders

A short series of, um, one What on the way to Sylvester's dressing room, Dave rubbed his swollen knees against the polyethylene of Rolf Harris' jacket. Unfortunately, we don't have a photo of this historic occasion, instead, here's a picture of said jacket.



already mentioned in the dressing room are an old-fashioned and some blabs with a video camera who's midway through what seems like a difficult interview. Things aren't going well for this little. He's from the local college and is obviously doing one of these party television courses that expose the socio-economical significance of Star Trek, or the cultural importance of Coronation Street. Today he's doing something about "hidden meanings" in Doctor Who.

"Did you understand the revolutionary aspect in the script for Ghost Light?" he asks. Sylvester isn't really much help. "I just learnt my lines and tried not to bump into the monsters," he says, somewhat apologetically. "That's what the job was."



KILLER COLUMN

FROM OUTER SPACE!

Desert Island Who

Get your crystal sets ready and isolate that serial. Back in 1989 when the last new **Doctor Who** story vanished from our screens, the BBC said they hadn't axed the series. It was just having a rest and they could find the right format to take it through the '90s. Well it looks like they've found it, and I don't reckon it'll please too many fans. Radio Four is commissioning two new six-part stories for broadcast later this year. **Jon Pertwee** is set to star in the twelve half-hour episodes. So far rumours that the villain in the first story will be Ed Grady are unconfirmed.

While in the Land of the Catholic Ray Tube

Rumours of a ninety-minute completely new **Doctor Who** story video release to coincide with the show's 20th anniversary in November



Not although I can indeed Prince Andrew and talk to the Queen, I wish you'd find me and the other BBC employees (don't get me wrong) instead here.

will persist - but things are getting confusing. Apparently Simon Baker (and I don't listen to him, I heard this through a friend of a friend, honest) said on his show that a ninety-minute special was being produced, which makes it

sound like an official BBC production. But another contributor has gone into the trap.

A **gent** named Bill Pegg, who's a member of the BBC film club, has been releasing a series of amateur vids starring Colin Baker and Nicola Bryant (the sixth Doctor and Peri from the series) as **The Strangler and Miss Brown** (a thinly-disguised *South and West*). There have been three so far and Sophie Aldred (Ace) has also been involved. Bill is now planning a fourth vid and he hopes to get Sylvester McCoy and Peter Dinklage involved as well.

Whether this comes off or not, the three vids already out (**Sundered By Shadows**, **More Than A Woman** and **In Memory Alone**) are well worth investigating. What's really interesting is that they state that Colin Baker didn't have to be so crap as he was in the series. They're pretty wild and cheaply made, but they're not quite *stupid* (and, at less than an hour, short). They cost £12.50 and are available from Bill Pegg, 3 Douglas Crescent, Sharncliffe, Southsoppe, Hants SO8 5LP.

Life, the Universe and Comics

Douglas Adams' **Hitchhiker's Guide to Galaxy** is being turned into a comic book by DC. Whether they mean just the first three books or the complete trilogy isn't yet clear. Meanwhile, **Beauty and the Beast** (the TV series) has been released as a graphic novel (a comic book) by Innovation.

Ghostly Vires

Joining **Jurassic Park** in a very nice club (if it's to be released in '90) are **Ghost in the Machine**, starring Karen Allen, who's stalked by a serial killer computer virus. Dave Golder

US SF

Thanks to the success of **Star Trek: The Next Generation** there's a sudden

burst of new SF prog coming out in the US (leading us to ask ourselves whether that series is a success or just a fad). **Space Rangers** is described as blue-collar SF in which a group of hi-tech gunfighters have to cope with budget cuts, dodgy equipment and bureaucracy. **Time**

Travels is about a cop from the future who's sent back to our time to deal with time-travelling villains (sounds a bit like *The Terminator* without, um, the Terminator).

Sea Down produced by Spielberg's Amblin Entertainment, is set in an ocean-level research station (and sounds like *Voyage to the Bottom of the Sea* without

the dodgy monsters). When us larks sit here in the UK we get to see them in anybody's games, but you can test the satellite stations we grab 'em first.



Although it's been though they're considered by the most hi-tech entities, they're a little better a work piece of *Star Trek: Next*.

Next month in the startlingly popular Your Sinclair...

Err... Well, it'll be bit like this issue actually. Of course, it'll have a different cover and everything, but it'll be essentially the same amazing pot-pouri of wit, style and intellectual terrorism.

Because we've always had a picture on the Next Month page, we can't possibly deny you one this time. In a break from our scheduled programmes, here's a completely gratuitous picture of Peter Moore and friend.

The next issue of Your Sinclair will be on sale from the sixth of April. (1993, that is.)



