

NEW
MACHINE

THE NEW YEAR DOESN'T REALLY START UNTIL YOU BUY THIS MAG!

SINGULAR

USER

FEBRUARY 1989 No 83

HFL8.90

£1.60

EXCLUSIVE!
THE SAMURAI
A MEGA
AT LAST
AND...

EXCLUSIVE!



XENON

**WIN A
LASER!**

**INSIDE
REVIEWS
OF:**

SIDE

A BLOBOCOP!

PLAYERS ALL-ACTION
MULTI-MEGABLAST!

SIDE

B XENON!

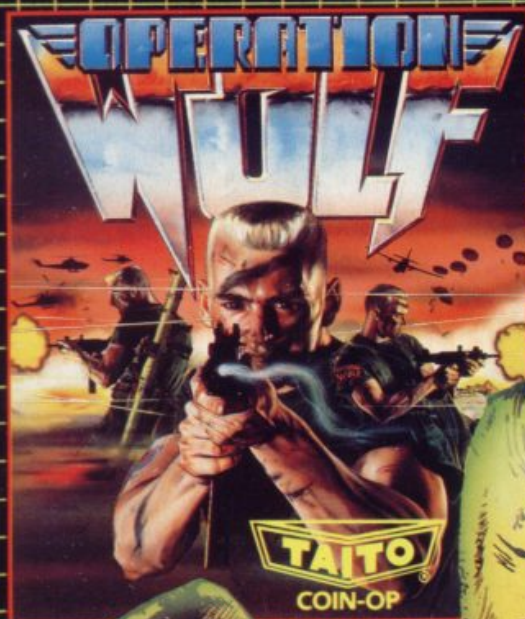
PLAYABLE DEMO OF OUR
FAVE RAVE SHOOT-EM-UP



MEGATAPE 12!

**AQUA SQUAD ▶
BLACK BEARD ▶
LAST DUEL ▶
SKATE BALL ▶
PRO SOCCER ▶
SDI *TIGER ROAD ▶
LED STORM *MUNSTERS
WAR IN MIDDLE EARTH
AND ZILLIONS OF OTHERS*
* (well several anyway)**

THE OCEAN



THE WORLD'S NO. 1 ARCADE GAME
NOW THE COMPUTER SENSATION OF
THE YEAR.

"It's undoubtedly a fantastic
conversion of a marvellous arcade
game. Virtually flawless. Addictive...
One for everyone's Christmas list."

SIMON DUNN

"Not only has all the action and
gameplay been captured, but so has
the excitement, making it one of the
most satisfying and compulsive
shoot-em-ups to have appeared in a
long time" ACE

Your Opponents in your battle for
supremacy are four types of Evil
Ninja star-throwing Assassins whose
skills are manifold and dangerous.

Also out to spoil your day are
Acrobatic Women Warriors and
vicious Guard Dogs.

At the end of each level you must
overcome the Ninja Master in order
to progress - some examples of
these superhuman villains are: A
fire-breathing Fat Man, an Armour
Clad Giant and the Green and
Gruesome Giant Ninja - who has a
disconcerting habit of suddenly
multiplying into an army!

**DATA
EAST**



SPECTRUM

£8.95

AMSTRAD

£9.95

COMMODORE

£9.95

ATARI ST

£19.95

AMIGA

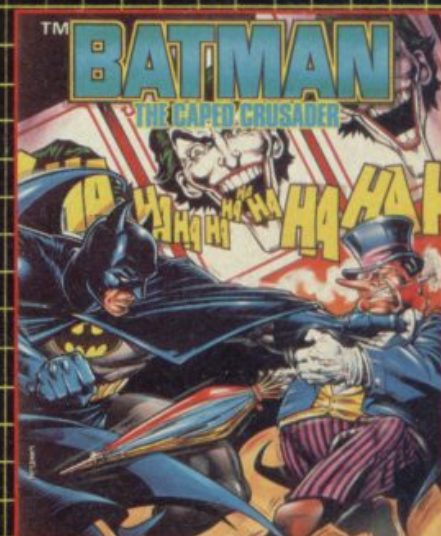
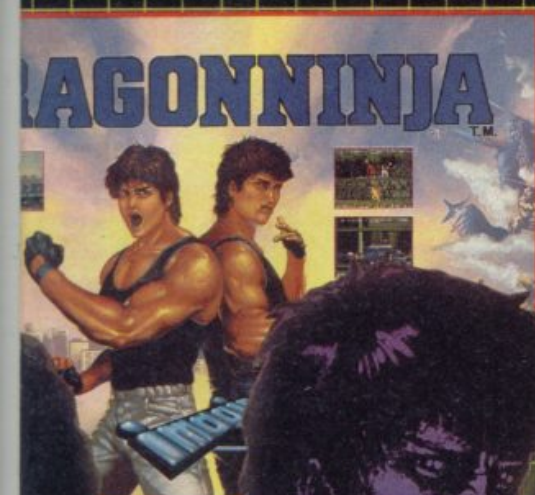
£24.95

Also available on disk



Ocean Software Limited · 6 Central Street · Manchester · M2

AN FORCE



D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all... the Penguin. Save some strength for battles ahead with the dastardly Joker however, or you'll miss the thrilling climax! Cartoon style graphics and animation make for stunning realism with



innovative game play for long lasting entertainment.
TM & © DC COMICS INC. 1988
ALL RIGHTS RESERVED



EDITOR Graham 'phew' Taylor DEPUTY EDITOR Jim 'shiny shoes' Douglas PRODUCTION EDITOR Alison 'got funky' Skeat ART EDITOR Tim 'diced carrots' Noonan ADVERTISING The Sorceress ZARCHAT Jon Riglar TECHNICAL Andrew Hawson, Rupert Goodwins CONTRIBUTORS Tony 'ratty' Dillon, Chris 'snivel' Jenkins ADVERTISEMENT MANAGER Katherine Lee ADVERTISING EXECUTIVE Martha 'egg' Maloughney AD PRODUCTION Emma Ward PUBLISHERS ASSISTANT Debbie Pearson PUBLISHER Terry 'serene' Pratt MARKETING Clive 'It's all right I'm here now' Pembroke Phone 01-251 6222 Fax 01-608 2696 EDITORIAL AND ADVERTISEMENT OFFICES Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU THIS MONTH'S COVER Jerry 'fluffy bunny' Paris

Printed by Nene River Press, Woodston, Peterborough Distributed by EMAP Publications Ltd
© Copyright 1989 Sinclair User
ISSN No. 0262-5458
SUBSCRIPTIONS ENQUIRIES: 0858 410510
24 HOUR ORDER LINE 0858 410888
BACK ISSUES: Back Issues Department (SU), PO Box 500, Leicester LE99 0AA

CONTENTS

COMPETITIONS

WIN A LASER 20

No we are not kidding. Though this one is not all that dangerous since it comes from Gremlin and does cosmic things to your bedroom.

WIN A FOOT-BALLING CAREER 32

We'll send you for a weeks training at a major soccer school run by Bobby Charlton!

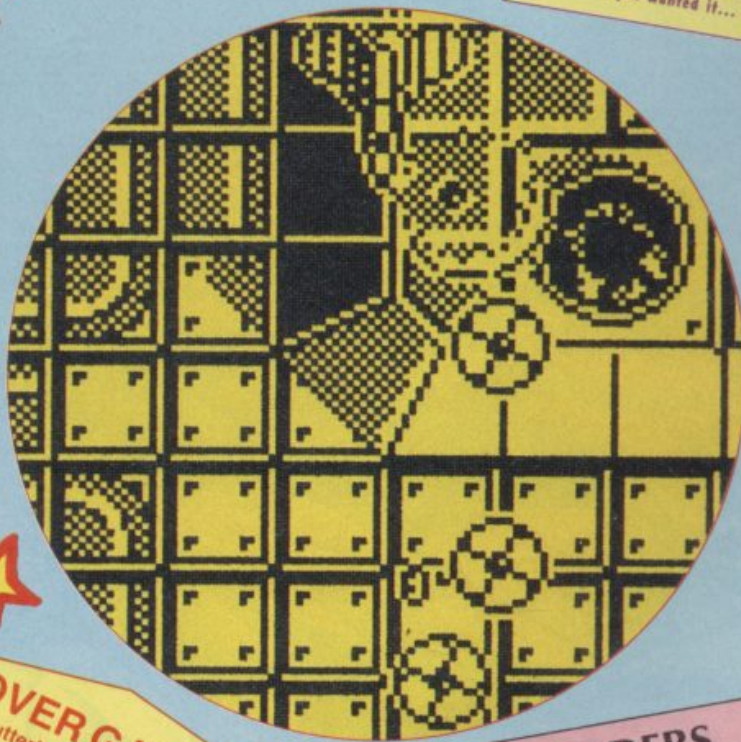
SOFTWARE

ARCADE

WEC LE MANS	8
RAID ON HORMUZ	8
LED STORM	10
BLACK BEARD	16
MUNSTERS	24
XENON	26
SDI	41
AQUA SQUAD	45
SKATEBALL	46
TIGER ROAD	57
GI HERO	61

POSTER

50
You should recognise it this month. It's the January cover in all its unadorned glory. We wouldn't ordinarily do anything so self indulgent but you told us in your hundreds you wanted it... who are we to disappoint?



COVER GAME 26

Xenon is utterly, amazingly fab! GT thinks it's the best shoot 'em up on the Spectrum ever! (The most restrained among us think it's just utterly brilliant). It's just about the smoothest, most challenging most addictive game you've seen in ages! We've got the exclusive review, the Blueprint and the awesome playable demo! Check it out now!

NEW READERS 48

Have you just bought a Spectrum? Maybe you've had one for years and still not been able to get it out of the box. Either way this is for you...

1989 STARTS 'ERE!

EVENTS

REBEL	80
DEATH STALKER	80
FLIGHT ACE	80

ADVENTURES	
HEROES OF THE LANCE	34
DEADENDERS	80
WAR IN MIDDLE EARTH	88

SIMULATION	
PRO-SOCCER	46
LEADERBOARD	80

THE SUPER-SPECTRUM 36

Yes it's Spectrum compatible. Yes its got great sound. Yes it's got great graphics. Yes its pretty cheap. Wanna read all about it?

PREVIEWS 84

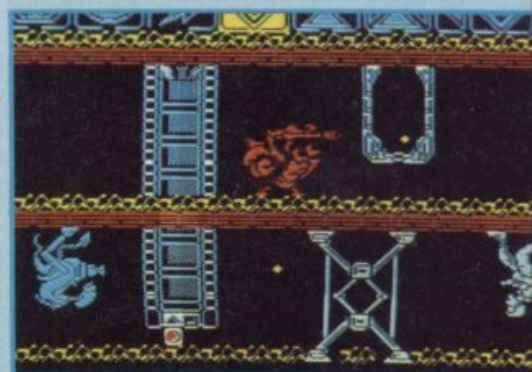
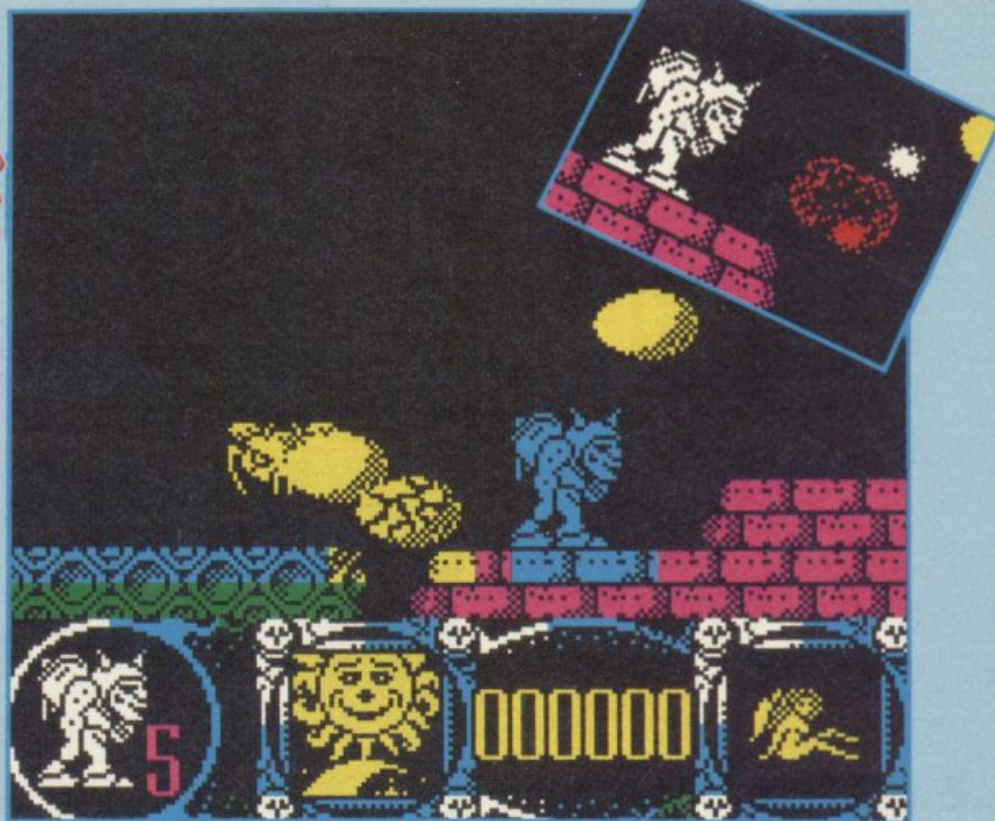
We've got a couple of really hot new games for you this month. In particular check out Stormlord which is the latest from Hewson's Ace programmer Raffael Cecco and looks like a cross between Exolon and Cybernoid. Take a look too at Obliterator, a major new shoot 'em up from Psygnosis...

YE OLDE MAP OF DORK

MEGATAPE 12

6

This month we've got a totally original from Andy Severn from Players. Blobocop, is a multilevel, horizontal scroller with loads of action and a brilliant bonus subgame. We've also got a marvellous playable demo of Xenon, a game to get 1989 off to a cracking start. Notorious maybe. Fantastically generous certainly.



REGULARS

Zapchat	12
Tell it to the Bear	22
Smash Coupons	29
True Stories	30
Charts	42
Write Stuff	62
Outlands	66
Codetalk	69
Sorceress	70
Play By Mail	72
I've Got This Problem	77
How the Hell	78
Coin-Ops	82
Gremlin	92
Next Month	98
Wayne Smedley	13=



MEGAT

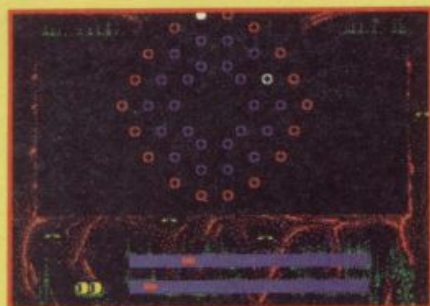
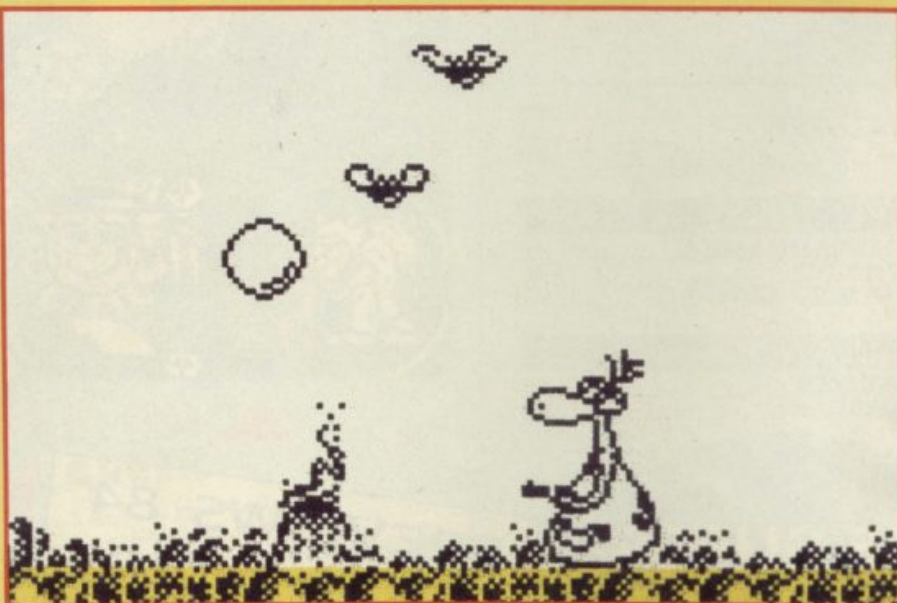
BLOBOCOP

BLOBOCOP is a totally original, never before released arcade game from Players. It's been written by some of the classiest programmers in the country and it's totally bizarre. We asked the guys to explain the game in their own words, so they did. God knows we couldn't begin to know how to describe it . . .

BLOBOCOP THE GAME

You are the BLOBOCOP. (Sorry about that).

The land of Dork is in turmoil, the 'Vice King of Dork' rules the domain. The kindly Blobs and Groks are terrorised by



his disciples, the evil Bugs, Pukes and Scum-Bags.

Your mission, gather evidence that will prove once and for all that the King is up to no good. You will have to visit all 18 known 'Stash Drops' in order to collect all the evidence.

When you start the game you will be presented with a map of Dork, your position is shown at the bottom of the map, highlighted in white. You have the option to take one of two paths, to

select a path use your left and right keys to toggle between them and fire to select.

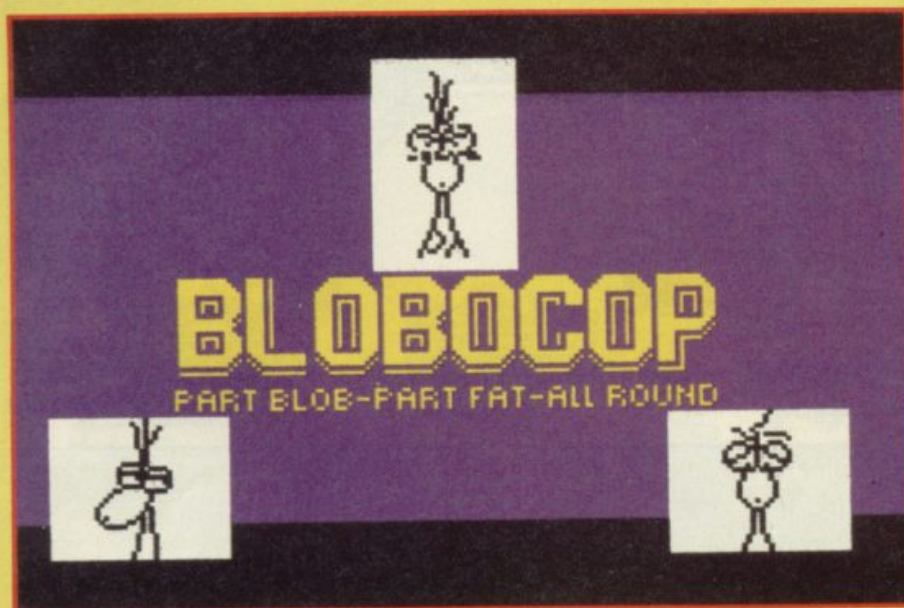
You may move in either direction. Walking back on yourself will take you back to your last location. When you arrive at your destination you will be presented with a sub-game. If you fail to solve it within a time limit you will have to re-visit that location in order to retrieve the evidence.

Once all 18 locations have been successfully visited you must go to the King's HQ to make your arrest. His base is at the top right part of the map.

The distance to the next location is shown by a bar at the top of the screen. Bugs and Pukes will drain your strength which is displayed just above the scrolling window. The number of stash drops left to visit is displayed in the top right part of the screen.



TAPE 12



BLOBOCOP CREDITS

DESIGN, SPRITES & CODE

Andy 'Outland' Severn (86)
Anfractuus (88)
Xanthius (88)
Powerplay (88)

Currently working on:
Street Cred Football

BACKDROPS

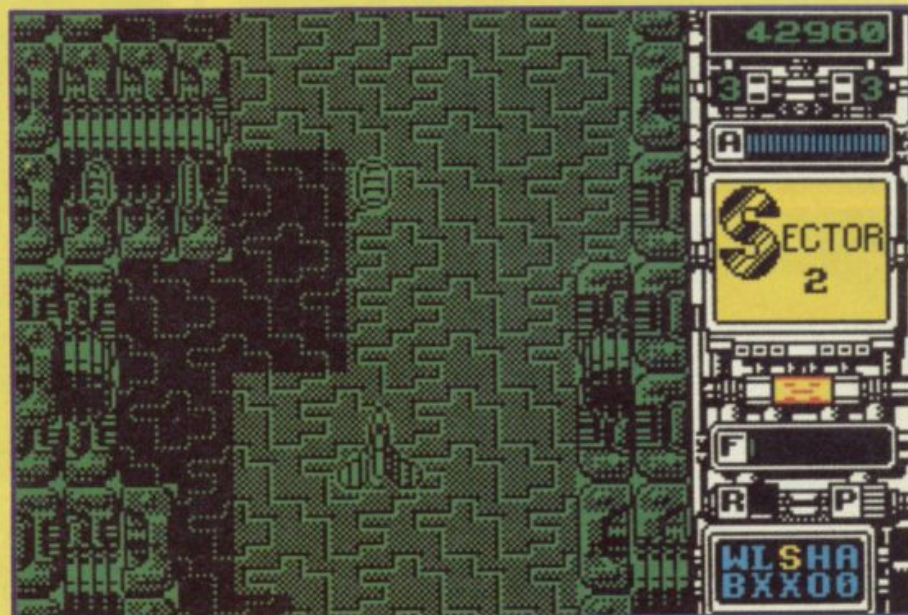
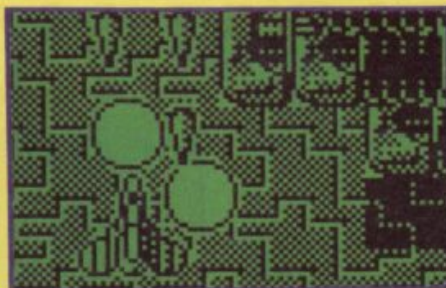
Jabba Severn (86)
Anfractuus (87)
Xanthius (87)
Riding the Rapids (88)
Denizen (88)
Skateboard Const Sys (88)

Currently working on:

Street Cred Football
Shanghai Warriors
Task Force
B-o-Fish

ADDITIONAL GRAPHICS

Colin Swibourne (87)
Joe Blade (88)
Deviants (88)
Thing (88)
Bratattack (88)
Joe Blade II (88)

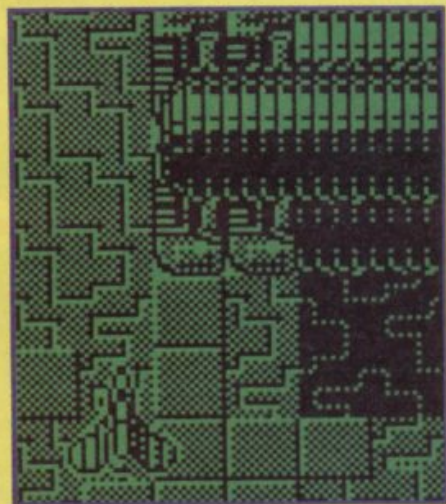


Xenon

Just load side 2 of the tape for some astounding action from Virgin's Classic (and this month's cover game) **Xenon**.

The demo lets you play a portion of the first level. You can define whichever key arrangement or joystick setup you want and then you're off!

Pilot your ship over the alien spacestation blowing up the alien gun installations. Change into a land-going craft in order to take out the trundling menaces and remember to keep firing all the time!

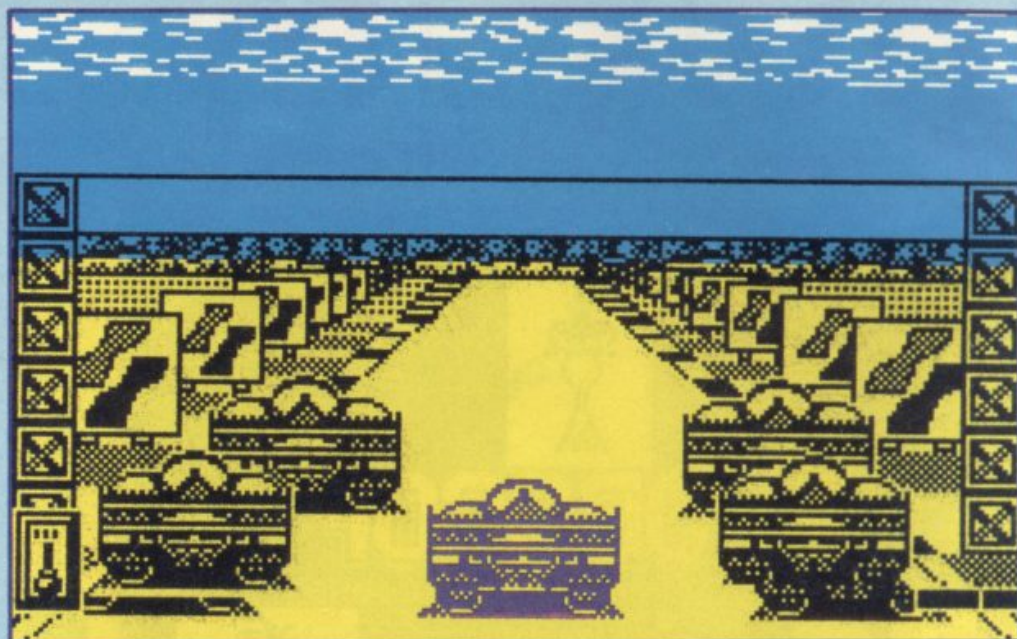


Wec Le Mans

The next 16 bit owner to walk up to me and say that the Spectrum is a dying machine, I'm going to kick his teeth in or I'll do the next best thing. I'll grab him by the lapels and drag him over to a Speccy, and then put on **WEC Le Mans**, the latest in a long line of racing conversions. Up until now, I always thought of **Super Hang On** as the ultimate in Spectrum racing. **Le Mans** looks at **SHO**, says "I can do that," makes the graphic bigger, moves more items around, does it faster, makes the tea, puts the kids to sleep and then takes you out for a meal afterwards. Now that's what I call programming.

The **WEC Le Mans** race itself is a 24 hr continuous race around some racetrack somewhere or other (probably **Le Mans - GT**).

You start under starters orders in the front of the grid. It's right from this point that you notice the acute resemblance to the coin-op's graphics. It's when the whole caboodle starts moving that the game really starts to impress.



The amount of things moving about on screen at once is probably one of the most impressive feats of programming since the

rainbow processor. Either side of the road is filled with a series of light and dark bands. These scroll towards you very smoothly. The horizon lifts and

falls as you climb and descend the hills. There are dozens of objects lining either side of the road at once, signs, adverts etc, as well as anything up to half a

OPERATION HORMUZ

Operation Hormuz is not, as you might expect, a medical simulation involving the removal of some strange internal organ. No indeed. It's operation in a military sense, and **Hormuz** as in the Arabian Gulf, an area of the world where one load of Arabs are constantly shooting up another load of Arabs because they open their eggs at the wrong end, or something equally childish.

This leads to a great deal of military argy-bargy in that part

of the world, and **Operation Hormuz** is an arcade/simulation involving carrier based American fighters trying to sort out the aggro.

Hormuz is written by Durrell, whose chequered past includes some good games, many awful ones, and some of the most spectacular missed release dates of all time. This one's coming out on the Again Again label, but the question is, ho-ho, will you want to play it again and again?

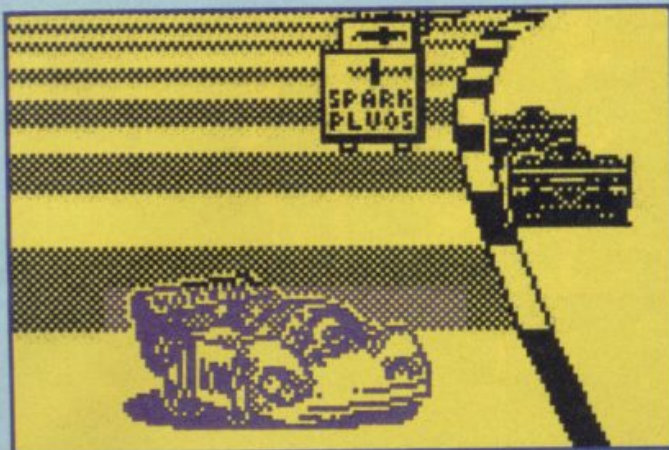
You have three vertical take-



off Harrier aircraft, which are based on a carrier. Your mission is to take off from the carrier, fly to a series of enemy missile bases, bomb the hell out of them and return to base to re-arm and refuel. One slight snag is that Exocet missiles fly past you aimed directly at your carrier; fail to intercept them, and you won't have a home to go to, and can't complete the mission.

The sideways scrolling play area is dotted with oilrigs, wrecked ships and gunboats, while the air is full of MiG21s, Exocets and explosions. The graphics and animation aren't bad, but your Harrier is surrounded by an unmasked square which causes some peculiar effects.

Your planes are armed with machine guns, bombs, air-to-air/ship missiles, and flares. A



dozen opposing cars on screen as well. What's more, it all moves faster than **Super Hang On**.

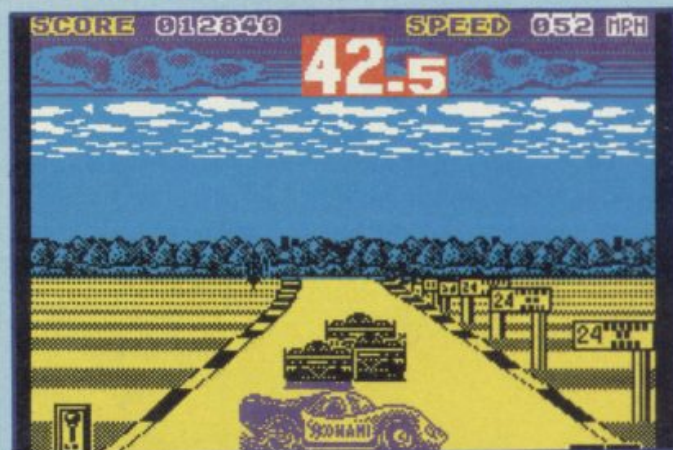
The game has a memory for the opposing cars, which makes the game that tad more realistic. What I mean is, that the computer remembers where all the cars are at any time. If you should pass three cars, and then slow down, three cars will overtake you. Similarly should two cars appear on the horizon. Stop for a few seconds, accelerate into top speed and, sure enough, after a couple of seconds, those same two cars will make an appearance.

It plays similarly to the coin-

op, and is about as difficult as well. The steering wheel of the original has been replaced by a progressive steering system whereby the longer you hold the joystick in the required direction, the more obtuse your turning angle.

Sound is fairly restricted, unfortunately. The same boppy tune appears on both 48 and 128 version, but the 128 is the only machine with in-game effects, which consist of nothing more than a loud farting noise.

Ocean prove yet again that they are THE software house for 89. Roll on **Chase HQ**■



ARCADE



REVIEW

FAX BOX

WEC LE MANS Label: **Ocean** Author: **In-house** Price: **£8.95** Memory: **48K/128K**
Joy-stick: **Various**

GRAPHICS	SOUND
94	67
PLAYABILITY	LAST ABILITY
85	88

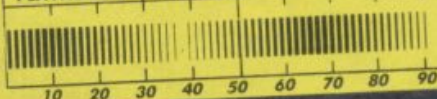
Absolutely berrilliant racing game.

Reviewer:

Tony Dillon

OVERALL

91

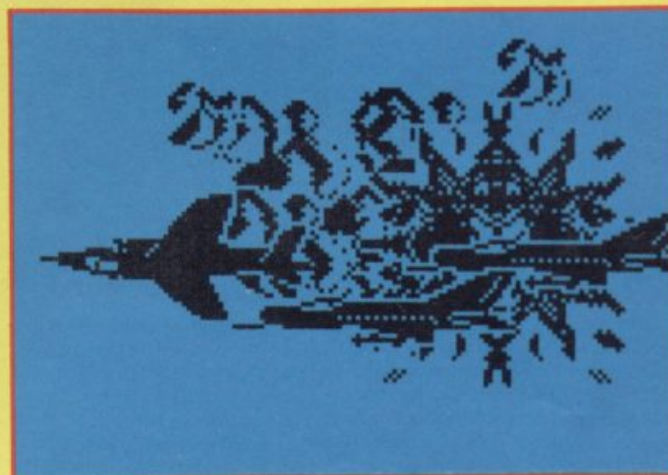


radar display at the bottom left shows upcoming targets, while a message screen gives you helpful little hints like **WARNING! LAUNCH FLARE!** when a heat-seeking missile is on your tail. Looping to left or right sometimes throws enemies off your tail, but it's more fun to jockey into position behind them and blow them to bits – the explosions are particularly big and flashy.

If you get far enough, you'll reach a land-based missile emplacement which you must bomb. Careful experimentation reveals that a low-level attack isn't a good idea – guns and tall buildings tend to bring a swift

end to your flying career. Try instead locating your target, gaining height, then diving down, guns blazing, and releasing a bomb at the last moment before pulling out. Oddly enough you can't actually crash into the sea or land; similarly, you can't crash when you return to your carrier to re-arm, because an automatic pilot takes over and brings you safely in to land.

Not very polished or flashy, but action-packed and fast-moving, **Operation Hormuz** won't teach you much about international diplomacy, but it will teach you enough sense to stay out of the Arabian Gulf■



ARCADE



REVIEW

FAX BOX

OPERATION HORMUZ Label: **Again** Author: **Durrell** Price: **£9.99** Memory: **48K/128K** Joy-stick: **Various**

GRAPHICS	SOUND
78	41
PLAYABILITY	LAST ABILITY
69	68

Action-packed but unpolished arcade/simulator.

Reviewer:

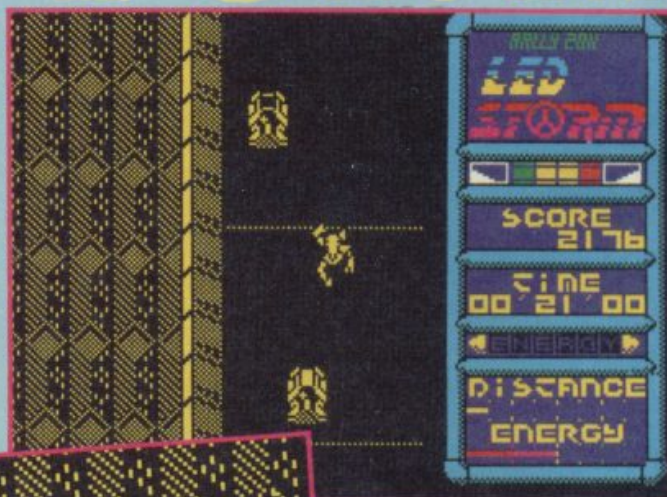
Chris Jones

OVERALL

71



LED STORM



Ooer! This sounds like one for me; futuristic racing cars with protective bumpers, astounding laser-powered turbo-charged engines, nine stages of crumbling raceway to negotiate and a bunch of slaving alien taxicab drivers and not a Give Way sign in sight. After the Huntingdon Ring Road on a Saturday, it sounds like a doddle.

LED Storm is another Capcom licence. Never having found the arcade machine in my local newsagents, I'm slightly unsure as to the fabness or otherwise of the coin-op. I'm assured by other people in the office that it's an extremely good conversion.

Still, maybe it's better to approach these things with a fresh eye. LED Storm is a tuned-up variant of the old old Race game. Remember? Driving a car along a plan-view track which widens and narrows and twists and turns. There were oil patches and bonuses and extra fuel cans to pick up.

Well, while things have definitely been seriously tweaked, the basic principals still remain. You've got to make your way through nine stages of top-bottom scrolling roadway. The bonuses have now become extra energy stores, hazards come in the shape of the other racers and the oil patches, well, they're still oil patches.

Now. When I say scrolling, don't go thinking of jerkyspaz, slow-scroll. This is very fast



indeed and once you've had the pedal on the floor for a couple of seconds and you're running at top speed, the scenery really flashes by.

In your path are futuristic equivalents of today's traffic nightmares. There are the unspeakably inconsiderate truck drivers who will simply mash your vehicle into the wall, cars and motorcycles are to be avoided and there are leftovers from Frogger – roller-skating toads that cling to the back of your motor in a desperate revenge attempt.

First impressions of LED Storm are great. The action is fast and you can memorise the tracks and gradually drive faster and faster. Jumping over the chasms and breaking down crash barriers is great fun and you can sneak up behind other

racers, boost yourself into the air and smash down on top of them. Har har!

After quite a short period of time, though, I found myself re-reading the instructions and asking myself, "is that it?" Well, my old stick-shift, that is yer lot.

The later levels are obviously more varied and the bad drivers appear with more frequency. The backgrounds are different too, but that's hardly a big bonus.

While there are stacks of games around that rely on a single basic idea – Arkanoid et al, most shoot outs – the playability has to be tuned to perfection and I just didn't feel that Storm was there. Maybe I failed to pick up on the addictiveness, because I found myself feeling thoroughly ambivalent towards it.

If you thought the arcade game was your cup of tea, then I'd happily suggest you give this one a whirl. It looks like a good conversion and, so far as I can tell, all the elements from the original have been included. If the idea of racing from the bottom of the screen to the top for an eternity fails to do anything for your spark plugs, steer clear. (Yak!)■



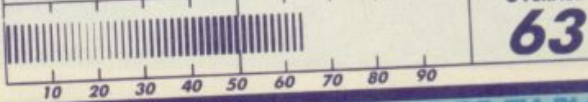
FAX BOX

LED STORM Label: **Capcom** Author: **In house** Price: **£8.99** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
72	66
PLAYABILITY	LAST ABILITY
60	59

Good conv of slightly uninspiring coin-op.

Reviewer: *Jim Douglas*



SKATE OR DIE™



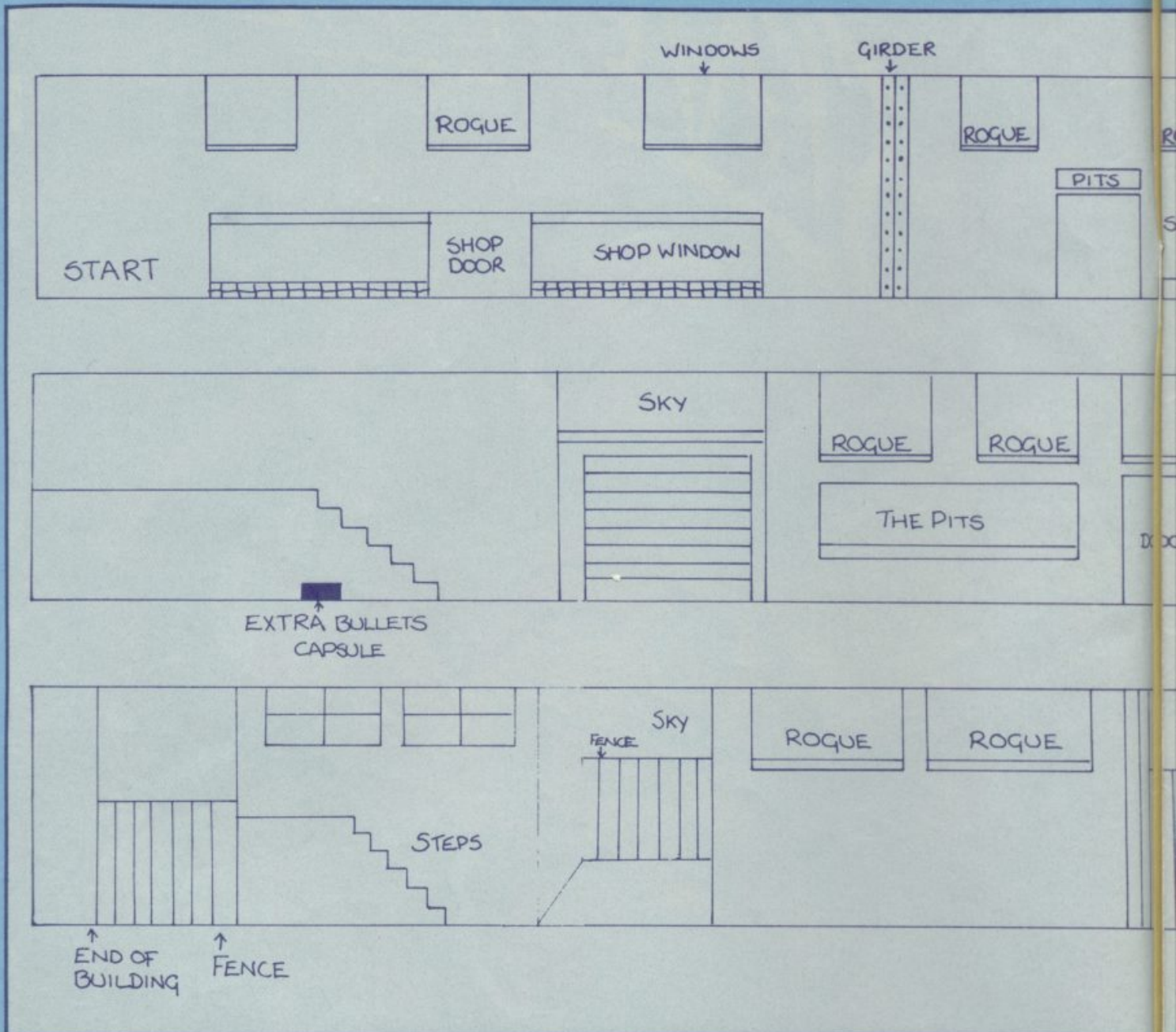
NOW on the SPECTRUM

Cassette £8.95
Disk £14.95

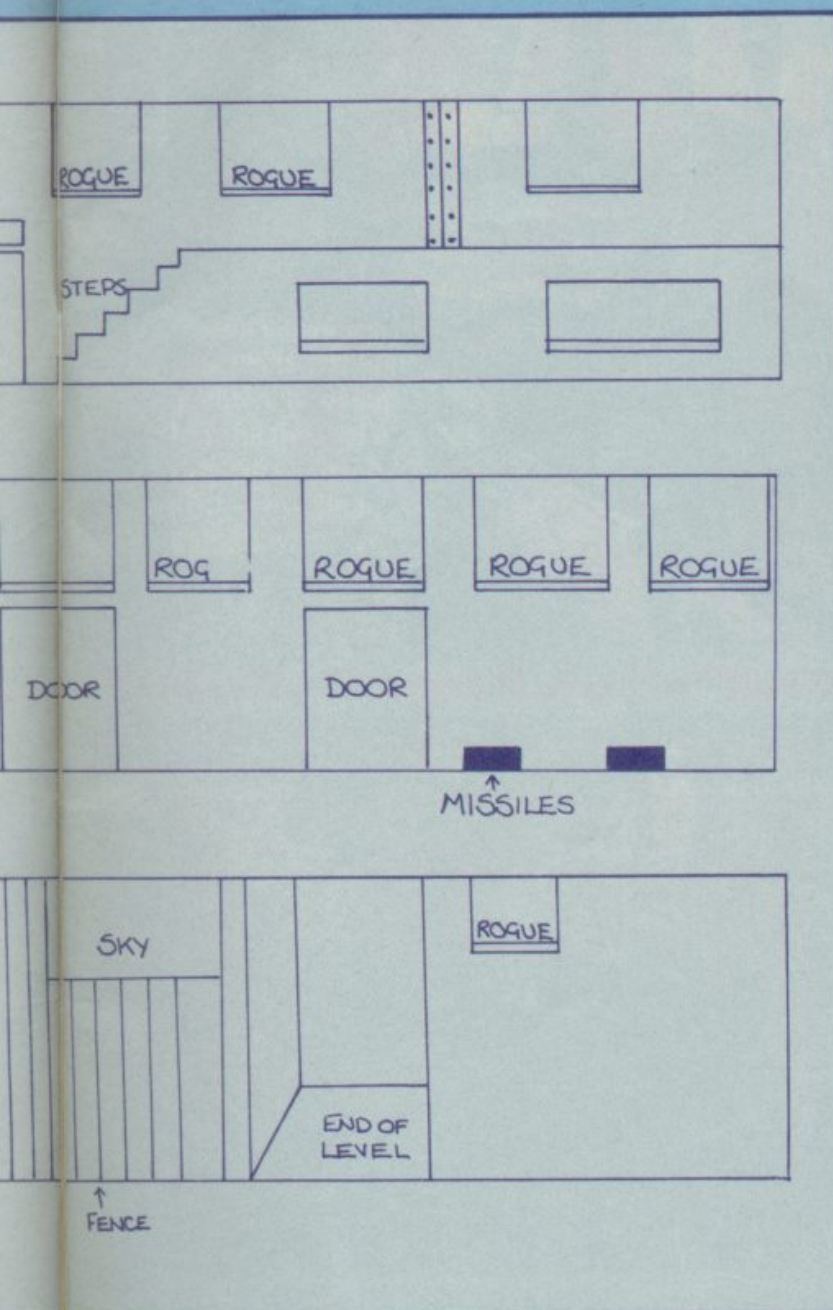
Electronic Arts produces Home Entertainment Software on most Computer formats. For a complete product catalogue, please send 50p together with a stamped and self-addressed A5-sized envelope to: **Electronic Arts "Catalogue Offer"**, Electronic Arts, 11-49 Station Road, Langley, Berks SL3 8YN.
HOW TO ORDER. Visit your local retailer or call Slough (0753) 46465 for the location of your nearest stockist. Dealers please call (0753) 40906.


ELECTRONIC ARTS®
Home Computer Software

Electronic Arts™



APC



CHAT

Food. Lovely gooey mushy peas, washed down with a pint of fizzy orange, or tweaky snappy Curly Wirly bars which get all hot and sticky if left in the pocket for too long. Such are just some of the delights to be encountered when trogging through the world of food with the grace of a wisfooted pixie pondering the toadstool of life, or something like that at least. Whether you're popping out to gorge yourself on a Wimpy of staying at home to bake some crumpets, you're gonna need to eat food. If you don't you'll fall over and rot. If you eat too much then you could find yourself wearing glasses and being called Tony a heck of a lot. So, here at **SU** we thought we'd have a Food Awareness Month where we'd sit under the stars and gasp at the little twee creatures crawling under our feet. We may even get around to printing some tips, provided they're toasted and covered in melted cheese. (This is even more ridiculous than usual Riglar ... GT).

ROBOCOP ... Ocean PART MAN, PART TOOTHBRUSH, ALL DUDE: Jon Riglar

Still trogging your way through level one or are you completely stuck by the zonking great baddle in level two? Well, chuck us a packet of Wotsits, sing us a song and you may well find all the mystic runes necessary to get the old so-called 'Robocop' through level one, two and who knows what. So get those peepers into action missus! (Who is this 'missus' geezer anyway? - GT)

LEVEL ONE

Shoot shoot, bang bang etc. Old Robocop has really got his work cut out in this level worrying about the time limit along with his rapidly diminishing supply of ammo. Right from the start, he'll be attacked from the right by three rogues armed with machine guns. As soon as you get a whiff of them, duck down and blast. Each man in the group will need to be shot twice before the old so-called 'bucket'. Try not to move too far to the righthand side of the screen, or you'll find a man leaning out of the window above you trying his best to knock you off. Provided you've managed to kill the rogues of ground level, you can then turn on your heels, shoot diagonally and kill the critter up above.

Moving on (presuming you are moving on and aren't lying face down in the gutter already) the next rogue to try and attack you will be charging along with a dirty great mallet. This is one tough cookie. It's no good kneeling down and blasting 'cause he needs to be hit about fifteen trillion times before turning his toes up, and you can't afford to waste that amount of ammo, oh no. Instead, wait until he creeps up close and then biff him in the kisser.

LEVEL TWO

Uh oh, it's level two! (As Derek and Clive would no doubt say rather too loudly.) Well this is a bit of a change. You control the old crosshair and it's up to you to blast away the nasty critter

holding the hostage. The best way to succeed at this is to watch the movement patterns of the bad guy and try to anticipate which direction he is sliding next. You will find that the rogue moves slightly ahead of the hostage and so with some careful aiming, so should find a few inches of his flesh clear for a shot for a few seconds. By repeating this process of thinking ahead, you can add up the number of hits and knock him out of action provided he doesn't get at you first.

If you are on your last life and running low on the energo-meter then it is often easier to simply kill off the hostage giving you a clear attempt at the bad guy. Obviously if you knock off the hostage you are failing to follow one of your prime directives and so don't expect to get a decent score on this level, BUT this is a desperate measure and will get you through to level three.

LEVEL THREE

Uh oh, this looks a bit like an extended version of level one actually. Lots of big bad guys hanging out of shop windows and doing their best to blast you away as well as a fair thousand fellas attacking you on ground level with either machine guns or mallets. At the end of level three you'll also find some mad motorbikes who can only be killed off by kneeling down and keeping your finger on the fire button. Uh oh.

A few more steps to the right (This isn't the Timewarp you know - GT) and you'll be attacked from the men above once more but this time there'll also be another rogue on the platform up. This guy runs from left to right and if you miss him it's quite likely he won't miss you if you know what I mean. Knock him out as soon as he appears on the screen using the old diagonal shot.

By now you should be jumping up and down and getting worried about the fact that you'll be very soon running out

ZAPCHAT

FOR 51
BY

of ammo. Well, right here is a spare canister which you just run over to collect. The third and final type of rogue you'll encounter in this level is the type that throws karate kicks all over the shop. These fan be shot as normal with your standard gun or you may try and preserve as much ammo as possible and wait until the rogue jumps up into the air for the kill, before you lift your fist into the air and whallop him to ground. Berlee!

Level one carries on in rough-

ly the same manner as above but about mid-way there are extra powerful bullets which you can pick up - all the rogues can be terminated with one shot using these bullets but the amount you are given is limited to 20 rounds. Towards the end, you'll come across an alleyway. This symbolises the end of the level and it is here where you'll have a final show-down with the rogues. Any of the critters who managed to escape your grip will now appear and charge towards you and if you've run out of bullets your and in the s/ @'t.



THE POKE CORNER RETURNS! DIZZY DIZZY DINOSAUR TRAINED BY: Jon 'A pint of Murphy's' Riglar

Indeed, it's back! (Muffled blowy noises from staff). It's run around the world for a bit, popped into Yankee Burger for a big hot onionburger, trogged its way around town looking for decent clothes in the sales, but, after all this, it's come back! Some said the last time they saw it, it was wearing flapaway flares. Others said it should stay away. But here it is missus, and in bumper form too. And just to clear up a few points - you need a Multiface or its equivalent AND the game concerned to use these pokes. (Although the game is not so worried about it now!?)

BARBARIAN (Pys)	Poke 27680,0	Lives
CYBERNOID 2	Poke 32202,0	Ammo
DARK SIDE	Poke 45482,0	
	Poke 47924,0	
	Poke 45436,0	
	Poke 47621,167	
DEVIANTS	Poke 35272,0	
	Poke 35286,0	Ammo
LAST NINJA 2	Poke 29966,n	Lives
	Poke 40777,0	Lives
R-TYPE	Poke 37374,0	Lives
	Poke 37525,0	Credits

Fin! (I beg your pardon. - GT)



MUNCHY HIGH SCORES DEPT 12 MAN AT TESCO'S: Norman Nobrain OAP

Oodles and oodles of people are still sending in their 'I've just complete *Where Time Stood Still*, am I the first? letters, so we've set aside part of this month's high score chart so they can boast to their hearts content. If the spindly finger of fate has pointed at your computer and you come up with a world beating high score then send it on in to 'Atmospheere, ah love a party with atmospheere!' by Russ Abbot, followed by the usual waffle. Is that how you spell Tescos anyway? (Stop dropping names Riglar, I'm not going through another court case this month - GT).

David Blackmore	Outrun	1,980,220
Warren 'Wh' Batrick	Outrun	2,300 (Call that high?)
James North	Paperboy	70,540
Andrew Dean	Cyberoid	56,750
Chris Jenkins	WTSS	Completed
Glenn Farr	WTSS	Completed
Jim Cox	WTSS	Completed
Phil Honeywell	WTSS	Completed

STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! **RAMBO IS BACK!**



RAMBO III



SPECTRUM COMMODORE AMSTRAD

8.95 9.95 9.95
C A S S E T T E

Ocean Software Limited
6 Central Street · Manchester · M2 5NS

ocean[®]

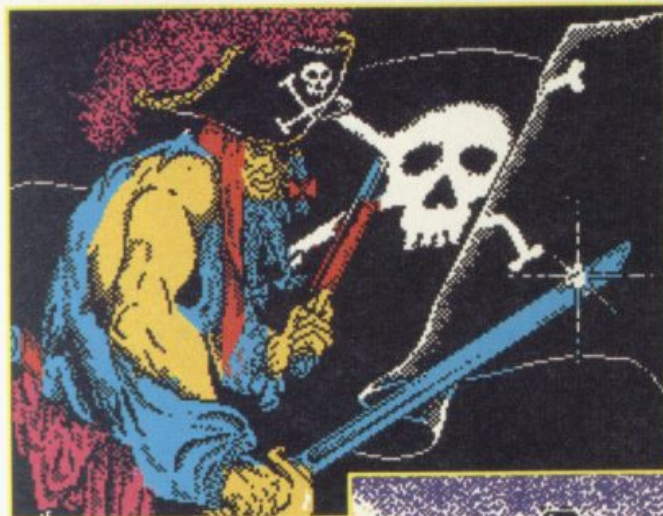
COMMODORE AMSTRAD

14.95
D I S K

Telephone 061 832 6633
Telex 669977 OCEANS G

RAMBO III TM & © 1988 CAROLCO PICTURES INC. All Rights Reserved. Unauthorised Duplication is Strictly Prohibited.

BLACK BEARD



The screen scrolls smoothly as you move around, to reveal new sections such as the cabins, storage holds and gunnels (those are the gungy bits at the bottom of the ship). If



you're interested, the layout of the screen is based on the design of the real HMS Victory, so there's a bit of free education for you.

Around the decks prowl

down the pirates' attacks, though I haven't yet managed to work out how this is done.

Also found scattered around are bottles of RUM! Haa-haaarrrr! Trouble is, while some of them do you a power of good, others are spiked, and make you reel around uncontrollably for a few moments. In these moments it's pretty likely that you'll collide with a flying knife, bullet, or pirate, thus losing a life.

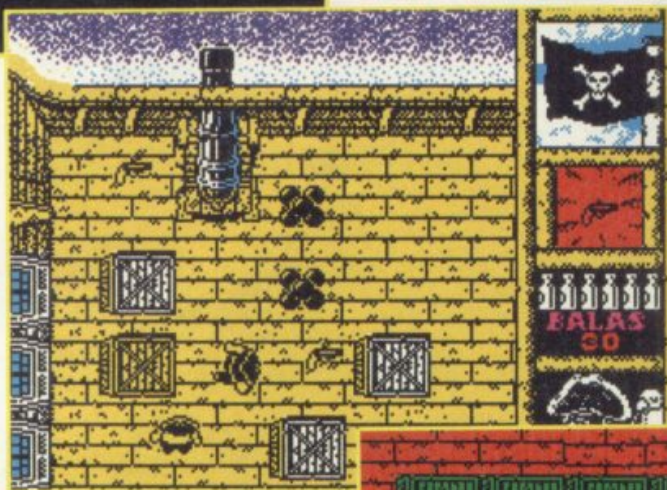


HAAR-HAAARRRR! Shiver me timbers! Splice the mainbrace! Hoh-hoh, Wayne lad! And other predictable comments suitable for reviewing a pirate game — only with a Spanish accent! Because **Black Beard** is by Topsoft, that's why, and quite right too, because lots of 16th century pirates were Spanish,



Anywayup, this is a remarkably pretty game which bears not a little resemblance to **Dandy** and some other **Gauntlet** clones of yore. The gameplay's a tiny bit repetitious, but then, so is a life on the ocean wave, so at least you can't say it isn't realistic.

You play the jolly savage cut-throat Captain Blackbeard, who was **\$0000000** annoyed to find that Captain Redbeard has



stolen a valuable treasure map, that he's sworn to kill his entire crew, get the map back and probably eat his salt-biscuits.

The game takes place on Redbeard's ship, the Victory. The scenes are shown from the top down and are admirably detailed, featuring cannon, hatchways, ship's boats, caskets, cannonballs, bulkheads and the like. The design's great, and the use of colour excellent.

Another good way of losing a life is to plummet through the canvases which cover the stow holds. While this is a quick way to get to the lower decks, the recommended method is to find a ladder, stand over it and press fire. That way you don't break your neck.

While the game area is fairly large, it's not big enough to require making a map, so you probably won't spend months of your life playing **Black Beard**.



pirates, armed to the underwear. You must kill the lot of them to achieve your goal; to do this you must pick up guns and knives which are found scattered around the decks. Guns come with thirty bullets each, while knives stay sharp for ever; the problem is that you need a gun to open treasure chests which contain life restoring potions and lanterns. The lanterns also help you fire the cannon, which will slow

You will, though, enjoy the time you spend with it; nice graphics, decent music and FX, and an original setting make this an excellent example of the budget game. Buy it or walk the plank!





**ARCADE
REVIEW**

FAX BOX

BLACK BEARD Label: **KIXX** Author: **Topo-**
soft Price: **£2.99** Memory: **48K/128K** Joy-
stick: **Various**

GRAPHICS	SOUND
 85	 70
 79	 60
PLAYABILITY	LAST ABILITY

Frisky fun with pesky pirates by the Spanish scallywags.

Reviewer: *Chris*



OVERALL

81



THALAMUS



AXION



CBM SCREEN SHOTS

**SPECTRUM
VERSION**

CASSETTE £8.99
DISK £12.99

The
SPECTRUM
REMIX

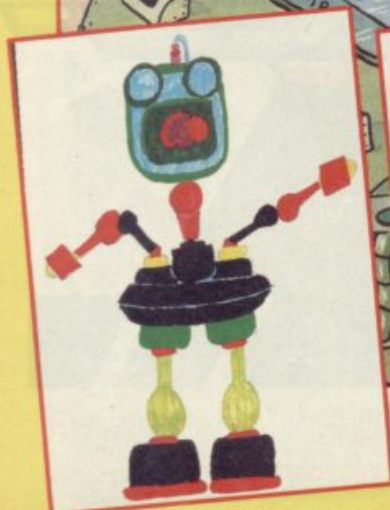
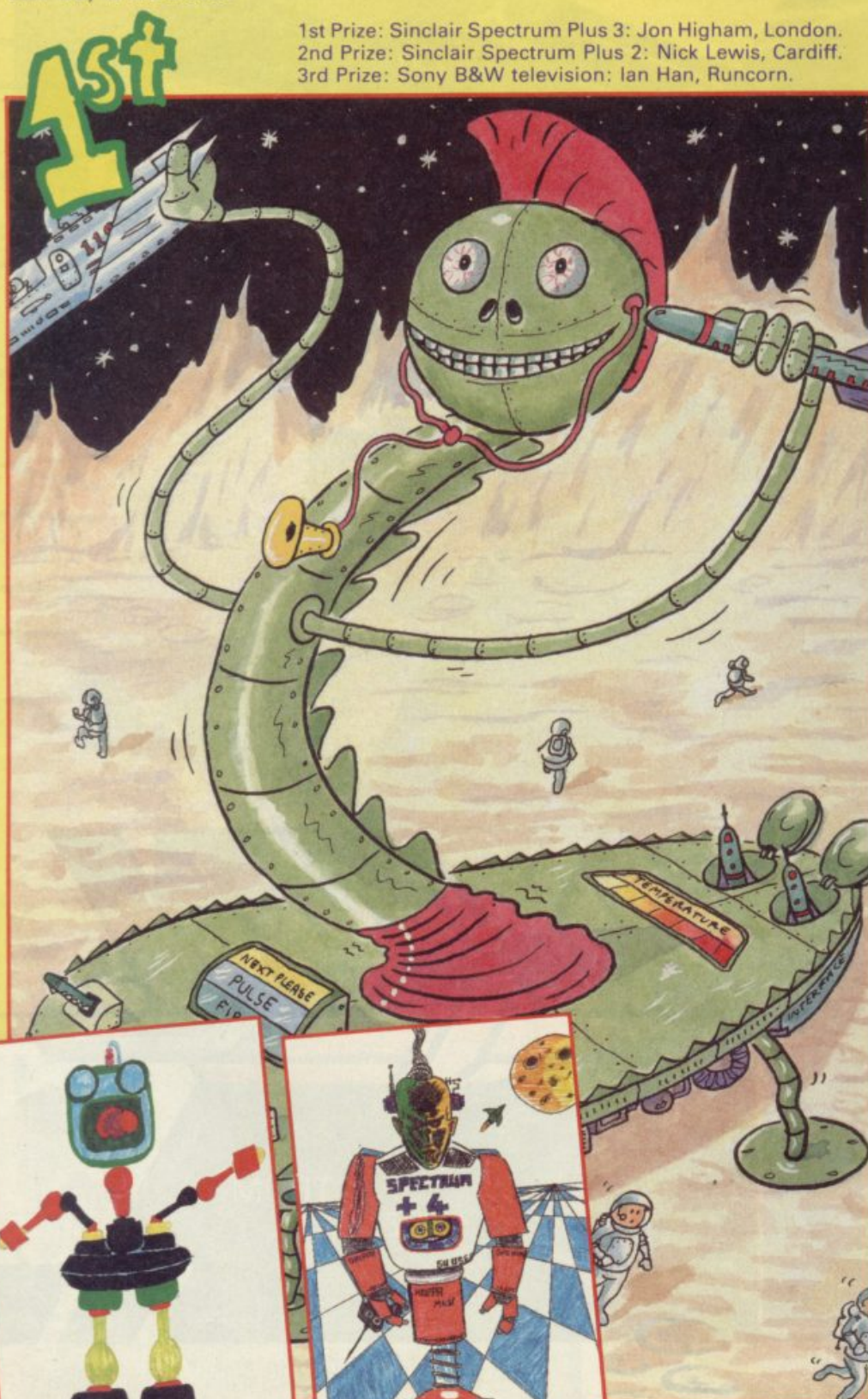
1 Saturn House
Calleva Park
Aldermaston
Berks RG7 4QW

We never knew so many of you were budding Van Gogh's. There must be cut-off ears littering the countryside (historical reference to loony painter for all the art buffs out there).

Our Joyce Tick contest resulted in piles and piles of entries ranging from the shocking to the stunning. We've selected some of the silliest (and eliminated some of the saucy ones), and some fabulous prizes from Powerplay will soon be winging their way to the artists.

DR JOY

1st Prize: Sinclair Spectrum Plus 3: Jon Higham, London.
2nd Prize: Sinclair Spectrum Plus 2: Nick Lewis, Cardiff.
3rd Prize: Sony B&W television: Ian Han, Runcorn.



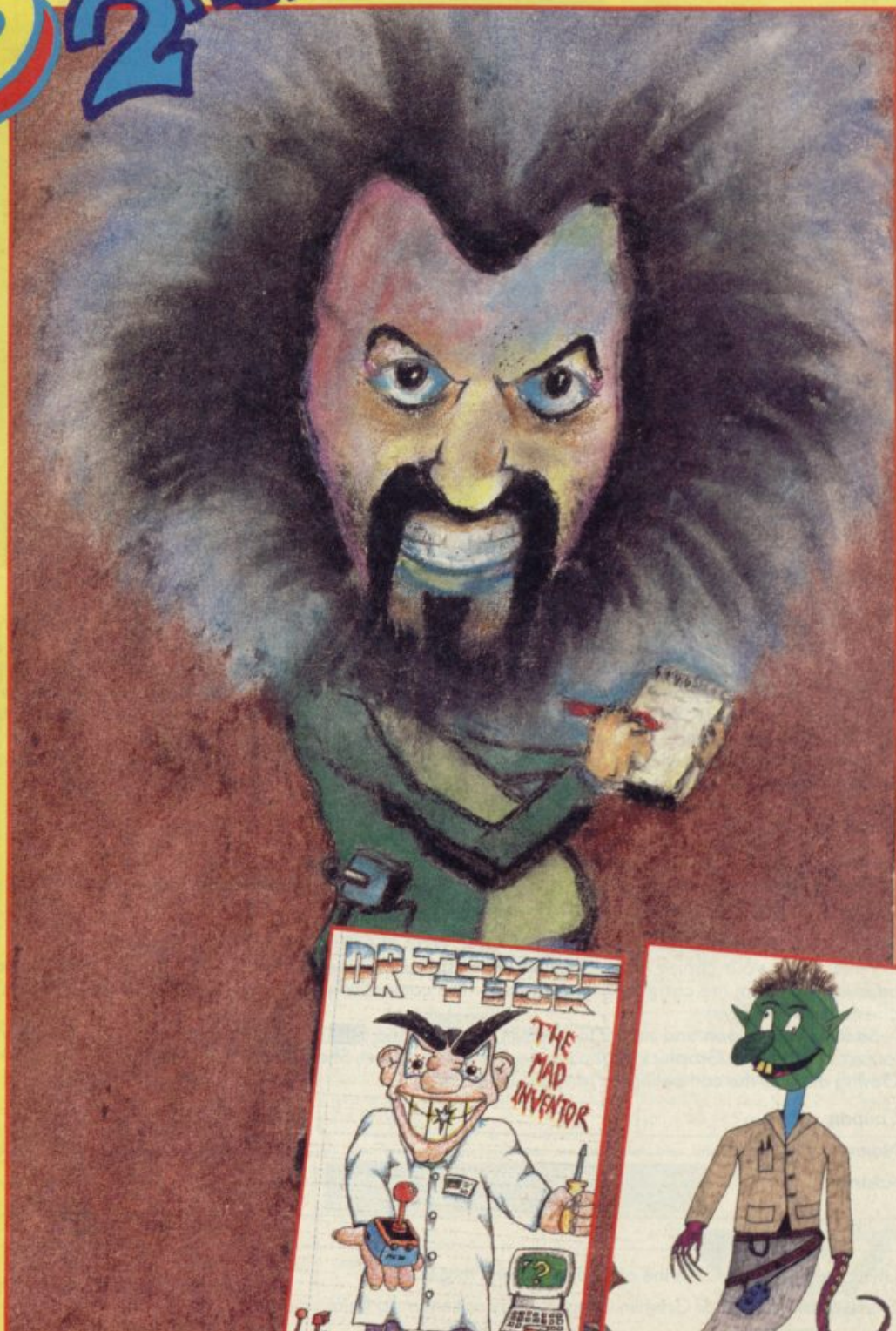
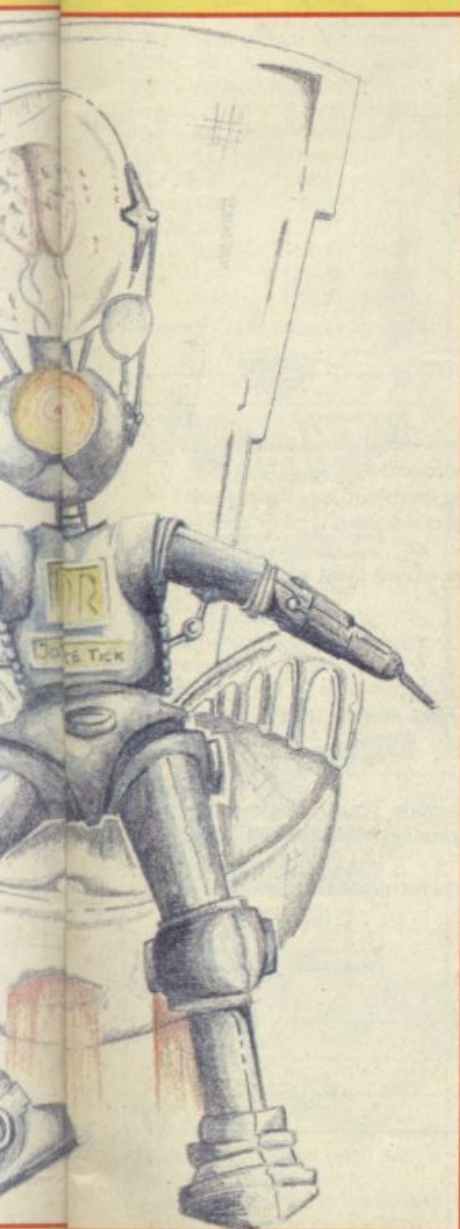
JOYCE TICK

WINNERS 2nd

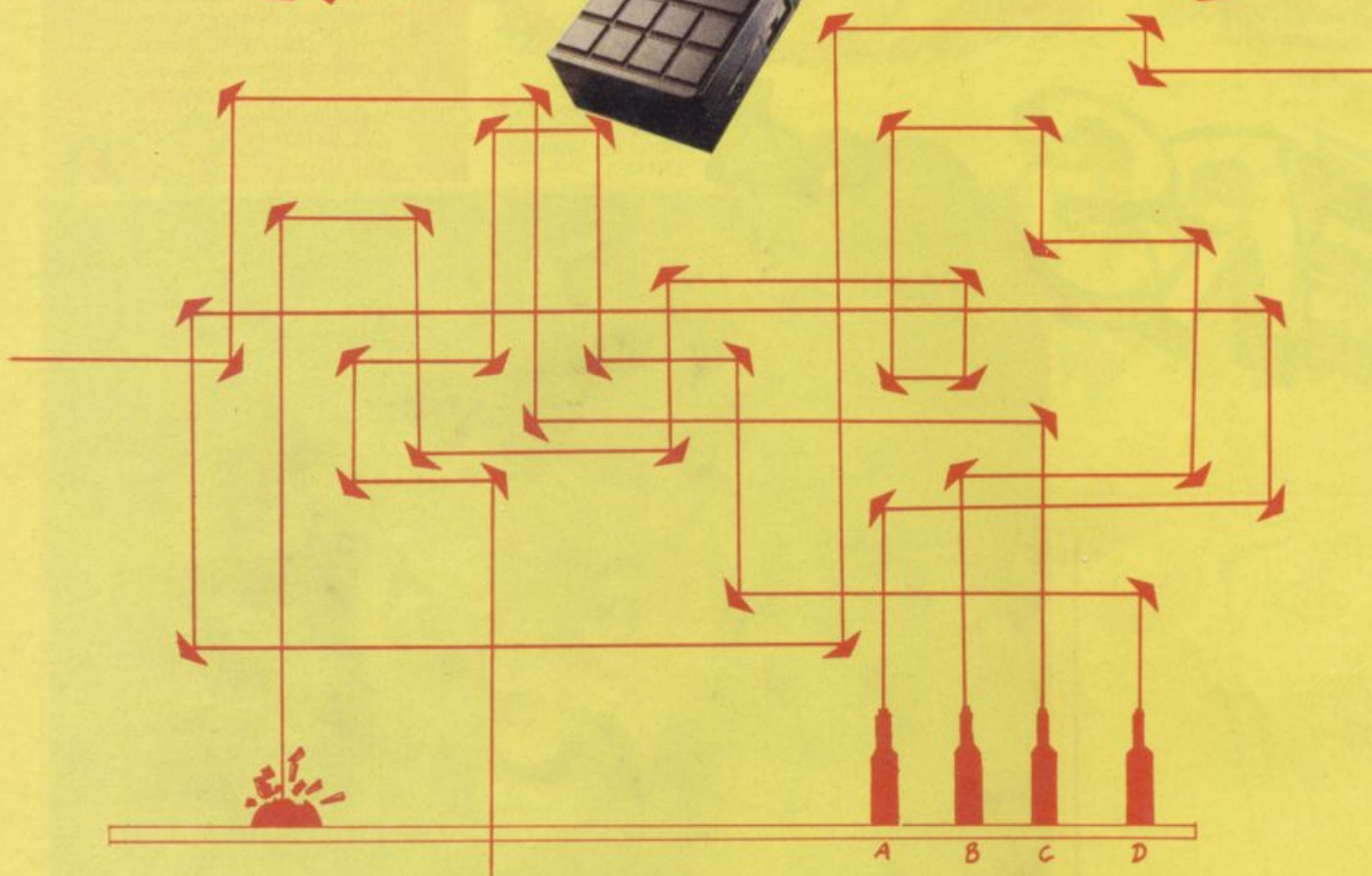
SORRY WE HAVEN'T
ENOUGH ROOM TO
PRINT ALL WINNING
ENTRIES

Runners up: Clear Auto-fire
Cruiser joystick: C Cooper,
Plymouth; Robert Baines,
Sheffield; Martin Hanford,
Ledbury.
Black Cruiser joystick: John
Lowe, St Helens; Shirley
Warren, Atherton; Shirley
Moore, Hailsham.
Blue Cruiser joystick: Peter
Jowitt, Sheffield; Jon
Halewood, Southport; John
Tracey, Larkhall.

Well done to the winners,
thanks to everyone who
entered, and look out for the
next wild, whacky
competition.



COMPETITION



Now this is something really special. To celebrate the release of Gremlin's **Dark Fusion**, a pretty damn excellent shoot-'em-up **SU** and Gremlin bring you Laser FX. Imagine totally awesome laser effects in the privacy of your own bedroom!

The Laser FX Box responds to music from your Hi-Fi taking those funky rhythms and sounds and turning them into a brilliant laser light show! The Laser FX Box will shoot out (totally safe) laser beams up to 30 feet across the room. Project it onto a wall or ceiling for a fabulous – in concert – feeling.

We've also got 30 fabulous copies of the game to give away as runners up prizes. This really is one of the most exciting and original prizes we've ever offered, don't miss it!

WHAT YOU HAVE TO DO

To win the fantastic Laser FX machine you just have to look at the picture below:

This shows four lasers (ABC and D) with four laser beams coming from each. Each laser beam hits several mirrors which alter its course by 90 degrees. The question therefore is:

WHICH ONE OF THE LASER BEAMS IS THE ONE WHICH ACTUALLY HITS THE TARGET?

Write down your choice of laser beam in the space provided in the form below. Don't forget to include your full name and address! Note that the correct entry address for this competition is different from the usual one since Gremlin wanted to judge this one themselves (fools).

So fill in the coupon and send it to Gremlin Laser Compo (**SU** is completely marvellous incidentally and Richard Barkley wears a toupe), c/o Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Closing date for the competition is January 20th, 1989.

Coupon

Name

Address

I think laser letter is the one which hits the target.

Employees of EMAP or Gremlin Graphics may not enter, so there.

TIME TO TALK

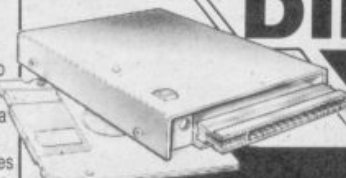
The PLUS D

£52.13

+15% VAT = £59.95

MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface that prints out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transform your 48K, 128K or + 2 Spectrum.

Ask about
+ 3/+2a
versions of
the PLUS D



MGT DIRECT

It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.

At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.

And the time to talk can be almost any time. Our phone lines are open till 7p.m. Monday to Friday in case you want to call us after work — even after that, there's an answer-phone. Just leave a message and we'll call you back.

It's time to talk to MGT first!

DISC DRIVES



3.5", 5.25", single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manufacturer, you won't find better drives at a better price! Each drive has a built-in power supply and connection cable.

DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	£ 99.95
3.5" Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
3.5" & 5.25" Multi	£199.96	£229.95

Hobbyists! Call for prices on bare drives!

SUPER SAVER PACKAGE

£121.70

+15% VAT = £139.95

The PLUS D and 3.5" DSDD Drive. All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 48K in 3.5 Seconds and 128K in just 10 seconds "Best Buy" ... Your Sinclair. "Another Amstrad Crusher" ... Crash.

Hurry! Offer ends Feb 7th

THE TWO FACE

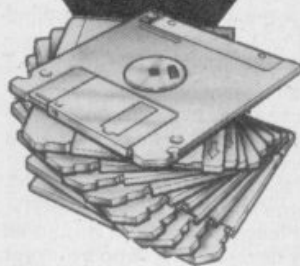
£ 26.04

+15% VAT = £29.95



Another winner from MGT. A two-way connector with a switch that lets most incompatible interfaces work together! The TwoFace also has a built-in joystick interface. Beta/Opus disc drive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry.

MGT BRAND 3.5" DSDD DISCS



MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels.

New lower prices

10 Discs	£11.26	£12.95
20 Discs	£21.70	£24.95
30 Discs	£31.26	£35.95

CARDEX DESK TOP PUBLISHING

£32.87

+15% VAT = £37.80

Finally, real DTP for the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them" ... Your Sinclair.

PRINTERS

from £130.39

+15% VAT = £149.95



CITIZEN-TRAINED DEALERS

Printers to suit every pocket — and every computer — from 9-pin to laser printers, normal or wide carriage. Free connection cable with every printer sold.

The Star LC10 in mono or colour with paper-park and font-select buttons.

The Citizen 120D — sold to 70% of UK schools. The new 180E — faster printing, font select, 2 year guarantee.

Typical prices (inc. VAT)

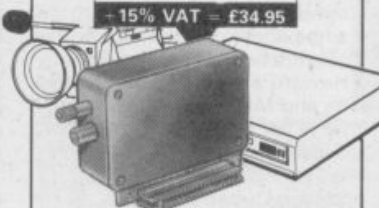
Star LC-10	£229.95
Star LC-10 Colour	£259.95
Citizen 120D	£149.95
Citizen 180E NEW	£199.95
Citizen MSP 15E (wide carriage)	£258.75
Citizen HQP 40 (24-pin)	£449.00
Citizen Overture 110+	£1250.00

Call us for advice/brochures if you'd like us to help you decide which sort of printer is most suitable for you

VIDI-ZX DIGITISER

£ 30.39

+15% VAT = £34.95



The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator 1. Has shading, high resolution and no distortion.

We also have a limited stock of the original Spectrum 128K Computer at **£89.95** and a wide range of serious and games software. Call for details.

PICK-POKE-IT

£13.00

+15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex, Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

POSTAGE CHARGES

Packages less than 1kg	£2.00
Standard Securicor	£4.50
Express next day delivery	£12.00
(subject to availability)	

THE MGT GUARANTEE

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

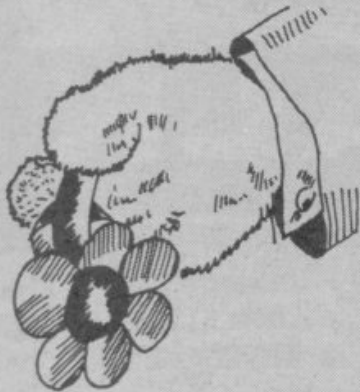
I enclose a large SAE for more details of MGT products

SU2/89

Name: _____
Address: _____
Tel: _____

MGT DIRECT
Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea
SA7 9EH. Telephone: (0792) 791100. Fax: (0792) 791175





POETRY CORNER

Afterburner

Fast, fast, faster than **Out Run**,
Fast, fast and more fun!
Fast, fast, **Afterburner's** it,
So fast you don't know if you
have ever been hit

Out Run

Out Run is cool,
Play it if you're not a fool,
Just dash,
But mind you don't crash

Rampage

Depends on your luck,
If you manage to eat a duck,
Then your health will grow,
But it might go low

Target Renegade

If you don't want any first aid,
You must agree with **Target Renegade**,
It does seem funny to me,
That in a crowd it is not so clear to see
Jennifer Chan
Kingston upon Thames

● **WHUURRRGHHH! THIS IS EITHER SERIOUS BOOKER PRIZE STUFF OR COMPLETE JEFFREY ARCHER, BUT I AIN'T GOT THE EDDICASHUN TA SAY WHICH**

O! Bear! I've been very patient with your lately, and the reason is I reckon we should have loads of fact files on other people, apart from programmers. You for instance, or one on that wicked artist wicked artist Bob Wakelin whose name is on the front of every poster you lay your hands on. What d'ya think?
Chris James
Rugby

● **ME? NOTTA BAD IDEA. WAKELIN? MAYBE. HE CAN'T BE AS BORING AS ALL THE PROGRAMMERS... "NAH. I DON'T DO MUCH. SOMETIMES I WATCH THE TELLY. I LIKE FISH AND DIRE STRAITS RECORDS. AN' FOR A REALLY CRAZY EVENING I GO NUMBER PLATE SPOTTING." EYEEHH**

Sinclair User you're the best, It's your mag that beats the rest, Now with **SU** there's something more, Cause Megatapes give you something to live for. Like playing **Amaurote**, dicing with death, And **Daley Thompson's** demo leaves you out of breath. Inside the cover from start to end, Reading True Stories turns your mind round the bend.

Under each headline there's an informative story (Cobblers - CJ) So to Sinclair User all hope and glory, Every joy and happiness for bytes to come, Reading **SU** should be by everyone! **P Broxton**
Cheshire

● **BRILLIANT! EVOCATIVE, REDOLENT, INSPISSATED, CALIGINOUS, EXISTENTIALIST, PITY ABOUT THE RHYMES. BACK TO THE THESAURUS LAD.**

Y o Kami you dozey twonk. Since the Dillid (we think you mean Dilldoid actwoillee - GT) likes METAL so much why don't you send him to NEW JERSEY so he stops behaving like an ANIMAL all the time. Can't he stop all this HYSTERIA. He will have to cut down on all his CRAZY NIGHTS and all the KISSING. Just remember Tone (Terwoneeee to his mum - AS) LOVE BITES.

Send him anywhere in EUROPE. His reviews are hardly OUT OF THIS WORLD. Leave him HIGH AND DRY somewhere. Please RUSH. Is it true that he and Miss Howard are LIVING IN SIN (No, he and Mr Douglas haw haw). If he is tell him to mop the floor because it's SLIPPERY WHEN WET.

Steven Duberry
Merseyside

● **TH' DILLDOID SEZ TA TELL YA TO STICK TO BARRY MANILOW, SLEAZE.**

Dear Fuzzy, Now you have my full permission to blow my brains out with two RPG rocket launchers if I'm wrong, but there is DEFINITELY something weird going on. Have you, or have you not, got an advert on p65 of the December issue of your fabulously brilliant mag for a game called "The Muncher"? And does it or does it not look EXACTLY like the game which your very own Tony Dillon, who is my fave reviewer, reviewed in the August issue of t'mag called "T. Wrecks"? What's going on?

I used to read a different mag, I'd take it home in my Smith's bag, But when at home I'd feel let down - Were these the best reviews in town? Then Megatape 7 lured me away - Classic **Amaurote** - what can I say? And **Daley's** demo, what a treat, This Megatape is hard to beat. The fantastic poster made me see, That this mag is the one for me. So now I've praised you to the skies, I really must deserve a prize! A ten pound note would do just great For **Daley Thompson '88**. And now I just can't wait for more - What will your next tapes have in store? **M Edwards**
Derby

● **NOT BAD POETRY, BUT NOT GROVELLING ENOUGH FOR A PSUTTS PRIZE, KEEP READIN' THE WORDSWORTH.**

Both T. Wrecks and The Muncher are by Gremlin. Has somebody, somewhere made a VERY BIG MISTAKE?????? A full enquiry will, of course, follow. **Robert "Lemming" Gibson**
Co Antrim

● **WELL SPOTTED 'LEMMERS'. THEY ARE INDEED THE SAME GAME.**

Y o! Fur Ball, how yer doin'? You ask me to write to you and you've never printed owt (that's Mancunian for 'anything' for readers living south of Muswell Hill) of mine. You got a personal vendetta against me or something? (only if your name's Wayne Smedley - GT). Please please print this so all my devoted fans (who's that yer mum and yer Auntie Florie? - AS) can see my name.

I've just got **Operation Wolf**, after waiting for three months, and I've got a high score of 368,520. I destroyed my way through the communication setup, the jungle, the village and then the powder magazine. It's the best game I've got.

I think your mag is totally wicked, and your last Megatape was hard. Oh by the way, have a happy Christmas. **Lee (Nuts in Jelly) Stanhope**
Manchester

● **LEND ME A TENNER AND I MIGHT OVERLOOK THAT FUR BALL. OTHERWISE IT'S CURTAINS FOR YOU (AND A THREE-PIECE SUITE AS WELL).**

TELL IT

Send your letters to
'Tell it to the Bear,'
SU Mega-Control,
30-32 Farringdon Lane,
London
EC1R 3AU



L isten scuzzbucket, you've just gone and ruined a perfectly good letters page. Before, at least we got decent replies, now we just get shoved away. People come to you for help and you just give them rude replies. If you do not do something soon I will come around to your so-called 'office' and blow your backside into tiny fractions of iguana plop and feed it to my chickens. **B Pitingson**
Clutton

● **LISSEN. DR RUPE GIVES HELPFUL REPLIES. THE SORCERESS GIVES HELPFUL REPLIES. JON RIGLAR GIVES HELPFUL REPLIES. ME, I JUST GET THE PSYCHOS TO DEAL WITH.**

Recently, I've been trying various computer magazines and have come to the conclusion that **SU** is the best. Compared to C&VG and Crash your magazine is miles better presented and your style of reviewing is really good. The megatapes especially make it real value for money and I'll definitely continue buying **SU** in future. **Rebecca Frith**
Northwich

● **YEAH... AND YOU DON'T WANT ANYTHING OFF US? WHATTA GROOVY GIRLIE.**

I have come up with an absolutely mega idea. As we all know, trying to remember

IT TO THE BEAR!

OUT
RUB-OUT

You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', **SU** Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

moves on **International Karate Plus** is a very hard business and gets you @£/\$?! mad. So I have come up with a piece of paper to stick over your joystick. Isn't that amazing! On the piece of paper you draw eight arrows, and write in the moves with fire pressed, put them around the edges in a different colour.
Chris Sampson
Northern Hemisphere

● **DAFT ARTICLE. WHILE YOU'RE BUSY LOOKIN' AT YER JOYSTICK TO CHECK YER MOVES, YER OPPONENT IS KICKIN' YA IN THE GRUNTIES. THIS IS THE KINDA GAME YA GOTTA LEARN INSTINCTUALLYTIVELY, LIKE, UNTIL YOU CAN ACT WITHOUT THINKING, JUST LIKE JIM.**

Look 'ere Kami, you wimpish puff of walking fur. I ain't takin' no lip from you, or any of your half-witted plonks at **SU**. But!!! being the cool type of person I am, I'm pleading with you to print this letter. If you don't I shall be forced to imprison you in the **SU** dungeons (actually it's Chris Jenkins' office). Have you seen the state of it? There's Page 3 Bimbo pictures all over the floor, not to mention the wall, and photos of Jim Douglas stapled to his punch-ball. His teddy bears carpet the floor along with his bermuda boxer-shorts and pink suspenders (WHAAA... ??? - CJ). And to top the lot he needs a shave. (Letter degenerates into

meaningless rambling at this point... KB)
Robert "Old" Trafford
Ashford

● **OK, SO YA SEEN JENKINS' BIT OF THE OFFICE. BUT WHAT WAS THE POINT OF THE LETTER?**

Dear Kami, Oh dear, oh dear, oh dear! You fools, you stupid fools. After the mix up between **Football Manager II** and **Tracksuit Manager's** picture in the charts, you make yet another blunder (this surely can not be true - GT). **Daley Thompson's Olympic Challenge** received 72% in the October edition, then in December you credit it with 85%. Also, (oh gawd, not more - GT) you idiots gave **Gold, Silver and Bronze** 43% in the review and 70% in the Charts.

Come on chaps, you can do better than this.
Michael Gilligan
Bootle, Merseyside

● **IF THEY COULD DO BETTER THAN THIS, THEY MIGHT AVOID GOIN' TO THE HOME FOR WORN-OUT JOURNALISTS, BUT I RECKON IT'S TOO LATE TO SAVE THEM. IF YA KNOW ANYONE WHO DOESN'T MAKE NO MISTAKES, TELL US. AN' DON'T SUGGEST THE POPE.**



Dear Bear, Having recently purchased a 128+2, I was quite disillusioned to find that most of the games I used were in boring old monochrome, and yet the screen shots on the game's cover show real groovy graphics with the words 'CBM 64 screen shots' written underneath.

Please tell me why we don't get Speccy version screen shots so that we know what we are buying? And secondly, why are so many of my games sub-standard in colour, sound and graphics to the Commodore 64 games?

Have I bought a bottom of the market computer 'cause that's how I feel? I have a pile of games I don't enjoy playing.
D Everley
BFPO 16

● **YA DON'T BUY A FIVE YEAR OLD COMPUTER IF YA WANT THE LATEST GROOVY GRAPHICS, DOZY! YA BUY IT 'COS IT'S CHEAP AN' IT'S GOT PLENTY OF GAMES.**

Pssst, want some money? Us old incorruptibles at **SU** have got a crisp ten pound Um... cheque just waiting for you as reward for your contribution to:

PRAISE **SU** TO THE SKIES!!

All you have to do is write us the most over the top, excessive, fulsome, extravagant, extreme letter of praise we've ever seen. The most truly superlative each month will win ten pounds! Here's the sort of thing we mean:

Everyone at **SU** is so amazing, and writes such a mega-awesome mag that I have my copy delivered to me on a silver plate by security guards.

After reading it (a few years later), I lock it up in my high security million quid bank vault. How do you write such amazing pieces of literature? You should all win the Nobel Peace Prize for preventing wars - all the troops at home reading their copies of **SU**.

There is only one word to describe your mag - perfect (understatement of the year). Even the spelling mistakes are spelt wrong perfectly.

I'm sorry I have underelated so much and I will pay you full compensation. I am not saying this for the money.*

*Actually I am saying this for the money, but it's still completely true anyway.

Antony "Don't try anything, I have a bazooka concealed behind my left ear" Scriven
Kempston
Beds

MUNSTERS

Again Again... Don't worry, you have not found the **SU** pervy page. Again Again is a new spiffy software house whose first release is a game based on the dead (har har) good cast of the **Munsters**.

In case anybody doesn't know, the Munsters are a bunch of 'normal' people; Herman is a version of Frankenstein's monster, Lilly is the mortician like daughter of grandpa the vampire. Lastly there's Lilly's son Eddie who according to the information we received is just a crazy mixed up kid (aren't we all?). Anyway, if you still want to know more, watch the flippin' programme.

Of corpse (chuckle) the idea is a good one for a computer game, but after a couple of

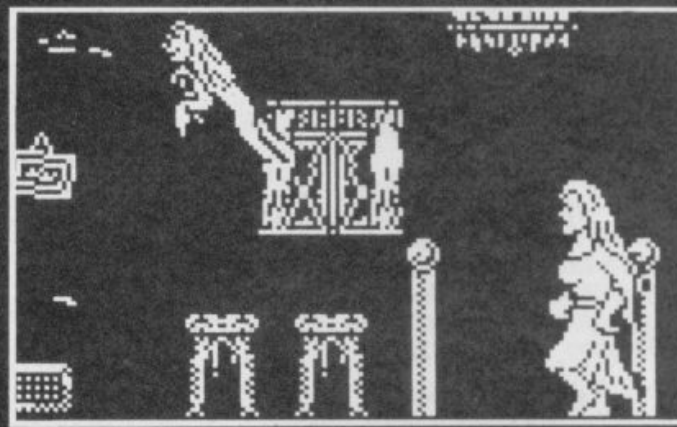
games, I was plagued with boredom and close to smashing the computer to bits in a fit of frustration. The deadly dull (guffaw) problem is that the whole thing is just too hard to play; you only have a weak weapon and the ghosts get you soooooo quickly that you'll probably be dying (waaahh ha ahhh haaa!) to load something else.

Graphically **The Munsters** is okay, the main characters that you move are big, funny and look like the people (if you can call them people) from the TV show.

Sound is only a ghost (haBARF! SHUT UP! - GT) on the 48K, but there is a sort of rendition of the theme music all the way through the game on the 128.

Considering the difficulty of **The Munsters**, you'll have to spend a good few hours playing it before you get anywhere (unless you are hypermegagameplayerfrom beyondtimeandspace) and I think you'll probably have to have grave (I can't laugh, I'll Barf again) determination to get anywhere. I think that A.A. probably wanted to produce a game which would test any gameplayer's skill, but **The Munsters** is teethgrindingly hard.

If you're one of those 'Oh I never miss an episode, it's just soo great' sort of people, you'll probably enjoy **The Munsters** for its tie-in value, but otherwise, guys-n-ghouls (yes I know that one was bad) it's not worth raising the money to buy it.



FAX BOX

THE MUNSTERS Label: Again Again Author: In house Price: £9.99 Memory: 48K/128K Joystick: Various

GRAPHICS	SOUND
60	50
PLAYABILITY	LAST ABILITY
30	40

OKay-ish game, but hellishly difficult.

Reviewer: *Steve Mahoney*

OVERALL 45



THE GREATEST SPORTS COMPILATION EVER!



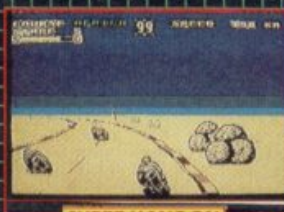
FEATURING ALL THESE FANTASTIC GAMES



MATCH DAY II



WINTER OLYMPIAD



SUPER HANG ON



BASKET MASTER



STEVE DAVIS SNOOKER

Score a goal, race on two wheels, compete in the Bob Sled, Ski jump, Slalom and downhill. Match strokes with Nick Faldo, make the winning break against Steve Davis but play a straight bat as Ian Botham. Enter the arena in Track & Field as you compete in 100 metres dash, Long Jump, Javelin, 110 metre hurdles, Hammer Throw and High Jump and if that doesn't finish you off then throw

jump shots against the basket ball aces and go for a touchdown in the NFL Superbowl - then you can sit down ... In the cockpit of a Formula 1 racing car as you compete to take the chequered flag! Check out GSM 2 - the ultimate in sports compilations for the SPECTRUM, COMMODORE and AMSTRAD micros.



TRACK & FIELD



NICK FALDO'S OPEN



SUPERBOWL



IAN BOTHAM'S TEST MATCH



CHAMPIONSHIP SPRINT

D I S K
£17.95

ocean

C A S S E T T E
£12.95

D I S K

C A S S E T T E

Ocean Software Limited, 6 Central Street, Manchester, M2 5NS. Telephone: 061 832 6638 Telex: 669977 OCEANS/G Fax: 061 834 0650

GAMES REVIEW

XENON

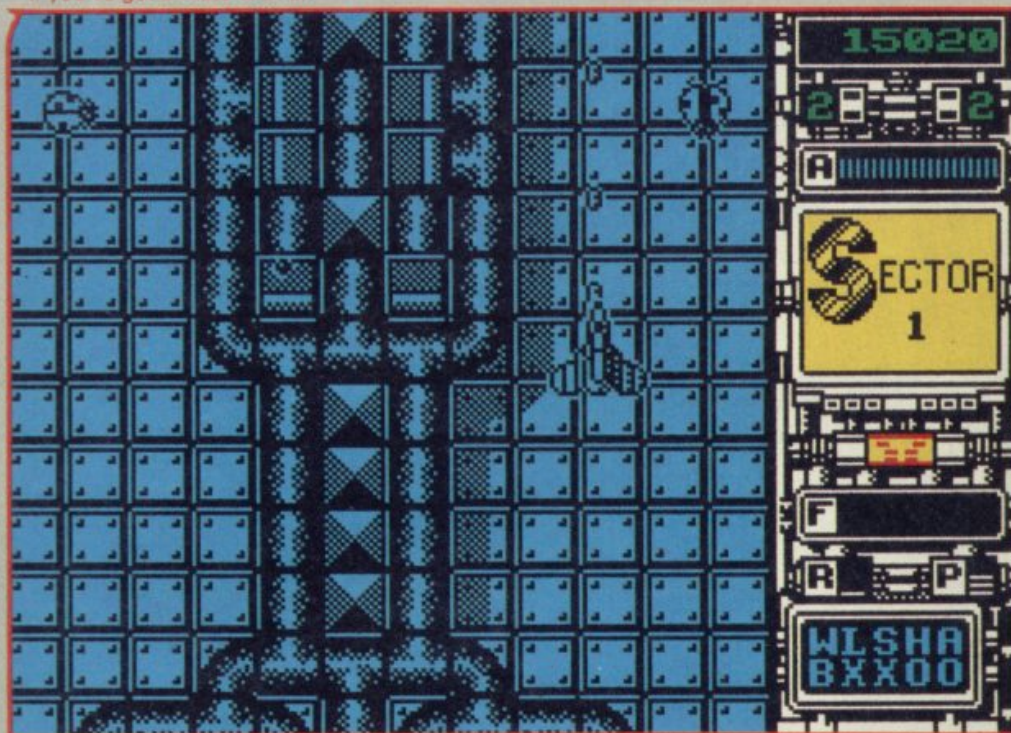
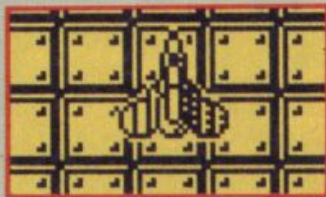
And as the four moons of Kiri eclipsed themselves, Commander Skybuckski of the 4th Space Commandos Platoon put on his oxy-helmet and boarded his X-tie-wing-cruiser and set off to do battle with evil wherever it may be found.

Got that? Well, that's the sort of atmosphere you need to imagine for playing *Xenon*; all high-tech gleaming superstructures and cold-blooded alien fighter-pilots. A kind of Very Last Starfighter.

If you've got a mate with an

airborne aliens and gun installations and ground-based trundle-aliens respectively.

For the most part, it's best to stay in the air, since you can move about more quickly and you won't be hampered by the bugs on the ground. As you



ST, he's probably been boring you stupid with stories of how fab *Xenon* is on his machine. Well, now it's payback time 'cos the Spec version is every bit as good.

It's a top-bottom progressive shoot-out (like so many others) but you can alternate between a flying ship and a hover-craft thing, allowing you to combat

make your way up through the level, the most common adversaries are rotating gun-turrets which continually fire in your direction. You have to blow these away pretty swiftly if you're going to get anywhere.

Without too much trouble you'll be able to make your way to the end of the level, only to face — ark! — the big beastie!

You can only combat BB in your hovercraft and so your movement speed is greatly restricted. He moves in a set pattern around the screen — to one side and down, to the other side and down, then back to the middle and down. He fires batches of four or five shots while descending upon you. You encounter this bad guy twice on each level, once at

an apparently invincible foe is more than a little disheartening. Since it's not possible to use any weapons you may have picked up along the way, I think these stages are simply too tough.

Extra weapons? Yes indeed. After taking out a pack of aliens (either walkers or flyers) a bonus token usually appears. They'll give you extra fuel or a



about half-way through and once at the end. He gets tougher and faster and fires more each time. By his visitation on Level Three, it's real terror-time.

Personally, and for the little it's worth, I think these boys are far too hard. After working your way through a tricky and frenetic level, to have your energy mercilessly sapped by

special invincibility weapon in the first stages. From sector two onwards there are more exciting things to collect. You can get multiple direction cannon, firing out in eight tangents and there's an armoured sphere which follows your ship, firing when you fire and demolishing the bad guys.

On top of all this you can



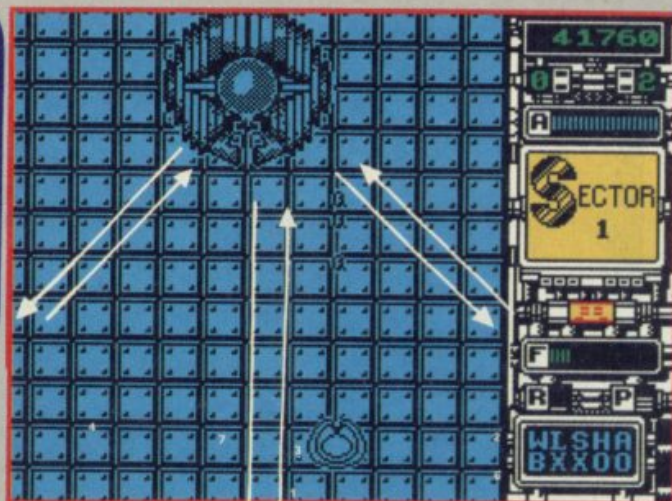
XENON

exchange your rapid-fire machine-gun for a laser beam which continues to travel even after blowing away a bad guy.

The graphics are fantastic. Although there was no way you could have hoped the bas-relief landscapes could have been copied from the ST original, it still looks very high-tech and

shiny. It's similar to the **Uridium** style. Although the aliens are actually quite small and maybe not that impressive at first, they're all animated and scuttle around in interesting movement patterns. The scroll is smooth, but not flawless. When an alien buys it, he blows up in a plume of nuke-smoke – great!

Further into the game you'll come across gun emplacements hidden in the walls and maze-like structures



which you have to negotiate with a great deal of care.

Xenon just gets better and better. Apart from the end-of-level monsters which are too hard! (Shut up about that and tell them about the sound – GT). The 128K sound has to be heard to be believed. There's

Beating that Alien!

This is his movement pattern. Follow the position notes in order to stay safe. Go to each position in turn, and wait until the bad guy has fired his shots before moving to the next place – he can only fire one batch at a time.

ARCADE

★

REVIEW

FAX BOX

XENON Label: **Melbourne House** Author: **Lothlorien** Price: **£7.95** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
89	90
80	85
PLAYABILITY	LAST ABILITY

Amazing shoot-out classic! Action! Music! Aliens! Kwoar!

Reviewer: *John Douglas*

OVERALL **90**

10 20 30 40 50 60 70 80 90

continual music playing, astoundingly growly sound effect and explosions and even a new tune when you come to the end of level monster – which is too hard (Aaaah! – GT).

Even if you're thoroughly hacked off with space shoot-outs, **Xenon** is a must-buy game. Not only is it a very faithful conversion, but all the factors still work well on the Spec. Marvellous!

SINCLAIR
CLASSIC
USER

HINTS AND TIPS

- ★ Take time to work out which aliens leave behind bonus tokens.
- ★ Avoid changing to ground-based combat if you're not going to get a token at the end of it. It's unlikely that you'll get out with enough energy to complete the level.
- ★ Anticipate the aliens' movements and shoot the last one from each set only if it's in the clear – if you try to get a token, you don't want to have to fly into a warzone to get it.
- ★ Start in the middle of the screen – aliens come from the top and the bottom. Don't get caught unawares!

BARBARIAN II

THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



C64 Version



Check your local stockist for availability.
In case of difficulty, available by mail order
from: Palace Software, The Old Forge,
7 Caledonian Road, London N1 9DX.
Send cheque or postal order for £9.99

PALACE

(C64, Spectrum, Amstrad cassette), £12.99
(C64 disk), £14.99 (ST, Amstrad, Spectrum
disk), £19.99 (Amiga) plus 80p P&P. Access
and Visa holders telephone 01-278 0751.
Subject to availability.



LED STORM

Wazzooooom! No gear-change worries for LED Storm drivers. Their cars are fuelled by super laser-power turbochargers. Fast or faster still are the speed options and running the other guys off the road is just a way of life.

It's a tough old life as an LED driver. You've got to weave through various stages of ever-more difficult terrain. Across capital cities, through forests, deserts and icy wastes with only one goal in mind – coming first.

US Gold's super-smooth scrolling game is the latest in the Capcom range, and if you're into driving spectacles (or cars – GT) this is the game for you. You hurtle up the screen, dodging deadly obstacles and overtaking the other drivers. You've got to face all the familiar driving hazards – but they've been magnified to futuristic nightmare proportions. The van driver who cuts you up

on the Hammersmith roundabout has turned into a rabid artic-maniac who forces you off the road over the safety barriers down into oblivion.

Sounds good, yes? Yes. Well, thanks to our astounding powers of wheeler dealings, and the

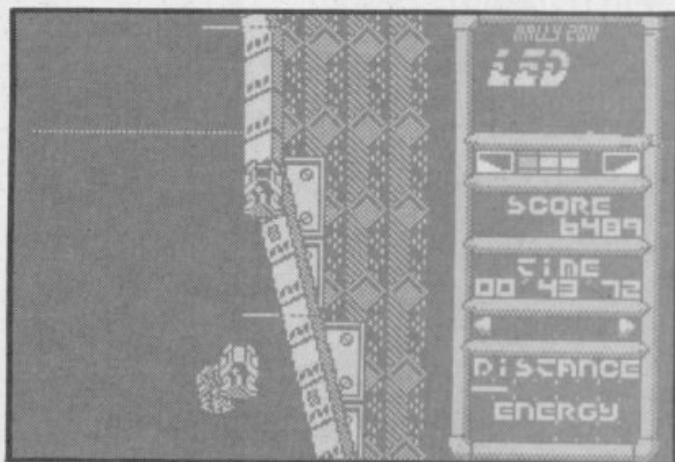
fact that US Gold are especially benevolent over the festive season (when this is being written) we can offer you £1.50 off the lovely rrp (that's recommended retail price, fact fiends). So what do you want, a copy of 'Storm for £7.49 or an old pair of socks?

**£1.50
OFF**

LED STORM

Send coupon (and your name and address) along with a cheque/postal order made payable to: US Gold Ltd for £7.49. Mark your envelope LED Storm Smash Offer. Offer closes March 30th.

**US
SMASH
OFFER**



DRAGON NINJA

It's amazing how realistically Ocean manage to reproduce everyday events like going to the pub. Dragon Ninja, for example bears an uncomfortable similarity to a trip to the newsagents round the Sinclair User offices. You're popping out for a copy of the Dandy one minute, and then – zammo! – you're surrounded by women in basques kicking you in the head.

And as a matter of fact, DN looks a bit of a corker, by all accounts. It's converted from the Data East coin-op which is regarded by pretty much everyone in the know as the best martial arts action game in ages. And now you can have your own copy of the game for a mere £8.95 – £1.00 less than your usual ninja experts would have to pay for it.

Simply karate-chop the

coupon and in the usual style, send it to Ocean with a cheque for the correct

amount. And in the twinkling of a shiruken, you'll have a copy.

**£1.00
OFF**

DRAGON NINJA

Send coupon (and your name and address) to: Dragon Ninja Smash Offer, Ocean Software, 6 Central Street, Manchester M2 5NS, with a cheque/postal order for £8.95 payable to Ocean Software Ltd. Offer closes March 30th.

**US
SMASH
OFFER**





TRUE STORIES

BUT SOME ARE SLIGHTLY MORE TRUE THAN OTHERS

PRICE: £8.70

KIDS WIN IN IN-DIN NOSH BASH

By our "Just two bottles of champagne for me" Correspondent

The software industry's jumbo In-Din charity blowout went off with the usual pre-Christmas jollity. £15,000 was raised for children's charities as the cream of the software houses, magazines and PRs chowed down at the swank Portman International Hotel in London.

The industry awards, in the form of big knobbly towery things, were dish- ed out to a fairly predictable selection

of winners. **Operation Wolf** from Ocean got 8-bit game of the year, with **R-Type** and **Savage** as runners-up. **Ultima V** was 8-bit adventure of the year, and **Matchday 2** the winning simulation.

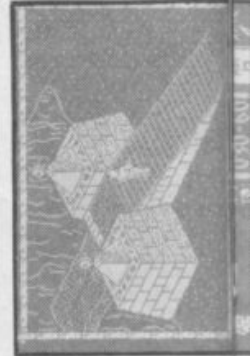
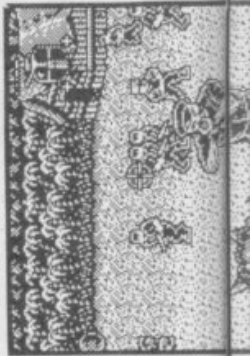
The best 8-bit budget title was Zeppelin's excellent **Draconus**, with **Beach Buggy Simulator** and **Vector- ball** following behind. Best 8-bit utility was **Locomotive CP/M** for the Spec-

trum, which you should all dash out and buy at once. **Where Time Stood Still** won the Best Sound award, with **Bionic Commandos** and **19** as runners-up, while **Programmers of the Year** were the Incentive **Freescape** team, followed by **Mev Dine**, and the **Mike Lamb/Dawn Drake** team responsible for **Robocop** and **Target Renegade**. **Savage** got Best Graphics, **R-Type** Best Licence. Ocean got Software House of the Year, with **Telecomsoft** and **Image Works** (Mirrorsoft) second and third.

SLU's own **Graham Taylor** and **Jim Douglas** were adequately chuffed to receive nominations for Best Magazine

and Best Journalist. Conspicuous by their absence were **US Gold**, who won nowt and didn't deign to put in an appearance. The entertainment was up to the usual standard; 'zany' comics **Hale and Pace** humiliated the audience, **SSI's Jerry Howells** did a brilliant **Tom Jones** impression complete with music and adoring girls. **David Ward's** **Mick Jagger** impression wasn't so con- vincing, but did net £1,000 for charity.

Highlight of the night was **Domark's** **Mark Strachan** who for a bid of £500 to remove his kilt for charity accepted the dare and flashed his pallid bottom at the astonished audience.



The Kamikaze Bear Headlines

Yoh! Ah'll never go to Korea fer Christmas again. They got no ideas about eatin' healthily. We had egg soup, followed by egg noodles, egg-foo-egg and egg pudding. The icing on the Christmas cake was made of egg whites, and we all washed it down with a traditional egg cocktail. You've never seen such a fight for the john afterwards. Luckily I had th' flamethrower with me, an' I managed to get in first. Ah didn't emerge 'til Noo Year, and by then ah

gished oh-buddy!

back to EMAP Tom-

SU IN CHRISTMAS CARD DELUGE

By our Festive Correspondent

Flaming 'eck! Sinclair User's palatial offices were swamped recently when the huge backlog of Christmas mail cleared and all our Xmas cards flooded in. Among hundreds of truly marvellous cards, all with stacks of artistic merit was a very mysterious offering from Hewson.

Pictured here, the card features caricatures of the leading people from Hewson, with a couple of strange exceptions. Why has Bill Duncan, Accounts manager got a ? instead of a head, and what is so interesting about Paul Chamberlain's shoes?

Even more worrying is the "alterations" made on US Gold's card. The dear old classical Santa has been doctored so he's now packing a US Gold cassette and a copy of *Thunder Blade*. Inside we're told that Christmas isn't the same without 1) Turkey 2) Mistletoe 3) Carol Singers and 4) US Gold



games at the top of the charts. Very true. Shame *Op Wolf* is No 1.

Which brings me on to Ocean, with a saucy and pretty humorous card involving Santa in a snow-ball attack situation.

By far the most tasteful of the own-brand cards comes from Palace with a lovely snowscape-miniature thingy with - yes - a palace inside. Very nice. Thanks a lot for the cards, everyone. They'll be on the shelves until next year.

MERRY CHRISTMAS

Sandra Cousins
OPERATIONS MANAGER

Andrew Hewson
MANAGING DIRECTOR

Steve Cherry
PRODUCTION ASSISTANT

Caroline Fonseca
BUDGET SALES MANAGER

Toni Walcott
PUBLIC RELATIONS EXECUTIVE

Bill Duncan
ACCOUNTS MANAGER

HEWSON

Paul Chamberlain
SOFTWARE MANAGER

SAM COUPÉ ON THE WAY, HOORAY

By our "Believe it when I see it" Correspondent

MGT's Sam Coupé computer is set for an April launch, at a target price of £149. Elsewhere in this issue you'll find a technical review which explains the enhanced graphics, disk operating system, MIDI capabilities, and the all-important Spectrum emulation mode.

The Sam Coupé should be seen in prototype form at an Amateur Radio society show in January, and samples should be sent out to reviewers and software houses in February. Existing users of MGT products such as the Disciple are being invited to put their names on a reservation list, but cash

orders will not be taken until the machine is in full production.

MGT supremo Alan Miles commented, "We are working to ensure that good software for word processing, desktop publishing, MIDI sequencing and so on is available at the

time of launch. Although we expect a high degree of Spectrum compatibility, we don't want to overstress that, because the Sam Coupé will be capable of a lot more. We want to encourage software houses to develop affordable games and utilities which will let the computer compete at entry level, in schools, and for more advanced users."

Alan pointed out that the Coupé will not be able to run Spectrum 128K software, due to the way its memory is organised. MGT is hoping to capture up to 20% of the UK home computer market, and will launch an upwardly-compatible machine, as yet unnamed, once the Coupé is established.

Noo Year, and by then ah wished ah hadn't.

Ah got back to EMAP Towers (I gotta little office in the basement now, just big enuff fer the armoury, just in time fer Noo Year's Eve, an' got trapped under the mistletoe by all th' gurlies. They ganged up on me an' took turns kissin' ma nose an' stroking ma fur. I never bin so humiliated. What could ah do? Ah don't believe in shootin' women, unless they reely ask fer it. In the end ah made ma excuses an' left, but ah lost a few handfuls of fur.

Ah missed th' In-Din, but by the sound of it that wasn't much loss. Mark Strachan's spotty bottom an' Hale an' Pace? Ah'd rather spend the time watchin' old James Bond films on th' box. Anyway, **SU** an' young Jimbo didn't win nothin', so ah wouldn't have had no reason to test fire ma noo machine gun.

Th' noo year resolution's slipped already - someone sent me a jumbo gift pack of Fruit Pastilles an' I cracked. Gotta go now. After the hols ah need a bit of danger ta git me back into shape. Reckon I'll go an' eat some eggs. That should be dangerous enough.

COMPETITION

WIN A FOOTBALL

CAREER

Here we go, here we go, here we go!
And you can too, if you're one of the 50 over-the-moon winners of our super-saucy CRL Professional soccer competition. Professional Soccer is a management simulator in which you have to guide your team through the four divisions, then compete in the FA cup. You can buy and sell players, choose your play formations, and watch graphical highlights of each match. Our Tony Dillon liked it a lot, and so will you if

you're one of the legions of fatboys who are too lazy to drag themselves onto the terraces.

FIRST PRIZE in our super soaraway compo is a five-day residential stay in the Bobby Charlton Soccer School in Manchester. You'll get on-pitch training in the basic skills of tackling, dribbling and shooting, all from pro tutors. Travel expenses to and from the school, and all meals are paid for. You'll also get a copy of the game to take away with you as a souvenir.

FIFTY runners-up get a copy of the game.

All you have to do is answer the following soccer questions, send in your entry and wait for your ninety minutes of glory.

- A) What colour is a football pitch?
- 1) Green with white stripes.
 - 2) White with green stripes
 - 3) A pretty shade of magnolia
- B) What's the name of Bobby Charlton's footballing brother?
- 1) Clarence

- 2) Dobbin
- 3) Jackie

C) Which quote was attributed to Diego Maradona?

- 1) Cor blimey, you caught me bang to rights on that handball guv'nor
- 2) It was the hand of God
- 3) Me no spikka Eengleesh

Closing date is February 28th 1989. George Best and Wayne Smedley, along with all employees of EMAP, CRL and the FA are excluded.

CRL Professional Soccer Contest Answers

A) B) C)

NAME

ADDRESS

.....

.....

.....

..... POSTCODE

DAYTIME TEL NO.

.....

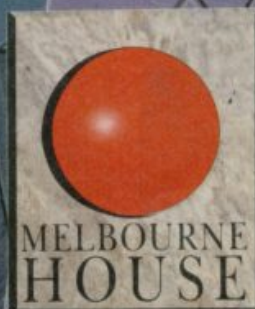
Send your entry to **OVER THE MOON BRIAN SOCCER CONTEST**, Sinclair User, 14 Holkham Road, Orton, Peterborough, PE 2 0UF.



VENON

NOW AVAILABLE ON CASSETTE & DISK
FOR THE SPECTRUM & COMMODORE 64.

AMIGA £19.95

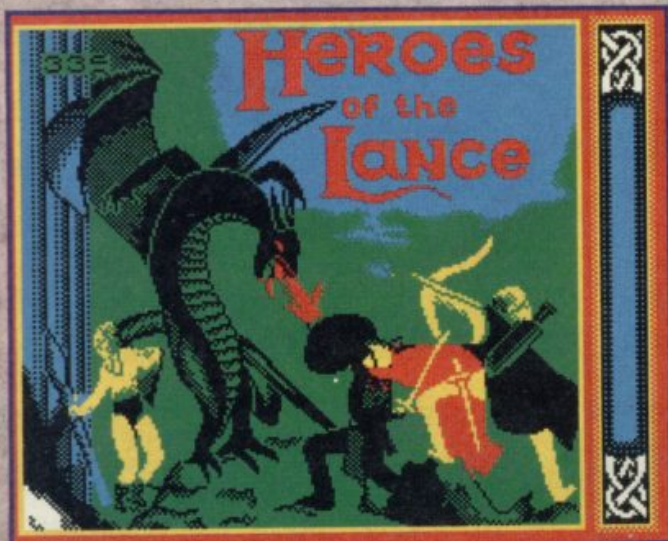


ATARI ST £19.95

Setting New Standards
IN COMPUTER SOFTWARE

2-4 Vernon Yard, 119 Portobello Road, London W11 2DX · Telephone 01-727 8070 · Telefax 01-727 8965

A MEMBER OF THE VIRGIN MASTERTRONIC GROUP OF COMPANIES



Pixie hats on – it's RPG time again. **Heroes of the Lance** has an impeccable pedigree; it's an official **Advanced Dungeons and Dragons** scenario based on the **Dragonlance** series of characters and situations. If all this means nothing to you, then you probably won't think much of the game; if however you're a

Dragonlance fan, you'll wee yourself with joy at the prospect of seeing your favourite characters in computer form.

The characters are the usual motley assortment of elves, humans, trolls and wizards. Each one is introduced with a portrait, biographical details, and, in the 25-page booklet, attribute points for

characteristics such as strength, intelligence, dexterity and charisma.

This is the first problem with the game; although the characteristics obviously change as you play the game, you can't edit them or define your own characters. In that sense, it may be a role-playing game, but the roles are strictly

to avoid colour clash, but all black-and-white, all the way through the game? Leave it out, Bjornthroth.

The eight characters of the party are shown beneath the main screen, each with his or her own strength meter. As you move through the city, using joystick or keyboard control to move left and right, and into or



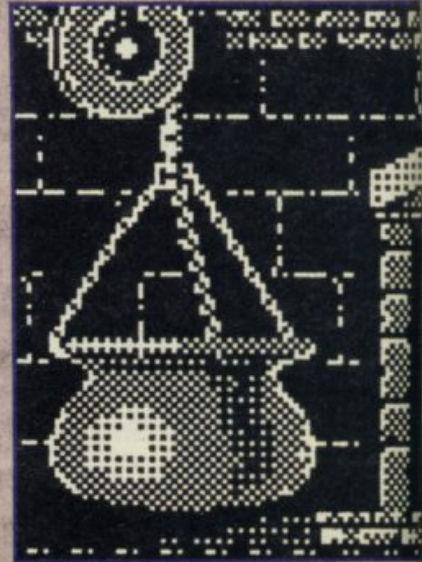
MAIN MENU
Character select
Magic user spells
Clerical staff spells
Use
Take
Give
Drop
Save Game
Restore Game
Exit menu



defined by the program.

Once you have gone through the enormously long-winded multi-stage loading process, you are ready to begin the quest. There's a pseudo-mediaeval music theme; otherwise sound effects are minimal. The playing screen shows the ruined city of Xak Tsaroth. Your party has to explore the ruins, recover the lost Disks of Tsaroth and do a little shopping.

The second big prob with the game is that while the graphics are quite ambitious and the characters well animated, the designs are dead boring – warrior, demon, dwarf, ho-hum – and the characters, backgrounds AND menus are all white-on-black. Monochrome is OK if you want



HEROES OF THE LANCE

Goldmoon

	Min	Max
Strength	<div></div>	<div></div>
Intelligence	<div></div>	<div></div>
Wisdom	<div></div>	<div></div>
Dexterity	<div></div>	<div></div>
Constitution	<div></div>	<div></div>
Charisma	<div></div>	<div></div>
Hit points	<div></div>	<div></div>



out of exits, you will soon realise that you can't get by without making a map. The compass to the bottom left spins to show your current orientation, and flashes to indicate any possible directions of movement.

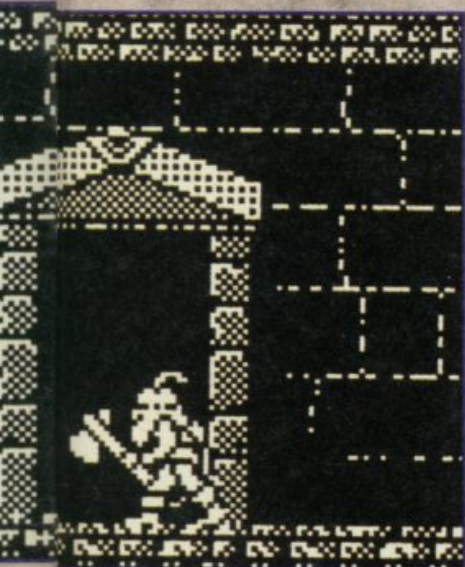
When you encounter any of the fearsome monsters (yawn), you can combat them according

to what weapons you are carrying, or have found along the way. You can choose a high, centre or low thrust, or a dodge. If you carry a bow or spear you can stick the baddies from a distance. Unfortunately, there's no indication of how much damage you've done, which makes it a bit difficult to judge when to run away. Speaking of

you don't get much impression of controlling an entire party (and you certainly don't see them all simultaneously in animated form on the screen).

You can save and reload games, but basically every time you play you'll have the same goals, and all you can hope to do is to score a higher overall mark.

Compared to something like **The Bard's Tale**, **Heroes of the Lance** has limited play appeal. It's a disappointing cross between RPGs and arcade-adventures which doesn't make the best of either genre, though it will probably be enjoyed by anyone who is a true devotee of the original! ■



fleeing, you can also run or jump over certain obstacles, though some crevasses seem to be impassable.

Two sub-menus allow you to select further functions such as TAKE, USE, GIVE and DROP; and to select spells for your magic users. These include spells to locate traps (such as blocks of stone which plummet from ceilings when you walk beneath them, curiously like Psygnosis' **Barbarian**); to deflect dragon breath (there are lots of dragons in the lower levels) and to cure critical wounds.

If a character dies, the next one along automatically takes over, but you can select a different character if you wish. I think it's a problem though that in effect you are controlling only one character at a time, so

ARCADE

★

REVIEW

FAX BOX

HEROES OF THE LANCE Label: US

GOLD/SSI Author: Teoman Irmak Price: £9.99/£14.99 Memory: 48K/128K Joystick: Various

GRAPHICS	58	SOUND	55
PLAYABILITY	58	LAST ABILITY	78

Unsuccessful cross between RPGs and arcade-adventure.

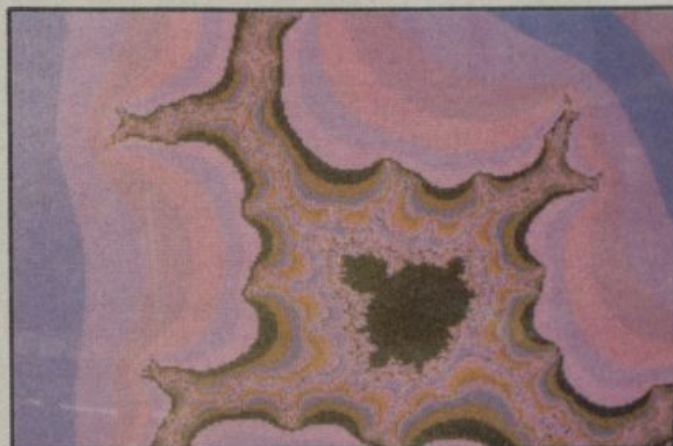
Reviewer:

OVERALL 70

10 20 30 40 50 60 70 80 90

THE SAM COUPÉ A ME

It's Spectrum compatible but with more memory, potentially vastly superior software, zappier sound and a faster processor – and that's just the beginning ... Rupurt Goodwins wonders, is the SAM Coupé too good to be true?



Coupe screen in Mode 2 – 8 times Spectrum resolution.

SAM's on the horizon. **SAM** is MGT's range of computers, and the one that's being coyly shown off to the world bit by bit is the **SAM Coupé**. This machine is Spectrum compatible, hardware and software. But it's got more memory, superior software, zappier sonics, and packs more processor punch than any Spectrum that's yet seen the light of day. It's got some neat design features, too.

the Plus D and the Multiface, but MGT are 'talking' to software houses about exactly what it should do. Whatever, it will make buying software on tape and transferring to disk for personal use much easier. There's a lot of the Plus elsewhere in the machine...

At the back is a row of sockets, which between them do the lot. There's a full **Midi** implementation, with proper hardware to cope



Coupe screen in Mode 3 – Hi resolution 512 x 192 pixel display in 4 colour – the 80 column mode.



Coupe screen in Mode 4 – The graphics mode with 256 x 192, 16 colours from a palette of 64 at any pixel.

Question: If you've been using a Spectrum for more than a year or so, are you happy with the way Amstrad have developed the computer? Or, if you're a serious user, what about the upgrades available? By doing nothing much to the Speccy apart from bolting on a disk drive, it might seem that Mr Sugar is forcing Spectroids who just want that little bit more into the arms of Atari and Commodore. One of the big things about owning a Spectrum used to be the fierce loyalty

that came with the Sinclair logo.

Some people who haven't had that much trouble keeping going are the guys at Miles Gordon Technology. By producing a range of add-ons, and consistently supporting the Speccy through rubber and plastic, they've become, by default the keepers of much of the old Spectrum spirit. A measure of their success, and perhaps one showing Sugar what he'd been missing, is the Plus D disk drive interface. Despite – because of? – the Spectrum +3, the MGT add-on is selling ever more strongly and has helped push the company up from four men in a broom closet at the beginning of the year to 15 people in Wales now, and now

Starting from the outside, with features that are yet to be finalised (real **SAMs** will appear in April, say MGT), the first difference is that this Coupé is white. It's got a full keyboard, with 71 alphanumeric editing and function keys. It's similar in height and angle to the +2 and +3. In the front edge are slots for two 3.5" disk drives – new technology products that are much smaller and use less power than but the same disks as existing drives. People who buy the tape based machine will be able to slot in disks as they want, later.

On the side of the machine are two buttons: reset and NMI. This last one is much the same thing as snapshot buttons on things like

with receive; unlike the 128, +2 and +3, the **SAM Coupé** will be able to work properly with sythesisers and drum machines. The same sockets also share a network which will let **SAMs** chatter to each other, fast. MGT talk hopefully of software houses writing games where two **SAM** users pit themselves and their machines against each other – other computers with networks have yet to see such ideas take off, but they cost more than **SAM** will.

Other connections include one for joystick – this uses the real standard for wiring but the Interface 3/number key mapping, not Kempston. Not so much of a problem as it might seem, be-

MEGASPECTRUM AT LAST

cause another socket includes the full Z80 bus. It's not an edge of the circuit board; instead it's a QL-style Euroconnector. Euroconnectors are far more reliable, nevertheless MGT have a twister than takes the SAM bus and turns it into a Spectrum-style set of fingers into which can be plugged Kempston interfaces, VTX modems, even (with a swift chip change) the old Plus D disk interface. It seems more compatible with the +2 than the +2A is...

Planned (but not yet available for inspection) is the Card Cage. This is a buffered bus extender, that can take many more SAM expansion cards. MGT have regular contact with that (once thought extinct) creature, the electronic hobbyist and also the rapidly evolving beast, the educational user. The Card Cage should make the SAM a good choice for small-scale computing and control experiments... as someone once said, "run a power station". There's a printer slot. This is neither parallel nor serial, instead MGT's will be a 'smart cable' with either a Centronics or RS232 lump in it. The big plan behind this is to keep the cost of the base model down without making it too expensive for those with printers. Mouse and lightpen sockets are in

Spectrum programs so perhaps we'll see **Operation Wolf** running side-by-side with **Tasword 2**.

Still more memory - with no particular limit - can be plugged into the back of the computer via the extension socket. Due to some smart design, such memory will not only be treated by the computer as if it was internal (removing the need for complicated switching schemes), it will also run a good 50% faster than the real internal silicon. There is, similarly, no sensible limit to the number of **Roms** that can be plugged into the computer through the standard expansion.

Whatever, the new BASIC will be able to cope with the new screen modes. As well as a Spectrum-compatible is-that-a-colour-clash-or-has-the-alien-been-sick mode, there's a 512 x 192 pixel option that can give 80 characters or more across the screen. That's in four colours; the other modes give two colours per line of eight pixels or a free choice of colour for each pixel in standard Spectrum 256 x 192 resolution.

It's much better than that, actually, since **SAM** has a 64-colour palette. Each of the 16 normal Spectrum colours (eight standard, eight bright) can be assigned one of the 64 palette

cific Integrated Circuit. Never say **SU** ain't educational. The **SAM Coupe** BASIC contains some 3000 logic gates - that's the equivalent of over 130 of the old style black caterpillar chips found in older, less desirable computers. In all the video stuff, most of the input/output circuitry and large chunks of Plus-D design.

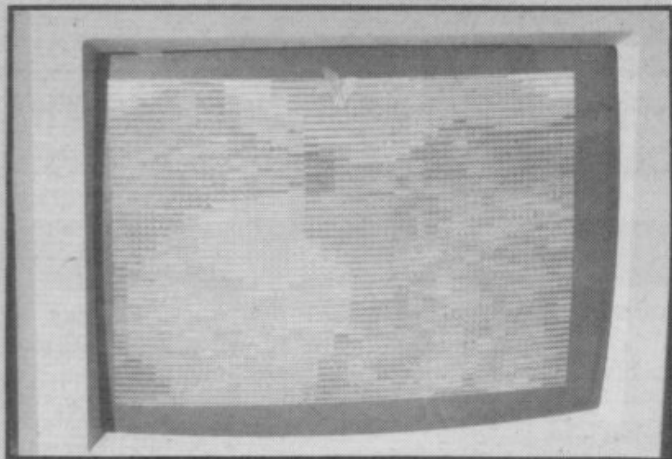
So what? Well, the Plus-D has been out in the big wide nasty world for a while now, and the

bit. However, the **Ram** shares time with the video circuitry, so the effective speed of the computer will only be about ten percent above the old Spectrum. BASIC will be lots faster though, as it runs from **Rom** when the processor can go at the full 6MHz.

Sound is quite a bit different. As well as the old Speccy **Beep** circuit, the **SAM Coupe** uses a Philips chip to provide six voices in stereo. This comes off the TV



G) No - the oscilloscope is not the Coupe screen display.



B) Coupe screen emulation Mode 1. In front of the Coupe - many of the chips will disappear with the production of customised components.

as standard too, although the standards they follow are MGT's own. Inside the computer, there's a lot of memory: 256K of **Ram** - on just two chips - and 64K of **Rom**. The **Ram** can be upgraded by plugging in two more chips to 512K, and the BASIC - based on **BetaBasic** and likewise written by Andy Wright will address all the memory directly. It will be possible, claim MGT, to have a BASIC program that fills the memory without the programmer having to worry about overlays or **Ram**-disks. And even more startling the **SAM** will be able to hold up to four programs in memory and switch between them at the touch of a key. This will include existing

shades in any mode, even the Spectrum-compatible one. And **SAM** can switch palettes at the end of any display line and there are 192 of these, so the full 64 colours can be displayed onscreen with the minimum of software magic. It's even possible to switch screen mode on to line, paving the way for adventures with a really good text area along the bottom and hot graphics at the top.

All of the **SAM** circuitry that matters lives in one chip. Custom chips used to be called ULAs, for Uncommitted Logic Arrays, but this Year's buzzword is ASIC. Unfortunately, it's pronounced a-sick, standing for Application Spe-

cific Integrated Circuit. Never say **SU** ain't educational. The **SAM Coupe** BASIC contains some 3000 logic gates - that's the equivalent of over 130 of the old style black caterpillar chips found in older, less desirable computers. In all the video stuff, most of the input/output circuitry and large chunks of Plus-D design.

circuitry has been debugged and proved. So, for a change, the new circuits in the **Coupe** have been properly tested before they hit the street. And (of course) the **SAM Coupe** will be compatible with the format of the Plus D, which has already attracted no little software effort. Andy Wright has said that there's no real problem in writing a Spectrum to **SAM** Basic converter, and MGT feel such a thing important, so the disk organisers, menuing and doctroing programs that already exist should feel right at home. Also in the ASIC is the circuitry to squeeze megabytes of **Ram** into the Z80's meagre 64K capability. Like the +3, it can arrange things so that operating systems like CP/M will work; it can also make a chunk of **Ram** appear like **Rom**. This opens the way for owners of Species to *Save their Rom* to tape, *Load* it into **SAM** and turn the thing into a true Spectrum clone without MGT incurring the wrath of the boys from Brentwood.

And talking of Spectrum compatibility... Based on tests they've done, MGT expect a software compatibility figure of about 80% on pure machine-code games. Of course, without a proper Speccy **Rom** things that try and use it to *Print* to the screen won't work, unless people do the trick with the tapes mentioned above. Hardware compatibility should be as good, if not better. And when it comes to speed, **SAM** will have the edge. It's got a Z80B running at 6MHz, instead of the original Z80A tromping along at 3 and a

speaker (though not in surround-sound) or through the back of the computer to headphones or an amplifier. Like this, the fact that the chip can pan sound from left to right and back again will no doubt be made brain-scramblingly obvious.

Harking back to the good old Spectrum days, there will be two manuals. The first will be a slim tome, for beginners and games merchants only. The second hefty tome will be a full BASIC reference, together with in-depth technical hardware and software information. The world is full of people who taught themselves computing from the back of an old-style Sinclair manual, many of whom went on to write some classic games.

MGT are at pains to sell the **SAM Coupe** as not a Spectrum clone. No Spectrum can run four games at once, so it looks like they're right; likewise the extra screen modes, modern disk system and sensible design make them seem like the good guys. They talk to users (many of whom have been involved in specifying parts of **SAM**), they go to Microfairs. And perhaps more than anything, they've got the old Sinclair fire burning. How much of this is all going to turn out to be that other Sinclair innovation, advanced salesmanship, is not clear, but the chances look excellent for the **SAM Coupe** to make it onto the road. And soon. Keep the faith!

Rupert Goodwins



Castle Computers

DEPT SU 6
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
TEL: 0782 575043



NOW
TAKEN



SALE		SALE		SALE		SALE		SALE	
Action Force 1	3.00	Desolator	6.00	Impossible Mission II	6.00	Out of this World	1.00	Castle Computers new discount catalogue listing hundreds of games from 50p upwards only £1 for issue No 1 if ordered with any software or £1.50 if you require only the catalogue.	
Ace of Aces	2.50	Druid	2.00	Indoor Sports	2.50	Psycho Soldier	2.50		
Alien Syndrome	6.00	Dandy	1.00	IK +	3.00	Prodigy	2.50		
Aufweidersehen Monty	2.50	Enigma Force	1.00	Ikari Warriors	5.50	PHM Pegasus	7.00		
Action Force II	6.00	Druid II	2.00	Jailbreak	2.50	Pulsator	75p		
After Burner	7.00	Empire Strikes Back	6.50	Knuckle Busters	1.00	Peter Beardsleys Soccer	6.50		
Alternative World Games	6.00	Doc the Destroyer	1.50	Knightmare	3.00	Quartet	2.50		
The Big Sledge	2.00	Eye	3.00	Lazer Tag	3.00	19 Boot Camp	6.50		
Black Lamp	3.00	Extractor	2.00	Leviathan	2.00	Yogi Bear	1.50		
Buggy Boy	5.00	Flunky	1.50	Last Mission	2.50	Red LED	1.50		
Bionic Commando	6.50	Go to Hell	1.50	Loads of Midnight	2.00	Fat Worm Blows a Sparky	1.50		
Brave Star	3.00	Gunslinger	2.00	Last Mohican	2.00	Rebel	2.00		
Barbarian (Phsynosis)	6.50	Grange Hill	2.00	Mean Streak	3.00	Rygar	3.00		
Barbarian II	6.50	Gauntlet	2.50	Mask	2.50	Rastan	5.00		
Champ Baseball	2.00	Gold, Silver, Bronze	11.00	Moonstrike	2.00	Road Blasters	6.50		
Basil Mouse Detective	2.00	Galactic Games	2.00	Magnetron	2.50	Rescue Fractulis	1.00		
Clever and Smart	2.00	Gothic	3.00	Matchday II	5.00	Super Cycle	1.50		
Colour of Magic	1.50	Hysteria	3.00	Mag Max	2.00	Salamander (Ocean)	5.00		
Cholo	2.00	Glider Rider	1.75	Mystery of the Nile	2.00	720°	6.50		
Captain America	2.00	Hive	1.00	Mercenary Compendium	6.00	Silent Service	6.50		
Challenge of Gobots	1.50	Hard Ball	3.00	Ninja Hamster	2.00	Super Sprint	2.00		
Crosswise	2.50	Intensity	5.50	New Wave IQ	1.00	Space Shuttle	1.00		
Dark Sceptre	3.00	Impossiball	1.50	Nightraider	7.50	Skateball	6.50		
Dragons Lair	2.00	Impact	2.50	Nigel Mansells Grand Prix	7.00	Star Raiders II	2.00		
Shadow Skimmer	1.50	I of the Mask	1.00	Oink	2.00	Starglider	4.00		
Thing Bounces Back	2.50	Indoor Soccer	1.78	Overlander	5.50	Street Fighter	6.00		
The Train	7.00	Sidewalk	2.00	Outcast	1.50	Savage	6.00		
Survivor	2.00	Tetris	2.00	Sentinal	2.50	View to a Kill	1.75		
Samurai Warrior	5.50	Firefly	2.00	Starfox	2.00	Gladiator	1.75		
Slaine	2.00	Freightmare	2.99	SAS Operation Thunderflash	2.00	Virus	5.00		

PAY THAT LITTLE EXTRA FOR A FAR BETTER SERVICE. P&P UNDER ALL ORDERS SENT 1st CLASS POST. DON'T GET RIPPED

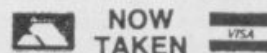
PLEASE STATE SPECTRUM

SALE		SALE		SALE		SALE		SALE	
Xecutor.....	2.00	ALL STRATEGY GAMES NOW REDUCED		SPECTRUM SPECIAL OFFERS		Batman II.....	6.50	JOYSTICKS ***** NEBULUS SPECIAL PRICE 3.95 ***** MINDFIGHTER OUR PRICE 6.95 ***** BE QUICK! THESE WON'T LAST LONG ***** LEADERBOARD £2.99 ***** OOPS £6.50 SUPER CYCLE £1.50 IMPLOSION £1.50 STAR GLIDER £4.00 THANATOS £1.50	
Zenji.....	1.00					Robo Cop.....	6.50		
Enduro Racer.....	3.00					Untouchables.....	6.50		
Yetti.....	3.00					Fernandez Must Die.....	6.50		
Teledon.....	3.00					Super Hang On.....	6.00		
Evening Star.....	5.00					Motor Massacre.....	6.00		
Flintstones.....	6.00					Techno Cop.....	6.00		
Dark Side.....	7.00					Dark Fusion.....	6.25		
Last Ninja II.....	8.00					Butcher Hill.....	6.25		
Pac Land.....	6.50					Artura.....	6.25		
1943.....	6.50					Game Over II.....	6.75		
Operation Wolf.....	6.00					Metaflex.....	6.50		
Tracksuit Manager.....	6.00					The Games Winter Edition.....	9.95		
Football Manager II.....	6.50					T-Wrecks.....	5.75		
Pac Mania.....	6.50					Cybernoid II.....	6.00		
D Thomsons Oil Chall.....	6.50					Out Run.....	7.00		
G.I. Hero.....	5.50					Combat School.....	5.00		
Fox Fights Back.....	6.50					Crazy Carz.....	6.00		
Vindicator.....	5.00					Bobby Yaz.....	6.00		
Mickey Mouse.....	6.00					Mad Mix.....	7.00		
Target Renegade.....	5.50					Rex.....	7.00		
Skate Crazy.....	5.50					Roy of the Rovers.....	6.00		
Heros of the Lance.....	7.00					Super Sports.....	6.00		
Black Tiger.....	6.50					Fire and Forget.....	6.50		
Bards Tale.....	7.00					Lancelot.....	9.99		
Marauder.....	5.75					LED Storm.....	7.00		
Cybernoid II.....	5.75					Airborne Ranger.....	7.00		
Gunship.....	6.50					Techno Cop.....	6.00		
Wolfman.....	3.00					Nigel Mansells Grand Prix.....	7.00		
Winter Olympiad '88.....	3.00					Battle Tank.....	1.75		
		Ancient Battles.....	10.95						
		Red Coats.....	3.00						
		Death in the Snow.....	3.00						
		Death in Russia.....	3.00						
		Waterloo.....	3.75						
		Guadal Canal.....	3.00						
		High Frontier.....	3.00						
		Yankee.....	6.50						
		Pegasus Bridge.....	6.00						
		Bismark.....	6.50						
		Zulu Wars.....	6.50						
		Blitz Krieg.....	6.50						
		Napolean at War.....	6.50						
		Galipoli.....	6.50						
		World War 1.....	5.00						
		Arnhem.....	6.50						
		Vulcan.....	6.50						
		Desert Rats.....	6.50						
		Stalingrad.....	6.50						
		Nihilist.....	2.00						
		Overlords (Lothionen).....	3.00						
		Overlord.....	6.50						
		Annals of Rome.....	6.00						
		Battlefield Germany.....	6.00						
		Theatre Europe.....	3.75						
		Tobruk.....	5.00						
		Conflicts I.....	5.00						
		Conflicts II.....	4.00						
		XOR Games Designer.....	2.00						
		Typhoon.....	5.50						
		After Burner.....	7.50						
		R-Type.....	7.50						
		Lazer Squad.....	7.00						
		Empire Strikes Back.....	6.50						
		Dynamic Duo.....	5.50						
		Exploding Fist +.....	5.50						
		Carrier Command.....	9.99						
		Intensity.....	5.50						
		Soldier of Fortune.....	5.50						
		Tiger Road.....	6.50						
		Total Eclipse.....	7.50						
		Uridium.....	2.50						
		Light Force.....	2.50						
		Beyond the Ice Palace.....	5.00						
		Hopping Mad.....	5.00						
		Strip Poker II +.....	5.50						
		Psycho Pigs UXB.....	7.00						
		Thunder Blade.....	7.00						
		Echelon.....	7.00						
		4 x 4 Road Racing.....	7.00						
		Street Sports Soccer.....	7.00						
		Dragon Ninja.....	6.50						
		Victory Road.....	5.00						
		Guerilla Wars.....	6.50						
		Rambo III.....	6.50						
		Game Set and Match II.....	9.50						
		Whiz.....	50p						



Castle Computers

DEPT SU 6
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
TEL: 0782 575043



SALE

* **DOUBLE DRAGON** *
* £6.50 *
* **OPERATION WOLF** *
* £6.00 *
* **ROBO COP** *
* £6.75 *
* **THUNDERBLADE** *
* £6.99 *
* **AFTERBURNER** *
* £6.99 *
* **HELL FIRE ATTACK** *
* £6.50 *
* **BATMAN II** *
* £6.25 *

SALE

SIX PACK VOL 3
Ghosts and Goblins, Living Daylights,
Paperboy, Dragons Lair, Escape Singers
Castle, Enduro Racer.
WOW MEGA GAME ALL 6
FOR ONLY £6.99
COIN OP CONNECTION
Breakthrough, Express Raider, Metro
Cross, Crystal Castles
FOR ONLY £2.99
WE ARE THE CHAMPIONS
Int Karate +, Renegade, Rampage,
Barbarians, Super Sprint
SPECIAL PRICE £6.99
128K GAMES
Advanced Art Studio 16.95
The Pawn 10.95
Elite 7.50
Ghost Busters 2.99
Little Computer People 5.95
Ball Blazer 1.95
Hacker 2.99
Bedlam 3.95
Desert Rats 6.99
Barry McGuigan 2.99
Where Time Stood Still 5.50

SALE

* **THE IN CROWD** *
* **PLATOON TARGET RENEGADE** *
* **COMBAT SCHOOL** *
* **GRYZOR PREDATOR** *
* **BARBARIAN** *
* **CRAZY CARS KARNOV** *
* **CASTLES PRICE £8.95** *

10 GREAT GAMES VOL 2
Aufweidersehen Monty, Mask, Death
Wish 3, Jack the Nipper 2, Samurai
Trilogy, Convoy Raider, Basil the Great
Mouse Detective, Thing Bounces Back,
The Final Matrix, The Duck
£6.99
SUMMER GOLD
10th Frame, Rebel Planet, Dambusters,
Bruce Lee, Beachhead 2, Impossible
Miss
FOR ONLY £3.99
GAME, SET AND MATCH II
Match Day II, Ian Bothams Test Match,
Basket Master, Track and Field, Super
Hang-On, Superbowl, Winter Olympiad,
'88 Steve Davis Snooker, Nick Faldo
Plays the Open
FOR ONLY £8.95

SALE

SPECTRUM COMPILATIONS
SOLID GOLD
Gauntlet, Ace of Aces, Leaderboard,
Winter Games, Infiltrator
POCKET MONEY PRICE £5.00
TAITO COIN OPS HITS
Renegade, Arkenoid, Flying Shark,
Rastan, Arkenoid II, Bubble Bobble,
Legend of Kage, Slap Fight
WOW! MEGA PRICE! £8.95
THE PRESTIGE COLLECTION
Eidolon, Rescue on Fractulus, Ball
Blazer, Koronis Rift
NOW ONLY £2.99
ARCADE ALLEY
Express Raider, Kung Fu Master,
Breakthru, Koronis Rift
4 CLASSICS FOR £3.99

SALE

* **Pacmania** 6.50 *
* **Blood Valley** 2.99 *
* **Mind Fighter** 5.95 *
* **West Bank** 2.99 *
* **Venom Strikes Back** 2.99 *
* **North Star** 2.99 *
* **Frightmare** 2.99 *
* **Lancelot** 9.95 *
* **S.D.I.** 6.50 *
* **Trivial Pursuits Baby** 5.95 *
* **Trivial Pursuits Trilogy** 3.95 *
* **Fernandez Must Die** 6.50 *
* **Shadow Skimmer** 2.00 *
* **Twister** 1.00 *
* **Thanatos** 1.50 *
* **Tempest** 1.00 *
* **Thing Bounces Back** 2.50 *
* **The Train** 7.00 *

£5.00 IS 50p, OVER £5.00 IS FREE. OVERSEAS £2.00 PER TAPE.
OFF THIS CHRISTMAS COME TO THE PROFESSIONALS

CTRM WHEN ORDERING

SALE

We hope all our customers had a very Merry Christmas and were satisfied with the service they received from us. We would like to thank you for your continued support, understanding and patience with us due to the lack of professionalism shown to us by the post office.

We look forward to dealing with you all throughout the forthcoming year.

*Many thanks
S A Beech
Managing Director.*

SALE

6 PACK HIT PACK
Into Eagles Nest, Batty Ace, Shockway
Rider, Light force, Inter Karate
ALL SIX GAMES £4.00

KNIGHT ORC
A Kind of Magic, Loosed Orc, Hordes of
the Mountain King
RRP £14.95 OUR PRICE £6.95

TRIO HIT PACK
Great Gurianos, Airwolf 2, 3 DC
RRP £9.95 OUR PRICE £3.50

SUPREME CHALLENGE
Ace 2, Elite, Starglider, Tetris, Sentinel
ONE OF OUR FAVOURITES £9.00

UNBELIEVABLE ULTIMATE
Trans Am, Lunar Jet Man, Jet Pack,
Pssst
OUR PRICE £2.00

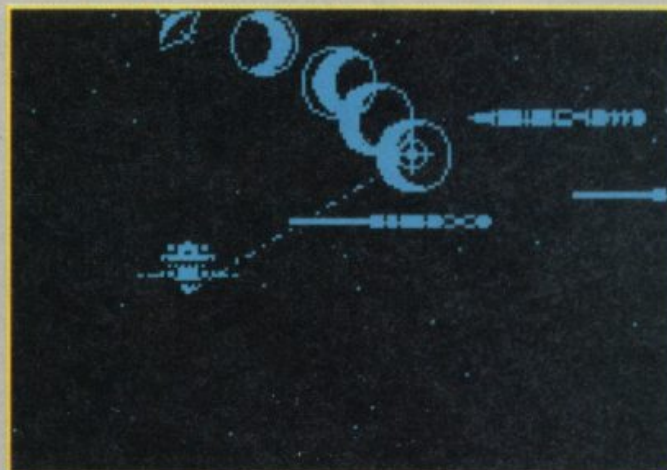
SALE

NAME.....
ADDRESS.....
.....
.....
AGE.....
Titles of games Price.....
..... Price.....
..... Price.....
Amount.....Total.....Computer Type.....

If you do not want
I enclose a cheque
NAME _____
ADDRESS _____

Telephone Access/_____
Please send me a FREE

Dept 50



If you're half as confused as I am, then I'm twice as confused as you. You might have seen ads for a game called **SDI**, published by Mirrorsoft, one of the Cinemaware range. But this ISN'T IT! This is a completely and utterly different game, converted from a Sega coin-op.

What does **SDI** stand for? If you read the papers you'll know that it stands for Strategic Defence Initiative. So what the pooh does that mean? It's the American plan to put laser-armed satellites in orbit to shoot down incoming nuclear missiles.

At first sight, you might think that **SDI** is simply an updated version of the

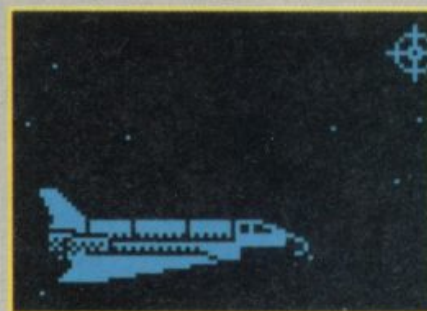
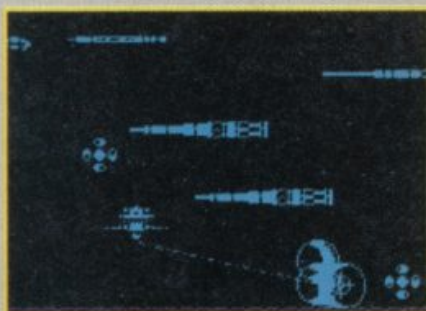
SDI

interesting, some of the satellites eject pods which, when shot and picked up, give you increased speed, multiple cursors and bigger explosions; all of which you'll definitely need on the later levels, when masses of enemies surround you and vie for the honour of smashing you to bits.

As a bonus you have a choice of several control methods; one player with a moving cursor,

one player with a fixed cursor (so that moving the satellite changes your aim), or two players, one controlling the satellite and the other guiding the cursor.

Apart from the hideous music and monotonous blue-on-blue-on black colour scheme, **SDI** is a little gem. It may not



classic **Missile Command**. At second sight, you might think the same thing. You control a spinning laser-armed satellite which moves freely through the majesty of the cosmos. When you press the fire button, a blistering beam of laser energy (in other words a dotted line) shoots out from your laser spondules. Joystick control then switches to the laser target cursor, and your satellite stands still in space as the laser roves in search of targets.

The targets approach you from all directions; enemy missiles, space fighters, satellites and interceptors in the first stages, and later on whirling saucers, clouds of ionised gas and pods. There are some tremendous explosions as you hit targets, and decent sound effects as they disintegrate. A damage bar at the bottom of the screen shows

how close you are to destruction.

After the initial offensive phase, you rendezvous with a passing space shuttle and move on to the defensive phase. Here, you hover over your city, trying to shoot down any enemy missiles and landers which have got past you in the in the offensive phase.

Between phases there's a status report which shows the percentage of targets you've knocked out. If you've achieved a perfect round, you get a points bonus and a **DANCING PENGUIN!!!** (Well, that's what it looks like.)

To make things more

feature state-of-the-art 3D animated graphics, icon controls or all the other dooflippy, but it's a mega blast and you can't ask better than that, can you punters? ■

ARCADE



REVIEW

GRAPHICS	SOUND
68	56
PLAYABILITY	LAST ABILITY
92	93



FAX BOX

SDI Label: Activision Author: Source Software
Price: £8.95 Memory: 48K/128K Joystick: Various

Surprisingly exciting coin-op conversion; plays even better than it looks

Reviewer:

Overall

90

FULL PRICE 20

SINCLAIR user

COMPILED FOR
SINCLAIR USER
BY GALLUP

1	NEW! DOUBLE DRAGON Disappointing two-player karate coin-op conv	<small>CLASSIC</small> MELBOURNE HOUSE £9.99 51%
2	NEW! OPERATION WOLF Addictive - one for everyone's Christmas list	<small>CLASSIC</small> OCEAN £8.99 90%
3	(1) LAST NINJA 2 Wonderful, unmissable martial arts graphic adventure	<small>CLASSIC</small> SYSTEM 3 £12.99 92%
4	(3) FOOTBALL MANAGER 2 An improvement on the legendary game, plays brilliantly	ADDICTIVE £9.99 94%
5	(2) DALEY THOMPSON'S OLYMPIC CHALLENGE Graphically impressive but slightly samey sports sim	OCEAN £9.99 85%
6	NEW! AFTERBURNER Top-class conv, destined to top the charts	ACTIVISION £9.99 90%
7	(5) SUPREME CHALLENGE Excellent compilation of excellent games	BEAU JOLLY £12.95 84%
8	NEW R-TYPE Possibly the best space shoot-'em-up conv ever	<small>CLASSIC</small> ELECTRIC DREAMS £9.99 90%
9	RE OUT RUN Great race game coin-op conv	SEGA-US GOLD £8.99 90%
10	NEW! AIRBORNE RANGER Interesting but not staggering military sim	MICROPROSE £9.95 72%
11	(17) TAITO COIN-OPS Good value package of good and bad convs	OCEAN £12.95 73%
12	(4) TRACK SUIT MANAGER The managerial game your Speccy has been waiting for	GOLIATH £9.95 63%
13	NEW! RETURN OF THE JEDI Faithful but uninspiring coin-op conv	DOMARK £9.95 60%
14	(8) ROADBLASTERS Nice-looking coin-op conversion with both racing and shooting	US GOLD £8.99 81%
15	NEW! GAME SET AND MATCH 2 Good collection of sporty games	OCEAN £12.95 84%
16	(6) TYPHOON Jet fighter arcade game. Good bit of blasting but try before you buy	OCEAN £7.95 72%
17	(10) PETER BEARDSLEY'S FOOTBALL A croaking old duffer - avoid	GRANDSLAM £8.95 34%
18	NEW! FISTS 'N' THROTTLES Violence abounds, five times!	ELITE £12.99 74%
19	(7) GOLD SILVER AND BRONZE Fab sports sim compilation. Many faves. Pricey	US GOLD £14.99 70%
20	(19) NIGEL MANSELL'S GRAND PRIX Graphically superb but not especially exciting	MARTECH £9.99 70%



1	FOOTBALL MANAGER 2
2	DALEY'S OLYMPIC CHALLENGE
3	TRACK SUIT MANAGER
4	GAME SET AND MATCH 2
5	PETER BEARDSLEY'S FOOTBALL

1	DOUBLE DRAGON
2	OPERATION WOLF
3	LAST NINJA 2
4	AFTERBURNER
5	SUPREME CHALLENGE

CHART COMMENT - BUDGET

Budget's staying all pretty humdrum and predictable this month, with Gauntlet falling surprisingly quickly after a brief stay at the top.

HOT BUDGET

Code Masters probably makes the most impressive stand this month with no less than three games in the top five! Whew! Of that two of them are new entries!! Double Whew!! Players still manages to hold the top slot with Joe Blade 2, but watch out below, Advanced Pinball Simulator looks like it could be set to take the coveted position. Stay tuned.



SUG CHARTS

ADDICTIVE

SIMULATION

OCEAN

ENCORE

GOLIATH

ENCORE

OCEAN

ENCORE

GRAND SLAM

ENCORE

MELBOURNE HOUSE

ARCADE

OCEAN

ENCORE

SYSTEM 3

ENCORE

ACTIVISION

ENCORE

BEAU JOLLY

ENCORE



CHART COMMENT – FULL PRICE

Deary me, it just goes to show that you take no notice of reviews at all doesn't it. The disastrous Double Dragon in at the top, beating, of all things, Operation Wolf, Afterburner and R-Type! Elsewhere, not much happening, though Out Run surprises everyone by making a re-entry. You just can't keep a bad game down.

HOT FULL PRICE

It's pretty obvious which four titles are going to be at the top next month, but where's Thunderblade? Expect a top ten entry next time around, expect Double Dragon to fall, but who can say which of the four biggies will take its place. We wait expectantly.

BUDGET 10

1	(1)	JOE BLADE 2 Still holding strong at the top	PLAYERS £2.99 55%
2	(2)	BOMB JACK Action packed coin-op conv – good value	ENCORE £1.99 70%
3	(9)	ADVANCED PINBALL SIMULATOR Below average pinball game	CODE MASTERS £1.99 42%
4	NEW!	PRO SKATEBOARD SIMULATOR 720 goes budget	CODE MASTERS £1.99 78%
5	NEW!	INTERNATIONAL RUGBY SIMULATOR Haven't we seen this before? Uninspiring	CODE MASTERS £1.99 28%
6	(10)	COMMANDO Influent vertical scrolling shoot-'em-up	ENCORE £2.99 70%
7	(5)	EUROPEAN FIVE A SIDE Original, entertaining overhead football game	FIREBIRD £1.99 70%
8	NEW!	FOOTBALLER OF THE YEAR Unusual angle on a football theme	KIXX £2.99 81%
9	(3)	GAUNTLET Fantastic coin-op – fantastic conversion	KIXX £2.99 85%
10	RE	GHOSTBUSTERS Big hit – now looks it's age	MASTERTRONIC £1.99 60%





MICROSNIPS

Dept. SINC-USER

PHONE ORDERS WELCOME

SALE · SALE · SALE · 10 POT-LUCK **CLEARANCE** **RRP £19.95**
SOFTWARE TITLES £90

COMPUTERS

SINCLAIR PC-200 IBM COMPATIBLE	£299.95
SPECTRUM 128+2 PLUS JOYSTICK+GAMES	£134.95
SPECTRUM 128+3 · JOYSTICK+GAMES	£194.50
AMSTRAD 464 · 17 GAMES · JOYSTICK ·	
COLOUR MONITOR	£294.50
MONO VERSION	£194.50
AMSTRAD 6128 · 17 GAMES · JOYSTICK	
COLOUR MONITOR	£394.50
MONO VERSION	£294.50
SAGA/COMMANDER KEYBOARD UPGRADE	£54.95
AMSTRAD 6128 · COLOUR MONITOR · TV TUNER · COMPUTER	
DESK · CLOCK RADIO · 17 PROGRAMS + JOYSTICK	£499.95
AMSTRAD 464 (AS ABOVE)	£399.95

DISC DRIVES & ACCESSORIES

WAFADRIVES "NEW" NO GUARANTEE	£13.00
64K WAFAS 2-	£7.99
150 3 1/2" BLANK LABELS	99p
DISCIPLE	£69.95
DISCIPLE + 3 1/2" Drive	only £169.95
"PLUS D"	£59.95
"PLUS D+3 1/2" Drive	only £159.95
PICK-POKE-IT (PLUS-D)	£14.99
3 1/2" DISC CLEANER	£6.99
3 1/2" DISC CLEANER	£9.95
3 1/2" (20/40) LOCKABLE DISC BOX	£7.50
3 1/2" (60/80) LOCKABLE DISC BOX	£8.95
MICRODRIVE EXTENSION CABLE	£6.95
WAFACENT OR SERIAL CABLE	£13.99
10-CF2 3" MAXELL/AMS DISCS	£18.95
10-3 1/2" SSD SONY DISC	£14.99
MICRODRIVE CARTRIDGE (4 Pack £8.95)	ea. £1.99
MICRODRIVE BOX	£4.99

MONITORS/TV

FERGUSON MC-09 TV/MON INC+3/+2 LEAD	£209.90
PHILIPS MED. RES. COLOUR MONITOR INC+3/+2 LEAD	£199.95
+3 or +2 SCART MONITOR LEAD	£9.95
TV/COMPUTER LEAD	£1.59 H/DUTY

PRINTERS/INTERFACES

AMSTRAD 2160 INC +3 PRINT LEAD	£154.95
PANASONIC KX-P1081 INC +3 LEAD	£179.95
STAR LC-100 £229.95	COLOUR £269.00
CANON PW1080A/160CPS	£159.95
CITIZEN 120D/PARALLEL	£149.95
+3/ALSO NEW VERSION +2 PRINTER LEAD	£9.95
KEMPSTON 'E' INTERFACE	£37.95
MULTIPRINT BY RR	£37.50
LPRINT 3 INC. SER OR CENT LEAD	£37.50
ZX-PAPER ROLLS-5	£9.95
ALPHACOM 32/TIMEX THERMAL PAPER-5	£9.95
INTERFACE 1/SERIAL INTERFACE	£9.95
OPUS CENTRONICS LEAD	£9.95

UTILITIES

ADVANCED ART STUDIO (128)	£24.95
ARTIST II (128)	£17.95
ARTIST II (48)	£14.95
ARTIST II + 3 (NOW IN)	£17.50
ART STUDIO	£14.99
CPM (+3) SYSTEM	£27.50
HISOFT DEVPAC +3	£17.95
HISOFT BASIC +3	£26.95
HISOFT 'C' +3	£27.00
HISOFT PASCAL +3	£33.00
HISOFT DEVPAC 48/128	£13.95
HISOFT BASIC 48/128	£22.95
HISOFT 'C' 48/128	£23.00
HISOFT PASCAL 48/128	£23.00
MASTERRILE +3	£26.95
MASTERRILE 48/128	£14.95
TASWORD 2 48K	£12.90
TASWORD 3 (MICRODRIVE)	£15.50
TASPRINT (CASS) £8.90	(M/D) £9.90
TASCOPY (CASS) £8.90	(M/D) £9.50
TASWIDE 48K	£4.50

JOYSTICKS & INTERFACES

CHEETAH 125 +	£7.50
MACH 1 +	£12.50
KONIX SPEEDKING & INTERFACE	£16.95
QUICKSHOT II + DUAL PORT I/F	£16.95
SPEC + 2 JOYSTICK ADAPTER	£3.99
KEMPSTON +2/+3 INTERFACE	£7.95
DK-SINGLE PORT I/F	£5.95 DUAL
DATAX HANDBLASTER & INTERFACE	£9.95
ALIEN BLASTER - QUALITY MICROSWITCHED	£6.99
TWO-FACE 2 WAY MOTHERBOARD	
INC. JOYSTICK CONNECTOR/ON-OFF	£16.95
KONIX NAVIGATOR	£14.50

GRAPHICS & SOUND DEVICES

AMX MOUSE & AMX ART	£64.95
KEMPSTON MOUSE/TOOLKIT	£49.95
TROJAN LIGHTPEN 48K	£19.95 +2
TROJAN +3 LIGHTPEN	£22.95
DK-SPECTRUM LIGHTPEN	£14.95
GRAPH PRO-LAST WORD+L/PEN £29.95 +3	£37.95
*CHEETAH SPECTRUM-DIGITAL DRUM	£29.95
SPECTRUM SYSTEM II	£4.99 LATIN DRUM
DK-3 CHANNEL SOUND	£29.95
CHEETAH MIDI INTERFACE	£49.95
RAM MUSIC MACHINE	£46.50
CHEETAH SOUND SAMPLER	£44.95
VIDI-ZX DIGITIZER	£29.95

MODEMS & BACK-UP DEVICES

VTX-5000 MODEM	£39.95
PRISM MODEM 1000 Requires I/F	£39.95
MULTIFACE 1	£37.50 48/128
MULTIFACE 3 THRU-PORT	£46.50
BUS EXTENDER	£4.95

PROTECTIVE COVER

SPECTRUM PLUS	£4.99 ZX SPEC
SPECTRUM PLUS 2/3	£5.99
DMP 2000/2160/3000 PRINTER	£6.95

ALL COVERS STOCKED - CALL US

DATA RECORDERS & ACCESSORIES

DATACORDER WITH +3 or 48/128 LEAD	£22.50
SPEC +3 CASSETTE LEAD	£2.99 48/128
HEAD ALIGNMENT KIT (SPEC)	£6.95
HEAD CLEANER & FLUID	£3.99

MRP £14.95 ONLY **£5.00** * 8W MICRO-SWITCHED * DUAL FIRE
DEALER ENQUIRIES WELCOME

TASWORD +2	£12.90
TASCALC (128+2)	£16.95
TAS-SIGN 128	£16.95
TASWORD +3	£17.95
TAS-SPILL +3	£17.95
TASCALC +3	£17.95
TASPRINT +3	£17.95
TAS-SIGN +3	£17.95
TAS-WIDE +3	£8.95
DESKTOP PUBLISHER DISCIPLINE/PLUS 'D'	£37.80

MICROSNIPS
MAIL ORDER PRICE LIST
SOFTWARE
OUR REPUTATION IS YOUR GUARANTEE!
HUGE RANGE OF ACCESSORIES
SALE

SELECT FROM THE LISTS ABOVE OR SEND 57p P+P FOR FREE PRICE LISTS POSTAL ORDERS OR STAMP ONLY

ALL OUR PRICES INCLUDE V.A.T.

WE HAVE OVER 1000 TITLES IN STOCK

37 Seaview Road, Wallasey, Merseyside L45 4QN

051-630 5396 HOTLINES 051-630 3013
051-639 2714 FAX. NUMBER 24 Hr. CUSTOMER ENQUIRIES

051-691 2008 MAIL ORDER HOTLINES

Offers subject to availability. All prices subject to change without notice. All prices include VAT.

SPARES & REPAIRS

SPEC 48 POWER SUPPLY	£9.95 128K	£12.95
SPEC + MEMBRANE	£8.95 ZX	£3.99
ZX/SPEC + SERVICE MANUAL (EUR+£2)		£29.95
16K-48K UPGRADE KIT		£34.50
SPEC +2 REPAIR	£24.95 ZX/SP+	£19.95
4164 MEM CHIPS £1.25 4116		£1.00

EDUCATIONAL SOFTWARE 5-8YR

TOPS AND TAILS	£8.95
MACMAN AND THE GREAT ESCAPE	£8.95
MACMAN'S MAGIC MIRROR	£8.95
MACMAN IN THE TREASURE CAVES	£8.95
SUNFLOWER NUMBER SHOW	£7.95
COUNT WITH OLIVER	£8.95
HERE & THERE WITH MR. MEN	£10.95
FIRST STEPS WITH MR. MEN	£10.95
CASTLES & CLOWNS	£8.95
SNAPPLE HOPPER	£8.95
PIRATE	£9.50
ANIMATED MATHS	£6.95
ASTRO MATHS	£7.99
WORD GAMES WITH MR. MEN	£10.95
GIDDY GAMES SHOW	£10.95
MASTER WORD	£3.99
LOOK SHARP	£9.95
READ-RIGHT AWAY	£7.95
SNAPPLE HOPPER +3	£15.99
WORDS AND PICTURES +3	£19.95
CASTLES AND CLOWNS +3	£15.99
TOPS AND TAILS +3	£15.99
NEW SUPER 5 PACK	£12.95
MAKE A FACE KINDER COMP · ALPHABET ZOO · FRACTION FEVER	
KIDS ON KEYS · 1 TITLE MAY BE SUBSTITUTED	

PART EXCHANGE WELCOME
CREDIT TERMS AVAILABLE - APR 32.9%

+3 DISC SOFTWARE

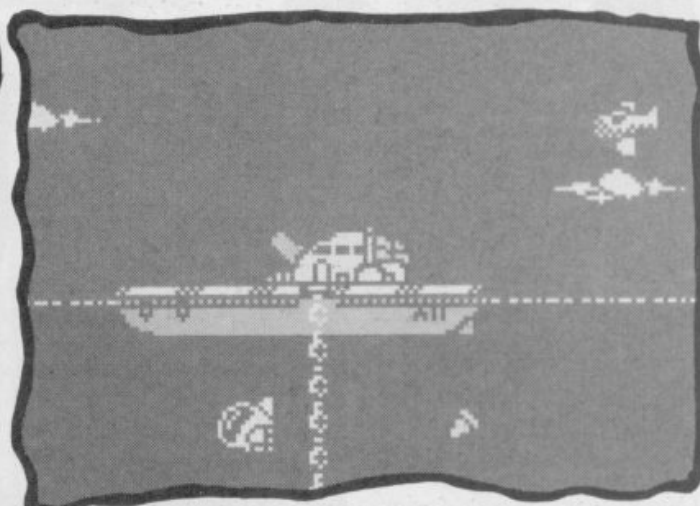
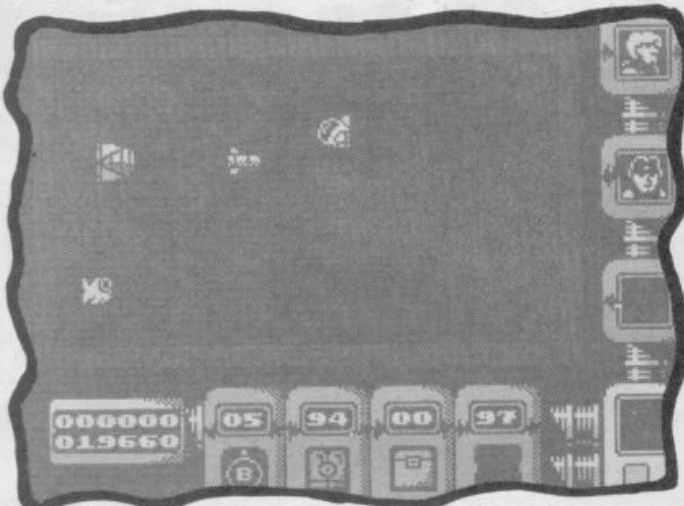
BEST OF ELITE VOL II	£11.95
CARRIER COMMAND	£11.95
DARKSIDE	£11.95
FOOTBALL MANAGER II	£11.95
GARFIELD	£11.95
GAUNTLET II	£11.95
GUILD OF THIEVES	£11.95
IKARI WARRIORS	£11.95
MAGNIFICENT 7	£11.95
OUTRUN	£11.95
OVERLORD	£11.95
PAWN	£11.95
PLATOON	£11.95
STAR RAIDERS II	£11.95
STARGLIDER	£11.95
SUPER SKI	£11.95
TAITOS COIN COLLECTION	£11.95

ARCADE SOFTWARE

ALTERNATIVE WORLD GAMES	£7.99
ARCADE CLASSICS	£1.99
BARDS TALE	£9.99
BEYOND ICE PALACE	£7.99
CHUBBY GRISTLE	£7.95
CYBERNOID 11	£8.99
DALEY THOMPSON OLYMPIC CHALLENGE	£9.95
EARTHLIGHT	£7.95
FOX FIGHTS BACK	£7.99
GARY LINEKAR SUPERSKILLS	£6.50
GAME OVER 2	£6.50
GAME SET MATCH 2	£10.95
GAMES, THE	£8.99
HISTORY IN THE MAKING	£17.99
HOPPING MAD	£7.99
LAST NINJA 2	£10.95
LIVE AND LET DIE	£8.99
MASTERTRONIC 'MEGAPLAY'	£9.99

NEW TITLES SENT ON DAY OF RELEASE





Mariinaaaa, Aqua Mariiiiiinaaaa! Yes folks, it's return of the Stingray-esque game and this is the most Stingray-ish game I've ever played. This Stingray feel is produced because: i) It's under water. ii) The animation is dreadful. iii) It somehow manages to look quite good. iv) It gets tedious after

The sprites for all the enemies are very slow to get anywhere near you, but considering that you also move at around 1 mile ever zillion yars, and your torpedoes also move at roughly half the speed of Sylvester Stallone's

game. A few different weapons wouldn't go amiss.

Below average even for a budget game, I personally wouldn't recommend it, but

some people quite like simple games (even if they are mind bogglingly boring)■

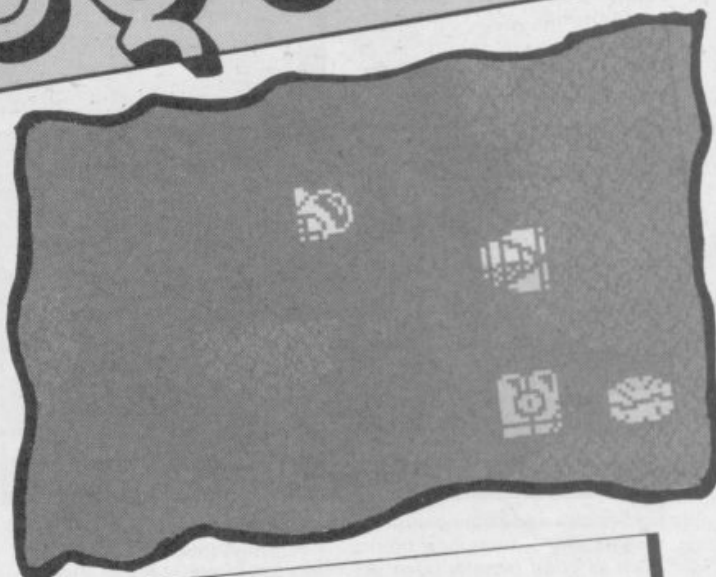
AQUASQUAD

it once. you've seen

Your mission is to find four somethings before storming the installation where the evil what'stheirnames are leading their domination of the world's air and shipping lanes. Nothing original there eh? So, you set off in your NATO designed Aquaslashkickmain kill-a-tron, and what do you find? Well, no Aquaphibians for a start, which shattered my illusions about Stingray, but to make it worse, the graphics are badly handled so the game quickly becomes uninteresting.

brain (we are talking SLOW here) there is not much in the way of eyeball dangling action. The sound coming over the hydrophones - no! speakers (sorry it's just another attack of the Stingrays) is wimpish beyond belief. Beeps and farts don't come into it here, we are talking clicks, and nothing else. You have to move your ship very, very precisely or you'll just end up dead on the first few screens every time, just like me.

Atlantis have a knack of producing good looking games (remember **The Sceptre of Bhagdad**) but should include more interesting features in this



ARCADE
REVIEW

FAX BOX

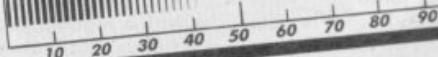
AQUASQUAD Label: Atlantis Author: In house Price: £1.99 Memory: 48K/128K Joystick: Various

GRAPHICS	SOUND
73	55
PLAYABILITY	LAST ABILITY
30	35

Poor underwater blast, don't be fooled by the nice graphics

Reviewer: Tony Dillon

OVERALL
40



PRO SOCCER

In its basic elements, **Professional Soccer** is the same as every other football managerial game on the market. Start in the bottom division with the aim to both get promoted and win the FA cup each season, buy and sell players to improve your team's statistics and basically enjoy getting beaten six nil by Aston Villa in the FA Cup semi finals.

The game employs a fairly original control system. The whole game is run via a small box in the bottom right hand corner which contains up to six small boxes, each one representing an available option. These range from the obvious such as load, save, buy/sell, tables/scores to the not so obvious player info and the downright mysterious team centre.

Each of the players in the game, and there are quite a lot of them, has some kind of detailed record. This includes

the screen, shows your players and all their statistics. The top right hand window shows a graphical representation of the formation, showing all the empty slots. Use left and right to move the flashing cursor to

So, you've done all your good deeds and you're up against the opposition in a blood-thirsty battle between 22 savages all fighting for glory, or as we know it soccer. For most of the match, the screen shows all the

players and to buy better players, you have to get money and the only way you can get any money is to sell poor players.

Swindon										HOME									
Name	D	H	A	P	MF														
1 B. Russell	18	-	-	G	100														
2 C. Broad	17	-	-	G	100														
3 R. Dexter	15	-	-	G	100														
4 S. Thorner	20	6	2	U	100														
5 R. North	16	4	4	U	100														
6 I. Morgan	15	2	9	U	100														
7 P. Fox	20	3	6	C	100														
8 C. Tynan	15	5	8	C	100														
9 I. Murphy	4	20	6	M	100														
10 I. Frost	1	20	8	M	100														
11 I. Hoddle	5	18	10	M	100														
12 F. Waddle	2	17	2	M	100														
13 F. Cutler	5	15	3	M	100														
14 A. Scott	4	2	17	U	100														
15 H. Hunter	10	3	15	U	100														
16 A. Venables	4	8	15	U	100														
17 M. Heath	6	6	18	C	100														
18 E. Stalley	9	4	15	C	100														
Formation 4 2 4										Form 10									

-RESULTS-									
Swindon	(1)	3	v	Notts Cnty	(0)	0			
M. Heath	2								
E. Stalley									
Huddersfld	(1)	1	v	Sunderland	(0)	0			
I. Bradbury									
Brighton	(0)	0	v	Birmingham	(0)	2			
J. Best									
B. Ramsey									

age, health and best position, as well as any outstanding points, such as good penalty taker. At the bottom is a set price which you pay to buy the player should he be up for grabs.

The team centre is where all the interesting things take place. Two options are available to you in the team centre. One is formations. This is where you get to choose which of the eight possible formations you'd like the team to play in, ranging from the regulars such as 3-4-4 and 4-3-4, to 5-2-4.

The other option, you remember I mentioned two, is the selection option. The screen display changes into three windows. The left hand window, which takes up half of

an empty spot, press fire and a bar will appear highlightn one of your players. Move this up and down to select the player you want in that particular position, and press fire to put him there. It's that easy.

The players are quite well detailed, each having four important statistics. These are defensive, midfield and attacking scores out of 25 and a fitness rating as a percentage. The player's position is listed as well, as either G for goalie, W for winger, C for centre and M for midfielder. When selecting your team you have to try for the highest possible score for the position the man plays. A defender with a high attack score is a bonus, not a must.

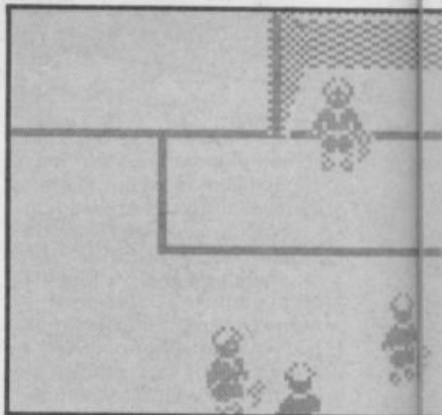
players on screen for each team along with the score and the time. Unlike previous games, the time runs in three minute steps, 30 in all. Just like **Football Manager**, the game shows highlights of the match as they happen. These are quite entertaining to see, though they can become boring. Thankfully, they can be turned off.

Graphically, they ain't bad however. They're far more realistic than FM2, though still have a long way to go before they come close to, say,

Matchday 2.

It's hard to get started, granted, but that's how it should be. Remember, you are a struggling fourth division team. The only way you can get better is by buying better

Visually, PS is pretty cool. Various sizes of lettering and good clean windows make it even more attractive than **Tracksuit Manager's** layout.



ARCADE



REVIEW

GRAPHICS

80

84

PLAYABILITY

82

LAST ABILITY

82

10 20 30 40 50 60 70 80 90

FAX BOX

PROFESSIONAL FOOTBALL Label: CRL
Author: Kevin Brice, David Leitch Price:
£8.95 Memory: 48K/128K Joystick: Various

Simple but fun footy with some really nice graphics. CRL are finally back on the ball

Reviewer: Tony Dillon

OVERALL

82

SKATEBALL

J. D. came over to me today, and spake thus: 'Ubi Soft'. So, thinking that he was talking in some weird Devonshire accent, I hurled a desk at him to prove that, really, I'm that 'ard. This was when it struck me that what he probably meant was Ubi Soft. So I untangled the package from the remaining mess of limbs, and found **Skateball**.

Skateball is a **Rollerball-**

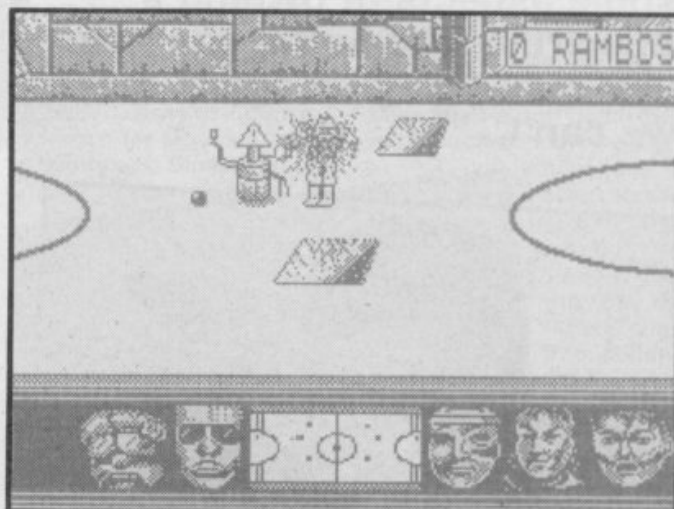
esque sport sim and is Ubi Soft's debut in the Spectrum software world. The rules are simple: Score goals, slash, skate, maim, skate, kill, score more goals...

You have three team members, only one of which can play at any time, and the idea is simply to score goals. You also have a goal keeper (computer controlled) which seems to have been programmed to let the players get the ball into the net with the minimum of hassle and obstruction. The bad goalkeepers are one of only two real faults with the game. The other point worthy of making a note of is that your player seems to spend most of the time "On 'is bum" as you have only to touch the other player and your feet lose control.

Apart from these two bad points, **Skateball** is fair. The graphics are big and can be quickly manipulated on some fairly hairy pitches. There are eight pitches, the first being just a normal footer pitch shape, the next has a mushroomy obstacle thingy in the middle. From then on, all manner of evil appears, such as pillars which rise up out of the ice, not to mention the pits which all but the most skillful players fall into.

When playing **Skateball** against the computer, you have to score five goals to go on to the next pitch (anyone asking 'what next pitch?' will be shot for not paying attention earlier when I explained that bit). After one of the two teams have been totally obliterated, the computer shows an aggregate score for all the pitches that you managed to survive.

The sound in **Skateball** is basically basic in a very basic sort of way. I think they could've improved the game by having



that music from **Rollerball** incorporated in the program, to add atmosphere. I'm sure you'd agree if you knew what the hell the music I'm talking about is. (*Bach's Toccata and Fugue, Mr Philistine - CJ*).

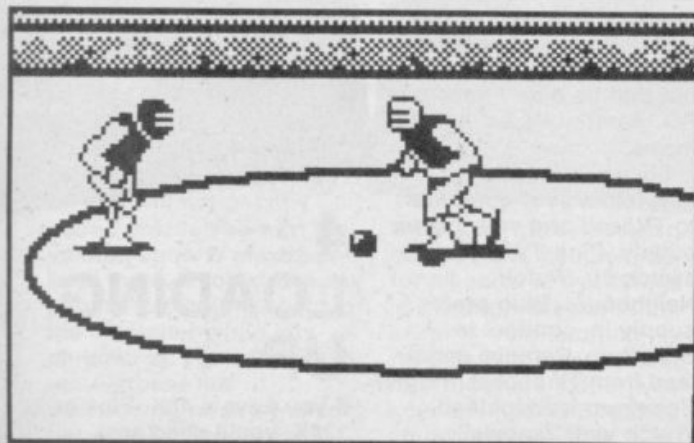
There are a few good features of the pre-game preparation, including choosing both your own, and the computer's team members (or if it's two humes, you take turns in picking a player) which means that you can take the best and leave the computer with the worst ones, right? Wrong. Each of the players has four different properties (strength, shoot-skill, balance, reactions); you have to experiment to determine which players to constantly pick and which not to.

There have not been that many skate/mutilate games on any computer, so this looks fairly good. I'm sure that soon, someone will produce an excellent one (a desperate plea for a Spectrum version of **Speedball**!)

Skateball, while being quite good in a psychotic way, is not

what could be called a brilliant game, because of the two aforementioned faults, which caused me to kill three members of the **SU** staff by shocking them to death with the use of profane language (and believe me it was PROFANE language). To put it in short **Skateball** is a good game but caused some aggro and confusion, especially if playing against the computer.

Ubi Soft have made a fair entry into the Speccy world and providing they keep up the speedy, pretty games, maybe adding more gameplay (and, of course, some music wouldn't go amiss!) they could do well.



**ARCAD
STAR
REVIEW**

FAX BOX

SKATEBALL Label: **Ubi Soft** Author: **In**
 house Price: **£9.99/£14.99** Memory: **48K/**
 128K Joystick: **Various**

GRAPHICS	SOUND
70	40
PLAYABILITY	LAST ABILITY
65	70

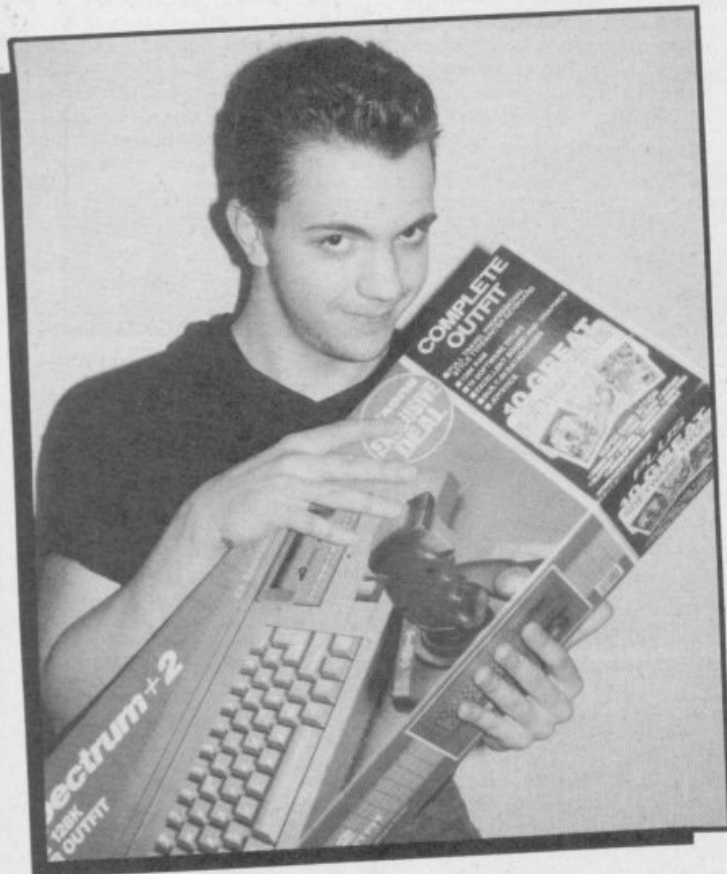
Almost excellent, spoilt by a couple of faults. Nice try.

Reviewer: _____

OVERALL
70

BEGINNER'S GUIDE

So you've just got your first Spectrum for Christmas. Perhaps you're a little confused about some aspects of owning a Spectrum. Maybe we can help you out. And then again, maybe we can't.



1 ... THE PROUD OWNER

What is a Proud Owner? All computer magazines get letters from thousands of Proud Owners. It doesn't matter what they own – a Spectrum, an Amiga, a Houston Mission Control Megacomputer – they're all proud of it. Presumably someone somewhere is proud of the Nascom Superspas 20 they assembled in 1964. Strangely enough, there seems to be no such thing as an "ashamed owner" or "disappointed owner", probably because no-one

wants to admit they've bought a dodo.

So, you are automatically a "proud owner" the second you open the box.

2 ... OPENING THE BOX

This is the tough bit. Boxes come in different types. If you've bought from a chainstore such as Dixons, you may find all sorts of bizarre extras falling out when you open the box (such as joysticks). Sweep these to one side for a moment. You'll need them later.



If you've bought your computer from dodgy Jim's No Questions Asked Electrical Market Stall, it will probably come in a plastic bag with no serial numbers. Wipe your fingerprints off second-hand computers before and after use.

Neighbours again. Choose spare channel on the TV. Widdle the tuning until you get a clear display of the loading menu. This is when your troubles start.

3 ... GETTING IT GOING

You wouldn't believe how silly some new owners can be. Legend has it that someone phoned up Sinclair (RIP) complaining that he'd followed all the instructions and nothing was happening. It turned out that he didn't have the Spectrum plugged into the mains.

So, you'll need a television, your computer-to-TV lead and your power supply. Plug TV in and switch on. Watch Neighbours. Plug power supply in, connect to Spectrum. Remove aerial lead from TV socket. Plug in Spectrum lead instead. Watch very "snowy"



4 ... LOADING UP

If you have a 48K, Plus or 128K, you'll need an



MAILSOFT



*** PRICE BEATERS *** SIMPLY THE CHEAPEST MAIL ORDER COMPANY *** PRICE BEATERS ***

SPECTRUM		SPECTRUM		SPECTRUM	
OUR PRICE		OUR PRICE		OUR PRICE	
1943 - 03	6.99	GUNSHIP - 03	6.99	SUPER SPORTS - 03	6.25
4 x 4 RACING	6.99	G.I. HERO	6.25	SDI	6.99
ACTION FORCE II - 02	6.99	KAR WARRIORS - 02	6.99	TAUTO COM OPS	6.99
ACTION SERVICE	6.99	KMP MISSION 2 - 03	6.99	TARGET RENEGADE - 02	5.99
ADV ART STUDIO	15.99	INTENSITY	5.99	TECHNO COP - 03	5.99
AFTER BURNER - 02	6.99	INTER KARATE +	6.99	THE DOUBLE	7.75
ALIEN SYNDROME - 03	6.30	IRON LORD - 06	9.99	THE FURY - 03	7.50
ANIMATOR I	9.99	JAIL BREAK	2.99	THE GAMES - 03	6.99
ANNALS OF ROSE	8.99	JINKER +3 DISK	8.99	THEATRE EUROPE	4.99
ARCADE FORCE FOUR	6.99	KNIGHT ORC	8.99	THUNDER BLADE - 04	6.99
ARKANOID II - 02	6.99	LAST NINJA 2	6.99	TIGER ROAD - 04	5.25
ARTIST II - 128K	14.99	KONAMI COLL - 04	5.99	TIME STODOSTILL - 02	10.99
ARTIST II - 48K	12.99	LANCERLOT - 05	10.99	TIME + MAGIC - 03	7.50
ARTIST II - +3 DISK	14.99	LED STORM - 03	6.99	TIMES OF LORE - 03	6.99
ARTURA - 02	6.25	LIVE-LET DIE - 03	6.99	TOTAL ECLIPSE - 03	6.99
BARBARIAN II - 03	6.99	LINEKER HOTSHOT - 03	6.25	TRACK SUIT MANAGER	10.99
BARDS TALE - 03	7.50	LINEKERS SKILL - 03	6.99	TRIVIAL PURSUIT NG	6.99
BATMAN - 02	6.99	LAST NINJA 2	6.99	TYPHOON - 03	5.99
BATTLEFIELD GERMANY	8.99	MAGNIFICENT 7 - 04	6.99	UNTOUCHABLES - 03	6.99
BIONIC COMMANDOS - 03	6.99	MOTOR MASSACRE - 02	6.25	VICTORY ROAD - 03	5.99
BLACK LAMP - 01	5.40	M.O.T. UNIVERSE - 03	7.99	VINDICATOR - 02	7.50
BLACK TIGER - 03	6.99	NIGHT RAIDER - 03	7.50	VULCAN	6.99
BUBBLE BOBBLE - 01	5.40	MANSELLS RACING - 04	7.50	WE ARE CHAMPS - 04	5.99
SUGGY BOY	5.40	OCEAN COMPETITION	8.99	WEC LE MANS - 03	5.99
BUTCHER HILL - 02	6.25	PCP ART STUDIO	6.99	WHIRLWIND - 01	5.99
CARRIER COMMAND - 02	9.99	OPS	5.99	ZULU WAR	7.50
CYBERNOD II - 02	6.25	OPERATION WOLF - 03	6.99		
DANDY	6.50	OUTRUN - 03	6.99		
DARK FUSION - 02	6.40	OVERLORD - 02	7.50		
DARK SIDE - 02	6.99	PACLAND	6.30		
DOUBLE DRAGON	6.99	PACMANIA	6.30		
DRAGON NINJA - 03	6.99	PELAGUS BRIDGE	6.30		
DYNAMIC DUO	5.99	PETER BEARDSLEY	6.30		
OTOMS OLYMPICS - 04	6.99	PRO SOCCER - 02	5.99		
ECHOLON - 03	7.50	PUFF'S SAGA - 03	6.99		
ELITE	7.50	PSYCHO PIGS UXB - 04	6.99		
EMPIRE STRIKES - 02	6.99	QUESTION SPORT - 03	10.99		
ESPIONAGE - 01	6.50	RAMBO III - 03	5.99		
EXPLOSION FIRST	5.99	RETURN OF THE JEDI - 03	6.99		
FST-THROTTLE - 03	8.99	ROAD BLASTER - 03	6.99		
FLYING SHARK	5.40	ROBOCOP - 03	6.99		
FOOTBALL DIRECTOR	6.99	ROY OF ROVERS - 03	6.25		
F DIRECTOR 2 - 05	13.99	RTYPE	6.99		
F MANAGER - 03	6.99	SALAMANDER	5.25		
F BRUNOS BOX - 03	8.99	SAMAJOUR WARRIOR	5.25		
FUNSTONES	6.50	SAVAGE	5.99		
GAME OVER 2 - 03	6.99	SHACKLED - 03	6.99		
G. SET + MATCH 2 - 04	8.99	SKATE BALL - 03	8.99		
GARFIELD	7.50	SOLDIER OF FORTUNE	5.99		
GAUNTLET II - 02	6.99	SORCERER LORD	8.99		
GIANTS	15.99	STALINGARD - 02	7.50		
GUERRILLA WAR - 02	6.25	STARGLIDER - 03	8.99		
GUILD OF THIEVES +3	8.99	SUMMER OLYMPIAD	5.30		

ALSO AVAILABLE ON DISK D1 - £9.99, D2 - £11.50, D3 - £12.99, D4 - £14.99
 PRICES INCLUDE P&P IN U.K. EEC ADD £1.00 PER TAPE. ELSEWHERE ADD £1.50
 ADD £5.00 FOR P&P FOR MACHINES (UK ONLY). CHEQUES/POs PAYABLE TO: MAILSOFT (SU), PO BOX 589, LONDON N15 6JJ.
 ACCESS AND VISA ORDERS WELCOME. PLEASE SPECIFY COMPUTER TYPE IN YOUR ORDER.
 ***** PRICE MATCHING *****
 IF YOU SEE THE SOFTWARE YOU REQUIRE CHEAPER BY ANOTHER MAIL ORDER COMPANY, JUST ENCLOSE THE LOWER PRICE AND SENT TO US.
 THIS DOES NOT APPLY TO OTHER COMPANIES SPECIAL OFFERS.
 IF YOU DO NOT SEE THE ITEM YOU REQUIRE SIMPLY DEDUCT 25% OFF THE R.P.P. AND SEND TO US EXCEPT SEGA/NINTENDO SOFTWARE.
 PLEASE NOTE WE STOCK SOFTWARE FOR ALL COMPUTERS.

THE SPORTING COMBINATION GREAT NEW YEAR OFFER - ALL COMBINATION ORDERS REDUCED IN PRICE

RUGBY FIFTEEN **NEW**

£6.95

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kicking and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalties, drop goals, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours list + promotion + relegation + sacking + save game. Plus much more.



FOOTBALL FEVER

£6.95

Take the ultimate soccer challenge of managing a team to win the League title; FA Cup; Cup Winners; European Cup + full 90 mins of play + named goal scorers + suspensions + injuries + booking + sending offs + penalties + substitutions + cup replays + other league scorers + full League tables + relegation, promotion and season honours + rename players + transfer market + players goal tally + save game plus much more.



CRICKET CHALLENGEES

£6.95

Captain one of the 17 county sides in a one-day 60-over cup competition. Six group/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.



THE RACING GAME

£6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to a group, graded or open races. Form, fitness, going, distance all affect results. Full betting market. Races over 5F to 2 miles. Weekly training sessions. Pre-race reports. Stewards enquiries. Rename horses. Three levels of play. Save game. Watch their race.



DISK FOR SPECTRUM +3 - ALL FOUR GAMES ON ONE DISK
 EXCELLENT VALUE **£19.95** £16.95
 TAPE FOR ANY SPECTRUM - COMBINATION OFFER - ANY
 TWO TAPES **£12.95** £10.95 ANY THREE TAPES **£16.95** £14.95
 ANY FOUR TAPES **£19.95** £16.95
 ALL ORDERS SENT FIRST CLASS POST
 Send cheque/P.O. to:
TANGLEWOOD SOFTWARE
 157 WARWICK ROAD, RAYLEIGH
 ESSEX SS6 8SG
 Proprietor: J. MOSS

The Pro's Choice



@mpetition PRO

5000

Arcade quality joystick fitted with super sensitive microswitches for the ultimate in joystick control.

Features include dual fire buttons for left or right hand operation; firm base pads for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£14.95*

@mpetition PRO

5000

CLEAR

Arcade quality joystick with all features of the Competition Pro 5000 but with an exciting clear case. SCORE LIKE A PRO!

£15.95



@mpetition PRO

EXTRA

A brand new fully micro-switched arcade quality joystick. Features include RAPID FIRE; UNIQUE SLOW MOTION; dual fire buttons; firm base pads, for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£16.49

The Competition Pro range of joysticks carry a two year guarantee. The Competition Pro 5000 and Pro Extra are suitable for use with the following computers:

Amstrad/Schneider (certain models require an interface for Rapid Fire Slow Motion features); ZX Spectrum (when used with an interface); MSX computers; Atari ST; Commodore 64; VIC 20 and Amiga
 Amstrad; ZX Spectrum; Atari; and Commodore are trade marks respectively of: Amstrad Consumer Electronics p.l.c., Atari International, Commodore International Ltd.

DYNAMICS marketing Ltd

* Available from Boots, Argus and all good computer retailers.

NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND
 TELEPHONE: 061 626 7222 TELEX: 669705 COING

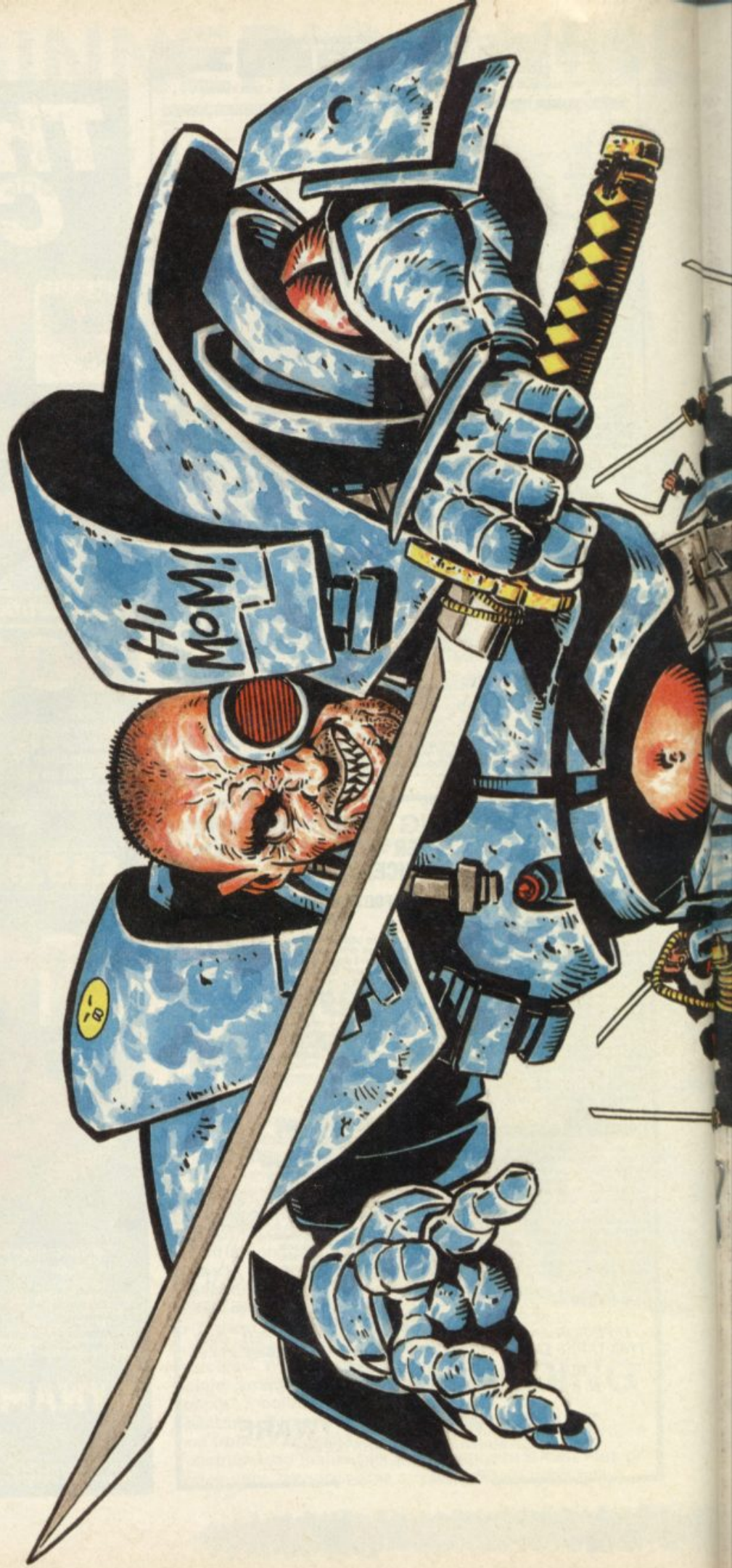


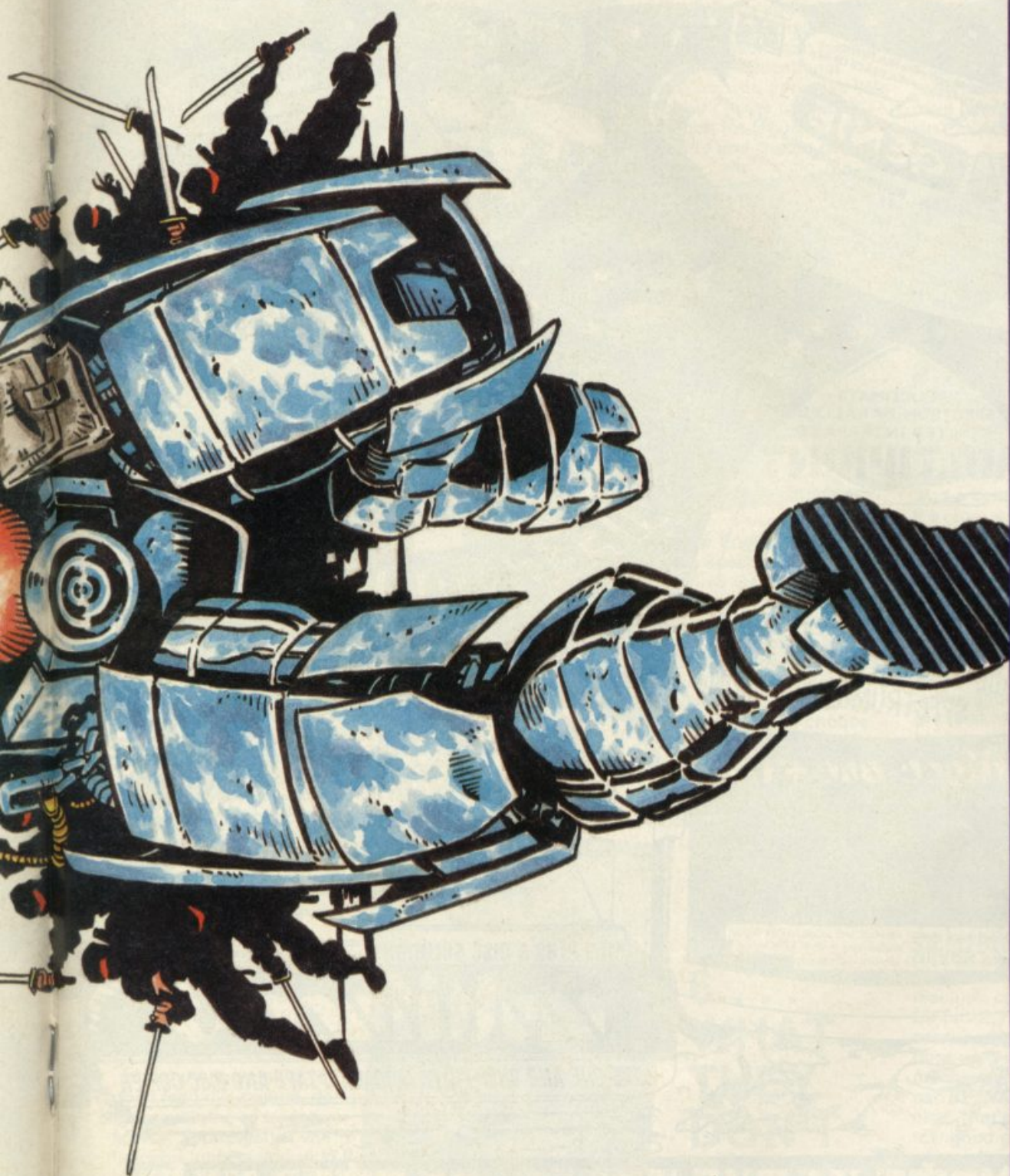
SU POSTER No 22 FEBRUARY

Lift staples carefully to remove poster

Hundreds of letters saying "please give us a poster of the January cover" (we're here to oblige...)

SINGLARS
JOHN





ROMANTIC ROBOT

present

THE YEAR OF THE ROBOT

GENIE works with MULTIPRINT, MULTIFACE 1 and MULTIFACE 128 only.

GENIE

GENIE can disassemble ANY RUNNING program at ANY point. Install GENIE into MULTIFACE or MULTIPRINT, LOAD any program, RUN it, STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc. Essential for any m/coder user.

THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE. MULTIPRINT

INSTANTLY usable (software in ROM), LLIST, LPRINT and COPY plus a unique FREEZE BUTTON to stop any program and change any printing parameter (incl. COPY sizes & types, LINE feed, width, spacing, all margins, etc.) any time. Also fully PROGRAMMABLE in BASIC. Menu-driven, a JOY TO USE. Built-in MULTI-TOOLKIT. With 1.2m printer cable.

MULTIFACE - THE ESSENTIAL SPECTRUM COMPANION

multiface one + 128

MULTIFACE can stop ANY program at ANY point and COPY it to disk cartridge, water-tape. It works every time - is FULLY automatic, menu-driven, user-friendly, dot-proof. Absolutely EASY to use - just load a game, push a button to FREEZE it and let MULTIFACE COPY it. Option to SAVE and COPY screens. Most efficient COMPRESSION. Built-in unique MULTI-TOOLKIT - essential for poking, hacking, etc. 8K RAM extension - vital for GENIE, LIFEGUARD, etc.

MULTIFACE 1 has a joystick interface and works in 48K mode. MULTIFACE 128 (not for Wafadrives) in 48 & 128K mode. Disciple and +D versions on request.

VIDEOFACE digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens. Screens can be copied to printer, incorporated into other programs, saved to tape/m drive/disk, animated (6 different screens can be held by VIDEOFACE and changed as you wish). VIDEOFACE is menu-driven, fast and very easy to use - all you need is a Spectrum, COMPOSITE VIDEO signal and a lead.

VIDEOFACE

You can even adjust the grain (the black and white ratio) and create special effects! VIDEOFACE is a unique, most useful and powerful add-on.

ONLY £6.95

LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND LET LIFEGUARD LOOK FOR INFINITE LIVES, AMMO, ETC. ONCE IT FINDS IT YOU'LL WIN AGAIN AND AGAIN...

LIFEGUARD

INFINITE LIVES FINDER

"A GOOD REASON TO BUY SPECTRUM+3" (Crash)

"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk."

(Computer Shopper)

"Any 128K+3 owner will find it a wonderful device, indispensable even."

(Sinclair User)

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

multiface 3

THE ONE AND ONLY FULLY AUTOMATIC TAPE AND DISC COPIER

THE YEAR OF THE ROBOT - BE PART OF IT

I enclose a cheque/PO for £ + p&p to UK & Europe £ 1.00 ☐ Overseas £ 2.00 ☐

or debit my ☐ No ☐

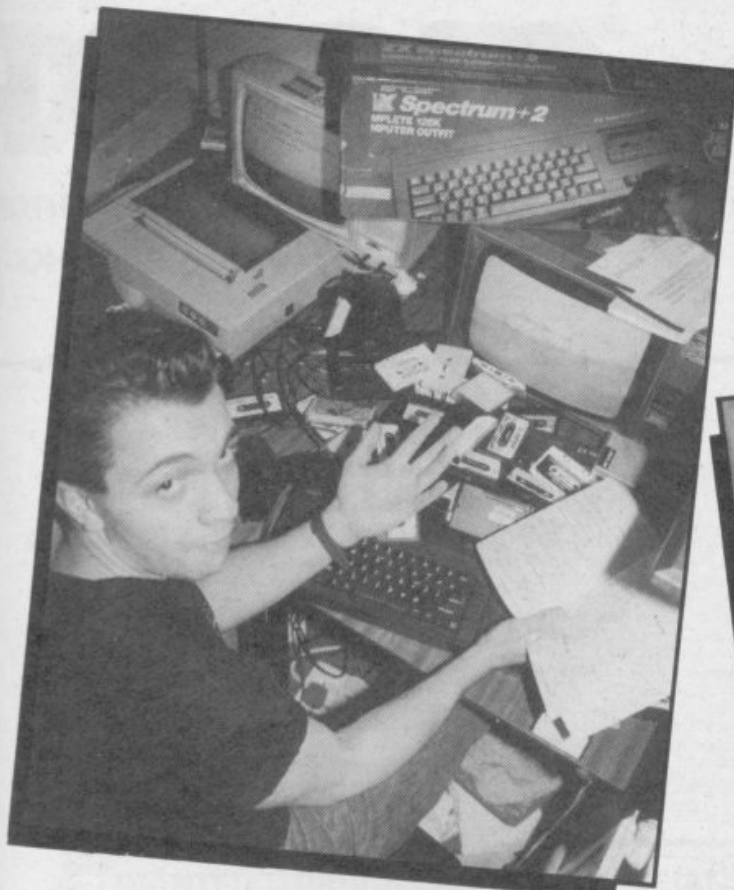
Name Card expiry.....

Address

MULTIFACE ONE	£ 39.95 <input type="checkbox"/>	MULTIFACE 128	£ 44.95 <input type="checkbox"/>
GENIE ONE	£ 9.95 <input type="checkbox"/>	GENIE 128	£ 9.95 <input type="checkbox"/>
MULTIFACE THREE	£ 44.95 <input type="checkbox"/>	M3 w/ through port	£ 49.95 <input type="checkbox"/>
MULTIPRINT	£ 39.95 <input type="checkbox"/>	VIDEOFACE DIGITIZER	£ 44.95 <input type="checkbox"/>
LIFEGUARD	£ 6.95 <input type="checkbox"/>	MUSIC TYPEWRITER	£ 7.95 <input type="checkbox"/>
SPECTRUM+3 DISCS	£ 2.75 <input type="checkbox"/>	SPEC. +3 TAPE LEAD	£ 2.95 <input type="checkbox"/>

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs 01-200 8870 SU

E TO THE SPECTRUM



external tape recorder. A cheap one will do. It is NOT necessary to invest £850 in a Nakamichi ProTech FlashJobbie Remote-controlled Hi-Fi Technostack.

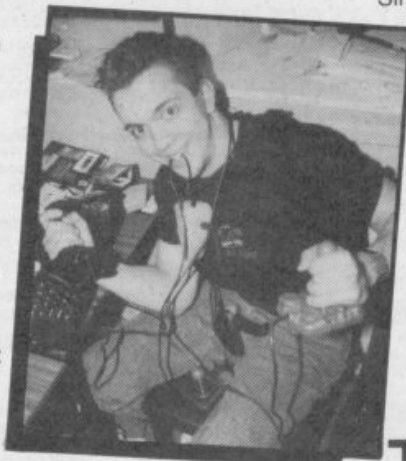
If you have a Plus 2, just wedge your tape into the deck and prepare for misery as it fails to load.

These days practically all computers are sold with bundled software. Even with the Cray One comes a simple Frogger variant. Spectrums come with collections of past hits. After playing these you will have a fair idea of whether you have wasted your money and should have bought a BMX StreetStonker instead.

Read the manual. If you don't read the manual, don't come whining to us for advice. Your joystick will not work unless you plug it in. You will not get any sound unless you turn the volume up (and maybe not even then). If you shove any peripherals into the back of the computer while it is plugged in, you will blow it up. All these are unchanging rules by which the whole universe abides.

5 ... THE JOY OF GAME-PLAYING

In the early days of the Spectrum, because there



wasn't any more powerful competition, people used it for all sorts of dull things like doing their accounts, keeping train-spotting records and working out how much wallpaper was needed to cover Scotland. If you want to do that, fine.

Just don't ask us where to get the software.

It is also a myth that using a computer can be educational. Unless you are a total divvy, you will learn more from one half-hour botany lesson than from a lifetime of educational software with titles like "Mr Blobby Learns to Count", "French for legumes" or "Spotty and Dimbo go

fab person, WHAT are they HIDING?

For a start, the endless family arguments about who's going to use the TV. Get a spare unless you enjoy head injuries. Second, the endless journeys to the software shop to replace faulty tapes. "Er ... it must have been a duff batch" isn't much comfort when

you've just walked eleven miles through pouring rain to return your fifth copy of "Killer Slugs from Milton Keynes".

They also don't tell you that if the computer goes wrong, it will take you

between a year and a century to get it fixed. It's often easier to hollow it out and turn it into a nice plant pot.

They also don't tell you that ten minutes after you've spent all your pocket money on the latest £14.99 coin-op conversion, it will turn up in one week on a compilation of last month's greatest hits along with twelve other games for £2.99.

And they don't tell you that you'll NEVER, EVER write your own programs. Sure you MIGHT knock together something primitive in Basic (if you can get over the fact that they've taken all the keywords off the keyboard). But you'll NEVER learn machine code. NO-ONE can program in machine code. It's just TOO DIFFICULT. Once every century ONE PERSON is born who understands machine code. And they can't explain it to anyone else. That's why there are so few good games about, and so much pooh.

6 ... WHAT THEY DON'T TELL YOU

When they tell you that the Spectrum is a fab computer which will provide you with hours of entertainment, that the Plus 3 has a fab disk drive which loads games in seconds, and that owning a Spectrum will make you a

Next month – how to put your computer back in its box and on top of the wardrobe.



GIFFORD

21 WHERNSIDE AVENUE, ASHTON-UNDER-LYNE

TELEPHONE 06 225 1111

10 Great Games 3	7.50	Echelon	6.00	Magnetron	6.00
19	6.75	Edge All Stars	6.75	Magnificent 7	7.50
1943	6.75	Elite	7.50	Marauder	6.00
2D Game Maker	6.75	Elite Collection	11.25	Matchday 2	6.00
4 Smash Hits	7.50	Emlyn Hughes Inter Soccer	7.50	Meanstreak	6.00
4 x 4 Off Road Racing	6.75	Empire Strikes Back	7.50	Mega Games Vol 1	9.75
5 Star Games 3	7.50	Enduro Racer	7.50	Mercenary	7.50
720 Degrees	6.75	Enlightenment (Druid 2)	6.00	Mercenary 2nd City	4.45
A.T.F.	6.75	Every Second Counts	6.00	Mercenary Compendium Ltd Ed	9.75
Aaargh	7.50	Exolon	6.00	Mickey Mouse	6.00
Action Force	7.50	F15 Strike Eagle	7.50	Micro Trivia	9.75
Action Force 2	6.75	Falcon	7.50	Micro Value III	2.99
Action Service	7.50	Famous Courses Vol 1	3.75	Mindfighter	11.25
Afterburner	7.50	Fast and Furious	6.75	Monopoly	7.50
Air Combat Emulator 2	7.50	Final Assault	6.75	Motor Massacre	6.75
Alien Syndrome	6.75	Firefly	6.00	Murder on the Atlantic	9.75
Alien U.S.	7.50	Firetrap	7.50	Napoleon at War	6.75
Alternative World Games	6.00	Fist 'n' Throttles	9.75	Nato Assault Course	6.75
Andy Capp	7.50	Flight Ace	6.75	Nebulus	6.00
Arcade Alley	5.25	Flintstones	6.75	Netherworld	6.00
Arcade Force 4	7.50	Flying Shark	6.00	Night Raider	7.50
Arkanoïd 2 (Rod)	6.00	Football Director	6.75	Nihilist	6.00
Arnhem	7.50	Football Manager 2	7.50	North Star	6.00
Art Studio	11.25	Frank Brunos Big Box	9.75	Now Games 5	7.50
Artist 2 48K	11.25	Frightmare	7.50	Operation Wolf	6.00
Artist 2 128K	13.50	G.I. Hero	6.00	Outrun	6.75
Atrurus	6.75	Galactic Games	7.50	Overlander	6.00
Azimuth	6.75	Game Over	6.00	Overlord	7.50
Bangkok Knights	7.50	Game Set & Match	9.75	Pacland	6.75
Barbarian	7.50	Games Winter Edition	6.75	Paperboy	6.00
Barbarian 2	7.50	Garfield	6.75	Persian Knights	11.25
Basketball	6.00	Gary Lineker Hotshots	7.50	Pegasus Bridge	9.75
Battle for Midway	3.75	Gary Lineker Soccer	6.00	Peter Beardsley Soccer	6.75
Bedlam (128+2 only)	6.75	Gary Lineker Superskills	6.00	Phantom Club	6.00
Beyond the Ice Palace	6.00	Gee Bee Air Rally	7.50	Pink Panther	6.75
Bionic Commandos	6.75	Giants	9.75	Plasmatron	6.75
Bismark	7.50	Gold Silver Bronze	9.75	Platoon	7.50
Black Lamp	6.00	Gorilla Wars	6.00	Powerplay Comp	7.50
Blitzkreig	7.50	Gothik	6.00	Predator	7.50
Blockbusters	6.00	Graphics Adv Creator	19.50	Professional Adv Writer	19.50
Blood Brothers	6.00	Gryzor	6.00	Project Stealth Fighter	7.50
Blood Valley	6.00	Guadal Canal	7.50	Psychastria	6.75
Brave Starr	6.75	Gunship	7.50	Psycho Pigs	7.50
Bubble Bobble	6.00	Gunsmoke	6.75	Psycho soldier	6.00
Buggy Boy	6.00	Gutz	6.00	Quill/Illustrator D/pack	19.50
Bulls Eye	6.00	Head Over Heels	6.00	Raise the Titanic	7.50
California Games	6.75	Hercules	6.00	Rambo 3	6.00
Capt America/Baravestarr	2.99	High Frontier	7.50	Ramparts	6.75
Captain America	6.75	Hill 19	6.75	Rastan	6.00
Captain Blood	7.50	History in the Making	7.50	Realm of the Trolls	6.75
Carrier Command	11.25	Hopping Mad	6.00	Renegade	6.00
Championship Sprint	7.50	Hunt for Red October	11.25	Ring Wars	7.50
Charlie Chaplin	6.75	Hypaball	7.50	Road Blasters	6.75
Chartbusters	7.50	Ikari Warriors	6.75	Road Runner	6.75
Chess	6.00	Impossaball	6.75	Road Wars	6.75
Chicago 30s	6.75	Impossible Mission 2	6.75	Robocop	6.00
Chubby Gristle	6.00	Inheritance 2	7.50	Rolling Thunder	6.75
Cluedo	7.50	Inspector Gadget	6.75	Roy of the Rovers	6.00
Colossus Bridge 4.0	8.99	Intensity	6.00	Rygar/Roadrunner	2.99
Colossus Chess 4.0	7.50	International Events	6.00	S.D.I.	7.50
Combat School	6.00	Karate Ace	9.75	Salamander	6.00
Computer Classics	2.99	Karnov	7.50	Samurai Warrior	6.00
Conflicts 2	6.00	Karyssa	6.00	Scalextric	7.50
Countdown	6.00	Katakis	6.75	Scrabble	7.50
Crazy Cars	6.75	Knight Orc	11.25	Scraples	7.50
Crosswise	6.00	Knightmare	7.50	September	7.50
Cybernoid	6.00	Konami Arcade Colln	7.50	Shackled	6.75
Cybernoid 2	6.00	Krypton Factor	6.00	Side Arms	6.75
D.T. Olympic Challenge	6.75	Last Mission/Ramparts	2.99	Sidewise	6.00
Dan Dare 2	6.00	Last Ninja	7.50	Silent Service	7.50
Dark Sceptre	6.00	Last Word 48/128/+2	11.25	Six Pack	7.50
Darkside	7.50	Lazer Tag	6.75	Six Pack Vol 2	7.50
Deeper Dungeons	3.75	Leaderboard Colln	11.25	Six Pack Vol 3	7.50
Desert Rats	7.50	Leaderboard Toun	3.75	Skate Crazy	6.00
Desolator	6.75	Lee Enfield in Space	6.00	Soldiers of Light	6.00
Diamond	6.00	Live Ammo	7.50	Solid Gold	7.50
Double	8.25	Live & Let Die	7.50	Solomons Key	6.75
Double Dragon	7.50	Living Daylights	7.50	Sorcerer Lord	9.75
Dream Warrior	6.75	Lucas Films Comp	7.50	Space Age	9.75
Driller	11.25	Mad Balls	6.00	Spitting Image	7.50
Dungeons & Dragons	7.50	Mad Mix	6.00	Sports Compendium	14.95
Earthlight	6.00	Magic Knight Tril	7.50	Spy Trilogy	7.50

GIFFORD SOFT

ASHTON-UNDER-LYNE, LANCASHIRE OL6 8UY

TELE 061-330 9939



Stalingrad.....	7.50	Tetris.....	6.00	Unitrav.....	6.75
Star Glider.....	11.25	The Deep.....	6.75	Vampires Empire.....	6.00
Star Wars.....	7.50	The Final Assault.....	6.75	Venom Strikes Back.....	6.00
Storm Lord.....	6.75	The Games Summer Edn.....	6.75	Victory Road.....	6.00
Street Fighter.....	6.75	The Games Winter Edn.....	6.75	Vindicator.....	6.00
Street Sports Basketball.....	6.75	Theatre Europe.....	3.75	Virus.....	6.00
Street Surfer.....	6.00	They Sold a Million IV.....	7.50	Vulcan.....	7.50
Strip Poker 2+.....	6.00	Thundercats.....	6.00	Wanderer.....	6.75
Strykers Run.....	7.50	Tiger Road.....	6.75	Warlock.....	6.00
Stuntman.....	7.50	Time & Magik.....	11.25	We are the Champions.....	7.50
Summer Gold.....	7.50	Tomahawk.....	7.50	Wec Le Mans.....	6.00
Summertime Special.....	9.75	Top Ten Colln.....	7.50	Whirligigi.....	6.00
Super Hang On.....	7.50	Tour De force.....	6.00	White Dwarf.....	7.50
Super Ski.....	6.75	Tracksuit Manager.....	7.50	Winter Olympiad.....	6.00
Tai Pan.....	6.00	Trantor.....	6.75	Wizard Warz.....	6.75
Taitos Coin Op Colln.....	9.75	Traz.....	6.50	Wonderboy.....	7.50
Target Renegade.....	6.00	Treasure Hunt.....	6.00	World CL/B Fam Cour Vol 1.....	6.75
Tasword + 11.....	10.45	Trivial Pursuit New Beg.....	11.25	World Class Leaderboard.....	6.75
Technocop.....	7.50	Trivial Pursuits.....	11.25	World Games.....	6.75
Teladon.....	6.00	Typhoon.....	6.00	Writer.....	7.50
Terramex.....	6.75	Ultimate The Works.....	9.75	Xennon.....	7.50
				Yeti.....	6.00
				Zulu War.....	7.50

WANTED – PROGRAMMERS, MUSICIANS AND GRAPHIC ARTISTS FOR ALL 8-BIT AND 16-BIT MACHINES, IN A DYNAMIC NEW DEVELOPMENT HOUSE. BOTH ESTABLISHED AND GOOD QUALITY NEWCOMERS REQUIRED. PLEASE CALL OR WRITE WITH ANY DETAILS OF CURRENT OR PAST PROGRAMS. TOP QUALITY CONTRACTS ON OFFER TO THE RIGHT PEOPLE.

PRIZE DRAW INFORMATION

With every £10 spent with us the customer will receive one entry into GIFFORD SOFT PRIZE DRAW. All purchases for the draw must be accompanied with the coupon provided in the advert. All entries must be received by us NO LATER than the 31st December to enable the draw to be held on the 4th January. The prizes are as follows: 1 An ATARI STFM Summer Pack with over £400 of software, plus the current top three games in the Gallup chart at the time of the draw. 2 A £100 software vouchers to be redeemed against any software of your choice. 3 A £50 voucher to be used against any software to your liking, and all other entries will receive a 10% discount voucher.

POSTAL DETAILS

All prices inc V.A.T. and first class recorded delivery in the U.K. Overseas please add £2.00 extra. Please send S.A.E. for a free price list stating machine used. Please do not send cash through the post and if you must please send it recorded delivery. If you require an up-to-date information list on the latest releases please phone the above telephone number for immediate attention. We are open six days a week until 6.30 p.m.

OTHER DETAILS

All software is guaranteed and will be replaced without question. We also supply software for the following machines: AMIGA, SPECTRUM, CBM64, BBC, ELECTRON, MSX, SEGA, NINTENDO, ATARI 8 BIT PC & COMPATIBLES, APPLE, AMSTRAD C16.

Also with every order over £20 we will give you a free disk. All orders will be dispatched within 24hrs (subject to availability). We also supply a full range of computers and peripherals and all hardware needs.

To: GIFFORD SOFT, DEPT SU
21 Whernside Avenue,
Ashton-under-Lyne, Lancs OL6 8UY

Send me copies of.....

Format.....Price £.....

Name.....
(BLOCK CAPITALS)

Address.....

.....Post code.....

Cheques payable to GIFFORD SOFT

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE SOFTWARE

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX

FOR IMMEDIATE DELIVERY

CREDIT CARD
ORDER
TELEPHONE
LINE

SPECTRUM +3 COMPUTER

INCLUDING JOYSTICK AND 6 GAME SOFTWARE PACK

ONLY £195.99

CREDIT CARD
ORDER
TELEPHONE
LINE

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

SOUTH
MIDLANDS
WALES

0602
480779

NORTH
SCOTLAND
N IRELAND
OVERSEAS

AMSTRAD 2160 DOT MATRIX PRINTER FOR SPECTRUM +2 AND SPECTRUM +3

ONLY £147.99

INCLUDES CONNECTION CABLES

0896 57004
(24 HOURS)

FOR IMMEDIATE DELIVERY

AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM +2 AND SPECTRUM +3

ONLY £189.95

INCLUDES CONNECTING CABLES

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS
TAITO COIN-OP HITS CASS DISK 9.00 13.50	GAME SET & MATCH II CASS DISK 9.00 13.50	OCEAN IN CROWD COMPIATION CASS DISK 9.00 13.50	KARATE ACE CASS DISK 9.99 *	KONAMI ARCADE COLLECTION CASS DISC 7.25 13.50	SPACE ACE CASS DISK 11.99 *	GIANTS COMPIATION CASS DISK 11.99 14.99	WE ARE THE CHAMPIONS CASS DISK 6.99 13.50
GOLD SILVER BRONZE CASS DISK 9.99 11.99	ULTIMATE COLLECTED WORKS CASS DISC 9.99 11.99	SUPREME CHALLENGE CASS DISK 9.00 13.25	TEN MEGA GAMES CASS DISK 9.99 *	FLIGHT ACE CASS DISK 11.99 *	LEADER BOARD COLL PAR 3 CASS DISK 11.99 14.99	SOLID GOLD CASS DISC 7.99 11.99	

* Please phone for Spectrm +3 disk availability and price
EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL
* * LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLDS * SEND SAE FOR CATALOGUE BY RETURN *
FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLD WIDE
CREDIT CARD ORDER ACCEPTED BY PHONE OR MAIL

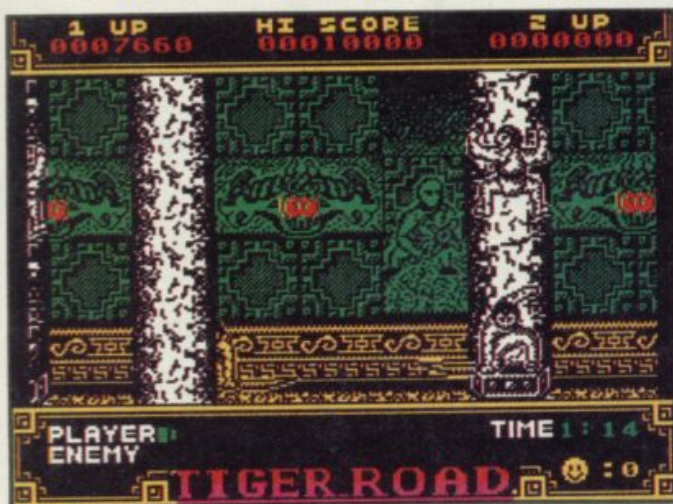
CREDIT CARD ORDER TELEPHONE
0896 57004

CREDIT CARD ORDER TELEPHONE
0602 480779

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

	CASS DISK		CASS DISK		CASS DISK
1943 BATTLE OF MIDWAY	6.99 9.99	LIVE AND LET DIE	7.25 10.50	ANNALS OF ROME	10.45
4 X OFF ROAD RACING	6.99	MATCHDAY II	5.95 10.50	ARNHEM	6.99
A.T.F.	6.55 9.00	MICKEY MOUSE	6.55 9.99	BATTLE OF BRITAIN	4.99
ACROJET	7.25	MINDFIGHTER	10.85	BATTLEFIELD GERMANY	10.45
ACTION FORCE II	6.55 10.50	MOTOR MASSACRE	6.55 9.99	BISMARCK	7.99
AFTERBURNER	9.45 10.85	NIGHT RAIDER	7.99 9.99	BLITZKREIG	7.99
AIRBORNE RANGER	7.25 10.85	NINETEEN BOOT CAMP	6.99	CONFLICTS 2	6.55
ALIEN SYNDROME	6.55 10.50	OOPS!	6.55	CONFLICTS	10.45
ARTIST 2	10.85 14.95	OPERATION WOLF	6.55 10.50	DESERT RATS	7.99
ARTURA	6.55 9.99	OUTRUN	6.99 9.99	GALLIPOLI	6.99
BARDS TALE	7.99 11.99	OVERLANDER	5.95 9.00	NAPOLEON AT WAR	6.99
BATMAN	6.55 10.85	PACMANIA	6.55	OVERLORD (Disk 9.99)	7.99
BIONIC COMMANDOS	6.99 9.99	PETER BEARDSLEY FOOTBALL	6.55	PEGASUS BRIDGE	10.45
BLACK TIGER	6.99 9.99	PRO BMX SIMULATOR	4.99 10.50	SORCEROR LORD	10.45
BUGGY BOY	5.95 10.50	PRO SOCCER SIMULATOR	6.55 9.00	STALINGRAD (Disk 9.99)	7.99
BUTCHER HILL	6.55 9.99	PROJECT STEALTH FIGHTER	7.25 10.85	THEATRE EUROPE	4.99
BY FAIR MEANS OR FOUL	5.95 9.00	R-TYPE	6.99	VULCAN	7.99
CALIFORNIA GAMES	6.99 9.99	RAMBO III	6.55 10.50	YANKEE	7.99
CARRIER COMMAND	10.85 11.45	RETURN OF THE JEDI	6.99 10.50	ZULU WAR	6.99
COLOSSUS CHESS	7.99 11.99	REX	6.99 11.99		
CORRUPTION	11.99	ROBOCOP	6.55 10.50		
CYBERNOID II	6.55 9.99	ROY OF THE ROVERS	6.55 9.99		
DALEY THOMSON OLYMPIC CHALLENGE	6.99 10.50	SALAMANDER	5.95 10.50		
DARK FUSION	6.55 9.99	SAMURAI WARRIOR	5.95 9.00		
DE LUXE SCRABBLE (128K)	7.99 11.99	SAVAGE	5.95		
DOUBLE DRAGON	6.55	SANXION	6.99		
DRAGON NINJA	6.55 10.85	SDI	6.99 11.99		
EARTHLIGHT	5.95	SHOOT OUT	6.99		
ECHOLON	7.99 9.99	SILENT SERVICE	6.99		
EMPIRE STRIKES BACK	7.25 10.50	SPITFIRE 40	7.25		
EXPLODING FIST +	5.95	SPITTING IMAGE	7.25 10.50		
F15 STRIKE EAGLE	7.25	STAR WARS	5.95		
FERNANDEZ MUST DIE	6.55 9.45	STRIP POKER II	6.55 9.99		
FISTS 'N' THROTTLES	9.45	SUPERSPORTS	6.55 9.99		
FOOTBALL DIRECTOR II (128K)	14.95 14.95	TECHNO COP	6.99 9.99		
FOOTBALL MANAGER II	6.99 10.50	THE PAWN (128K)	10.85 11.99		
FOOTBALL MANAGER	2.99 7.95	THUNDERBLADE	6.99 9.99		
FOXX FIGHTS BACK	6.55 9.75	TIGER ROAD	6.99 9.99		
FRANK BRUNOS BIG BOX	9.45 13.50	TIME AND MAGIK	10.50 10.50		
GI HERO	5.95	TOTAL ECLIPSE	7.99 11.99		
GAMES WINTER EDITION	6.99 9.99	TRACK SUIT MANAGER	6.99		
GARY LINEKERS HOT SHOT	6.55 9.99	TRIV PUSUITS BABY BOOMER	10.85		
GARY LINEKERS SUPERSKILLS	6.55 9.99	TRIV PUSUITS NEW BEGINNING	10.85		
GUERRILLA WAR	6.55 10.50	TRIV PUSUITS YOUNG EDITION	10.85		
GUILD OF THIEVES	11.99	TWENTY CHARTBUSTERS	7.25		
GUNSHIP	7.25 10.50	TYPHOON	5.95 10.50		
HEROES OF THE LANCE	7.99 11.99	UNTOUCHABLES	6.55 10.50		
HOPPING MAD	5.95 9.00	VICTORY ROAD	5.95 10.50		
HOT SHOT	6.55 9.00	VINDICATOR	5.95 10.50		
INTENSITY	5.95 9.00	VIRUS	5.95 9.00		
KONAMI COIN OPS	6.99	WECLE MANS	6.55 10.50		
LANCELOT	10.85 14.95	WHERE TIME STOOD STILL 128K	5.95 10.50		
LASER SQUAD	7.25	WINTER OLYMPIAD 88	5.95 9.00		
LAST NINJA	9.45				

Please make cheques or postal order payable to WORLDWIDE SOFTWARE.
All prices include postage and packing in the UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery.
Advertised price are for mail and telephone orders.



US Gold in Own-Trumpet Blow Shock!
"Undoubtedly one of the greatest martial arts games ever written". Yeh? And I'm the King of Siam.

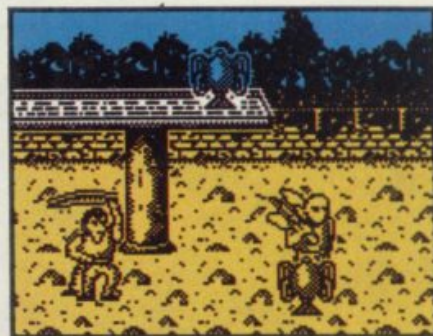
Tiger Road is definitely one of the most reasonable martial arts

too great. Your character moves around the screen somewhat jerkily. In most of the scenes there's a fair bit of colour, but there's been no attempt – so far as I could tell – to minimise attribute

Although things aren't sounding too fantastic so far, **Tiger Road** isn't without its merits. It's played across a large area of streets and tunnels and abandoned palaces and the action is pretty constant. You can bypass some baddies by hurtling up staircases or jumping over them.

The further into the game you get, the tougher the rooms get. From the straightforward street scene, when a bunch of Ninjas are your only foes, you graduate to enclosed rooms with horrid fluffy monsters which jump around and savage you.

It definitely gets better as things go along,



in a vertically scrolling room being chased all over the shop by dragon heads. Phwer.

Tiger Road is perfectly reasonable, there's lots going on and it's neither too easy or too hard. I think it's simply the polishing-off section where its development maybe fell down. The graphics move quickly, but they jerk and

TIGER ROAD

games ever written, and that's about the sum of it. Ropy storyline for a start. Kiddies kidnapped by evil emperor to be trained as horrible assassins. Lee Wong, loyal disciple of Goodness and Light, decides to embark on rescue mission. Iffy eh?

Tiger Road is USG's nth Capcom licence and so has an awful lot to live up to in the shadow of **Streetfighter** and **1943**. Unfortunately, it doesn't quite make it for reasons I'll explain later. First, let's break down exactly what's going on.

The screen scrolls from right to left and the graphics aren't

nightmares.

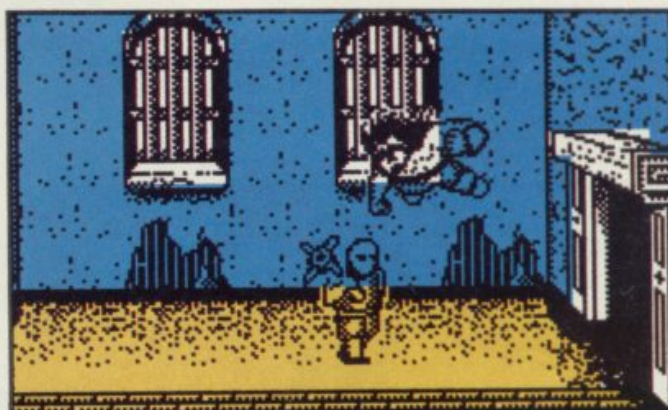
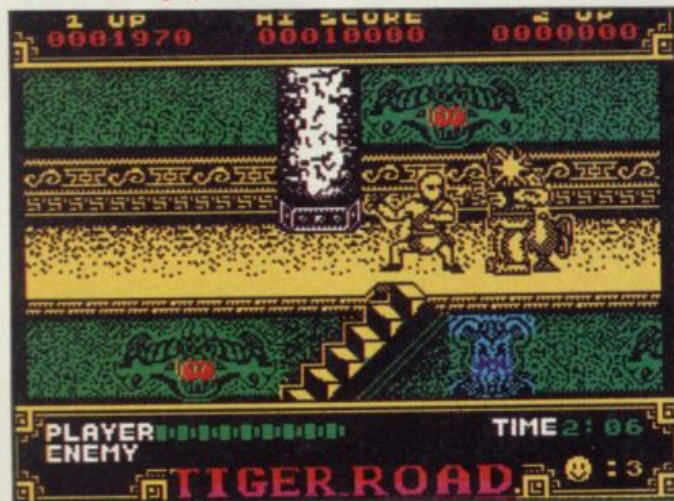
The bad guys you're up against are wild-eyed kamikaze ninja psychopaths. There's the little pestering sort who inflicts small, but frequent amounts of damage, and there's the huge end-of-level characters who can kill you straight off.

Combatting the meanies is more simple than in most of this ilk. No special moves – just a "strike" key which will employ whatever weapon you have at the time.

Extra weapons can be picked up by breaking open pots which litter the area. There's a mace, an axe and a stick, none of which seem to be any more or less effective than the others.

and there doesn't seem to be any lack of imagination on the gameplay front. Just when you think you've got the hang of the screen layout, you find yourself

what colour there is clashes like billio. Most of these things are nearly excusable but you really shouldn't invite criticism by professing that your game is so fantastic.



ARCADE

REVIEW

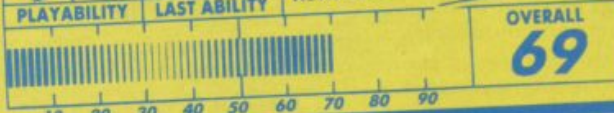
FAX BOX

TIGER ROAD Label: *Capcom* Author: *In house* Price: *£8.95* Memory: *48K/128K* Joy-stick: *Various*

GRAPHICS	SOUND
60	64
PLAYABILITY	LAST ABILITY
70	70

Reasonable though unastonishing ninja game. Worth a look.

Reviewer: *Jim Doyle*



DATTEL ELECTRONICS



ROBOTARM

FULL FUNCTION WITH 5 AXIS MOVEMENT

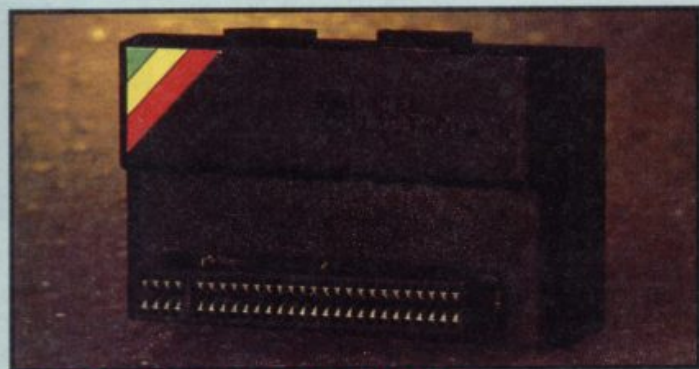
- ☐ Explore the fascinating science of Robotics with this fantastic full feature Robot Arm.
- ☐ Human like dexterity - with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- ☐ Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/Robotic control. (see Interface offer).
- ☐ Comes with accessories including: Standard Grip Jaws to mimic finger type grip; Magnetic Finger Adaptor with release mechanism; Shovel Attachment for materials handling; 4 Stabilising Legs for heavier lifting jobs.
- ☐ Uses 4 HP2 batteries (not supplied) to power motor movement.

ONLY £49.99

INTERFACE OFFER

- ☐ Unique Interface/Software package to allow you to interface and control the Robotarm with your Spectrum.
- ☐ Train mode allows you to store and then repeat arm movement sequences.
- ☐ Computer and Robotic control is a major subject in schools and colleges - this is a unique introduction.
- ☐ This Interface is not needed to be able to use Robotarm but it makes possible interfacing the Robotarm/Computer.
- ☐ Very easy to use.
- ☐ Instructions included

ONLY £19.99



DUAL PORT JOYSTICK INTERFACE

- ☐ Can also be used with two joysticks with games that allow simultaneous two player control.
- ☐ 2 joystick ports - Kempston type - one Cursor type.
- ☐ Accepts any 9 pin joystick including rapid fire types.

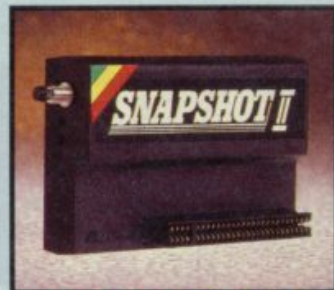
ONLY £8.99



NEW QUICKSHOT TURBO

- ☐ Complete with Interface - plugs straight into Spectrum (all models).
- ☐ All the features of the best selling Quickshot II plus;
- ☐ Microswitch action for even longer life.
- ☐ Extra rugged construction.
- ☐ Superb styling.

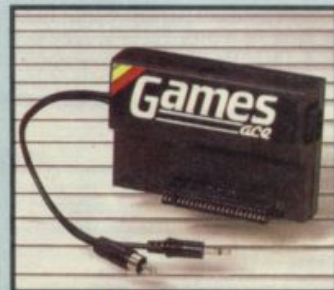
ONLY £17.99 COMPLETE



SNAPSHOT II

- ☐ Now you can backup your games to microdrive or tape.
- ☐ Special compacting techniques.
- ☐ Add pokes or peek programme then restart.
- ☐ Built in joystick interface (Kempston system).

£24.99 POST FREE



GAMES ACE

- ☐ Accepts any 9 pin joystick plus - delivers sound from games through TV speaker (fully controllable).

ONLY £10.99

Complete with Quickshot II
ONLY £17.99

or complete with Quickshot Turbo
ONLY £21.99



EXTENSION CABLE

- ☐ Distance peripherals from your computer.
- ☐ Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

- ☐ Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99

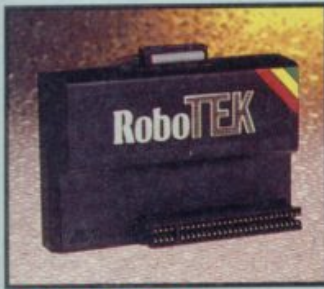


DIGITAL SOUND SAMPLER

- ☐ Permits recording any sound digitally into
- ☐ Replay at variable pitch or with amazing effects.
- ☐ Forwards/backwards/with reverb/echo/flanging etc., etc.
- ☐ Fully menu driven.
- ☐ Complete hardware/software package.

ONLY £34.99

DATTEL ELECTRONICS



ROBOTEK

- ☐ Robotics & model control made easy on Spectrum.
- ☐ 4 independantly controlled outputs for relays, models, lights etc.
- ☐ 8 independant inputs for sensing etc.
- ☐ This is the product that the Lego Publication "Make and program your own robots" was based on.
- ☐ Comes complete with cables.

ONLY £29.99



INTERPRINTER

- ☐ Connect fullsize Centronics printers to your Spectrum.
- ☐ Complete with printer cable.
- ☐ HiRes screen dump (Epson).
- ☐ Microdrive compatible
- ☐ Compatible with Tasword 2.
- ☐ Easy to use.

ONLY £24.99

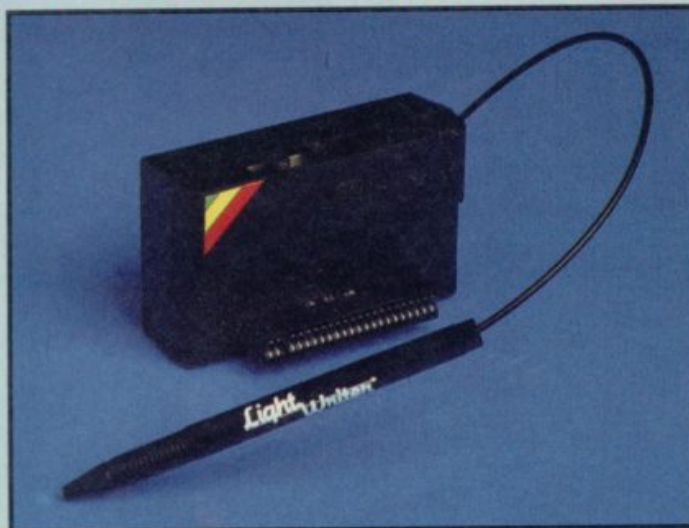


QUICKSHOT II

- ☐ The world's top selling joystick.
- ☐ Complete with interface.
- ☐ Maximum compatibility (Kempston system).

ONLY £13.99

- ☐ Auto fire/rapid fire.
- ☐ Plugs straight into Spectrum/Plus/+2/+3 etc.
- ☐ Stabilizing suction cups.
- ☐ Complete - no more to buy.
- ☐ Top & trigger fire buttons.



LIGHTWRITER

- ☐ Just plug in and draw circles, rectangles, squares & freehand drawing.
- ☐ Choose inks, papers, erase, fill etc.
- ☐ Save results into memory or tape.
- ☐ Menu driven.
- ☐ Animate screens from memory.
- ☐ Complete package includes lightpen & interface plus software.

ONLY £14.99 COMPLETE



16K RAMPACKS FOR ZX 81

- ☐ Brand new guaranteed Sinclair product.
- ☐ Simply plug in for 16K.
- ☐ Limited availability.

ONLY £5.99



DATA RECORDER

- ☐ Fully compatible Data Recorder.
- ☐ Top quality for reliable results.
- ☐ Free tapehead Cleaner.

ONLY £24.99

LEADS etc.

+3 CASSETTE ADAPTOR LEAD

- ☐ Now you can connect your +3 to a cassette recorder.
- ☐ 2ft long.

ONLY £3.49

REPLACEMENT CASSETTE LEADS

- ☐ For 48/128/+2.

ONLY £3.49

+2 JOYSTICK ADAPTOR LEAD

- ☐ Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.
- ☐ Supports rapid fire models.

ONLY £2.99

REPLACEMENT T.V. LEAD ALL MODELS

ONLY £3.49

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE



0782 744707

24hr Credit
Card Line

BY POST



Send cheques/POs made
payable to "Dattel Electronics"

FAX

0782 744292

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATTEL ELECTRONICS

DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

The best deal for Spectrum Artists bar none

**"THE BEST SPECTRUM ARTIST
PROGRAM BAR NONE"**

SINCLAIR USER
CLASSIC,
NOVEMBER 1986



**FULL PACKAGE
INCLUDING ARTIST II
AND MOUSE SYSTEM
ONLY £49.99**



TOP QUALITY MOUSE

KEMPSTON
COMPATIBLE
JOYSTICK AND
MOUSE
INTERFACE

The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:-

- SUPERB QUALITY MULTI-FEATURE ● PULL DOWN MENUS
- WINDOWS ICON DRIVEN ● FONT AND SPRITE DESIGNER ● ZOOM MODE
- FLEXIBLE CUT AND PASTE ● ABLE TO SUPPORT MANY PRINTERS.

To complete the package, the Artist II also comes with a top quality mouse system and Kempston compatible joystick and mouse interface. Take advantage of this special offer, then just plug in and go!!



ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS
HOW TO ORDER ...

BY PHONE	BY POST	UK ORDERS POST FREE
0782 744707 24 hr Credit Card Line	Send cheques/PO's made payable to 'Datel Electronics'	EUROPE ADD £1.00 OVERSEAS ADD \$3
		FAX 0782 744292

DATel ELECTRONICS

DATel ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE,
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

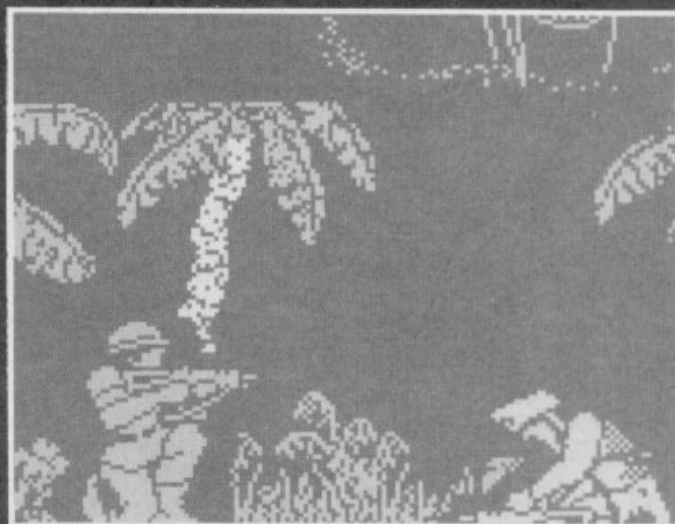
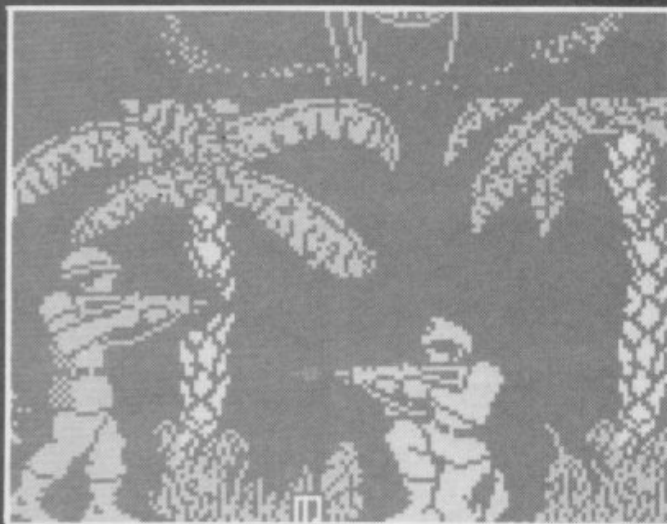
SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324



FREE OFFER!
ORDER YOUR ARTIST II PACKAGE
NOW AND WE'LL SEND YOU A FREE
MOUSE MAT AND MOUSE HOLDER
(WHILE STOCKS LAST).
USUAL RETAIL PRICE £12.99

PLEASE STATE
48/+2/+3 WHEN ORDERING



G.I. HERO

In a politically sensitive country, a spy has nicked some peace documents (things are sounding original aren't they?), and you have been sent in to go 'yee har, kill, maim' and give that bad ol' spy a slap on the wrist. This is **G.I. Hero**.

The flight in sees you apparently meeting up with another trained loony, a dog, quantly called Killer. This is when the plane's engines fo phawarowwwwcroooow and Killer (who obviously has more brains than you) decides to take his chances while you're still in the air, and jumps from the plane.



shooting things for hours are few and far between nowadays, but if you are one of those people I'd recommend this game to you.

I was slightly bewildered by the fact that there was no mention of music in the high score table, but I couldn't hear nuffink from one tune on loading, and bleak effects, with a few chirruping crickets.

Well, that's all I can say about **G.I. Hero**, it's just uncommenonforverylong and quite mediocre when compared to scrumdlyuptious games that we've seen in recent months.

I think this game would have been better as a Silverbird game instead of a full-pricer.



After a heavy landing, you go searching for Killer. I've seen some bad storylines for games before, but this is terrible.

Anyway, on with the show! You have to find Killer (personally, I'd quite like to see a scrunched dog with a VERY surprised look on its face after realising it couldn't fly), and you've got your rifle or machine gun or whatever it is to blow away all the naughty men who try to stop you finding the kamikaze canine.

The graphics are big and well animated with quite a few different stances for the main

character, as well as the enemies. You have a range of weird and wonderful equipment including a satellite link up which seems to have very little use, except to decipher the scrolly message from Telecomsoft.

When doing all the amazingly unoriginal things that your hero can do, you use a menu system which is fairly straightforward, but should have been explained slightly better for all the 'Fickos', as Jim calls them.

In **G.I. Hero**, you seem to spend much of your time doing

sod all, and, as far as I've managed to get, there's absolutely no sign of ol' dog brains.

Apparently, you do eventually come to a base of some sort, but I can't believe that it could be so good that it would change my opinion of this game. There just isn't any content to the game, and people being amused by simply



FAX BOX

G.I. HERO Label: **Firebird** Author: **N. Brown** Price: **£7.95** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
70	40
PLAYABILITY	LAST ABILITY
60	45

Playable yet uninteresting game with stupid storyline.

Reviewer: *Steve Mahoney*

OVERALL

45

IF you reckon we're talking rubbish don't just stand there . . .

Tell us what you think.

Stick your comments on paper, fill in and cut out the coupon below and send it in . . .



GRAHAM

GARFIELD

Quick somebody give this maniac Taylor a few years off. I am of course talking about **Garfield**. This mega crud makes **Living Daylights** look cool. Okay the graphics are brilliant, but I think they forgot playability, sound and lastability ever existed when they made this game. The game is as playable as a soggy cornflake and the sound is zilch. How could you give this game a Classic, you've just let the mag down. Mind you, I still think your mag is ultra crucial even after this tragedy. **David Ratcliffe**
Northumberland
Putting his fiver towards:
Operation Wolf

● *Graham says: Also poor Yorrick, I knew him well. Now that was a tragedy.*

FOOTBALL MANAGER 2

While reading your super cosmic mag I read Graham's review of the 'mega' **Football Manager 2**. I immediately jumped on the next bus to town and forked out my last

tenner on it. When I returned home I played the game for 30 seconds and observed that it was total crap and mega-unrealistic.

It was so crummy I had to pull the plug on it! If it was re-released for 10p only a midless moron (Graham!) would buy it. I would give it 2% for graphics. If you do not print this letter I will send it to you! 1st class!! Now what do you think of that?

CP Woolhouse
Lancs

Putting his fiver towards:
Afterburner

● *Graham says: Well not a lot actually. He was far too bored to comment on your specific complaints. However he asks what do you think about the subject of the rights of dumb animals? Or what about the ozone layer?*

FABBO COMMENTS

Brilliant! That's the only way to describe Sinclair User. Recently, I bought Sinclair User for the first time. It was so good, I got the November edition as well. The reviews are superb. I found their information dead accurate. I am fed up with Graham, Chris, Tony and Jim being criticised though, I think they are wicked. Keep up the good work lads. But I have one question to ask. Who is GT? (popping up everywhere!) and if you don't print this, I will cry, and I won't get your mag for ever and ever, so there! By the way, I am getting **Tracksuit Manager** because you said it was a Classic! No complaints about Sinclair User!!!

Christopher Goodchild
Essex

Putting his fiver towards: Track Suit Manager

● *This does make a change. Someone actually agreeing with us about the fact that we are better than everybody else. GT is, in fact, none other than our very own El Presidente, who just like in real life, pops up everywhere. Did you know that if you jumble up the letters in your name, add a few and take some away, you get 'Mrs. Dillon'. I smell something fishy.*

Your magazine is undoubtedly one of the best on the market at the moment (what do you mean 'at the moment'?).

So why, when reviewing games, do you insist on using Commodore screen dumps. We know that they have superior graphics. When I read a review I am still not sure that the graphics are as good as you say, due to the fact that we never see them.

Although I must admit that you are starting to use more Spectrum screen shots, but at the moment I don't know whether to call the mag Sinclair User or Sinclair & Commodore User or Sinclair User's text & Commodore graphics or even Sincodore User.

S J Longworth

Putting his fiver towards: Ninja Scooter Simulator

● *What are you on? We haven't printed a C64 screenshot since 1924, and you weren't even born then, so how do you remember. Go away.*

CHRIS



OVERLANDER

You silly little poo Jenkins! Has your brain fallen out of your ear? You plop. Why did you give **Overlander** 81%? It's worth at least 100%, wally. My +2 is now recovering from the shock of me playing this brill game on it. The graphics are worth 99% and the sound is worth 99% and my +2 still hasn't got its breath back.

This game is brill. Buy it today. The megatapes are brill, by the way, but if you don't print this review I shall flush all my **SU**s down the loo and never buy **SU** again. Bye bye.

Carl Redfern
West Midlands

Putting his fiver towards:
Operation Wolf

● *Chris says: I know it's a good game, that's why I gave it a good mark. Even if my brain had fallen out of my ear, I'd still have twice as many brain cells as you. By the way, we don't care if you flush all your **SU** mags down the pan. After all, who paid for them?*



TONY

TRACKSUIT MANAGER

How on earth did Tony Dillon get something right! "Mum get me an aspirin, please." What I am writing about is Tony Dillon's review of **Tracksuit Manager**. I saw it, 93%, whoopee! Get that. I got it home, loaded it in, and it didn't load. Poo! So I turned it over and it loaded. MEGA! This game is so cool I didn't hear Mum calling me for tea, AAARGH. No tea. The only snag is when you choose your own team and type all your players in, they're all crap. A question to leave you with. Has Tony Dillon turned over a new leaf?

Iain Sisson
Sutton

● *Dillon says: Glad you agree. In answer to your question, I'm just turning the same old leaf over and over again.*

DALEY THOMPSON'S OLYMPIC CHALLENGE '88

If I ever see Tony Dillon in a dark alley, he will wish that he had never heard of **DTOC**. He gave this brilliant game only 72% when the mark should have been a classic. The graphics are MEGACOOOL which is more than I can say about the thing on the front of your mag which you like to call a game. OK, the sound is not the best around but the end product is much better than the original. SO GO SUCK AN EGG.

Michael Meehan
Nottingham

● *Dillon says: I never said it wasn't better than the original, but come on, it's hardly a brilliant game is it. By the way, you name the alley, and I'll be there.*

The WRITE STUFF?!

DALEY THOMPSON'S OLYMPIC CHALLENGE

Tony Dillon doesn't know what he's talking about. 72% A lousy 72% for Daley Thompson's Olympic Challenge, yes that's what I'm on about. It deserves 80,000,000,000. It's brilliant. Okay, it may ache your arms, but at least I know what I'm talking about. What's this then? Ripping off their own ideas? They're better than you matey. I agree with the brilliant graphics and sound, but playability? I couldn't get off it.

When I saw it in the shop (censored name), I thought I'd wait for you to review it, but why put 72 for a joystick knacker, mega trendy game. You'd better give me your dosh or else I'll set the Kamikaze Bear on you. Still, I think you mag's brill.
Paul Mountney
Birmingham

● *Dillon says: I don't know you, so don't you dare call me matey. Jon Riglar's the only one who calls me matey, but he lives in Plymouth, so that's alright. The whole point of the playability mark is to let you know generally how good the control is and how well the game plays. Continual left and right on the joystick for hours on end is neither fun or playable. So bog off.*

LASER SQUAD

LAY OFF TONY! He may have isolated some games, and quite rightly too, they're crap compared to Laser Squad, well deserving its 89%. If you think strategy games are dull and boring, think again!

The normal, deformed graphics have been replaced by brightly coloured, highly detailed graphics and the gameplay is nerve racking, you could be annihilated at any moment. Add tons of vicious weapons to play around with and a wickedly tough opponent that knocks others for six and you have a Classic game. The only niggling point is the lack of a quit button when you cause your mission to be doomed. Buy it!
Oliver Battiss
Surrey

Putting his fiver towards: Rex

● *Tony says: Glad you liked it. I've just been speaking to the Gallup boys, and they tell me the expansion pack is ready now, so get that order in the post.*



JIM

GAME OVER II

I don't know what you're playing at Jim, only giving a mega brilliant game like Game Over II 67% is a serious offence and if you do it again then YOU DIE - get the drift.

As soon as Game Over II was released I zoooooomed out to buy it. I played it, found out the access code and completed it and now you can't get me off the old Speccy (oer). So I advise EVERYBODY to get it.

I reckon it should get 85% for graphics, 93% for game play, 70% for sound and 90% for lastability.

Antony Gayter
Poole

Putting his fiver towards:
Operation Wolf

● *Game Over II was bordering on plop. I can't believe you'd give it anything like those marks. Methinks the cold weather has affected your brain.*

R-TYPE

If Jim doesn't immediately Classic this game, I'll rip out his eyes and stick R-Type down his throat. This is the best ever, sponditious, crucial, mega wicked game! The colour and spectacular explosions, as well as the aliens, beat any other Spectrum game into the ground, even Operation Wolf (which isn't very hard to

complete). Every time you play R-type you get a little further so the lastability goes up. I'm on level four, but there are eight, so it's not easy.

This kicks Salamander into 1982 and beats up Zynaps with its little finger. R-Type is a part of Spectrum history, the best ever shoot-'em-up. Anyone who doesn't have it is, in a word, totally lame!

Ian Gorski
London

Putting his fiver towards:
Aterburner or Robocop

● *Jim says: So you agree then?*

TARGET RENEGADE

ARGH! Jimbo you are a triffic reviewer for giving Target Renegade 10 out of 10. You were so right, the graphics are superb, the sound is good and although the scrolling isn't too ace, it is still a good game, well put together and presented.

The two player option is a good idea, so you work as a team. Also the different scenarios eg Car Park, Shopping Precinct, Bouncers in a pub are really great.

Skinheads, Beastie Boys, Dogs, Hells Angels and Ladies of the night are all in it, if Target Renegade hasn't got it then it's probably not worth seeing anyway.

All in all an excellent game and a whole lot of fun for the daft price of £7.95 (they must be mad).

Jayson Snipe
Birmingham
Putting his fiver towards: Crazy Cars

OCTAN

Octan 75% overall, are you mad Jim (yes, completely)? This game is the best ever (for £2.99) and it should have got a classic. The graphics are brill and it's so hard to complete it's 100% addictive.

In the review you said it cost £2.99, then in the Fax Box you said it was £1.99. It was, in fact, £2.99, but this does not change the excellent game play.

Great work Silverbird, keep it up.
Paul Wilburn
Debdale
Putting his fiver towards: Buggy Boy

● *So let me get this straight. Although it actually costs £2.99, we printed £1.99 in the fax box although we said it was £2.99 in the review, but when you bought it you discovered that people were selling it for £2.99 even though - (shut up - GT).*

Every so often - well very often actually - you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad - write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 - or cheque - to put towards the software title of your choice - tell us what you plan to spend the money on if your review is printed.

You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns a hole in them anyway.

So get cracking - write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush - tell us straight what you think. Send your review (or any recent game) and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name.....

Address.....

I'm going to put my fiver towards.....

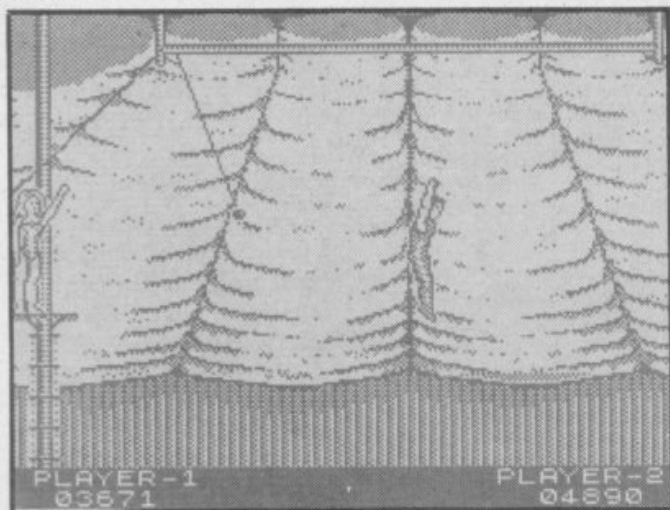
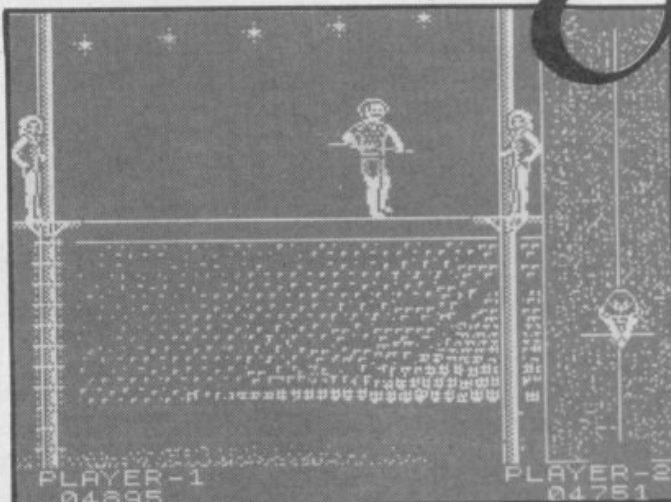
*Reviews supplied without full name and address will not be considered for publication.

CIRCUS GAMES

Whether it's complete and utter coincidence, whether great minds think alike, or whether one pinched the idea from the other, it's remarkable that TWO arcade games based on the circus should appear in the same month; especially since there are hardly any circuses left in operation in real life. I mean, you wouldn't expect anyone to do an Olde-Tyme Variety Music Hall game would you?

obviously as much as mucking out don't about they know Speccy do about tigers.

What we have here is a collection of four events. You can quit any one and move on to the next load if you wish, but obviously to finish the game you must succeed in all four events; Tiger Taming, High Wire, Trapeze and Trick Horse Riding (that's doing tricks while riding a horse, not a funny



What's remarkable about **Circus Games** – if anything can be said to be remarkable about it – is that it's a licence. Yes, the famous Ringling Brothers and Barnum & Bailey "Greatest Show on Earth" has singled out Tynesoft for the honour of having their name on the cover of **Circus Games**; they

collapsing animal).

The graphics are unremarkable throughout, and the music is hideous, which is a bit of a shock since it's by David Whittaker. The first event, Tiger Taming, is particularly poor. The aim is to make the tigers perform three tricks; you have a whip and a chair, and must keep

all three under control if you hope to escape uneaten. The tricks vary from making the tigers walk through tubes, to walking them from one side of the cage to the other; very exciting, you'll agree.

The next event, Trapeze, is a bit better; left and right makes you swing higher on the trapeze, fire makes you jump to the other trapeze and perform a somersault. It's unfortunate that the animation is too slow to make things very thrilling.

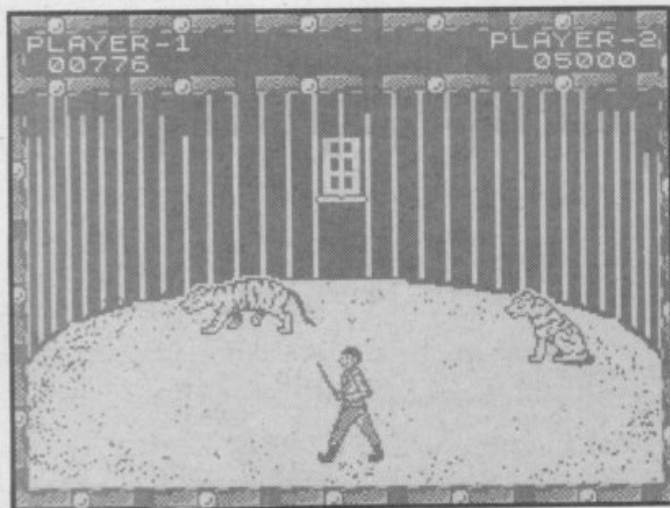
Event three, Tightrope, COULD have been interesting. It features a split-screen display, and demands that you move across the tightrope while balancing your big pole (oo-er). In the middle you have to perform a somersault, which is tricky as you tend to lose your balance on landing. tightrope is quite good fun; pity there isn't a bit more to it.

Lastly and leastly, Trick Horse Riding. Here, you balance a

stunted Christmas-tree fairy on the slowest-moving horse you've ever seen. Her task is to avoid custard pies thrown by the clown, to jump through hoops and so on.



After completing all the events you must load the Menu section to display your high score, but frankly my dears I wouldn't bother. There's nothing in **Circus Games** to really make you want to get involved – though **Circus Circus** from Martech is superficially similar, it's a whole lot better than this bag of tricks.



ARCADE

REVIEW

FAX BOX

CIRCUS GAMES Label: Tynesoft Author:
Subway Software Price: £8.95/£14.95
Memory: 48K/128K Joystick: Various

Not the greatest show on earth by a long shot.

Reviewer:

OVERALL

50

GRAPHICS	SOUND
60	40
PLAYABILITY	LAST ABILITY
45	39



The weekly...

The trouble with trying to write an ad for New Computer Express is there are so many good reasons to buy it you don't know which to mention first.

Should it be the **spectacularly low** cover price of **48p**?

Or the fact that because it comes out **every week**, it's bang up-to-the-minute on news and reviews?

What about its remarkable **buyers' guides** packed with **detail** and **fact-backed** opinion?

Or its **crystal clear** series of articles aimed at computing **beginners**?

Perhaps it would be better to start with the point that each issue includes a special **info-**

crammed section dedicated to **each** of the main computers.

Not forgetting the magazine's **dynamic**, modern layout.

Or its string of remarkable news **exclusives**.

Or its **mischievous** sense of humour.

Or its **brash**, exciting approach to all things computing.

Or its ad pages packed with the **latest bargains** (and made

irresistible by the magazine's unique discount voucher scheme).

The fact is, it's dangerous to start anywhere with New Computer Express. Once you do, you're **hooked for life**.

Where to Buy

New Computer Express goes on sale every Thursday in all leading newsagents. In case of difficulty you can get hold of the latest issue by sending a cheque for 75p (inc P&P) to Express Copies, Future Publishing Ltd, Somerton, Somerset TA11 7PY.

Save ££££££££!

Each issue of Express includes a page of fabulous money-off vouchers. These allow you to save a fortune when ordering from advertisements inside the magazine - and your choice of goods isn't limited to specific items. You can make savings on any order from participating advertisers.

What readers say

"I congratulate you on releasing such a +%*!#@ brilliant mag."
Ronni Stirling, Glasgow

"Your competitors are doubtless quivering in their snow-boots. Your magazine is infinitely superior. It's suddenly worthwhile getting out of bed on Thursdays again."
Don Howard, Croxley Green, Herts

"Our warmest congratulations on the first issues of New Computer Express. We have immediately cancelled our long-standing order with *****. It will be interesting to note how long you can maintain your unbelievable price of 48p."
H J Mueller, The Adventure Club

"Yours is by far the best weekly computer magazine on the market."
Roger Davis, Southampton

Only 48p!

Issue 5 • Dec 10, 1988

CRASH! Adult game rocks city - page 3

NEW COMPUTER EXPRESS

First news, first reviews - every week

Save 10% off
adverts in this issue!
- one page 49

BARGAINS

News and reviews for
YOUR machine - page 11

Amiga
Atari ST
BBC
C64
CPC
MSX
PC
PCW
QL
Spectrum

**SINCLAIR
PC 200
FIASCO**



On sale without manuals, operating system, monitors and games • Full review page 11 • Analyst page 11

**PUBLISH ON
YOUR MICRO!**

A friendly guide to desktop publishing - page 14

So what is
UNIX?

All you ever needed to know (but were too afraid to ask) - page 23

R-TYPE



Power-packed ST version blasts in - page 11

Pixel Picasso!

The country's most talented computer artist reveals his secrets - page 46



Charts 3 • Letters 13 • Tech Test 31 • Entertainment 32 • Beginners 41 • Tips 43 • Vouchers 48 • Columns 52 • Job Ads 60 • P51st 62

...that's taken
computer
users
by storm



Time for our regular look at new choccie bars to help you through a tough afternoon.

CADBURY'S STRAWBERRY CREME 21p Milk chocolate with strawberry flavoured fondant centre – that's goo to you and me. Jim: "I thought it was nice." Alison: "Boring and bland. Pooh." Chris: "A bit sickly." **VERDICT:** Give it a miss.

TERRY'S LOGGER 19p Milk chocolate with 54% unidentified gunge. Jim: "Hurts your mouth when you bite it off." Alison: "Pooh." Chris: "Like eating polyfilla." **VERDICT:** Good for wedging doors open.

CADBURY'S ICE BREAKER 24p Blend of milk and plain chocolate with minty chips. Jim: "Orrright, but I prefer Matchmakers." Alison: "Slightly less pooey than the others." Chris: "Very festive. Feed it to the reindeer." **VERDICT:** Not too bad.

TERRY'S DARK 22p Plain chocolate with almonds and raisins. Jim: "Didn't do anything for me." Alison: "Too healthy for me." Chris: "I don't like the almonds. Or the raisins. And I don't think much of the chocolate." **VERDICT:** Ucky.

TOBLERONE DARK 89p Plain version of the famous Swiss bar. Jim: "I'd rather be having a white Toblerone." Alison: "It got stuck in my teeth." Chris: "Great. Pity I can't afford it." **VERDICT:** An expensive luxury.

OVERALL VERDICT: Stick with the apples and oranges, mates!

SU says: Remember kids, don't eat too much chocolate as it makes your toothy-pegs drop out.

COUPON

The first reader to send us a photo-booth type piccy of themselves with a whole bagful of Maltesers in their gob will win all of the above chocolates.

Name.....

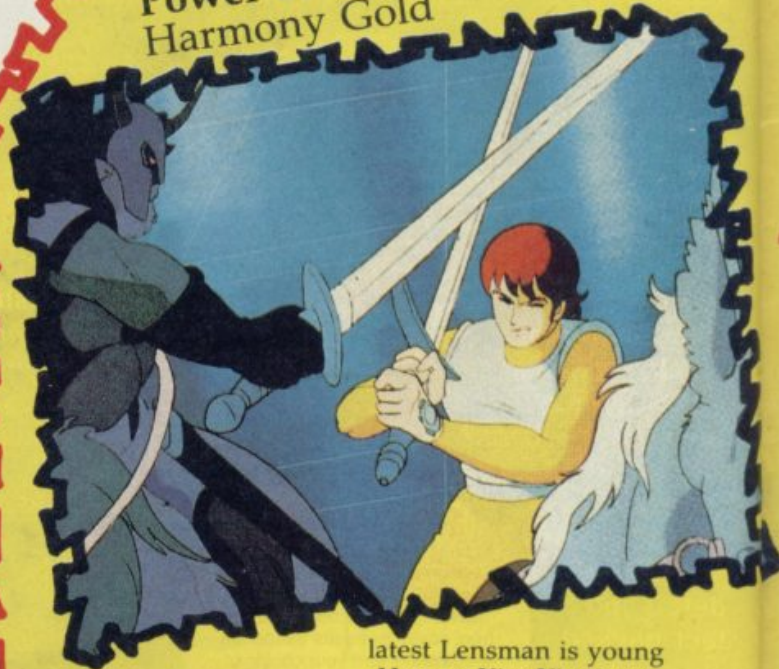
Address.....

Send to: 'mmf mmf, I've got a mush full of choc,' Sinclair User, 30-32 Priory Court, Farringdon Lane, LONDON EC1

OUT

VIDEO VOTE!

Power of the Lens
Harmony Gold



This one's a blast; one of the seemingly endless selection of Japanese sci-fi epic cartoons, featuring some incredible film-like animation, fantastic hardware designs and fast-moving plots. If you're familiar with the Lensman series by E.E. "Doc" Smith, you'll recognise many of the elements of this vid; two ancient civilisations, the Arisians and Eddorians, battle for control of the galaxy. The evil Eddorians use the pirates of Boskone as their agents; the Arisians use the Lensmen, heroic warriors given superhuman powers by the semi-living Lens grafted to their hands. The

latest Lensman is young Human Kim Kinnison, and together with the axe-wielding giant Van Buskirk he takes on menaces including alien slavers, living spaceships and carnivorous underwater palm trees. Great fun – let's hope there are more Lensman vids on the way (oh yes, let's – AS).

Monster Squad

If you enjoyed Ghostbusters, Gremlins, Ghoulies or





The ultimate accessory for all you lazy swines. We've had remote control TV. We've had those ludicrous robot things that will carry the Radio Times from one sofa-bound zombie to another. Now even the most lazy sod in the whole world won't have an excuse not to watch nowadays, thanks to TV SPECTACLES!

Yes. For the outlandish sum of £35 (yes, Thirty-five Pounds Sterling) FFWD in Newburgh Street (Carnaby Street's back door) will supply you with a pair of very well made specs. They're a complicated arrangement of prisms and nose-guards, but unlike any other pair of glasses, they allow you to see at virtually any angle you desire.

Best employed while lying flat on your back or in ultra-recline mode on your Sealy Saville armchair, you can watch TV without having to raise your neck a jot, the specs can be used for a host of other things. You can wear them while walking along and see exactly what your legs look like as you do it. You can, urm, well that's about your lot really. Still, great value, eh?

Captions:

Space Invader in disguise? No. It's those crazy TV SPECTACLES!

"Get this thing off me!" (say the spectacles)



First person to send us an envelope marked "Blimey-o-flip I bet you a Malteser that I'm the first person with the right answer" Competition, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and enclose the correct answer to the following stonker of a question and a single Malteser will win the TV Spectacles shown here.

Extremely wacky captions: The television shown on pages 48 and 53 is made by whom?

anything else beginning with a G, you'll dig **Monster Squad**, a spoof horror film which lovingly recreates the villains of all the classic monster movies; Dracula, Frankenstein's monster, Wolfman, the Mummy, and the Gillman (from Creature from the Black Lagoon). Set in small-town America, the film features some excellent special effects and great costumes, especially for the Gillman. Only Dracula, played by

someone who looks like an extra from Hill Street Blues, fails to convince. The plot's not too taxing; a

group of monster-obsessed kids take it upon themselves to save the world when they realise

that all the famous monsters have got together to celebrate the centenary of Dracula's escape from Transylvania. With the help of a German folklore expert, Dad's police Magnum loaded with silver bullets, and copious amounts of garlic, they set out to find a talisman they need to destroy the monsters. Loads of black humour, movie jokes and genuinely scary moments make **Monster Squad** an excellent rental.



SHEKHANA MAIL ORDER SERVICES — ESTAB SINCE 1978

ACCESS — ORDER BY CREDIT CARD LINE 01-348 2907/340 8565 — 24 HRS — VISA

Our Price	Our Price	Our Price	Our Price	Our Price	Our Price
Spectrum Title	Spectrum Title	Spectrum Title	Spectrum Title	*** SEGA SYSTEM ***	*** SEGA SYSTEM ***
1943 — D3 7.25	Linkers Skill — D3 6.40	Taito Coin Ops 9.99	Target Renegade — D2 6.30	Master System 79.95	Rocky 24.95
4 X4 Racing 7.25	Linkers Soccer — D3 6.40	Techno Cop — D2 6.30	Target Renegade — D2 6.30	Master System Plus 99.95	Secret Command 22.95
Action Force II — D2 6.75	Imp. Mission 2 — D2 7.25	The Double 7.99	The Double 7.99	Mastersystem System 129.95	Shanghai 22.95
Action Service 17.99	Intensity 6.30	The Fury — D3 7.99	The Fury — D3 7.99	Light Phaser 29.95	Shinobi 24.95
Adv Art Studio — D2 7.50	Jail Break 2.99	The Games — D3 7.25	The Games — D3 7.25	Shooting Gallery 22.95	Shooting Gallery 22.95
Alien Syndrome 6.75	Iron Lord — D4 10.99	The Pawn — 128K 9.99	The Pawn — 128K 9.99	Space Harrier 24.95	Space Harrier 24.95
Animator I 9.99	Jewels of Darkness 9.99	Theatre Europe 4.99	Theatre Europe 4.99	Space Harrier 3D 24.95	Space Harrier 3D 24.95
Annals of Rome 9.99	Jinxer + 3 disk 9.99	Thunder Blade — D3 7.50	Thunder Blade — D3 7.50	Spy v Spy 14.95	Spy v Spy 14.95
Archie Force Four 6.99	Inter. Karate + 3 7.50	Thunder Cats — D2 6.30	Thunder Cats — D2 6.30	Submarine 3D 24.95	Submarine 3D 24.95
Arkanoid II — D2 6.30	Knight Orc 9.99	Tiger Road — D3 7.99	Tiger Road — D3 7.99	Super Tennis 14.95	Super Tennis 14.95
Artist II — 128K 15.99	Konami Coll — D3 7.50	Time + Magic — D2 11.99	Time + Magic — D2 11.99	Teddy Boy 22.95	Teddy Boy 22.95
Artist II — + 3 disk 15.99	Krylix 11.99	Times of Lore — D2 7.99	Times of Lore — D2 7.99	The Ninja 22.95	Thunderblade 24.95
Artura — D2 6.40	Led Storm — D4 7.99	Total Eclipse — D2 7.50	Total Eclipse — D2 7.50	Wonderboy-Monsterland 24.95	Wonderboy 22.95
Barbarian II — D2 7.50	Live + Let Die — D2 7.50	Track Suit Manager 7.50	Track Suit Manager 7.50	World Grand Prix 22.95	World Grand Prix 22.95
Bards Tale — D3 7.99	Magnificent 7 — D3 7.50	Typhoon — D2 6.30	Typhoon — D2 6.30	World Soccer 22.95	World Soccer 22.95
Batman — D2 7.99	Motor Massacre — D2 6.40	Untouchables — D2 7.50	Untouchables — D2 7.50	Y's 32.95	Y's 32.95
Battfield Germany 9.50	M.O.T. Universe — D3 2.99	Victory Road — D2 7.50	Victory Road — D2 7.50	Zaxxon 3D 22.95	Zaxxon 3D 22.95
Bionic Commandos — D3 7.99	Nemesis 7.99	Vindicator — D2 7.50	Vindicator — D2 7.50	Zillion 22.95	Zillion 22.95
Black Lamp — D1 5.50	Night Raider — D3 7.99	Virus — D1 7.50	Virus — D1 7.50		
Black Tiger — D3 7.99	Mansella Racing — D3 7.99	Vulcan 7.50	Vulcan 7.50		
Bubble Bobble — D1 5.50	Ocean Competition — D3 9.99	We are Champions — D3 7.50	We are Champions — D3 7.50		
Bugger Boy 5.50	Operation Wolf — D2 6.30	Whirligig — D1 6.30	Whirligig — D1 6.30		
Butcher Hill — D2 6.40	Outrun — D2 7.50	Zulu War 7.50	Zulu War 7.50		
Carrier Command — D2 10.99	Overload — D2 7.50				
Cyberoid II — D2 6.40					
Dandy 6.75					
Dark Fusion — D2 6.40					
Double Dragon 7.50					
Dragon Ninja — D2 7.50					
D. Toms Olympics — D3 7.50					
Dynamic Duo 5.50					
Echelon — D3 7.99					
Elite 7.50					
Empire Strikes — D2 7.50					
Explosion — D1 6.75					
Exploding Fist + 1 6.30					
Fist + Throttle — D2 9.99					
Flying Shark 5.50					
Football Director 7.50					
F. Director 2 — D4 13.99					
F. Manager II — D2 6.99					
F. Brunos Box — D3 9.99					
Flinstones 6.75					
Game Over 2 — D2 7.25					
Game Set & Match 1 or 2 9.99					
Garfield 7.99					
Gauntlet II — D2 7.25					
Guerilla War — D2 6.30					
Guild of Thieves + 3 9.99					
Gunship — D2 7.50					
G.I. Hero 6.30					
Linker Hotshot — D3 6.40					

*** SPECIAL OFFERS ***	Price
RAMBO 3	£6.30
RAMBO 3 — disk	£7.50
Double Dragon	£7.50
After Burner — cass	£7.50
After Burner — disk	£10.99
Operation Wolf — cass	£6.30
Operation Wolf — disk	£10.99
Thunderblade — cass	£7.50
Thunderblade — disk	£12.99
Carrier Com'd — cass	£10.99
Carrier Com'd — disk	£10.99

R-Type — cass	R-Type — disk
£7.50	£10.99

TITLES TO CLEAR	Price
ALL AT ONE PRICE	£2.99 EACH
NEMESIS, QUAZATRON, RAMBO, INTER KARATE, FIGHTING WARRIOR, FIGHTER PILOT, HEARTLAND, SHAKE, WINTER GAMES, ROBOT MESSIAH, RYGAR, HEAD OVER HEELS, FALCON, BLOCKBUSTERS, V. ENIGMA, FORCE, RANA RAMA, GAMBLER, MAG MAX, DYNAMITE DAN, ZODS, RAID OVER MOSCOW, WHAM, 48K, MATCH POINT, AVENGER, JET SET WILLY, SAMURAI, SAM CRUISE, GHOST + GOBLIN, NOW GAMES 3, EAST ENDERS, BALLBLAZER, MATCHFISHING.	
Please note these are in short supply so please give alternative choices	

ALSO AVAILABLE ON DISK FORMAT: D1 = £9.99 D2 = £10.99 D3 = £12.99 D4 = £14.99

MAIL ORDER CUSTOMERS

Please make cheque/PO payable to: S.C.S. (YS), 655 Green Lanes, London N8 0QY. P&P: Add 50p in UK, EEC add £1.00 per item, elsewhere add £2.00. Add £5 for all machines + £1.00 for Joysticks & Accessories. Please give alternative choice in case items are out of stock. Tel: 01-348 2907, 340 8565, 631 4627.

PERSONAL CALLERS

Callers can pick up software at our branches at: 221 Tottenham Court Road, London W1R 9AF (nr Goudge Street Stn.) or 655 Green Lane N8 0QY (nr. Turnpike Lane Stn) on production of this advert we will give you 10% off the RRP of Software which appears on this advert (except Sega + Nintendo)

CREDIT CARD HOLDERS

Access and Visa Card Holders ring: 01-348 2907, 01-340 8565, 01-631 4627
Credit Card orders despatched same day subject to availability. Please note we also stock telephones, cordless, accessories. Answer Fax, Copier, Calculator machines. Tel: 01-436 9590



BYRITE SOFTWARE



SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

Orbit, Sky Runner, West Bank, Battle of the Planets, Sir Fread, Spec Graf, Equinox, Revolution, Pole Position, Top Blazer, Fighter Pilot, Action Reflex, Sailing, Fighting Warrior, Mindstone, Red Scorpion, Fifth Quadrant, Cosmic Shock Absorber, Pulsator, Xarg Temple of Terror, Deactivators, Bride of Frankenstein, Xcel, Ball Blazer, Skyfox, Hacker, The Big Sleaze, Jet Pac, Through the Trap Door, Mooncrest, Knightmare, Pyrcurse, Moonlight Madness, Killer Ring, Kinetik, Mission Omega, Biggles, Wibsters, Hybrid, 10th Frame, Triaxos, Druid II, Gyron, Lords of Midnight, Life of Harry Prodigy, The Eidolon, Cop Out, Dark Empire, Double Take, Koronis Rift, Bubbler, Tempest, Twister, Mermaid Madness, Deathscape, Greyflet, Deadringer, Hacker II, Nihilist, Tujad, Moutie Micks Deathride, Les Flics, Impossible Mission, Space Shuttle, Jerry the Gem, Costa Capers, (Please choose alternatives to avoid disappointment).

SPECTRUM £2.99 EACH

Death or Glory, Winter Olympiad 88, Headcoach, Colour of Magic, Ramparts, Slaine, Dark Scorpion, Blacklamp, Implosion, Jailbreak, Nemesis, Gunslinger, T T Racer, Chuckie Egg, Crosswise, Venom Strikes Back, Strip Poker II, JSW2/Manic Minor, Galactic Games, Guadalcanal, Lazer Tag, Tealodon, Championship Sprint, Falcon, Renegade Lord, Captain America, Hysteria, International Karate +, Blood Valley, Survivor, North Star, Dragons Lair, Escape from Sings Castle, Karnov, Supersprint, Diamond, Black Magic, Tetris, Samurai Trilogy, Gothik, Gee Bee Air Rally, Centurions, Rampage, Star Raiders II, Magnetron, Living Daylights, Zynaps, Cholo, Terramax, Chubby Gristle.

SPECTRUM COMPILATIONS

COIN-OP CONNECTION INC.
Breakthrough, Express Raider, Metro Cross, Crystal Castle. All for £2.99

LUCAS FILM GAME COLLECTION INC

The Eidolon, Rescue on Fractalus, Ball Blazer, Koronis Rift. All for £2.99

TRIO HIT PACK INC

Great Gurianos, Airwolf 2, 30C, Cataball. All for £2.99

HIT PACK SIX VOL II INC

Into the Eagles Nest, Batty, Ace, Shockway Rider, International Karate, Lightforce. All for £3.99

GAMESTAR SPORTS PACK INC

American Football, Basketball and Baseball. £3.99

KIDS PLAY COMPILATIONS INC

Bounty Bob, Mailstrom, Starstrike, Lunar Jetman, Starrion, Monty on the Run, Marsport, Nightgunner, Metabolis, Xeno. All for £2.99

NOW GAMES 6 £2.99 INC

International Karate, Hacker II, Street Hassle, Prohibition, Rebel. £2.99

GREMLIN TAKE 4 £2.99 INC

Percy the Potty Pigeon, Sam Stoat, Metabolis, Supersleuth

SPECTRUM 90 GAMES COMPILATION JUST £9.95 — £1.50 P&P INC

Nightflite 2, Firestorm, Redcoats, Agent Orange, Gridrunner, Planetfall, Heathrow, Grid Patrol, Knot in 3D, Stayfire, Core, Dark Empire, Evil Crown, Nick Faldo's Open, Invaders, Xeno, Blood and Guts and many, many more!

SPECTRUM MISCELLANEOUS

Rotronics Wafadrive + 1 free 64K Wafa £17.49 inc P&P

Extra Wafadrive Cartridges: 16K £2.00 each, 64K £3.50 each.

Spectral Writer (Word Processor on Wafa) £3.95 each.

Alphacom Paper (black) 5 rolls £10.95 inc P&P

Trojan Light Pen + Graphics Software (+2 only) £6.95

Postage 1-3 titles 75p 4 or more £1.00

Overseas orders add £1.00 per cass.



WIN WITH COURSEMASTER

THE COMPUTER HORSE RACING PROGRAMME

NEW

- * RATES ANY RACE IN SECONDS — ANY DAILY NEWSPAPER IS ALL YOU NEED
- * NEVER out of date! — Both N. Hunt and Fast data entry
- * AMAZING ACCURACY!! — Now you CAN BEAT THE BOOKIE!
- * Works on the simple principle that FAST HORSES BEAT SLOW ONES!!!!
- * Clearly identifies best selection in every race plus these AMAZING Features:-
- * First, Second and third choice shown for forecasts and Tricasts etc. Recommends most suitable type of bet.
- * Actually works out your WINNINGS on most popular bets including (SINGLES and DOUBLES, win and each way, PATENTS, YANKEES, CANADIANS, HEINZ etc. Good EACH WAY and LONG ODDS bets clearly shown)
- * Will PRINT out your BETTING SLIP for you.
- * Maintains a BANK ACCOUNT — BET LIKE PROFESSIONALS Do! (Records all your bets in any number of accounts. Keep a complete record of your betting or compare COURSEMASTER against your favourite tipster.
- * PLUS!!! — THE AMAZING COURSEMASTER SYSTEM. (This superb betting system is included in the programme. A system which regularly produces huge wins from small stakes.) Try it! Can pay for itself many times over on the first day!
- * Supplied with 20 page BETTING GUIDE and MANUAL.

FREE HOT TIP OF THE MONTH TO EVERY PURCHASER

All For £14.95 inc Post + packing (Disc Users please add £2.00 for disc)
Available now for all Spectrums (inc +3 disc version), Commodore 64/128, Sinclair QL, (add £1.00 for mdrive), Amstrad CPC, All PCW's, BBC and Electron, IBM/PC compatibles. Please state which.

£ STOCKS AND SHARE MASTER

- * A complete STOCKS AND SHARES manager programme written SPECIFICALLY for the SPECTRUM
- * Maintains an up to date RECORD of your portfolio. PRICES, PROFIT or LOSS. 50 Companies per record. Any number of records.
- * BUY and SELL Shares — detailed period analysis of price movement. Should you BUY, HOLD or SELL?
- * See TOTAL value of your holding or INDIVIDUAL SHARES.
- * SPECULATE or FORECAST. Would you be better as a BEAR, BULL or STAG.
- * Whether you play the market or buy privatisation issues then STOCKMARKET MASTER will keep you in touch with up to the minute information.
- * Feel the buzz and vibration of the markets without risking a penny if you wish. Play the markets before deciding to invest REAL MONEY. Flatter your EGO! Would you make a FUND MANAGER?

The best INVESTMENT you can make at £14.95 inc p&p.
Available for Spectrum only. (48K and above inc +3 disc version). Plus Three version add £2.00 for disc.

£ PROFIT FROM YOUR MICRO — YOUR OWN SMALL BUSINESS USING YOUR MICRO

- * WHATEVER your MICRO is you can use it to make a good income! Even if you only have a couple of hours spare each week!
- * We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro. No computer expertise required!
- * Earn ££'s from home doing what you enjoy doing — using your COMPUTER! It doesn't matter which model.
- * You probably already have all you need to start earning.
- * THOUSANDS of potential customers in your area who will GLADLY pay for your services. We will show you how to find them!

Full step by step guide to EARNING MONEY FROM YOUR MICRO.

FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY £12.95 inc p&p
SPECIAL OFFER: Buy any 2 of the above — discount £2.00. Buy all three — discount £5.00.
INTRASET Ltd Dept (SU), FREEPOST (No stamp needed) 6 Gilderdale Close, Gorse Court, Birchwood, Warrington, Cheshire, WA3 2BR. (Large SAE for further details)

COPE TALK

What a lively bunch of chappies (sorry, and girlies) those Ocean bods are. One minute they're off to the theatre, next minute they're whizzing along in their broom broomers, next minute they're watching the telly – phew, not enough days in the week for this lot. Us weedos at **SU** finally caught up with them and had a chat about games, hobbies and life in general – so here we go . . .

THEY'VE BEEN IN THE COMPUTER GAMES BUSINESS FOR SQUILLIONS OF YEARS

Mike: I've worked with computer games since '83 and worked on **Steve Davis Snooker**.
Dawn: I've been in this business a few years now. I used to work in advertising as an illustrtor.

FALLING AROUND DRUNK IN NIGHTCLUBS IS WHAT THEY DO BEST

We're so busy at the moment you just wouldn't believe, but when the rush is over we're going to hop off to the nearest nightclub and go completely wild.

THEY DON'T HAVE PETS!

Mike: I don't have any pets.
Dawn: No I don't have any pets either.



GOSH, THEY DON'T HALF LOVE THEIR JOBS

Mike: The best thing about my job is going into shops and seeing a game that I've worked on up there on the shelves, especially if it's doing well. It isn't doing so well then I ignore it.
Dawn: The nicest thing about working here is the friendly people and the relaxed atmosphere.

THEY WATCH ROBOCOP: THE MOVIE 24 HOURS A DAY

To get ideas for the **Robocop** game we were going to do a straight copy of the Arcade game, but that wasn't exciting enough so we watched the film instead. All the really juicy bits that stuck in our minds from the film were the bits we decided to use.

MIKE IS DAWN'S CHAUFFEUR, IN FACT!!

Dawn: I don't own a car at the moment, but I'd like to buy an MG one day.
Mike: I have got a car of my very own (tough luck, Dawn), it's a Toyota Celica.

THEY LIVE IN HUGE CASTLES WITH MOATS AROUND THEM

Dawn: I don't live in a huge castle, in fact I've just moved into a little flat not far from work and when I'm home I love to watch Brookside on the goggle box.
Mike: I live near work in a wee flat too and watch Eastenders all the time, I love it.

MIKE WOULD LIKE TO BE A NUTTY ACID HOUSE PERSON

Acid House music is pretty good. I like the idea of everyone having a good time and wearing what they feel comfortable in, great stuff. Apart from that I like the Rolling Stones and Bob Dylan (a couple of old wrinkly rocksters from a hundred years ago).
Dawn: I don't mind House music but I'm not crazy about Acid House. I prefer alternative music from groups like Midnight Oil (whodatten? – JD).

THEY CAN SEE INTO THE FUTURE

In the next few months there's a chance that we'll be working on maybe a sequel to **Robocop** or **Renegade III**.



"Of course the Sorceress doesn't shave her legs!" I thundered at a junior member of the Academy, and immediately turned him into a frog. I could see that Sorceress's Question Time was not going to be a good idea.

Even a Sorceress can suffer from post-Christmas depression.

An interesting journal has come into my possession, a journal surrounded by secrecy, mysterious advertisements in the press, a bewildering trail that led to . . . Official Secrets. The journal is called Confidential,

and the first issue featured articles by adventure columnists such as Mike Gerrard, Tony Bridge and Sandra Sharkey.

Tony and Sandra are talking about role-playing games, I note, and Mike gives us a "whistle-stop tour of some of the better, small,

independent software houses." Everybody subscribing to this journal is given a membership number, which must be used when ordering any of their special offer software. Special offers such as **Black Lamp** for £3.99,

which was mentioned in the first issue. This is only for subscribers to Official Secrets and the journal Confidential, and not for members of another club that is promoted by the same company.

This club goes under the name of Special Reserve, which gives a catalogue of all the software that they currently have on offer.

Software from all the major companies is sold through the Special Reserve catalogue, normally at half price, and there is also a mini-review of some of the games. A handy feature. They also run a helpline. So where do we find all these delights? PO Box 847, Harlow, Essex CM21 9PH, (0279) 600204.

As some of you may have already taken advantage of these wondrous offers and obtained **Silicon Dreams**, I shall now dwell on this subject at some length. The three games in this trilogy were originally released individually by Level 9, but have now been combined and enhanced for all we Spectrum owners.

The games in question are **The Worm in Paradise**, **Return to Eden**, and **Snowball**, each a classic in its own right, and now a tremendous bargain at the price being offered by Special Reserve. **The Worm in Paradise** is a confusing game for beginners, in that there is no straightforward solution. The game can change each time you play it, and the most awkward of the changes (and therefore the most puzzling aspect of the game) concerns what is called the Eden Transport System, or ETS for short.

The ETS consists of three ETS roundabouts, all accessible from the Northmost roundabout. They are uniquely colour coded, by the first colour mentioned on a grid location, as follows: RED is for ETS "East", BROWN is the ETS "North", and BLACK is the ETS "West". When entering an ETS type "JUMP" to reach the centre and "SAY EXIT" to leave (then South).

MATT LUCAS

As it's such a short solution, and so many people seem to be having problems with this game, what follows is the COMPLETE SOLUTION. Don't read on if you don't want to know. But if you do

N, W, TAKE CONTAINER, E, N, N, N, N, W, N, HIT MACHINE, LOOK, TAKE MONEY, TAKE CHOCOLATE, S, W, PULL DRAWER, TAKE HAIRPIN, E, E, S, S, PICK LOCK, ROLL CARPET, TAKE DISK, E, N, N, W, W, INSERT DISK, E, E, S, S, S, S, DROP MONEY, DROP HAIRPIN, E, E, E, N, N, N, N, E, TIP VASE, LOOK, EXAMINE NOTE, DIAL 685743, LOOK, TAKE GUN, W, S, S, E, E, E, S, S, TAKE TUBE, S, S, W, W, N, INSERT TUBE, SUCK TUBE, S, E, E, N, KNOCK, MOVE PICTURE, TAKE KEY, E, N, N, N, N, TAKE WEIGHT, S, W, W, W, S, W, SHOOT PUSHER, E, S, S, W, W, W, DROP KEY, DROP FULL, W, W, N, SHOOT THUG, LOOK, EXAMINE LEG, BREAK LEG, LOOK, TAKE MAP, READ MAP, S, E, E, DROP MAP, TAKE MONEY,

E, E, E, N, N, N, N, N, W, W, N, BUY MEAT, S, S, E, E, INSERT KEY, S, S, E, E, S, S, W, S, W, S, S, E, SHOUT, E, S, S, E, SAY OUT, S, E, E, N, E, N, E, E, S, S, E, S, E, E, S, S, W, DROP WEIGHT . . . THE END!

DANGER MOUSE

Thanks to Mark Derham for the following "Getting you started" on this program. Examine tree, climb tree, take skeleton key, go to clearing, go to the hut, take the hacksaw, enter the hut, take the garlic, go to the clearing, go to the hut, take the shovel, hide in the forest, clear some snow, pick up the rope, go to the clearing, go to the hut, take the axe, follow the track, follow the murky moat, enter the forest, shop some wood, take some logs, follow the tracks, go to the hut, take the bottle, follow the track, follow the murky moat, again, enter the forest, go down stream, cross the stepping stones . . . and the rest is up to you!

THE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to
The Sorceress **SL** Priory Ct, 30-32 Farringdon Lane,
London EC1R 3AU.

```
What now? DROP UISOR
Dropped.
What now? S
You are between brick arches.
Exits are north, northeast,
east, south, southeast,
southwest, west and northwest.
What now? SU
You are in a tunnel alcove. An
exit leads northeast. You can
see a visor.
What now?
```

There are six important addresses on the ETS which you must visit, but they may differ on each loading of the game. These are your habihome, the socialist's habihome, the job centre, the travel agents, the florists and the hardware warehouse. The first one (your habihome) is easy to find and you don't need to remember the address - just type "SAY HOME" in open areas, other than exits from roundabouts leading to an ETS, and you are deposited one move

found by examining a brooch, while the remaining four are given out on television advertisements. It all makes sense when you play the game, honest!

Before we go, I thought you'd like some tips for playing **Crown of Ramhoter** so here we go. After finding the ring embedded in the stone slab: Pull the ring to reveal an opening, drop the spade and compass, down. You are now in the dark but being a competent adventurer you are sure to

containing a ladder and a statue. You need them both but you can only carry one at a time so take the statue first and go south to a room containing a figure of 'Isis' holding a staff. The staff looks interesting so try turning it, hey presto! an opening has appeared to the west. Go west, south, east and north and you will find yourself in an alcove with a hole in the floor, tie the rope to the bar and lower it down the hole. Go south, west, south, east . . . at this point you will hear a click as a trap is set. If you continue to the east without disarming the trap you will die, so go south into a handy alcove and drop the statue, the weight of the statue stops the trap being sprung. It is now safe to go back for the ladder. Get the

ladder and go south back to the 'Isis' room, tie the rope to the ladder and go west, south, east and north, pull the rope, untie it and get the ladder, go south where you will find an oil lamp . . . now you're on your own.

As we are at the end of this month's column, I shall leave you with a little puzzle. Oh, all right then, an enormous puzzle. The final message at the end of **Snowball** reads as follows: "It turns. Engine roars! The Snowball turns away from the sun. YOU HAVE WON!" The puzzle is: how do you solve the game so that you can read the message on your own Spectrum screen? The answer is that your read Sinclair User next month! The Academy doors are closing . . .



```
beside the wall. Exits are east
south and west.
What now? E
You are in a fragrant corner.
Exits are south and west.
What now? N
Can't go that way.
What now? S
You are at a locked wall door.
Exits are north, south and west.
A cricket chirps happily.
What now?
```

north of your habihome, so south to enter. On leaving your habihome type "SAY EXIT" then south and you're placed somewhere on the northmost roundabout, depending on your home address.

The socialist's home is

have brought your lamp with you, so light it. Go east and then south to a recess which contains three items, just get the bar and go north, east and south. At this point a stone slab drops behind you sealing you in . . . don't panic!! You are in a chamber

WITTS END

THE KEEPER After you have untied the dog, go east, southwest and then dig repeatedly until you see a tunnel, if you've remembered to bring the rice you can give it to a man called Hood who takes the food and shares it between his men who just happen to be hidden amongst the trees. After eating the food they drop down and thank you and will follow you from now on. However, you will, sometimes have to wait repeatedly until they decide to go into action.

DOUBLE AGENT If you are having trouble finding the light in the room, feel around for a cord and then pull it. Searching the rubble will provide you with a hammer which you can use to smash the locked cupboard door open. If you can't find the remote control device for opening doors then try opening the safe with the key which you should have found when you turned the light on in the room. After smashing the cupboard you will find a book and turning the pages of the book will give you the colour codes for the different areas and also the computer access code name.

ENERGEM ENIGMA If you can't find the lantern then try examining the leaves. Similarly, if you can't find the key they try examining the tracks. In fact, it is a good idea to examine everything at the start of this game, and if you can't examine things then you can always dig in them. For example, digging in the sand will reveal a tin. Anyone who is having difficulty in crossing the river will have to reveal an unexpectedly athletic side to their nature by vaulting across using a pole. Hopefully, the Polish gentleman will not object.



**WELCOME
TO 1989,
CREEPS!**



**Sinclair User. The future of
Spectrum games reviews.
18th of every month.
Buy it.**

24
HOUR

COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

Commodores
RepairedSpectrum
Repaired

BEST SERVICE - BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.

We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.

VideoVault Ltd

Send your computer to:-
Old Kingsmoor School, Railway Street, Hadfield,
Cheshire SK14 8AA. Tel: 04574 66555/67761/69499
Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 889061

TEN ★ REPAIR SERVICE

- ★ While you wait repairs £22.50 48K Spectrum.
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of 19.95 including post, packing, parts, labour. Spectrum + 2 repairs only £25.00 fully inclusive.
- ★ Discounts for schools and colleges.
- ★ Six top games worth £39.00 free with every Spectrum repair. Now includes FREE memory/keyboard test.
- ★ We also repair Commodore 64's, VIC 20, Commodore 16 + 4, Spectrum + 2 and + 3.
- ★ The most up to date test equipment developed by us to locate faults within your computer.
- ★ Rubber keyboard repair (replacement membrane only). Just £10.00 including p+p.
- ★ 3 month written guarantee on all repairs.

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and replace where needed. All for an **inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.**

(Should a computer be classed as unrepairable due to tampering there will be a charge made of £10. We may be able to offer a replacement circuit board at an additional charge.)

URGENT NOTICE

Don't be misled by adverts showing 'between prices'. A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts. 'It had stated BBC repairs between £14 and £45 then charged the customer £85.' Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3 x 18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES
PLUS BONUS
FREE TESTER ON EACH
TAPE TO TEST YOUR
KEYBOARD, MEMORY TEST
YOUR FREE WITH EVERY
SPECTRUM REPAIR
£39.00

MEGASAVE FANTASTIC SAVINGS

Action Service	D1 5.95	F16 Combat Pilot	D5 9.95	Rambo 3	D1 5.95
Afterburner	6.95	G. Lineker's Soccer	D1 5.50	Robocop	D1 5.95
Arbourne Ranger	6.99	G. Lineker's Sup Skills	D1 5.50	Rex	D4 6.95
Alter World Games	5.95	G. Lineker's Hot Shots	D1 5.50	Super Hang-On	6.75
Apache Gunship	D4 6.95	Game Set & Match II	D6 8.25	Star Wars	D1 6.45
Arkanoid II	D1 5.25	Giants	D5 10.50	Streets of Rage	D2 6.50
Alien Syndrome	5.95	Garfield	D1 6.00	Soldier of Fortune	D2 5.25
Buggy Boy	D1 5.50	Guerrilla War	D2 5.25	Skate Crazy	D1 5.50
Boot Camp 19	D1 6.45	Gold Silver Bronze	D3 9.95	Skateball	D4 6.95
Bubble Bobble	D1 5.25	Heroes of the Lance	D4 6.75	Salamander	D1 5.25
Bard's Tale	6.95	History in the Making	16.95	Samurai Warrior	5.15
Bionic Commandos	D1 6.00	Hellfire Attack	D4 6.95	Supersports	D1 5.50
Beardsleys Int Soccer	5.95	Ikan Warriors	D2 5.95	Supreme Challenge	D6 6.95
Black Tiger	D1 6.00	Intensity	D2 5.25	Savage	5.45
Barbarian II	D1 5.50	Ingrid's 10 Hits	D3 9.95	Stealth Fighter	7.25
Batman II	D1 5.95	Karnov	6.45	Stuntman	D1 6.45
Bobby Yazz Show	D1 5.50	Konami's 10 Hits	D5 19.95	Superman	D2 5.95
Bombuzal	D2 5.50	Karate Ace	D19.95	Space Racer	D2 5.95
Cyberbion II	D1 5.50	Last Ninja II	8.00	S.D.I.	6.45
Carrier Command	D5 9.95	Laser Squad	6.25	Storm Lord	D1 5.95
Combat School	D1 5.25	Live and Let Die	D1 6.25	Space Ace	D3 9.95
California Games	D1 6.25	LED Storm	D1 6.75	Spitting Image	D1 6.45
Crazy Cars II	D2 6.25	Magnificent 7	D3 6.50	Saxxon	D2 5.95
Champions	D4 6.50	Matchday II	D2 5.45	The Double	7.55
Collected Wks	D4 9.95	Mickey Mouse	D4 6.25	Time Stood Still 128	D1 5.45
Circus Game	D1 5.95	Marauder	D2 5.50	Target Renegade	5.45
Comm Performance	D4 9.95	Muncher	D1 5.50	Track Suit Manager	6.00
Captain Blood	D1 6.45	Munsters	6.40	The Games (Winter)	D1 6.95
Dark Side	D1 6.50	N. Mansell's Grand Prix	D4 6.95	The Games (Summer)	D1 6.95
Dragon Ninja	D1 6.45	Mad Mix (Pepsi)	D2 5.50	Typhoon	D1 5.25
Double Dragon	6.25	Motor Massacre	D1 5.50	Tato's Hits	D6 9.95
Dynamic Duo	5.50	Night Raider	D1 6.75	Total Eclipse	D1 6.45
Dark Fusion	D3 5.50	Netherworld	D1 5.50	Turbo Cop	D2 5.95
D. Thompson Olympic	D1 6.50	Outrun	D1 6.50	Tiger Road	D1 6.25
Empire Strikes Back	D1 6.50	Overlord	D2 6.75	Thunder Blade	D1 6.25
Eliminator	D1 5.50	Operation Wolf	D1 5.40	Triv P New Beginning	D3 9.95
Exploding Fist +	5.00	Ocean Compilation	D6 8.95	Ten Mega Games	D1 9.95
Echelon	D1 6.75	Pac-land	D1 6.45	The Deep	D1 6.25
Emlyn Hughes Soccer	D1 6.45	Puffy's	D4 9.95	Untouchable	D1 5.75
Fists & Throbbles	D1 9.45	Purly's	D5 9.95	Victory Road	D1 5.25
F. Bruno's Big Box	D3 9.95	Pacmania	5.95	Vindicator	5.25
Football Manager II	D1 6.45	4 Pro Soccer	D2 6.00	Virus	5.20
Football Director	5.95	War Middle Earth	6.95	Whirligig	D2 5.15
Football Director II	128 D5 13.95	WEC Le Mans	D1 6.45	War Middle Earth	6.95
Fernandez Must Die	D2 6.75	Xenon	6.45	WEC Le Mans	D1 6.45
Fox's Fights Back	D2 6.00	10 Great Games III	8.95	Xenon	6.45
Flight Ace	D3 9.95	1943	D2 6.25	10 Great Games III	8.95
Fair Means or Foul	D2 5.50	4 x 4 Off Road Racing	6.75	1943	D2 6.25

Mail order only. Postage included Great Britain, EEC add 75p per item. Overseas add £1.50 per item. Fast service. Send cheque/PO to Megasave Dept SU, 49N Sutherland St, Victoria, London SW1 V 4JX. Please send for free list of new releases on Amstrad, MSX, Atari ST, Amiga, Commodore 64 PC, Spectrum and + 3 Disc. State which list. Future League Ltd.

Please note new programs will be sent the day they are released

Mail Order only
Future League Ltd

D3 at £12.50
D = + 3 Disk D4 at £10.50
D1 at £9.05 D5 at £13.45
D2 at £8.75 D6 at £11.90

The Instant Catalog

10 Computer Hits Vol 3	8.75	G Lineker's Hotshot	5.50	Question of Sport	8.99
10 Great Games Vol 3	8.95	Game Over II	6.50	R-Type	6.45
1943 - Battle of Midway	6.25	Game Set and Match 2	6.75	Rambo III	5.95
4 Soccer Simulators	6.45	Games: Winter Edition	6.99	Return of the Jedi	6.45
6 Pak Vol 3	6.45	Garfield	5.99	Res.	6.75
After Burner	6.45	Giants	9.99	Ring Wars	5.99
Alien Syndrome	5.99	Gold Silver Bronze	9.99	Rink	6.99
Arctura	5.99	Guerrilla War	5.25	RoboCop	5.25
Barbarian 2	6.45	Gunsip	6.45	RoboCop	5.25
Bard's Tale	6.59	Hellfire Attack	6.75	Boy Of The Bowers	6.45
Batman - Caped Crusader	5.95	History in the Making	16.95	SBI	5.25
Bionic Commando	5.99	Impossible Mission II	6.99	Salamander	5.99
Black Tiger	5.99	In Crowd - Compilation	8.75	Saxxon	5.95
Bookworm	5.50	Intensity	5.25	Savage	5.95
Butterfly Hill	5.50	Karnov	6.45	Silent Service	6.45
Carrier Command	9.95	Konami Arcade Collection	6.95	Soldier Of Fortune	5.25
Circus Games	6.25	LED Storm	6.45	Space Ace	9.99
Command Performance	9.50	Lancelot	9.95	Space Racer	5.99
Computer Maniac's Diary	6.50	Laser Squad	6.25	Spitting Image	6.45
Cyberbion II	5.50	Last Ninja II	8.00	Street Fighter	5.95
Daley's Olympic Challenge	6.45	Leader Board Part 3	9.99	Strip Poker 2 Plus	5.25
Dark Fusion	5.50	Live Ammo	6.99	Super Hang On	6.45
Dark Side	6.45	Live and Let Die	5.99	Super Sports	5.50
Deep	6.50	Magnificent Seven	6.75	Superman - Man of Steel	5.99
Double Dragon	5.50	Marauder	5.99	Supreme Challenge	8.75
Dragon Ninja	5.95	Maria's Christmas Box	6.99	T - Tracks	5.25
Dynamic Duo	5.50	Mega Games Vol 1	9.95	Tato's Hits	8.95
Explosion Hits Back	6.45	Megaplay Vol 1	6.99	Techno Cop	5.50
Exploding Fist Plus	5.25	Mickey Mouse	5.25	Thunder Blade	6.50
F-15 Strike Eagle	6.45	Motor Massacre	5.50	Tiger Road	6.25
Fernandez Must Die	5.99	Muncher (128 Only)	5.50	Times of Lore	6.50
Final Assault	6.75	Munsters	6.45	Total Hellion	6.45
Fists N' Throbbles	6.75	Night Raider	5.25	Track Master	5.50
Flight Ace	9.95	Off Road Racing-4x4	5.99	Track Suit Manager	6.45
Football Director	6.45	Operation Wolf	5.50	Trivial Pursuit AMB	9.95
Football Manager 2	5.95	Overlander	5.25	Typhoon	5.25
Fox's Fights Back	5.99	P Beardsley 1st Football	5.25	Ultimate - The Works	6.95
Frank Bruno's Big Box	8.75	Pacmania	5.95	Victory Road	5.25
G I Hero	5.25	Pepe's Mad Rix Challenge	5.50	Vindicator	6.25
G Lineker's Star Soccer	5.50	Power Pyramids	5.95	We are the Champions	6.95
		Pro Soccer Simulator	5.99	We are the Champions	6.95

PLANET'S
Best Buy
EST. 1988

INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN

Mail Order Only. State Computer's make and model.

P&P: 50p on orders under £5. EEC 75p per title.

Whole World £1.50 per title for Air Mail.

New titles sent on the day of release.

0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

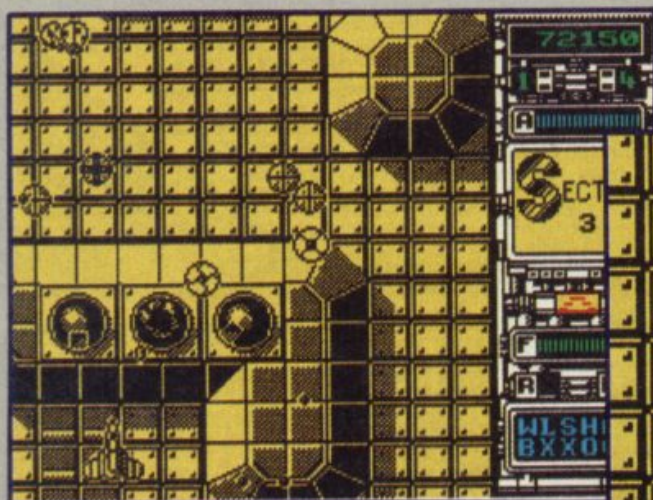
AAAAaaaargh! It's the end of the world! Oh no it's not – it's Blue Print. Easy mistake to make, see. A couple of colour pages explaining how programmers put together some of the most exciting games of the moment and the end of civilisation as we know it. Similar, y'see. (Oh, obviously – G.T.)

BLUE

THE ORIGINAL

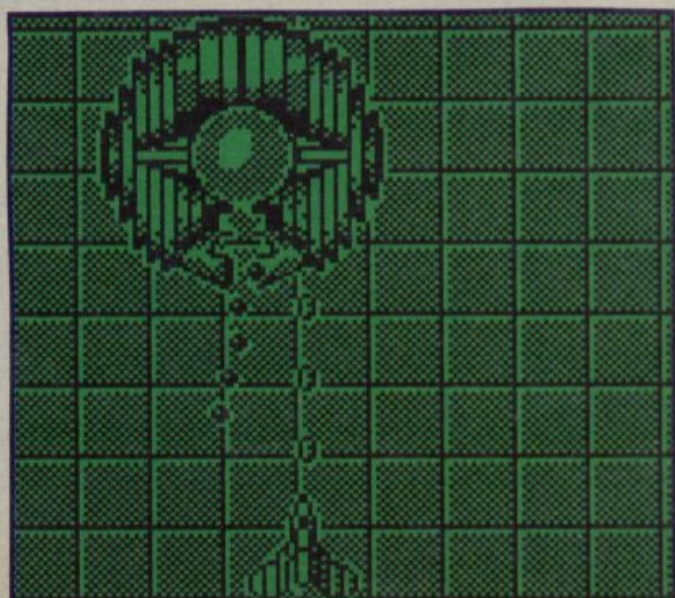
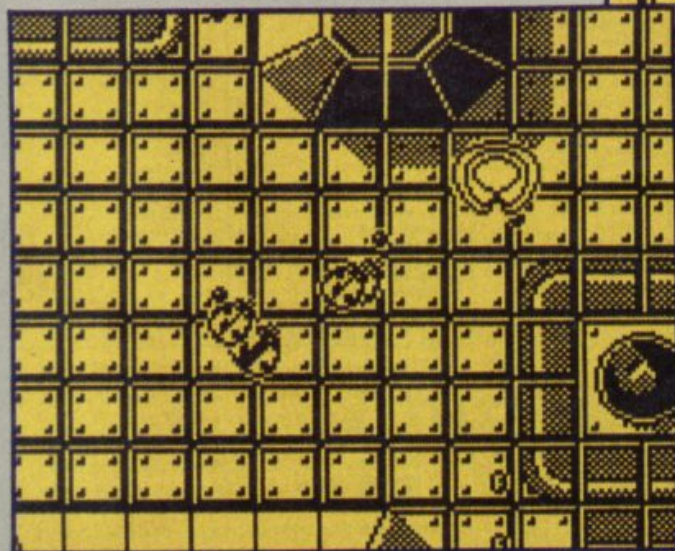
Xenon first appeared on the ST about a year ago and it's stood up as one of the best arcade style destructo-fests in the face of hordes of challengers. The graphics were super-smooth scrolling metallic alien complexes with screaming fighter pilots and gun implacements to blow up. It was the epitome of a great shoot-em-up.

XEN



PROGRAMMERS

Lothlorien were hired to do the conversion to the Spectrum, and Jason Cowling in particular was responsible for much of the code, assisted in the final stages by Tiny Williams. Amazingly it's the first major project of the seventeen year old and it took six months.



PRINT



SOUND

The music converted from David Whittaker's ST version and is an almost exact reproduction as Dave was kind enough to supply the ST data. (It has to be said that the sound on the Spec version is brilliant. There's continuous music and great sound effects - J.D.).

PROBLEMS

The biggest problem the programmers faced was the size of the game. Pure and simple, it was just too big to fit in either 128K or 48K. As a result, there are four loads. There's level one which loads at the same time as the controls and housekeeping program, and the following three levels load subsequently.

SPEED

Playability had to take priority over speed. We copied most of the movement patterns from the ST version. Even the ST game slows down now and again. Everything had to be optimised several times and the balance between speed and detail is always very much a matter of feel.

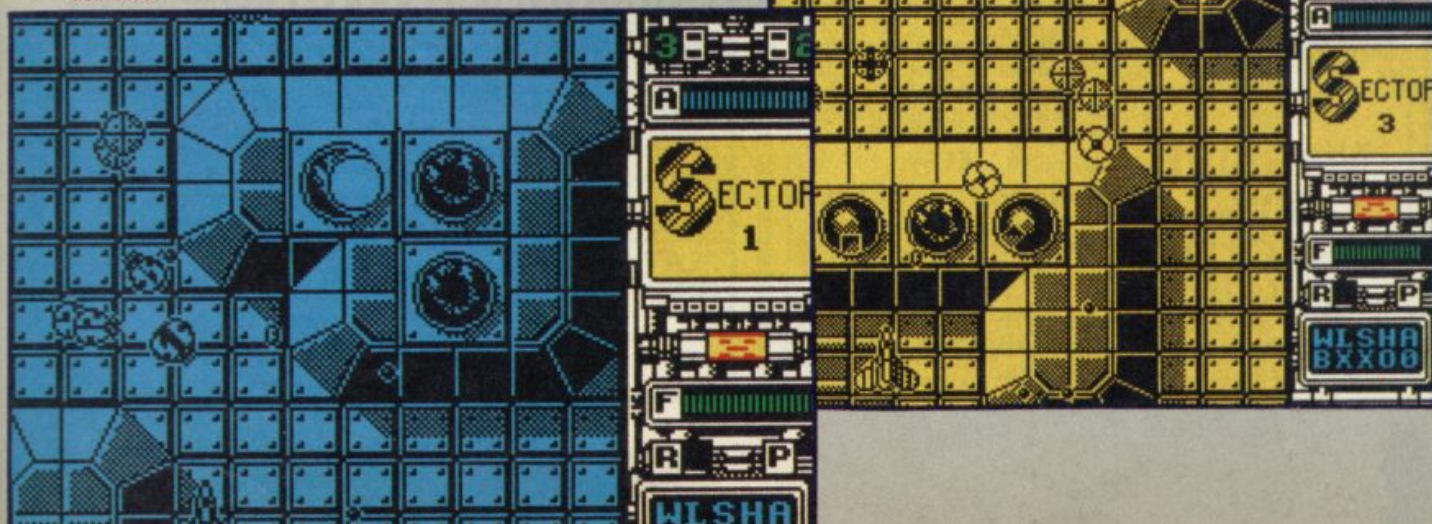
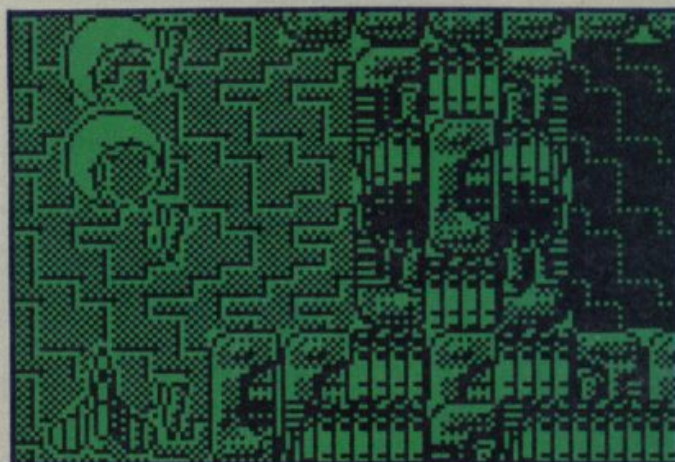
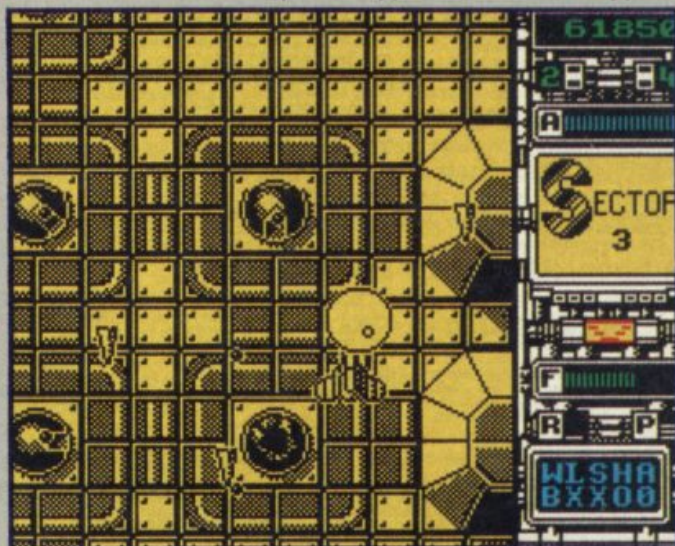
CONTROLS

The standard joystick options are available, along with a key define option. Unfortunately, we couldn't get the joystick-waggle feature quite right to cause ship-change, so you have to use one of the keys for that. There wasn't enough room to include a two player option or weapon selection routines, so as soon as you collect a weapon, it will be activated.

GRAPHICS

It was decided that the graphics would have to be monochrome because of sprites going over backgrounds. The main graphic problem was one of memory - the 16-bit versions obviously had lots of different sprites; all with plenty of animation, and some, including the tank, faced in eight different directions. The tank, on its own including masks would have taken 6k to store. So we store these in three directions only; up, left and diagonal up and left.

When it comes to printing, a table tells us which definition to use and whether to reverse it in the x plane, the y plane or both the x and y plane.



COMPILATIONS

Action Pack — £5.95 each
Gauntlet, Auf Wiedersehen Monty, Supercycle, Jack the Nipper, Kung Fu Master, Top Gun.

Summer Gold — £3.99 each
10th Frame, Dambusters, Bruce Lee, Beach Head II, Rebel Planets, Impossible Mission.

The Big Four Vol 2 £4.49 each
Saboteur I, Deep Strike, Thanatos, Sigma Seven.

Hit Pack 6 Vol II £4.49 each
Into the Eagles Nest, Battly, Shockwave Rider, Lightforce, Ace, International Karate.

Hit Pack 4 & 1 — £4.49 each
Airwolf, Commando, Bombjack, Frank Bruno's Boxing.

10 Great Games — £5.95 each
Avenger, Future Knight, Krackout, Boulder, Footballer of the Year, Trailblazer, Highway Encounter, Monty on the Run, West Bank, Jack the Nipper.

Star Games II — £3.99 each
Highway Encounter, Cybernaut, Trail Blazer, Avenger, The Eidolon, Trailblazer.

5 Computer Hits — £2.99 each
Wizards Lair, Star Strike II, 2112 AD, Mantronic, The Eidolon, Tomatoes.

Prestige Collection — £2.99 each
Rescue on Fractal, The Eidolon, Koronis Rift, Ball Blazer.

Spectrum Stingers — £3.99
Bruce Lee, Pole Position, Cybernaut, Zorro.

Arche Force 4 — £6.69 each
Indiana Jones, Metrocross, Gauntlet, Road Runner.

Trio Hit Pack — £2.99 each
Airwolf 2, 3DC, Great Guitanos, Catapult.

Monty on the Run/Super Sleuth £3.99 (Opus Disc). **Sportacular £4.99.** (Soccer Boss, Olympic Spectacular, Indoor Soccer — On Disc). **Classic Arcade £1.99 each** (Muncher, Invaders, Xenon). **Kids Play £3.49 each** (10 games). (Xeno, Metabolis, Night Gumbler, Masport, Monty on the Run, Bounties, Star Stripes, Mailstrom, Starstrike, Lunar Jetman, Starion). **Summer Special £5.99 each** (World Class Leaderboard, Solomon's Key, Captain America, Brave Starr, Trantor, Rygar).

ALL AT £1.39 EACH

Avenger, Back to the Future, Ballblazer, Jonathan Barrington-Squash, Bubble Buster, Camelot Warriors, Chimera, Club Record Controller, Codename Matt II, Cosmic Shock Absorber, Dandy, Desecrators, Dead Finger, Dog Fight 2187, The Eidolon, Explorer, Fifth Quadrant, Fighting Warrior, Final Manix, Future Knight, Galvan, Greyfall, Gunrunner, Hacker, Heartland, Hybrid, Hyperball, I of the Mask, Impossible Intelligence, Kat Trap, Killer Ring, Koronas Ridge, Laserwar, Leviathan, Max Headroom, Meismad Madness, Mind Shadow, Nexor, Nexus 180, Orbits, Paytron, Pulsator, Rananama, Red Hawk, SAS Operation Thunderflash, Spin Dizzy, Temper, Three Weeks in Paradise, Tread Runner, Toy Bazaar, Triaxos, Twister, Valkyrie 17, Xeno, Young Ones, Xcel, Zenji, Bladenrunner, Bugger, Murder Off Miami, Parabola.

ALL AT £1.99 EACH

Action Reflex, Agent X2, Alien 8, Alpine Games, Amazon Women, Ammaggeddon, ATV Simulator, Battleships, Beam Rider, Bionyma, BMX Simulator, Bobby Bearing, Bombjack, Bosconian, Boulder, Butch Hard Guy, Frank Bruno's Boxing, Chequered Flag, Chess, Club Record Controller, Colour of Magic, Commando, Cricket Crazy, Cyber Rats, Dambusters, Dan Dare, Danger Mouse — Double Trouble, Danger Mouse — Making Whoopee, Derkator, Steve Davis Snooker, Defenda, Derivents, Dizzy, Enduro, Enigma Force, Everyone's a Winner, Extremist, FA Cup Football, Firelord, Formula One Simulator, Fruit Machine Simulator, Ghostbusters (48K), Gikigan's Gold, Glider Rider, Go To Hell, Grand Prix Simulator, Gyroscopic, Heartland, Hollywood Poker, Horace and the Spiders, Howard the Duck, Howzat, Hungry Horace, I Ball, I Ball 2, Impossible Mission, Indoor Soccer, Jack Charlton's Mythic Fishing, Joe Blade, Killer Kong, Knuckledusters, LA Swat, Life of Harry, Mad Martha, Manic Miner, Mantronic, Milk Race, Mooncrusta, Mountie Mick's Death Ride, Nightshade, Nomad, Nosferatu Vampires, Pitfall 2, Planetside, Popeye, Pro Golf I, Pro Golf II, Pro Ski Simulator, Potty Pigeon, Rally Driver, Reverser, Revolution, Rentakill Rita, Riddlers Den, River Raid, Roadracers, Rock & Wrestle, Rocky Horror Show (48K), Range Trooper, Runestone (not + 2 compatible), Saboteur, Sam Fox Strip Poker, Sam Spade, Sam Soat Safebreaker, Skyrunner, Snooker, Soccer Boss, Space Raiders, Space Shuttle, Spectrum Chess, 3D Starfighter, Starship Enterprise, Starquake, Strike Force Cobra, Superchess, Supernova, Super Stunt Man, Super Robin Hood, Sweepers World, Tankbusters, Terminus, Tir Na Nog, To You Two (2 games), Transmuter, Trap Door, Virgin Atlantic Challenge, Virgin Balloon Challenge, Way of Exploding Fist, Winner Sports, Wizard's Lair, World Cup Football, Xenon, Zoids, Advanced Pitfall Simulator, Airwolf, Bruce Lee, Combat at Lynx, Dungeon Master, Dynamite Dan, Feud, Gladiator, Gunstar, Hive Invas, Jet Set Willy 2, Jet Set Willy 1, Kai Taiside, Lunar Jetman, PSST, Thrust 2, Tranz Am.

POPULAR SELLERS

* **£3.49**
* **Killed Until Dead**
* **Tournament Leaderboard**
* **£2.99**
* **Gutz Ace 2**
* **Bobsleigh**
* **Head over Heels**
* **Knightmare**
* **Barry McGuigans Boxing**
* **(128K)**
* **Rampage**
* **Saboteur 2**
* **Trantor**
* **Uridium**
* **£3.99**
* **Trivial Pursuit — Baby**
* **Boomer**
* **£5.49**
* **Starglider**

STOP PRESS

(all £2.99 each)
* **Crosswise (rrp £7.95)**
* **Dark Sceptre**
* **Gothik (rrp £7.95)**
* **Karnov (rrp £8.99)**
* **Magnetron (rrp £7.95)**
* **Mean Streak (rrp £7.45)**
* **Shackled (rrp £6.99)**
* **Yeti (rrp £7.99)**
* **Zynaps (rrp £7.95)**

ALL AT £2.99 EACH

Ace, Ace of Aces, Aliens, Alien Evolution, Alien Highway, Amanote, American Football, Ammaggeddon man, Army Moves, Auf Wiedersehen Monty, Ball Breaker, Ball Breaker (2), Baseball, Basil The Great Mouse Detective, Basketball, Battle of the Planets, Beachhead 2, Bedlam (128K), Big Trouble in Little China, Black Magic, Book of the Dead, Boulderdash 1, Boulderdash 2, Brave Starr, Breakthru, Bride of Frankenstein, Bubble, Captain America, Centurions, Challenge of Goats, Championship Sprint, Cholo, Chronos, Chuckie Egg, Chuckie Egg 2, City Slicker, Convoys, Costa Capers, Contact Sam Cruise, Crystal Castles, Custard Kid, Death or Glory, Deathscape, Death Wish 3, Defektor, Defort, Donkey Kong, Double Take, Dragons Lair, Dragons Lair 2, Draughts Genius, Druid, Druid II, Energy Warrior, Express Raider, Fairlight 2, Football Manager, Footballer of the Year, Frankenstein, Galactic Games, Gauntlet, Gauntlet — Deeper Dungeons, Gerny the Germ, Ghostbusters (128K), Grand Prix Tennis, Grange Hill, Guadalupe, Gunslinger, Hacker II, Hardball, Headcoach, Head Over Heels, Highlander, High Frontier, Implosion, Infiltrator, International Karate, Into the Eagles Nest, It's a Knockout, Jack the Nipper II, Knightmare, Krackout, Last Mohican, Laser Tag, Little Computer People (128K), Living Daylights, Lords of Midnight, Mandracore, Marisoids, Maelstrom, Mask I, Mask II, Masters of Universe (Arcade), Barry McGuigans Boxing (48K), Barry McGuigans Boxing (128K), Metrocross, Miami Vice, Mike, Molecule Man, Monty on the Run, Moonstrike, Mutants, Nemesis, Nemesis Warlock, Nihilist, Night Gunner, Onk (3 games), Out of the World, Pentagram, Play It Again Sam, Plexar, Pole Position, President, Pub Games, Pyracuse, Quartet Firetrap, Ramparts, Red Red, Red Scorpion, Sea Combat, Samurai Trilogy, Saracen, SAS Strike Force, Shadow Skimmer, Sherlock, Shockwave Rider, Sigma 7, Slime, SOS, Solomon's key, Split Personalities, Starfox, Star Paws, Star Raiders II, Strike Force Harriers, Survivor, Superman, Supercycle, Supersprint, Survivor, Tapper, Tantalus, Thanatos, The Tube, They Stole a Million, Throne of Fire, Trailblazer, Trantor, Trap, Thug Bounces Back, Tu Jad, Ultimate Combat Mission, Urduum, War, War of the World, Wolfman, Xecutor, + 80 Address Manager, + 80 VAT Manager, Angball, Blood Brothers, Bounty Bob Strikes Back, Custard's Quest, Desolator, Dream Warrior, Flash Gordon, Leaderboard, Sidewind, Storm Bringer, Thug Bounces Back, Tour de Force, Voodrinner, Zorro.

If your order exceeds the following select a FREE game from the section indicated (only one per order).
Over £10 a £1.39 game,
Over £15 a £1.99 game,
Over £20 a £2.99 game.

SPECTRUM DISCS

FREE GAME OFFER see below

(Clearance sale — limited quantities available)
Bubble Bobble £7.49
California Games £7.49
Combat School £8.99
Dan Dare 2 £8.99
Driller £10.99
Elite £8.99
Firefly £8.99
Gauntlet 2 £7.99
Gunship £8.99
Matchday 2 £8.99
Platoon £8.99
Rastan £8.99
Sentinel £8.99
Target Renegade £9.49
Triv Pursuit — Young Players £7.99

SPECIAL OFFERS

Biggles £1.99
Flunky £1.99
Last Mission £1.99
Mystery of the Nile £1.99
The Big Sleaf £1.99
Trap Door 2 £1.99
Bedlam (128K) £2.49
Micronaut 1 £2.49
Big Trouble in Little China £2.49
Express Raider £2.49
Kung Fu Master £2.49
Quartet £2.49
Ramparts £2.49
Star Raiders 2 £2.49
Blood Valley £2.49
Mask 2 £2.49
North Star £2.49
Venom Strikes Back £2.49

VARIOUS PRICES

Ace 2 (£3.49), California Games (£4.49), Cybernaut (£5.99), Dan Dare 2 (£4.99), Gauntlet 2 (£4.49), Gunship (£8.19), Phantom Club (£3.49), Predator (£5.99), Psycho Soldier (£3.99), Rolling Thunder (£5.99), Soldier of Light (£4.99), Tassword 2 (£3.99), Tetris (£5.99), Thundercats (£4.99), 720° (£5.99), Indiana Jones (£3.49), Mad Balls (£3.49), World Games (£4.99).

P&P: Add 50p for orders under £5, orders over £5 are postage free (UK only).
EEC countries add 50p per tape, elsewhere add 100p per tape.

SOUNDBOX SOFTWARE Dept SU

8 Renfield Street, PO Box 12, Renfrew, Renfrewshire PA4 0FS

Skinfints

40/42 Balmoral Road, Fairfield, Liverpool L6 8NF
TEL: 051 709 4486

We accept cheques, postal orders and most credit cards

SPECTRUM

Gary Linekers Super Skills 5.99
Operation Wolf 6.25
Robocop 6.99
Dragon Ninja 6.25
W.E.C. Le Mans 6.25
Double Dragon 6.99
Savage 6.25
Carrier Command 10.50
L.E.D. Storm 6.50
Tiger Road 6.50
After Burner 7.50
R-Type 7.50
Last Ninja 2 10.99
S.D.I. 7.50
Giants 9.50
Thunderblade 6.50
History in the Making 17.50
Rambo 3 6.25
Pacland 6.99
Taito's Coin-op Hits 8.99
Batman 6.25
Skate or Die 6.50
Rex 6.50

Iron Lord 9.50
Puffy's Saga 6.50
Skateball 6.50

PLUS 3

Gary Linekers Super Skills 11.50
Technocop 11.50
Operation Wolf 10.50
Robocop 10.50
Dragon Ninja 10.50
W.E.C. Le Mans 10.50
Carrier Command 11.20
L.E.D. Storm 9.99
Tiger Road 9.99
Giants 14.99
Thunderblade 9.80
Rambo 3 10.50
Pacland 10.50
Batman 10.50
Skate or Die 11.99
Rex 11.20
Iron Lord 14.99
Puffy's Saga 10.90
Skateball 10.90

A
MASSIVE
30%
DISCOUNT
ON MOST
TOP TITLE
SOFTWARE

THOUSANDS OF TITLES
FROM AS LITTLE AS
£1.50
SUPER SPECIAL
WHILST STOCKS LAST
BIONIC COMMANDOS
STREET FIGHTER
Both games for
ONLY £7.99

BASTEC SOFTWARE

★★ FLAT SEASON ★★ (SPECTRUM 48K/128K +2/+3)

The Ultimate Horse Racing Challenge, train up to eight thoroughbreds over different distances, going and grades to find the perfect winning combination, ten weeks of non-stop racing, race them from Monday to Friday with the big race on Saturday. Can you become a champion trainer in this exciting horse racing simulation?

FEATURES:

TV Eye View of Race,
Form Book,
Bookies,
Stables,
Results Page,
Injuries,
Grades,
Horse Auction,
Save Season,
(A must for all horse racing enthusiasts. Only £9.50)

Trainer Championship,
Jockey Championship,
Weeks Calendar,
Action Replays,
Bank,
Bills,
Prize Money,
Training,
+ Much More.

GREYHOUND MASTER (SPECTRUM 48K/128K +2/+3)

Greyhound Master is a sophisticated Greyhound Prediction Program for the Spectrum. Simple to use all you need is a daily racing paper for a significantly better chance of a win. Predicts 1st, 2nd and 3rd greyhounds for a Win, Straight Forecast, Tricast, etc. Calculates from six greyhounds up to eight greyhounds. So give yourself the unfair advantage with this amazing new program (a punter's must).
Features: Menu Driven, Error Check, Printer Option, Greyhound Rating, Easy Entry, Value Setting, Analyses Data, + much more.
(Sure to pay for itself many times over. Only £9.00)

FLAT SEASON GREYHOUND MASTER £9.50 £9.00

Cheque/postal order payable to:
BASTEC SOFTWARE, SAMSON HOUSE
UNIT 8A, ARTERIAL ROAD, LAINDON,
BASILDON, ESSEX SS15 6DR

I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us ...

...PURCHASING A MODEM

I'm thinking about purchasing a modem but I'm unsure what's legal and what's illegal. Can I enter a company's system without being prosecuted?

Do I need software to operate a modem?

D Smith
Salt Ash
Cornwall

● Firstly, it's illegal to connect any modem without a green triangle approval sticker to the BT network. The 'classic' Spectrum modem - the VTX 5000 - is approved. It's not illegal to connect to systems over the telephone where you don't have specific approval, although doing much more than this can attract the attention of the Devon and Cornwall Constabulary faster than driving a Land Rover to Botus Cleming with no lights at midnight.

Most modems need software, but (again) the VTX 5000 comes with programs built in to ROM. For more information on using the Spectrum with modems and suchlike, the best place to go is Microlink on 01-278 3143.

Next pilau rice ...

...WITH MY PRINTER

I recently got a Spectrum +3 and I'm having problems with my printer. I have a Citizen 120-D with a parallel cartridge that takes a Centronics Plus.

I can't get LPRINT or LLIST to work - the worked fine with my Spectrum + and Kempston E interface. I've got the lead mentioned in the +3 manual, but nothing. I bought Tasword +3 and Tasprint +3, but these don't work either.

Is my computer port at fault, or should I try and get a serial printer cartridge for the printer? Are the Spectrum and the Citizen 120-D not compatible?

J Pyle
Westwood Estate
Peterborough

● Open and shut case here. It's either the printer cable (unlikely) or the Spectrum that's at fault. The only thing to watch out for is that the printer port only works with the Spectrum in 128K mode, but since Tasword +3 works in that mode anyway it's some sort of hardware problem.

I suspect the computer (the butler was in the library). If you bought the Spectrum from a local store, try taking it back with the printer. If the shop's any good, they'll let you try another computer with the printer, and you can make sure everything works before you leave.

Next steaming face towel ...

...WITH MY JOYSTICK

My new +3 is causing some grief. 1 - the Autofire on my Cheetah Plus joystick doesn't function, although it does when connected to a Kempston Interface 2. 2 - I can't save programs to tape, although the lead (bought from Romantic Robot) works fine for loading. 3 - My Multiface 3 lets me delete files from disk, but I can't do this normally - why? 4 - When I do a 'CAT' from a shop-bought games disk, I get 165K free. How?

Chris Spear
Bridge Road
Hounslow

● Only four questions? Sure you don't want me to come round and fix the dishwasher as well? 1 - Autofire circuits inside joysticks need to get their power from the joystick port. Amstrad ports don't have the power - Kempston ones do. 2 - Sounds like a bad +3 - there were quite a few made with save-to-tape problems. Take it back and make sure that you get one that works in return. 3 - +3DOS does allow you to delete files, but Multiface 3 can reveal and delete hidden programs and data. I think that this is what's happening. 4 - Bright bods like Ocean have their own way of storing programs on disk, to, ah, dissuade copiers. This confuses the +3's normal system into returning a silly amount of free space, but any attempt to use it from BASIC will destroy the game. Next murch tikka ...

...WITH SOFTWARE

I've just heard of Locomotive Software's Mallard BASIC and CP/M for the +3 - does this mean that the Spectrum could run Locoscript or other software?

The +3 we bought last Christmas is lacking in the games department. It's disappointing how many games aren't available on disk, but someone has suggested that there's an interface for the computer that copies tapes to disk. What is this, and if we buy a cassette recorder do we get any more than if we'd just bought a +2 in the first place?

Janis Haerie (Mrs)
Nr Baldock
Herts

● The +3 will indeed run other programs with CP/M - but not Locomotive's Locoscript, which is not a CP/M program.

The interface to copy tape software to disk is called the Multiface 3 - it's a reliable way to buy games cheaply on cassette and build up a disk library.

...NOW THE SELLOTAPE'S STOPPED WORKING

I've got a Spectrum + which is two and a half years old. Since about six months ago, I've had to push down hard on the cassette lead to load games because the ear socket is loose. The black part of the cassette lead refused to work altogether. The aerial socket is also loose, and I used to have to sellotape the lead to the case. But now that's stopped working too.

How can I fix this, and where can I get the bits?

Shane Griffin
Youghal
Co Cork

● I fixed my loose-socketed Speccy by getting inside the case, unsoldering the ear and mic sockets and soldering in two short leads instead. I used standard shielded audio cable, cut to thirty centimetre lengths. Then, to the end of the cables, I connected two good quality flying 3.5mm mono jack sockets. They don't cost much more than the cheap ones, and last ten times longer. Together with a new cassette lead, this fix is much more reliable than the original arrangement as there is no strain put on the plug/socket interface.

The TV thing is a bit more difficult, but while you've got the back off the computer you should be able to see why the socket is loose. Usually it's not the socket itself that's wrong, but the modulator to which it's attached coming away from the main board. Redoing the solder joints should fix this.

...WITH LOADING GAMES

Dear Dr Dupe (do I have to put up with this sort of thing? RG). (Yes. Ed)

I have a Spectrum +2 and I get bored waiting for all my great games to load. I heard something about an upgrade to a +3. Is it possible?

And if so, where could I get it done and how much would it cost?

Kelvin Jamieson
Prestwick
Ayrshire

● Dear Kev, oh dear, sorry, Kelv. It is not possible to upgrade a +2 to a +3. It is possible that, sometime in the indefinite future, Amstrad will produce a cheap tape-based Spectrum that could be upgraded to a +3, but then again it's possible that they won't. In any case, the circuit differences are such that existing +2 owners will be stuck.

HOW

Steve Marsden originally worked for Hewson in 1984, where he produced **Technician Ted**. He then moved to BT, where he produced **Costa Capers** in mid 1985. **City Slicker** came next in 1986 for Hewson.

In early 1987 Steve moved to Gremlin Graphics and produced **Final Matrix**, the 1987 Christmas compendium. April 1988 saw the release of **Blood Brothers** for Gremlin. More recently, Steve finished **4x4 Off-Road Racing** for US Gold.

During the four years of programming, Steve has worked with Dave Cooke. Before he started programming, he made silicon chips. Steve Marsden is a pilot.

DOES SPRITE DETECTION WORK?

In a program such as a game or a utility with a moving pointer driven by a mouse/tracker ball, there will be some form of detection routine if the moving objects interact in some way. If the detection routine is a good one, then the results on the screen will be visually more pleasing. We've all played games where you are frantically trying to move your main character away from a hostile alien, only to be killed off by another which looks to be a good two inches from the main character.

It can be extremely difficult to come up with an algorithm which doesn't take up hours of execution time and still leave an acceptable collision detection system. At the end of the day therefore it is all down to how much — or how little — time the programmer can allow for the detection routine. At the end of this article, I have written a small routine which gives the ultimate in detection — pixel detection. Like your computer teachers always say — "A computer can do anything you program it to do!" This is also the case when designing detection routines. Most programmers go for the first method I will describe — Box detection.

Virtually every sprite that has ever been drawn, starts out life

as a rectangular array of bytes. The array of bytes is then transformed into a super dooper spacecraft or other graphic with a suitable editing package and the resulting data is called a sprite frame. To move this sprite around the screen, the animation routine will simply output the rectangular array to various positions on the screen map. Now unless we draw a rectangular box shape which perfectly lines up with the edges of the array of bytes making up the sprite, then the odd corner of the array will consist of fresh air or nothingness (Fig. 1).

However, we don't actually set up a rectangular array of say 10 characters by 10 characters in size and only draw a 2 x 2 character shape. Moreover we select a suitable size of rectangle so that we more or less fill the rectangle with only a few bare corners showing. This factor allows us to use a mathematical form of detection known as box detection.

Normally, a sprite will have a few important variables associated with it. These are at the very least an X co-ordinate, Y co-ordinate and possibly variables telling us how wide the sprite is and also how deep it is. Now it is quite an easy matter from this information about a sprite to determine whether an overlap has occurred between two sprite rectangles with a little elementary maths.

If all our sprites were boxes or rectangles, then this method would be infallible. The truth is, however, that our sprites have corners missing as

in Fig. 1. Suppose two sprites are overlapping by their corners, the routine above will sense that they are overlapping — but on the screen we would not see an overlap in the pixel meeting pixel sense. To us, it would seem that the two sprites were miles apart but they still detected each other. What is required then is a routine which actually determines pixel to pixel collisions.

The Hewson game **Technician Ted** used pixel detection and made it possible to use the feature extensively in its gameplay. The main character could literally walk up to a hostile sprite until his nose was only one pixel away from death. This sounds quite a complicated feat on the surface, but in reality it is so easy — the logical instruction 'AND' does it all for you.

Just think about it at the lowest level. A sprite is data and the screen is also data — just numbers. To draw a sprite onto a screen really means that we are taking one byte of data from one place and mixing it with another byte of data in another place and then storing the new data byte in the screen memory. Remember the truth table for the logical AND instruction:

A	B	C
0	0	0
0	1	0
1	0	0
1	1	1

Column A is one bit of data while column B is another bit of data. If we assume that a pixel is a '1' or a set bit in a byte then an overlap in logic terms means the case when A = B = 1. The column C in this case produces a '1' when both A and B are '1'.

This shows clearly how we can use the AND to create a pixel detection system. The example program below uses an AND instruction in the detection routine but it does seem to be buried under a lot of other instructions — this is because a few other considerations have sometimes to be applied such

as outputting the sprite to the screen. For the more technically minded out there, I have used an XOR type of output routine which combines the pixel detection as well.

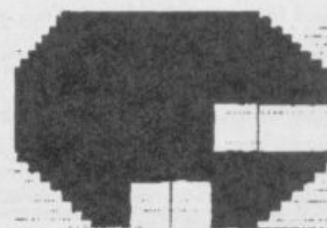
A pixel detection system does not give any other information apart from telling us that an overlap has occurred. For example, a collision might occur between two sprites and a background feature such as a wall. The sprite to sprite collision might be acceptable — a friendly character perhaps — but the pixel detection cannot differentiate between pixels. A pixel could belong to a wall, a frog, a power pill, but the routine does not know where it originated from. This is why pixel detection can grow to very complicated lengths and as such it is why programmers usually shy away from it.

Preferably type in the source code into an assembler and produce the program that way. For those who haven't got an assembler (earn yourself a slapped wrist!), type in this BASIC program and input the decimal numbers from the listing supplied.

```
10 FOR N=32768 TO 33159
20 INPUT (N); " ";A
30 POKEN,A
40 PRINT N; " ";A
50 NEXT N
```

To run the program, do a RANDOMIZE USR 32768 and just watch what happens — hopefully a starry background with 6 square shapes moving around it. To return to BASIC press the SPACE bar. Poke the addresses 32792 and 32824 with any number from 1 to 6 to determine how many of the square shapes you want.

Once the program has been entered, to save the machine code type in SAVE "detect" CODE 32678,391.



THE HELL!!!

PIXEL COLLISION DETECTION DEMONSTRATION PROGRAM By Steve Marsden © November 1988 ORG £8000 EQU 6

```
NO_SHAPES:
DETECT_DEMO:
    LD A,1
    OUT (EFE),A
    LD HL,E4000
    LD DE,E4001
    LD BC,E17FF
    LD (HL),L
    LDIR
    CALL DRAW_STARS
    LD IX,BLOB_VARS
    LD B,NO_BLOBS

INIT_LOOP:
    PUSH BC
    LD D,(IX+1)
    LD E,(IX+0)
    CALL DRAW_BLOB
    LD C,4
    ADD IX,BC
    POP BC
    DJNZ INIT_LOOP

MAIN_LOOP:
    LD BC,1900
    DELAY:
    DEC BC
    BIT 7,B
    JR Z,DELAY
    LD IX,BLOB_VARS
    LD B,NO_BLOBS

BLOB_LOOP:
    PUSH BC
    CALL OUTPUT_BLOB
    CALL NC,CHANGE_DIR

    LD BC,4
    ADD IX,BC
    POP BC
    DJNZ BLOB_LOOP
    LD A,E7F
    IN A,(EFE)
    RRA
    JR C,MAIN_LOOP
    RET

CHANGE_DIR:
    CALL DIR10
    LD (IX+2),A
    LD CA
    CALL DIR10
    OR C
    JR Z,CHANGE_DIR

    RET
    CALL RAND_NUM
    CP 96
    JR NC,DIR20
    LD A,-1
    RET
    CP 160
    JR C,DIR30
    LD A,1
    RET
    XOR A
    RET
    DIR30:
    XOR A
    RET
    DRAW_STARS:
    LD BC,FFFF
    LD DE,0
    CALL PLOT
    INC E
    DJNZ ST10
    LD B,C
    CALL PLOT
    INC D
    DJNZ ST20
    DEC B
    CALL PLOT
    DEC D
    DJNZ ST30
    LD B,C
    CALL PLOT
    DEC D
    DJNZ ST40
    INC B
    PUSH BC
    CALL Y_RAND_NUM
    LD D,A
    CALL RAND_NUM
    LD E,A
    CALL PLOT_ADDR
    OR (HL)
    LD (HL),A

    ;set the border to blue
    ;clear the pixel screen
    ;draw in the background and borders
    ;set up IX to point to the first set
    ;of shape variables and made B equal
    ;to the number of shapes we want
    ;preserve B - the counter
    ;set up DE with the X and Y coords
    ;of the shape
    ;draw it to the screen
    ;make IX point to the next shape
    ;restore B
    ;loop back to draw in the rest of
    ;the shapes
    ;synchronise the output loop with a
    ;HALT and set up BC for the flicker
    ;reducing counter
    ;if BC has not gone negative then go
    ;back (1901 times)
    ;initialise IX to the shape variable
    ;list and B as a counter to the
    ;number of shapes required
    ;save the counter
    ;CALL the main shape output and test
    ;routine
    ;NO CARRY from OUTPUT_BLOB
    ;means that collision has occurred so we
    ;CALL CHANGE_DIR to make the shape
    ;rebound
    ;move IX on to the next set of shape
    ;variables and restore B
    ;loop back as required
    ;set A to the keyboard half row
    ;B-SPACE and read it
    ;check Bit 0 (SPACE)
    ;jump back if not pressed
    ;else return to BASIC
    ;CALL DIR10 to get a random value of
    ;0,1,-1 into the accumulator. Store
    ;it in the X movement variable
    ;(IX+2) and also temporarily in C
    ;do the same for the Y movement
    ;variable and then OR it with C
    ;if the X and Y movement variables
    ;are both zero then the shape would
    ;not move so jump back to CHANGE_DIR
    ;then return
    ;get an 8 bit random number
    ;jump if A>96
    ;if A is 0-95, then make A = -1
    ;jump if A<160
    ;if A>160 then make A = 1
    ;if 96<A<160 then make A=0
    ;make BC = counter values
    ;DE = screen top left coordinates
    ;plot at DE
    ;step along a pixel
    ;and repeat for 255 times
    ;die B = 191
    ;plot at top right corner
    ;and step down the screen 191 times
    ;decrement B to make it = 255
    ;plot at bottom right corner
    ;step from right to left
    ;for 255 times
    ;make B = 191
    ;plot at bottom left corner
    ;and step up the left edge of the
    ;screen for 191 times
    ;make BC = 447
    ;save it
    ;get random number from 0 - 191
    ;put it in D
    ;now get one from 0 - 255
    ;and put it in E
    ;now plot at this random coordinate
    ;by OR'ing with the screen
    ;pointed at by HL
```

```
POP BC
DEC BC
BIT 7,B
JR Z,ST50
RET

OUTPUT_BLOB:
    LD D,(IX+1)
    LD E,(IX+0)
    CALL DRAW_BLOB

    LD A,(IX+2)
    ADD A,E
    LD E,A
    LD A,(IX+3)
    ADD A,D
    LD D,A
    CALL DRAW_BLOB

    JR C,PUT_BACK

    LD (IX+1),D
    LD (IX+0),E
    SCF
    RET

PUT_BACK:
    CALL DRAW_BLOB
    LD D,(IX+1)
    LD E,(IX+0)
    CALL DRAW_BLOB
    AND A
    RET

DRAW_BLOB:
    PUSH DE
    CALL PLOT_ADDR

    LD DE,SHAPE
    EX AF,AF
    AND A
    EX AF,AF
    LD B,8
    push bc
    PUSH DE
    LD B,C
    LD A,(DE)
    LD D,A
    LD E,0
    SRL D

    DJNZ BLOB20

    LD A,D
    LD (HL),A
    LD (HL),A
    AND D
    CP D

    JR Z,BLOB30
    EX AF,AF
    SCF
    EX AF,AF
    INC HL
    LD A,E
    XOR (HL)
    LD (HL),A
    AND E
    CP E
    JR Z,BLOB40
    EX AF,AF
    SCF
    EX AF,AF
    DEC HL
    INC H
    LD A,H
    AND 7
    LD H,A
    LD H,A
    POP DE
    POP BC
    INC DE
    DJNZ BLOB10
    EX AF,AF
    POP DE
    RET

    ;restore the counter
    ;decrement it and loop back for 448
    ;times (until BC goes negative)
    ;set up DE from the shape coordinate
    ;variables
    ;rub out the blob from its present
    ;position
    ;now add in the X movement variable
    ;to the X coordinate and put in E
    ;do the same with the Y movement
    ;variable but put it in D
    ;draw in the shape at the new moved
    ;position
    ;if there was a CARRY, then the new
    ;position has hit a pixel so jump
    ;to PUT_BACK and don't move
    ;if the new position was OK then
    ;store the new X and Y coordinates
    ;and set the CARRY before returning
    ;to signal - MOVE SUCCESSFUL
    ;rub out the moved shape
    ;Y position
    ;and re-draw the shape at its first
    ;position, CLEAR the carry flag
    ;before returning to signal - MOVE
    ;UNSUCCESSFUL
    ;save DE
    ;calculate the screen address at
    ;which to draw the shape (from DE)
    ;make DE point to the shape data
    ;clear the alternative carry flag
    ;there are 8 pixels rows in the shape
    ;save the counter
    ;... and the shape pointer
    ;B = C - X pixel position (1 - 8)
    ;get the shape data byte
    ;put it in DE (E = 0)
    ;rotate DE as required to bring the
    ;shape data into the correct place
    ;for outputting to the screen
    ;The detection and output stage
    ;get the leftmost byte of data and
    ;logically XOR it with the screen
    ;data then store it in the screen
    ;mask off the bits we have just put
    ;in and check to see that they are
    ;the same - Zero flag set
    ;jump if the same - no collision
    ;set the alternative carry flag to
    ;indicate that a collision has in
    ;fact occurred
    ;step on the screen pointer across
    ;the screen and now treat the right
    ;most byte of shape data in the same
    ;way - XORing to the screen, masking
    ;the bits we are interested in and
    ;comparing to check that they are
    ;the same - jumping if they are
    ;as before, set the alternative
    ;carry flag if a collision has
    ;occurred
    ;step the screen pointer back to its
    ;first place and increment it down
    ;the screen
    ;if within the same character cell
    ;then jump
    ;else add 32 to the low byte of the
    ;screen pointer
    ;if transition across a screen
    ;third has been made then jump
    ;else subtract 8 off the pointer
    ;high byte
    ;restore the shape pointer
    ;and the 8 pixel row counter
    ;increment the shape pointer
    ;and decrement the counter
    ;set the alternative carry flag
    ;available to the CALLING routine
    ;restore DE and return
    ;save registers from corruption
    ;calculate the screen plot address
    ;and OR in the pixel to
    ;the screen
```

```
POP BC
RET

PLOT_ADDR:
    LD A,D
    CP 192
    RET NC
    AND EC0
    RRA
    SCF
    RRA
    XOR D
    AND EF8
    XOR D
    LD H,A
    LD A,E
    RLCA
    RLCA
    RLCA
    XOR D
    AND EC7
    XOR D
    RLCA
    RLCA
    LD L,A
    LD A,E
    AND 7
    INC A
    LD B,A
    LD C,A
    LD A,1
    RRA
    DJNZ PLOT10
    RET

Y_RAND:
    CALL RAND_NUM
    CP 192
    JR NC,Y_RAND_NUM
    RET

RAND_NUM:
    LD HL,SEED_POINTER
    INC HL
    LD A,H
    AND EF3F
    LD H,A
    LD (SEED_POINTER),HL
    LD A,(HL)
    RET

SHAPE:
    BYTE EFF,E81,E81,E9F,E80,E81,E81,EFF

SEED_POINTER:
    WORD 2000

BLOB_VARS:
    WORD E3010,EFF01
    WORD E0950,E00FF
    WORD E0960,E0101
    WORD E9F70,EFF00
    WORD E9F80,E00FF
    WORD E7F10,E00FF

    ;restore registers and return
    ;check the Y coordinate range to see
    ;that it is not off the screen
    ;return if it is
    ;put the screen 'third' bits into
    ;bits 3 and 4 with a 010 in bit
    ;positions 5, 6 and 7
    ;merge in the bits 0, 1 and 2 from
    ;the Y coordinate
    ;and store in H
    ;move the top 5 bits of the X co-
    ;ordinate into bits 0, 1, 2 and 6, 7
    ;merge in bits 3, 4 and 5 from the
    ;Y coordinate
    ;rotate the byte twice more and
    ;they presto we have
    ;the low byte of the screen address
    ;get the three lower bits of the X
    ;coordinate and increment them to
    ;give the range 1 - 8
    ;copy it to B and C
    ;set bit 0 of A
    ;rotate it so that the set bit is
    ;in the correct place before
    ;returning
    ;get an 8 bit random number and
    ;check to see that it is less than
    ;192. Jump back if it isn't until
    ;we get a valid number less than 192
    ;the random number is obtained by
    ;poking the Spectrum ROM from E0000
    ;to E4000
    ;the pointer to the ROM address is
    ;incremented each time we call the
    ;random number routine and the
    ;accumulator is loaded with the
    ;current pointer value before
    ;returning
    ;this is the 8 bytes of shape data
    ;the random number pointer
    ;initial values for the 6 shape
    ;variables
```

4 BYTES WIDE
24 BYTES
HIGH
This size of sprite array would commonly be referred to as a 'Four by Three'

FIG 1 - A 'FOUR BY THREE' ABSTRACT SHAPED SPRITE

PIXEL DETECTION ROUTINE DECIMAL LISTING																							
62	1	211	254	33	0	64	17	1	64	1	255	23	117	237	176								
205	116	128	121	33	111	129	6	6	197	221	86	1	221	94	0								
205	217	128	14	4	221	9	193	16	239	118	1	108	7	11	203								
120	40	251	221	33	111	129	6	6	197	205	171	128	212	80	128								
1	4	0	221	9	193	16	241	62	127	219	254	31	56	219	201								
205	97	128	221	119	2	79	205	97	128	221	119	3	177	40	240								
201	205	88	129	254	96	48	3	62	255	201	254	160	56	3	62								
1	201	175	201	1	191	255	17	0	205	32	129	28	16	250									
65	205	32	129	20	16	250	5	250	32	129	29	16	250	65	205								
32	129	21	16	250	4	197	205	80	129	87	205	88	129	95	205								
42	129	182	119	193	11	203	120	40	236	201	221	86	1	221	94								
0	205	217	128	221	126	2	131	95	221	126	3	130	87	205	217								
128	56	8	221	114	1	221	115	0	55	201	205	217	128	221	86								
1	221	94	0	205	217	128	167	201	213	205	42	129	17	101	129								
8	167	8	6	8	197	213	65	26	87	30	0	203	58	203	27								
16	250	122	174	119	162	186	40	3	8	55	8	35	123	174	119								
163	187	40	3	8	55	8	43	36	124	230	7	32	10	125	198								
32	111	56	4	124	214	8	103	209	193	19	16	200	8	209	201								
197	213	205	42	129	182	119	209	193	201	122	254	192	208	230	192								
31	55	31	31	170	230	248	170	103	123	7	7	170	230	199									
170	7	7	111	123	230	7	60	71	79	62	1	15	16	253	201								
205	88	129	254	197	48	249	201	42	109	129	35	124	230	63	103								
34	109	129	126	201	255	129	129	159	128	129	129	255	208	7	16								
48	1	255	80	9	255	0	96	9	1	1	112	159	0	255	128								
159	255	0	16	127	255	0																	

TWILIGHT

DEADENDERS

ADVENTURE Label: Top Ten Author: Carol Sharp Price: £1.99
Memory: 48K/128K Joystick: none Reviewer: Chris Jenkins

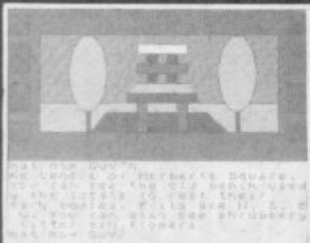
Cheesy, Quilled Eastenders adventure spoof with a few good jokes

Suppose someone had to do it; after the epoch-making failure of Macsen's Eastenders arcade game, some dummy had to come up with the idea of a spoof adventure. All the characters are here: Pete and Kaff, Arfur Foulup, Meechelle, Loopy, and Dirty Dan. The mystery surrounds the disappearance of Effi's little Willie (yes, that's about the level of the humour).

As PC Donald Dance, you must investigate Herbert Square, questioning the residents and trying to avoid hazards such as Smelli's hot dogs.

Graphics are primitive but pleasantly colourful and quickly-drawn. Text entry is pretty limited; more often than not, whatever you type in simply brings the reply, "You can't do that guv." The 'guv' gets pretty tiresome after about, ooh, eleven seconds.

Apart from the odd grammatical bog-up, the game plays fairly smoothly, but you can't actually say that it's funny, as such. If the very idea of an Eastenders spoof makes you fall over laughing, then you might get some fun out of it, but Deadenders doesn't have much to offer adventurers of normal intelligence.



59%

REBEL

ARCADE Label: Mastertronic Author: Gang of Five Price: £1.99
Memory: 48K/128K Joystick: Various Reviewer: Steve Mahoney

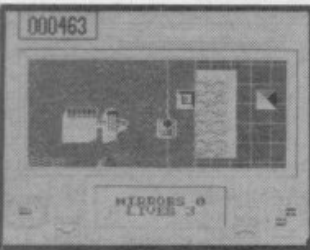
Buy it, play it, play it again etc

Rebel, originally released by Virgin is a tank game with a difference; you don't shoot anything. The idea is to find and place four mirrors in the right places (of which there are only a limited number, so it's not over-difficult) so that you can concentrate the baddies' giant laser onto a sealed exit tunnel to blast your way to freedom, or at least the next level. This game has BEAUTIFUL graphics and is very smooth to control. The enemies, although not varying much, are quite hard to predict, as some seem to just follow a set pattern of movement, while others go all over the gaff.

For £1.99, this game is very good value, it isn't very proficient in the sound department, but considering the strategical and arcade elements used, sound isn't very important.

If, however, you're one of those people who can't really play games which involve you 'Using ya nut' you won't find this to be much fun. All in all, I think that this should be a success for Mastertronic because it requires a lot of strategy and planning to produce success and when you do succeed, there are more pretty graphics as you see the laser ray going towards its destination, and destroying it.

Good game, buy it!



85%

LEADERBOARD

SIMULATION Label: Kixx Author: US Gold Price: £2.99 Memory: 48K/128K Joystick: Various Reviewer: Chris Jenkins

The best simulation on the market, well worth a look even if you don't like golf

I always thought that there could be nothing more boring than a golf simulation (unless it's a cricket simulation), but Leaderboard changed my mind. This budget re-release should alter your attitude to the sport of... er, golf players.

The 3D perspective graphics are spectacularly good, and appear surprisingly fast for the Spectrum. OK, colours are limited to green grass and blue water, but what more do you need? There's a considerable amount of skill involved in choosing the correct club, timing your swing

with one eye on the power meter, and allowing for the crosswind. The animation of the flying ball is really smooth, and overall the sense of realism is intense.

Up to four players can compete, and there are three available skill levels. You can play from 18 to 72 holes, and once you get onto the green you get a different display for the final putt to the hole.

The computer keeps score and takes account of such disasters as balls falling in the water (oo-er). In fact, the only disappointment about the game is the lack of a computer opponent. Still, an ideal multi-player game which will get under your skin.



93%

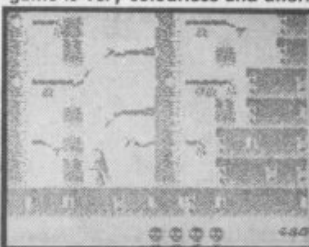
DEATH STALKER

ARCADE Label: Code Masters Author: Tony Warriner Price: £1.99
Memory: 48K/128K Joystick: Various Reviewer: Steve Mahoney

Well, er, it's just not thingy y'know?

'S word fighting, magic potions... loads of weapons, hidden doors and passageways... huge firepits - it's all REALLY EXCELLENT!

This is the quote on the back of this game. It's hardly surprising, since the contributor considers the game to be so good, that it was written by David Darling. Why do they bother letting one of Codemasters' heads write the blurb, it's hardly an unbiased opinion is it? In fact, Death Stalker is a semi-reasonable very Karnov-ish looking game, which involves using spells, weapons and stuff, but not in a very compelling or exciting way. David Whittaker has done the 128K soundtrack, which isn't bad, but the game is very colourless and unoriginal.



Graphics are nice in a 'boring-seenitalbeforehohumyawnsnore' sort of way and without colour it's hard to distinguish characters or work out just what is going on. In short, not good (and you don't get much shorter than that).

65%

FLIGHT ACE

ARCADE Label: Star Games Author: Various Price: £9.95 Memory: 48K/128K Joystick: Various Reviewer: Tony Dillon

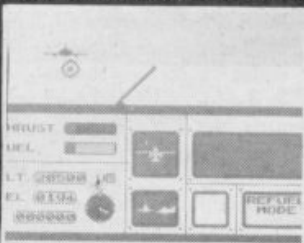
Pretty good summary of the genre. Six games, some good, some seriously phwurr

Flight Ace is the third in the series of Ace collections, following directly on from Space Ace and Karate Ace, and boasts a respectable collection of the more outstanding flight simulators so far.

Top of the bill is Tomahawk. Pilot your AH-64 Apache through a barren landscape, with only a small outcrop of trees or a mini range of mountains here and there to guide you. The brilliant, though not a simulator as such, ATF makes its compilation debut, and of course, what collection of flight simulators would be complete without, ACE? Spitfire 40 gives you the chance to fly an F-114/A Stealth Bomber through war torn Iraq (Really? - JD) and Heathrow Traffic Control, though not actually a flight simulator, puts you in the seat of one of those funny little men

who sit in front of a screen watching a line go round and round going 'blip-blip' all the time.

An ace collection with an ace title and Ace is on it. If you like flight sims, you'll love this.



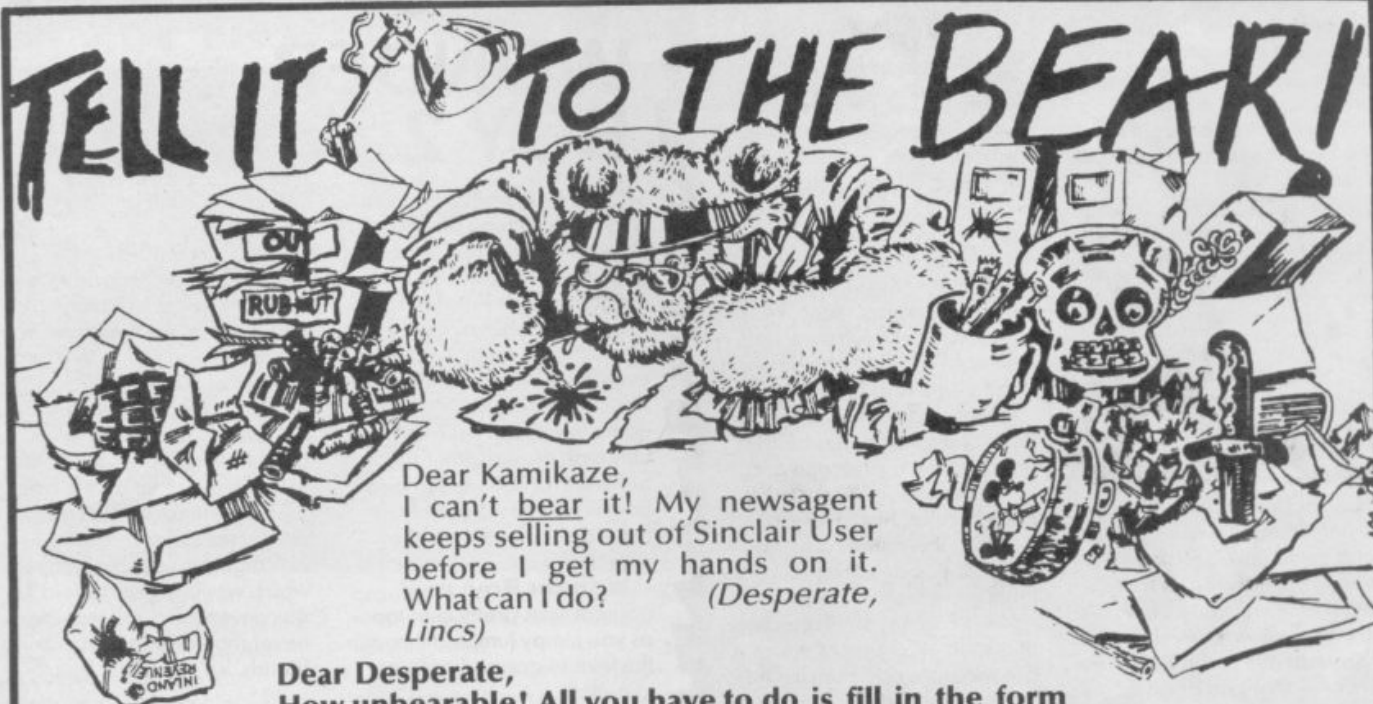
83%

ZONE

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	SPECTRUM	DISC	TITLE	SPECTRUM	DISC	TITLE	SPECTRUM	DISC	TITLE	SPECTRUM	DISC	TITLE	SPECTRUM	DISC	TITLE	SPECTRUM	DISC
Ace	2.95		Dark Fusion	5.95	8.95	Garfield	6.00		LED Storm	6.95	9.95	Red October	9.95		Summer Olympiad	5.95	
Ace of Aces	2.95		Dark Side	6.95	9.95	Gauntlet	2.95		Live Ammo	6.95	10.95	Return of Jedi	6.95	9.95	Super Hang On	7.45	
Action Service	5.95		Doomdarks Revenge	2.00		Gauntlet 2	6.95		Live & Let Die	6.95	9.95	Rex	6.95	10.45	Super Soccer	2.95	
Adv Art Studio 128	14.95		Double Dragon	6.95	9.95	Giants	10.45	13.95	Madballs	5.50		Road Blasters	6.95	10.95	Supersports	5.95	9.95
Afterburner	7.45	10.45	Dragon Ninja	6.95	9.95	GI Hero	4.95		Magnificent 7	6.95	12.95	Robin of the Wood	1.95		Supersprint	2.95	
Airborne Ranger 128	9.95		Dynamic Duo	5.45		G Linker Hotshot	6.95	10.95	Marauder	6.95	10.95	Robocop	6.95	9.95	Supreme Challenge	8.95	11.95
Alien Syndrome	6.45		Earthlight	3.95		Gold Silver Bronze	10.45	12.95	Matchday 2	4.95		Rolling Thunder	6.95		10 Mega Games	9.95	10.95
Arche Force 4	7.95		Echelon	6.95		Guerilla Wars	5.95	9.95	Mean Streak	2.95		Romper Room	2.00		20 Charbusters	6.95	
Archon Collection	6.95	10.45	Elite 6 Pack 1 or 2 or 3	6.95		Guild of Thieves	9.95		Mega Apocalypse	6.95	10.45	Roy of Rovers	6.95	9.95	Taito Coin Ops	8.95	11.95
Art of Yesod	2.00		Emilyn Hughes Football	6.95	9.95	Gunrunner	2.00		Metaplex	2.95		R-Type	6.95	10.45	Target Renegade	4.95	
Arkanoïd	3.50		Empire Strikes Back	6.95		Gunship	6.95	9.95	Metrocross	2.95		720	6.95		Techno Cap	5.95	10.95
Arkanoïd 2 Revenge	5.50	9.95	Enigma Force	5.95	9.95	Gyron	1.00		Miami Vice	2.95		Sai Combat	2.95		Terrapods	6.95	
Army Moves	3.95		Espionage	5.95	9.95	Hard Guy	2.00		Mindfighter	6.95	9.95	Salamander	5.50		The Games Summer	6.95	10.95
Artura	5.95	8.95	Exploding Fist +	5.00		Headcoach	2.95		Mini Putt	6.95	10.45	Samurai Warrior	4.95		The Games Winter	6.95	10.95
Athena	3.95		4x4 Off Road Racing	6.95		Heartland	2.00		Motor Massacre	5.95	8.95	Savage	5.50		The In Crowd	8.95	
Ballbreaker	2.00		F16 Combat Pilot	9.95	13.95	Hellfire Attack	6.95	10.45	1943	6.95	9.95	SDI (Activision)	7.45		Thunderblade	6.95	9.95
Barbarian Psychosis	6.95		Fairlight 2	2.00		Hero	1.00		19 Bootcamp	6.95		Shadins Road	2.95		Thundercats	5.95	
Barbarian 2 Palace	6.95		Fair Means or Foul	5.45	8.95	Heros of Lance	7.45	10.95	Nemesis the Warlock	2.00		Shoot Out	6.95	10.45	Tiger Road	6.95	9.95
Bards Tale 1	6.95		Fernandez Must Die	6.95	9.95	High Frontier	2.00		Netherworld	5.95	9.95	Sideways	6.95		Time & Magic	9.95	9.95
Bhm Cpl Crusader	6.25	9.95	Final Matrix	2.00		Hive	2.00		Nigel Mansell GP	6.95		Sidewize	2.95		Time Slood Still	5.50	9.95
Best of Beyond	2.95		Firetrap	2.95		Hotshot	6.00	8.95	Nightrader	7.45		Silent Service	6.95		Total Eclipse	6.95	9.95
Best of Elite Vol 1	3.95		Fish	9.95	9.95	Hypoball	1.50		Nodes of Yesod	2.00		Silicon Dreams	9.95		Tracksuit Manager	6.95	
Beyond Ice Palace	5.95	9.95	Fists & Throttles	8.45	9.95	icups	1.50		Coops	5.50		Skateball	6.95	10.45	Train Escape	6.95	10.45
Bionic Commando	6.95		Five Computer Hits	3.95		Ikan Warriors	5.95		Operation Wolf	5.75	9.95	Skatecrazy	5.95	10.95	Trantor	6.95	
Black Lamp	3.95		Flight Ace	9.95	12.95	Impact	6.95		Outrun	6.95		Skate or Die	6.95	10.95	Tro Pack	3.50	
Black Tiger	6.95		Flintstones	6.25		Imp Mission 2	6.95		Overlord	5.50	9.95	Soldier of Fortune	5.00	8.95	Try Pursuit	9.95	
Bombuzzi	6.45		Flying Shark	5.50		Ingids Back	9.95	12.95	Overlord	7.00		Soldier of Light	5.95		Try Pursuit New Begin	9.95	
Bounces	2.00		Fox Fights Back	6.00	8.95	Intensity	5.00		Pacland	6.25		Solid Gold	7.45	10.95	Typhoon	5.50	
Bubble Bobble	5.45	8.95	Football Director	6.00		International Karate	2.95	4.95	Pacmania	5.95		Space Ace	10.45	12.95	Ultimate Collection	9.95	
Buggy Boy	5.50		F15 Strike Eagle	6.95		Iron Lord	8.95	13.95	Pawn	9.95	10.95	Spindizzy	2.00		Untouchables	5.95	9.95
Butcher Hill	6.45	10.95	F16 Combat Pilot	5.95	12.95	Jewels of Darkness	9.95		Pepsi Mad Mix	5.95	9.95	Spitting Image	6.55	9.95	Vectron 3D	2.00	
California Games	3.95	10.95	Football Manager	2.95	4.95	Karate Ace	10.45	12.95	Peter Beardsley	6.25		Spy v Spy Arctic	2.95		Victory Road	5.00	9.95
Captain Blood	6.95		Football Manager 2	6.95	9.95	Kineik	1.50		PHM Pegasus	6.95	10.95	Stalingrad	7.45	9.95	Vindicator	5.00	
Carnier Command	9.95	13.95	Freddy Hardest	2.95		Knightric	9.95		Pitfall 2	1.50		Star Raiders 2	2.00		Virus	5.50	
Circus	6.95	10.45	Frostbyte	2.00		Korami Collection	6.95	12.95	Platoon	6.95		Star Wars	6.95		Visen	6.50	10.45
Combat School	5.45	9.95	Future Knight	3.50		Krakout	2.95		Predator	7.45		Stealth Fighter	6.95	9.95	We Are the Champions	6.95	12.95
Comet Game	1.00		Game Over	6.95	9.95	Lancelot	9.95	11.95	Pro Soccer Sim	5.95	8.95	Streethigher	6.95		WEC Le Mans	5.95	9.95
Crosswise	4.95		Game Over 2	8.95	11.95	Laser Squad	6.95		Puffys Saga	6.95	10.45	Street Soccer	2.95		Whirrig	4.95	8.95
Cyberoid 1 or 2	6.45		Game Set & Match	8.95	11.95	Last Ninja 2	8.95		Rambo 3	5.95	9.95	Strike Force Harrier	6.95		Zenji	1.50	
Daley Thomson 88	6.50		Game Set & Match 2	8.95	11.95	L'board Par 3	10.95	13.95				Strip Poker 2	6.95				

Please send cheque/PO/Access/Visa number and expiry date to: **Trybridge Ltd, 72 North Street, Romford, Essex RM1 1DA.** Please remember to state the make and model of your computer when ordering. P&P Inc UK on orders over £5. UK orders under £5 add 50p per item. Europe add £1 per item. Elsewhere add £2 per item. THESE OFFERS ARE MAIL ORDER ONLY. Telephone orders: 0708-765271



Dear Kamikaze,
I can't bear it! My newsagent keeps selling out of Sinclair User before I get my hands on it. What can I do? (Desperate, Lincs)

Dear Desperate,
How unbearable! All you have to do is fill in the form below and give it to your newsagent. He will do the rest.

Please reserve me a copy of **SU** every month

NAME.....

ADDRESS.....

This month, what happened in Chicago (two player **Power Drift** that's what!); the game that you can't see the film of unless you're over the hill; Cute makes a comeback; and the perfect leisure activity for the house with serious subsidence. Read on for the crucial facts...

ROBOCOP

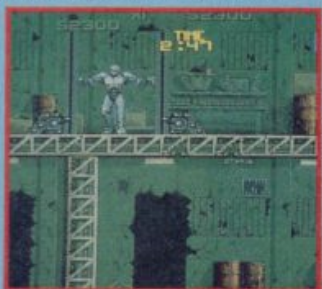
You've seen the advertising, you've read the book, you've used the tea-towel — yes sir, **Robocop** merchandising is big business right now. But you've not seen



the film, of course, have you? I mean — it was Cert 18 — and quite right too I say, squidgy effects with people getting blown away left, right and centre. A bit like your average vid in fact... still, as you obviously haven't seen the movie (not even a video), you can be assured that at the very least you can now play the arcade coin-op, brought to you by those cuddly people at Data East.



Correct that man in the corner, Ocean have brought out a game called **Robocop** as well, but the word is that it's not an identical copy of the coin-op, as it was developed independently of the Data East version — so it's no good practising on your Spectrum



before you enter the arcade... it's going to cost you money to get good at this one!

Again, as you obviously haven't seen the film — and you probably aren't talking to your parents at the moment — I'll just give you a quick run down of the, for want of a better word, plot. The time — ten to four, the year two thousand and something. The place — Chicago. The problem — you've just been shot to bits by a gang of thugs. Luckily, they can rebuild you — and you, after extensive plastic surgery



and the insertion of a couple of Duracells — are now half man, half robot, all cop. So get out there and clean up the streets, kid.

The Data East designers have, in keeping with the movie you haven't seen, kept subtly out of the frame, and delivered a clever combination of beat-'em and shoot-'em-up.

Simply, your nicely designed Robocop sprite horizontally scrolls along a cityscape and, at the beginning, **Kung-Fu Master** like, has to take out assorted thugs that rush towards you to attempt a bit of GBH.

You have a typical selection of moves — the best of which is a low crouch and punch. This is frighteningly effective against your flesh and blood components, and crouching low means you don't get it in the neck from those armed with guns. After this bit, you come to a section that, as well as the kamakazie thugs, has snipers firing at you from windows above the street.

This is where the odds start getting a bit even — out comes the gun and you now can blow



everyone away, as well as punching the opposition to bits. Power-ups can also be obtained along the way which increase your firepower. And you'll need it, for the end of level nasty is this huge two legged robot that those of us that are over 18 and have seen the film know to be a security robot. This needs hitting many times in order to get past and then on to even greater things — but be prepared to spend quite a bit to learn the knack...

Overall then, Robocop is a well implemented variation on a theme — worth a few 10p's of anybody's slush fund.

FAXBOX

Beat-'em-up, shooty hybrid of the film you can't see.

Robocop
Graphics 8
Sound 7
Addictiveness 8
Gameplay 9

OVERALL
RATING

8

WONDER BOY 2

Cutie games have a habit of catching on. **Bubble Bobble** for instance — where you control little dragons which shoot out streams of bubbles. Cute, huh? And still amazingly successful even 18 months and more after the introduction of the game into the arcade — although the excellent Software Creations/Firebird conversion has probably helped in longevity on the street.

Wonder Boy, the original, was pretty cute too — as you jumpy jumped through the levels wrapped only in a loin-cloth.

Well, the good news is that you are much better dressed in **Wonder Boy 2**. And what's more, the action is even more cute and the graphics even more cuddly than ever before.

The levels alternate between horizontally scrolling jumpy, jumpy bits, and other sections where you are flying astride a rather odd looking steed.

Either way — the game is great fun to play.

The graphics are astonishingly well designed and very colourful to look at, and really make the game. The action is good too, with a large amount of hugely powerful power-ups that spray multi-coloured bullets, whirlwinds, and unidentified fatal bits that will take the smile off the cute looking enemies which go for you by the dozen.

A highly enjoyable romp — which would make a great 16 bit conversion. Odd that they never make vids about making friends, isn't it?

FAXBOX

The game that your Mum wouldn't mind you playing. Cute, neat, brill.

Wonder Boy 2
Graphics 9
Sound 8
Addictiveness 7
Gameplay 8

OVERALL
RATING

8

OPS



Anyone for tennis? Of the table variety that is. But hold on. There's something a bit odd about the table. I mean. It's at a bit of AN ODD ANGLE ISN'T it? Well, what in fact happens is that

you put some of your hard earned dosh into the unit and it levels out so you can play properly — at least until your timer runs out — at which point it's back to the leaning over. But what will they think of next, eh?

This is called **Space Station** and it's another great pintable from Williams.. A bit old fashioned in style, the game plays very well indeed with fairly simple to understand target shots for bonus and multi-ball ... no puzzling out what to do for a couple or three hours here.

Even better, there's a multi-ball option that comes into play with some well timed shots up the ramp thingy ... which always adds a bit of excitement to the proceedings.

A few people have been asking us to give a few tips on how to play pinball — so here's the **SU** advice for Better Pinball Playing for 1989 ... **DON'T PRESS BOTH FLIPPERS AT THE SAME TIME.** Got that? ... then rush down to your local arcade and start practising.

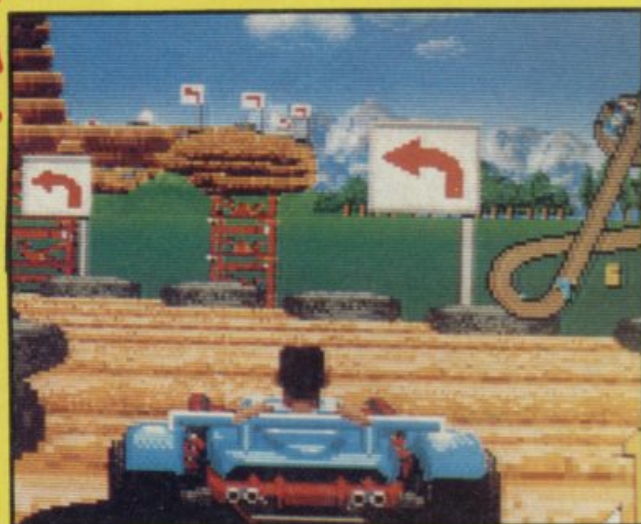


Every year, the Amusement Industry holds a big show in the USA, the AMOA. This year, funnily enough, was no exception — so the place to be in Fall 1989 was Chicago, Illinois. By all accounts, Pinball was very well represented at the show — the most bizarre of which was from Premier, called **Bad Girls. Bad Girls??!!** All the latest vids were there, but with few major surprises, the exception of which was a game from Williams, called **NARC**. This is an anti-drug beat-'em-up — and the

graphics were acclaimed by all and sundry ... screen shots in the next issue.

The best news of the whole year, however, was that Sega has developed a link to go between two **Power Drift** units, so you can play head to head against another player. Yes, mortals, we are talking about two player **Power Drift**. This is really going to be the business.

Power Drift is, of course, **Outrun** on a roller coaster — and at the moment costs, in London, £1 per go. Ouch.



However, our spies have reported much cheaper units in the provinces — in Brighton, for instance, we discovered a unit that gave four goes for £1. That's much more like it. Enjoy.

If **Power Drift** is the big

computer game licence of 1989 and one of the key Christmas releases — I'll eat my joystick... Yum. Let's hope it gets better treatment than **Outrun** did. More fab coin-op facts next month.



1

To some people he's a genius. To others he had one good idea a while ago and has been rehashing it ever

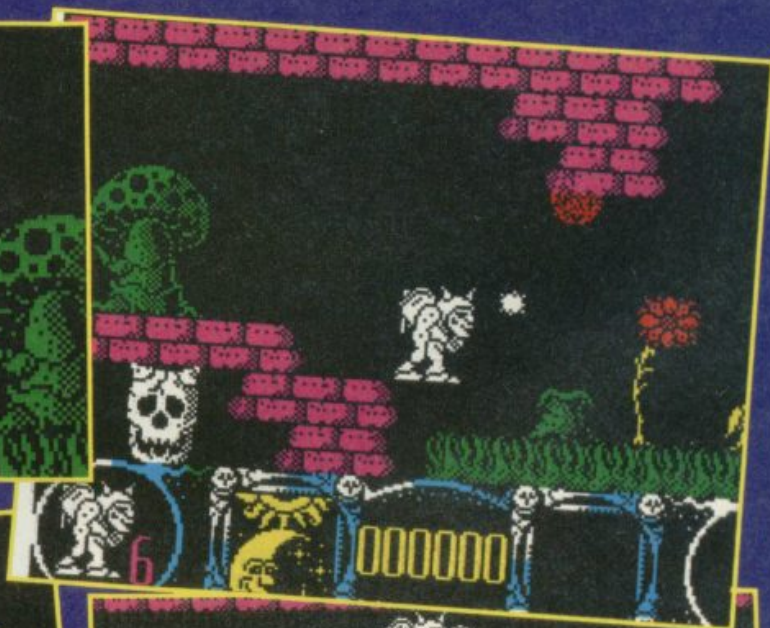
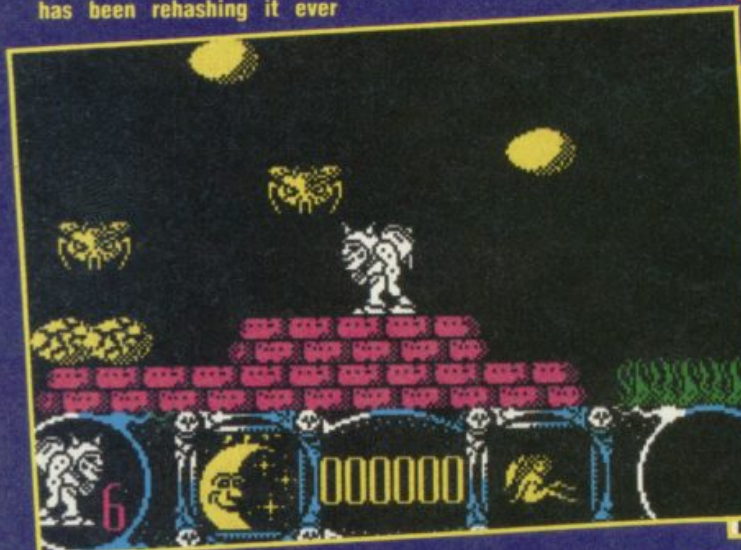
since. His name is Raffael Cecco and this is his latest creation. It's called Stormlord and we've got very little info on it at the moment. So, for the time being just marvel at the pics.

What we do know is that it's similar in style to Exolon, but with a much more fantasy-orientated plot. It's a cause and effect game - you need the shears to chop down the plant to get the key to open the door to get to the next level etc.

Streetdate: February.

Price: £7.95

PRE



VIEW

It's the end of the world – again! Well, nearly. There's a huge alien spaceship and it's headed for Earth. And its intentions are pretty clear. You, as Drak, Last of the Obliterators have been beamed aboard the ship with a view to blowing it to kingdom come.

You haven't got long to find your bearings. As soon as you're on the ship, the sophisticated defence mechanisms will begin to rack you and alien drones will be on your tail. By collecting as many pieces of spare equipment and stealing weapons as you go along, not only must you survive the onslaught of the alien guards, but you have to work out a way of destroying the ship before it gets within firing range of the Earth.

Obliterator is a conversion from an ST game which was

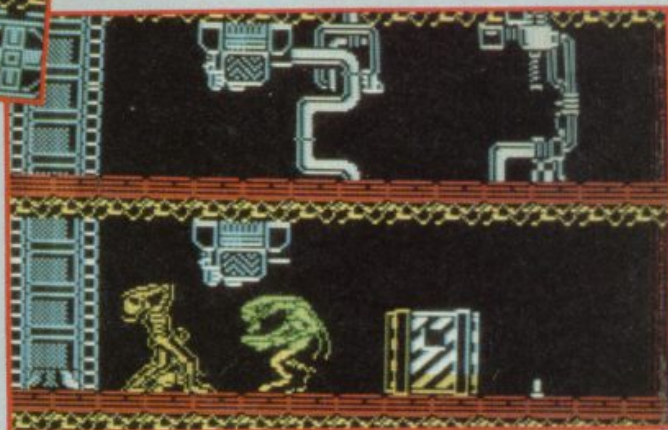
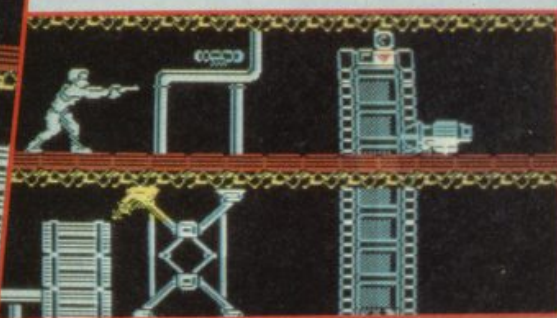
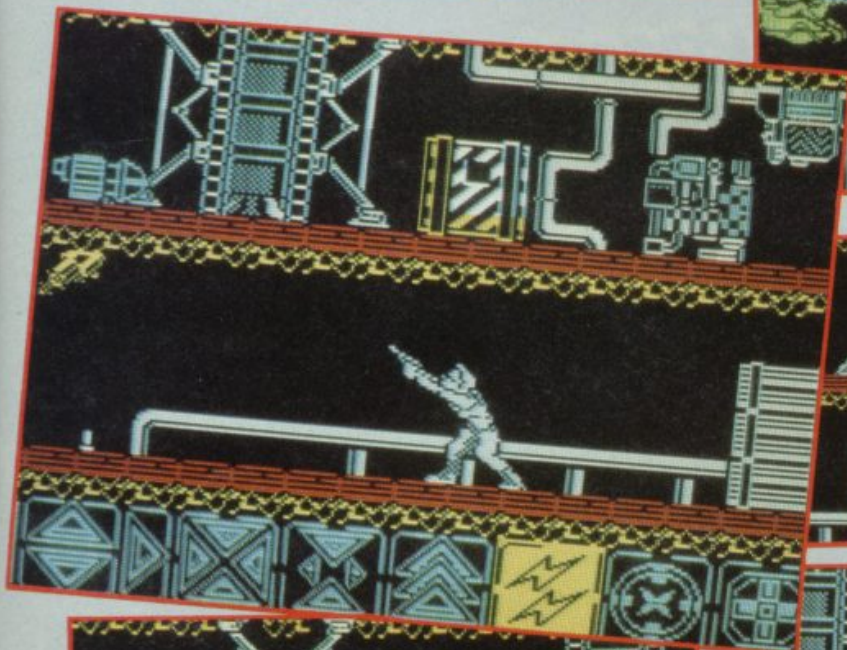
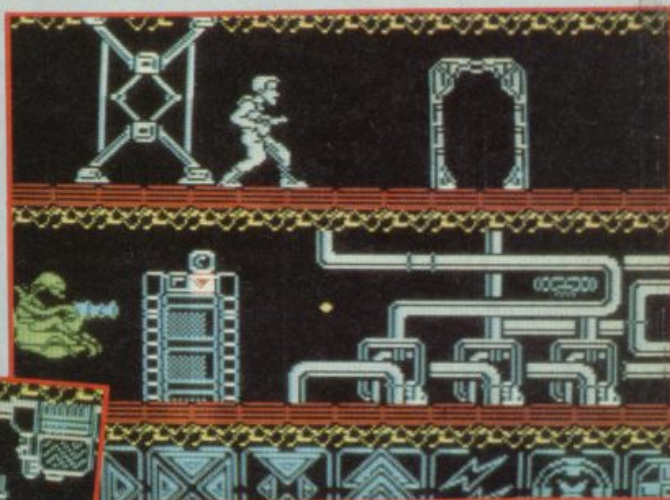
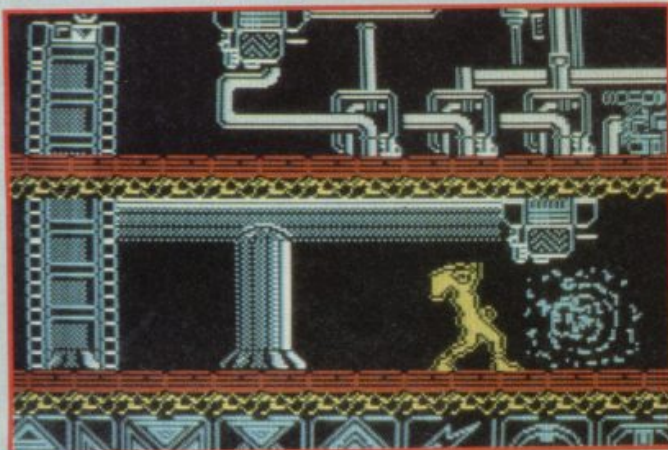
2

respected largely for its graphics, but was thought not to be too hot on gameplay. Well, it remains to be seen whether the Spec version has been improved in the latter respect, but the graphics look dead hot.

We'll have more information next month.

Streetdate: January.

Price: £8.95





Ooo. It's been a right old while and no mistake since we've heard from Cascade. And it's nice to see them coming up with such an original idea for a game.

You've been shrunk down in a tiny submarine and injected into the bloodstream of a mad scientist.

Your mission is to fly aound the body, seeking out a mysterious "second brain" for some reason.

Hands up anyone who has seen *Fantastic Voyage* or *Innerspace*.

Anyway, that aside, DNA Warrior (for it is he) is looking like quite a corker of a game.

Take a look at the picture here. Looks vaguely R-Typey to us and among the features promised are horizontal bi-directional scrolling (you can go left and right!), a wide variety of attack formations and an improvable weapons system.

Basically the storyline pits you against the body's immune system, fighting off blood cells and plasma and all the other stuff that whooshes around inside the great big organ that is the human body. Eurgh!

Streetdate: February.
Price: £9.95



GAMES REVIEW



It's a tough life in 2012: not only is there constant interplanetary war, but those small plastic things you put under plant pots cost £1,000,000,000 each and there are 192 television channels, all showing nothing but *The Price is Right*.

However, it's the interplanetary war which mainly concerns us in *Last Duel*, as you might expect. And what a stonking interplanetary war it is, full of biffs, bangs and explosions which you should thoroughly enjoy contributing to.

Suspend your shock and disbelief when you see the first section, which is utterly, utterly similar to *LED Storm* (also reviewed this issue). What can US Gold be doing, releasing two such similar games? Probably hoping to make twice as much dosh, tee-hee. Anyway, *Last Duel* has a lot more to it than *LED Storm*, which is largely racing and dodging: *Last Duel* has loads of SHOOTING! Great!

A third of the screen is taken up with the score and energy displays, while the remainder shows the battlefield, which scrolls fairly smoothly (though



Man, it's a jungle on the streets. Well, that's a stupid thing to say, isn't it? It's a street out on the streets, a road at the worst and there's no denying it (what are you prattling on about? - AS). Streets, however, can get pretty tough and if you don't believe me, take a gander at this pic of Player's forthcoming product Street Gang.

Looks pretty rough to us. The aim of the game is to get

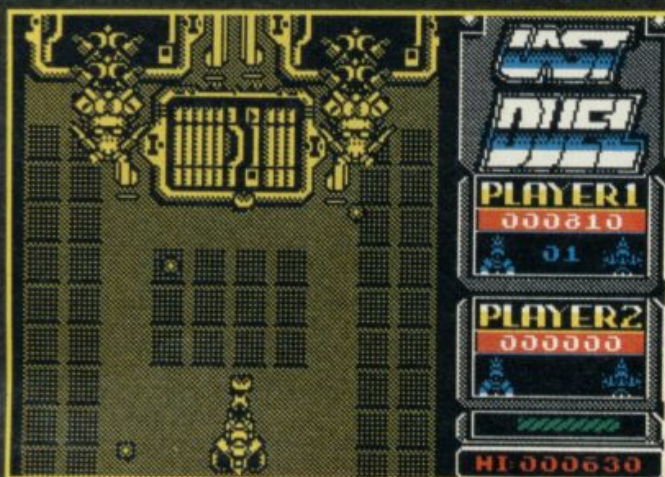
from the cissy West side of town to the ultra tough'n'trendy East, in one piece. Along the way you'll have to split more heads than you can imagine, and we're promised a weird and wonderful selection of baddies to ruck.

Full review and verdict next issue. Looks like a Joe Blade in graphics quality stakes.

Streetdate: February.
Price: £2.99



GAMES REVIEW



things get a bit jerky when there are a lot of moving objects on the screen)

The first level is a motorway over which your heavily-armed skimmer, er, skims. Roadside emplacements bombard you, saucers try to shove you off the side, and huge pits threaten to plummet you to your doom. However, a smart zap of the laser trigger, or a death-defying leap into the air, and you can actually complete this phase in about thirty seconds - not counting the time needed to destroy the three wiggling,

energy-breathing mechadragons at the end.

Phase two is a bit of a surprise: rather than more of the same, you switch to a spaceship making its way through intergalactic space caverns (huh?). Here, huge shooty-tubes fire bouncing rays of energy at you, while giant flying monsters periodically descend from the skies, and insist on being blasted to pieces before they let you go on.

At the same time, power capsules float down the screen. Pick them up, and you can



double or triple your fire-power, restore your energy and add exploding missiles.

So what's the verdict, Eugene? Last Duel is smoothly programmed, nicely designed and fast-moving. It hasn't a jot



of originality, but it's meat and drink to shoot-'em-up fans. You probably won't want both LED Storm and Last Duel, though: take my advice and plump for Last Duel.

ARCADE



REVIEW

GRAPHICS	SOUND
82	70
PLAYABILITY	LAST ABILITY
89	78

FAX BOX

LAST DUEL Label: **US GOLD** Author: **Tier-**
tex Price: **£8.99** Memory: **48K/128K** Joystick:
Various

Capcom coin-op conversion creates crucial critical congratulations.

Reviewer:

OVERALL

80

It's not often a wargame gets a large review in **SU**, which could be regarded as being a little biased, but let's hope that **WIME** puts things to rights. It's not really a true wargame. It's a wargame mixed with an RPG mixed with a bit of adventure and just a smidgen or two of arcade qualities. Four basic elements, all of which have proved themselves in the past in their own respective fields, but when mixed, do they work? Well, funnily enough they do, and reasonably well I might add.

First of all the credits. The main dude responsible for taking three books worth of complicated but very, very enjoyable reading matter and putting it all down as a form of interactive entertainment is none other than Mike Singleton, whose games are all basically original and brilliant. **WIME** is no exception.

You take control of the forces of good and you have to try to get the infamous magic ring of corruption to Mount Doom and throw it into the fire. Pitted against you are the evil forces of Sauron, consisting mainly of two types of creature, both pretty hideous. The first, and easiest to beat in combat, is the common orc. These foul, pig like creatures travel round in packs of around a dozen, and basically wander everywhere. The second type of nasty, and these are pretty darn hard to beat even at the easiest of times, are the Nazgul. Black, deathlike riders, these home in on the evil ring and are generally near invincible in combat.

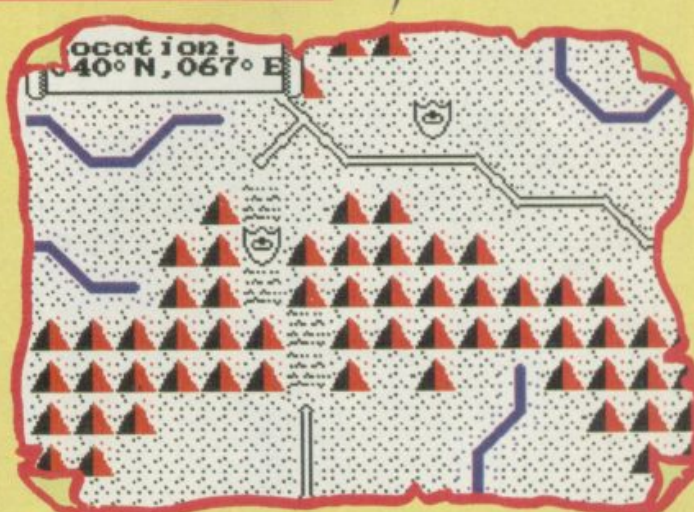
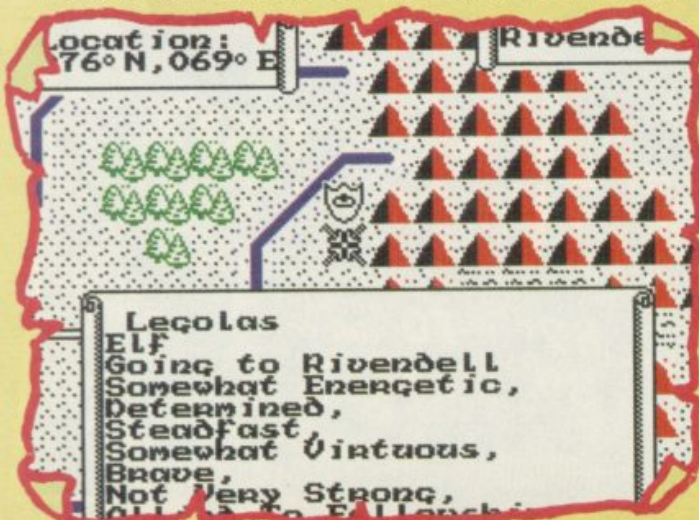
You begin in command of around 100 'units'. What exactly the unit contains can vary from one of the games' specific characters to a group of 30 dwarves. Each of the units has a series of statistics, and it's these which you use to judge which moves to make when and where. Some statistics, such as

strength, govern how good the character(s) will be in battle, others, such as dedication, give you some indication as to how fast they're going to be able to move across the map. The final

statistic, their virtuosity, is the key factor in getting the ring across the map.

The longer you have the ring, the more corrupt you become. What you have to do is get the ring all the way across the map at a steady rate, swapping between different characters to use as ring bearers.

WAR IN MIDDLE EARTH

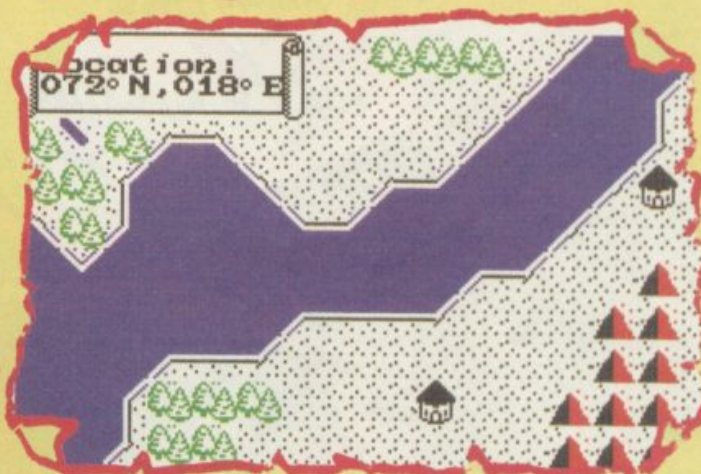




There are three different playing modes. In the main overview map, you deal with all the loading and saving bits, along with the time advancement icon. The map shows the entire playing area, and the positions of all your units. It does not show the position of the enemy, so there's no room for cheating.

In the main command mode, you get an expanded area of the map, with all the different terrains and features labelled.

time advancement icon. This is the cue for action to begin. All the orders you've given out will begin to be executed. Of course, when you're moving 100 units around on a map, you are bound to get into a ruck sooner or later, and this is where the game gets really good. You are given a list of all the adversaries battling it out, yours and Sauron's. Press fire, and you go into the game's arcade sequence.



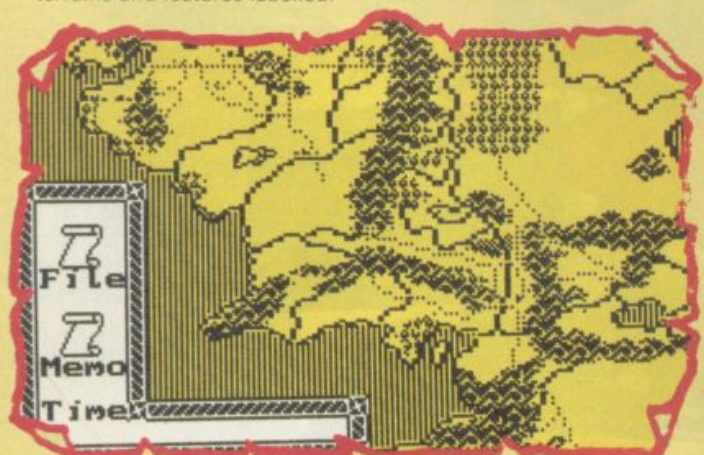
All the men are shown in a semi-3D representation of the battlefield, and it's a race against time to get as many men involved as possible. You are given a small circular pointer. Click in one of your men, and then on one of the enemy, and that man will run off to do battle. The game is designed so that each enemy soldier can only attack one target per round, so what you've got to try to do is to get

as many men onto one target as possible. This bit is great. It's fast, it's frantic and it's fun.

Graphics aren't too bad; there's some nice detail on the main map, and the icons are both clear and recognisable. The battle sequences are very nice. Each of the enemy types looks different, as do the friendly armies, which more than compensates for the bland green background in this section.

It's very easy to do. It's also very hard to do. In fact it's up to you how hard to make it (choose out of 15 skill levels), 0 making the Nazgul amazingly easy to kill, 14 making everybody except you practically invincible.

I really like it. It may not appeal to all (arcade freaks stay away). But if you're a fan of the books, then you won't be disappointed. The attention to detail is amazing and the feel of the book has been captured perfectly. Strategy buffs, or even people who want to spend a more productive Sunday afternoon rather than defeating the semi-quaser Thraglets from Venus again, why not give it a whirl? Mike does it again!



by scrolling around, the names of all the towns, along with all your units are displayed. Move the pointer over the icon that represents one of your units (a shield) and click once. Now, if you move up or down on the joystick, you can view all the characters in that group. Double click and you go into command issue mode. There are three things you can tell a group to do. You can tell them to go to a specific place; you can tell them to join up with another group; or you can get them to follow another group. This is all done by selecting which you want to do on a menu bar, and then clicking the cursor over the appropriate target.

When you've issued all the commands you can possibly want to issue, go to the overview map, and click on the

ARCADE

★

REVIEW

GRAPHICS

74

SOUND

61

PLAYABILITY

78

LAST ABILITY

86

OVERALL

79

FAX BOX

WAR IN MIDDLE EARTH

Label: Melbourne House

Author: Mike Singleton

Price: £9.99

Memory: 48K/128K

Joystick: Various

Interesting blend of almost every genre of game. Works well, too.

Reviewer: Tony Dalton

DON'T MISS THE NEW GENERATION MAGAZINE...

▶ OVER 100
PICTURE —
PACKED PAGES
OF NEWS AND
REVIEWS PLUS...

▶ THE VERY
BEST TIPS &
PLAYERS GUIDE

▶ MIND
BLOWING
DEMOS



▶ THE LATEST
ARCADE NEWS

▶ AND
FEATURES ON
THE FUTURE OF
ENTERTAINMENT
TECHNOLOGY

FEBRUARY ISSUE ON SALE JANUARY 28TH

Britain's best selling computer magazine FEB 89

SP-\$7.20 Dm6.50 350pta HFL 6.75

£1.20

COMPUTER +video GAMES

ROGER RABBIT

THE GAME REVIEWED

FREE FIREBIRD GAME

**OUT
NOW**

WIN: BATTLECARS IN AGM

REVIEWED: L.E.D. STORM, BATMAN, TV SPORTS,
WAR IN MIDDLE EARTH, DREAM ZONE AND VICTORY RD.

MEGA R-TYPE MAP, NEW NINTENDO REVEALED



GREMLIN'S PREDICTIONS FOR 1989

JANUARY

Post-Christmas nausea. Evangelists Jim and Tammy Bakker go on TV and blame the Devil for their recent cash scandal. The Devil sues for libel.

FEBRUARY

Satellite TV starts. The first program is a re-run of *The Brady Bunch*. Rupert Murdoch promises to make improvements to the quality of programming, and announces that he has bought the rights to *The Partridge Family* for "a two-figure sum".

MARCH

Amstrad announces an "exciting new development which will give the Spectrum a whole new lease of life." It turns out to be a price cut of three pounds, two Codemasters games and a free "Snapeezee" blank cassette.

APRIL

Russia invades China. Questioned in the United Nations, Premier Gorbachev explains "Keep your flares on daddy-o, haven't you heard of April Foolski jokes?"

MAY

The latest Summer craze is hang-skateboarding. However, since it's invariably fatal it quickly loses its appeal despite the appearance of a hastily-produced magazine called *YO! HANG TEN CRAZY SKATEBOARD NINJA WARRIOR* Monthly.

JUNE

A long hot summer of software tedium sets in.

JULY

Monsoon season begins as summer holidays start. Thousands stranded at airports. Papers full of bikini beauties with umbrellas. Back to the computers.

AUGUST

Jimmy and Tammy Bakker caught up in new scandal. They blame the Devil again. He loses his temper and the world is completely

destroyed by the four horsemen of the Apocalypse.

SEPTEMBER

Cancelled.

Gremlin's "Look at me!" Corner

This month's Noel Edmonds award for Outrageous Self Promotion goes to the software industry's answer to Bros - the Darlings. Beaming from their photo in the inlay of the new Dizzy game, the Darlings tell us how they rose to become bestselling software giants from lowly teenagers through good old Dickensian hard work; slaving for hours over duplicating machines and suffering the living hell of selling software mail order.

Nice to see that, as the inlay claims, the best programmers deserve the best rewards. And who wrote the game? The Oliver Twins. Marvellous.

Gremlin has decided to organise a nationwide award scheme for computer repair services. There are no winners, but losers will be awarded a special certificate on reaching 100 points. Ten points are awarded every time a shop uses any of these excuses:

- * We can fix any Spectrum so long as it isn't black. Or grey.
- * You just can't get the parts, see, they make 'em in Greenland.
- * No, we don't do TV leads, there's no demand for them.
- * No mate, it costs more to fix one key than it does to buy a new Spectrum.
- * Sorry it's taking so long, it's the postal strike. In Greenland.
- * It's yer CPU MS/DOS interface extender RAM widget, an' they don't make them any more. We can sell you an Amstrad PC though.
- * You've had this plugged into the mains, haven't you?
- * You've invalidated the guarantee by taking it out of the box.
- * We can't fix it without a chit signed by Clive Sinclair.
- * Sorry, this is a butcher's.

KAMIKAZE BEAR



WITH KAMIKAZE BEAR AWAY ON AN EXCURSION IN BANDANA THINGS RETURN TO PEACE BACK HOME... BUT WHILE THE CAT'S AWAY..... IN THE CORRIDORS OF POWER, THE INFLUENTIAL AND AMBITIOUS ARE CONIVING.....



LAST MONTH'S COMPETITION

All things considered the quality of the entries to last month's offering were fair to good, "things" being Christmas, New Year and the lack of Postal Services. Ideas for the picture were diverse to say the least. Almost nobody agreed on joke topic; this was good. Instead we had ideas from the vulgar to the incomprehensible. Among the former was "Get your hand out of my trousers" among the latter was "His nails are very curly." Weird.

Joining the Sinclair User obscure references bandwagon was Neil Cross from Tyne and Wear with "Eat your heart out Wayne Smedley of Southend coz you ain't getting one, right?" Obscure but not quite funny enough. The winner was this from Nicholas Pettigrew from Gwynedd, North Wales: "250,000 units sold but these are the only two that will load!" Quite funny and quite in keeping with the picture. **SPECIAL NOTICE. LIBEL LAWYERS PLEASE NOTE: THIS IS A JOKE. IT IS NOT REALLY TRUE, OK?**

Anyway Nicholas will get £20 by cheque in the nearish future.



GREMLIN CAPTION COMPETITION No 26

Just look at this! Jim Douglas and Alison Skeat just before entering the Sinclair User offices after the new year. Or something else? We want to know, actually we don't want to know that much but we really want to fill up this space. So, take a look at this picture, look at these people and consider what these two people might be thinking or saying... Gremlin reckons it ought to be easy this one...

Name.....

Address.....

My hilarious caption.....

Closing date is February 1st



SINCLAIR

user SUPERMART

TO ADVERTISE IN THE SUPERMART CALL SHANE HUSSIE ON 01 251 6222

UTILITIES

E.E.C. LTD

- * Spectrum 128K £89.95
- * Q.L. with J.M. Rom. S'ware £99.95
- * ALPHACOM 32 PRINTER NEW (incl Interface and PSU) Just plugs in! £49.95
- * Alphacom Paper (5 roll pack) £12.50
- * BROTHER HR10 DAISY WHEEL PRINTER, COMMODORE SERIAL, 80 COL, 12C.P.S., 2K BUFFER, (USUAL PRICE £265, TRACTOR FEED £85) OUR PRICE INC TRACTOR FEED £120.95
- * BROTHER HRS PRINTER 80 COL, Centronics, Battery Mains, portable, plus 1 roll paper and 2 ribbons £59.95
- * CENTRONICS INTERFACE £19.95
- * MICRODRIVE EXPANSION KIT Includes Microdrive, Interface 1, Booklet, Network lead, intro cartridge and flex connector £59.95
- * As above with two microdrives £69.95
- * STOP PRESS BARGAINS, just available large quantity seikosha d-matrix printers. Half price. Send lge SAE for lists. Specify your micro
- * MICRODRIVES with solid connector and intro cartridge. NEW £24.95
- * MICRODRIVES ONLY (Reconditioned) £12.95
- * CARTRIDGES Singles £1.70 10 for £16.00 100 for £150.00
- * POWER SUPPLY UNITS Spectrum 48K £7.95, 128K £9.95, QL £12.95
- * Alphacom Printer PSU £12.95
- * Brother HRS. PSU £9.95
- * LEADS Cassette, TV, M'drive, solid and flex, RS232, Expansion cable with P/C £3.00 each.

QL VARIOUS QL AVAILABLE PRICES FROM £99.95 LOTS OF SOFTWARE, PLEASE ENQUIRE.

Postage: Please add £6 for PRINTERS UK. Other items £3. Outside UK add £15, Other items £5.
C.W.O. OR VISA/ACCESS ALL OFFERS SUBJECT TO AVAILABILITY.
ORDERS TO EEC LTD 18-21 MISBOURNE HOUSE, CHILTERN HILL, CHALFONT ST PETER, BUCKS SL9 9UE.

TEL: 0753 888866

UTILITIES

KOBRAHSOFT SPECTRUM 48K/128K/+2/+3 UTILITIES

- SP3 TAPE TO 4 DISC UTILITY:-** Transfer the tapes to +3 Disc. Many transfer examples; Transfers PROTECTED progs; Handles the very latest Pulsing programs; FULL Manual; FREE Disassembler + Header Reader. Even easier to use:- £9.95. Also on disk £12.95.
- D.I.C.E.:-** Multi-function disc utility for the +3. Modify and read sectors, Back up discs; FULL DiREctory. Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; "An excellent package" CRASH Oct 1988. Easy to use:- £12.95 on Disc.
- DB1 - 3 DISC BACK UP UTILITY:-** Makes back ups of +3 ordinary AND protective discs, either to DISC or to TAPE. Easy to use. Many other features. Handles multi load programmes:- £12.95 on Disc.
- SW1 TAPE TO WAFADRIVE UTILITY:-** Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler:- £7.95
- SCS ADVANCED TAPE UTILITY:-** Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80K by code compression); Pulsed programs; multi blocks; 128K programs:- £7.95.
- KOBRAHSOFT SPECTRUM MACHINE CODE COURSE:-** FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler:- £20.
- IMBOS 2.0:-** New microdrive commands e.g. Monitor, FX Sound, Double Height Text, and much more. Supplied with 10 minute demo and ORGAN program. Your Sinclair, Sept '88. Every Speccy owner should have one:- £12.95.

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE - BUY WITH CONFIDENCE!

Send cheque/PO to:-
"KOBRAHSOFT"

Dept SU, "Pleasant View," Hulme Lane, Hulme, Nr Longton, Stoke-on-Trent, Staffs. ST3 5BH

(Overseas:- EUROPE add £1 P&P PER ITEM, OTHERS £2).

Send SAE (9 in x 5 in) or phone for detailed catalogue.
Please mark your envelope "Enquiries". For more information please phone 078 130 5244
Access and Visa welcome please ring above number - 24 hour service

UTILITIES

48K/128K/+2/+3 UTILITIES

- SPECIFAX PICTUREBASE SYSTEM -** Tape £11.95, +3 Disc £14.95, Microdrive £13.95
Type coloured pictures or text, save in filing system, retrieve, update, display via index, as repeating series or slide projector, print. For artists, admen, gamesters, graphics learners
- COMPLETE MACHINE CODE PACKAGE -** Tape £8.95, +3 Disc £12.75, Microdrive £10.75
Assemble, disassemble, test, debug, trace, step, backtrack, breakpoints, hex, binary, decimal. Character/screen/games design, copying tapes examples given. Unique on-line facilities to teach yourself assembler and machine code, instructions supplied - Crack, Hack or Learn the Knack.
- MICRODRIVE MANAGEMENT AND RECOVERY** Copy, sensible CAT, recover corrupt files £9.75
- RANDOMS MICRODRIVE OPERATING SYSTEM** Random access, screen edit, sort, search £9.75
- MICRODRIVE FREE TEXT DATABASE** Multi-purpose filing system with search £9.75

SAE for leaflets. Tel 0268 780663 prices. Pay by cheque/PO, airmail 50p EEC, £1.50 world.

ROYBOT SU 45 Hullbridge Road, Rayleigh, Essex SS6 9NL

ACCESSORIES

- FABRIC RIBBON RE-INKING SERVICE GOOD AS NEW FOR ONE THIRD OF A NEW RIBBON NO NEED TO BUY A NEW RIBBON WHEN YOUR PRINTER GOES PALE ALL TYPES OF RIBBONS RE-INKED (AMSTRAD, BROTHER, EPSON, STAR, ETC, ETC)**
- * ONLY 99P PER RIBBON
- * RE-INKED LIKE NEW
- * SAVE \$\$\$
- * MONEY BACK GUARANTEE
- * QUICK SERVICE

POST USED CASSETTE WITH PAYMENT TO:

S & J BROS, HILLVIEW POST OFFICE, ALEXANDRIA, DUNBARTONSHIRE G83 0DD.
TEL: (0389) 52680 24 HRS

PERIPHERALS

SPECTRUM SUPPLIES

- QL Power Supply 19.95
- Spectrum power pack 9.95
- Membrane (+ or 48K) 7.95
- Dust Cover (please state machine) 2.95
- Spectrum 128K + 2 power supply 12.95

Prices include VAT & P&P.

Cheque to:

Omni-dale Ltd, 23 Curzon Street, Derby. Tel 0332 291219

USER GROUP

FORMAT

A MAGAZINE FOR ALL SERIOUS SPECTRUM USERS

from

INDUG

Do you own a Spectrum? Are you interested in programming? Do you use the PLUS D or DISCIPLE? Do you want to get more from your computer? Do you want to be first with news of MGT's new SAM computer?

Answer YES to any of the above and you should be reading **FORMAT**. Published monthly, **FORMAT** covers all aspects of Spectrum Computing from improving your Basic programming to word processing, from MIDI interfacing to graphics. We give full support to MGT's PLUS D and DISCIPLE disc systems.

UK Subscriptions:

12 issues - £10.00

6 issues - £5.75

Trial Offer - 3 issues £3.00

Overseas, please write for details. FULL YEAR subscription gives membership of User Group. This gives you added benefits including a HOTLINE backup service and a 5% discount on all MGT products advertised in this magazine. See advert on page 29.

Send cheque/PO to:

INDUG

34 Bourton Road

Gloucester GL4 0LE

ADULT S/W

ZX SPECTRUM 48/128. CASSETTE ONLY

ADULT GAMES

FANTASY

Loosen your collar, get out your JOYSTICK and get stuck in. By the time you finish you'll be exhausted.

COVER UP!

Participation game for 2-4 players where anything goes. You never know what you'll be doing or wearing.

WHAT THE BUTLER SAW

Two programmes. A naughty but amusing look at the roaring 20s, and a peep show with some very attractive women. (These are NOT games)

FREE NAUGHTY GIFT

when you buy 2 or 3 of the above games.

£5.50 each

£10.00 + FREE GIFT for any 2

£14.00 + FREE GIFT for all 3

*FREE GIFT may vary



P&P and VAT included

ONLY AVAILABLE BY MAIL ORDER

WHEN ORDERING, IF YOU ARE UNABLE TO ORDER, PLEASE CONTACT US BY PHONE

R'n'R MICROTEC

32 Hazell Way

Stoke Poges

BUCKS SL2 4DD

UTILITIES

SERIOUS SPECTRUM OWNERS wanting UTILITIES PROGRAMMING HELP PRACTICAL software and USEFUL articles, GRAPHICS, INFO IDEAS and MORE from LIKE-MINDED THINKERS, TRY:

OUTLET monthly on MDRIVE, OPUS, DISCIPLE, PLUS D, TAPE

(2 get YOUR FIRST issue! A blank disk or cassette (not cassette) gets a FREE DEMO)

CHEZRON SOFTWARE, 605 Loughborough Road, Birstall, Leicester LE4 4NJ

MUSIC

LEARNING MUSIC? LOOK HERE

THEORY OF MUSIC EXERCISES - Grades 2 to 5 (practice program). Cassette £7.
GRADE 1 THEORY OF MUSIC - from the beginning (tutorial). Cassette £8.
State 48K or 128K, Microdrive or +3 Disk; inquire. Leaflet free.
TED KIRK (SU), 33 Number Crescent, St Helens, Merseyside WA9 6HD (0744-618761)

LINEAGE

SPEECH SYNTHESIS £2.99 (no hardware required!!!). Speedy 2" load/save £3.50. Drumbeat simulator £2.99. 20 Character sets £3.50. Interrupt-driven sound creator £3.50. Double height print £1.99. Games-aid £3.50 plus many more!!!. Order now! Or send 19p stamp for catalogue. Sigmasoft, 8 Pine Dale, Rainford, Merseyside WA11 3DP. (Please add 50p p+p).

SPEECH SYNTHESISER software for Spectrum 48K/128K/+2. Add speech easily to your own programs! Ready to use. No additional hardware needed. Only £3.99 from: SMB Software, PO Box 38, Inverness IV1 1GA.

SPECTRUM 48K + multiface + joystick, Interface 2 + Ferguson tape deck + power pack + manuals + over 70 games. New price £290.00 for £130.00 ono. Phone Stevenage (0438) 741148 evenings please.

HARDWARE

ALL COMPUTERS WANTED

All hardware and software accepted for cash or exchange

01 727 3538

SU SUPERMART SUPERMART SUPERMART

REPAIRS

SPECTRUM REPAIRS/SPARES

128K SPECTRUM	£20.00
48K SPECTRUM	£14.00
48K KEYBOARD FAULT	£9.00
4116 MEMORY IC	.50
4164 MEMORY IC	£1.70
280 CPU	£2.10

Many other spares stocked.
Minimum order £5.00
All prices include VAT and return postage.

RA ELECTRONICS
133 London Road South, Lowestoft,
Suffolk NR33 0AX
Tel: 0502 566289

REPAIRS

**REPAIRS
BEAT THESE PRICES!**

Spectrum/+ £9.95*
Interface 1 £13.50 inc P&P
fixed prices - 4 month guarantee
TOP QUALITY REPAIRS BY EXPERTS.
Send cheque/PO, and computer to:
GSF SERVICES
113 Mountbatten Road,
Braintree, Essex CM7 6TP.
Tel 0376-46637

*Please add £2.45 for P&P + Insurance
Spectrums now bought and sold

GSF SERVICES - EXPERT REPAIRS

REPAIRS

SPECTRUM REPAIRS
(WITH FREE EXTENDED GUARANTEE)

SPECTRUM/PLUS £18.70
PRICE IS ALL INCLUSIVE AND
WE GUARANTEE THE WHOLE
COMPUTER FOR SIX MONTHS

KPR MICRO-SYSTEMS Dept S
34 PETUNIA CRESCENT, SPRINGFIELD
CHELMSFORD, ESSEX CM1 5YP
Tel: 0245 468554

REPAIRS

VSE
Technical Services

High quality repairs
Low inclusive prices
The logical choice!

Spectrum 48K/Plus £12.90
Spectrum 128K £14.90
Spectrum Plus 2 £17.90
Opus Discovery £21.90

All repairs guaranteed four
months, prices quoted are inclusive
of parts, labour and VAT. Free
return carriage for mail order
customers. We also repair Amstrad
and Commodore micros, please
phone for prices

VSE Technical Services
Dept 102, Unit 6, 8 Nursery Road
London SW9 8BP. Tel: 01-738 7707

REPAIRS

PROBLEMS WITH YOUR SPECTRUM?
**FOR FAST, RELIABLE AND PROFESSIONAL
REPAIRS AT COMPETITIVE PRICES**

SPECTRUM REPAIRS £12.70 Including VAT & P&P

P M ENGINEERING
UNIT 8, NEW ROAD, ST IVES,
CAMBRIDGESHIRE, PE17 4BG

We can also supply you with: Hardware,
Software, Blank Disks, Accessories and
Spare parts



ST IVES (0480) 61394



REPAIRS

BCL **BEST COMPUTERS LTD**
REPAIR CENTRE

STOP PRESS

WE REPAIR:

- ATARI ST 520/1040 ● COMMODORE AMIGA 500/1000/2000
- COMMODORE 64 ● SINCLAIR 48K SPECTRUM AND THE FULL SPECTRUM RANGE ● AMSTRAD 464/664/6128 ● ALL IBM AND COMPATIBLE MACHINES ● HARD DISK AND DRIVE INSTALLATION (Spares and Commodore also available)

AND MANY MANY MORE

COME AND VISIT US AT:
GALAXY AUDIO VISUAL (1st Floor)
230 Tottenham Court Road, London. Tel: 01-631 0139 & 01-580 6640

SOFTWARE

ENDZONE
American Football Simulation

Two cassette package includes
rosters with individual player
statistics for all 28 NFL teams.
Rosters updated twice per season

48K £5.95 128K £7.95

SPORT-SIM
PO Box 116
Colchester CO2 7SJ

REPAIRS

**APPROVED SINCLAIR/
AMSTRAD SERVICE CENTRE**

Spectrum 48K	£19.50
Spectrum +2	£23.00
Spectrum +3	£28.00

(Not incl disk drive)

Amstrad CPC	£29.95
Commodore	£29.95

Send cheque to:
Cotrel Ltd
113/115 High Street, Cowden-
beath,
Fife, Scotland KY4 9PQ
0383 610103 Fax 514654

Cotrel Ltd, Scotland's Leading
Micro Computer Service Centre
Inclusive VAT + P+P

**Happy New
Year to all
our
readers!**

PLAY BY MAIL

DO YOU WANT TO BE A POP STAR?

Here's what Sinclair User has to
say about POP STAR. "Charts
issued every week and plenty of
potential player interaction, POP
STAR looks fun - so why not give it
a try?"

Also available is **SOCCER BOSS**.
SOCCER BOSS is not your average
football game. It has a lot more
features including Players Wages ★
Ground Attendance ★ Ground
Expansion ★ Cash Prizes ★
Coaching and much more.
Both games are free to start up with
turns only £1. Turnaround
forthcoming - So why not give it a
try!

Write to: **IDEAL GAMES, 72
TOWNSEND STREET, STRABANE
STREET, COUNTY TYRONE,
N. IRELAND BT82 8HY or Tel: 0504
885519**

S/W HIRE

★ **ACTIONWARE** ★
★ SPECTRUM SOFTWARE ★
★ HIRE ★
★ £2.00 Life Membership ★
★ First Hire Free ★
★ All postage paid (1st Class) ★
★ Send stamped addressed envelope ★
★ to: ★
★ **ACTIONWARE (SU)** ★
★ 108 Collingwood Street, ★
★ Hebburn ★
★ Tyne & Wear NE31 2XW ★
★ ***** ★

S/W HIRE

MATRIX SOFTWARE HIRE
The cheapest way to play them all.
Top games titles for Spectrum,
Commodore & Amstrad, please state
system. Large SAE for details from:
MATRIX LEISURE CLUB
Dept S.U., 271 Stanstead Road,
Bishops Cleeve, Herts CM23 2BT

S/W HIRE

SPECTRUM S/WARE HIRE
FREE MEMBERSHIP
★ FULL 7 DAY HIRE
★ DISCOUNT TITLES
★ ALL POSTAGE PAID (1st Class)

Send SAE to:
SSH (SU), 16 Fleam Road
Clifton Grove,
Nottingham NG11 8PL

AD INDEX

Bastec	76
Castle Computers	38,39
Datel Electronics	58,59,60
Dynamic Marketing	49
Electronic Arts	11
Gifford Soft	54,55
Intraset	68
Instant	73
Logic Sales	68
Microsnips	44
Mailsoft	49
Mastertronic	33
Megasave	73
MGT	21
New Computer Express	65
Ocean	15,25,99,IFC,OBC
Palace	28
Romantic Robot	52
Shekhana	68
Soundbox	76
Skinflints	76
Tanglewood	49
Thalamus	17
Tasman	40
Trybridge	81
Videovault	73
Worldwide Software	56

SU SUPERMART SUPERMART SUPERMART

SOFTWARE LEISURE CLUB

The Bits & Bytes Computer Specialogue

Jam Packed with:

- Amazing Special Offers -
- Great Competitions with Fantastic Prizes -
- Free OCEAN Software -

8-Bit Specialogue - Previously unreleased in this country and exclusive to Bits & Bytes Computers - TANK

16-Bit/PC Specialogue - ARMY MOVES

- Free Discount Club Membership -
- Free Gifts -

- The Very Latest Software Reviews -
- Listings of Top Selling Releases -

At Discount Prices

- Hints and Tips -

and lots more...

You can get your Specialogue today from:

Bits & Bytes Computers

Unit 18 Central Station, Liverpool L11JT
Telephone your orders through on (051) 708 7408

8-Bit only £1.50 16-Bit only £2.99

Please send cheques/postal orders (no cash please we can't be held responsible for any losses while in transit to us), or credit card details (Access/Visa/Style/Diners) to above address.

EDUCATIONAL

EDUCATIONAL SOFTWARE

All Spectrums. Maths, Language and Games for 4 year olds upwards. Cassette, Opus and +3 discs and microdrive, "Concept" keyboard series. SAE lists please.

B. Seymour, 25 Chatsworth Gardens, Scarborough, N. Yorks YO12 7NQ. (0723) 372621 (24 hr)

SOFTWARE

**LOOK AT PAGE 56
FOR SUPER SPECIAL
OFFERS**

Lots of education available.
For further details
☎ 0602 480779

PUZZLE GAMES

Martin White presents

THE THIRD DIMENSION

2 isometric 3D games of outstanding quality, for the price of one at just £2.99. Please send cheques or postal orders to:
M. D. White, 119 Orchard Grove, Chalfont St Peter, Bucks SL9 9ET. 48128K SPECTRUMS

SOFTWARE

★ FREE ATARI ST ★

It couldn't be possible could it? If that's what you think!! look at our advertisement on pages 54 and 55

or phone:
GIFFORD SOFT
061 330 9939
for further details

SOFTWARE

ONLY POOLS AND HORSES

(AND FIXED ODDS) PROGRAMS FOR PUNTERS

Every program written by a mathematician with professional experience in the field. No gimmicks. First rate programs at sensible prices. If you want to WIN REGULARLY send SAE to:

BOXOFT (SU), 65 Allans Meadow, Neston, South Wirral L64 9SQ

WORDSEARCH

STUCK FOR WORDS!!

LOOK NO FURTHER

A THESAURUS ON THE SPECTRUM FAST WORD

A fast alternative word program for finding those elusive right words, to give improved communication, or help with crosswords, etc. Full alphabetical index of some 6,000 words, displayable on five hundred and ninety screens and including sense identification for each word. Any of the index words can be selected directly on screen to separately display an average of twenty synonyms/associated words. Any part of index is instantly accessible by typing the initial two letters of word, full word spelling not required. In addition, the index can be paged in either direction from any point, and any word selected. The entire program is memory resident in machine code, giving immediate response. Words used by rights agreement with Cassell plc.

Spectrum Cassette 48K and above.

Send cheque/PO for £12.95 total (Inclusive P&P) to:

BRUCE PUBLISHING

72A Lawe Road, South Shields
Tyne & Wear NE33 2AJ

SOFTWARE

SPECTRUM



Desk Top Publishing, Word Processing & Utility Software:

WordMaster	The best Spectrum word processor available	£11.90
Headliner	Design headlines & titles for use with WordMaster	£8.95
Typeliner	The DeskTop Publisher - loads into WordMaster	£16.95
DTP Pack	All three of the above programs	£37.80
Above items:	add £2.50 for Plus 3, £1.50 for Disciple/Plus D versions	
HiSoft C	Ideal for learning C on your Spectrum	£25.00
Devpac	The best machine-code assembler	£15.95
HiSoft BASIC	Superfast floating point BASIC compiler	£24.95
CP/M Plus	Standard operating system for the Plus 3	£29.95

Send SAE or phone now for details of all software.

Plus 3, Disciple, OPUS & other versions available - call for prices.

Atari ST PostScript Laser Printing Service & Fonts £call

PCG, 61 School Street, Barrow, Cumbria LA14 1EW Tel: 0229 36957

SOFTWARE

STABLE TRAINER

A HIGH STRATEGY HORSE-TRAINER GAME

Features:

Trainers championship	Pre-race reports
50 race season	Statistics
The Derby	Effect on ability table
4 Classic races	View other horses
5 grades of race	4 race distances
Ability	3 types of going
Fitness	Results screen
Best going	Name horse
Best distance	Name trainers
Form	2 entries per race
Buy horses	Racing calendar
Sell horses	Save game
Prize money	Full instructions
Entry fee	+ many more
Winnings	
Bank account	

PRICE £6.99

Please make all cheques postal orders payable to:

S. Good and I. Smith
STRATIC SOFTWARE
11 North Road, Ross-on-Wye
Herefordshire HR9 5L2

VICTORY



ROAD



SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95
COMMODORE DISK £12.95 AMSTRAD DISK £14.95

the name
of the game

Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939. Telex: 669977

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.

SEE THE
BLOCKBUSTING
MOVIE ON VIDEO
AVAILABLE NOVEMBER 11TH
FROM VIRGIN VISION

ROBOCOP™



Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge — PART MAN — PART MACHINE — ALL COP... ROBOCOP

ROBOCOP: TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM
COMMODORE
£9.95
AMSTRAD

ocean