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DEMO!

PLUS

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ADVENTURE

PLUS
ELECTROBNGO

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LONE WOLF

TOUGH
ENOUGH?

**DIRTY
TRICKS:-**

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+ RENEGADE III
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A SAM
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+
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MEGATAPE 18

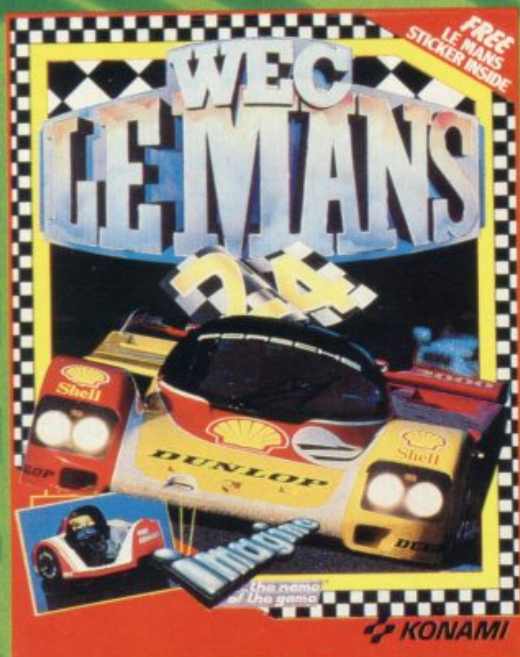
IF NO MEGATAPE 18 IS ATTACHED HERE
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BLUEPRINT:- INDIANA JONES -
IN-DEPTH PREVIEW
COIN-OPS:- AUTUMN
BLOCKBUSTERS REVEALED
WIN: A GHETTOBLASTER ★
A SURFBOARD ★
A RACE AROUND
BRANDS HATCH

BLOODWYCHE
FREE
POSTER

MONEY OFF:
FORGOTTEN WORLDS
ULTIMATE CLASSICS

→ → PLAYFUL



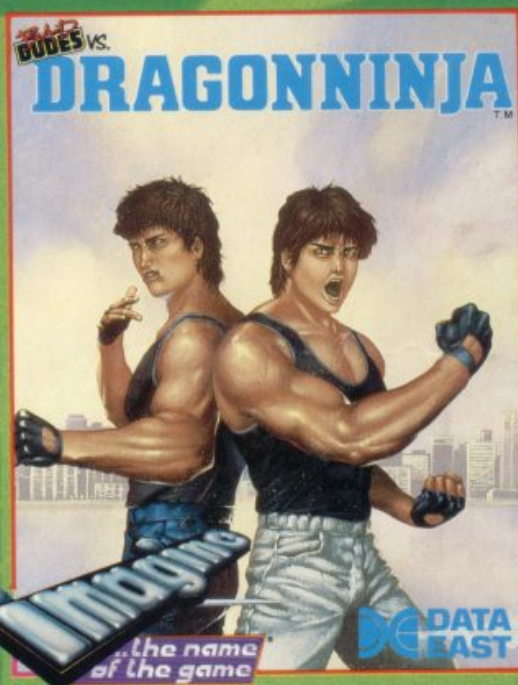
WEC LE MANS
 "Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
 Wec Le Mans is not a game – it is the ultimate driving experience.



ROBOCOP
 "This is definitely the best tie-in to date, a superb game that doesn't miss a beat."
 C+VC GAME OF THE MONTH
 COMPUTER + VIDEO



BAD DUDES VS DRAGON NINJA
 "A sure winner with the official conversion to the home computer."
 COMPUTER GAMESWEEK
 "A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."
 AMSTRAD ACTION
 "There is more than enough action in this one to keep you coming back for more."
 ACE



BATMAN
 OPERATION WOLF

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 DRAGONNINJA

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INTELLIGENCE

COP
 ly the best film
 and is an utterly
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OF THE MONTH
VIDEO GAMES



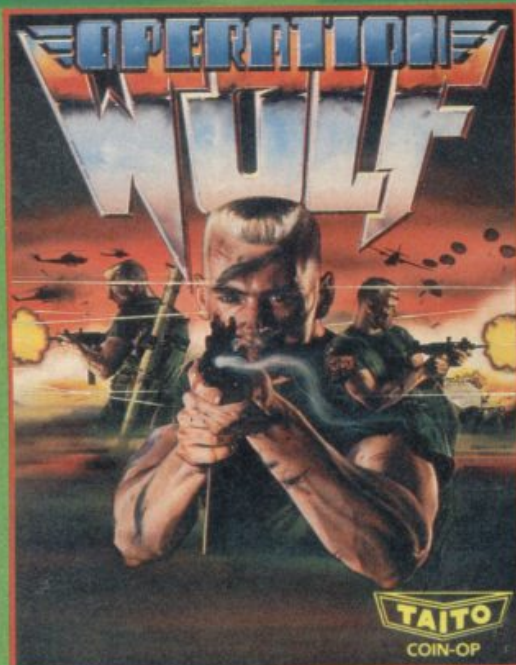
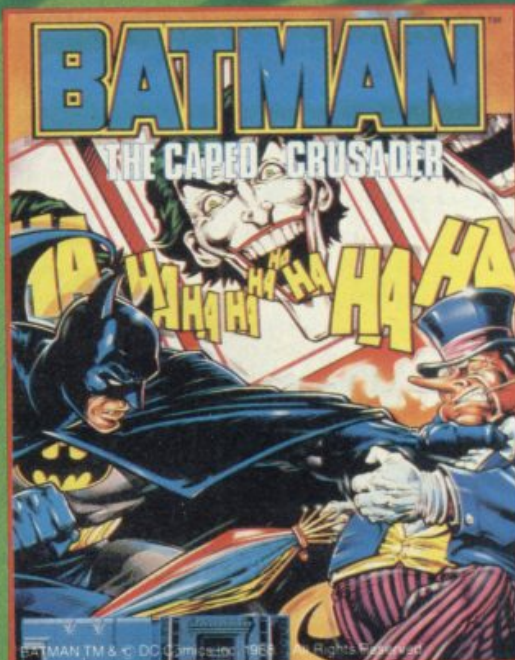
BATMAN
 "Incredible presentation... Just the
 right way to capture the comic book
 feel."

ZZAP SIZZLER ZZAP 64

"Batman The Caped Crusader will
 suit riddlers of all ages."
 AGU STAR GAME AMSTRAD
 COMPUTER USER

"Ocean have made a fantastic job on
 Batman and being in two parts you
 get excellent value for money,
 Brilliant!"

A CRASH SMASH CRASH



OPERATION WOLF
 Voted "Game of the year." The
 world's No. 1 arcade game.
 "Super-smooth scrolling and
 excellent graphics... Without
 doubt this is a first class
 shoot em up."

A CRASH SMASH CRASH

"Definitely the coin-op of the
 year... Buy Operation Wolf
 it's a brilliant conversion."
C+VG GAME OF THE MONTH
COMPUTER + VIDEO GAMES



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OPERATION
WOLF
DRAGON NINJA

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Meet the "Team JIM "Pedal Car" Douglas

To see Jim hurtling along the by-pass towards EMAP each morning, you'd never believe that he was pedal-powered. But it's true, brightly-coloured, high-impact polyurethane Jim has no motorised parts whatsoever.

Safe for children above the age of 6, Jim comes in a variety of colours with optional go-faster stripes, rear-view mirrors and a big knob on the gear stick.



ALISON "Sindy" Skeat

Supercool Sindy Skeat features a super Mediterranean tan, extra long hair, brilliant T-shirt and bikini, super trendy sunglasses and hair twists. She's ready for fun on the beach, in a boat, back at the hotel, in fact anywhere you fancy - and you can bend her into the most incredible positions. Optional accessories extra.



TIM "Play Skool" Noonan

Just the thing for boys and girls with enquiring minds. Non-toxic, shatterproof Tim is perfect for ages 4 and upwards. Tim teaches shape recognition and hand-to-eye co-ordination, and no matter how much the little terrors kick him around the room he'll come up clean and sparkling with a wipe of a damp cloth.



CHRIS "Fluffy Pig" Jenkins

Soft and cuddly on the outside, and soft and cuddly on the inside too, Piggy Chris is everyone's favourite toy. He might have some disgusting habits, but with his little piggy eyes, big piggy nose and curly tail he's hard to resist. Completely fireproof and with locking safety eyes, Piggy Chris is the toy you'll want to take home and fondle.



Special thanks this month: John "If not tomorrow, the day after" Cook, Tony "I've had her" Dillon, Gary "Ner-ner-ner-ner-ner, Boat-Maan" Whitta, ADVENTURE The Sorceress DIRTY TRICKS Jon Riglar TECHNICAL Andrew Hewson, Rupert Goodwins ADVERTISEMENT MANAGER Katherine "It's a bit orange" Lee ADVERTISING EXECUTIVE Martha "Is he not?" Moloughney AD PRODUCTION Emma "Jaffa Cakes" Ward PROMOTIONS Debbie "I must be going" Pratt PUBLISHER Terry "Body Language" Pratt MARKETING Clive "Hopkins" Pembridge DROP US A LINE AT: Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU OR RING US ON: 01-251 6222 OR FAX US ON: 01-490 1095 THIS MONTH'S COVER: Lone Wolf from Audiogenic. COVER ARTIST: Jerry Paris. Printed by Nene River Press, Woodston, Peterborough Typeset by Professional Reprographic Services, Huntingdon. Distributed by EMAP Frontline. SUBSCRIPTIONS ENQUIRIES: 0858 410510 24 HOUR ORDER LINE: 0858 410888 BACK ISSUES: Back Issues Department (SU), PO Box 500, Leicester LE99 0AA

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COVER GAME 27

Lone Wolf. More than just a boring old game, it's part of a huge concept; role-playing books, boardgames, phone-ins, tea-towels and the like. But we'll start with the game 'cos this is a computer magazine, despite what Mrs A. Hatfield of Camberley claims about us being the tools of Satan.

WIN A SURFBOARD! 66

When we told Tim "Toobin" Noonan about this one he went blue with envy. Loads of summery gear up for grabs from Hewson, including surfboards, buckets and spades, t-shirts, Heatwave games compilations - let's hope we get this one judged before Christmas, eh readers?



EVENTS

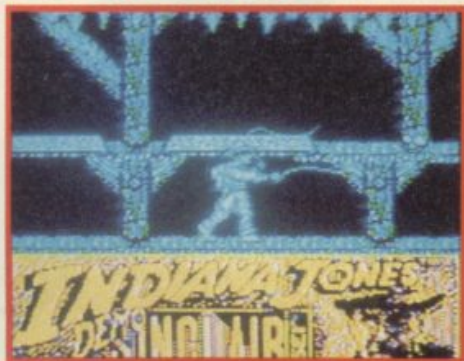
PREVIEW

Black Tiger, Muties Stole My Truck, Batman, New Zealand Story – the games in Previews get stranger and stranger. Mind you, the people doing the previews do as well, so it doesn't make any diff. If you want to keep up with what's going to be on the shelves NEXT month, read Previews THIS month. Preferably in the next two minutes.

MEGATAPE 18

I don't know, how do we get all this wonderfulness onto the Megatapes without them melting. Apart from a playable demo of part of the very marvellous Indiana Jones and His Old Dad game, there's another adventure game from the man behind Portals of P'Thall, Martin Page. Actually he wasn't behind it, he was standing slightly to one side. Anyhow, The Seven Parchments is one of his, and it's full of role-playing pixieness.

NOT TO MENTION (But we will anyway) the third installment of our unique Electrobingo game. Another chance to win fab software and hardware prizes, and you don't need to answer questions about the life and times of Mary Queen of Scots AT ALL!



POSTER 59



Mirrorsoft's Bloodwyche is the eagerly-awaited role-playing adventure featuring huge slimey demons like this Chris Achilles creation. We thought you'd like to pin it on the wall and give your puppies nightmares.

OUTLANDS 84

All the usual nonsense; squashy toys, mad machines, gloopy games, the sort of things you want to play with when you're fed up with your Spectrum. Have you noticed how all the other magazines have started pinching ideas from Outlands? We have!

PRIZES! PRIZES! WIN A RACE! 40

In our rather fast-moving Crazy Cars 2 contest you can win, wait for it, not a crummy plastic model car, but a real car! Except that you don't get to keep it. But you DO get to drive it around Brands Hatch, the most famous track in Brands Hatch! You'll get a video briefing session, a zoom around the course under the skilled eyes of an instructor, then the chance to go it alone! What makes these Entertainment International guys so generous?

WIN A LIGHTGUN! 64

They're brand new, they're rather good and we've got three of them to give away. What could they be? Electrically-operated bagpipes? Self-inflating foodmixers? No, silly, Light Phaser guns for the Spectrum. We've got three gun-'n'-game packs to give away through the unparalleled generosity of Virgin-Mastertronic, so hurry up and enter or else they'll blub.

DIRTY TRICKS DEPT 16

Every day, in every way, Dirty Tricks Dept is getting better and better. This month we've got ginormous maps of Storm Lord and Renegade III (Yes, and who took all the photos, that's what I want to know, shut up Jenkins you're getting paid for it). Yes and there are more of those spiffy Bronze Stars (IE complete show-offs) boasting about their high scores.

BADGES GALORE! 72

We've got so many **SU** Crew badges to get rid of, we've devised possibly the stupidest, easiest competition of all time to give us an excuse to shift them. Can you read? Then you won't have much difficulty with this one. And as you compete you'll find out the truth behind the lies (or the lies behind the truth) about working at **SU**. If this can be called working.

LIGHT GUN SPECIAL 6

It's here – Sinclair's flipping wonderful lightgun for the Spectrum. Apart from this lethal bit of kit, the package comes with six games, some old, some new, so you can spend hours in darkened rooms ruining your eyesight (but not really). Is it worth the dosh? Only Tony Dillon, the meanest man south of Carlisle, is qualified to comment – so we asked him, and he told us.

BLUEPRINT 58

Indiana Jones and The Last Crusade, a demo of which appears on this month's Megatape, looks SOOO wonderful and SOOO playable* that we knew you'd want to know more about how it was put together. So here it is. The whole poop. Well, some poop, but most of it is really good stuff.

THE REGULAR EVENTS

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EXCLUSIVE EXCLUSIVE EXCLUSIVE

SINCLAIR MAGNUM

Tony Dillon checks out the
latest in spec hardware.

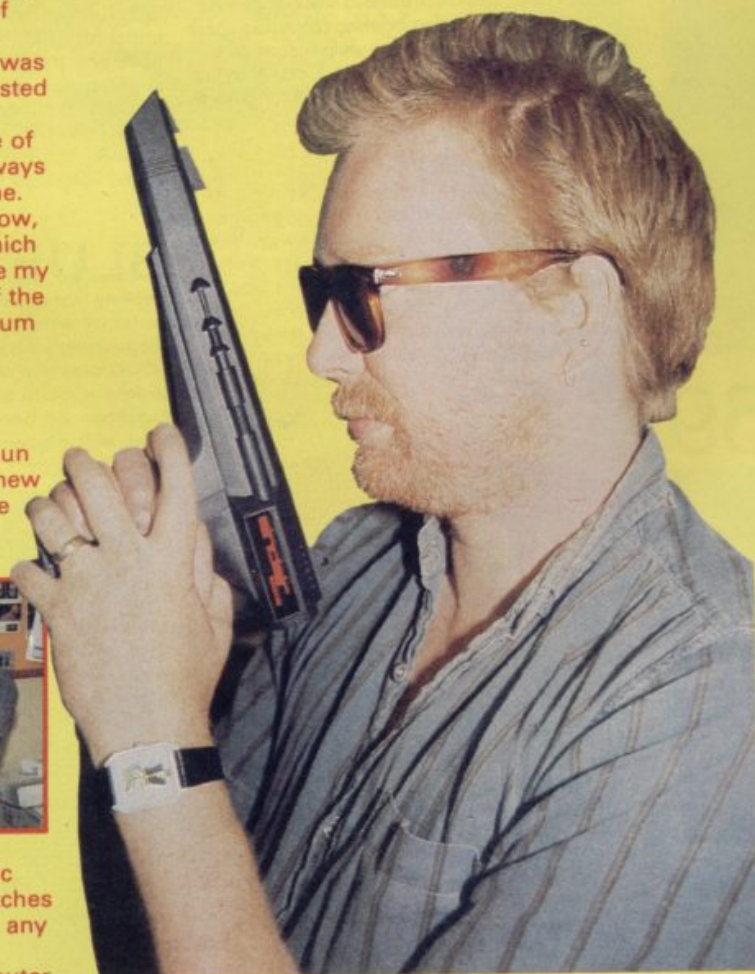
keyboard. Practically you
use it by pointing the muzzle
at the screen (at a
reasonable distance) and

But I'm much older now, much more mature. Which is why I still had to trade my silver conker and half of the red Star Wars bubble gum cards to get the latest Sinclair plaything, the Magnum lightgun. Marketed and built by Mastertronic, the lightgun aims to bring a whole new dimension to interactive action games such as **Operation Wolf**.



So what exactly is a lightgun? Well, it's basic premise is that it dispatches the need for joystick or any kind of actual physical interaction with a computer

The gun itself is software controlled. In layman's terms, this means that on it's own the gun won't do an



The design of the gun is simplistic enough. A long barrel, with two sighting markers, and a long moulded butt, designed to fit any size hand. The cable extends from the bottom of the butt, as not to get in the way, and the light beam is fired from a source recessed in the muzzle of the gun.



shielded from outside light interference. One gripe with the design was the angle the handle is set at. It's

much closer to 90 degrees than most actual guns, which means that aiming the gun seems too unnatural to start with. You have to remember to lift the muzzle, as holding the gun naturally results in the muzzle pointing earthward.

In tests, the gun performed with a large margin of success, but there were still times when it did things you wouldn't expect. Even so, it still looks poised to be much more of a success than the ill-fated

Stack Light Rifle. It's by no means a defensive addition to your home entertainment system, but if guns are your thing, you could do a lot worse than shell some dosh on this.

I remember having this explained to me when I was a nipper. Two things happen when you pull the trigger. Firstly, the light source in the muzzle of the gun fires a beam of infra red light at the screen. Secondly, the computer is told to stop everything and 'read' the screen to find the point that the spot of infra red light is hitting the screen.

To understand how the computer does that, you have to know how the TV picture is built up. A little spot races across the screen 625 times, leaving a trail of colour behind it. Then it goes back to the top of the screen and does it again. This it does 50 times a second. What Mr Spectrum does when the trigger is pulled is ask Mr Dot where he meets Mr Infra Red. Mr Dot tells Mr Spectrum and Mr Spectrum reacts as it should. If, for example, it finds that there is a man stood in the position that the infra red dot is touching the screen, it displays the man drying.

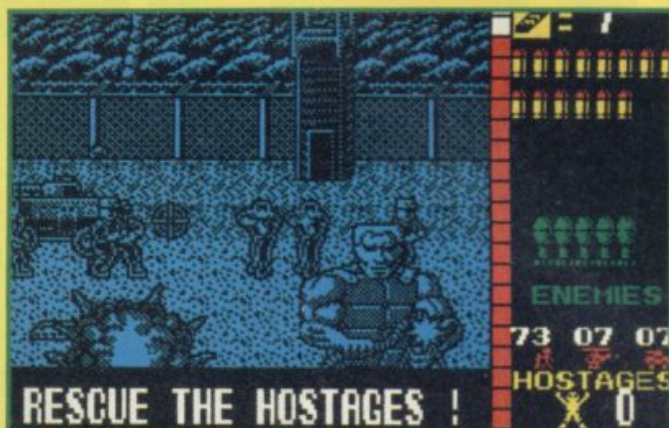
Unfortunately, this process takes a moment or two, and one of the resulting side effects is the game slowing for a second. The other major side effect is that the spectrum blocks out areas of the screen, creating large raster bars across the screen for a second or two.

You've unloaded your wad into Arkwright's Hardware Emporium's cash register. You've ran home expectantly with

your Sinclair labelled box under your arm. You kick open your door, you run up to your room and lock the door behind you. You pull out your Spectrum, set it up and plug in your brand new Sinclair Lightgun. Then, what do you do?

Easy, you load up one of the six free games bundled in with your plastic death machine. Here, we present a detailed look at the direction your first few tentative

shots are going to be aimed. Some of the names might seem vaguely familiar, others are a totally new spectrum experience. Make up your own mind as to which is which.



Operation Wolf

Easily the star of the pack, and possibly the sole reason a lot of people are going to buy the Lightgun. If you are a Zeeb from the planet PetShopBoys in the galaxy of Crappomuzik, then you're probably the only person who hasn't heard of this mega-sadistical Vietnam completelt-annihilate-em-up.

You are a Vietnam-posted soldier with a mission. More importantly however, you are a Vietnam-posted soldier with a gun and a stash of grenades. By cleverly utilising the two, your aim is to single-handedly win the war.

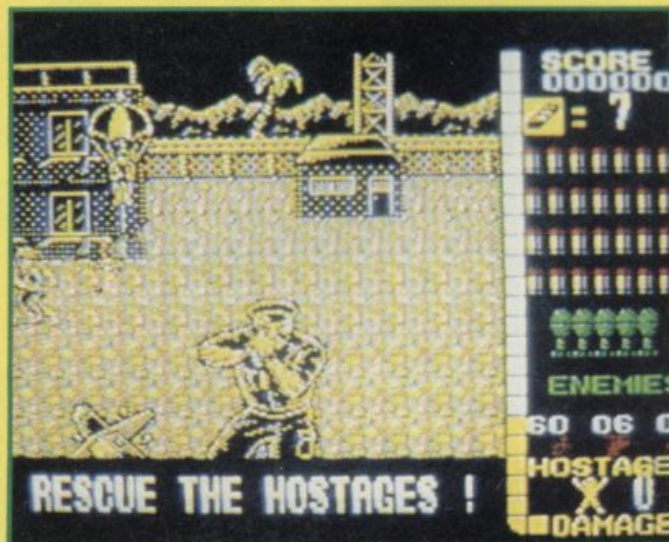
You only need to glance back a couple of issues to find that we thought the original, joystick controlled conversion of this completely classic coin-op was a monster hit. But still we moaned. Wouldn't it be nice, we said, if somebody could take the original control method of using a replica gun and playing like that. And now somebody has.

And it's every bit as good as the



original Spectrum version. The game is the same, only now gone are the crosshairs and the keyboard entanglements. Now if you want to down a soldier, just level the gun with his head, and fire away.

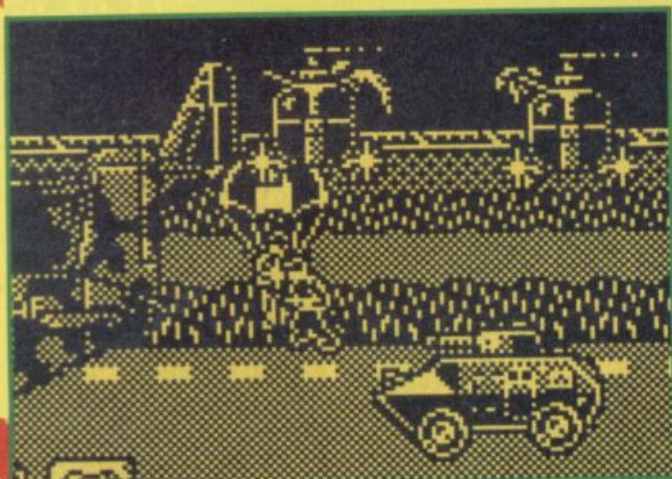
It all sounds fine in theory, but practice is another matter. Aesthetically, the game is spoiled by the ever present raster bars and the slowing down caused by constant firing of the gun. Small discrepancies in the accuracy of the



LIGHT Blast

landed from the bull. Answer the question correctly, and you receive even more points. Then go on a simple head to head darts match, finally finishing off with Bully's prize board. Remember, out of the black and into the red, you'll get nothing in this game, for two in a bed.

Final verdict: An accurate conversion that successfully manages to capture all the



gun also make the game very difficult. The other thing that makes the game difficult is the way that the grenades are still launched by the space bar. This wasn't much of a problem on the cross-hair orientated version due to the way you could stop the crosshair. Launching and aiming the grenades is a case of

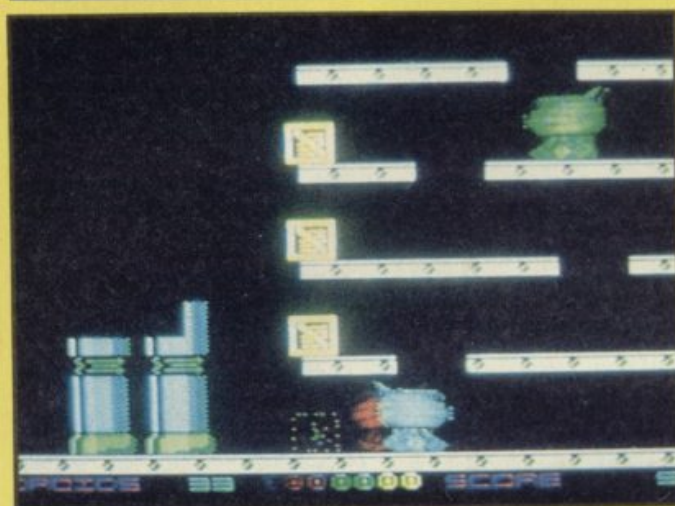
reaching for the spacebar and keeping the muzzle of the gun pointed at whatever you want to shoot at.

Final verdict: Mixed opinions. Captures the general feel of the coin op at the loss of some small gameplay discrepancies.



and throw the dart. Land the dart correctly and you receive a bonus, dependant on how far the dart

excitement and adventure of the TV programme. Make your own mind up.



Super. Now that's safe. Now take your time...

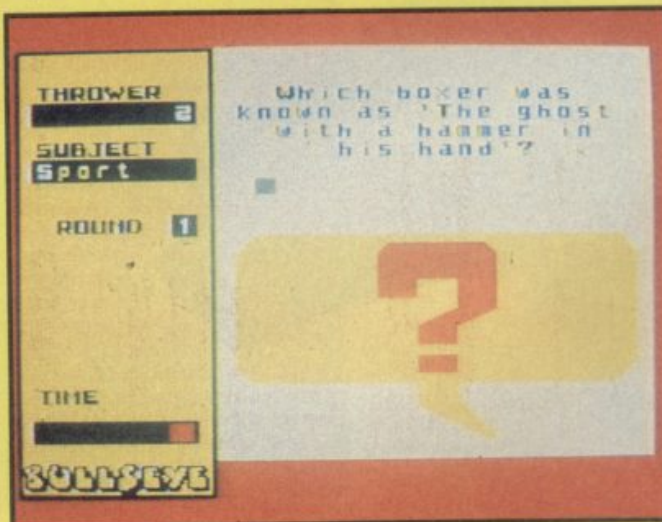


Bullseye

It's up to the oche with Bully, your money's safe and give em a nice round of applause. I don't actually recall this appearing

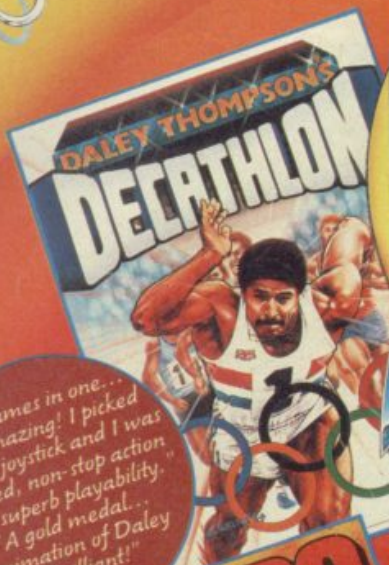
before, but perhaps that because it didn't really make the impact it should have. After all, everybody likes a bit of Bully.

Play Solo, or against a friend as you first throw darts at a question selection board. Choose a topical field, and then use the gun to aim



NOW THE HIT NAMES • THE HIT GAMES
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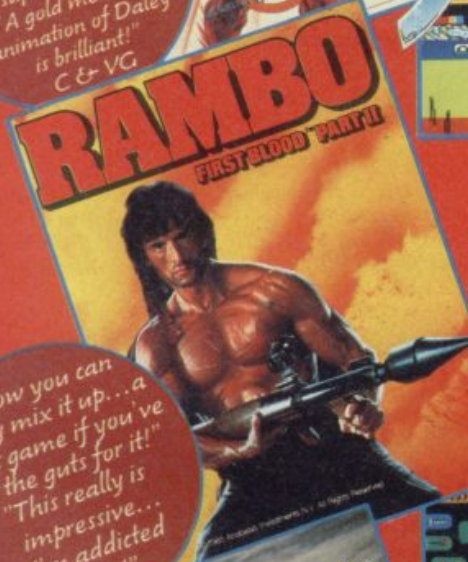
The HIT SQUAD



"10 games in one... it's amazing! I picked up my joystick and I was hooked, non-stop action with superb playability. "A gold medal... animation of Daley is brilliant!"
C & VG



"I just can't put it down!... the variety of moves is fantastic and the game-play is explosive!... "All the features of the coin-op hit... first devotees will love it." ZZAP



"Now you can really mix it up... a great game if you've got the guts for it!"
"This really is impressive... I'm addicted to it!"



"This is a mega-game!... capturing all the atmosphere, tension and excitement of the T.V. hit series... "Another winner" YOUR COMPUTER



"It's brilliant!... it's fast! it's addictive and it's a CRASH SMASH!" "All the thrills and spills of the arcade original... a game road-race fans cannot be without" CRASH



"Brilliant playability... fast, furious and terribly addictive!... One of the best bomb and around" ZZAP

HIT NAMES HIT GAMES • HIT SQUAD

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LIGHT BLAST

Final verdict: Starts simple enough, but soon turns into a frantic blasting session. Excellent as a filler, not so good as a stand alone game.

TOP TEN SHOOTERS -



1. 'Tis but a scratch !
2. It's only a flesh wound !
3. You're a loony !
4. Moistened bint with a scimitar !
5. Go and boil your bottom !
6. Bring out yer dead !
7. Sheep's bladders prevent quakes
8. Ni Ni Ni Ni !
9. It's only a model, sssh !
10. You're fooling yourself..

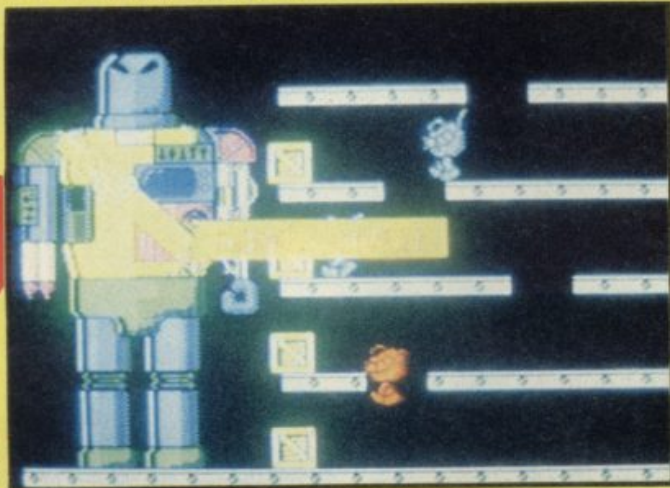
10
60
40
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10
10
10
10

Robot Attack

Why does this game remind me solidly of the games you used to be able to buy for

your Atari VCS 2600. Robots move along the levels, picking up packing crates as they go. Pick them off with repeated body shots before they get to the bottom, as piece by piece they construct a giant robot to take over the world.

Final verdict: Sounds, plays and looks dated. Still fun with the gun though.



Target Range

It had to be here somewhere, a target range. Bonusses flash up onto the screen with a value shown on their face. The more time they spend on the screen, the lower the value gets. Simple idea, simple game.

Alien Space Blasters

Luke Skywalker flying through the asteroid debris of Alderaan or what? You control the gun turret of the U.S.S. Queensryche on it's journey to the mystic planet of Tate. Rocks fly from all directions, along with little space aliens and

space craft. Your mission, shoot everything in sight.

Final verdict: Interesting to start with, but the lack of variation soon dullens what could have been an exciting solar escapade.



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... What a brilliant game! ... all the action, thrills and spills. This is an excellent game, so go and Run The Gauntlet NOW!
... apart from technical excellence, it's the sheer range of playable sections that makes Run The Gauntlet one of the best multi-event games ...
Crash

Welcome to Megatape 18! Exclusive is the name of the game this month with two entirely fantastic software morsels that you won't have seen anywhere else before. And, of course, we've got the third instalment of the incredible Electrobingo.

MEGA

TAPE 18

INDIANA JONES

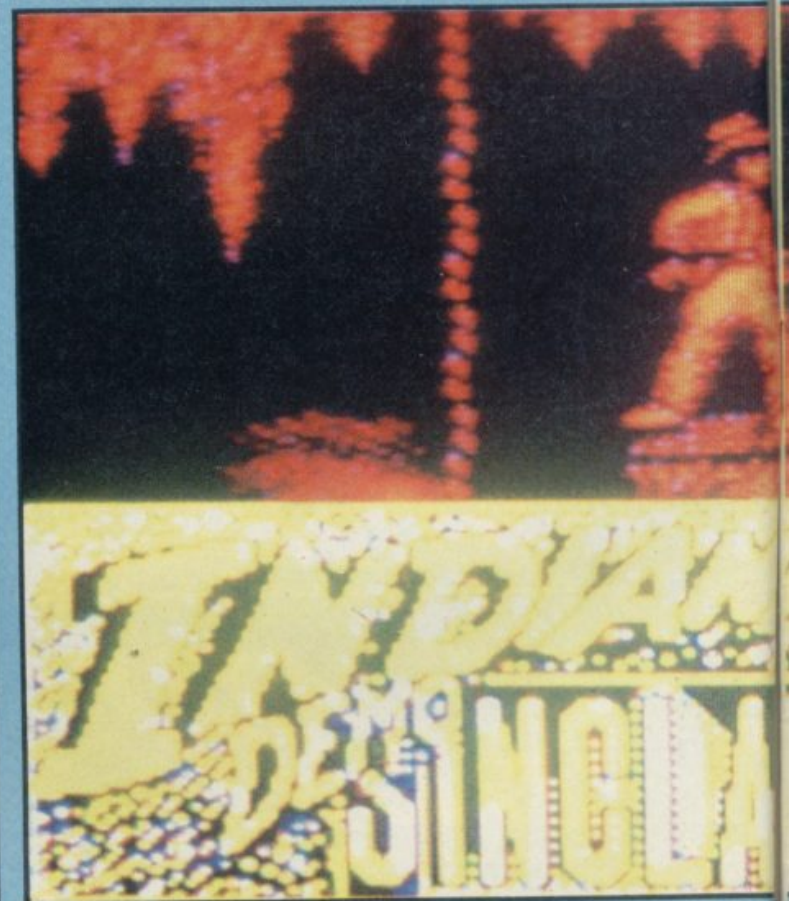
You've seen all the movies, you've worn the T-shirt, you've read the book, you've eaten the popcorn, you've voted in the elections, now exclusive to **SU**, play the demo!

You are the intrepid adventurer Indiana Jones (get away) on his final crusade. Yes folks, this one is honestly and positively the last one ever. Never again will Indy step out on another crusade. Never will we see Indiana Jones and The Crusade after The Last One. But you needn't concern yourself with that.

In our demo, all you have to concern yourself with is getting through the level. Indy starts on the left, he has to get to the right.

Load it up by entering into 48K mode (if required unless you have a 16K Spectrum in which case you're a bit behind the times aren't you?) and type LOAD "". See the amazing loading screen. Watch the incredible loading counter. Then, when the game is loaded, enter your favourite control method, star-sign and shade of blue and go Indy go!

What a fine specimen of a man Indy is, you muse as he starts walking. But where is his famed bullwhip, you spot as he swings a punch in the direction of an advancing enemy. Oh there it is, hanging on a wall. Quick, pick it up. Now this is the Indy we all know and love. Bullwhip cracking, joke cracking and wise-cracking.

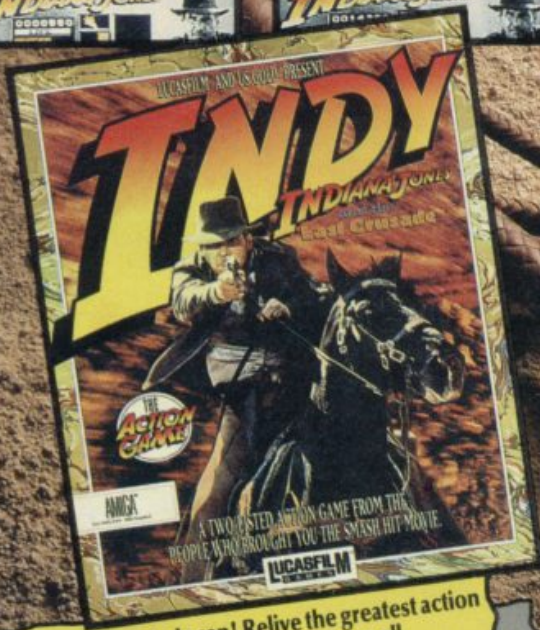


The Man with the Hat is back!

INDY

INDIANA JONES and the Last Crusade

SCREEN SHOTS FROM VARIOUS FORMATS



Whip those bad guys ... as only Indy can! Relive the greatest action scenes from the greatest Indy movie of them all. It's red hot, slam bam action in true Indiana Jones style!

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- Fight your way out of a giant Zeppelin.
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MEGA

OBJECT OF THE GAME

The object of the game is to find the fabled seven parchments of Kandos and return to your cottage. You will find your quest an extremely hazardous and dangerous mission.

Those familiar with adventure gaming will already know the 'ropes' regarding the way proceedings are conducted. However a rough outline to the uninitiated follows.

The player can manipulate the computer and 'story' by entering (after (What now?) is displayed on the screen), a verb and a noun, or occasionally a verb on its own, e.g. HELP.

If the computer 'understands' your instructions, the result will be displayed on the screen. There is normally about a ten second delay while the machine searches its memory for the appropriate data. It understands about 125 words and it's surprising how much can be input successfully. Any misunderstood commands of any sort will be displayed on the screen.

NOTE: No more than 32 characters can be entered at one time. More detailed use of special verbs follow.

GO

This can be followed by NORTH, SOUTH, EAST, WEST, UP or DOWN. As this verb is used extensively, you can simply input NORTH, SOUTH, etc, or even N, S, etc on its own. All directions that are currently available will be displayed accordingly. These may change, so keep a careful eye on the screen.

ELECTROBINGO

ELECTROBINGO III

Welcome to the third episode of Electrobingo! It doesn't matter if you haven't got last month's issue, you can still enter the compo and win one of the fab prizes shown below:

What to do:

Load the Electrogame - It's the first program on Side A of the cassette. Now, those of you who had last month's issue will know what to do. This month, things become a little bit more difficult. You need to glide your Charge Ball around the maze of power-plants, charging them with energy. You charge a plant by circling it. You only have a limited amount of Charge, so you musn't dither about. Chasing you are two evil lightning bolts which will wipe you out on contact.

This month we've made your life even more difficult! The powerplants are now completely invisible until you circle them! You'll have to guess where they are and where you can and can't go. While this doesn't sound too tricky, we think it will give you enough to be thinking about.

Move around the grid using keys QWOP, circling the powerplants. Once they're circled, they'll light up. Once you've lit all of them, you can use the ELECTROCOMPUTER.

Type in your number digit by digit on the Electrocomputer, using the cursor to highlight which character you want to input next. Once you've typed in the number correctly, the comp will work out if your number is one of this month's winners. It will then explain what to do. Remember to try the numbers from previous issues: they may well be winners this time round!

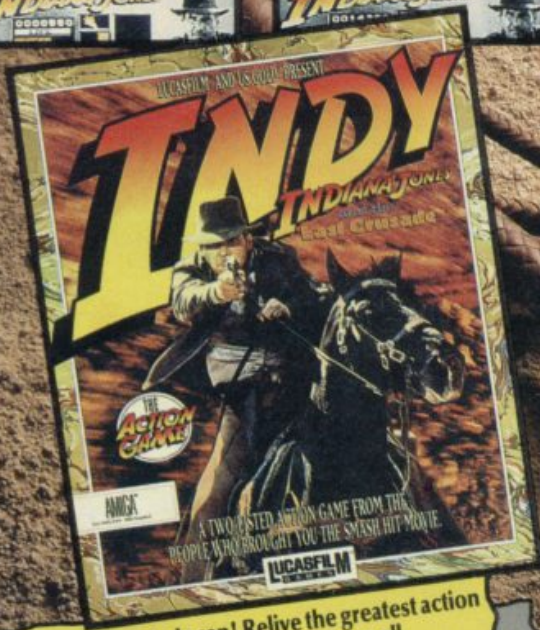
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MEGA

OBJECT OF THE GAME

The object of the game is to find the fabled seven parchments of Kandos and return to your cottage. You will find your quest an extremely hazardous and dangerous mission.

Those familiar with adventure gaming will already know the 'ropes' regarding the way proceedings are conducted. However a rough outline to the uninitiated follows.

The player can manipulate the computer and 'story' by entering (after (What now?) is displayed on the screen), a verb and a noun, or occasionally a verb on its own, e.g. HELP.

If the computer 'understands' your instructions, the result will be displayed on the screen. There is normally about a ten second delay while the machine searches its memory for the appropriate data. It understands about 125 words and it's surprising how much can be input successfully. Any misunderstood commands of any sort will be displayed on the screen.

NOTE: No more than 32 characters can be entered at one time. More detailed use of special verbs follow.

GO

This can be followed by NORTH, SOUTH, EAST, WEST, UP or DOWN. As this verb is used extensively, you can simply input NORTH, SOUTH, etc, or even N, S, etc on its own. All directions that are currently available will be displayed accordingly. These may change, so keep a careful eye on the screen.

ELECTROBINGO

ELECTROBINGO III

Welcome to the third episode of Electrobingo! It doesn't matter if you haven't got last month's issue, you can still enter the compo and win one of the fab prizes shown below:

What to do:

Load the Electrogame - It's the first program on Side A of the cassette. Now, those of you who had last month's issue will know what to do. This month, things become a little bit more difficult. You need to glide your Charge Ball around the maze of power-plants, charging them with energy. You charge a plant by circling it. You only have a limited amount of Charge, so you musn't dither about. Chasing you are two evil lightning bolts which will wipe you out on contact.

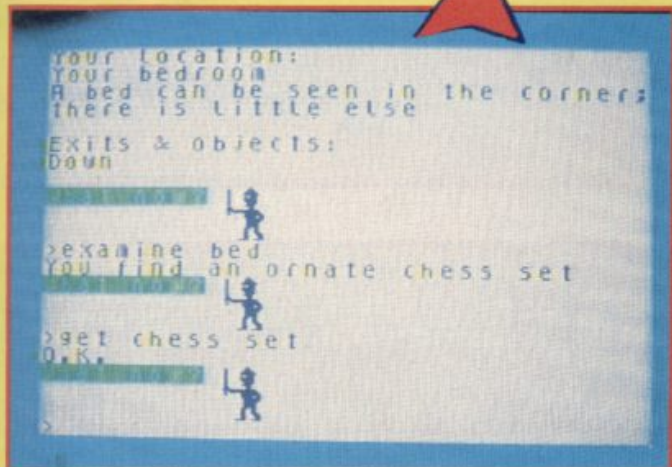
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TAPE



The computer will then show you a new scene, further instructions after 'What now?' is displayed. Note: Sometimes directions will not automatically be reversed to return to a given point; e.g. to get from B to A - GO NORTH; from B to A - GO SOUTH. You could find in the latter example that GO WEST would be the correct route.

This would be the result of the former route from A to B taking your round in a ninety degree angle.

It is advisable to make a map of your explorations.

If AND ONLY IF you are told that you have won the FIRST PRIZE, telephone 01-251 6222 and ask for extension 2409. We'll tell you what to do next.

If you win a runners-up prize (again, your computer will tell you), send your front cover to "Electrowinners Month 3", US Gold, Units 2/4 Holford Industrial Estate, Birmingham B6 7AX.

If you don't win this month - don't throw away your issue, it could still win you a prize next month.

Nasty Legal Notice:

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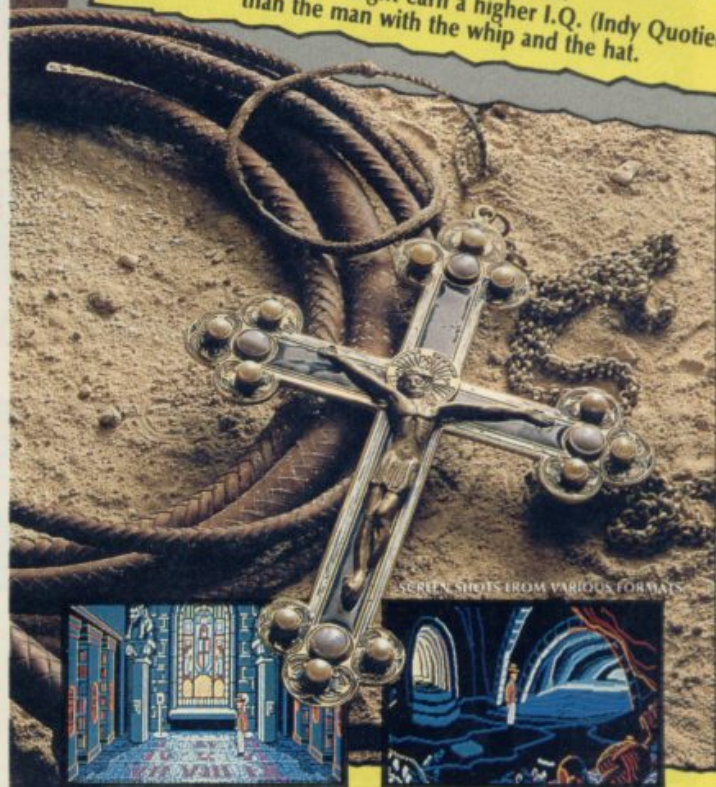
Rules

No employees or relatives of employees of US Gold or EMAP are eligible for entry of this contest. Entrants of the competition must provide an undamaged front cover with the number clearly visible and unmarked as proof. Any entrant who supplies a cover deemed to be defaced in any way will automatically nullify their entry. The decision of the Editor is absolute and final and no correspondence will be entered into.

SCORE
00000



The bad guys are in your face all the way - Nazis, mercenaries, traitors and spies. Not to mention everything the Luftwaffe can throw at you. Can you handle the rest? If you can, you just might earn a higher I.Q. (Indy Quotient) than the man with the whip and the hat.



- Visit dozens of locations not seen in the movie.
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- Comes with Henry Jones clue packed Grail Diary.

And this time he's bringing his Dad!

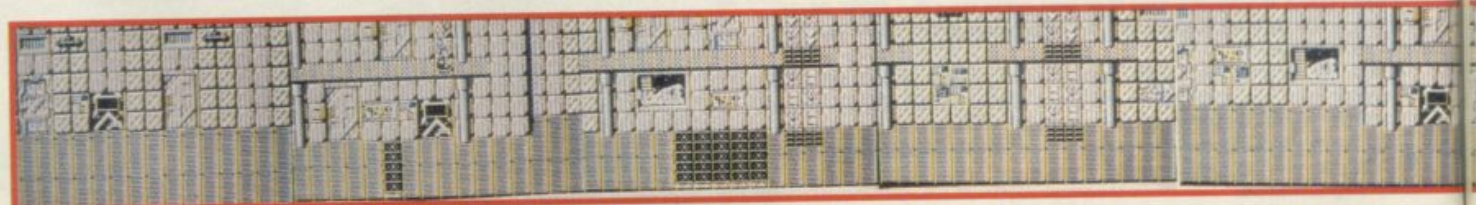
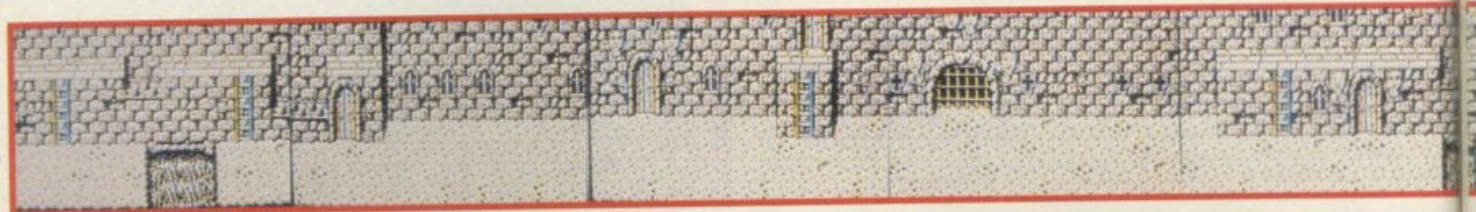
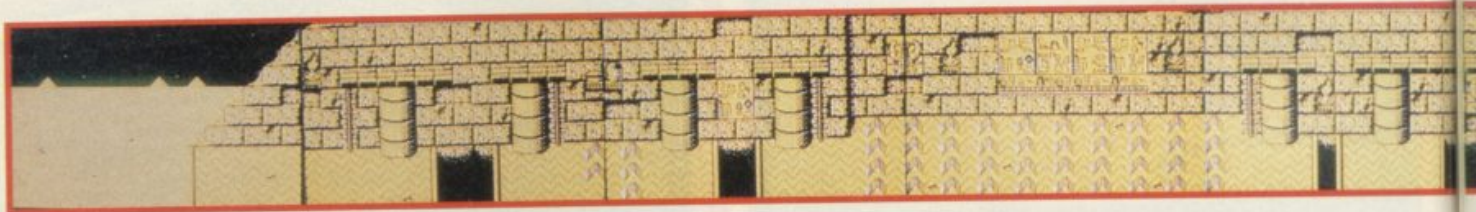
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GAMES

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DIRTY TRICKS

RENEGADE T



Each month, the Dirty Tricks Department brings you the very latest, hottest and most accurate techno-tips for all the worthwhile Spectrum games hitting your small screens right now. No more faffing around worrying about the nasties in Ocean's **Renegade 3** as we bring you the map. Get ahead in Hewson's **Stormlord**, as we run down the best in playing guides you'll find anywhere. Take a gander at this month's combat heroes in the **Bronze Stars** section. And we've got top secret info on the enemies in **Forgotten Worlds**.

Stormlord is the latest 8 bit release from Hewson and is written by the same author as **Cybernoid**, **Exolon** and the other one which nobody remembers because it looked exactly the same as the first.

LEVEL ONE

This level is so hard that it'll probably make you wonder whether there are actually any other levels in the game at all, if you see what I mean. What you need to do is grab the nymph's which are positioned in crooks and crannies throughout the level.

So here we go. Head left at the start of the game. If you lose a life, start again - you'll need all your lives later on. After a few seconds you'll notice the first fairy hanging down from the ceiling. Sat on the same platform as the fairy is a springboard which, when stepped on, will whizz you off to another part of the level, so carry on moving left. Then you'll

encounter your first nasty. The best way to describe this is volcano-like. Check out the map.

To get past the critter, jump straight up into the air and when your man starts to fall downwards again, press the left key once. The guy should now land with one foot hanging onto the side of the monster. Now wait until the ball flied up into the air, and when there is enough clearance for your guy, leg it quickly across to the other side of the screen.

Grab the key on the far left of the level, then turn around and walk back, avoiding the monster as described above. Pass by the start position and carry on till you reach a set of platforms with lots of little wriggly things appearing everywhere. These are killers. Don't walk into them. Don't jump on them. Jump up onto the top left hand ledge. Duck down and blast away at the level opposite until you've killed all the critters that are hiding there. When that level is clear, and the way below is clear, drop down and leg it off to the right. About now things will start to get busy again, so turn and blast as many nasties as you can and then, when you've got a spare moment (unlikely, I know) jump up and over to the right onto the nearby ledge. Watch out for your head as you walk to the right and jump over towards the locked door. If you've timed everything okay, you should be able to jump over any critters crawling around on the floor below and land directly in front of the door.

Now you should be able to unlock the door immediately because you've collected the key, right? If you've forgotten

CKS DEPT.

THROUGH TIME



you'll have to go back. Now we're really cooking. Right in your path is a spring board. Don't stay on it too long otherwise you'll end up transported somewhere you don't particularly want to go – instead grab the umbrella on the other side of the screen. (Watch out for the crumbling platform and the venus fly trap right below it). Once you've got the umbrella jump onto the spring board and collect the fairy which is sat at the other end of your journey. There isn't anywhere to go at the other end, so best you jump back on the springboard and come back.

You've now collected yourself a fairy and an umbrella. Walk over to the volcano-like monster and try not to collect the pot of honey. If you accidentally pick it up, all you've got to do is jump back on the umbrella. Couldn't be simpler. Pass by the nasty and jump over the skeleton statue and then drop down onto the spring-board. This will transport you away to the new section. Here you'll find yet another spring-board, but this one only transports you back, so avoid it at the moment. Right next to it, are two volcano-type monsters and dropping down from the ceiling are a load (and we're talking mega loads here) of rain drops. These won't effect you now because you still have the umbrella, so simply avoid the two volcanoes (if that's how you spell it) and jump onto the skeleton statue. Right now is when things get a bit hairy.

As soon as you walk over to the right from the statue, you'll be attacked by fleets of flying dragons, so you'll need to keep on the move and blasting as much as you can. Right at the

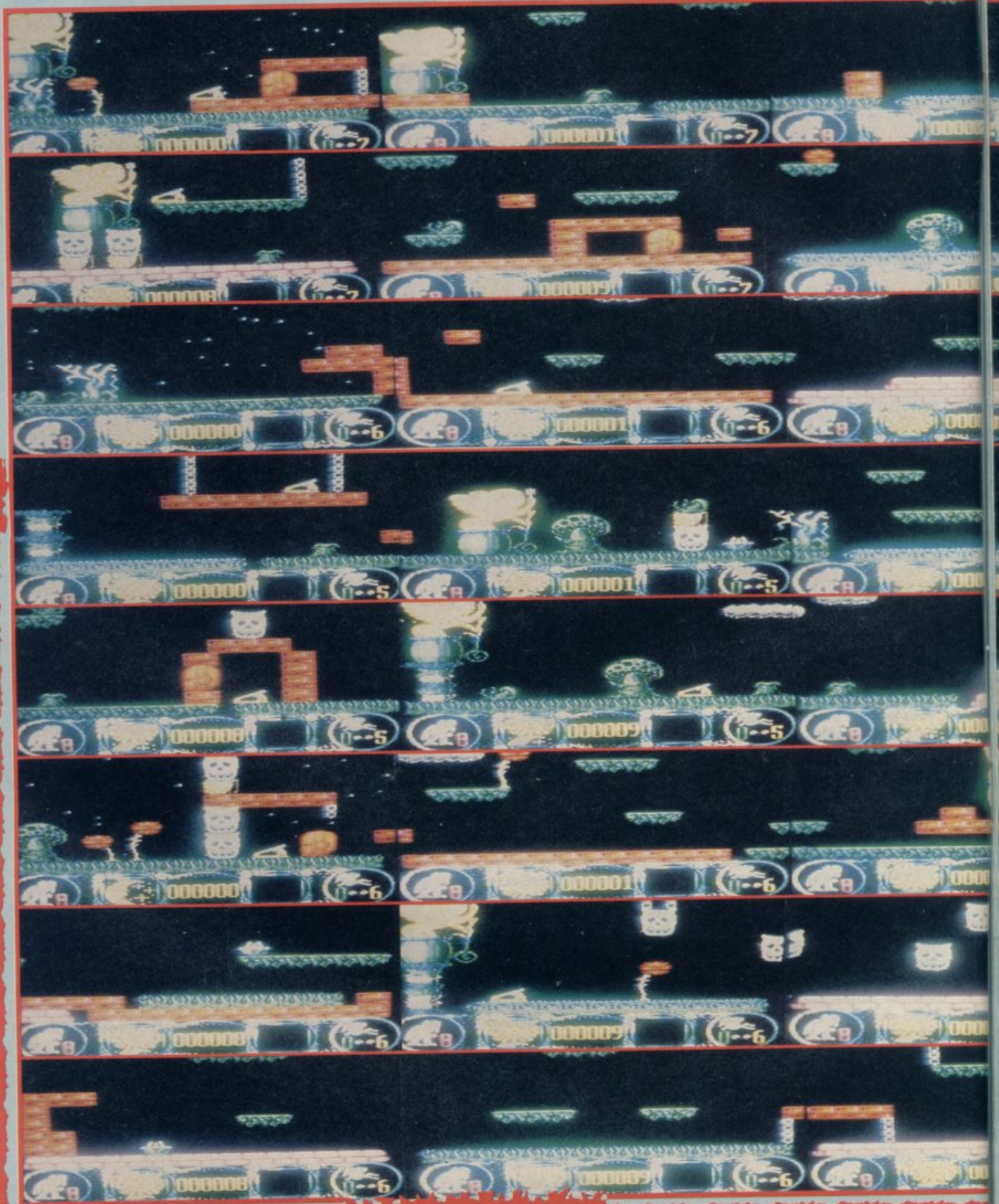
end of the section, you'll find the second fairy. Grab her and turn on your toes and leg it back the way you came, right back to the spring-board and back to the original section of level one.

Once back to the original section, backtrack to swap the umbrella for the honey pot. Now avoid the spring-board and jump across to the swarm of bees. (Watch out for the middle platform which disappears). Jump over the bees and leg it to the right until you can see the second key. Swap the key for the honey pot and you should find that the swarm of bees are now attracted to the pot. You are now in the clear to run back and collect the third fairy which was hiding under the bees.

You now only have two nymphs to go. The next section is by far the toughest, and involves lots of alien egg types which drop from the sky, break open and spring out nasty critters which leg it at you to kick you in the 'ead. Keep running and blasting and pray that you've enough lives left to see you through the section – there doesn't seem to be any pattern to follow which is probably where you will lose the game.

If (and it's a BIG 'IF') you survive you can then go on and collect a pot of honey to distract the final swarm of bees and in doing this, you can collect the final key. Grab the key and walk to the right. Avoid the door at the top of the section – this just wastes your key. Avoid the final wriggly things and collect the final fairy at the right hand side of the screen to finish off the section.

DIRTY TRAIN



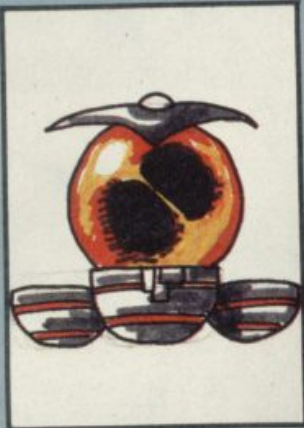
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DIRTY TRICKS DEPT.

SP/1

Type: Spider
Number of Shots: 10 for head, 10 for legs.
Zenny: 500 for legs.
Disintegrations: Large explosions for both head and legs.
Points: 1000 for legs.
Path Directives: Spider jumps up at point (1) then walks left and right pointing its head at you while its legs animate towards the right. If just the head is shot the legs still move and small fire balls shoot out of the neck. Destroying the legs also destroys the head. After a set period the spider walks off to the right.



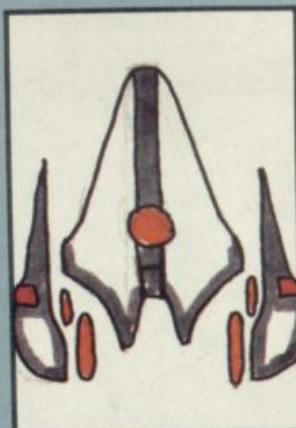
AL/1

Type: Armoured Lizards
Rocket
Number of Shots: 3 for lizard, 1 for rocket.
Zenny: 100 for lizard.
Disintegrations: Lizard die. Small explosion for rocket.
Points: 100 for lizard.
Path Directives: Three lizards fly in from points (1), (2) and (3), facing left. At points (4), (5) and (6) they stop, wait and fire rockets. After flipping back to land at points (7), (8) and (9) they revert to the path directives of a green lizard at points (10), (11) and (12). The rockets flying with a constant X velocity tend to move towards your position.



SI/1

Type: Spinning Spaceships 1
Number of Shots: 1.
Zenny: Kill at the wave and appears at end.
Disintegrations: Small explosions.
Points: 500.
Path Directives: (1)-(2) Six ships spin on. (2)-(3) Ships stop spinning and bank round. (3)-(4) Ships continue still not spinning. (4)-(5) as (2)-(3). (5)-(6) as (1)-(2). Same path as above but Y-flipped starting from the bottom. SI/2.



LP/1

Type: Lizard with Pod Launcher
Number of Shots: 10 for launcher, 1 for lizard.
Zenny: 500.
Disintegrations: Large explosion for pod. Lizard death for lizard.
Points: 1000 for legs.
Path Directives: Lizard pulls open launcher to launch a wave of spinning space ships #2, closes it waits then starts again. Lizard can be killed independently of the pod but is then resurrected.



SI/1

Type: Small Spinning Spaceships
Number of Shots: 1.
Zenny: 1.
Disintegrations: Small explosion.
Points: 100.
Path Directives: The ship is launched from LP/1 in a wave of from point (1) to (2) the ships thrust up. From point (2) to (3) the ships glide round then at point (3) begin to spin.



CG/1

Type: Cop
Number of Shots: 10.
Zenny: 500.
Disintegrations: Large explosion.
Points: 500.
Path Directives:

LL/1

Type: Lizard Launcher
Number of Shots: 4.
Zenny: N/A.
Disintegrations: Lizard die.
Points: 100.
Path Directives: Three lizards jump up from points (1), (2), (3) then run along to points (4), (5) and (6) where they squat down and direct their launchers towards you. Eventually jump up and gthoot.
Variants: Three lizards run on from points (7), (8) and (9), squat at points (10), (11), (12) and follow as above. LL/2.



GL/1

Type: Green Lizard Man
Number of Shots: 1.
Zenny: Lizard die.
Disintegrations: 100.
Points: 100.
Path Directives: Three lizards enter screen in close procession each one slightly above the one before it. While pointing at you they home in to a set distance, fire and then gthoot. Start at (1), (2) or (3).
Variants: Same as above starting from (4), (5), (6) two lizards GL/2. Two lizards starting from (1), (2) or (3) GL/3. Four lizards starting from (1), (2) or (3) GL/4.



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SUN'S



KONIX STICKS ONE ON YOU WITH MICROSWITCHES

By our 'Cheap and cheerful' Correspondent

Up until now, if you bought a cheap joystick it was usually awful and doomed to an early death, probably because the inexpensive leaf type switches became unreliable after a few weeks of constant pounding. Now Konix, famous for the handheld Speed King, futuristic Navigator, and Megablaster joysticks, offer a solution.

The Megablaster, a basic and ungimicky stick, is now being sold with more reliable, accurate, hard-wearing microswitches instead of leaf switches - but the price is being held down to £8.99. Konix claim that it's the cheapest microswitch joystick available in the UK. You can use it with any Spectrum joystick interface, or directly on the Plus 2 or Plus 3 using an adaptor.

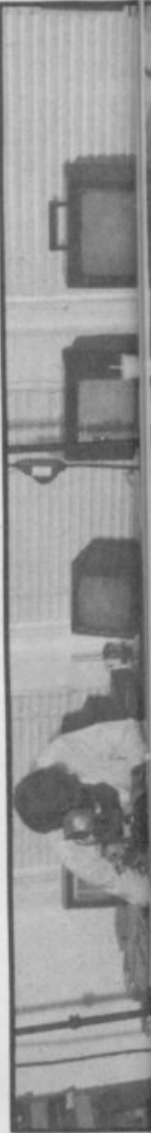
The Microswitch Megablaster is in the shops now, and like all Konix products its assembled in their own factory in Ebbw Vale, South Wales, so it's BRITISH, Hooray!



SAUCY GAMES VIDS IN PRICE SLASH SHOCK!

By our 'ere, take a shufti at this' Correspondent

Revolutionary computer games vid Action Screenplay is now up to Issue Two - and the good news is that it's

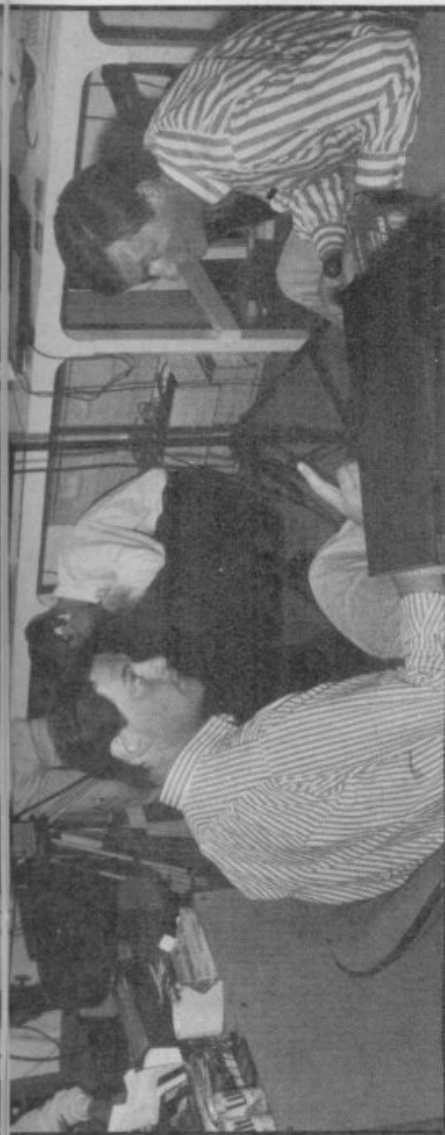


Hi gang! Jim's just let me out of the cupboard - he says sensory deprivation is an important part of training to be a computer journalist, but he didn't explain why he has to hit the cupboard with a baseball bat. Anyway I'm a bit deaf now but it doesn't stop me writing my Headlines, which as usual are packed with up-to-the-minute stories about the exciting Spectrum software market. Like, for instance . . . er . . . oh. Well there isn't actually any news this month, is there? It's what passes for Summer, and everyone's out playing football and skateboarding (except me 'cos my mum took my skateboard away after I fell under that juggernaut) so no-one's playing with their computers.

Anyway it was a perfect time of year for the BBC to show the Horizon documentary about our patron saint Clive Sinclair. And what a thrill-packed hour it was! They told us that the Black Watch was a flop, that the pocket TV was a flop, that the QL was a flop and that the GS was a megaflop. Anita Sinclair (no relation) told us that Clive used to go to sleep in the middle of dinner (well you ought to talk about something other than

going DOWN in price.

Two - and the good news is that it's going DOWN in price.



From now on Action Screenplay will

also be featuring interviews with software industry celebs - kicking off with Mark Strachan and Dominic Wheatley of Domark (the infamous "Dom-Doms"). The lineup of Spectrum games reviews hadn't been finalised as this issue went to press, but A Spokesman promised that there would be "lots!" You can find out more about Action Screenplay by phoning 0206 751217.

FOOTBALL CRAZY, FOOTBALL MAD

By our 'If it had gone in the net it would have been a goal' Correspondent

Football football football! In fact, football four times, because it's how many football games there are in Gremlin's forthcoming compilation Soccer Squad. Three of the titles are tied in with Gremlin's licence with Gary Lineker. Hot Shot is a full scale eleven-a-side football game complete with throw-ins, fouls, sliding tackles, corners, goal kicks and even the

dreaded Red Card. Superskills puts your dribbling, tackling and shooting skills to the test, while Superstar Soccer lets you play a complete league tournament.

The last of the four titles, Roy of the Rovers, was originally intended to appear on the Piranha label before it folded; it's based on the long-running comic character, and apart from featur-

ing five-a-side football action it also has elements of arcade adventure as the captain of Melchester Rovers battles kidnappers to prevent the closure of Melchester's ground!

Soccer Squad should be in the shops by the time you read this, and is priced at £9.99 on cassette and £14.99 on disc.

ACTIVISION AIN'T 'FRAID OF NO GHOSTS

By our 'Look out it's behind you' Correspondent

It's official! Activision has tied up the game licence for one of the most eagerly-awaited film sequels of all time Ghostbusters II.

Following the massive success of the original supernatural comedy and Activision's game version, earlier this year the company also put out a package based on the *Real Ghostbusters* computer machine. Now the *Ghostbusters II* game is in the works, the movie having opened in the US to rave reviews and a box-office take of \$10m on its first day.

The movie features all the same characters as the original - the ghost-busting squad led by Harold Ramis

and Dan Ackroyd, and gorgeaceous Sigourney Weaver as the lurv interest. Special effects are said to be even more mindblowing in the sequel, Activision's game is due to be released at the same time as the movie in the UK, on December 1st. The game will stick closely to the plot of the movie, featuring four main sections and music from the film soundtrack, written by soul superstar Bobby Brown.

Activision spokesperson were in pretty high spirits (fyak) about the prospects of the game being a Christmas chart-topper, and we'll be pre-viewing it real soon.



REVITALISE YOUR CLIVE

By our 'Where does this plug in?' Correspondent

Video Vault, best known for supplying spare parts for ailing Spectrums, is now offering a complete upgrade system for the 48K/128K/Plus 2. The system consists of a combined disk and printer interface, a thermal printer, and a miniature disk drive. The bad news is that it won't work with the Plus 2A (the black version) or the Plus 3.

The Clive Drive Interface costs £59.95, and consists of a user-port interface which contains a program in ROM. This Keymaster program allows you to save the computer's entire memory to disc and dump images to an 80-column printer.

The HushPrinter, at £59.95, prints on special 8.5" thermal paper and supports the full ASCII character set as well as graphics printing. The "Clive Drive", at £39.95, runs on non-standard 3" discs (not the usual Spectrum type, unfortunately), and responds to all the commands used by the Sinclair Microdrive.

You can buy the whole package - Interface, HushPrinter and Clive Drive - for £149.95. We're hoping to review the whole system soon - meanwhile you can contact Video Vault on 04574 66555.

machine-code, lovey) and somebody strange explained all about artificial intelligence and how Sir Clive was building giant elektronik branes in his garden shed. I can't wait to get hold of the first Cambridge Computing Portable Brane; it will probably have half-a-mile of cables hanging out of the back and it'll sing "Daisy Daisy" in a sloppy voice until you unplug it.

I suppose the same will apply to the pocket telephone (it'll only call Colchester, and only on Wednesdays) and the satellite dish (picks up ITV, Channel 4, BBC1 and BBC2. Sometimes.)

While we're waiting I suppose Lord Sugar of Amstrad will put out one little box that's a combined artificial brane, pocket phone and satellite dish, and sell it at £49.95. The only trouble will be that you have to get up on the roof any time you want to ask it a question or make a telephone call, 'cos otherwise it makes the picture on MTV go all fuzzy.

We don't have to worry about new technology in the office, because we haven't got any. Well, that's not strictly true. Jim's just been given a Tulip PC to play with. He must like it very much - he certainly swears by it.

Sometimes he swears for five minutes solid without repeating himself. It's something to do with the way the DOS batch file interface won't access the root directory for the hard disk driver when the printer definition file is in the same zone as the font loader for the hard copy interface. At least that's what I think he meant, though he actually said "F*** s(@*/ this f**g\$?? bl?&£*** bas@*££d computer!"

GAMES REVIEW

MIND TRAP

I can't understand why Mastertronic should have tried to put a plot to what is nothing more than an enjoyable arcade puzzle game, but try they did. Basically, we're told you are trying to keep the world in some sort of neat tidy order. This is difficult not because of political problems or certain attitudist racial inequalities. (Get on with it - JD). No Sirree. The reason it's very hard to keep the world in some sort of neat working order is because somebody keeps leaving all the lovely coloured blocks in a mess.

And so your task is to rearrange all the blocks and place them in rows of colour corresponding to small markers at the bottom of the screen.

Just because you're a real stickler for detail and order, you

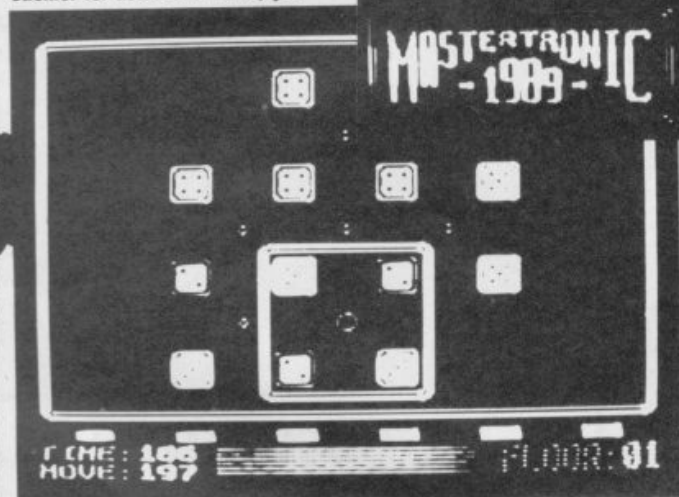
cursor on are marked with a dot, and the places you can't aren't. It's pretty annoying when you think all you have to do is rotate a certain block of four to finish the screen, and it turns out you can't because you can't actually put your cursor over it.

And that's the game. Well, not quite. For the first thirty levels, that's the game. Then the fun really starts. The game goes 3D. Then you have two planes to play on, taking blocks from one plane to the other. The number of planes increase as you work your way through the challenge, which could be pretty tough, taken as there are 999,999 screens.

The game is simple, and for this particular game, it's a problem. With a game of this type, there are only so many different types of puzzle you can come across, and once you've worked out all the little tricks, you find yourself flying through the levels at an alarming rate. So much so that the game becomes boring through repetition. I can't see anyone other than AS playing this through to the end.

But that's what they said about Rubik's Cube.

Graphics are simple and functional. Sound is simple and functional. A simple functional game. Worth checking for a challenge, but MENSA won't use it!



have decided that the only way you can rearrange the blocks is by rotating them within blocks of four. This is done by positioning a cursor over a group of four blocks, holding down the fire button and pressing

left or right to rotate the group of four left or right.

To add insult to injury, you are restricted to the amount of positions you can place the cursor. The places you are allowed to centre the



FAX BOX

MIND TRAP Label: Mastertronic Author: ?????????? Price: £1.99 Memory: 48K/128K Joystick: Various

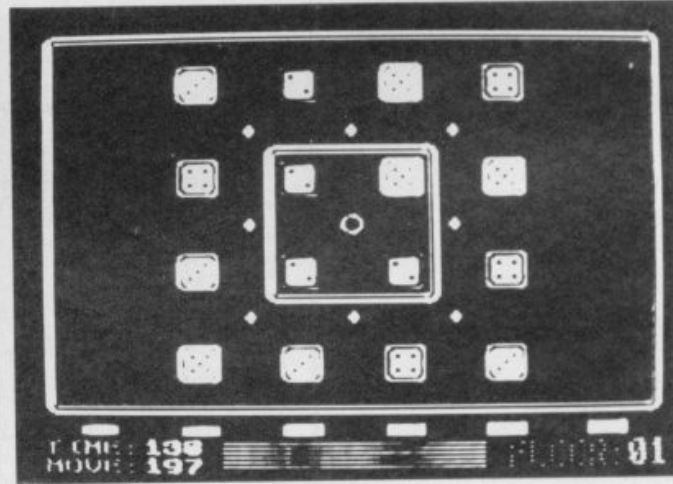
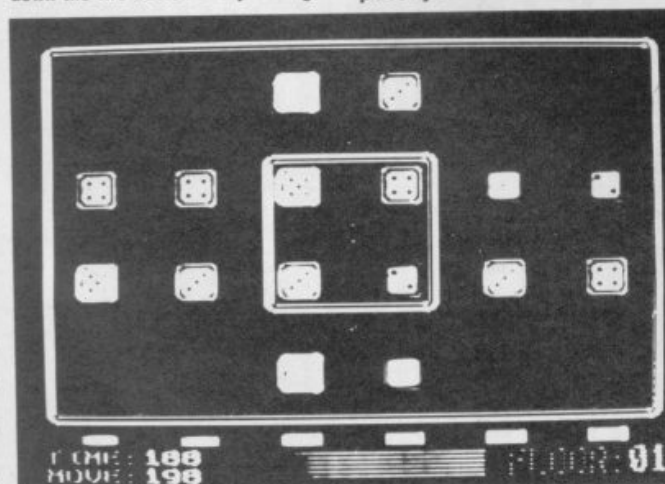
GRAPHICS	SOUND
57	55
PLAYABILITY	LAST ABILITY
71	70

Infinitely huge arcade puzzly thing. Interesting until it isn't.

Reviewer: Tony Dillon

OVERALL

71



DOMINATOR

PENETRATE

DOMINATE

CONQUER



“Whichever format ... if you're a hardened shoot'em up veteran, Dominator is a game to scour the shelves for.”



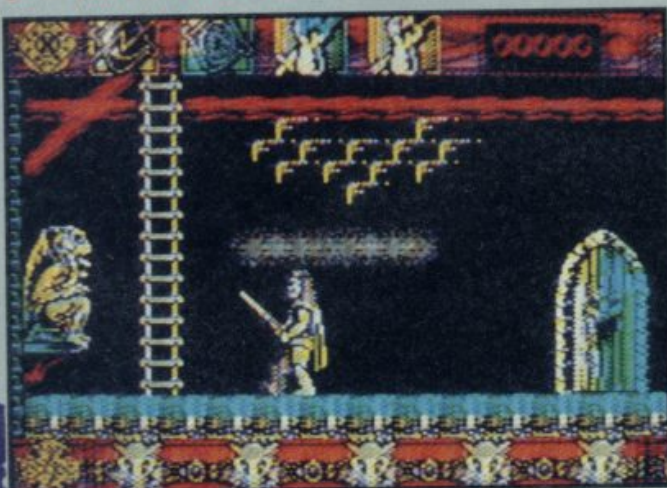
Computer & Video Games magazine

DOMINATOR. DESIGNED BY SYSTEM 3. NOT TO BE BEATEN

Spectrum, ST, Amiga, Commodore, Amstrad screen shots shown.
© 1989 System 3 Software
Commodore, Spectrum and Amstrad cassette (£39.99) and disk (£14.99)
Atari, ST and Amiga (£19.99) joystick control only
Mail order: System 3, Blenheim House, 1 Ash Hill Drive, Pinner
Middlesex HA5 2AG. Tel: 01 866 5692. Cheques and Postal Orders made payable to System Three Software Limited. FREE postages and packaging.

GAMES REVIEW

I used to be quite a fan of **Lone Wolf**, you know. Back in the days when D&D was law and the written works of Steve Jackson and Ian Livingstone were taken as gospel. And then the first **Lone Wolf** computer game appeared, complete with a keyboard overlay for a rubber keyed Spectrum. It wasn't any good, though. What you got for your £5.99 was the same as what you got for your £1.99, except you



didn't have to turn the pages.

The world has been crying out for one, (ever so slight untruth) and it has appeared. A **Lone Wolf** game that not only successfully captures the spirit of the book, but also turns out to be quite a good game. Why else would we put it on our cover?

You are the Lone Wolf, last of the Kai Lords. The Kai Lords were a bit like Jedi Knights only they didn't carry Lightsabres and they didn't walk in mysterious ways saying things like, 'You don't need to see his

identification' and 'Even though you have cut off my arm, destroyed the only family I ever knew and are now having some rather disgusting thoughts about my twin sister, I know there is good in you father'. The Kai were wiped out by the evil Zoltan (or something like that) and you have to avenge their deaths.

Your means of revenge? To climb to the top of a tower of evil and destroy the ruler of thine enemy. The journey is a long one, through a tower so evil and twisted, it's shaped like



an upside town triangle. You begin at the apex, which funnily enough happens to be at the bottom, and work your way up, via ladders and lifts, only pausing when making a decision at a junction.

Adversaries come in the form of warriors who are mirror images of yourself (reasons being too long to explain here,

WOLF

GAMES REVIEW



personality and requires a different strategy to dispose of.

Other problems caused are the traps and puzzles. Traps take the form of statues that spit fire across ladders just as you are climbing, and open electric circuits, that blaze sparks as you walk past. Puzzles are usually formed by the lifts that constantly move up

and down. Sometimes a series of three, maybe more have to be



why not read the book?) and bats. The bats are easily dispatched with just a swift twitch of your blade. The warriors are a little more stubborn. As you progress through the game, they get better and better at combat, near the end some are downright impossible. Or are they? Each has their own

Select Four Kai Skills



PSI SURGE

navigated by some well timed jumps, which aren't easy to come by, I have to tell you. It takes a great deal of patience just to wait for the right moment.

Graphically, the game reminds me of nothing more than Psygnosis' Barbarian right down to the flip scrolling. The only real difference between the two being that the backdrops on LW are much more attractive and atmospheric. All the little touches are there, from the

bustly statuettes to the skulls on poles.

Sound is just a little on the basic side, but with a game this size, I can't say that surprises me. Spot FX do their purpose, though I was a little disappointed by the lack of a tune.

Yet another enjoyable arcade adventure romp through the land of make believe. Fun, and it's size almost guarantees lengthy periods of play. Now, where did I put my ton-fun?

ARCADE



REVIEW

FAX BOX

LONE WOLF Label: **ASL** Author: **In-house**
Price: **£9.95** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
81	69
PLAYABILITY	LAST ABILITY
82	85

Fabbo samurai arcade adventurey thingey. It's Oh Kai!

Reviewer: *Tony Dillon*

OVERALL
81

SPECIAL



Lone Wolf

Lone Wolf – the role-playing books, the computer game, the mythical world, the telephone game system, the boardgame, the worldwide phenomenon. Joe Dever has been a very busy lad over the past few years – as over 17 million sales of the Lone Wolf adventure books can testify. And that means the books must be pretty popular too, as not all of them can have been bought by his Mum.

There are 12 Lone Wolf books in all, progressing the central character from lowly lad to battle-hardened warrior. All the action takes place in the world of Magnamund – a whole Mythos (outlined in yet another book, The Magnamund Companion) designed by Joe long before he ever even thought of Lone Wolf at all!

Joe was one of the original D&D die-hards back in the mid 70's, in the days before it became mega-popular. All it consisted of then was 3 small booklets – if you wanted any



extra detail in your campaigns, you had to invent it yourself. And so the world of Magnamund was invented! Interesting, huh? Who'd have thought then that a whole industry would come from such modest beginnings! The ball started rolling with 12 Lone Wolf Solo Role-playing books, then, now available in 18 countries around the world, including Japan. Translated into 12 languages. Used up 15 acres of forest (ummm that last bit isn't true by the way). Then there are 4 "World of Lone Wolf" books, more role-playing, but this time with a magician as a character, rather than a beefy fighter, still based within the world of Magnamund, of course.

You want more? How about 4 two player combat books? They're called Combat Heros. But there's more....

You can now play Lone Wolf on the phone! The first of 4 PhoneQuest (tm) adventures is now on line, written by Joe

and, again, based on the Lone Wolf adventure gamebooks. Try 0898 400 341 to give it a go, and expect a review of the game in Precinct 19 jolly soon.

Once you've got off the phone, you might feel like a good read – how about trying the new novels based in the Magnamund world? Two have been released so far – co-written by Joe in conjunction with John Grant: Eclipse of the Kai and The Dark Door Opens. There'll be at least another two more coming from that combination.

So far, so good, but what has the future in store for Lone Wolf? Well, there's a board game in the offing – then

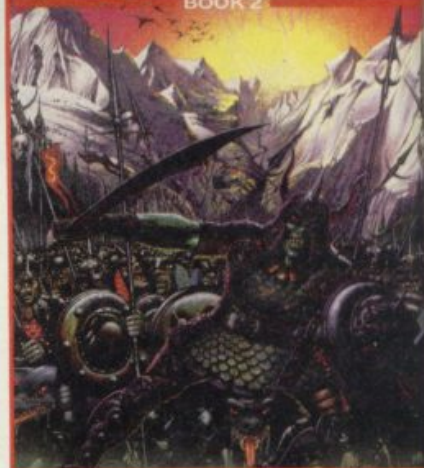


there's a whole new series of adventure gamebooks taking the original Lone Wolf character beyond Demi-God status to deal with real mega Evil.

In this series, you'll be flying from Planet to Planet, mixing it with immortals and generally being a Super-Hero. Now that sounds like my kind of

JOE DEVER'S LEGENDS OF LONE WOLF THE DARK DOOR OPENS

BOOK 2



megalomania! Called The Lone Wolf Grand Master Series, they'll be hitting the streets sometime next year.

If you're interested in finding out more about Lone Wolf, maybe you'd be interested in joining the Fan Club? Write to The Lone Wolf Fan Club, Bever Books, 62-65 Chandos Place, London WC2 4NW with a large stamped address envelope for full details.

JOE DEVER'S LEGENDS OF LONE WOLF ECLIPSE OF THE KAI

BOOK 1



DOUBLE DRAGON DRIVEL

Dear Vain Smelley, I know that you are only a tea boy, and don't know anything about computers, but would you please ask "Tin-legs" Skeat or Nooooooooon why the hell nobody has come up with a Speccy conversion of the coin-op Chase HQ?

It's the most original racing game that I've seen in a long time. Instead of having to avoid the enemy cars, in Chase HQ you have to find the criminal's car and smash it up! The turbo button on the gear change make this cool game worth 30p easily!

P.S. How do you decide which games get a classic? I want to know how Double Dragon, which got a measly 51 percent got a classic?

Mark Bentley
Berkshire

● WHAT A FUNNY TYPEWRITER YOU HAVE. ANYWAY, I THINK THIS CHASE BUSINESS SOUND TOP-HOLE, THOUGH MAY BE A LITTLE BIT UNSAFE. APPARENTLY, THE LADDIES AT BIG OCEAN SOFTWARE WERE SO HEARTENED BY YOUR ENTHUSIASM THAT THEY'VE GONE AND BOUGHT THE BLOOMING LICENCE! (THIS ISN'T TRUE, THEY'VE HAD IT FOR AGES, ONLY IT WAS A SECRET - JD). AS FOR DOUBLE DRAGON, IF WE EVER ATTRIBUTED A CLASSIC TO IT, WE'RE SORRY, IT CERTAINLY DIDN'T DESERVE ONE. OUR PRINTY MEN MUST HAVE GONE MAD.

I'M NOT A VERY HAPPY CHAPPY

I hate your mag. You may want to know why. Well here are my reasons.

1) I have heard from an ex-reader of your mag that you say C64 graphics are better than Speccy graphics. You may say why C64 graphics are shown on adverts? Because detail doesn't show up but colour (blocky colour) does.

2) I thought that Megatape 16 was going to be good. Well I shall never know. The bloody thing wouldn't work. I didn't send it back because when I took the selotape off it ripped the label to pieces, and you would never have believed that I had not copied it off somebody.

3) Your review of Carrier Command was not the first. Your Sinclair and Crash have reviewed it at least.... KERSNIIP I think that's quite enough of you - JD
J Lord
High Wycombe, Bucks

● DEARY ME! WE'RE IN A BIT OF A TO-DO AREN'T WE! I DON'T UNDERSTAND WHAT YOU MEAN ABOUT ALL THIS C64 GRAPHICS BUSINESS. I THINK THE SPECTRUM IS GREAT AND AM PLEASED TO REPORT THAT IT IS INDEED NOW BEING USED TO ILLUSTRATE CASSETTE BOXES. MEGATAPE 16 IS MARVELLOUS AND IF YOU SEND YOUR TAPE BACK TO THE ADDRESS ON THE MEGATAPE PAGE, WE'LL REPLACE IT. ALSO JIM SAYS SOMETHING ABOUT US REVIEWING THE FINAL VERSION OF CARRIER, AND THAT HE'LL GIVE YOU SOMETHING TO WHINE ABOUT. I'M SURE HE'S JOKING.

CLUE ME IN COBBER

This letter is not your usual abusive type. I'm trying to find out about subscriptions to SU.

- 1) How much does it cost for one year's subs to SU including Airmail postage to New Zealand?
 - 2) Can I pay for it by Visa credit card?
 - 3) How many issues of SU are there per year?
 - 4) How do I order back issues, can I pay for them by Visa?
 - 5) Lastly, I have just started getting SU (Feb 89) and my Megatape 12 is a dud. Can I get a replacement?
- Paul Lemon
Hastings, New Zealand

● TAKE A LOOK AT PAGE 90 OF THIS ISSUE WHERE YOU CAN FILL OUT THE SUBSCRIPTION COUPON, OR GIVE OUR LOVELY SUBS PEOPLE A CALL ON (0733) 555161, THEY ARE MORE THAN QUALIFIED TO ANSWER ALL OF YOUR QUESTIONS, HOWEVER TRICKY.

SU IS JOLLY GOOD (slurp, snog)

Wow. Fabulous. Mega. Excellent. I am of course

talking about two things. The first was Cyclone from Vortex (Megatape 14). It was a miracle. You actually stopped me and my brother from arguing for a full two hours while we were hypnotised by this wonderful game. The second this is the mag. What can I say? Wonderful colour, hundreds of tips, it's packed full of information and facts. Most mags don't last long with me as I'm a fast reader, but SU is different. However much I read, there's still loads of pages left. I have only just started to read your mag but I'm sure I'll still be buying SU in about sixty years time with my pension.
Gavin Parkinson
Northampton

● GEE. SHUCKS. YOU'RE TOO KIND. WELL, JUST KIND ENOUGH. HOPE YOU LIKE THE NEW DIRTY TRICKS DEPT.

SU IS RUDDY MARVELLOUS FOLKS

Wayne the pain, I wish to congratulate SU on the cover game ELECTRO. When I loaded it I thought 'worra naff game', terrible graphics; it looked like the 1950's game painter, but worst of all it looked like a YS cover game. But after playing for 10 minutes I found I was hooked. I couldn't believe it. The terrible graphics didn't matter anymore, the game play and sheer adventureness kept me playing. After two hours solid playing I finished it (but I didn't win a prize). Well don't SU, you have once again proved you are the best.

SU RULES OK!
Jamie Cooper
Willerby, Hull

● HA-HA! YOU'VE FOUND THE HIDDEN WONDER IN THE ELECTROGAME. OF COURSE, WE CAREFULLY DISGUISED THE PLAYABILITY (HEM HEM). BUT THE MOST IMPORTANT THING TO REMEMBER IS THAT YOU'VE STILL GOT A CHANCE TO USE THE LAST TWO MONTH'S ISSUES IN THIS MONTH'S GAME.

METAL MADNESS

Dear Smegend (steady on - Wayne), You best start talking as to why you allowed a screen shot of goggle eyed plonker's, er, Mike Read's Pop



Quiz to be published with Megadeath in your mag.

I'll 'ave you know that this is an insult to all us heavies. If you don't do something about it us heavies will come round to your stinking hovel of an office and ram copies of SU into certain parts of your anatomy. Or if we feel real mean we'll stock copies of Y*** S***** in sideways.

So you can tell Elite that they best change the spelling in their game, or me an' me mates will send 'em a poster of our thrash band 'Rancid Bile', and a copy of our new demo 'cerebral haemorrhage'.

So cough up yer dosh and get onto Elite or we'll rip yer face off gunk geature!!!!

Yours fishdancingly,
James King + band
Ferndown

P.S. Print this or eat filth, turdbreath
P.P.S. This was wrote in pencil 'cos lead's 'eavy metal - geddit?

● ERR. I'M NOT EXACTLY SURE WHAT YOU MEAN. BUT THE GUYS HAVE READ YOUR LETTER AND THEY SAY I SHOULD SAY "COME ON THEN, YOU WOOFER!" OR SOMETHING.

IT TO WAYNE



Now the Bear has gone he has been replaced, hopefully temporarily, by trainee super journo Wayne Smedley (sorry foks, we know he's abit of a spaz). So now here's your chance to write and tell what makes you angry or happy, let us in on some of your secrets, tell us what you and your mates are up to. Or if you like you can just slag Wayne off, he doesn't mind (no chaps, I don't mind - WS) ... we told you he was a spaz didn't we?

Send your letters to "Wayne you are a divvy", **SU**, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

WAFFLE A-GO-GO FOLLOW ON-SCREEN INSTRUCTIONS

S issue 87 page 39 - **Double Dragon**. What the fraggle rock is this Jonny (O.B. Benwon Kanobie) Hills talking about? If anyone's got the brains of an Outer Mongolian Wombat it's him. Pratt!! Maybe the only game he's played before **Double Dragon** is, wait for it, **Space Invaders**. Ever heard of **Target Renegade**? Now that's what I call cool. Twit! I'm quite enjoying insulting nuts like you. Now where was I, moron features? Oh yeah. 51% was very generous wasn't it? I think Chris must have forgotten about the decimal point before the five. As for the graphics, Gawd! By jove they're crap. The men look extremely ill. This game is CRAP. This transmission has come to a close.

Scott Brennan
Dundee, Scotland

● EER...

I'VE GOT THE RIGHT HUMP

I'm really xx:??%# off, why does most software take ages to come out on the +3. For example, **R-Type** has been out on the Spectrum for months, but still I can't get it for the +3. Instead I got **Giants** (and by the way, didn't you give **Giants** a higher percentage?) which seemed to supplement. I could make an endless list of games on cassette but not on the +3. Also, what's this about a shortage of CF-2 disks? **Daniel Harvey**
Wimborne, Dorset
P.S. When is **Bomber** coming out?

● APPARENTLY THERE IS BASICALLY TWO REASONS WHY YOU'RE HAVING DIFFICULTY FINDING THE SOFTWARE YOU WANT ON THE +3. 1) MANY SHOPS DON'T STOCK +3 SOFTWARE, SINCE LOTS OF PEOPLE WILL (GRUDGINGLY) BUY THE

GAMES ON CASSETTE INSTEAD OF DISK AND UPLOAD IT THEMSELVES. 2) SOME OF THE SMALLER SOFTWARE MANUFACTURERS SIMPLY DON'T RELEASE SOFTWARE ON DISK. IT'S A BUMMER, BUT THERE ARE STILL SOME PEOPLE WHO DON'T BELIEVE IN RELEASING SPECTRUM DISK SOFTWARE.

SORT EM' OUT WAYNE

Dear Wayne, Isn't it about time you stood up for yourself? Don't let the others push you around. Make their tea really horrible, and if Jim gives you slander, hit him back. Just think you could build a name for yourself, even become the boss at **SU**. **Richard Napper**
Canterbury, Kent
P.S. Premier League was worse than Soccer Boss
P.P.S. YOUR MAG IS THE BEST

● GOSH! I DON'T KNOW ABOUT BECOMING THE BOSS.

MAYBE THE "TEAM" WILL LET ME BECOME THE HEAD TEABOY FOR A MONTH. WELL, I DON'T WANT TO PUSH MY LUCK. THE GAMES THAT THEY PLAY IN THE COMPANY WASHROOMS OF LOCKING ME UP AND HITTING ME WITH STICKS ARE ALL JUST PART OF "NEW BOY INITIATIONS". THEY TELL ME.

SILLY HAIR

I thought I just drop you a kine and say that I think Jim Douglas has got a really stupid hair-do. That's all bye. **Kevin Western**
Southport

● LEAVE JIM ALONE! HE'S MY HERO. DESPITE SPENDING HOURS IN THE LAVATORY AND BUYING ARENA AND THE FACE AND POOFY MAGAZINE EVERY MONTH, WE ALL THINK HE'S A REAL STYLE SETTER. (HO YAK HO TITTER - **SU** "TEAM").

GAMES REVIEW

JAWS

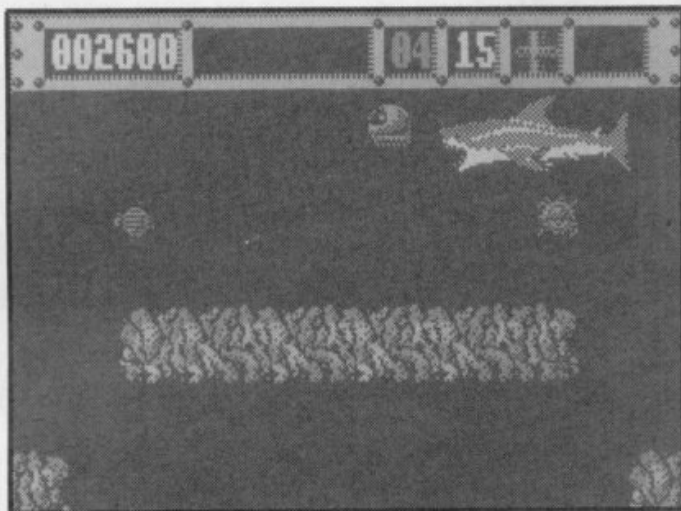


Der ner... der ner... der ner, der ner dunda dunda dunda... yikes and cripes here comes old toothy chops himself, and it's up to you to mash him up into shark kebabs. Ready? Well here we go.

Jaws is lurking around the various beaches of Amity, and playing the role of Brodie, the island's chief of police, it is your job to rid the shores of this deep sea beastie. If that job isn't tricky enough it seems that your 'trusty' diving team have lost all the equipment needed to kill the sharky dead. This consists of four gun parts which have sunk to the bottom of a huge underwater cavern.

So all you have to do is drop into the briney in your submarine type boat (it actually looks like a munchman from Pacland) and collect the four gun bits, then give Fish face three blasts in the mush and that's it. No it isn't. You also have to kill of plenty of sea creatures and pick up treasure as well - blimey o-flip they don't ask for much in these games.

Let me tell you about these sea creatures. Some of them flash (o-oer) and some of them don't. You can blast the non-flashy ones no problem, but the flashy creatures have to be hit with mega-bullets before they croak. So when you see the mega-bullets bleeping away on



your control panel at the top of the screen it's time to give old Jaws just what he deserves.

Now and again, after shooting a sea creature he may turn into a time bomb. When this happens rush off the screen like billy-o or you'll be blown to smithereines.

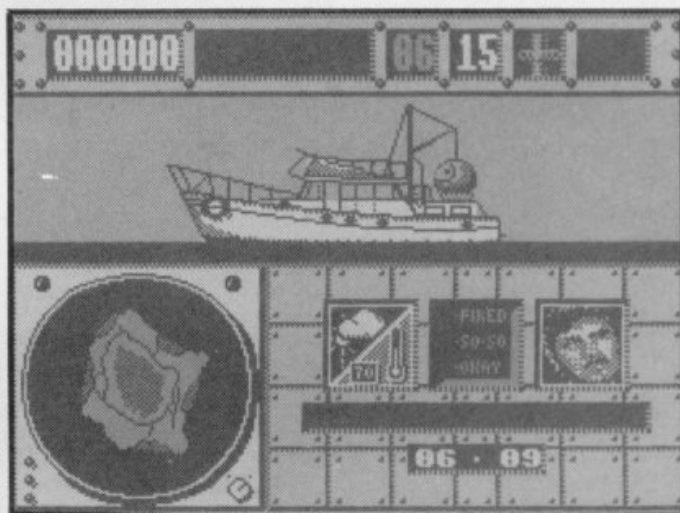
One thing to bear in mind is, if Jaws should float by with his teeth a-gnashing and you haven't yet managed to collect the four gun bits, don't try to shoot him with ordinary bullets - they will have no affect whatsoever.

Another major part of the game is a strategy section. As chief of police you can decide whether to close beaches around the island to guard against shark attacks. On the one hand you will be saving swimmers lives yet on the other you will make Amity's mayor angry because you are turning

exciting, preferring to just trundle around the caverns blamming all the sea beaties.

Earlier on I mentioned the huge underwater cavern. Well, let me tell you, calling it huge has got to be the understatement of the century. I managed to get through at least 30 screens and was told by manufacturers, Screen 7, that I'd only ventured into one fifth of the entire game. Now it took me bloomin' ages to get through that lot, so by my reckoning I should be able to complete Jaws in about 3 weeks time. Sorry, but this game with its slow scrolling and general lack of excitement just doesn't make me want to play for much longer than 10 minutes.

The graphics are fair, I guess, with the most exciting creature being Jaws himself (and you



tourists and their money away from the island. If you close all the beaches you will also lose your job - so it's time to make a few decisions after checking the mayorometer and weather guages (hot weather means a busy beach and big profits, would it be wise to close it?).

Unfortunately, I didn't find this section of the game too

don't see him too often either).

The main problems with this game are the fact that it's far too big, treasure hardly ever appears on screen and I didn't even manage to find one gun bit, let alone four, so had no chance of conquering Mr Fish. Will I ever get through this game? I think there's more chance of me being knighted

ARCADE



REVIEW

FAX BOX

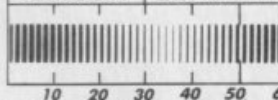
JAWS Label: Screen 7 Author:
In House Price: £8.95 Memory:
48K/128K Joystick: Various

Fair underwater
shark shooty game.
Strategy bit too te-
dious.

Reviewer:

Alison Sheek

GRAPHICS	SOUND
68	68
PLAYABILITY	LAST ABILITY
66	71



OVERALL
63

RENEGADE II

THE FINAL CHAPTER

THE FINAL CHAPTER



the name
of the game

When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man,

mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!

SPECTRUM £8.99 • COMMODORE £9.99 • AMSTRAD £9.99 • ATARI ST £19.99 • AMIGA £24.99

THE LONE WOLF

Take home this super Sharp QT43CD complete entertainment outfit and a whole host of fantastic signed Lone Wolf clobber thanks to **SU** and Audiogenic!

34

Ha ha! So you thought last month's compo was the absolute in fab

prize giveaways did you? Well take a little look at the bee-ootiful piece of micro-circuit technology here and think again!

The more informed among you will instantly recognise this item as the rather exclusive Sharp QT43CD. And you'll not need telling that it is the end to all home entertainment misery.

Encapsulated in its tiny, almost pocket-sized (Are you sure? — JD) frame, are housed a myriad of glorious features.

For a start there's a multi-band, stereo radio, so you can listen to Shostakovich's Eleventh Symphony in all its glory, or Kylie Minogue in all her, er, mini skirts. Then there's not ONE, but TWO stereo cassette decks. Play tapes! Record things! Copy tapes (but mind the copyright laws!), As if that wasn't mindblowing enough, the QT43CD also features, yet you guessed it, a Compact Disc player with a whole host of hi-tech programming features much too brain-boggling to go into! Now you can experience the crystal-clear quality of CD through the QT43CD's thumping great stereo speakers.

Worth over £200, the QT



WOLF COMPO

(probably stands for Quite 'Triffic) 43CD will go to the first prize winner of our fab compo.

"And what," you may well ask "on earth has a miracle of modern technology like this got to do with the release of Lone Wolf?"

And we'd answer that yes, fair enough, it's got nothing at all to do with the game, but so what?

Items that have got rather a strong link to the game is the other part of the compo prize which are signed copies of the two new Lone Wolf books. Both Joe Dever and John Grant have inscribed their valuable monickers on TEN copies of both *Eclipse of the Kai* and *The Dark Door Opens*.



You may also fancy yourself in one of the TEN Lone Wolf T-Shirts we've got up for grabs. What You Have To Do:

Look at this rather mysterious expanse of whiteness here. Just screaming to have something drawn on it, isn't it? Well, here's your chance. We want you to design, sketch and draw your worst nightmare in the monster stakes, a foe tough enough even to make Lone Wolf have trouser traumas. It doesn't matter if it's black and white or colour, just so long as it's fab. There are no age range specifications – we're not Blue Peter. So get sketching and may the most bizarre and warped imagination win. Sorry we cannot return your entries.

Finished? That was quick. Right, cut out your pic, write your name and address on the coupon and send it to: "Watch Out! There's a Horrible Monster In This Envelope!" Sinclair User, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

The Rules:

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the Write

TONY

BARBARIAN

This game is so cool it deserves 192 rather than 92%. If I were the ed (you're not mate, I am and don't you forget it - JD) I'd fire Dillon because Prince Charles could do better (not on Dillon's salary he couldn't - Alison). It's just so smooth the way Barb' walks down the ladders. Tony Dillon is such a crud reviewer. Lastability 89? What? You can't be serious.

I've had this game since chrimbo and I haven't stopped playing it yet (well not quite). The graphics are brilliant, mind you I don't like the icon idea. So fire the idiot.

Mark Hooper
Chilton, Co. Durham
AN **SU** CREW BADGE IS BACKSTROKING UP THE THAMES TO YOU AS WE SPEAK

● *Let's be realistic. The Barb was indeed pretty damned fantastic, but 192%?! We think not. Let's face it, nothing is ever worth 100%, or it would be absolutely perfect, which of course is impossible.*

ZYBEX

After reading your mega review, I rushed to the shops and bought Zybox. I loaded it up and my eyes popped out of my head as I played. This game is so slick and fast and totally spondicious that it'll blow your brains out.

At £2.99 you can still afford to buy another 4 copies of **SU** and still have change of £10.

It's wicked, buy it now.
Mark Wightman
Flackwell Heath, Bucks
THE DILLON IS GIVING AN **SU** CREW BADGE A PIGGY BACK TO YOUR HOUSE

● *We need say no more.*

ROBOCOP

Robocop is the future of law enforcement, and in my view, a milestone in the future of Spectrum games. This game deserves not 94% but maybe 90% because it's a little too easy.

Tony has showed his superior talent at reviewing games but has really hit the nail on the head with Robocop. The sound and speech synthesis in 128K is utterly brilliant. The Music throughout the game and the amazing speech are just like the film. The graphics are superb, have you seen Robocop walking, shooting above and below, it's superbly realistic.

My only criticism about the review is that Tony doesn't take into consideration how easy the game is and for this Robocop should have received a lower score.

Tony is my favourite reviewer and Robocop, even though it's easy is my favourite game. The mag is brilliant.

Patrick McGivern
Co. Down, Ireland
AN **SU** CREW BADGE HAS JUST HOPPED ONTO ITS MOTOR SCOOTER TO YOUR HOUSE

● *Lawks! Reasoned comments ahoj! Glad you agree with us on the Big R.*

STREET GANG

Tony, have you got brain damage or something, giving a mega crud game like Street Gang 54%. It should have got 4. I agree that the graphics are pretty fab but it's dead easy, I finished it on my fifth go with four lives left.

Also it goes a bit mad when you kill someone, it looks like you've just walked into a big lump of poo. I ain't very impressed matey.

Joseph Claro
Macclesfield, Cheshire
AN **SU** CRED BADGE HAS JUST BOOGIED OFF IN YOUR DIRECTION

● *Tony is currently recuperating in the 'Bide-a-wee' home for burned-out reviewers. He said from his hospital bed "murmurgurglophoop". And he means it most sincerely.*



CHRIS

LAST NINJA

Last Ninja 2? Last Ninja poo more like. Do you know how long it took me to get used to this flamin' game? No time at all. I flushed it down the bog after I got onto the second screen. It didn't deserve 2%. Here are my ratings:

Graphics	91%
Sound	15%
Playability	1%
Lastability	0%

Whoever reviewed this should be dragged out into the street and shot.

Chris 'Killer Cheemo' Cherry
Burscough, Lancs
AN **SU** CREW BADGE IS BEING DELIVERED BY SPECIAL COURIER TO YOU (not really)

● *BLAM!*

DOUBLE DRAGON

Your mag is Mega cool apart from Chris Jenkins review of Double Dragon. Do you need a new brain or what? Double Dragon is cool. It's nothing like Target Renegade and it's got great characters. You're right about the backgrounds though. It deserves much more than 51%, at least 82%. So go and stick your review down the toilet.

Everybody buy this game, it is fab.

Richard Japheth
Anglesey, Wales
AN **SU** CREW BADGE HAS PEDDLED OFF ON ITS BIKE TO YOU

● *D.D. isn't cool at all, you blathering weirdo. The action is slow and jerky, the graphics look like jelly babies and it certainly doesn't capture the excitement of the arcade game. Target Renegade is a much classier entity.*

OPERATION WOLF

Jim was well right in giving Operation 'dead in seconds' Wolf 90%, but I'm not so sure about the Classic.

One thing that really bugged me off was stage three; there were more people in that than in a chinese laundry (!!). As for stage five you are sitting there happily shooting the hell out of soldiers when a bald vicar comes across the screen with a sack of spuds. If you miss, it splats a sign saying "thank you" on the left of the screen and looses you a tank, but if you hit it it flies into the sky with a polo mint stuck on its head. The easy bit is shooting the blokes that play rolly polly on the floor.

Stuart G Hart
Chadderton, Lancs
AN **SU** CREW BADGE HAS GONE BY B.R. TO YOUR HOUSE (it'll never arrive)

● *Ooer! More reasoned thought! I don't think we can handle it here! Watch out for Operation Thunderbolt - the sequel - soon!*

the stuff



JIM

ROBOCOP

This game is daylight robbery. It is so boring I thought I would play **Manic Miner** instead. When you have run out of ammo you don't stand a chance of getting any bullets, and up pops the guy who seems to know your secret and kills you. This game deserves 3***.

Stuart Smith
Leeds

AN **SU** CREW BADGE IS
SKATEBOARDING UP THE M1

● No wonder there's so much crime about these days – people like you Stuart, who are off their bloomin' rockers inciting people to give them a good smack! You shouldn't be so careless with your shots, and you'd get along much better. Methinks you haven't found the later levels yet.

THE REAL GHOSTBUSTERS

I'm 'totally blind to all good software' Douglas has, yet again, boobed (can we say that – Wayne)!! What am I talking about you may well ask? **The Real Ghostbusters**, of course.

How could he give such a wicked game a mere 65% overall? This game should have received at least 85% with only the graphics in mind. It is just SO colourful, with little colour clash. Why then, in the so called 'FAX BOX' were the facts overlooked and the graphics given only 65%.

And then there's the playability, addictiveness and sheer amount of levels. **The Real Ghostbusters** is totally amazing. How could it receive such a low mark?

Danny Hill
St. Ives, Cornwall
AN **SU** CREW BADGE HAS
JUST RUN DOWN THE ROAD TO
YOUR HOUSE

● Tosh! I stand by my marks! The graphics are indeed colourful, but they've all got a big black line round them to hide the attribute clash. Very poor. Totally amazing? Non.

LED STORM

Jim, what have you done? Why only 65% for **Led Storm**? This game deserves a classic. Everything about it is fantastic.

The way you can jump over gaps in the road is brill, and the speed is simply unbelievable. The graphics, scrolling and 128K sound are first class as well. Everyone should buy this game at once.

Andrew Roberts
Oldham, Lancs
AN **SU** CREW BADGE IS
WHOOSHING UP THE
NORTHERN LINE RIGHT NOW

● I think I had my grumpy head on (wah? – A.S.) when I did **LED**. Actually you're right about the speed element, but the depth of gameplay just isn't there.

DOUBLE DRAGON

I think this is a naff game because it is very easy and I completed it on my fourth go. I think there should be more enemies. I also think there should be more colour and weapons on the screen, but the sound effects are ok (but not brilliant).

At the end of **Double Dragon** when you have killed Willy I think it would be better if you could pick up the machine gun and blast the rope which is above your girlfriend and let her run to you etc.

Jonathan Michael Ing
Stamford, Lincs
AN **SU** CREW BADGE IS
WHOOSHING BY
HOVERCRAFT TO YOUR DOOR

● Aye, we weren't too impressed with the **Dragon** either. Thankfully, **Virgin's Silkworm** and **Gemini Wing** look a great deal better.

VICTORY ROAD

I'm writing to let you know what I think of **Victory Road**. It is about as exciting as my history lessons. I fell asleep at my computer desk. Now and again you get a flying wuzzel that pounces on you which really annoys. At a certain part in the game you go into a square which takes you into a different screen, then you have to grenade a moving head that spits out soldiers at you and makes a moaning noise, yawn, so easy.

The sprites are as big as an ant's filling. The best thing about this game is the blasting effects, but that's all.

Victory Road deserves about 56% and no more. Sorry Chris but it's just not my cup of orangeade. If anyone out there can't get to sleep at night, load up **Victory Road** and you will fall asleep straight away.
Nicholas Bawden
Henley, Bristol
AN **SU** CREW BADGE IS
STRAPPED TO A PIGEON'S LEG
AND FLYING OVER YOUR
HOUSE

● Harsh words indeed, Nick. Is it really that bad? I don't think so. Pretty fair conversion we feel.

ALL CHANGE ON THE WRITE STUFF!

All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an **SU** Classic from a 15% clunker? Well this is your chance to set the record straight.

Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?

Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE **SU** BADGE, so the whole world will know that your words have been immortalised in **SU**. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).

So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.

Keep your wodge under 150 words, try to avoid blasphemy, obscenity and libel and send the lot to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

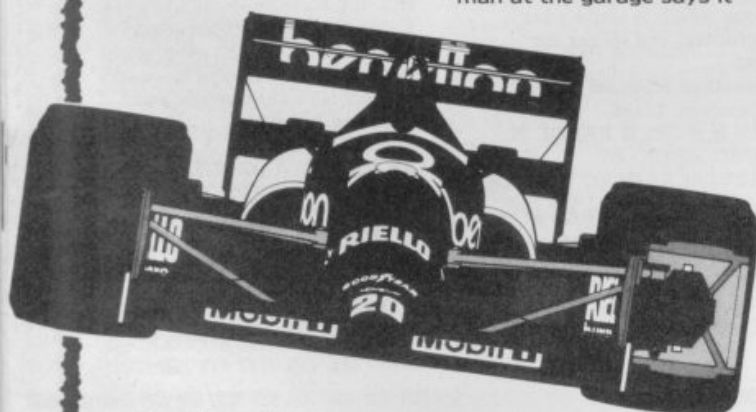
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CRAZY

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DRIVE LIKE A MAD THING!

But Dad, let me explain, when my football rolled under your car I thought if I just reversed it back and then, I guess I must have pressed the accelerator a bit hard and it shot down the street and smashed into an oncoming meals-on-wheels van. Then it whooshed off down the road all sort of out of control, but luckily this tree jumped into the road and slowed us down a bit. The man at the garage says it



won't cost much to clean the hotpot off the upholstery and remove the branches from the exhaust... please don't be angry Dad, don't hit me with that shovel again... whaaaaaa.

Now, if you hadn't tried to be flash by pretending you could drive Pa's motor, none of this would have happened would it? You'll just have to wait until you're 17 (you'll probably be grounded until then anyway) and old enough to shoosh about in your own jam jar. OH NO YOU RUDDY WELL WON'T MY OLD MOTOR MANIAC.

Thanks to those great guys at Titus you now have the chance

What does Nigel Mansell drive in his spare time?

a) A red bus b) a fridge on wheels c) everybody round the twist.

Complete the following title of a previous Titus game?

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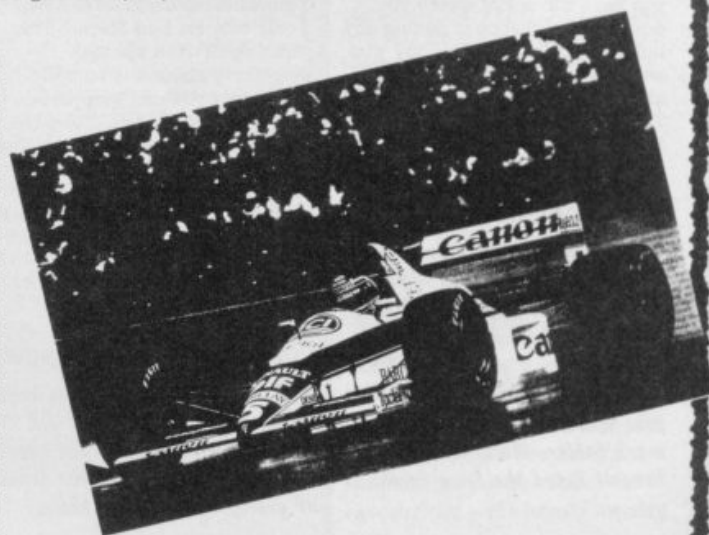
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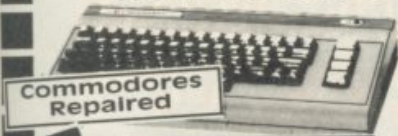
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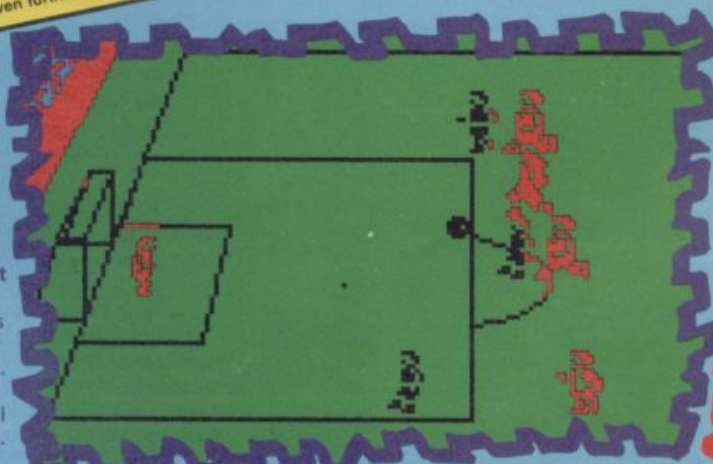
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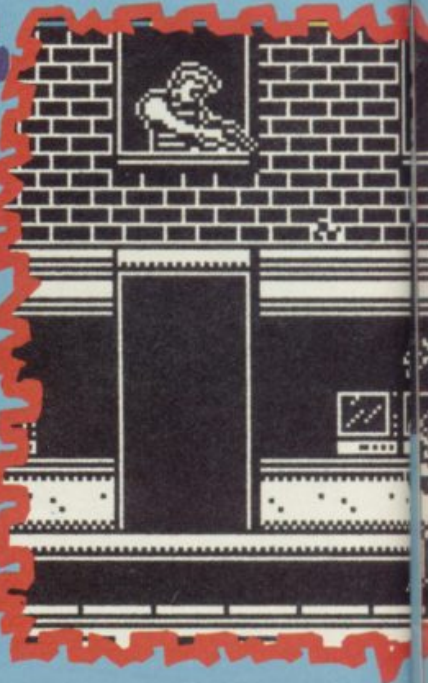
42

COMMENT → FULL PRICE

Sock! Still there at number 1. Can no-one save the poor chap from Robocop's brutal domination? Bosh! Emllyn Hughes storms up from last month's new entry at No 3 to the No 2 position. Emmy's doing well. He knows it, he knows it. Kerzonk! Renegade III kicks and punches its way to No 3. A certain chart topper, take our word. Pfft! Little action elsewhere this month, merely a re-shuffle of last time's positions. We predict a similar scenario before the big autumn releases.



CHARTS COMMENT → BUDGET



SU CHARTS

FULL PRICE 20

OCEAN

IMAGINE

OCEAN

OCEAN

IMAGINE

AUDIOGENIC

MELBOURNE HOUSE

DATABASE/MANDARIN

ADDICTIVE

US GOLD

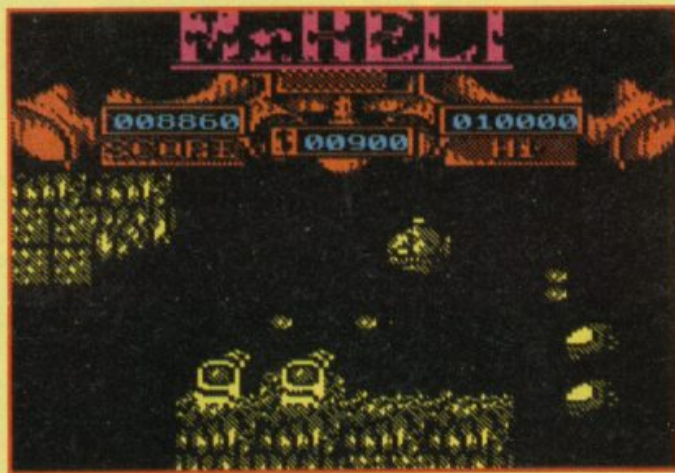
SIMULATION

ARCADE

Dizzy holds out for another month! Surely his bubble will burst next time round and one of the plethora of recent football games will snatch its spot as the FA Cup whips the ball-kickers among us into a frenzy. Or maybe not. Players lose some ground with the classy Joe Blade II but some back with Shanghai Warriors and Street Gang Football. A number 1 on the way?

1	(1)	ROBOCOP Nothing is going to shift this chappie	OCEAN £8.95 94%
2	(2)	EMLYN HUGHES I.S. Still hanging in there – you just love this one	AUDIOGENIC £9.99 91%
3	NEW	RENEGADE 3 Time travelling escapade – not bad	IMAGINE £7.99 71%
4	(5)	DRAGON NINJA Another kicky kicky – but a good one	OCEAN £8.95 78%
5	(4)	OPERATION WOLF Looks like Ocean are going for world domination	OCEAN £8.95 90%
6	(3)	WEC LE MANS One of the best racing games ever, ever	IMAGINE £8.95 91%
7	(6)	IN CROWD Good value compilation	OCEAN £14.95 80%
8	(7)	DOUBLE DRAGON Disappointing karate caper	MELBOURNE HOUSE £9.99 51%
9	NEW!	RUN THE GAUNTLET We're thinking of renaming this the Ocean Full Price 20	OCEAN £8.99 80%
10	NEW!	ARCADE MUSCLE Corking arcade compilation	US GOLD £12.99 UR
11	(9)	PACLAND A must for Pac-loons	GRANDSLAM £8.95 70%
12	(8)	WAR IN MIDDLE EARTH Blend of every genre	MELBOURNE HOUSE £9.99 79%
13	(11)	FUN SCHOOL 2 Zany educational romp	DATABASE/MANDARIN £5.95 UR
14	NEW!	FOOTBALL MANAGER 2 EXPANSION KIT Just when you thought you had enough control...	ADDICTIVE £9.99 UR
15	(12)	GARY LINEKER'S HOTSHOTS Gazza footy extravaganza	GREMLIN GRAPHICS £7.99 UR
16	(13)	AFTERBURNER Slowly dropping off the edge of the chart	ACTIVISION £9.99 90%
17	(15)	THUNDERBLADE Fab conversion of a good coin-op	US GOLD £8.99 87%
18	RE	GAME SET AND MATCH Good collection of sports makes a comeback	OCEAN £12.95 84%
19	(14)	BATMAN First-class Batman scenario	OCEAN £8.95 90%
20	(18)	HEROES OF THE LANCE Looks like this one's on its way out	US GOLD £9.99 70%

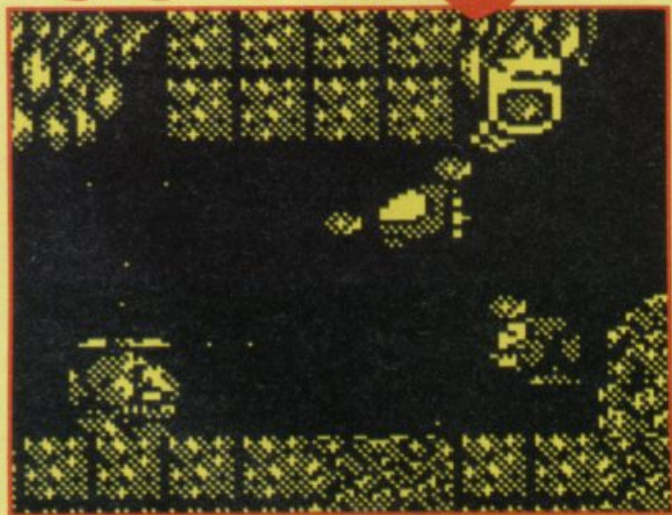
GAMES REVIEW



(when you are offered them at certain points in the game). A fully armed Mr Heli consists of bomb launchers, three way autofire, a shield, four homing missile launchers and an upward firing missile launcher. With that little lot, you're about as close to being indestructible as you can get.

The second section in each level is a push scroll maze. First find and activate the lights by

MR HELI



Engine one on. Woop.
Engine two on. Woop.
Rotor engage. Chug chug
chug chug chugchugchugchug
wugga wugga wugga wugga.
Go Mr Heli go!

And go he does, through
three levels of explosive multi-
scrolling mayhem. Bullets fly
(and so does Mr Heli) enemies
die and not a single bit of colour

clash or flicker. Excellent.

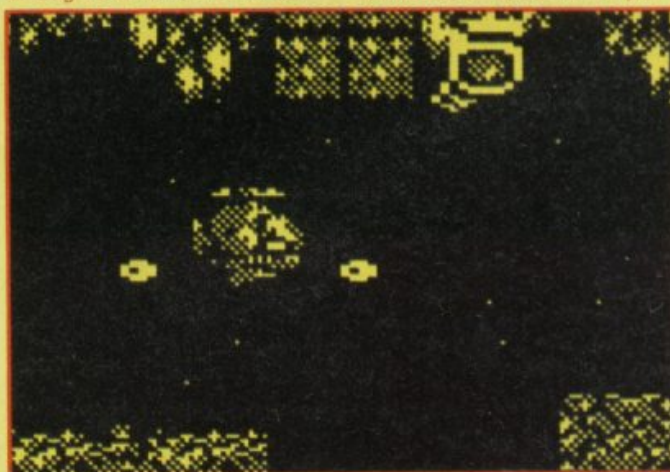
Mr Heli was an amazing
arcade game. Not graphically or
sonically amazing (even though
it does have a pretty addictive
soundtrack), but it was
amazingly playable. You are a
little helicopter who happens to
wear DM's (my kinda chopper).
You're no ordinary helicopter
(I'd guessed that much already

— The rest of the world). You are
a helicopter with a mission.
Your mission, save the world
(Didn't Queensryche sing that
one?). There is, as usual, a huge
evil force that is trying to take
over the world of Mr Heli, and
Mr Heli has to go through three
levels, each three parts long
and wipe out everything.

First section has you flying
through a cavern, that twists

shooting them, which isn't easy
because you can't actually see
anything when the lights are
off. Make it to the end of the
maze, and you get to fight the
nasty mother alien, who is big
(a third of the screen) and
deadly. Kill it and, guess what,
you get to the next level.

The graphics are fab. Well
detailed and smoothly
animated, sure, but when you



and scrolls in all four directions,
though not all at once, of
course. Aliens fly on from
random directions and you
have to take them out. To start
with, this isn't too easy, as all
you have is a pathetic little
single shot gun and an upward
firing missile launcher. As you
fly along, taking out certain
areas of the walls results in
crystals falling from the
destroyed areas of scenery.
Collecting these crystals
provides you with money, and
the more money you have the
better weapons you can buy

see the amount of stuff on
screen at any one time, you'll be
amazed. Not an ounce of flicker,
not a touch of jerkiness. I was
impressed, and that's saying
something. (Yes, its saying you
were impressed, isn't it? — JD).

It plays really well too.
Addictive, fun and fast, though
never frustrating. Mr Heli has
got it's difficulty level set
perfectly. Well done Probe.

A near perfect conversion,
bar the lack of colour. Perhaps
not quite a must buy but fans of
the coin-op should check this
one out.



FAX BOX

MR HELI Label: Firebird Author: Probe
Price: £9.95 £12.95 Memory: 48K/128K
Joystick: Various

A fine conversion.
Feel and smell of the
original machine.

Reviewer:

Tony Dobson

GRAPHICS	SOUND
82	79
PLAYABILITY	LAST ABILITY
81	80

OVERALL

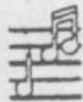
80

10 20 30 40 50 60 70 80 90

AUGUST 1989



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GAMES REVIEW

Life's great when your uncle is one of the greatest minds ever to walk the face of the earth. (That's what my nephew keeps saying - JD). Life then gets even better when that same uncle spends most of his life working on the theory of human flight. Things get even better better when your uncles



ladies. I for one am all for euthanasia, but in the role of Super Kid, you aren't. And people say computer games are fun.

Probably the most striking feature about this otherwise run of the mill screen arcade move-'em-up is the large amount of colour splashed about. Sure clash abounds, but it's not a bad thing. I think it successfully captures the feel of a city not entirely unlike New York, complete with the smell of the smog and the reflective glow of the neon signs.

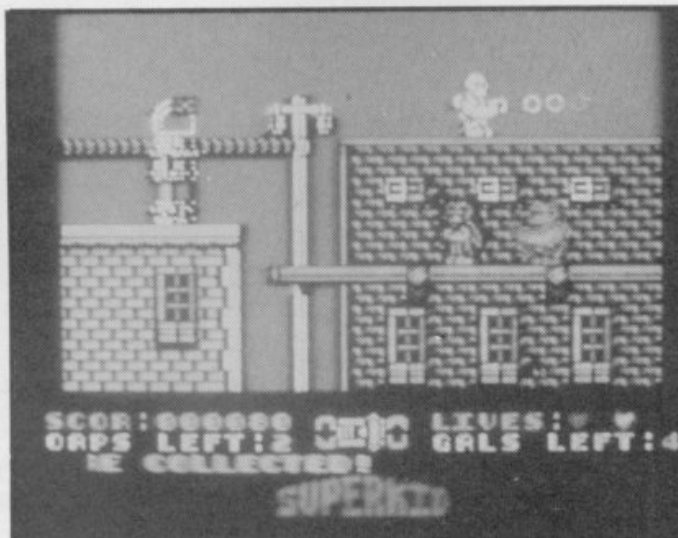
The graphics aren't amazingly huge, but they are well defined. Super Kid runs, jumps, flies, the works. His cap flaps, his hair blows, his tights, well do whatever it is that tights are supposed to do, apart from hide all your varicose veins and

SUPER KID

accidentally leaves the door to his study open and leaves an untested flying potion disguised as a glass of lemonade. And funnily enough, you just happen to be thirsty.

And thus begins the legacy that is Atlantis' newie, Superkid. Not only have you been blessed with the power to fly, you've also been gifted with super strength. You are now so amazingly strong that all it takes is one little punch from your mighty little fists and enemies simply explode and disintegrate on the spot.

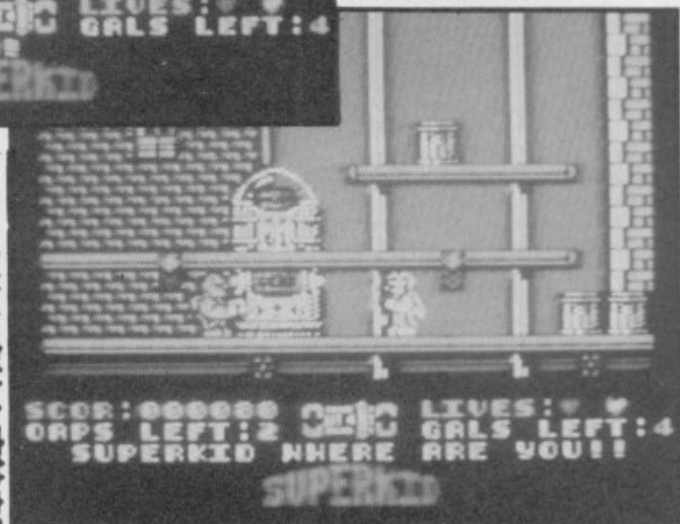
The aim: Be your average everyday superhero and protect all the innocent civilians of Boring New Town from all the bad guys. You can spot the bad guys a mile off, they are the ones who wear the stripey shirts and the black eye masks. They also pack pistols and shoot old



red blotches on your legs. The bad guys look like bad guys. The old ladies look like old ladies. The girls falling off the buildings look like girls falling off buildings.

There are some nice touches in the font end details; scrolling messages like "Superkid where are you!" and "Crimewave Overload!" keep you alert.

Super Kid is a very average product. Amazingly so. It has some nice graphical touches, but nothing that Players haven't been doing for ages. Once again, Atlantis manage to match everyone else's standard, but fail to beat them.



ARCADE



REVIEW

FAX BOX

SUPER KID Label: **Atlantis** Author: **In-house** Price: **£1.99** Memory: **48K/128K**
Joystick: **Various**

Fairly run-of-the-mill sort of game. OK. Again.

Reviewer: *Tony Dillon*

GRAPHICS	SOUND
76	72
PLAYABILITY	LAST ABILITY
71	70

OVERALL

71

10 20 30 40 50 60 70 80 90

AUGUST 1989

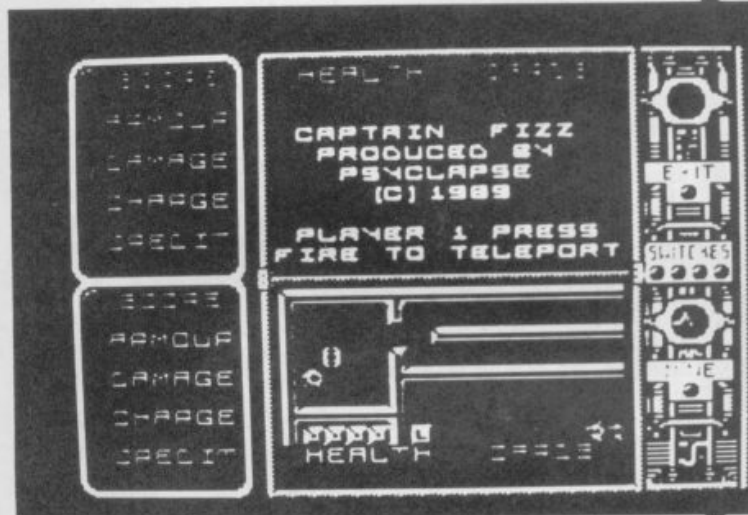
CAPTAIN FIZZ

MEETS THE BLASTERTRONS

It doesn't inspire you with hope when you realise that the zappy artwork on the cover of a new game appeared on a paperback several years ago – no expense spared, eh chaps? It wouldn't be so bad if the screenshots of the game looked marvellous, but they don't; tiny little sprites placed in a two-dimensional maze, surrounded by meters and readouts which conspire to make the playing area relatively small. "No", I thought, "That must be some sort of introductory screen – that can't be the real game. I expect the real game is some sort of three-dimensional vectorgraphic

artificial intelligence space strategy shoot-'em-up with go-faster stripes." It isn't.

Captain Fizz Meets the Blaster-Trons certainly boasts the worst title of all time (OK OK, I know it's meant to be a jolly laughey satirical version of titles from the dawn of software history, but you can only get away with playing for laughs if the game's any good). What the title doesn't give away is the fact that what we have here is basically an inferior **Gauntlet** clone, notably only because it has a simultaneous two-player mode which probably demanded some nifty programming. But it's not the sort of graphically sophisticated arcade-adventure we've come to expect from *Psychapse/Psychosis*.



There are twenty levels of so-called "action", involving guiding your tiny blob around flip-scrolling mazes representing alien complexes. The aim is to destroy the aliens' master computer; to do this you have to wipe out the alien generators, collect keys and passes to other levels, and work your way through the system of one-way doors.

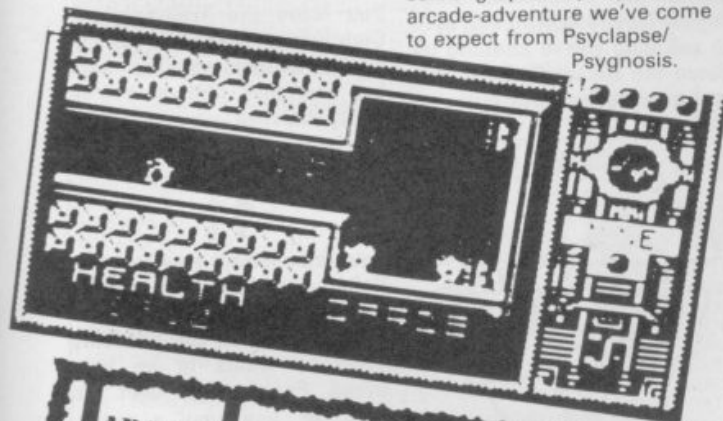
Each player has a control key for a "blitter-bomb" in addition to their standard joystick/key controls for movement and laser fire. It's easier to work together to solve certain problems; bear that in mind if you don't always have a partner to play with. It can get pretty frustrating trying to handle two joysticks yourself.

The usual **Gauntlet** features are there; energy, armour and credit cards to pick up, fast-moving weebies to avoid or blast, sliding doors to negotiate, destructive barriers to cross, moveable objects to shove around and transporters to enter. So, if you enjoy the sheer

challenge of **Gauntlet**-type games and don't mind the lack of graphical sophistication, you might find **CFMTBT** reasonably engaging.

Sound is pretty good too; a muteable game tune with all the funk you might require, and a range of zaps and bleeps which inform you when you've achieved some worthwhile objective.

Not a complete write-off, then, but a pretty unambitious game to stick in such a flashy box and sell at full price.



ARCADE

REVIEW

FAX BOX
CAPTAIN FIZZ MEETS THE BLASTER-TRONS
Label: Psychapse Author: Clockwise Software Price: £9.99 Memory: 48K/128K Joystick: Various

GRAPHICS	48	SOUND	70
PLAYABILITY	59	LAST ABILITY	40

Disappointing Gauntlet-type maze number.

Reviewer: *Chris Jones*

OVERALL **54**

10 20 30 40 50 60 70 80 90



Wayne's Big

Have you ever wondered how teen twonk Wayne Smedley spends his time when he's not being abused and humiliated at **SU**? No? Well, neither have we. But, as a dire warning of how things could turn out if you don't pay attention in Biology lessons, **SU** is proud to present the fantasy roll-playing game to end all fantasy role-playing games... Wayne's Big Night Out. Now you **KNOW** how to play these games, so don't mess about. Read the opening section then move to the paragraph number of your choice. If you have to get into a fight, just throw a dice, double the number, take away the first number you thought of and run like hell.

1

It's Saturday! You, Wayne Smedley, are getting ready for a Big Night Out. Your kagoule is polished, you've got your buss pass, you've combed the backs of your hands and you're ready for action. What's the **LAST THING** you remember to do before you go out! If you decide to squeeze your spots, go to 6. If you polish your glasses, turn to 7. If you tell your Mum not to wait up, turn to 8. If you slip one of Richard Branson's little packets into your pocket, turn to 9.



2

Now you have to decide where to go for your night's entertainment. Will it be the Sexy Boink Dolly-Bird Discorama? If so, turn to 18. How about the

Orpington and District TrainSpotters' Annual Binge? Turn to 13. Or there's the Teeny Toddlers' Bop with Timmy Mallet - turn to 14. If you're desperate, try the Greenpeace Save the Whale Folk Singers Night. Turn to 15.

3

So you've chosen to fight the bouncer. Throw a dice. If you score 1-6, you are mashed into a thousand fragments and spend two years in a life support machine. Your night out is over go back to the start and try again. If the dice lands **ON ITS CORNER**, and sits spinning in place, you survive your encounter and enter the Sexy Bonk Dolly-Bird Discorama. Go to 16.



4

You run away. You big girlie. Still, it saved you from having multiple lacerations, and next time you'll have the sense to stay at home watching The Krypton Factor, won't you?

5

As Timmy falls stunned to the floor, you take over the decks and spin those Kylie and Jason discs until the tinies go mad with excitement. Grabbing Timmy's mallet you lay about them like Conan the Barbarian, and a good time is had by all. You return home in the certain knowledge that Wayne Smedley is a kid who really knows how to have fun!



6

Bad decision! You squeeze a Giant Yellow Pusmonster, and the resulting mess makes you about as attractive as the SDP candidate at the next election! Now you'll have to spend the entire evening with your scarf tied around your face! Go to 2.

7

That final polish was just enough to wear through the lenses of your glasses, which shatter into a thousand fragments! Now you won't be able to see who you're chatting up down the disco. Perhaps this is a good idea. Go to 2.



8

Good boy. Now your Mummy won't worry about you. Even if you're knocked over by a bus and lie bleeding to death in a corporation skip. Perhaps it would have been better to let Mummy worry - at least she could have phoned the hospital. Go to 2.



9

What a complete waste of time. You haven't got a chance of using those before the sell-by date. What were you going to do with a Virgin Atlantic airticket in Southend, anyway? Go to 2.

10

You leave the TrainSpotters' Club just as Lola Luscious the exotic dancer appears with her enormous buffers. You've really messed up your night out, haven't you? Go home and take up knitting.

11

You demonstrate your unparalleled knowledge of diesel-electric goods vehicles of the Southern Region and suddenly everyone wants to be your friend. People fight over the right to buy you a drink, women melt at your very glance and men burst with pride at your every patronising word. It's been a great night out and you return home blind drunk and smeared with lipstick.

12

The gorgeous dolly-bird puckers up and gives you an amazing snog that makes your ears wiggle! "Blimey!" she squeaks, "I've been waiting all

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Night Out

my life for an offer like that!" She is obviously demented, but your luck is in! Whisk her off to Chateau Kiskey for dinner for two and a SPECIAL dessert! Your Saturday nights are going to be busy for the foreseeable future!



13

At the Trainspotters' Club, things are hotting up. Someone's brought out his album of saucy snaps of misaligned bogie couplings, while in the darkened corner an excited group is watching a video of two shunters, er, shunting. Do you give up in disgust and go home (turn to 10) or try to strike up a conversation regarding the superiority of Great Eastern electrified rolling stock of the late 50's over Portuguese flatbed dollies of the late 30's (turn to 11).

14

At the Teeny Toddlers' Bop, Timmy Mallet, your all-time hero, is jumping up and down with excitement when he strikes his head on the ceiling. Do you leap to take over the turntables in the hope that no-one will notice the substitution, (turn to 5) or burst into tears with all the other tinies (turn to 19).

15

Sticking one finger in your ear and speaking in a high whining voice, you enter the folk club. Women with painted faces are chanting to the Earth Mother. Naked babies are

widdling in the non-alcoholic nettle punch. A man is singing about trees, while a Brazilian does a mime representing the plight of the three-toed sloth to the Amazon. You spot a rather attractive young lady wearing a T-shirt saying "Meat is Murder". Do you say to her "Yes, I could murder a kebab - d'you fancy one?" If so, turn to 21. Or do you just buy an I Love Ozone badge and get out? (turn to 22).

16

The discorama is full of curvaceous cuties strutting their funky stuff. You catch sight of one popsie who wouldn't be out of place on The Hitman and Her - long blonde hair, skin-tight day-glo dress, and an obvious case of amnesia in the underwear department. Do you come over all sweaty, wet yourself with fear and run home? Turn to 4. Or do you straighten your kagoule, march up to her and announce "Hi! I'm Wayne. I'm looking for a foxy chick like you to look after the keys to my moped!" Turn to 20.



17

The dolly-bird takes one look at your manly (hah!) frame and bursts out laughing. The entire audience joins in, adding taunts such as "Mr Weedy!", "What a Jiffy-Bag!", "I don't think much of your kagoule!" and "Eat my shorts, Spazmo!" Wet with embarrassment you slink home. Perhaps you ought to join the Cubs.



18

Down the Discorama, your entry is blocked (oo-er) by a hulking Bouncer (Strength 12, Intelligence 0). Do you choose to fight him (go to 3) or run like Ben Johnson on laxatives (turn to 4).

19

After the holocaust at the Teenies' Disco, you spend the rest of the evening trying to comfort blubbering infants (including yourself). It's been a complete washout, hasn't it? Next time stick to flower-arranging.

20

The sexy dolly-bird turns towards you. She looks you up and down, taking in your cool kagoule, your enormous facial blemishes, your speckled National Health spectacles and pudding-basin haircut. Suddenly there's a silence as the record ends, and you realise the entire crowd in the disco is waiting for her response to your amazing offer. Throw a dice. Score 1-3, turn to 17. Score 4-6, turn to 12.

21

The young lady beats you over the head with her Smiths

album, and the entire audience give you a good ecologically-sound kicking. You limp home and resolve to spend your Saturday nights sticking pictures of Philip Schofield into your scrap-book.



22

Wearing your I Love Ozone badge, you are set upon by a group of militant anti-ecologists who pour effluent over your head and dump you in the river. Mum isn't going to be too happy about having to get those stains out of your Y-Fronts!

THE END

So remember kids, if you don't want to end up like Wayne, the best tip is to eat healthily, don't watch too much television and cut down on the cheeseburgers. Then you're sure to have a fab time and never spend your Saturday nights watching Bob Sez Opportunity Stinks!



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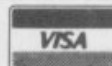
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I'VE GOT THIS PROBLEM

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

. . . with my statements

Dear Deirdre, Playing a game on my 48K Spectrum produced the error message "Statement Lost 0:1", possibly because the joystick interface moved. The computer crashed when I tried to reload. Lots of tapes that had always worked before wouldn't load, and I got a few odd error messages.

Now I can't CLEAR above 32767. It looks like a permanent hardware problem to me, but what is it?

Kevin Mansell
Worthing

● What you've got there is a 16K Spectrum, a breed thought extinct for nearly five years. It was probably the joystick interface wobbling that trashed the top 32K of RAM, which is separate electronically from the rest of the memory.

If you're lucky, you'll have an early-ish Speccy which has got the 32K of memory in sockets on the board, which means you can take the old chips into a repair shop and get replacements without having to solder anything.

Do I look like Deidre?

. . . wot no cartridges

Dear Dr Rupe, I recently bought a Multiface One with Lifeguard from Romantic Robot, to go with the Kempston joystick interface I've got. This has a ROM cartridge slot, like the Interface Two. In the Romantic Robot advert it says that it will load a game from tape and save it to a ROM cartridge.

Where can I get these cartridges?

Ann Onymous
Fulchester

● You can't, and even if you could, you couldn't save games onto them from the Multiface. There were a few ROM cartridge

games produced, and those were relics from the dawn of time (Space Invader, Hungry Horace, Backgammon).

You can make your own cartridges from standard electronic components though, but you need both a special board and a device (called an EPROM blower) to program the chip (a 27128) that holds the software. It's only really a good idea if you want to dedicate your Speccy to one special task, like controlling the central heating. Other than that, treat the ROM slot as an historical accident . . . bit like an appendix, really.

. . . with Rozzers and my +2

Dear Dr Rupe, My Spectrum +2, Interface One and micro-drive has a strange problem - it won't load Technocop from Megatape 10. If I unplug the interface, the game loads. All of my other games load with or without the interface. What's going on?

Martin Smith
Swindon

● There are two possibilities here - first, that Technocop has got some odd programming in it (I've seen some games

programmers at work, and believe me - there are some very odd things that go on. Weirdsville, Arizona, man). This could activate the interface and make everything crash, but would have no effect when the interface isn't there.

Since the Interface 1 takes up some memory, there's a chance that Technocop tries to use that memory itself, which would be followed by a small war between the game and the microdrive software. Whatever, the best cure is to grin and bear (ahem) it.

. . . with Maplin info

Dear Ms Rayner, A few issues back, you mentioned a data sheet for the AY sound chip from Maplin Electronics. After phoning about (and finding the stock code, which you didn't give us, whinge whinge gripe gripe), they told me that the sheet costs £6.50 plus 50p postage and packing.

Why didn't you tell us this, eh? Eh? Is the data sheet really the size of a large paperback book?

David Knill
North Devon

● Er . . . yes. Last time I looked, the data sheet was.

. . . with Alan Sugar's BASIC

Dear Duck, I've got this problem. I was looking through a listing of a BASIC program and there was no writing next to lines 30 and 80. How can I see what's there?

PS. Why does everyone seem to be taking the mickey out of Alan Sugar?

Greg Rogers
Ventnor
Isle of Wight

● Two possibilities here. First, that there's nothing but a space after 30 and 80 - some people do this just to make their

program listings look good. Second, that the INK and PAPER have been set to the same colour to disguise the contents of the lines. The real programs will appear if you LIST it to a printer; otherwise you can move the cursor across the line and delete a few characters. Eventually you'll see the line reappear as you delete the INK and PAPER settings.

Alan Sugar? Probably because everyone's waiting for him to produce an electric car with three wheels.

Duck. Hmmm.

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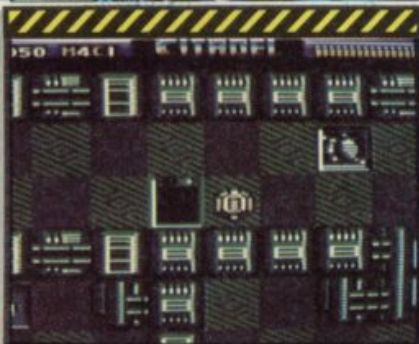
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BLUE

Indiana Jones and the Last Crusade is the latest exciting adventure movie from Lucasfilm. Manchester-based TIERTEX, whose recent work includes *Thunder Blade*, were given the task of adapting the film to a home computer game.

The game is divided into four main sections, each of which relates to a major action sequence from the film. Indeed, the actual script of the film was used to ensure that the game remained faithful to the overall concept of 'Indy'. The four sections of the game are 'The Cross of Coronado', 'The Ascent of Castle Brunwald', 'On board the Zeppelin', and 'The Holy Grail'.

Because of the large amount of graphics and data required, the game has been split into four multi-load sections (128K owners have the benefit of all the levels loading into memory at the same time).

DEVELOPMENT SYSTEM

The game was written on an Atari 1040STf with a 20Mb SH205 hard disk. An inhouse Z80 assembler was used in conjunction with the Tempus program editor, customised shell, and specialised parallel communications software (also written inhouse). All graphics were designed using Degas Elite on the Atari ST and then converted into Spectrum format by the communications software.

MAPS

The background graphics for each level are held in the form of a 'map' which is constructed from 16 by 16 pixel 'blocks'. The width and height of each map is entirely variable, and another inhouse utility program on the Atari ST was used to generate the maps for all the different versions.

GRAPHICS

Possibly the biggest problem with programming the game has been the large amount of data required by both the sprites and background graphics. In order to reduce the amount of memory used by sprites, several important techniques were used.

Firstly, the 'mask data' for each sprite (i.e. the data which allows a sprite to overlay the background graphics correctly) were compressed to a quarter of their original size. This obviously introduces a time overhead when expanding the data but it was essential in order to fit the required graphics into the game.

Secondly both mask and sprite data was shared between



INDIA

different objects, for example both Indy and the Cowboy sprites used the same mask data. They also use the same graphics for their legs.

The game also features a fair amount of digitised graphics. These are in the form of 'interim screens' which are shown before each of the multi-load sections, and consist of a relevant scene from the film itself.

SCROLLING

The game features a fully multi-directional scroll routine which is locked to multiples of four pixels horizontally but can move any number of pixels vertically. The scroll acts as if the viewport was 'panning' across the map and is based relative to Indy's position within the map.

SOUND

The 128K version includes the main Indy theme music, which was transcribed from John Williams' original film score, and various jingles/sound FX. Unfortunately, the 48K version could only contain



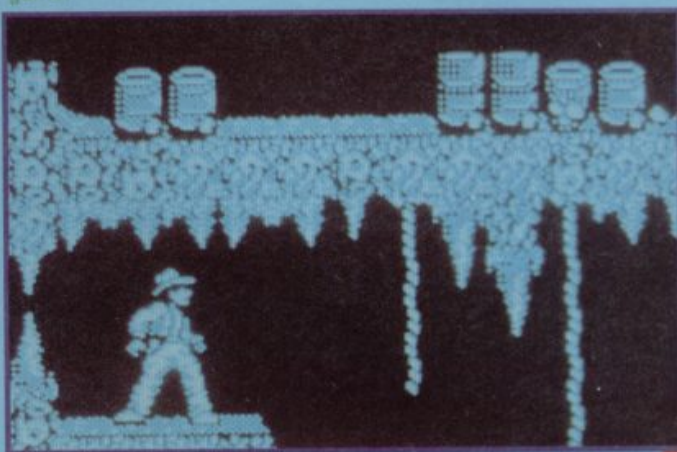
PRINT

The game has been developed across all the major formats at the same time and the Spectrum version is in fact extremely close to the Atari ST version. The same logic has been used concerning the way in which Indy walks, uses his whip, etc so that all versions 'feel' and play the same way.

PROGRAMMERS

Tiertex was founded two years ago by Dr John Prince and Electronics Engineer Donald Campbell. The company has offices in South Manchester and employs eight programmers in-house plus two graphic artists and a musician.

Mark Haigh-Hutchinson was the programmer in charge of the Spectrum, Amstrad and IBM PC versions of the game. His previous Spectrum work includes *Alien Highway* and *Overlander*. Mark Tait composed the music and sound FX for the 128K version of the game.



INDIANA JONES

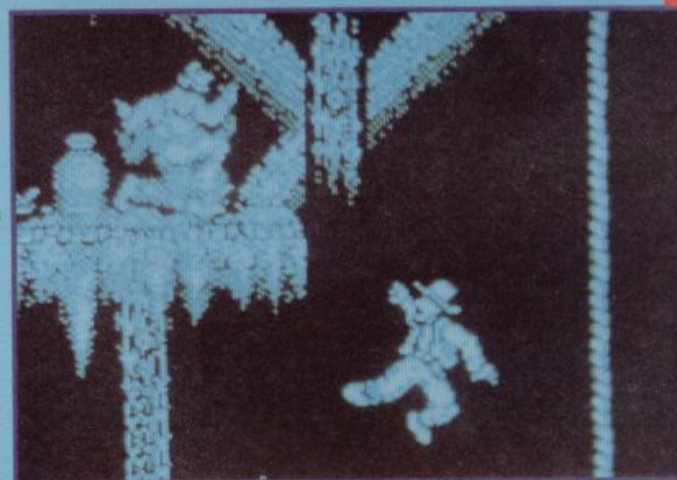
TRICKS AND PROBLEMS

In order to optimise the scroll and map printing (which governs the speed at which the game executes), a 4K buffer is used into which the map and sprites are printed. A high efficient routine to copy the buffer to the real screen is synchronised with the frame flyback pulse in order to ensure that the game is entirely flicker-free.

As mentioned before, the sprite routine has to deal with expansion of mask data along with the usual problems which include reversal of sprite images (reducing the graphics required by half).

The main problem was still, of course, simply cramming the game into the Spectrum. A further step that was taken to reduce memory requirements was to multiloop actual object code. This caused no end of problems since routines in both the main code and the multiloop code would have to access each other. This in itself necessitated the use of 'jumpblocks' which occupy standard locations in order to reference routines and variables correctly.

simple sound FX due to memory limitations.



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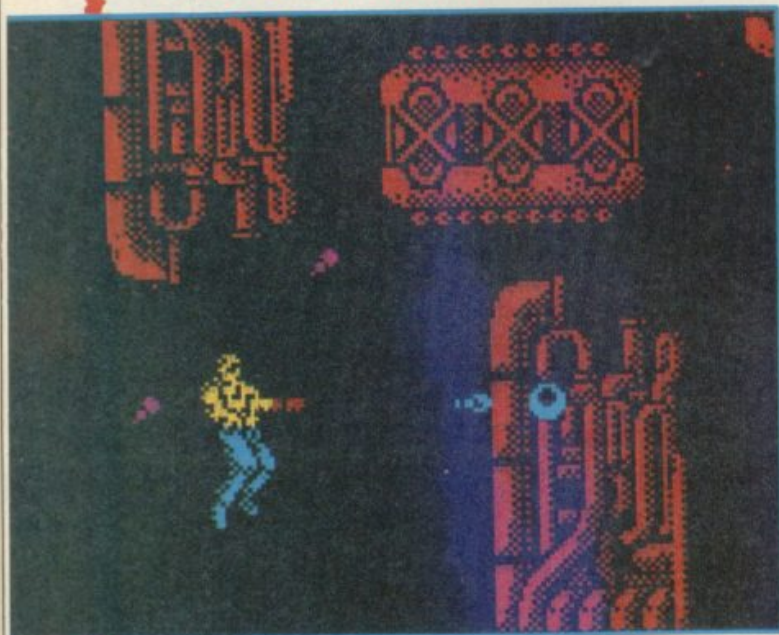
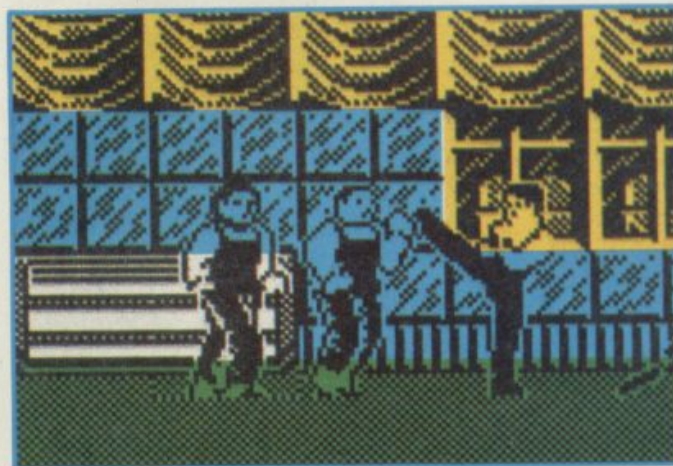
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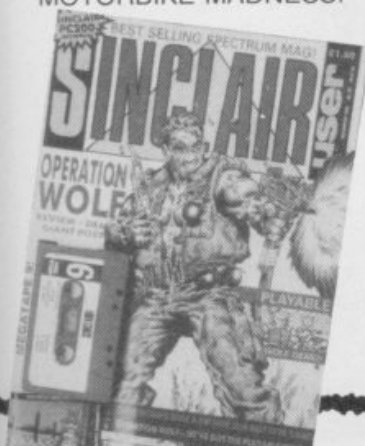
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- 2) Often Time is described as being a dimension of itself. Which one? a) 3rd b) 4th c) 8th.
- 3) The Greek philosopher/scientist who thought of a way to graphically describe the position of bodies as a series of co-ordinates was called what? a) Eric b) Samantha c) Cartesius.

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begins.**

You've survived the perils of F.I.S.T. I. Now it's time to really set your adrenalin flowing with a mighty new saga.

The five wizard rings of the Sorcerer Allion have been stolen. Have you the courage to rescue them from the clutches of evil, deep beneath Castle Mamon? Each ring has its own magical power which you must discover. Only then will it help you on your thrilling journey.

The sound effects are so realistic, so blood curdling, it will feel as if you're really there. The sword in your hand. Stone beneath your feet. Legendary creatures on your trail: the fire breathing dragon, viscious hobgoblins, flesh eating zombies, and many more terrors.

But remember, you control your every move by dialling numbers on your phone. Which road do you take? Which stairway do you climb? Which doorway do you open? Your choice must be swift as you're on a frantic race against time, with the



dreaded Death Watch Patrol constantly tracking your scent. The only way to escape them is by finding a Crypt of Sanctuary. But watch out. Each month, just when you think you've memorised the labyrinth, it's dungeons, crypts and stairways all rearrange, and once again you're lost in the darkness.

Luckily you're not alone. Allion will contact you telepathically, giving you helpful hints and guiding you along the way. Succeed, and he'll reward you with 50 gold pieces, or more, for each ring you reclaim.

Fail, and become a monster's feast!

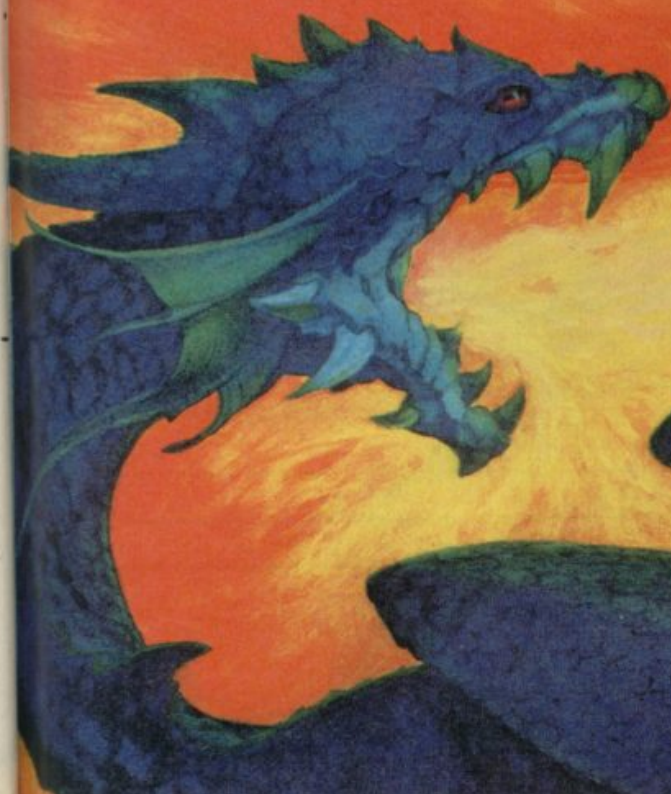
The Rings of Allion.



0898.800.877

HE WHO DARES DIALS

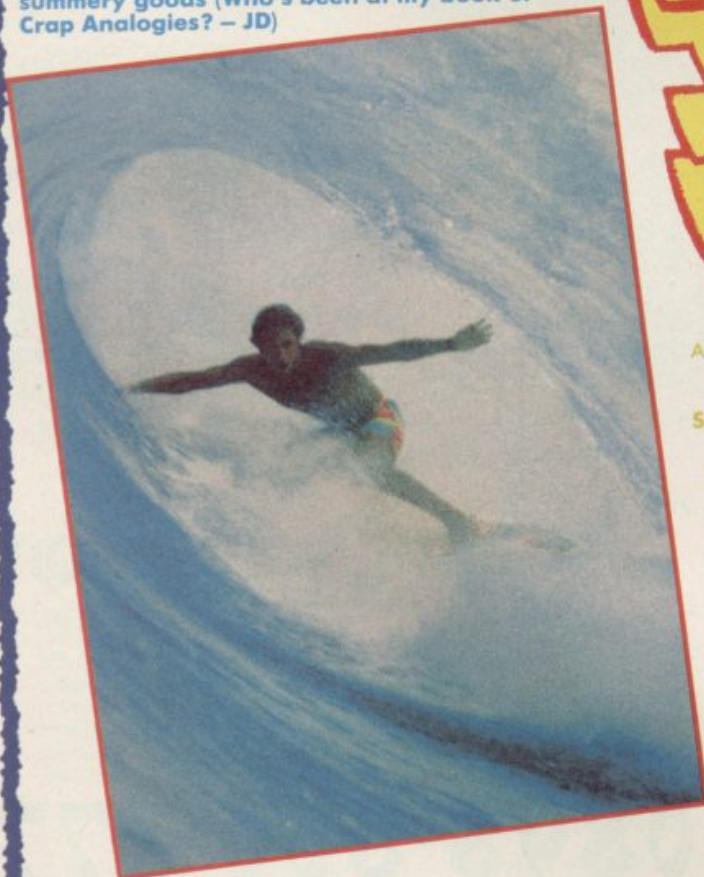
MF MULTI-FREQUENCY PHONES RECOMMENDED. CALLS CHARGED AT 25P PER MINUTE CHEAP AND 38P PER MINUTE OTHER TIMES. COMPUTERDIAL LTD. 7 LEAPALE ROAD, GUILDFORD, SURREY, GU1 4JU.



Win an entire holidays worth of goodies from Hewson!

They must be mad. We think the sun has addled their brains. Hewson, to celebrate the launch of their bumper summertime compilation, Heatwave had a word in our shell-like (haw haw) and persuaded us that a rather marvellous surfboard could well be a more than spiffing prize in our competition.

And who are we to argue? Pictured here (in case you haven't checked out the photo already) is a surfboard. You can tell it's a surfboard cos it looks like one. And the lucky winner of our competition will be able to walk away with the very same one (except it'll probably be a bit different) as well as a whole pandora's box full of other summery goods (Who's been at my book of Crap Analogies? - JD)



ONE OFF FLIP!

Yes, FIRST PRIZE is a lovely surfyboard, plus a brilliant BUCKET AND SPADE PLUS A T-SHIRT PLUS A COPY OF THE GAME!

And there are TWENTY runners-up prizes of fantastic stay-cool-in-the-sun, have-lots-of-fun BUCKET AND SPADE SETS!

Heatwave, for your information is an astonishing bargain at a mere £12.00 and it includes the following blockbuster Hewson releases. If you missed them the first time round, here's your chance! (Or so it says in the press release)

'NEBULUS' 'ALLEYKAT' 'NETHERWORLD' 'IMPOSSABALL' 'FIRELORD' 'ZYNAPS' and 'RANARAMA'!

What to do:
Simply answer the following questions and send your answers to "Big Wednesday or What?!" Compo, Sinclair User, 14 Holkham Way, Orton, Peterborough. The competition closes on August 31st, and like everything else in this world isn't open to employees of EMAP or Hewson, who are all paid so much they could buy ten surfboards all of their own. The Ed's decision is final and no correspondence will be entered into.

The Questions:

- 1) Which of the following terms is not a surfing expression:
a) Tube
b) Kia-ora
c) Surfboard

- 2) A surfboard with a sail attached is called:
a) A Sailboard
b) A Surfsail
c) A Farce

- 3) One of the **SU** Team is a big surfing fan. Who is it?
a) Jim
b) Alison
c) Tim the Surfer

Coupon:

Name:

Address:

- 1)
2)
3)

FIGHT YOUR FRIENDS IN A FIGHT FOR YOUR LIFE, IN A FIGHT TO THE DEATH.

From the makers of F.I.S.T. comes the ultimate confrontation. Gladiators is the game of ancient Rome that will test your guts, skill and stamina. You can even take on a friend by deciding upon your own four figure match up code.

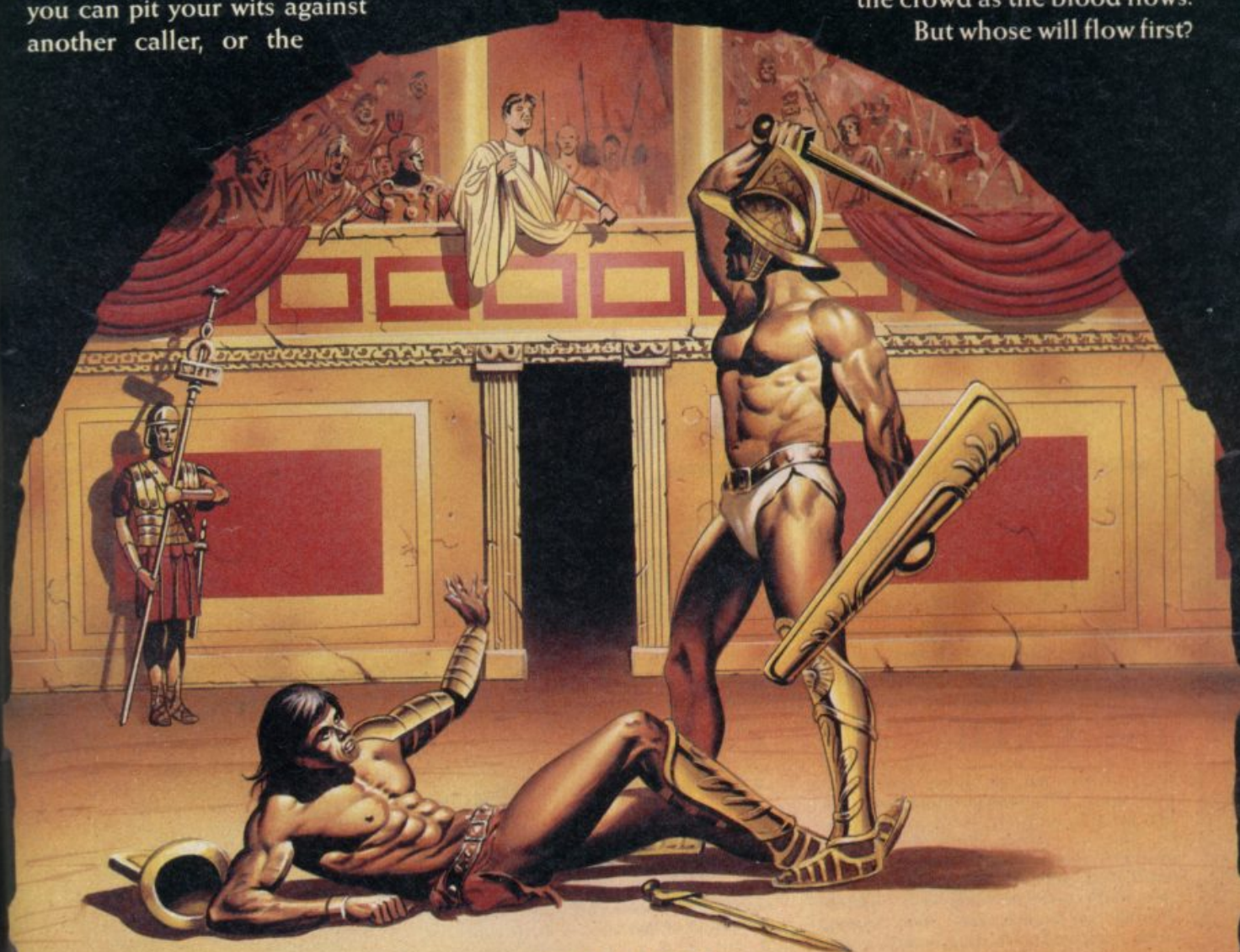
Just picture yourself in the arena. You strike your opponent. He falls to the ground, seriously wounded. As you press your sword against his throat, he holds up his hand in a plea for mercy. The choice is yours. Do you spare him, or do you finish him off?

If you don't wish to fight a friend, you can pit your wits against another caller, or the

famous Spartacus, controlled by the computer. Defeat him and you can defeat anyone.

But don't let your concentration lapse, because you control your Gladiator's every move using the special combat system. By dialling numbers on your phone you can select which part of the body you wish to defend and attack. Remember, 1-2-3-4 equal head, body, arms and legs. There's a running commentary to tell you if your moves have been successful, and the sound effects are gruesomely realistic. Hear the clash of swords, the groan of your injured opponent, the gasp of the crowd as the blood flows.

But whose will flow first?



STEVE JACKSON'S

GLADIATORS
OF THE ROMAN EMPIRE
YOUR LIFE'S ON THE LINE
0898 800 890



who knows?

If anyone, including the Adventurers Club Ltd. themselves, would get in touch and let me know

what's going on, then I shall pass all relevant information on to my army of readers.

Many of you, I know, are members of the Adventurers Club, so it would be nice if

Greetings mortals. Straight away I will pass on a report from my top secret and extremely confidential Rumour and Gossip department. To wit (to woo!), what has happened to Henry Mueller and the Adventurers Club Ltd? Your Sorceress has long been a fan of theirs, mentioned them in these hallowed pages several times, I have even met Henry himself, but, I repeat, what has happened to them? They seem to have vanished off the face of the earth, perhaps fallen off a rickety bridge after refusing to pay a toll to a troll,

we could find out what is happening. And there's more, there's more, as they say.

Can it be true? Are Level 9 really to cease marketing adventures in order to branch off into the world of Role

Playing Games? I know there's **Scapeghost** to come out, and the third in the **Ingrid** series, but after that? Sadly, this does appear to be the case, so if devoted Level 9 fans write to them in drives they might change their minds. I doubt it, though, the clan Austin generally seem to stick to their decisions.

Happily, Level 9 are not the only company producing adventure software for the Spectrum, so I shall bring three new releases to your attention. It was going to be four, but as RCL have done no better than to produce YET ANOTHER parody of the world of Tolkein I shall cruelly ignore them. Poor old Bilbo must have featured in more press releases than "Sir" Ronnie Reagan. What next? Sir Ronald McDonald? Lady Sorceress? It does have a certain ring to it ...

Back to the land of reality, and I see that River Software have released a game called **Bounty Hunter**. It's a small game, only 1500 locations ... sorry? ... yes, one thousand five hundred locations ... and you only have to earn seven million products by wiping out twenty two strange life forms that have been allowed to roam the planet karakata. Fortunately, you don't have to laboriously move east, north, north etc, to get from one location to another if those locations happen to be some way off. Maps are best drawn on a sheet of wall paper, by the way. Instant transportation is available to you, if you can work out how to use it. Tremendous value for £3.50, the game comes with full documentation and a map, although it's fun drawing your own, and River Software live at 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL, which should be a familiar address to some people.

Ever hear of Axxent Software? Well you have now. Send £2.99 to Shirwedean, Sandyhill Road, Saundersfoot, Dyfed SA69 9ED and **The Great**

DEVIL'S ISLAND:

Up, pull bars, get bar, down, open door, west, south, kill guard, examine guard, get key, get gun, drop bar, north, east, examine bed, get sheets, knot sheets, up, squeeze through, east, examine sacks, get torch, west, get sheet, unlock gate, open gate, north, torch on, drop key, examine clearing, get branch, east, shoot snake, south, examine leaves, drop branch, avoid pit, east, south, south, south, south, drop torch, examine native, get beads, north, east, north, get mask, wear mask, south, south, south, south, west, drop mask, west, west, south, west, west, give beads, enter boat, pak, pak, north, climb, get boat, west, examine bushes, get water, west, drop boat, enter boat, pak, west, use sheet, drink water, west, drink water,

west, drink water, west, drink water, west, drink water, west ... end of game!

CASTLE BLACKSTAR:

Drop vase, drop cross, out, drop keys, drop scroll, w, se, w, w, w, w, s, in, d, w, on lamp, get picture, off lamp, e, examine picture, get bottle, u, w, w, u, u, u, say friend, look, in, on lamp, push roof, u, get vane, d, d, d, get boat, u, u, off lamp, out, d, out, e, d, n, e, e, drop vane, drop picture, drop gloves, drop boat, drop bottle, s, w, d, fill lamp, n, on lamp, e, drop bar, w, n, n, n, se, d, get diamond, se, e, e, in, s, get bar, n, drop bar, s, get goblet, n, out, e, e, n, in, n, n, n, sw, s, w, get chess, n, nw, s, s, s, nw, nw, e, read message, u, off lamp, u, s, e, e, get vane, gt picture, e, e, e, ne, in, drop chess, drop picture, drop vane ...

THE SORCERESS

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



possible from the scene of your crime.

Behind you are the forces of Law and Order and on either side are high brick walls. To the south, the lane winds its way towards Seaton.

What next, Jimbo?

Peepingham Train Robbery could be yours. Detective-type stories aren't everyone's cup of tea, but this is quite fun. As Frank Flukeit (remember Inspector Flukeit from a while ago? - same author), in harness with your trusty comrade Blunders, who is totally inept, you have to solve a crime in the town of Peepingham before your deadly rival Sam Shovel. The local police are at a loss to solve the crime (one of the most baffling and sinister that I have ever encountered), penetrating at Upper Peepingham train station, when a secret device belonging to Professor Mundle was stolen! You must get it back.

The adventure is played in real-time, as the screen display constantly reminds you, and to make it more fun if you stop typing anything in then the game carries on playing. Characters wander around having a natter to each other, without any interference from you. You have to examine everything in sight, talk to everyone (some of them tell porky pies, so be careful), in your attempts to unravel the mystery. Just two complaints. One is that the maximum input is a paltry 31 characters, and the other is the decidedly slow response time, but as so many characters are behaving (or

mis-behaving) of their own accord then perhaps we'll let them off that. An enjoyable romp.

The third game comes from a company called Stormbringer Software. Stormbringer? A familiar name to readers of the fanzine *Adventure Probe*, still going strong and still published by Mandy Rodrigues, home base 24 Maes Y Cwm, Llandudno, Gwynedd LL30 1JE. Issues cost £1.25 each and are well worth having. Stormbringer, or to give him his proper spelling of Strombrigner is the name of a hopeless wizard in a series of stories which always end in dreadful puns. Is this adventure, called *The Menagerie*, anything to do with hopeless wizards with a liking for dreadful puns? It is not.

Seventy odd locations to explore in this text and graphics PAWed adventure, and most of the locations seem to be inhabited by stange aliens and evens stranger objects: intelligent doors, for instance. Basically you're searching for a Bloodstone, which takes a reasonable amount of finding. Slightly juvenile humour at times, I must confess, and obviously influenced by *Hitch-Hiker's Guide to the Galaxy* but anything that's been playtested by Hugh Walker

can't be all bad. Cheques for £2.49 to Ian S. Brown as opposed to Stormbringer Software, and the address to write to is 1 Amanda Road, Glen Parva, Leicester LE2 9HW.

Oh go on then, if you insist, if you twist my arm, I will tell you that it costs £2.99 for a copy of *Black Knight* on tape for the Speccy. Who is the author of this? Mandy Rodrigues, mentioned her earlier, same address as *Adventure Probe*. A two part game (passwords being the order of the day), with part two being far too short. Lots of searching and examining to do, and jolly good fun it all is.

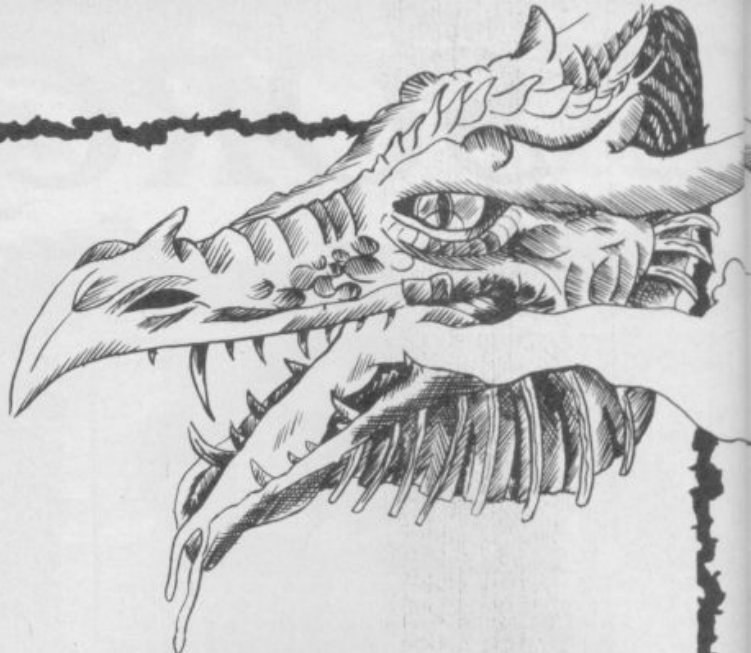
Let's start a new scheme going, a scheme to help Sorceresses who do not know

the answer to everything. That was hard to write, a lump in my throat as I did so, but it's true. Mr. P. Reilly is having problems with the Domark game *Eureka*. This part adventure, part arcade game has close links between the various parts. In the arcade sections you are aiming to get your vigour level up as high as possible, so that you can make progress in the adventure sections. Owing to a certain lack of patience on the part of Mr. Reilly, he is unable to get very far in the adventure bits because he can't get a high enough vigour level in the arcade bits. So, does anyone out there know any POKes or little cheat-ettes for helping us out? Love to hear from you.

WITTS END

SHIPWRECK: Wear the tie to be allowed into the restaurant. Order a meal and eat it. The waiter drops something when he clears the table, it will enable you to drink the beer. Tidy the cushions on the sun deck to find a key. Wear a wet towel around your face to go down to the oil store and fill the empty beer bottle with oil. Remove the towel when you come back up. When the pursur has left his office, go in and examine the desk to find permits to visit the bridge. Sign the permit with the captain's name with the pen in the writing room. Avoid the swimming pool, you'll only hurt yourself and be taken to the sick bay, although rest and an aspirin will soon make you feel better. Examine the chart on the bridge to learn the ship's position. Oil the lock on the chest in the corridor then unlock it with the key. Wear the lifejacket you find inside. When the order to abandon ship is given, go to your cabin, open the porthole, and jump. Swim to the small boat and board it. Search the boat to find a compass. Knowing the ship's position, the map and compass will enable you to plot a course to land.

BLIZZARD PASS: Can't get past the guards? Find a way to frighten them, by going to where the yeti's buried, digging him up, and wearing the skin. To find a bless spell, find church in green and pleasant valley and talk to priest.



PRECINCT "19"

Eeeee, whatever will they think of next? By the looks of it, the latest craze seems to be playing Fantasy Games by telephone. The big one, so to speak is F.I.S.T. which stands for Fantasy Interactive Scenarios by Telephone. In this, you dial up the magic 0898 number (you really need to have a tone dial phone by the way) and you are transported into a medieval fantasy land, where you play the part of a swashbuckling hero on a quest for loot and fame.

Computerdial, the company behind the game, describe it as being in your own private radio drama, with you as the hero. And to an extent, it's true. The whole thing is done very well with actors and sound effects making the game atmosphere very convincing. One of

the problems, however, is the phone system itself - unless you get a perfect connection, you can lose some of the dialogue and atmosphere in a welter of electronic crackling!

Into the game itself, it works on the principle of Lone Wolf or Fighting Fantasy books, in that there is a tree structure, with you making choices at certain decision points along the way. It's a format that is very popular indeed with a claimed million calls into the F.I.S.T. system since it started in March 1987. That's a lot of calls. It's also a lot of money.

Like all 0898 calls, it's charged at 36p per min at peak rate, descending to 25p off peak. Unfortunately, this makes playing these games very, very expensive indeed. Take the new F.I.S.T. game that's opened up recently. This one's called The Rings of Allion. The scam is that Allion, a powerful wizard, has had his rings stolen and you've got to get them back. Interesting stuff.

My first call, in which I met Allion, tried to bargain with him about the price he was paying me for the job, and for my impudence got sent to a part of the Forest I could never get out of took almost 6 minutes. In that time I took 2 game decisions.

My next call - I skipped straight to the dungeon entrance, which in itself takes 1 min. My first attempt at messing about took 7 mins in which, before I got locked out of the dungeon, I took about 10 decisions.

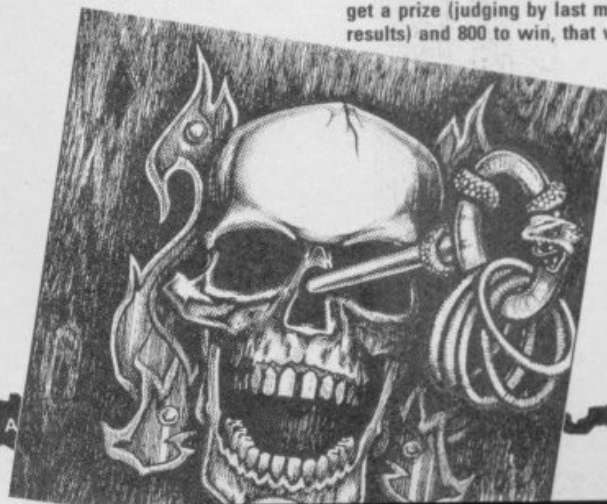


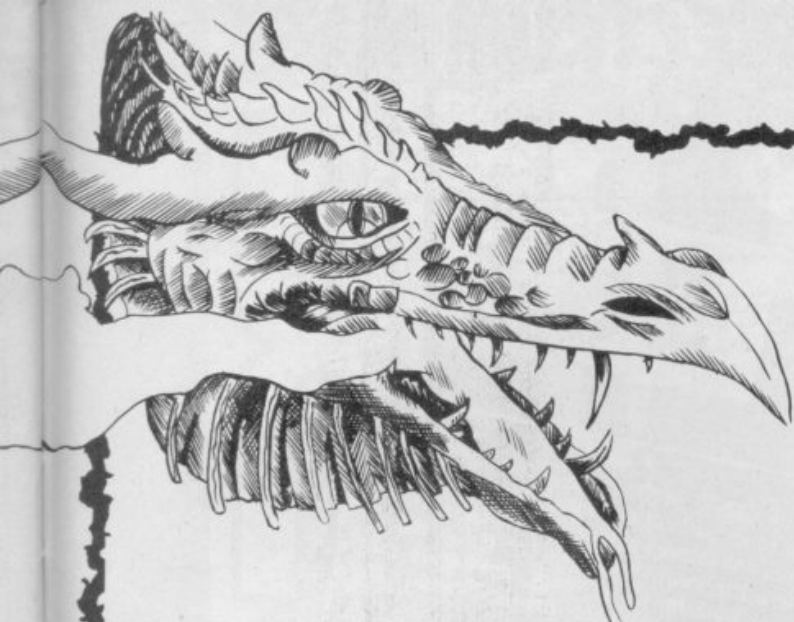
Another foray took about 5 mins.

Just this kind of tinkering alone starts to add up to big money! There's no doubt that it was a lot of fun, but if you're to get seriously into it, rule one, use a stopwatch and log your calls. Rule two, make sure, if you are using the family phone, that the person that pays the bill knows you're playing the game!

There are prizes to be won playing F.I.S.T., but my estimation is that you'd have to speculate a large amount of money to be in with a chance of winning a prize. The top 50 odd players (measured in how many gold pieces you finish the adventure with) get something, ranging from T-Shirts to real gold!

Considering you need 70 or so to get a prize (judging by last months results) and 800 to win, that would





take a lot of air-time, so don't think you can justify the expenditure on the basis you could pay for the calls by winning!

Given all that - if you can afford it, F.I.S.T. is a fun experience and the best of luck to you if you want to give it a bash! The number is 0898 800877.

interactive phone game based on the Lone Wolf books by Joe Dever. I'll be looking at that next month, but if you want to try it yourself before then the number is 0898 400 341.

The big Play-By-Mail event of last month was the 4th British PBM convention which was covered by our Martha - the good Tarquin being

makes it the 4th time in a row for Sloth! Was it that busload of supporters they brought from Southampton or is Sloth, indeed, just a bunch of cuddle bunnies that everybody loves? Well, I'll be finding out very soon, as I make the long trek down to Southampton to interview them.

To make it all more symetrical, Spiral Arm II (a space game run by Sloth) got an award too. Jolly well done to them. Altogether now, hip-hip....oh alright, be like that then.

Here's a plug for an excellent magazine - probably the most 'official' of all the PBM mags - called Flagship. Edited by Nicky Palmer, Issue 21 is a 50 page (plus cover) A4 publication and chock full of info about PBM. Nicky is also in the process of putting together a comprehensive introduction to the world of PBM, too, which should be well worth looking at if you have any interest in the hobby whatsoever. Details of that - as they say in the current vernacular - when the time is right. Just going bi-monthly, a sub is £8 for four issues, going up to £12 for 6 and £20 for 12, but I bet they can be persuaded to send you a single issue as a tryout if you throw some money at them and ask them nicely. Try writing to Flagship at PO Box 12, Aldridge, Walsall, West Midlands, WS9 0TJ.

For a different approach to publishing you could try the excellent PBM Scroll run by John Woods. At £1.25 per copy, this is a good read, very enthusiastically (although not nauseatingly so) and professionally put together. I'm glad that John

agrees with me about Calvana (reviewed last month) too! Try writing to him at 91 Wandle Rd, Morden, Surrey, SM4 6AD, which is just around the corner from me, oddly!

Enough for this month, then - look forward to seeing you again next time, with an "in-depth" review of Judge Dread the role-playing system. See you around....

PS the bit about the busload was a joke boys - OK?)



Computerdial and Steve Jackson are also setting up another phone game - based on Gladiatorial Combat. Called Gladiators of the Roman Empire you don't play against the computer, you fight against other people! Using a completely different combat system to the one used in F.I.S.T., it sounds interesting to say the least. They expect that one to start around July/August time, so we'll be looking at that soon, too.

There is also, just opened, a new

on another planet at the time.

She reports that the event was well attended, with all the major companies there, and most of the smaller ones. Guest of honour was author Storm Constantine - and the raven-haired beauty (outshone only by Martha herself, natch) went down a treat with the punters, to say the least. There was also plenty of Live Role Playing at the event - so by all accounts a good time was had by all.

Awards went to Sloth Enterprises as company of the year...again! This



How Much Do You
Know About SUV?

[illegible]

completely wazzocked, and today my head is
ZOOOP ZOOOP!

[illegible]

GATAP

ZOOP! "Hi," he said at Emma's door. "I'm just calling you a pretty girl at Emma's." He greeted his merry quip, and no-one was in the cabin. (ZOOP ZOOP ZOOP!)

It was time for JIM to go into one of his meetings. "I'm just calling you a pretty girl at Emma's." He greeted his merry quip, and no-one was in the cabin. (ZOOP ZOOP ZOOP!)

The future of the entire magazine publishing industry faced from the meeting. "It's bad news for our rival." The writer by our rival.

SIDE THE + 15 #00

ERIM PLAY

[illegible]

AD90402

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3D Pool	6.99	10.50	Eliminator	7.25		Incred Shrink Sphere	6.99		Real Ghostbusters	7.25	10.85	Tas Sign Plus 2	14.00				
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Alien Syndrome	6.30	10.50	Fun School II over 8	6.99	9.10	Konami Coin Ops	6.99		Rex	6.55		The Pawn	10.50	11.20			
Alien Beast	7.25	10.85	Fun School II over 5	6.99	9.10	Lancelot	10.50	14.00	Rick Dangerous	7.25	10.85	Thunderbirds	9.10	10.50			
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Bards Tale	2.99	6.99										Wanderer	6.55	9.50			
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Blitzkrieg II	7.25	10.85										Xenon	6.99	10.50			
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Carnier Command	10.50	11.20															
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Colossus Chess 4	6.99	10.50															
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Command Performance	9.50	14.00															
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Continental Circus	7.25	10.85															
Corruption	9.10	11.20															
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Deluxe Scramble 128K	7.99	11.20															
Deluxe Scramble 48K	7.99																
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DNA Warrior	7.25	10.85															
Domination	7.25	10.85															
Double Dragon	6.99	10.50															
Dragon Ninja	6.30	10.50															
Driller	10.50	12.60															

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SU1

The heat is on down in the arcades – it's official – as **SU** brings you the very best of the latest summer releases in videoland. Sega wheels out its entry in the driving simulator stakes, **Super Monaco Grand Prix**. Fast, furious, sprite-based, awesome. A new PCB from the Japanese giant, too, **Golden Axe** – state-of-the-art fantasy combat. And finally, a true successor to **Op Wolf**, **Mechanised Attack** from SNK.

Golden Axe - Sega



Golden Axe is a arcade adventure cum beat 'em up PCB release from Sega – and it's good stuff. Making an initial choice of character from a Barbarian (tough, but low magic ability), an Amazon (Great magic, not so good at hand-to-hand) and a Dwarf (half and half) you embark on quest to do in some guy called Death. Not easy.

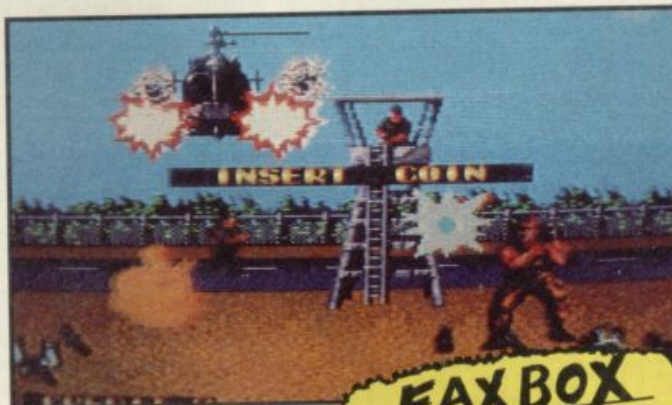
As you make your way (scrolling right/left) through the land you come across huge wrongs being wrought (cue fleeing, screaming crowds of peasant villagers) and even bigger monsters.

Gameplay is varied, with some hard thinking and sparing use of magic potions needed sometimes to get past particularly nasty groups of monsters. The beat-em up aspect of the game gives you some good moves – and at times you can capture enemy monster mounts (looking like mini-dinosaurs) and use them against their owners. Flame on!

Mechanised Attack – SNK

Op Wolf was the arcade phenomena of 1988 – but somehow the follow-up from Taito **Operation Thunderbolt** didn't quite have the same bite, despite having a two player option. Well, now SNK have come up with a two player military gun-toting killing spree – and if you're into that sort of thing, eight out of ten blood splattered veterans say that they prefer it to **Op Thunderbolt** – it's called **Mechanised Attack**.

Largely sticking to an **Op Wolf** kind of formula, the action, somehow, is that little bit more gripping – something reflected in the fact that the units have been sprouting



almost as fast as the original **Op Wolf** cabinets. Ultimately, just another electronic shooting gallery, but if you must wipe out regiments of other human beings, it's probably better you do it this way, rather than using the conventional methods.

FAXBOX

Mechanised Attack
If it moves pump it full of photons – but watch the ammunition – you're contributing to global warming.
Graphics 8
Sound 7
Gameplay 8
Addictiveness 8
OVERALL RATING 8

FAXBOX

Golden Axe
Another winner from Sega – expect to see this all over the place this Summer!
Graphics 9
Sound 9
Gameplay 8
Addictiveness 8
OVERALL RATING 8



Super Monaco Grand Prix



In case you didn't know it, Coin-ops are big, big, business. How big? Well, put it this way, Sega claims to have over 400 engineers working in house on Research and Development back East. And that's a lot of rice bowls to fill. Still, with all that manpower beavering away, maybe it's not all that surprising that they come out with such show stoppers. Earlier this year Sega set a new standard for driving games with **Power Drift**. That was a fun "great grandson of **Outrun**".

Now Sega has turned its collective talents to the area of driving simulations and come up with something really special, **Super Monaco Grand Prix**. This is — yes — a Formula One Grand Prix simulator, driving around the glam, twisty circuit of Monaco.

Firstly, a big chance — no fairground ride "mind your

breakfast please" bumping around; although the unit is a big chunky attractive looking sit-in, your whole body is not physically assaulted, only your bottom, as highly realistic vibrations are transmitted through the seat as you drive along. No wonder Nigel Mansell walks like that.

Insert coins and you get an options screen giving you three choices for playing the game. Automatic clutch, where the hard work of changing gear is done for you, or the 4 gear model (with slightly more maximum power) or, if you are super hard and astonishingly talented a 7 gear job that goes like the clappers. Believe me, start off with the automatic option, or you'll find yourself spending a lot of money learning the track!

Sega tries to make it easy to change gear with a novel system — a yellow butterfly

lever on the reverse side of the steering wheel. Gripping the wheel with your palms, your fingers touch the ends of this control. Press the left side and the automatically change down, press the right and you'll be changing up. No problem, if you can call messing around with seven gears, each with a

narrow power band, no problem.

Back with the wimps on automatic, the next thing you have to do is qualify for the main race, by driving around the short circuit in under 45 seconds you get counted down and, you're off!

As you scream down the starting straight you realise several things — **SMGP** is fast, loud, hugely colourful, and massively detailed (to the point of sensory overload). As you reach the first corner and smash into the Armco you realise another thing — it's not easy.

For starters, there's a lot of information to take in on the screen. The top 20% of the huge screen is a full reverse view of what's going on behind — this is useful for advanced drivers — as a beginner, it's best to concentrate on the front view that fills the rest of the screen.

FAXBOX

Super Monaco Grand Prix
Best sprite-based driving game to date — a return trip to Monaco that'll only take five minutes!

Graphics 8
Sound 9
Gameplay 9
Addictiveness 9

OVERALL
RATING

9



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HOW THE HELL ... DID THE TECHNICIAN TED TAPE LOADER WORK?

ASCII code nightmare disassemblers? Baffling problems with programming or not, Andrew Hewson and he'll be investigating say "Ram Dos Buffer"

HOW THE HELL ... DID THE TECHNICIAN TED TAPE LOADER WORK?

2AH - Move letter right routine
2CH - Move letter up routine
2EH - Move letter down routine
30H - GOTO start of routine list
32H - Keyboard scan routine

Last month, we discussed the workings of the special tape loader used in **Technician Ted**. This game set a precedent for multi-tasking loaders among many other pioneering technical bits and bobs. Basically I explained how short delays are built into loaders for the purpose of timing the electrical signal from the ear socket. These delays are very short - typically 100 microseconds in the standard Spectrum loader. It is this short period which we make use of with our specialist routines.

I proposed last month to make use of this delay to run a 'game' while the loader was loading data. Obviously a complicated shoot-em-up is out of the question, but a simple 'patience' type of game is practically possible. So the program listed here functions exactly the same as the ROM loader routine but with the added ingredient of the old 'letter shuffle' game (a simple matrix of letters with one letter missing - you slide the letters around shuffling them and then returning them to their original position).

Without further ado, type in the machine code using an assembler or the decimal

listing alongside it. Note that the decimal listing version of the loader will only work at address OFCOOHx so it is virtually essential that you type it in with an assembler if you want to relocate the loader to be more versatile.

THE PROGRAM - HOW IT WORKS

The first part of the program is a few tables with important details such as character codes and print positions etc. 'MATRIX' is laid out as a 4 x 5 matrix with an ASCII character code x 8 followed by a low byte of a screen address. This table is for quick printing of the letters of the shuffle game. 'OFFTB' is used to recalculate the Absolute instructions of the ROM loading routine. The ROM loader is moved into RAM just after the code here, and 'OFFTB' is then used to modify 8 instructions. 'RLIST' is a table of 'routine' numbers x 2 ie routine OOH to routine 26H are print routines while the others are:
28H - Move letter left routine

DECIMAL LISTING FOR THE JUNE HOW THE HELL CHECKNUM

16	46	72	47	160	48	248	49	16	78	780
200	79	160	80	40	81	96	110	120	111	1077
8	112	32	113	152	142	8	143	176	144	1030
40	145	104	174	40	175	56	176	8	177	1095
23	38	45	60	70	117	128	142	255	50	928
54	0	2	4	6	8	10	12	14	16	126
18	20	22	24	26	28	30	32	34	36	270
38	50	52	48	48	182	253	182	253	182	1288
253	182	253	182	253	182	253	182	253	182	2175
253	182	253	182	253	182	253	182	253	182	2175
253	182	253	182	253	182	253	182	253	182	2175
253	182	253	182	253	32	253	47	253	62	1770
253	77	253	239	253	117	253	13	253	224	1935
253	0	3	0	6	252	221	33	0	64	832
17	0	27	62	255	55	195	194	4	217	1026
229	33	49	252	217	205	176	252	221	33	1667
0	64	17	0	27	62	255	55	205	249	934
253	251	217	225	217	201	33	86	5	17	1505
249	253	1	175	0	237	176	33	143	254	1521
17	141	254	1	27	0	237	176	33	138	1024
254	54	205	33	247	252	34	139	254	33	1505
171	252	34	2	254	1d200	163	248	17	40	1182
252	26	19	254	255	35	213	198	249	111	1777
206	253	149	103	94	24	86	43	235	9	1213
235	115	35	114	209	75	230	217	6	252	1437
126	79	35	229	198	233	111	206	252	149	1460
103	126	35	102	111	135	225	217	235	33	1386
131	252	62	4	150	195	198	40	201	73	1095
252	6	13	16	254	60	10	253	50	132	1189
252	254	3	40	71	252	50	132	58	62	1176
2	24	45	58	132	254	254	0	252	56	863
61	50	132	252	62	60	24	30	40	133	1056
252	254	4	40	41	252	50	133	58	62	1148
8	24	15	58	133	248	254	0	252	26	810
61	50	133	252	62	34	24	0	42	134	1006
252	84	93	133	111	2	134	252	126	18	1237
54	248	6	2	24	219	6	12	16	254	624
195	10	253	62	253	24	254	230	1	32	1509
6	62	1	6	12	62	43	62	251	219	686
254	230	1	32	6	79	2	6	9	24	626
29	62	223	219	254	14	230	1	32	6	1135
62	3	6	7	24	24	121	230	2	32	501
6	62	4	6	4	195	3	175	6	5	295
16	254	50	131	252	22	10	253	10	3	1174
111	10	95	38	62	126	72	126	18	44	598
20	126	18	44	20	44	18	44	20	126	562
18	44	20	126	18	126	20	126	18	44	478
20	126	18	44	20	167	18	195	10	253	830
58	131	252	6	14	6	32	9	6	14	689
16	254	195	10	253	0	16	225	16	254	1245
33	49	252	217	201	0	0	0	0	0	752

...tmares? Disillusioned with
ed by bytes? If you're having
mning, whether they alliterate
on your man. Drop him a line
ing the problem before you can
er Interface Edge Connector"

HELL

34H - Vector into required
MOVE routine ie
28H to 2EH

36H - Debounce keys
routine

'JPTAB' is a jump table with
the routine addresses stored
for quick vectoring. The
variables used are:

JVAR - Stores an address
of a routine to
vector to (used by
routine 34H above)

XPOS - The X co-ordinate
of the blank space
in the letter matrix

YPOS - The Y co-ordinate
of the blank space
- 0,0 is the top left
corner and 3,4 is
the bottom right

PNTR - Points to the actual
byte in 'MATRIX'
which is the blank
space character.

The routine SAVE uses IX
as a base address pointer
and DE as the number of
bytes to save. Before we use
the loader we must
obviously save something to
tape with this code before
we call the loader. Just a
few lines down in 'LOAD',
we have a similar load IX
and load DE. The numbers
put into these registers

should match those in
'SAVE' above. The rest of
the program
documentation is fairly self
explanatory but essentially,
in 'LOAD' we do the
following:

1. Relocate the ROM
routine to sit just after our
routine
2. Re-calculate instructions
in the RAM loader and
put a CALL instruction in
the delay section of the
'EDGE1' sub-routine
3. Set up IX and DE and call
the RAM loader
4. Each time EDGE1 is
called within the loader, it
CALLS the GAME routine
in 358T state chunks

Each of the routines in
'GAME' have been written
to last approximately 358T
states. They also use the
exchange registers for quick
accessing and to all intents
and purposes, the loader
just 'sees' the 'GAME'
routine CALL as a delay -
what was there originally.

It shouldn't be too difficult
for keen programmers out
there to expand on this idea
and if you do come up with
anything good then lets
hear from you! See you
next month.

EXPOS: DEFB 3
YPOS: DEFB 0
PNTR: DEFW MATRIX+6

SAVE: LD IX,4000H
LD DE,1800H
LD A,0FFH
SCF
JP 04C2H

LOAD: EXX
PUSH HL
LD HL,RLIST
EXX
CALL RELOC
LD IX,4000H
LD DE,1800H
LD A,0FFH
SCF
CALL LSTART
EXX
POP HL
EXX

EIRET: EI
RET

RELOC: LD HL,0556H
LD DE,LSTART
LD BC,0605H-0556H
LDIR
LD HL,LSTART+150
LD DE,LSTART+148
LD BC,27
LDIR
LD HL,LSTART+145
LD (HL),0CDH
LD HL,GAME
LD (LSTART+146),HL
LD HL,EIRET
LD (LSTART+9),HL
LD BC,LSTART-0556H
LD DE,OFFTB

RELOOP: LD A,(DE)
INC DE
CP 0FFH
RET Z
PUSH DE
ADD A,LSTART AND 255
LD LA
ADC A,LSTART/256
SUB L
LD H,A
LD E,(HL)
INC HL
LD D,(HL)
EX DE,HL
ADD HL,BC
EX DE,HL
LD (HL),E
INCL HL
LD (HL),D
POP DE
JR RELOOP

GAME: EXX
LD B,MATRIX/256
LD A,(HL)
LD C,A
INC HL
PUSH HL
ADD A,JPTAB AND 255
LD LA
ADC A,JPTAB/256
SUB L

LD H,A
LD A,(HL)
INC HL
LD H,(HL)
LD LA
JP (HL)

PRET: POP HL
EXX
RET

VECT: LD HL,JVAR
LD A,4
SUB (HL)
ADD A,A
ADD A,28
LD (RL),A
LD B,13

VE10: DJNZ VE10
JP PRET

THIS IS THE SAVE ROUTINE
IX-BASE ADDRESS, DE=LENGTH
FINALLY JUMP TO THE SAVE ROUTINE IN THE
ROM TO SAVE THE DATA IN HEADERLESS
FORMAT

FIRST SAVE THE AUXILLIARY HL REGISTERS
SET HL TO POINT TO THE ROUTINE TABLE
NOW RELOCATE THE ROM LOAD ROUTINE
LIKE THE SAVE ROUTINE ABOVE, IX=BASE
AND DE=LENGTH FOR THE LOAD ROUTINE
NOW CALL OUR MODIFIED ROM LOAD ROUTINE
WHICH HAS BEEN RELOCATED
RESTORE THE AUXILLIARY HL REGISTERS

ENSURE INTERRUPTS ARE ON...
BEFORE RETURNING

THIS CODE SIMPLY MOVES THE ROM
LOADING ROUTINE FROM 0556 TO THE
END OF THIS CODE AT THE LABEL
'LSTART'

A FEW MODIFICATIONS ARE NECESSARY
BECAUSE THERE ARE A FEW LINES OF
CODE IN THE LOADER THAT REFER TO
ABSOLUTE ADDRESSES WITHIN THE ROM
SO THE CODE FROM RELOOP BELOW IS
DEDICATED TO RE-CALCULATING THE
INSTRUCTIONS ONCE THE LOADER HAS
BEEN REPOSITIONED. NOTE HOW IT

USES THE OFFSET TABLE 'OFFTB'
A IS THE 8 BIT OFFSET
FF IS THE STOP BYTE
IF EQUAL TO FF THEN RETURN
SAVE DE TEMPORARILY
ADD IN THE OFFSET TO LSTART AND
STORE RESULT IN HL

MAKE DE=ABSOLUTE VALUE FROM THE
OLD INSTRUCTION FROM 0556+

PUT DE INTO HL FOR THE ADDITION TO
BC AND PUT THE NEWLY CALCULATED
ABSOLUTE ADDRESS BACK

RESTORE DE
AND CONTINUE UNTIL COMPLETE

THE SHUFFLE GAME IS COMPLETELY
WRITTEN USING THE EXCHANGE
REGISTERS
A AND C BOTH = ROUTINE NUMBER*2
STEP ROUTINE POINTER ON FOR NEXT
VALUE AND SAVE IT FOR LATER
VECTOR IN TO THE JUMP TABLE FOR
THE REQUIRED ROUTINE WITH THE
ADDITION OF A AND HL

USING THE ACCUMULATOR AND HL
WE NOW GET THE JUMP TABLE VALUE
FOR THE REQUIRED ROUTINE AND
AFTER SETTING HL TO POINT TO IT,
WE JUMP TO THE ROUTINE.

ALL BUT ONE ROUTINE JUMPS BACK
HERE WHEN FINISHED
NOW RETURN TO THE LOADER 360ish T
STATES LATER

HL POINTS TO THE SUFFLE DIRECTION
NUMBER
USING THE ACCUMULATOR, WE NOW DO A
SIMPLE CALCULATION TO ARRIVE AT A
ROUTINE NUMBER AND 'POKE' IT INTO
THE ROUTINE LIST AT 'RL'
NOW WE SIT AROUND FOR A WHILE

TO TOT UP OUR 358 OR SO T STATES
AND FINALLY RETURN

MACHINE CODE ROUTINE FOR JUNE 'HOW THE HELL?'

EQU OFCOOH; THIS MUST BE ON A PAGE BOUNDARY!

MATRIX: DEFB 10H,2EH,4BH,2FH,A0M,30H,F8H,31H,10H,4EH
DEFB C8H,4FH,A0H,50H,28H,51H,60H,6EH,78H,6FH
DEFB 08H,70H,20H,71H,98H,8EH,08H,8FH,80H,90H
DEFB 28H,91H,68H,AEH,28H,AFH,38H,80H,08H,B1H

OFFTB: DEFB 17H,26H,2DH,3CH,46H,75H,80H,8EH,FFH

RLIST: DEFB 32H,36H,00H,02H,04H,06H,08H,0AH,0CH
DEFB 0EH,10H,12H,14H,16H,18H,1AH,1CH,1EH
DEFB 20H,22H,24H,26H,32H,34H

RL: DEFB 30H,30H

JPTAB: DEFW PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT
DEFW PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT,PRT
DEFW MVLT,MVRT,MVOP,MVDN,GTO,KEYS,VECT,DEBN

JVAR: DEFW 0

→ HOW THE HELL!

MVLT: LD A,(XPOS)
CP 3
JR Z,MV20
INC A
LD (XPOS),A
LD A,2
JR MV10
MVRT: LD A,(XPOS)
CP 0
JR Z,MV20
DEC A
LD (XPOS),A
LD A,-2
JR MV10
MVUP: LD A,(YPOS)
CP 4
JR Z,MV20
INC A
LD (YPOS),A
LD A,8
JR MV10
MVDN: LD A,(YPOS)
CP 0
JR Z,MV20
DEC A
LD (YPOS),A
LD A,-8
JR MV10
MV10: LD HL,(PNTR)
LD D,H
LD E,L
ADD A,L
LD L,A
LD (PNTR),HL
LD A,(HL)
LD (DE),A
LD (HL),OF8H
LD B,2
JR MV30
MV30: DJNZ MV30
JP PRET
KEYS: LD A,OFDH
IN A,(OFEH)
AND 1
JR NZ,KY10
LD A,1
LD B,12
JR KY50
KY10: LD A,OFBH
IN A,(OFEH)
AND 1
JR NZ,KY20
LD A,2
LD B,9
JR KY50
KY20: LD A,ODFH
IN A,(OFEH)
LD C,A
AND 1
JR NZ,KY30
LD A,3
LD B,7
JR KY50
KY30: LD A,C
AND 2
JR NZ,KY40
LD A,4
LD B,4
JR KY50
KY40: XOR A
LD B,5
KY50: DJNZ KY50
LD (JVAR),A
JP PRET
PRT: LD A,(BC)
INC BC
LD L,A
LD A,(BC)
LD E,A
LD H,3EH
LD D,48H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
DEFB 7EH,12H,2CH,14H
JP PRET
DEBN: LD A,(JVAR)
LD B,14
AND A
JR NZ,GO10
LD B,14

AFTER PRESSING 'O', WE ENTER HERE FROM THE JP(HL) IN GAME. WE CHECK TO SEE IF WE CAN MOVE A LETTER TO THE LEFT AND IF NOT, WE JUMP TO MV20 OR ELSE WE UPDATE THE XPOS VARIABLE AND JUMP TO MV10

THIS IS AN IDENTICAL PIECE OF CODE AS FOR 'MVLT' EXCEPT IT ACTS UPON THE PRESSING OF THE 'p' KEY AND IS FOR TESTING WHETHER WE CAN MOVE A LETTER TO THE RIGHT.

TEST FOR MOVING A LETTER UP WITH THE 'q' KEY

TEST FOR MOVING A LETTER DOWN WITH THE 'q' KEY.

IF A LETTER WAS ABLE TO BE MOVED, WE COME IN HERE WITH ACCUMULATOR HOLDING AN OFFSET NUMBER TO ADD TO THE VARIABLE (PNTR) TO UPDATE IT TO POINT TO THE BLANK SPACE.

STORE AN UNDERLINE CHARACTER IN THE BLANK SPACE AND PRESET 'B' FOR THE DELAY ROUTINE AT MV30

WAIT 'B'*13-5 T STATES
RETURN

FIRST WE TEST THE 'q' KEY FOR THE MOVE LETTER DOWN ROUTINE
JUMP IF NOT PRESSED
THE DOWN ROUTINE IS NUMBER 1
B IS A DELAY

NOW TEST THE 'q' KEY FOR THE MOVE LETTER UP ROUTINE
JUMP IF NOT PRESSED
THE UP ROUTINE IS NUMBER 2
B IS A DELAY

NOW TEST THE 'p' KEY FOR THE MOVE LETTER RIGHT ROUTINE
SAVE BIT 1 IN C
JUMP IF NOT PRESSED
THE RIGHT ROUTINE IS NUMBER 3
B IS A DELAY

FINALLY TEST THE 'o' KEY FOR THE MOVE LETTER LEFT ROUTINE
JUMP IF NO KEYS PRESSED
THE LEFT ROUTINE IS NUMBER 4
B IS A DELAY

IF NO KEYS WERE PRESSED, MAKE 'A' EQUAL TO ZERO

WAIT FOR THE RELEVANT DELAY
STORE THE ROUTINE NUMBER IN JVAR
RETURN
THIS ROUTINE PRINTS ONE CHARACTER

FETCH THE CHARACTER CODE 'B' FROM MATRIX AND PUT IT INTO 'L'
NOW FETCH THE SCREEN ADDRESS LOW BYTE FROM MATRIX AND PUT IT INTO 'E'. SET UP 'H' AND 'D' WITH THEIR RELEVANT HIGH BYTE VALUES
THESE BYTES ARE REPEATED INSTRUCTIONS OF THE FORM:
LD A,(HL)
LD (DE),A
INC L
INC D
FOR SPEED, THE INSTRUCTIONS ARE REPEATED 8 TIMES
RETURN
DEBOUNCE THE KEY PRESSES

IF A KEY WAS PRESSED ON THE LAST LOOP, (JVAR) WILL BE NON-ZERO
IF NON-ZERO, JUMP TO GO10 TO RESET THE ROUTINE POINTER TO 'RLIST'
IF NOT, JUST SIT AROUND AND WAIT

DE10: DJNZ DE10
JP PRET
GOTO: LD B,16
GO10: POP HL
GO20: DJNZ GO20
LD HL,RLIST
EXX
RET
LSTART: ;THIS IS WHERE THE LOADER IS MOVED TO
BASIC PROGRAM TO ENTER THE DECIMAL LISTING FOR THE JUNE HOW THE HELL?

FOR A BIT BEFORE RETURNING

THIS ROUTINE RE-SETS THE ROUTINE POINTER HL TO 'RLIST' PRIOR TO DELAYING FOR A BIT

FLIP REGISTERS BACK AND RETURN DIRECTLY TO THE LOADER AT LSTART+148

10 LET M=64512
20 FOR Z=0 TO 50
30 LET T=0
40 FOR N=0 TO 9
50 INPUT X
60 LET S=T+X
70 POKE M+N+Z*10,X
80 NEXT N
90 INPUT "Checksum",C
100 IF C=T THEN PRINT "INPUT LINE AGAIN": GOTO 30
110 PRINT "LINE ENTERED CORRECTLY"
120 NEXT Z
130 SAVE "SHUFFLE" CODE M,505

After you have saved the program, you can load it in using LOAD "SHUFFLE" CODE. The saver is run at address 64648 while the loader is executed at address 64661. Note that you must really do a CLEAR 64511 before loading the code as it may corrupt the machine stack. To test the program, load in a suitable screen and do a

RANDOMIZE USR 64648 remembering to set your cassette recorder into record beforehand. Once the data has been saved in this way, rewind the tape and do a RANDOMIZE USR 64661 to load it back in — using the 'Q', 'A', 'O' and 'P' keys you can also play the shuffle game.

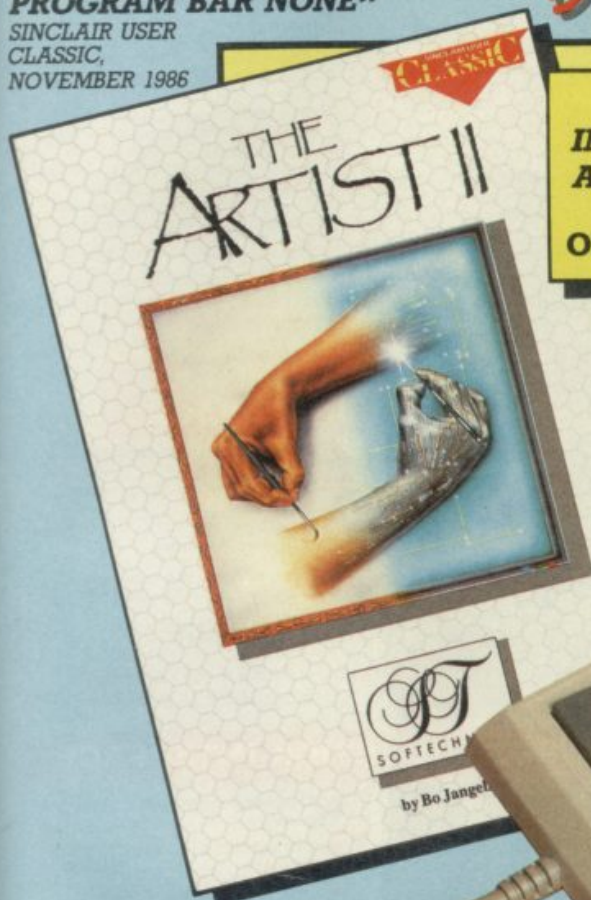
More fascinating machine code next month!



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- ▼ It's a two voice music/sound synth.
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UGLY LITTLE SOD!

They're ugly! They're revolting! They're disgusting! No, not C***h readers (I don't know, though - JD); they're *Boglines* Gllollop up from the nearest swamp come this assortment of latex semi-human weirdies, blessed with names such as Drool, Sponk and Squidge. They come in their own little cages, to stop them getting out and performing all sorts of horrible tricks, and if you stick your hand up their backs and wiggle your fingers they pull horrible faces (But you can do that with Tony - AS).

Mattel's *Boglines* come in two sizes at around £5.50 and £12.50, and they're so revolting they'll probably be an enormous hit. If you really want to nauseate your granny, tell her you found one in the fridge.



Ladies and Gentlemen,
performing tonight without the
aid of Conrad Poohs, it's...
(appearing at Cascade shops)

LAUGHING GEAR

What's small and pinky-red, has a life of it's own and will have you amused for hours? Yes. Finally, after years of apparent exile from jokeshops around the globe, **CHATTERING TEETH** are back! Huzzah!

The history of the mirth-making masticators (Groan) can

be traced back to early Victorian days when the false plates of upper and lower dentures were assembled and moved, hilariously, as if they were talking.

Obviously throughout the years the product was refined and improved though it's largely unclear as to when the clockwork mechanism was introduced.

As you can see, our *manic molars* (Ouch) have developed little feet to help in their comic journey.

And for the astoundingly *bite-sized price* (Aaargh) of £1.99 we firmly predict that teeth will be chattering all over the country this summer. (Hem hem).

SMILE PLEASE

James Bond, eat your heart out! Now anyone can disguise themselves as a Japanese tourist (not that there is anything at all comedic about being a Japanese tourists; they provide a large amount of revenue to our National tourism industry and are very nice *pe ople*) with this super mini-camera.

A slightly jazzed-up version of the ultra-cheap crappy non-working cameras which you can find on the floor almost anywhere, this one is slightly nicer, and takes halfway decent pictures. There's no focus, shutter speed or, well, anything apart from a button to take the pic and a windy thing to wind the film on.



There are two super little carrying compartments large enough to contain some loose change (this is actually where the film goes) and a keyring too.

F.Fwd Strikes again! Very ingenious, Mr Bond!

Available at F.Fwd for a fiver.



HANDS

IS THIS YOUR LUCKY DAY?

The problem with most of these live combat games is that they involve driving out into the countryside, getting cold and wet and being splattered with paint. Quasar is different.

Imported from Australia, the first outlet has just opened up in North London's exclusive Turnpike Lane, in a converted cinema. Instead of paint-guns you have infra-red pistols and a chest-pack sensor, a bit like a sophisticated version of the popular Laser Tag toys. Two teams fight it out in a multi-level maze full of smoke, lights and rock music. Get zapped and your power-pack cuts out, and you have to find an energy source to re-energise ???? ???? ???? ???? ???? ???? Quasar, 01-348 9798.

It's mad! It's Crazy! It's Maglite!



If you're planning any sort of nocturnal activity, whether it be a late-night comics session, a trip down the garden to the lodger's home-brewing kit for a "sample" or a simple breaking and entering*, Maglite is the item for you.

It's revolutionary! It's phenomenal! It's a pen-light! Well, okay, it's a bit better than your standard pen lights. It works, for one thing, and it's got that sturdy, job-to-be-done feel about it which will withstand a fair few knocks.

The feature that makes the Maglite stand out from the millions (? - JD) of other similar torch type affairs is that you can focus the light to the most sensible shape depending on your after-dark work.

If you're trying to find the cat in the garden, switch to wide-beam and the whole blummin place is instantly as bright as day†. If you're leafing through some back issues or searching your parents' underwear drawer for, "Er.. nothing" you'll need ultra-high density mega-focus beam which is like focusing the sun through a magnifying glass. You'll have to be careful that you don't cut a laser-beam-like line through thing, thought††.

There are even loads of incredible accessories you can use to CLIP THE MAGLITE TO YOUR SHIRT! Or CLIP THE MAGLITE ON YOUR BELT! Or even CLIP THE MAGLITE TO YOUR CAR! Excellent.

And it's available at F.Fwd (posey gadget shop full of actually quite good things) Newburgh St. W1 for the bargain knock-down couldn't do it any cheaper price of £10.00.

* Sinclair User does not condone breaking and entering, armed robbery or littering. (Legal Dept.) † Slight exaggeration.

†† Outright lie.

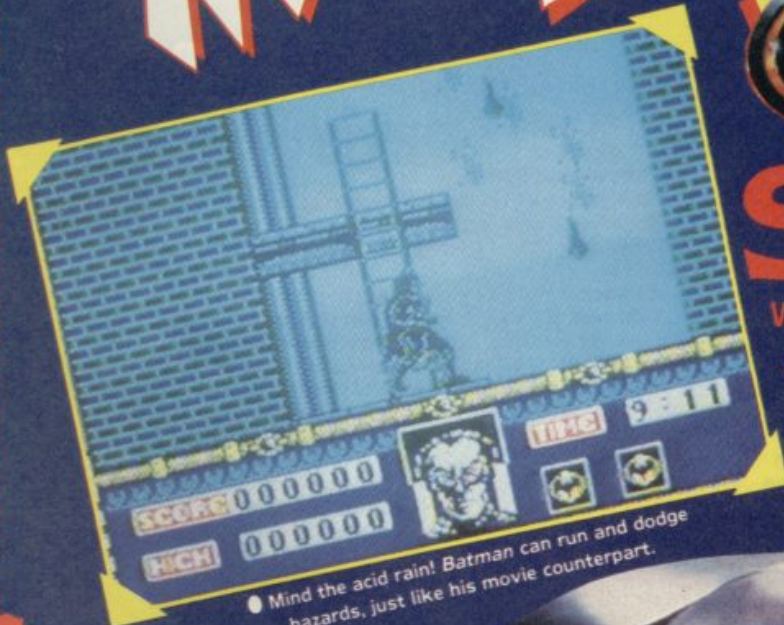


RAT A TAT TAT

Remember Gary Whitta looking a right spaz dressed up as a rockin', rappin' body-popper with the Body without looking such a divot.

Rhythm Stix from Rainbow consists of two (2) brightly-coloured plastic drumsticks, connected by curly leads to one (1) drum synth and amplifier, which can be clipped to your belt (or your trouser turn-ups, come to that). Hit anything - yes, ANYTHING - the cat, a spam sandwich, Colonel Gaddafi - with the sticks, and you get the most fantaaa-stic drum synth noises ranging from Fuzz Tom (peeow peeow!) to Phaser (er, PEEow PEEow!). There are sixteen sounds in all, which are selected using press-buttons on the amp. The widget costs around £19.95 from Toys'R'Us.

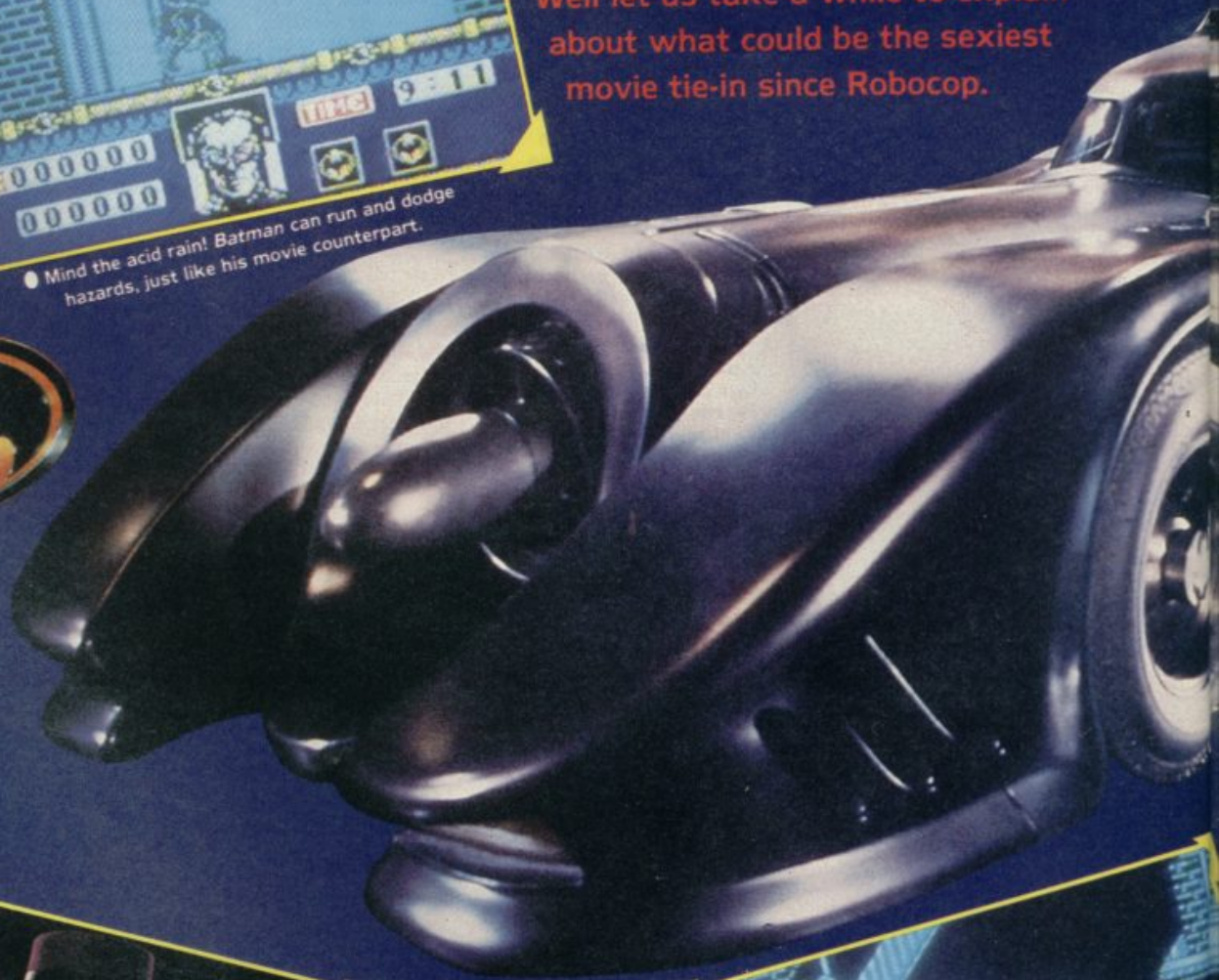
MOVIE PREVIEW



● Mind the acid rain! Batman can run and dodge hazards, just like his movie counterpart.

S hhhh! I'm trying to watch the film! What? You mean you don't know anything about Batman?

Well let us take a while to explain about what could be the sexiest movie tie-in since Robocop.



86



● The the Batmobile! Racing through Gotham City, you must take on the bad guys on tarmac too.

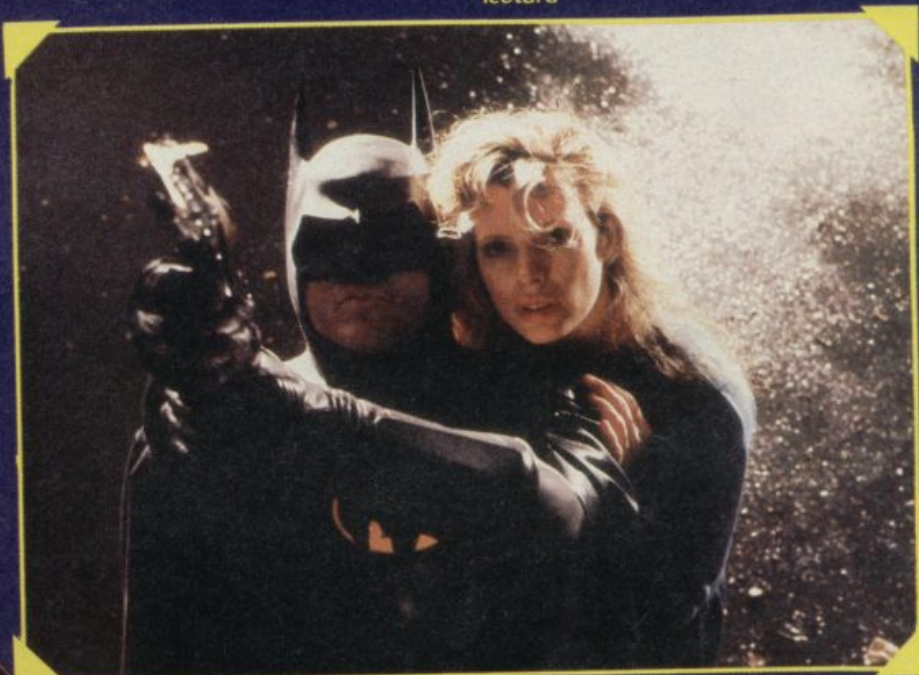
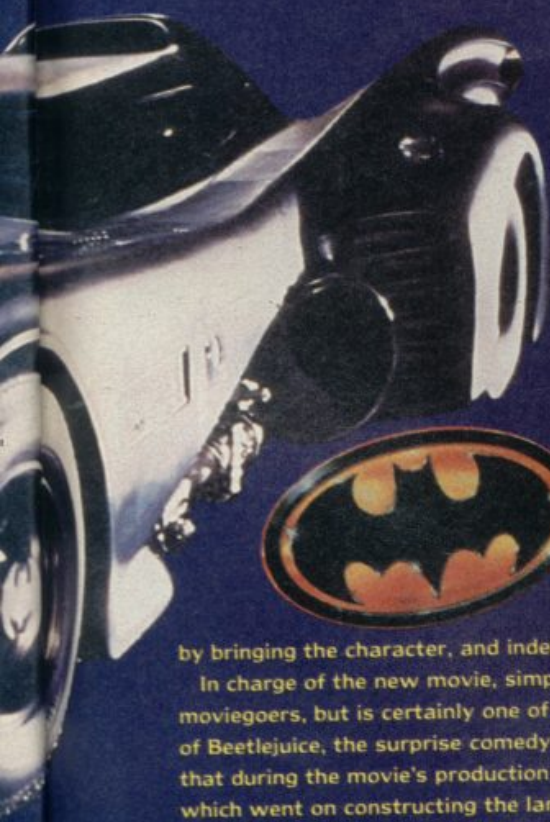


NEWS



If your only memory of Batman is that of the outrageously-camp Sixties TV series, you could be in for a shock this Summer. The Caped Crusader is back – and he isn't smiling much.

Whenever you mention the word "Batman" everyone thinks of Adam West leaping around in a light-grey leotard



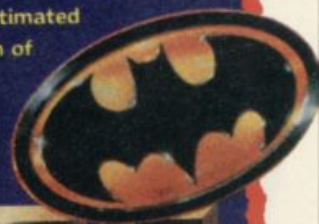
87

cracking jokes while diminutive sidekick Robin punches the palm of his hand exclaiming "Holy despicable plan to take over the world!" Hardly surprising, given that the 20-year old TV Show is the only source of most people's Batman knowledge. It's Batman's original grim and menacing image that the new movie intends to revive

by bringing the character, and indeed the whole scenario, back down to earth.

In charge of the new movie, simply titled *Batman*, is director Tim Burton, who may not be a household name among moviegoers, but is certainly one of Hollywood's major whiz-kids at the moment – he's best known as the director of *Beetlejuice*, the surprise comedy hit of last year. For *Batman*, Burton pulled out all the stops. It's estimated that during the movie's production he spent every last penny in the £40 million budget, over £3 million of which went on constructing the largest open set ever built to bring Gotham City to life at Pinewood Studios, where the majority of the movie was filmed.

The most famous names among the new cast are Michael Keaton, star of *Beetlejuice* (where he



BATMAN

PREVIEWS

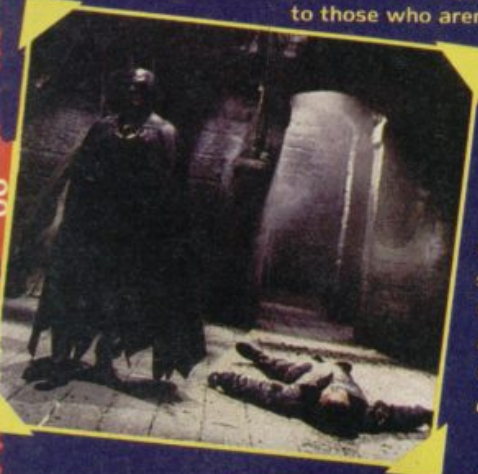


worked with Tim Burton) who plays Batman/Bruce Wayne, and Jack Nicholson who co-stars as his arch-enemy The Joker. Other well-known faces include Kim Basinger as Vicki Vale, Bruce Wayne's dizzy reporter girlfriend, Billy Dee Williams, Jack Palance and even Jerry Hall, who makes a short appearance as The Joker's moll.

To introduce the original Batman legend to those who aren't



● Holy bouncing-things with clown faces! (Eh? — JD)



familiar with it, much of the movie's plot deals with the origins of Batman and The Joker, showing how the two came about and goes on to depict Batman's first encounters with Gotham's criminal element by night (under Bob Kane's advice, throughout the entire film he's never seen during the day) — and of course his first public meeting with The Joker, when the demented criminal threatens to wipe out half of Gotham's population with a poisonous gas.

Batman has now looked up significantly since the TV show days. The famous utility belt now features such weapons as a gas-powered grappling gun that shoots wire around villains' necks to ensnare them, and the new \$50,000 Batmobile doesn't let little things like brick walls get in its way — it just blows holes in them with a pair of front-mounted machine guns!

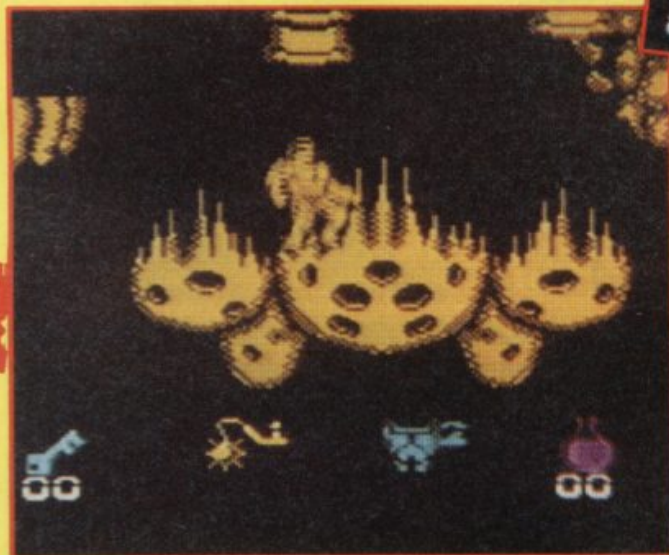
Batman is being hyped as the biggest movie event of the year, and from what has been seen of it so far, it looks like it's going to be just that. We'll have to wait until August 11th, when it's premiered here to find out if the finished product lives up to the publicity, but one thing is certain — it'll make a box-office killing.



PREVIEWS

Black Tiger

Black Tiger? Black Background more like! Ho ho, I'm such a card. But seriously folks, Black Tiger is two things. First, it's an arcade scrolly shoot-em-up thingy that received seriously good reviews, and it's also US Gold's newest coin-op signing thingy, and boy does it look good. I never actually played the original coin-op, so as far as I can tell, you are a stubby little man with a very long spiked thingy which he wazzes about all over the screen and uses to take



out the obligatory bad guys.

Should feature loads and loads of levels, playability, action, bad guys and small yellow circles with the number five inside them.

Release date: Soon

Price: Probably around a tenner.



Starglider 2

Over, this looks a bit ultra fabby, don't it. Funnily enough, it reminds us quite a bit of one of those sixteen bit masterpieces that Firebird said they were going to convert to the Spectrum eons ago. How we laughed! How on earth is anybody going to take an ultra-fast filled vector 3D space shoot-out adventure and put it on a spectrum. Especially when you think that there are over 80 different types of enemy craft, plus the ability to not only fly around in space, but also dive down toward a planet surface, fly around the planet a bit, and then fly into tunnels in the ground and go underground. The only way they could ever possibly hope to get any kind of speed on the Spectrum would be to use hidden line vectors rather than filled or shaded.

A bit like the game in this screenshot. No, Starglider 2 will never work on the Spectrum.

Now what game do I have here? Oh.

It's Starglider 2.

Streetdate: August

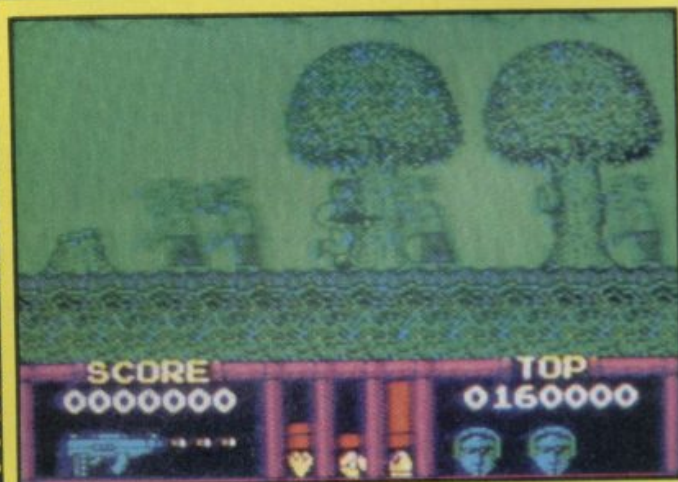
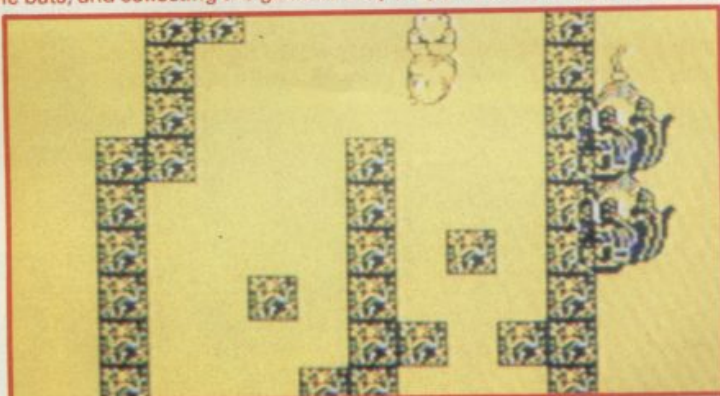
Price: £8.95.



New Zealand Story

Altogether now, aaaaahhh! Isn't it sweet! Meet the ever lovable Mr Kiwi, hero of yet another of those Ocean arcade thingies. Mr Kiwi has a bit of a problem. Mrs Kiwi keeps being kiwinapped by the evil, well, whoever. So you have to run, jump and shoot your way to her freedom.

Armed with only a bow and arrow (!?!), our intrepid little birdlike friend races around the multi scrolling landscape shooting the bad guys, like the hedgehogs and the bats, and collecting the goodies they drop, which can range from sweets



The Muties Stole My Truck

No, it's not another one of those strange games from Software Products, TMSMT is the biggest and best thing Players have ever done, apparently. Looking at the screenshots, we almost feel inclined to agree.

It seems that the muties have in fact taken your six-wheeled woner, so off the set through numerous levels of madness and mayhem in an effort to retrieve it. Battle the zombies in the graveyard and through the forest. Fight off the mutant giant guards in the mutie fortress. And all done with massive chunky, hunky, funky graphics, with smooth scrolling and animation to match.

All this and extra weapons and capsules to make you invincible and everything. Could be a hit, check next ish for full review.
Release date: Soon Price: Cheap.

NEWS

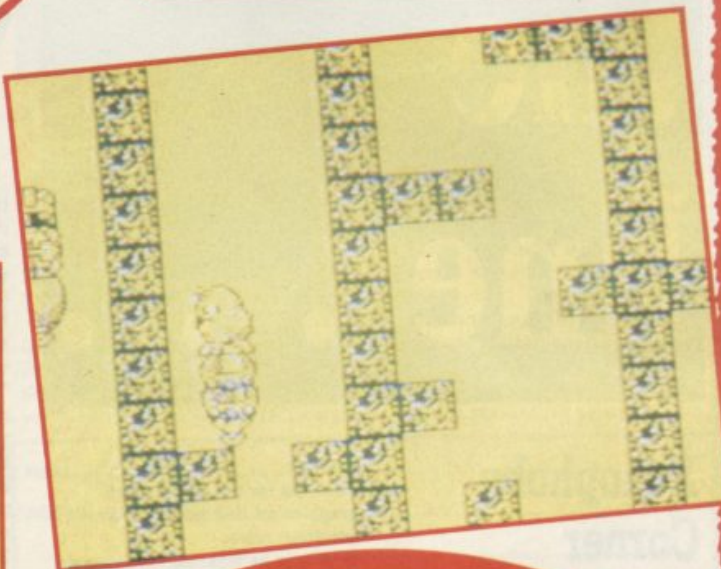
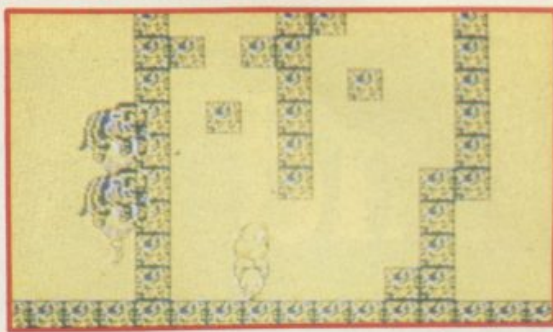
to extra weapons like bombs (!?!) and laser rifles (!?!).

And just in case he needs a little lift, there are hot air balloons to lift him up where eagles fly, where he belongs, above the clouds, and oh dear I'm turning into Joe Cocker.

It all seems like complete madness, but in a really cute sort of way. Expect a review just as soon as our stomachs resetttle.

Release date: Soon

Price: £8.95 ish.



PURPLE SATURN DAY

Well, this is a strange Gallic-type affair and no mistake mon dieu. Crazy title, crazy game; Purple Saturn Day is Infogames' idea of what the Olympics might look like if they took place in the far future; but there's none of your "I feel as sick as a Venusian Weeble-bird" space football to be seen. Instead you take part in four radically different sporting evenings against seven alien races, after practicing against a droid. The events include Time Jump, a fairly straightforward shoot-'em-up;



Brain Bowler, where you have to solve puzzles to activate a circuit board; Tronic Slide, where you battle to collect energy globes on a special grid; and finally Ring Pursuit, which is a race through an asteroid belt. The graphics look spiffing, as you'd expect from the company responsible for the original but strange Captain Blood, Exxos Software. PSD also boasts lots of stats screens and such on 16-bit, so let's hope they all make it across to the Spectrum or there'll be some long faces. Streetdate: August
Price: £8.95



End of the line . . .

ADD-ON-O-RAMA

Xenophobe Corner

92

Foreigners. Funny lot, aren't they? Take Bo Jangeborg, Swedish programmer famed for software hits such as Fairlight (I and II) and, er, others too. Here Bo (in a press release explaining that he's putting together whizzy graphics packages for the forthcoming SAM Coupe) is in a most odd photo

scenario.

Allowing for the slightly naff graphics/art link two immediate questions arise:

- 1) Why is he wearing his granny's cardigan - like his granny?
- 2) Why is he using such a big brush and paint-pot?

Either they are cunning subliminal message-jokes selling Bo to us as a new Van Gogh and suggesting that he's "painting the house" - har har on the picture or he's as batty as a fruitcake and has been the victim of a horrible PR get-up. You decide.



If you can't sell 'em a new computer, sell 'em something new to plug into their old computer! These marketing guys aren't stupid you know....Nintendo have come up with stuff like the Power Glove and the spooky U-Force (where instead of a joystick, you wave your hands in front of a mirror-like thing, ohoo err) and that nice Mr Sugar has released a Light Gun for the Spectrum. What will they think of next? Gremlin predicts....

1) The I-Force

A pair of wrap-around mirror specs that synchronise your eye movements to the sprite movement on screen. Blink to fire, raise eyebrows to enter your name on the high-score. The I-Force also doubles the resolution of the screen and makes it look like your Spectrum has 512 colours. Honest.

2) The L-Force

A pair of rubber trousers which synchronise your leg movements with various custom-written sports programs. Football games, sports sims and strip poker will never be the same again. For extra value, the L-Force doubles as a servicable set of waders...

3) The Power Ring (Girlies only)

This ring (solitaire diamond set in plasticine) will give you the following mysterious powers over your boyfriend:

- a) The ability to stop him going down the pub with his mates
- b) Make him do the washing-up
- c) Mow the lawn
- d) Be polite to your relatives

NB. For this item, a Spectrum computer is not needed. Previously marketed as The Engagement Ring.

4) SU-Force

Essential peripheral device manufactured from the finest Scandinavian wood pulp overlaid with the choicest coloured inks. Therein lies vital information that will impart to you knowledge of brill and/or dodgy games plus providing several chortles along the way - or your money back* (*This bit isn't actually true). May also be used for eating chips out of.

5) The F-Spiky-

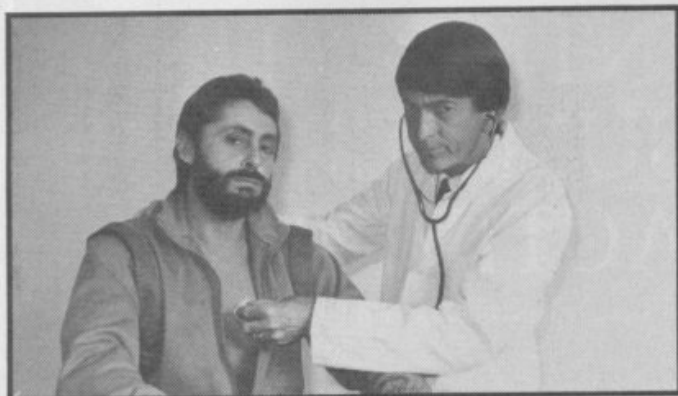
sticky-in-head-atron Force

This moulded plastic helmet, trimmed in modern colours is designed to appeal to the hardened gamesplayer.

Games are controlled normally using the joystick, but when the Game Over screen appears, steel bolts are driven from the inside of the helmet into the cranium of the user....for the ultimate Game Over experience. **N.B.** The high density plastic moulding facilitates easy hosing down for multiple use!



Gremlin caption Compo No 31

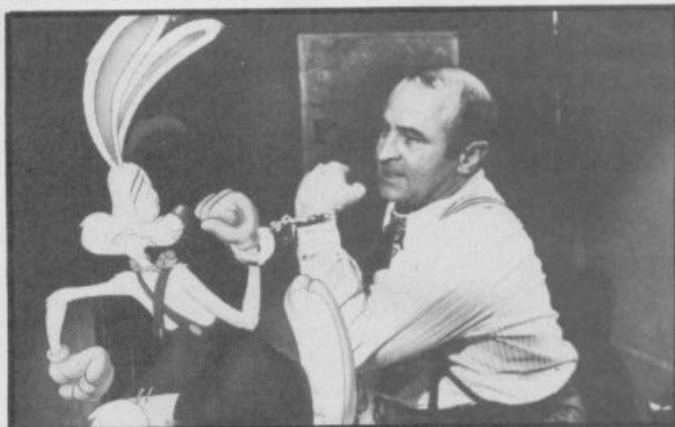


A while back we only received a wee trickle of replies to Caption compos, but these days we can't breathe beneath the piles of entries. We think that many of our readers must be friends of Simon Ellis because you all wrote captions along the same lines of his "Hmmm, this could be serious. You've been reading Your Sinclair again, haven't you?" entry. Sorry Simon you don't win this time.

But Darren Knight of Dewsbury is West Yorkshire does with his hilarious (hem hem) "I just hope for your sake that my Stethoscope's broken". Hope that's not too subtle for some of our readers. Well done Darren.

Spot The Difference

Take a good look at the picture here. Try to count up all the objects on turn the page and see how many differences you can see.



Caption Compo No 32

Now this piccie should wind old Skeatsy up a treat because she hates Roger Rabbit soooo much you just wouldn't believe. She saw the film when it first came out and despised it (Bob Hoskins was great though - Alison) then was forced to watch it again on the plane when she flew to New York (maan) for her hols.

Anyway, have a bit of a think and if you come up with a cracker of a caption send it into us before August 31st 1989. We reckon Uncle Bob Hoskins could be saying "come and meet Alison, Roger, she thinks you're great really". If you think you can do better than that we'll send you £20 worth of games. So get scribbling troops.

Name

Address

Caption

the desk and the surrounding area and memorize them. Then, Be careful not to miss any! The first person to write in...



Spot the difference
won't even get a mention, so don't bother, alright?

STEREOTYPE SPAZMO

There are lots of people we get to meet that would have you in stitches, so we're going to give them a chance to say hello right here. This Month: The Hardware Boffin.

WAYNE'S TOP TEN INTERESTING SUMMERTIME ACTIVITIES

1) Checking out the kids page on *CeeFax* and *Oracle* - "The're Mega!" explains Wayne, "I especially like the quiz pages with the REVEAL bit. It's so exciting to see if you've guessed the right answer. You can get up on all the latest pop news, too. I see these areas as a fun way to get involved in semi-interactive new technology response viewing. If you haven't tried them already, you must be a square!"

2) *Planespotting* - "It's a totally beezer pastime, homeboys! On a hot and sexy summers day, the best way to relax is to just lie back on the grass and catch some rays, and while you're at it, you can note down the numbers of Class A Jumbo Freight liners on their way from Heathrow. Imagine how cool you'll appear chilling out on the pavement, able to stun everyone with your tan and tell the chicks how many flights Syrian Airlines have coming into Terminal 4 each hour.

3) *Playing Cards* - "You can't beat a good hand of Top Trumps to while away some fun-filled summer hours. The guys (well, my half-brother Duayne and my sister Waynetta) find a hand of cards a bit too crazy sometimes, and they have to say 'No thanks Wayne, not today'. Still, as they pointed out, it's a tough choice between playing cards with me and arranging their bogie collection.

4) *Mess about on the River* - "There's nothing that I enjoy more than hiring a little boat from some friendly chap and have a good muck about

in the river. Very few people realise the potential for newt-spotting while out in a dinghy. I have recorded, by length and colour more than four hundred varieties of the common British newt. Some even have legs! And they grow up to be frogs! Radical!"

5) *Go to the Pub* - "Going down the pub is a truly fascinating experience, and a right good laugh too. Me and the lads (Duayne and his mate Shane) have a heck of a good crack sinking some beakers of vinto and hanging out. The best

laughs are to be had when you add up the scores of the lads playing darts, divide them by their lowest common multiple, determine the mean and piece together a point-accurate success curve related to their alcohol intake. Sometimes for a joke we pretend that we're all drunk, but then we're pretty crazy.

6) *Shut up Wayne* - You're a miserable twozock. - Everyone.

"**H**ello! My name is Mr Extremely-Boring, and I thought that I'd better pop in to tell you about our wonderful and exciting new hardware interface. You may well find the Extremely-Boring brand a new name, but we follow in the footsteps of other great Spectrum peripheral manufacturers as Snoozesoft, Zzzzz-Technics and Tedlum International. We aim to break down the prejudices inherent in many of today's computer users about the Spectrum.

"Of course, we don't mind people playing games. Far from it. There's no-one who likes a game more than me, except Rogers in development, and maybe my wife. Come to think of it there are a good many people who like games more than me but that isn't the point. At Extremely-Boring, we've been working on some new technologies which will open up whole new horizons for the Spectrum owner.

"Our new product, we call it the Hardware Interface opens the door to a whole new world of discovery and excitement with its RS232 port and MS-Dos variable directory hard data microdrives. We've bundled it with a spreadsheet program with inbuilt profit/loss forecasts for a hypothetical company which can be incorporated into a fascinating Kingdom-esque data management simulation. Anyway, must be off now, places to go, people to drive round the twist, and I'm on Look North tonight representing a typical home computer user. Byeeeee!"



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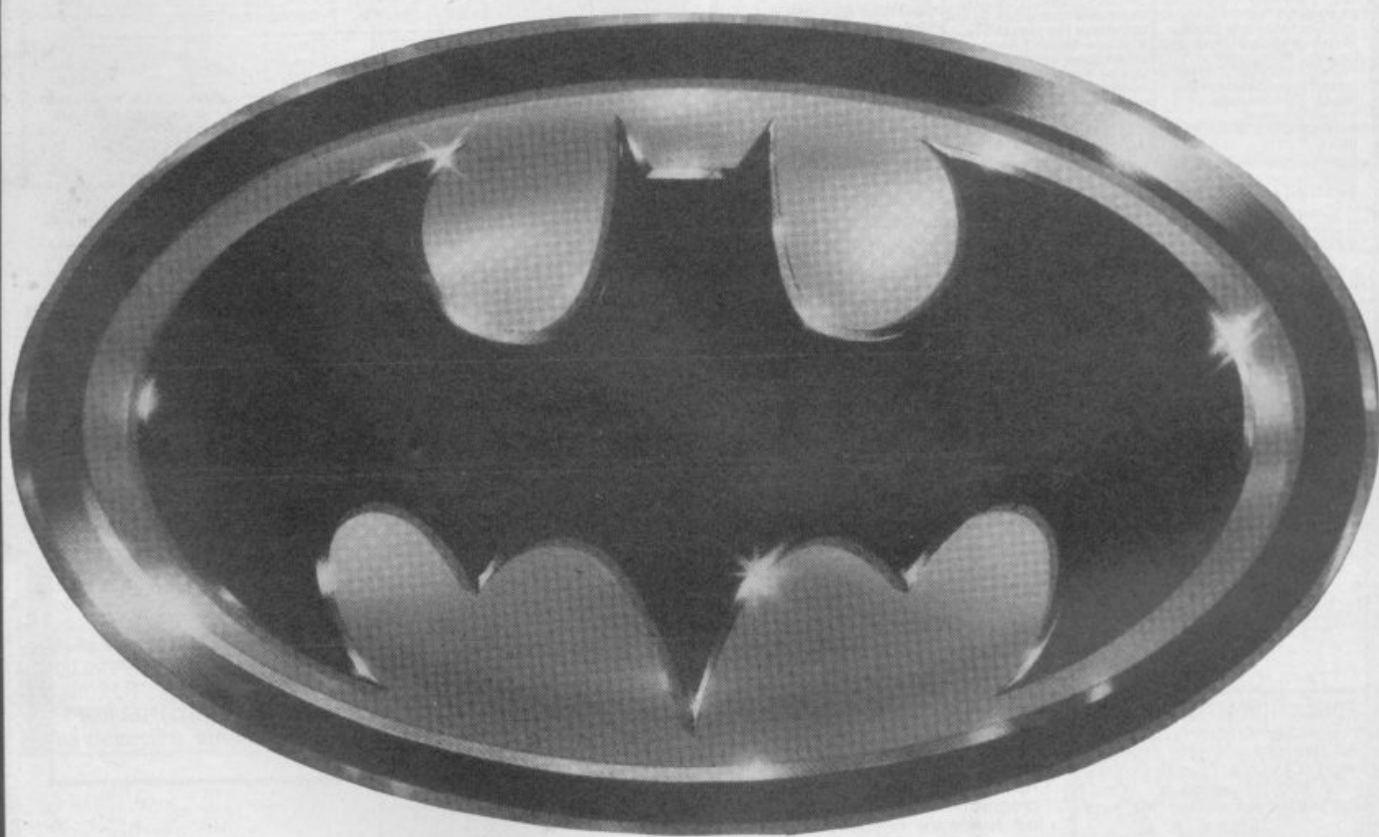
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