

# YOUR SINCLAIR

72 Alanville (2)

# AFTERBURNER

## It's Flamin' Brill!

TEN  
OUT OF  
TEN  
READERS  
RECOMMEND  
IT!

**DOUBLE DECKER SPECIAL**

# VAROOM!

OOH LA LA!  
LES TAPES  
AVE GONE MIZZING?  
ALLEZ AU COUNTER  
ET DEMANDEZ L'HOMME  
POUR LES JEUX!!

**2**  
**TAPES**  
EXCLUSIVELY  
WITH  
**YOUR SINCLAIR!**

**PLUS!** CARRIER COMMAND, OPERATION WOLF, TOTAL ECLIPSE  
ROBOCOP, THUNDER BLADE, WE'LE MANS - ALL INSIDE!

**WIN**  
A Stereo System!  
A Big Chopper!  
A Ship!

# FIVE FIST-FULLS OF

## ROY OF THE ROVERS

**NEWSFLASH!** Four of the Melchester Rovers five-a-side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race **MUST** rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

CBM 64/128 £9.99 cassette £14.99 disk  
 AMSTRAD £9.99 cassette £14.99 disk  
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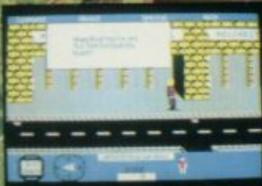
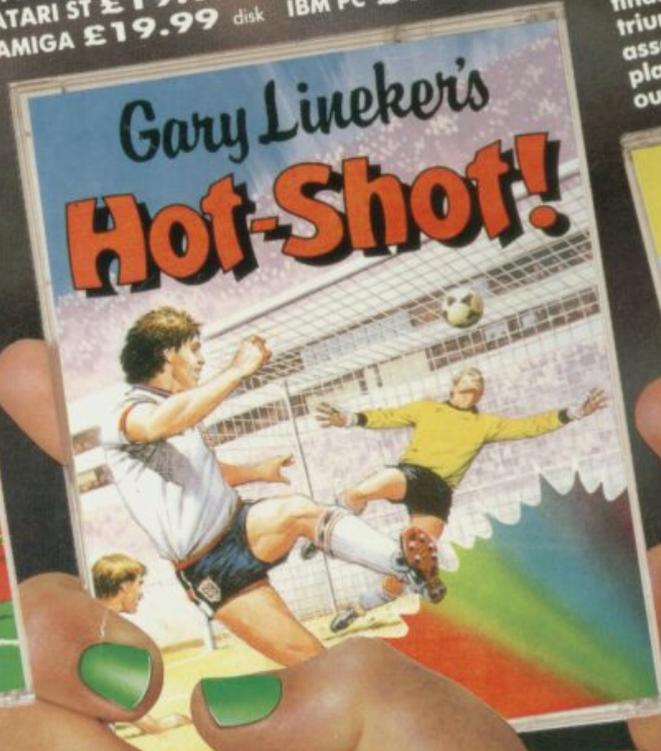
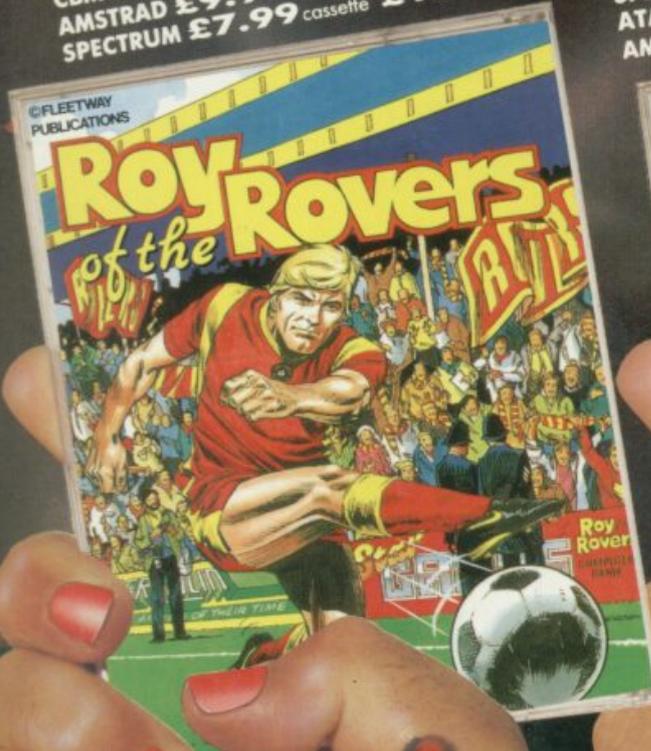
## GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

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 ATARI ST £19.99 disk  
 AMIGA £19.99 disk IBM PC £19.99 disk

## SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!



Screenshots from various formats.

# SPORTING POWER

## GARY LINEKER'S SUPERSKILLS

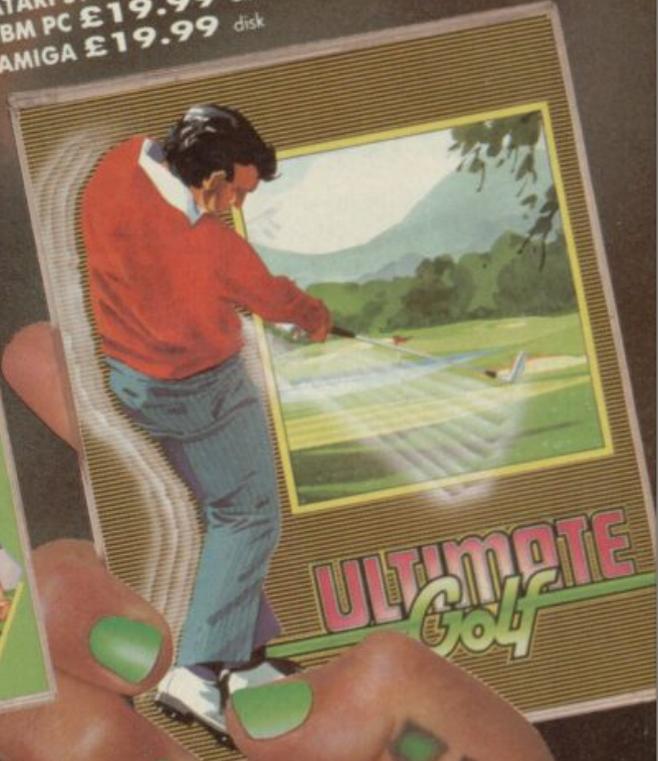
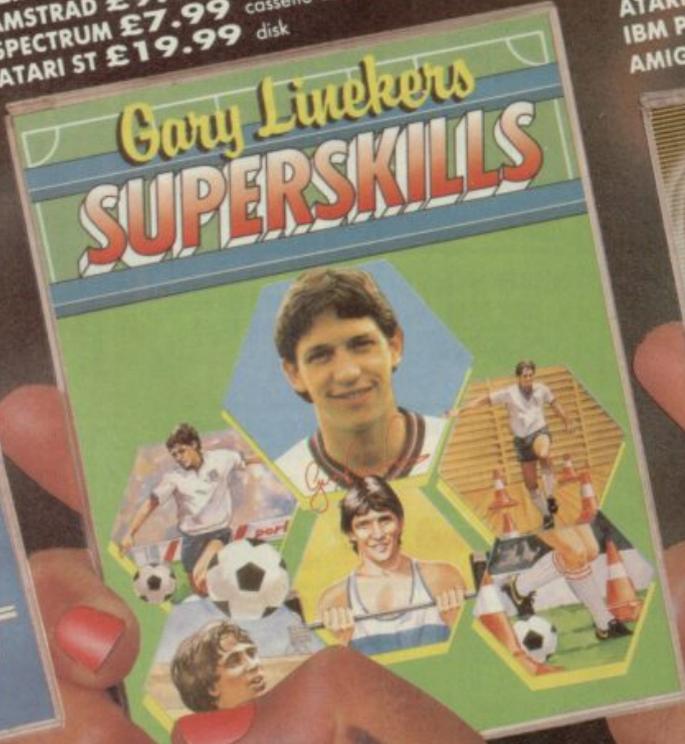
Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication - The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

CBM 64/128 £9.99 cassette £14.99 disk  
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 SPECTRUM £7.99 cassette £12.99 disk  
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The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golfer. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

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Plus  
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Soundtrack  
Skate Or Die Demo  
Crikey!

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42 & 89

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- WIN a complete hi-fi system!!
- WIN two radio controlled helicopters!!!
- WIN unbelievable amounts of games!!!!

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# YOUR SINCLAIR

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A Publication

# ADVENTURES



This month	Last month	Game/Publisher
1	RE	<b>Colour Of Magic Alternative</b>
2	1	<b>Time And Magic Mandarin</b>
3	NE	<b>Dangermouse And The Black Forest Chateau Alternative</b>
4	RE	<b>Mind Fighter Abstract Concepts</b>
5	NE	<b>Quest For The Golden Egg-Cup Mastertronic</b>

## EEEE BY GUM

Ubi Soft (*Don't even think about it. Ed*) a leading French entertainment software developer and publisher has announced the appointment of Electronic Arts as its sole distributor for the United Kingdom and Eire. The titles will be flooding in any time now, so keep your eyes peeled for such titles as *Oooh La La*, *The Pen Of My Aunt* and (*Slap! Stop telling porkies. Ed*) ouch, erm, *Iron Lord*, *Skateball* and *Puffy's Saga*. Well we'd give our eye teeth for those!!



No sooner has the film *The Running Man* cleaned up at the box office than Grandslam announce it's secured the rights to produce the game.

In the film Schwarzenegger plays Ben Richards, the Running Man, a state policeman with teeth so bad that the entire dentist population of his home city are pursuing him with fillings in mind. Around every corner a slaving orthodontist, around every other corner a gang of dentists armed with the very latest in oral weaponry, and around any corners that are left, (*You've run out of corners, and stop telling lies. Ed*).

(Sigh). Schwarzenegger plays a cop who's defied his superiors and has ended up as a contestant on a futuristic quiz show in which everything tries to kill him. The game should be out early in 1989. Okay?



## TOP TEN MIKE GERRARD LOOKALIKES

1. Robert Redford (flattery eh??)
2. Professor Alec Jeffries (pioneer of 'genetic fingerprinting')
3. The dad out of *Family Ties*
4. Stephen King
5. Richard Stilgou
6. My dentist
7. Bill Oddie
8. Dan (out of *Return To Eden*)
9. Scott Adams (minus the perm)
10. Santa (well, he's got a beard)

Would you believe it took TWO people to compile that chart?! The guilty fellows are Andy Cowe and Dave Dutton of Stoke-on-Trent.



There's only one thing for it when a visit to the dentists looms on the horizon — get



Well strike us down with a penny-black, Postman Pat's gone and got himself a job on the side — Alternative has signed him up to appear in a computer game which is due out about Christmas. ... Erm,

hang on a mo: if Postman Pat is swanning it up on computer monitors over the festive season, how is he going to deal with the Toytown Christmas postal rush??

Their budget won't cover temporary staff — and even if

Mrs Merrywinkle *has* offered her services for free, there's no way she'll be able to haul a sack along those icy roads with her back. You heartless bastard Postman Pat.

## POSTMAN PAT GOES ALTERNATIVE



# GET YOUR TEETH INTO THESE RATIOS!



The bods at Nintendo have been busy with their calculators. They've been working out how many people will see the forthcoming TV adverts of their games console throughout December. This is what they reckon:

"7 out of 10 boys between 8 and 14 will see the ad at least once and of these 7 boys 4 of them are likely to see the ad another 3 times as well. The same ratios can be applied to the parents of these boys."

Gordon blimey 'o Bennett. That's a bit complicated innit? Just to help you, we've produced a YS graph of the above figures. Aren't we kind!



## FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(2)	Football Manager 2/Addictive
2	(6)	OutRun/US Gold
3	(1)	Daley Thompson's Olympic Challenge/Ocean
4	(NE)	Tracksuit Manager/Goliath
5	(NE)	Peter Beardsley's Football/Grandslam
6	(9)	We Are The Champions/Ocean
7	(7)	Empire Strikes Back/Domark
8	(RE)	Ace Of Aces/US Gold
9	(4)	Target Renegade/Imagine
10	(3)	Roadblasters/US Gold

## BUDGET GAMES

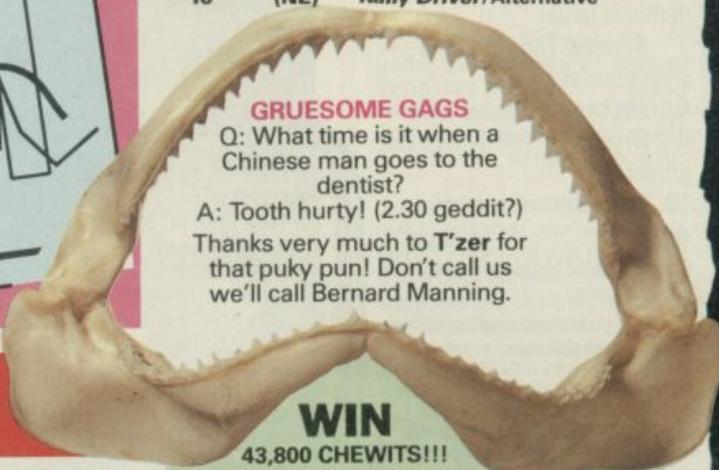
This Month	Last Month	Game/Publisher
1	(1)	Bombjack/Encore
2	(9)	Battleships/Encore
3	(7)	Gauntlet/Kixx
4	(2)	Airwolf/Encore
5	(NE)	Ace/Cascade
6	(10)	Frank Bruno's Boxing/Encore
7	(NE)	Steve Davis Snooker/Blue Ribbon
8	(NE)	European Five A Side/Firebird
9	(NE)	Yogi Bear/Alternative
10	(NE)	Rally Driver/Alternative

## GRUESOME GAGS

Q: What time is it when a Chinese man goes to the dentist?

A: Tooth hurty! (2.30 geddit?)

Thanks very much to T'zer for that puky pun! Don't call us we'll call Bernard Manning.



## WIN

43,800 CHEWITS!!!  
(BLEUURGH!)

Wouldn't you spotty oiks like to get even more acne ridden? Thought so, which is why we're offering ten of you lucky readers 365 packets of Chewits each.

And the reason we're offering you all this lovely tooth decay is to celebrate Gremlin's new game called *The Muncher* which is licensed from those awfully nice people who make Chewits. Apart from the 3,650 packets of sweets, (*Chomp, chomp! Make that 3,649! Ed*) Gremlin is also giving away ten four foot high cardboard cut-outs of



The Muncher

Shane McGowan

The Muncher, a muncher badge and a toothbrush — 'cos you'll need it!

With 12 sweets in a pack each winner gets a staggering 4,380 sweets in all so if they restrict themselves to half a day that's actually a 24 year supply.

Pictured here you'll see Shane McGowan, vocalist from The Pogues. Shane's on his way to the dentist (at long last, the chump), and is about to enter the surgery. You play the part of the dentist, and all you've got to do is imagine what, in your horror, your first words would be on seeing the state of his 'bouche'. Be as clever and/or witty as you want and then write it down in an empty word-balloon. Done that? Good, now cut out the coupon, stick it on a molar and send it to Give Us A Kiss — YS Compos, PO Box 320, London N21 2NB. Entries received after 31st of December 1988 will get the slow drill treatment.

Name .....

Address .....

Postcode .....

# SPOT THE CRATER

Birrova zit-face are you? Reckon that the happening spot-cream is Oxy10? Wrong! Nope, for our money the 'in' cream for savage pimples is this stuff — Acnidazil. After all, as it says on the back of the packet, 'it may bleach dyed clothing', so it's serious stuff — the kind of stuff our boys could have used to stop the German advance in the Second World War. Make sure you don't accidentally rub your 'boat' on anyone's 'threads', though.



- *The Race Against Time* has come to something of a bitter end, with Code Masters now said to be regretting its association with the charity event. This follows the news that Sport Aid Limited, the company behind September's sponsored race, is now a massive £2 million in debt. Code Masters could not give exact sales figures for the title, but it is now almost certain that it will not even come close to the company's original claim that the game would be the first million seller.

- Spanish software giant Dinamic has taken its first step towards domination of the British software market by signing a affiliated label deal with Electronic Arts. The firm, whose previous hits include *Game Over* and *Army Moves*, will begin its association with the American operation with the release of *Game Over II*. Other firms who are affiliated to Electronic Arts include Martech and Accolade.

- Christmas is normally a time for giving, but for once Ocean appears to have got things a little mixed up. This year's 'season of goodwill' will see a £1 rise in the company's prices, taking in *Operation Wolf*, *RoboCop*, *Wec Le Mans*, *Dragon Ninja* and *Guerilla War*. This hike is however only temporary — normal services will be resumed in the New Year.

- Gargoyle classics *Lightforce*, *Shockway Rider* and *Hydrofool* are the latest re-release games set to appear on the budget market following Hewson's acquisition of the three titles. The games will cost £2.99 each and will appear on the Oxford-based firm's Rack-It label.

- The Atari Corporation has granted Domark exclusive rights for the European development and publishing of all games on its Tengen label. The deal follows Domark's success in converting the *Star Wars* trilogy to the home micros, and is said to be a major coup for the British firm.

- Softek has picked up the Peanuts licence as you probably already know — but what you don't know is that the first *Snoopy* game should be out next year. Also watch out for *Artist II* on the +3 and a special game on The Edge label at Christmas called *The Garfield Surprise*.

- We'll be bringing you lots more hot gossip next month so until then start your own rumours!



**Q:** How many Rumanians does it take to change a lightbulb?  
**A:** Three — one who knows how to unscrew a bulb, one who knows how to hold a ladder steady and one to keep an eye on the two dangerous intellectuals!

This month's offering on the theme of those photonic orb things comes from **Peterski Young** (of chart fame).



- 1 **X-Men/Marvel** (now bi-weekly)
- 2 **Punisher/Punisher War Journal/Marvel**
- 3 **Stray Toasters/Epic** (graphic novel)
- 4 **Excaliber/Marvel** (*X-Men* spin-off)
- 5 **A.A.R.G.H./Mad Love** (charity comic)
- 6 **Hellblazer/DC** (usual demonic fare)
- 7 **Swamp Thing/DC** (old squishbucket)
- 8 **Haywire/DC** (new title)
- 9 **Grendel/Comico** (mystical grimoire)
- 10 **Next Nexus/First** (mini series)

Chart compiled by **David Tarafder** of Virgin Comics.

Hmm... Lots of good mags this time, so let's cut the chit-chat and get on with the reviews. *X-Men* is top of the form again, and too right. I've been saying for months what a good mag it is, and I'm glad that some people out there are starting to agree with me. Due to the fact that it was selling so many issues, Marvel has taken the unprecedented step of making it a bi-weekly mag. Twice the sales per month and twice as much work for the artists and writers... let's hope this doesn't mean half the quality!

Next up, *Stray Toasters* is a great new graphic novel, which seems a bit like *Blood* to read, but I can understand a word or two, but it looks brilliant. The graphic novels are getting better and better now and if you haven't bought some before, this one will continue the tradition for you.

And now for something completely different. *A.A.R.G.H.* is a charity comic, and the name is an acronym standing for Artists Against Rampant Government Homophobia. The artists and writers have contributed their time and talents to the cause of gay rights, and what a fine comic it is too. Even if you don't believe in the cause, (shame on you) it's still got all the best artists in the business, and it's published by Alan Moore's, Mad Love Publishing company.

DC's *Haywire* is an odd mag, and I'm not quite sure whether I like it or not? It's a sort of big green robot fighting with a whip-toting bondage clothed woman. Pervy, for sure, but oddly readable and fun. I'm going to try it a few times before I give my final verdict.

Finally, *Grendel* is still turning up in the chart, but this is understandable as it really is a first class cult comic. "A mean, moody comic," as Dave at Virgin put it, and who am I to disagree? What I can say is that my own personal choice this month is a mixture of the *A.A.R.G.H.* comic, DC's graphic novel *Batman — Son Of The Demon*, and a new release from DC based on the cult TV show, *The Prisoner*. This is a first class 'zine, and has all the makings of a hit. Let's see how it does in the chart next month! Okay, that's it, comix fans. Be Seeing You!

**Phil South, Comic Ed.**

## Trainspotters Through History

A series in conversation with the world's greatest trainspotters

No. 89. Janet Street Trainspotter



"Hello. My name's Jannit Shtreet Pawta, an' I've got even more teef than the cog-shprockets on a 25 gear mountain bike. I'm not sure exactly how many there are, even my team of five crack SAS dentists has lost count, but you can be sure of one fing — when I open me mouf I find it pretty hard to shut it again. Knoworimean?"

"Ave yer ever done a tooth count on that James Coburn geezer? He may have a great deal more international fame than what I've got, but let's face it, I've got more square metres of enamel — and that's what counts when yer out there on the platform with yer parker, BOAC bag, note-book and pencil. I mean ter say — I've got sixteen incisors, an' that's just the shtart of it.

No one in the world can match me, chomper for chomper. Some people cite Esther Rantzen as competition, but in my opinion (and that's the one what counts) she doesn't even get off the starting line.

Cor. I don't half get through the toothpaste, though. You tend to when you have to apply it with an industrial floor cleaner. It costs me fousands of pounds every week, but it's worth it, innit? You can't afford to have unhealthy teef if you're a celebrity, like me.

Mind you, no-one sheems to remember how on earth I became a 'household-name', in fact I can't really remember myself, but let's face it — with a gobful of pearlies like what I've got, who cares?"

### FISTICUFFS AT THE PC SHOW

The 1988 PC Show may be long gone, but a lot of the visitors are still nursing bruises, flesh wounds and shattered limbs if the reports filtering in from intensive-care units around the capital are to be believed.

One mother took great exception to her son not being able to play one of the machines on the Atari stand, due to another lad 'hogging' the action for himself.

Realising her pleas of "excuse me young man, it would only be polite of you to allow my son to partake in some of that wizzo enjoyment" were falling on deaf ears, she took a more direct approach and creamed

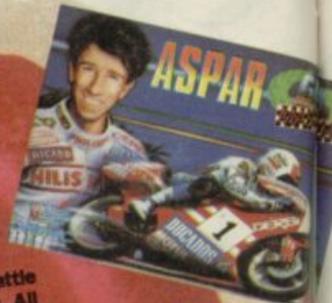
the little blighter in the chops, inducing a rather bloodied nose. Before she could finish the job off, Atari sales manager Paul Welch had steamed into the foray and secured the woman in a Burmese neck-lock, hauling her onto the floor yelling "You're fired Dick!" in her shell-like.

Luckily for everybody though, T'zer and RoboCop (Cagney and Lacey were on holiday) were on hand to save the day. T'zers on the left!



### STOP PRESS

Not many people know this (© Michael Calne), but Spanish motorcycleists occupy the top slots in both the world 80cc and the world 125cc championships. Being Spanish and all that, Dynamic has decided to celebrate this achievement by releasing a motorcycle racing game endorsed by a certain Mr Jorge 'Aspar' Martinez (one of the aforementioned champions). The game takes an above track view, and can allow a number of players to battle it out on all of the world's major bike circuits. All you bike freaks out there have plenty of time to practice, as the game isn't released in Britain until April or May of 1989, but until then here's a glimpse of the game's artwork to whet your appetites.



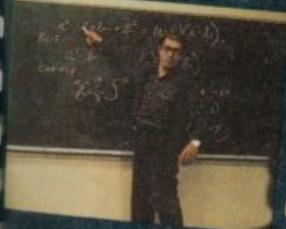
## STAND AND DELIVER (15)

Edward James Olmos,  
Lou Diamond Phillips

**S**o maybe you'll say that Smithie has flipped her toupee, 'cos she's about to recommend a film about maths. But this is more than two times tables, because crater-faced James Edward Olmos's ambition is to teach big game calculus to a classroom of Los Angeles no-hopers!

You may think your school is tough but in Garfield High the teachers wear full metal jackets to morning assembly. In fact the place is so run down the inspectors want to close it down for good! Not the ideal place for J. E. O. to start his mathematical crusade.

But did you ever have one of those teachers who could really communicate even the most difficult facts, who could make the



most boring topics interesting — who actually seemed to enjoy what he was doing? With Olmos as school master even I'd be back behind my desk. Somehow Sir manages to turn everybody's worst nightmare into fun.

Thrill as he coaches a group of gang members in higher maths, he takes them through an exam that most kids don't even attempt. When they succeed the school inspectors accuse them of cheating, so they have to do it all again.

What makes *Stand And Deliver* all the more amazing is that it's based on a true story. Even though there are no car chases this is real life at the seat stuff as Olmos and Phillips battle the system. Now, whether — nine times six is... where did I put that calculator?

## THE SEVENTH SIGN (15)

Demi Moore, Michael Biehn

**T**he first sign is an outbreak of special effects, such as a frozen city found in the middle of the desert. The

second sign is weird things happening to perfectly ordinary folks like Demi Moore and Michael Biehn. And so on to sign number seven, which is nothing less than the Second Coming!

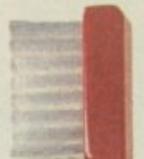
What do all these indicators mean? Ask soothsayer Smith and I'll tell you the truth. Hollywood has remembered *The Omen* and mixed in a little fundamentalist hellfire and damnation to come up with a full scale apocalypse tomorrow. Seems that heaven has run out of new souls and as our world is so wicked nobody can be



bothered to refill the warehouse, so there's nothing left to do but sit around and wait for the end of the world.

But who is the stranger who takes the spare room over the nice young couple's garage? Does he really have the mysterious scrolls — or does he always walk that way? Could he really be a divine midwife, sent to make sure that Ms Moore's baby's birth — the last before the big bang — goes according to plan?

Lotsa questions, right, and I'm not answering any of them, so you'll have to read the signs yourself. Let me warn you that gore fans will be disappointed — see that fifteen certificate lurking up there? But if you prefer a more subtle slice of Hollywood hokum or expect the end of the world any day now — then sign up for this revelatory voyage into the Book of Revelation!



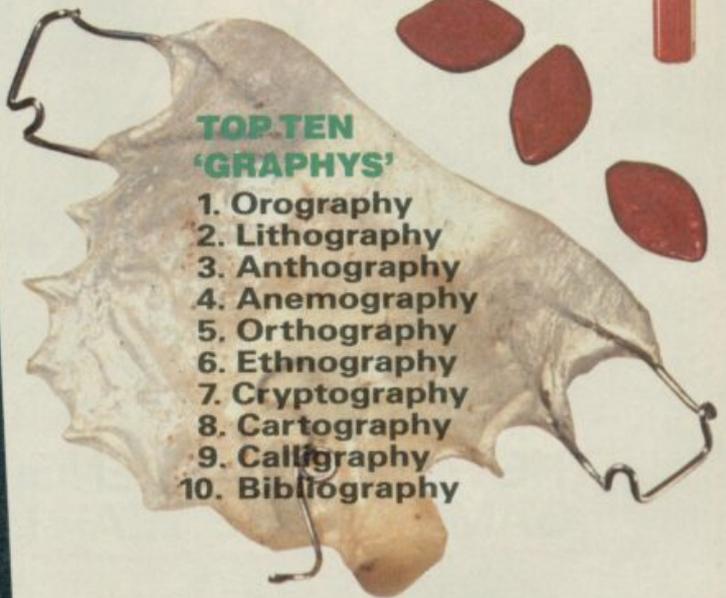
**Spooky Dental 'Facts' No. 1:** The earliest false teeth ever discovered have been carbon-dated and are reckoned to be nearly 2700 years old. They were found in the skulls of remains dug up from the Etruscan Tombs. Brrrrrrrrrr!

**Spooky Dental 'Facts' No. 2:** In 1816 a tooth belonging to Sir Isaac Newton was sold to a nobleman for £730. Guess what the nobleman did with it though? He only went and had it set into a ring, which he wore constantly. Lucky for Isaac Newton then that (a) he had already 'cashed in his chips' and more importantly (b) was not still attached to the pearly. What a clot he would have looked.

**Spooky Dental 'Facts' No. 3:** In 1986 a rather silly American person called Rick Hofmann decided to prove he had the strongest bite in the world. Luckily for him another silly American had already invented a device to measure this on — the 'gnathodymometer'. Rick's score? 975 lbs. Cripes.

**Spooky Dental 'Facts' No. 4:** The most prolific tooth-puller of all time was Brother Giovanni Orsenigo — a 'religious' dentist from Rome. Between 1868 and 1904 he yanked out 2,000,744 chompers. Guess what he did with them though? He only kept them in his bloomin' bedroom — double spook!!!

**Spooky Dental 'Facts' No. 5:** Lost a tooth? Never mind, another one will grow, as you know. Oh dear. Had it knocked out in a 'tiff'? Well — that's your lot then, isn't it. Take heart though, 'cos the growth of a third set of teeth has been recorded several times, and one French geezer went on to score four (or as a toff-dentist would say, 'he achieved a fourth dentition').



## TOP TEN 'GRAPHYS'

1. Orography
2. Lithography
3. Anthography
4. Anemography
5. Orthography
6. Ethnography
7. Cryptography
8. Cartography
9. Calligraphy
10. Bibliography

**H**ave you ever played table-football (where you spin the bars to make the players kick the ball)? Didn't you just wish that the team members could travel back and forth down the pitch, instead of just performing demented somersaults?

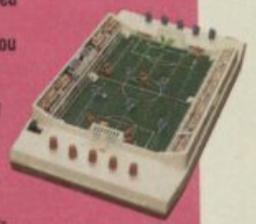
Well, well, well. Just looky here — it's *Super Cup Football*, from Tomy. Not only can you now dribble the ball before shooting, but you can put the whole football pitch in your pocket after playing a game (if you happen to have pockets the size of a copy of *YS* self-taped onto a 4-slice toaster, that is).

... yes it is, with you and a chum taking control of the ten players and two goalies via little knobs (Oo-

er) at either end of the field. The whole thing is driven by two small batteries, and pushing a knob forward will move the player it controls up the pitch, while pulling it back will bring him back down again. If you want to 'kick' the ball, it's a simple matter of twisting the knob (the player will do a pirouette, and the ball will go flying off the little bar sticking out of his left arse!). You really have to have fast reactions if you want to stop your pal setting up the old 'one two', 'cos the pace of this game is ace. Football was never so much fun — even the noise of the game has been retained, as the motors that control all the action operate at about 92 decibels. (Yes, don't I know it! Ed.)

With the pitch, you get two kitted teams — one red (come on you re-eds) and one blue, and two unpainted pink teams for naked soccer romps (or you can paint them with your own team's colours if you want). You also get five balls, so you can get away with losing four before you have to start thinking of rolling up small pieces of paper and reminiscing about how good the original balls were.

Unlike the Table Football Games, *Tommy Super Cup Football* doesn't require you to feed it 10p every single time you play a match, but it is necessary to hand a shopkeeper 22 quid before you can play your first one. It'll then pay for itself after 226 games. What a result!!!



# The meanest fighting machi



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# 10.1

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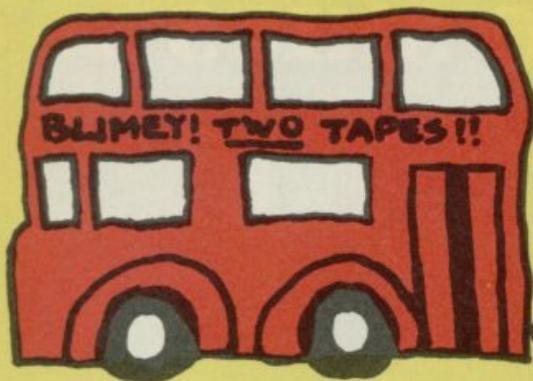
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Screen shots from various formats.

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# DOUBLE D

Well strike us on the knee with a wibble-stick, we've done it again. We've surpassed ourselves. We're giving away so much stuff this month that we need two pages to tell you about it. It's just so absolutely brilliant, words almost fail us — but it'd be a bit tricky trying to tell you about the treat you have in store using sanskrit, so we're going to have to persevere.

Righto, lined up for you spec-chums this month we have TWO (yes that's right, two) totally complete (and totally brilliant) games: *Star Raiders II* from Electric Dreams, and a brillo shoot'em-up called *Qarx*, which has been written especially for YS by Greg Jackson. Good stuff, eh? ... But that's not all. Oh no. There's also a very playable demo of Electric Dreams' forthcoming release *Skate Or Die* and as an audio 'treat', we've got the soundtrack from the arcade blast 'em out of the sky classic, *Afterburner!!* Still, enough enthusing, you probably want to know all about the bumper software in more detail. And who can blame you?

## STAR RAIDERS

Celos IV, that peaceful star-system with its paradise planet of Teris is being invaded — by the dreaded Zylons, under orders from their sagacious leader, Chut.

Star Raider Commanders are in short supply — most of them have scattered

throughout the galaxy — but now one is needed again, and guess who it is? Yup, you!

You've been given a souped-up mega fighter called the Liberty Star with which to stop the invasion. So off you go!!

You start the game in orbit over Teris and find yourself immediately under attack from Johnny Zylon. You're locked in a one plane orbit, so can only move to the left and right, although you can speed up/slow down. Get that trigger finger pumping and burn the aliens with your lasers. Done that? Right, this is where things start to get trickier — and a certain strategy element comes in. Pressing the space bar brings up a map of the star system.

There are several planets and moons to be visited and cleared of Zylons (presuming they've already arrived, that is), and also flashing sectors of cold space. These flashing sectors are the Zylon craft entry points into the Celos IV system, where the enemy can be intercepted and destroyed before they reach the planets. Hopping around between the entry points, planets and moons, cleaning up the enemy before they totally infect the whole system is the name of the game (*No it isn't, it's Star Raiders II. Ed*), but you can sustain a lot of damage in the process, so it's just as well that you have Space Stations to visit. Here automatic repairs, refuelling and re-arming will be implemented — mind you, this takes

up a bit of time, allowing the Zylon fleet to start to take hold again. There's only one way to deal with them permanently, and that's to hyperspace to their home system (the Procyon Star System — top left on the space-map screen) and engage in bombing raids over their three planets, taking out the attack bases where their fighter-craft are produced. Only in this manner will you be able to rid the universe of the heinous menace of the Zylons for all eternity.

*Star Raiders II* was a full price release last year, and we thought it was so bloomin' corky we gave it an 8. You can imagine the score it would have got if it was being sold at the price we're offering it to you (that's a measly 25p matey). Megagame? You bet!!!

## THE AFTERBURNER SOUNDTRACK

Check out the *Afterburner* mega-preview in this ish and you'll see instructions on how to build your own pneumatic arcade cabinet. However, for TOTAL realism, you'll need this: the original arcade soundtrack. Whack the cassette in your hi-fi, turn the volume up to eleven (or as near to that as you can get it), jump in your personal cabinet, suck on the 'bean-tube' and wa-hay (you're away). Zoom city! Oh, and don't try loading this into your Speccy 'cos it's audio only — you clot!

FOLD

FOLD

STAR RAIDERS II



TAPPE I

YOUR SINCLAIR

Side B: THE SOUNDTRACK FROM AFTERBURNER

CONTROLS

Keys:   
 Ctrl Shift: Begin game, Backward - 6 - Fire   
 Alt: Auto fire, Auto System Menu, and Weapons System Menu on the Forward Scanner   
 Tab: Scanner between Target and Status   
 F: Auto fire and Auto System Menu   
 G: Auto fire and Auto System Menu   
 H: Auto fire and Auto System Menu   
 I: Auto fire and Auto System Menu   
 J: Auto fire and Auto System Menu   
 K: Auto fire and Auto System Menu   
 L: Auto fire and Auto System Menu   
 M: Auto fire and Auto System Menu   
 N: Auto fire and Auto System Menu   
 O: Auto fire and Auto System Menu   
 P: Auto fire and Auto System Menu   
 Q: Auto fire and Auto System Menu   
 R: Auto fire and Auto System Menu   
 S: Auto fire and Auto System Menu   
 T: Auto fire and Auto System Menu   
 U: Auto fire and Auto System Menu   
 V: Auto fire and Auto System Menu   
 W: Auto fire and Auto System Menu   
 X: Auto fire and Auto System Menu   
 Y: Auto fire and Auto System Menu   
 Z: Auto fire and Auto System Menu   
 0: Auto fire and Auto System Menu   
 1: Auto fire and Auto System Menu   
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 5: Auto fire and Auto System Menu   
 6: Auto fire and Auto System Menu   
 7: Auto fire and Auto System Menu   
 8: Auto fire and Auto System Menu   
 9: Auto fire and Auto System Menu

The evil Zylon forces are intent on infiltrating your home Star System, and it's up to you to stop them. Defend your planets against the relentless onslaught, while at the same time ensuring the Zylons entry into your System is regulated. Using the System Chart, warp from planet to planet and keep the Zylons at bay, while watching out for damage reports from your ships' onboard computer. If the damage gets too bad, it might be a good idea to visit your space station, for emergency repairs rearming and refuelling (mind you, you might find that the aliens have destroyed your space-station, in which case you could try refuelling over the star Celos IV itself — a tricky business).

If you manage to find yourself with any spare time (quite unlikely), you ought to go on a bombing sortie to the Procyon Star System where you'll find the three Zylon planets. Pressing key 'W' switches from laser fire to ground fire, which is needed to destroy their land based factories.

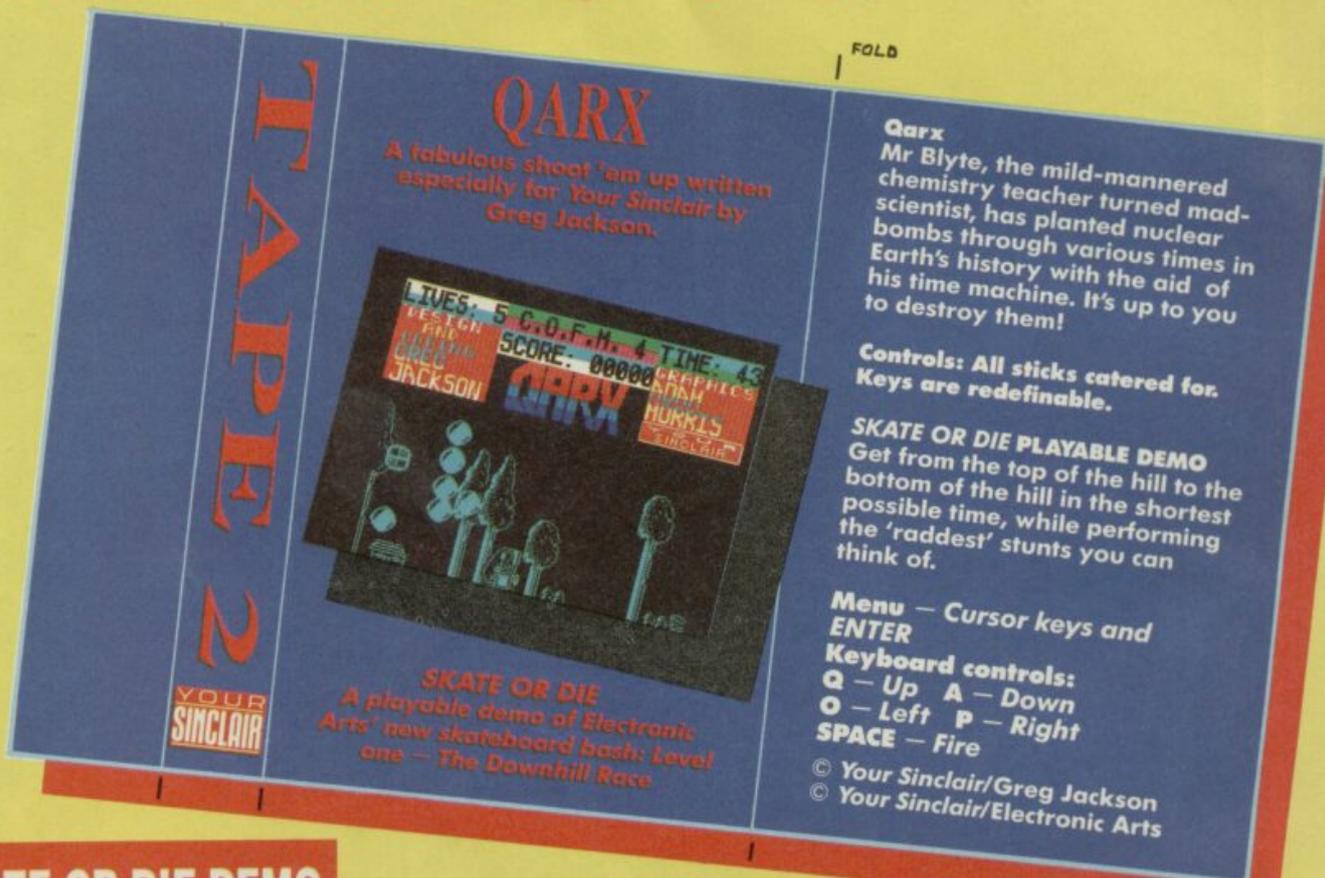
© Your Sinclair/Electric Dreams



EYS TWIN TAPES!

# DECKER ISSUE

IT'S FANTASTIC!



## SKATE OR DIE DEMO

Skate or die, chum? ("Eeeeer, I'd rather skate please." A YS reader). Sensible decision — and we're going to give you a chance to do just that, in this playable demo of Electronic Arts' new skateboard bash. It's the first level of the game, and it's called the Downhill Race.

What you've got to do is to get from (A) the top of the hill, to (B) the bottom of the hill (downhill, you see).

On your way down the idea is to perform 'rad' stunts to gain a high score. If you want you can just saunter down the easy route at three feet an hour, but as you might have guessed, this kind of behaviour is particularly 'un-rad' and won't earn you a sausage, points-wise. At the beginning of the game you will be asked whether you want to play 'Goofy' or 'Regular'? This simply means whether you want the joystick to respond from your own point of view or the on-screen skater's (so, everything's reversed)?

Pressing fire and forward is a jump, fire and back is a duck while fire and left or right gives you a slide turn (a fast way to cut corners). Oh — and don't take longer than one and a half minutes to finish the course, or you won't get any bonus points!

## QARX

Reckon you're a bit of a dab hand at shoot 'em ups? Well, we can assure you that you're

going to find them full (your hands you clot) with this baby. This game is an absolute exclusive for *Your Sinclair* — it's been especially written for us by fabbo programmer Greg Jackson, who's currently writing for Source (producers of *Samurai Warrior* for Firebird amongst other things). Greg is ever so slightly bonkers, as you can probably tell from his storyline:

"Mr Blyte was a fairly ordinary chemistry teacher; very strict and with extremely good pass rates — for many years he had been respected, indeed revered by his pupils and fellow teachers. But then came the class of '88 — a pack of rebellious lazy kids who ignored everything Mr Blyte ever said and promptly all failed their chemistry GCSE's. Mr Blyte cracked under the taunts of his colleagues. He turned his lab into a secret research station and slipped into the role of mad scientist, intent on the destruction of a mocking world. To further his aim, he invented a time machine which he used to deposit nuclear bombs over the Earth and Moon at different stages through time. He promptly publicised the news that the world was about to be destroyed simultaneously at lots of different times." (Eh? Ed.)

It's your job to do something about it. You're in control of a time machine called

Qarx (hence the name of the game) and you've got to jaunt around the multiverse (leaving your footprints in the sands of time) and destroy all the bombs. In fact you've got to destroy everything — it's 'shoot anything that moves (and if it doesn't move shoot it anyway)' time. There are five levels to get through, but we reckon you're not going to be able to get much further than the third — unless you're the skillest person in the world, that is!!

## TAPE TROUBLES

If your copies of *Star Raiders II*, *Qarx* or *Skate Or Die* refuse to load, send them in a large strong envelope to Double Decker Returns Dept, PO Box 320, London N21 2NB (making sure you enclose a similar stamped and self addressed envelope). Please don't phone or send your game to the office as we can't deal with the problem here.

# BARBARIAN II

## THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



C64 Version

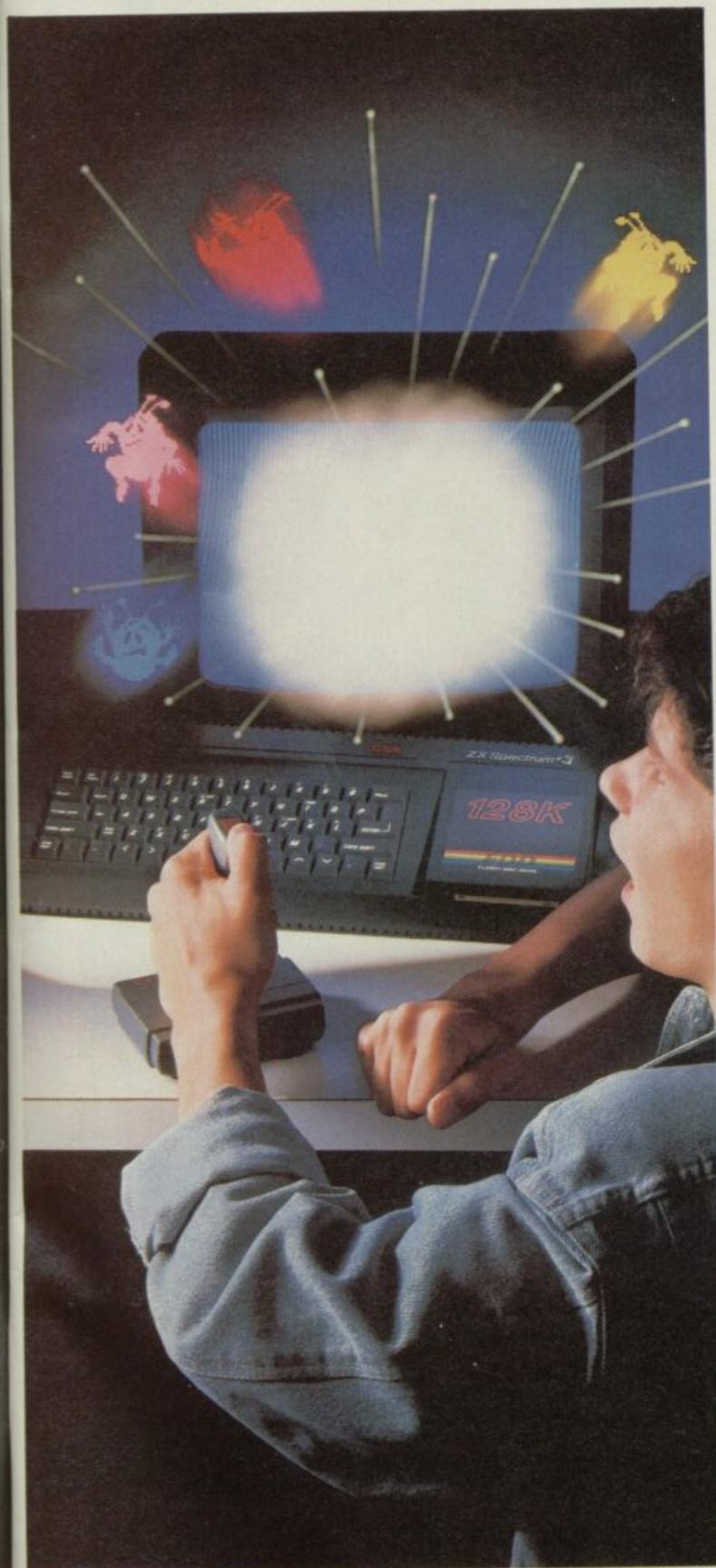


Check your local stockist for availability.  
In case of difficulty, available by mail order  
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7 Caledonian Road, London N1 9DX.  
Send cheque or postal order for £9.99

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# sinclair

**T**elecomsoft seems to have a bit of a reputation in finding 16-bit titles that can't possibly be converted down to the Speccy — and then doing just that! First there was *Virus*, which astonished almost everyone who saw it on the Spectrum, and now there's the equally complex *Carrier Command* — Realtime Software's massive 3D shoot 'em up/strategy game for maritime warfighters. (Aye, Jim Lad.)

The packaging is up to Rainbird's usual high standards, incorporating a fact-packed booklet which introduces the story and gives a brief outline of the game's major functions and objects. It also gives you a telexed message explaining your brief.

**THE MISSION**

**DATELINE:** June 4th 2166 **SUBJECT:** Southern Ocean Development  
**STATUS:** For Your Eyes Only  
 Further to our previous communication, it has emerged that ACZ Omega has been reprogrammed by the outlived Omega organisation. It is now inevitable that this advanced carrier will attempt to invade and destabilise the vital Omega base island chain.

Commander, as you already know, this island chain is vital to our military and economic strength. It is therefore imperative that you take charge of the ACZ Epsilon and put an end to this scheme by any means at your disposal.

Your ship has been specially equipped with a newly programmed computer virus which will allow you to take command of any island which the Omega has already invaded. This, combined with state of the art Manta fighter and Mantis amphibious craft, will ensure the odds are in your favour. But remember Commander, the Omega is also a highly-developed aircraft carrier and Omega will stop at nothing to maintain this stronghold.

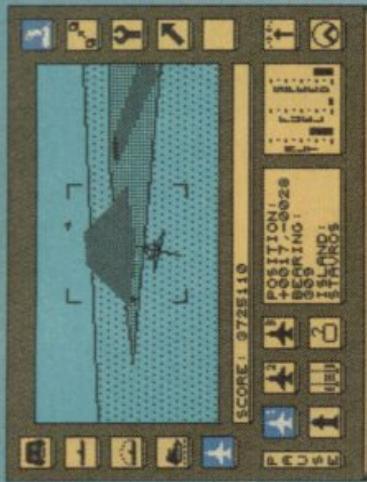
From here on the strategy is in your hands. However, I would suggest that you avoid an initial confrontation with the Omega and instead concentrate on a policy of island colonisation and the cutting of supply lines. This will serve to weaken the opposing craft and strip away our position in the inevitable confrontation.

Good luck Commander! Best of luck in your own... End of message...

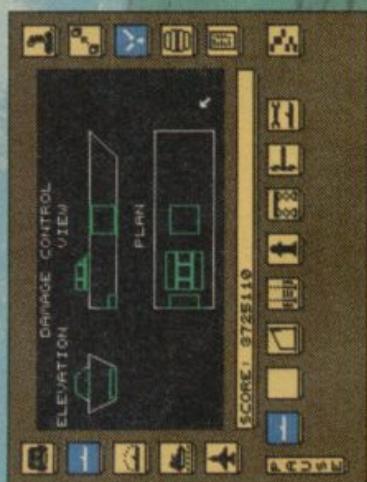
And that's the essence of *Carrier Command*. Taking the helm of the Epsilon, it's your task to take control of 32 islands. Along the way it's necessary to set up supply lines, defence bases and resource islands to help you stay afloat and achieve your ultimate aim of destroying the Omega.

Commanding the Epsilon is a demanding job — it's not just a case of tugging on the joystick and watching where the bow points. There are supply levels to be maintained, repairs to be carried out and strategies to be devised. Most of these commands are icon-driven, with each selection leading to a number of sub-levels and duties to be carried out.

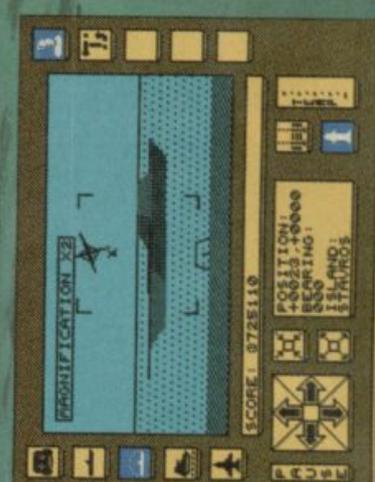
This probably gives the impression of a slow moving brain-blender (and there are sections which require a lot of thought), but if you really want to you can always just play around with the joystick — sailing around islands, flying one of the ship's three Mantas or attempting a landing in an amphibious Mantis.



Manta 1 takes a pot-shot at the command centre on Island Stavros. Simple innit peeps?



The Damage Control screen shows the automatic repair cycle being carried out — the white sections are currently under scrutiny.



With the Omega in sight it's time for some real fireworks to begin.

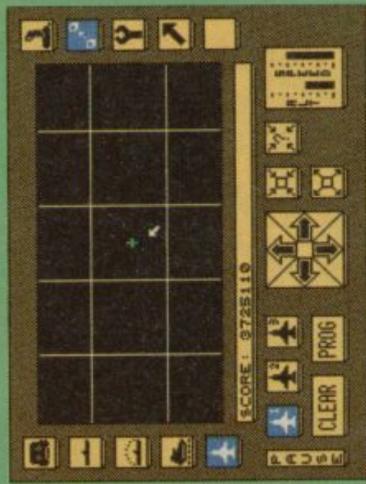
**A-har me hearties! Admiral Ciarán Brennan pulls on his bell-bottoms (sexy!) and takes a cruise on Rainbird's Carrier Command.**

Damage is sustained throughout the campaign, so repairs should be carried out from time to time. They can be carried out automatically, but you'll still have to attach priorities (Low, Medium or High) to each of the ship's components.

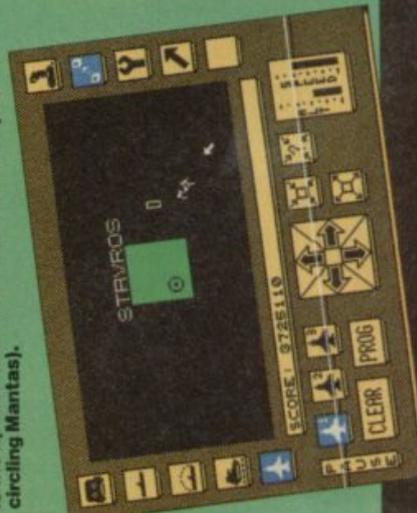
It would take me forever to list everything in this game so I'm not going to, but that's part of its beauty — there's so much to see, learn and do that you'll probably never tire of it and remain sailing the seven seas forever like some kind of computerised Marie Celeste. They said it couldn't be done — but it was, and I for one am mighty grateful. Go spice the mainbrace and find out for yourself!

**FAX BOX**  
 Game.....Carrier Command  
 Publisher.....Rainbird  
 Price.....£14.95

# ZOOM!

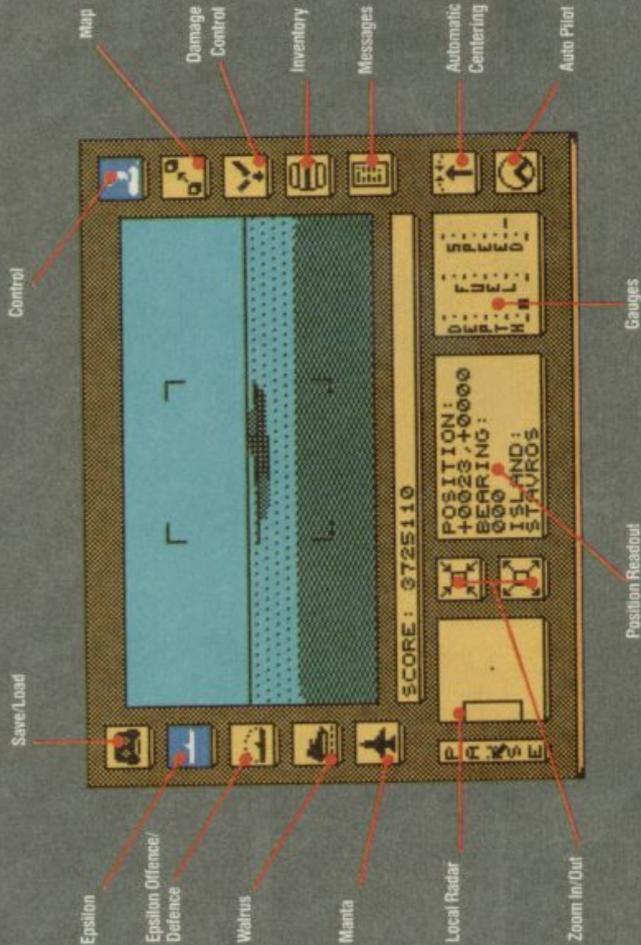


And let's take a closer look at that — the zoom feature can pinpoint single islands in a matter of seconds (the small white rectangle beside Stavros is the Epsilon and the arrows below it represent the circling Mantas).



## GET ON BOARD

**Save/Load** — If you're completely crap or just lack staying power this allows you to save your current position to tape (or disk on the +3 version) at any stage.



**Epsilon Control** — (Shows up blue when activated) This governs the carrier's normal operational functions — either control it yourself or put it on autopilot while you go off to make a cuppa.

**Epsilon Offence/Defence** — Click on this to mount an attack by operating your deck-mounted missiles and satellite defence drones.  
**Walrus Control** — No it's not an ugly sea lion! (Arrrrrr! Arrrrrr!) It actually allows setting up, maintenance and control of any of the Epsilon's three amphibious landing craft. This can be done manually or on auto.

**Manta Control** — Similar to Walrus Control, this icon governs the three onboard aircraft which are laden with weaponry and viruses. Just set the course to mount an airborne attack.  
**Zoom In/Out** — Don't squint! Buy a pair of glasses or click on this to get a closer view of whatever looms up ahead.

**Auto Pilot** — Lazy blighters can always switch to George to automatically control the Epsilon, Mantas and Walruses when activated.

**Communications** — Keeps in touch. Messages flash up on screen giving details on the state of your carrier such as how many islands you've taken over, your fuel, your drones and Mantas.

**Inventory** — You'll need to keep up to date on your stocks of fuel, weapons and tools if you want to keep your hull above water.

**Damage Control** — If your ship's come under a heavy barrage of fire you can instantly repair (manual or automatic), its damaged tender bills. Assess the damage and apply high, medium and low priority of repair of components.

**Map** — Got lost? Here's a full-scale map of the entire island chain which displays all craft and islands.

**Control** — (Blue when activated) Allows you to switch to manual control of highlighted craft by using joystick and keys.

## MANTA REFIT

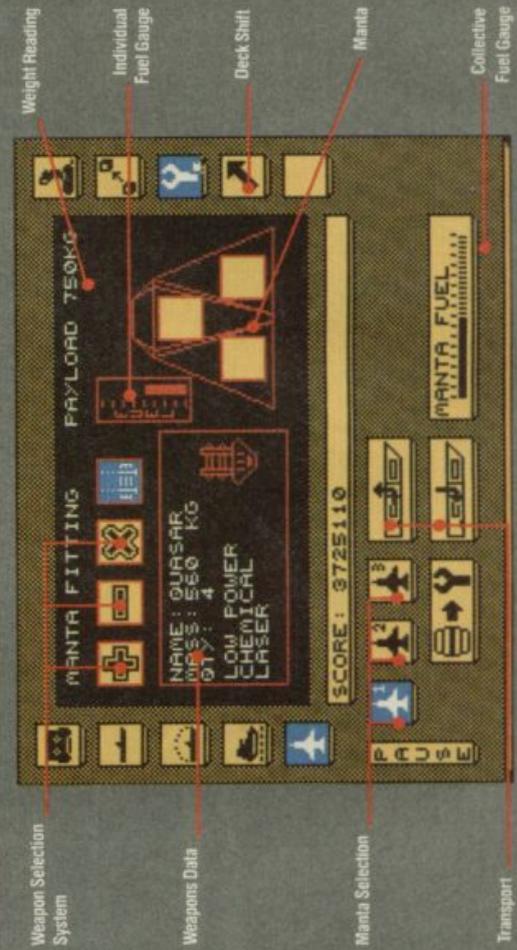
**Weapon Selection System** — Select this to flick through the ship's weapons system (← for backward, → for forward, X for remove). There's a whole host to choose from including lasers, rockets and Bob Holness' smile!

**Individual Fuel Gauge** — This monitors the fuel level for each individual Manta. Keep it topped up if you want to stay airborne.  
**Manta** — Put out your empties! Here your Manta awaits weapon fitting (white squares represent empty weapons bays).

**Deck Shift** — Most of the time during play, the display is below deck. To launch a Manta after you've fitted it with weapons you must Shift the display to the main flight deck. Chocks away!

**Transport** — Select this icon to lever fitted Manta to and from the flight deck.

**Weapons Data** — Gives all-important info on selected weapons including numbers and weight (important knowledge, as an overboarded Manta will not take off).



# 4 SOCCER

*Simulators*



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AMSTRAD SCREEN SHOTS



# Letters

## ONCE UPON A TIME...

The story so far...

The Ed has discovered that she is being made redundant and that Pete Shaw is going to be the new editor. Drastically she summons up all her old cronies to assist her (Dame Edna to name but a few).

'First thing to be done is to do Pete in.' Says Ed, 'Arsenic will do nicely.'

(Cronies all exit).

Enter David McCandless.

'Oh, I see, you're back to gloat are you?' screams Ed.

'No,' replies David, 'I've come to help you. What you need, is a bit of advice. You've got to bump Pete Shaw off.'

'I've already seen to that' says Ed.

(Cronies return with bottle and captured teas-made).

'You'll never get away with this,' wails the teas-made.

'Course I will. Pete Shaw will never suspect anything. The tea will be laced with a deadly poison! Cronies - fill her up.'

(Too late - teas-made escapes).

Oh dear. Has Ed been rumbled? Will Pete snuff it? will the price of tea go up after this?

The answer to all this will be revealed (and more).

### The Phantom Pen Writer

*Peter will turn into a teapot. The Ed will get loadsa money. We'll all start doing the jiggle, dip, dunk and you'll start receiving much acclaim for being the best international playwright since sliced Alan Bennett.* **Ed**

## HARD EDAM

When I was reading *Your Sinclair* (Dec 87), I saw Star Tip number 7. I thought "Ha, now I can use my own sprites and let them jump up and down on my screen".

I started typing, but when I got to line 65368, the program crashed.

I was very angry and hit my computer hard. Now my fist is broken and so is my computer.

Why did the program crash while I was typing it in?? Please explain.

### Martyn de Jonge Hillegom, Holland

PS You owe me a new Speccy, I'd prefer a +3.

*The first casualty of hitting computers is the fist. The second is the computer. It's one of those unwritten laws that everybody knows about - (or discovers for themselves like you did). I don't know what made the computer*

## THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers from other parts of the planet to write in and have the wee-wee taken.

## MISTAKEN IDENTITY

Good morning. Please send me free brochure. Goodbye. Thank you.

### J Culling Osice, Poland

*I beg your pardon! YS - a brochure! I think you should've written to another magazine with the word Sinclair in the title!* **Ed**

## RATHINGS

Rathings!

My YS Rathings:

Doodlebugs - 9, Letters - 8, Trainspotter - 7, Small Print - 10, Leave The Stage - 10, Previews - 9, Posters - 10, Covertapes - 8, Tipshop - 9, Dr Berkmann - 9, Pitstop - 7, Startip - 8, Input/Output - 9, The Mag - 10.

Overall - 99999. (So *Your Sinclair* is the greatest).

### A. Adema Haarlem, Holland

*Well, thanks very much old bean. Though I do think you were a little stingy with the marks.* **Ed**

## KUALAR LUMPUR

Just thought I'd drop you a line and inform you that your magazine has got fans on the other side of the planet too. I've

*crash (although it was probably a typing-input error), and no, you can't have a +3, but I will send you a shiny YS badge for you to pin on your bandage.* **Ed**

## BLIMMIN' DREDDFUL

It's me! Robot Dredd! The 5099 million year old Class SDXII Battledroid. You might have met my cousin R2-Detour. I have a few comments about your reviews and reviewers. Print this or I'll send my Intergalactic Hatstand Yibble-Yibble Paratroopers to annila, to anniliat, er, to destroy Castle Rathbone!

1) Your review of *Swordslayer* was unfair. It deserved at least eight. (The game, not the review, you gormless dorks!)

2) Only trust Macca's (sounds like a game of football crossed with a raincoat, dunnit? - Mac, soccer - oh forget it (We have . Ed)) reviews.

3) Oh, trust Duncan's as well.

4) Put colour into the budget section.

T.T.F.N. (Ta ta then for now)

### Robot Dredd XXIX Maidstone, Kent

heard that YS is even hailed in Greenland and all the way south to the Antarctic. Scarey isn't it, to think that people buy YS even though they don't have a Spectrum. What's the world turning into?

Keep up the good work, and you'll be doing the world a great service if you post me a badge.

### Amran Hassan Kuala Lumpur, Malaysia

PS What's the baud rate of a Brother M-1009 printer?

*Fans in Greenland eh? I knew we had some on Uranus but not in the arctic circle. We'll always do our bit for the world (eat your heart out Superman) so here comes your badge.* **Ed**  
*PS I've absolutely no idea.*

## OSCAR'S WILD

Hello Teresa. My name is Oscar. I'm a 19 year old student and Speccy owner. Also I've a Timex Sinclair 2068 (the American Speccy). Congratulations for your fantastic magazine (the best for Speccy).

### Oscar Eugenio Macia Capital, Argentina

PD I'm sorry if you don't understand, my English isn't very well because I just study it since three months ago in I.C.A.N.A. (Instituto Cultural Argentino Norte Americano).

*Hello Oscar! Sorry to hear your English is a little unwell. But it's not half as ill as my Portuguese!* **Ed**

PS Can I say hello to... (No! Ed) PPS Mike Gerrard, ta for the tape.

PPPS Ya haven't heard the last of me! Slundig Vur Thrigg!



1) *You can't please all of the people all the time!*  
2) *Keep dirty raincoats out of this.*  
3) *I wouldn't trust Duncan as far as I could throw him!*  
4) *Certainly not!*  
*And that's all I'm at liberty to say.* **Ed**

## YS HORRORSCOPES

By Madame Pico

### Aries

(Mar 21 - Apr 20) Quite a good month for picking a fight with Mike Tyson. But it might be a good idea to be wearing clean underwear - just in case the planets are playing one of their occasional 'pranks'. Lucky long-legged scary arachnid - the Banana Spider(!).

### Taurus

(Apr 21 - May 21) A brilliant time for annoying people by saying 'I know' to everything - 'Hey, I saw a brilliant film last night', 'Yes, I know you did', or 'Wow, I've just had an incredibly brilliant idea'. 'Yes, I know you have'. Lucky *Blue Peter* presenter - Gloria Hunniford's daughter, Thingy.

### Gemini

(May 22 - Jun 21) Not the best month for sitting quietly on rubber chair covers while wearing scuba diving equipment. In fact it's a bad year for it in general. Wait till after Christmas. Lucky internal body-organ of a quiz show host - 'Bob' Holness's spleen.

### Cancer

(Jun 22 - Jul 22) Oh dear, you 'crab' folk are in for a bit of a rum time this month. It seems that the 'free gift' you find in your packet of breakfast cereal is a large gold ingot stamped with the legend 'Brinks Matt'. The mystery of why the carrier-bag handles snapped at the supermarket is solved. Unlucky people to find at your front (or back) door - CID officers.

### Leo

(Jul 23 - Aug 23) An absolutely brilliant month for being absolutely brilliant at everything (as usual). Lucky motorbike - the Benelli 6-cylinder 750.

### Virgo

(Aug 24 - Sep 23) A great month for making miniature plasticine models of dinosaurs, immersing them in water in the ice-cube tray, and freezing them in the freezer for an hour. Unlucky member of Stock, Aitken and Waterman - Pete Waterman.

### Libra

(Sep 24 - Oct 23) A good time of the year for having lucky things. Lucky transparent material made from sand - glass, lucky gap - the one between Tarby's front teeth; lucky petrol/oil mix ratio for a Yamaha 50 two-stroke non autolube moped - 16 to 1.

### Scorpio

(Oct 24 - Nov 22) Thanks to the appearance of Turfa (the Garden Planet) in your sign, you will find that long lost flymo-spacer welded underneath your next-door neighbour's Cortina. Your lucky man-servant character from *Thunderbirds* - Kyrano.

### Sagittarius

(Nov 23 - Dec 21) Potato-larks for you engine archers this month. Salt water is the best remedy. Lucky large-scale producer of brittle - the Pacific Ocean.

### Capricorn

(Dec 22 - Jan 20) More attempts to break into the advertising world, this month. Your suggestion that 'Joe Public' is sophisticated enough to be told the truth goes down like a damp squib. Lucky steak and kidney pie manufacturer - Fray Bentos.

### Aquarius

(Jan 21 - Feb 19) Jumping on the Capricorn bandwagon, you will submit the following slogan: 'The Gillette G2 - the first blade cuts you deep, the second blade cuts you deeper still!' Don't expect a reply. Lucky member of the Rainbow team - Geoffrey.

### Pisces

(Feb 20 - Mar 20) Yellow things will cause nothing but problems for you fish people this month. Unlucky business and commercial telephone directory - the Yellow Pages.

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# Letter

## WHY OH WHY?

Many a day has passed when I have wondered why I actually purchased my Spectrum +3. Was it because I wanted to play games and word-process or was it because I wanted to mess around with silly retailers saying that the thing just doesn't work (which has been the case)? I thought hard and came up with the idea that you helpful lot over at YS might help.

So (I am now going to plead). Please please please would you print a few lines on the good points and the bad points of the +3?

**Oliver Wedgewood**  
Chertsey, Surrey

*Good Points: You can load games quickly.*

*Bad Points: We haven't got enough room here.* Ed

## CHILBLAINS

A number of points have come to my attention over the past few months.

1) In the September ish you asked why Clive Sinclair called the C5 the C5. It is in fact a competition. If you see five of them you win a brand new one.

Not many people have accomplished this and even fewer have claimed their prize. I'm still after my first sighting.

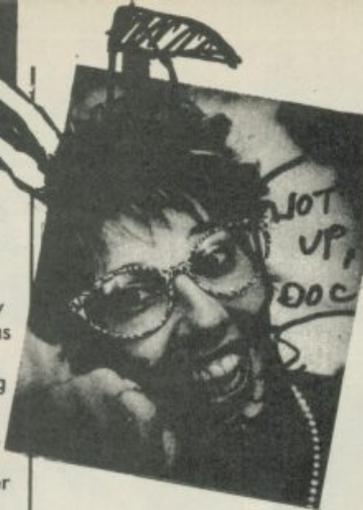
2) How come I never have any of the games that have POKES printed for them?

3) YS badges are very similar to buses in two different ways: (a) they are red, and (b) I waited about four months for one, about three months for another and then they both arrived at the same time.

4) If you had big ears (as illustrated) you would look like Bugs Bunny.

5) Your competitions are too easy.

6) When (eventually) you go up in price, will you put 'not a



pound anymore' on the cover? That should keep you thinking for a few years.

**Karl Bunyan**  
Langworth, Lincoln

PS Isn't my handwriting scruffy!

1) Look in your mum's sewing-box.

2) Seeing as we've just run the most comprehensive list of POKEs for every single game that's ever been released, I can only assume that you haven't actually got any games.

3) They're also a bit like helicopters. (Work that out if you can).

4) So would you.

5) And you're complaining? Maybe one day we'll run one that's just soooooo hard...

6) By the time YS goes up in price, all the other mags will read 'still under a tenner.' Ed

## OY YOU JIMMY

Just a small note to ask why everyone who writes to the mag is so rude and discourteous in declaring the games they want you to send them. Most people write a list and demand they get it. I would never give anything to someone who didn't ask nicely.

**James Egerton**  
Stockton, Cleveland

PS Mine's any decent RPG for the +3.

(and as if they weren't bad enough...)

**Q:** What game do vegetables play at parties?

**A:** Pass the Parsley.

Groan. Hardly deserving of badges, but that's what they win. And so could you. Just send in your truly awful gag to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. Oh, and here's a crap joke courtesy of us...

**Q:** What's green and hangs around in hospital corridors?

**A:** Mucus Whelby M.D.

I agree with you — not enough people these days know what good manners are. Still, having said that we only give games to the Star Letter winner and to win that you've got to be witty, clever and informative. Sorry but you're not! Try again!! Ed

## BEAR-LY CREDIBLE

It has recently been brought to my teshun that YS is the best mag in the world and that all the others are totally rubbish (nah't I mean), especially, erm, that one with the teddy bear. I think it's even coined one of your 'phrases' — you know the one — 'No. 1 for Spectrum games!!'

I mean, they could have changed it a bit to perhaps 'the best for Spectrum games', but fancy using the exact same words, just fancy!!

Now, about L. Geary's point — the one about the screen full of trash. I don't know why, but the trash is different according to what the computer is told to print. Try replacing line 10 with: 10 PRINT 'B'.

While fiddling with my +3 one day I also noticed a rather interesting thingy: when you see the SCROLL! message at any time, try pressing TRUE VIDEO or INV VIDEO and you will see that the screen scrolls twice and the scroll message appears in the wrong place!! Cor, mega wow.

Anyway, make sure you keep on putting those jolly spiffing 50p games on the cover and the mag will remain just as wicked as it is now!

**Neil Kingham**  
South Woodford, London

Well, they do say that imitation is the sincerest form of flattery and we can't all have original flashes of inspiration all the time. As to your other points — what a load of garbage! Ed

## T'ZER TEASER

Ha, I've finally worked out what T'zer means — it means 'it's her'. Here's how I worked it out...

IT'S HER

TIZ HER

TIZ'ER

T'ZER...brilliant!

For being skillo, please send me a 128K +2 because my rubbery buddies keep failing.

**Adrian Hiley**  
Sheffield, Yorks

Okay, clever-clogs, try changing banana into skewer in four goes. Oh, and the reason your keys are a bit scruffy is because of a faulty 'mat' under the keyboard (the transparent one with wires in it). It simply needs replacing, and is very cheap to buy. That means you don't need a +2 at all, so we won't send you one. Aren't you lucky? Ed



## TRANSPOTTER AWARD

### COFFIN MISTAKE

I feel you have made a grave error on your part and so I duly claim my award as a Trainspotter. On page 106 of the September ish of your mag the statement was issued that 'We'll be back to normal next month.' I would like to point out that one cannot return to normal if one has never been normal in the first instance.

Still, how can one be normal and still produce such a top 'ole magazine?

**Jo Leader**  
Royal Tunbridge Wells, Kent

Don't ask me? Would you mind removing my strait jacket now Nurse Snout because I'm about to turn into an antelope? Your award will be arriving disguised as a postman (worra laff)! Ed

## SMALL PRINT

Ho ho ho. Hello kiddies, I'm Father Christmas and I'm keeping all your prezies, so bog off you irritating little phronks. Ho ho ho.

**Leigh Loveday**  
Port Talbot, W. Glamorgan

Ha ho ho. I asked for a 14 mega-ton nuclear time-bomb packed with unstable isotopes this year. Ho ho ho. Ed

I want a badge!!!  
**Mutusalem Marques**  
Lisbon, Portugal

Is T'zer a cannibal?  
**Dunham Up**  
Cascais, Portugal

Not at all. It's a vicious slur. (Now, where's that patella gone). Ed

If you give the star prize to Bonnie Langford, I'll scweam and I'll scweam and I'll scweam and I'll scweam!  
**M. Davies,**  
Heywood, Lancs

You realise you've blown it, don't you — this months star prize was a one way ticket to Bolivia. Ed

## KINDLY LEAVE THE STAGE

Every month we ask you to send in your crappy jokes. Every month we regret it, but print them anyway. This months dire duo come from (respectively) **Peter Bishop** of Ely, Cambs and **Scott Sutherland** of Castlemilk, Glasgow.

**Q:** What do you call a blind deer?

**A:** No idea.

**Q:** What do you call a blind deer with no legs?

**A:** Still no idea.



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“Get out of my way, I'm in a seriously bad mood!”  
 “Oh dear, what's the problem mate?”  
 “I'm not your 'mate', and shut yer mouth!!!”

“Oh no, you haven't got 'sound-system' problems have you? I know how you feel, believe me. I've just discovered sand on all my records — all my albums and singles are totally scratched to pieces. It must have happened when I had that beach-party last month and made the mistake of stacking all the records sleeves with the opening facing towards the wind (and it was quite a windy evening. I can tell you).”

“I told you to keep your mouth shut.”

“Oh, I know, but the sand's got everywhere. It's clogged up my stylus, it's slipped down into my tuner making the tuning-dial go all scrunchy, and some of it's even got into the cassette deck.”  
 BIFF! “You were warned!”

“Groan!”  
 Blimey, that's a worrying tale. Annoying passing streetfighting fellows with stories of your dicky stereo equipment is probably not the best idea in the whole world. Wouldn't it be great if you had the kind of set-up that was 'dicky-proof' — a spiffo Compact Disc system for example?

### Well you could win one!

Cos jiggle our wibbly bits if those smashing folk at Go! aren't going to let us give you one (Oo-er). A Sharp CD sound system that is! It's got a Disc Player, a tuner, a double cassette deck and a pair of meaty speakers to boot. So now you can to wow at the fullness of compact disc sound. It's absolutely brilliant and worth loads of spondies.

And for 25 runners-up we're offering copies of Go's! *Human Killing Machine*.

### What you have to do . . .

Listed below are six bands and six sets of songwords. You simply have to decide which band/person sang which lyric. For instance, if you think that Bros were responsible for lyric (1) then write 'Bros' on the dotted line and so on. When you think you've got them all

right, fill in the rest of the coupon, cut it out, stick it onto Glen Madeiros (or a postcard) and send it to I Owe You Nothing (Oo-er) Compo, *Your Sinclair*, PO Box 320, London N21 2NB. Entries not in by 31st December 1988 will be sellotaped to Kylie Minogue.



- (1) Don't let it slip away, don't ever let a lie divide us
- (2) Ooh eh eh ooh eh eh, Eeh Eeh yeah it's oh too much (Oo-er)
- (3) Footsteps on the dance floor
- (4) I ain't got a fever, I got a permanent disease
- (5) It's my thang and I'll swing it
- (6) Aah would walk faive hunnered mails, an' aah would walk faive hunnered mowah



**BROS**  
**JASON DONOVAN**  
**WOMACK AND WOMACK**  
**BON JOVI**  
**THE PROCLAIMERS**  
**SALT 'N' PEPA**



### RULES

- Artists on the Dennis Publishing and Go! labels are to remain backstage.
- If your entry comes in after 31st December 1988, it'll be too late to make it into the charts.
- T'zer (as usual) is the DJ. Don't argue with her play-list.



I know my bands an' I know my lyrics — here are the answers

(1).....(2).....

(3).....(4).....

(5).....(6).....

Name.....

Address.....

Postcode.....

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ALL ORDERS SENT FIRST CLASS POST

# HINTS 'N' TIPS

# YES

# TIPSHOP



**Yip yip yahooee! It's the next instalment of Owl Stretching Time, starring Phil Snout and his amazing technicolour nose flute, and of course co-starring all your hints 'n' tips of the last month. Tsk!**

It's a funny old world, innit? One minute you're sitting there tapping away on your keyboard, wondering where your next meal is coming from, suffering for your art... then suddenly, SHAZAM! someone

says 'Come on, Snouty, stop that writing for *Your Sinclair* and get on with our novel. (Sigh) Well, life's full of little jokes like that one, (I sincerely hope not. Ed) and I suppose I won't be slaving over a hot screen in my artistic garret for much longer. Fame

and fortune beckon me with open arms, a smiling face and a pair of spotty boxer shorts that make your eyes hurt. Ahh, romance. Anyway, enough of this bluish. On wiv the tippings.

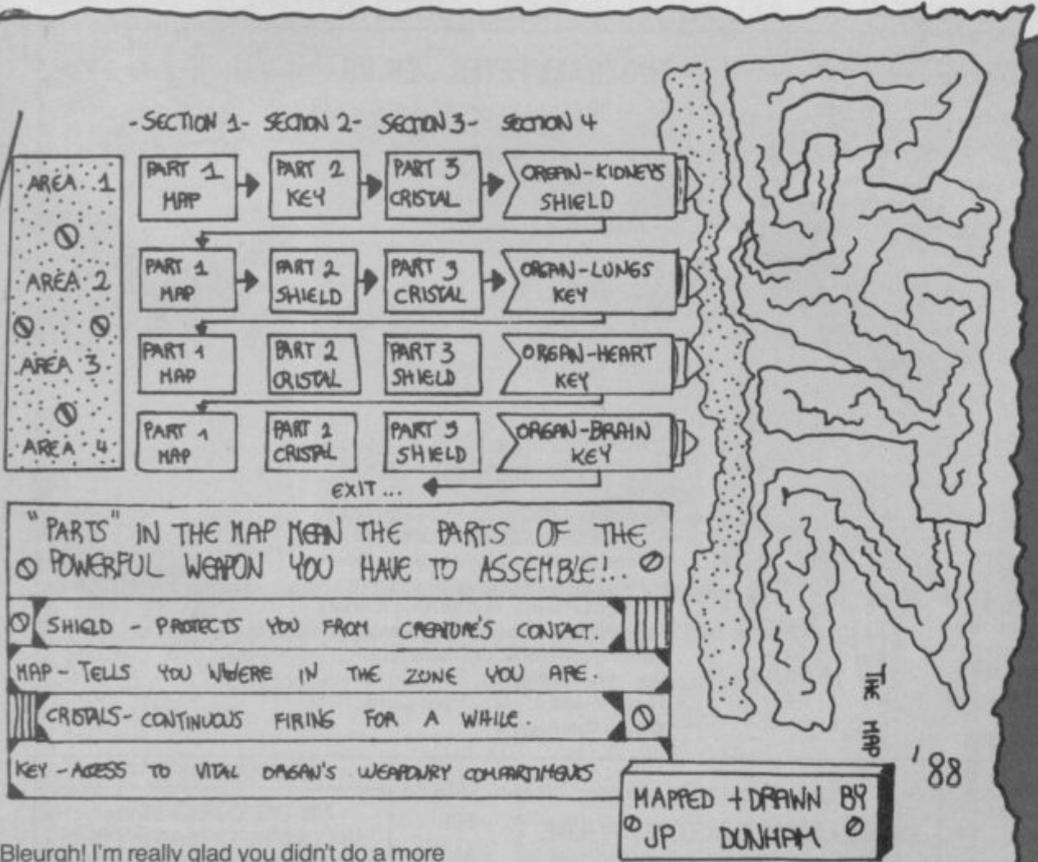
## ROAD BLASTERS

- Vroom! Hiya, Peter Francis, bet you never thought I'd whip your letter out of the sack, didja? Gotcha by surprise, methinks. As a punishment for not paying attention, I'm sending you to the back of the class with a pointed hat on... yes, I'm giving you my place. Alright, so maybe it was a teeny jestoid, a small prank, a tiny weeny joke... in fact maybe I'm just going to print your letter about *Road Blasters* ROAD HAZARDS instead.
- **Stringers** — line yourself up behind them and blow them away or if there are several spray the whole road.
  - **Command Cars** — don't bother to shoot them just zoom past.
  - **Rat Jeeps** — see STRINGERS
  - **Cycle** — spray the lane its in or line up carefully behind it.
  - **Mines** — just watch that warning light and keep your eyes open in the middle lane (unlike the arcade on the first levels).

- **Spikers** — avoid them.
  - **Toxic Spill** — just drive around it.
  - **Turrets** — blast with the Oz cannon or try with normal laser.
- WEAPONS**
- **Cruise Missiles** — line up behind a lot of cars and press the fire button.
  - **Nitro Injectors** — use them just before you're about to go into the reserve tank so that you get to some more fuel, hopefully before the main tank runs out.
  - **U.Z. Cannon** — use to blast turrets and cars on corners.
  - **Electro Shields** — only use when you're about to be mutilated or blasted."

That's real nice, matey. And now a brief word in a similar vein from our Hurdie Ho correspondent, Ola Andersson. "I've got some megabrill tips for the megabrill game *Road Blasters*. Ready? Okay, here we go. Take every fuel globe you find, you'll need them (rather obvious, innit?) If you have trouble starting your car after you've crashed, just hold the fire button down and push forward. Grab every extra weapon you see.

- **UZ Cannon** — rapid fire. Don't use it, it's worthless
- **Cruise Missile** — you'll only get three missiles so use wisely. When you use it everything on the screen will disappear and you can drive over the mines.
- **Electro Shield** — you'll just get three shields so again use wisely. When you activate it, you are protected from everything for a short while.
- **Nitro Injector** — same thing as the two above. It'll boost your speed to 298 mph and you don't have to worry about the mines but watch out for other vehicles. Now over to the vehicles:
- **Stringer** — they're low and rather fast. Easy to kill and they drop bonus fuel globes. They're worth 50 points.
- **Motorcycles** — rather easy to kill. Worth 100 points.
- **Rat Jeeps** — also easy to kill. You'll get 50 points for these.
- **Command Cars** — very, very nasty. You can't kill 'em by shooting at them. The only way to get the 100 points they're worth is to crash into them, use cruise missile or drive over them when you've got a shield. Avoid 'em.
- **Mines** — if you don't have any extra weapons, just slow down a bit to avoid 'em.
- **Gun Turrets** — always stand in pairs. Don't try and shoot them. Just drive in the middle of the road and they should miss you. If you crash just before them and can't get to full speed, blast them into little tiny pieces.



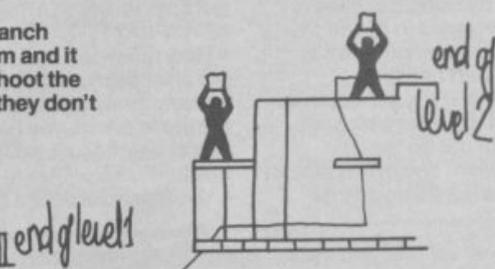
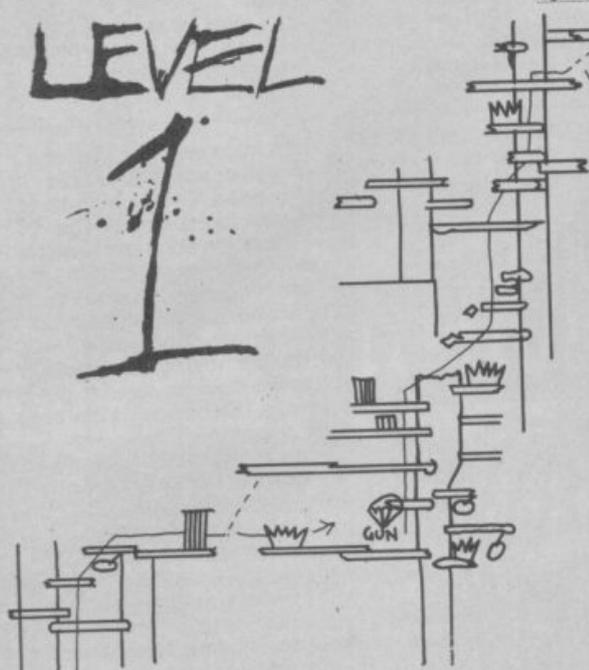
Bleugh! I'm really glad you didn't do a more graphic map of Gutz... what? Well you know what it is don't you, JP Dunham? It's all the squishy Gutz of a big monster, all red

and squirmy. Oh dear, excuse me I'm feeling a bit... WAARRRRRGHHHHH! Oh that's better.



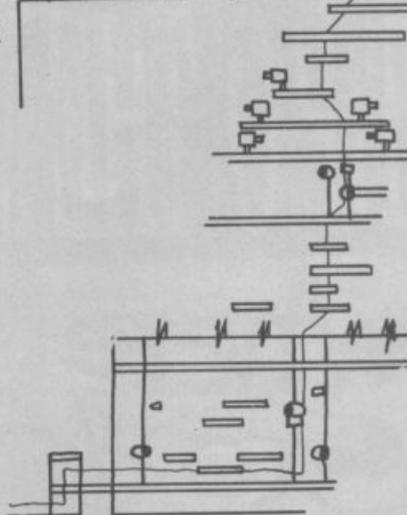
# LEVEL 1

If you can't see the branch above extend your arm and it will come into view. Shoot the birds on the trees so they don't fly after you.



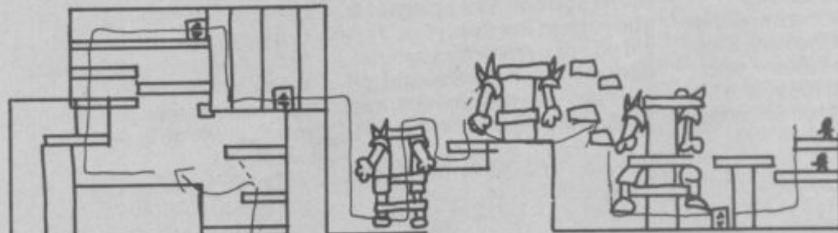
# LEVEL 2

Wait till red gun has fired three times before you pull yourself up. Watch out for the kamikaze men even if you have shot them because you can get killed in the explosion. Shoot the throwing man to complete level.



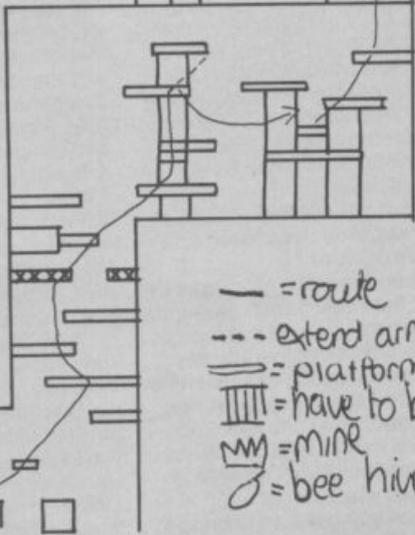
# BIONIC COMMANDOS

To open doors, shoot the squares with the arrows on. To get past the crushing arm, extend your arm to its shoulder and you can cross. To complete level, shoot the men at the end by crouching and shooting.



# LEVEL 3

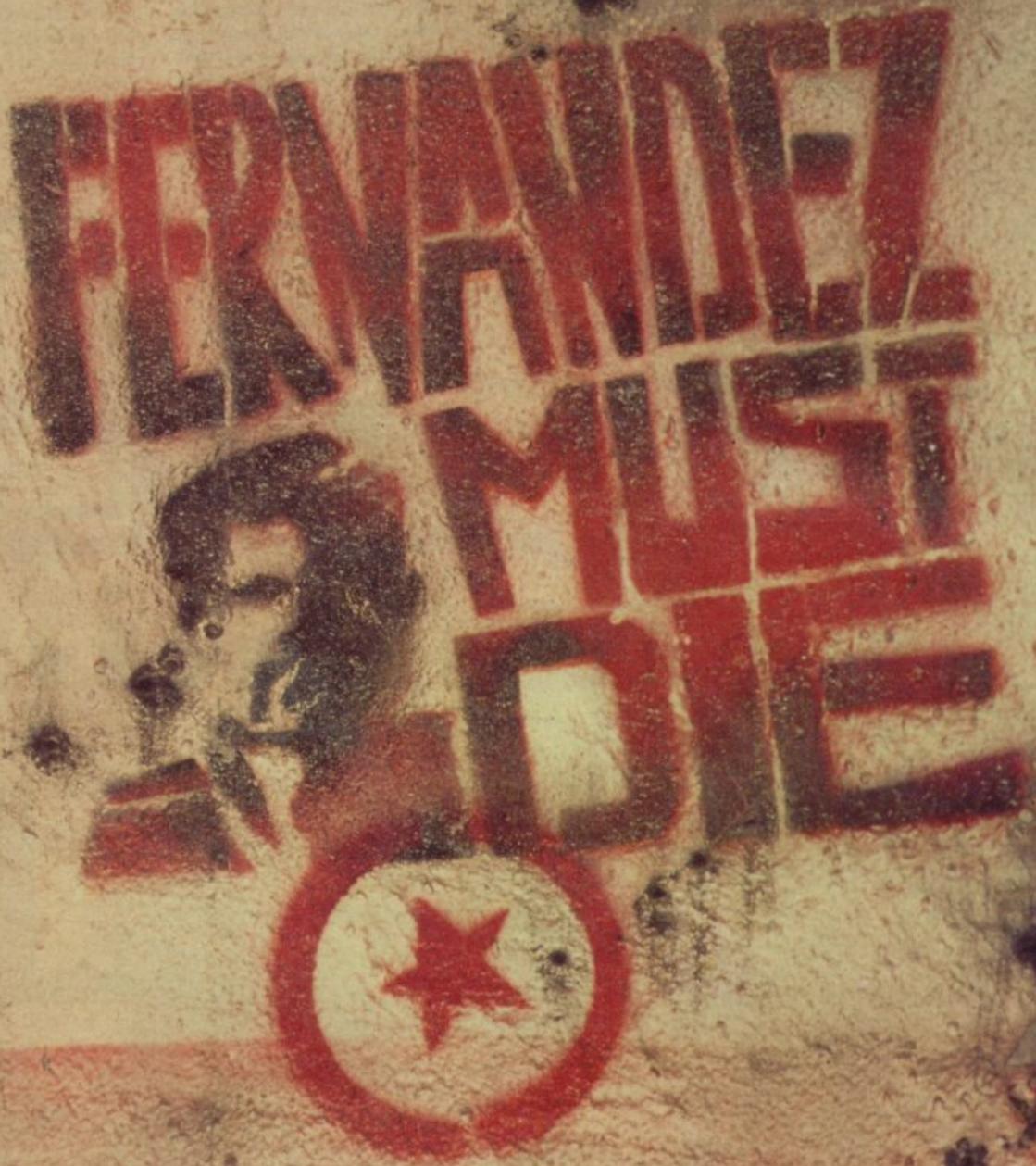
About flippin' time too! How long has it taken for you all to play *Boingy Commandos*? I dunno, what's getting into you lot? You really must buck your ideas up. Anyroadup, fanx to **Simon Land** and **Derek Howlett** for finally getting to grips with the old stretchy metal arms themselves.



- = route
- = extend arm to swing
- ▬ = platform
- ▧ = have to be shot
- ⚡ = mine
- ♯ = bee hive

- ☑ = gun
- ☉ = gun
- ♂ = throwing man
- ☑ = shoot to open door
- ♂ = end of level men

# FERNANDEZ MILITARY MODE



In the distant jungles of Central America, revolution is in the air. The government of the Democratic Republic of El Diablo has been brutally overthrown and the evil despot known only as Fernandez rules the land.

Summoned by the exiled leaders of your homeland, you must free your people from the oppressive yoke of the Dictator by destroying the military bases that have protected

Fernandez from the wrath of his people.

- Jeeps, tanks, motorcycles, trains and more
- Huge play area
- One or two player options (some formats only)
- Map of El Diablo
- Free 'Fernandez' badge
- 'Fernandez' poster and T-shirt offer



Atari ST screen shots shown

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IMAGE  
WORKS

**SCENE 3**

This level is a pain. There's a bug which means you can't actually complete it unless you or 'accidentally' hack into it. Great eh? But here are some tips anyway just in case I'm missing something.

The monster-maker things deposit

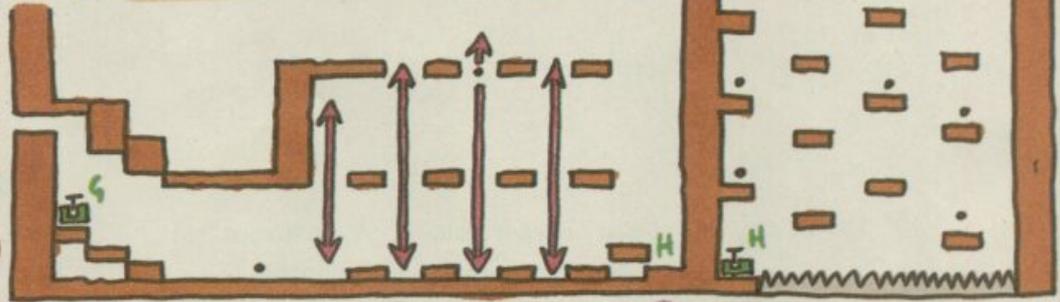
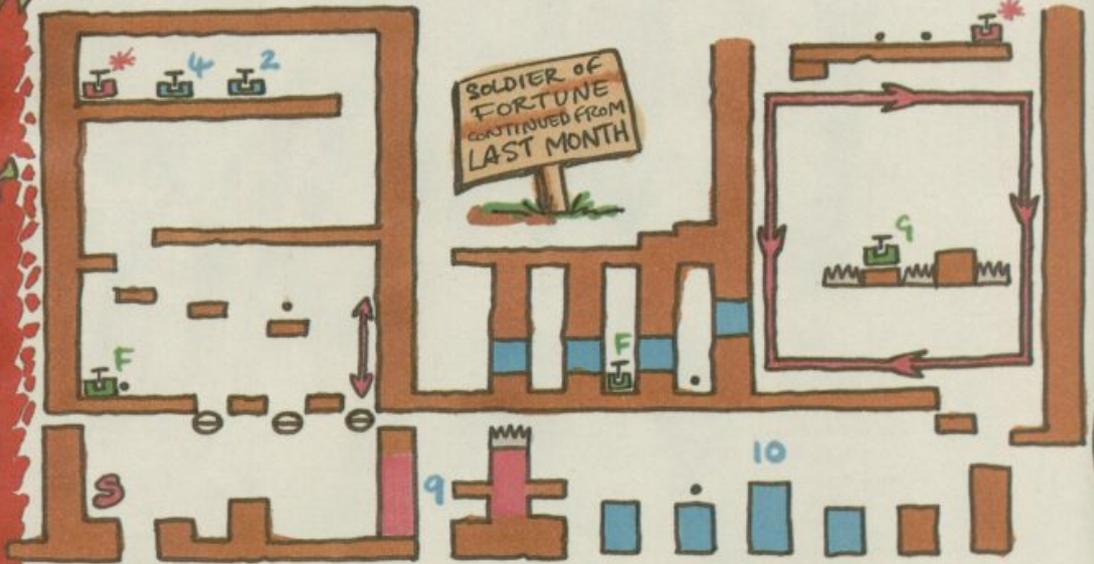
rocks onto you. Wait for the rock to plummet and bounce up, then make your move.

Point 9 is very cunning. First you must demolish the whole tower stand on the rubble, duck, and fire through the gap to reduce the second tower. A cinch really.

Section 10 is a real killer. The idea is not

to try long jumping from pillar to pillar like a granite Tarzan but more like jumping onto each platform, bounding to the edge of the platform, and from there to the next and so on.

To get to the teleport 6, ride the lift until you are above it, then drop. At section



**SCENE 3**

**EARTH ELEMENT**

NORMAL BLOCK	POSSIBLE POSITION OF OBJECT
SHOOTABLE BLOCK	PRISONER
TELEPORT TO COMBATSCREEN	TELEPORT TO LEVEL 9
TELEPORT TO POSITION X	START POSITION
PATH OF LIFT	SPECIAL WALL
SPIKES	COLLAPSABLE TOWER
WATER	MONSTER MAKERS
REFER TO TIPS	J. ERASMUS 83

11 take two lifts and jump across on the descent. If you try it going up you'll just clip the spikes and end up perforated.

'shoot, duck, sweat, die' - a combination of skill and luck, and quite a lot of the latter.

all the way to the top, enter the combat screen, defeat the demon (hem) and then go back and take the other lift at 13. Go up to 14, shoot the tower eight times, and teleport to the end.

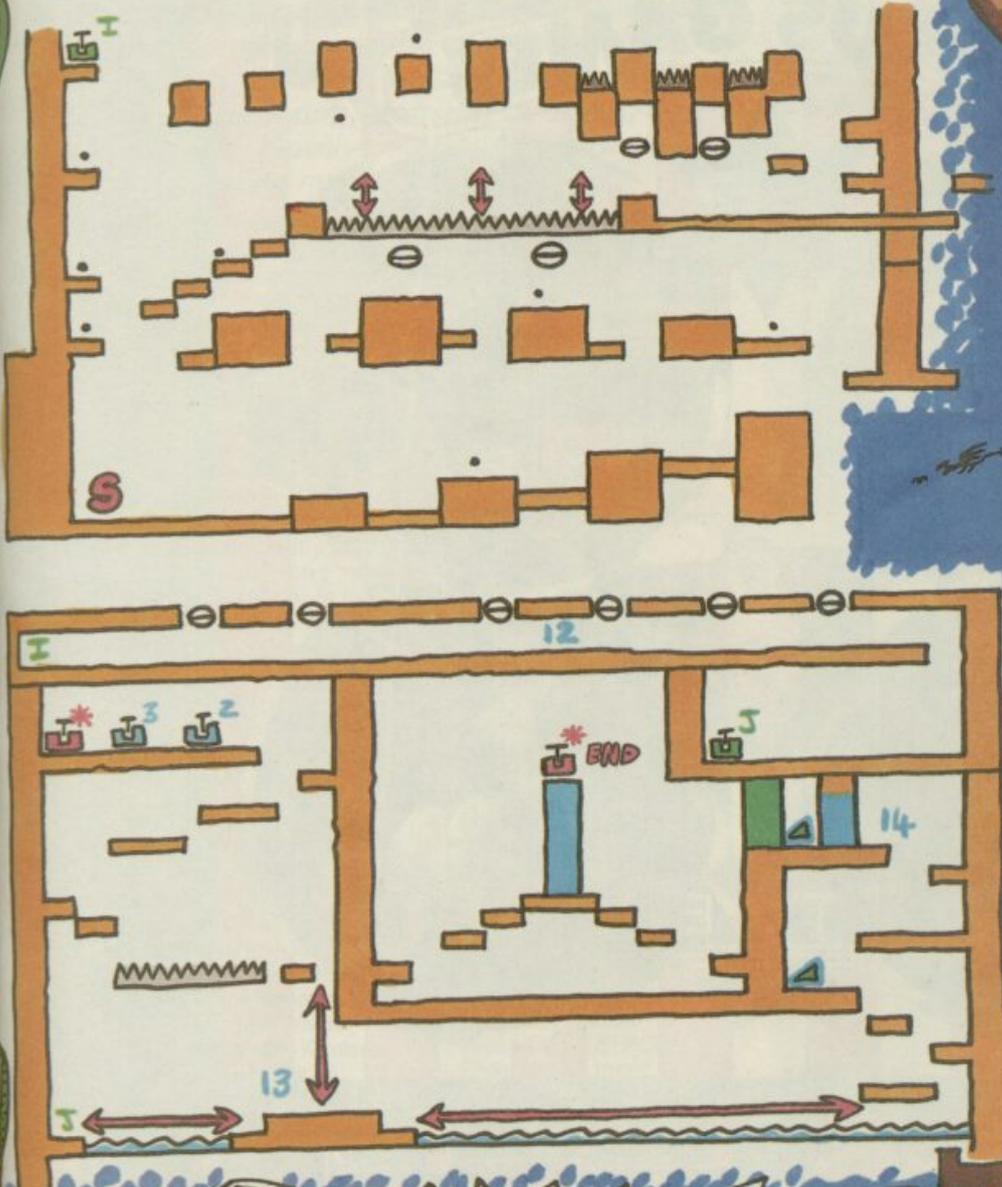
In the long tunnel (section 12) the safest thing to do is keep walking, fire like crazy and pray. Don't stand under a monster maker either.

To complete the game, simply pulverise the three demons at the end.

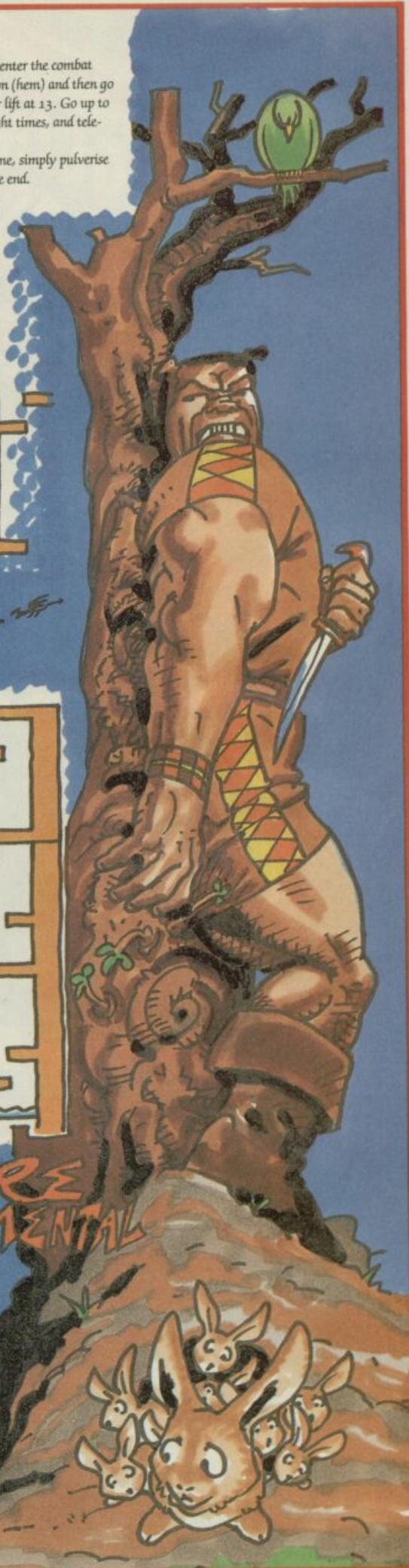
**SCENE 4**

The first part of this level is basically

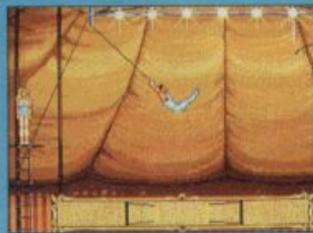
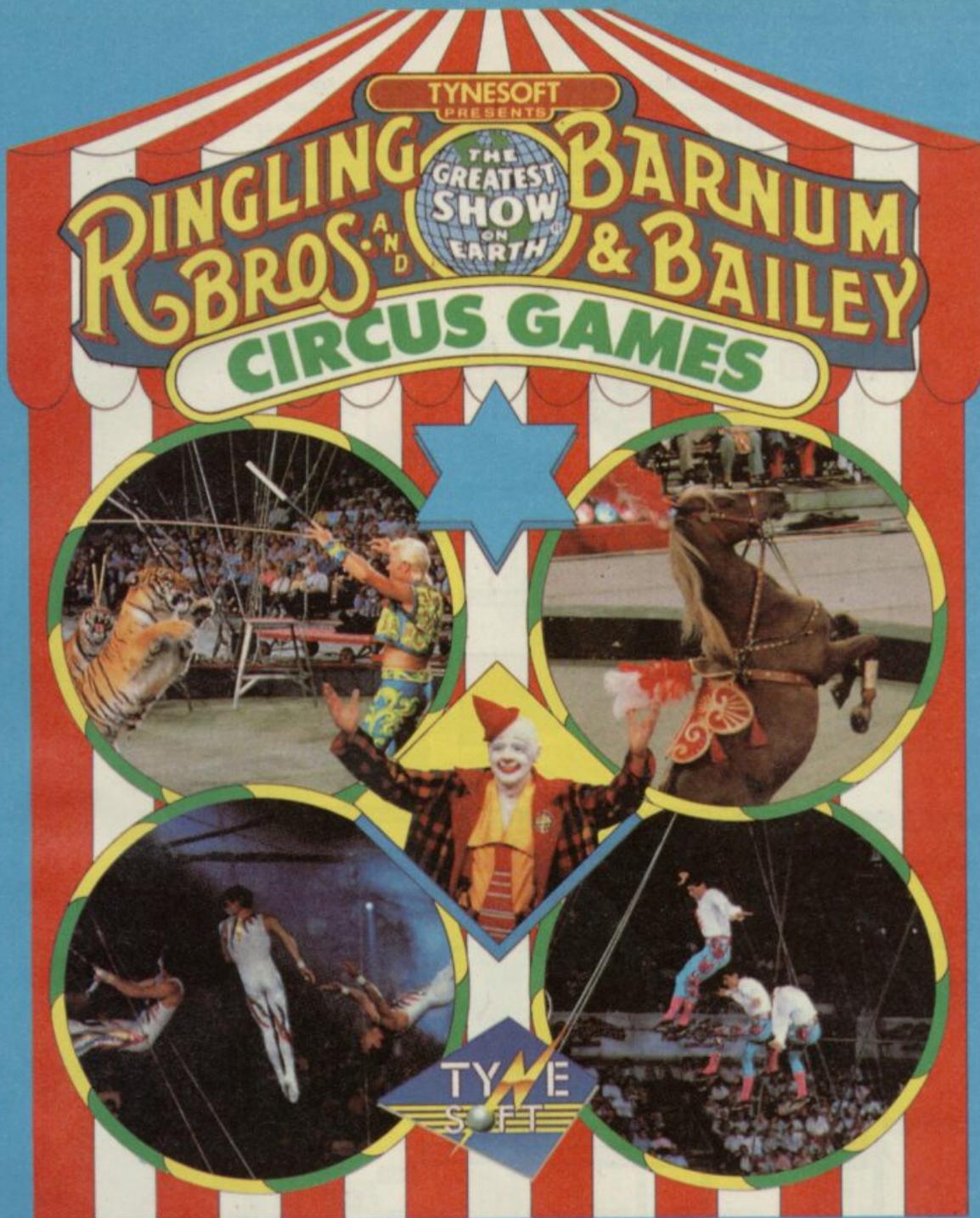
In section 13 take the lift upwards first,



**SCENE 4 FIRE ELEMENTAL**



TAL  
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S



Step right up, see the main attraction. Tynesoft welcomes you to the greatest show on earth Ringling Bros and Barnum & Bailey combine to bring you Circus Games, capturing the thrills and excitement of the Big Top.

We challenge you to attempt the High Wire - do Flips, Cartwheels and Hand Stands then ride the Unicycle. Try your hand at Trick Horse Riding - Attempt the daring feats on horse back and warm to the applause of the crowd. For the real spirit of adventure Tiger Taming dares you to face the fierce Bengal Tigers. Make them stand on their podiums, walk through an obstacle course and jump through flaming hoops. Your skill and judgement are vital when it comes to tackling the Trapeze - you may discover that you're a real high flyer. The Circus wouldn't be the Circus without clowns, and this is no exception. Laugh at their antics between events - it's what the Circus is all about.

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# PRACTICAL POKES

Hold onto your seats and take a deep breath cos David McCandless is back with a rip-roaring, stomach-buckling, eye-bulging, mouth-watering and muscle-bursting mega multiface special.

And here we are again with the moon high and pale in the sky, a cool breeze fondling our foreheads, a waft of romantic music in the air and what better to accent the atmosphere than a super, spiffing multiface POKE special! I can see you are dumbstruck and I can't say I blame you. Over three-hundred and eight POKES for one hundred and twenty six games both new, old and ancient. Incidentally, trivia fans that makes an average of 3.031746032 POKES per game. Wow! Looking down the list I can see that *Cybernoid*, *I Ball II*, *Mickey Mouse* and *Elite* all take a thorough bashing from the hackers of this country.

And of course none of these POKES would be even conceived without the skill of the following brilliant hackers: **Simon Owen, Goncalo Fonsera, D. Martin, John Rose, Ste+Mel** (Tefal Men), **Jon North, Chris Yeomanson, Jez Milner, Andrew Wales, Darren White, Justin Kimber, I. Milner, Stephen Ellis, M. Kopnnig, C. Turner, R. Fawley, Stuart Smith, David Brankin, James Amatt, Alession Pierotti, Lucien Hoare,**

**Matthew Portlock, Boffin Brown, Mr. D. Mckie, Eric Cedergren, A. Rowne, Dean Ashton, Laurent Boy, Manuel Rodrigez, Richard Corbett, Graham Mason, Alex Higham, A. Watson, Mark Orzechowski, Roy Goodal, Ian Crome, Retal Miosrie, Maciek Mairec, Terry Mancey, Kevin Hearson, Justin Kimber, Kris King, Andrew Chapman, and Glynn Eyre.** Cor, worra lorra people.

But listen up and listen good. The POKES here can only be used if you own a Multiface (any type will do) or a similar interface (Snapshot, Disciple) and follow the following method to get them to work:

- 1) Turn off the power and connect your interface firmly to the back of your computer.
- 2) Load the game (don't forget this part).
- 3) At this point you can either use the special program described elsewhere in this column or use the following steps.
  - a) When the game has loaded press the red button.
  - b) Press T then SPACE.
  - c) Enter the address.
  - d) Enter the value for that address.
  - e) Press ENTER.
  - f) Press Q then R.

## MULTIFACE LUMP

Game	POKE	Effect
<b>19 (PT II)</b>	33849,0	Time
	33538,0:33539,195	Ammo
<b>720'</b>	40774,0	Lives
	40360,0	Money
	37357,0	Tickets
<b>3D STARFIGHTER ACADEMY</b>	35714, 183	Bits
	31378,225:31386,255	No restrictions
	32924,33	Load any level
	50584,201	Immunity
	44456,0	Fuel
	44831,0	Bombs
	44716,0	Missiles
	44752,0	Flares
	44794,0	AMM's
<b>ACTION FORCE II</b>	51904,0	Lives
	51455,201	Energy
	60579,49	Tank hits 10
<b>AGENT X (PT I)</b>	57776,0	Energy

	(PT II)	62499,0	Energy
	(PT III)	50561,0	Energy
<b>ANARCHY</b>		42405,n	n=lives
<b>ARKANOID</b>		33702,0	Lives
<b>ARKANOID II</b>		33055,255:33909,0	Lives
		40413,1	Two bats
		40413,4	Catch
		40413,32	Laser
		40414,1	Next screen
		40415,64	Power-ball
		33423,0:33429,0	No moving bricks
<b>ARKANOID II (128K)</b>		37586,0	Lives
<b>ATF</b>		32815,n	n=lives
		32990,0	Lives
		36451,62:36452,100:36453,0	High speed
<b>ATV SIMULATOR</b>		60250,0	Lives
		57318,201	Time
<b>BEDLAM</b>		58691,0:59430,0:59783,0	Lives
		59972,0:60069,0	
		30037,0	Stop balls
<b>BIONIC COMMANDOS 128K</b>		34690,0	Lives
		34741,n	n=lives
<b>BLACK LAMP</b>		33606,127:34487,127	Lives
<b>BLIND PANIC</b>		40596,201	Energy
		38688,195	Keys
		38929,x:38930,y	Screen co-ords
		41013,l	L=level
		34513,58	Auto-fire
<b>BMX KIDZ</b>		52108,0	Energy
<b>BMX SIMULATOR</b>		49264,58	Lives
<b>BOBSLEIGH</b>		43589,0:43549,0:43614,0	Time
<b>BOUNTY BOB</b>		50155,n	n=lives
<b>BRAVESTARR</b>		51803,24:51804,18	Time
<b>BRIDE OF FRANKENSTEIN</b>		40476,201	Energy
		37605,201	No nasties
		35486,201	Life elixir
<b>BUBBLE BOBBLE</b>		43871,52	Lives
		36854,225:36855,225:36856,195	Press pause for next level
<b>BUBBLER</b>		36857,7:36858,141	Lives
		57514,12	Time
		52533,0	Time
<b>BUGGY BOY 128K</b>		37966,24	Time
<b>CAULDRON</b>		28602,0:34756,0	Magic
<b>COMBAT SCHOOL</b>		37088,0	Time
		37088,53	Normal time
<b>CRAZY CARS</b>		29403,0	Time
<b>CROSSWIZE</b>		33848,8	Immunity
		33939,12	Lives
<b>CYBERNOID</b>		36687,0	Lives
		31799,0	Weapons
		36617,195	Immunity
		27210,0:27211,0	Cyber-maces
		25941,n	n=start lives
		34732,201:36156,201	No cannons
		36928,201	No tunnel aliens
		38896,201	No rocket attack
		39906,201	No aliens
<b>DAN DARE II</b>		61827,0:61840,0	No treens
		56382,201	Immunity
		60677,0	Time
		53778,0:63397,11	L=level
		58278,62:58279,80:58280,18	Energy
		58281,201	
<b>DARK SIDE</b>		45482,0:47924,0	Shields
		45436,0	Fuel
		47621,167	Time
<b>DEATHSCAPE</b>		50752,0:51186,0	Everything
<b>DEFLEKTOR</b>		34473,0	Lives
		42557,201	Energy
		42627,201	No overload
<b>DEMON'S REVENGE</b>		30699,17	Energy
<b>DENIZEN</b>		58594,0:56505,205	Torch
		61226,0	Bullets
		56355,0:60614,0:64053,0	Energy
		60822,0:60823,0:60824,0	Door passes
<b>DESOLATOR</b>		36770,0	Flips
		45205,201	Energy
<b>DEVIANTS</b>		35272,0:35286,0	Ammo
		26575,0	Time
		61196,0	Energy
<b>DRUID II</b>		34639,24	No nasties
		30012,58	Energy
<b>DYNATRON MISSION</b>		44969,n	n=lives

# PRACTICAL POKES

<b>EARTHLIGHT</b>	50062,0 51284,0 53143,0	Lives Fuel Ammo
<b>EARTHLIGHT (128K)</b>	49944,195 51708,62 50607,83:50610,62 50668,83:50671,62:50853,83 50119,0:50120,62	Land to finish Missiles Shields Fuel Lives
<b>ELITE</b>	39517,0 39959,0 46848,0 46759,0 56997,0 56280,0:56290,0 39987,0 28820,0 54261,0:54275,0	Energy Missiles One hit kills No overheat Fuel Hyperspace Escape pods Energy bombs Dosh n=time Time
<b>ENDURO RACER</b>	43915,n 43651,0	Double fire
<b>EXOLON</b>	33663,0 44074,0 40110,0 37397,0 36831,24 42330,201 42330,0:42336,24	One shot Mines no hurt Rockets No cannon fire No flying aliens Loads aliens Go to disk Immunity n=spindles No aliens Lives Time Lives Energy Barter energy No nasties Indestructible Time Bullets Lives Smarts No enemies All die Immunity Go to next level n=lives n=bombs Goal cards Money No hunger No skid on mud No other car Lives Lives Energy Immunity Mega-jumps! Lives Jumps (Heels) n=bombs (0-250) Bombs n=fireballs n=level (0-48) Lives Immunity Time n=bullets No keys needed No nasties
<b>FAT WORM</b>	48861,0 30624,201 48856,n 38720,201 45453,183 45889,24 34509,0 34984,58 39552,205:39777,24 42900,201:22916,201 47110,201:39169,24	
<b>FIREFLY</b>		
<b>FIRELORD</b>		
<b>FLASH GORDON</b>	50732,0 49123,0	
<b>FLYING SHARK</b>	54462,201 54379,3 51631,201 48082,201 48114,0:48115,1 39997,3 42464,n 42490,n	
<b>FOOTBALLER OF THE YEAR</b>	50253,0	
<b>FRUIT MACHINE</b>	49386,0	
<b>GARFIELD</b>	33595,0	
<b>GRAND PRIX SIM</b>	33413,33 53152,201 38915,62	
<b>GUTZ</b>	61998,0	
<b>HADES NEBULA</b>	65356,195:34582,62	
<b>COMPLETE BASTARD</b>	35215,0	
<b>HEAD OVER HEELS</b>	43127,0:43128,200 42195,0 35334,0 43366,n 39920,0 43394,n 43410,n 45392,0 49000,201 43618,0 65343,n 45601,33 36664,201:29674,201	
<b>I,BALL II</b>		

<b>IKARI WARRIORS</b>	35327,33:35338,33 39273,0 39917,183 40076,183 40618,0 62384,190 27156,201 32855,255 32968,0 24952,2 24938,31:24949,15 61998,0 53567,0 38686,16:38693,16 29966,n 40777,0 58475,0 35160,175:35161,50:35162,95 35163,250 34231,0	No timed blocks Lives Ammo Grenades Fuel Tanks Always qualify Lives Keep weapons Max firepower Have all icons Lives Lives Energy n=lives Lives Lives Lives
<b>JET BIKE SIM KARNOV</b>		
<b>KINETIK KNIGHT LORE NIGHTMARE LAST NINJA II</b>		
<b>MAGMAX MARAUDER</b>		
<b>MASTERS OF THE UNIVERSE</b>	42173,0 51406,0	Smarts Energy Lives
<b>MEGA-APOCALYPSE MERLIN MICKEY MOUSE</b>	23578,0 36561,1:36599,1 40814,201 36520,0 40012,0 40035,0 40058,0 40091,0 40114,0 40137,0 33370,n 34650,0:34651,195 34768,107 52004,0:52005,0 52150,81 52163,62 52591,0 33288,0 42241,167 33300,n 42462,0:33292,0:41966,9 42473,0:41967,9:33295,0 29667,0 32921,0 43650,0	Lives Lives Lives Water Lives Slow Bolts Shield Birds' head Glue Repulsive n=energy Energy Clouds=energy Turn whenever Turbo speed Turbo slow Hit wall speed Start same level Lives n=start lives Power Jumps Lives Lives Time Lives No aliens Weapons Time Lives Lives Energy Grenades Hits Morale Immunity Energy Lives Invincible Energy Lives Mega jumps! Energy Lives Icons Lives Energy Lives Don't fight back Time Hard punches Lives Lives Spray Food Lives Lives Lives Energy Time Slow motion Good laff!
<b>MICRONAUT II</b>		
<b>MOTOS</b>		
<b>MUTANTS NEBULUS</b>		
<b>NORTHSTAR</b>	48371,190 45283,0 43680,0 40623,0 38303,0 53949,0 49803,237 31138,0 31268,0:31269,0 31270,0 41401,201 58238,0:58255,24:58256,65 43059,0 35079,201 39895,0 40269,5 40790,0 39710,0 40084,62 39393,0 40605,0	
<b>OUTRUN PARABOLA PARK PATROL PHANTOM CLUB PLATOON</b>		
<b>PSYCHO SOLDIER QUAZATRON RAMPARTS</b>		
<b>RASTAN</b>		
<b>RASTAN 128K</b>		
<b>RED LED</b>		
<b>RENEGADE 128K</b>		
<b>RENTAKILL RITA</b>		
<b>RICOCHET ROLLAROUND ROLLING THUNDER</b>		

<b>SABOTAGE</b>	43396,255	Lives
<b>SAM FOX STRIP POKER</b>	23408,6	Fnr! etc
<b>IDEARMS</b>	29411,127	Lives
	39511,24	Immunity
<b>SKOOL DAZE</b>	63935,255:63937,0	Lines
<b>SPITFIRE 40 (128K)</b>	29030,201	Any mission
<b>STARFOX</b>	35876,0	Fuel
<b>STAR RAIDERS 2</b>	44108,0	Energy
<b>STAR RUNNERS</b>	49560,0	Time
<b>STAR WARS</b>	45268,0	Lives
<b>STREET FIGHTER</b>	41740,24	Time
	35601,255	Big bonus
	41336,255	Never loose
<b>SUPER-STUNT MAN</b>	27262,0	Time
<b>TANTALUS</b>	42826,0	Energy
<b>TARGET RENEGADE</b>	63797,n	Player 2 lives
	63760,0	Time (mins)
	63936,0	Time
<b>THE FAST'N'FURIOUS</b>	59553,24:59554,75:59353,58	Stamina
	59526,58	
	60770,201	
<b>THE FURY</b>	24525,255:24526,254	Loads money
<b>THING BOUNCES BACK</b>	44911,62	Oil
	63853,175	Lives
	45219,201	Quits
	63858,32:63859,178	No doors
	63861,205:63862,177	No laser
	38157,n	n=changes
<b>THRUST 2</b>	34200,0	Shields
<b>THUNDERBIRDS</b>	62134,0	Lives
<b>THUNDERCEPTOR</b>	54487,201	Lives
<b>TOMAHAWK</b>	35508,n	n=lives
	24601,0	Lives
	37140,167	Rockets
	37206,167	Hellfires
	37087,24	Bullets
	32646,195	Fall any height
<b>TOUR DE FORCE</b>	42062,0	Cycles
	45472,24	Time
<b>UCM</b>	27832,0:30884,24:34198,24	Bazooka
<b>VENOM STRIKES BACK</b>	45600,0	Weapons
	49941,201	No nasties
	45803,201	Waterproof
	42849,0:42831,0:44914,0	Immunity
<b>WHERE TIME STOOD STILL</b>	54945,0	Energy
<b>WHO DARES WINS II</b>	50833,0	Lives
	51847,0	Grenades
<b>WIZBALL</b>	37052,0	Lives
	48190,201	Immunity
<b>XARAX</b>	41352,0	Lives
<b>XEVIOUS</b>	53756,58	Lives
	53592,n	n=start lives
<b>YETI</b>	47894,0	Lives
	49077,0	Ammo
	48328,0	Bombs
	56318,201	Disable guns
<b>YOGI-BEAR</b>	33912,24	Immunity
<b>ZOLYX</b>	50476,0	Time
	50800,0	Lives

**MORE MULTIFACINGS**

Yep, A. Watson sent in a couple of useful programs that allow you to put in POKEs using a Multiface 1 — or Multiface 128 — saved program without combating a temperamental game.

```
10 REM MULTIFACE 1 POKER
20 REM by A. WATSON
30 CLEAR 24784
40 LOAD ""CODE
50 LOAD ""CODE 16384
60 RANDOMIZE USR 24838
70 LOAD ""CODE 16464
80 REM Put pokes here
90 RANDOMIZE USR 24833
```

```
10 REM MULTIFACE 128 POKER
20 REM by A. WATSON
30 CLEAR 24999
40 LOAD ""CODE
50 LOAD ""CODE 16384
60 RANDOMIZE USR 25086
70 LOAD ""CODE 16470
80 REM Put pokes here
90 RANDOMIZE USR 25089
```

**SCROLLING CREDITS**

These, I'm afraid to say, either sent their POKEs in too late or sent in ones already published; **S. Byrne, The Milton Hacker, Thomas Varner, R. P. Swann, and Martin Farrell.** Better luck next time eh lads?

Next month we should be bulging to the seams again. Who knows what will be here? I don't. But in the meantime, should you find you've discovered how to hack, then send your offerings in to David McCandless, Practical Pokes, YS, 14 Rathbone Place, London, W1P 1DE. And write and tell me if you'd like to see a learn-to-hack section included in these pages too. Byeeeeeee!

# Combat Zone

**Benjamin and Jung Brown** have a few things to say. But never mind that, boys, what are your tips? Ah, here they are... What? What a rude beginning to your letter. You should go home right away and wash your mouth out with Anne Diamond... dear me.

"Here is a cheat mode for the rather unoriginal *Combat Zone*. When the game starts press the keys 9 0 BREAK, ENTER and P simultaneously and you should get the message:

PAUSED  
CHEAT MODE READY  
CHEAT MODE INSTALLED

To get it off of this and back into the game press 8. Then when you start you'll have one main ship with infinite hyperbombs, 5753 digits of fuel and 273 lives. PS. Also note the way when you complete it, it says 'that was easy wasn't it, pity you cheated! That's it!'

Well cheeeeeerrrs bug ears, and I hope that teaches you not to shave while you're in the shower. Funny things happen in gravity, y'know? Not a lot of cheat modes have turned up in the post lately. Okay, I know the postmen were on strike a while back, but that's no excuse. Where's the cheat modes? There used to be loads of them, and now only a squillionth of the hints I get are cheat modes. Don't programmers put them in anymore?

# GUNSHIP

About time we had a tip for this, and wouldn't it just be **Chris Delahunty** who does it? Okay, Captain, take her up... Thwoppa thwoppa thwoppa.

**GENERAL**

"Rockets are a waste of space. Carry Hellfires instead. When you fire, the recoil makes your nose tip up, keep it straight. On actual missions, keep low to avoid the enemy.

**Asia And Central America**

• Quite easy. The missile launchers and infantry are easily destroyed with chain gun. The main thing is to watch out for hills and missiles. Don't attack all the enemies, they'll swarm around.

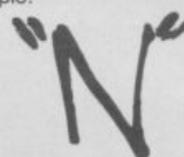
**Middle East**

• Go for a quick, clean strike. Take Hellfires, you'll need them lads! As long as you stay low and don't panic, you should crush them like an ant.

**US v Them**

• This is a biggie (Oo-er!!). If you go looking for the steamroller, you'll get squigged, so, logically, you should surprise them by jumping in, handing over a few shots of ammo then waving goodbye. In other words, blow the Commies then run.

This may be a tip also. If when you are on the medal screen and it comes up PRESS PLAY, press BREAK and you get some more points, I think." You THINK? Shirley you know for a fact! Shirley you are fully aware of all the facts? Shirley not! Shirley shome mishtake! Shirley Temple!



• I can't even spell this game's title, let alone finish the blimmin game. How about you, **Nicholas Wright?** 'I can spell *Nonterraqueous*, and I can play it too, ever since I learned about this amazing cheat for no Photon Thrusters, my little honey roast ham. All you do is type:

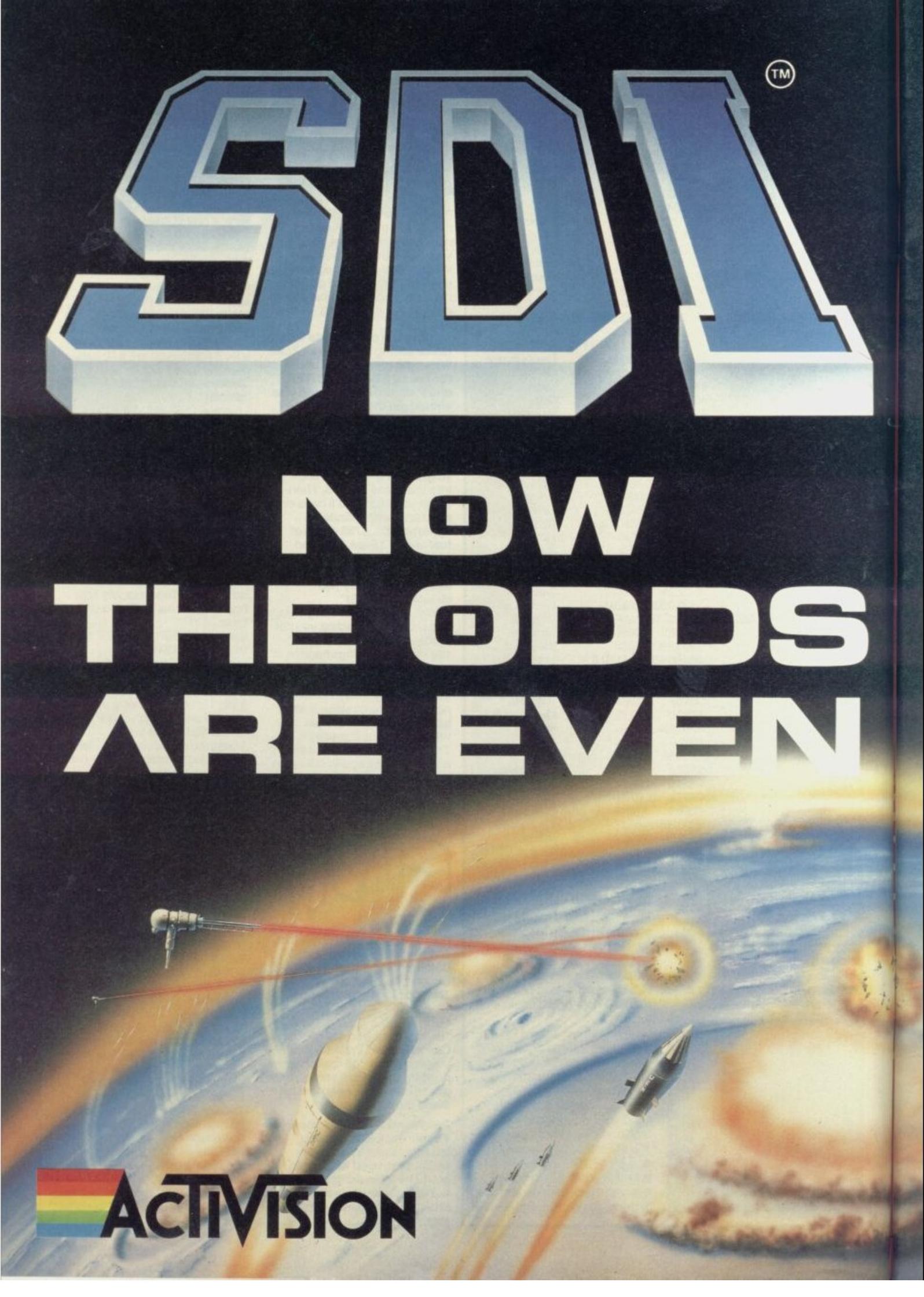
INK 0: BORDER 0: PAPER 7: INVERSE 1: BRIGHT 1 press ENTER twice, and then type LOAD "". And there you have it: 'No, there YOU have it. A Big Tips badge, that is. And many, many fanx to you for the tip. Let that be the last *Nonterraqueous* one for a while, 'cos typing the name makes me hand hurt. And besides, any more mentions of the game and **Lawrence Sheedman** will pop back in the office to give me some more tips! Oh no! (Only kidding, Lawrence!)

# THASS A// FOLKS!

So that's it. Send all your hints, tips, maps, POKEs, HobNobs, Jaffa Cakes, White Chocolate Mousse, Salmon Spread... Oops! I mean, send all your stuff to, Phil Snout, YS Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget, all those printed get an 'I've Got Big Tips' badge. There's no more tips left. But I've got some nice ones lined up for the next issue. I bet you can't wait? Well you're going to have to, unless you've got a transtemporal travel device, that is. You have? Oh well, I'll see you in a minute then.

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THE ODDS  
ARE EVEN**



 **ACTIVISION**

**T**he button has been pressed – it's all-out nuclear war. As bomb-laden missiles rocket above a terror-stricken Earth, East and West are locked in the deadliest game of all.

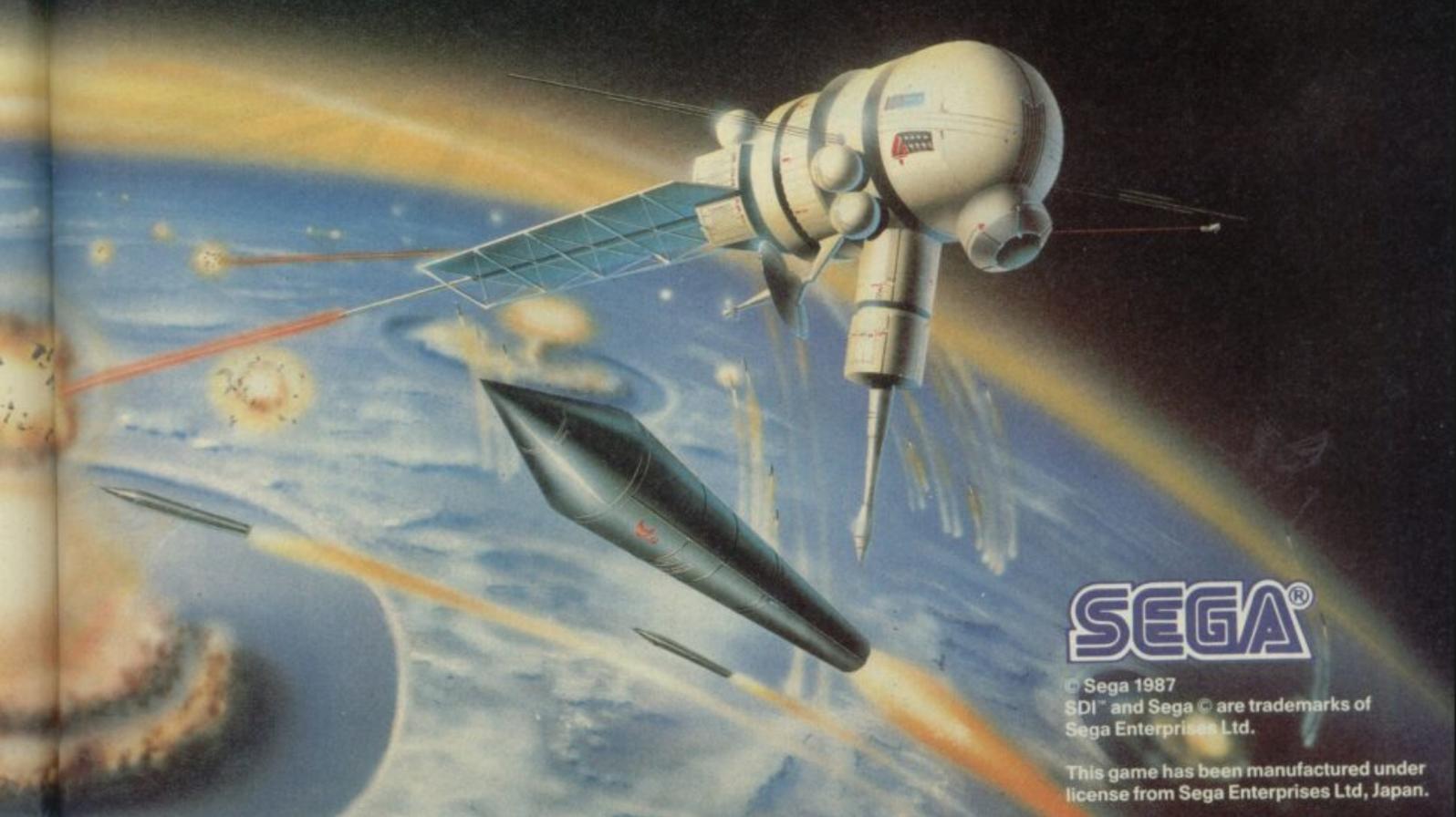
With an awesome cache of nuclear weapons at your disposal, can you zap your enemy – and save the planet from imminent catastrophe? Using skill, judgement and razor-sharp reactions, you must deploy your Strategic Defence Initiative – and avoid global disaster!



Atari ST screen shots shown

Available on:- C64 cassette: £9.99, C64 disk: £14.99  
Spectrum: £9.99, Atari ST: £19.99

Mail order: Mediagenic, Activision House, 23 Pond Street, Hampstead,  
London NW3 2PN Consumer Enquiries: 01-431 1101. Technical Support 0703 229694



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# AFTER BURNER!

Sega's *Afterburner* scrunched up into bite-sized pieces and fed to the Speccy? Surely not? Duncan MacDonald dons his aviators 'chapeau' and flying goggles to check it out.

If you've played *Afterburner* in the arcades then you'll know that the machine comes in a self-controlled 'cockpit environment', contained pneumatically so you get chucked about all over the place while flying (and especially while crashing). If you haven't played *Afterburner* in the arcades you'll know anyway, 'cos I've just told you. Anyroad, whichever 'camp' you come from, see if you can guess what's been left out of the Speccy conversion of the game? Yes, that's right, clever-clogs — the pneumatic cabinet. Don't fret though, 'cos elsewhere on the page there are step-by-step instructions for constructing one of your very own.

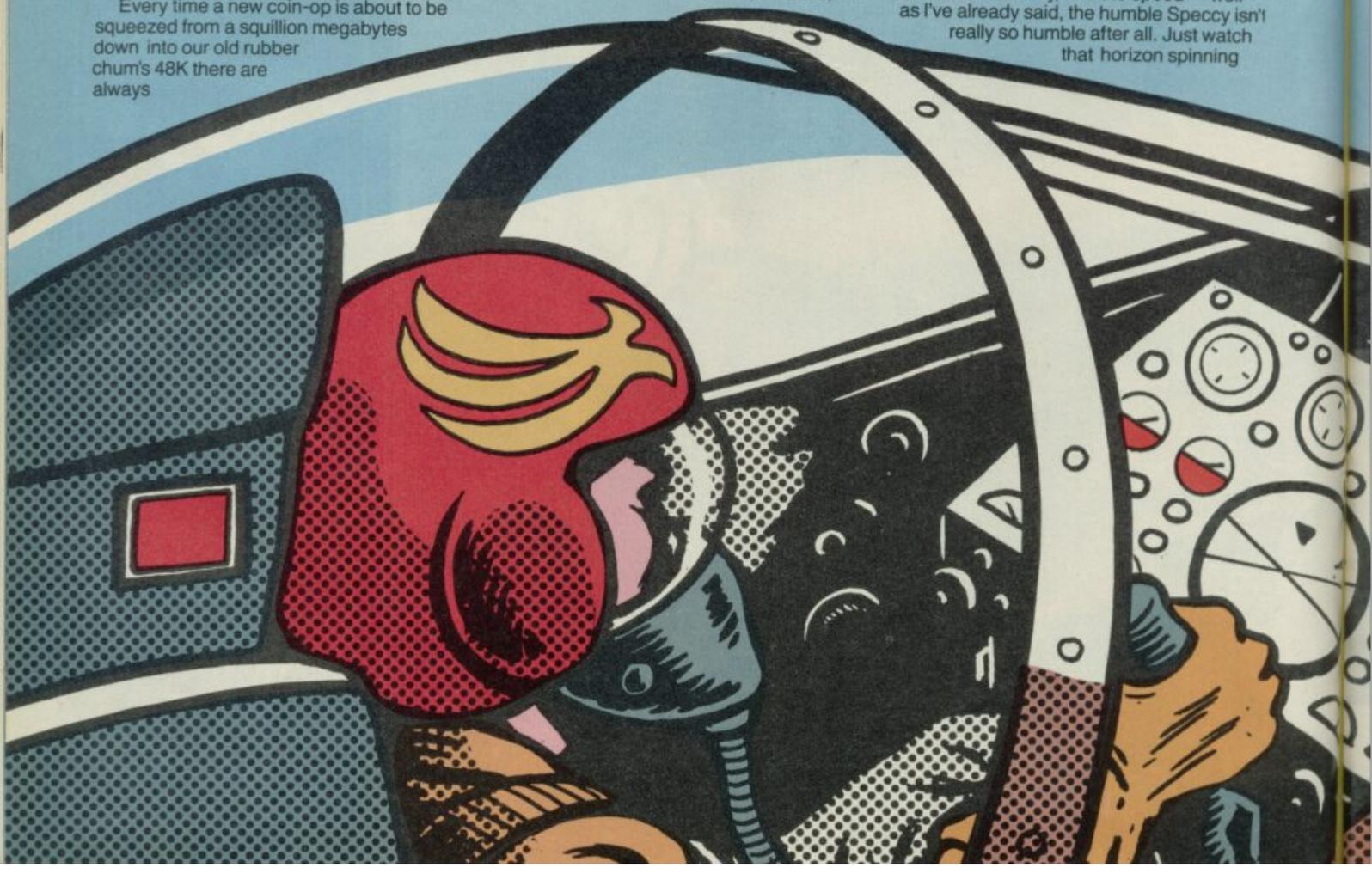
Every time a new coin-op is about to be squeezed from a squillion megabytes down into our old rubber chum's 48K there are always

cries of 'Don't be so ridiculous — it can't be done', and 'Ho ho ho'. But there's always something that people forget about the Speccy; and that's the speed it's capable of operating at — and that's a darn sight faster than the C\*\*\*\*\*e and the A\*\*\*\*\*d. In a game of such frenetic rolling and zapping, it's action that counts, and *Afterburner* has got barrels-full of it.

You take the controls of an F-14 fighter aircraft in this largely monochrome bash. The plane is viewed from behind, and the sky and ground scroll towards you in a realistic 3D fashion from the horizon. Unfortunately (or fortunately, depending on your point of view) this scenery isn't the only thing to scroll towards you. No, by cracky — almost before you can say 'Ray — a drop of

golden sun' the automatic start sequence of your jet taking off from an aircraft carrier is over and wave upon wave of enemy fighters are screaming towards you, launching the air to air missiles in your general direction. These, as you might have guessed, are best avoided if you don't want to lose any of your three lives. By way of counter attack, you have at your disposal cannon fire and your own heat-seeking missiles. There are 22 levels to get through, and on the way you will come across 'special' sequences such as mid-air refueling, landing on runways and refueling, and a 'flying through a canyon' sequence, which I never got to see 'cos the game is so darned hard I couldn't get that far.

The graphics are bold, chunky and animated brilliantly, and the speed — well — as I've already said, the humble Speccy isn't really so humble after all. Just watch that horizon spinning

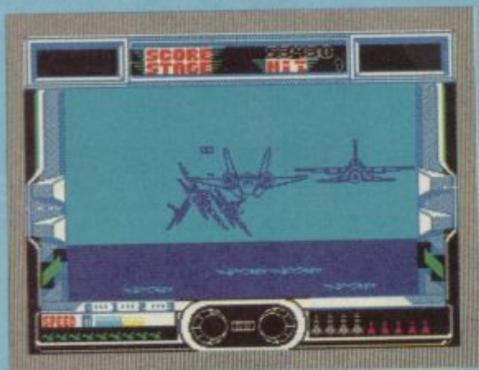


round when you yank the joystick firmly to the left or right.

Let's put it this way — the code for *Afterburner* has been written by the same bloke (Keith Berkhill) who wrote the code for *Space Harrier*, and it shows. *Afterburner* impresses me now just as much as *Space Harrier* did when it first came out, which can only mean one thing: the Spectrum version of *Afterburner* is a bloomin' corker!!! Blimey.



Chocks away (and the chocs, chum — having sticky stuff all over the joystick could lead to your undoing in the middle of a 'dog' fight).



Blimey — cabbage crates over the briny. The action starts as soon as you leave the flight deck. Take this, chums; ack ack ack ack ack (woooosh)!!!

## MAKE YOUR OWN PNEUMATIC AFTERBURNER CABINET!

**EQUIPMENT:** a pair of scissors (round-ended), a car seat, 12 heavy-duty springs (you can rip these out of your bed or three-piece suite), two large 'fridge-freezer sized' empty cardboard boxes, ten large cans of Heinz curried-beans, a large industrial plastic funnel, a length of tubing (the garden hose will do) and a crash helmet.

**METHOD:** weld the car seat to the springs and then bolt the springs to the floor-boards of your favourite room. Take the cardboard boxes, sellotape them together to make one big box, place it carefully over the 'seat-unit'. Then staple it to the floor-boards, take your round-ended scissors and snip out a 4 by 3 foot hole in one of the sides. This is the 'entrance', and is quite important — there's nothing more annoying than having a cabinet which can't be got into. Attach the funnel to the garden hose, and then sellotape or staple the whole lot inside the box (or 'cabinet', as it has now become). Try and make sure the end of the hose is roughly in the position of a seated person's mouth, because this is where the curried beans come in. Open the cans (or get a grown-up to help you) and pour the beans into the funnel. Set up your Speccy inside the



cabinet, put *Afterburner* in your cassette, don the crash-helmet and you're ready to go.

Sit in the seat unit, suck on the hose pipe, and very soon your bottom will begin to grumble. The springs under the chair will pick up any 'trouser thunder' and magnify it twelvefold. By the time the game has loaded the fun will really have started, and you will actually believe you are up there in the skies shooting and being shot at by Johnny Hun, or whoever.

Don't forget to tidy away the empty bean-cans though, or you might be in for a spanking.

**FAX BOX**  
**Game** .....  
**Publisher** .....  
**Price** .....

*Afterburner*  
 Activision  
 £9.99



That's time for a quick match on my mates as while the old crate gets rebuilt. Oh dear they've melted in my flight jacket pocket.



Crubs, I seem to have missed some flak. Crumbs, there's chocolate everywhere, and I'm going to hit priority! So long chums, but I'll be back (seeing as I've got four lives left).



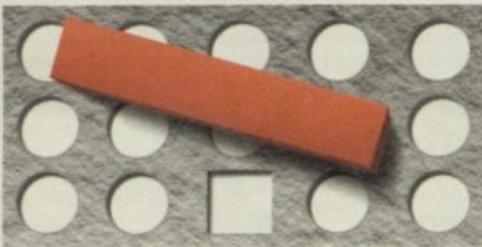
Weapons expert, grenade expert, marksman.  
To handle the weapons above, today's Infantryman needs a lot more up top.



You could be representing your country in places as far off as Hong Kong, Gibraltar, Belize, Norway, Cyprus...



Map reading is a skill in its own right. You've got to find your way around. And you can't ask a policeman.



There are 150 trades to choose from. We take the time to find out which one is exactly right for you.



This Instrument Technician is responsible for £2 million worth of technology and the safety of 8 soldiers.



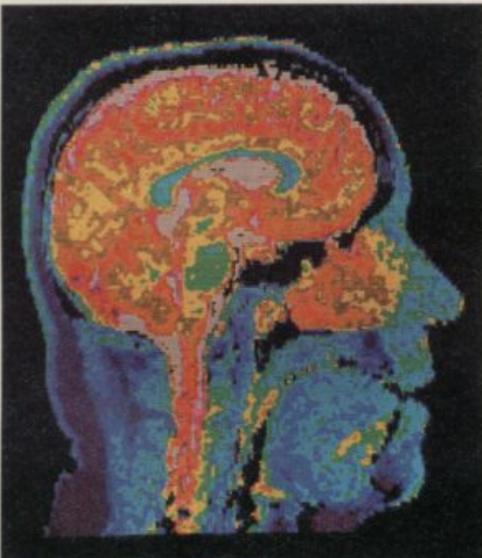
Every soldier can take a paid holiday to do with as he pleases. Like popping home to see mum.



Our revolutionary sniper's rifle. Designed by Olympic marksmen, it offers pinpoint accuracy to a distance of 600 metres.



The Lynx. Twin Rolls Royce engines. Cruise missiles. The world's...



You'll be using your brain cells as well as your limbs. We work with some of the world's most complex equipment.



Milan anti-tank missile. If an enemy tank is moving 2,000 metres away, you can stop it in its tracks.



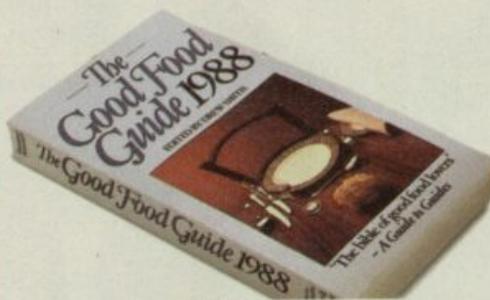
Can you make sense of the above? If you can the Royal Signals would like a chat.



How to build up confidence, teamwork, determination, as well as muscles.



What do your folks think about the Army?  
If they're interested bring them in for a chat.



The Army Catering Corps.  
One hundred and fifty-thousand customers.  
Up to three times a day.



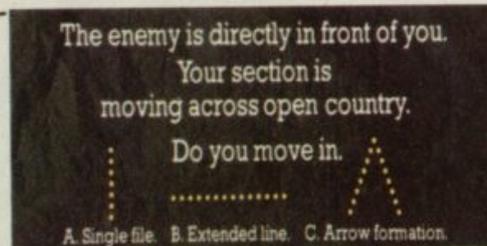
For a Corporal, starting pay before tax is a handsome £212.00 per week.



Our dreaded Sergeant Major. His bark is worse than his bite.



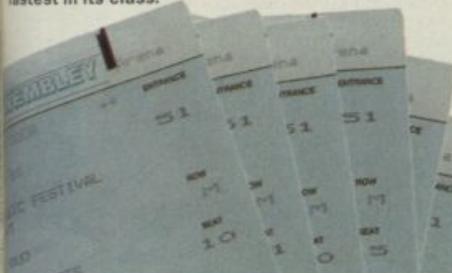
Interested in the Para's? Drop in and see us.



A. Single file. B. Extended line. C. Arrow formation.  
Answer: C. Arrow formation.



Cruise the world's fastest in its class.



In the Army, mates are more than a bunch of blokes you have a laugh with. Mates are the people you trust with your life.



Our best cannot afford to be second best.



My mate Marmite.  
Right, where's that assault course now?



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A job that's going somewhere, rather than nowhere?

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A job that gives you pride in what you do and actually builds up your confidence?

A job that means you'll have a career?

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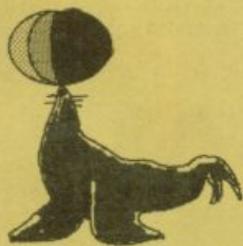
Or phone 0800 555 555 free (24 Hours)

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# SCREENSHOTS

It's time for another bout of fun and frolics with our favourite little black box with the rubbery grey bits! (Oo-er!)



**YS Seal Of Approval**  
All games reviewed in Screenshots are finished products.

Ocean/£9.95 cass/£14.95 disk

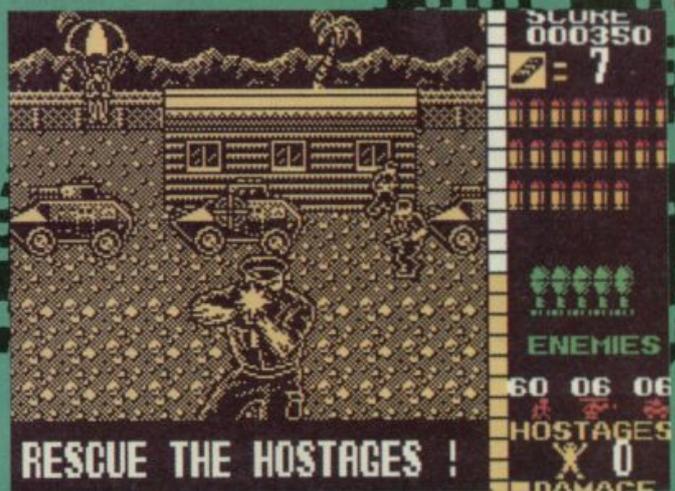
**Pete** Flying to Manchester seemed like a fun thing to do. Sure, your arms ache by the time you get over Stockport, but on the whole it's a real "happening" thing to do in these days of the North/South divide. Once you get past Watford then a 'must' on your itinerary is a visit to the North's answer to Castle Rathbone — Central Dungeons. An ominous building looking very much like Bootle Police Station, but actually home to those who call themselves Ocean. And why did I make this flight of fancy? To bring you, gentle viewer, the 'gen' on Ocean's latest babe, *Operation Wolf*.

If you visited this year's PC Show, then you probably saw the Coin-Op version of *Operation Wolf* on Ocean's stand — or rather you would have seen a huge crowd of people looking at the Coin-Op classic. It broke a bit of new 'ground' for arcade games 'cos the 'nasties' fired directly at you through the screen. And it also had a pretty mean gun which you shot your foes with. And although this Speccy version of *Oppo Wolf* doesn't come packaged with a machine gun, the authenticity to the arcade machine is extremely good.

You play Lone Wolf, the typical he-man character who wants to take on the world and his wife as long as he can volunteer for the job. You parachute into enemy territory, and from that point onwards it's a case of shooting anything and everything with a couple of exceptions. What's that? Did I say exceptions? Surely shome mishtake. But no, even in this day and age when you'll shoot even the earwigs for extra points, *Oppo Wolf* sends things like stretcher-bearing nurses and all-american boys running across the screen to see if you're too trigger happy. So watch those itchy trigger fingers!

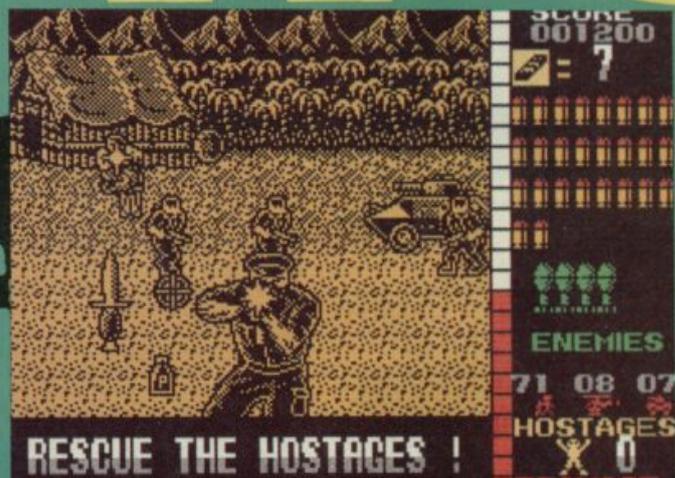
On each level — and there are six all-told — you have to take out a certain number of baddies, tanks, launches and helicopters in order to move on. You have a limited ammo reserve with which to do this job, but you can find extras by shooting vultures, chickens and cassette tapes. No that's not a misprint. It's so you can make a fowl Bros soup. More 'sensible' items you can shoot for extra goodies include various bottles of potions. Some give you extra machine gun power (without using up your valuable supplies), while others will nurse your damage rating back to a more healthy score. Also, if you shoot the dynamite, then everything on the screen will blow up — except you! Good, eh?

Your first task is to take out the communications centre. This level, which gets you used to the game, is full of plenty of things to shoot, and once you're through it

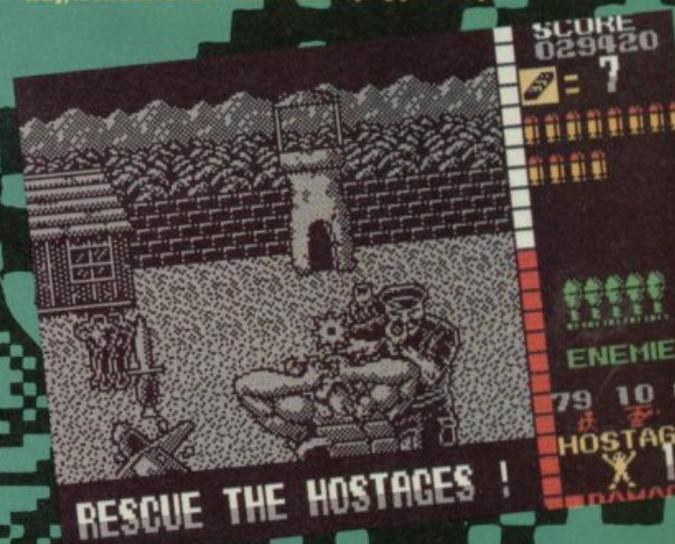


Mmmm... A yummy shade of yellow introduces you to the communications centre. The natives aren't very friendly, and you haven't got much ammo to convince them otherwise.

## OPERATION WOLF



Pick up the potion which is casually laying on the floor and you could get a machine gun feature or improve your strength. Either way, look out for the knife that's flying your way.



In the concentration camp, and I've hit flathead, but matey behind him is having a go as well. One hostage has managed to get across, but with a knife in me and damage levels getting high, can I make it to the airport?



Imagine/£7.99

**Nat** Interesting fact: most salamanders are less than six inches in length except the giant salamander from Japan which reaches three feet from tip to tail. Another interesting fact: the despotic Salamander rules an evil galaxy beyond infinity, among Organic Monsters of destruction, Nuclear Spiders, infernos burning like raging seas in torment, (Ever seen a sea burn? I ain't). Caverns of Despair and Demons beyond the dimensions of our minds (very poetic, I'm sure). Not bad for a small slimy newt-like creature, is it?

Anyway, the powers that be have decided that the Salamander must die. No reasons given of course, ours is not to reason why, ours but to do and die (and many times too, I can tell you). To help turn the monsters, into radioactive goo, the aforementioned powers have doled out weedy ships, armed with one-shot-at-a-time cannons and given you the job of flying them; though why they just couldn't use a couple of H-bombs is beyond me. What all this 'atmospheric plot' stuff comes down to is a straight-forward (by today's standards any rate) horizontally scrolling shoot 'em up and a pretty damn good one at that.

The game is split into several levels separated by huge mega-

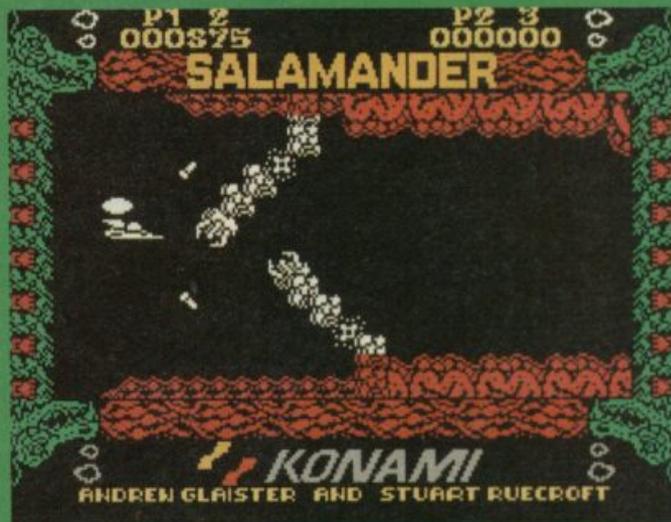
nasties, which probably need several hits to eradicate (I don't actually know; I've never met one yet). These levels are further separated onto different landscapes, which, we're told in the instructions, require different tactics to negotiate. This doesn't seem to be strictly true: just dodge and blast and you can get past anything near enough.

The first level starts off with a few formations of cannon-fodder but soon progresses to a dark tunnel full of growing arms, then caverns full of wobbly things which spit white blobs at you, and then a cavern full of huge gnashing teeth, and then... er, well, I've never got past those teeth, I'm afraid: I keep getting chomped. (Ouch!)

As usual these days, the alien vermin don't have it all their own way. You can collect all sorts of extra goodies. Wap 'em on to yer ship with a bit of double-sided sticky tape and you can kill the scum with missiles, lazer beams, speed-up thrusters, a couple of drone weapon pods and some techno-gadget called an Extra. Pretty good, eh? Well not quite; you see as you grab extra weapons, the aliens chuck more stuff at you! There's a real sadistic designer behind this game, I can tell you.

But it's little touches like that which make *Salamander* so utterly addictive. Even though I've been stuck at the 'teeth' bit

# SALAMANDER



An ancient curse, an imminent eclipse, giant pyramids, secret panels, a hidden shrine, poison darts, pressure pads, treasure chests, trip wires and mysterious mummies, all in glorious FREESCAPE Solid 3D. Set under the burning Sun, TOTAL ECLIPSE is the BIGGEST and GREATEST FREESCAPE experience yet!

BY MAJOR DEVELOPMENTS



Pick a Pacman! Calling a temporary truce to test out two variations on the arcade classic are the one-time YS lovebirds, Gwyn 'Ghost Gobbler' Hughes and Rachael 'Power Pills' Smith. It's amaze-ing how they'll make the peace for a few pounds.

**Rachael:** History time! First there was *Pong*, then came *Space Invaders* and *Defender*...

**Gwyn:** ... And then came *Pacman*!

**Rachael:** But games grew more elaborate. There was *Elite* and *Lords Of Midnight* and *Driller* and then...

**Gwyn:** ... And then came *Pacman* again!

**Rachael:** Yes, even though programming has reached the pinnacle of sophistication, there are still thrills to be found in the old faves. Witness the great *Breakout* revival which has arcaders busting their blocks in a zillion different ways (Remember YS's very own *Batty*?) *Pacman* was first of the maze games complete with all the collecting and dodging you could hope for and not an alien in sight.

*Pacman* was different...

**Gwyn:** Yes. *Pacman* was boring. I can remember typing in a version of the game on my ZX81 and regretting the time I'd wasted!

**Rachael:** Wha! You don't like little round heroes?

**Gwyn:** No, I think they're a load of balls.

**Rachael:** And what about mazes. You must like Hampton Court?

**Gwyn:** I don't know — I've never got my hampton caught!

**Rachael:** Gak! I can see this is going to be a bundle of fun. Load the first game, *Maestro*, and away we go...



Rachael sure knows where her cherry is as she moves in for a bonus. But beware those ghosts milling around below. Bonuses flash in the window to the right whenever they appear in the maze and include apples, sweets, speed pills and temporary ghost gobbling potions. A nice touch is that when you kill a ghost its eyes float around the maze until it returns to base to be reborn.

## PSYCHO PACMAN

**Rachael:** Yes, *Pac-Mania* is taking the country by storm as the big P goes crazy. Grandslam's official licence of the arcade machine is a classic conversion, complete with power pills which let you munch on ghosts, fruits to collect and wrap around tunnels which take you and those pesky ectoplasms from one side of the maze to the other. But where *Pac-Mania* really differs is in its scenery. Instead of the old over the top 2D view you get a 3D view into the landscape, which scrolls smoothly around.

*Pac-Mania* starts in Block

Town, an easy level to get your appetite going. *Pacman's Park*, which follows, is tougher. A tunnel means you're in more danger from ghosts popping up where you least expect them. By level three, *Sandbox Land*, things really are getting tough. The troublesome spooks can jump across the blocks to cut you off, and the tunnel is a dual or triageway affair. But the Jungly steps is the most spectacular landscape, a steep climb with lots of angry ghosts who will catch you unless you're very lucky and reach a power pill.

Though the game runs on 48K there's a bonus for 128K owners — the tape automatically discovers how much memory you've got and crams in a musical soundtrack if there's room...

**Gwyn:** It doesn't take machine code to tap my memory. I can remember a million games more interesting than this one. What the gormless tottie has failed to tell you is none of the levels is awesomely large. In fact they're pretty puny. Even the programmers seemed aware of this so once you've completed *Pac Park* for the first time, you have to do it all again before you move on. The same with successive levels. The whole thing is too easy and desperately dull.

**Rachael:** Not fair. You can go to any of the first three levels automatically, so you don't have to play the less challenging ones, and there's a nice 'credit' feature which sometimes gives you 10 seconds to return to the level you just lost, if you want.

**Gwyn:** Big deal — a free chance to prolong the tedium. You can send this one packaging, as far as I'm concerned!

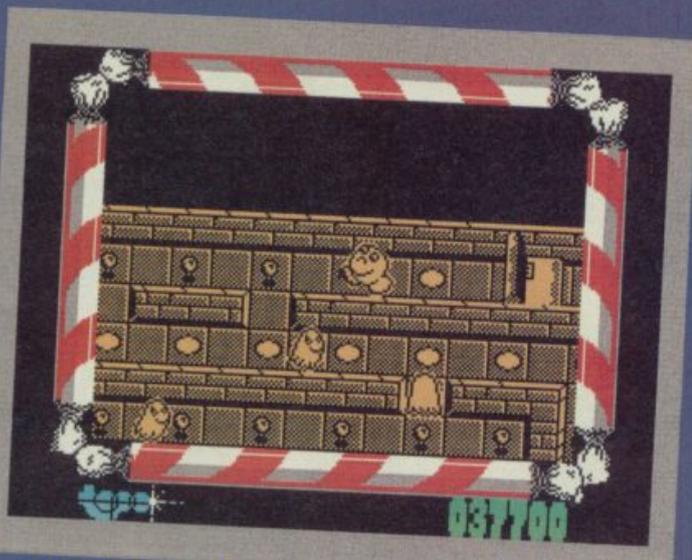


In *Sandbox Land* the tunnel contains a problem. There are three pills stuck up a dead end which is very nasty if a ghost should suddenly appear. It may be worth leaving these till last, so you'll teleport to the next level once you eat them, if you're trapped. Followers of fashion will notice that Pac looks an awful lot like Smiley. Couldn't he be he's into *Acid House* too, could it?



# PAC-MANIA

# MAD MIX



Tripping along the high road, Pepsiman has just popped through a trapdoor. These L-shaped road blocks tip over if you approach them from the correct direction, which can be useful if you've a ghost in hot pursuit – but be warned because if he's too close on your heels he'll get through with you. The white dots show where the spheres were and if the Ladybother passes over them, where new ones will appear.

## CRAZY IRISHMEN

**Rachael:** Crazy Irishmen – Mad Micks – Geddit! (Yes, and so will you if you crack any more like that! Ciarán) Mad Mix is not a Pacman game. Of course it features mazes, spheres to eat, ghosts and the like, but that's not Pacman chasing – it's Pepsiman!

Pepsiland's landscapes are much more varied than Pacland's. There are one way systems which, when you get into them, drag you round until you've destroyed all their tiles, and trap doors to block off passageways. And somebody must have spiked Pepsi's soft drink with something psychedelic because Pepsiman keeps changing into other forms. 'Cos as well as the ghost-eating Angry Pepsiman there's the Pepsipotomus, a Pepsidigger and even a Pepsispaceship and Pepsitank which add a shoot 'em up element when you tread on the right squares.

And you'll need all the help you can get because there are several foes. As well as Ghosts there are Ladybothers, who create new spheres where you've eaten them, and Repugnants, who can 'clamp' spheres and make them inedible, just like the repugnant traffic warden who clamped my motor last Saturday.

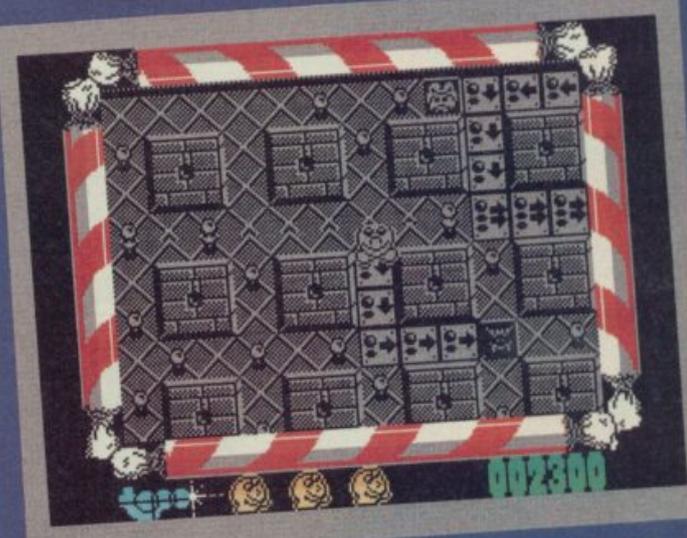
**Gwyn:** Of course he's not so repugnant as this game. Sure there's more to do but the playability isn't as hot as it could be. The first round is so open-plan that you can't plan a proper course – the secret of success in all maze games. Things do look up in round two though, and round three is quite pretty!

**Rachael:** I'd tend to agree on the play balance, but once you get into it Mad Mix probably has more lasting value.

**Gwyn:** If you mean it's sticky, like the soft drink it's been licensed from, you could be right. But I reckon too much of it would rot your teeth!

## TO P OR NOT TO P?

**Gwyn:** What can I say? Neither of these games is exactly a major contribution to computer science. In fact they're such a step back I'd like to lose both of them in a maze. Dull and repetitive, but if I had to choose, I'd say Pac-Mania has it on



No 3D for Pepsiman but a nice bas-relief effect shows off the scenery, even if the graphics aren't quite up to Pac standards. Here Peps – who looks more like a Corona 'fizzical' bubble – slides along a one way system, unable to stop himself. But the Angry Pepsiman symbol at the end means that he won't come out of it unprotected. With his teeth bared he can bite into the ghosts.

playability even though it may bore you to death with déjà vu. **Rachael:** Now that old misery guts has gone I can honestly say that it's good to see Pac back. Okay, so there are better games, but this is just the sort of simple entertainment that appeals to us simple souls. Hardened gamers probably will work their way through Pac-Mania more quickly so Mad Mix is probably their mega mix. However if you're a Pac purist you'd do well to go for the Grandslam game.

### YS CLAPOMETER

**PAC-MANIA**

Grandslam /£8.95 cass

A classic Pacman variation with a nice 3D view and good play balance, but lack of variety will shorten its life.

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

**8**

### YS CLAPOMETER

**MAD MIX**

US Gold /£7.99 cass/£11.99 disk

Pepsiman packs a fizz with some nice variations on a classic formula though gameplay is less well balanced.

GRAPHICS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
PLAYABILITY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
VALUE FOR MONEY	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
ADDICTIVENESS	■ ■ ■ ■ ■ ■ ■ ■ ■ ■

**8**



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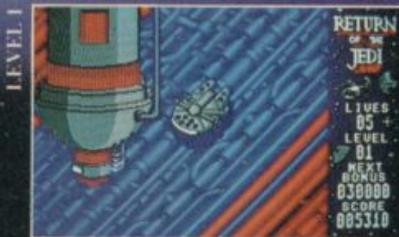
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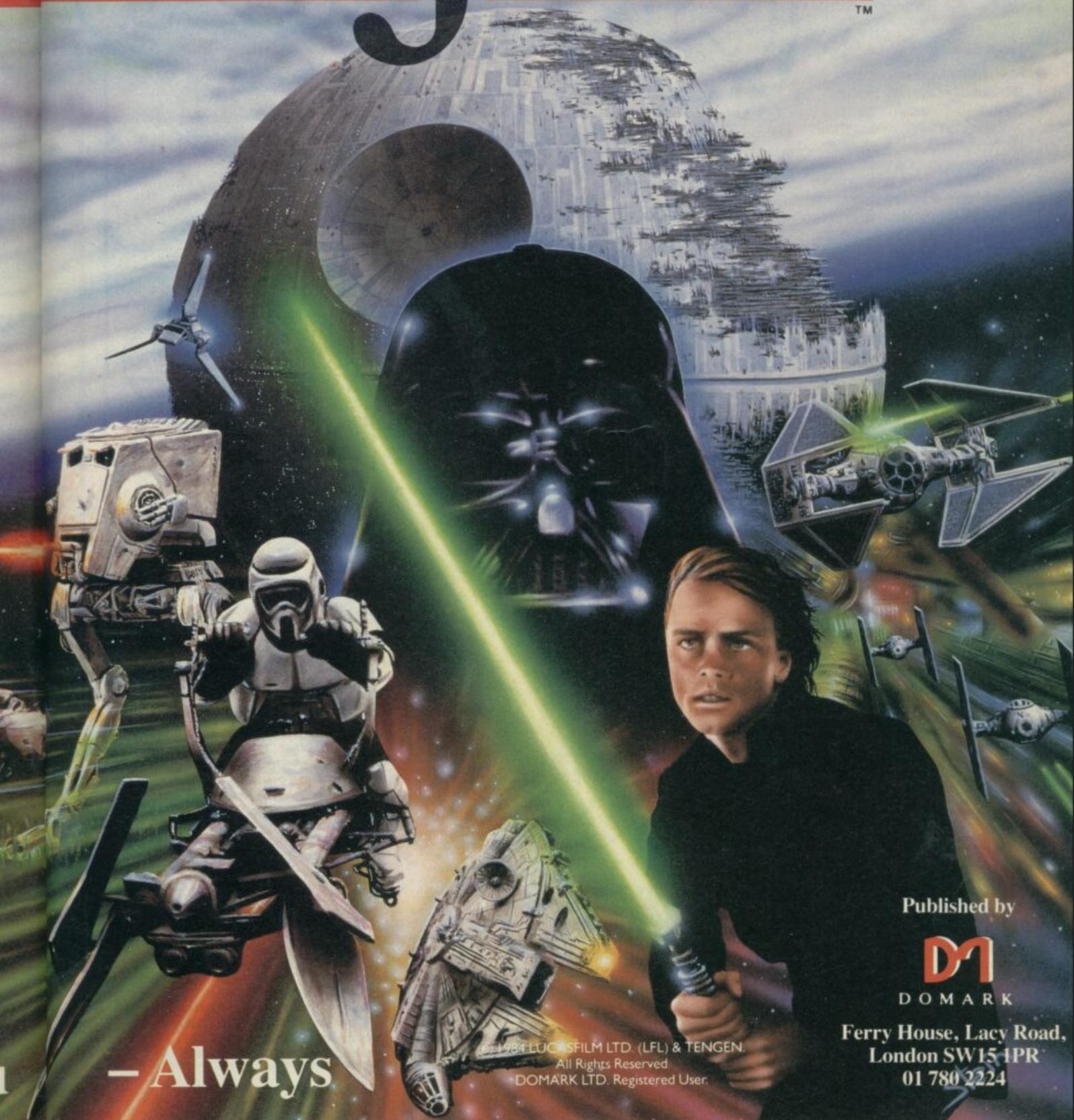
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# WORRA CHOPPA!

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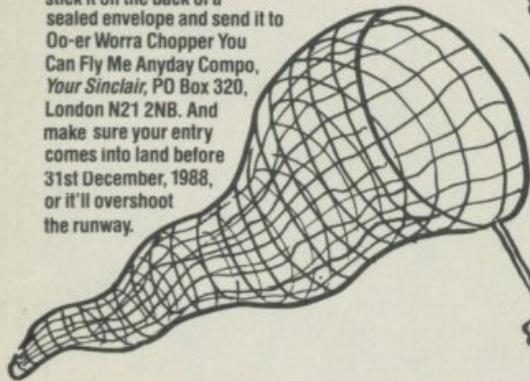
Miss Money Penny goes a bundle on James Bond's Gyrocopter. And Magnum wouldn't be the same without his Huge 500, sorry Hughes 500! If you want to look well-wicked and attract all the girls you've got to have a Whirlybird - look at Ian Botham, Noel Edmonds and Mike Smith! Which is a bit of a shame 'cos we haven't got any to give away. Luckily for you though US Gold has been onto Chopper Squad and it can now offer you two really magnificent choppers to play with to celebrate the release of the coin-op conversion, *Thunder Blade*.

**TREASURE HUNT**

The two top prize winners 'copter' two fab radio-controlled non-fixed wing aircraft and what's more, the runners-up don't fly off empty handed either 'cos there are 50 copies of US Gold's *Thunder Blade* up for grabs. So what do you have to do to get your hands on all these goodies?

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1. Who flies around in a 'copter in ITV's *Treasure Hunt*?

- (a) Anneka Semolina
- (b) Anneka Rice
- (c) Kenneth Kendall
- (d) The awful old bag that does the weather

2. Which of these has the biggest chopper?

- (a) James Bond (Gyrocopter)
- (b) Prince Andrew (Sea King)
- (c) Lloyd Hunnigan (It's big!)
- (d) Magnum (Hughes 500)

3. What's the top speed of a helicopter?

- (a) 2 mph
- (b) 200 mph
- (c) 2000 mph
- (d) Too fast for Mike Smith and Sarah Greene

I'm a real high flier and here are my answers to prove it.

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2. ....

3. ....

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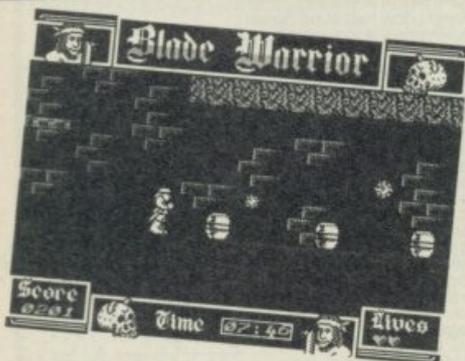
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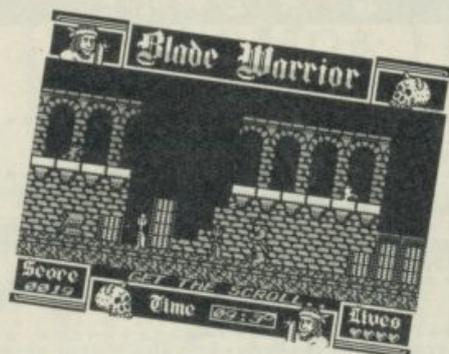
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## BLADE WARRIOR

**Codemasters/£1.99**

Oo-er! Spooky! Many eons ago there lived an evil squire. HA!HA!HA! Who practised black magic. HA!HA!HA! And all kinds of spooky things. HA!HA!HA! Until one day he was put to death by his long suffering

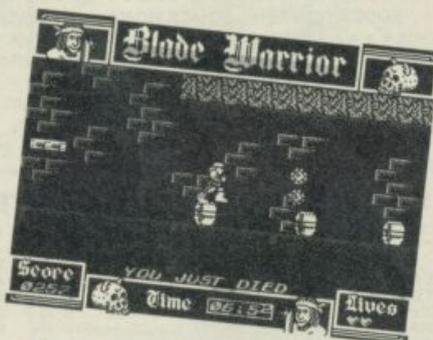


villagers. HA! HA! ULP! And that was the end of that.

Or so it should have been. 'Cept Codemasters hired his faithful manservant to put him all back together again, and now there's one big, black Death Demon roaming the land causing havoc, death and Jestruction. Oh no!

But someone has to stop him, and the local neighbourhood watch scheme have nominated you HA!HA!HA! So off you trot to collect seven special items, in a certain special order so you can complete the special magic spell which will get rid of the evil squire once and for all.

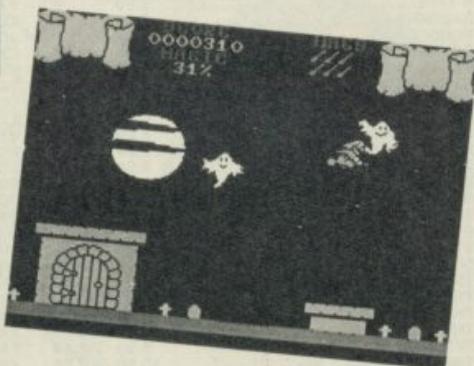
Thrilling stuff, yeah? Well, no. Tediously, terribly, totally, tackily boring. Give it a miss.



## CAULDRON

**Silverbird/£1.99**

But soft, what jiffy-bag through yonder postbox breaks? Why, 'tis one that holds *Cauldron*, a game the like of which hasn't been seen since the last time it was released and blimey, hasn't it aged?



Somehow, being a witch flying (or should that be flickering?) around, looking for the ingredients of a spell which'll give you a turbo-charged Golden Broomstick, just ain't the same kind of fun it was four years ago. And you don't even get a set of complimentary furry dice in the deal — bah!

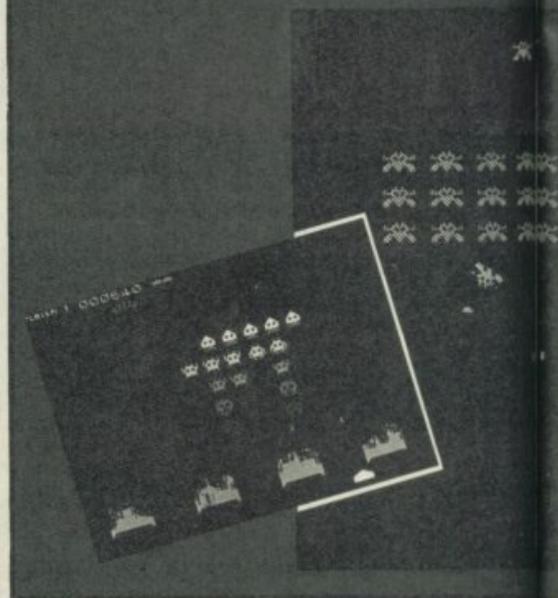
Despite being a bit wrinkly however, *Cauldron* still doesn't play too badly and there are far, far worse games to be seen walking to the cash register with. If you

## ARCADE CLASSICS

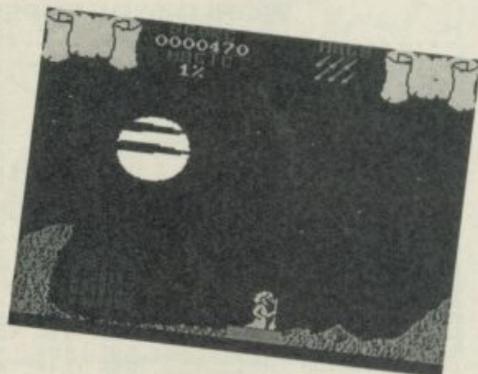
**Silverbird/£1.99**

Hey, all you crumbly Spectrum users! Forgotten what the first Speccy games played like? Then get a hold of this fabby package. 'Cos here's four golden oldies for you to view.

Remember *Space Invaders*, *The Galaxians*, *Combat Zone* and *Earth Defence*? Well they're all here nostalgia freaks.



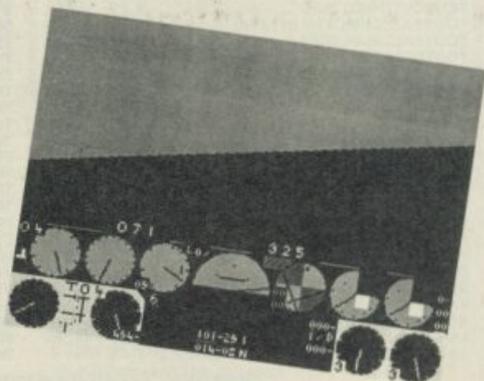
haven't got a copy yet, *Cauldron* is well worth looking into. Just watch out for the eye of newt.



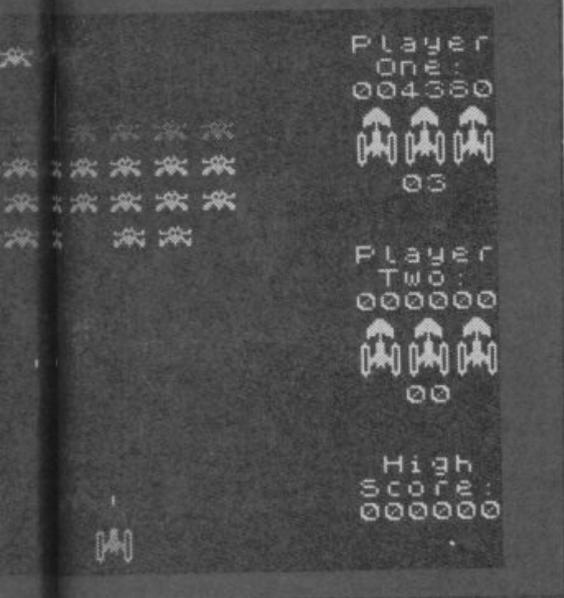
## LIGHTNING SIMULATOR

**Silverbird/£1.99**

In this little number, you take control of the Electric Lightning aircraft and fly it through a number of varying missions. And if that's not

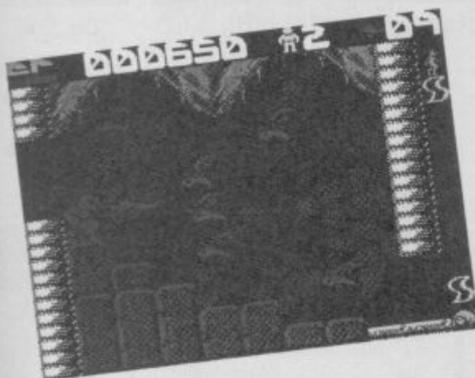


Okay, so maybe *Space Invaders* was a trifle dull and perhaps *Galaxians* was a custard slow. But *Combat Zone* was worth a play or ten and what about *Earth Defence* (a *Missile Command* clone)? Fast, fast and fast, just like it should be! Awful graphics and terrible sound. But who cares? It's got playability the like of which is rarely seen these days and makes a below average compilation into one which is really worth checking out. Buy it.



good enough for you, you can always make it even more lifelike by bringing in a reality factor like cross winds, system failures, G limit and queuing for three hours at customs!

Compared to games like *Empire Strikes Back* and *Starglider* the graphics in this just don't stand up — even if it is a budget title. Technically it could be excellent (we've never flown an Electric Lightning so we can't say), but as a game it's terribly boring. Fly over this one.



## DRAGONUS

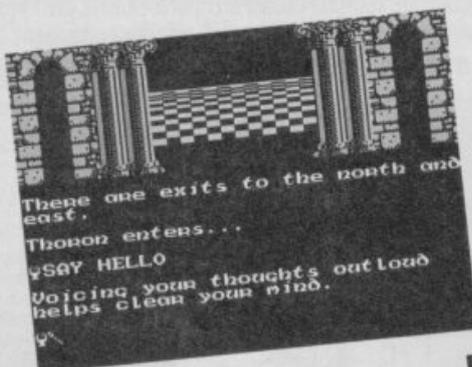
**Zeppelin/£2.99**

This is the first Zeppelin game we've ever seen and at first glance it's pretty good! It's got loads of well-animated graphics whizzing glitchlessly about on interesting backgrounds and there are even a few sound FX to help the action along.

The gameplay is on a par with the presentation too. Each new screen is a little more challenging than the last which makes it real compulsive playing.

*Dragonus* would have been great except for one hiccup in the gameplay's implementation — there are two characters,

one of which can only be brought into play once you've a particular object in your pocket and the main character is standing on a special slab. It doesn't work! Shame really as it could have been quite good if you could complete it!



## QUEST FOR THE GOLDEN EGGCUP

**Mastertronic/£1.99**

This is actually more Mike Gerrard's territory than ours 'cos *Quest For The Golden Eggcup* is actually an adventure. It's been created with GAC so there are plenty of nice illustrations to look at while you're wending your way through numerous locations.

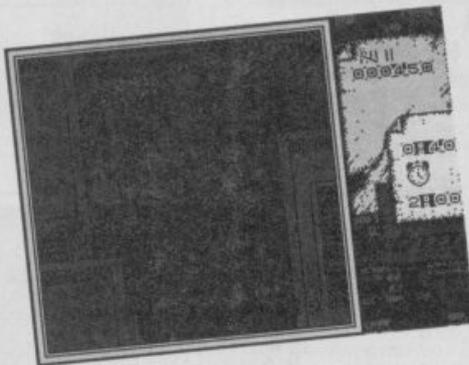
At the start of the game you're run over by a speeding C5 driven by an insane looking Pink Panther. You float up to meet God who asks you to get his Golden Eggcup if you want to be re-incarnated. And so you begin your quest.

Text input is simple enough and the game itself is quite humourously written. If you like adventures we think it's probably a reasonably good buy!

## SKATEBOARD CONSTRUCTION SYSTEM

**Players/£1.99**

Phew! After an hour of messing about twiddling knobs we finally managed to get this one up and running on our trusty old Speccy! And unfortunately it wasn't worth it! SCS's lousy gameplay has been heavily disguised by pretty graphics and a beefy front-end, but Player's can't pull the wool



over Speccy gamesplayer's eyes that easily.

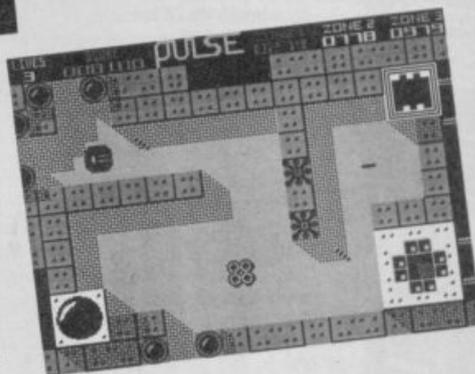
The construction system on the reverse side of the cassette is actually a darn sight better than the game itself and more fun to play around with too! Though the demo game plays rather like a cold, slippery wet fish (it's hard to get hold of) the scrolling is

effective. Unfortunately, since any games you construct use the main game to run on, even your own designs will be just as unresponsive. Norralorrafun!

## PULSE WARRIOR

**Mastertronic/£1.99**

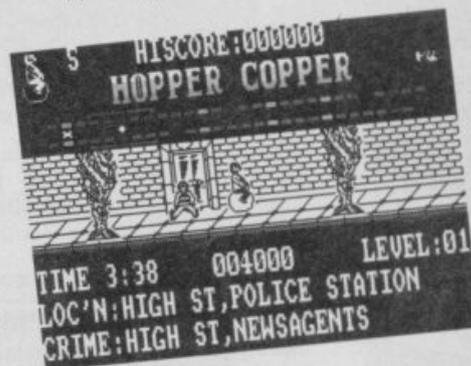
Graphics wise this game is pretty good but on the playability stakes it's a dog! It took us ages to work out exactly what we had to do — the instructions are a little unclear to say the least. But we did finally manage to discover that the idea was to pick up pulses of energy in order to destroy all aliens in the space station. Control is a bit haphazard and it's a real pain to re-define the keys after each game. As far as strategic shoot 'em ups go this is certainly not one of Mastertronic's best — you'd be better off buying *Thrust!*



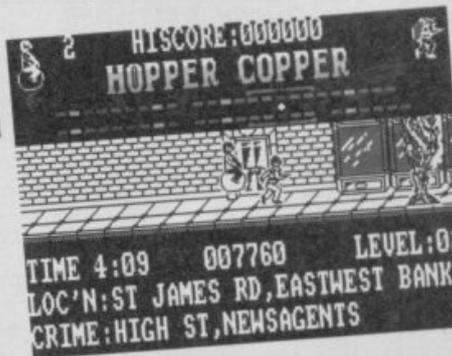
## HOPPER COPPER

**Silverbird/£1.99**

'Ello, 'ello, 'ello, wot's goin' on 'ere then? Not a very good name game I'm afraid. Though *Hopper Copper* should've been fun.



With all your police cars nicked and a boingy space hopper being requisitioned to go in hot pursuit of burly criminals, you'd've thought it'd be kind of fun bouncing around, chasing and bashing up horrible criminals. But after five minutes play, struggling against dull monochrome graphics, jerky scrolling, dodgy control and slow response, you'll probably find penal detention a touch more exciting. Steer well clear of this one sonny.



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Bleuurghhh! Worra naff bag! The only thing worth carrying in a thing like that are three week old egg mayonnaise sandwiches and a wagon wheel. Yuk!

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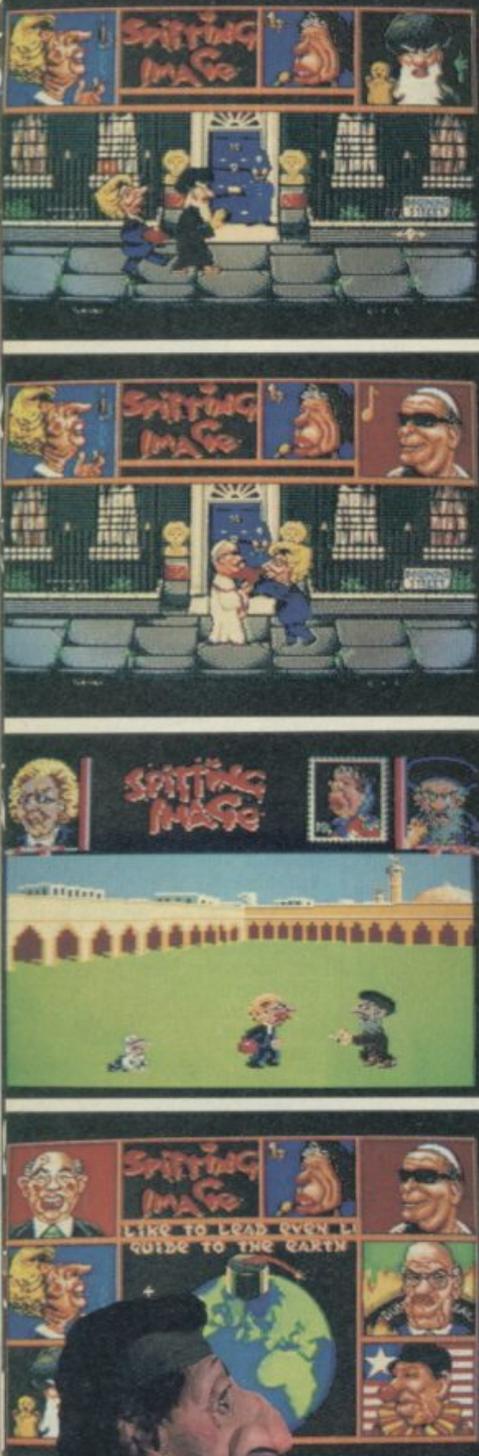
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# PETE'S PUZZLERS

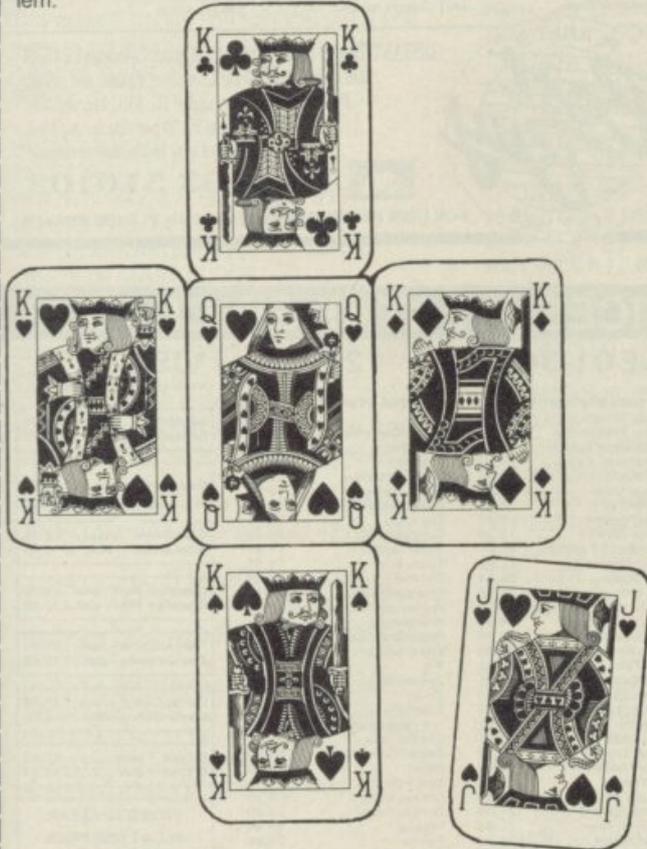
Are we all feeling clever? Good, then we'll let Peter begin. Prepare yourself for the brain taxation of the month with our very own Mensa member, Peter Shaw.



## PRIZE PUZZLE

After years of marriage to the King, The Queen Of Hearts has fallen for the Jack Of Hearts. The King though, has found out and, calling on the other Kings for help, he places the Queen in a tower and each King guards the entrances. The King Of Clubs stands to the North, the King Of Spades at the South, the King Of Diamonds at the East and the King Of Hearts himself stands to the West. All the Kings are armed with swords and axes, and the Jack is incapable of entering the tower without also entering into a fight. So, how does he reach the Queen without a knuckle-dusting?

Thanks very much **Stuart Hickey** for that very tricky problem.



If you want to be the owner of five new pieces of software then put your answers down on the back of a playing card and send them off to 'The Queen Of Hearts Has Baked Some Tarts And Is Tossing Them Out Of The Tower To The Jack' Compo, *Your Sinclair*, PO Box 320, London, N21 2NB. All entries received after the last day in December will be made to play croquet with a pink flamingo.

**I'm no jam doughnut, here is how the Jack got to the Queen uninjured**.....

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## OFFICE BOYS

Mike, Pete and the Ed work in three adjacent offices. The Ed works in the middle one. The only three TV programmes that they can intellectually identify with are *Rainbow*, *Postman Pat* and *Play School*, not necessarily in that order. A few facts are already known...

1 The *Postman Pat* addict, whose middle name is not Thucydides nor Boudicca, and who once ate ten Mars bars in five minutes, runs, at least twice a day into Pete's office and pinches his (Oo-er) sweeties.

2 The *Playschool* buff, who has just come back from a weekend's sightseeing in Dzhibkhalantu, via the South Polar Ice Cap, kicks and beats frustrated fists on Mike's wall whenever a wild guess at the correct time on the *Playschool* clock turns out to be wrong.

The sixty-four pence question is; which programme does Mike find stretches his intellectual capacity to the limits?

Tie breaking question: What do the Greek historian Thucydides and the revolting Boudicca have in common?

Thanks to the extremely witty and bright **Susan Alcock** of Sketty Park in Swansea for that excellently written puzzle!

## HELLO, SWEETIE

**Mike Christie** of Clonkilty in Co. Cork definitely put his thinking cap on for this trickster...

There are 14 lumps of sugar and three cups of coffee. Sweeten all three cups using all the lumps of sugar, while putting an odd number of lumps into each cup.

## A FAMILY PROBLEM

We're off to Aberdeen next to find out what little teaser **George Paterson** has dreamed up... Cheers Georgie!

A boy has as many sisters as he has brothers, but each of his sisters has twice as many brothers as she has sisters. How many boys and girls in the whole family?!

## MULTI PUZZLER

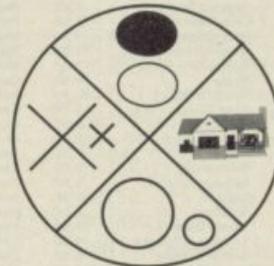
Here's a huge multi-puzzler for all you bears of very big brains to puzzle over. It comes from **Thomas Vanner** in County Antrim. Ta Thomas!

Question 1: Which circle is the biggest?

Question 2: Which cross is the biggest?

Question 3: Which is the Peacock's egg?

Question 4: This is a green bungalow (honest!) Everything is green. The carpets, the cooker, the TV, the computer. In fact the owners are members of the Green Party. So what colour are the stairs?



## STUCK?

When you've had enough mental gymnastics, turn to page 124 and you'll find the answers. Then send in your own puzzles, to Pete's Puzzles, YS, 14 Rathbone Place, London W1P 1DE. There's five games up for grabs if yours is the prize puzzle, and a gleaming new game for any others. See you next month puzzlers.

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7.99	Bards Tale - D3	7.50	Magnificent 7 - D3	6.30	Typhoon - D2	22.95	World Soccer	22.95	Double Dragon	14.99	Astro War/Pitpot	22.95	World Soccer
6.30	Batman - D2	6.40	Motor Massacre - D2	6.30	Untouchables - D2	14.95	Y's	32.95	Double Dragon	14.99	Aztec Adventure	22.95	Y's
9.99	Battfield Germany	2.99	M.O.T. Universe - D3	6.30	Victory Road - D2	22.95	Zaxxon 3D	24.95	Double Dragon	14.99	Bank Panic	14.95	Zaxxon 3D
7.25	Bionic Commandos - D3	2.99	Nemesis	5.50	Vindicator - D2	24.95	Zillion	22.95	Double Dragon	14.99	Black Belt	22.95	Zillion
5.50	Black Lamp - D1	7.99	Night Raider - D3	5.50	Virus - D1	24.95	Zillion II	22.95	Double Dragon	14.99	Blade Eagle 3D	24.95	Zillion II
6.30	Black Tiger - D3	9.99	Nights Racing - D3	7.50	Vulcan	22.95	Control Deck	99.99	Double Dragon	14.99	Captain Silver	24.95	Control Deck
5.50	Bubble Bobble - D1	9.99	Ocean Competition - D3	7.50	We are Champs - D3	22.95	Deluxe Control Deck	149.99	Double Dragon	14.99	Choplipter	22.95	Deluxe Control Deck
5.50	Bugger Boy	9.99	OCF Art Studio	6.30	Wec La Mans - D2	24.95	Robot	49.99	Double Dragon	14.99	Cube Zone	22.95	Robot
6.40	Butche Hill - D2	7.50	Ops	6.30	Whirligig - D1	6.30	Zipper Gun	24.99	Double Dragon	14.99	Double Dragon	22.95	Zipper Gun
10.99	Carrier Command - D2	6.30	Operation Wolf - D2	7.25	Zulu War	7.50	F16 Fighter	14.95	Double Dragon	14.99	Enduro Race	22.95	F16 Fighter
6.40	Cybermaid II - D2	7.50	Outrun - D3	7.50	**** JOYSTICKS/ACCS ****		Fantasy Zone	22.95	Double Dragon	14.99	Enduro Race	22.95	Fantasy Zone
6.75	Dandy	6.75	Overload - D2	6.75	Ram Turbo	14.99	Fantasy Zone II	24.95	Double Dragon	14.99	Enduro Race	22.95	Fantasy Zone II
6.40	Dark Fusion - D2	6.75	Pacland	6.75	Plus 2/+ 3 Cover	4.99	Gangster Town	22.95	Double Dragon	14.99	Enduro Race	22.95	Gangster Town
7.50	Dark Side - D2	9.99	Pacmania	6.75	Plus 2 Lead	4.99	Ghost House	14.95	Double Dragon	14.99	Enduro Race	22.95	Ghost House
7.50	Double Dragon	9.99	Pegasus Bridge	6.75	Plus 3 Cass Lead	4.99	Global Defence	22.95	Double Dragon	14.99	Enduro Race	22.95	Global Defence
6.30	Dragon Ninja - D2	7.99	Peter Beardsley	6.75	Multiface 128K	39.99	Golvelius	24.95	Double Dragon	14.99	Enduro Race	22.95	Golvelius
7.50	D.Toms Olympics - D3	11.99	Psycho Pigs Uxb - D3	6.30	Multiface 3	39.99	Great Baseball	22.95	Double Dragon	14.99	Enduro Race	22.95	Great Baseball
7.99	Echelon - D3	6.30	Question Sport - D2	6.30	Multiface 3 + T. Port	44.99	Great Basketball	22.95	Double Dragon	14.99	Enduro Race	22.95	Great Basketball
7.50	Elite	5.50	Rambo III - D2	5.50	Dual Port T-Face	12.99	Great Football	22.95	Double Dragon	14.99	Enduro Race	22.95	Great Football
7.50	Empire Strikes - D2	10.99	Rastan	10.99	Interface + 3	9.99	Great Golf	22.95	Double Dragon	14.99	Enduro Race	22.95	Great Golf
6.75	Espionage - D1	7.25	Red October	7.25	Kempston Interface	7.99	Great Volleyball	22.95	Double Dragon	14.99	Enduro Race	22.95	Great Volleyball
6.30	Exploding Fiat +	6.30	Road Blaster - D3	6.30	Cruiser J/stick	11.99	Kenseiden	24.95	Double Dragon	14.99	Enduro Race	22.95	Kenseiden
9.99	Fiat + Throttle - D2	6.30	Robocop - D2	6.30	Cruiser Clear	9.99	Kung Fu Kid	22.95	Double Dragon	14.99	Enduro Race	22.95	Kung Fu Kid
5.50	Flying Shark	6.30	Roy of Rovers - D2	6.30	Tac 5/J/stick	12.99	Lord of the Sword	24.95	Double Dragon	14.99	Enduro Race	22.95	Lord of the Sword
7.50	Football Director	7.50	R-Type - D2	7.50	Tac 2/J/stick	9.99	Maze Hunter 3D	24.95	Double Dragon	14.99	Enduro Race	22.95	Maze Hunter 3D
14.99	F. Director 2 - D4	5.50	Salamander	5.50	Predator J/stick	11.99	Miracle Warrior	32.95	Double Dragon	14.99	Enduro Race	22.95	Miracle Warrior
7.50	F. Manager II - D2	6.30	Samurai Warrior	6.30	Navigator J/stick	13.99	Missile Defence 3D	24.95	Double Dragon	14.99	Enduro Race	22.95	Missile Defence 3D
9.99	F. Brunos Box - D3	7.50	Savage	7.50	Konix J/stick	9.99	Monopoly	29.95	Double Dragon	14.99	Enduro Race	22.95	Monopoly
6.75	Flintstones	9.99	Shackled - D3	9.99	Konix - Auto	10.99	My Hero	14.95	Double Dragon	14.99	Enduro Race	22.95	My Hero
6.75	Game Over 2 - D2	6.30	Silicon Dreams	6.30	Konix - 5000 Black	12.99	Outrun	24.95	Double Dragon	14.99	Enduro Race	22.95	Outrun
9.99	G. Set + Match 2 - D3	6.30	Soldier of Fortune	6.30	Comp Pro 5000 Clear	13.99	Outrun 3D	24.95	Double Dragon	14.99	Enduro Race	22.95	Outrun 3D
7.99	Garfield	6.30	Soldier of Light	6.30	Comp Pro 5000 Extra	14.99	Penguin Land	29.95	Double Dragon	14.99	Enduro Race	22.95	Penguin Land
7.25	Gauntlet II - D2	6.30	Sorcerer Lord	6.30	Quick Shot II	7.99	Phantasy Star	39.95	Double Dragon	14.99	Enduro Race	22.95	Phantasy Star
6.30	Guerrilla War - D2	9.99	Staligrad - D2	9.99	Quick Shot Turbo	11.99	Power Strike	22.95	Double Dragon	14.99	Enduro Race	22.95	Power Strike
9.99	Guild of Thieves + 3	5.50	Starglider - D3	5.50	Chetah Mach I	13.99	Pro Wrestling	22.95	Double Dragon	14.99	Enduro Race	22.95	Pro Wrestling
7.50	Gunship - D2	6.40	Summer Olympiad	6.40	Cheetah 125 +	7.99	Quartet	29.95	Double Dragon	14.99	Enduro Race	22.95	Quartet
6.30	G.I. Hero		Super Sports - D2				Rescue + Mission	22.95	Double Dragon	14.99	Enduro Race	22.95	Rescue + Mission

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# APPENDICES

## APPENDIX I MULTIPOKE HACKERS

### Alcatraz Loader

This general hacker will sort you out if you want to get into anything that uses the Alcatraz loader, ie *Cobra* and *Bobby Bearing*.

```
10 CLEAR 65000
20 LET T=0
30 FOR N=64223 TO 64316: READ A
40 POKE N,A: LET T=T+A: NEXT N
50 IF T<>12120 THEN PRINT "DATA
ERROR IN MAIN BLOCK"
60 FOR N=N TO 1E9: READ A: IF A<256
THEN POKE N,A: LET T=T+A: NEXT N
70 IF T<>A THEN PRINT "DATA ERROR
IN GAME BLOCK": STOP
80 RANDOMIZE USR 64225
90 DATA 24,46,33,89,5,93,22,250,1,134,0,213
100 DATA 237,176,235,35,35,34,95,250,46,
122
110 DATA 112,46,215,116,46,207,54,188,33,38
120 DATA 210,34,126,250,225,49,61,251,221,
225
130 DATA 209,191,55,8,249,233,49,65,251,
221
140 DATA 225,209,59,225,193,205,29,251,24,
43
150 DATA 221,110,0,124,170,171,221,172,221
160 DATA 173,173,221,119,0,124,203,99,40,3
170 DATA 129,131,146,128,103,221,35,27,122
180 DATA 179,32,225,201
190 REM GAME DATA FOLLOWS
```

### Firebird Hacker

A handy general purpose Firebird hacker, called the Bleepload, for you to bolt on whatever you like. Type it in now and save it for later use in this directory.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
```

```
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
```

### Original Speedlock Hacker

Another Multipoke, this time for the original Speedlock. Play whatever tape from the start.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1E9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
```

```
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
```

### Speedlock II Hacker

This is a general purpose hacker for all the new versions of Speedlock. We've used it a couple of times in some of the hacks in this directory, so why not type it in now to save time later!

```
10 CLEAR 3E4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1E9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD "" CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
```

```

150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22

```

### Speedlock III Hacker

Another routine for lots of games with lots of data lines. This is for the Speedlock with multicoloured borders when it beeps. Play the tape from the start.

```

10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,117
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23

```

### Speedlock 4

The latest version of the Speedlock group, again hacked to help you get on with the

Pokes.

```

10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72

```

### PowerLoad Hacker

Another routine with lots of data lines for lots of games. Whatever game you play, play the tape from the start.

```

10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a: NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205

```

```

140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233

```

### SoftLock Multipoke

A Multipoke for the Firebird turboload (the one they used before Bleepload). Play the tape from the start.

```

10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0

```

400 DATA 241,201,17,0,91  
 410 DATA 33,211,255,1,30  
 420 DATA 0,237,176,195,0,91

**MULTILOAD**

On Multiload, add these pokes to location 64652 when using the GREEN/BLACK option:

0 = All masked black  
 1 = All black/blue

2 = All black/red  
 3 = All blue/red  
 4 = All black/green  
 5 = Black/cyan then blue/green  
 6 = Green/red then yellow/black  
 7 = Red/cyan then blue/yellow

Other numbers give the same results, or do not allow loading at all, so it is best to just stick with these.

**SPECMATE (TAPE HYPERLOADS)**

You can poke these numbers into 23844 (tone stripes) and/or 23901 (code stripes) for different colours. Other numbers give the same results, so it is best to just stick with these:

0 = Black/red  
 1 = Blue/purple  
 3 = Yellow/green  
 5 = White/cyan

## APPENDIX II

# STOP PRESS GAMES

**Andy Capp**

Infinite Alcometer and kisses, play the tape from the start

10 CLEAR 32767  
 20 LOAD ""CODE 65088  
 30 FOR f=65414 TO 65425  
 40 READ a: POKE f,a: NEXT f  
 50 POKE 65092,51  
 60 RANDOMIZE USR 65088  
 70 DATA 175,50,92,248,62  
 80 DATA 201,50,2,254,195  
 90 DATA 70,100

**Arkanoid 2**

For Infinite Bats on *Arkanoid 2*, care of the Speedlock 4 loader, type this program in...

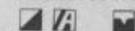
10 CLEAR: LET t=0  
 20 FOR f=23296 TO 23487  
 30 READ a: POKE f,a  
 40 LET t=t+(f-23286)\*a: NEXT f  
 50 IF t<>2260540 THEN STOP  
 60 FOR f=f TO 1e9: READ a  
 70 IF a>255 THEN GO TO 100  
 80 POKE f,a  
 90 LET t=t+(f-23478)\*a: NEXT f  
 100 IF t<>a THEN STOP  
 110 PRINT "Type CONTINUE"  
 120 STOP: RUN USR 23296  
 130 DATA 221,42,192,91,237  
 140 DATA 91,194,91,62,255  
 150 DATA 55,205,86,5,48  
 160 DATA 240,243,33,201,91  
 170 DATA 17,106,89,1,3  
 180 DATA 0,237,176,237,75  
 190 DATA 197,91,14,0,237  
 200 DATA 67,109,76,237,75  
 210 DATA 198,91,253,42,196

220 DATA 91,14,0,237,67  
 230 DATA 111,76,253,78,0  
 240 DATA 6,0,42,106,89  
 250 DATA 34,113,89,9,94  
 260 DATA 54,84,35,86,54  
 270 DATA 91,237,83,106,89  
 280 DATA 42,113,89,58,108  
 290 DATA 89,237,79,233,237  
 300 DATA 95,214,3,254,250  
 310 DATA 56,2,214,128,50  
 320 DATA 108,89,253,35,237  
 330 DATA 75,111,76,16,199  
 340 DATA 237,75,109,76,16  
 350 DATA 179,58,200,91,71  
 360 DATA 33,24,16,34,105  
 370 DATA 91,24,175,33,145  
 380 DATA 91,34,230,254,175  
 390 DATA 50,183,251,195,126  
 400 DATA 251,1,96,54,82  
 410 DATA 50,17,14,12,24  
 420 DATA 205,64,254,33,181  
 430 DATA 91,34,65,254,17  
 440 DATA 170,91,33,70,254  
 450 DATA 1,11,0,34,232  
 460 DATA 253,235,237,176,201  
 470 DATA 229,33,0,72,34  
 480 DATA 108,255,225,195,42  
 490 DATA 254,42,204,91,54  
 500 DATA 206,35,54,91,195  
 510 DATA 0,72  
 520 DATA 109,241,124,13,213,91,6,11,9,205  
 ,241,42,20,91,175,50,107,146,195,1,129,31,15,2  
 0,29,29,15,43,43,31,43,31,2316460

**Blow Out**

A re-release of the awesomely fast Design Design classic *Invasion Of The Body Snatchas*, but under a different name. Line 60 gives infinite lives and line 70 gives infinite smart bombs (but that makes the game pretty pointless). Play the tape from the start.

10 LET T=0  
 20 FOR F=5E4 TO 50033  
 30 READ A: POKE F,A  
 40 LET T=T+(F-49990)\*A: NEXT F  
 50 IF T<>93076 THEN STOP  
 60 POKE 50027,152  
 70 POKE 50030,157  
 80 RANDOMIZE USR 5E4  
 90 DATA 221,33,203,92,17  
 100 DATA 128,1,62,255,55  
 110 DATA 205,86,5,48,241  
 120 DATA 33,104,195,34,100  
 130 DATA 93,195,216,92,175  
 140 DATA 50,21,0,50,211  
 150 DATA 0,195,0,165

**Brainstorm**

You always complete a screen regardless of your score using this Bleeploading hack.

10 LET T=0  
 20 FOR F=32768 TO 32876  
 30 READ A: POKE F,A  
 40 LET T=T+(F-32758)\*A: NEXT F  
 50 IF T-679460 THEN STOP  
 60 FOR F=32877 TO 1E9: READ A  
 70 IF A>256 THEN GO TO 100  
 80 POKE F,A  
 90 LET T=T+(F-32867)\*A: NEXT F  
 100 IF T-A THEN STOP  
 110 LOAD "" CODE: RUN USR 32830  
 120 DATA 50,21,255,122,254  
 130 DATA 46,192,62,50,50  
 140 DATA 84,205,33,21,255  
 150 DATA 34,85,205,62,195  
 160 DATA 50,58,0,33,32  
 170 DATA 128,34,59,0,195  
 180 DATA 0,0,50,107,92  
 190 DATA 33,114,128,17,0  
 200 DATA 0,1,0,0,237  
 210 DATA 176,195,61,0,128

220 DATA 223,181,209,177,144  
 230 DATA 141,139,151,206,198  
 240 DATA 199,200,237,123,112  
 250 DATA 128,62,205,50,84  
 260 DATA 205,33,0,128,34  
 270 DATA 85,205,33,109,128]  
 280 DATA 126,50,22,128,50  
 290 DATA 28,128,50,31,128  
 300 DATA 50,40,128,50,48  
 310 DATA 128,35,126,50,42  
 320 DATA 128,35,126,50,39  
 330 DATA 128,195,0,205  
 340 DATA 91,8,169,1,121,175,0,77,144,195,0,  
 128,697912

### Chain Reaction



Delete lines 40-60 if you don't want the option. Each gives an infinite amount of whatever is in the REM statement.

10 CLEAR 24999  
 20 LOAD ""SCREEN\$  
 30 LOAD ""CODE: LOAD ""CODE  
 40 POKE 42117,0: REM jet  
 50 POKE 43646,0: REM rad  
 60 POKE 43339,0: REM time  
 70 RANDOMIZE USR 32768

### Crosswize



Immortality with the Bleepload again!  
 When will it ever end?

10 LET T=0  
 20 FOR F=32768 TO 32876  
 30 READ A: POKE F,A  
 40 LET T=T+(F-32758)\*A: NEXT F  
 50 IF T-679460 THEN STOP  
 60 FOR F=32877 TO 1E9: READ A  
 70 IF A>256 THEN GO TO 100  
 80 POKE F,A  
 90 LET T=T+(F-32867)\*A: NEXT F  
 100 IF T-A THEN STOP  
 110 LOAD "" CODE: RUN USR 32830  
 120 DATA 50,21,255,122,254  
 130 DATA 46,192,62,50,50  
 140 DATA 84,205,33,21,255  
 150 DATA 34,85,205,62,195  
 160 DATA 50,58,0,33,32  
 170 DATA 128,34,59,0,195  
 180 DATA 0,0,50,107,92  
 190 DATA 33,114,128,17,0  
 200 DATA 0,1,0,0,237  
 210 DATA 176,195,61,0,128  
 220 DATA 223,181,209,177,144  
 230 DATA 141,139,151,206,198  
 240 DATA 199,200,237,123,112  
 250 DATA 128,62,205,50,84  
 260 DATA 205,33,0,128,34  
 270 DATA 85,205,33,109,128]  
 280 DATA 126,50,22,128,50  
 290 DATA 28,128,50,31,128  
 300 DATA 50,40,128,50,48  
 310 DATA 128,35,126,50,42  
 320 DATA 128,35,126,50,39  
 330 DATA 128,195,0,205

340 DATA 252,9,175,57,195,62,175,50,56,132,  
 195,0,91,701648

### Cybernoird



In this routine, line 90 gives infinite bombs, shields, mines, bounce and seekers, line 100 gives infinite lives and line 110 gives immortality. Play the tape from the start.

10 CLEAR 25999: LOAD ""CODE  
 20 FOR f=23392 TO 1e9: READ a  
 30 IF a>255 THEN GO TO 50  
 40 POKE f,a: NEXT f  
 50 POKE 64531,249  
 60 RANDOMIZE USR 64512  
 70 POKE 65149,91  
 80 RANDOMIZE USR 65082  
 90 DATA 175,50,72,134  
 100 DATA 175,50,235,153  
 110 DATA 62,195,50,165,153  
 120 DATA 195,96,109,999

### Dan Dare



This routine is for the Mastertronic re-release, not the Virgin original (which had a turboloader) so don't try to use it on that. Again, you can delete certain lines if you don't want that particular feature. Line 40 gives infinite energy, line 50 gives infinite ammo, line 60 gives infinite time, line 70 lets you fall any height without dying and line 80 stops you being put in prison when a Treen in Sector 3 gets you. Play the tape from the start.

10 CLEAR 25599  
 20 LOAD ""SCREEN\$  
 30 LOAD ""CODE  
 40 POKE 47732,201  
 50 POKE 43544,0  
 60 POKE 46913,0  
 70 POKE 42870,24  
 80 POKE 42111,0  
 90 RANDOMIZE USR 39E3

### Denizen

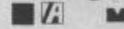


Delete any lines from 60-90 if you don't want an infinite amount of whatever is in each REM statement. Play the tape from the start.

10 CLEAR 24499: MERGE ""  
 20 POKE 23854,201  
 30 RANDOMIZE USR 23831  
 40 POKE 46329,201  
 50 RANDOMIZE USR 46091  
 60 POKE 58269,0: REM energy  
 70 POKE 60822,0: POKE 60823,0: POKE  
 60824,0: POKE 61107,0: POKE 61108,0:

POKE 61109,0: REM door passes  
 80 POKE 58594,0: POKE 56506,205: REM  
 torch  
 90 POKE 61226,0: REM bullets  
 100 RANDOMIZE USR 62600

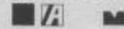
### Earthlight



For various options (as shown in the REM statements), type in this Bleeploader based routine.

10 LET T=0  
 20 FOR F=32768 TO 32876  
 30 READ A: POKE F,A  
 40 LET T=T+(F-32758)\*A: NEXT F  
 50 IF T-679460 THEN STOP  
 60 FOR F=32877 TO 1E9: READ A  
 70 IF A>256 THEN GO TO 100  
 80 POKE F,A  
 90 LET T=T+(F-32867)\*A: NEXT F  
 100 IF T-A THEN STOP  
 102 POKE 32885,195: REM for infinite lives  
 104 POKE 32888,200: REM for infinite fuel  
 106 POKE 32891,201: REM for infinite  
 ammo  
 110 LOAD "" CODE: RUN USR 32830  
 120 DATA 50,21,255,122,254  
 130 DATA 46,192,62,50,50  
 140 DATA 84,205,33,21,255  
 150 DATA 34,85,205,62,195  
 160 DATA 50,58,0,33,32  
 170 DATA 128,34,59,0,195  
 180 DATA 0,0,50,107,92  
 190 DATA 33,114,128,17,0  
 200 DATA 0,1,0,0,237  
 210 DATA 176,195,61,0,128  
 220 DATA 223,181,209,177,144  
 230 DATA 141,139,151,206,198  
 240 DATA 199,200,237,123,112  
 250 DATA 128,62,205,50,84  
 260 DATA 205,33,0,128,34  
 270 DATA 85,205,33,109,128]  
 280 DATA 126,50,22,128,50  
 290 DATA 28,128,50,31,128  
 300 DATA 50,40,128,50,48  
 310 DATA 128,35,126,50,42  
 320 DATA 128,35,126,50,39  
 330 DATA 128,195,0,205  
 340 DATA 93,15,172,157,95,175,50,106,0,50,  
 84,0,50,162,0,195,0,96,706140

### Falcon The Renegade Lord



Dig out the Speedlock II hacker if you want infinite time, stamina, and power of will, in this game!

10 CLEAR 3e4: LET t=0  
 20 FOR f=23296 TO 23403  
 30 READ a: POKE f,a  
 40 LET t=t+(f-23286)\*a: NEXT f  
 50 IF t<>572714 THEN STOP  
 60 LET t=0: FOR f=f TO 1e9  
 70 READ a  
 80 IF a>255 THEN GO TO 110  
 90 POKE f,a

```

100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,127,198,228,192,237,102,251,
192,241,102,255,109,255,60,255,138,91,175,50,
197,176,103,111,34,13,176,195,0,91,175,50,254
,254,195,245,254,164297

```

### Firefly



This Speedlock 4 hack gives you infinite lives and stops the teleports going round (so you can't fail).

```

10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16

```

```

350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 240,240,249,13,218,91,7,11,2,80,
241,26,38,91,175,50,144,177,62,201,50,150,170
,195,0,235,15,20,43,31,31,29,43,15,31,43,29,23
44728

```

### Gunrunner



Infinite lives and /or choice of start level, play the tape from the start

```

10 BORDER 0: POKE 23693,0
20 CLEAR 25317: POKE 23658,8
30 INPUT "INF LIVES Y/N ";I$
40 IF I$="Y" THEN LET I=0
50 IF I$="N" THEN LET I=61
60 INPUT "LEVEL 1-10 ";L
70 IF L>10 THEN GO TO 60
80 LET T=0
90 FOR F=51200 TO 51252
100 READ A: POKE F,A
110 LET T=T+(F-51190)*A: NEXT F
120 IF T<>240641 THEN STOP
130 LOAD ""CODE
140 RANDOMIZE USR 51228
150 POKE 64530,201
160 RANDOMIZE USR 64511
170 POKE 65097,0: POKE 65141,64
180 POKE 65098,200
190 POKE 51241,I: POKE 51246,L
200 RANDOMIZE USR 65082
210 DATA 205,118,254,33,40
220 DATA 200,17,198,128,1
230 DATA 13,0,237,176,201
240 DATA 128,223,181,209,177
250 DATA 144,141,139,151,206
260 DATA 198,199,200,33,0
270 DATA 252,17,255,251,1
280 DATA 19,0,237,176,201
290 DATA 62,61,50,19,192
300 DATA 62,1,50,28,188
310 DATA 195,198,187

```

### I, Ball II



Here's a hack using the Bleepload to give you the features listed.

```

10 LET T=0
20 FOR F=32768 TO 32876

```

```

30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T=679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T=A THEN STOP
101 POKE 32885,177 for infinite lives
102 POKE 32888,148 for infinite time
103 POKE 32891,170: POKE 32894,170 for
immortality
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,20,205,231,96,175,50,80,0,50,
121,0,50,92,0,50,99,0,195,86,169,715616

```

### Mag Max



Dust off your copies of the Speedlock II hacker and you can have infinite lives with this routine.

```

10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42

```

```

260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,191,23,229,192,237,76,132,
192,241,76,136,73,136,34,136,233,135,175,50,1
03,228,49,167,97,195,0,192,89485

```

### Ninja Scooter



It's Bleepload time again, so drag it out for infinite lives on yer Scooter.

```

10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,222,57,195,175,50,114,0,50,
252,0,195,0,255

```

### Plot, The



Guess what? It's Bleepload time again. This hack provides infinite energy or infinite lives. Change line 105 according to what you prefer.

```

10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A

```

```

70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
105 POKE 32885,174 for infinite energy or
105 POKE 32888,183 for infinite lives
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,222,57,195,175,50,114,0,50,
252,0,195,0,255

```

### Stainless Steel



Another routine with lots of lines to delete. Line 30 gives infinite shields, line 40 gives infinite lives and line 50 gives infinite fuel. Play the tape from the start.

```

10 CLEAR 24899: LOAD "" CODE
20 LET S=0: LET L=0: LET F=0
30 LET S=187
40 LET L=183
50 LET F=190
60 FOR N=64068 TO 64083
70 READ A: POKE N,A: NEXT N
80 POKE 60664,250: RUN USR 6E4
90 DATA 175,50,100,S,50
100 DATA 134,S,50,17,F
110 DATA 50,143,L,195,68,97

```

### Target Renegade



Up to the minute with Speedlock 4 for infinite lives now. Go for it...

```

10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1E9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237

```

```

140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 233,240,0,14,221,91,6,13,1,73,
241,35,188,97,33,35,34,34,157,246,33,53,249,3
4,159,246,195,128,158,31,15,43,31,31,29,43,15,
31,29,43,20,29,2359836

```

### Teladon



Delete lines 80-100 if you don't want the option. Each gives an infinite amount of whatever is in the REM statement.

```

10 FOR f=23394 TO 1E9: READ a
20 IF a>255 THEN GO TO 40
30 POKE f,a: NEXT f
40 LOAD "" CODE 24023: BORDER 0
50 CLEAR 37499: POKE 24097,91
60 RANDOMIZE USR 24023
70 DATA 205,98,5,245,175
80 DATA 50,245,254: REM laser
90 DATA 50,105,140: REM oxygen
100 DATA 50,129,140: REM lives
110 DATA 241,201,999

```

### Terramex



For infinite lives, play the tape from the start

```

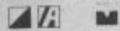
10 FOR f=23296 TO 23329
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 23296

```

## APPENDIX II

```
40 DATA 221,33,203,91,17
50 DATA 46,1,62,255,55
60 DATA 205,86,5,48,241
70 DATA 33,27,91,34,129
80 DATA 93,1,8,93,195
90 DATA 8,93,175,50,252
100 DATA 169,195,0,143
```

## Time Flies



Back to the Bleepload once more for immortality in *Time Flies*.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
```

```
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,8,163,57,195,175,50,41,137,195,
91,156,701274
```

## Tour de Force



For infinite heat and/or energy, play the tape from the start.

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23341
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>143986 THEN STOP
60 POKE 23301,179: REM heat
70 POKE 23310,164: REM lives
80 RANDOMIZE USR 23319
90 DATA 33,18,91,17,65
100 DATA 0,1,5,0,237
110 DATA 176,175,50,78,0
120 DATA 195,0,125,175,50
130 DATA 98,165,0,221,33
140 DATA 61,92,17,160,0
150 DATA 62,255,55,205,86
160 DATA 5,48,241,62,91
170 DATA 50,148,92,195,75,92
```

## Trap Door



This protection system was quite clever. It used certain registers set by the commands in the Basic program- quite a neat touch.

Anyway, here's a routine for infinite time. Play the tape from the start.

```
10 LET T=0
20 FOR F=23296 TO 23454
30 READ A: POKE F,A
40 LET T=T+(F-23286)*A: NEXT F
50 IF T<>1681107 THEN STOP
60 RANDOMIZE USR 23296
70 DATA 221,33,203,92,17
80 DATA 130,2,62,255,55
90 DATA 205,86,5,48,241
100 DATA 221,33,77,95,33
110 DATA 171,93,17,0,80
120 DATA 1,18,0,237,176
130 DATA 235,54,16,35,54
140 DATA 236,35,54,201,33
150 DATA 189,93,17,118,200
160 DATA 1,118,27,205,0
170 DATA 80,49,151,99,229
180 DATA 33,217,93,54,195
190 DATA 35,54,70,35,54
200 DATA 91,225,195,194,93
210 DATA 17,0,75,229,197
220 DATA 33,221,93,1,13
230 DATA 0,237,176,235,54
240 DATA 16,35,54,241,35
250 DATA 54,201,193,225,17
260 DATA 154,99,205,0,75
270 DATA 175,50,242,93,205
280 DATA 236,93,62,195,50
290 DATA 157,254,33,128,91
300 DATA 34,158,254,195,232
310 DATA 254,53,95,49,16
320 DATA 13,11,23,62,195
330 DATA 50,202,254,33,148
340 DATA 91,34,203,254,33
350 DATA 205,83,17,107,50
360 DATA 195,164,254,49,151
370 DATA 99,62,201,50,84
380 DATA 172,195,205,254
```

APPENDIX III  
ERRATUM

Welcome to the 'everyone makes mistakes' section of *Smash Tips*. We've had a lot of enquiries about this partwork ever since the first issue, but here's hoping that this section will sort out the frustrated hackers amongst you.

ALL GAMES THAT USE THE ORIGINAL  
SPEEDLOCK HACKER

Yup, the Speedlock Hacker was one of the first to be bitten by the bugs. So, the cure is to use this listing instead.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
```

```
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1E9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
```

```
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
```

380 DATA 237,176,42,151,91  
 390 DATA 54,0,42,153,91  
 400 DATA 209,115,35,114,42  
 410 DATA 157,91,233

**Deviants**

Oops! Change line 50 to the following and you'll be fine!

50 POKE 39165,91: RUN USR 38e3

**Down To Earth**

You'll probably have already spotted this

square bracket (I) at the end of line 270

**Dynamite Dan II**

Change line 30 so that it reads;

30 READ A: IF A>255 THEN BORDER 0:  
 RANDOMIZE 1267+USR 23400

Alright now, matey?

**Elite 128K**

Many of you had problems getting this one in. So here's the simple solution...

First delete lines 270 & 280, then,

2

Load your game up in 48K mode

Simple as that!

**Frank Bruno's Boxing**

Alter the data line 140 so that it reads;

140 DATA 144,135,205,86,5,62,237,55,221,  
 ,33,1183

DAN  
 FRANK BRUNO'S BOXING  
 ELITE 128K



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# YAS ADVEHC

**I** promised to mention this letter from **Jennifer Thompson**, so I'll put it first then I won't forget it. Jennifer wants a solution to *Redhawk* and a pen pal, though not necessarily in the same envelope. In *Redhawk* she specifically wants to know how to arrest Fusor, the rat and the others, and where is the bomb? The pen pal should be aged 11-13, an adventure player and male or female. I think most of our readers are either male or female, with the odd exception, so that's a start. If you fit the rest of the bill write to Jennifer at 13 Maybrook Walk, Harpurhey, Manchester M9 1XN.

**Ian Preston** from Stafford sent me a solution to Zodiac Software's *Fairly Difficult Mission*, and had the following to say about the game. 'This is a brilliant game, and why a major software house hasn't bought it yet I'll never know. So please give the game a plug, and give me some credit in your esteemed publication.' Two wishes granted at once, and some clues from Ian's solution, then. How to solve the adventure inside the adventure? TSEHC KCOLNU DNA YEK TEG. Your verdict on this game? LUFWA. What to do at the well? ELDNAH EHT NRUT. What to do with Norris? SWOC EHT OT MIH DEEF. What to do with the gents? GAF DNA LANIRU ENIMAXE. What does the ticket man want? REPAP EHT. **Tony Cheung** is going crazy in London NW8 trying to open the flash light in *The Big Sleaze*. Luckily for him the psychiatrist is in, and the advice is to try to stop to open it, just, THGILHSALF OTNI YRETTAB TRESNI. And the next patient pleasé...

Ah, it's **Simon Thompson** of Lurgan, obviously beyond help but I'll do my best. Simon says he's solved everything in part one of *Rigel's Revenge* except for the cellar and the gap. Ahem, what you mean, Simon, is you've solved everything you've found so far — something from the cellar will enable you to cross the gap, and then there are just one or two more problems to solve after that. Some general hints for part two? Remember that Smart Egg loves red herrings, and you won't be able to get into every building that's standing around. Don't leave the Android till you know a number, and don't forget to look in and under things, as well as examining everything,

of course.

Stuck in this same game is **Roger Stanley** of Cheddar in Somerset, but what he wants to know is where the basement is and where this gap is that he keeps reading about! If you can't find those you really are in trouble! To get into the basement you should go down as soon as you're fired on, and that won't happen until you EDACIRRAB REVO BMILC. The gap is found in Suburbia, but to make your way round there you first have to TSOPPMAL A BMILC.

And still in the same game — blimey, this one did sell well. Can't be long before Smart Egg quits its humble Brighton abode and moves into palatial West End

You don't need a +3 to play **John Wilson's** games, just a sense of humour and a lot of determination, as **Gavin Welch** from London N19 is discovering. In *Fuddo and Slam*, how do you cross the river with the ladder? T'NOD OUY. How do you get through the cobwebs? LEN-NUT OG YAS/MALS OT KLAT. What do you do after turning the pages on the calendar and finding the one of T'zer wearing nothing but a smile? What else but EGAP EVOMER. What to do with the elf in the Olde Shoppe? EXA NA YUB DNA KLAT.

**Simon Barnfield** writes from Stroud in beautiful Gloucestershire, but didn't enclose an sae so he has had to wait till now to know the answers to his problem in *Play It Again, Sam*. Simon says (so it must be true) that he's managed to get into Silvia's apartment and safely out again, but can't get any further. Well in Silvia's apartment you would have found a bag, and if you examine everything in the bag you'll find another address to go to. Simon also has a complete solution to *Rigel's Revenge* if anyone requires a copy. Send your sae's to him at 4 Church View, Bread Street, Ruscombe, Stroud, Glos, G16 6JT.

Now for some help on *The Bard's Tale*, from **Peter Bartlett** of Sutton Coldfield, who must know what he's talking about as he's managed to get beyond Level 20. I'm not going to write all this backwards, so skip forwards to the next paragraph if you don't want to read it. Or just close your eyes for the next bit. Peter advises against changing any of your 'A' team till you are at least at Level 5, then get rid of Rogue and Bard

to create a Magic User and either a Warrior or Paladin. Always have three Magic Users, he says, as what is the use of a Fighter who can do nothing else? Make the new Magic User become an Archmage, and the most useful spells to have are Mind Blade and Mysh Orymca, which can make the difference between life and death. Finally, when attacking Gollums don't bother having any illusions as they always see through them, and always kill wizards! I'm sure Peter would like to hear from any fellow *Bardists* out there, so contact him at 57 Hemlingford Road, Walmley, Sutton Coldfield, West Midlands B76 8JD.

**Chun How Tang** of Birmingham is caught up in *S.M.A.S.H.E.D.* and offers some tips. To get a key for the locked door. REPPHC NI TAC EKAT. I won't



offices, I bet. Anyway, **Scott Craddock** of Salford is almost at the end of part one of *Rigel* and asks how to cross no-man's-land without getting blown up. Several things are needed here. First you must be wearing: MROFINU DNA SENOH-PDAEH. You must NGIS EHT DAER. You must use the ROTCETED ENIM, and set it to SENIM. And then you plot your way across no-man's land... and into part two. Lucky you.

**William Snowden** of Cheshire is jinxed in *Jinxter* on his +3, being unable to open the dome in the jewel room. He's worked out how to do it in principle, but has trouble with the sliding blocks. You have to do it in the following sequence, 3-2-7-6-1-8-5. And those numbers are forwards, but the next bit is backwards: SEMIT NEVES SIHT TAEPER. Then slide 3-9-5-3-4 and that should work!

# RES

say what happens, but there's a key in there somewhere! To find Clingon: STNIRPTOOF WOLLOF DNA HTRAE HCRAES. But then Chun How wants to know how to get Clingon back to the camp. CITEHTSEANA FO EGNIRYS HTIW BAJ. How do you get the pearls? TUGTAC HTIW DAERHT DNA SLLIP EHT LLIRD. How do you get some oil for the jeep? T'NOD OUY.

Dennis Francombe of Dunnington is stuck in that golden oldie, *The Final Mission* from *The Ket Trilogy*. No good trying to win the compo, Dennis, as Tom Frost walked off with the video long ago! Never mind, there's still the challenge of the adventure and what Dennis needs to know is what will get him past the Guardians of Gate One and Two, how to get past the King of the Warts and what use is the handle? For Guardian One, 9-6-2-0 YAS. Guardian Two: GNIRREH DER. King of Warts: GNIVRAC EHT MIH WOHS. The handle: ENORHT NI TRESNI.

Chris Pieri's back again, and stuck again, this time in *Gnome Ranger* and *Fuddo And Slam*. In the first, you can't break down the witch's door, NROCINU EHT NOMMUS. To do that you SEPIP EHT YALP. To get out of the desert in *Fuddo And Slam* you need a compass of some kind. To get one GNIRTS DNA ENOTSEDOL ESU. To deal with the dragon DROWS A TI EVIG. To make a torch SGWT DNA GNIRTS ESU. To light it NOGARD EHT KSA.

The *Adventuring Major* is back. He's having multifarious Multiface difficulties with some of the titles though, such as *Mindshadow*, *Fairlight II* and all the Ultimate games. If anyone has had the same problems and discovered how to get round them and get those games onto disk to speed up the loading, write to Major W. Beardwell Ret'd, 6 Manor Park, Norton Fitzwarren, Taunton TA2 6SG.

As you know, I do my best to help people out, and it's particularly pleasing to help out Geoff Wallis and his family from Crouch End in north London as, according to Geoff's letter, 'Enclosed are a whole batch of questions which have been puzzling us for several generations now.' Several generations! I know the Spectrum's been around for a while, but that long?? In *Play It Again Sam* in the Casablanca the right answer for Rudy is AIVLIS ROF GNIKOOL. In *Mindshadow* DERAJ LLIK OT KO S'TI. To shoot the roundhead in *St Brides* you need NUGTOHS A. And in *Shrewsbury Key* the adventure with the best parser in the known universe, to board the bus you PU BMILC. To make the raft you TAOB EKAM. Isn't it obvious? I mean, if you had to make a boat you'd type TFAR EKAM, wouldn't you? So I hope that keeps Geoff quiet for another few generations...

# NEWS

## Venture forth with Mike Gerrard

● Destiny's the name of a new label from Mediagenic, whose address is strangely enough still Activision House, 23 Pond Street, London NW3 2PN. On this new label is to be released a 'new' adventure, *King* programmed by St Brides and based on an epic poem by Marc Pierson. I describe it as 'new' because the poem's been around for a few years now, and the release of an adventure based on it was first announced by another software company, now defunct, quite some time ago. It'll be interesting to see whether St Brides have managed to make it a state-of-the-art adventure.

The story is set in a world that's ruled by the grotesque figure of King, and this character's so grotesque that not even his mother loves him. In fact when he was born the midwife slapped his face 'cos she thought it was his bottom. He is gross, he is revolting, he is diabolical, and what's more he's got absolute power over everyone. I bet you can guess the next bit. Right, only one person is brave enough to defy him, and that is you, Dogsbreath — sorry, Dogboy. Yes, you alone must struggle to lead your people to freedom. Now there's a novelty!

● I'm still eagerly awaiting the arrival of a review copy of *Ingrid's Back!*, the follow-up to *Gnome Ranger*, copies of which will of course be whizzing their way to the winners of the compo we held when the first game came out. Pete Austin says that the programming's finished and the printers are busily printing, or will be when they come back from holiday, so everything looks good. Well, except Ingrid, of course, she hasn't changed. What has changed, though, for Speccy Plus 3 owners at least, is that there'll be graphics on the disk version! Wha-hay and hoop-di-doo!! Only black and white ones mind, but then even owners of Big Macs only get black and white graphics. The cost of the three-parter will be £19.95 on disk and £14.95 for the text-only tape version for other Spectrums.



● Most of the news this month concerns fanzines, which has to be healthy as it shows people are getting up and doing things for themselves. The best example I've seen is *Pandemonium*, a fantasy and RPG fanzine that has been very professionally produced by editor Matthew Di-Monti, who can be proud of his efforts. Matthew sent me a copy of issue 14, which shows that it's been around quite a while. At 60 pages it's good value, and now he's hoping to increase the coverage of computer adventure games introducing a regular adventure column. Would-be columnists can apply to Matthew at 42 Kings Lane, Little Harrowden, Wellingborough, Northants NN9 5BL, and would-be readers can send 70p for the latest issue.

The first issue of the ZAT fanzine has also plonked on my desk, and this one's a bit smaller at 24 pages but has a very interesting 3-page interview with Fergus McNeill in it. Lots of the first issue is given over to adventure games, and while it's no *Adventure Probe* yet, it'll be interesting to see how it develops. Details available by sending sae to Dave Ledbury, PO Box 488, Tweedale, Telford, Shropshire TF7 4SU.

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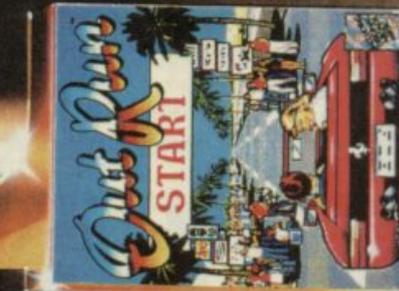
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## USER UTILITY SPECIAL

Get use from those utilities. Here's a few hints and tips from adventure writing readers on how to get the best out of *GAC*, *Quill* and *PAW*.

### HACK INTO GAC

Stephen Gallagher of Solita, Hazelhatch, Celbridge, Co. Kildare, Eire writes 'I've written a short Basic program to convert *GAC* adventures into data files, which is useful for inspecting commercial adventures written using *GAC*. It certainly works on *Matt Lucas*. By the way, make sure you include the 18 x's in the REM statement in line 1.'

```
1  REM xxxxxxxxxxxxxxxxxxxxxx
10  FOR a=23760 TO le9: READ b: IF
    b<256 THEN POKE a,b: NEXT a
15  PRINT "REWIND TAPE TO
    START OF HEADERLESS
    BLOCK"
20  RANDOMIZE USR 23760
30  INPUT "NAME FOR DATA
    FILE...": a$
40  SAVE a$CODE 42271, 23194
50  DATA 55,62,255,221,229,221,33,
    192,93,17,79,159,205,86,5,221,
    225,201,999
```

### THE RETURN OF THE ANAGRAM

The anonymous (and who can blame him?) reader known as the *Abertillery Anagram* is into utilities in a big way and writes to share his discoveries with the world at large.

"The temptation of fame in the mag is so great that I'm enclosing some bits of advice for you to print.

#### Random Messages (*GAC*)

If you have your random messages starting at message N and there are X messages, then to print a random message use IF (condition) MESS (RAND (X)+N) END. This can be used in any condition type.

#### Saving Penalties (*GAC*)

A small extension to an adventure would be to introduce a penalty each time you save [as in the original mainframe version of *Colossal Cave Adventure*, which didn't allow you to get to the end-game if you had used the SAVE command.

```
Mike.]
IF (VERB 141) SAVE DECR (0) OKAY
END
```

#### Character sets (*GAC*)

The best method is to load in your own character sets before the main adventure. First save your character set as code to a separate tape. Save your data from *GAC* as a runnable adventure to another tape, then create a loader for your program.



```
10  PRINT "PLEASE
    WAIT...LOADING"
20  CLEAR 64599
30  LOAD "" CODE 64600, 768 (your
    character set)
40  RANDOMIZE 64600
50  POKE 23606, 88
60  POKE 23607, 251
70  LOAD "Your adventure"
```

Then SAVE "loader" LINE 10. So on your final tape you would first save the loader, followed by the character set and finally the main adventure. To insert a loading screen just add:  
35 LOAD "" SCREENS  
and save your screen after your character set.

#### Money! (*PAW*)

If you want a currency in your game then choose a flag to hold the number of coins carried and insert two messages, (I'm



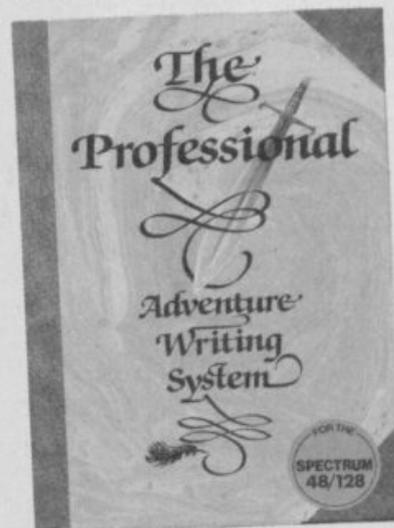
carrying' and 'coins' so that if flag 100 held the number of coins and the messages were 1 and 2 a contact could read:  
MESSAGE 1 PRINT 100  
MESSAGE 2 DONE

#### Containers (*PAW*)

First put your container's name in nouns with a value of 50 or more so that it will be recognised as 'it'. Put in the object text the name of your container and note down its number. Under Object Weights remember to put it as a container. Under Words put it's noun and adjective, if it has one. Insert the location with the same number as the object and leave it blank.

```
So for
OBJECT 7 — LOCATION 7
Put the following into response:
1 PUT — 0
PREP IN NOUN 2 (container)
PRESENT (container number)
AUTOP (location of inside container)
DONE
```

Finally, if you do use the tips say Hello to Fricker and Gladis for me — please! Consider it done, Oh Anagram, and if anyone has any queries on the routines write to 1 Morley Road, Abertillery, Gwent NP3 1TP.



### CONWAY'S CORNER

At last I've decided to give *Conway The Barbarian* a chance to burst into print in *YS*, which he's been dying to do for ages, so as to prove that he's not dead yet. Here he explores what he calls 'The Subtle Side of *GAC*'. Here are a few notes as well as some very short routines which may come in useful when writing *GAC* adventures. A couple are amendments to those in *The Ultimate GAC Guide* from *The Essential Myth*. No apologies for this as a couple do need some alteration to make them work perfectly.

#### Pre-Start Information

"Have you played *Ransom* but been unable to figure out how the programmer was

able to get information on the screen before your first command? Well, here's how Enter as the description of room 9998 the information you want printed, change the 'Begin Where?' option to read '9998' and then change the line in High Priority which checks to see if it is the first turn and hence sets markers to: IF (RES? 6) SET 6 LF MESS 238 HOLD 65000 \* 23 LFs \* GOTO 1 END I am using marker 6 to check if it is the first turn and message 238 to say 'Press any key'. Any further commands such as the setting of markers should be placed after the GOTO 1 statement. Basically, it works like this. If it's the first turn (RES? 6), stop the program carrying out the commands on this line after that turn (SET 6), tell the player to press a key (MESS 238: remember that the information you want to print up — the description of room 9998 — has already been displayed and so the LF is needed to start printing on a new line), wait until he does so (HOLD 65000), scroll everything off the screen (the 23 LFs) and then go to room one, the first proper location. If you're using the routine above for adding the full stop then you must put in MESS 237 (assuming that this is the full stop message) after the GOTO 1 or you won't get one for the initial description.

## Saving And Loading

When a player saves a game position in a GAC adventure a few strange things happen. GAC reverts to graphics mode, even if you were in text beforehand, and clears the screen in white paper. Nothing to worry about if you are writing a graphic adventure because the room picture is drawn immediately the save is completed, assuming you have put in a LOOK after the SAVE command. But what if you are writing a text-only adventure? If so, use the following line instead of the one you originally used for saving:  
IF (VERB 14) SAVE TEXT \* 23 LFs \* LOOK WAIT END



This assumes that SAVE is verb 14. With this method the screen is cleared in the current paper colour rather than in white and in text mode instead of graphics mode. The same applies to loading, assuming LOAD to be verb 15:  
IF (VERB) LOAD TEXT \* 23 LFs \* LOOK WAIT END  
Again, this is a far neater way of doing things.

## The Full Stop Problem

Do you ever get annoyed when you can't get a full stop at the end of a room description when it has a 'You can also see' message tacked on at the end? And you can't put MESS ' ' END at the top of High Priority because you can't get them at the end of everything? Then use this routine at the top of High instead:  
IF (SET? 0) RESE 0 MESS 237 END.  
Message 237 (or whatever number you prefer) must be defined as just a full stop and message 253 must have a full stop added to the front like so, 'You can also see'.

This line prints a full stop at the end of every room description including any additional messages printed with them, so long as you are careful about the placing of full stops in these — one at the very start but none at the end. You must not put a full stop at the end of the room descriptions, however, otherwise you will get a double full stop. Mind you, this does give you one extra character for the description! Note also that adding MESS 237 at the end of the Low Priority line dealing with the inventory command makes that output neater by printing a full stop at the end.

## General Notes

Contrary to the manual, OKAY is not MESS 254 WAIT but rather MESS 254 LF WAIT, hence the blank line printed afterwards. To get rid of this annoying feature simply replace all OKAYs with MESS 254 WAITs. To prevent other annoying blank lines appearing you need to insert a line somewhere to do GAC's work for it. For example, to stop the blank line after message 242 (Pardon?) appearing, insert,  
IF (NOT VBNO) MESS 242 WAIT END at the top of Low Priority. Using IF (NOT VBNO) takes less memory than IF VERB 0 or IF VBNO 0.  
Save memory by using token words in place of numbers. Rather than,  
IF (VERB 51 AND NOUN 14) GOTO 14 WAIT END  
use, IF VERB 51 AND NOUN 14) GOTO NO1 WAIT END  
instead. Each replacement of a number by a token word (such as VERB, NOUN, ADVE) saves one byte and can easily build up a sizeable saving.

Finally, because of the complex procedures governing whether a player is in a light or dark room, and whether there is a light source available, I recommend that a player not be allowed to drop a lantern once he has picked it up, otherwise such problems as room descriptions followed by 'It's dark — you can't see' messages can crop up. If anyone has got round this, I'd love to know how!"

So if anyone can shed some light on this, and also recommend a good superglue for making sure picked-up lanterns can't be dropped, contact Matthew Conway, 1 St George's Terrace, Station road, Lambourn, Berkshire RG16 7PW

## QUICK PLUG

Reader Stuart Lord of Edinburgh sent me in his adventure, *Border Harrier*, to preview, and although I wasn't able to review it I did want to pass on his praise for one particular company.

"I'd like to recommend the products of Kelsoft, a one-man firm specialising in 'Fictioneering'. Gerald Kellet has



produced at least three software programs which complement *The Quill QUAID*, which is designed to help you de-bug a *Quill'd* adventure; *The Fix*, which he describes as a system extension and effectively enhances *The Quill's* parser; and *The Replicator*, which helps you to reproduce adventures 'en masse'. He has also worked in tandem with Gilsoft to produce *PAW TEL*, *PAW PHOSIS* and a Mega-overlay which combines two of *PAW's* overlays into one, these last three being offered as part of the upgrade pack for *PAW*. If you have GAC then he has also published *The Reclaimer*, which will recover memory lost as a result of deleting an entry. Yes, it's true! When you delete an entry using GAC you don't recover the memory, so if I create a GAC adventure which takes up all 48K, then delete everything, I am left with a blank file which takes up all of my computer's workspace! I would thoroughly recommend Kelsoft to you and to anybody who has *Quill*, *PAW* and *GAC*, and their address is Kelsoft, 28 Queen Street, Stamford, Lincs PE9 1QS."

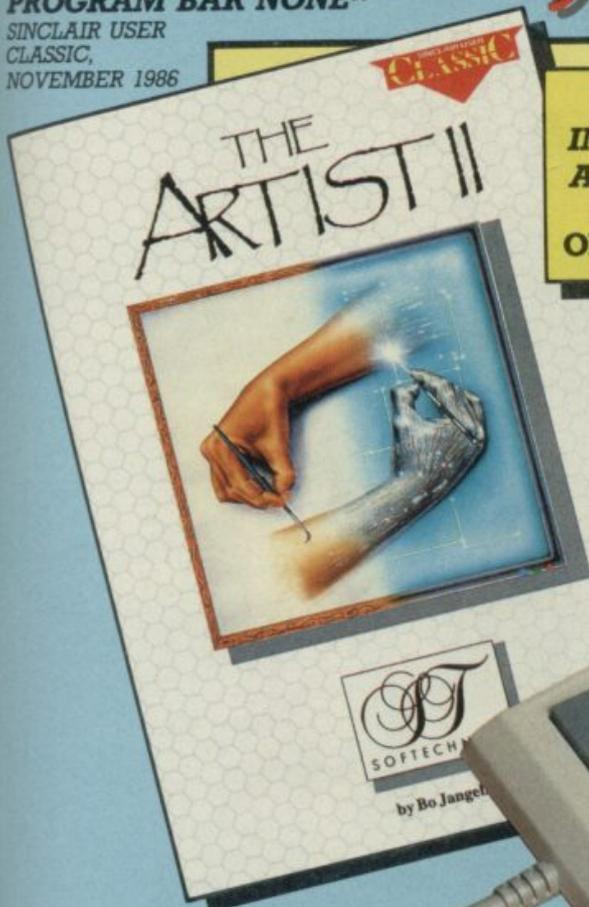




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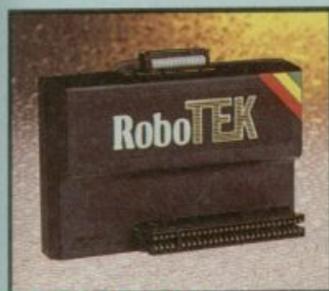


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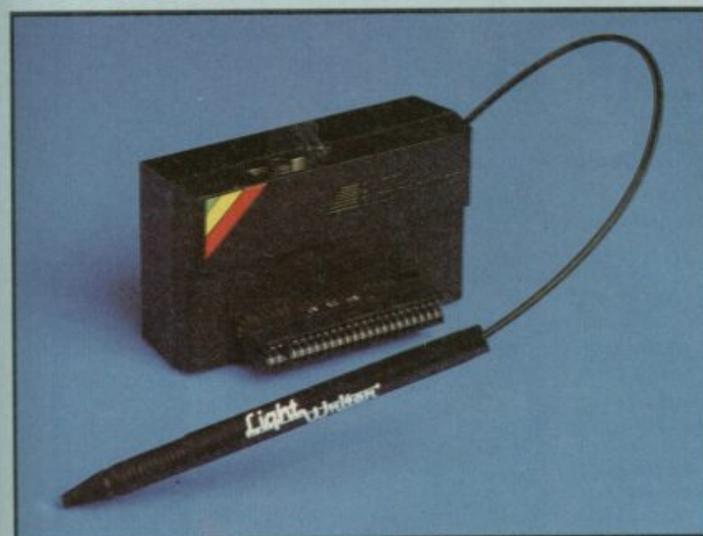


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# ROBOCOP



**Part man, part hamster, part reviewer, Pete Shaw, scours the streets of Manchester in search of Ocean's Robocop!**



**F**

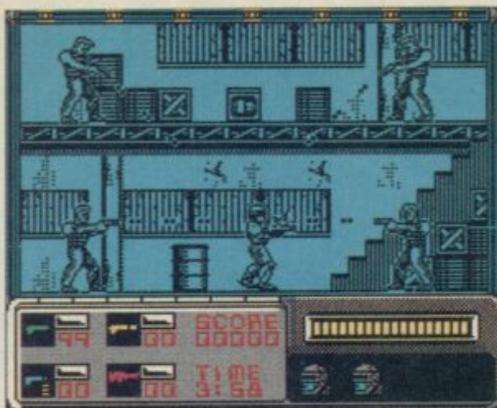
inding a coin-op conversion that's better than the original arcade is about as likely as finding a pork sausage at a Jewish wedding. But, call me a

Bratwurst if I'm wrong, I've found one! Ocean seems to have gone and done it with its conversion of *RoboCop*. But what's even more spooky is that Ocean secured the licence way before the coin-op company did, so it's been beavering away on the game for ages. And even weirder, the coin-op company actually had to secure the licence from Ocean.

As far as I could see the arcade original only has a streetfighting scenario, whereas Ocean has managed to pack an amazing nine sections into the Speccy version which all go together to re-tell the film's storyline. If you haven't seen the film (look out for the vid this Christmas) here's a quick run down of the plot:

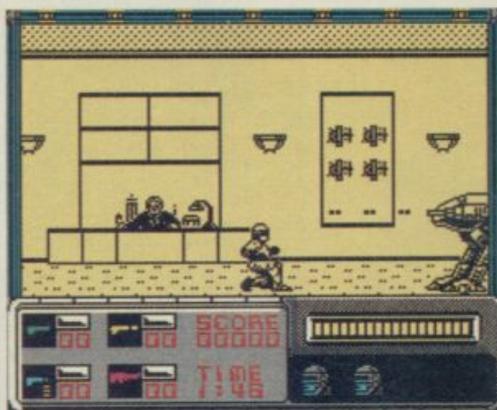
A young Detroit cop has just been blown away by a gang of vicious drug dealers but the Concepts Security Department can rebuild him and has! Now the poor devil's trussed up like a sardine, but boy does he pack a mean punch. RoboCop, as he's affectionately named, is the city's new law enforcer and he's programmed to wipe out the city's crime. Unfortunately a computer malfunction means that he starts to remember his former life as a human cop and he begins a vigilante mission to exterminate his killers.

In *RoboCop* the game you play the tin man himself and your aim is the same as in the movie — kill the bastards who saw you into a metal coffin in the first place!



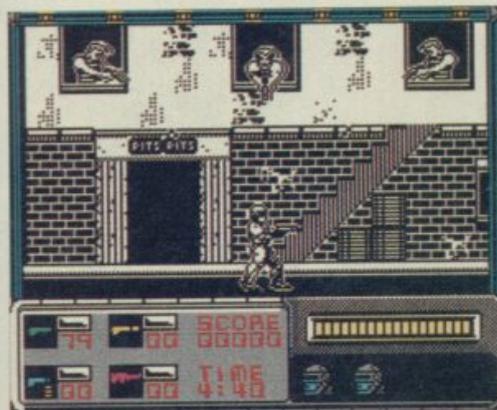
## SEX AND DRUGS!

Here's the drugs warehouse where the baddies obviously don't give you a very warm reception. Wander about, kill things and pick up better fire power and more weapons. Strange how these people carelessly leave anti-tank armour laying around, innit?



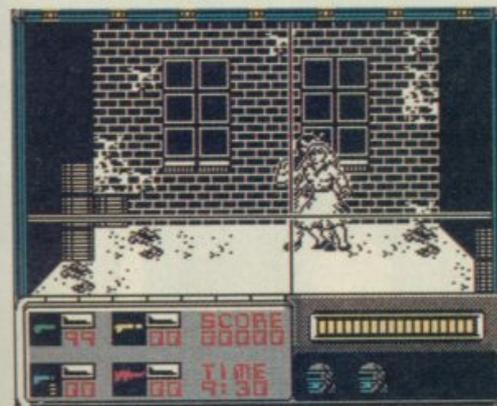
## DIE SCUMBALL!

Meet Ed 209, a lumbering metal maniac whose sole aim in life is to turn you into tin foil. He'll need a lot of blasting for you to even dent his armour 'cos he's a robot too! But remember no brain — no pain!



## ON THE STREETS

'Tis the main event. While you're playing the game you'll see this level rather a lot. Why? 'Cos it's the main drag, where the baddies as you can see, fire not only from ground level, but also from above in the windows. There are objects en route, which need to be 'punched' to be got at too . . .



## ALLEY FOLLY

Off the main street in a dark and dingy alley you'll find unpleasant characters like this who'll take innocent victims hostage to stop you shooting at them. It's possible to hit them, but you've got to be a sure fire shot!

## WHAT A MUG

Would you buy a used game off of this man? Well, I should hope not since this is the man who nigh-on killed you. On the left is the 'geezer' himself, and on the right you flip through the identikit parts to match up the right face. Not quite right yet, huh?



You begin the game by roving the streets looking for villains to put away, this streetfighting section is rather like *Green Bert* with the baddies firing from both the windows and ground level. Apart from blasting everything that moves you must also pick up useful bits and pieces like extra firepower and new weapons. Once you've done this you progress to the other sections, though as yet the programmers aren't sure which order they'll go in. In the Warehouse section, which is basically a platform type shoot 'em up, you'll find the drug dealers amassing their wares. Here you must enter into yet another bloody fray.

The Identikit section is based on the part in the film where RoboCop plugs into the Police computer and identifies his killer. This is exactly what you have to do by matching the ears, eyes, nose and mouth of various mugshots until you come up with the right man. Once you've done that you must go out and get him! The graphics here are excellent and I found this part an entertaining diversion from all that blasting!

The other levels of *RoboCop* take place in Concept Security's offices, where you must battle it out with a tin mongrel called Ed 209, and in an alley off the main street where a girl has been kidnapped.

If all that sounds like fun remember it's only a taste of what's to come. What I saw of the game was extremely well programmed and a real blast to play. It won't be out until the video release in December which means the programmers have plenty of time to add the finishing touches. I for one can't wait to play it! Until then why not try making your own RoboCop suit out of tin foil, cardboard boxes and a can opener?

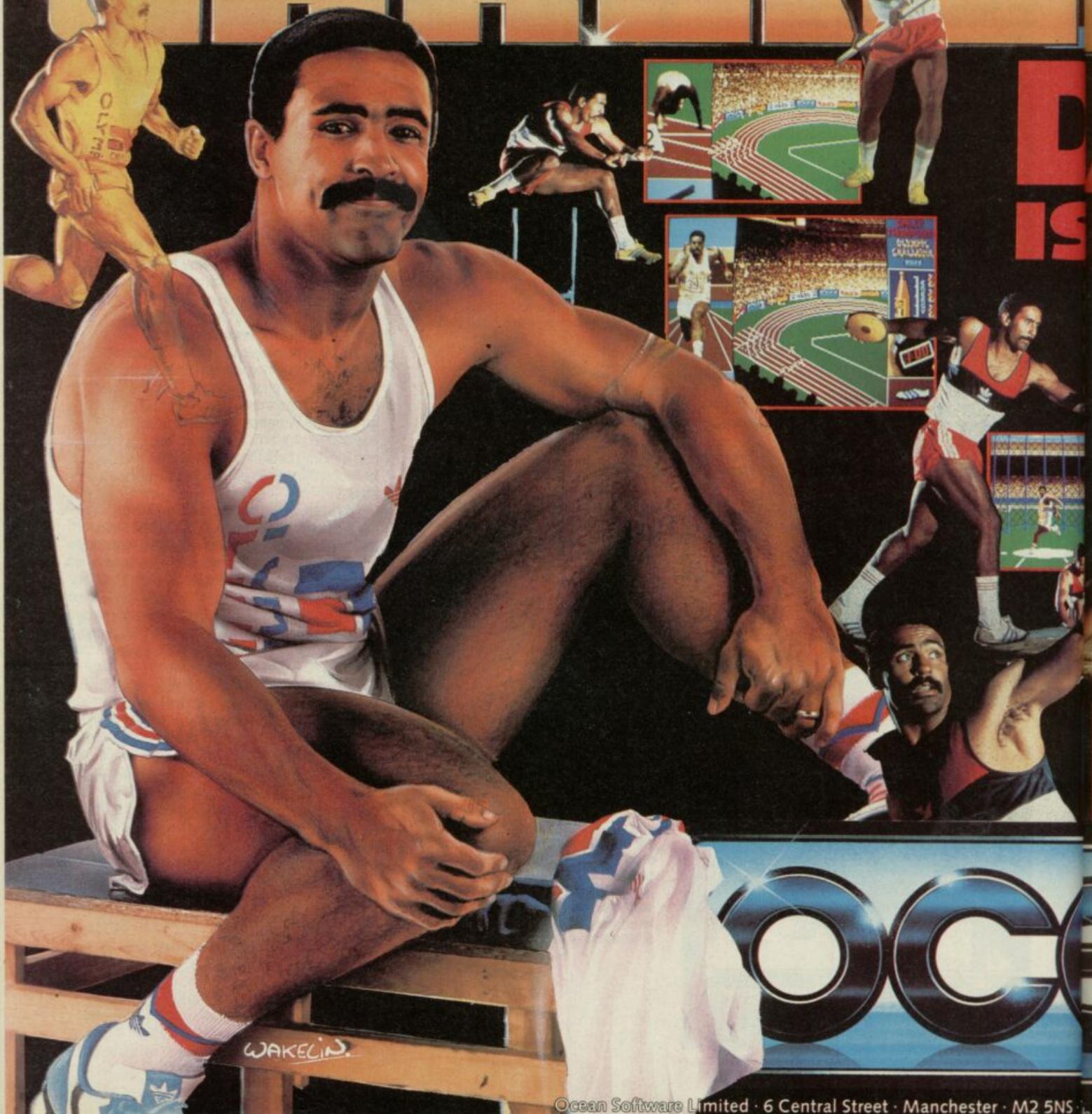


FAX BOX  
 Game..... *RoboCop*  
 Publisher..... Ocean  
 Price..... £8.95 cass/£14.95 disk

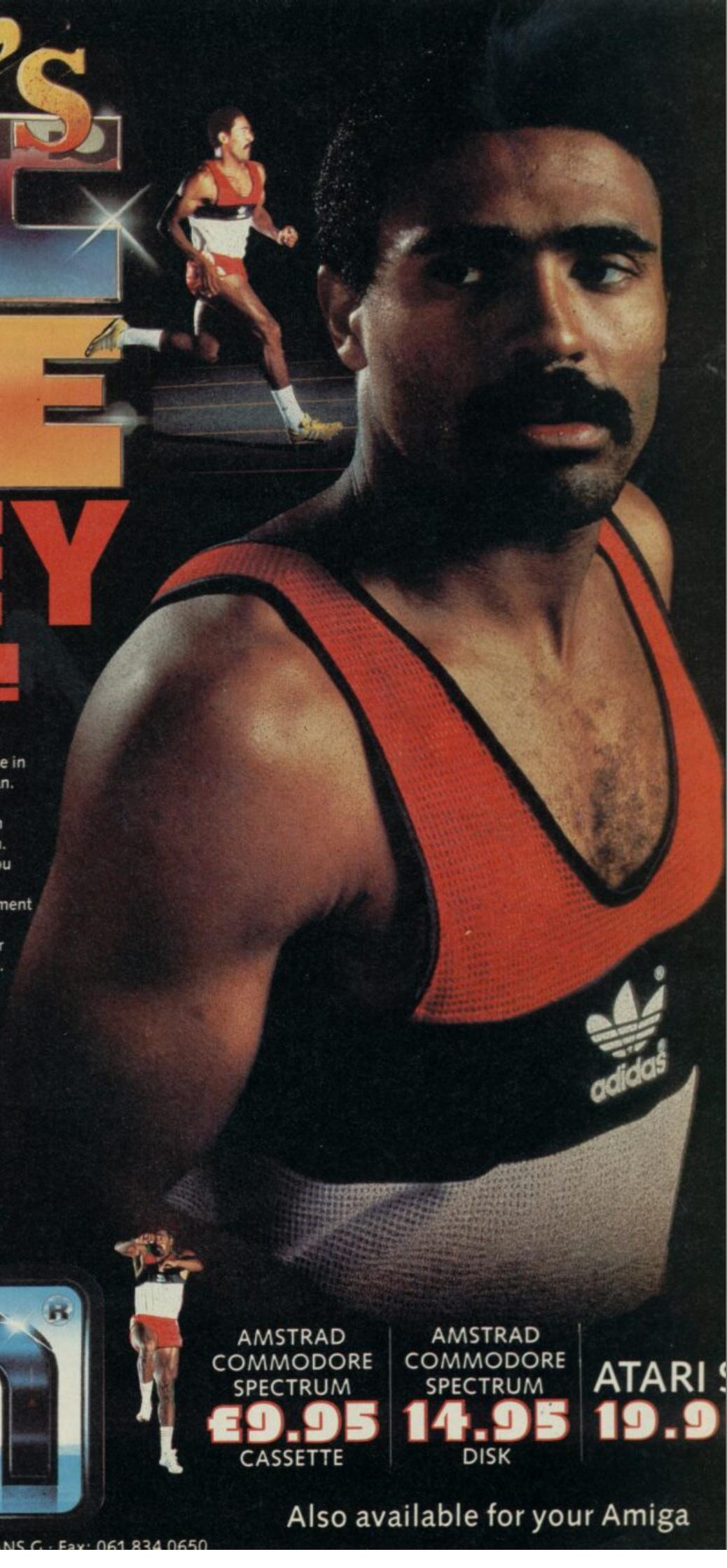
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# SCREEN SHOTS

## PART TWO



**YS Seal Of Approval**  
All games reviewed in Screenshots are finished products.

# GAME OVER 2

**Dinamic/£8.95 cass/£12.95 disk**  
**Phil** Ho ho ho. I remember when *Game Over I* came out, it was named *Game Oo-er*, on account of it's nawty cover picture and poster ad. Hee hee hee. Well, *Game Over II* is it's slobberful and eyeboggling sequel and boy does it look good!

Originally to be entitled *Phantis*, *Oo-er II* is a splendiferous shoot 'em up in the great Dinamic tradition, featuring 10 levels of sharp shooting action, with two different loads, and many, many, different ways to spiat and get splatted. You begin in Phase One by scrolling across a starfield, being pounced on by enemy ships and heading towards the surface of the planet. When you get there it's into Phase Two, where you skim the surface of the planet and avoid the gobs of volcanic splodge which belch out of the ground and threaten to fry your ship to a bag of just-cooked crisps.

Next it's underground for the *Scramble/R-Type* section of

the game. You whip through a cavern inhabited by gribbly aliens and mechanical monsters, where you have the added problem of a roof which dips down to scratch the paint on the top of your ship and ruffle your haircut. There's a lot of big slimy caterpillars which wind through the tunnels, and you have to kill the head before you can pick off the bits of it's body. Then it's on to Phase Four, where you land on the planet itself, jump onto one of things to pulp with your photonic blade.

After completing Phase Four, you're presented with a code number which takes you into load number two, and a whole new set of hazards. The six levels on the new load take you down a level at a time into the bowels of the planet, first on the surface, then the alien base, the underground forest (huh?), the inner lake, over the magma level in a little helicopter, and finally to the prison level where you must solve the final puzzle to finish the game.

Sequels don't usually turn me on much, it has to be said, but this is a nice fast and furious blasterama, extremely slickly programmed, which deserves a look if you like your games on the violent side.

This game is going to sell like hot cakes, for the free poster inside if nothing else, but I don't think it's quite as original as it could have been. But hey, if you want a bit of exercise for your trigger finger rather than the thing that keeps your ears apart and a rather nawty glossy free poster... THEN GO FOR IT!

### YS CLAPOMETER

A good ol' scrolly blasterama, done to a turn.

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



# 8



# REX

**Martech/£8.99 cass, £14.99 disk**  
**Sean** First there's people jumping up and down about the hole in the ozone layer, then a public outcry because of all the seals dying in their droves when they would have been clubbed to death anyway and to top it all, courtesy of Martech, we have the world's first ecologically sound computer game.

Yes, in *Rex* you get to play a mercenary dinosaur. Right on! A giant power station is belching out all manner of nasties into the atmosphere like smoke, oil and pot noodle. Yuk! You've tried petitioning your MP and writing to That's Life but to no avail, so now you've decided to take the problem into your own hands by working your way through the underground caverns, getting to the tower and blowing it to smithereens.

There's only one problem — when you get to the caverns you find they're full of baddies all waiting to pounce on you. Not only are there the standard 'run about and shoot' baddies but nasties who fly around in little bubbles like the Mekon. These are really awkward to kill and will tax even the most dextrous of joystick jugglers. Then there's the missile launchers, which launch a constant stream of missiles which fall in a deadly arc. All this plus gun turrets, pendulums which lob bombs and droids which kill on contact.

All looks pretty bad until you realise that there are weapon pods knocking about at which you can collect progressively more lethal weapons to help you on your quest. Occasionally you'll come across a fuel pod which replenishes your dwindling energy levels. You also have a shield that'll deflect missiles and

destroy any gun turrets, guards or rocket launchers you happen to walk into.

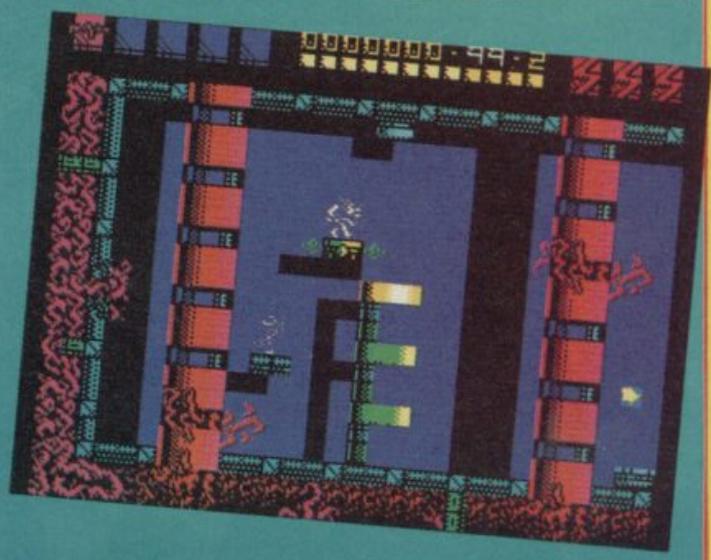
With all this lot you'd think you'd be able to waltz through every level without losing a single life. 'Fraid not old bean — this has to be the most difficult shoot 'em up since *Cybernoid*. *Rex* is very hard and very good to boot! It's a brilliant combination of tried and tested shoot 'em up ingredients like increasingly powerful weapons and the multi-hit recoil system which I'm sure will be copied elsewhere! 'What's the multi recoil system?' I hear you ask. Well, if you shoot a baddie he recoils from the impact until he crashes and dies. If you continue shooting whilst he is recoiling the score will keep on going up. Just like in the cowboy movies!

Another innovation for shoot 'em ups is the use of Beam Pads which, if you stand on them, will enable you to begin a new life where the next inevitable bullet hits you. Groovy eh?

*Rex* is a brilliant combination of strategy, dexterity and shooting and it has that vital 'just one more go' quality which so many games lack nowadays. I reckon it's as good as the original *Cybernoid* — and that's really saying something!



<b>YS CLAPOMETER</b>	
<i>This has got to be the best shoot 'em up since Cybernoid. I love it to death.</i>	
<small>GRAPHICS</small> <small>PLAYABILITY</small> <small>VALUE FOR MONEY</small> <small>ADDICTIVENESS</small>	
<b>9</b>	



# HELLFIRE ATTACK



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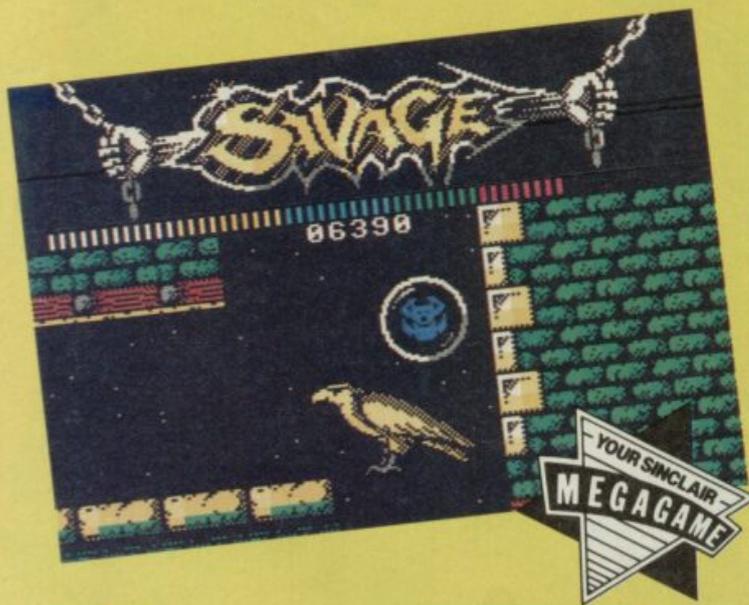
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stein

# SAVAGE



**Firebird/£8.99**

**Dunc** I'm afraid this intro is really more of an appeal than a 'clever' link into the review: so if appeals bore you then skip to the next paragraph. If not then read on chum. In Roger's Thesaurus (yes yes, I know it's Roger's, but this particular copy belongs to a friend of mine called Roger) I was looking under 'savage' when the alternative word 'wild' caught my eye, causing a question I've been mulling over for some years now to come flooding back into my consciousness. Whatever happened to Jack Wild? Remember Jack Wild? You're lucky if you don't — for reasons too numerous to go into — but he was in a series called H.R. Pufnstuf, and then he

mysteriously disappeared off the face of the planet. Where is he now? Someone must know! Anyroad, back to the game.

*Savage* is a game of three separately loaded parts linked together by a main theme: playing *Savage*, you have to escape from a dungeon by killing everything that moves, then when you've escaped realise that you've got to steam back in again 'cos you've gorn and left your 'chick' behind. Silly sausage.

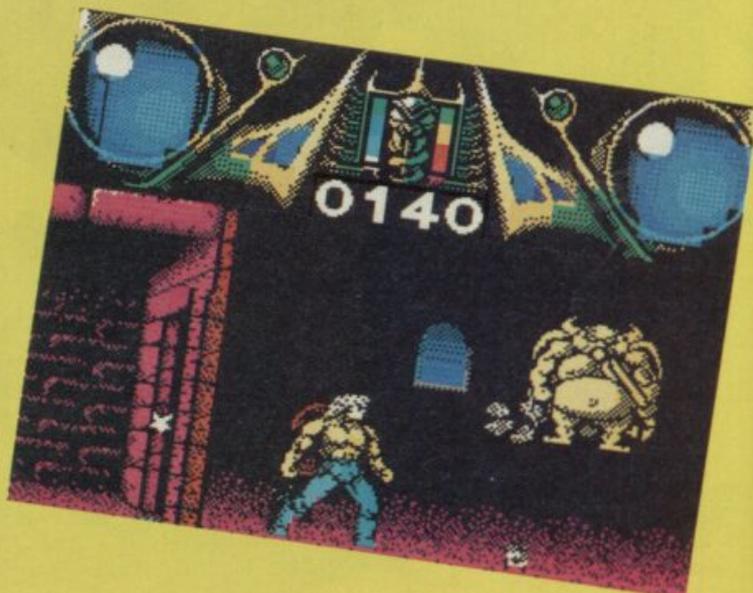
Let's have a butchers at the respective loads, shall we?

**Load one.** Blurb. "Fired by rage, *Savage* plunges into an orgy of violence, dispatching all who stand in his way. Ahead of him awaits a labyrinth of dank and gloomy dungeons

concealing a myriad demons and ghouls." The facts. You control a large, brilliantly animated and brightly-coloured axe-wielding warrior sprite in a nicely detailed left/right right/left scrolling dungeon environment. Coming at you thick and fast are countless varied nasties (also brightly coloured), some of which are easy to kill and, and others which aren't. Some of these nasties, when killed, release a sort of jewelled box onto the ground. These can be picked up by crouching on them, and either add to your treasure-count of bestow you with extra killing power. If you survive for any length of time (and you've only got three lives) you'll reach the meganasty. Dispatch him and it's down the hole into another level of the cavern, and so on until, if

you manage to escape, you'll be given an access code for load two.

**Load two.** Blurb. "*Savage* has escaped from the castle and will have to fight the defenders of Death Valley whose aim is to stop all who seek to escape from the area." The facts. The view changes from side-on to 3D 'viewed through your own eyes'. Thousands of large green monoliths come flying towards you as you speed across the ground, starting as specks on the horizon and rapidly growing into impassable blocks with scary faces as you near. These, quite simply, have to be avoided, while appearing from out of nowhere and keeping a set distance from you are faces of ghosts and skulls. These have to be shot. For comparison



purposes here you should visualise the 'approaching tower sequence' from either *Space Harrier* or *Glass* — i.e. it's all very slick and fast, but in this one there's loads of colour. Avoiding the monoliths at the same time as shooting the nasties is a tricky business indeed, but should you clear the round without losing your (again) three lives, you'll get an access code for load three.

**Load three.** Blurb. "Halfway through the attacks, Savage discovers his 'escape' from the castle was a trick to keep his maiden love (i.e. his 'chick') imprisoned forever, so he returns to the castle and calls upon his trusty eagle to fly into the labyrinth to rescue her for him." The facts. Back to the side on, left/right, right/left, up/down scrolling format. This time, however, you're in control of the eagle as you negotiate the crowded colourful caverns, killing (with laser bolts) the assorted enemy (bats, other birds, gargoyles, hopping meganasty), and avoiding the obstacles (falling weights, spiked platforms and much more). Colour, again is used in abundance — to good affect — the sprites are all chunky, and the animation on the eagle is absolutely splendid.

*Savage*, as a whole, is an absolute corker of a romp. Each of the three parts is equally playable and equally varied. As I've said about nine times already, colour is used to brilliant effect inducing the kind of attribute-clash that doesn't really matter too much — i.e. there's a bit of it, but the action is so fast you never get to point at the screen and say "Oh look, there's a character square". In fact, I'd go as far as to say that I'm surprised the Speccy can handle the amount of colour used so successfully — especially on the first level. The sound's okay too, as is the control response, difficulty, addictiveness and all the other things that go to make a game perch that little but higher than all the rest and achieve megagame status. Oh, and by the way, you can see levels two and three without the access-codes from levels one and two — but you only get one life, so if you want to stand a chance of completing *Savage*... get those codes.

## YS CLAPOMETER

A highly colourful 'three games in one' package in which each of the sub games would merit a release on their own.

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



9



# LIVE AND LET DIE

Domark/£8.99 cass /£14.99 disk

**Ciarán** The Bond films went through a really bad patch during the 70's. Apart from the fact that Roger Moore was the naughtiest 007 of all time (did you know that towards the end of his Bond career, old Rog needed a stuntman to do his running scenes for him!), the films usually had really awful theme tunes sung by Shirley Bassey or Paul McCartney. None of these was worse than Macca's *Live And Let Die*, and the standard of the song was matched by the dismal film which had Bond faffing around New Orleans trying to deal with the hocus pocus of a Voodoo priest. For some reason or other, Domark has decided to licence this film — 12 years after it was first released! But what does time matter if the game is good? Let's have a look and see!

The game's story is loosely based on the original film plot. The evil Dr Kanaga has holed up on the Carribean island of San Monique where he plans to harvest the world's biggest poppy crop and flood the world

market with heroin. This done, he should then be able to take over the world (what he plans to do when he's in charge of a world full of junkies is anybody's guess). Obviously Bond has to put a stop to this, but he's really up against it this time as Dr Kanaga has the power of Voodoo to draw on and masses of zombie slaves at his beck and call.

For some reason, "M" (Bond's boss) reckons that the best way for this evil-doer to be brought to justice is for 007 to take a speedboat and blast his way along four different waterways: the Nile; an anonymous practice canal; an Arctic river and the river which flows through New Orleans. This may seem like a peculiar solution to you and I, but I suppose that's why M is the leader of the British Secret Service and we're still at home playing computer games.

The first mission is a target practice section, where Bond takes his motor boat along an undefended stretch of river and shoots at floating targets. This is a piece of cake for anyone with a

licence to kill, so after a few attempts at this it's into the missions proper. The three missions are largely the same, differing only slightly in background and some of the defences. Things to watch out for include floating mines, rocks which protrude slightly above the water, dive-bombing planes and helicopters and gun emplacements on the river banks.

In a wonderful spirit of international co-operation, the CIA are always around to lend a hand, dropping extra fuel and missiles from passing aircraft. Even at this point caution must be exercised though, as Dr Kanaga's nasties occasionally drop bobby-trapped cannisters hoping that you'll pick them up by mistake — the fiendish devils.

The gameplay can best be described as a sort of waterbound *Road Blasters*, with the boat remaining in mid-screen and the river stretching and bending in its path. Some nice touches appear along the way, like the boat leaping into the air when it hits a log and the impressive tunnel sequences (just wait for the light at the end). However these good points are completely outweighed by some pretty startling deficiencies such as the remarkably iffy collision detection, the similarity between rocks and mines (this is important because mines can be destroyed and rocks can't) and the fact that it's impossible to end up on the bank — no matter how bad your steering is.

One glaring fault that stood above all others is that when using the joystick I couldn't find any way of launching the 'Snuff' missiles (which are essential equipment in certain sections), this meant that using keys was more or less compulsory.

I didn't get too much fun out of *Live And Let Die*. The game is too similar to most of the driving games that are doing the rounds at the moment, and the flaws in the programming destroy any enjoyment that may have been in there. This may have been a very noble co-operation between two software producers (Elite did the programming, leaving the production and marketing to Domark), but as a film tie-in it's a sad waste of a licence.

## YS CLAPOMETER

A run-of-the-mill racing game with a Bond licence tacked on.

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



5

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## MINI-PUTT

Accolade/£8.95 cass/£14.95 disk

**Sean** *Mini-Putt*, is a straightforward simulation of the sport of Crazy Golf. There is one or two player mode, and a choice of four courses, each made up of nine holes. Two of those courses are loaded with the main game, and the other two from the multi-load. And many well known (!) holes, such as the 'windmill' — with revolving windmill blades — the 'castle' and the 'aeroplane' can be found on the courses, as can oodles of bouncy walls, obstacles, hills, hollows and ponds, all determined to send even the most crazy of crazy golfers even crazier.

The playing screen is made up of four units, the main one being the view of part of the hole you are playing. Underneath this are (four minus one equals ...) three more units. The left unit shows the power needed to accomplish a particular shot, the middle unit, a plan view of the complete hole, and the right unit a list of hole, par, number of putts taken, current value of BP shares ...

To play a hole, you first move the 'X' on the main screen to the spot where you wish the ball to end up. Next the power of shot needed to get the ball there is noted, and then by cunning use of the fire button, a bit of dexterity and the two scales, you set the speed and accuracy of the shot. How good the shot is depends on whether you get the right speed and accuracy. Once your whack is completed, you'll then see the ball either slowly lolloping along, or thundering around bouncing off everything in sight, depending on how hard you hit it. When it comes to rest, you start again. And ... er ... that's it.

This is one of those games which could, with a little more effort, been quite a funny and addictive game. As it stands,

however, there are a number of things which let it down. It is very easy to play, and quite often a hole could be completed by hitting the ball as hard as possible in the direction of a hole. If the hole was surrounded by fairly close walls, then more often than not belting the ball with your club (that's the technical term for the big stick) would result in a ricochet ending up in the hole. Most of the holes had a par of two, which also indicates the ease with which they could be completed.

I found the game a little tedious, firstly because of the repetitive nature of taking a shot, and also because more time was spent watching the ball belt around and slowly stopping than actually being involved in the game.

In the end it reminded me of a single event in something like *'Decathlon'*, where although each event is fairly simple and easy to control, playability is increased by the range of different events. Unfortunately, in *Mini-Putt*, the only variety is from the number of holes, and the game play remained boringly simple throughout.

I expect that playing in two-player mode would increase the fun for a while, but again the novelty would wear off pretty fast. Not a game I feel I could recommend to even the most hardened of crazy golf fans. If there are any.

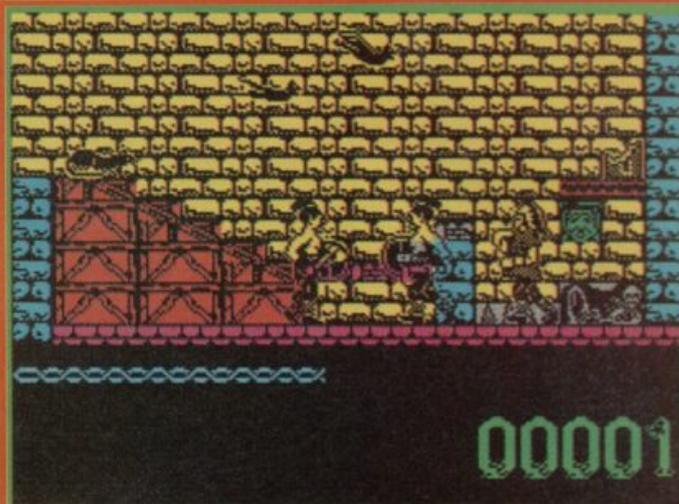
### YS CLAPOMETER

*Unspectacular view from above, hit ball and watch it bounce around' type game, slightly redeemed by a two player mode.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS



# 5



## ARTURA

Gremlin/£7.99

**Marcus** Some companies, I have always thought, put out too many games. How can you keep up the quality when all you're doing is cranking them out at about 10 a minute? CRL used to do it, when it was tied up with Electronic Arts. Crap game followed crap game, so when a brilliant little number like *Sophistry* came along, no-one took the blindest bit of notice.

Now it looks as though Gremlin may be falling into the same trap. I've played too many of its games in the past year which haven't seemed quite as good as they could be, and that's a pity because the company's record is second to none. But after *Hercules*, *Alternative World Games* and the *Gary Lineker* titles, here's another one.

The scenario, though, is promising. Yup, we're back in the Dark Ages again, with Artura, son of Pendragon. Albion (or Blighty to you and me) is under threat by invaders galore, so it's up to Artura to unite the country's petty kingdoms to fight them off. Anybody else would do this by going around all the petty kings and having a good chinwag with them, but this is of course the Dark Ages (as well as a computer game) so instead he needs to find the Sacred Treasures of Albion, that were "hidden when the eagles came", it says here. Eh? The only person who knows the whereabouts of these trinkets is a geezer called Merdyn, and he's vamoosed. But you do know that Artura's evil half-sister Morgause has kidnapped Nimue, Merdyn's apprentice. (Are you getting all this? It's more complicated than *East Enders* for gawd's sake.)

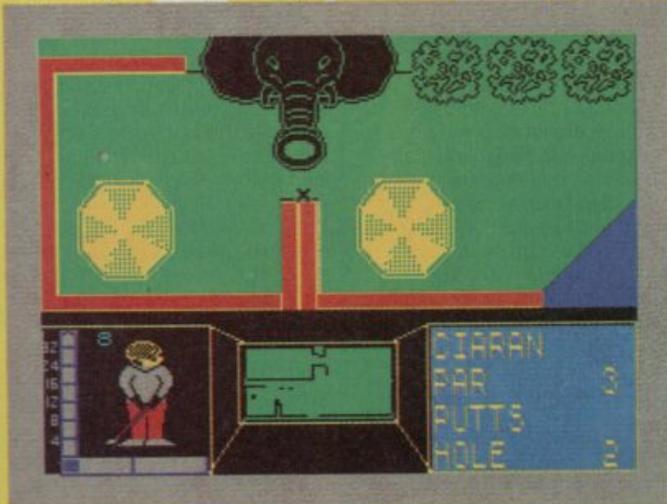
Sounds fun, doesn't it? It turns out, though, that all you have to do is rescue Nimue from Morgause's castle, which is a network of horizontal screens in the *Joe Blade/Karnov* mould. So, you walk around shooting the guards (they each need four 'axes', which you throw) and the bats or birds (hard to make out which they are, at least they only need one axe each). Occasionally you find a rune, which when connected up to a few other runes gives you greater magical power. The whole network needs mapping, which is why the game is described as an arcade/adventure on the inlay, but there's no puzzle solving here, or much to do at all, except shooting things. It's been well programmed, certainly, and the action is swift enough. But it's all so unoriginal, and when you think of some of those brilliant old Gremlin games — true arcade/adventures like *Future Knight*, *Jack The Nippers I and II*, *Things Bounces Back*, the *Monty* games and all the rest — you wonder what's going on. Well, at least I do. *Artura's* quite fun for an hour or so, but at eight quid I'm afraid that's just not enough.

### YS CLAPOMETER

*Very mediocre 'arcade/adventure' with no adventure to speak of and arcade features you've seen too many times before.*

GRAPHICS  
PLAYABILITY  
VALUE FOR MONEY  
ADDICTIVENESS

# 6





# WARREN



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# M O R E

## It's Tough, It's Tricky, But My IQ Makes Einstein Look Like A Cashew Nut Compo.

Did you dare to cross words with Pete and his Puzzlers in June? Ten people who did and won some brand new software for their efforts were: Mrs D.H. Edwards, Deeside, Clwyd; Keith Hamilton, Gulberwick, Shetland; Daniel Smith, Oxford; T Thompson, St Edmunds; Neil Pollard, Peterborough, Cambs; Paul Lauff, Frankfurt 90, W Germany; Paul Swinglehurst, Barrow-In-Furness, Cumbria; M.A. Smith, Pontefract, W Yorks; Andrew Jenkins, Colchester, Essex; K.J. Bryan, Deal, Kent.

## If You Think That's Hard You Should See My Aunt Doris Compo.

Still more words came flowing from Pete's Puzzled Pen in July. This time there were 10 words to find in a devious word square — but only one winner. He was: Scott Kelly, Stanley, Co. Durham.

## For Your Eyes Only — As Long As You Put In Those Contact Lenses.

Even Roger Moore raised an eyebrow when he looked at our 007 compo in July where we asked you to fill in a suitably dangerous speech bubble. The winner, who received a day's water-skiing at Prince's Watersports Club, was: Jacqui Reeves, Swindon, Wilts.

## Five runners up had to console themselves with copies of the James Bond Movie Book. They were:

B. Shimmings, St Leonard-On-Sea, E. Sussex; Paul Lauff, Frankfurt 90, West Germany; N. Arnold, Boscombe, Bournemouth; Alistair Stout, Wootton, Beds; Jonathan Bunker, Clinton, Peterborough.

## Over The Parrot, Sick As The Moon Brian Compo

Hah! We thought that we would fool you lot by hiding this competition to win a football signed by the English soccer team on the preview pages, but you were all far too clever. It was a compo of two halves and you all gave 110 per cent, but after 90 minutes it turned out that only one of you could be best on the day. And who was that? John Webb, Mansfield, Notts.

## Blood Blood Mother Oh My God Compo.

So how many pints of blood are there in the human body? To find out we turned good 'ol Snouty upside down and emptied him out — and the answer is... 8! The first 20 of you who tried that experiment on your friends each won a copy of Gremlin's *Blood Brothers*. So without further ado, here's the list of prizewinners: Jon Leach, Sidmouth, Devon; Jim Docherty, Ayrshire, Scotland; Darren Finn, Harlow, Essex; Patrick Llamas, Middlesbrough, Cleveland; Alan Wilson, Belfast 9, N. Ireland; J. Pope, Peckham, London; Tim Webster, Skegness, Lincs; Lee Davidson, Selsdon, Surrey; Simon Belcher, Malmesbury, Wilts; Alan Diss, Rubery,

Birmingham; Karl Wild, Firth Park, Sheffield; Gillian Urquhart, Aberdeen, Scotland; Rick White, Edenthorpe, Doncaster; Norman Marr, Northfield, Aberdeen; J. Gemmill, Haxby, York; J Standen, Dagenham, Essex; Ian Yates, Clitheroe, Lancashire; Paul Stebbing, Scunthorpe, S. Humberside; Amer Hayat, Ilford Essex; Nicholas Aidworth, Yeovil, Somerset.

## Jeepers Creepers Compo

Millions of trainspotters turned into carspotters in an attempt to win a radio controlled jeep in this 'spot the silhouette' compo. Unfortunately there could only be one winner, and that was: Kalpesh Pancholi, Enfield, Middlesex.

The five next best, who will soon receive their prizes of T-shirts, games and posters, were: Simon Disney, Acton, London; Scott Mackay, Dumfries, Scotland; Andrew Canten, Braintree, Essex; Paul Rutter, Grange Jesmond, Newcastle; Ka Cheon Man, St. Albans, Herts.

## I'm A Right Charlie And I'm On My Way To Hollywood.

Hooray for Hollywood! And hooray for this terrific compo which gave all you budding film makers a chance to win a fabulous VHS Camcorder to practice your art with. All we asked you to do to win this fantastic piece of state of the art technological wizardry was to match the famous faces with their respective 'trade marks' (for instance Groucho Marx wouldn't be the same without a cigar, and how could Charlie Chaplin raise any chuckles without his trusty old cane?). First entry out of Jackie's bulging mailbag — and the winner of this brilliant camera — was: The Winnah! Richard Dunn, Horsham, West Sussex.

# THIS IS GETTING RIDICULOUS!

## Phew Ain't The Weather Hot — Oh And By The Way, Here Are My Answers Compo.

Even a piccie of Alan Sugar couldn't stop you lot from entering Pete's crafty little teaser in August. The winner of 10 games from the YS library was:  
Tim McArdle, Stockton, Cleveland

## First Among Hatstands Compo

YS readers are well known as literary eggheads, so it was no surprise that we got an incredible flurry of entries in our 'win a hardback copy of Jeffrey Archer's latest' compo. The 10 lucky barristers who guessed correctly that Jeffrey had been a Conservative MP and businessman before he went on to write his amusing little potboilers were:

Chris McGowan, North East Sutton, Hull; Andy Whitaker, Blackpool, Lancs; William Beaston, Bostwell, Glasgow; Paul James, Evesham, Worcs; Andrew Paterson, Chapelhall, Airdrie; Les Brown, Fallowfield, Manchester; D Major, Andover, Hants; Kate Sheppard, Ebbw Vale, Gwent; Damian Cannon, Reading, Berkshire.

## I Used To Have A Waterbed But It Gave Me Wet Dreams Compo.

Once again it was time to ring the changes, as YS caught the boys napping in the House of Lords. The winner — and recipient of an amazing Hinari alarm TV — was:  
Lee Smith, Hull

Twenty-five almost as dilligent entrants won copies of US Gold's *Dream Warrior*. They were: Paul Mulholland, Warrington, Cheshire; Mr G P Edwards, Cleveland; D Hannah, Newton Estate, Lancaster; Simon Ramsay, Hoole, Chester; Kenneth Alexander, Glasgow, Scotland; Damian Corr, Neton, Chester; Stewart Omand, Orkney, Scotland; Brian Kelly, Co. Tyrone, N. Ireland; Craig Buckingham, Chelmsford, Essex; P Geekie, RAF Laarbruch; R Griffin, Romford, Essex; Hedley Carr, Chathill, Northumberland; Christopher Pearson, Meliden, Clwyd; Lexie Kerrigan, Strabane, Co. Tyrone; M. Lee, Redcar, Cleveland; R. Marshall, Luton, Beds; Norman Crooks, Bangor, N. Ireland; Chris Harford, Chippenham, Wiltshire; Robert Carlton, Chesterton, Cambridge; Helen Zuchowska, Handsworth, Birmingham; John Gavin Jnr. St. Helens, Merseyside; Andrew Barlow, Greatbar, Birmingham; Jan de Witte, Belgium; John Norton, Kings Lynn, Norfolk; Tom Park, Wishaw, Lanarkshire.

## I'd Say Beam Me Up Scotty, But They Never Said That In The Series Compo.

Correctly matching the quotes with the TV shows gave you the chance to win videos of all the *Star Treks* ever made (except of course for that one where Scotty ran off with the nurse and Mr Spock declared his undying love for *Blockbusters*). Unfortunately there could only be one winner. Fortunately for him it was:  
Rajan Jirapure, Golders Green, London.

Although they didn't get those faberoonie vids, the 25 runners up did receive copies of Incentive's *Dark Side!* Those lucky so and so's were:

B Powell, Kettering, Northants; Mark Kerridge, Gillingham, Kent; Tim Mitchell, Blackburn, Lancs; D Taylor, Basildon, Essex; Peter Symons, Ruislip, Middx; John Davidson-Kelly, Liphook Hants; Sidney Man, Wimbledon, London; Nick Taylor,

Sunderland, Tyne & Wear; David Young, Westwood, Eastkilbride; Chris Chambers, Castle Bromwich, Birmingham; Chris Harford, Chippenham, Wiltshire; Gonzalo Madariaga, Headington, Oxford; Jay Noble, Thatcham, Berks; Adam Bisset, Darlington, Co. Durham; Paul Millward, Church-Hill, Redditch; Garry McDade, Downhill, Sunderland; J. McGregor, Hornsey, London; Ben Jones, Kings Lynn, Norfolk; Mr F J Slack, Newton-Le-Wilows, Merseyside; Darren Gay, Newton Aycliffe, Co. Durham; A Giles, Stanley, Co. Durham; Nicholas Sheppard, Seaford, E. Sussex; James Plester, Royston, Herts; Neil Hutchinson, Northumberland; Barry Dell, Hayes, Middlesex.

## May The Force Be With You And May The Fifth Compo

Back in June, silly old Snouty tried to iron a transfer onto a T-shirt while he was still wearing it — the clot! We asked all you diligent safety experts out there to point out all of the household hazards in Phil's kitchen. The 25 most eagle-eyed among you (and therefore the winners of T-shirts, games and transfers) were:  
Matthew Allen, Hull, Humberside; Richard Griffiths, Marnhull, Dorset; Jason Stewart, Newport, Gwent; C Carter, High Wycombe, Bucks; Mr A Vickers, Northolt, Middlesex; Justin Way, Camberley, Surrey; Andrew Smith, Workop, Notts; J Grindrod, St Ives Ringwood, Hampshire; Keith Donnelly, Tarvin, Nr Chester; Richard Grant, Boness, West Lothian; Matthew Harper, Bracknell, Berks; Paul Garrish, Swindon, Wilts; Gordon Sutton, Kempshott, Basingstoke; Mr A Jacobs, Elbury Park, Worcester; Melanie Richardson, Vauxhall, London; Martin Walker, Burton-On-Trent, Staffordshire; David Stuble, Cottenham, Cambridge; David Taylor, Nr Bridgend, Mid Glamorgan; Joe-Anne Purd, Co. Down, N. Ireland; Matthew Sleightholme, Pontefract, W Yorks; Paul Farrimond, Atherton, Nr Manchester; Dave Dawson, Morley, Leeds; Aaran Butler, Humberston, Grimsby; A Giles, Stanley, Co Durham; Jason Arnold, Tamworth, Staffs;

Fifty more winners received transfers and games. They were:

Scott McGlashan, Kings Park, Glasgow; Oliver Jeffery, Herne Bay, Kent; M Willsher, Scunthorpe, South Humberside; James Crake, Kings Lynn, Norfolk; M Longhorn, Redland, Bristol; Mark Gibbins, Hesse, N Humberside; George Bolton, Cramlington, Northumberland; Matthew Hayman, Sidmouth, Devon; Steven Downey, West Worthing, Sussex; Martin Thorne, Solihull, W Midlands; Carol Suthers, Sheet, Petersfield; Julie Hall, Workington, Cumbria; David Bullock, Upminster, Essex; Peter Grange, Bishop Auckland, Co Durham; Steven Thorne, Cardiff, S Wales; Andrew Lewis, Leyland, Lancs; Steven Drewe, Wormley, Herts; David Spencer, B.P.F.O. 40; Jonathan Martin, Chigwell, Essex; A Hulmes, Timperley, Cheshire; Mr J Sztucki, Merthyr Tydfil, Mid Glam; T P Howson, Norwich, Norfolk; Khalid Thupsee, Blacon, Chester; Robert White, Newport, Gwent; Graham Mace, Thornton, Liverpool; Gary Phillips, Wednesfield, Wolverhampton; A Singlehurst, Oundley, Peterborough; Steve Seance, Upton, Poole; Simon Bacon, Hinckley, Leics; Mr J.K. Marston, Wimborne, Dorset; Graig Cornes, Staffs; Joanne Woods, Catford, London; Richard Fairweather, Cuffley, Herts; Andrew Pownell, Ellesmere, Shropshire; David Hynd, Angus, Scotland; Alan Flay, Horfield, Bristol; David Brierley, Tortglen, Glasgow; James Harris, Watton-At-Stone, Herts; Gavin Clarke, Stonesfield, Oxon; Patrick Bennett, Cromer, Norfolk; K Burman, Houghton Conquest, Bedford; Clinton Miles, Todmorden, Lancs; Christopher Davies, Swansea, W. Glam; Gregory Reece, Port Talbot, West Glam; A J Walmisley, Chorley, Lancs; Kevin Squirell, Sacrston, Durham; N A Smith, Pagnell, Bucks; Scott Forsyth, W Lothian, Scotland; Matthew Sheldon, Dowys, Wales; Kevin Sheldrake, Peterborough, Cambs.

## Goodness Gracious Great Balls Of Fire Compo

Phew! Little did we know that our little compo for a pulsating plasma ball would generate such a huge response — no wonder the posytmens went on strike! Anyway, T'zer tunnelled through the mountains of entries and emerged with a winner clamped between her teeth (oo er!). The lucky little chlopet who stood out from the crowd was:

Neil Green, Downend, Bristol.

The 30 runners up who emerged from the fracas with a Gremlin game for their troubles were:  
G Allan, Stockwell, London; N Storey, Consett, Co Durham; Paul Morgan, Llandeilo, Dyfed; S Gray, Laorencekirk; H Brindakis, Crete, Greece; N Hughes, Bangor, N Wales; A Povall, Ellesmere, Shropshire; A Refalo, Malta; D Philip, Edinburg; Craig Reid, Andover, Hants; Philip Kapton, Bradford, W Yorks; D Webber, Leigh-On-Sea, Essex; C Murray, Clydebank, Scotland; S Sutherland, Castlemilk, Glasgow; M Harris, New England, Peterborough; Edwin vd Veldern, The Netherlands; D Paul, Welwyn Garden City, Herts; Mark Oxenham, Southend-On-Sea, Essex; Simon Beal, East Sussex, Brighton; Matthew Wallin, Pirton Lane, Churchdown; Debbie Dykes, Shipton-By-Ben, York; Stanislaw Pazur, Warszawa, Poland; Siobhan Lyons, Ballinteer, Dublin; Steve Icke, Carlton, Nottingham; N Foulds, Todmorden, Lancs; R Robson, Netherthone; R Andrews, Corsham, Wilts; Nigel Reeves, B.F.P.O. 16; Allan Upton, Lymington, Hampshire; Peter Irving, Norwich, Norfolk.

## You Can Tell I'm One Of The Chaps As I Don't Have Bouncy Things In My Flying Jacket Compo.

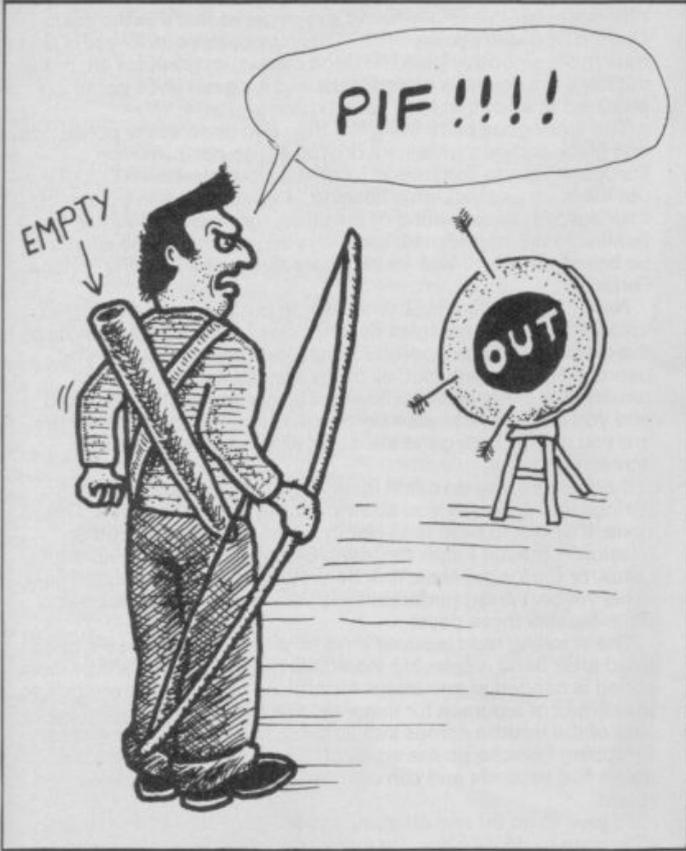
Only an easy-peasy word square stood between you flying cadets and a groovy radio-controlled fighter plane. The air ace who eventually ran up the highest tally was:

Gerard Postlethwaite, Leicester.

His 50 buddies who came a close second (and third, and fourth etc) were:

Mr A J Hewitt, St. Helens, Merseyside; Tim Cruickshank, Fenstanton, Hunts; Lee Hawson, Newark, Notts; Nick Vining, Sevenoaks, Kent; Noel Byrne, Coventry; Glen Williams, Sydenham, London; Richard Morrison, Edinburgh, Scotland; Roka Ferenc, Budapest Hungary; James Duncan, Teynham, Kent; Scott Middleton, Mansfield, Nottingham; Matthew Butt, Plaignton, Devon; Peter Witham, Sheffield, S. Yorkshire; Len Marten, Southall; A Welham, Ipswich, Suffolk; C Power, Nunts Park, Coventry; John Kain, Stretford, Manchester; G. Boylan, Co. Down, N. Ireland; Philip Rose, Ramsey, Cambs; Mark Connolly, Huntingdon, Cambs; David Hurst, Selby, N. Yorkshire; David Bryan, St. Johns, Worcester; Matthew Hercog, Morley, Leeds; N Bushby, Congelton, Cheshire; K G Davies, Warrington, Cheshire; Paul Bowen, Kings Lynn; Robert O'Neill, Seascale, Cumbria; Warren Lee, Blackpool, Lancashire; James Michell, Angus Scotland; Alan Johnston, Redcar, Cleveland; Matthew Jones, Styning, West Sussex; Seamus Fitzsimons, Co. Down N. Ireland; M G Seager, Wood Green, London; Chris Duffy, Erdington, Birmingham; David Piper, Newbury, Berks; Alan Nicholls, Yarcombe, Devon; K A Schimmel, Nottingham; Martin Walker, Burton-On-Trent, Staffs; Patrick Lewis, Dyfed, Wales; Stuart Adams, Coleford, Glos; Jason Ward, Reading, Berks; Bhanesh Patel, Wembley, Middlesex; Michael Fry, Stockwood, Bristol; Graeme Craig Rolbiecki, Barnsley, S. Yorks; Alun Denbich-White, Wakefield, W. Yorks; Stuart Reid, Leek, Staffs; Fraser Sinfield, Banister Park, Southampton; Steven Peacock, Irlam, Manchester; Alex Holmes, Edinburgh, Scotland; Matthew Munday, Trowbridge, Wiltshire.

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# SLOTS OF

# FUN

**W**hat a noisy time I had in the local penny arcade this month. It seems that tastes have changed slightly from scrolling shoot 'em ups to scrolling beat 'em ups. This means that the air is now filled with the sounds of screaming Ninjas and clashing swords instead of exploding spaceships. I wonder what the next craze will be?

By the way, I think that the impossible has happened — *OutRun* has been bettered. Check out the machine I'm talking about and drop me a line to let me know if you agree. While you're at it I wouldn't mind a few letters letting me know what you think of arcade games in general, and a few more arcade tips would also go down well. Anyway that's enough begging... I'm getting back into the driving seat.

## SHINGEN — SAMURAI FIGHTER

Samurai swordplay games are two a penny these days, so new variations on the theme have to be really good to stand out from the crowd. For this reason I can't really see why Jaleco ever bothered to release this one. On the plus side there's a great bonus screen between levels and the animation's pretty smooth, but the gameplay and the graphics are so tired that interest wears out pretty quickly.

The plot sets you against a series of evil overlords, each guarded by a horde of oriental heavies. Like most games of this type it's better in two player mode, as the odds against a lone ninja are pretty heavy. By the way, the odds aren't the only heavy things in this scenario — some of the opposition look as though they were rejected from C4's Sumo wrestling for having weight problems. This shouldn't worry a hardy ninja too much though, because picking up a few little icons that are carelessly scattered around the floor enables you to split even the most obese of enemies in half with a single flick of the sword.

Speaking of icons, picking up the lettered icons to spell the word 'Samurai' gives the player an extra life — but finishing the word is a lot harder than it looks.

The bonus level that I mentioned earlier involves the player hopping on the back of a horse and flashing through a wood shooting arrows at targets. Icons are also available on this level, but watch out for the sharpened bamboo shoots that block the horse's path. Unfortunately the bonus level doesn't work too well when two players are involved because there aren't enough targets for two people to aim at.



**Convertibility Factor: 8**  
Easy as falling off a Ninja.



## CIARAN'S CORKY COIN-OP CHASE H.Q.

Wheeeeeeee! I've finally found a race game that's better than *OutRun*. You don't believe me? Then check this out. *Chase H.Q.* runs more smoothly than the Sega classic, its graphics are more detailed, the sound is more lifelike and it's even got a game attached to all of that high speed driving!

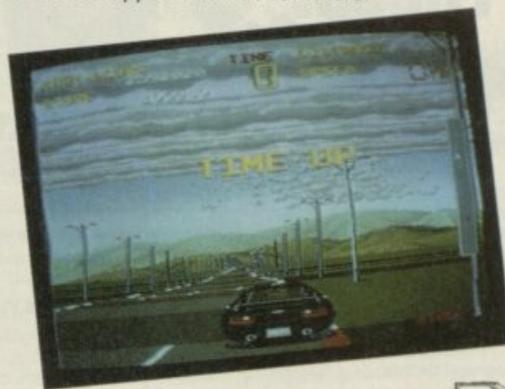
The story goes something like this. Two undercover policemen, one black and one white, are driving a high performance European Sports car around a coastal US city when H.Q. calls to put them on a case. Lights flashing, they speed off in pursuit of their suspect to the sound of pulsating rock music. Sounds familiar? Well so it should, cos everything in this game seems to be based on *Miami Vice* (except here the car's a Porsche — not a Ferrari).

Nancy is the girl at H.Q. who calls to put you on the case, her voice delivering a complex description of the suspect in some of the clearest and most polished digitised speech that I've ever heard. Come to think of it, all of the speech and sounds are remarkable — especially when you take a corner at high speed and you can still hear your partner screaming, "Hey man where are you going? He's gone the other way!" over the sound of screeching tyres.

If and when you do catch up with your suspect, the siren springs into action as you attempt to run him off the road. This done, it's back to base until Nancy crops up with yet another mission — maybe Ralph the Idaho Slasher is at large in his white Lotus, or Carlos the New York Bank Robber has just whizzed past in his yellow Ferrari (unfortunately very few criminals appear to drive Skodas these days).

The scrolling road is super smooth and the car flashes around bend after bend displaying incredible road-holding. If a little extra speed is needed at any stage, for making up the last few yards at the climax of a pursuit for instance, the Turbo Boost button on the side of the throttle comes into its own. This makes your already throbbing Porsche go like snow off a rope, but it only lasts for about five seconds and can only be used three times in any round.

I'd love to go on and on about his one but I haven't really got the space to do it justice. Do yourself a favour and get out and have a go immediately. If your local arcade doesn't have this one then write to your MP or move house or something — just make sure that you try it. *Chase H.Q.* is an absolute must for anyone who, like me, thought that *OutRun* was as far as the good old racing car game could go. Oh by the way, it's by Taito and the version I tried was a stand up model, but I'll let you know if a sit down version appears in the near future.



**Convertibility Factor: 5**  
Who remembers *OutRun*?



## KABUKI 2

Hello again all you Ninja and Samurai fans — you're certainly being well catered for this month. Well maybe not, because the quantity may be there but the quality certainly isn't. Taito's *Kabuki 2* is yet another left to right scrolling hack 'n slash game which looks really impressive but completely fails to deliver in the playability stakes.

The reason that this looks so impressive is the size of the sprites — they must be all of two feet tall (*you're lying — Ed*), well maybe six or seven inches. That's all very well, but none of the characters actually move very well, and their impressive size soon becomes a handicap as the animation starts to resemble something from the original King Kong movie.

Anyway, what good are huge graphics when the game is as boring as a wet Tuesday in Ludlow? Numerous ghoulish opponents are seen off without the player ever having to pick up any of the extra weapons, and even the master Samurai or

## TOP LANDING

Being an airline pilot is all about travelling around the world, seeing exotic sights and then relaxing around the pool of an expensive hotel with a gaggle of air hostesses, right? Wrong! It's actually about keeping a careful eye on millions of little flashing lights and dials and carrying the responsibility for the lives of hundreds of people on your shoulders. So which of these do you think Taito has decided to make a laugh a minute coin-op from? That's right, the second option — so chocks away Algie, it's serious simulation time again.

The gameplay is as simple as it possibly can be — just perform one simple take off and five landings using a standard aircraft steering column (you know the one, it's a bit like a steering wheel with the top removed) and two-way throttle. The only other things to look out for are the flight gauges (Engine Power Gauge, Inclination Meter, Altimeter, Course Indicator Graph) and, of course, the ground.

As I've already said, take off is really simple. Just line up the aircraft on the runway, build up speed, pull back on the wheel to lift the nose and hey presto! you're airborne. Landing, on the other hand, is a little more difficult. There's a choice of five airports to land in, including Washington, Paris and Rio (at last, those exotic locations we were hoping for) and as you progress your planes get bigger and heavier and the conditions get progressively more treacherous. The light fades, the wind builds up, it starts raining and by the end of the game you can be sure that one of the stewards will have left the McVities at the back.

Having spent a while trying to master the art of landing, I now know that I wouldn't be any use if I happened to be on a plane when the captain died! Cos though I was able to land a small trainer quite competently when the conditions were good, as soon as the wind picked up a little I smashed up £20,000,000's worth of jet airliner — oops!

The sedate but engrossing gameplay and careful attention to detail make *Top Landing* a welcome change from the usual running and blasting coin-op. But be warned, it's not as easy as it looks.



**Convertibility Factor: 8**  
The action is simulated,  
the possibility's real.



terrifying beastie at the end of each level is easily dealt with (even if it does seem to take forever). I realised that *Kabuki 2* was destined for the great coin-op graveyard when I found my mind wandering for minutes at a time — without my game suffering in the least. If ever there was proof that fancy graphics have no bearing on a games quality then this is it.

**Convertibility Factor: 4**  
Pint-sized sprites for a half-pint computer.



## SUPERMAN

Is it a bird? Is it a plane? No, it's a big n' bulging Superman sprite battling against a gang of evil reptilians in this left to right scrolling beat 'em up from Taito. But wait a minute, isn't Superman invincible? What good is a beat 'em up where the main character can't be beaten? This might appear to be a serious problem to you and I, but the folks at Taito have come up with an ingenious solution — they've simply ignored the fact that our hero is all-powerful and have given him a limit of three lives!!!!?

This cavalier attitude towards the daddy of the superheroes doesn't end there. In two player mode Superman is joined by, believe it or not, another Superman! The only difference being that this one is dressed in red — worra cheek.

But enough of this purism, let's have a look at the game. The start is quite convincing, with Clark Kent running along and undressing at the same time. Next thing you know he's dressed in red and blue and flying through the air with the greatest of ease. After this the game rapidly plummets into mediocrity. There are only two buttons to play with; one allows Superman to punch, the other gives him kicking power. (Kicking? Whatever happened to Superbreath and X-Ray Vision?)

Three power-up items give the man of steel extra power (since when did Superman ever need extra power?); red for rapid punches, blue to increase kick power and yellow for additional energy. Holding the punch button for a few seconds causes Superman's right fist to glow green and releasing it delivers the game's only good point — the Blast Punch — a yellow bolt which zooms from the great man's fist and knocks out anything in its path.

As you've probably guessed, I'm not a great fan. Taito has managed to waste a potentially brilliant licence by forgetting all of the things that made Superman great (Kryptonite, Lex Luthor, Lois Lane, Jimmy Olsen) and has simply dumped a great comic character into a below par fighting game.

A real pity.

**Convertibility Factor: 7**  
Superchance for a close conversion.



## ARCADE NEWS

Bub and Bob are back! That's right, the stars of Taito's *Bubble Bobble* are back for more adventures — this time in a psychedelic dream world called *Rainbow Islands*. A few other things have changed as well. For instance, the two brontosaurii have turned back into humans, but the evil Baron Von Blubba has kidnapped their girlie again (how come the two of them have only one girlie?) so it's back on the adventure trail.

There are seven islands to explore with four paths (or very long screens) leading to each. Scary monsters waiting at the end of each level — well, scary in a cute sort of way — include a Spider, Count Dracula, a Helicopter and a Ghost. Wings are available for collection, as are ice creams and lots of other cutesie stuff. All in all expect more of what you got in the first.

War is hell! But one thing that's even worse is being a

prisoner of war — ugh. All those Red Cross food parcels and weepy letters from home — anything has to be better than that. But there is a way out — a left to right scrolling way in fact. SNK is set to launch a beefy addition to the ever-growing range of beat 'em ups in the form of *P.O.W.*, a one or two player game in the style of *Double Dragon*.

The object of the exercise is to help a prisoner (or two) escape from a heavily defended fortress prison. Machine guns, knives and grenades can be picked up along the way — and believe me you'll need them as the place is bristling with guards. Having played a preview version of the machine, the YS team gives this a first class thumbs up. But finally, just a quick question for the games designers at SNK — if these guys are so tough, how come they were ever captured in the first place?

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# BACK ISSUES

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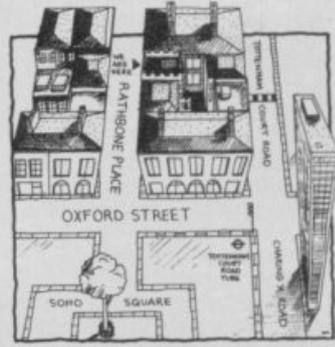
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Drop in and pick up a back issue.

# POSTMAN'S

It's a good thing that the postal strike is over, as it's been causing us all a few problems. Funnily enough, one of the companies which has done well out of the strike is Interflora — lots of people have been sending flowers because they can send a message as well. Don't know if any PBM gamers have resorted to that — somehow 'Agree to join in attack on Liverpool' attached to a bunch of Chrysanthemums doesn't sound quite right.

Actually, for Play By Mail companies, the damage caused by a postal strike is no laughing matter. While some of the smaller games, run by people from their living rooms, could

## Richard Blaine digs into his postbox to bring you the latest on Play By Mail and postal strikes!

afford to go into hibernation for a couple of weeks, the professional companies have overheads to pay — staff salaries, light, heat, electricity and rates. So a number of them had to sweat it out, cross their fingers and hope that things wouldn't be as bad as in 1972, when the postal strike lasted 17 weeks!

The strike wasn't too good for me, either — not a lot of news around. I have, however, had some confirmation of some news I gave you last time: Jade

Games has definitely taken over *Global Supremacy*, and will be continuing existing games. I understand Jade may also be looking at taking over *Starmaster* as well. *Midgard* has apparently gone to a company in America — presumably back to the people who wrote it. No-one seems to be interested in taking over *Tribes Of Crane*, so it looks as if it will be folding.

This month I've asked a friend of mine to do me some words on Zines, and he's come up trumps. Just for some background, zines

are small magazines, of say 40 pages, usually with a circulation of 50 to 150, in which you can play various postal games — originally people used to play *Diplomacy* in a zine. Cheap to play in, lots of fun, and you get to meet lots of interesting people... take a look at the dope to the side.

Anyway, on to some correspondence. **Matthew Macariou** writes from Buxton in Derbyshire (a place I have reason to remember well — I spent some time tramping about the Peak District there when I was younger). He complains that I have only barely covered his favourite game, *Gameplan* from Sloth Enterprises. It's a brilliant American football coaching

## 'Zine It All Before.

Play By Mail? Nope. It's Play By 'Zines.'

The postal workers dispute hit one minority group very hard — the postal gamers who find that face-to-face gaming, if they can get it, doesn't satisfy their craving to play games. They play games by mail through the loosely-knit collection of games magazines known as 'The Hobby'.

There are about 100 magazines, or 'zines' currently in operation. They are the descendants of the zines that started in the late 1960s offering *Diplomacy*, a popular board game, by post.

*Diplomacy* is still the most popular game, but now players can have their pick of other board games, war games, fantasy campaigns and sports games all played by zines.

Some zines are built around one or two big games or campaigns, others offer a wide variety of games and news. A third category are principally 'chat zines' which offer few games and consist chiefly of articles by the editor and letters from readers which often have nothing to do with games.

A typical *Diplomacy* orientated zine is *NMR* run by **Brian Creese** and **Ken Bain** which is now heading for its 100th edition. It offers *Diplomacy* and its variants and any other board games the editors think are suitable for postal play.

About half of *NMR* consists of chat. There is some news of the hobby but most of the chat is



highly personalised. There is a diary column by each editor, book, film and record reviews by Brian, and, best of all, six or seven pages of readers letters on any subject under the sun.

Many zine editors impose their characters heavily on their publication. Having to contend with an Editor's ego (hem, hem) is the price subscribers pay for having their games run cheaply. Often the character of the editor makes the zine attractive though. (*Hem, hem, Ed*) *Greatest Hits* is an extreme example.

**Pete Birks** started *Greatest Hits* in 1974, it's now up to issue 142, vying with **Richard Walkerdine's** *Mad Policy* for the honour of first zine to hit 150. Only one tenth of *Greatest Hits* is now games. The rest is chat and Birks says that 90 percent of subscribers play no games and

take the zine for the chat.

For the most part role-playing lends itself very badly to Play By Mail. But there is one long-running campaign based on *Tunnels And Trolls* running in a zine called *Take That You Fiend*, edited by **John Harrington** and **Kevin Warne**.

However, the best bet is *En Garde*, the game inspired by the Three Musketeers. The largest postal game is run in *Small Furry Creatures Press* by **Theo Clarke** and **Paul Evans**. *SFCP* owns the UK rights to the game and their postal campaign is moderated on a computer. This allows them to adjudicate the orders of 70 players in a day and to print out order sheets which go out with the zine and update the players' positions. *En Garde* is a campaign rather than a game. In theory it can go on forever as characters develop or

die and new ones enter.

*SFCP* is principally a game zine with games reviews and articles as well as word games; the old favourites (*Railway Rivals*, *Diplomacy* and *Sopwith* — a World War I dogfight game), and a couple of oddities like *Startrader* and *Snowball Fight*.

For those players interested in fantasy games who don't necessarily want to play by post there are amateur zines. One is *Imagine*, run by **Paul Mason**. It prints articles, reviews of products and scenarios.

**Jan Niechwiadowicz**, the Hobby historian, estimates that there may be as many postal sports games players as *Diplomacy* players. The bulk of the sports games are campaigns. Players own an American football team or a soccer club. Not only do they pick the teams for games and decide on match strategy, but they also buy and sell players and arrange training. Even if a team does badly one season there's always next year to look forward to.

The most popular sports game is *United*, a football game. **Andy Bates** runs two leagues in his zine *Froggy*. One has 60 teams and the other 30. Each division contains just 10 teams. The reason, says Andy, is to keep the seasons short so that players whose teams are struggling do not become disillusioned and drop out.

Andy also runs *Diplomacy* and its variants. He is also trying to work out the rules for an

# KNOCK

*Play By Mail*

simulation,' he says. 'The game includes pre-season matches, roster (player) selection, training, play formations, full league results, playoffs to Superbowl and the annual draft of new players. The game is so good, I thought you may find it deserves a full review.' Well, Matthew looks like you could be right. As you point out, American football is increasing in popularity in this country, and *Gameplan* could be a way for those of us who are more the size of ice cubes than fridges to play. I'll get one of my spies on to it at once.

**Scott McClaren**, writing from Dundee, points out that the address for Mitre Games I gave at the end of the *Global Supremacy* review is wrong.

American football campaign.

For players keen to start playing *Diplomacy* by post, **Danny Coleman** runs a zine called *Springboard* which offers games for first-time players and articles about *Diplomacy* strategy, other zines and hobby-meets and conferences. **George North**, who edits *Spanner*, a zine dedicated to United, also runs the zine bank. For £1 and a large sae he will send out a sample of current zines. There is also a package for novice players which is, again, *Diplomacy* oriented and is put together by **John Dodds** and costs £2.

**Peter Berlin**

## FANZINE FAX BOX

**Springboard**,  
Danny Coleman,  
14 Westover Road,  
Handsworth,  
Birmingham. B20 1JG

**Small Furry Creatures**,  
Theo Clarke,  
42 Wynnendale Road,  
South Woodford,  
London E18

**Froggy**,  
Andy Bates,  
4 Channel Road,  
Clevedon,  
Bristol. BS21 7DR

**Imazine**,  
Paul Mason,  
19 Rusholme Road,  
Putney,  
London. SW15 3JX

**Zine Bank**,  
George North,  
24 Wigton Road,  
Romford,  
Essex. RM3 9HD  
(£1 plus sae)

**Novice Package**,  
John Dodds,  
55 Leigham Valley,  
Streatham,  
London. SW16 2JQ  
(£2 plus sae)

Thanks Scott, and you should find that I have let everybody know in the last issue, plus mentioning the problem again in this one. Unfortunately, the magazine goes to press some time before you see it on the newsstands, so when something like Mitre's demise happens, we sometimes just miss being able to cover it.

Scott also wants me to inform readers that he is setting up a PBM company himself, Ashmore Enterprises. He will be running a football management game called *Hat Trick*, and a space conquest game called *No Mercy*. Both games will cost £3 for start-up, including two free turns. After that, turns will be 50p each plus a stamped self-addressed envelope. If you're interested, write to Scott at 16 Lyndhurst Terrace, Lochee, Dundee DD2 3HP and get him to send you some more information (don't forget the sae!).

We seem to be popular in the North and in Scotland, for some strange reason: obviously there must be a larger percentage of people with the taste, intelligence and breeding necessary to (a) buy *Your Sinclair* and (b) play PBM games in these regions. Anyway, the last letter this month is from **Adam Cochrane** in Ross-shire.

Adam says we haven't said anything about his favourite game, *It's A Crime*, well not enough for a real fan anyway. He's been playing for a while, although he says he's no expert, and he has a few tips for anyone who might be starting out, so they can avoid the mistakes he made. Also, anyone in the game and in desperate need of help can write to Adam at 1, Westford, Alness, Ross-shire IV17 0RY, Scotland, enclosing a stamped self-addressed envelope and he will give them advice. Can't say fairer than that guv.

Adam's tips: mug people to gain experience; rob offices and warehouses; rob buildings with low defence levels — the higher the defence level, the more chance of being caught; mugging is good for boosting morale; firebomb schools, and churches to gain notoriety; firebomb warehouses to get lots of money; ambushing is good for depleting an enemy's gang, plus it is good for notoriety and raising morale.

Hmmm, I think we're going to have to get someone to review this game as soon as possible — sounds like Mary Whitehouse might be the right person...

To quote **Porky Pig**, "Th-Th-That's All, Folks!", and may your games-master go with you.





# What **BIG** prizes you've got grandma!

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*We don't know but we've been told, Ocean's got a heart of gold, It's also got a great new game, Now's your chance to kill and maim.*

Sound off chipmunks 'cos Ocean's brand new arcade conversion, *Operation Wolf* is a real corker! And to celebrate its forthcoming release those happy Mancunians have decided to give away a fabroonie radio-controlled boat for you to take away as your very own. Cool! Unfortunately only the top prize winner gets to haul up the anchor which is a bit of a ship, but luckily ten second prize winners will collect a copy of the game each and the trendiest of arcadester's fashion accessories — an *Operation Wolf* T-shirt! Think how that will go down with your arcade buddies. As if that wasn't enough, there's also another 15 copies of the game on offer for the runners up — that's 26 different ways to win — phew!

So enough of this waffling, here's how you get your hands on these goodies...

## WHAT YOU DO

Okay leathernecks it's a bit of a role-playing compo this time, but you can put away the swords and ditch those goblin sidekicks because in true *Operation Wolf* style you're going to take the part of a commando. Like the game, you've got to rescue a group of hostages from the clutches of a tyrannical dictator. But you've got to do it in the comfort of your own bedroom by playing a game of *YS/Operation Wolf* 'commando darts'. Haven't a clue what we're talking about? Well read on and all will become clear...

First off you'll need this page, so make sure that you don't tear it out by accident to use it for lining the cat's litter tray. You'll also need a heavy duty felt-tip pen and some cleaning materials. Got that? Now all you need

to do is cut out the page, stick it on your bedroom wall using blue-tac or chewing gum, making sure that the top of the page is exactly 5' 6" from the floor. When you're sure that the page is firmly fixed, walk exactly five paces from the wall and make a mark on the floor with the length of sticky tape. (By the way, remember to make sure that the wall is well protected with newspaper as things could get pretty messy from here on.)

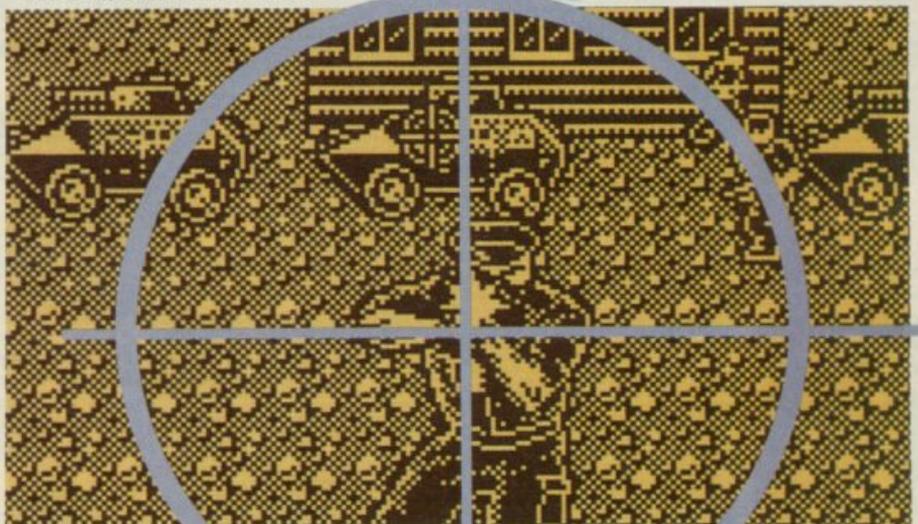
Now here comes the interesting bit... stand behind the mark on the floor (or 'oche' as darts players call it) and taking your pen firmly in your grasp throw it right at the centre of the target. Repeat this process four more times and then carefully remove the page from the wall and put it away in a safe place. When you've finished, make sure that you clean up whatever mess you've made before your mum catches you and remember to scrub off any pen marks that you've made on the wall, cat, etc...

When your bedroom is finally back the way you started, take the page and send it to This Is My *YS* Operation Wolf Compo Entry And 'I Haven't Cheated Honest Guv, PO Box 320, London N21 2NB.



And just in case some of our more unscrupulous readers think that they'll get away with just sitting down and drawing marks on the target — be warned! This page has been specially treated with a top secret chemicals which can detect if the pen marks have been made from a distance of less than five paces. So just try it matey! By the way, extra points will be added for those who play in full camouflage gear.

- **Commandos who have not freed their hostages by December 31st (New Year's Eve!) will be court-martialled.**
- **Brigadier General T'zer's decision is final and her word is law.**
- **Soldiers in either the Dennis Publishing platoon or Ocean battalion may not volunteer for this raid.**



Name.....

Address.....

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Age.....

**Tie-breaker (to be completed in no more than two words)**

I like *Operation Wolf* because.....

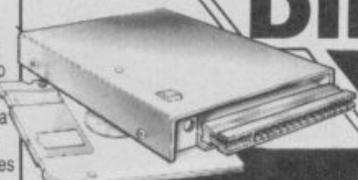
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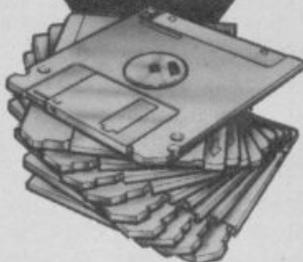
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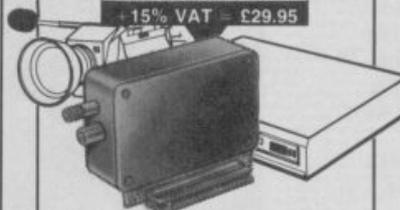
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# RAGE HARD!

**Phil South looks at the ultimate deterrent in the RAM pack wobble stakes, as MGT launches the TwoFace, a switchable two-way user port.**

**A** what? A switchable interface for my user port? Why would I want one of those?" I said. MGT smiled at me and said, "Try it." Oh well, I'm game for a laugh, so I tried it. To my great surprise, I liked it, and found it more useful than many other things I've shoved into my user port. Fnr!

Expansion ports have been popular for years, allowing the industrious Speccy user to connect as many gadgets as he likes to his machine, all at once. But such ports have always been fraught with problems. In most cases they're just a piece of ribbon cable which has been soldered with a spare male connector in the centre. I've used a lot of these jury rigged ribbon style connectors in my time, and they've always been wobbly, unreliable, and had a nasty tendency towards crashing. And the most perilous kinds of connection are those which involve the dreaded PRINTER INTERFACES!!! How many times have you wanted to print something out from your Speccy and found that the port is gummed up with the very item you want to print from?

### Dr Snouty's Casebook

Take the VTX5000. A fine little modem, and very inexpensive to buy. But what do you do if you want to print out your screens of Prestel/Micronet? It seems like a fairly simple process. You save your screens to tape online, and print them out offline when the modem's detached from your user port. Or so you'd have thought. But in order to recall the screens from tape, you have to have the modem attached. Why? 'Cos the screens are in a special format, peculiar to Prestel, and won't load in a naked Spectrum.

Okay, so you wedge your printer interface into your user port, then the lead from the modem. But the modem sits under the Spectrum, raising the interface off the ground and makes it wobble. The computer crashes. So you get smart and lay your modem upside down, BEHIND the Spectrum, so everything's in contact with the table. But it still doesn't work. You unplug everything, plug it back together... and so on.

This all sounds pretty stupid, but it often happens. A dodgy lead trashed my Speccy, and it was all down to the jolly old 56 way connectors which are the only way the Speccy can communicate with outside peripherals.

That's where the TwoFace comes in. You can connect your peripherals, like the Plus D disk interface, printer, Vidi ZX, whatever, to your ports, and either switch them in one at a time, or all together. This is an excellent idea from my point of view, as not only will it allow me hours of trouble-free computing, it'll stop me drop kicking the little fiend through the window! Anyroad, before I get carried away, let me tell you all about the physical construction of the device.



**How about this for self-contained, No floating circuit boards and no trailing wires to snare your coffee cup and crash the machine.**

### So, What's In It?

The construction of the device is very neat. No floating circuit boards, no messy wires whizzing around all over the shop. Just neat and tidy little ICs nestling on a few solidly fixed Printed Circuit Boards (PCBs).

The chips are what you'd expect from a device of this type, especially one with a Kempston compatible joystick port wedged on the side. On the secondary PCB are the three chips, A 74LS240 Octal Buffer, a 74LS32 Quad 2-Input OR Gate, and a 74LS138 3-Line to 8-Line Decoder. These chips do two jobs. Firstly they wire in a joystick into the user port, and

secondly, they make sure that you can switch the IORQ and MREQ pins without causing any hardware headaches.

The only other bits inside the box are a 9-way right angle male D Connector (joystick port to you) a 4-pole 3-position slide switch, and the three PCBs, including 2 x male and 1 x female 54-way connectors and a

metal casing. Four rubber feet on the bottom of the unit keep it at the same level as the user port on the Spectrum. The unit rests very comfortably behind the Spectrum, and is as sturdy and wobble-free a unit as I've ever lobbed onto my user port. It's stability comes from the metal casing, plus its grippy rubber feet, which hold the surface of the table so well, that for a minute I thought it was stuck to it!

### Yes, But What's It Like!

The TwoFace works well. The select switch on the top means you can have either both ports in use at once, just the back one, or just the front one. And the best thing about the TwoFace is that because it's only switching the IO and Memory Request lines, you can usually fit incompatible interfaces to it with absolutely no hassle — no crashing and no chip rupture. And even if they are incompatible, you have the choice to switch them in or out to your own requirements.

Being able to use a Kempston joystick at any time is good news too, as most joystick ports are a bit tricky to use in conjunction with anything else. Another nice feature for +D users is the little gizmo that comes free with the TwoFace called a 'wobble plate'. Sounds like a serving of jelly to me, but in fact it's a small piece of metal which screws into the TwoFace, and also into the +D in the upright position. This means the two units are as one, and every time you press the snapshot button, you get a lovely picture of your screen, not a busted Spectrum. Yes folks, you can say bye to the wobble. Now then, I wonder if MGT could do the same for my tummy...

**The hip bone's connected to the thigh bone, the thigh bone's connected to the knee bone, the knee bone's connected to the ankle bone, and you can even connect the heel bone to the shoulder bone.**



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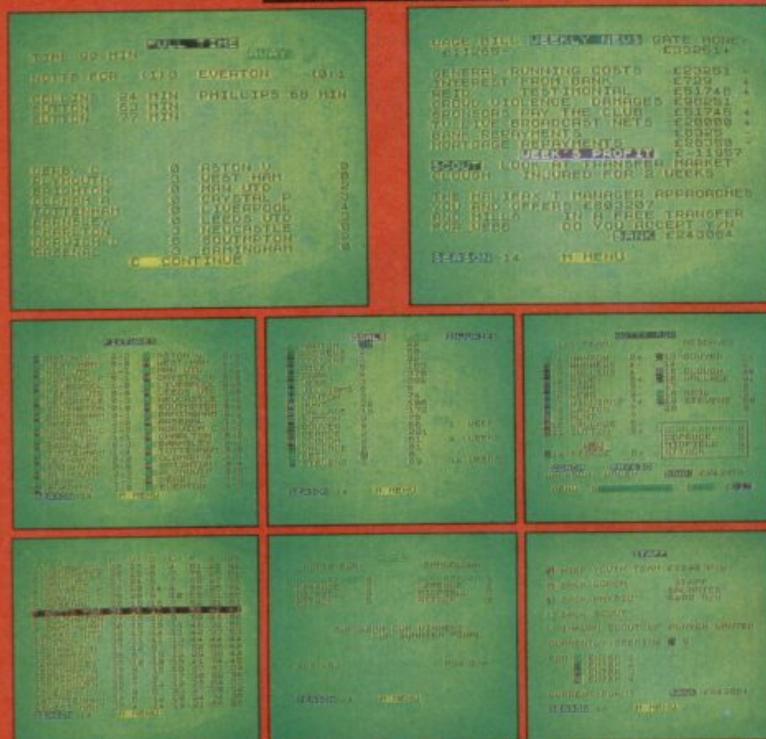
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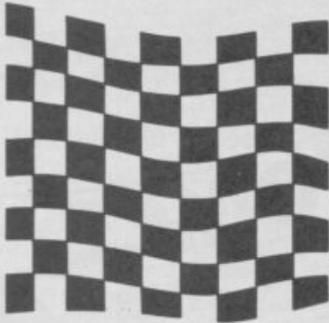
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# PROGRAM PITSTOP



**Tantaraa!!!**  
**It's time again for**  
**the Pitstop Show.**  
**Your host, as usual,**  
**is the Man with**  
**the Most — David**  
**'if it moves POKE it'**  
**McCandless.**  
**Tantaraaa!!!**

In the last *Pitstop* special I waffled on for aeons about how sound and music create good atmosphere and enjoyment in a game. Now, in this month's special, I'm going to waffle on for ages about how screen effects create an element of finesse and a more refined look.

As you may know, a snazzy clear screen routine or a swift scrolling effect certainly sharpens the overall impact of a game. Not that I'm saying that everytime you clear the screen you should use a complex routine involving algorithms and thirty-two bit arithmetic, but rather that the occasional screen effect at key points in the game (such as the beginning or the hi-score chart) often works really well.

So I thought I'd print you some simple visual machine code routines, so you could see for yourself just how effective they are.

The following routines are plain and straightforward. They don't use any obscure instructions or intense calculations, and if you've already taken the first tentative step on the machine code ladder (buying an assembler, a good book, and getting down to some serious trying) then these routines will help you take the next few steps. Before you know it you'll be at the top of the class and doing Star Tips for me (I wish).

Anyway, here we have a selection of routines from excellent amateur programmers including **Michael Wilcox, Tom Baker** and **Giles Cartmel**

as well as an impressive screen compress routine from one **Ross Holman**.

Next month we'll be back to normal with all the latest from the greatest. But I have another Pitstop special planned, this time concerning Loaders. And in this one, apart from a standard fast loader we'll have a routine that mimicks the Alcatraz system used on US Gold games and also some strange and weird loaders that surprised even me.

In the meantime, if you become inspired and feel like having your name in print, and running the risk of earning yourself fifty smackeroonies, then send me your programs (Basic or machine code) to me David McCandless at Program Pitstop, YS, 14 Rathbone Place, London W1P 1DE.

## DISINTEGRATE

**Tom Baker**, renowned for his time travelling adventures but more for his programming prowess, has written a brilliant disintegrating screen routine for us. The method is quite simple and well used. In layman's terms it takes the visual garbage from the ROM and merges it with the screen, in such a way that you get a distorted fading effect. Quite clever really, especially when done six or seven times in succession.

```

FADE      ORG 60000
          LD DE,10
          LD B,5
          ; no of times to fade
LOOP      PUSH BC
          PUSH DE
          HALT
          ; equivalent to PAUSE
          HALT
          LD HL,16384
          ; address of screen
          LD BC,6912
          ; length of screen
ILO       LD A,(DE)
          AND (HL)
          LD (HL),A
          INC DE
          ; add one to DE
          INC HL
          DEC BC
          ; take away one from BC
          LD A,B
          OR C
          ; check to see if BC=0
          JR NZ,ILO
          POP DE
          INC DE
          POP BC
          DJNZ LOOP
          LD HL,16384
          LD (HL),0
          PUSH HL
          POP DE
          INC DE
          LD BC,6911
          LDIR
          ; clears the screen
          RET
    
```

# EXTRA SPECIAL FX

## MOVING BARS

**Michael Wilcox** has often graced these pages with his ingenuity and now here is the first of his instalments — a cunning little number that prints an eldritch selection of moving bars on the screen, making an impressive screen effect.

```

          ORG 32768
          LD HL,22528
          ; address of colours
          LD A,R
          LD R,refresh register
    
```

```

          ; it changes all the
          ; time
          AND 32
          ; replace 32 with any
          ; number 0-255
          LD (HL),A
          INC HL
          LD A,H
          CP 91
          JR NZ,LPR1
          HALT
          HALT
          HALT
          HALT
          HALT
          HALT
          HALT
          LD A,(23560)
          CP 32
          RET Z
          ; return to BASIC
          JP LP
    
```

## PAN IT

Ever wanted to scroll windows or even the whole screen smoothly? I bet you have. Well now you can do it (scroll windows that is) using this program by **Michael Wilcox** and not just in a meagre single direction either.

The way it works is fairly simple. A window is specified and then the program either rotates the eight screen elements (pixels) that make a byte left or right to produce a scrolling effect.

```

          PIXEL SCROLL RIGHT
          ORG 32768
          LD D,16
          ; D=height
          LD E,31
          ; E=length
          LD H,0
          ; HX AT co-ord
          LD L,0
          ; LY AT co-ord
          LD (STORE),HL
          LD B,D
          PUSH BC
          LD BC,(STORE)
          LD A,B
          INC A
          LD (STORE2),A
          DEC A
          CALL 0001
          ; a ROM based
          ; calculation routine
          LD B,E
          RR (HL)
          INC HL
          DJNZ LPR2
          SUB (HL)
          POP BC
          DJNZ LPR1
          RET
          STORE1 DEFB 0
          STORE2 DEFB 0
          ; use this notation in
          ; your assembler to
          ; allow variables
    
```

# ROMANTIC ROBOT present

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```

PIXEL SCROLL LEFT
ORG 32768
; this puts the code at
; the selected address
LD D,16
LD E,31
LD H,0
; as before
LD (STORE1),H
LD B,D
LPL1 PUSH BC
LD BC,(STORE1)
LD A,B
INC A
LD (STR2),A
DEC A
CALL 9981
LD A,E
ADD A,L
LD L,A
DEC L
LPL2 LD B,E
OR A
RL (HL)
DEC HL
DJNZ LPL2
POP BC
DJNZ LPL1
; this instruction
; takes one from B
; and then jumps to
; the specified address
; if B is not 0
RET
STORE1 DEFB 0
STORE2 DEFB 0
    
```

## BLURRED 'O' EFFECT

Yes the routine guaranteed to give you double vision and a headache! A brain blending routine courtesy of **Giles Cartmel** which scrolls the screen both left and right to give a wavering look.

```

ORG 32768
LD H,0000
; X, Y coords
LD D,194
LD E,15
INC H
DEC D
LD (STR1),H
LD B,D
PUSH BC
UPL1 LD BC,(STR1)
LD A,B
INC A
LD (STR2),A
DEC A
CALL 9981
LD (STR4),H
LD A,H
DEC H
AND 7
    
```

## MULTI FX

Effect	Factor 1	Factor 2	Factor 3	Factor 4
Shutter CLS-L	8	RES 0, (HL)	ADC A,8	134
Shutter CLS-R	8	RES 7, (HL)	SBC A,8	190
Shutter FILL-L	8	SET 0, (HL)	ADC A,8	198
Shutter FILL-R	8	SET 7, (HL)	SBC A,8	254
EARTHQUAKE	6	SRA (HL)	SBC A,8	46
Thick EARTHQUAKE	6	RLC (HL)	ADC A,8	6
Shutter FILL-CLS	16	RES 0, (HL)	ADC A,8	134
Shutter FILL-CLS	16	SET 7, (HL)	SBC A,8	254

**Giles Cartmel** materialises again with a wily little generic screen FX routine. It uses one base program which you modify slightly to provide the required effect.

To get this to work simply replace the labels (FACTOR 1,2 etc) in the main program to the entry on the table. So for Routine 1 the program reads:  
LD C,FACTOR 1

Change it to:  
LD C,8

```

ORG 32768
LD C,0
LD HL,16384
LD A,192
LD B,16
AND A
RR (HL)
INC HL
RL (HL)
INC HL
DJNZ LP2
DEC A
JR NZ,LP1
DEC C
JR NZ,LP0
RET
    
```

```

JR NZ,ENDUP
LD A,L
SUB 32
LD L,A
JR C,ENDUP
LD A,H
ADD A,B
LD H,A
LD (STR3),HL
LD HL,(STR4)
LD A,E
PUSH DE
LD DE,(STR3)
LD B,0
LD C,A
LDIR
POP DE
POP BC
DJNZ UPLP1
DEC HL
LD B,E
LD (HL),0
DEC HL
UPL2 DJNZ UPLP2
RET
STR1 DEFB 0
STR2 DEFB 0
STR3 DEFB 0,0
STR4 DEFB 0,0
    
```

## UP Y'KNOW

This up scroll routine (1988 **Michael Wilcox** Creations) is cleverly designed so not only can you scroll the whole screen with the ultimate in ease and smoothness, but with windows as well. Cor! Unfortunately I haven't a down scroll routine to couple it with. Anyone oblige?

```

ORG 32768
LD C,factor1
LD HL,16384
LD D,192
LD B,32
AND A
LP2 factor 2
INC HL
DJNZ LP2
DEC D
JR NZ,LP1
LD A,(LP2+1)
    
```

```

ADDR factor 3
LD (LP2+1),A
DEC C
JR NZ,LP0
LD A,factor 4
LD (LP2+1),A
RET
    
```

## ENLIGHTENMENT

Look I know you're confused. I know you don't know your bits from your bytes, your fingers from your toes, your hexes from your decimals. But these routines are best suited for those people hovering in the twilight zone between total incomprehension and total understanding. It's for those people who have an assembler, a brain, and are interested in learning the old machine code, yet who also understand a microbe of the logic behind computers.

And in case you don't know the terminology here's a brief breakdown (and we are talking ultra-brief):

**Byte** — the basis of all computers. 1024 bytes make a kilobyte or 'K'. The Spectrum has 49152 bytes or 48K.

**Bits** — each byte is made of eight bits (well technically nine but I won't go into that). Each one can be set or reset. So your average byte looks like this: 00000000. Each descending bit has the value 128,64,32,16,8,4,2,1 respectively.

None of the above bits are set so the value of the byte is zero.

When, however you SET a bit like, 10000000. The value of the byte becomes 128 (as the bit on the left has the value 128). And if the bytes looks like this: 10000001 then the value is 129. Easy eh?

If you're one of those people who write a three line letter all the way from Australia just to tell me that I made a spelling mistake on page 92 of the August issue, then you'll probably complain that this routine isn't technically a screen effect. Well it is, so shud-dup. This program squelches a screen, attributes and all, in such a way that a cute cuddly miniature of it appears. Great eh? And it's easy to use too!

## Method

Use the Hex Loader to load the hex listing into 50000 and save it with SAVE "squelch 1" CODE 50000,218. Then type in the little Basic controller and save it with SAVE "squelch2" LINE 90. Then RUN the program.

## SQUELCHING

Firstly the program'll ask you for a Y co-ord (0-12) and then an X co-ord (0-16), these are the co-ordinates where the compressed screen will appear. Then you'll have to load in a screen, so have a tape on hand; and after you've loaded in a screen — squelch! The compressed version then appears on screen. This can be

# SQUELCH!

by Robin Holman

repeated again and again simply by pressing L until the screen is full of squelched screens. Once you've a competent number of compressed graphics bursting out all over the TV, you can save the whole lot by pressing E. Simple innit?

## INDEPENDENT COMPRESSION

Should you wish to utilise the code outside normal working hours (and Basic program) here are some details you should know:

- to compress the current screen use RANDOMISE USR 50000 — POKE 50003, X co-ord (0-16)
- POKE 50001, y co-ord (0-12)
- the compressed screens

reside at 32768 to 39680  
● the program uses addresses 60000 to 60012 as temporary storage

A great screen clearing effect can be created if you repeatedly call the squelch routine until the screen disappears.

## SQUASH!

Well that just about wraps it up as they say. But Robin does say that he doesn't mind people using the routine in their own programs although he doesn't want it copied out to jam into a fanzine. Got that.

```

50000 3E 0E 1E 0B 46 0C 80 32 0544
50008 60 EA 26 40 6B 01 1F 00 0571
50016 22 64 EA FE 10 2B 05 3E 0795
50024 E0 42 18 F7 22 66 0A 00 07165
50032 21 60 EA 00 04 01 0E 0D 0668
50040 36 02 1B 0B 04 03 09 0D 4587
50048 7E 00 00 4E 01 0D CA C3 01028
    
```

```

50056 ED 5B 64 EA ED 5A EB DD 01445
50064 7E 02 DD 4E 03 CD CA C3 01032
50072 DD 35 03 DD 35 03 AF DD 0950
50080 BE 03 20 0C DD 36 03 00 0523
50088 DD 35 02 DD BE 02 2B 43 0796
50096 DD 35 01 DD BE 01 2B 07 0726
50104 DD 3A 01 08 DD 35 00 06 0564
50112 10 CD 08 C3 12 13 16 F9 0937
50120 1B 05 3D 00 47 0F 0F 0395
50128 E6 E0 6F 70 E6 18 FA 40 01249
50136 B1 67 C9 AF C5 CD E7 C3 01484
50144 23 CD E7 C3 23 C1 C9 06 01101
50152 04 4E CD 11 CB 17 CB 11 0748
50160 10 F8 C7 21 E0 5A ED 5B 01140
50168 66 EA ED 5A EB 21 E0 5A 01245
50176 06 0C C5 06 10 7E 12 23 0416
50184 23 13 10 F9 01 60 00 ED 0653
50192 42 EB 01 30 00 ED 42 EB 0888
50200 C1 10 E7 21 00 80 11 00 0618
50208 40 01 00 1B ED 80 C9 00 0706
STOP
    
```

0>REM  
SCREEN# COMPRESSION ROUTINE  
1988 BY ROBIN HOLMAN

```

10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLEAR 32767
20 INPUT "Y COORD : " : Y1 IF Y<0
OR Y>12 THEN GO TO 30
30 POKE 50001,Y: INPUT "X COORD : " : X1 IF X<0 OR X>16 THEN GO TO 30
40 POKE 50003,X: LDAD "SCREEN"
5: RANDOMISE USR 50000
50 INPUT "E:END, L:LOAD SCREEN" :
? : " LINE AN
60 IF #="" OR #="E" THEN R
RANDOMISE USR 50003: DIM #(:10)
INPUT "FILENAME : " LINE #=: SA
DE #=: TO 10:CODE 32768,0912: ST
DP
70 IF #="L" OR #="L" THEN R
    
```

Don't forget if you have any mind-boggling, ear-flapping routines just drop me a line (and your program) at Program Pit-stop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Best program printed gets a £50 cash prize. Whoopee!



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**SLAP FIGHT** You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the overt hostile planet of Orac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.



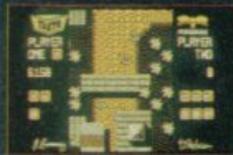
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**RENEGADE** REBEL WITHOUT A CAUSE? In the knife-edge world of the vigilante there is no place to rest, no time to think - but look sharp - there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man in earth who dares to throw down the gauntlet on their path - the Renegade. PLAY RENEGADE... PLAY MEAN!



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**ARKANOID** The era and time of this story is unknown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void... You control the "Vaus" and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and resurrect the "Arkanoid". Frantic action and split second timing combine to produce the most addictive and compulsive game.



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**ARKANOID REVENGE OF DOH.** Eons have passed... yet despite apparent annihilation in the original ARKANOID game, Dimension-controlling force "DOH" has come back to life, and occupying the huge space-craft ZARG, has entered our Universe. ARKANOID type space-fighter MIXTEC runs through long forgotten computer data until it finds the answer to his threat... "VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract its revenge... "The Revenge of DoH"



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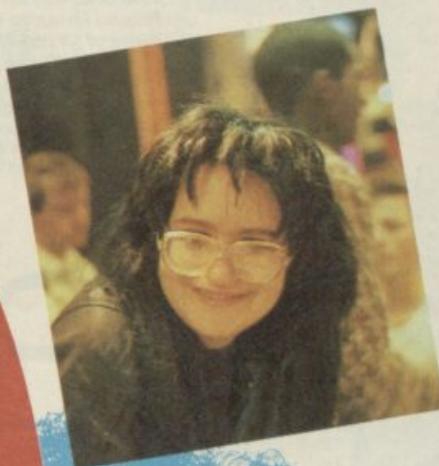
**Alan Grossmith** (32) comes from Kent, and reckons he has never found any blue fluff in his belly button. **His second favourite computer game of all time** is Batty, and he says that the reason he owns a Speccy is purely to give him an excuse to buy YS. Sensible chap. **What kind of 'being sick' habits does he have at parties?** "I know I'm going to be sick well in advance of the actual event, and always make it to the lavvy in time." **Has he ever cooked an egg in a microwave?** "No, but I might well try one day." **Why does he think YS is so brill?** "Cos it's always funny... it's cheap, but valuable to me." Worra toff!



**Matthew Turrall** (29) from Coventry is another person who always makes it to the lav when he's going to be sick. **His favourite vegetable?** "The carrot." **What's the scariest thing he can think of?** "Having hundreds of spiders sellotaped to my neck." **Second fave computer game?** "Target Renegade." **Fave non-computer game?** "Getting together with a few friends and all pretending to be lamp-posts for a couple of hours every week(?)." **His favourite planet in the Solar System (except for Mars) is Pluto, and, apart from YS, his favourite mag is Smash Hits.**



**SHOW STOPPERS**

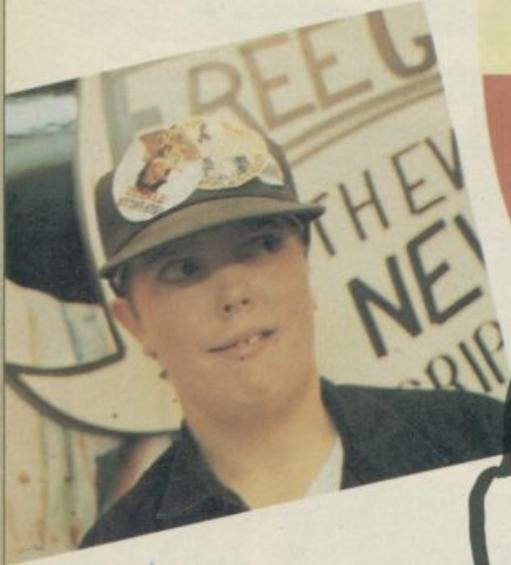


**Charmaine de-Bell** is 91 years old and a birrova 'Goth'. She had a tent and actually 'camped' in front of the YS stand for five days. **Favourite hobby?** "Hanging around stands at the PC Show." **Does she ever find blue fluff in her belly-button?** "No, but I'm constantly finding 'Goth' fluff." **What's 'Goth-fluff'?** "It's the same as blue fluff, except it's black." Oh. **What are her party-time chunder habits?** "I'm not fussy. I tend to pop into the garden, but if it's raining I'll deliver my load wherever there's a spare square metre." **What's the scariest thing she can think of?** "Uuum, 'Bob' Holness." Charmaine's an Adventure freak.



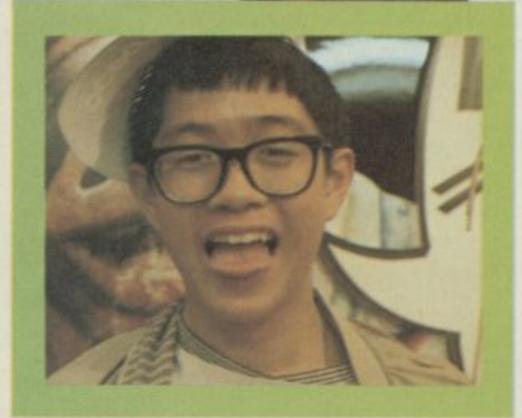
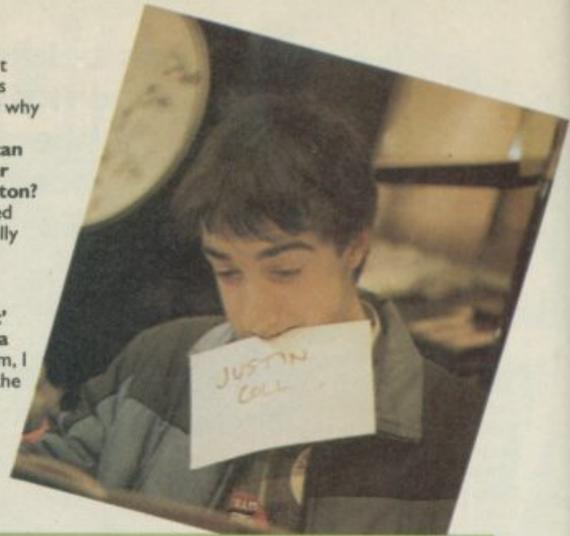
**Dennis Coleman** (126) is a Londoner who's fave music paper is *Sound On Sound*. **His favourite vegetable?** "The tomato." **Why?** "Cos it's a taste-bomb. Especially those small ones, you know, the sweetish ones: they sort of explode in the mouth. Sheer ecstasy." **His favourite planet in the Solar System (apart from Mars)?** "It has to be Pluto." **What's the scariest thing he can think of?** "'Tarby': Jimmy 'Tarby' Tarbuck. Yuk. He's an incredibly horrendous person." **His favourite barf-zone at parties?** "Eh? ... Where I'm sick? ... Oh, anywhere really. As long as it's not on myself!"

**Chris Merriman** is 43, comes from Rugby and is totally hatstand. Here's proof: **Fave planet?** "The Milky Way." **Does he ever find blue fluff in his belly-button?** "I've never looked." **Fave hobby?** "Looking for blue fluff in my belly-button." See what we mean? Oh, he spends 500 hours a week playing computer games. **Favourite vegetable?** The parsnip.



SHOW  
STOPPERS

**Justin Coll** is 99 (telegram next year) and lives in Surrey. He says there's not enough room to say why YS is so utterly zim-zam, so he won't. **The scariest thing he can think of?** "T'zer." **Does he ever find blue fluff in his belly-button?** "Quite often, but I've discovered that a little dab of petroleum jelly soon deals with the problem." **Second favourite computer game of all time?** "Head Over Heels." **What's the 'raunchiest' thing you've ever done with a pair of wellington boots?** "Erm, I once accidentally put a pair on the wrong feet." **That's not very 'raunchy'!** "Er, no. S'pose not. Sorry."



**Weng Ang** (51) comes from London, and is a shoot'em-up fiend. He's another person who hasn't searched the inner recesses of his tummy-hole for blue fluff. **What's the scariest thing he can think of?** "Myself." **Whaaatt?!** **What's the second scariest thing?** "Susan Tulley from *EastEnders*." **Has he ever cooked an egg in a microwave?** "Yes." **What happened?** "That's the third

scariest thing — I don't know if I should tell you." **Oh, go on . . .** "No." **Okay then, tell us about your 'barfing' habits at parties.** "Well I normally make it to the lav, but if I can't I'll hold it in my mouth for as long as possible and try to find another suitable receptacle somewhere in the house." **Such as?** "Erm, flowerpots are quite good. So's the vegetable draw in the fridge."

**Julian Hales** (5) hails (har har) from Sheffield, and he's another *Smash Hits* reader. **Does he find blue fluff in his belly-button?** "To be absolutely honest I've never actually looked, but there probably isn't room for any because that's where I keep my pet bee, Arthur." **Second fave computer game?** "*Matchday*"

**Why does he think YS is so absolutely skillo?** "Cos the female staff are so absolutely gorgeous." (I like him! Ed) **What are his 'being sick at parties' habits?** "I sometimes make it as far as the bathroom floor, but usually heave up in the kitchen. Once I was sick behind a fridge." (Bleeeee!)

**PC's Peter Ford and Dave Bahan** (19 and 22) are from South London, and as you can see, even they knew which were the most 'happening' stickers at the show. **Why were they there?** "Well, we saw adverts for the PC show and thought we'd come along and see what it was all about." "That's right, but we thought PC stood for Police Constable — we thought it was a Police Constable show, but as it turns out it's all these bloomin' computers, an' there's no other coppers about anywhere." **There's lots of security guards . . .** "Yeah, but that's hardly the same thing, is it?" "That's right — they ain't proper coppers." **Oh. What's your favourite place for being sick when you're at a party?** "You what?" "Yeah, watch it, you can't ask us questions like that — we're the law". **But surely your helmets would make ideal receptacles?** "That's it. You're nicked!"



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**YS – IT MAY NOT BE FLAME GRILLED BUT ... IT'S A WHOPPER!!**

Note: None of the above may be strictly true but that's not my fault. T'zer

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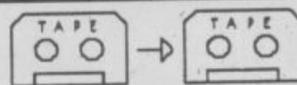
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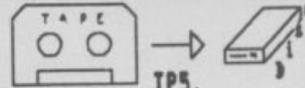
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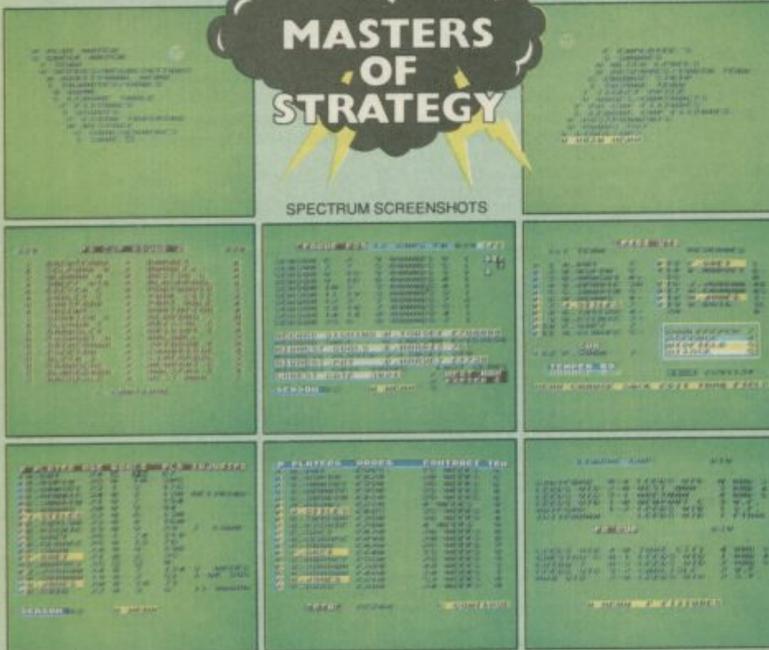
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## HARDWARE



■ Spectrum +2 computer with joystick and games, good condition. For more information please phone Bath 873622 and ask for Richard.

■ Spectrum + which has games, mags, books and a tape recorder. Worth over £600, but being kind I'll sell for £300. Phone Pangbourne 4235 from 4-10pm.

■ Lots of Spectrum things for sale. Please write to Mr R. Spiller, "Cloverdown", Wild Oak Lane, Trull, Taunton, Somerset for more details.

■ ZX Spectrum+, interface, joystick, Data-recorder, games (all boxed). As new. £130. Ring Croydun, 688 9839 after 6pm.

■ Sega Master system, *Hang On*, *OutRun* and *Astro Warrior* for £85. Write to A J Rernic, 55 Stanley St, Ramsbottom, Bury.

■ Spectrum +2 for sale with two joysticks, interface and games including *Target Renegade*, *OutRun*, *Super Hang On* etc. Will sell for £300 ono. Call (041) 771 8220 after 6pm ask for Scott.

■ Spectrum 48K with leads, joystick, interface, data-recorder, B&W TV, 20 mags and lots of games including *Bionic Commando*, *Mickey Mouse*, *FM*, *Rastan*, *Buggyboy*, *Dan Dare* & more! Ring (0267) 861001.

■ 128K + 2 with joystick and over £30 worth of software. £150 ono. Phone (0532) 642908 after 7.30pm.

■ Nintendo Deluxe system in top condition with two cartridges, zapper gun and robot. £125 ono. Phone Chris on (0990) 23844 after 4pm.

■ Sega Console, new with four games. £100, accept £90 or swap for BBC Astrad, Commodore 64, Eleton, Acorn, etc. Hurry! Alex Hamilton, 65 Mansfield Crescent, Brierfield, Lancs.

■ Spectrum + for sale with interface, joystick, data-recorder, £160 of games inc. *Matchday II*, *Platoon*, *Leaderboard*... Sell for £89 ono. Tel (041) 772 2277.

■ Spectrum+2 still boxed, joystick, interface + over 130 games worth £400. Want £100. Oh and many mags with POKEs for games. Phone (021) 382 5068. Ask for Ken after 6pm.

■ Spectrum+3 with multiface 3, tape recorder, Konix joystick, 12 blank disks, some software, still under guarantee. £200. Also multiface 3 for sale, £35. Phone (01) 595 0041.

■ For Sale, Spectrum with interface 1, microdrive, cartridges, Snapshot 2 interface, lightpen, tape player plus books, magazines and over 70 items of software. Ring Nat (061) 427 6490.

■ ZX Spectrum+ with leads, over £100 worth of software all in good condition. Sell £70. Phone (0908) 660688 and ask for Simon.

■ VTY 5000 modem for sale, very good condition. £10 for quick sale, will swap for hard or software. Phone Neil on (0302) 721693 after 4pm.

■ Spectrum+2, still boxed. Over £275 original software & lots of mags. Sell for £200 ono. Tel Stephen (061) 969 7258 Now!

■ Spectrum+2, £250 software inc. *Cyberoid*, *Thundercats*, *Rolling Thunder*. Plus joystick, very good condition. £200 the lot, still under guarantee. Tel (0634) 576134 after 6pm ask for Gary.

■ 48K Spectrum+ loads of games, *Firefly*, *Out Run*, *Driller*, *Crazy Cars* and more mega games. Bargain at £150. Contact Boyd, Eskham Farm, Sea Dyke Way, Marshchapel, Grimsby.

■ Spectrum+, wafadrive with carts, Alphacom 32 Printer, paper, joystick with interface, tape recorder, lightpen, 50 games all boxed with manuals. Mint condition, £150. Phone Paul on (028) 572 285.

■ Spectrum+2, joystick, plus over £300 worth of games for sale. Only £150 ono. Contact Ben Cook on (Basingstoke) 770154.

■ 48K Spectrum, good condition, including leads, a Multiprint interface and over £300 of amazing software. Phone (0990) 23229 ask for Philip. Low price £100 or separately.

■ Spectrum+ (inc. lead and manuals) in good condition with interface, joystick, music machine, 55 mags and £100 worth of software. Worth £250, I'm selling for £150. Phone South Ruislip, 845 5092.

■ AMX Mouse includes art package and interface compatible with Centronic and ZX printer. £55 ono. Call Mark or Lee on (01) 640 4003.

■ Spectrum+2 plus over £1000 software, books, Currah Speech books and joystick. £450 ono. All excellent condition. Contact, K. Arnold, Bridgend Cottage, Pugeston By Montrose, Angus, Scotland.

■ Spectrum+2, excellent condition, Cheetah joystick plus loads games incl. *Dark Side*, *Action Force II*, *Cyberoid*, *Garfield*, *ATF* and many more, plus 20 new mags with hints, tips and POKEs. Phone Ben on (01) 946 1511.

■ Spectrum 48K, interfaces, joystick, cassette player, Spectrum + tape, B&W portable, £500 games, all worth £800. Sell for £220. Tel (051) 526 2201. Ask for Andrew, ring after 6pm.

■ Spectrum+2, software, RAM Turbo joysticks, 75 magazines and books, £125 ono. Phone (0602) 813971 and ask for David or write to, 23 Florence Rd, West Bridgford, Nottingham.

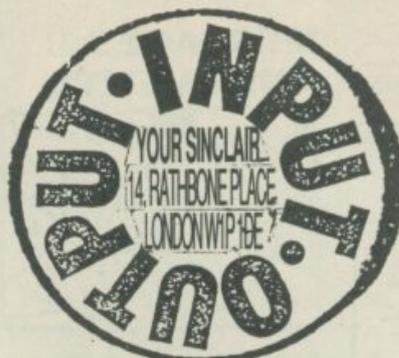
■ Spectrum+3 with two joysticks, light-pen, £500 worth of games, tapes and disks. Also *Your Sinclair* back issues from October 86. £299 or swap for ST. Phone Tan on (01) 708 3823.

## SOFTWARE



■ £300 worth of software (recent) 1987-88 including *Karnov*, *Hang On*, *Rastan*, *Firefly* and lots of others going for £130. Will not split. Phone Mark after 5pm on (0532) 504109.

■ Wanted 720", *Streets Sports Basketball*, would swap for *Firefly*, *Combat School*, *Rampage*, *Matchday II*. Write to M Arrowsmith, 232 Stretford Rd, Urmston, Manchester, M31 1NB or phone (061) 758 3314 after 4pm.



Remember, remember it's time to dismember the best bargain packed pages in YS! It's the explosive Input/Output.

■ Swap *Sidewise* or *Firelight II* for 1942. Will also swap computer classics inc. *Exolon*, *Aliens*, *Eaglenest*, *Cauldron 2* and *Dynamite Dan* for *Slapfight*. Originals only! Phone (0438) 362888. Ask for Stephen after 5pm.

■ Yo! Friends or foe, how ya doing? For swapping of games or programs for 128K+2. Please write to Daniel Hyndman, Lime House School, Holm Hill, Dalsong, Carlisle.

■ Swap my 10 computer games inc. *Gryzor* for *Garfield*, *T Renegade* and *We Are The Champions*. Phone Greg on St. Agnes 3354.

■ I want *Barbarian II* for my *We Are The Champions*. Interested? Send game to, Paul Taylor, 343 Holyhead Rd, Wellington, Telford.

■ Wanted lots of penpals from anywhere to swap games, POKEs, hints. Have over 500 titles. All letters answered, send your list for mine. Alexander von Bogazert, Flaminushof 9, Maastricht 6215 ER, Holland.

■ Hi-Soft Basic (+3) disk, brand new. Converts Speccy Basic to M/C in seconds. All documentation and box. Phone Alex on (021) 4558. £20 ono.

■ 16 year old female, has +2 and about 1200 games, wants to swap games with everyone that has new games. Reply guaranteed. Tali Biran, Trumpeldor-30, Ramat-Hasharon, 47264 Israel.

■ Wanted *Grand Prix Manager*, *Cluedo*, *Megafruit*, *Pinball* and *Jackpot*. I have these games, *Pro Ski Simulator*, *Super Stuntman*, *Video Olympics*, *Leaderboard*, *Snooker*. Plus others. Interested, phone Tony on (0983) 616753 Now!

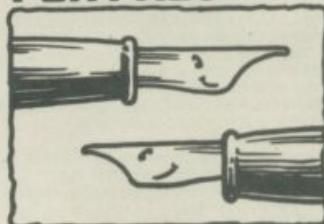
■ Wanted for Spectrum 48K. *Robin Of The Wood* for 720", *Platoon*, *T Renegade* or any others. Please send a games list with new games if possible. Many thanks, Iain Potter, 9 Torr Rd, Hartley, Plymouth, Devon. Telephone Plymouth 793131.

■ Over 150 games to swap. Recent budget and full price titles. If interested write to Kathryn Waldox, 2 Blagden Grove, Greenfields Dene, Bishop Auckland, County Durham.

■ Hi Speccy owners in Spain and Portugal. I've got all the newest games. If you want to swap, then write to Thorvald Gunnarsson, Hverfisgata 49, 101 Reykjavik, Iceland.

■ Urgent! *Barbarian II* or *Star Wars* wanted. Will swap for *Empire Strikes Back*. Originals only. Phone David on (0656) 69203. After 6pm.

## PEN PALS



■ Penfriends needed? Send only £1.20 for a list of 20 suitable penfriends. Include your age interests, gender and age you're looking for. PENFRIENDS, 8 Mayfield Close, Harlow, Essex.

■ I am a 14 year old male and would like to swap software and POKEs. Write to Daniel Ogden, 23 Normanton Gardens, Sheffield S4 7EN. All letters answered.

■ I would like male pen pals from all over the world. Most letters will be answered. I'm 19 and would appreciate a photo if possible. Write to Joao Matos, Atalaia - 6040 Saviao - Portugal.

■ French pen pal wanted for 12 year old boy who is learning French. I am interested in computers and own a Spectrum and BBC with tapes and disks. Paul Nethercott, 144 Beach Road, Seavern Beach, Bristol BS12 3PQ.

■ Hi! I'm looking for a female pen pal aged 13-14, interested in computers, music or swimming. Please write to Stephen Greenlees, 320 High Road, Tottenham, London N15.

■ 15 year old female wants penpals from England. Interests pop music, computers, basketball etc. Males and females write to me Polina Katouhaki, Aspasias 3, Athens 14121, Greece.

■ I'm 9, and want pen pals from all over the world. I like TV, music and videos. Write to, Nathan Hughes, 61 Brecon Rise, Pant Merthyr Tydfil, Mid Glam, S. Wales.

■ Girl pen pal needed!!! For boy of 17. Must like pop music - Pet Shop Boys, The Cure, Erasure etc... Also going out!! Alex Williams, Glenwood, Upper Colwall, Chase Rd, Nr. Malvern, Worcs. WR13 6PW.

■ 12 year old boy would like a female/male pen pal of the same age. Please write to me, Tom Dubourg, 15 Vyner Close, Oxtou, Wirral L42 3XL.

■ 16 year old male with good sense of humour seeks similarly aged female from Somerset, Gwent or Wolverhampton area. All letters answered, photo if possible. Paul Thornett, 12 Mottershead Road, Widnes, Cheshire. WA8 7LD.

■ Blond-haired, blue-eyed 16 year old male seeks attractive female aged 15-17 from anywhere. A photo would be nice, all letters answered. David Wilson, 8 Laing Gardens, Cranloch, Nairn, Scotland IV12 4TB.

■ Wanted, penpals from anywhere to swap games. All letters answered, send your list for mine. Tobias Lindstrom, Skotgatanz Kristianstad, Sweden S-29169.

■ 13 year old male seeks penpal of around the same age, male or female. Interests are sport, music, swapping and playing software. Rhodi Bowen, Craig View, Craig Road, Trebanos, Swansea, West Glamorgan SA8 4AS.

■ 17 year old male seeks a penpal aged 17-18 in Australia. Will reply to all letters. James Crawshaw, 2 Fydeil Court, St. Neots, Cambs. PE19 1UJ.

■ 12 year old male seeks a female penpal aged 12-13. Interests include computers and reading. Write to Louis Minson, Lorne House, Bradmore Rd, Wyalish, Notts.

■ Male aged 20 looking for any pen pals who are interested in swapping games, records etc. Contact Kevin Hardy, 138 Faircroft Drive, Market Drayton, Shropshire.

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## WANTED



■ **Wanted! Empire Strikes Back.** Will swap for *Platoon* (complete pack) and *Bionic Commando* (48K only). TND for one swap. Please contact David Fordham, 3 Sandy Lane, Westerham, Kent.

■ **Wanted! Football Manager II.** Will swap for *Cosmic Warrior* and *Dr. Franky*. Two for one. If interested phone (091) 237 2099 and ask for Stephen. Originals only please.

■ **Star Printer LC-10 £90**, plus D interface/3.5 disk drive £65, 128 multiface plus D version £15, mouse £15. Anthony Weyer-Brown, The Billows Vico Road, Dalkey, Co. Dublin, Ireland.

■ **Wanted! 2000AD** and *Dredd* items, including back programs, figures advertisements, monthlies and anything else. Send lists including items condition. Paul Scott, 13 Kiln Crescent, Bishop Middleham, Nr. Ferryhill, Co. Durham.

■ **Wanted! GAC or PAW** with full instructions. Will swap for *Xcel* and either *Diary Of Adrian Mole* or *Legions Of Death* or *Catch 23*. All originals. Please write to Ben Townsend, Hafod-y-Coed, Ceunant, Llanrug Caernarfon, Gwynedd.

■ **World Class Leaderboard** and *OutRun* on +3 disk. Swap for other disk software. I have 300+ disk games! Write to KM Riley, 48 Goodison Gardens, Erdington, Birmingham, B24 0AG.

■ **Wanted! Artist or Advanced Artist** or similar program, not *Paintbox*. Tel (0932) 562309 and ask for Tony between 5pm and 8pm to arrange details.

■ **Wanted! Copy of Builders Mate**, swap games. L G Robinson, 3 Boyton Court, Liverpool L7 6PZ.

■ **Multiface 128** will swap for *Driller, Dracula, The Armageddon Man* and *The Young Ones*. Phone Russell on (0929) 424021.

■ **A used 48K Spectrum** computer and any accessories for under £45. Send all info to Renato Zannese, 615 Roding St, Downsview, Ontario, Canada M3M-2A6.

■ **Wanted! Game Over** swap *Star Paws* and *Scumball*. Jamie Richardson, 2 Knight Side Walk, Chaple Park, Newcastle NE5 1TN.

■ **Wanted! Very cheap hardware** for Spectrum 128K+ such as *Saga 3, Elite*, or Spectrum key pad and mouse. Also any utilities. From Bolton area only. Tel Bolton 50566.

■ **Wanted! Your Sinclair** issues 10 & 11 (October & November '86). Will swap for money or software including *720, Catch 23, Paperboy, Scooby-Doo, Zoids, Galvan* and *Street Hawk*. Tel (04867) 89394.

■ **Wanted! Your Spectrum 2,3,4,5,16** and *Crash 1-13*. Also working ZX with manual, leads and software/hardware. Contact Stephen Long, Stainton Lodge, Hogwood Road, Ifold, West Sussex. Phone Loxwood 753076.

■ **I have got Rampage, International Karate Plus** and *Nato Assault*. I want *Target Renegade* and others. Write to Darren Hubbard, 43 Pancras Rd, Plains Farm, Sunderland, Tyne & Wear, SR13 1RH.

■ **Wanted! GAC and OutRun.** Swap for *Datel* lightpen, interface and software and *Gauntlet 2*. Call James on (0685) 873133 after 4pm. Weekdays only please.

■ **Wanted! PAW** in good condition. Must have instructions. Will swap for *Platoon, Ace Of Aces, Street Sports Basketball* — any two. Phone (0636) 77398 after 6pm.

■ **Wanted! Judge Dredd** and *Nemesis The Warlock*, will swap for *Aliens* and *Short Circuit*. Originals only please. Phone Paul (0843) 293583.

## MESSAGES AND EVENTS



■ **POKEs!** 17 pages packed with *POKEs* routines and multiface *POKEs* for latest games like *OutRun, Airwolf II, Academy, Exolon*. Send £1.50 + large sae to S. Edwards, 57 Cumberland Avenue, Intake, Doncaster, S. Yorks, DN2 6LU.

■ **Wanna join a soccer PBM?** Look no further! Send £2 cheque or P.O. (made payable to A S Marshall) for full rules and start-up. Write to 23 Kenilworth Drive, Bletchley, Milton Keynes, Bucks.

■ **Anyone interested in a role playing PBM?** If so send an sae to Matthew Godbolt, "Touchwood" Forest Lane, East Horsley, Surrey. Please hurry, only 12 people needed!

■ **Looking for a new member for your club?** If so then I'm the perfect member. I own all the *POKEs* for all the new titles (also Spanish). Send list of games and your conditions to: Manuel Rodriguez, Avda Burjasot 224-2, Valencia 46025, Spain.

■ **Horse racing fans!** Your computer can help you win! Send £2 for a computer method which recently gave winners at 33/1, 16/1, etc. Tony O'Reilly, "Alpine", Church Road, Carrigaline, Co. Cork, Eire.

■ **PBM addresses and review.** Send £1 for massive listing. GM's send your PBM address & full instructions & 50p. Send to N. Kurz, 8 Mayfield Close, Old Harlow, Essex. Tel. (0279) 27019

■ **Multiface POKEs**, 192 for 50p! Cheques/PO's, payable to Paul Dungey. Please enclose sae. Multiface *POKEs*, 46 Green Lane, Penryn Cornwall. Also C90 *POKEs* tape for £2.49!

■ **Lord Of The Rings** wanted, will swap *Six Pack, A View To A Kill, Codename, Friday The 13th* etc. Phone Dublin 732952 between 1-2pm, Mon-Fri or write to Gerard Hutchinson, 47 Caledon Rd, Eastwall, Dublin 3, Ireland.

■ **Do you want your PBM address** included in our well established list? If so send 75p and rules of the game to Turtle Enterprises, 8 Mayfield Close, Old Harlow, Essex.

■ **Flodisk, essential Spec+3 Disk Manager.** User friendly & versatile includes example and instruction programs. Rename, Protector & Copy files etc. Cheques/Postal orders £6 to S Morris, 129 Preston Rd, Lillithgow, West Lothian.

■ **When will I be famous?** Never if you don't send your 48K/128K adventures to Creative Juices, 28 Horseshoe Rd, Longford, Coventry. (As long as you write it yourself.)

■ **SMOT** tape mag, issue 1 out now. Cost 60p plus a tape. Contains reviews, tips, news, charts, free ads and much more. Write now for your copy to, Graham Finney, 14 Greenhill Rd, Billinge, Nr. Wigan, Lancs.

■ **Homegrown Software** adventure, *The 2X Quest*. Send £2 to cover cassette and p&p to D. Smith, 47 Banks Road, Golcar, Huddersfield, West Yorkshire.

## FANZINES



■ **Autoduel!** PBM. Enter a duelling arena and try to be the only remaining driver. For rulebook send two first class stamps to, Andrew Rose, 68 Milward Road, Hastings, Sussex.

■ **Spectre** — New fanzine for Speccy. Reviews, PBMs, videos, tips & more. Send sae and 35p to Jonathan Bell, 26 Chaffers Mead, Ashted, Surrey.

■ **Basic** is the new *Spectrum* fanzine. Just send a cheque/PO for £1.30 to K. Jarman, 18 Poplar Close, Biggleswade, Beds SG18 0EW.

■ **Hello!** I am here to tell you about *ROM* the monthly fanzine at a snip for £1. Please send an sae, A4 sized envelope for issue one. Glenn Foster, 20 Fordston Ave, Preesall, Blackpool.

■ **Spectraxe** Tape Magazine, the highest quality mag around! Now over a year old! News, *POKEs*, tips, reviews, games! Send £1 to Lee Tonks, 57 Myrtle Ave, Selby, North Yorkshire.

■ **The Spectrum Programmer** people who have ordered are pleased with my efforts and I am getting better. Send £1 to Kieran Wood, 30 Church St, Elsecar, Barnsley, S. Yorks.

■ **PBM Diplomacy.** Phone for country (0240) 27548 and ask for Paul. Send sae to, Diplomacy, 68 Haw Lane, Bledliff Ridge, Bucks. You need to have the game *Diplomacy*.

■ **Football PBM**, 15p plus post per turn. Send sae to Erbe Games, 12 Hopetown Drive, East Lothian, Scotland.

■ **1020 Multiface POKEs.** Send £2.50 cheque and sae to Dom Robinson, 38 Flowers Field, Woodmoor, Stockport, Cheshire.

■ **900 Multiface POKEs** only £3 inc. p&p. Kevin Martin, 22 Garnett House, Garnett Road, London NW3.

■ **Sex weekly** has not got a massive Xmas special. *MEL* has! Loads reviews, tips, games, *POKEs*, competitions, and special features. Send £1 to *MEL*, 10 Croftway, Cablesford, Selby, N. Yorks. Tel. (0757) 618489.

■ **The Spectrum Programmer**, for serious users, already has many satisfied subscribers. Send £1 to *The Spectrum Programmer*, 30 Church St, Elsecar, Barnsley, S. Yorks.

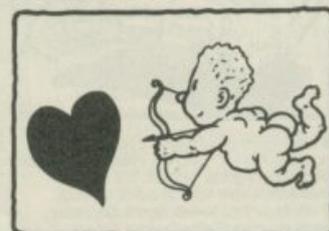
■ **Spectrum User!** Fanzine for Spectrum owners. Send 80p cash/cheque payable to Richard Hazell for your copy. Buy it or regret it! 23 Chaucer Avenue, The Straits, Lower Gornal, Dudley DY3 3BD.

■ **Fanzine PBM** file. Issues 2 & 3 available, £1 each or £1.70 for both. Send cash to Philip Rankin, 67 Pepper Lane, Standish, Wigan, Lancs.

■ **The Predictable** is a new mag where you decide what happens next. Issue 1 on sale now from Cheapo Mags, price 50p inc. p&p.

■ **Speco** tape mag for 48K/128K. *POKEs*, reviews and lots more. Please send tape or add 50p. Only 75p. Send to R Robson, 142 West End, Netherstone, Holmlfirth, Huddersfield.

## LONELY HEARTS



■ **Two males** would like two nice females who like going to the cinema, like music and are good looking. We are both 12 and would like you to be a similar age. Oscar and Euan, Heathery Hall, West Linton, Peebleshire, Scotland EH46 7DG.

■ **Speccy owner**, who likes music, video & boys. If possible send photo to, Jorge Fonesca, Rua Luis Pastor de Macedo Lote 33-3, 1700 Lisbon, Portugal.

■ **16 year-old Portuguese** boy seeks intellectual and attractive girl. I love to talk about software (780 MC), hardware and science. Write to Jorge Simao, Travessa do Campo No. 2800 Almada, Portugal.

■ **14 year-old male** seeks 13-16 year-old female for friendship or relationship. Good looks not essential, send photo and a letter to James Foy, 33 Greenwood Drive, Angmering, W. Sussex BN16 4JW.

■ **Six-foot bodybuilder** seeks female companion of 15+. Please contact David, 2 Euryalus St, Wainey, Barrow-In-Furness, Cumbria. Include photo, must be good looking.

■ **Lonely 15 year-old girl** seeks young males 15+ to write to. Please enclose photo if possible. All letters answered.

■ **Two good looking boys** aged 10, seeking attractive females about the same age. Must have long blonde hair. Send photo if possible to Luke and Joe, 49 Dock Rd, Tilbury, Essex.

■ **14 year-old boy** seeks 13-16 year-old female. Please send me a photo if possible. All letters answered. Hurry! I'm a lonely guy! Mark Middleton, 136 Station Street, Castle Gresley, Burton-On-Trent, Staffs.

■ **I am a lonely 16 year-old** who seeks a 15+ interesting girl who likes going to the cinema and generally having a good time. Please send photo. Richard Wise, 29 Olton Road, Shirley, Solihull, W. Midlands.

■ **Hunky 12 year-old male** seeks attractive female of similar age, must like music and sport. Please enclose photo. Danny Borszcz, 8 New Hall Lane, Heaton, Bolton.

■ **Two fun-loving males** aged 15 interested in sport and pop, require two females aged 14+. Please enclose photos. Every letter answered. If interested please write to Craig Beaver 66336, Police House, 1B Selsey Road, Corby, Northants.

■ **15 year-old girl** looking for a boy of the same age or older. If interested write and send a photo to Jo, 17 Austin Street, Huntstanton, Norfolk.

■ **14 year-old male** seeks 13-16 year-old female Speccy owner. Send a photo (if poss) and a friendly letter introducing yourself to D Taylor, 50 River View, Chadwell, St Mary, Grays Essex.

■ **15 year-old male** seeks girl same age who likes to have fun. Please send photo. Romance and devotion are guaranteed. Good looks not essential. Thank you. All letters answered. Andrew Vane, 9 Tosson Close, Bedlington, Northumberland.

## ANSWERS

### OFFICE BOYS

The Ed, as we have been told, works in the middle office. Therefore Mike and Pete have the end offices. *The Play School* buff beats on Mike's tail, meaning that must be the person in the middle office — the Ed. Pete can't be the one who watches *Postman Pat*, leaving only *Rainbow* for him to tune into. The programme left, *Postman Pat*, must therefore be the one that Mike finds so stimulating.

Tie breaker: They're both dead.

### HELLO SWEETIE

One lump in the first cup, three lumps in the second cup and ten lumps in the third — which is a very odd number of lumps to have in your coffee!

### A FAMILY PROBLEM

4 boys and 3 girls.

### MULTI PUZZLER

1. The circle around the outside of everything.
2. The cross that divides the sections.
3. Peacocks don't lay eggs. Peahens do.
4. Bungalows don't have stairs.

### Answers To Chart

#### A Study Of:

1. Mountains
2. Stones
3. Flowers
4. Wind
5. Spelling
6. People
7. Codes
8. Maps
9. Handwriting
10. Books

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\* NEochrome Sampler - colour graphics program \* 1st Word - Word Processor  
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At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

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We hope that the combination of our low prices, **FREE UK** delivery service, **FREE Starter Kit** and **FREE** after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No.1 Atari Specialist.

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We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3 1/2" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).  
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# •PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

So what's going to be filling the stockings of Spec-chums all over the world this coming Chrissie, eh? You can bet your back teeth that it won't be a turbo-charged C5, but it might be a few of these little beauties!

YS MEGAPREVIEW

# THUNDER BLADE

## US Gold

If you've been anywhere near an arcade this Summer then you should've seen *Thunder Blade*, the fastest and most furious helicopter shoot 'em up of the year. Great, innit? You view the game from above, and then before you can say "bash-a-helicopter-into-the-side-of-the-Telecom-Tower-Graham" you swing down and you're looking from the back.

The actual aim of the game has always been a bit on the fuzzy side to us though, even though we've probably spent three squillion pounds on the rotten thing. Mind you, it's not important really, 'cos all you've got to do is go BLAM! BLAM! BLAM! at almost everything that moves. Wheeee! It's great fun.

In this conversion from US Gold, you fly the latest state-of-the-art helicopter armed to the rotor blades with missiles, bombs and the like. Taking this piece of warfaring hardware you have to fly through five stages, just like in the arcade version, each stage offering the top view, the rear and then a 'master ship' which you have to destroy to complete the level. Clear as mud, innit? Let us take your hand and lead you through.

You start the game looking at your 'copter. The rotor's going and waiting for you to pull back on the stick to start the mission. This looks a bit like the *Xenon* games, although you can also go up and down, landing atop of your enemies or flying many thousands of feet above them. On the first level you fly through a landscape of skyscrapers, and trees, with a road through the centre of the screen. Strictly you don't have to fly along this road, you can in fact go around the sides of the buildings — just make sure you don't hit them!

Once you've gone far enough in the first level you stay in the same landscape, but this time you find yourself looking from the back — this being very much like good ol' *OutRun*. It's strange how you'll find your strategy changes with the different viewpoint, even though you're facing the same nasties and obstacles.

Right — have you gone to the edge of town on the first level? Good, now you can visit the first of the 'master ships'.

You know games like *Alien Syndrome*?, well this 'master ship' is of the same ilk as the mega-aliens in that adventure. There's plenty of guns having a crack at you, and if that wasn't bad enough you've even got to come face to face with the other helicopters (which, I might add, look considerably larger than your own craft!).

I can't tell you too much about the further levels, but, needless to say you'll find those cave — and desert — type levels from the arcade game as you go on.

We'd have thought trying to squeeze *Thunder Blade* on to the speccy might be a bit like trying to hold the Olympics in your front garden. But US Gold has done an excellent job — watch out for it! We'll have a complete review next issue.



Take it from the top, Ginger old boy — 'cos that's where you'll be in the first stage of *Thunder Blade*. Take notice of the tanks and helicopters which are very much on the hostile side. Oh, and do remember not to crash into the buildings!



Complete the first stage and you'll find yourself looking at the same scenario, but this time from the back — and, as you can see, it seems like a totally different game altogether! You've still got to watch out for those tanks and choppers, though.

•PREVIEW•PREVIEW•PREVIEW•  
**FUTURE SHOCKS**

**Titus**

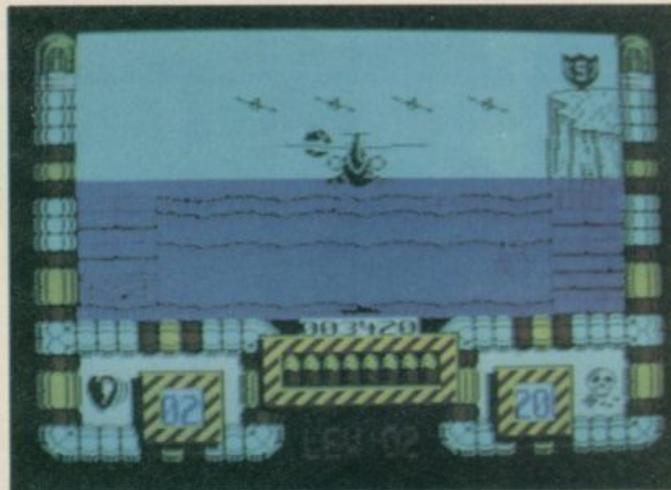
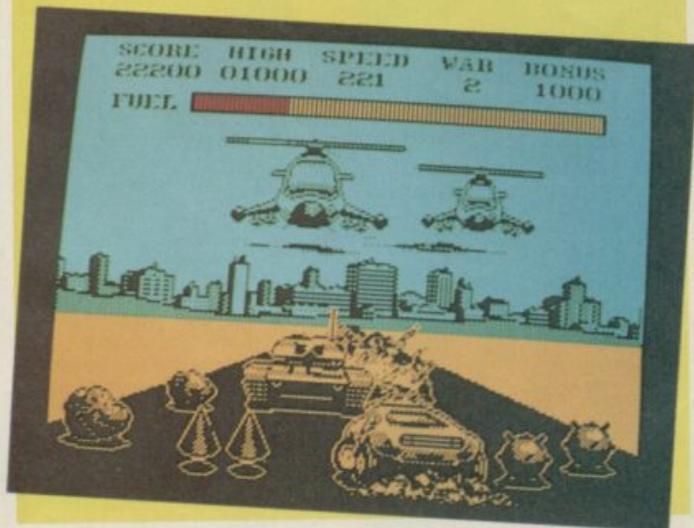
Once again the world is in turmoil and war is raging across every continent — and who's going to clean it up? Yup, you and of course your ultimate fighting 'motor', Thunder Master.

Your mission's not quite clear, but one thing's for sure — it involves a hell of a lot of driving, blasting, avoiding land-mines and shooting the

boxer shorts off of enemy vehicles and bunkers. But if this sounds a bit too much to handle alone, you can always bring a mate in to pilot Thunder Cloud, a specially-equipped aircraft which lends a bit of cover 'up above'.

*Fire And Forget* will fight its way to your local shop by the end of this month, causing damage to the tune of £8.95 (or £9.95 on disk).

# FIRES & FORGET



**Martech**

Flying planes is a cinch. All you have to do is occasionally pull on the joystick and take a quick look at how the flaps are sitting-s'easy. Now if you want to fly something really difficult, try taking to the air at the controls of a helicopter — steering a chopper's something completely different.

For those of you who'd like to give it a try, Martech has come up with *Hellfire Attack* — an arcade style mega blaster that avoids all the usual technical bump that comes with computer simulations and concentrates instead on level after level of fast action zapping.

*Hellfire Attack* will take to the skies sometime in late November and you can grab a ride for £8.99 on cassette and £14.99 on disk. Checks awaaaaay! (Ooops sorry, wrong craft.)

# HELLFIRE ATTACK

**Digital Integration**

"Okay people listen up, this is Colonel U.S.A. Robert E. Lee Studebaker here and I'd like to tell you a little bit about that lil' ol' airplane that you're all gawping at. That there's the F16 — one of the most advanced multi-role fighters in the US Airforce's armoury. It can travel at more than three times the speed of sound and is capable of carrying a wide variety of weapons systems."

There's one little drawback though — these flashy flying machines cost roughly \$15,000,000 each, so if you wanna try your hand at flying one, check out Digital Integration's *F16 Combat Pilot* — it's the nearest you'll get — which will be in most limey software shops sometimes after Christmas and (chuckle, chuckle) will be a little bit cheaper than the real thing."



# F-16 COMBAT PILOT

Tune in again next month viewers when it'll be time to ring in the New Year and wring out the washing...

•PREVIEW•PREVIEW•PREVIEW•

# FUTURE SHOCKS

YS MEGAPREVIEW



You can actually walk all the way around the pyramid, but the only entrance is the one on the same side as the landing strip.



You can open doors, the lids of treasure chests, and sarcophaguses to find treasure and new rooms to explore. Look out for those sar'phags, though, Egyptology fans, 'cos there's a fair few mummies and dart shooting meanies behind those carved human shaped doors.

## Incentive

We like Freescape. It's one of the wackiest game ideas to come along in a long time. And now after Driller and Dark Side, we've got Total Eclipse.

This new game is set firmly in the sandy wastes of Egypt in the 1930s. So you begin by parking your Sopwith Camel (which doesn't fit through the eye of a needle. We checked!) next to a pyramid in the middle of the desert.

The plot goes like this. You're an explorer, complete with pith helmet, khaki shorts, and rotary spanking machine (just like ol' Indiana Jones. And you know (as a world renowned Egyptologist) that if you don't solve all the puzzles of the Pyramid, the total eclipse of the sun which is about to happen, will bring about the end of mankind as you know it! Crikey!

You're armed only with your trusty service revolver, which may seem a bit of a raw deal, but since you can manipulate the other objects in the game with it, it's your jewel in the crown. You also have a wristwatch, which ticks away the time remaining till the blackout, plus a heartbeat icon, showing how fast your heart is beating. And you must keep an eye on the ol' ticker you know. 'Cos if you get REALLY scared, you get a heart attack.

If you're familiar with the other two Freescape games you'll feel right at home in this one, as the controls are

very similar. The space bar draws your gun, toggling between move and target cursor modes on the joystick/keys. You can alter the resolution of movement and angle with the 'x' and 'a' keys, U-Turn, crouch and save and load. Handy option, saving, especially as this is supposed to be the largest Freescape game ever! Wow!

Useful additions to the controls are Face Forward, to help you straighten up if you're disorientated, and Rest. This advances the watch hands at a faster rate and calms down your heartbeat icon.

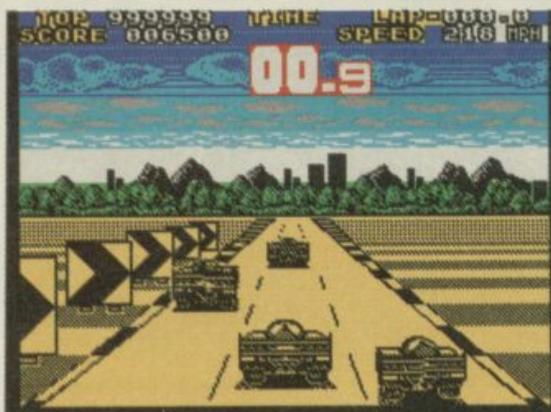
Okay, so that's the hang of it, jib, but what does it play like? Remarkably like the other ones actually. But that's not in fact, as bad as it sounds, 'cos the others were addictive, original and absorbing and kept all of us at YS tearing our hair out for nights on end. And TE isn't much different from that experience. It's great!

The Egyptian motif is effective, and suits the freescape environment. You can explore the pyramid, and crouch, climb and delve into all its important little places. You can look up and down which helps you solve problems like the one where there's a lot of trigger plates in the floor, and the really tricky one when you walk through the door, and there's a drop of several feet, and you need to figure out a way of getting down. Total Eclipse is a hot game. Buy it!

## Ocean

Coming to a Speccy near you soon, Wec Le Mans, that dumpy little coin-op, is being written fast and furious by the stars of Ocean. Judging by what we've seen so far, it looks like it'll take Out Run for a ride. Of course, printed paper being what it is, we can't show you the demonstrations of the car spinning round — or even the graphics of the other cars as they disappear off into the distance. What we can show you is a snapshot of the game as it stands so far — stunning graphics, eh?

Anyway, Wec Le Man should be hitting your Speccy this Xmas for just £8.95 on cassette and £14.95 on disk. Tis totally Terrific, eh Tommy?



# •PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

## Ocean

Take one cruel oppressor, add a liberal sprinkling of troops plus a dash of booby traps and mix the

whole lot in a tropical island. Leave in your cassette player for about 3.5 minutes, and voilà (here's one we prepared earlier...) a perfect

## Guerrilla War

The glacé cherry to go on the top is, of course, yourself. Armed to the dentures you've got to get in there and put paid to the evil tyrant's plans. This is performed by racing through rivers and swamps, battling through the cities and towns while being attacked on all sides by wave after wave of bloodthirsty

mercenaries. Phewwww...

You do have the advantage of a partner and a tank to climb into at certain stages in the game, but it still ain't gonna be easy.

*Guerrilla War* will be ready for consumption about *Chrimble Time* with a price tag of £8.95 for cassette and £14.95 for the disk. Volunteers only...



# GUERRILLA WAR

## Gremlin

Nee, naw, nee, naw, nawl! Screech! Eeeeeeeouul! Being a cop is always exciting, but no more so than when you're equipped with a high-tech sports car and enough technical wizardry to put the space shuttle to shame. Beats the pants off pedal power any day. And in *Technocop*, a multi-level arcade adventure/driving game which pits you (as a rozzar) against 16 fiendish future criminals, you can cruise in your panda car to your hearts content.

The game is split into levels and each level is split into two sections — one driving and one searching and shooting — with progress depending on how many criminals you bag.

The technobods behind *Technocop* are Greg Priest and Tony Porter, who were previously responsible for *Mickey Mouse* and *Basil The Great Mouse Detective*. So, this should be good. The automated lawman is set to begin his clean-up campaign sometime in December and will set you back a mere £7.99 for the (multi-load) cassette version and £12.99 for +3 disk.

# TECHNOCOP



# ESPIONAGE

## Grandslam

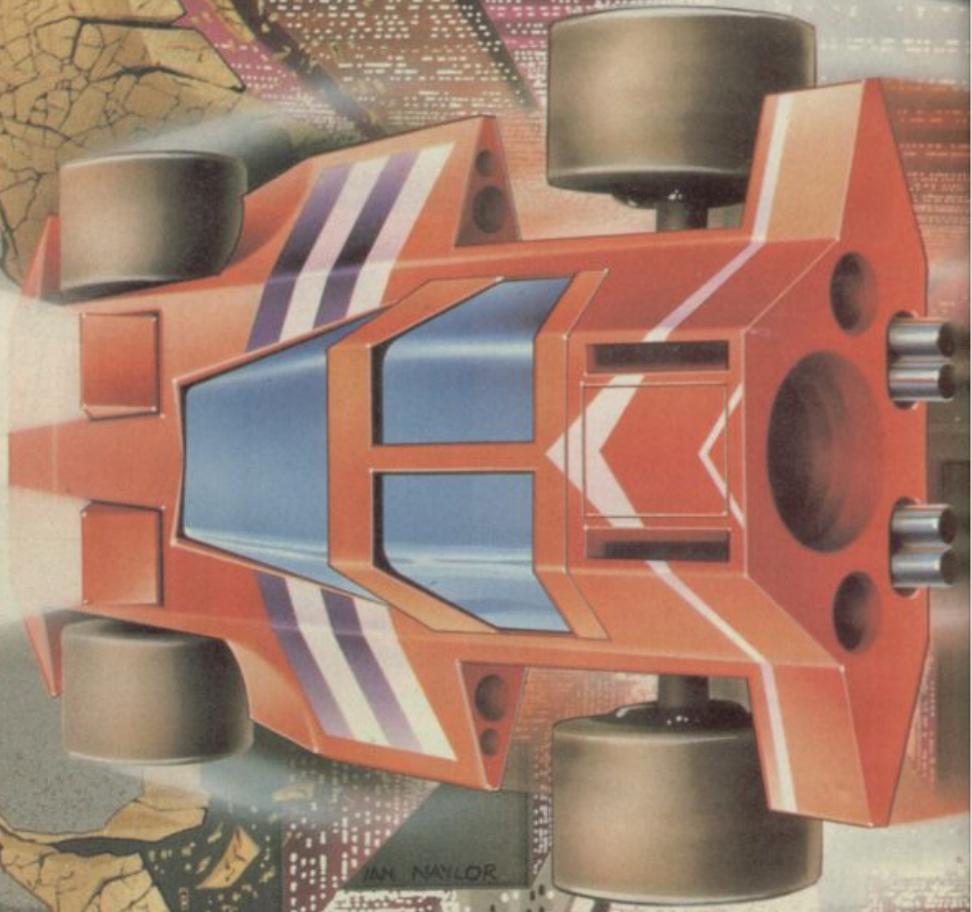
'Pssst — the vicar will take tea at midnight by the drystone wall!'

Which is probably 'spyspeak' for 'have you heard about Grandslam's 'game of the boardgame', *Espionage*? We're not talking James Bond, fast cars and beautiful blondes here though — more strategy and cerebral excitement, along the lines of chess and draughts.

One to four spymasters gather around an on-screen board and enter into the quest for four microfilms. If you can't find three friends, you can always play against three computer-generated opponents (or two, or one human and one computer... the possibilities are almost endless).

Would-be spying Spec-chums will be able to enter the world of cold war intrigue as we speak, so sneak out and grab yourself a copy for £8.95 on cassette or 1,000 roubles on microfilm.

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# ocean



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