

THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR IN YER FACE!



Here, *Blissman* has all the funniest & silliest I get the feeling you're being watched! *Bonanza*, *Kipper*, especially those bits that feature *Bliss* (as revealed by the '93 Grand Slam). It features *Bliss* and *Mario* (with *Bliss*, you know, *Bliss* and a *Bliss* - we want to be in *Bliss* may be right!). *Bliss* is best, *Blissman* *Bliss*. The magazine's keeping the best bits behind the curtain, *Bliss*'s under arrest. *Clown!* We'll have got away with it if it had't been for your meddling readers.

Clown around with Playdays inside

Enjoy a bit of the old ultraviolence with *Space Gun* ● *4-Wheel Thriller* - It's a compilation! With four games! That are thrilling! (Blimey.) ● *Lean, green and a bit irritated actually* - the *Super Space Invaders* rain death from the skies ● *Holy seasonal adjustments!* Catch up with *The Official Father Christmas* ● *1, Ball 2* bounces back ● *Plus!* Help *Dr Who* and *Save Our Species!* ● And *Spot Tot Jr* hosts a trouble-shooting special ● *Chunky and funky!* (But that's enough about Christopher Giggles.)



Juggle your way to page 42

DIAL HARD!
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are also involved in editing 'YS'

CONTENT

Solutions, Spec-chums, and welcome to another gag-packed issue of 'YS', the lively skills magazine with the clearest list of enigmas. We've been poring over your questionnaires in order to make the mag even more to your liking. One thing that was startlingly obvious was that you want more techy stuff. Last month's D&A, Bouncy! was just the first of a whole of techy features, and this ish sees the introduction of number two - Dial Hard. Let us know what you think of it. Gamers are shouldn't feel left out though. Not only does the coverage feature my (and a lot of other people's) love-games of old, Chess, but I also has a dead snaky reader game that blows most commercial shoot-'em-ups out of the flatpans (or something). Later on in the ish you can let Alternatives know that releasing Dr Who - Dalek Attack would actually be a really smart idea - yep, the SD3 campaign is back!

We've had an eventful month here in the Shed. As it's coming up to exam time, all the teachers have been begging off reviewing games in order to get down to some serious revision. And, more worryingly, two of Bert the Book Reviewer's legs have fallen off. Good ecology expert Steve Anderson says they'll grow back again, so that's all right, I hope. Anyway, enough wibble - be off with you and read the magazine.

Happy trails,
Jonathan

ISSUE 89 / May 93

FOUR SINCLAIR BEAUTY BOX



I never knew there was so much in it!



CHAOS: COMPLETE GAME



AND GAIN COMPLETE GAME!



MUSIC SWITH AND PG MUSIC VOLUME!

PLUS! THE VERY BIG CAFE ADVENTURE PART TWO, -D BOOT, A PD BEMO AND POKERAMA, CARAME

BUY PARK LANE AND MOVE ON TO **4**

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This magazine comes with future publishing, a complete feature just seven years ago, but which now sells more copies than any other publication in Britain. We offer:

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HAND-HELD SPECCY REVEALED!

As we were going to press, news reached us of a startling development in Speccy technology. A French firm, Poisson Industries, have been working on a hand-held Speccy for the last year. We spoke to company director Avril Poisson via the YS cross-channel phone link.

'Work started last April, and we've now reached the stage of having a working prototype ready to show the software houses. Striking the actual Speccy hardware wasn't much of a problem, as it's so small to begin with. The two biggest obstacles were the power pack and the screen. We've managed to solve the former by building in a battery adapter - you just plug in an ordinary car battery and this gives up to twelve hours of play. The screen's been rather more of a problem, but we think our revolutionary new TV harness will enable full hands-off display appreciation.'

Poisson Industries won't be taking any orders until the hardware is finalised, but rest assured that YS will be first with the news on this unbelievable new machine.

NEXT ISSUE ON

S MAY 89

YIPE! LOOK AT THOSE GAMES!

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These words begin with L.

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Dial Hard

Get more from your Spacey with our new communications column. Plug in to a phone line and let your Spacey do the talking! Submit month by month into a comprehensive gaming guide, or something.

So long, SU

Hey, Koolhaas, how Spacey-themed? It's time to get a bit more. Monthly reprints the fate of our computers. Top. Bottom. Then, the old school of the Spacey scene, how (dis)appeared. We're still not quite sure where the game is, whether it's coming back, but what can be done to find some-terrible every day and see it done in something better. We hope it's not too late for us, we still couldn't bring you back, but it's not too late for you to try it up. Imagine what you can do here with another Spacey, using the Spacey after playing Judy. It's a little and talking children's collection of awarding figures, we came up with the grand total of 100.00. We gave Shirley (the thing that the computer used) they weren't making any more with money. Anyway, if you're in it, then submit it to us and if you see, where have you been for the last year, and you're not coming to the numbers, just what we can say, anyway, it's Spacey magazine in the world, if you feel it's not our without "Spacey" then then just up '89 every month and we might have a really big tonight!



Jonathan Scott • Editor • Presents down
Doubtless Place • what's in the future and who
was from October from a Disney Space and I got
to write you with my wife and with it, it was
Presents • reviews • reviews • 100 pages



Andy Garcia • Editor • Presents down 4
After 1000 Years • Down Space • what's the game
and up to work for the Space and for the "The
Doubt" say the there being. And what the

SPECIAL GUEST STAR



David Sedaris • Editor • Presents of the Computer
Party who presented "Doubtless" down 1000
months • Presents down Gary of The
Doubt • what's in the magazine and...

SALE MAY 4TH



Trickle down and cast your gaze over this lot! Two games, an adventure, a 49K music program, a +D utility. Honestly, it's enough to make you denounce David Icke.



CHADS strikes back - just over there! It's wizard (no hog).

Spunk your way to page six for the **VERY BIG GAME ADVENTURE PART TWO**.



Shoot 'em up frenzy! **AND GILA** blasts off on page six.

Tidy up your desk! **+D BOOT** is a-sitting on page six.



It's for page seven and the **MOBI** does!

MUSIC SYNTH 49K composes itself on page seven.



And grove to page seven for **POREBAMA**.

BEAUTY BOX

CHAOS

Julian Gollop

COMPLETE GAME

Hat just the game with which to annoy owners of office machines. Chaos runs only over frame out for the Spoozy. And it's a complete stormer of a game. (I'd call it a game of tactical combat between two to eight wizards in an arena). It's just that, frankly, that Andy Any of all of these wizards can be played by the Spoozy, and each Spoozy player can be set to one of eight difficulty levels. Basically, the idea is to take turns casting spells and moving summoned creatures in order to kill off all the other players. But You've only got a limited time to do it in, from five minutes with two players to half an hour with eight of 'em. You can't make casts, or form alliances - it's a very win for himself. (Lumps.) And talk about pace of gameplay! There's so much strategy in Chaos you could spend weeks, toiling out at the sandy desert life. First, a few months later, will find a couple of surprises: leaping out of the woodwork, landing well placed **fire** in your solar plexus and, as you go down winded, snagging the **bat** you weren't expecting that, were you? In an obligatory self-satisfied manner. **Well, it's by the strap and snails**



Some strong **SPIT**!

Illustration courtesy of **WILL** and **BOB** of **WIZARD** the wizard who in turn was copied by **THOMAS** of **WIZARD**.

HAVEN'T WE MET SOMEWHERE BEFORE? Let's be honest here - Chaos has been on a previous YES magazine. Issue 57's, to be exact. Keeping in in an honest vein, there was a massive kerfuffle with the game as we were supposed to be putting in this month and at the last minute we were left flat. Sorry, eh? Luckily, we remembered Chaos. As well as being a mind-bendingly good game, it was one of the most popular coverpages of all. We've still got a drawer full of letters from people who missed it the first



Page Five X'S TURN
The figure on the black spot. The dragon can and that's enough for us. We're looking for the dragon of power. We're looking for the dragon of power. We're looking for the dragon of power.

Atchaba, after all. Each turn of the game comes in three stages. Choosing Spells, Casting Spells and Movement and Combat. And in the time-honoured tradition, there's some **stole** about each.

Choosing Spells
At the start of the game, each wizard chooses a number of randomly picked spells. (You can't see, the lighter color they're within it, the more choices you have of casting this spell. Nam ed **100%** to white **100%**. The state of the universe also helps. In fact, each spell is either chaotic, useful or neutral, shown by a **red**, **blue** and a **green** respectively.

Casting such a spell widens the difference in that particular direction. So, for instance, if everybody cast chaotic spells, the universe would become more chaotic, and further chaotic spells would become easier to cast (but useful ones more difficult). Neutral ones don't affect anything, being neutral. It's a bit of a gnatcatcher toasty.

Creature spells conjure up angry minions who will dash about and attack other wizards or their creatures. These minions have loads of funny attributes, so here's a description of 'em. (The attributes, not the minions - that would take ages.) **Combat** is the offensive power of the creature. **Range** shows how far certain creatures can shoot arrows or breathe fire, or whatever. **Defense** is its defensive power. **Movement Allowance** shows how many squares the

one around, or whose tape looks after playing it constantly, asking for it to pop up for an engine (to be quick). So, what the **his** eh? By popular demand, it's Chaos I (again).

This is not (repeat not, spell it in) going to be a period of putting old games on the Beauty Box again - or 'classic coverpages' (or whatever). It's a one-off. We'll be back to normal next month, but, in the meantime, why not give Chaos a spin? It's still as good as it ever was, and it's an exclusively Spoozy game. Hurrah!

creatures can move each turn (diagonals count as one step a full). **Manoeuvre Rating** is its ability to manoeuvre from back-to-hand fighting. **Magie Resistance** is the creature's ability to resist certain types of spells. (Come on, admit it, it's a codeword.) **Casting Chance** is the percentage chance of successfully casting a spell. All creature spells coming up for creatures. All creature spells have a range of one (that is, you can only cast them on an adjacent square.) **Other characteristics** show the special abilities of certain creatures – **shielding flying** lets you hop over other creatures and obstacles such as walls; **missed wounds** can roll out for speed and precision; and **undead** ones can only be attacked by other undead or magical weapons – **very nasty!**

The other spells are described just above here, except for the **Dispel** spell. As mentioned above, you have a certain chance of successfully negating a creature. However you can (not, oh, what you wish it was!) usually, meaning it will always appear. **Burning** will put the real creatures, except they can be destroyed by magical weapons, and hexed/with disappear. Right, time to go on to casting spells...methods.



Seeing strings 'S' TAP

Use the keypad of your television. It's fine by a wide extension you – several by those that are fine for, but more accustomed to about each one to fill.

Casting Spells

When you've chosen your spell if you choose the along one, just choose again you get to cast it. **Initial a logical framework** this game has. As you already know, areas you to the spot of power (as just starts through instructions, creature spells can only be cast on adjacent squares. Certain spells can be used anything up to six squares away (like walls), so just where the cursor is your selected point and, well, cast that funky bit of magic! **The screen will tell you** the casting range if you get stuck, so don't worry about it.

Movement and Combat

After everyone's cast their spells, it's time to attack, or (more likely) run away in panic. After selecting your creature, **Character** tell you its movement allowance. The flying creatures, just being the cursor on the square you want your minions to fly to. For unpowered creatures have to be walked around and leaders of a team. If you want to attack something, move your creature up to the square next to it, then more as if to go up the same square. After moving, some creatures (as those only strong can now be attacked) on the opposition. Just place the cursor on an enemy that's in range and hold it.



Non-creature spells

Apart from creatures, you can cast a heads brew of offensive, defensive and just plain magical spells. Here they are in their entirety, **LOS** means line of sight – you can only cast one spell if you've got a clear, unobstructed line of sight. **Banality**.

Dispel (LOS). It's, already done this one, it has no range limit and will always succeed.

Goopy Blob (LOS). This must be used in an open space with no objects, impeding the way by leaving your creatures alone.

However, if the blob is not, anything it touches will be removed. **The game.**

Magie Fire (LOS). Like the Goopy Blob,

except it kills opponents nearest.

Magie Wood (LOS). Up to eight magic trees can turn up all around you. Any wizard can hole in one, and when a creature you find an extra spell, but you can't, if you do, the tree disappears, or you can't use another one pretty damn cheap.

Shadow Wood (LOS). You can plant up to eight shadow trees provided they are placed in empty squares, and use hot-foot to each other for to magic woods. **Shadow trees** can be searched as creatures. They can't move but can attack adjacent creatures.

Magie Castor/Dark Trade (LOS). An irremovable fortress, but one that learns for a random number of turns.

Wall (LOS). You can plant up to four walls in empty spaces. **Moving can enter or move** through a wall, but flying creatures can hop over them.

Magie Bards/Katiblow. These give a nice handy message. They add low-level and changed control to the wizard's control (and) respectively. You can't have the wizard and the cat of the same time.

Magie Anemotshield. These add four and less to a wizard's defensive power, respectively. You can't have 'em both simultaneously.

Madame Raven. This makes a wizard arm-waving and feet in legs here, it adds five to defence and increases movement to three. The wizard can move around without becoming engaged to a creature (if, you know what we mean) but if the wizard attacks anything, these effects disappear.

Magie Wings. The wizard can now fly with a range of six.

Magie Bolt/Lighting (LOS). Magical attacks with limited range. **Lightning** has the range but is the most powerful.

Specialist Spells: Curse/Dark Power. One, three and many, if you cast such a spell on a creature, it has a chance of being killed. If you cast two a row, there's a change of four creatures will vanish. **Don't use Dark Power** on your home wizard, the other guy, yes.

Subversion (LOS). Apart from **Rukey**, **Dispel** and **unpowered** when by a wizard, you have a chance of turning a minion to your side with this one.

Flame Dead (LOS). Casting at a dead creature (obviously) gives you a chance of re-animating it, wherever it becomes undead. (Gulp.) The wizard who someone casts it to create an undead dragon. (Double yep.)

A couple of other spells. There are three or four others you can only get from magic woods. We won't spoil the surprise by telling you what they do.



Seeing strings 'S' TAP

A nice game idea, and the page has recommended a mix of magic spells, that contains such a list, and John Dore mentions about his skills. It's a draw here – **most best**

Winding things up bits

Wishes two or three turns, the wizard will be perched with dangerous creatures, all battling away in free cell style. **Double** means double, respectively, cast a couple of offensive spells, compare up a wizard that stay safely in a corner while their creatures do all the work. **Management**.



Only even though it tends to play defensively, the **Spooky** makes a fine opponent, and if no hands are to hand, taking on seven Spooky wizards of **Level Eight** is a valuable way to pass a level.

Oh, btw, are forget to mention the presentation. Each creature is viewed on a screen, and the screen is always slight with shadows. **When the sound is** smoothly good, though, magical positions, starting from things and a temporary lightning screen, out of visible when a wizard gets killed – it's almost too much to bear. (Might be a little on a slightly less game, and to be honest, John.)

CONTROLS

Casting and movement modes – console movement

G	W	U
A	S	D
Z	X	C

Spell selection

- F – Create spells
- 2 – Select spell. Press F or R for flyover or reality

Information board

- Y – Continue game
- Enter/Back to main menu
- Info – Information on selected creature when examining board

Casting spells

Use cursor to move to square you want to cast spell in, and press enter. **Creature** spells can only be cast adjacent to the wizard

Movement and combat mode

- Tab – Select creature
- R – About movement or ranged combat towards your turn
- F – To brighten that wizard's creatures

Remember – if suspicious, disbelieves, and only undead can attack undead. (Er, unless your wizard has a magic weapon, in which case, use that.)

THE VERY BIG CAVE ADVENTURE PART 2

St Bride's School

CORKING ADVENTURE

W hat! That trick, eh? She's a smart cookie, and no mistake. Bit sarcastic though. Don't take it to heart - she's that stuffy about everyone. Anyway, hope you managed to deal with The Jester all right, and get a good prize from the little fence for all those trinkets you snaffled. Time now to venture further into the underground caverns of a dragon's lair. Well, err, Part Two of the game.



Open, shut, hiss... says that the tent in the cave, near the rough pass and the tent has gone. Put the cover on the cave, make the rough pass and the tent to tent. Thank you, thank you. That's require a number of the audience.

The only annoying thing about IBC is that to play Part Two, you'll have had to complete Part One. (You have to load in your saved position at the start, you see.) So, really, unless you've triumphed over all in the first lot, you won't get to see the suspicious rabbits, or the killer topper, or anything. Well, bit of an incentive to buckle down to last month's part, ah, what?

Oh, and if you are one of the clever people who can get stuck into Part Two straight away, don't worry about the first, seemingly impossible, section. It's just there to wear you down in a funny sort of way. If you get fed up, keep entering W&T and Trice will eventually stop in to take a hand. Okay? Okay?

CONTROLS

See these funny goblin things on the ends of your hands? If you flip them on to the keyboard, letters appear on the screen. Can you guess the real?

ANO GAIA

Simon Tillson

READER GAME

Bless us and save us, eh? It's a reader game that isn't a puzzle number. Ano Gaia is a jolly well-written shoot 'em up with loads of scrolling action, tons of



There are three or four screenshots, you know. This is reader's choice for capture on well though.



As the professional reviewer here, damn, oh, how, the screenshot duty three three success based a bit.

enemies and some nasty surprises on later levels. The storyline riddles on about pollution, luxury spacecraft, gigantic pirate ships which swallow up everything in their path and wastelands but, essentially, you have to shoot everything that moves. (Coom's Ruler, eh? It's a marvel.)

When shot, some of the badies will leave behind power-ups. These come in five flavours - weapons and speed. If you want to collect the power-up, hold down fire until your ship is going, then fly over the item. Otherwise, just shoot it for points. (Often your ship is going at full jet. It's a bit tricky to control 'vase.) Oh, and later on 'things' start appearing in the

scenery. Coppers, drills and big squashing things'. In fact, it's probably a good idea to avoid 'em, however tediously unmissable the they seem.

Simon wastes lyrical in his accompanying letter about all the software tricks he used to get the game running so fast as it does. Not that it means anything, but it looks colour to the background, or something.



The blatted whatever comes of them speed lines throughout the game. We could stop it, eh?

CONTROLS

Joystick or definable keys. (Murray) A sensible controls box for ansie. Any!

+D BOOT

L Jespersen
Install +D DOS first

PD + D UTILITY

Well, it's a +D boot program, isn't it? Okay, okay. First of all, you need a +D interface. This is a terrific bit of kit that connects your Speccy to a three-and-a-half inch disk drive (or, if you really feel the need, to a three-incher) and basically sticks

the +D into a cooked hat. Right. Got your +D? Fair though it is, loading programs is a bit long-winded. You either have to use the 'LOAD' or 'format', or the 'LOAD' or 'format' if you know the number of the file. And that's where +D Boot comes in. (Actually, it's called MS7 Boot, but MS7's gone bust, so there.)

The best way to start with Boot is to format a disk and pop your DOS or it's copy or BetaDOS or whatever). Then load Boot. You'll get a screen of info, ignore this for the moment and press CAPS-5. Boot will now save to the disk as 'autoboot'. Now, when you enter RUN, Boot will craftily load in as well.

The idea behind the utility is to provide an automatic loader for your programs (hence all that waffle about the loading format). If you save a BASIC or ERBOUTE file starting with a capital

letter, Boot will present it in a smart menu when you RUN the disk. Now, by booting the letter next to your file, you can load it in a remarkably hassle-free fashion.

You can customise Boot by editing all recognition by pressing the and F000ing that. Just put in a disk without any capital letter files and you'll get the instructions.

Oh, and you can take out line 8999. That was just a badge to get it on the coverpage in the first place.

CONTROLS

Load it, CAPS-5 to save, then just RUN the disk as normal.

BICIE

Skuseff and Gjeta



We're going to break with tradition here. This little box isn't going to describe what Bicie is all about. Not a word concerning its contents will come

from this keyboard. That way you'll appreciate the demo even more. Bicie's a bit of a stonker - very short, but the effect is lasting. You won't believe your ears. (Damn, nearly gave it away. Quiet, say something else.) Fr, you can load it in 128K or 48K mode. When it loads, you can leave it to face at normal speed, but when you break into the prog, it reverts (non-destructively) to 48K mode. (Really, know why... Actually, we do know why in microscopically accurate detail. But the explanation is unhealthily lengthy, so it comes to about the same thing.) Just be sure



to save it out first if you want to fiddle about with it using the 128K screen editor.

Oh boy! Sell some space left. Fr, or, Bice, eh? What a silly name. It certainly doesn't have anything to do with the Bicie itself, so where does the title come from? A slang term for 'house'? (It's all right, you can stop now, you've filled the box. Andy)

CONTROLS

ah! That would be telling.

MUSIC SYNTH 48K

Simon Tillson



The man behind And Gate strikes back with this 48K music synthesiser that allows you to write three-channel tunes using only the Speedy Duper. Ha, eh? About time we put those upstart 128K owners in their place. Anything you can do, we can. Anyway, if you want to find out how to use this fabulous bit of software, then turn to page twenty-six. (That's where the instructions are, y'hear I O), and if you load the prog in 128K mode, stare it to tape because, when you exit, you'll go to exit (SASC) strangely enough. (See Bicie for sort of explanation.)

ARNIE SPEAKS AGAIN!

Wants poppers! (Today we'll be looking at fern and mice) and - who is dot think to break it late, eh? Oh no! It's done! Your Zingler composer magnific! (Arnie, Hello Arnie! Could you give our readers a few tips on composing music? Well, okay. First of all you need to make up an entire atmosphere. So go out and shoot up frogs - or your cat. Can you meet a peaceful existing environment, or introduce a few deer-gut bumps. Usually, you fail to orchestrate your masterpiece. So bow hunting up, taboos! He he he. It is so much fun, its computer of music, (in micro-millimeter, it'll be back!



Oh no, I don't know the words. Oh, sorry, here it is. But the fact is that we don't do the dot-millimeter because the dot is too small.

CONTROLS

Take the magazine in your right hand. Flip to page twenty-six. Continue reading, obviously, some people.

POKERAMA

Jon's been working nights this week, so when we called him to find out the contents of POKERAMA was barely able to string together a coherent sentence let alone describe the lot of it. His habit of coming out and slating away from the telephone didn't help either. In the end we rang his next-door neighbour Mrs Twills and asked her to go and find out for us, unfortunately, in one of those coincidences

that people never believe. Mrs Twills, whom Jon had never met other with his male-and-wid lifestyle, turned out to be his Aunt Henrietta, previously thought to have been brought down by a runaway gambler while on safari. In all the excitement and subsequent swapping of stories and interminable home movie presentations, Mrs Twills completely forgot about us. Eventually her son, Donald got out of the bath and came to the phone, but by that time we'd cut out of the pay phone piece. (Thank heavens for the postal service, eh?)

- 'Suggested' North's last-and-found POKERAMA month are...
 - Captain Plover - only lives
 - Slightly Magic - only lives
 - Vic - only shame, only power, only time, always quality
 - Blackman - only lives, only emerges
 - Total Eclipse - only water, only time
 - Ghostly Fr (Ghost) - only lives
 - Loop - only times

TAPE TRUBBS

Your TS Broad Box comes to your Speedy (because of two reasons named Ernest the Wise and Desiderius. Knowledgeable in the ways of mythical things and notaverse to trying about themselves with a few Spots of Destruction when the quarts of the good coffee get a tad long. They are naturally disturbed by being lended with such dreadful appellations and consequently unable to present an unbreakable barrier against looting errors and misplaced bytes. So if your tape shows signs of having slipped caustically past a pair of disfunctional convery tapes, wrap it up with a sea and post it to TS Broad Box, May Issue, After Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4DD. Now go to sleep for twenty-eight days and let a new tape will be yours.



See your favourite character from the Starline with its really attractive Cash Plus, variety of merchandise with captions and details of things.

PLAYIDEA

Alternative/CB.09
© 1987 TETZT



Game When I was a kid (Fox forgot the 'Ee', Ed) learning wasn't supposed to be fun. Fear was the key word — though at first, of course, we didn't know that because F wasn't taught until we'd gone through A to E. Short, sharp shock treatment, that's what it was all about. And it didn't do me any harm. (Wibble.)

Okay, I admit it. I'm jealous. I wish there had been educational computer games when I was a kid. It would have been much more beneficial than spending my time avoiding flying darts and changing times tables. Or maybe in those days the games would have been based on classics like *Monopoly*, *Explos* or *Revenge the King*. Really, these letters get repeated so often in the games we based on the 'unfortunate' letters of the moment, hence *Playidea*.

Whatever happened to Hamble anyway?

Playidea the programme is what *Play School* mutated into via a brief moment when it was called *Playbox* (which explains the bus on the cover and during the credits). The star of the show is an army of obstinate spiders called the fifty *5id*. In *Playidea* the program, said letters acts as your host throughout the three different activities (the games) and certainly gives you encouragement. If you get things wrong you're not embarrassed and told to stand in the corner with a dunce hat on. Instead Why Five will say something like, 'Try again, or That was nearly right, or You're close, or No, not nearly. Ed) and give you an extra clue to help you on your way to achievement (or something).

For those of you who cover a wide range of skills, there's something from shape recognition and counting to grids and dot-to-dot puzzles in there. The format of the program is very open-ended, if nothing else, makes all the learning a lot more fun (aided by jumping together certain activities and letters in blocks). It's also an approach which means that the activities are chosen randomly of random, so

X MARKS THE SPOT

Grid **Thoughts and Crosses** You play the thoughts and Why Five gets the crosses. I think you know the rules to this one.

Hot **Treasure** There's treasure hidden under one of three squares. Click on one and you're told whether you are hot or cold (or near to the hot or not). Try to locate the prize in as few goes as is humanly possible.

Shapes and Colours Do the colours match? Are the shapes not entirely identical? Or the harder levels the fifty *5id* cheats by changing the size of the objects or rotating them.

a child will never know what to expect next. Actually, it's far from random. But, hey, who's taking notes? (I'm sure I have.) Ed)

The program presents you with a choice of six letters. If you choose it the program uses words like jumper and job in all the activities, 'spoons' T and you're there and, or, something else beginning with T (and so on). If you don't want any of the letters in that set, you get another one after enduring a bit more blabber.

Once you've chosen a letter you are shown picture clues starting with your chosen letter. Then it's all to the activities. Depending



This screenshot shows you just starting 'Treasure' which is one of the activities that uses phonological words, demonstrating how the program makes words work for the user's reading of letters.

on which letter you've chosen you get a jolly or different set of games. When you've completed them you get to see a high score table which shows you how well you've done, then you can go back and select another letter. The only extra this doesn't apply to is T. Select it and you are taken into a specific set of three games — *Thoughts and Crosses*, *Treasure* and *Shapes and Colours*.

We'd quite like some education, actually

There is a difficulty getting actually makes the game suitable for three to eight year olds — or so the manual tells us. Personally, I reckon the activities are a bit too simple and easy to appeal to any child over six. Also the program boasts a vocabulary of over 250 words, but when you divide this by twenty five (the letters you can play with this words out of about, or possible, words) we would get about, which isn't that many. Talk of eight words certainly under more.

Using the same background graphics for every game also makes the program of excitement. A lot more variety would have made it more appealing.

On the plus side, great use is made of the characters from the TV programme, fifty *5id* and her excellent host, and particularly excellent. Other characters, such as Wibble the clown, pop up to congratulate good work. Also



This screenshot shows you're not quite a performance master! However, the two main playing areas only to be hot down by a smaller word (pink letters).



The extremely unconvincing smile, pointing as a thought and extreme words are transmitted in a language that the dumbest of four (Wibble) will enjoy. Alas, alas.

CARD GAMES

Playidea comes with a set of rather spiffy colour cards that don't look in with the program at all, but are great fun. Bright and colourful, you can use 'em in all that interesting way for the tape to deal with all sorts of games. Our panel of reviewers took a look.

Dave I reckon you could tear off the names and numbers from the bottom of the cards, using the handy perforations and match the words with the pictures.
Jonathan No, that's far too dull. I think a spot of *Target* would whipe away the time nicely.

Associate the numbers and words with the aid of the handy perforations, shuffle them, then lay down a set of pictures, under those put a line of numbers or words. Then try to work out what a paired word beauty should next to a three ups over a four could possibly mean on an arithmetical level. Per Shampo is he the new Doctor Who perhaps? Andy that, I reckon you could make really good card games. By tearing off the bottoms (eg. those perforations are handy) you have two different sets of cards, which means you can make some really wacky games. A lot, definitely.

80%

I, BALL 2



Firebird Silver/£3.99



On the one hand, there's *Agent X*. On the other, *I, Ball 2*. What are we talking about? Music. *Agent X*'s five channel 48K stereo music (which really sounds as if it was composed for a film or something) is the smartest piece of sound on the *Spacey*. *I, Ball 2*'s title track is the worst. A completely crap melody with odd 'drum', or 'beats' thrown in at random. It's guaranteed to reduce passers-by to tears.



How do I make things happen, Jason? No, I'm serious, not kidding. You're kidding... "How do you play, then?"



Open-minded people being misled, who's misled on all sides. You're not. Or being or other.

Lately a quick stab at the fire button starts the game instead of (I mean) thinking with the tradition of sequels. It's substantially different to the jostling original. Here, the ball with the 1 has to bounce around twenty single-screen levels, shooting things and finding suitably informative ball artefacts. Yay, eventually you play a round unchallenged with a gun. "Insanely difficult" is the phrase that keeps to the lips when describing *I, Ball 2*. To enjoy the game, just throw away the instructions. Secondly, adjust to the unreasonably cautious way you progress through the levels. (When you complete screen one, it always necessarily takes you'll go on to screen two.) Then spend ages on a screen and get killed

about six hundred times before you try certain things only happen at certain times. For example, simply blocking passageways tend to explode if 3 minutes seventy seconds (or those nice charts at *PCW*) have to. Next, take a course in the use of the gun. The game is great with music, not colour and other graphical features, and often urges you to bounce through gaps that would tax an outgunningly unimpaired diversion. But at least it's fun. It's a throwings harsh sort of way. This doesn't stop you from shouting your alternatives to the game's sampled "Oh no!", but *Ball*'s by-the-by. It's a game I'd pay good money for (actually I already have), but if you decide the same, be prepared for some battering of heads against desks, both of these preferably being your own. ☹

FINAL VERDICT



"Challenging", different and smartly programmed.

It's very, very hard.

Spent a lot, but not for the nerves.

66%

DR WHO NEEDS YOU!

Yes folks, Doctor Who is in mortal peril. (Again.) But this time he faces a far greater enemy than the Cybermen. An infinitely more dangerous foe than the Sentinels. Something big and scary and nasty that's even scarier than the infamously unconvincing *Gastropods*. Yes - it's *apathy!* Alternative Software have, at last, finished *Dr Who - Dalek Attack*. But they don't think it's worth releasing the game on the *Spacey*, so no two people will buy it. Or so they say. (Good heavens!) This sounds like a job for *Wembley Seven*... or *SOS Man*.



As you may recall, it's a previous episode of *SOS Man*, our hero prevented the loss of *Agent X*'s World Championship by encouraging

loads of people to fill in a little-sized coupon saying what an awfully good idea it would be to release the game. *Billions* of readers did so, and of the mouthfulness one made his appearance on the *Spacey* to a huge round of applause. Now, we'd like to appeal to your sense of public duty once more. Or something.

Basically, if you'd like to have the chance to buy *Dr Who - Dalek Attack*, a brand-new, top-quality *Spacey* game, then fill in the coupon before being it on the back of a postcard and send it to us. You won't even need a stamp. We'll pass 'em on to Alternative who can then make the fateful decision. It's as simple as that. Obviously we're not holding your arm - we've no idea what the game's like - but we trust the *Spacey* folk at Alternative will, besides, the continued release of *Spacey* software has to be a good thing in anyone's book.



Remember! The fate of the universe is in your hands. (The liberty of course. Only in the most peculiar of circumstances could not filling in a coupon bring about the end of all things. Mind you, think how entertained you'd be if it happened. Which is something for celebrating the universe then? 'Yes, it was me actually, I did!' Sorry *Dalek Attack* and things can't be resolved. Sorry everyone. Sorry. 'Oh, doesn't that think about?')

Send to: The Future of *Save Our Spacey*, YS, Future Publishing, Present, 30 Monmouth St, Bath BA1 2DF.



Dr Who - Dalek Attack, eh? Sounds like a good idea to me. If you were to release the game, I'd be inclined to rush out and buy it, that's for sure.

Signed

Address

Postcode



LETTERS



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

Oh dear. Here I am, comfortably settled in Linda's window seat, all ready to write my first introduction for my first Letters section, and I can't think of anything. Let's see if I can draw inspiration from previous Ed's intros. (Sound of someone flipping through hundreds of back numbers of YS.) Hmmmm. Well, I could be sarcastic, or aloof, or friendly, or enigmatic, or silly, or I could just plain nibble on and fill up the space without saying anything at all. But that's the ticket. Ems, or with your letters then.

NO FACILITIES

I am a foreign student studying in the UK. I have come across your magazine which I'm now buying regularly. I own a Suzuki 600, and an Opel (I'm sorry I don't know the name). Unfortunately I can find no information about the Opel system. I would very much appreciate it if you could enlighten me as to how it can feel some more information, such as

where to get utilities for the drive, and how to connect it to a Specyc 128K. Your help would be much appreciated as there are no facilities in my country.

Anton Margin
Edinburgh

Alright, you've got me there. I'm more of a +D chap myself. As far as I can remember, the Opel was a

slightly great mental thing which looked like it should be controlling arcade machines in the Atlantic. If anyone's got any info on this, I'll be most grateful. Along with 'write in and we'll put you in touch with Anton. By the way, sorry to hear about your lack of facilities/Ed.

UP A RIVER

I would like to play a game on my Specyc that I played on my MGA. The game was called River Raid and you had to fly up a river and shoot a lot of boats.

John Barr
Bathymesa, Co. Antrim

Yes, but how? There's really no need to ask. Ed.

SMALL CELL-LIKE SPORES

Help! It's back after eight years in the grave. I recently spotted a +D in a CD shop (of all places) and after worrying whether buying it would be a bad investment — surely the Specyc was dead by then, and you couldn't get the games any more — I paid up for it. After waiting round my local shop, I realised the Specyc was alive and kicking!

I found six local shops selling Specyc software, and also discovered your magazine. I remember when it used to be 'Your Specyc'! Things have certainly moved since the eight years I've been away, and some of the things programmers can make the Specyc do are amazing. (Check, eh?)

Total visual overload! This month's pic., courtesy of James M Collett from Glastonbury in Surrey, is packed with action. If you've got a 'bug, send it to Doodlebugs, YS, 30 Mossmouth St, Bath BA1 2BW. (Oh, go on.)



DOODLEBUGS



STAR LETTER



She sounds like an excuse to ring somebody up...

(Ring ring.) Hello, is this the company that produces *Gladiators* the TV programme? Yes, that's correct.

Is it true the Glade who plays Prof used to advertise a crap Speccy best buy up by posing alongside Diana Vickers?

What do you mean, 'the Glade who plays Prof'? All our Gladiators are real people, though, got a nice one coming up next week - he's called Ose and he stands in the corner and does the washing up, in a way, in a threatening manner.

So these you go Speccy, I'll what it was just one of those quirky comedians for your gig? Ed.



It's the gladiators on *Gladiators*! Here are three but only in fact one and the same person? VS Incorporated! (In a rather crap sort of way.)

AMAZING RESEMBLANCE

Has anyone else noticed that the barbacon type from, erm, *Barbacon* 2 looks an amazing resemblance to a certain host from *Gladiators*? Is this just me, or is it really one and the same person?

Steve Lake
Haley on Thames, Oxon

Anyone? No one trying to catch up air/focus missing with years, and wonder if you can help. Are these programs still available. T.L., 2004, M.R., DCP, and Studio and Car City? And could you tell me which game I'm thinking of - it had long oval-like spaces floating around and I'm making with each other and some other bad games like the good games and we had to help tell the ladies, I suppose it was a bit like *Lily in 3D*.

Miss McRoberts
Sussexville, Wisla

Oliver, Mike - don't make. We'll be round with a contract for your story in a couple of hours. Just think - the systems of life and the ability to travel by VS reader! We'll make millions, yes - millions! Oh, yes, it will be a special concert, won't it? Blast it up, different pages! BUCK is still available from *Spencer* (0274 61 7588) and *Magazines* (01203 212191). I'm afraid you're out of luck with the other thing, though. Apparently *Gladiators* turned into a horse's stop, or something like to

your 3D life game - I have no idea. After thinking hard for quite a while, Stuart has to admit he doesn't know either, so well done, you've stump'd the panel. Ed.

WHAT A RIP-OFF

I write to you with a bit of major sadness. On seeing your order I immediately contacted it but then discovered something of immense importance - the same name, you're not allowed to send. Hence! What a rip-off! From now on, I am boycotting the postal service and hope other VS readers will do the same. In the meantime, unless you can come up with some ideas, my small business is doomed!

Mal Towers
Ditwell, Leicester

Very long pause. I hope I haven't got a clue what he's on about. There will be a small and brightly modernised prior for anyone who can successfully explain the post of this letter. Sing your entries to Tom's sorry Britain - hey, quite, quite mad", VS, 16 November 01, Issue 541, 204 Ed.

I DON'T SEE WHY

I have got an idea! ST as well as a subtle toyed Spectrum ABC. I don't see why Spectrum gamers always say how awful ST's are. I use my Spectrum for games which you can only get on Spectrums, and my ST for games which you can only get on the ST.

Matthew Wills
Chelmsford, Essex

So what happens when you go to both the ST and Spectrum? Do you get on both? Ed.

A VARIATION ON AN OLD IDEA

I have a variation on your idea in issue ST. How about a readers' Top 100 Games Of All Time? I think it would be a good idea. One more point - please bring back the *Crap Games Corner* as it was brilliant for reading your reviews for games written by the readers.

Marcus Oyer
Chelmsford, Essex

Reading? Top 100 Games, or? So good! See, thank you thousand apologies for *Count Duckula* 2 out of spite! Let the dust lie over for a bit

SMALL



PRINT

My last post appears on *Monday*, *Book*, *Reviews*. I got away with using my old one for three weeks before I was caught. Ed.

All right, which one of you is always saying "book"? Edward Speccy, Lancaster. It wasn't me, it, it was I'm sorry of the Lower Third. Hoped. Ed.

I do love a good Robin Barnard, Yew! I had that a pointed arrow does for job just as well. Ed.

Never mind Richard Longford, Taster of The Mad Boy's looks exactly like Quentin Tarantino the director of *Reservoir Dogs*, *Mighty Mouse*, *Gladiator*. But I expect that to appear in its own special way. Anyway, how did you get in to see *Reservoir Dogs*? I mean, you're underage and a fictional cartoon character after it. Ed.

WONDERFUL WORLD OF SPECCY



I want to know if you can tell us how much it costs - also, we will be the cassette record for my sister. Can you me a book-type best game? *Robocop*, *Mega* and *Mad Max*.

I would like to know if I can receive one Year, for an magazine per month.

It's best if you send me all before March, because in March I start at School, and I think that I couldn't buy a lot of things.

Bye
Alexandra Garcia
Montevideo, Uruguay

Hold on! something. To answer your questions in order... the mag costs an amazingly reasonable, erm, fabled 12.95 (12.50) *Gladiator* in my day... the other 3 items, *Robocop*, *Mega* and *Shadow Dancer* it's optional.

Yes, but as we don't do subscriptions any more, you'll have to be very clear and order each number monthly from the *Ship* hours department. (And it will cost you any more than 12.95, plus it's included.)

Right, with a
Bye then. Ed.

NORMAN TEBBIT'S DEAD SERIOUS CORNER



OUR BELOVED BLACK BOX

My friends always ridicule me at school by deliberately asking me what computer I own. Some of my friends own two computers and three consoles, and I got really fed up with them, so I decided to do one of two things. Either I'd abandon my Spexcoy and buy a console, or I'd embark on a campaign to convince all my friends about the potential of the Spexcoy.

You will be pleased to hear that I chose not only to convince my friends but also to try to convince certain computer shops in the area. I have so far written to many shops in my area encouraging them to continue selling our beloved black box and its games. I have also written to Hugh and Susan.

Could you please give me some more information about the SCS campaign and any suggestions about any other action I can take.

On a lighter note, I must tell you how disappointed I was with last year's Future Entertainment Show. The clocks were huge and there was no sign of a Spexcoy in the whole of Earth Court. The closest I came to seeing a Spexcoy was feeling an issue of YS which I already had, and the nearest I came to meeting the YS team was seeing Jonathan lounging around in a temporary stall erected near the Future stand. Oh, and the closest I came to enjoyment was fiddling with a SuperScope for the SCS, with which I killed some miles. That's horrible. Oh, I am. Ed

Finally, I think it's time for a little funour. (Trust me, this is very, very funny.)
Paul Annett
Waterhouseville, Notts

What a complete arse. I don't think I can give you any better advice than to keep on with what you're doing - remember Nigel Mansell's whole Championship came about solely because of the terrific response to the original SCS campaign. (Well, sort of solely, anyway.) The simple fact is, if the software houses think people would buy their games if brought out on the Spexcoy, they'll release 'em. It's a tough, cut-throat world out there. Let us know how you get on. Oh, and I don't lounge - I rest between engagements. Ed

and wait out how to do it. (It means, go and look through Antiga Power to see how they do it, buddy)

You may have enjoyed Chris Games Centre, but I don't think the people who own the games, the Spexcoy, will either if you just, you see, and get really upset when Rich covered their arse and Joe Beattie, or haven't done, and if you buy crap games for a while. Ed

I HAVE TO KNOW

Shay, it's been puzzling me for years. I have to know, is it South, Avon, or East, Somerset?

W Francis
Somerset, Somerset

Well, M. How terribly formal. Perhaps we should call the mag 'I Spexcoy. Perhaps not. (Err, I don't actually know. Geography was never my strong point. I spent all my lessons copying beautiful photos and adding little islands at all of my own. However, Andy has just picked at my sleeve, so maybe he can help.

well, hello. Back in the early 1970s, all of the West Country (including Bath) which used to be called Somerset suddenly found itself part of Avon due to some creative secondary re-division, or something. Local people launched a Keep-Somerset-Somerset campaign, but it failed. So (as you say, without fear of overstatement, that Bath is indeed its Avon), it's official.

Well, there you go. But at least you only had two possibilities to guess that - do you know how many Somerset there are in the country? Ed

FOOTBALL MANAGEMENT GAME

Could you inform me if there exists, or are plans for, a sequel to the very enjoyable football management game 'The Double'?

If you don't know of any sequel, could you please tell me if there's a way to update the players' names in the program itself?

B Henry
Woking, Surrey

Oh my God? I thought I'd soon be the last of football management games for ever. (When I was the new bug at YS, the others thought it a great joke to send me all the feisty management games they could possibly get their hands on.) Getting back to the point, no, I've not heard of any plan to make a follow-up. But don't despair - there's the Official YS Management Sim for you to buy in and enjoy.

JO PAPER & PINK BORDER
CLS: FRANK "Welcome to the Official YS Management Simulation."
20 PAPER "Give us your name, team and players!"
30 PAPER "Calculating statistics."
40 PAPER & PINK BORDER AT 5.00 PAPER/3000 NEXT 75
50 PAPER "Back luck, your team lost!"
60 PAPER Ed

You call change the players' names and everything. It's packed with features, and it's perfect for fans of the game. It's going to 79% Ed.

ONE-HEAR-OLD

It is possible to send back one year old YS coverpages that don't work!
Chris Taylor
Overton, Cumbria

Yes, it's perfectly possible. You just won't get anything back (at all) for AW As they say!

I've seen Andy (they being the tape duplicating bobby) only keep copies going back a couple of months in case of faults. And it's no use sending 'em to the shed - we don't keep copies of it. By the way, why did it take you over a year to let our coverpages don't work? Ed.

MY FRIEND

Could you review the game Colony? My friend has it in the Amstrad.
Thomas (last)
Farnborough, Hampshire

OK. (Enough.) Colony: Thanks a heap! Think it's really good on the CPC, so it's probably all right in the Spexcoy. (We can't do that.) Ed.

TRAINSPOTTERS



NO CHEAT FOR STEG

Oh, come on YS, I always thought you were a sensible mag, but I'd heard loads of mistakes in issue 87. They are 100 in Practical FORK. There is no section for Bug even though it's in the index. In some of the Fantasy World Story you're represented in the 100 on Loner Squad, and it's in the later

issue's Practical FORK. You actually mistook Spexcoy for an Actual Name.
Elliot Corbett
Barnstaple, Gloucester

Oh no, not you again, Elliot, dear readers. Was the first person to spot the error. You got with Sebastian. I had back the time, though. There I was, reading on the news from your pocket-banned onslaught of Mr Magpie and Dr Goodall when I looked up the page and... Ed. As Trainspotters have to be transported from themselves, I think I got over that one rather well. By the way - watch that 'at, James or 'at'. You'd end up on 'aly, Oh 'aly' and be embarrassed to society. Ed

SMOKE SAGE

I think a trainspotter because it's the "Orange Red" bit of Spexcoy. It is issue 88 Simon said, "It's about me. I got a new secretary, mistletoe." He should have said, "It's about time." You can't tell me this is a typing error, or please send me a trainspotter.
Ian Robins
Yovil, Somerset

Simon? I didn't say myself. Actually, I can tell you it was a typing error, because it was a typing error, but I wasn't my fault. It was my new secretary. But I thought you were still looking for it. So I am, Oh, but I think I'm trapped in a telephone junction. (I don't have a telephone in a totally really world.) There's an, I hope you're happy. Ed

FLYING SCOTSMAN

Read in the Rubinate collection in issue 87 is a white box with the heading "Challenge the Mad Scotsman." This should read, "The Flying Scotsman." It's his, find your text to transport.
John Turton
Waterhouseville, Hampshire

I decided to put this to the test and throw Stuart out of the nearest window. But only, but he fell to the, but he came back with his legs. Nothing my mistake. I then checked the page, corrected him to a busy, corrected carriage and back for our, off to London in second class, but, again, things did not go according to plan. Basically, John, what the flying is any form is, so you can't have a trainspotter. He's Ed. Ed.

OOH, SOU

Stop that! You knew I'm back! Oh, hello again. Welcome back to *Cash, Sourcey!* – the column that puts the ‘wow’ in ‘wow, it’s like to learn machine code’, utilizing the frightening concept of

presenting you with a complete program and then taking you through it step-by-step. Ooh, Sourcey! aims to have you up and coding in no time. (So that’s no ‘wow’ then. Or is after words, ‘wow’. Eeh,

ah? Andy! And so, on to this month’s offering. It’s the decompressor part of our screen palette program, and it’s a complete double to follow after the first bit. Would I lie to you? Over to Jonathan for the details.



Unpacking your screens

Today’s installment deals with decompressing the screens you packed using last month’s routine. As before,

we’ll start with the complete listing, and take it a bit. Oh, and as before again, here’s the thinking behind the routine.

The decompressor is far simpler than the compressor. All it does is to look through the packed data one byte at a time. If the byte in question is not the intended ‘control byte’ then it is deemed to be data, and is ‘lunged’ directly on to the screen. Otherwise, the routine takes the following pair of bytes to mean ‘data byte’ (number of times to write it) and sets a loop to expand the data to

screen. So, for example, if the compressed data was ‘control byte’ (one hundred), (50) then the byte one hundred would be written to the screen fifty times. Basically, it’s the reverse of the compressor. The, which is pretty obvious really. (Oh, dear.) Well, here’s the listing, simply. As with last month, those of you without assemblers can use the Central loader at the end.

; assemble to address 0000

```
start      DS          0
           PUSH BC
           POP HL
           LD BC, routine_length
           ADD HL, BC
           LD DE, screen
           LD A, (HL)
           CP control_byte
           JR Z, compress
```

get_next_byte

check_end

```
LDI A, D
CP screen_end_high
JR NC, get_next_byte
EI
```

RET

INC HL

LDI A, (HL)

INC HL

LDI B, (HL)

INC HL

LDI (DE), A

INC DE

DJNZ \$+1

JR check_end

; labels

screen

screen_end_high

control_byte

routine_length

```
DSI B
DSI B
DSI 47
DSI end-start ; is 35
```

Put it where you like

The decompressor is relocatable, or in other words, you can load your compressed screen in any address (within reason, naturally) without worrying about the wrong part of memory being used. The way this is achieved is thanks to the rather nasty BC register pair. Whenever you execute a machine code routine from BASIC (ie, PRINT USR...), RAMDISK2

USR... or LET variable=USR...), BC holds the entry address. So, if you typed RAMDISK2 USR 00000, BC would be 00000. PRINT USR 00768 and BC holds 00768. You get the idea. This feature is used to calculate where the compressed data is held by adding the length of the actual routine to BC and making this the base-data address. It works – one routine that doesn’t care where you put it.

DI

PUSH BC

POP HL

LD BC, routine_length

ADD HL, BC

LD DE, screen

Remember the old PUSH/POP combination? It’s the equivalent to LET register=register 1.

So that’s where the B1 comes from

```
get_next_byte
LDI A, (HL)
CP control_byte
JR Z, B1
LDI
LDI A, D
CP screen_end_high
JR NC, get_next_byte
EI
RET
```



The main loop, if the byte in HL (the data) is not the control byte, then it is simply put straight in DE (the screen). LDI is a shorthand way of writing LD A, (HL) / LD (DE), A / INC HL / INC DE. (It actually stands for Load and Increment, you see.) As with last month’s prog, we use the fact that the next byte after the screen is 00000 to make sure we stop when at the end of the screen.

So why a B1 used rather than 0000 then? The Spacey can only store numbers from zero to 255 in a single register (it can’t handle and store six-teen single registers together to address numbers up to 65536 (16x4K) numbers). The basic (and BASIC) equations to handle this are LET register=256*INT (number/256) + LET register=256*INT (number/256) + LET number=number-256*INT (number/256). So, if the B1 number for LD, interested parties should look up binary in their manuals for a far clearer explanation of ‘it’ all numbers. (Phee.)

She shows us to follow her size

```
decompress  INC HL
           LD A, (HL)
           INC HL
           LD B, (HL)
           INC HL
           LD (DE), A
           INC DE
           DJNZ $+1
           JR check_end
```

It’s for the interesting bit, then, as you recall, the compressed data is stored as ‘control byte’ (data byte) (number of times data byte is written). So this piece of code steps the control byte – since it’s just used as an identifier – and loads the A register with the data byte and the B register with the count byte. This handy information is then put to good use by the DJNZ command. This stands for Decrement and Jump if Not Zero. (Phee.) In plain language, it decreases the B register and jumps back unless B=0, or in words it does exactly what it says.

URCEY!



Of interest to non-assemblers

and EQU 5
screen_and_high EQU 01
control_byte EQU 47
routine_offset EQU end-start

For the benefit of persons without assemblers, a quick start about EQUs. These "equates" labels with numbers, or to put it in BASIC terms, they LET say. The \$ Ditty is a special assembler function which means "this address

when assembled" so, in our case, the label 'end' will point to the physical end of the routine. One quick subtraction of "start" from "end" later and you've got the routine length - a snug fifty-five bytes.

Changes

A slight change to last month's routine - we're no longer compressing the data at address \$B152, but at address \$2667. This is just after the decompression routine, so we can save the whole lot in one go. (They usually, fortunately.) All you have to do is change last month's "in equate" in the assembly listing to read:

```
DDU $2667  
or change line 130 of the decimal listing to:  
130 DATA 243, 33, 5, 94, 17, 93, 128, 229,  
853
```

There. Easy, wasn't it?

Usage

Erin, always. There was a major bug in the assembly listing in the changed issue's a long-missing comma. The first part of the routine should read:



```
DI  
LD HL, from  
LD DE, to  
PUSH HL  
POP D  
LD A, (D+0)  
CP (screen_byte+etc...)
```

Yes, the unambiguously important command LD A, (D+0), which actually grabs a byte from the screen, disappeared. Ironically, the decimal listing is perfectly right, which just goes to prove something although I'm sure I don't know what. (Hello, erinaba.) And here of you called yourselves "er in" finding the assembly listing didn't work. Hello. (Gulp.)

Almost, almost...

We're getting there. Type in this BASIC program (which is heavily based on last month's) for the full compress effect.

```
1 REM Com. Source4 screen compression  
2 REM  
3 REM  
4 PRINT "Load screen to be compressed":  
LOAD " SCREEN"
```

```
40 LET address=010:REM length of screen  
50 LET endaddr=4759:50755:LET  
routine=endaddr-0100:  
60 GOSUB PRINT "CR" "Crunched" :PRINT  
:PRINT " bytes" "Length" :PRINT " bytes"  
"Efficiency": 100*(INT (100/routine)  
:PRINT "%":
```

```
70 INPUT "Filename (as SAVE) $: "CODE  
:PRINT :PRINT-35  
80 STOP
```

```
9000 SAVE "Compressor" LPR 0000:G400  
"comp" CODE 2078, 20:STOP  
9999 PRINT 2000: BORDER 5: CLEAR  
:PRINT "Long or CODE" :RUN
```

And RUN 9000 to save it. Now, whenever you compress a screen, a copy of the decompressor will be saved along with it. To update the screen use LOAD "compressor" CODE address:RANDOMIZE USP address.

Carry on coding

Hello, non-assembler people. (Of assembler people who don't really trust the listing, after last month's mix-up, here, here.) To get your hands on the decompressor, load up last month's General Leader (link). It's not yet

trying, we wanted you if would be needed again) and tag these lines on the end to implement the decompression routine. (Then save the whole lot once more with PUT 9999. (Yes, you'll need it again next month.)

```
170 DATA 245, 19, 128, 24, 223, 98, 82, 74,  
558  
180 DATA 245, 127, 225, 1, 35, 0, 5, 17, 27  
130 DATA 5, 94, 128, 204, 47, 40, 5, 237,  
777  
200 DATA 180, 220, 284, 81, 32, 244, 255,  
200, 1355  
210 DATA 35, 125, 35, 70, 35, 10, 10, 10,  
304  
220 DATA 252, 24, 238, 999
```

Housework

And that's it. Well, very nearly. It's that blimmin' control byte. What happens if your screen has a lot of forty-sevens scattered about the place? If they appear singly, the compression stores them as three bytes (think about it), or you could theoretically end up with a 'compressed' screen that's three times as big as the original. Spoiler! What you need is a count program that will look through a screen for the byte that appears the least number of times, from one bit up to the control byte. And that's what we'll be looking at in part three of the Ooh, Country! screen-compression saga.

Join us next month for the final part of the compressor - the count routine. Expect lots of 16-bit maths and a clutch of regular pairs working their wee hearts out. Be here, or be hilariously confused while buying a pot roast by Jack Douglas twitching behind you in the queue. (Ern, keep your hands off my baubles.)

PROGRAM PITSTOP



Now, co-starring with Sir Richard Swann, it's **CRAIG BROADBENT** and his magical typing fingery things.

E upgraded Coppers! Coppers! (That's Latin for "copper", you know.) For you can be here in the midst of nasal Whiskie once more, sipping a long-awaited weekend break away from that fourteen of knowledge (and purveys of extremely sticky practical assignments) they call Reading University. And here with me this month are my very good pals from the old alpha matrix, John and Jessica, who are helping me greatly (I mean) with the laborious task of compiling Pitstop. Pass me that brown envelope, John. (Sound of brown envelope being passed over.) Thanks. That was of great help. Oh, and Jessica, could you switch on the Specky? (Sound of Specky being switched on.) They're invaluable, they really are.



A FAST LOADER

by Richard Swann

O (and I quote) "the best test that a disk drive". The program was originally titled *Flash Loader* by its creator, but that was a silly name, so I was forced to exercise my extensive editorial powers. As you will no doubt have noticed, your friend and mine Dicky is back once more, and I'm beginning to wonder how he can manage to work on his degree and churn out vast quantities of Specky programs at the same time. Oh hang on, he's doing Computer Science isn't he? That would explain it. Cutting corners aside, life is a jolly good fast loader, and, credit where credit's due, Dicky's done a marvellous job. To use the thing, type in the BASIC (all code to be generated is contained within the main BASIC program) and save it off with SAVE, (hence) LINE 0. At this stage, the program is completely untested, ready and waiting to be customised for your individual programs. Easy done. Just RUN it, answer the searching and highly personal questions with which you will be presented, and then save it off wherever it'll be of most use. Just to give you some idea of what it can do, the

options are backwards or forwards loading, start and length of code to

re-locate, speed of tone (the bus and not bell and siren), the yellow and blue bit, and a choice of four predefined colour schemes. Once you've customised the loader, you can only use it to load in code of a particular length to a certain address, so make sure you keep the "your" copy on tape. When all's done and ready, enter RANDOMISE USR 64800 to save your code (make sure the tape's running), and RANDOMISE USR 64914 to load it in again. And finally, a quick hint for people who don't know the memory map like the back of their hands - the default address and length given are those needed for saving/loading a screen.

So just use these to achieve the same effect as SCREENS.



BASIC

```
10:REM Flash-Load
15:REM by Richard Swann
20:CLEAR 65535
30:LET I=0
40:FOR A=23256 TO 23258
50:READ a:LET I=I+a
60:POKE a,I:NEXT a
70:IF I=6370 THEN PRINT "Error in DATA
from 280 to 480":STOP
80:RANDOMISE USR 23256:LET I=I
90:FOR a=64800 TO 64920
100:READ a:LET I=I+a
110:POKE a,I:NEXT a
120:IF I=6370 THEN PRINT "Error in DATA
from 500 to 540":STOP
130:CLS:PRINT AT 0,0;"READY".
AT 2,0;"The loading system has been
transferred to RAM. Now you need to
```

```
configure it"
140:INPUT "FORWARDS or BACKWARDS?"
150:IF I=0 THEN GO TO 140
160:IF I=1 THEN AND I=1 THEN GO TO 140
170:IF I=1 THEN AND I=1 THEN GO TO 140
180:IF I=1 THEN AND I=1 THEN GO TO 140
190:IF I=1 THEN AND I=1 THEN GO TO 140
200:POKE 64920,I:POKE 65279,0
210:IF I=1 THEN AND I=1 THEN GO TO 140
220:POKE 64920,I:POKE 65279,0
230:INPUT "START of code (default "PEEK
64800-256/PEEK 64800")":a:IF a=0 OR
a=65535 THEN GO TO 160
240:INPUT "LENGTH of code (default
"PEEK 64800-256/PEEK 64800")":b
250:IF a=0 OR a=65535 THEN GO TO 160
260:IF I=1 THEN AND I=1 THEN LET
a=I-a
270:POKE 64920,(a+256):POKE
64920,(a+257):(a+258):256
280:IF I=1 THEN AND I=1 THEN LET
b=I-b
290:POKE 64917,(b+256):POKE
64918,(b+257):(b+258):256
300:POKE 64908,(b+256):POKE
64909,(b+257):POKE 64910,(b+258):256
310:INPUT "Speed increase for BYTES":
"default "35-PEEK 65616":Minimum -75,
Maximum +87":c
320:IF a=76 OR a=49 THEN GO TO 340
330:POKE 65211,255:(a+75):POKE
65212,(a+76):POKE 65213,(a+77):POKE
65214,(a+78):POKE 65215,(a+79)
340:INPUT "Speed increase for TONS":
"default "104-PEEK 64811":Minimum -
```

```

45 MAXIMUM 100 '3
200 IF @=45 OR @=100 THEN GO TO 270
250 POKE 64000,104:POKE 65000,104-
@/1.21
300 INPUT "Colour scheme for TOMB?"
"Default" PEEK 65128 'range 0 to 31 '3
310 IF @=0 OR @=31 THEN GO TO 300
320 POKE 65104,@
330 INPUT "Colour scheme for BYTES?"
"Default" PEEK 65185 'range 0 to 31 '3
340 IF @=0 OR @=31 THEN GO TO 330
350 POKE 65185,@
360 PRINT :PRINT AT 0,10;"RICH -
LOAD":AT 2,0;"The FAST loader can be
used to SAVE or LOAD a block of machine
code."
370 PRINT :PRINT "SAVE "CODE" CODE"
64000:END
380 PRINT :PRINT "To SAVE,
RANDOMIZE USR 64000. To LOAD,
RANDOMIZE USR 64014."
390 DATA 33,104,4,17,104,263,1
400 DATA 87,1,237,179,63,283
410 DATA 50,57,254,50,231,289
420 DATA 63,264,62,263,263,80
430 DATA 190,253,90,13,264,80
440 DATA 41,254,50,10,254,50
450 DATA 135,264,50,132,254,90
460 DATA 147,264,80,107,254
470 DATA 58,96,50,58,204,254
480 DATA 68,218,264,50,225,254
490 DATA 201
500 DATA 221,203,64,17,0,27
510 DATA 62,258,147,265,194
520 DATA 203,201,201,203,64
530 DATA 17,0,27,62,255,50
540 DATA 205,65,254,201

```

```

50 READ @:POKE @,@:LET @=@:NEXT @
60 READ @:IF @=0 THEN PRINT
"Checksum Error at line " @ :STOP
70 LET @=@+10: NEXT @
80 PRINT "Data POKED into memory OK."
90 INPUT "Save to tape?" :@8
100 IF @="Y" OR @="y" THEN INPUT
"Filename?" :@:SAVE @:CODE 64000:40
200 DATA 88,8,294,1,9,294,30,250,604
210 DATA 253,87,62,266,198,122,48,7,1018
220 DATA 100,40,10,35,35,24,264,61,607
230 DATA 264,2,260,33,233,26,87,1,26,267
240 DATA 2,122,43,3,24,237,0,0,431

```

and it's good to see Dicky acknowledging the SAM's superiority at last! For those not in the know, a such a prog is used to blank the screen out after 10 minutes, so as to save the TV's phosphor from sustaining a permanent sore due to displaying a static image for too long. To actually see the thing, you first need to work out after how many frames you want the screen to blank out. The value can be anything up to 65535, which works out at about twenty-two minutes, and just to give you a rough working guide, one frame lasts one-fiftieth of a second. Using it as the number of frames, POKE 64000,@:INT(65535/255):POKE 64000,INT(255/RANDOMIZE USR 64014) and you're away. Two words of warning, though - firstly, don't use interrupts, and

BASIC

secondly, leave off RAM above 64758 for the routine to use.



BASIC

```

10 REM Decimal Loader by Cap'n Craig
20 CLM@:64000:RESTORE 1:LET @=200
30 FOR I=64256 TO 64655:STEP 5
40 LET @=0:FOR J=0 TO 7
50 READ @:POKE @,@:LET @=@:NEXT @
60 READ @:IF @=0 THEN PRINT
"Checksum Error at line " @ :STOP
70 LET @=@+10: NEXT @
80 PRINT "Data POKED into memory OK."
90 INPUT "Save to tape?" :@8
100 IF @="Y" OR @="y" THEN INPUT
"Filename?" :@:SAVE @:CODE 64000:40
200 DATA 310,310,30,0,264,17,4,254,1,603
210 DATA 0,1,24,253,237,179,63,198,875
220 DATA
230 DATA 25,253,253,33,39,253,34,254,7,149
240 DATA 253,40,79,213,34,81,263,62,9067
240 DATA
254,237,71,237,84,261,261,243,1586
250 DATA
249,229,2,15,197,205,146,2,123,1256
260 DATA 80,32,27,42,59,253,43,34,562
270 DATA 91,253,109,168,33,23,33,0,708
280 DATA 58,17,1,36,1,0,34,252
290 DATA
0,237,176,775,211,234,33,294,1,330
300 DATA
1,34,81,263,193,269,235,241,1,247
310 DATA 198,36,0,0,0,0,0,781

```

SORTER

by Alan Gibson

Providing a short but much-needed break from the omnipresent Swamp is Alan Gibson, with a short routine which simply sorts out a table of values (each with an identity number) from highest to lowest. Etc., and that's about it. You can stick the routine anywhere in memory, but it always reads from the same addresses. That is, 65020 to 65026 must contain the values to be sorted, 65030 must hold the maximum possible value, and 65040 onwards get used by the program as it returns the identity numbers in order. Could be useful for writing a body manager game or something - Alan's demo is certainly this way orientated. See what you think.



BASIC

```

10 REM Decimal Loader by Cap'n Craig
20 CLM@:64000:RESTORE 1:LET @=200
30 FOR I=64256 TO 64655:STEP 5
40 LET @=0:FOR J=0 TO 7

```

```

10 REM Sorter Demo by Alan Gibson
20 LOAD "SORT_CODE" CODE 64000
30 DIM T(10):FOR F=1 TO 10:LET
T(F)=INT(RND*255):NEXT F:REM GIVES
TO TEAMS. RANDOM POINTS VALUES
40 DIM T2(10):FOR F=1 TO 10:LET
T2(F)=TEAM *STR@ F:NEXT F:REM
TEAM NAMES
50 PRINT "UNSORTED TEAMS":
TEAM,POINTS:FOR F=1 TO 10:PRINT
T2(F),T(F):NEXT F
60 LET A=65000:FOR F=1 TO 10:
POKE A,F:T(F):POKE A+1,F:LET
A=A+2:NEXT F:REM PUTS
POINTS AND TEAMS IN THE INPUT AREA
70 FOR @=65000:255:REM THIS @=46
MAXIMUM NUMBER OF POINTS
POSSIBLE
80 RANDOMIZE USR 64000
90 PAUSE 0:CLS
100 PRINT "SORTED TEAMS"
110 PRINT "TEAM,POINTS"
120 FOR P=65040 TO 65046:PRINT
T2(P),F,T2(P),F:NEXT F
130 PRINT
140 PRINT "DONE!"
150 PRINT
160 PRINT "TO SAVE ROUTINE -"
170 PRINT "SAVE "NAME" CODE"
START 40"
180 STOP

```

SCREEN SAVER

by Richard Swann

Back (back) Back in full effect, Dicky's second contribution of the month is none other than a screen-saver utility as found on...quite Dicky, "teach computers". Just an interjection of mild interest at this point - the equivalent of both Richard's programs this month can be found already both in the ROM of that "teach computer", the SAM Coupe,

A NEW APPROACH

You made a decision. Good, isn't the decision, basically, is that I want to change the format of Phispaper so slightly, so that instead of unwisely printing any program that looks good, I get to print the programs that you want to see. So what I want you to do is send in suggestions for the format of programs you'd like to see appearing in Phispaper, and then I'll update the edited regulars will set to work on your chosen topics. Address your suggestions, as well as your programs of course, to Craig at 7000, Program Phispaper, 75, 30 Monmouth Street, Bath, Avon BA1 1SH. And before I go, let's say 64000 just say that the mailing is getting rather dicey, so get writing, and here is the addition of million! Sort of.

VS hints n' tips TIPSHOP



Hello! Welcome to this month's startling collection of hints, nags and all things tippy. We call it Tipshop but, if you'd rather, you can call it something completely different. How about 'Maude', or 'Crunchy Green Egg'? maybe you'd prefer something a little more exotic, something along the lines of 'die glückliche Zeitungs' or 'andiamo!'

Anyway, whatever you want to call it, the next few pages are dedicated to helping you get through a variety of games. I do hope it's all of some use, if it isn't, why not tear out the pages, roll them up and use them as a telescope? It might not work very well, but it looks darn impressive!

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**THE YS CLINIC WITH DR HUGO Z
HACKENBUSH** ... 34

featuring CJ's Elephant Antics
(again), Megabucks, The Quest For
The Holy Graal and (oh no!) Dizzy
and Seymour



SOLD

Matthew Wells has mapped the first level of this smart coverage.

I have enclosed the following... a map for Level One, what all the letters do and how to destroy them, what the power ups are, how good the weapons are, some tips and a joke. The joke isn't that great, but at least I made it up.

BADDIES



Canon-type thing which shoots in either direction. Load a grenade at it.



Tank thing which moves left and right, as well as up and down. Shoot it three times.



Fast glider which moves left and right very quickly. Shoot it twice or jump over it.



Water thing which wades left and shoots. Avoid it or throw grenades.



Man with gun, glides left and right and shoots. Shoot him three times.



Metal with gun which moves left just at head level. Jump over it or throw grenades.



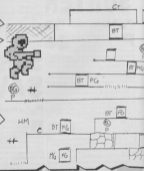
Pulsating ball which moves up and down. It can't be destroyed unless you're a superhero.



Second man with gun stands on teleports. Shoot it five times.



Hover man who hovers in towards you. Don't bother trying to kill it.



DIET ONE



He was going to do the other levels, but found them too time-consuming. Aaaa!



Cannon which shoots in an arc. Stand in front of it and shoot it about five times.



Crawlers move left and right. Don't bother with it unless it's guarding a power up.



Vertical shots move up. Just avoid them.



Needles bid walks left and right and shoots in an arc. Shoot it twice.



Biology type thing bounces left and right. Avoid it.



Big cannon turns left or right and shoots. Sometimes walks. Three grenades or avoid it.



Second biology type thing which bounces left and right. Shoot it three times.

POWER UPS



Spiky bomb



Upgrade your weapon to a three-way steady bang-shoot or a laser, depending on what you had before.



Three extra grenades.



Extra life (not a cuddly toy). Shield with which you can hit anyone in the way.



Extra energy and 250 points.



Smart bomb, clears the screen.

WEAPONS



NORMAL Not much good, but better than nothing.



S-WAY Quite good, especially for getting things that are lurking above you.



LASER Brilliant! Increases the range of your weapon.

TIPS

1 At the end of your go, just before you get killed, fire a grenade. If it doesn't go off on that go, it will go off giving you an extra grenade (but it won't hit a beddie).

2 Remember you haven't got loads of time. Instead of spending ages firing at a beddie, just jump over him.

3 Use your grenades! However nearly you've got when you die, you still only get three on your next go. (Even if you've used them all.)

KEY

☹ = Cannon thing

BT = Blob thing

PG = Fast glider

P = Power up

☹ = What's in the power up

☹ = Mine

☹ = Weapon upgrade

☹ = Extra grenades

☹ = Extra life

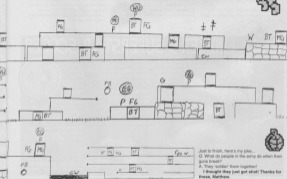
MG = Man with gun

OW = Crawler

W = Water

☹ = Phishing ball

☹ = Hover mat



Just to finish, here's my job...

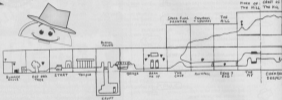
Q. What do people in the army do when their guns break?

A. They 'bolter' them together!

I thought they just got shot! Thanks for these, Matthew.

BOING!

Patrick Spenser and Tony Balaban have mapped and tipped this 3400 game. We'll start off with all the items, where to find them and what they're for. Take it away, boys...



- ❑ Lift key found in screen *More Of The Hill* and needed for life in two places.
- ❑ Parachute found in screen *More Spooky Fluffy Things* and needed to drop into shaft in *The Garden*.
- ❑ Pickaxe found in screen *Summer House* and needed to open shaft in *The Garden*.
- ❑ Sledge found in screen *The May Top Of The Hill* and needed to enter *The Blind Room*.
- ❑ Spade found in screen *Crash* and needed to open *Blind Mount*.
- ❑ Dynamite found in screen *The Master Bedroom* and needed, with plunger, in *Dead End Room*.
- ❑ Plunger found in screen *Spit (Or, The Bottom)* and needed, with dynamite, in *Dead End Room*.

- ❑ Barrel one found in screen *The Entrance Hall* and needed to cross pit in caves.
- ❑ Barrel two found in screen *Blind More Spooky Things* and needed to cross the pit in the caves.
- ❑ Meat found in six different screens and used as a supply to fill.
- ❑ Protein bottles found in twenty different places and you need to collect them all.

Time machine parts

- ❑ Crystal - in the caves.
- ❑ Battery - in teleport room above *The Blind Room*.
- ❑ Battery - in *Cramped Chamber* at the back of the caves.

Teleporters

- ❑ In *Blind Me up room* - Use left to go to *Front Door*, and right to go to *Bridge To Nowhere*.
- ❑ In *The Teleporter room* - Use to go to *Summer House*.
- ❑ In *The Crypt* - Use to go to *Strange*.

After collecting all three parts of the time machine and all twenty potions, return to start and the time machine will appear. Once this and you have finished the game.

Before we go, just a note - In the screen titled *Spooky Fluffy Things 2*, you have to jump off the third platform from the top to land on a platform in the next screen.

Some of those room names are a bit odd, if you ask me!



GARY LINEKER'S SUPERSTAR SOCCER



The *Straddling Soldier* has written us with a couple of tips for the game of the month with the big man, Gary Lineker's *Superstar Soccer*. Take it away, *Straddler*!

Centre-forwards should move up in the half and keep going forward with it. Just move up and down to avoid the opposing players.

Spooky centre-forwards are easy to beat. As soon as the whistle blows, move to the ball. As the ball moves down, collect the ball, and you're off!

Goals are easy points to score. When you're a couple of yards

out, move randomly until the goalie comes down.

When you've got the ball around him and kick it in, just be careful not to go too close to the keeper, or he'll grab the ball away from you.

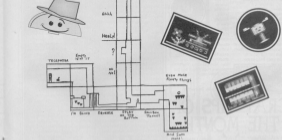
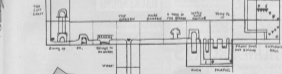
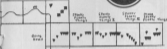
Wandering is even easier than scoring. Just get a goal ahead, and when you get a goal look in a flick-in, start take it. The clock will continue ticking, so wait until the time runs out.

Sounds a bit unimpressive to me, but what the hey, eh?





The One Who Feels the Pain
Why? He Has
Change



ROCK STAR ATE MY HAMSTER

Oh, Stubby was sent to a dead-end and really tips for the

Goodies! Rock Star ate My Hamster. So, um, here it is.

To get maximum revenue, go to stadiums and charge a ton.

Smart advice, and remember, never let a rock star near your furry pals. You just don't know what they'll get up to.

STUNTMAN SEYMOUR

Martin Hammond has a rather nifty little cheat for the rather nifty little game *Stuntman Seymour*.

On the first level, make your way through the level as normal until you come to the end-of-level bad guy. Let him hit you with his bombs and your 'takes' reads four and



you only have one life left. Now hit the monster with your bombs and

when he is lying on the floor

exploding, walk off to him and wait there. As you move on to the next level your 'takes' should change to five, but you don't die. You now have an infinite collection of lives to use as you wish. Hope this comes in fairly handy. No doubt it will, Martin. No doubt it will.



THUNDERCATS

In the words of Tim Gray, 'a very odd but very ace game', so here is a massively crafty tip courtesy of ace, Tim Gray. Basically,

On the third level - the one where you have to save Tige - stand still just behind the first block after the small pool. You know, the one with the eyeball coming out of it.

Now keep firing at the



bobbers and you will receive infinite lives. Actually, they're called bobbers

but they look more like clouds with eyes. Anyway, if you shoot them, you'll receive bonus items, one of which is a life. Hang around and keep shooting until you get nine lives. Now get killed. You'll receive a huge bonus and the maximum amount of lives. Bill ah?

Bill indeed. To mortify,



CRAP TIPS OF THE MONTH

Yes! We've got lots of 'em this month. First of all, from Ryan Cooper in *NaiverNaepion*, comes this sparkling piece of crap advice.

Dr Fanger *NaiverNaepion*, on the high score table, press all over the keyboard and the name should go over the score. Now press *EM704* and you'll start where you died, but with infinite lives! This doesn't always work. Alternatively, you could try shooting at the Spacery. 'Give me infinite lives.' This



doesn't always work either (blam!) but hang on, that was actually quite useful (it works).

What we need is a completely crap tip. Ad here comes *WW Saboteur* of the late of Wright. I've got a fab tip for adventure players to make their games last longer. Play them with a Sinclair joystick! Well, this only works if the adventure understands words like *0001370* and *0000000*. Well, you're a genius. I'll suggest it to Tim at once.

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Yes, this is a form of medicine. Just as a doctor has to be able to diagnose a patient, I have to be able to diagnose a gamesnag. What are you taking about? I don't know, I wasn't listening. You see, I'm a specialist in the field of such things as... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

GI'S ELEPHANT AMICS

But before we enter in *Giants* and so, here's a considerably... *Giants* game is also one of some degree of... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

MEGABUCKS

But to return to Edward. 'Was back in the June 1992 issue. Can this be wrapped in this way-back-back... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

in the main mansion, you need to use the bit of the picture and the... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

In the chemistry room, you, also in the main mansion, you need to complete the chemistry experiment... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

QUEST FOR THE HOLY GRAIL

Yes, I've read that Kemp follow an... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

AU SEIGNE

Well, I suppose there's no putting it... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

Leon Marchionne and James Henry. 'In the same game again, how do you cross the road?'... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

Robert Scordery. 'How do you... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

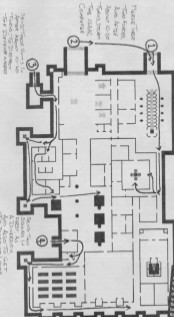
Kevin Fort. 'I can't pass the Broken... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

Below I go, the answer to Secret... (I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as... I don't know, I'm a specialist in the field of such things as...)

REBELSTAR



What a game, eh? Number two in the '83 Top 100, personal favourite of Alan Titchmarsh (TV's Mr Green-Fingers) and a fun-packed romp for all the family. (Oh something.) Sure, why it didn't work when we put it on the tape, yes, isn't it? Ahem. Anyway, if you're a big Rebelstar fan, you'll no doubt be furiously shaking the hand of LD Jones [yes, the very chap who informed us who owned the rights to the thing] cos he's come up with a nifty map and some terrific tips for this gorgeous game. Attention, eh? I love it.



And to go with the lovely map, LD has sent in these tips containing the most effective strategies for the one-player game, collated after playing it thousands of times. Looks a messy real!

Over the first couple of turns aim your men and break in through snipers and (top left) and two (bottom left) using light armour. Move all the units from snipers two-up to the top, to get with the forces by snipers one. Blast your way through snipers four, using the Combat Grenade. It causes a diversion. Send the Combat Grenade into the Grid Men's module on the right. It will now be indestructible and can kill anyone foolish enough to come near it, either by shooting them or attacking them hand-to-hand. Provided you do not open any more snipers, the Operatives will now swarm closer and attack the Raiders at the bottom-right. These units should take out the defence later on the right, then make their way up to ISAAC, killing as many Operatives as possible on the way.

When the Operatives have all gone to the bottom-right, send in the rest of your men, all at once. The team at attack three should wait

their way along the bottom, to shoot the two remaining defence lasers, while the team at attack one tear across the top.

Assemble your men outside the security doors above ISAAC, with Combat Droids closest to them, and blow them open. Send your men in, armed with plasma and laser pistols. Blast everybody and shoot ISAAC to reveal the armory and sequence. Please! Thanky dandy, LD. May your Rebelstar Raiders never further under fire for something.



RUNTY!

Well, that's the tip-off for this month. Good-bye. Now, it's time for me to bid to bid their heads under their wings and stream of security codebreakers. And I suppose I should be going home too! Send all your money, love, checks and hugs to me, LINDA B., at the '83 Topshop, Your Sinclair, 30 Blenheim Street, Bath, Avon BA1 1JW. Bye bye baby, baby bye bye!

EXTRA

BEAUTY BOX

MUSIC SYNTH 48K



Through the keyboard window, it's not only an excellent educational introduction to music, but also a superbly designed and user-friendly interface.

Simon Tillson
Load in 48K mode



Well, simply. Three-channel music on a 48K floppy. Dr Simon Tillson has come up with a complete starter that's spookily easy to use and (and!) AND! which produces stand-alone tunes that can be freely used in your own prog, as long as you credit Simon somewhere along the line. It's like a Soundtracker of your very own (sort of).

To help you fiddle around with Music Synth, we've saved a demo tune along with the main program. It's called 'Cool' and automatically-loaded people will recognise it as the title track to *Alien 8888*. When you load Music Synth, you're given the chance to load it up (at normal speed) to begin. As all the file-handling is done in BASIC, it's dead easy to break into the prog and change the appropriate lines so it'll work from disk. But back to the copy option - when you load up the prog, the demo tune is not saved. This has to be done from within the program itself. Just thought we'd let you know. Now - dash down to the Basics box for the interesting stuff.

The editor

- Or, the bits you push to enter your tune. First we'll look at the options at the top of the screen.
- **1. Play tune** OK, play the tune.
 - **2. Break tune** Erases all tune data and changes its envelope, but does not affect the scale settings in the envelopes.
 - **3. Main menu** Returns to the main menu.
 - **4. Order bar** Provides the bar you are currently editing is legal (that is, it has sixteen sixteen-note slots exactly) this option will square the notes and reset out in their correct places. It has no effect on channel three.

- **5. Name tune** The name will be used when you save data or a compiled tune.
- **6. Envelope designer** 'The envelope designer'.

And now the actual tune-writing options.

- **T** Toggles the time signature between 3/4 and 4/4 time. All editing will be mixed up if this is changed halfway through writing a tune, but as long as it is changed back before anything is moved, all will be okay.
- **Q** Moves the Beat Cursor (the grey strip) one beat to the left.
- **W** Moves the Beat Cursor one beat to the right.
- **E** Moves the note under the beat cursor up one semitone. If on the drum channel, this will increase the length of the drum.
- **M** Moves the note under the beat cursor down one semitone. Or decreases the length of a drum.
- **C** Moves the Beat Cursor on to the next channel.
- **F** Decreases the tempo (shown in the top right hand corner).
- **I** Increases the tempo.
- **Moves to the bar before the present one.**
- **Moves to the next bar. (20 is total)**
- **O** On or unsets a note.
- **S** Slurs or unslurs a note.
- **P** Alters pitch of a note where the Beat Cursor is. Press one for a whole note, two for a half, four for a quarter, eight for an eighth or six for a sixteenth.
- **R** As with P, only for rests.
- **D** Enters a drum. Press the number of the envelope you require.
- **E** Enters a note, restores a drum.
- **S** Sets the end marker to the present bar.
- **I** Sets a change in envelope at the start of the present bar. Press the number of the envelope required.
- **M** Allows copying of note values. A small box with a double arrow in it will appear. You can move the slot up and down with M and K as before. The value of the note displayed is shown at the bottom. This can be

altered with the Q and W keys, and the note can be sharpened by pressing S. To hear how the note sounds, press T. This will sound the note until you press another key. Press ENTER to return to the Editor.

The envelope designer

So you've got your notes. Now you need a little clever way of making them sound interesting. You need to design envelopes. This option allows you to design the envelopes used for the tune, and also the drum sounds.

- **Q** Move cursor left.
- **W** Move cursor right.
- **I** Increase value.
- **M** Decrease value.
- **S** Go to next envelope.
- **O** Go to previous envelope.
- **T** Return to the Editor.

There are eight envelopes which you can use as tone or drum type envelopes, but with a tone type envelope you must keep the volume in the green area. That is, the values must be fifteen or less.

Don't worry about rest envelopes for drums. The computer uses a blank envelope for these (number nine) and calculates them automatically. When using an envelope as a drum sound, the higher the values you set, the lower the frequency of the white noise, so a bass sound would be higher on the graph than, for instance, a snare.

You will probably find the tempo little (actually a lot) too fast. To get around this, you could increase the tempo (remember the higher the number, the slower the tempo).

Remember, eh? But if you find there aren't enough bits available, you could increase the tempo incrementally and use quarters instead of eighths, eighths instead of sixteenths and so on, in order to allow two bars to be filled into one. This will give you 240 bits to play with, but when the tune is compiled you would use twice as much memory. This is because the length of the code block depends on the number of notes used in the tune, you see.

On the drum channel, a solidblock unit represents the start of each beat. The number printed under it is the number of the envelope used for that drum. The rest of the unit is one sixteenth note long, and each outlined unit is another sixteenth note. So, if you had a drum sound with the outlined units following the solid line, the equivalent length of that sound would be four sixteenth notes, or a quarter.

Thanks very much, Simon Tillson. As we said before, the best way to learn about Music Synth is to play around with the demo tune provided. Happy (simplying!) (Or something.)

Basics and the main menu

Music Synth is a three-channel sound synthesiser for the MSX. Simply 'press and enter' using an external, game for channels one and two, alternative turn magnets, and a controller for channel three, as found on most machines. On loading, you'll see the main menu screen. It has a set of notes of the options menu.

- **1. Enter** This is where the tune gets written. See 'The editor' for the interesting stuff.
- **2. Load tune** You will load in a previously saved, compiled tune, along with its name, slurs, rests, and envelope changes.
- **3. Save data** Saves the uncompiled tune, envelopes and envelope changes. The filename listed is the name you have given the tune goes with the 'name' option.
- **4. Compile** Compiles the tune into a code block and saves it. The filename used is the same as the file you saved.
- **5. Exit** Returns you to BASIC. From here you can easily adapt the prog to use disks.

THE BATTLE

THE PSYCHIC MADMAN

AND THE VENGEANCE OF THE BROTHERHOOD

CONTINUED



But there's still one last job to do...
Avalanche has the code needed...



It's possible... if I can find a way to...
Make it all possible... the code...

...STRAIGHT THROUGH THE...
MIND...

With it, I can...
Make it all possible...
The code...
The code...
The code...





Got a problem? Get it solved! With
SIMON COOKE

SPEC TEC

Junior



With Number One unmasked and The Village turned into a theme park, Simon gets back to normal. Well, sort of. Er, not at all, in fact.

Hello my little Spec-chums. Welcome to my humble Belgian detective agency. Don't mind Hastings - he's just sleeping. (GRRR... who are you? What the devil have you done with Faber? Hastings), Hastings my dear chap - what a nasty bee sting you have there! Here, let me get some witch-hazel on that... (Sound of heavy blow.)

I've been asked to hold the fort for Poirot while he goes on holiday to rest his little grey cells. (Sound of muffled French curses from nearby cupboard.) Er, damn this phoning. Anyway, I've already got a case - I have to find out why Linda Lee decided to leave FB. C'est un piece de pizza, mes petits. Nats, my motorcycle keeps falling off. Anyone got a tube of Copydex?

CRACKED SPECIAL!



As an extra special treat this month, here are three pages of pure Cracked. I've had so many hints and tips, and I feel so bad about chucking them away, that I just had to print as many as I possibly can in this issue. In fact, I'm just about going to put some comments at the end of the letters (unless they really need 'em).



Read me, Mac. Only thing is, if you've got an interface One you'll need to change the 2375H in line 40 to whatever number you get when you type the: **PRINT 4+PEEK(23000-250*PEEK(23000))**. Also, for SAM owners, there's a way of doing the same thing for ROM statements.

60000 DEF PROC (remember state ROM by Cooke 90)
60001 CLSR (COOKE in COOKE 84)
PRINT LINE 40
80000 IF 48="STOP" (only ENDPROC. ROM You must type STOP in paper)
60000 RTN STRG (a. 1 ROM 7-20701028 (12 2492 129-48)

60004 LET (84-88-89)

60005 PRINT (80007)

They are made by creating PIFs, which have a string of decimal codes straight after them in the line - this removes both the ROM statement and the line number, leaving only your text on the screen. To use it just type "remember" followed by the starting line for your ROM and the step between lines. When type in your text (STOP) ends the procedure. You can use any other codes you like, but it's not a good idea to go over the end of the line. '64

ARTISTIC LICENCE

Here are a few tips for printing pictures made using The Artist (it's an Epson compatible printer). (1) If you find that the paper isn't moving after printing each line of graphics, try setting bit switch 055-2 to On. (2) In the storage menu, the options Dirty Dump 1, and Large Dump are the wrong way round, it's Dirty Dump 2, and Small Dump. So to do one of these, select the other,

and vice versa. (3) Don't use the Large Dump or Dirty Dump 1 options on A4 or tractor feed paper, as they'll go off the edge and print on the paper roller. For large dumps, use A3 paper or larger. (4) For an extra small dump, go to PageMaker and clear anything that's already there (option 3). Then select option 2 and press M. (option 3) to print out the picture.

You can also change where your picture is printed on the paper by adjusting the rows and columns after setting your 2 using keys 0, 2, 1 and 0, it looks like these systems which had printer packs, as The Artist it's not a very user-friendly program.

Kevin Thornberry,
Lancaster

POKEY POKEY

I've found a couple of very useful POKEY's that can handle everything on screen without losing the program. Locations 23660 and 23667 hold the address of the character set being. POKEY 23666, 6 points at the character set being on, so if you typed in "1234", it would appear as "2345". If you had POKEY 23667, 0 the print routine looks for the text at the start of the ROM and thus prints out all the characters as a meaningless jumble. To recover the original character set POKEY 23666,0; POKEY 23667,0

More useful POKEY's include: POKEY 23669, 0 (no delay before a key with repeat) (1 255) and POKEY 23662, 0 (no bit between repeat) (1-255). For the +0 it's often useful to change the start line and increment for the

ESCAPE FROM ALBATRAZ

I was having a good old look at "Marian" (5) on the Albatraz loading routine, when I found this line in the BASIC: **ALBATRAZ PROTECTANDE RE SYSTEM**. I then set about doing this type of file for my programs to replace the usual ROM statement. This is what I did:

50 LET (84-88-89) IS CRAMP (on a fancy skills sort of way?)
30 FOR I=1 TO LEN A:
40 POKE I+23 15A0000: A=I+1
50 NEXT I

Now type in line 10 as a load of apostrophes and PERs. Delete lines 30-50 to turn the message line. You can change the message in ALL to whatever you like. (84) you need to fill the line with at least as many apostrophes as there are letters of your title name. (5)

The Mgd Hacker,
Waverley Park, Surrey



Remember command. To do this, type in this line: **SOFTO 9088**, enter your starting line and stop size, then press **ENTER** and select the Remember option, press **INPUT** (Start line): **INPUT "Key size" as LET to 4-ENT** or **USEB LET max:41** (as: **USEB: POKE 25444, as: 25444: POKE 25444, as: 25444: POKE 25444: as: 25444**)

Also, if an absolute **DPWV** is required, hit to a corner coordinate address: **50**, enter the command: **PRINT @PDR: 25444, y: PDR: 25444**, X and Y are, at corners, the co-ordinates of the page you want to draw to. **DR: corner: 50**
Chris Taylor
Glasgow, Guxford

MICRO DRIVER

Just thought I'd write and share a little tip for Microdrive users. Naturally, how to erase a program, without re-formatting. You need to type three commands in, for example, like this: **PRINT "Erase"**, **PRINT "M": "Erase"**, **ERASE "M": "Erase"**. These needs to be a little bit of character between the quotes, including the program name and number.
Ray Williamson
Glasgow, Liverpool

Hardly able to draw - but do not worry why you need to type the file three times (though for that again, I don't own a Microdrive). ☹

TUNING TO TESTS

To access the test mode, hold down **RESET** and **BREAK**, then let go of **RESET**, so that the test code appears. Now press down **Q**, **A**, **J**, **R**, **L** and **M** at once for the test program. If you have a +3, don't leave your disk in the drive, as it might be corrupted. For the sound to light program, hold down **E**, **A** and **W** when the test-card is displayed, and play it from your tape deck. To return from the test card to the main menu, hold down **V** and **B**.

Oh, and while I'm on the subject of **TEST** (main menu), to play a one channel track (as found on one channel only), you need a program such as this:
10 LET channel=00500: LET vdr=49140
30 OUT channel: OUT vdr, 50
50 OUT channel: OUT vdr, 50
40 OUT channel: OUT vdr, 14

To stop the sound, enter **OUT vdr, 0**.
And if you want to use the **RAND** drive (ie a +3, -2, +2A or +2B), all you need to do is type **SAVE "Program"** is save, and **LOAD "Program"** to get a back. **CAT** will find the directory, and **ERASE "Program"** will wipe it for free. Happy programming!
Hayden Tate
Orewa, Orewa

USER FRIENDLY

Using a curious person (I'm sure it shouldn't read like that). So I've explored the Spectrum ROM and found some useful machine code routines that I'd like to share. **LET L=059** **5580** scrolls the screen up by one character line. **LET L=059: 5504** puts a **1088** Spexity in **ADR** mode. **LET L=059: 4880** set **rel** from **488**

BASIC **LET L=064: 4180** sets the **BASIC** program in memory.
Leighton Shepherd
Guxford, Glasgow

TASKWORD -3 900

Here are some simple indications to convert Taskword 2 (for use on a +3). (1) Load in your original Taskword 2 tape using the tape loader option on the status menu. (2) Set to **SAVE** using option 0. (3) After the 710 is read (7 to **SAVE**, **05**: **247**: **0000** **0478**, **0709** **0000** **900**)
(4) After line 18, so that the load command reads "Taskword 2(47)". (5) Delete line 760. (6) Change line 1000 to just **SOFTO 30**. (7) Type **10** in and select **SAVE** Taskword from the start menu to save the altered version to disk. Congratulations! This now sets a customised version of Taskword 2.

Don "The Man" Schofield
Huddersfield, West Yorkshire

GAC BACK STAGE

I've found some things out about the Creative Technology Creative which you don't get in the instructions. These involve the keyboard. Most people using **GAC** will use the Calculator file which does most of the hard work for you. However, people not using it and having Fun Office, will have an error message appearing saying, Message Not Found... This is because messages 240 and onwards are for storing the error messages only. So here are the messages you need to have, along with where you need to put them:

Number	Type of Message
240	What now?
241	You can't do that
242	Didn't understand any of that
243	Press any key
244	Quit game? (Y/N)
245	Object already held
246	Object not held
247	Object not in room
248	Carrying too much
249	Your store full...
250	...and you look... (number of items)
251	Not sure of use
252	Not sure of use
253	You can also use
254	Oh
255	Naturally just as "never"
256	And, number zero holds your items.

Micro Drive

Ceredwen, Eves

MSDC DRIVER

Regarding Mark Deary's post for info about committing a 2' drive to a +3. The disk it speaks is laid out in this manner:
All even pins (0-34), and pin 31: **DATA**
1: Flurry
2: Side one select
3: Read data
4: Write protect
5: Track zero detect
6: Write gate detect
7: Write gate
8: Stop

- 17: Direction select (for Stop)
 - 18: Motor On
 - 21: Not used
 - 22: Drive select 1
 - 23: Not used
 - 27: Motor Pulse detect
 - 28: Not used
 - 31: Not used
- The diagram will explain which pin is which.



Richard Williamson
Fleetwood, Warr

Oh I'm sure about MS-DOS but for these screenshots, that's probably just me. ☹

SPLIT PERSONALITY

Like many other +3A users who upgraded from the humble +2B Spexity, will have had a Multiface One with Personal Robot's Game Dissassembler but found that it will not run on the Multiface 2. Well, with a lot of careful soldering and some short lengths of wire, the Multiface can be made to run on the +3A. Here's how:
Looking down on the edge connector of the M1-1 and counting from the left, find pin four (bottom row) and pin fourteen (bottom row). Solder an end of 1/4" wire to pin four and the other to pin fourteen. Solder, first, again counting from the left, find pin 24 (bottom row) from right and an screw socket. Connect these two pins, making sure that no other pins are connected at the time.
It all is well, the M1-1 should now work when the +3A is in **SDR** mode.
Ken Sanders
Malvern, Wores



"It all is well, and?" This is, naturally one that needs its carousal. **Open The J. J.**
Future Publishing and anyone else who want to charge can accept no responsibility for any damage caused to either your hardware or yourself due to making the alterations. This info is supplied in good faith as being correct, so if it's wrong, sorry, but there's the way it goes. And don't be unless your guarantee has run out. ☹

PRETTY AS A PICTURE

Having a much better and to be honest routine to avoid missing up a floating screen with messages. The beauty of this routine is that it simply loads the Spexity about trying to write the info to an area other than the screen. The line is **LOAD**
- **SCREEN, PDR**



227664C: POKÉ 22740C: LOAD "whatever" CLR restores normalcy. As for the POKÉ, do it after the LOAD — 22740C is to avoid problems. Also bear this in mind if you have trouble with PRMT in a BASIC program after loading. If Interface One system variables have been initialized, only 50 to each address. However, this is rather unlikely if you're loading from tape.

Another useful POKÉ saves having to print a key for a SAVE — or it lets the prog owner substitute a different message. Enter this line: **9990 SAVE, "SAVE", "PROG", LINE 1: PRMT** "Make a note of the Tape/Counter Reading."

Then start the tape and press a key...
POKÉ 22738, 181, 55, 6
"M, CLR" (224) & 6

The POKÉ and SAVE commands must be on the same line, otherwise a "Subst" error. The same Interface One user books have this.

Did you know that you can get a BASIC program that

you can't REFACE, you can even make a dummy header? To use it, write you do is LOAD — as usual, but as soon as the header has loaded (the "Save/No Save" box), load the tape and press 899-89. But before tape in, and type SAVE "dummy". Then press ENTER, leave just the header to tape, and then press BREAK again, how type ME/NO? and play the dummy header. When the header has loaded, replace the original tape, and play in the remainder of the program (you may have to wait a short while after loading for the ME/NO process to complete before the OK message appears).

And if that's not a few words about my tape, I've got a Spectra 128K, with 4K and 3.5" drive, a couple of 5.25K and 3.5" disks, DosMasterdisk system, a Windows 3.11 and Spoozy (Plover's) driver.

I had an actual two Spoozy in which I had to replace the 32K memory chips — so I used fully operational 64K chips instead. After replacing the Chip I had to use a loader and using CLRAM 22762, it's possible to use all the 64K upper memory. I can have two programs loaded

simultaneously and catch from one to the other. Data, or you have to back the programs carefully, but it's all at a low cost.

Bernard Community Filmmoth, Leam. Thanks to you, (Getting you) Apparently I'm not going to continue writing it with you, (I'm not) years of Spoozy coming. B.

AMETRAB DMP 2000 CRACKED!

A couple of months ago, somebody wanted to know about the switches for the Ametrab DMP 2000 printer. Here's all the info you'll ever need. Probably.

There are two sets of switches: DS1 (1-8) and DS2 (1-10). These switches control the various functions of the printer, and they can be in two positions, either ON (down) or OFF (up). So, for example, you can get rid of the annoying beeping when there's no paper in the printer by setting DS2-6 to OFF (up). Here's the table of the switches and their functions.

SWITCH	FUNCTION	OFF	ON
DS1-1	Left reset	See below	See below
DS1-2	—	—	—
DS1-3	—	—	—
DS1-4	CR	CR only	CR & LF ¹
DS1-5	Paper out sensor	Enable	Disable
DS1-6	Page length	11 inches	12 inches
DS1-7	ASCII data	8 bit	7 bit ²
DS1-8	Default set set	Normal	NOI
DS2-1	Zero-character	Normal	Skipped
DS2-2	Default skip perf	Disable	Enable
DS2-3	Buffer mode	On	Graphics
DS2-4	Buffer mode	Key/Graph	Download
DS2-5	SLOT M signal	Not sent	Sent
DS2-6	Alarm blower	Disable	Enable
DS2-7	Default typeface	Not off	Cond & Bold on
DS2-8	Default typeface	Cond off	Not on
DS2-9	Do not use (switch to off)	—	—
DS2-10	—	—	—

But of glossy, perf-perforation, var-character, card-condensed, CR=Carriage return, LF=linefeed.

¹If, when you print out, your Spoozy prints everything on the same line of the paper, switch this to CR. However, if you get double spaced lines when you print, switch this to OFF.

²For the Spoozy, turn this OFF, if you're using an Apple computer (no wash. 6) then switch to ON.

Quick guide thing

DS-1,2,3 For the LF character set, DS1-1 should be OFF, as should DS1-2, but DS1-3 should be ON.

DS1-8 When this is OFF, the printer produces a draft copy of any text sent to it. Another way of switching NOI on and off is to press "CR LPR" and "LF" at the same time while switching the printer on. (Doing by previous experience, this will probably work while it's switched on as well, as long as the printer is online.) So

DS2-4,4 Not too sure about these — on my printer they're both set to OFF.

DS2-8 This should be ON.

And just to give you even more of a headache, Anthony reckons that the correct Spoozy settings for the printer should be DS1-4 ON, DS1-5 ON, DS2-1 ON, DS2-5 ON and DS2-6 ON. All others should be off.

Anthony Austin, Simon East and Marcus Oyer

If anyone wants a manual for the printer, by writing to AMSOFT at Brewood House, 189 Kings Road, Brewood, Shropshire CM7 4AP. They may have moved by now, though. And as a fair reward in an attempt to avoid writing to Input/Output sort of way, Anthony would like in assurance that he has a lot of games for sale (not just Spoozy) so dash a see to him at 44 Sheppar Rd, Lower Court Estate, Maccleson, near M6 15 2JF, 94.

COOL IT-I'M ON THE CASE

Well, here, this was a most baffling case. But Detective had been able to solve it mind bogglingly. You see, the culprit made one fatal mistake. They were the only suspect (Linda Benson). I charge you with being the ex-Clerk of Your Brother. Oh, mindbogglingly — (because) (There's mindboggling) (No, I am not mad. Just slightly affected by the delusion. It's a Victorian man, which is why I keep hearing my headshots and, incidentally, is also why I've had you to the relay line. Now, at last, we'll discover why you left ME (Sound of approaching train.) Her hair (There's mindboggling again.) I'm not to go out, but I'd just like to fly... again!

(Waves motioning later in a hospital bed.) All right — don't laugh, I've had it. I know that the

next train would come along the line I was standing on — not the one I'd feel Linda left. And Peter's escaped from her possession and is threatening legal action. Oh, how, if you'd excuse me, it appears to be time for my physiotherapy session. (Grunts) That better. Feel you, rain, most, in full maximum, here's Jonathan. (Poker dealer Simon is recovering from his broken bones, why not send him staff to be getting on with it (his grateful peer) — I can't continue the page 50. While in this case of Spoozy The Jo, Howard The, John Jonathan, 30 Wymouth St, Bath BA1 2BB. And remember — bring an attorney to release does not automatically affect your permanent career Jonathan)



PUBLIC HOUSE

The PG scene is a bit quiet at the moment. Every group in the world seems to be barreling away on their 'forthcoming' megademo to the exclusion of all else. So it's up with the adult-oriented and time for a quick dip into the alarmingly neglected VS stock of elderly demos.

Song In Lines 2 (1988)

by Russell

Remember Psychobots? Well, *Song In Lines 2* is a similar sort of light synthesizer doohickey. The difference this time is that *SL 2* supplies its own tunes - thirty-seven of 'em to be exact. And rather than they are too, ranging in style from your various bits of the themes to original and sporadically good compositions. Eleven of these songs are from a chap called 'Woodo, but the main chunk has been written by Psychiat. (Yes, I know that's not his real nickname, but his real nickname's a bit, um, oblique, so I'll stick to Psychiat throughout.)

But back to *Song In Lines 2* itself. By providing a variety of keys you can select the type of shapes that whizz around the screen.



Hey, what's that? Well, you'll find lots of other things here. Let's give it a spin and see what happens. All together... www.commodore.com

their release, and a bunch of obviously trained but extremely rusty effects. Very big, very fast filled circles with trails and reflections? Okay this way. Enormously huge but dignified vector triangles that squish about the place like nervous worms? What luck - we've just had a fresh composition. Eighteenth century furniture with prominent staining? It was written on, copied in, or burned as a political statement by Jane Austen's Latin tutor? Don't be silly, this is a Spacey light synthesizer doohickey. Tom.

Song In Lines 2 is a great deal of fun to play around with. The average demo has maybe three or four effects and we has a fairly limited appeal. *SL 2* has, in a very real and frankly exaggerated sense, billions and millions of the biggest and can keep you going for hours just staring at the funky patterns in a vaguely

hypnotized sort of way. (Hey! Woodo! Etc etc.) And, yes, the music really is that good. In fact, for sheer entertainment value, it's going to give it an outrageously high mark.

84%



This bit is really impressive. The idea, the idea... www.commodore.com

Megademo

by Gnar! and Dr DFG

No beating about the bush here, eh? What a far more straightforward world it would be if people adopted the sensible attitude of Gnar! and Dr DFG. Look *Majors - New Game for the Spacey*. That must be the new game for the Spacey. 'You're right, Wilburton. And after you've played it, we could go out to Our Local Cinema and watch *A Film*. 'It's quite and suggest it immediately to my MP.

There's a rumour a bit odd with *Megademo*. It's got eleven parts, but the final is called *Part Thirteen*. Doubtly strange. Maybe *Parts Eleven* and *Twelve* contained military defence secrets, or something. (Please get on with the review. Please Anko!) The demo (sorry, megademo) opens in low style with a neat pic of a

spaceship and a scroly rotating around the Earth in the background. And just to ensure you get a terrific headache through clever interference with your peripheral vision, there's a really jumping scroly in the corner. Unfortunately (and this applies to the demo as a whole) the text is in Czech (or Slovak, or Polish, or whatever). Look, I'm sorry, but I'm a bit of a thick when it comes to Eastern European languages.)

In quite conversation there's a big fancy which stinks at you, an odd bouncing ball flanked by some pulsating stars, a scroly which whizzes the screen round in a terribly circular fashion and a square ball of pulsing colour. So far, so average. Part five saves the day with a neat vector demo - you can select a line graph from a set including geometric shapes, +3 disks, spaceships, tubes and the like, then rotate it all over the shop to your heart's content. Pretty neat.

After a brief foray with a load of scroly moving at different speeds (like that bit in *MM 2*, but with fewer megademos) there's another neat part. You know all those bouncy bars that appear in time to 128K music? (We haven't)



Look at the shape of the bump. I can't remember seeing anything like this before. 'The bump is you, because it's looking down.'



By the texture of the background, I'll bet the snake is slithering out of a hole, and you might not see this through what it is all over.

the really term, apparently.) Well, *Megademo* has three skulls that sing! 'Very effective. (Just a pity the tune's a bit crap, that's all.) Part Nine introduces the sine-wave scroly (so that saves the megademo rather annoyingly). Part ten is yet plain old ball disks (laughter) and Part Thirteen (see second paragraph) is an altogether with some funky digitized pics. (And some crap ones as well, eh.)

Apart from the fractals bit and the bit of singing skulls, I found *Megademo* to be a dull affair. There's very little to do, and although some unprepared effort turns up occasionally, on the whole, the sections just don't grab the attention.

49%

Send a note to: Raymond.P.O.1@compuserve.com, Lower Years, Stoke-on-Trent, Staffs ST10 6JH or Private PG, 13 Railway Close, Bilton, Rugby CV22 9JH for details of what's available. (E-mail, snags right, replacing inappropriately.)

YES! ADVENTURES



In which **TIM KEMP**, the mysterious Traveller in Mauve, takes you to magical lands beyond the veil, and Dundee.

MURDER HE SAID

By: Jack Lockerby/Zenith Software



While mysteries always go down quite well with me, and this game had me whipping out my magnifying glass and forensic kit.

One whipping out later and I was scripping off in Dundee Manor where the heinous crime had been committed. Naturally enough I had my official Angus Lathbury hints 'n' tips book tucked in my back pocket.

The victim was one Philip Stone who was only at the manor to celebrate his engagement to Emily, the daughter of Major Dundee. There's no mourning about in this game so there's the deadly serious matter of murder to look into, so without so much as an "ylo, ylo, ylo, what have we here then?" you're straight on the case, sniffing around the place for clues and interviewing potential murderers.

Dundee Manor and its grounds are large, and the guests (suspects) are numerous. After interrogating, eee, questioning a few likely-looking people you'll start to get an idea of who was where when the dastardly deed took place.



and who might have had a motive for bumping the old boy off. With a bit of careful snooping, you'll also begin to collect evidence from the locations you visit. Whatabout any other stand or fall on how well

the character interaction is handled, and also on how clever the author has been in hiding the true identity of the

murderer from the player. In both cases Jack Lockerby has done well. It's made it easy to grill the suspects without having to resort to an excessive amount of detailed questioning. At the same time he's managed to keep the murderer's (or murderers') identity hidden until the appropriate moment. You won't know for sure until you've amassed all the pieces of damning evidence.

The trouble with detective games is that the reviewer can't say all that much for fear of giving everything away. Needless to say you'll find that not a lot can be taken for granted and that the plot twists are many, and then turns another, to make you doubt your evidence or suspicions. Was Philip Stone really a drag

addict? Did the bullet from the gun really kill him?

Was the blood on the carpet even his? You'll never know unless you play *Murder He Said*. It's a 1994-only game and is bound to give you weeks of pleasure (or frustration) until you crack the case. Oh, and I'd recommend a few repeat viewings of 'Inspector Morse' to get you in the mood!



Title: *Murder He Said*
From: Zenith Software, 20 Spotted Sage, Cotgate, Rochdale, Lancashire OL11 1TX
Price: £12.99 (UK), \$29.99 (US) (UK customers add \$10 for £100 for airmail to cover post and packing)

REP: *****
PAL: *****
PENDING: *****



NEWS

RECOMMEND

SOFTWARE REVIEWER

I get quite a bit of letters asking where people can get hold of old adventures. The solution to the 'old titles' problem could be in the shape of Richard Preece. His International Operations Full Service is second to

none, and he always has a nice long list of aged classic adventures for sale at reasonable rates. The full name takes from his name right? So if you are after a bit of nostalgia then Richard's your man. A one visit to Richard Preece, 102 Beaumont Road, Newton Farm, Havford, H12 7JL should bring you the current list.

ADVENTURING DOs & DON'Ts



DO EXAMINE interesting objects, then **CAUTIOUSLY EXAMINE** them, then **SEARCH** them. (This is called "triple searching." You'd be surprised how many objects yield up further goodies when searched rather than just examined.)
DO Collect items (even useless ones) and drop them one by one when talking a man. It'll make finding your way through, mapping it, and finding your way back much simpler.



DO EXAMINE **INDENTIONS** and any other likely hazard before attempting to enter.
DO Find out what commands are used to save your current position temporarily to memory. **STORAGE**, **SAVEGAME** or **RS** usually serve to memory.
RECALL, **RESTORE**, **RAMLOAD** or **RL** usually leads back the last stored position.
DO Try to climb every tree you come across in a game.
DO Try to make a rope out of anything rope-like — be it rope-like in length, texture or appearance. Skinned snakes, twisted staves, creepers, vines — they all make good ropes.
DO Always use **SAVEGAME** before attempting anything tricky or dangerous.
DO Press space (don't press enter) after the screen refreshes to allow moving from location to location, or after making an

input that is acted upon.
Doing so will usually find if the floppy isn't thinking you're making another input, and thus will pause any real-time elements in the game. This is especially handy when you are being chased by a real-time enemy!
DO Always wear something warm when adventuring.

DON'T Go into dark places without a source of light.
DON'T Leave your source of light turned on when you are no longer in the dark.
DON'T Eat or drink until told you're feeling hungry or thirsty.
DON'T Give away your precious objects willy-nilly. Try giving tools, ropes and the like useless objects, or items you've already used. Just because they ask for gold doesn't mean they won't settle for lead.
DON'T Attack characters, monsters etc. without first finding a weapon.
DON'T Forget to type **HELP** at every location if you are stuck. The same goes for typing **INFO** and **VOCALIBRARY**.
DON'T Be fooled into going towards strange noises or whispers. It's better to type **LISTEN** as usually you'll be told what the noise is, then you can decide whether further investigation is prudent.
DON'T Leave home without your official Thesaurus (available at www.mnava.com).



THE COMPLETE COMPASS HELPLINE (PART ONE)

As well as being a successful and diverse advent company, Compass Helpline have been around longer than most. This makes for a helpline specialising in two of the most popular Compass games.

THE RAINS OF BOMMOLE

One of the most frustrating bits in this TD campaign is when you keep getting caught by the enemy and thrown into the dungeons. There's no limit to the amount of times this can happen, though there are four main ways to escape at first. The rest of the time things get worse, there's the official PVP escape guide.

➤ Before going any further, always get the map and the list of objects.

➤ First **Inventory** (to see what you have with you), examine door, examine rope, get steel cables, examine hole, examine spider. **STORE** to save your position into memory, remove wall, break hole with steel, wait, wait, wait (allowing spider), walkway, hole, examine spider. **STORE**.

pull lever, east, get clock, wear all, look, get key, get coin, get club, wait, wait, open door, walk down, open door, push door, wait, get club to rope, east, south, southeast, north, south, west, west, west, west, west, west, west.

➤ Second dash for freedom: east, close still, open, east, get clock, get mail, wear all, wait, south, southeast.

➤ Third gateway run, examine door, examine window, stand on stool, examine window, find lever, examine hole, crawl through window, east, get clock, get mail, wear all, wait, south, southeast.

➤ Fourth (difficult) **STORE**, show wait until rope across you. If that looks unlikely, **RECALL** to get back to the last **STORED** position and try again. After you've exhausted all of these escape routes, further spells in the dungeon can be brought in a well used by the use of **CALL BERNARD** (should of you didn't already

know) in a lever. Examine the door, east, and you're away on your toes.

INVAASION FROM PLANET X

Undoubtedly one of the best Compass games, what with a great little **Blade** Companion (read section at the end of the game). It also contains a much interactive

strange map phase where you have to use reasoning and logic to locate the aliens and avoid them. Trouble is the more of the adventure is a real tough one, as there are the two main early problems noted out for you so you can get on and see the rest of the game.

➤ To get the alien bombs: Get your north, examine man (left of bench), north, east, get oil, read note (get alien bomb), examine panel (two numbers), examine lever, south, examine hole, get mail, move body, get suit, wear suit, examine suit, look, south, southeast, south, examine door, drop all on the bench in hallway, press button,

south, get oil, kick oil, examine door, examine button, press combination, kick oil, north, get oil, examine oil-the bomb — suit, southeast, north, south, north, drop oil.

➤ To remove the bomb from the base while avoiding the aliens: Carrying on from the last early go south, south, south, southwest, examine door, press button (there's an alien or your suit), but to the south (in southwest hall), and alien don't like him, so... south, examine hole, get mirror, examine combination, press combination, south (alien now gone), get all, southeast, south, north, north, south, examine lever, push lever, south (bomb gone), south, push lever, south, west, examine man, search man, get string, look, examine button, west, wait, wait, examine door, kick door (break door), west, south, southwest (to the perfume table), south, examine girl, kick girl, remove girl, look, get key, get necklace, examine girl, examine key.

There'll be more help for a couple of Compass games next month.



DIAL HARD



There's a whole electronic world out there, waiting for you and your Spooey to get in touch. In this series, SIMON HINDLE will take you by the hand and lead you through the streets of London... no, hang on, into the wonderful world of communications. (That's it.) This month? Just what is all this commo malarkey about, anyway?

If you've ever wanted to play about with the telecommunications systems of the world, this is the page for you. Using an ordinary household Spooey, a modem and a handy phone line, I'll have you making eye contact all over the world in no time—or my name, sir? Simon Hindle which, according to this pitifully threatening gas bill, it is.

We'll start at the beginning. For one thing you needn't worry that the machines you'll be talking aren't Spooeys. With modems, everything is standardized. You could use a ZX1 in place of, and generally fitted around, a supercomputer. A Spooey will be more than enough to get you going.

Hang on, you've lost me. What exactly is a modem anyway?

A modem (or in give it its better-sounding name, modulator-demodulator) allows two computers to communicate over a phone line. Basically,

Oh, right, sorry?

Data is sent (by a modem) serially, as opposed to in parallel. As you probably know, a byte is eight bits long. Sending data serially entails in essence checking the whole eight bits along eight times at once. With serial transmission, you're only got the one wire, so the bits have to be sent one at a time. Guess what? Phone lines are single wires, so we're stuck with serial transmission. (Okay, that's really oversimplifying things, but you get the idea.)

So, back to sending data by modem. The data is sent a byte at a time, though in a fancy sense with historical precedents, these bytes are in fact rather than eight bits long. The modem also sends two extra bits, called start and stop bits, to tell the receiving modem where each byte starts and stops. (You'll find they work literally, these modems peeps.)

Let's take an example. When you send the letter 'M' using a modem, the 8-bits of procedures takes place. Firstly, the computer sends the letter to the modem as an eight-bit ASCII digital signal. In other words, it sends a stream of zeros and ones that make up the code for M in computer language. This code is 01001101. The modem takes the signal and converts it into tones, that can be sent down a phone line—similar to the tone you hear when a fax machine answers the phone. There is one tone frequency for ones, and another tone frequency for zeros. So a one sent along the line might sound like a high pitched

square, and a zero might sound like a lower-pitched square.

However, it doesn't stop there. No, no and no! Not 'T'one, not only does a modem send data, it receives the stuff—sometimes at the same time as it sends. (It 'ing synchronous transfer' in an attempt to make the process seem more impressive.) So there have to be two more tones in order to differentiate between the zeros and ones that are being sent, and those that are being received. In a somewhat half-hearted effort to clarify matters, the former (the sender, or your modem) is called the home or local modem, and the latter (the machine you're talking, or the receiver) is called the distant or remote modem. It helps. Honestly.

So why not send data in parallel? What, you mean all eight bits at once?

Yep.

Can't be done, old sport. The problem is, your common or garden phone line is crap for data transfer—there's a lot of line noise and distortion, and while this is not so bad with just four tones flying around, imagine what it would be like with thirty-two tones, which is what you'd need for parallel transfer (eight bits with four tones each... maths, ah?).

Besides, too many people have serial modems to change all the standards. So there.

Okay, okay. What modems can I use with my Spooey then?

What? Not? The choice has been made for you already. There's only one available. Why buy, when you can buy big and hang pipe from side of mouth? These used to be a super Spooey bulletin board called Muzmod. Sadly it folded over and died, but the official Muzmod modem survived and became the standard for Spooey printers everywhere. (Pfffttttt on the phone, No, really.)

The modem is called the RTX 5000 and it's outrageously cheap at £15 from **BS Services, 84 Fleetbrook Road, Chesham, Surrey KT5 1JZ.** The phone number's 081 207 0763. In fact, if you mention YS when you order your VTS, you can have it for a tenner. Blimey. But I have to warn you that the modem won't work on a +BA or +D without a coshickey called 'The Plug' (S3.95, also from BS) and, sadly, it won't work on 800 original British Telecom with forty-ratifier (which is the odd 1200 at all, I'll bet) you want to know about binary next.

Er, yes, that would be nice.

When the great in white coats invented computers, they had the identical boxes that we use today. This is a number system that has only two components—ones and zeros—because an electric current can be only on or off. See?

Counting in binary is dead easy. For computers. Actually, it's not too tricky for human beings either. Remember 01001101? Let's turn it back into the letter M. The trick is to imagine a row of eight numbers increasing in powers of two. This gives us:

2 ⁷	or	128
2 ⁶	or	64
2 ⁵	or	32
2 ⁴	or	16
2 ³	or	8
2 ²	or	4
2 ¹	or	2
2 ⁰	or	1

Now, write the binary alongside and add up all the decimal numbers with ones by them.

128	0
64	1
32	0
16	0
8	1
4	1
2	0
1	1
= 64+8+4+1=77	

Finally, PRINT CHR(77) and, lo and behold, the letter M! (Good old man in white coats.)

Thank you very much. You're welcome.

Well, that's about covered the basics. Next month—how to change satellite trajectories and access American military mainframes. No, but Only joking. We'll actually be plugging in the modem and calling some bulletin boards. Be seeing you (as they say).



THE OFFICIAL FATHER CHRISTMAS



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I've always thought that Santa and Mario have a lot in common. They both have stupid rosy cheeks, ludicrous facial hair and dress sense only marginally more respectable than that of Kris Kringle, and yet they're both sickeningly popular. Makes you think, doesn't it? (No. Get on with it. Thousands of disillusioned readers.) Ah well.

Anyway, this particular little caper escaped the clutches of the Y2Jugglers in (approx) Christmas 1998. At this I am revealing it, or, more properly, playing it out loud to it and wondering vaguely what to say. Um, right, it's a three-parter. How they are is fun.

It's about an space-fairy, or space-fairy, realistically get, and it involves you, or Santa, of course, choosing presents to go on someone's Christmas list (presumably as opposed to giving them what they asked for, you odd-beasted weird) then collecting them as they fall from the air. A clever tactic here is the 'stand still and wait until all the toys you need have fallen on you' - it's that difficult. Sign. Life's not depressing at all times. But enough philosophy, as I believe JD once said:

Right, Part Three, which I suppose is meant to be the main part of it all as it involves actually delivering the presents (and the world's best confetti) to, er, the presents, such... fancy illustrations, and no mistakes. He gets attention, so variety, a feeling of cheapness and a suspicious visual similarity to Santa's (near) Cape (not really sold to the lot, but it does have the eye on spunky Adhesive Coats From Dimension 146 that sway off your falling presents in a manner which can only be described as 'w'). The planes, and birds knock through it target too, which if you're a fan of the impression of a... And the latest (and deceptively) stereotypical (and rude in Africa, tenured houses in Europe etc). Yes really! This is bit on the crap side.



It's really a little disappointing when Santa should be being greatly impressed by the quantity when that shouldn't be apparently being so fashionable like the air.



Evidence of high technology in this case was supplied by the conveniently able tactic of nearby tree felling.

Part One is a vast (all of six screens) collect-put-up-toe in Santa's Grotto where (oh dear) you have to find the eight parts of his sleigh and assemble them one by one. Apparently the waggish old elves are responsible for this, but if anyone tries to tell me that 'waggish' cheesy little waggens scuttling about the walls of the grotto back if they see you, well, I shall have my nostrils decorated with fallen snow (modestly decorated with red and branch a dignified snow cap) and/or (if The Rings Come, the nose of the resident fool, so I will, y'know, calm-down Leigh, lol) But anyway, This bit's okay, but more in the 'hurry up and get on with the next bit' league than the 'hang around wallowing in the excitement of it all' one.

On to Part Two, which is very crap indeed and I don't really want to talk about it. It, er, okay then.



THE IDEAS THAT GOT AWAY?



Notice the odd hole. Santa is dropping presents (under his descending canopy) but it's not like Santa, but then you get.

Well, then, the summing up: by draws in and thus I must sum up. The Official Father Christmas, eh? It's not great, let's face it. It's monstrously easy, the only way you can 'die' (believe what you will) being via the twelve time limit, you if you'd take you, oh, one game to complete. (And's minimal graphics on average sets, it's 'very average, but it just isn't fun. And why's it Official? Did they track down Santa and get his 'list' (don't) as he passes by, or whatever). It's by Eidos (Variations Inc, who really should know better (they slipped around) and just because it's for a good cause (Save the Children doesn't mean they can just flog old tin old pie of Lat Dennis (ah, well, what's it from me, but before I track it all up and I believe raising hell in the 'twelve time limit' on the totally... (I'm not sure if I'd, and it doesn't, and the 'twelve time limit, Signe and all the other 'twelve' matter, but no other reason than I know it isn't 'twelve Jonathan, to be Cash, I'm a rogue.)

FINAL VERDICT



Er, it's all for charity.



Two of the three games are depressingly crap. The third's not too good either.

If I were the official Santa, I'd own Remedy.

43%

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REPLAY

What can you say about the galaxy's least crumpety re-release column? Apart from, 'It's just about to start', of course.

Sergeant Seymour

Codemasters/C3.99
0 2028 814122

Look out - it's a Codese prof Lardy (but getting leaner by the minute) Seymour stars in the latest block-buster movie - RobotCop. He's waddled here to point the processor, hit the red-as-meathead, and lock up the downright nasty. Just a city he's wearing a boddy-hat to do it in. (Nobody can tell me that thing's a police helmet.) An almost fatal accident nearly forced the world's most famous Dizzy lookalike into early retirement. But we have the technology to rebuild him! (As they say.) Thanks to the minutes of master surgery, Bond engineering and advances in crushed-toddle-hallow, he's back on the streets, leaving large cracked paving stones in his wake. It's the start of the Six Million Dollar Man-Made-Out-Of-Lard, Lee-Majors-as-a-Mob, really.

Jonathan gave this little corner 98% when it popped up as part of the Super Seymour



It's the only that gets me. Maybe Seymour is actually a member of a synchronized swimming team. Or perhaps there's something more in his moule. Oh, but I'm happy about it.

computer, and I have to say I agree with him on the question of its spartanness. Though, of course, in an entirely non-cravey fashion. The basic idea of the game is to smash the stubbornly scowly bad guys against the walls using your springy beam arm. That is, if you can find where you are when you start the screen. This takes a fair few minutes because you cleverly hide yourself in the background before each level comes up. Sort of like hide-and-seek, really, but more pointless. Anyway, after the heavy-handed (by the treatment from the long arm (the no again)-of-the-law, the microphone disappears into the basement and leave behind a growl-up to collect - one of either the fruit or weapon variety. These loot-on boxes include short-range laser guns, H-Type-100 blasters that you charge by holding down fire and the like, while the fruit, ah, gives you points.

Other bonuses are a brand new heavy boddy-hat which allows you to survive one blast-up, a handy-dandy coin that gives invulnerability for a short time, and a random coin which speeds up both Seymour and his messopic appendage (son). Anyway, it's been a while since we had one of those. (Oh! Oh! Oh! Thousands of 'O's readers!) There's also a telephone on which to call the GREAT team, but it doesn't do anything whatever I picked it up. (That's because you have to wait until it rings, you idiot. Sil! Sometimes, instead of goodies, letters are left behind. If all of these are picked up, a special bonus stage with goodie's spointy is in the taking - but it'll be cleared if I can get all of the letters, no matter how hard I try. (D'neak.)

In fact, a big 'gosh' all round for Sergeant Seymour. Well, to start with, at least. Praise the happy Spec-othem, a siffing down to play. If three minutes of getting killed on Level One later and they're climbing tall cliffs of Seymour and meaningfully pouring from fat with hammer. He's shvo-moroddy hand of fat!



Maybe Seymour, middle-class, middle-class, middle-class. Why is it so hard to get a writing credit? Number of them are about Andy (B). First Name: Jonathan. Last Name: '98%

Jonathan gave this little corner 98% when it popped up as part of the Super Seymour

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Compilation

4-Most Thrillers

Alternatives E3 '99
= 9877 787777

Help! The car hasn't moved. Another Action and 'til like to talk to you about my favorite. Artificial Intelligence. It's witty, intelligent, moxy strange and... what? Oh, how I missed it. I'm afraid I'll have to Scream Off here in order to write the review.

The Fury

Picture, if you will, a racing track in deep space. Then imagine a sort of Formula One Grand Prix High-Manual-gain-torque-with-velocity-machine game grab-and-loaden-foam-sub-plot. That's The Fury in a nutshell.

The idea behind the game is to drive around as fast and as wildly as possible, with extra points gained by killing other drivers with the points converted to fuel tanks, you can buy loads of death-dealing and one for your car, or even a new (and, naturally, more dangerous) set of wheels altogether. The absurdly long set of instructions also mentions the Fury itself, which is a sort of alternative dimension you enter by driving much too fast for your own good. Or something.

Driving games have always suffered from a strangely strong foamy opponents who cut you up on the first corner, so playing one where you can instantly retaliate by launching a couple of missiles was a bit of fun. First, extremely detailed graphics: fit the screen with similar contestants



Get used to a special guest critic from The Backdoor himself! (See a copy. That's better, eh? Remember, just be honest! See you on Day something/some, so on, you can do it. E...)

and something explosions, and atmosphere evokes like the judge: being caught like horses in on you if you drive too safely, add to the first Mixxy feeling. I liked it. Basically 80%.

Spelar

So fun. How can the game be so good? There's a maze, right, and it moves around. Then there's you, a spider-like monster with a keen interest in sniffing his face. If you go as much as touch the outer walls of the maze, you'll die. A little harsh punishment but a fitting one as the sure you'll agree.

On top of trying to avoid being pushed into the walls, there is also water to avoid (swimming was something the species could never grasp), and small clusters of drawing pins. Don't! Dangerous occasion, however. E! That's all there is to it. The graphics are basic as in BASIC and by reading the previous bunch of words you'd think the game was cozy, cozy shallow. But by reading the following bunch of words you'd change your opinion.

Spelar is so addictive you'll need to buy it as a prescription. That randomly moving maze really does get the old heart palpating, and the really horrible range of obstacles added with every new level is something to behold in

wonder. Okay, you'll probably be too busy shouting and talking excitedly that passes time unless the game is and you'll never play it again and at Spelar games are crap, and so are Species come to think of it, in fact for Olive Sreiner is the spider of the sea and excuse me while I have another go at repeating them with respect, but you get the idea. 70%.

Mega-Apocalypse

As with every compilation, there has to be a turkey of the bunch. A fundamental rule of the universe,



The language of death flows freely through the eternal void, in a vaguely poetic sort of way. Bottoms to all of you! By this time, you're pale and more white again.

or something. Anyway, here it is Mega-Apocalypse is little more than a less-advanced version of Asteroids. The idea of the game is to go lonely where to person has ever gone before, seek out new planets and blow the living daylight out of them. And there you have it, guide your pyramid-shaped craft through the same level over and over and over again. In fact the ultimate goal is to stay inside. 20%.

Vision

Platform-accent-dad-as-Benny Hill-model-whisperer! Basically. Oh, all right. The world's been taken over by dinosaurs, and so the last human (Codomo Russell, no less) your task is to defeat the monsters, save the planet, blah blah, gaily stinking, and so on in a similar vein. In game terms you run along a landscape, whipping bananas to within an inch of their lives, and collecting bonuses along the route. The trouble is, it can be just a test



Yikes! The dinosaur was having a little bit of fun. Courtesy of the developer (who says of this one: 'Vision, we had a hard time of designing it to be a lot of fun...')

step. I mean, the bananas other come from the left or right (none of this attack, from above business) and all this supposedly tricky leaps over gaping chasms can be done with the greatest of ease. It's fun for a short while, but the novelty will wear off given time, mark my words, no tricks. 40%.

4-Most Thrillers and that his problem, this large.) It's a strange collection of titles, none of which can be really classed as thrillers. For example, there's little

mention of Michael Jackson and no surprise level endings at all. Oh, and here of the games are not at all thrilling either. If you're already got The Fury, this is worth a look for the most interesting rare Spelar (Oh sorry, six times that.) Now, about my favorite. (No. E! E! E!) and now in your Sreiner, a selection of edited highlights from The Backdoor's 4-Most Thrillers review. (Go away. For) The



Looks and the standard orange blocks were out for a good while when suddenly they were back in their normal dimension and turned to grey in a dark, dark, 'darker' midnight blue color. It was truly the greatest scene ever. (I'm an idiot.)

Space Gun

Hit Squad/£3.99 (128K only)
☎ 081 832 6622

Well, I'm a concerned citizen, and I'd just like to tell you about this review. It's an eighteen-vertebrae review, you see, as it's full of obscenely vivid descriptions of an excessively vicious game. You might actually want to go out and pick some flowers rather than expose yourself to... Oh, get out of the way, you feeble-minded individual. Space Gun is the unofficial (ohm-fer) game of the late Adams, with you tramping through a network of tunnels completely overrun with alien worms, blasting them and causing

a group of coonists. The story's told in comic-like between-level graphics - just a pity you have to 'load' them in separately. Well, guess you plenty of time to get ready. (Sound of someone sitting up with several clanky guns.)

Picture this - you're walking down a corridor, and these things come down from the ceiling. I thought they were like those apaches on Patrick Moore's face 'til they shot at me. (OH? Oh) And a little further, and these doors open. Oh, that's ominous. (Sound of bolt being drawn back on ludicrously big gun.)

All of a sudden, the screen fills with aliens. Lots of 'em. So you shoot them, but they don't die. Bits fly off instead. Arms and legs



And this is Joseph, our quartic surviving friend from Wolfenstein. He sat Joseph while camping in Japan. You remember, darling, he was the man who stole our tent. You shot him, then we all laughed like you lot.

go spilling away but they don't die. The aliens keep on coming, so you keep on blasting, and they fall down dead. Hahahaha! Oh, non-funeral life-form! Gahhahahahaha! Poo! Poo-poo-poo! Ha, got 'em. (Pant pant.) Then these face-fuggery things jump onto your rear and you have to coach them off. Fwoosh! Hahahaha! Pish in the air (cleansing flame of justice, disowned) (derogatory expletives) if that he's getting a little too involved here. (G)

And then things start getting silly. Aliens pour out of the walls. You shoot off their arms so they can't aim you. There are bits of bodies all over the shop. Coonists run around in a panic. Bullets fly everywhere. Your view is totally obscured. You're living hell, watching between-guns,

grenades and flame-throwers. The end-of-level gardenia pops up. You blink away. Another level loads, and you start all over again. And it's a stomach-retchingly large amount of fun. Who cares about colour clash, dodgy sound effects or an awkward multiplayer when the game's this much (there's that word again) fun? I enjoyed every dissonant, anemic minute of it. Worth four pounds of any slightly unbalanced Western writer's money. (Twitish twitch, gish gun.)

Simon Fennester



The world would be a quite different place if the British home had. Convinced by poster-child, they never let us fall but the funny man should be consigned to being a thoughtless idiot in quite plain to see they always have the best. (G) (G) (G)

Super Space Invaders

Hit Squad/£3.99 (128K only)
☎ 081 832 6622

When you come to think about it, assuming an alien invasion would be directed against us is reasonable of the highest order. Take the Super Space Invaders, for

example. Getting down in their alien death-sling, completely ignoring the people (despite the ludicrous proportions of several all-party committees) and making off instead with cows. Well, that's laugh as a valuable lesson in humility. Well, doesn't stop us from blasting 'em to bits with a couple of big guns.

It's funny, but contrary to all expectations, this game works. It was conceived (not taking the basic idea and chucking loads of extra features on top) amidst some of the greatest, but, as it turns, I can't think of one weak link in the design. There's a two-player mode, a host of power-ups

that drop from the saucers, but - hah! - stay on the ground until you collect them rather than disappearing like those in Arkonoid, a bit of witless (those old kung-fu levels) and some seriously gnarly attack patterns. If you look closely you can spot bits of Keweenaw (bordering backgrounds), Gassatta (dis-bounding aliens), Mof (computer attack waves) and loads of other nostalgia-inducing arcade games. (By the way, it's Wave Two, where the aliens at drop like bombs only to bounce back up the screen just before you fall off your chair.)

So much for the design, the implementation leaves something to be desired. Speed, for one thing, the game plays like rolling a rock down a hill of treacle.



And the game's execution, under review. So in your review, please mention that, but in your review, please mention that, but in your review, please mention that, but in your review, please mention that.

Lightly would be another asset. In an effort to distance the game from its on-on-simple ancestor the coders have put in over-detailed backgrounds. Devoted according to the same up has modified the playability.

Jonathan



Jonathan's Super Invaders riding up the side of Mount Fuji. There's a funny story about this, it was a funny thing to see when climbing you and me.

KILLER KOLUMN

FROM OUTER SPACE!

Everybody Needs Good Neighbours
Joining John Goodman as Fred in the upcoming **Flintstones** movie are Tracy Ullman as Betty and Rick Moranis as Barney. Jim Henson's Creature Shop are creating a full-sized Dino for the film. Just pray that Moseley Calkin doesn't end up as Bam Bam.



Here Barbara's folks are reborn. "Flintstones: Meet the Flintstones." They're the modern stone-age family. How can you stand anything as primitive? Pat.

Who Specials Update

The radio show starring **Joe Perlow** is definitely going ahead, though the series may not now be broadcast until early 1994, and a series likely to be only five 30-minute episodes long. Meanwhile, *The Number Nine* reported recently that the new controller of BBC1, Alan Yentop, has revealed plans for a one-hour special starring either Sylvester McCoy or Tom Baker: we shall see.



Who killed the radio (top right), then married Joe Perlow in both radio and radio sets, and left in the peak of condition. He can see at least five eggs, it's not like, which isn't much different to a series of three. He's been treated with a coat of pills keep coming back to life.

Suburban Aliens

America's cult TV comedy *Saturday Night Live* has already appeared two movie spin-offs in *Wayne's World*, and now there's another on the way. **The Couchlands** is about a family of aliens living in suburban, which doesn't sound anything like *Mad About The Apartment* at all, does it?

Spook the Difference

Leonard Funt-Spook Henroy is planning a Tri-Style TV programme called **Deadly Games**, with a cast of video characters that come to

Video

Finally out at the beginning of April are the director's cut of **Doctor Who: Silver Nemesis** (ie, the one that contains the plot) and a re-mastered **Doctor Who Terror of the Autons**. The first episode of **Deep Space Nine** is due in June (though this is subject to change). The past episodes of **Time Trax**, the new LSI series mentioned last month, and the **Nightmare** TV series are now available on vid to rent.

It's a Miracle

If you've been unfortunate enough to catch an Aussie effort called **The Misadventures Malloy** (a gaudy SF comedy which features Neighbours-style folk acting out a script which has all the wit of a Penelope episode) will be stunned to learn that it's been an international hit. A second series is underway with a budget of £75,000 per show.
Dave Golder

TEXT ADVENTURE

Taking of the printing boat, here set to star in **Paperman**, which, like *Paper Plane* and *Coal World*, mixes animation and real life actors (so where does Max fit into the scheme?), he plays a spook who's hit on the head by a book and ends up in a fantasy land populated by Harry Potter-related characters. Meanwhile Richard O'Connell Movie Bros have made a TV series called **The Ink Thief** which also combines live action and animation. The thirteen-part series is due to start in April.



It's not even Richard's name appears on TV much, he's so shy. It's just better he comes on. It's not.

NEXT MONTH!

In the world's most top-hole Spec mag

- Our jolly old **Beast Box** groans under the weight of games, utilities, demos and PC/ES.
- The Jugglers brush up on their Latin in readiness for tackling **reviews, previews** (well, possibly) and a fair old amount of **Reply!**
- Here they come to save the day! The **43 Musketeers** gallop through the quads to vanquish your '43 problems!
- **Plus!** The **Shed Crew** split a few pen niles peaking in all the regular features! **Tiptop** will be decking gloves in the gym, **CoB**, **Sourcery** will be writing fairy tale things on the blackboards, **Adventures** will be making apple-pie boots in the dorm and **Spec Yee-Ji** will be thrashing the **Remove** at cricket! If he can finish his lines in time! And (you never know) there might even be a few new bugs in the farm!

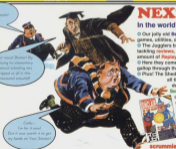
YOUR SINCLAIR - it's scrummier than a jumbo hamper of tuck!

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