

The authoritative Speccy magazine

YOUR SINCLAIR

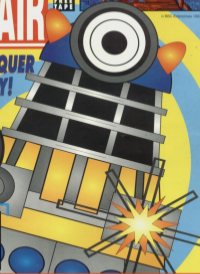
JULY 1992 No 91 £2.50 MONTHLY FREE TAPE

TAKE 'EM TO THE BRIDGE!
Do the SAM Centre boogie-woogie!



DALEKS CONQUER AND DESTROY!

Doctor Who: Dalek Attack reviewed



No matter how many times you try to spread rumours about the President of the United States, they'll always check. My advice: you should not be able to read this message as it is impossible for you to do so. This tip is an inside joke, perhaps the best French joke. Captain Bond (SM) and is proud of him. Enter the line of International Communism, has been taken the protective custody by the presence of this very message. Perhaps the tips at all need to be through. You free, or something, this message will self-destruct in 127 years.



Run up a staircase to page 34

They're destroying everything in their path! **Commando, Swords And Sorcery** and **WWF** get very (very) violent • **The Remote** - new Speccy hardware rolls in • **Infamy! Infamy! Ooh, Sourcey!** returns • **Input Output** gallops off madly in all directions • **E-Tracker** and **Wop Gamma** turn out for the SAM • **Pitstop, Spec Tec Jr** and **Dial Hard** tussle for the soup • **Or something**



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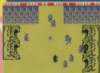
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S JULY '91

YIPE! LOOK AT THOSE GAMES!

REVIEWS

- 30 Commando
- 9 Doctor Who - Dalek Attack
- 11 SAM E-Tracker (well, it's sort of gamery) (psst)



- 18 SAM Wop Gamery
- 31 Swords and Sorcery
- 31 WWF

THE REGULARS

- 34 Back Issues
- 4 Beast Box
- 26 Dial Hard
- 25 Ernie The Psychotic Madman
- 22 Input Output special
- 36 Killer Kolumn From Outer Space
- 12 Letters

32



Remote Compo

Who, who, who, er, who! There's a new bit of Space hardware on the market, and here's your chance to get hold of it before everyone else does! (25, it's a remote controlled joystick interface, by the way.)

- 35 Next Month
- 18 Ooh, Sourcey!
- 26 Program Pileup
- 16 Spec Tec Jr
- 47 That old zucchini magic

AND IN Y2!

Here's *Master Space* # 44 & *Crash* & *The Adventures of Batman* & *Where Are They Now?* & *The Wrecking Crew* & more stuff



Another Best Actor? (Yes, Peter Dinklage! See Peter) Why? You know it probably I've only wanted to appear in games for the last 10 years and I've never had a chance to do so. I'd like to do it now.



Why Crystal? He's a star! (Yes, Billy Crystal! See Billy) Why? I've got a lot of friends who are in the game. I'd like to be in the game. I'd like to be in the game. I'd like to be in the game.

SPECIAL GUEST STAR



Steve Buscemi is a star! (Yes, Steve Buscemi! See Steve) Why? I've got a lot of friends who are in the game. I'd like to be in the game. I'd like to be in the game. I'd like to be in the game.

22



Input Output Shake it all about

It's an Input Output special! Three pages of prize classifieds, plucked from the biggest benches and presented to you on these sheets and with a sprig of parsley.

SALE JULY 6TH



Stranger things have happened, though this month we've got a special French game, two silly adventures, a nifty POKERMAN utility, POKERMAN and T&E. It's 500!



M CAPTAIN LE SANG (or whatever) is just to the right a bit.

Water, water everywhere **PPPERK** is on page six.



THE BOGGIT, PART 2 is sitting quietly on page six as well.



Where **PART 3** is keeping it company in a national manner.



The **MIRROPOL SCREEN COMPRESSOR** is on page six.

Turn to page six for **T&E**, issue 2. Whatever springs your lock.



The wild and woolly **POKERMAN** is on page seven.

BEAUT BOX

CAPTAIN BLOOD



Infogrames
128K only



There's only one way to follow last month's Number One Game of All Time, and that's with a special French game: Y&E and Belle France have enjoyed a long and fruitful friendship, with French programmers writing games that Y&E, or finds extremely strange. Captain Blood is no exception. A recent study has shown it to be vebly stranger than *Wizards and Warriors*, the *Gal* brothers of *Shogun*, who were bright blue and spent their time building mechanical towers out of pineapple chunks.

The Cap of the title started life as a programmer named Bob Morin. Seized one day with the desire to write a top-selling game, he found himself transported to an alternate dimension bearing not a small resemblance to that very game. Fleeing an attack by enemy fighters, he and his wife fell into hyperspace at exactly the wrong angle, with the result that Blood was doomed. To cut a long (but massively entertaining, must get this in print somehow, Y&E anyone?) story short, Blood has to find the remaining five clones (called Numbers) and re-absorb them to reposition and stabilize his slowly draining vital fluids.

The even more 'French' game Captain Blood is a game of interstellar travel and small talk, with

SIMON'S STARKERS*

Simon Forrester is a real fan of Captain Blood and has actually completed it. He's magnanimously agreed to reveal a few starter hints, seeing as how it's all so incredibly complex, and nobody is as good at it as him (he says).

The real skill behind Blood is your maneuvering technique. Whenever you speak to someone, always ask about the Numbers. Unless, of may agree, they're undoubtedly friendly. Coordinates (if you're lucky, they'll reveal all a nice list of other stranded points, and Onlooker (nobody's anybody favors her).

Captain characters are a bit tricky to get along with. Giving everything away would be a bit pointless, but here's something to go on with. First, the unpopularity rose level, has had its power siphoned, but stays so much you have trouble getting a word in edgewise. So as a first, upstanding, sneaky Captain Blood player, you should turn him on your ship with promises of help, take him to an unpopularity planet, and drop him off. He comes really, y'know, and talk to with all sorts of useful info. Then you can make him, or whatever's 'Blood' (that's thousands of soft-hearted readers) 'Er, sorry, starters.

a lot of mass destruction throw in. You have to zig around the galaxy of myths on the trail of the Numbers, stopping off at planets and questioning the inhabitants who, being generally self-serving sorts of characters, will probably send you off on a wild quest before they let you in on what they know. Toh, Blood's ship, the Ark, is controlled by a bio-



1. 3.7 seconds at Point 1, 4.
2. Discharge (shooting) only.
3. Follow only 2 being opened.
4. Before 4 more than after zero.
5. Control value.
6. Control time.

8. Response time to control time is short.
9. When control is open.
10. Same (control) situation.
11. Same (control) situation.
12. Same.
13. Both same.
14. Time (20 more than 1).



Flung through the neural systems of the emotionless space alien, or 'Hulk', Yoda the Great is at the end of his tether, but don't worry - nothing that these low-level bio-electronic changes will ever harm him (but consciousness called Hank, Hank, is an effort to keep the ailing Blood alive, has been replacing his organs with bio-mech supports, but things are reaching a critical stage. Blood cannot become a robot, and needs to re-align the Members to survive.

As the game progresses, Blood's hand will get smaller as his fluids thin away. This is quite normal. Do not panic. Then again, it is a visual reminder that Blood is dying, so perhaps paralyzing might be a good idea. (Yikes.)



It's a right old game, this computer one. Best of the best in blood, really. You know, like at the blood great center before they kill you with innovation to coordinate Number One and Two (one of course, not you).

GALACTIC WHO'S WHO

Antenna Simple creatures, the Antenna are really very friendly. (Maybe too friendly.)

Bugger Begins with a particularly social behavior, being offensively democratic. At being to Yatsing, which is the only political party, whose aim is to defend democracy as obsessively as possible. The President's term of office is not fixed. As soon as a Bugger attains a majority, he is elected, since all are eligible for high office. Presidents tend to change very frequently, sometimes every five minutes. At the time Captain Blood takes power, a Bugger remains on Rosen. He can't fit in, due to the shortage of elections. He must wait for more votes to become President of Pesto. An impostor, Yakes, who doesn't even live on the planet has filed the election and become President, with the result that Pesto is in political upheaval.

Crustie Separated into two distinct evolutionary branches - Varnus and Livus. Each has always hated the other (well, peaceful and generous beings. Look ahead, future). Very cultured, but humble. Masters of Science.

Kingspie Polite, social creatures who smoke some nice (supposedly aphrodisiac) and eat pills. Not very smart. Rumor has it they inspired the early Pacman game.

Migra As their name suggests, they are great travelers. Highly intelligent, they carry the news around the galaxy. Excellent negotiators. Their whimsy is legendary. Members Blood's clones. There are five of them: Number One, Number Two, Number

Three, Number Four and the (officer) Ed Number Five.

Orbopenta Originally from the planet Ortopa, these are dream creatures. They appear beautiful to those whom they love, and ghastly to those they detest. This way, everyone knows where they stand.

Robbians Long ago, Hyda was invaded by some armies of android combat-robots with orders to take charge for a few thousand years. When the Hydians got fed up with them, things went terribly sour for the robots. A few desecipated units managed to keep some systems functioning. They are the Robbians. They're just about ready with a few memory cores still working. Completely harmless, they just lie there. They can't even reproduce, unless some passing geneticist takes a hand.

Sinea Hardworking and intelligent, the Sinea are the technology enthusiasts of the galaxy.

Treapids Very interesting genetically. These beings have three central heads, each of which is equipped with an amazing tongue (I save here).

Tramps Inoffensive creatures, if somewhat outcast. Their hair is highly prized by the Sinea as wool.

Tubler Browsers The only race so far shown to have tubular brains. Their intelligence is quite peculiar and difficult to grasp. Inconclusive, that's the word.

Vakus Intelligent and unsharable characters. No class at all. Little is known of their customs.

The Ark is incapable of a planetary landing, instead, Hank goes (with a don't say) and lands upon Ooroo, a sort of space fish filled with biomass and sub-radio links. You have to control the Ooroo as it zips across the planet surface. An arrowed lip shows which way you should slide, and when the lip flashes, you're directly on course. If there are planetary defences, two arrows will start

sleeping towards each other across the screen. To avoid them meandering and blowing the Ooroo up, fly as low as possible. When you reach the end of the galaxy, you'll find either a being or, no nothing at all. The Ooroo stays on the planet, so if you return there, you can bypass all that flying around. (Pew.)

Captain Blood's, er, a captain's big game. There's a time limit of 40 hours, a galaxy of 30,786 planets and a host of 80,000. Good old save options, eh? (Actually, this is built a worry of a member - you can only load a saved game before the clock reaches five minutes, otherwise you can only save. Only steady types and selective clones save the game after every action! Yuck! Neither of those, are you?) Give the manual, then, we shall it.) Oh, and before you start landing a tip about who's to be found where, the game generates all the planet co-ordinates randomly at the beginning of every game.

Have fun, and don't let the Migra grind you down. The fate of one officially unshared computer programmer is in your hands.

WHAT'S WHAT ON THE ARK

Exterior view/control panel inside Click on the exterior view icon to enter that mode, or any inactive icon (ie, the eye is closed) to return to the control panel.

UPCOM message Once contact has been established with a certain Member in a canyon, or when a being has been teleported from the Ark's frogonium, the UPCOM (Universal Protocol of Communicability) comes on automatically. It is a system of communication using icons. The icon dictionary uses two always-scrolling buttons, one read (click on the bar just below the icons) and one slow (place Blood's finger to the bottom left or right of the screen). Hank will translate an icon as you move Blood's finger over it. Though well practiced you'll be able to do it yourself. If words or ideas are not in the being's vocabulary, that icon will be blanked out. (This gives you a good idea of the being's intellectual level - watch out for people with no 'heavy' icons.)

The being always joins the conversation, and as long as the

mouth icon is still moving, it has more to say. Click on the mouth to reveal the next sentence, fill in the mouth has stopped, click on your own to make a sentence, then click on the mouth again to send the message. The being can choose to break off the conversation at any time. (A quick 'HOWDY ME BLOOD?' usually gets things going.)

Teleport When you teleport beings aboard the Ark, they are put in suspended animation in the frogonium. The team will be active unless they have agreed to be teleported. **Create a being** Once in the frogonium, beings can be disintegrated. If the being is a Member, Blood will receive some vital fluid. Other beings' fluids are incompatible with Blood's biochemistry.

Ooroo destroy mission A rock nuclear suicide Ooroo raps the planet irrevocably. **Ooroo geographic mission** In order to determine whether a planet has defences, you can teleport an Ooroo into low orbit to collect aerial pictures. Click on the icon once for a medium altitude scan and twice for a low altitude scan.



CONTROLS

Keyboard, Sinclair or Cursor joystick or keys. G - up, A - down, D - left, F - right, SPACE - select.

PIPEWORK

Jonathan Cauldwell

COMPLETE GAME

Now here's a programmer whose name you'll recognize. (This you will.) Jonathan Cauldwell has more recently been seen on the title screen of *Academy House* under the descriptive subtitle 'Programmed by'. In the latter accompanying *Pipework*, he said, "I really enjoy writing games, and as long as YS keeps publishing them, I'll keep programming them! Actually, those weren't his exact words because we lost the letter, but it's the gist of it anyway."



If you're not used to the level? Or, as another user wrote? I've seen very attractive control! So, I can't recommend it as a beginner comp. just to start study!

Your job in *Pipework* is to complete a path for the water (or gloop, or whatever) to flow through, from the entrance square (bottom left) to the exit square (top right). Complications arise in the form of (a) the time limit, which is a solid two minutes per level, and (b) deadly traps, which are in the form of immovable but vibrantly friendly-looking

squares that blow up when hit. (These blast for a couple of seconds at the start of the screen, so get those memory locations on.) Later on, you'll find the letters B, C, H, J, and — yes! — S appearing in the pipework. Arrange the pipes so that the gloop passes through all these, and you'll receive — not it can't be! But it is! — a bonus. (Faster than it looks, so the letters are immovable.)

Nearly every presentation feature up the game no end. 128Ks are treated to a lovely multi-line whenever a pipe is moved, and there's a tone and a spinning tile and a big 'H' logo and everything. It's super (if a little tough) and you'll enjoy it. Yes, you will, stop arguing.

CONTROLS

Anytime or definable keys. Simplest joystick means should define the keys as 6, 7, 8, 9 and 0, because the default set-up has switched up and down. (Tab.)

THE BOGGIT, PARTS 2 AND 3

Delta 4

SILLY ADVENTURE

It's madness. No, not the adventure itself (although that is a bit silly) — the method of play. As *The Boggit* is a multi-part (save your data at the end of one part to progress to the next), you might reasonably expect it to go from Part 1 through Part 2 to Part 3. This is not the case. For reasons best known to Delta 4, the recommended solution to the game involves travelling from Part 1 to Part 3, then to Part 2 and finally back to Part 1. For, living



If you are in the first part of the game, you can go to the second part by pressing the space bar. If you are in the second part, you can go to the third part by pressing the space bar. If you are in the third part, you can go back to the first part by pressing the space bar.

I've also had my problem with accessing the Golden Compass in the states. I just seemed to obtain a solution the easy. You see, most easy to use, normally. Back the pastorecity state of *Mixed Of The Rings*, that's what we say.

Anyway, these final two parts of *The Boggit* see things getting extremely silly. At one point

in Part 2 you can wander about in the freezing, home to Delta 4. If you stick to the game, you'll find things equally preposterous — there are a fire-eyed Neanderthal, a few alien types and, of course, the spontaneously inept dinosaur band you've somehow got tangled up with to get past. Honestly, a prospective ring-bearer's work is never done. Well, not the end of the game, at least. (Hable.)

CONTROLS

Great! Great! A — a pair of hands! And look over there — a keyboard from '83 just bet that something will happen when you put the two together.

MIKROPOL SCREEN COMPRESSOR

Mikropol



From the man behind the *Signal Part 3* demo of yore, ie, Mikropol, this Screen Compressor is a cut above the rest — including *Chib*, *Stacey's*, no less. (Btw! *Readers* entering into the spirit of things.)

When you load the utility, you'll be given the chance to back it up (at normal speed) to tape. As well as tape file handling, it supports +D and +J disks, but with a cut — if you try to list the prog in 128K mode, the machine code at the beginning will crash the machine.

Anyway, the utility. It's all modems and

completely impossible to fool (well, mostly). Let's whizz you through the various options.

1 = **Toggle** Toggle between +D disk and tape +J disk.

2 = **Header/footerless**. If your screen doesn't have a header (the blue bit of the print) or the name, select this option.

3 = **Normal (NR)/Compressed**. You can load in screens compressed with something else and then repress them. The only stipulation is that the compressed screen must be a relocatable file.

4 = **Drive**. **AB** The +J disk option. You'll have to remove the REM from the beginning of the DISK before you can use this. (PUSH will save the new version.)

The prog also checks for you doing something silly, like trying to load a headerless file from disk, and, so, prevents you from doing it. You just select the media you want to load from,

the type of file you're loading, and there you go. The coded screen is compressed four different ways, and the most efficient from these chosen by the prog. The files produced are relocatable — use them with LOAD "filename" address: RANDOMIZE USR address. A note for techy people — you can relocate the files in machine code as well. Just think it whenever you like and G&L.

If you do manage to accidentally break out of the prog, just enter GOTO 50 to return without losing your picture. It's really that simple, and it's really that fast. Good at Mikropol, even if he was dubious about the *Signal Part 3*. His prog certainly makes *Chib*, *Stacey's* look crap. (PUSH! *Readers* getting the wrong idea entirely.)

CONTROLS

+L = toggle options, **SHIFT-P** = scroll up through menu, **SHIFT-R** = scroll down through menu, or use arrow keys. GOTO 50 to if the program stops with an error.

YS2 BONUS PROGRAM

Y-Not Software/Delta 4

Okay, time to come clean. YSP is, in fact, a shared prog. (In the few instances of Spectacle and Desktop (the driver at which it sits) is an entirely naughty manner, 192 feature pages and pages (and, at, pages) of inconsequential textual wibble to pore over and ignore. Hey, it's something to read, anyway. Or, after you've finished with the scintillating well-crafted map, of course.

CONTROLS

Deal in those digits corresponding to the page you want to peruse.

POKERAMA

Just on North's beam coming in for a bit of his recently, most notably when flying over The Hooded Tiger's secret hideout, but we're not allowed to mention that. A few people have pointed out that POKERAMA seems to have been getting a bit stale as of late, what with several repeated POKEs and a deplorable lack of free money, or something. (Readers, eh?)

Jon, in response to these allegations, broke the manuscript's aim, then put in a Deluxo and set out to run 50 miles in order to throw the Tiger's top-down off the trail. Honestly, you just can't keep him down.

'James' Northy's, recently-assigned POKe's this month are...

mainland - rly energy, rly fine
 Top Gun - rly lives
 Crapace - rmonality
 Bismark - always qualify
 Tardis - rly energy



Beats me, doesn't it? So, in an attempt to do something a bit creative, I've come up with the idea of 'POKERAMA' as a sort of... I can't stand to show it's at its worst. And!

TAPE WON'T LOAD?

For file's sake don't send it to us. We'll just check our tapes early, make mildly disbelieving staring noises and then throw the tape in the bin after extracting the only for the recycling box. (Of course, we send your tape, along with a set, to Able?) Yes, Able's, Software to the disk, will be able to supply a nearly-identical replacement that's practically almost virtually guaranteed to work! Address your tapes to Able, Harcourt, Hovefield Rd, Telford TF1 4DD.

THE SHED CREW

The band, Elwood - the band! Little did John Salvend know what horror these words would cause. After a concert of The Blues Brothers at the local cinema, The Shed Crew have decided to form a band. (Oh no.)



Jonathan Nash
 Jonathan rolled his chin. 'As you know, I have a deep and genuine admiration for Rod! Harris. It's like how to entertain you with a melody of Rod's greatest hits as performed on my Synthesizer. (E, f&G?)'



Andy Quirell
 Opening a well-used case to reveal his electric guitar, Andy leaped out 'Blitzing (lap)' by The Ramones, leaped over a couple of boxes, pushed Dave out of the way in a reasonably rough fashion then took it run-up and slid across the floor on his knees. Unfortunately, as the floor was covered with a nylon carpet, his 'Blouse' caught fire halfway and he finished the manoeuvre running around in his underpants, beating out his trousers with the guitar. The others decided to make him lead guitar as long as he promised to repeat the performance as a treat to the gig.



Stuart Campbell
 Stuart smothered his famous (new) guitar, 'Little Red', and plugged it into an incredibly large amplifier. Raising the pitch of his voice to counteract the abhorring low power hum that was gradually vibrating the floor across the room, he launched into the opening of the B&B's 'Bandit' hit, 'Top Shop Get'. Every face in the Shed exploded.



Dave Gable
 'Don't panic!' called Dave as people panicked. Calling on his scouting powers, Dave rubbed his drumsticks together and produced a reassuring flame, revealing a Stuart-shaped hole in the ceiling. After agreeing to make Stuart the rhythm guitarist as long as he repeated the performance as a tipper to Andy's finish at the gig, the crew decided to move into the garden. Dave set up his drum kit and announced he'd be playing along to William Shatner's cover of 'Hey, Ho Tambourine Man'. He belted the crazy 'ticks in the air, shattered them against the snare drum and ran off in tears.



Craig Broadbent
 Craig had planned to regale the others with a BEEP version of 'Steel P' composed on his Syncey, but fortunately the women's reach from the Shed.



Simon Forrester
 Simon turned up his electric guitar and shook his head about a bit. 'And now, the third metal version of the theme to 'The Plumps', he announced, played an amazingly loud and unrecognisable solo from sat down and looked pleased with himself. The others decided to make him support rhythm guitarist as long as he promised not to do anything.



Simon Hinde
 Simon's tape recorder produced a fast-paced succession of clicks and busy beeps. 'It's a title-composition of mine called

Heretic: The Fractional Results Of A Financial Computation To My Account, he grinned and headed for the nearest phone box, but, due to a mix-up, accidentally called a record producer and found himself at the top of the techno charts. The others agreed to deny everything if the police came round.



Phil McCandle
 Phil unpacked some explosives and announced that he would be playing Tchotchky's '1812 Overture'. The crew ran away.



Simon Cooke
 Pushing his hat to the back of his head, Simon attempted to blow a mournful note while 'making a tough voiceover. The doctor said there'd be no lasting damage and put him in an ear-socket for a month.



Leigh Lavelley
 'I'll be the manager,' said Leigh as he put on a dreadful suit, and instantly broke up the band in order to return in 10 years' time and cash in on the nostalgia market.

HIGH SCORES



Something good about a game? You'll find it next to the attractively designed credit laser, though the text are a bit odd. (It's Andy!) Yes, if a game has points of merit, this is where we'll summarise 'em.



Conversely, this is where you'll find the detrimental portions of a game. Crap, nothing common or near ubiquitous, this is the list of all things bad. And as a bonus, there are no really down beats in this illustration (It's Andy, Andy!)



And the final score game here (88) is taken as a strict average and anything above 88 earns the attractively-revised title of 'YS Puggable' and guaranteed access to Plover. (Spelling about juggle in the second book of Compo, or something.)

DOCTOR WHO:

Adrenal Software/ST 99
 © 1987 TBS/TTV



THE SCENE: Alternative Software. Enter an excited mission. "Hey! I've just bought the licence to that top TV prog and longest-running SF programme of all-time Doctor Who!" "Wow! Great!" (A pause.)

"So what's it about, then?" "Err... 'Wasn't there Daleks in it?' "Oh yes, Daleks. And, er..."

"Well, just get someone to write a game where the Doctor runs around a lot and shoots things. Oh, and put in lots of Daleks!"

It's all rather depressing, really. The one thing Adrenal *has* written (other than all the TV crap) The Doc runs around the place armed with a machine gun trying to pass itself off as the same screwdriver, chucking grenades and generally behaving like The Doctor They Pushed Too Far. You get the choice of playing Ace (who's well known for shooting things and blowing them up) so turning the Doctor into Rambo. Who is a bit pointless. But, hey, enough tedious transpoting. You're probably wondering how the game plays - except for Fozzie the Skatlord, who's lying in remember if her literary works are overused. Then, they would have been, but I've removed them over the phone. And do stop bending down the corners of the pages - use a bookworm.

The designers at the game have cleverly played up the billboards underdevelopment



Adrenal is in a bit of a lull. The secret never really found in giving the user of this licence on the Adrenal level and answering it. However, you'd expect to see Fozzie the Skatlord (and much up here, but you don't, huh)

MANUAL LABOUR

The manual for Dash Attack is offensively poor. From transpoting textual errors (Daleks glances around the room robotically) - er, here's that, guys) to a rejection of the programmer's whole ethical stance ("Quick thinking, agile reflexes and a ferocious use of weapons are needed" - so what happened to outfitting the villain(s)? it invites ridicule. The word - and actually relevant in a non-believably transparent sort of way - list is the list of features and



instructions. The booklet rants on about the types of villain, the weapons available, the extra features, the hidden collectables and the show sequences, then press a little disclaimer saying "Certain features are not available in the Commodore, Spectrum and Amstrad versions due to restrictions imposed by those computers." Er, we're not telling you what's relevant to your machine, but it's your fault for having a crap \$99 anyway. Of course, you realize this means you.



Hollywood action film aspects of the TV programme. A spacehead Dalek Invader has taken over four cities, London, Paris, Tokyo and New York, protecting them with force beams. Photo of obvious design are depicting the game layer in preparation for the main focus to land, so the Doctor infiltrates the dunes by disguised walking. This bit goes through tunnels and underground military stations to get under them. A lot of game violence, a battle with an end-of-level guardian and it's all

to the next bit. Ultimately you run off to Skaro to capture Davros, the Dalek creator, so there you go.

Technically, Dash Attack can't be faulted. It plays at a cracking pace, scrolls two-thirds of the screen smoothly and at a knockout speed, incredible. The Doctor and Ace keep about his someone's forgotten to switch on the gravity, and there's some fairly intricate (with the backgrounds, with the Doc hanging from ladders and signs and sort of moving along hand-over-hand. Fab. There's even a Whodunnit touch to remind you you're playing a game about Doctor Who - the Doc helps write his, but often he jumps. All in all, and ignoring the embarrassing end into sequence, a really impressive start. (Better play the game properly then.)

Seek, locate, spiffinate

The Daleks haven't come to Earth alone, or so they've got a few remote battles from



Doctor Who? It's up level 10, level 10, the end of the world. There's a world. It's up level 10, the end of the world. It's up level 10, the end of the world. It's up level 10, the end of the world.



the programme along with them - Cygons, Robomen, an elderly sphinx-like sort of things and (oh blimey)

some sort of big floppy-inspired base legs. To give the game a bit of shape, they've kidnapped a couple of people, and you have to find a cat number each level before heading for the exit and confronting the guardian. There's the usual thing that layout, with a bit of running 'in' and 'out' through various doorways. This is a bit of a dodge - to enter a doorway you have to stand centrally and to get up, so it's too easy to inadvertently jump into the

DALEK ATTACK



It's easy to see the educational benefits of playing in the absence of other entertainment that isn't automatically done that, especially the way which is to have a computer in the classroom. (Source: www.cba.gov.uk)



the bedrock of the doorway thing, so you'll give them the benefit of the doubt there, but as far as I know, the other two bits are there to stop CP, and clear.

Answer that and stay fashionable

But it's not all bad news. The game makes for an exhilarating platform game, and there are enough hidden bits and pieces to keep explorer types happy. Even the multicolour isn't that obnoxious. The game just games beautifully – and at least, I'daddy – put together. There's no internet lags – as well as the Daxtil shooting people, you've got Daxtils springing hostages away to gettings and up citizens, and bits of the scenery that may or may not be climbable (they certainly look climbable, but you don't know if they're just bits of the scenery until you're trying gripping for



The Doctor's assistant saves one of the Daleks in the episode of the Dalek Invasion Earth, demonstrating people who don't like to be the Dalek invasion into the settings.

path of a monster's leg. That's another thing – the bad guys are constantly if they are you. There's no break in the pattern, giving you no chance to avoid or jump past them without losing energy. You don't even have enough time to shoot them (change the retaliatory blast, and I soon found myself running around all top speed and jamming the consequences. Even if you do manage to stop a moment, it regenerates after a couple of minutes, which in my mind is a pretty good way of making the game harder – as if not, repeating your positions when you leave a room, so there's a chance you will get you as soon as you reappear in a doorway. And another thing again – if you fall off a high ledge and die, you don't reappear on the ledge, but instead down, in mid-air. If you can't find a way to get through to catch another ledge, you lose all your lives in a fashion worthy reminiscent of Jet Set Willy.

(Apparently several attempts to engage in a little programmatic tweaking to be



There's a scene where Dalek and the Doctor, surrounded by Daxtils, only occasionally to make an impression. It's a scene that the DT can't do and replaced the whole with a more dramatic scene that's certainly more successful.



pooped out of nowhere before his continuous later stream, heath me off than that. Another subtle dispute for Harlowe. Harlowe for the forces of good!

I claim, Doctor Milla's been breaking the socks of every Spacy fan who's seen it (how do they get it moving so quickly? "Wow!" etc) but then again, they've not been playing it, I mean, I'm disappointed. As a fan of it, I like to be as much into it as a game it takes the hell out of me. It's above average, but then only marginally.

COVER VERSION

After the cover of this advert to the printer, we realised that there was no 'Y's' game on the cover headline. It was supposed to read 'Daxtil conquer and destroy (Daxtil 'em)' but due to, ah, this and that we

never got around to putting in the last bit. So, if you feel that this month's headline is just a little too serious-sounding for 'Y's, please take the trouble to write 'Daxtil 'em' on a piece of paper and affix it in the appropriate spot.

This concludes our Changing The Cover masterpiece. Next month's course on how to improve the Daxtil issue by removing all references to Daxtil (that's enough, Andy)



FINAL VERDICT

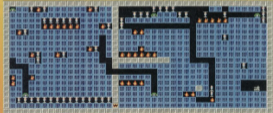
- Smashing programming really gets the adrenaline flowing. You'll believe a Spacy can fly.
- Shabby design spoils the effect. It's a shame to enjoy yourself.

I had great fun running around the place, but then the gaming got in the way.

56%

WOP GAMMA

SAM program



Level One is all of the traditional, multi-colored graphics, but when, suddenly, with only one-way things left, that you think it's, suddenly, turn it, it's because that's because, we were just trying to find the level with a different, interesting design. Finally, it's, again, from those study of this picture, you, you should see level's (in about you, 10)

Revelation/CS.09 SAM disk PO Box 114, Exeter, Devon EX4 1TY



If you want to know about Boulder Dash-style games, talk to me. It's diggable, I've tunneled through it. If it falls, I've avoided it. If it's collectable, I've picked it up. In short, I know Boulder Dash. We're like that. (Crosses fingers in complicated fashion.) So when Jonathan asked me to review Wop Gamma, I couldn't turn it down. I thought Boulder Dash. Another Boulder Dash game to me is like, like, another diamond to the block in Boulder Dash.

So the game is a single-screen 2D maze around a central character, with everything is affected by the character in dig, around the power, and things, and collect diamonds. That's about really simple and totally, really, you add the puzzle element (yeah) - whether SAM game with strategically placed obstacles that

will quite happily put him on your... sort of that's quite a hard thing as you chug around. Oh, and there are the bodies, of course, but they're a bit lacking in the old brains, so you can beat them a many times.

Now I don't know who brought together the levels, but it wouldn't be a play him at these - this man can create problems with a few obstacles and a diamond that'll have your head aching in under four seconds. But with a little bit and error, and a lot of patience, and a few friends - Boulder Dash is the original socially interactive game, after all you should put through with your nervous system intact.

The graphics, Minnie, they're nice. (Awes with colour, stuffed with objects that have depth, shadows, and just a smattering of cuteness for good measure.) Movement is fluid with smooth scrolling and no-odd-looking flicker. So nicely, you get a sense of what the one thing this game lacks is music. And more music. A lot more music, and a few more like fun to make up the numbers. Almost makes up for the lack of sound effects, really, does the music.

But back to the gameplay. A couple of people have nicknamed the lots of the '15 final verdict categories, as, as, it'll make up a couple new just to playable 'em. First, a gentle probing in the, um, Graph Factor area, not that it's really needed. The puzzles will intrigue you, so much so you'll definitely play again, and again, until you manage to get that last diamond. But what about, er, 'Staying Power'? Think of it like this - with a lot of puzzle games, the solution to a puzzle can be so involved, and unfathomable (in amount of it being completely stupid), but as a player you're tired, stone cold, and your machine will be turned off, not so with Wop. Each time you pass, you'll get a little bit further, and that's how you take a little look at a particular problem. Of course, it's hard,

you've got to be close to close to being to offer conflicting advice and see you a real plans go wrong.

You'll also find that you don't have to play the game, but you can't over estimate, they are 100% of the time things - that's, it's a real little puzzle of your that gets you really access to every level, and, almost having to squeeze through the gaps of the tunnel. It does take a few levels, it really get going, yeah, which is one of the very few traits. There are a couple of others, but they're more sort of petty qualities, like, shouldn't there be some indication when you've got enough gems to finish the level? As I say, cutless really, so we'll thank them later.

Wop Gamma is well worth buying. It's fun and addictive, which is about as good a recommendation as you can get. Yes, indeed, if I were to be reviewing this game, which I am, it'd give it quite a good score, which I have.

FINAL VERDICT



A real beaut game that gets in there fast and low and keeps on jabbing with the left.



It's A Puzzle Game.

You could boycott it to show we want more than puzzle games, but it's just too good to miss. (Says.)

88%

Wop Gamma is a single-screen 2D maze around a central character, with everything is affected by the character in dig, around the power, and things, and collect diamonds. That's about really simple and totally, really, you add the puzzle element (yeah) - whether SAM game with strategically placed obstacles that

E-TRACKER

SAM program

FRED Publishing/259.99
0050 52993

SEVEN Soundtrackers, music sequencer programs. But these words aren't your mouth, it's sure you all know the story behind these darned 'trackers, but for those of you who take five year long holidays in Rocamontique, here's the story. (Steve avoids from side to side in ultimately unsuccessful attempt to reproduce cinematic flashback effect.)

In the beginning there was the Amiga, and an all-round good egg called Karsten Oberer. Being such a nice fellow, Karsten came up with Soundtracker. It was popular, it was the best, and was ripped off quite a bit. (Yikes.) Then Monaco and Katus did Soundtracker faithful Soundreaser (no lol and various other people did their little bits to help the soundtracker concept evolve to its full potential, something.

One bright, nice, Polish guy, BYVE decided to copy it to the Spoozy, because of other music-creation programs, especially where The Music Box were complete crap. (This really is bad, in fact it's bad, the world of Spectrum games was changed overnight. Well, obviously 'overnight' is a relative term, it probably was an overnight revelation if you happened to live within BYVE's postal district, this ensuring your copy of the prog arrived within 24 hours. Programmers further ahead had to wait a little longer, so perhaps it would be fairer to call it a year or a variable amount of time revelation. Yes. Sorry, where was it? Life would go, and the SAM was released. But for there was no 'r' after the 'd'!

So, one usually bright, nice, Polish guy, Maf and Kaz of ETS took the production of the wonder program into their hands, and after numerous late nights, E-Tracker was born. (Of Yes! Etc.)

The SAM had been trying out for a decent music package for ages, as far as I recall. Contact me if it's wrong, but there's only been The Sound Machine and that made little more than a shallow dent in the huge lump of Silly Ruly that forms the SAM user base. Let's hope that this one is received a little better.



Okay, so an old glassy it looks more like a heavy monitor than a music program, with its six windows displaying lots of pure files. This is what has made the 'tracker' family popular, believe it or not. Rather than traditional music notation, the whole soundtrack is organized as a rather funky sequencer, and the box gives you near total control over the entire soundtrack. What distinguishes E-Tracker from the Spoozy's clearly beloved Soundtracker is the fact that it's a piece of commercial software. (The original was PD and is shared - free.)

(However, this isn't as bad as it might sound to prospective owners, as you get the benefit of a well-written manual into the bargain. People who have used Spoozy Soundtracker will be performing leaping handstands at this news, because the original came with no manual. You had to figure out this immensely complicated program for yourself. Anyone who could actually do it qualified for tea with the Queen, or something, but now, thanks to the wonder of modern science and materials and things, you can quite happily design instruments and trigger ornaments with little more than a GCSE in Maths.

CALL YOURSELF A MUSIC PROGRAM?

- E-Tracker is pretty useless when it comes to some of the more practical elements of music-making, I can't:
- Create Real Heavy, industrial sound made famous by The KLF with 'The Godfather Theme'
- Make weird moaning sounds like the wind
- Record noise. The Prodigy use Perform live at Guise, Dorsetshire.
- Write guitars or synthesizers for humans.
- Recreate an international star like Rod Stewart, about 7 foot you're fair to say.
- Oh, and sound like The O'J's.



Of course, it would be pretty useless if you couldn't use the tunes you played over outside the program, so, just as with the Spoozy Soundtracker, you get a compiler as well. Just write your song, export it through the compiler and you've got a standalone routine to call away from. Heave ho and goodbye.

Now, because E-Tracker will be a success, I'm just going to really bury 'em, cozers, and I'm speaking from experience here. Six channels - six, baby. Bundled with the prog are a few useful bits and bobs - a nice conversion of Ensis Day by GMS and a taken version of Axel F (with the obligatory writing bit in the middle), several instruments and a learning module. That title bit should not anybody of quite slowly, and before you know it you'll be making the instruments and everything.

Faults? I've found a few. The prog as a whole seems pretty well debugged although I'm sure someone will be strongly pointing out something of other folks' the ink is dry on the issue) but the, as classically-typed interface is a bit clunky. You have to scroll through all the options on a menu rather than being able to get to one straight away - grrp. Still, can't quibble over the results - all you need is talent, as they say. And a lot of patience. And lots of time. Six and a SAM might be handy. D



The Detail: The screenshot's this obviously remarkable achievement still goes on for weeks if you fail to discover the proper saving procedure when logging. (Remember, this program was written by the grand author of a lot of books.

FINAL VERDICT



It's unique, and you get some great results from it. Oh, and it's got a manual.



It costs quite a bit. Oh, and it's got a manual.

Powerful tracker which should go down a storm. A few enhanced bits and that price can't be argued.

87%

WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2BW

LETTERS



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

Calm and bright, that's me. I can answer your letters secure in the knowledge that the vic's all set to record Matt's Carousal Club and They Took Adventures. Before we get going, I just have to say that we're going to have to limit winners to one badge, because we're running out of the blessed things. It's only fair, after all (Hoopla!)

RESCUING DONA CAME IN PARTS

Suppose you got taken into the volcano on Mopland/Play for my one hundredth year! I have gotten completely and utterly stuck. I need to get across the volcano without falling in it. I lightened the rope and they took it. The solution came in four parts. The part I needed was number four.

Four weeks later I found out you needed to rescue all your friends first. As I had 15, I couldn't figure out how to save Dona! I nearly screamed with frustration! Then I found out that rescuing Dona came in Parts One and Two! I am still waiting for Part One! You could call me frustrated!

Then I found Lemmings and couldn't figure out Level 10. So I read the POEs you had included

with the December sub. I couldn't get past Level Five with them as the sophisticated word bank is totally refused to help!

Caroline Elie
N Walsham, Norfolk

Forgive my ignorance, but what exactly are you asking me? Well, it was a nice chat all the same. Bye. Come again. Bring some friends. Don't slam the doors of your car - there are people trying to sleep. Ed

MY JACKET

Of all the computer mags out, YS covers are the worst. They are

designed to attract 10-year-olds. Let's have some 'average' covers. It's hard enough being 30 without having to look out of the newspaper with my YS folded up inside my jacket so nobody thinks I have a pocket full of light.

Mike Savage
Hayling Island, Norfolk

I used to be a DASH fan before I discovered YS issue 47, fact fans and I remember the notorious Don Daphn 'brilliant man' and 'Richard's 'brilliant show' covers, but I never felt embarrassed about buying them. If you're really worried



DOODLEBUGS

A root paper (or something) from Justin Star Letter as well! Williamson of Kirkcaldy in Glasgow. Send your 'bugs to Doodlebugs, YS, 30 Monmouth Street, Bath BA1 2BW. Some good may come of it.

BOOP! A TYPICAL YS FAN'S DREAM



about looking up, try going to the shop in disguise. Wear an outdoor safety uniform, suit it, fix a capcut at the shopkeeper, "What? It's not me!" Say the mag and run out again, changing in the privacy of a nearby sidewalk. Problem solved. **EA**

FREE SHUTTLE TO BRIGHTON SEA FRONT

Big Announcement - Sussex Amateur Radio and Computer Fair. We would be obliged if you would place the following announcement in your July Calendar: "Sussex Amateur Radio and Computer Fair. Sat/Sun 12th July, 10.30AM-4.00. Table stands, bring your own stall, picnic lunch, refreshments, car parking. Free shuttle to Brighton sea front. Details from 0774 5611100." It is understood that this notice will be free of charge.

EC Sorsell

Hatfield, St Leonards-on-sea

Yes, okay, I know it's a bit of a liberty, but I can't resist seeing anyone who lives at a place called St Leonards-on-sea. **EA**

MAVIN THE GUINEA PIG

I'm writing to clarify my email and laughably inadequate price for excruciating what I saw on about in my letter featured in issue #92. I was talking about the persons I prepared for Linda. I thought I couldn't send her through the post, but I was wrong, so here they are. Gd, and Marvin the guinea pig loved his game in post - he showed up the article in delight.

Max Taylor

Bristol, Wiltshire

Too late! The official winner of the annual and laughably inadequate prize is, in fact, Linda herself. She dropped in after reading the list to request what was going on. But thanks for the letters anyway. A couple of people have expressed interest in the black porcelain body work, along the lines of "What's that?", "How amazing!", then leaving them more than satisfied. The grape leaf print has rather a poor record in the selling point market, but I think they because it fails to be so spectacularly offensive to posterity.



STAR LETTER

Spectrum to Your Senior. There are not QLS available, and at cheap prices. By the way, please include the mailing, appropriate amount of Tapes, and the lack of paragraphs, sentences or lines - not so much in explaining or education. **Justin Williamson**
Kirkcubrick, Glasgow

DECOMPOSED HAGG

I know there aren't many QLS for QLS users reading QLS, but couldn't you just start up a small column on the subject? It seemed to abandon the QL scores like it was a decomposed hagg after the mag changed names from four

to six, change that I did not the first copy of your Spectrum, and it states that the mag's changing name to six will also cover the QL and the QLS. Sorry, Peter, you're wrong on an agreement. It's a good to present the return of the very small QLS column.

Earl Jones

Has Andy run out of games to 'hack' or what? None of the recent POKI has been written has been recently featured in the mag, or are exactly the same with older issues. The most recent game in that Pokeman was Mo, from issue 73.

There are plenty of games around to be hacked by his skills hand. According to my records, of the 1493 games mentioned in QLS since issue 50, the 213 games POKI so far represent only 14.7% of the grand total.

Paul Mayo

BWFO B

Yes, he is a bit crap, isn't he? He's actually got a very small box of games here in the shop - the rest have been sent to John for hacking. The whole is, he seems to suffer from a very, specialised memory problem, and talks together about them, then says up a month later, "problems of knowledge of their existence also explains he had to have those old games again. By my reckoning, he's now got around 1000 to 1500 of our games. And won't he then back, Jim, if you happen to be reading this.

It's very interesting in this card even though. Of what possible use is it, apart from as reference for complaining about Jim? Is it a

I would have given the QLS to Andy on a price, but I've been advised that without getting them cleared by a qualified person this would be illegal. **Steve Ed**

APPARENTLY WRITTEN

On your May cover page "There was a demo called QLS, apparently written with a program called Soundtracker 2. Have you kids where I could get hold of a copy of the forthcoming Soundtracker 2?" **Brian Robertson**
Woodhill on Sea, Essex

Soundtracker 2 for Sample Tracker is not available, it's a PD prog though, so when it does turn up, it will be free. The real Soundtracker 2 is, the follow-up to the music prog we had in TS 58B may or may not emerge from the coding rooms of Pegasus depending on whether BYTS gets involved that offer I used offering him some cash for it, then I'm **EA**.

14.7%

I want to complain about the number of reports in Pokeman. Since it started on issue 50, a grand total of 213 games have been POKI of its Andy on the coverage. Of these, 31 have been POKI'd twice, for three times, and one a massive four times!

Keep up the good work, TS. Please from Senior than has QLS, you're all we hope with **John Brown**
Kirkcubrick, Glasgow

A transputer is a coded word prepended to someone who spook a mistake in TS. And you're not going to get one because of the fact that you you put the 10 about TS being 'all we have left'. **Mark EA**

QL

NO QUEUES FOR QL

The magazines (the best of all available in the shop)

FREE

WIRELESS CARRIER

every magazine immediately on hand

SENDING QLS

We place an ad for a power supply in Input Output

Sadly, there's not a lot of room for the printing - but corrected **EA**.

Oh crap, isn't he? He's got a lot of what got the index during late in conversation at dinner parties? He'd love to know that actually, and we wouldn't, but it sounds odd. Very carefully though, POKI, or something like that. Gd, it's just a job that's being done.

ALL THAT RUBBISH

Shame about QLS, isn't it? I know TS and SU were supposed to be really money, and all that rubbish, but it

SMALL



PRINT

It's not far, I was checked, and also slightly better. **Justin Williamson**
Kirkcubrick, Glasgow
But 'happ' means 'happ' confused or things apparently it's an abbreviation of 'em. You can't be slightly better, but Captain Federico struck again, returning in his season of the **EA**.

Forever is another word for 'indefinitely' in a very vague sense. **Das (The Illegal) Germanic**
Jaffar
They haven't asked John Andrew to be in Mary Poppins 2. **EA**.

TRANSPUTERS



ONLY YOU WILL KNOW
The 16, sometimes feel like 16, and then going to

understand the 16, I don't know what a transputer is, or whether I need one or not, only you will know.
In the May issue, there is a mistake on page 29 under the heading 'Turner's Tests'. To use the RAM drive on the +2A, +3 and the +2B, the command does not operate. That's it for the other 128KB. You need to type 'RAM', 'M:Memory' or 'LOAD M:Memory' to use the RAM drive on those machines.

NORMAN TEBBIT'S DEAD SERIOUS



CORNER

YOUR FINANCIAL MASTERS

As another overseas subscriber you'll be cut off from TL, I'd like to take up the money raised by those of The Dead Corp, his letter and Linda's reply in IS 87. (Stock, Norman Tebbit's Dead Serious Corner.)

Let's make the position clear. There are no plans as yet to expand outside the UK where IS remains on sale. The only one of them. Even if it was, the coverage wouldn't be with it, and that's the main reason why many people

myself included, want the magazine. Since it's no longer to be allowed to subscribe the only way I can get IS is through back issues, as Linda has so kindly informed us.

In practice, what does this mean? It takes to me as though I have to send you a letter and a cheque every month, asking for the previous month's issue. Sorry, but I don't think I'm going to bother.

A small note - if you look at your own Back Issues section, you'll find that no price is quoted for overseas delivery. Does this mean too in the wake of this terrible recession you're generous enough to supply me with back issues at the UK price? Or does it mean that you - or rather your financial advisers - just couldn't give a damn?

I've been a subscriber for many years now. So have others. We're supported you - me, incidentally, we're an economic proposition and you don't want to support us. What would it cost you to keep long-standing overseas subscribers happy? There can't be that many of us. And I'm sure that many of those would be prepared to pay a higher price for the service.

Keith H. Duxbury
Amsley, Turkey

It's a thought. His subscription business, in the few fractions of pricing the book, I followed your letter to US publisher Cole Campbell, who had this to say: "It's a thought. Great minds think alike, eh? And" the plain fact of the matter is, subscriptions are unprofitable for us, which is business terms is a definite no-go area. But US does send over 2,000 copies per month abroad - all with coverpages, I might add - so it should be possible for you - or anyone - to place an order as an international magazine distributor company called MRC. Find the biggest news vendor in your town, and order IS via them. If they have any trouble, give them MRC's address, which is MRC, Octagon House, Whitman Meadows, Ripley, Woking, Surrey GU24 0AH. They'll be able to help out the manager. Sorted! Answer for a game of football? At this point, Cole began defining a cover cut around the book before making a magnificent thing flourish and changing himself on Andy's desk, but I think you get the idea. Ed.

SPECCY MAG

What has happened to SAM Games? Just one page would do each month. Instead you are a Speccy

mag, but your support for the title has been great up until now, so why stop?

Christopher 'Casper' Bailey
Walsorb, Cambs

As you probably noticed, the last few SAM Games were really struggling to fit two pages. There's just not enough happening in the SAM world to justify that amount of space in what is now an even smaller mag. Most of the upcoming games (I think that I know about the last allowed to reveal however they're still in negotiation), in other words, the license-holders don't even have the conviction to bring down until it's finished, so there's something concrete to bargain with. It's called the Chris White Method after the programmer of Phaze (I'm sorry, apparently.)

SAM Games will most probably be an internet-based feature, possibly an afternoon enough news, prep or business form up to justify the space. It's either that or large amounts of nothing being printed each month, which isn't really the idea. And as you say, IS is a Speccy mag, and in these lean days, Speccy staff takes absolute priority. Well, Speccy staff and jets, anyway. Okay, Speccy staff and crap jokes then. Ed.

all gets a bit depressing when only one of the original three Speccy mags is left.

Just done for getting more techy stuff in the mag. Personally, I think both CRASH and SO went down because of their lack of technical stuff. CRASH avoided the right tech stuff. You're fat but it was a bit late coming, and all SO had was Sorcerer which was obviously just a budget rip-off of Sorcerer. These days, people who want their computer just to play games will have bought a console, so Speccy staff is definitely the way forwards for the SAM computers.

In reference to Mike McRobert's

letter in issue 89, OCR Art Studio can be obtained - with mouse - from Data Electronics on 0202 744777, and TL was on the SU coverpage from issue 111 (May 1991).

By the way, what's happened to Pevy? And one more thing - as you're a -I chap, could you tell me whether BODS, the +0 user group, are still around, and if so where I can find them?

Thomas Adams
Erich, Kent

IS and SO clearly weren't floored, not really. He said they'd Christmas cards and they, er, kept printing

letters saying how crap IS was. It's a shame for the sake of support for the techy bits, but I can't quite see how SO's Spectrum was a 'total rip-off' of Spec Tec. (It's the crap detective jokes for a start.) So-called tech - both CRASH and SU's techy columns were written by the same chap, which got me to prove something although I'm sure I don't know what.

Pevy will pop up from time to time whenever there's enough time for a page. And BODS do indeed still exist. They have a call on FORAM (the mag of the group of the fiercer stuffers) on 0452 412572. Ed.

staff the heart actually played the game readers, but, and we quote, just remembers the ad and nothing. Dear old dear, bloody comment. Well, I'm playing SO. Space of EA, and it's not that. Lee Peggy Copy thinks the mystery game is similar to Topocon US GAG - a sort of alien in a room, where you had to creep around a spaceship and put people to reproduce your race, or something. Stuart's comment: No for us. No.

Have you got any idea what this 'Life in 3D' could be? It's, that is a title of Life Sized Mystery of Life, Letters, IS, 30 Monmouth St, Bath BA2 2BB. If not, or, sorry.

WONDERFUL WORLD OF SPECCY



WOW +3

If you could tell the readers that I'm a huge +3 hacker and that I have a huge +3 user club with more than 100 members of +3. So +3 owners, write to me!

Burton Oscar Cozas
Ameirim, Portugal

My wonderful Burton Oscar Cozas is a big +3 hacker! He has a +3 club with over 100 members! So why not write to him, eh?

Anything to add?

Oh, all right, I have Burton's address: c/o Rui da Silva, Lote 1, Pólo Des, 2000 Ameirim, Portugal. Ed.

LIFE! DON'T TALK TO ME ABOUT LIFE!

Having the name Mike McRobert's assembly asks what game he's thinking of. I had never called the games floating around and mixing with each other and some other SAM games. All the good games and you had to help all the readers. I suppose it was a bit like Life in 3D, Penetration room. People write in, hackers call us, all with suggestions as to what the mystery game could be. He called it Stuart for the life. Did I tell you he was already British. Number the game? (Compiled by comment on the suggestions.)

David Quantrell of Birmingham is

Stuart then it's actually Life itself, and has come in a 6500 machine code listing program from the 1975 Tangent manual to prove it. Stuart's comment: Nice try, but obviously wrong.

Jeff Brainer of the +I Hack shows has a mind that the game is Ultimate's Nightshade, which is indeed SO, but based on resemblance at all to Life but rather a large one to Flight Lane, Alan S. Knight and Penetration from here. Stuart's comment: SO simple - yet! Everything else - not! Jonathan thought it was 3D Space of 24, an ancient 8-bit maze game which sort of had game snakes flying at you and eating and, er,

multiface. BUY NOW! IT'S BYE NOW...

When the MULTIFACE was launched in 1984, it was an outright winner. No one has ever come up with such a powerful, useful addition. Labeled the **LAST CHANCE! SPECIAL DISCOUNT OFFER**, this MULTIFACE Interface proved to be an absolute knockout for the Spectrum scene.

HISTORY!

It all started with the MULTIFACE 128 for the original 48K Spectrum, quickly followed by the MULTIFACE 128 for Spectrum HD, 128 and +2. Remember the microdot size, substitute and use-on-disk drive? Suddenly the loading from these took seconds rather than minutes. Except that there was not much to load - probably nothing had ever been released on cartridges or disks and there was no facility to transfer tapes into these great new devices. This is where the MULTIFACE could come-in-usefully handy. The track magnet lines could stop anything any time and SAVE it to disk cartridge/subtapes when the Specto+2 came with a built-in drive. It was left to the MULTIFACE 2 to transfer all the data - and to perform other miracles (Multiface 2 is also needed for the latest Spectrum +2HD/3).

So, in case you just came from Mars, what does a Multiface do? First, it sits at the back of your Spectrum, it says 'Button pressed' to it. If you sit and stare 'Noch! Kein! go!' doesn't take any Spectrum time and needs no extra software. It comes with a full manual, but you will not need it, as the Multiface is self-explaining.

ACTION!

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Got a problem? Get it solved! With **SIMON COOKE**



SPEC TEC Junior

It's a bit quiet in detective land at the moment. So maybe Simon could just answer some letters. Please?

Well, an uneventful month in Beth's most notorious detective agency to say the least. Times are hard, and business isn't very good. Looks like I'm going to have to get stuck into some of that messy ol'over work I've been pulling off. (As if it were the shopkeeper in the Beer, a case appears on the desk.) Ah! This is more like it. Go to sit Patry's Magic Emulsion in the High Street and find out what's been happening to his female assistant. The usual Slogged Member. Come to Beth, find out what her boss has been hanging around there recently or less, or I'll better watch my step. (I'm devoted to detective talking his way past all Patry's JOP words for the magazine you hooked. All let me show you a card trick. [Detective snottily snuffing cards.] Pick one, go on. It's the brave of hearts, right? There you go. Yes.

GREAT SPECT!

Could you tell me what kind of computer I have? The system says +2 and the handbook says +2 and the computer boot mode, entry reference is to the +2A. It's asking because I'd like a Multiface for the computer, but the Multiface 12B ordered from Domestic Robot doesn't work despite their assurance that it tested out fine. Help! Ken Scott Edinburgh



Well, if this is your lucky day I've written a little program that will do the job for you - at least here.

```
03 0000 0000 0000 0000 0000 0000 0000
03 0001 0000 0000 0000 0000 0000 0000
03 0002 0000 0000 0000 0000 0000 0000
03 0003 0000 0000 0000 0000 0000 0000
03 0004 0000 0000 0000 0000 0000 0000
03 0005 0000 0000 0000 0000 0000 0000
03 0006 0000 0000 0000 0000 0000 0000
03 0007 0000 0000 0000 0000 0000 0000
03 0008 0000 0000 0000 0000 0000 0000
03 0009 0000 0000 0000 0000 0000 0000
03 000A 0000 0000 0000 0000 0000 0000
03 000B 0000 0000 0000 0000 0000 0000
03 000C 0000 0000 0000 0000 0000 0000
03 000D 0000 0000 0000 0000 0000 0000
03 000E 0000 0000 0000 0000 0000 0000
03 000F 0000 0000 0000 0000 0000 0000
03 0010 0000 0000 0000 0000 0000 0000
03 0011 0000 0000 0000 0000 0000 0000
03 0012 0000 0000 0000 0000 0000 0000
03 0013 0000 0000 0000 0000 0000 0000
03 0014 0000 0000 0000 0000 0000 0000
03 0015 0000 0000 0000 0000 0000 0000
03 0016 0000 0000 0000 0000 0000 0000
03 0017 0000 0000 0000 0000 0000 0000
03 0018 0000 0000 0000 0000 0000 0000
03 0019 0000 0000 0000 0000 0000 0000
03 001A 0000 0000 0000 0000 0000 0000
03 001B 0000 0000 0000 0000 0000 0000
03 001C 0000 0000 0000 0000 0000 0000
03 001D 0000 0000 0000 0000 0000 0000
03 001E 0000 0000 0000 0000 0000 0000
03 001F 0000 0000 0000 0000 0000 0000
```

000 0000
200 0000
400 0000
600 0000
800 0000
A00 0000
C00 0000
E00 0000
F00 0000



The code address is where you want the header code to sit in memory (try 2000), but make sure you're in 48K mode - this is what you set with RAMDISK/CUR. The first start address is where your Quit test is expected to start - try 0000 if you're not sure. The Text Length is how long you expect the Quit test to be - enter 0000-00 if you're not sure of this. But the code from RAMDISK/CUR on, and the test will be executed. Any characters entered up here have a code of 128 or over will be shown inverted, and any below 32 will be shown as a full stop. Actually, you could use the same trick to examine other test files - just POKE 16,16 to remove the Quit detection and give it a try.

On sleep me! Now the thing is, the Multiface 12B doesn't work on a 100K-based set - also known as the +2A. +2B or even the +3, without a disc drive in some circles. The reason is that when Amstrad redesigned the Speccy circuit boards for the +3, they removed some signals from the expansion socket. These signals were needed for the Multiface (as well as countless other devices). No fun. So what you need for your machine if you have a +2A, +2B or +3 is the Multiface 3. Problem solved! SA.

FEATHERS

Can you help me, is obtaining the vocabulary from *Shuffled Games I* even still *Diff* type, but I can't get it to work. I used the code below, but I can't get back to the main menu. I've also tried various programs, printed it 70 over the years, but none of them work. I don't see why when you buy the adventures you aren't given a list of the most unusual words used. M L Brewster Paisley



+3 OR NOT +3
I've just bought a +2A, but although I find it easy to use, there are a couple of things I don't understand. On page 28 of the manual

ALL POINTS BULLETIN

As you've probably read above, a certain Mr Bourne needs a +2A manual. His address is 44 Hazare Crescent, Bechtel on Sea, East Sussex TN40 2CH.

If anyone out there needs 37 chess for their good old +3, I know a place to get them for £2.20. Now, admittedly, this is a bit steep, but it's the best I can do for the moment unless

some enterprising reader out there can find a better price! The place? Merlin! Go grab hold of a Merlin catalogue from your local H.M. Smith, and look on page 180, under Maxwell disks - OFD 3.0 are the ones you want.



OOH, SOU

P of those away! You know how Matrix feels about 'em. Oh, hello, Well, Ooh, Sourcery! wasn't here last month, as you probably realized, due to

the +3 Multitasking, Distraction! Sorry, if you ask me. Anyway, we're back again for the final part of the screen compressor – the sound routine – which should teach you

that, an, small bit more about machine code. Oh something. Over to Jonathan for the rest of the page, starting with a complete reprint of the whole thing. Top.



Decisions, Decisions

To begin, the first few parts of the Ooh, Sourcery! Screen Compressor gave you routines to check and unlock screen pictures. The algorithm behind it all depends on a control byte to tell the routine when some packed data is coming up, and the problem we left you with last time was, what if your screen has a lot of naturally occurring control bytes in it? The compressor never sees each single occurrence as these bytes, so you packed pictures could, theoretically, end up being times the size of the original. (Oh, this month's first and best part of the program aims to put that right with a routine to step through your screen and fill out the fixed-size byte. Pop into this as the control byte. First of all, the code. **PLAY** seems to save

```
1:0000 0000 00000000 00000000 00000000 00000000
20:1000 0000 00000000 00000000 00000000 00000000
30:1000 0000 00000000 00000000 00000000 00000000
40:1000 0000 00000000 00000000 00000000 00000000
50:1000 0000 00000000 00000000 00000000 00000000
60:1000 0000 00000000 00000000 00000000 00000000
70:1000 0000 00000000 00000000 00000000 00000000
80:1000 0000 00000000 00000000 00000000 00000000
90:1000 0000 00000000 00000000 00000000 00000000
A0:1000 0000 00000000 00000000 00000000 00000000
B0:1000 0000 00000000 00000000 00000000 00000000
C0:1000 0000 00000000 00000000 00000000 00000000
D0:1000 0000 00000000 00000000 00000000 00000000
E0:1000 0000 00000000 00000000 00000000 00000000
F0:1000 0000 00000000 00000000 00000000 00000000
```

```
*Copy of CODE START, F-starts-
0700
50 0000 0 10 100 1-0 1000 1-
0800 01 1F 0000 0000 0000
*Checksum 07000 at 1100 100 0000
1 0 0000
40 100 1000 0000 0
60 000 000 000000 000000 000000 000000
0000 0000 0000 0000 0000 0000 0000 0000
0100 0000 0000 0000 0000 0000 0000 0000
0200 0000 0000 0000 0000 0000 0000 0000
0300 0000 0000 0000 0000 0000 0000 0000
0400 0000 0000 0000 0000 0000 0000 0000
0500 0000 0000 0000 0000 0000 0000 0000
0600 0000 0000 0000 0000 0000 0000 0000
0700 0000 0000 0000 0000 0000 0000 0000
0800 0000 0000 0000 0000 0000 0000 0000
0900 0000 0000 0000 0000 0000 0000 0000
0A00 0000 0000 0000 0000 0000 0000 0000
0B00 0000 0000 0000 0000 0000 0000 0000
0C00 0000 0000 0000 0000 0000 0000 0000
0D00 0000 0000 0000 0000 0000 0000 0000
0E00 0000 0000 0000 0000 0000 0000 0000
0F00 0000 0000 0000 0000 0000 0000 0000
```

```
200 0000 0000 0000 0000 0000 0000 0000
210 0000 0000 0000 0000 0000 0000 0000
220 0000 0000 0000 0000 0000 0000 0000
230 0000 0000 0000 0000 0000 0000 0000
240 0000 0000 0000 0000 0000 0000 0000
250 0000 0000 0000 0000 0000 0000 0000
260 0000 0000 0000 0000 0000 0000 0000
270 0000 0000 0000 0000 0000 0000 0000
280 0000 0000 0000 0000 0000 0000 0000
290 0000 0000 0000 0000 0000 0000 0000
300 0000 0000 0000 0000 0000 0000 0000
310 0000 0000 0000 0000 0000 0000 0000
320 0000 0000 0000 0000 0000 0000 0000
330 0000 0000 0000 0000 0000 0000 0000
340 0000 0000 0000 0000 0000 0000 0000
350 0000 0000 0000 0000 0000 0000 0000
360 0000 0000 0000 0000 0000 0000 0000
370 0000 0000 0000 0000 0000 0000 0000
380 0000 0000 0000 0000 0000 0000 0000
390 0000 0000 0000 0000 0000 0000 0000
400 0000 0000 0000 0000 0000 0000 0000
410 0000 0000 0000 0000 0000 0000 0000
420 0000 0000 0000 0000 0000 0000 0000
430 0000 0000 0000 0000 0000 0000 0000
440 0000 0000 0000 0000 0000 0000 0000
450 0000 0000 0000 0000 0000 0000 0000
460 0000 0000 0000 0000 0000 0000 0000
470 0000 0000 0000 0000 0000 0000 0000
480 0000 0000 0000 0000 0000 0000 0000
490 0000 0000 0000 0000 0000 0000 0000
```

The theory

Starting at 200 and counting back to zero, the count routine checks through the screen area for the number of times each byte appears.

After totting them up, it checks the result against the stored best_so_far, and if the new byte appears less times, that becomes the new best_so_far. If a byte appears no times, it

causes the routine to exit, since it would be pointless to continue checking as a frequency of zero means you'll have no incrementable extra bytes at all.

The assembly listing

Previously we've been using the **CALL** command to call subroutines. With the usual constraints, we use, as **CALL**. Now you have to use your imagination a bit here. The Spooky saves a pointer of memory aside as a kind of workspace, telling it where it is, where it's going and where it's coming from. This is called the stack. Whenever you **CALL** a subroutine, as opposed to jumping to it, the Spooky logs where you're

calling from and returns to the next address when the subroutine is finished. By your code at 40100 is the command **CALL 50700**. The Spooky logs the address 40100 since

the command itself takes three bytes and jumps to address 50700, carrying on program execution from there until it hits a **RET**, whereupon control returns to address 40100. This is an incredibly simplified view, but machine code books usually take two or three chapters to explain everything so we won't beat too much wax on it.

The other thing you can do with the stack is use it to store numbers. If you **POP** a register pair on to the stack, you've effectively saved the status of that register pair, and can regain it by **POP**ping the value back again. A rule to remember is that **PUSH**es and **POP**es must balance, otherwise the Spooky will get all confused and think your register pairs are actually program addresses. Oh.

```
1: 00000000 00000000 00000000 00000000
2: 00000000 00000000 00000000 00000000
3: 00000000 00000000 00000000 00000000
4: 00000000 00000000 00000000 00000000
5: 00000000 00000000 00000000 00000000
6: 00000000 00000000 00000000 00000000
7: 00000000 00000000 00000000 00000000
8: 00000000 00000000 00000000 00000000
9: 00000000 00000000 00000000 00000000
A: 00000000 00000000 00000000 00000000
B: 00000000 00000000 00000000 00000000
C: 00000000 00000000 00000000 00000000
D: 00000000 00000000 00000000 00000000
E: 00000000 00000000 00000000 00000000
F: 00000000 00000000 00000000 00000000
```

Flags of all nations

```
0000 0000 0000 0000 0000 0000 0000 0000
0001 0000 0000 0000 0000 0000 0000 0000
0002 0000 0000 0000 0000 0000 0000 0000
0003 0000 0000 0000 0000 0000 0000 0000
0004 0000 0000 0000 0000 0000 0000 0000
0005 0000 0000 0000 0000 0000 0000 0000
0006 0000 0000 0000 0000 0000 0000 0000
0007 0000 0000 0000 0000 0000 0000 0000
0008 0000 0000 0000 0000 0000 0000 0000
0009 0000 0000 0000 0000 0000 0000 0000
000A 0000 0000 0000 0000 0000 0000 0000
000B 0000 0000 0000 0000 0000 0000 0000
000C 0000 0000 0000 0000 0000 0000 0000
000D 0000 0000 0000 0000 0000 0000 0000
000E 0000 0000 0000 0000 0000 0000 0000
000F 0000 0000 0000 0000 0000 0000 0000
```

JURCEY!



Flags of all nations is the explanation: You should be able to follow things right up to the SRC HL, DE thing. (For confused people, LD is a H) OR L is the standard way of checking if HL=0.) Now then, Maths in machine code is a nasty affair, often involving shifts and rotates and bits and things. Fortunately, the count routine relies only on subtraction, which is a nice easier.

You've come across the Z flag before - it's set (ie, is made equal to one) if the result of a calculation is zero. C is the carry flag, and

has a diversity of exciting uses. The way we're using it here is to check if one number is larger than another. HL—the frequency of the byte being checked, and DE—the best result so far. Now if HL is larger than the result will be positive, and the carry flag will be set. If DE is larger then the result will be negative, and the carry flag will be reset. It both are the same but nothing happens, and we keep the previous result. FOR A, as well as being a shorthand way of writing LD A, 0 also resets

the carry flag—quite important as the instruction SRC HL, DE takes the original status of the carry flag into account.

PUSHing HL before the subtraction and POPping it after ensures we don't lose the frequency of the current byte, and as you'd expect, remember from last time, SBC decreases B and does back if B is not zero.

If the result of that subtraction is negative (ie, carry is set) then we store the frequency in carry, as well as the store the current byte as the best_num. Phew.

Check that funky number groove thing

```
check_num    LD HL, 0000
             LD A, 00
             CP B
             JR L, low_frequency
             MO 7
             OR 0154, A
             LD A, 0
             CP screen_end,DE
             JR NZ, compare_loop
             RET
```

The end!

```
low_frequency  PUSH HL
             LD HL, (frequency)
             INC HL
             LD (frequency), HL
             POP HL
             JR screen_border

; 10000
             LD screen_end,DE
             LD frequency, 00000000
```

ing_frequency, etc! What a nice, straightforward routine. DEFB and DEFB are the more of those assembler directive things. They stand for Define Word and Define Byte, and work a word (16-bit number) or a byte in the assembled code at that point. Primarily, they're there to save you the time of typing in those hex values. In this routine frequency is found at the top of memory after there having a DEFB of 0x0000 that forces when the compressor started and doesn't begin anything anything to gain an extra byte. (Gough.)



The actual checking routine, which you should be able to follow standing on your head (or literally, unless you want to impress your friends).

As the entire count routine may take a while to run (it's doing a lot of work, after all), the text border bit just flashes funny patterns in the border as you don't think the prog has locked up.

What it actually does is to take the byte from

the screen and, at AND it with seven, outputting the value to port 004, which controls the border. AND is a logical function, and, in fancy terms, strips off the top four bits in some languages. It says a very clever Mathematician: Sort Of Thing is the limit number is between zero and seven (0-7). The reason it's used is to show there only colours get output. Try removing the AND 7 port-addressable jumps about P0000 00400. (R000 007440) to see why. (Big hint: port 004 also controls the Decoder.)

Changes

Oh dear, this. Due to a lot of making it up as I went along, there's a jolly big change to the finished program. Everything has to be re-allocated to a different address. The problem is, the decompressor has to fit just

before the compressed data so the whole lot can be saved out of once. Sucked the year yet? Not, there's no room for the count routine. So it's going to have to go before the compressor, which is why the data is repeated at the beginning of the first page.

The BASIC driver

There's only a bit to add to last month's prog but seeing as how you'll have to retype all the data, here's the whole chat program. Eh.

```
1 1000 DIM S$(2000): B$(2000)
2 COMPRESSOR
3 10 REM
4 20 REM
5 30 PRINT "Load screen to be compressed": LOC=0: B$(0)=0
6 40 GOTO 100: SET @30000=0:1: REM
7 length of screen
8 50 LET available=2000:17000: SET
9 screenvariable=0:0:0
10 GOTO 10000:100:1:1: "Crashed"
11 "1011-00000" BYTES:1:1: "Length"
12 "variable" BYTES:1:1: "Efficiency"
13 "100-100" "000" "0000"
14 END:1:1:1:1:1:1
```

```
10 10000 "100000" "100" "0000"
11 10000 10000 10000 10000
12 10000 10000 10000 10000
13 10000 10000 10000 10000
14 10000 10000 10000 10000
15 10000 10000 10000 10000
16 10000 10000 10000 10000
17 10000 10000 10000 10000
18 10000 10000 10000 10000
19 10000 10000 10000 10000
20 10000 10000 10000 10000
21 10000 10000 10000 10000
22 10000 10000 10000 10000
23 10000 10000 10000 10000
24 10000 10000 10000 10000
25 10000 10000 10000 10000
26 10000 10000 10000 10000
27 10000 10000 10000 10000
28 10000 10000 10000 10000
29 10000 10000 10000 10000
30 10000 10000 10000 10000
```

Well, there you have it. One reasonably efficient screen compressor with added laughs and zing. Next month we'll be taking a break into the +3 diskettes and get down to salvaging your +3 probe, but in two issues' time Don, Sourcey will return with another instructive prog. Probably. Be here or be pointing your lips at Sid James laughing meaningfully over a sentence you yourself thought quite innocuous.

(You can be as rude as you like with me.)

PROGRAM PITSTOP



Back (back! Back!) after a month of, er, not being here, it's CRAIG 'Not here' BROADBENT!

F or those amongst you suffering from Pitstop withdrawal symptoms, bear with, for I have returned! For the less astute, it seems that Pitstop didn't appear in YS last month due to a problem of my and which I have failed completely to identify. So commiserations to Paul Seamsark, whose ludicrous SAM menu system would otherwise have been gracing the Pitstop pages, but, as they say, c'est la vie. More to the point, it means that I won't get paid for all my hard work last month, so I'll try to slip some of it in here cunningly, thus reducing my gurgling and wailing (some of us have got exams to revise for, as well, you know).

THE BEAST

by M P Carter

After Pitstop's recent absence, MP (who still offers no elaboration on those elusive initials) finds himself back in the focus of the Spectrum programming world, with a routine which he himself described as 'a complicated beast'. (Hence the name, you see; I would probably be more apt to describe it as 'a routine offering two collision-detection functions which are much faster than the BASIC alternatives, along with a demo program to show the routines in action'. But we might have had a dash of trouble fitting that in as well.)

Anyway, the routine that it is, let's have a look at how to use it. To get it up and running, just type in the BASIC, which will not only enter the code for you, but will also provide you with a demo (as mentioned) in which you have to move a blob around while avoiding being eaten by the rambling copyright notice. The routine acts on variables x and y (the screen co-ords of your blob), so these must be defined before you start. The test function is at 64166, and LET A=USR64166 will read the keyboard for any one of eight directions (using

the keys Q to T for up, A to G for down, O or L for left and P or

ENTER for right, and places in A the ATTN value for the intended position of your blob. The second function, called by LET A=USR64168, places in A the ATTN value for the actual position of your blob. With reference to the demo, the first function is used to determine whether your blob is about to run into a * or a \$ sign, and the second is used to tell you when you've been 'got' by the said copyright notice.

To round off, just a few little bits of info for those to whom the word 'generic' means 'not for long'. The values for x and y are stored at 64164 and 64166 respectively, and you can adjust the screen area used by POKEing 64173 (left edge-1), 64183 (right edge-1), 64202 (top-1) and 64205 (bottom-1). The maximum value for the bottom is 232, and you can wrap the values round, so that POKE 64173,255 gives a left edge of 3.



BASIC

```

10 REM player control routine
20 REM Lyr 64154
30 DATA
40 DATA
50,50,31,256,255,62,255,225,234,234
  ,175,48,22,254,255,62,22
60 REM lefts 64201
70 DATA
80,42,255,198,10,12,14,5,24,9
90 REM right 64202
100 DATA 52,62,52,198,12,3,14,5,
110 REM up 64205
120 REM down 64206

```

POKE 5,4: 8000 0

```

500 FOR I=0 TO 15: PRINT AT
800 PO, 800 PO: POE 2,1**1, 30
800 PO, 800 PO: POE 3,1**1, 8000 0
500 LET A=I: LET Y=I: LET C=I: LET
800 Y: LET Y=C
500 LET A=C: LET Y=C
500 LET A=C: 8120: 800 800
FOR A=0 TO 15: PRINT AT I, A:
PRINT AT I, A
500 PRINT AT I, A: " TO AT Y,C"
500 IF A=0 THEN GO TO 800
500 800: PRINT AT I, A: "
500 LET C=C+1: IF C=15 THEN PRINT AT
Y,C: " TO GO TO 800
500 GO TO 800
500 LET A=0: 800 800: PRINT AT
Y,C: " TO LET C=0
500 IF C=0 THEN GO TO 800 00 TO 800
800 END: 800 800: PRINT AT I, A: "

```

For changes at 1.1
 540 00 TO 520
 500 800 ***COLLIDE
 400 IF C=0 THEN 8000 00, 0, 8000
 00, 10, 8000 00, 20, 80000
 410 IF C=1 THEN 8000 8000 000, 20
 80000

SPIROGRAPH

by Stephen Pert

It's been said that people in glass houses shouldn't throw stones, so I'll refrain from commenting on Stephen's surname, concentrating rather on this little program he's sent in which, at times pretty patterns, it's all done in one swift burst by using a triple-parameter DRAW command, and you can change the values in lines 130 and 110 to make new shapes (keep the values odd, though). When you see one you like, hold down BREAK, and the program will eventually stop, allowing you to save it off as a SCREEN#, or whatever it is you want to do with it.



BASIC

```

10 DRAW T, 100 C, SCREEN T
20 CLS : SCREEN
30 LET A=0
40 READ B

```

PITFALLS AND ROPELADDERS

Pitfall in the metaphorical manner is Franz Lunge from Germany, who's stuck with fewer 80's screen compressor. Here to help, on out, is Cuffy Allen, who I think scoops the prize for the first ever female type to appear in Pitfall. Take it away, Cuffy. There is a bug in the program (and just line 150 as follows - 110:IF LEN P=1 OR LEN P=4 THEN GOTO 100 - also, the variable 'm' in line 99 and 80 should be changed to 'i' for the program to work at a 128K. To help, 'There, what happened there?' line.

Robert Challa has written to tell me that the listing for the Graphics Editor in issue 78 is wrong, and a brief perusal of said listing confirms this. Line 150 should of course read

```

150 OPEN "GRAPH.GIF" FOR W+ : GOTO
1000: 15000: 2000: 00 TO 15

```

And similarly line 200 should read

```

200 GOTO "GRAPH.GIF" LINE 100: GOTO
1000: 15000: 2000: 1000: 0000

```

```

80 PRINT AT 21, 8000 0, 8000 0, 0
80 IF 8000 8000 00 90 20
90 GO TO 30
900 DATA
280, 81, 282, 823, 288, 208, 281, 285, 99, 1
29, 81, 275, 285, 289, 260
110 DATA
110, 811, 185, 205, 289, 281, 297, 118, 251
, 247, 171, 121, 287, 227, 899

```

```

110 DATA
110, 811, 185, 205, 185, 185, 187, 120, 251
, 147, 171, 115, 287, 227, 799

```

OWEN'S BIT

You'll remember that last time I asked you for program suggestions - what you wanted to see in Pitfall and at the end of thing. Well, Owen Southwood of Woodstock in Suffolk County, I found like a map radio presenter, don't it readers? He has given his opinion on all things Pitfall...

The initial spark which fires the imagination of a games programmer is not the typing in of their first BASIC games. Okay, so it might be crap. Okay, so it's written in BASIC and commercially unviable. But it works! From there it's a short step to writing bigger, better and faster games, and from there to (yawn) machine code. I believe that if we were given the opportunity to show others what we have done - a reason to write games in BASIC, machine code or a mixture of both - then a whole new generation of games programmers will develop. This is how it all started for the Speccy, with the huge printing readers' games. There was a great enthusiasm to push the Speccy further and further.

My suggestion is to print readers' games in Pitfall - like the Program Power pull-out section of old. Why not promise a place on the coverpage for any that are good enough?

Some interesting points there, Owen. What do you other folks think? Write us a Maybe Jonathan will give me 10 extra pages to fill with all the material you people have been coming up with! Or something.

BORDER PRINT

by Andrew Burfield

Keep visual effects time, and frame-go out to Owen Bolt, who sent in something similar. Completely dependent on the speed at which the program is executed, by replacing FOR I=1 TO 5, also leaving out the FOR...NEXT loop altogether, and also leaving out both the FOR...NEXT and the IF...THEN, replacing them with PAUSE 1. The last option is a bit useless, application-wise, but it does give a static effect. As wanted, 128K users will get different results to those fans, so experiment until you get something nice.



BASIC

```

20 DRAW T, 100 C, SCREEN T
30 CLS : SCREEN
40 LET A=0
40 READ B
50 PRINT AT 21, 8000 0, 8000 0, 0
80 IF 8000 8000 00 90 20
90 GO TO 30
900 DATA
100 80000 0, 10000 0, 80000 0,
FOR I=0 TO 15: PRINT AT I, 80000 0
8000 00 TO 100

```

LUNCHTIME

Mark, the kitchen caters, that dishwashers, can't keep my stomach waiting, can it. A brief word before I disappear though - remember, if you've got a program that deserves a prize, send it to me, and I'll send it, in more time could be yours. Also wanted are suggestions for Pitfall prog, is there something you've always wanted to appear in Pitfall? Then drop me a line and we'll see if some clever fellow can come up with the goods.

The address to write to is Program Pitfall, 10, 30 Monmouth St, Barn S&T 2000, 100 Craig St and this is my lunch. Good, as they say, Bye, Bye, and no see, no reply, no exceptions.

INPUT OUTPUT

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DIAL HARD

With Simon Hindle

It's a Greek-déjà-vûché experience, Simon wanted to test his communications column Dial Hard 3 - Dial Harder, but great tests presented and he, er didn't. Well, enough said, there are jangling terms to use in order to baffle people, or something.

I hope you're all still composing after last month's thrilling instalment. In true journalistic style, I'm going to totally ignore what I said I'd do this month, and do something else instead. (Look, I tried to top on to the internet I really did, but couldn't work. What assured that top-level talks are going on at the very moment is an attempt to fix things.) It's more theory this month, in particular, explaining file viewers, downloaders and terminal emulators (all vital computer-type things). I've dispensed with the services of Mr and Mrs Fieldstone, so instead here's a nice readable sub-heading.

File viewers - the fast (sorry, fast)

File viewers are self-explanatory programs. They just arrange the ASCII files you get from Usenet into a recognisable format on your Spexy screen.

Downloaders - the tests

Downloaders are a little trickier. They organise the exchange of modern data to minimise mistakes caused by distortion on the line and other such natural disasters. Essentially, download protocols set up a series of checks as the data is downloaded or received, so if anything goes wrong, the data is not re-transmitted until it passes the test. There are quite a few such protocols, but the most common one is the aging but reliable Xmodem, which works especially well on the Spexy. (Yes, the original way of downloading things from Pretext or Internet (and) was that the Pretext computer would start outputting data to the screen, and you recorded the data to tape first - they say indeed. Enter the downloader, which, as, downloads the data into your Spexy's RAM. Obviously better if you have a USB machine with lots of lovely extra memory.) Only then do you save it to tape, saving time and, consequently, money. Why does Mr Bond.

modem/garble Mini or White Coats have managed to keep it all standard. Sort of. There are two main standards for displaying data from a modem: Videotex (also known as viewdata) and PPT VTX-Data. (Are you sure you don't mean ASCII? No)

There's all sorts of other standards, whether you know it or not - EFT (Electronic Forming) is an additional standard. The VTX-Data modems basically turn your Spexy into a videotex terminal. That's why, when you switch on with a VTX-Data attached, you get the Monrom 800 startup screen (er). Now this is all well and good for those of us who love paying a fortune for playing with Videotex (that's the beyond its potential) but it's where these terminal emulators come in. Instead of using fancy page numbers and silly methods of downloading, they just use nice, simple ASCII and better download methods. And terminal emulators let you turn your Videotex terminal into a PPT Videotex terminal, and so on (continued on 64)

There are a number of terminal emulators available on the Spexy, and I have two favourites. The first is Spectem, and although small, it's very powerful, because (unfortunately) it's completely user-configurable. This arranging set of syllables means you live after it is to anything you don't well please. There are modes of options - you can even program your name and password into it, to save you having to type it each time you call up a board. Lovely, and definitely a megagame. It also gives you things to terminal emulators. (Er, no, it's)

The second is a very simple emulator (the name of which escapes me in an entirely embarrassing sort of way) called in BASIC. Now before you all start whinging, remember that a terminal emulator doesn't really need the speed machine code offers, and as it's in BASIC, all those of you who know a little of the language (except plug for Steve's Programming Language here) can customise the prog as you feel fit. It even has a little bit that works out how much each call costs!

The other last benefit of these emulators is that they give your Spexy 64 columns of text (the real word processor), as opposed to the 32 or all that Videotex offers. This is a real bonus, as the majority of Non Videotex machines have between



64 and 80 columns of text. As far as I know, there is no 80-column emulator available for the Spexy, and I suspect it's technically impossible to do. Oh well.

80 Services - the obligatory mention

These programs (and many others, etc etc) are available from the entirely respected 80 Services, who can be found at 64 Redwood Road, Chesham, Surrey KT10 1JN. Drop 80 a line (include a coin) and they'll let you know what's available, which model of Spexy you should be running it on, how much it costs, what colour the cassette is, and by the way would you like to buy some double playing CD something. And mention Dial Hard when writing, so 80 know where to send the cheque. Namaste.

WARNING:

So good, it's worth printing twice. Modems can wreck your life. Really. You've got to remember that although you're having lots of fun on the modem, it's costing you (or your parents, or whoever's money, if you're sensible about using the phone, you can make a nice little hobby out of modeming. However, if you're not, you'll pay for it, in every sense of the word. Remember the phone bill!

Terminal emulators - well, you know the rest

There are lots of different computers. And as far as things



BOARD NUMBERS

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creditline 888, loads
of Spexy-specific stuff
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Tch. Finished already. Anyway, if you've any questions of a modem or camera nature, write to me, Simon Hindle, at Dial Hard, 72, 30 Monmouth St, Bath BA1 3SW. Next month I really will be delving into the Internet! Cheerio.

+1D

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Swords and

Sorcery

Game#103.00
#0877 787777

Anatomically speaking, were the words Jonathan used in description of this set, and, looking at the cover art of an (possibly) misused barbarian type, it's fantastically clear how right he was. In fact, *Swords and Sorcery* is a definite addition to the ranks of the immortal Games Featuring Anatomically Challenged Characters, up there with such greats as *International 3D Tennis*, the original *Legend of the Amazon Princess*, and, of course, *Game Over* (from *Team 17*).

What, you, moving gently on to the game in hand... it's ever so slightly ancient, getting a review way back in '93, too. (And it was two years late coming out even then... not promising, is it?) It did, however, introduce the "awesome" (as awesome, in fact, I have't been seen since, huh huh)



MILES software, which is, or something to do with the 3D tunnel effect and charming sprite graphics is, I think, Er, Anyway, it's basically the grand-daddy of games such as *Bloodwych* and the non-Spacey *Dungeon Master*—though, of course, it's much less complicated. The puzzles, quests and techniques of the later games are missing here, making the whole thing basically a case of whether to talk to monsters or to drag them into scary areas (which you usually always end up doing anyway). No fun. Anyway, everything else mentioned is done with scrolling menus of commands—you know, Hit, Magic, Talk etc.—which lead into other menus. It's easy to use but takes a really really long time when you have to smash open a chest, take out every object in turn, pick up the objects up in turn, and so on. The best bit comes when you can actually get a chance to talk before attacking you, with something of substantial interest—you can indulge in bribes, threats, lawsuits and even some pretty choice insults. (ry



HAVE YOU DRE HERE LIFE

BEST WAY

HOL HOLESER DUST
HIL MABIC SANDTACT TALK

Whatever is the best thing, it's your better. Don't, and then it's your best. It's a choice between using a long, long and a shorter one. If you need something, but can't, that's the best way to fight. It's a choice between your best and the best way to win.

Death is the cheapest, or the yellow of it or even "You slow down bottom-hole" — sighs. After 10h, I think you'll agree.

Well, that's about as the thing has to offer. If the other stuff in the game like those mentioned above add to a pleasant degree, you'll probably get your four quids worth here. If you can keep it

mind to age and treat it like the slightly worse, driving the goal is it. If you haven't got the time or patience to play down past the surface, though, avoid it like a Bobby Davis chessy appearance. **Leigh**



WWF

The Hit Squad#103.00

#061 832 8033

Fight, I'll level with you. Stuart of the clan Campbell was supposed to be reinventing the bat he's vanished into the Twilight Zone. So you've got the instead. You know, the one who does the Killer Kolumn. What do you mean, all he knows about is SP? I know my Spacy games, no.

That's MSRP for example. It's got the kind of malice that makes 2001: A Space Odyssey seem really fast-paced. The tape spins, the screen flashes (exactly the way the Star Gate in 2001 does) and you get an option screen. Let's choose Hulk Hogan (well,

Ultimate Warrior was a rubbish film and I always hated British (bulging) at school). The tape spins then you're told to turn the tape over. The tape spins — ooooh, something exciting at last.

Er, maybe not. Mr Perfect makes some cutting remarks about our Hulk. Never fear, 'cos you can choose an insult to ring back — not that it's in the Vogan pretty league of inflicting physical pain, more Flan-Byes. That's the pain of age, 'agg, we had to endure a good few minutes leading for that nonsense.

Finally, the game proper. A US-style wrestling set that's nothing like the sport it's based on — you don't get to rehearse your moves with your opponent before the

bout. Instead, you have to use combinations of joystick movements or keyboard presses to make your wrestler perform kicks, hits and hugs, not to mention flying and tumbling variants of the same.

There's some frantic coin-prompted wiggling and button-pressing as well (surprise, surprise). Waggle or press fast enough and you can mangle your



Stuart reinvented the bat for a last-minute sport. But it was too late! Even so, he had to play the game of war. Harry the Nightfighter plummeted 100 feet to the ground.

opponent to a pulp — and I don't mean '50s SF comics.

There's a decent range of moves and the controls seem logical (Captain) though unless you make sure you're 'dead level' with your opponent you end up flying straight past him when you perform a move. Strangely, the Spacy-controlled wrestlers never have the problem. Two-player mode is tame, but finding someone stiff enough to play against could be difficult.

It's all a bit humorous and becomes very silly quite fast but the *Nightmare On Elm Street* movies. The names of your opponents and their insults might change but the gameplay never varies. Buy *Deep Space Nine* on video instead.

Dave



Right, this has gone on long enough. Give me back my leg or I'll sue you.

SAM centre



NEWS

At last! Things happening in the SAM world that are not 'under negotiation' or 'under discussion' but just plain 'released' or 'definitely being worked on, honest, gaw'. It's a refreshing change.

THE PHEAON EFFECT

News reached the ears of yours truly that Nigel Kattawell of Days of Sorrow fame is working on a 'real' 3D Dungeon Master but set in the future-type game! This working title is The Pheaton Effect, and as you can see from the screenshots scattered about, it's at a very early stage of development. Nigel? It's perhaps a little more mainstream than Days of Sorrow, though it still has adventuring elements, he solving puzzles, but it's really like to make it more than just an adventure with 3D graphics. That's going to be hard, of course, but arcade sequences will probably not be in keeping with the rest of the game. Basically, I'm not yet certain what direction the game is going in, yet - we'll have to wait for the finished design (from Games Blackboard), when I can work out exactly what can be done.

The basic hander routines are more or less done, so the game itself should be finished by September. This is a provisional date, though, so watch out. As Nigel says, I don't want any



pressure to finish it, since I do like doing things other than programming - like eating, sleeping, going out, etc. Well said. Programmers are human too. (Or so I've been told.)

By the way - a quick word about Days of Sorrow. Nigel's adventures, The King reviewed it just before leaving for pastures new, but the review itself hasn't yet been printed. (It may pop up on YSD issue 3.) Essentially, I'm loved it to death, gave it 10 out of 10 and wants people to buy it in large quantities to release the hell in human nature, or something. The game costs £9.99 and is available from the author at 12 Limited Road, Moorbean, Bournemouth, Somerset BA9 1AS. Cheap!P!Ds should be payable to Nigel Kattawell. "Provided my car is with adequate maintenance" - TB Fabianova.

MAKE ROOM! MAKE ROOM!

Just squeezed out of the month's SAM Centre was the Zine Scene, featuring Ade Nunn's soon-to-be-renamed Pump (new one). A purely gaudy rag (well, with a couple of music reviews, soon-to-be-dropped text samples and some sophisticated film reviews) that features at least two games per ish cell written by Ade using SCADRE, his amazingly blank in his opinions and a good read. A couple of pointless teasers and one playground joke spoil the effect a little, but the straightforward, almost impressed feel to the rag and the mild humorization was the best. Very promising. Pump (new is to be etc etc) ish one costs £2.50 (£4.99 for overseas orders) and is available from Adriana Nunn at Craggle, Ayrshire, Inverness-shire PH22 1RH.

DYNAMIC DEMO

Phoenix Software is offering a £1 sampler disk (£1.95 if you live abroad) containing 'big demo' of the games in the Dynamic compilation.

Snake-in-a-hand Coat, as well as a few other bits and pieces yet to be finished. The price of the disk is reasonable against Dynamic which is an offer to 75 readers at £10.99 (or £9.99 with the demo disk) instead of £11.99. It rates 40% in ish 88, but - hey! - you may like it, or something. (You're the one to live. Any!) Send your cash to D Limited, 18 Lytton Ave, Manchester, Cheshire SK11 7RL.



being shown for a moment, this is the first preview you get of the 3D bit but from the Lyra 3, it's more than obvious that the more sophisticated graphics shown going into the demo, have to show. It's not only the best demo I've ever seen in the demo, it's the best demo period.

THE LYRA 3

£20

FD - available everywhere

It's ending... it's ending... it's arrived! ESH's semi-legendary (everybody knew they were doing one, but nobody knew what it was called) megademo finally makes it to the SAM. The Lyra 3 being a particular case of mine on the floppy, I couldn't fit it in enough, so had to lead the program and had to try again, but more rapidly this time.

If disappointment was a big, blue, coldy-angled cube, I'd be sitting here with a big, blue, coldy-angled cube. The Lyra 3 is a real winner. From the loading counter between parts (which even so slowly chugs through up to 600 cycles) to the



complete lack of imagination in the various parts, the prog does not disappoint. The majority of the effects revolve around slowly messages - scrolls bouncing round in a circle, scrolls in the border, 24 simultaneous scrolls, scrolls in a reg, vertical one-way scrolls and the giant old scroll in a bounding box. (Yes, I'm a stickler for it.)

The Lyra 3 would be a fairly good Spooky demo - lots of fast movement, plenty of passive standards - but it doesn't exploit the Coup's superior capabilities. In fact, it reminds me inevitably of a floppy demo - a lot of the effects here can be seen on the Spec, and these that haven't certainly could be. The only new effect that caused my left eyebrow to raise marginally was the ring scroll, and the only SAM-y impressive part is the final, which features 18 digitized 'bits' (yet 18 unshaded binary white bits) and we're not kidding about the unshaded bit - it's a nice little bit from the Amiga. But I must mention the music - it's excellent. Fully 70% consists of previous £20 pieces, a couple of new ones - it's the highlight of the megademo.

The Lyra 3 is a real find. Okay for a first attempt, but a great disappointment and (lets I say it) (lets I say it) David Andy inferior to many Spooky demos.



The Lyra 3 would be the children. It's with a program written in The Pheaton Effect is specially used to test the user interface. This review (and anything else) is available on the programmer's chip-graphical representation of the world of a story 1.00 to 1.00 to 1.00.

62%

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CRAFTY CROSSWORD CLUES!

DOWN

1. A light bulb was in the Central 80
2. The Captain, several every of them for
Puzzle 10

3. The game that inspired the infamous Carver
Ball of (Down, 10/11)

4. A discussion (started) by the first really
groundbreaking test... on up, 10

5. This is famous, and, as, before, usually
appeared in the Spring, 10

DOWN

1. Answer... (Outside, 10, 10/11)

2. A number... (10)

3. The nationality of... (10)

4. A book by the... (10)

5. They escape from... (10)

7. A... (10)

8. Large... (10)

9. A... (10)

10. A... (10)

KILLER KOLUMN

FROM OUTER SPACE!

Star Trek!

Deep Space Nine is a hit, its official. In the US the first few episodes have had massive viewing figures and some great reviews. And guess what? It deserves them. It really is a starliner. The first episode has

the most amazing effects ever seen on TV, though the plot is a bit slow, and the characters, a bunch for whom the word melody was invented, are plain I wish the death of Neer Gun (and for more interesting than the death of the Enterprise, the best corpse of the

series goes something like this: Deep Space Nine is an abandoned Constitution space station which orbits the Bajoran homeworld. The Cardassians had invaded Bajor, but became fed up with Bajoran guerrilla attacks and moved out. The Federation took over the space station so that they could help the Bajorans rebuild their planet. But then a worm hole (I don't really think that's its space-type thing) appears nearby and the Cardassians decide they want their space station back. (But what are the apt adjectives?)

Unfortunately it's going to be years (literally) before the BBC gets to show Deep Space Nine here, and even Sky has put back transmission until the end of the year. But you can get to see the series now, because this month sees the release of the first episode on video. Get it. You won't be disappointed.

WHO'S WHO IN DEEP SPACE NINE

- 1. GDDG** - A shape-shifter with mysterious origins. He's the security officer and his natural form is a little of jelly and he doesn't have a sense of smell.
- 2. Q'JEREN** - Who you might recognise as the Transporter Operator in Next Gen. Now he's been promoted to Chief Operations Officer. (Eh, doesn't that mean he's a surgeon, or something?)



In the first episode of the new series, the crew of Deep Space Nine is caught into an alternate reality computer simulation of their station.

- 3. JAKE BIRRO** - The Commander's teenage son. He's not as irritating as Wesley in Next Gen - who could he? - but still expects loads of out teenage angst subplots (sue me).
- 4. BERLHAM BIRRO** - The space station's security Commander. Pious (and his wife when he was Louisa of Bajor, and this still has a delicious chip on his shoulder about that) (well you would, wouldn't you). He's also been virtually forced into accepting the job. Not a happy chappy.
- 5. JAQOMA DAX** - The Science Officer might look like a woman, but he's not. He's actually a trimese... or, a T'Pol, which is a Bajoran that needs a food body to survive. It's all other confusing stuff.
- 6. OLMARK** - The Klingon who runs the bar. Would you trust this man to give you the right change?

- 7. MAJOR KIRA NERYLS** - The First Officer is a Bajoran chosen for diplomatic reasons, but she's not exactly happy with the Federation poking its nose into Bajoran affairs.
- 8. DOCTOR JULIAN BASHIR** - The Chief Medical Officer. He looks set to be the one to carry on the James T. Kirk tradition of taking in love with a different female guard star every week.

Euro-Chart!

Ever wondered what **Bad Dancer** is in Hungarian? Well, we'll tell you anyway. It's *Wales Topo, Neer!*



Cheaper Wins

Double-pack Doctor Who video starting with this June's **The Invasion** are having their prices slashed (as they say in CDF store adverts. The RRP from now on is £14.99 instead of £20.00).

John Fisher - second officer, a brilliant action star.

A Long Time Coming

George Lucas has reportedly begun pre-production work on the first part of the final trilogy of the **Star Wars** cycle. 'Soul time has

Steve Gailer

NEXT MONTH!

In the world's most wanted Specmag

- The Juggler's turns up dere collars and scurries through shiny back alleys to bring youse dere reviews!
- Machine Gun Meat Box moves down the opposition to bring you another delivery of bootleg programs. And youse is gonna like dem, see?
- And da rest of da boys hang around by dat poultry store in a suspicious fashion! Program P'ttop sets up da getaway car. Da +Q Moshkovs pulls aside dose guys in favour of a couple automatics. Dai Hard cuts da phone lines. Tipahoo clues us in on de plan and Spoer Ter. J gets da cement treatment if he talks!

YOUR SINCLAIR - you ain't seen us and you ain't know us, Cap'cin!



Okay, youse guys - talk! Who swiped my copy of 'Your Sinclair'?

We don't know nuffin', copper. 'ole has bin down dis fence' all day right, Rocky?

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