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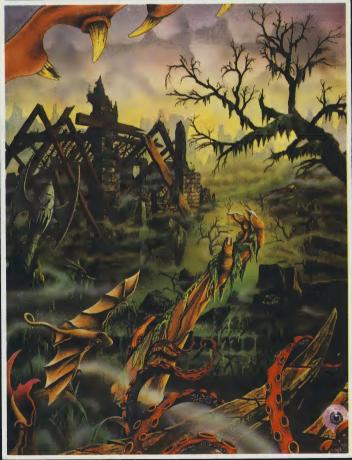
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insideYS

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Pyracurse The Hewson game with added Aztechnology.



POSTER MAP

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PROGS

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Speech Melba A recipe for successful speech synthesis on your Speccy.



Program Power Pull-OutRock'n'Roll around the clock then play *The Trainspotter Game*.

COVER GAME



P R E V I E W
Paperboy Get on your bike with
Elite's latest megagame...

SOFTWARE

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Animator 1 Another drawn out review from Max Phillips!

MEGACOMPO



Games, T-shirts, scarfs, posters, joysticks, records, books, games.

SCREENSHOTS

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Squillions of sensational games!

Splitting Images/Domark
 The Force/Mind Games
 The Comet Game/Firebird
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 Bobby Bearing/The Edge
 Biggles/Mirrorsoft

 Danger Mouse In Double Trouble/
 Sparklers
 Spike/Firebird
 The Master/Artic
 Helichopper/Firebird
 Knight Tyme/Mastertronic
 The Wild Bunch/Firebird
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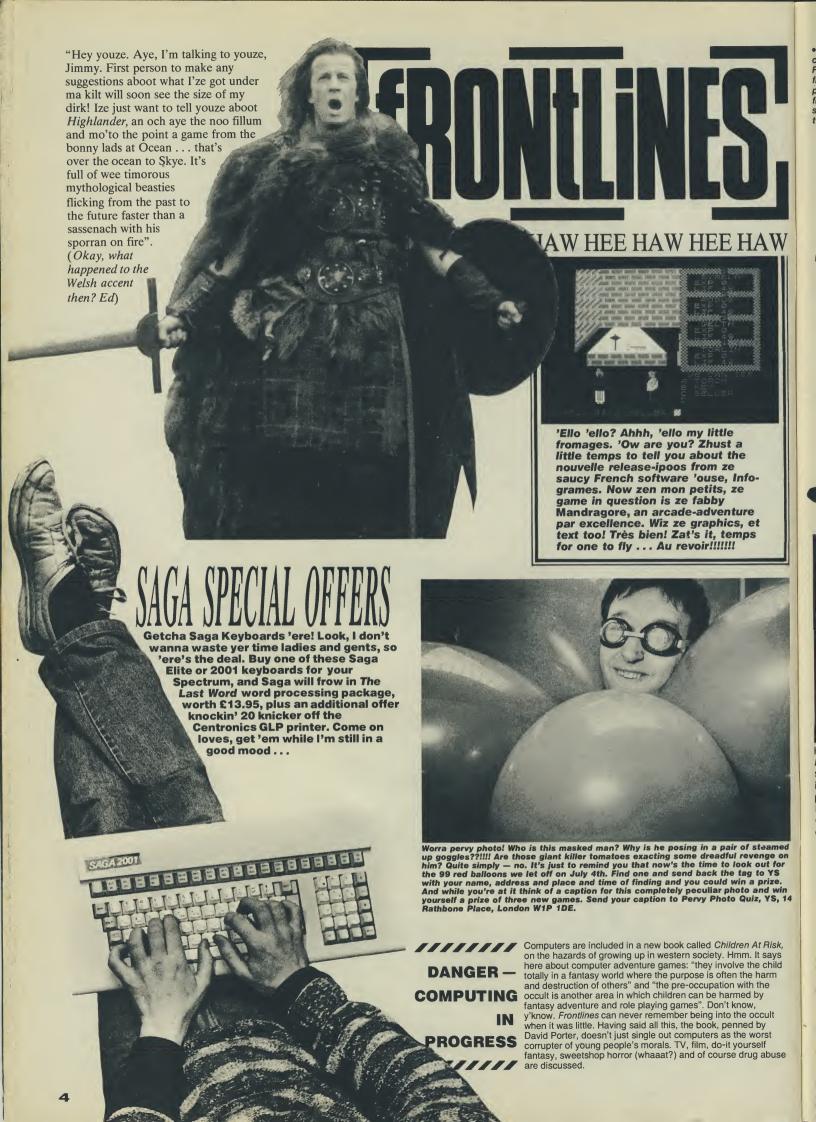
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• Now sit back and have a quick slug of cocoa. This may come as something of a shock. Remember Scooby Doo? From Elite? You do? (Just how old are you? Ed) Well, it's finished. And Frontlines has seen it. It's a fast action punch'em up in which you control Scooby as he fights and fists and flings custard pies around a castle in his quest to save his four friends. The on-screen action is restricted to two levels but the game scrolls up and down as you move

about. Elite claims that there's somewhere in the region of 255 different levels. In fact, this version of Scooby Doo is really Scooby Two, and was written by Gargoyle Games for Elite in just eight weeks. And it's full of the great graphics we've come to expect from Gargoyle — ghosts.

to expect from Gargoyle — ghosts,
goblins, greeblies and
some great ghoulfish.
The game won't be
released until later this
year but you can be
sure we'll carry a full
review closer to the
time. As Frank Sinatra
once said "Scoob-ee
Doob-ee Doo!"

The Frontlines Snippets of Strange Phenomena

No. 27 The Flying Dutchman

Haunting story of Holland's ghastly ghost ship turned into an interminable opera by Richard Wagner, later to find fame and fortune with the telly programme, Hart To Hart.

No. 56

The Bermuda Triangle

Musical instrument found only in the southern parts of the Caribbean.

No. 124

The Yeti

Large hairy beast from Tibet last spotted editing YS. (Side-splitting laughter, I don't think. Ed)

No. 2

Street Hawk and Knight Rider

Two games, one story. Rumours about them began many moons ago but though there have been sightings since, only now have the reports been confirmed. Yes, Ocean's long-lost games have finally found their way into the shops where, shock horror, you can exchange money for them and take them home to play.

No. 1005

T'zer's Brain

As yet, there have no been no confirmed sightings. (But that's only 'cos of the incandescent aura emitted from the most powerful of structures known to markind. T'zer).



Hot on the heels (and those are hot heels chartfans!) of *Dynamite Dan* comes (yep) the totally new and not in the slightest bit predictable . . . *Dynamite Dan II*. It's fast, it's funny, it's furious. In fact it's a super little platform game with simply ginormous sprites just like *DD*. And it's all yours for very little amounts of dosh. (But this copy is ours, so getcha mitts off!)

BOND AGE

Bond's back — and once again he's teamed up with the dynamic Domark duo. Live And Let Die's been cast as the latest choice and Domark's committed to offering you Moore for your money. This is to be the first in a series of Bond graphic adventures with text input programmed by that same RamJam team who nearly brought us Three Days In Carpathia. All in all, it promises to be very different from Å View To A Kill. Okay, own up, who said phew! And it follows the plot puh-retty accurately. Now I bet that's shaken you — stirring stuff, eh?



Tzers...

Oooh, I'm really depressed this month 'cos I've been ordered back onto dry land by the Ed... just 'cos I nearly sank the boat in last month's T'zers... splosh... he reckons I've got to be chained, yes manacled even, to my desk ... Trouble is I'm knee deep in paper so I can't find my trusty Imperial typewriter ...er ...oops ...shuffle... Ah there it is! Here goes for the next instalment in T'zers...

Er... well I haven't got that much to say really except... brrrrring brrrrrring... excuse me a second, "Hello, er, can I help you?" "Hi is that T'zer?" Ummm yeah, who's that? "It's Andrew 'I don't look a bit like Jimmy Somerville, well all except for my hair, and okay my face, a bit, and the way I dress, I suppose' Wright. I'm just ringing to tell you I'm setting up my own software company called Thalumus." Er, surely that's a squishy bit of flesh in your brain that controls your libido. "No, no, that's the Thalamus, and don't call me Shirley... anyway this software company is gonna be real groovy. We'll be releasing a game in September and another two titles before Christmas." Well thanks Andy I'll pass it on to the readers. "Bye!" Sorry 'bout that... anyway where was I... oh yeah the Spectrum scene.

First for the update on the supposed Sinclair supercomputer, the Loki. Forgeddit! As I told you there was a flash computer at the drawing board stage before Sinclair went west but Amstrad didn't want it. So, the people who were developing it have now set up on their tod with a company called Flair. But the first job will be getting their hands on some lolly — so watch out for a joystick interface and a sound/music interface first. Only then can they get cracking on the computer but it won't now have Spectrum compatibility because there's no way Amstrad's letting the rights to that go. Oh, and did you know that Loki is the name of the Norse god of practical jokes. Neither did a few other people I could mention... well, okay neither did I, but I read it somewhere.

And while we're on the hard stuff, slurp, here's news of another computer that won't be Speccy compatible if it ever sees the light of day — Sinclair's Pandora portable. And since Amstrad owns the rights to a lot of the other parts that Sinclair intended to use, it looks like it's back to the drawing board for that project.

But now for the games...
|Guess what? "T'zer... come 'ere."
Sorry but I've got to go again, the Ed is beckoning... shuffle... just hang on and contemplate your naval or something till I get back (click, whizz, click) pant, pant, puff, puff. I'm back. I just had to go off and do a photo shoot for the mega-big compo this issue — don't miss it!

Whoops I've just spilt Lilt everywhere — so here's some soggy info. Elite is presently working on a new rapid action shoot 'em up that's based on a well-known coin-op

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TAPE 2 **FINALS**

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TAPE 2 (Finals)

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- ★ Group of 4 prelims. 16 to final knockout comp.
- * Extra Time, PENALTY SHOOT-OUTS, where relevant.
- ★ Formation and strength information on opposition.
- ★ 2 from 9 substitutes (the FA tells us so).

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'Head of the Hijack Division seemed like a secure post when I took it but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but then how was I to know that I would have the President on my back, but the president of the President on my back, but the president of the President on my back, but the president of the Pr

A new concept in games. HIJACK is a skilful combination of arcade, strategy and simulation. The game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division, dedicated to stamping game sets you up in charge of a Pentagon department, the Hijack Division and complex windows game sets you up in charge of a Pentagon department, and the Hijack Division and the Hijack Division and the Hijack Division game sets you up in charge game sets you

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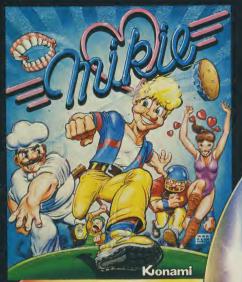
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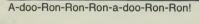
(To be read with a northern accent)

Eeee by gum lad! What's tha doin' playin' wit kids' games when tha can go down pub and play wit whippet and stuff ferrets down yer trousers? On t'other 'and tha could play wit Alligata's new game, Pub Games — it's reet gradely. Tha can play arrers, table footy, skittles, dominoes, billiards, pontoon and poker. Well, I'll go to the foot of our stairs if there int a whippet balancing a pint pot on t'end of 'is nose wit black puddin' stickin' out of 'is lugs an' all.



We've got the Spectrum version of Nexus — so ner! And no you can't buy it yet, but it is at an advanced stage. It looks puh-retty interesting, doesn't it? You play the part of a journalist who's trying to break a story about a drugs ring. The parts of his story are scattered around the drugs complex, and he has to collect all the little facts on bits of paper to finish the story . . . Frontlines knows how he feels!

 Domark wishes to make it clear that its game Splitting Images has no connection whatsoever either actual or implied with any television programme either living or dead. In fact, it wants to make it so clear that it's changed the name of the game from Splitting Images to Split Personalities. So, in future when you read the name Splitting Images, as you will in this issue of YS, you must mentally substitute the name Split Personalities. Got that? Let's give it a test run. Frontlines says Splitting Images . . . and you say . . . okay, admit it, how many of you did we catch out? Mind you, we can see Domark's point. The old title does sound remarkably like Gardener's World, now





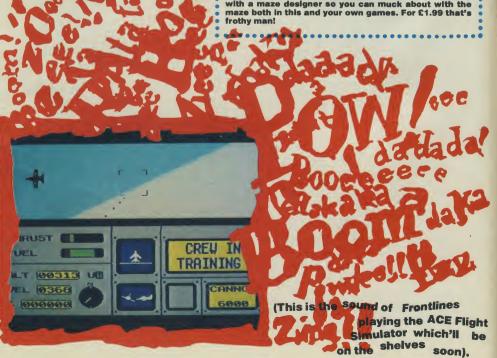
Hijack's a sort of cross between The Fourth Protocol and the Gargoyle style of walk-and-talk adventure game. You're working in a game. You're working in a government department in charge of hijacks and hostages. You must liaise with the President, the FBI and CIA (is this set in America by any chance?) and work together to try and free the hostages. It's all done with pull-down menus an' stuff, so as well as being jolly exciting, it's awfully 'hi-tech' too! Looks like a megagame, so look out for it in the coming months.

GET FIZZICAL!

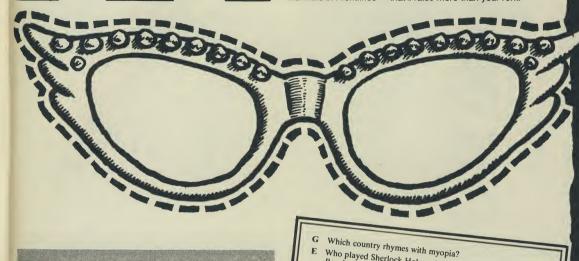


Ocops! Looks like one of those ever so, ever so cutesey little bubbles you find in bottles of really sickly fizzy drinks has hissed off into Mastertronic's new release, Molecule Man. (Ain't he just lurvely? Yeurcch!) But now I bet he wishes he hadn't 'cos he's been dumped in a maze to go off in search of 16 circuits — not an easy task when you're all body and no legs. He's got 256 screens to explore and on his way he's got to pick up coins so he can buy radiation pills to keep his strength up. Molecule Man also comes with a maze designer so you can muck about with the maze both in this and your own games. For £1.99 that's frothy man!

soon).



▼Didn't you just go all wibbly when you saw Jaws in 3D? Even the rubber shark was lifelike. Well okay, nearly. Wouldn't it be nice if you could view all your Spectrum games in 3D and, for that matter Your Sinclair. Well, raise my rent and chalk my cue 'cos matter Your Sinciair. Well, raise my rent and chalk my cue 'cos now you can with these super-duper, triff and brillo 100 percent unique, never to be seen before, 3D glasses. Wow! All you've gotta do is snip round the dotted line, colour one spectacle in red and the other in green and away you go. And if you wanna see just how lifelike they really are, have a peek at the piccy of Myrtle Mermaid in Frontlines — that'll raise more than your rent!





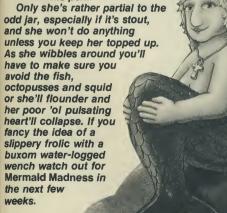
• Wow! What is this? Repton on the Spectrum? **Boulder Dash** III? Martian Dig-Dug? Aber nein, mein kleine kartoffeln, this is one of the programs in this month's Program

Power section of Your Splendid magazine. er . . . it's a jolly good game, too. Collect the gems and advance your grinning little frogman through the many screens. Rip it out, NOW!

BLONDE BUXOM BOMBSHELL

Cor! Wahay! No, it's not Sam Fox — it's Myrtle the Mermaid and whatta women she is. With a face like the back of an ocean liner and a body bulging with blubber it's not surprising the waves are heaving. Myrtle's the star of Electric Dreams' new arcade comedy, Mermaid Madness that features Gormless Gordon — a rather dappy diver with a problem. He's

been caught in an underwater wreck (not Myrtle) and it's up to the frolicking fishwife to save him from his peril.



Who played Sherlock Holmes in 'The Curse Of The Crimson Who was the man who shot Liberty Valence? AL Who wrote "The trees are made of putty, and my toes shrink in the wash."? What colour is the fluff in your belly button? Who is writing the computer game based on the best selling board game, Trivial Pursuit?



Oh, very nice. Dark Sceptre from Beyond, eh?
Classy graphics. Look at the size of that mask — no
attribute problems here. A Mike Singleton game?
Certainly looks as though it could be as big as
Lords Of Midnight. Better find out what the game's

about then.

Frontlines: Okay, in not more than twenty words can you tell us the plot of Dark Sceptre?

Mark (from the back of Beyond): Tricky, er ah, twenty words eh, well, it's a combination of strategy and adventure I suppose, er, about the archetypal struggle between good and evil, but I won't go into

Jungian symbolism . . .

Frontlines: Phew, that's okay

Mark: . . erm, I guess the player is the questor on behalf of the forces of light, ah, to capture the Dark Sceptre and end the Shadow Lords' evil dominion over the

the Lands of the Free. How's that? **Frontlines: Long! **Mark: Oh, and the stand-alone version will cost £9.95 and comes out on 28th July. It'll probably have single key input like LOR but you'd better check details with Mike Singleton — his company Maelstrom is also doing a play-by-mail version on microdrive that you can play and then send off to him for updating. **Frontlines: On to Mike then. They'll be disconnecting the phone again! **Mike: The play-by-mail version will cost £14.95 for which you'll get the game control, three free episodes and a blank cartridge. It's the same game except you're taking on an indefinite number of people rather than just the computer.

than just the computer.

game called... "T'zer I hope you're not mentioning any names." Who not mentioning any names." V me? Course not. Anyway this 'schhhh you know what, I won't mention Clint Eastwood' game'll have 320 screens and is being programmed by our very own Tony 'Slim' Samuels. Look out for it at the

Kqushhhhhhhh... package... kqushhhhhh... for Miss Maughan... kqushnhhhn... for Miss Maugnan... bsssccchh. Oh goody gum drops I just lurve packages. Thanks. I'll just open it to see if it's anything interesting. Rustle rustle... "Yes." No I didn't call you, Russell. Hey wow, it's from CRL. It's bringing out a new arcade game set in space called Captain Slog. Who's been looking at the room names in JSWII, then?
Your mission is to zap around the galaxy in search of blue-prints that'll lead you to the teleportation room and allow you to return to Earth. Captain Slog'll be on CRL's budget label, Alpha Omega and should be out soon.

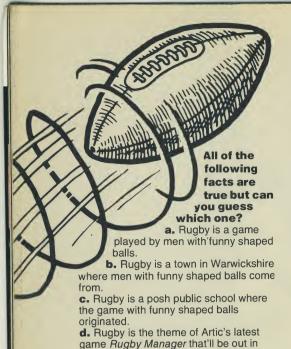
Budget labels are pretty hip at the moment... Elite is launching its new cheapie label called... wait for it... 2.99 Classics. It'll be releasing its old games at a budget price — the first four to shuffle onto the shelves will be Full Throttle, 3D Deathchase, Skool Daze and Valhalla. Can't

Brrrrrrring brrrrrrrring... that damn phone again... can't someone else answer that? I'm trying to write T'zers? "T'zer it's Richard Tisdall from US Gold on the line." Oh okay I'll take it. "Hello T'zer it's Richard. Thought you might like to know about the four new titles US Gold has got coming out on the Americana budget label!" Not another cheap label. "Yup! All games will be £2.99. In

Subterranean Nightmare top scientist Prof Fusion is sent to investigate unusual seismic disturbances..." Unusual seismic what? "Don't ask! Anyway, he's horrified by his findings..." I bet he is! "And that's all I know at the moment. But there's also **Pud Pud...**" Yummy! Yummy! "...that's set in Weird World and a deadly kiss from Mrs Pud Pud deadly kiss from Mrs Pud Pud breeds terror throughout the kingdom. (Sounds like one of T'zer's deadly kisses! Ed). Except for Mr Pud Pud, who's got an insatiable appetite for her delicious puddings!". Sounds disgusting to me. "Apart from that there!" from that there'll also be an arcade adventure called Tremor and a rerelease of The Hulk and I'm afraid I don't know anything else at the moment." Thanks Richard, why don't you write T'zers for me while you're at it. "Ummm... er... I must go.

Being such a dynamic journalist I did a bit of research, know what I mean John, and I uncovered a juicy bit of gossip. I s'pose you want to know now — well what's it worth? Oh okay then... US Gold has got the rights to convert the coin-op arcade game Gauntlet. It's the D&D game that you can play against three friends.

T'zer there's an alligator in reception who wants to speak to you." Oh yeah, and Editors can fly. "No really, that's what he said." Show him in them. Oh, it's David Palmer from Alligata Software Apparently the Ally Pallies are



time for the leek harvest.





aviator does a Back To The Future and time slips like he was standing on ice. His temporal twin in all this seventy year switching is a young American who's less than thrilled to find himself in the 1917 trenches. But he quickly gets into the swing of things and as soon as you can say Sopwith camel it's deadly sonic weapons and much bashing the Hun... with occasional interruptions as our heroes escape modern day police. Seems the bobbies haven't heard of Biggles and don't take kindly to machine gun fire around Tower Bridge. It's not easy to keep a stiff upper lip when your tongue's in your cheek but Biggles make a jolly fine show of it. Seems a sequel's almost quaranteed.



Well, 19 actually. Central Solutions is offering all budget releases to date. And what a selection that is! Adventures like *Prelude, Desperado* and *Murder* and action-packed arcade games such as *Antteroo, Dungeon Dare* and *Valley Of The Dead*. But that's not all! We've also got a super-duper cassette case up for grabs that'll hold up to 33 cassettes so all you popsters can keep your latest Demis Roussos warblings neat'n'tidy along with your games. Talking of Demis Roussos you've got a fat chance of winning anything unless you answer this dead easy teaser. What is a Demi-john? And no it isn't Demis Roussos' toilet. Answers on a postcard to Demi-john Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

ARE YOU ADDICTED TO YOUR SPECTRUM?

QUESTION TIME.

Do you quiver at the thought of being parted from your Spectrum? Find out if you're hooked in the YS quiz.

1. When you first open your eyes in the morning do you:

a. Jump out of bed and immediately load your latest game into your Speccy? b. Yawn and stretch and slowly wend your way to the kitchen for a bowl of sugar puffs? c. Decide you're quite snug and turn over and go back to sleep?

2. When asked by a close friend what a POKE was would you:

a. Take them aside and delicately explain about the birds and the bees?
b. Demonstrate by giving them a sharp jab in the ribs?
c. Inform them that it's inserting a number in an address of the computer's memory?

3. If you were invited to a Software party would you:

a. Turn up wearing the latest in satin and fur nightwear?b. Bring along your copy of Rambo?

c. Come with a bottle of Lucozade?

4. How many hours a day do you spend playing with your Speccy?

a. Two or less.b. Over five hours.c. Between three and five.

5. Bang! Your Spectrum's just exploded and it's two o'clock in the morning. Do you:

a. Decide you might as well go to bed and send it off for repair in the morning.

b. Break out into a cold sweat and start pulling the Spectrum apart in the hope that you can fix it.

c. Burst into tears and rush to wake up your dad so he can fix it for you.

6. Your mum and dad have gone off for the evening and left you to your own devices. Would you:

a. Phone up all your friends and invite them round for an illicit night of partying?b. Gather up your Spectrum and all your fave games and

have a zapping binge? c. Switch on the TV to watch the usual old dross like *The A Team* and *Miami Vice*?

7. You've been given £100 to go out and buy a whole new wardrobe. Which of these would you be most likely to purchase?

a. A deluxe anorak, a new pair of flared Wranglers and a Whitesnake T-shirt.
b. A snazzy pair of sneakers,

some Levi 'aren't I hunky' 501's and a Ben Sherman shirt. c. A beautiful teak fully-fitted cabinet.

from the local (Odeon, not pub) this month, totally boggled

by Biggles. Every boy's

8. It's Saturday morning, you're down to your last £1 and you fancy buying a magazine. What would give you the most pleasure?

a. The latest hip'n'trendy popsters mag.
b. A high class, fun Spectrum mag — well Your Sinclair actually.

 c. A mag full of machine code utilities and programs to type in.

9. Which of the following categories would you place yourself in?

a. Trainspotter b. Planespotter

c. Talent(wahay)spotter

10. On having your Spectrum forcibly removed from your clutches would you:

a. Suffer extreme withdrawal symptoms and start shaking all over.

b. Leap up and down with joy 'cos now you can live a normal life.

c. Feel a bit depressed but be glad that you kicked the habit.

SCORING

	а	b	C	
1	3	2	1	
2	1	2	3	
3	1	3	2	
4	2	3	1	
5	1	2	3	
6	1	3	2	
7	3	1	2	
8	1	2	3	
12345678910	a 3 1 1 2 1 1 3 1 3 3	2 2 3 3 2 3 1 2 2 1	C 1 3 2 1 3 2 2 3 1 2	
10	3	1	2	

Between 0 and 10

Cor worra groover! You

certainly aren't addicted to anything except having a ball. Beware though 'cos it'll catch up with you in the end. You're probably the sort of person who drives a Porsche and wears your shirt open to the waist baring a hairy chest and gold medallion — unless of course you're a girl! You could try taking your Speccy out of its box and playing the odd game or two, even if only to have a bit of a rest now and again!

Between 11 and 20

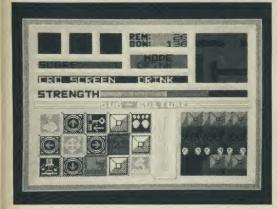
You obviously don't need S.A. (Spectrum Anonymous) yet but carry on like this and you may well do soon. By all means have fun with your Spectrum but don't let it take you over. At least you can still hold a normal conversation with people — why not try inviting a few of your friends round for a 'Nothing at all to do with Spectrums' party just to make sure you're still in touch and having fun!

Between 21 and 29

You must have been born with a Spectrum in your mouth! You know everything there is to know about the Spectrum — including how to build one. Beware you aren't totally addicted though 'cos if it breaks down you'll end up suffering severe withdrawal symptoms. Why don't you take up another hobby like learning Swahili or Chinese cookery — you never know, you might enjoy it!

Over 30

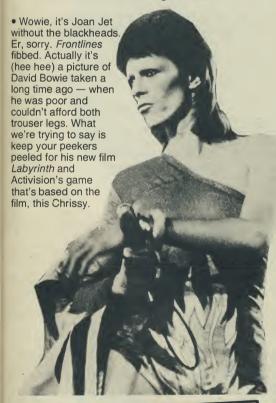
You can't fool us. You're Sir Clive Sinclair. Mind you, your interest in computers has been waning a bit recently with all those naff automobiles you've been producing. Maybe it's time to try something different . . .



Subculture

Now where have we seen this before? Wait . . . it's on the tip of my tongue . . . (Spit?) No, that's it — Shadowfire! In actual fact, apart from the faster gameplay, the

simpler concept and the altogether more pretty presentation, it could even be Shadowfire, at a glance. You play the part of a humanoid in control of a troupe of eight alien desperados. They're your assistants in shepherding a flock of aliens from a 'subculture' back into their pens. They do this for you by using their bodies to block the passageways, so guiding the less intelligent (more like flies the size of cows, really) creatures back into their 'run'. It's a bit like a cross between Doctor Who and One Man And His Dog. Brilliant!



- Er . . . can't read the answer without my G
- Status Quo.
- Ronald Reagan. Н
- AL Frontlines did.
- Blue. SN
- SL Domark, of course.

Back from gallivanting around Europe, Trouble-shootin' Pete kicks off the YS version of Desert Island Disks. (Cue seagulls and surf.)

My all time top eight games, huh? Now there's a toughie! Jet Set Willy? You've got to be kidding. Trouble is, I'm sure that info like this will reveal hidden secrets about my personality. Heh, heh!

The Rats

Hodder & Stoughton
Now I wonder what this says about my hidden depths. (You're a dirty rat?
Ed). It was while reviewing this game that I got hooked on James Herbert's horror books. It's a sort of icon-driven adventure and it still gnaws away at me even today. even today.



Melbourne Draw

Melbourne House Melbourne House
Okay, okay, I admit that Art Studio
and The Artist knock blue spots off
this package but I'm still very
attached to a program that I've
slaved over into the early hours.
Aah, the mysteries of the creative

Pimania

Now we're going back a bit. This was now we're going back a bit. This was the first game I ever reviewed and probably the reason I'm here now. (Well, I can't think of another one! Ed). The review appeared in interface, the club mag of the TX Ronzers (none.) club mag of the ZX Boozers (oops, I mean Users) Group but don't ask me now what score I gave the game.



• Galaxians

Artic
This was the only game my
mum ever played. It kept her
happy for hours. And at least
it kept her out of mischief.
are like!

Are like!

PSSST

PSSST
Ultimate Play The Game
Another oldie but it's still a helluva lot better than some of the 'games' around nowadays. Crikey, I'll be starting sentences soon with "I remember when I was a lad..." Fortunately, Ultimate looks as though it's reviving all its old game formats in new covers. game formats in new covers.



The Rocky Horror Show

As an utter, utter Rocky Horror freak (Why bother with the Rocky Horror freal (Why bother with the Rocky Horror bit? Ed). this game just had to feature in my all time faves, now didn't it! Let's do the time warp

• UGH

Softek

The name says it all really. But I just had to choose at least one game from that podgy programmer, Tony "Slim" Samuels. And if you'd seen some of his other offerings you'll understand why I plumped for this one.



• Elephant's Graveyard

Silicon Software
Silicon Software
Elephant's What? This just has to be the greatest game ever to hit the Spectrum. All colour, fast action and just a hint of subtle humour. What more can I tell you but to reveal the Okay gloaters, so it only sold four copies but doesn't that just go to show how nobody ever recognises true talent. Sob.

Well, actually they're cassettes but this title's got a better ring to it.

bringing out an Action Pack of four games for the Spectrum featuring Showjumping, Match Fishing, Labyrinthion and Son Of Blagger for £4.99. Snappy! David also told me that Alligata will be bringing out quite a few new products for the Speccy in the coming months. See you later Alligata.

l'm bored with writing T'zers. I know, let's play charades. Right it's a film, TV series and possibly a book and it's soon to be a computer game from Beyond. D'you know what it is? Good 'cos neither do I. But it should be out before Chrimble and it's being written by Mike Singleton and two of the founding members of Denton Designs. C'mon Beyond, spill the

beans to T'zer.
"T'zer, I hope you're writing your column and not playing games. On my desk in half an hour." What me or the column???!!! (You should be so lucky. Ed). Back to the up-to-theminute gen on all the latest Speccy games. I've lost my notes now... er... um... "Gush gush, hi T'zer it's me Gwyn Hughes your fave hyperactive reviewer. I've brought the lovely Rachael Smith with me too!" Oh god Rachael Smith with me too!" Oh god somebody take those slurp slurp lovebirds (yeeeurch) away. "But I've got some really hot stuff. Software Projects is bringing out **Dragon's Lair.**" Wasn't that the first interactive video game? "It certainly was. This king called Ethel Red..." Will he be ready in time I ask myself? "...has this beautiful daughter who's been kidnapped by this real fiend of a dragon called Singe. Daphne, the princess. is in Jurve (more fool her) princess, is in lurve (more fool her) with Dirk the Daring - a brave knight in shining armour. A little perturbed that his bird's been whisked off by a dragon with halitosis, Dirk decides he must come..." What? "...to the rescue!" Oh right. Sounds real dappy.

Brrrrrring brrrrrrrrring. I'm not answering that. Activision and Ariolasoft have been playing swopsies lately. Activision is bringing out **Aquadrome**, the follow-up to Ariolasoft's **Panzadrome** and Ariolasoft is bringing out **Toadrunner**, the follow-up to Toadrunner, the follow-up to Activision's sister company, Electric Dream's Riddler's Den. Confused? You're not the only... "Tzer that was the BBC on the phone wanting you to do a TV appearance but I told them you weren't interested." Typical! Still, s'pose I ought to finish this flippin' column — it's so much this flippin' column — it's so much more fun!

Just gotta go and make a coffee amuse yourselves till I get back (don't be revolting!) Slurp... Martech has just been on the blower... slurp... guzzle... to tell me about its new game W.A.R... gulp... slurp... it's a shoot 'em up set in space. schulurpp... An alien race has built a space station in a cylinder and you've got to fly your craft into the cylinder and over the planet surface knocking off the baddies — it's gonna be tough. Guzzle... hic..

Well, no really, it's been lovely but I must dash. I've had a better offer you'll just have to wait until next month for the rest of the gossip as I simply haven't got time to finish
T'zers. Will someone unlock these chains please? Please?

Pleeeeeeeease...

E EVERY ONE AT WINNERS

WRITE TO: YOUR SINCLAIR, 14 RATHBONE PLACE, LONDON W1P 1DE

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BOURNE FREE

A few weeks ago I was in the big city when I looked around and saw something on the wall. Above this thing on the wall was a sign that said Rathbone Place. Strange, I thought, signs don't normally speak. Then I thought, where have I heard of Rathbone Place? That's it, Sherlock Holmes. No, it's something more important than that. Then it hit me. Even stranger, a sign hitting me. Rathbone Place is the location of the legendary Castle Rathbone.

It was then that I saw 14

It was then that I saw, 14
Rathbone Place. But where was
the castle? Not even a hut. I
wandered into ne building,
ready to fight off any megaloanies like Troubleshootin'
Pere or even lex Loader.
Instead I was confronted by a
charming recentionist. I boked
around the magazines on your
shelves only to find... the
Samantha Fox special.
Unfortunately, I didn't have
enough money for it so I
bought the new YS (A wise
choice if I might say so. S Fox)

I think that I should receive some sort of token of appreciation for not revealing more about the exploits of Rathbone Place.

Mike Bourne Middlesbrough, Cleveland

And that was how it began. A normal YS reader (well, as normal as a YS reader can be) on a day much like any other. And suddenly his whole world falls apart. Yes, he had entered the Twilight Zone... of Castle Rathbone. He was on those travels from which no Bourne returns. Ed

CORNISH PATSY

Okay, I know I haven't been reading YS on a regular basis but since I returned to Cornwall I've purchased your entertaining production and I've found it a most useful publication, full of wit and charm!

Only one thing mystifies me, what is a T'zers when whatever it is, is at home?

Alastair MacFarlane Redruth, Cornwall

When it's at home it's really happy. It's just when it's here that the problems start. **T'zer**

WELL "POP" MY CLOGS

We are a computer based pop group. (Makes a change from all those computer generated ones. Ed) Extremely up'n'coming. Record company interest = Virgin, Stiff, WEA, A&M, Chrysalis. TV = That's Life, Lift Off, Whistle Test, Tomorrow's World blah blah. And oodles more. Our latest scam is that we've just been featured on The Archers. Can you believe that cutesey-pies! In the very episode on the demise of Dan Archer! Elizabeth called us "wild and wow!" — neat huh? Eddie Grundy developed an unnatural interest in P.A's. (P.A.'s what? On second thoughts don't tell me. Ed) This makes us "cred". (Ahem, that's what you think! Ed) And there's more to come - so tune in.

We're the first pop group ever to be featured in the plot and we're to have two songs played.

In the 'live' situation, we show computer graphics on banks of TVs behind us — all visuals are Dr J's dept. On our tape we also have what we call Blipverts — to be loaded into the Spectrum etc. So, this is the situation. We'd like:

1 A pop-feature in your mag. Xenophobia starts and ends with us. (Eh? Ed).

2 To ask all your up'n'coming whizz kids to send us their computer visuals/ games/ideas etc to be used for a video and 'live'. We can't offer any money to anyone (yet) but we will credit them and hopefully we can work with some of them.

3 To pass on this letter, after use, to your 'sponsorship' dept, to talk seriously to us.'

Yo-Yo Le LuLus

PS Read the 'rap' sheet!

The show's grand finale sees Gray firing metal rockets at the living-room door, Yo Yo being covered in condensed milk by Dr J.

The whole experience has obviously been too much for

Any suggestions for what we can rap up in this?

I hope you're ashamed of yourselves. There's Dan, upholder of the Archer dignity for at least the last five hundred years, yeoman farmer, parish councillor, Englishman, on his deathbed while you're out there encouraging the young Archers to say things like wow and wild. Oh, 'tis a naughty world we live in.

And now you're looking to corrupt the YS "whizz" "kids" with your offers of fame and future fortune. I ask you... Er, I ask you to send stuff to us and we'll pass it on to Le LuLus. And if the interest is great enough we'll certainly follow up with a feature on the band in "action".

Oh, and as soon as I track down anyone who owns up to being in the "sponsorship" department I shall surely pass your letter on. Can't say I hold out much hope though. It's tricky enough extracting our own sponsorship money once a month. Still, life must be full of ups'n'downs for someone called Yo-Yo. Wow and . . . er wild! Ed

RUNCORN PLASTERED

This time you and your magazine have gone too far!! I have maintained a discreet silence about the gradual decline in standards that YS is exhibiting, including attention grabbing pictures of scantily clad Amazonian women amongst other things. (Put your clothes on, T'zer! Ed) However, in May's issue you went too far and I have been spurred into action.

I find the comments made by Rick in his review of FA Cup Football highly offensive. How dare he insult such a cherished institution as Runcorn A.F.C. and their fans. We don't need to "leap into the third round" thank you. We are on our way to Wembley to play Altrincham in the final of the FA Trophy right now! If Rick did his homework he'd find that the Linnets have sent "ripples of shock" through league teams before and the likes of Liverpool and Arsenal hold no fears for the stalwarts of Canal Street.

So, unless you publish an immediately unqualified apology from Rick I shall never buy another copy of YS. It's about time someone cried "enough" to your provocative journalism.

John Catherall Allestree, Derby

Here we go, here we go, here we go... There we went, there we went, there we went. Shame it wasn't to Wembley. Ah well, at least Rick has withdrawn from his provocative pose. What's that Rick? You no longer believe they're a team of scantily clad Amazonian women. And you think the Linnets time will come again? When's that Rick? Ah, when Stanley Matthews regains his England place. Hmmm. Ed



Hippa-dee-doo-da, and Troubleshootin' Pete was never seen again. Oh YS, what's happened to From The Hip. Quote ish 4, "...different accent next issue". Quote ish 5, "...but he'll be back next month..." So where is he? Surely he's not still on holiday?



Dan just before his demise. Wa-hay, what a way to go, eh?



A MEGAGAME!

Your Sinclair - June 1986

A 'Sinclair User' 5 Star Classic

June 1986

Visually excellent and highly inventive...Kirel is a must.

Popular Computing Weekly 14th May 1986

Excellent! Computer & Video Games June 1986

Addictive products can be bought from all good software stockists but in case of difficulty may be obtained direct from us by mail order at the prices shown (UK P&P included but overseas customers must add £1.50).

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player. Seventy mind stretching screens, each one more complex than the previous, but providing its own individual challenge. **£8.95 for the SPECTRUM**.



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Has he got lost in the village in the Back-of-Beyond (do I win the compo?)? T.P. where are

Also I've got some news for Noel "Smartypants" Wallace. My bruv has a Quickshot and it's still in perfect condition after 1 year, 1 week, 2 days, 7 hours 32 minutes (at the time of writing) of game playing, including a fair bash at the joystick-bashing Decathlon. Na-na-ne-na-na Noel!

Thumbs up for Sandra Vogel great letter, one up for women's lib. (Bash the Ed for me T'zer, pleeze.)

Lisa Gilbert Maidstone, Kent

PS Hope I wore out the brackets on the office typewriter!

Okay, taking your points in reverse order, here goes: 1)))))))))(((((((

2 Ouch!

3 Smartypants is quite capable of looking after himself.

4. And now for the hot poop on T.P. The good news is that, yes, he came back off his rather extended hols. The bad news is that he's decided to go off on his own and start his own company — Trouble Unlimited was the suggested title but for some strange reason he didn't seem too keen on that. Stranger still is that we see more of him at Castle Rathbone now than we did when he was working full time. And he still insists on reading the Letters page over my shoulder. Go awaaaay! Ed Tee-hee! T.P.

ENDGAME

I have to agree with Andrew 'when will he stop being modest' Hunter, who wrote in ish 5 about game endings. The best end to a game I've seen is Max Headroom where the ending has to be loaded separately. Pity I can't make out a word Max says.

But at least he speaks more sense than Mark Devlin, aged 14 (months?) did...

Chris Jackson Chesterfield, Derbyshire

We are not, repeat not, starting that one up again. Before you know it we'll have him writing in again. Oh no, talk of the Devlin...

You may remember me, I'm that perfect Commodore guy whom you all love to hate so much. I was very surprised to see my letter in your pathetic excuse for a magazine and . . .

Mark Devlin Troon, Ayrshire

Phew you've got a nerve. Mind you, never was a truer word spoken . . . You are indeed "the perfect Commodore guy" — a first-class banana. Ed



Having just flicked through the wonderfully super-hero-ish 5 (geddit? - Batman for all of

those who missed it, shame on you) I was shocked and amazed to notice a mistake which may make my presently dull and uninteresting life into one of pride and honour when I became the happy owner of a coveted Trainspotter Award. I am, of course, referring to Frontlines, page 8, where to my horror I noticed a Speccy+ sitting proudly in front of Domark's new medium resolution monitor which was displaying a (wait for it) screen shot of the 128 version of Gladiator. Had this Speccy just had an overdose and flunked or is the YS Art Ed being paid by Domark to tart up its pics. Well, you can't fool an intelli-gent YS reader (yes, there are some of us about) like me, so send me one of those

controversial, highly talked about and most prestigious of Trainspotter Awards, please.

Dave Pauling

Troon, Ayrshire
PS Subs for the mag should be rolling in by now. After all, why would anyone want to shoot the warm, generous (I hope) likeable and friendly person which the Ed most certainly must be.

Now what makes me think that you're trying to get round me? How dare you incinerate that I might be open to flattery. Money's what I want, you dolt! It wasn't even our piece of pictorial deception (who said, for a change?) but Domark's. Still, it was a good bit of trainspotting... and I'm sure my cheque's in the post. Isn't it? Éd

WAR CORRESPONDENCE

In your June issue you raise the moral objections to a game based on the Falklands war.

From a philosophical point of view, there's clearly no difference between, say, the battles of Arnhem and the Falklands war, except perhaps the question of scale.

The difference is emotional. The battle for Arnhem is an episode in a war that has been long concluded and where all the sides agreed on the outcome. The Falklands war, however, is not yet over and one side is still pressing its claims. We in Britain are not quite sure that the sacrifice has gained a victory. The other emotional point is the question of time; the war is simply too recent for the grief to have diminished sufficiently and the nationalistic outburst also takes time to subside.

Pat McCarthy Bootle, Merseyside

I'm not sure I agree with you when you say that all wars are the same from a philosophical point of view — are they all good, all bad or does it just come down to which side you fight on? What you haven't told us is whether your attitude to wargames is dependent on your different emotional response to recent battles as opposed to earlier conflicts...

I totally agree with S Komor's letter in YS6 about Falklands '82 and wargaming in general; the game is very simplified but hardly bad taste — for that you have to look at offerings like Rambo or Sam Fox's Strip Poker.

I've been playing board, figure and now computer wargames for over ten years but I don't find any contradiction in also being a member of CND.

As you mentioned in your answer to S Komor's letter, it seems to be that the nearer a game gets to the present, the more worried some people become over the taste or indeed the morality of wargames. I think that this is because the more recent wars can be 'experienced' at secondhand through films and television and so have a greater impact than earlier conflicts.

Wargame/simulations are a study of the mechanics of warfare rather than the glorification of violence: if you object to wargames then you also ought to re-examine 'conflict' games such as chess. That's got that off my chest, now, how about a regular wargames/simulation column? I don't know how many other gamers will write in, but there's a lot of us around and at one army a piece ... you have been warned.

Waiting for my Speccy to roll a six.

John Weller Kingston, Surrey

Hmmm. Interesting thought. All games are based on conflict to some degree even if it just comes down to "beating" the computer, so to what extent are we on dodgy ground when we play games? I'd like to refer you to my treatise entitled The Reduction Ad Absurdam Of Games Playing With Reference To Wittgenstein's Linguist T'zer put those scissors down. I'm the only one allowed to cut SNIIIIP! You had to start him off again didn't you? I dunno. T'zer

GRUB UP

Hey come on! I've just finished reading Time Travel in June's ish and now I think I've had a close encounter (hey man -

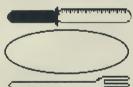
what's happening, I think I've been here before). Has Mamo been to the cinema lately to see The Terminator starring Arnold Black'n'Decker — the story is very similar.

You'll tell me next that the robot is going to wreak havoc on the world, and try to get Dave Rogan. Of course, the weapons the world has are no good against the robot. But Dave comes to the rescue and writes the Time Travel program again and sends the robot into oblivion.

Tell me this is not true and I'll eat my Spectrum!

Charly Finedon, Northants

It's not true. Ed



ICON DO IT

While playing The Young Ones and listening to Rick telling me that everything's pretty anarchic and Vyvyan telling me what a *!!+%* Neil is, I came across a bug (Not in Neil's underpants I hope! Ed). In the kitchen, if you aren't Neil and he's in there, don't open the fridge. Why? Because even though Neil shuts it, the computer still thinks it's open and won't let you go till you close it. But Shut isn't on the icon menu. So, you're stuck there! I listened to the radio for ten minutes or so — and then pulled the plug.

David"Jetset"Willmott Letchworth, Herts

Thass completely ber-illiant. Why don't you go and stick yer foot through the telly you great girly. Ain'tchoo got no imagination? Ed

= :

SHERRY TRIFLE

One day last year I went into a shop.

I was looking for a good magazine on pop. I looked up and thought to myself,

For there was YS on the middle

shelf.

picked it up and flicked through the pages, Then looked in my purse. Phew! I had my wages.

When I got home and reached into my bag,

I pulled out, yes, the YS mag. Every month from that day on From that shop one copy of YS has gone.

Really I have to turn myself in. You see, behind this, there is a sin.

I buy YS every month as planned

But I haven't a Spectrum, you do understand.

Nor a QL. No computer have I. I would be grateful if you print this letter,

And from what I've read, Ed I hope you get better.

Sherry Elliott Edinburgh

PS If any of you lads want to drop me a line My address is in Pen Pals, okay? Fine.

Cor, innit easy, this poetry lark, All you need is the creative spark.

It's one way of getting your letter read

And you can burble on at great length as I do all the time without actually saying very much just so long as you remember that the end words rhyme. Ed

WHACKO

While I was playing Back To Skool I came across a bug. I got 10600 lines and kept running till I came to the room between the Yellow Room and the Head's Office and waited until Wacker entered then catapulted 'im. When he was scratching his nut I went to the girl's school and kissed me girlfriend so I had 9600 lines then I went back to Wacker to slag him and what did he do? He expelled me!

David "Gremlin Sweevo Zip Zap Cool Person Postachio" Elliott (phew!!) aged 133/4 Edinburgh, Scotland

Jolly good show too. We're too soft by half on you youngsters today. When I was a lad, we were all beaten till we couldn't stand up and beaten again so we couldn't sit down. And it never did me any harm, did it

Colonel? Ed Course not. It's just that all that beating scrambled his brain a bit. T'zer

MEGAWHAT?

I just thought I would write and complain about your so-called magazine. (You might as well, everyone else does. Ed. Let's all say aaah! T'zer) The first thing I don't like is the repeated use of the word "mega". Mega this, mega that, all over the place. Why don't you find an editor with a larger vocabulary? Don't get the wrong idea. I don't buy your magazine. I just flick through my friend's copy. (Oh, that's alright then. For a moment there I thought you'd actually dished out the dosh for it. Ed)

Jamie Smith Whitton, Middlesex

Haven't you sussed it yet. The reason the Ed keeps on using the word "mega" is because he's a megalomaniac! T'zer And here's a megaton bomb for you to be going on with. Ed

KNOW ROBIN! ONE OF MY ARCH-FOES

UPPSALADAISY

No rails without trains. No trains without trainspotters. No trainspotters without a pen and paper. No pens and papers without trees. No trees without oxygen. No oxygen without germs or Jean-Michel Jarre. I know everything about germs, thanks to Firebird's Comet game. No, I haven't finished it but I've found some bugs and messages in it. First, get into Pause Mode by pressing Caps Shift and Space. Now press A and Symbol Shift or R + V? Well, at least try 7 and Q or Space and 6. D'you think it's a long way to the Comet? Well, press 9 and 0 in Pause Model I just wonder how Empire is, the latest megagame from Firebird. Please, can you buy it for me (Q and P) and send it to me because I come from Sweden.

Calle Nordlund Uppsala, Sweden

What is the lad wittering on about. I preferred the letters that just went hurdie hurdie ho. I could handle them. Ed

Has YS ever thought of having an agony aunt column? How about Teresa (kiss, kiss) Maughan?

Alec McAllister Waterford, Eire

If you're looking for agony that's the quickest way to go about it. Ed. Don't you listen to him, dears. If you've got any little problems that you want me to sort out for you just drop me a line. Will you do that for me? Will you, loveys, will you? T'zer

Hisoft's Pascal is really O:OK and no bugs (hint hint), anyone want to communicate with me in Pascal can do so at the address below.

K Douglas 2 Monks Close, Formby L37

Er, O:OK. Ed

What about a Teresa Maughan's Strip Poker?

Macho Sevilla, Espana

What about it? Ed Oooh, I've come over all in a Royal Flush! T'zer

ve written this letter twice already but nothing has happened.

Andrew Dellbridge

Hornchurch, Essex

You have to post them you know! Ed

LIKE YOURS

YAW ON

WILL YOU FIT INTO

GRID OF PIXELS!



IS OUT TO HUMILIATE ME! BUT WHO ?! MEANWHILE ... YOU DASTARDLY HIERDO! HELLO, CLARK? ME! BATS BATMAN! ME! THE WELL, IT DOES COME IN HANDY! BEING A HOW COULD YOU?! EASILY! HA! COMPUTER GAME? THAT WON'T BE MAGNETIC WITH MY TELESCOPIC X-RAY VISION!

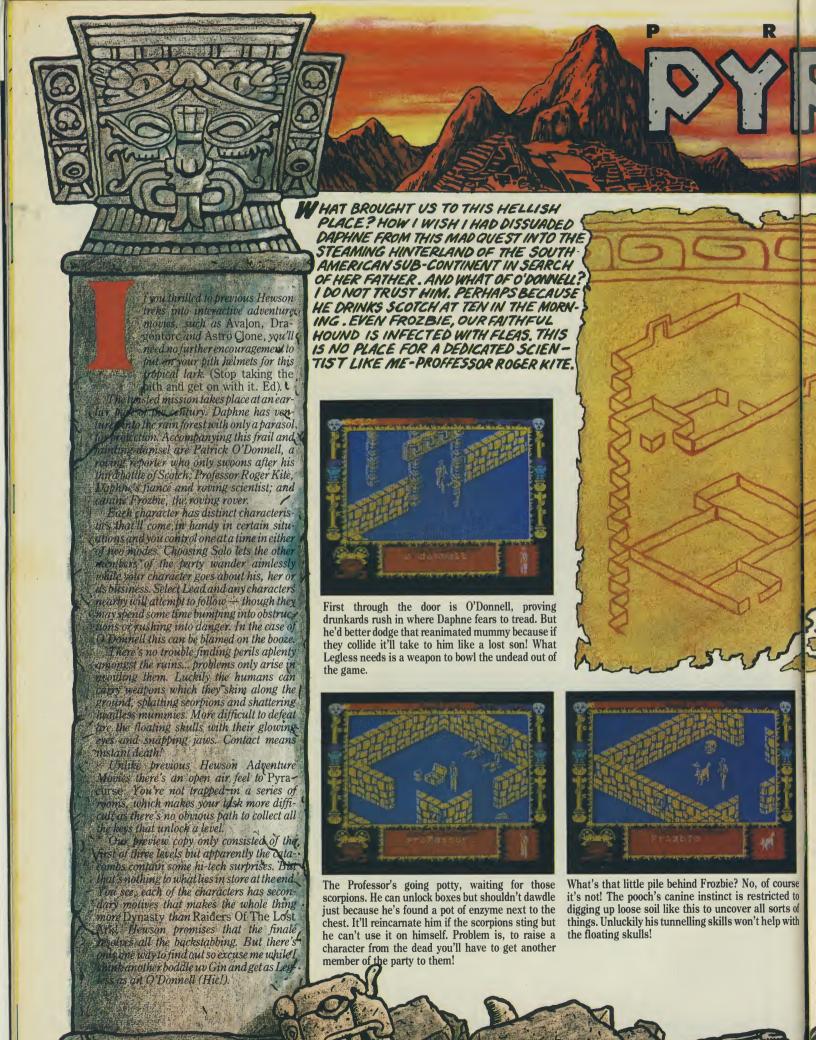
WHAT ABOUT THE MONEY, SUPES? ... I DO GET \$2 MILLION FOR EVERY FILM I DO !! HE YOU WANT, I COULD DESTROY THEM HITH MY MAGNETIC BREATH! O.K. CREEPS! WHY DON'T I GET A HOLD IT RIGHT THERE! VIDEO GAME WELL, FOR

UH-OH HOLY (IMUST BE IN HEAVEN) WONDER WOMAN!!!

Roy Fowler of Sheffield's gone completely batty — he doesn't even want a free game for his Batstrip. "All I want is the cover of YS5 with Bats on it or a full sized colour pin-up of Sam I want in a Wonder Woman costume. Or if you can't afford a whole costume, half'll do!" Hmmm.



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"Byte Me" bright yellow tee shirts are gr-gr-great — £3 (S/M/L)
Selected titles are available at W.H. Smiths and all good computer stores





WORDS AND ANCIENT JOKES BY GWYN HUGHES.



"I say, Daphne — while we're here all alone . . . I've got something to tell you. I'm a total wimp when it comes to pushing over amphorae. If only O'Donnell was here we might be able to get a key to put in that lock by the door. Oh, and do give me a kiss. It's a sure-fire way of bringing me back to full strength."

AS EVERYONE NOSE
THE SINU CITY
FEATURES THE CHARACTERISTIC SINU'S MACHITECTURE.
THIS IS ONLY THE FIRST LEVEL
BUT THAT WAS ALL THAT WAS TO
BE FOUND ON THE MP OF SCRATTY
TAPYRUS...ER, SCRAP OF
TATTY PAPYRUS (DAMN
O'DONNELL'S COCKTAILS!)
APOLOGIES IF PARTS ARE UNCLEAR
BUT THE INCA WAS STILL WET.

 Game
 Pyracurse

 Publisher
 Hewson

 Price
 £9.95

Keys A-G Up Left; H-L Up Right; B-Break Down Left; Cap Shift-V Down Right; P Fire'; Fire+A-G/Cap Shift -V Menu Select.



Name Daphne Pemberton-Smythe

Age 22

Distinguishing Features Fresh beauty, innocent charm, steely blue exec

of the late Sir Pericles Pemberton-Smythe, as befits a young deb. Though she is demise, the more cynical might suspect her stands to inherit the Pemberton millions!



Name Roger Kite

Age 37

Distinguishing Features Hereditary birth mark; the famous 'Kite' mark.

high in the archaeological field, Roger is a dry old bone. He is engaged to Daphne though she would consider trading him in for a later model. Only his brilliant brain can unlock the South American puzzles. His body is less useful according to Daphne.



Name Patrick O'Donnell

Age 35

Distinguishing Features Slight think problem; eccasionally amisses his inputh.

O'Donnell is bumming around South America in search of Quetzalcoatal — or any other brand of tequila. Keeps a close eye on Daphne because of the size of her ... inheritance. Strong as an ox ... and smells like one too.



Name Frozbie

Age 6

Distinguising
Features Four
legs, tail, hair all
over ... what
else would you
expect of a dog?

Notes An expert excavator,

Prozbie could be the perfect match for the Professor and A. Hang on, dogs don't have passports!

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- nual 1985.

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THE NEW SAGA 2001

Malalalala de la constitución de

THE SAGA LO PROFILE

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money! money! money!

The Price is Right!

B

uying a Spectrum is the least of your problems. From the moment you get the machine home, it wants feeding. Always,

always, more software. And please can I 'ave one of these? And one of those?

Not actually the Spectrum is it? It's you. You've got a problem.

Admit it, collecting hardware bits and bobs is *fun*! Go on, everyone does it. There's nothing so good as tearing the wrapping off some new goody to bolt on your Speccy (particularly if it's got one of those bubble-packs that you can squeeze to pieces afterwards — yummm!). Stop salivating at the back — and you, so-called pure games player, I know you've got a ZX Printer at the back of your wardrobe. Yep, everyone likes hardware!

Trouble is, hardware is one game that costs. When we put together the big systems overleaf, we had no idea quite how much. I mean you're talking holidays in Spain, big

motorbikes, secondhand cars here, John.

So you've got to learn to be careful. To know when to buy and when to stop yourself. Which corners you can cut and which you can't. And, above all, exactly what it is you need.

So get an idea of what you do with your machine. If you play games, you hardly need a printer or a disk drive;

spend the money on software. If you're a programmer, get the cheapest joystick gear you can afford; you're saving up for some form of mass storage and a printer. And so on.

These are hard times ... Max **Phillips** looks at where and when to put hard cash on hardware ... Illustration: Mark Harfield

Have a browse through the systems overleaf with no obligation to buy. It's all good, useful stuff but don't forget, it's up to you exactly what you personally need.

And there's no mention of the perennial stocking fillers, like dust covers and on/off switches. Get them if you're that sort of person. We reckon the money goes better on a new game! Happy hunting ...

THE EIGHT COMMANDMENTS

(Well, we couldn't come up with ten!)

Eight rules for safe saving and shopping...

Do buy what you need most

... know what sort of user you are and get the things you need.

Don't buy things 'cos they look fun.

. they end up gathering dust.

Don't buy the super-deluxe

. when a cheap alternative will do.

Don't buy a cheapie when you need better.

. you'll only end up selling the cheaple at a loss and buying the better model.

Don't buy secondhand. ... unless you know about what you're buying and can check it works

Don't buy discontinued and discounted.

... unless you can be sure to get software, supplies and support.

Do leave money over for software.

.. and certain magazines we could

Don't buy anything for your Spectrum.

... when it's a choice between that and food.

SHOPPING AROUND

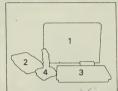
here to get it ... Most items are available from your local dealer - if you have problems, try these numbers ... Ferguson Tellies Woollies; Cathy CC310 — any good electrical shop (if you can find one); Switchable Joystick Interface — Datel (0782) 283815; **125 Joystick, SpecDrum**— Cheetah (0222) 777337; **Rotronics** Wafardrive, VTX5000, Quickshot II -Devron Computers 01-638 3339; Soundboost, Elite, 2001, GLP, LTR1 Saga Systems (04862) 22977; ZX Expansion system, Speccy 128, QL Sinclair Res... oops, you'll just have to shop around; Multiface 1 - Romantic Robot 01-625 9463; Speccy compatible monitor — Microvitec (0274) 390011; nice people at Sony - sorry, no home numbers; Discovery 1 — Opus (0737) 65080; Gravis IS joystick — Teknachron (0983) 853635; **Epson printers** — Epson (who'da thought it?) 01-902 8892; **Juki** 6100 - Microperipherals (0256) 473232 .. Not inconsiderable effort has been made to ensure details are correct (At time of going to press blah blah! Ed) but

you'd be a bit silly not to check first before

taking the plunge or buying anything ..

R •





The very, very least you need to get started...

Ferguson B&W Portable TV

kay for programming/business but a last resort for games. At this price, a secondhand colour TV is likely to be a 26-inch prehistoric monster; naff with a computer and not much cop as a goggle box either.

.....£55

2 Cathy CC310

r other plain ordinary cassette recorder. 'Computer compatible' units are okay but flash computer dedicated ones are a waste of money. Hi-fis and Walkmans are a long shot that might just work.

.....£20

3 Datel Switchable Joystick Interface

his one's a bargain because it emulates the different joystick protocols for the price of a single mode interface. If you can't get one, get a Kempston compatible unit.

.....£9.99

4 Cheetah 125 Joystick

nother bargain; can be mistaken for a real Quickshot at a distance but saves you enough for a new game. All joysticks break in the end so it's best to go for the cheap ones...

.....£8.95

EXTRAS

f you can nick the family TV or have a spare one, you've got fifty quid to spare. Go window shopping in the next column or blow it all on a heap of new games.

You can get thermal printers, like the ZX Printer or the Floyd 40, dirt cheap secondhand but it's your problem if you do. They're likely to die after a few weeks and it's nigh on impossible to get paper from 'em. Nasty little things anyway...





Take everything in the first column and pick your choice of one or two items from below...

Rotronics Wafadrive

ifty quid is the asking price in many places for these neat microdrive substitutes. A really good idea for programmers but be prepared to go it alone; not all programs support wafers and some can't be transferred to them.

Tip: Get the Toolkit wafer and a big bunch of wafers when you get the drive

.....around £50

2 VTX5000 modem

efinitely the easiest way to get on-line to the world.

Warning: They're best for Micronet/Prestel and you'll have to hunt Stephen Adams down to get software to let you use bulletin boards and Electronic mail services. Even then, the modem's Prestel speeds are a pain.

Horror: £100 for a decent 300

baud alternative.

.....around £40

3 Cheetah SpecDrum

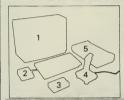
drum machine will, of course, anly be really useful to people who want ... a drum machine. Still, it's a bargain, brilliant fun and a lot easier to play than a real kit.

.....£30

4 Saga Systems Sound Boost

urgical implant for your Spectrum that boosts the sound through the TV. Warning: Invalidates your warranty. Cheapskates: Take the tape out of the cassette recorder, while holding down the little prong thing at the back left of the cassette compartment, press Play and Record. Turn any monitor switch on and fiddle with the MIC and EAR leads. If you're lucky, you get sound through the cassette speaker!£9.95





And this is where the wallet really starts to smart...

1 Ferguson TX Portable

r any Japanese equivalent will serve you well. Oh, and before you all ring up and complain, we haven't counted this in the total price.

.....£150

Cassette recorder

S ee first column. I know we've got microdrives below but you're going to need a cassette recorder to get all the software you buy into the Spectrum aren't you?

.....£20

2 ZX Expansion Kit

nreliable and slow but Microdrives are still the standard and all serious software supports them. One drive will probably do (plus it's half the trouble of two).

The RS232 saves you the cost of a printer interface and can be used for micro-to-micro links.

.....around £80

3 Romantic Robot Multiface I

S aves most things to microdrives, lets you POKE games, poach title screens and so on, plus a Kempston-compatible joystick port and extra 8K Ram for megabrains to splash around in.

.....£39.95

4 Quickshot II joystick

widely regarded as the best but see the guide in issue 2 if you're fussy (and so you should be).

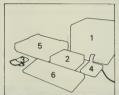
5 Centronics GLP printer & RS232 lead

LP stands for "great little printer" which means that they're alright. Probably the cheapest printer that'll give you good service.

.....£210

£ 9 O O





Told you that you can go mad...

1 Microvitec Speccycompatible RGB monitor

his is de business, man. A bright, sharp and steady picture that'll blow your eyeballs out. Ace for games and a good idea for serious programmers and business users.

.....£280

2 Opus Discovery I Disk Drive

he new price makes it even more of a bargain — it's probably the standard Speccy disk drive by now. Not really worth it for gamesters (unless you're so rabid you can't get loaded fast enough) but essential for programmers and business users.

.....£99

3 Sound amplifier

ou only need one if you're using a monitor; if you've got a TV, go for a Soundboost or fiddle with your cassette recorder (see second column).

.....£20

4 Gravis "Incredibly Sexy" Joystick

ertain people on YS like this one a little too much (Give it back! Ed) but at least we know it can stand up to a fair amount of abuse.

.....£20

5 Epson FX printer with RS232 option

Y ou only fit a printer once, so fit the best

Tip: It might save a few pounds to buy a Centronics Epson with a Kempston E printer interface (£39.95).

.....£350

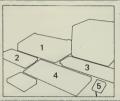
6 Saga 3 Elite Keyboard

.....£80

efinitely the second best keyboard available (see final column).

O. T. T.





Add any of these next time you win the Pools...

1 Brother HR-15 daisywheel printer with RS232

or business types only daisywheels are too slow and noisy for programmers and can't do fun things like screen dumps and graphics.

.....£250

2 Spectrum 128 as a spare machine

S eriously. I mean Spectrums do get old and tired and you might as well have the upgraded machine as a standby. If only games houses would stop wimping around and write some decent stuff for it.

Warning: There's a whole heap of 48K games that won't go on it.

.....£140

3 Sinclair QL for trainspotting

Iso seriously. The QL is a wonderfully sophisticated chunk of hardware and will keep any fanatic programmer happy for years. Plus the Psion business software can be very useful. Plus it's a bargain at the price.

Warning: Do it for love.

.....£160

4 Saga 2001 Infra-red keyboard

Way to get rid of a spare £120. These things are great for programmers and business users and anyone who likes to do it in style.

Warning: No go for arcade games and completely mind-warping when you try to work out which function keys do what in particular programs.

.....£120

5 Kempston Mouse

an't call yourself with-it unless you're driving Art Studio with this handsome hunk of hardware.

.....£70



Check out the choppin' and changin' in the charts this month with Sara Biggs.

Chart Chat 8

C'mon you reds! US Gold must be over the moon that its World Cup Carnival has shot to the top of the league this month. No real surprise here in the wake of the Mexican footie festival, except maybe if you add it to your collection alongside Artic's World Cup from a couple of years back. Once you've waded through the stickers and so on, you may have a bit of trouble spotting the difference. Looks like some people are gonna be as sick as the proverbial polly. Batman flew into the charts during the last month to take over the number one spot but it was a brief reign for the Caped Crusader. Robin's having flown the nest was just too much for him. Two class budget games are making a strong impression at the moment: Mastertronic's Knight Tyme and Firebird's Ninja Master are standing at three and six respectively.

The Indian	abbie Te-	p Ten Titles
		o len lines
	1011 0 1 0	S I CII I I I II I CO

Position	Last month	Weeks in Chart	Title/Publisher
1	-	1	World Cup Carnival/US Gold
2	1	4	Batman/Ocean
3	_	1	 Knight Tyme/Mastertronic
4	3	2	 Rock'n'Wrestle/Melbourne House
5	4	9	Green Beret/Imagine
6		1	Ninja Master/Firebird
7	7	6	 Heavy On The Magick/Gargoyle Games
8	9	8	Bomb Jack/Elite
9	6	10	 Incredible Shrinking Fireman/ Mastertronic
10		3	Quazatron/Hewson

Gremlin Graph

Following the fortunes of a software house is always interesting, and this month Gremlin Graphics comes under scrutiny. Its first big success was Monty Mole, which tunnelled into the charts in October of 1984 on the back of the miner's strike. It reached number two, and stayed around the charts of the miner's strike. It reached number two, and stayed around the charts for eight weeks. A sequel, Monty Is Innocent, followed in March 1985, reaching number six and staying around for eleven weeks; and another sequel came along in November — Monty On The Run. This was the most sequel came along in terms of chart positions, coming straight in at number one and staying there for two weeks before slowly dropping out of the top 40 over the next nine weeks. Who said sequels are never as successful as the originals? In the first five months of this year Gremlin has left Monty to his own devices but it's not been idle. West Bank came out in February, Way Of The Tiger in March and Bounder in May. No news of anything else at the moment but it'd be surprising if Gremlin stayed off the scene for long!



This chart is based on the MicroScope chart as compiled by Gallup.

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store Joesn't display the latest MicroScope chart, ask the manager to call Mark Salmon on 01-631 1433 we'll send a copy every week.

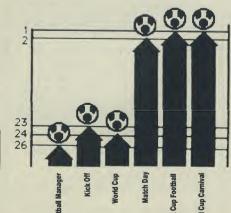
12	Months Ago
Positio	n ● Title/Publisher
1	• Softaid/ Softaid
2	• Spyhunter/ US Gold
3	• Starion/ Melbourne House
4	• Shadowfire/ Beyond
5	• Gyron/ Firebird
6	• Minder/ Dk'Tronics
7	World Series Baseball/ Imagine
8	Brian Jacks Superstar/ Martech
9	• Gremlins/ Adventure International
10	Jonah Barrington's Squash/ New Generation
18	Months Ago
Positio	n ● Title/Publisher
1	Underwurlde/ Ultimate
2	Daley Thompson's Decathlon/ Ocean
3	• Eureka/ Domark
4	• Knight Lore/ Ultimate
5	• Tir Na Nog/ Gargoyle
6	• Combat Lynx/ Durell
7	• Pyjamarama/ Mikro-Gen
8	Avalon/
	Hewson
9	Hewson Travel With Trashman/ New Generation

Football Crazy

10 • Battle Cars/

Games Workshop

Six football games have appeared over the last three years. This graph shows the highest positions they reached in the charts, culminating in this month's chart smash, World Cup Carnival.





Max Phillips, Gwyn
Hughes, Rachael
Smith, Rick
Robson, Luke C.
and Phil South
jostle with their
joysticks to bring
you the latest
games reviews.

Domark/£7.95

Gwyn Take a block sliding puzzle and combine it with a popular satirical television show title. Now add an extra letter and you get *Splitting Images*, the first TV tile-in!

This ingenious avoidance of royalties hardly filled me with confidence. Nor did the blurb, burbling on about arranging the squares. Could Domark seriously be marketing a game as old-fashioned as this?

But begin to play the program and you realise its virtues. Dutch company Ernieware seems to have specialised in this sort of program and has added enough neat variations to create something new.

Put away all ideas of plastic puzzles and sliding squares around to create a picture. Instead imagine an arena with a store at the top left hand corner from where the picture sections emerge when you press fire. Three sides of the frame contain doors which are constantly opening and closing, and you can slide unwanted tiles through them to go to the bottom of the pile and re-emerge later.

There are also cracks in the wall, most of which flash on and off but one is constant. When a block collides with a crack it bounces back so you have to be careful with timing.

As you start to shoot sections of the picture from the store you'll find that corresponding squares are illuminated in a miniature completed picture to your right. You'll also find that non-picture squares emerge. Often objects associated with the person you're creating appear and if you bring the right ones together you score extra points. Arrange a collision between the finger on the button and the mushroom cloud and you'll bring about a cataclysmic bonus!

While you're trying to avoid crashing the wrong objects together you'll also have to watch out for bombs. These are neutralised by taps or can be kicked out of play through the doors, but whichever course you choose you've got

Level:01
BONUS:
OOOOOOO
SCORE:
OOOOOOO

Early on in remaking Ron. The first thing to do is to get two blocks from the higher layers as a buffer. Then you can whizz taps down until you need them for bombs and bonuses — or kick bombs out of the door.



Almost completed Maggie. Despite the fearsome sight, don't freeze now or time will run out. The only way to get those last blocks in order is to discard some through the door then they can be taken from the store in the top left hand corner when you're ready.

to be quick because if the fuse burns down they'll explode and you'll lose a life. The same goes if you run out of time.

For some reason I found all this totally addictive, even though there's a tendency for bombs to appear in rather quick succession. Eventually you'll discover the technique to complete Ronnie Reagan within the time limit and you'll skim through Thatcher. But don't get too confident because more cracks appear in the walls and the doors open at a different rate. By the time you

reach Alan Sugar you'll be panicking. Apparently Prince Charles lurks in there which makes me wonder whether we should really split heirs.

Not the most glam game of the year, but certainly one of the oddest and most unique. If tests of mental agility and strategy set against a tough time limit suit you then give these spitting images 'I'.





Central Solutions/99p

Rick Plodder might be a more pertinent name for this, the latest arcade maze game from Central Solutions. But like Geoff Boycott it makes up for slowness with steadiness. At least it's consistent — indeed quite sensational in its utter and complete ordinariness.

It seems the inhabitants of Pod have imbued their machines with intelligence, and technology has struck back, banishing the Poddites (Poddies? Poddles?) to the desert. As an exiled engineer you have to rig up an old Podder (Poddish for Cortina) and fit it with a limited arsenal (were the Arsenal ever anything but limited?) in order to win back civilization.

Trouble is, putting Podders together is worse than trying to find spares for a Lada. You have to find 107 spares spread over 36 screens, avoiding lots of nasties who'll do you more damage than all the secondhand car salesmen in Debden. You can nuke them but they'll bounce back to life again instantaneously. Guile is the style if you want to win out as



your missiles won't last for ever. Luckily most of the meanies (curiously crab and trilobyte look-alikes) just chug back and forth so it's easy to avoid 'em.

You can pick up as much as you like, and all you have to do is run over the rather poorly realised objects to collect 'em. As you travel extra lives and missiles can be found — as they're always in the same

place

Once you've got your 107 parts (and not fallen asleep in the process) then hack on back to screen 1 and exit to save the world. Personally, I think it might be a nicer place if it was left to the machines.





Firebird/£1.99

Luke Yeeehaah! Not a bad game this, pardners, and at only £1.99, excellent value for money. Not that it's anything more than a glorified text adventure ... coupled with some very imaginative attempts to pretty the whole affair up with simple graphics and sideline 'things to do'.

With only 50 bucks in your pocket, you come across a body lying in the street. You pick up his gun out of interest and before you know it, the local sheriff has taken it into his head that you're responsible for the stiff and sets a Pinkerton agent on your trail. But you know the real culprit is one of the infamous Wild Bunch and you set off to prove your innocence ... even if it means you've got to kill everyone in sight!

You've five towns to investigate and, at each one, you can enter the saloon, telegraph office, sheriff's office or local store. At the telegraph office, you can bribe the clerk to give you information on the whereabouts of the gang of desperados and the Pinkerton agent — a good investment as the Pinkerton man arrests on



sight. The sheriff's office gives you a chance to check out the descriptions of the Wild Bunch—so that you can challenge them whenever you meet. The store, of course, is full of all the provisions you need for your perilous journeys ... such as guns, bullets, food, clothing and so on.

If you wanna have a lot of fun try the saloon. Here, you can play poker against the local gambler and boost your funds. Careful play can double your spending money in no time at all. You'll need it later after all you've spent on provisions and bribes. You can also boost your strength points with a couple of shots of redeye or beer — slurp! It's here you're likely to come face-to-face with one of the Wild Bunch. You can always attempt to arrest him on the spot or take him out on to the street for a shoot-out.

Travelling between towns can be costly on your

resources. For example, on a typical journey between Nuggett City and Bulletsville — a trip that'll take you ten days on foot — I managed to kill a buffalo, a vulture, two bounty hunters, a trapper and a red indian. Onviously the Wild Bunch aren't the only murderers in this game!

murderers in this game!
There are three levels of difficulty, and the game is extremely difficult at its hardest level. Dying is easy — you can drink too much in the saloon (Typical! Ed), die from exposure up in the mountains, get scragged by all sorts of wandering weirdos on your journeys between towns, or just get shot up in the street by the Wild Bunch.

Overall, though, it's a text adventure — don't look for any wildly exciting graphics. On the other hand, it's an absorbing game ... and what do you expect for £1.99. I really can't say anything other than I was pleasantly surprised and thoroughly enjoyed my jaunt into the Wild West of *The Wild Bunch*.











BOBY

The Edge/£7.95

Phil A quick glance at this game and you immediately think of it as a *Gyroscope/Spindizzy/Kirel* clone. Well, aren't you the little games expert, then! Actually, you're wrong. It happens to be a similar *style*, but in no way is it in the same nesting box at all, petal

You are, predictably enough, Bobby Bearing, a spherical (no ball gags, puh-leez) droid, charged with retrieving his buddies. Through some painful twist of plot, all your chums are scattered around the 3D viewpoint maze, and it's up to you to shove them along from behind (Ooo!) until they're safely back in the recess from whence they came.

As you can probably picture, shoving a smooth metal ball along with another smooth metal ball isn't the easiest task in the world. Yup, like all the best games it's easy to learn, but **\$%!! hard to play. To make it not just annoying but plain intolerable, there are a host of hazards to contend with. Evil black droids lurk in

BEARING

cubby holes to bounce you, magnets and switches divert you and activate lifts out of turn. And worst of all, platforms pound some intersecting corridors like steam hammers — you have to time your passage very carefully indeed if you don't want to get squashed flat.

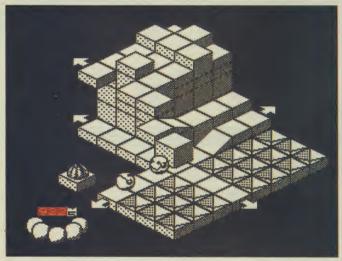
The graphics on this game are brilliant — they delight the viewer, and entertain as much on their own as the gameplay itself. Bobby's movements are very realistic, and his mobility and inertia, considering he's a

fictional droid, are fascinating to watch. In fact it's so nice to look at that you spend most of the first hour just watching what the program can do—blow playing it!

Just when you think you've seen 'em all, something rolls around the corner and taps you on the leg and trills 'Hi, I'm a new and totally original game called *Bobby Bearing*. Buy

Me!'





This room is an important intersection between all the naughtiest bits of the maze. Always remember, and this goes for other platforms too, roll your buddy across the junction first. If you get squished you'll return to the door of the room, but if your buddy cops it he could well disappear into a fresh part of the maze. And you wouldn't want to have to search around for him again. Down leads you to the first buddy location, left to the route back to your recess, and up to the rest of the maze.



This pair of lifts present the biggest problems in this game. First you roll around the one on the intersection so it doesn't squish you. Then roll up the ramp behind it to activate the hidden lift on the track beyond. That'll then lift you up onto the next level. Roll up to the intersection lift and time your exit perfectly (you can get squished on lifts too!). Then roll back onto the upper platform and you're on your way.

Artic/£1.99

Rick Artic may have vamped up its new budget software label, Antartic, with the release of a new title in the hope of taking a byte out of Mastertronic's market. It makes a big deal of the new packaging — but if the cover of The Master is anything to go by then Antartic may well leave you cold.

As for the game, it's a multi-screen arcader with the emphasis on platforms. Jasper, who has a penchant for watching horror movies, has fallen asleep during one. He awakes to find himself trapped within a world of film horror. Spookey! His only escape is to play his way through seven platform screens before the ultimate confrontation with The Master on the eighth.

As Jasper, to reach The Master, you must collect the correct number of Holy Crosses, and that's not easy as they have a tendency to transform into symbols of evil. Along the way, secure in the knowledge that, like the coolest of cats, you have nine lives, you'll need to zap numerous aliens (though they can't all be killed) and avoid a barrage of missiles. Once you've defeated The Master five times (yawn) it's back to the fray, though in a new form, to vanquish the vituperative vampire. On your journey you'll be tempted, Alice like, to press certain buttons which may or may not help you. Either way, complete the task before midnight (you'll see the daylight seeping away on-screen) or you'll end up with a right pain in the neck.

As you can probably tell, the game relies heavily on repetition and persistence — I mean, you have to fire and jump like crazy to get through the screens. If that's the kind of game you like

to get your teeth into, fair enough — but I'm sure you'll find as good elsewhere, even at this price.





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US Gold/£9.95

Rachael How kind of the Ed to let me, an ignorant girly, review this football program. After all, I'd never even realised that the World Cup is a five-a-side contest. Then again, maybe things were different in the 1984 World Cup—the copyright date you'll find on the packaging if you look very, very hard. The holes in this game are so wide you could drive an Artic through them.

In fact this is an Artic game that wasn't even highly praised in its own day, enhanced and re-released. Load it up and you'll find that despite the practice mode, which has no practical link at all to the soccer simulation, at heart this is still the same mediocre game it always was, and that's still available, unenhanced, both at a budget price and as part of a compilation! Alternatively there's always Ocean's far superior Match Day.

Practice consists of Taking

Practice consists of Taking and Saving Penalties and Ball Control. These are Daley Thompson type games with spartan graphics and slight control problems. Somehow it

WORLD CUP CARNIVAL



decided that I needed more practice and I was forced to reload because I couldn't break out of a purgatory of Penalty Kicks.

Training allows a one or two player single game while World Cup commits you to becoming Bulgaria, Outer Mongolia or A.N. Other and playing the full competition. Either way you'll discover a peril that makes my blood run cold. One team wears white, with the player in possession turning pale blue. This means that against a green pitch they are almost invisible! How can our lads in Brazil stand up to these sneaky tactics? And it's infectious; as players come into contact they defect to the other team's colour!

I suppose that the Ed thought I might like the wealth of posters, stickers and wallcharts and even a snazzy sew-on patch for my footballer-spotter's anorak... but I didn't! Maybe US Gold should go in for the souvenir market full time!

Graphics Playability Value for Money Addictiveness

3

SNODGITS

Creative Sparks/£1.99

Rick I thought Snodgits was the name of Bernie Winter's dog until I discovered Creative Sparks' latest cheapie. But no, it's a maze detective game with a hint of platform. It won't stretch your brain cells too much but as a sleuth spoof on Cluedo and all those Agatha Christies (with a soupçon of Gremlins thrown in for good measure) this gamette ought to raise a giggle, if not the roof.

There are five game locations — ranging from Mystery Mansions to Whodunnit Hall (geddit!) all on different parts of the tape. Here lives the frightfully awful (or is it awfully frightful) Snodgers — Roger, Daphne and Lord and Lady Snodger, who constantly order Benton the Butler. Whilst

doing his menials, the genial but apparently lobotomized, Benton (well at least we know the butler didn't do it) (or did he?) tries to solve various house mysteries like who should do bird for stealing the turkey.

You're given a map of the whole house and a bearing, so you can track yourself and the target clue, to help you in your quest. *Snodgits* has BIG graphics to help the hard of seeing as well as some pretty impressive 3-D effects. All in all, at Whodunnit Hall it's hard to be a bodger of Snodgers, so go for it!





SEAS CALM 2 KAMIKAZES GET THROUGH

PSS/£7.95

Gwyn Gung-ho heroics or a futile waste of life? In the abstract sense Iwo Jima, like all battles in all wars, was really the latter, but in the context of World War Two it was a major strategic move to secure victory in the Pacific.

Anybody who saw the Falkland's game will recognise the style. You have a set time, depending on level, to clear the island. Giving commands is eminently simple — it's all done with three keys — 1 and 3 scroll the options while 2 selects. There's no need to take units in the order they're presented, though this can become rather tortuous as you have to reject earlier units.

Limited information is important; you won't discover that field gun until you're right on top of it. It's a slow, methodical sweep across mainly mountain and scrub terrain with delays as you encounter heavily fortified positions.

While the small scale map means that everything is on screen all of the time, it also keeps everything fairly simple. As with its predecessor this could be a good introduction to the genre for any prospective arm-chair general

though it's unlikely to provide established tacticians with a major challenge.

Mind Games/£9.95

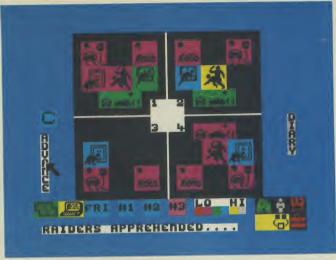
Rick This is an icon-driven strategy game that simulates the duties of a newly promoted divisional superintendent (stand up straight when I'm talking to you!) and his attempts to deal with crime in Middletown, Middlethorpe. And, yes, it's a rather middling game. In TV terms it's nearer to The Bill than Starsky And Hutch as it attempts to get beneath the glamour to the nitty-gritty of a policeman's lot. Hill Street Blues without the

jokes.

In many respects The Force, with its use of multiple maps, statistics and a barrage of facts to create a smokescreen of 'reality', is closer to war games and battle simulations. Well, you've heard tell of the 'war against crime'! But Mind Games emphasises that winning this fight (and so increasing your rating) has more to do with deployment and communication skills than the use of violence, hi-tech weaponry and machinery. Armed police are never called in, though there is always the Chief Constable's Reserve Foce for emergencies. But you're advised to use it rarely its short term achievements will ultimately lose you community goodwill, your prime measure of success.

Mind Games has tried to combine reality with some sense of the moral responsibilities of policing but whether there's enough 'whizz bang, 'allo, 'allo, you're nicked my son' to make it a commercial success is another question.

The Force package includes three manuals — New User's Guide, Training and Local Information — that give you all the information you need to play. Essentially your division (one overall screen) splits into four sub-divisions (a screen



each) which in turn is split into four. Each sub-division has its own character (whether suburban, inner city and so on) and peculiar crime problems. From your seven resources — Bobbies on the beat to Crime Prevention Officers — you have to allocate the appropriate forces to deal with the crimes revealed on the screen.

It may sound simple but, like chess, you can move your men without being too sure what the opposition is up to. The more you play, though, the more you'll suss things out.

To complicate things even further there's a diary screen

that informs you of special events during the week, ranging from royal visits to flying pickets. At the end of each week there's a traffic control exercise and your final weekly rating is a combination of this, community goodwill and the new crime statistics.

Definitely a game for those who want to test brain muscle rather than reflexes, especially if you've plenty of patience. But plod on, Plod, it's worth it. And good night, all.





Ultimate/£9.95

Phil Once again, that 'perennial', not to say 'darned persistant', hero Sabre Man has his eye on the next Ultimate adventure. (Well, they say the Devil finds work for idle Sabre Mans!). With just a magic wand and a few spells for company, he schleps into this latest maze hooded, as a true neophyte, in his chintzy shimmering blue robes, in search of the ancient Pentagram. Exactly why he might want the Pentagram in the first place is a little unclear, as the instructions to the game are shrouded in Ultimate's rather confusing 'poetry'. But want it he does, and in order to get it he must retrieve its four sections, and combine them in the correct way.

You have the now traditional left and right keys to rotate your hooded Sabre Man so he's pointing in the right direction, plus other keys to walk forward, fire, and jump. All this rotate-and-walk business is an annoying way of controlling a character, not to mention flippin' slow as any

PENTAGRAM

Asteroids veteran will tell you! Not too good if you're in a tight spot, with a spider chasing you while you're struggling around to point the right way for a quick exit. It would've been far better with the four direction method of a game like Batman.

You'll face many and varied hazards in your quest. But, by far the worst death-dealing creatures are the spiders. I'm not quite sure whether they follow you or not. Actually I think that it's just the way they whizz around... that and the fact that they're invulnerable to your blasts. That really gives me the willies. One slightly odd feature is the dragon heads that seem content to sway from side to side in doorways — making timing crucial when exiting or entering a room.

I'm gonna level with you. There are a few reasons why I don't go overboard on this game. The 3D style arcadeadventure has its fans I suppose, and you know who you are, but the rest of us need the odd spark of originality in a new game before we go ga-ga. The gameplay looks a bit, well, rushed shall we say? And I really didn't like the way the baddies just fall gently from the ceiling like flakes of plaster.

I also found it irritating that the more stuff you see on screen the slower and more laborious Sabre Man's movements become. As this display problem includes the bolts you shoot at the bad guys, rapid fire is out of the question. Still, having said all that, of its type it's not bad. Provided you're persistant, the puzzles are challenging enough and almost anyone will enjoy solving them — eventually(!).

Graphics Playability Value for Money Addictiveness



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HACK FREE ZONE

Blah blah blah Hex Loader... blah blah arcade hints... blah blah Hex's Heroes blah... blah blah my little toasted teacakes blah blah...

hzzzt! Click. Bzzzzzt.
Hello. (burp!) Sorry, I
haven't quite got over
that Mexican I had last
month. What's that?
The chilli Nah, stupid,
the chilli never arrived, so I ate the
waiter.

I love the Summertime, don't you? Yeah, the warm sun on me silicon, the breeze wafting gently around my casing, the birds tweetling contentedly in the softly waving treetops meeting my audio receptors... Well, if ya gonna wax, wax lyrical, that's what I say. And this 'ere's full of wax.

Nowww! The moment you've all been waiting for. At least those of you who are waiting for **Ben Hunt**'s final solution to *Monty On The Run*. Here you are then chummies.

"Go back to Pie Are Square and jump into the teleport. Go down the rope and jump off the left end of the platform at the bottom of the rope and get that purple item. In the Hall of Jow-an don't go on to the lift, as it needs to be mended. The next lift's okay. When you're at the bottom of the last green room, try treading on the white button if you want to go up in the world. Left, down and right from that room is a hard one. To get the

item at the top, wait at the entrance until the pudding bowl has gone back. Then go to the top of the green rope, not standing on the yellow platform. When the pudding bowl has gone left and the bubble is going up, jump right twice. To get back jump over the bubble.

"In the sewage works follow this route from the first pipeline room. Left, left, up, down, right, bottom left, left, down, left, through teleport, down, right, bottom left, left, down, left, past teleport through to: The Ultimate Experience. Use 'up' to fly. Try to get all the items — these are the hardest. There are only three rooms of this but boy are they tricky.

"When you get to The Tree Stump, go right and up twice. You'll come to a room with a petrol can marked 'P'. Get that then go back down and left. Now edge to the left hand side of the screen because through there you'll find Drive Sir Clive's C5. This is a doddle but your acceleration is very powerful. You can shoot right through the second screen at top speed. The rest is simple. Then you come to Das Boat, Go down and left until you come to the end where there's a key. Get it. Then go back to the non-moving head and chuck your grenade at it. Thanks Ben Hunt. A truly megasolution.

Next, my splendid little chilli burger (bluoorrp! oops!) Glen Robins and his little relish buddy, Mark Ruttle. Pow! Blat! Boffo! Wham! George Michael! It's the first ever Batman tips, batpickers. Over to Gotham City (Reading, Berks ackchewlee!) for the latest news...

'I bought the game of Batman on Friday the 2nd May, and we completed the game on Saturday 10th May, at 3.45pm, with a score of 8.572, having collected all seven parts. At the end of the game you get a pic of Batman surrounded by the baddies and the message 'Batcraft Complete'. To complete the game, once you have all the seven parts, find the room where the pieces are all assembled on two stump like posts. Use the parcel to jump onto the Batcraft, move to the front of the car and push onto the front of the cockpit. The tune will play, and that's the end of the game.

"In the boots room, you can avoid the henchmen very easily using the following method. It is possible to balance on the edge of the blocks and walk past them, without touching. In order to get back use the same technique. Familiarity with the game is the key. Make a map..." Or look at the one printed last issue! "... so that you can find your way to the launch pad. If you don't know your way around, it's easy to get lost. An' that's it!" Brilliant, mega-chummies. If you're not the first to finish the

game, you're the first to have their tips printed in the Hex Loader Ego Free Zone. Frrrrrrp! Whrrrirp. Ting! Brrrrrrrrr

Dan-diddly-an-dan-dan-daaaaaan! An' now, Zoners, Hex Loader proudly presents the final solution to *Riddler's Den*. Take it away, my little fruit bun, **Wander Koldewyn** of sunny Holland.

"Drop everything in the Bank room, and put the lighter in pocket 4. Get the lamp and use lighter. Drop in Bank room and put jar in 4. Get power in 3. Pick up pillow and lamp, duck and rope. Go and walk over the hole. Drop the lamp and duck out of your way, and drop the rope under the exit. Put flute in 4 and get gem and 1 amp fuse. Stand above rope and use flute. Drop flute out of harms way. Drop gem in Bank room. Put lighter in 4 and fuse in 3 and get jar. Go to Yellow Dragon, drop jar and press use. Drop lighter out of way and get half coin and pliers. Drop pliers in Bank room and get other half coin. Put silk coat in 4 and pillow in 3. Go to bull and use. Drop silk coat out of way and get plinth. Drop coin halves to make a (w)hole (chortle) near money bag. Get both money bags. Then kill 4 trolls. One with sword, axe, sword and shield. axe and shield. Get plinth, blue statue, tooth and pliers. Drop plinth under blue statue and use pliers on tooth in Blue Dragon room. Get gem and go right, go back and go up. There you are, finished!

"Oh, by the way, use pillows when necessary and drop gems, tusk and money bags in Bank." Thank you, Wander. You know, I'm really impressed by my little Dutch chummies. Their grasp of English is better than mine... Waitaminit! That makes me v-e-r-y insecure! (pause while Hex throws a small tantrum)

Waaaaah! Paul Hanley of Northampton (lot of games players in Northampton these days, keep it up folks!) has this to say about Match Day. "I beat the computer 29-1 in a 5 minute game and I did it without a joystick!!!" (!!!) What did you do, play with your nose? Sorry, do go on. "How did I do it? Well I watched the computer players over and over, and finally found it's weakness. It's possible to score beginning at the centre spot with only three passes! Plus, when played correctly it's very hard to defend and only takes three mins!!! (!!!) I have found the strategy to win. Press arrow and kick together. Immediately you've kicked it, keep your finger on the arrow button. The ball will bounce off the opposing centre forward's head but continue on its journey. Get under it and let it bounce on your head until all your players are stationary. When they are, let the ball drop to your feet. Kick the ball along the floor to the player at the bottom of the screen. Run him towards the sideline and goal at a 45 degree angle. Just before the opposing mid-fielder approaches you press arrow and kick. The ball will go over his head and to the feet of your winger. Run the ball towards the by-line. Suddenly run straight up. Then all you do is run it in to the goal. If you kick it, the goalie may well jump up and save it!!! (!!!)" And that is all you have to do!!! Piece of cake. Even Peter the Printer could do that, eh Pete? (Brrt! Yep! - Peter the Printer). Soooo. That's about the size of it f'now. Keep those letters and photos a comin'. Even though I've got a pile of mail up to my buss, I need more tips. I'm a tipsamaniac. Oh yes I am! (Oh no you're not!)

Oh well, as they say in gay Paree...

Click. Bzzzzzzt.

HEX'S HEROES

Bzzzt. Phzzzt. Chitch. Plink. Brrrrrrr. Ping! Ah, the old songs are the best. Still, enough of this frippery, on with the Heroes. yes, those fluffy, wriggly, squirmy things that go "Blozzle" in the night.

The first one I caught under my bed was **Andrew** "Elite" **Cope** of Exeter in Devon. He has the bare-faced temerity to slouch there an' tell me he's gotten 841,320 on *Bombjack*. Hah!

The second one I caught, looking like a piece of fluff from your navel was a gentleman called **Henk van Versendaal** of (yep!) Holland. He finished *Frankie Goes To Hollywood*, and was proffered the message "The Game Ends... Your Fantasy Begins!" Ahem! He also sent me a pic of him and his wife.

Carl Barker of Winchester (peeoww! Indians! Fttt! Brrr!) has s-s-sent me a nnote saying he's completed the Max Headroom Game. Well done. Apparently Max Headroom is some kind of computer generated TV personality. Really. Never heard of him.

Click. Phfffft. Bzzzzzz.



Andrew Cope Bombjack/841,320



Henk van Versendaal Frankie/Finished



Carl Barker Max Headroom/Finished

Hints zapped by Turner Compton, Hants.

You can push certain types of droid off their courses and over the edge of some levels, especially if it is a split level. Once again you need to have equal points to the droid you want to push.

The best way to kill droids, and indeed the only way to really get on in the game, is to grapple with them. The only thing is that in order to win a grapple you must have a few points to start with, 'cos that is what you're playing with.



Use the terminals. They can give you information about the location of the nearest lift, handy in a tight spot. The computer can also inform you about certain droid strengths, and what sort of equipment they carry. Disruptor Shields are the most handy bits to look for. You can survive on the harder levels with a gadget like this.

To accrue points to build up your strength, shoot as many droids on the safer levels as you can. When you've wiped out an entire level of the City, you stand a fair chance in a grapple with the higher level robots and cyborgs.

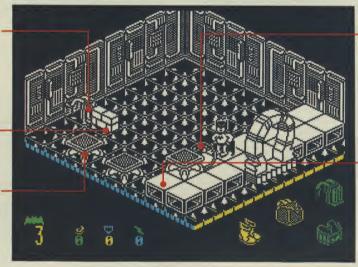
BATMAN

Batclues supplied by Bruce Wayne, Gotham City

You need the Jetpack to negotiate the next room, and the floor is electrified. What do you do? The Stepping stones are too far apart, and when you touch the sphere it rolls off out of control.

Jump onto the ball, jump onto the wall and walk along to the jetpack. I think it's probably easier to waste a life than try to make the return journey. You get to keep the jetpack anyway!

Do the same with the next table, walking as if you're going to go over the edge but jump at the last minute. Then you'll see why you shoved the glass ball over here... It bridges the gap between the table and the wall.



First push the glass ball towards the table on the platform. When it touches the table, move around it and push it onto the floor. It will roll across the room and stop by the wall in the right position to jump on.

Next walk down to the bottom of the screen and start to walk off the edge of the safe platform. Just as you are about to fall onto the electrified floor, jump, and soar over the gap. You will just catch the edge of the next table with your toes.

MAX HEADROOM

H-h-hints by Malcolm Gant, Dundee.

The best way of setting the lift security codes is to use the game preview in issue 4 of Your Sinclair (getcha back issues here!) and study the links from the pad at the bottom to the LED lights in your own time, then memorise the pattern you will need to set on the pad.

At the outset of the game, you must set the E code on the lift security system. This will take you to floor 200, and once there you can tell the other lift to go further up the building using codes 1 to 9 for floors 201 to 200



The directors' Hex codes appear to be on random floors, but here are some common sets I've found which may help you:

Board of Directors: 5D 6A 9D 45 Presidential Code: 18 40 F7 65

It is possible to break all the security codes on all the floors at once, but if you do this you can forget which floors you have searched and get lost. Only set the code for each floor once you exit the lift. Bear in mind that floors below 200 cannot be placed under your control.

Send your hack free game hints to Hex Loader, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

A REALLY RATHER BIG COMPETITION as competitions go:

blowing its own trumpet but our Megacompo is a Gold, Ocean, Martech, Melbourne House and the goodies. And it's a dead cinch to enter. Just fill in appropriate number - you can enter as many or bit of an exception so okay just this once ... Ta-the correct answer to each question against the Being rather shy and retiring YS is not one for rest are, a more than modest assortment of

the chance to win the whole lot - each time an and stick it to a postcard or the back of a sealed envelope and whisk it off to A Really Rather Big as few as you like. And even better, you've got Competition (as competitions go), Your Sinclair, 14 Rathbone Place, London WIP IDE. Simply clip round the coupon, or a photocopy, oig head) in it goes again for another bash

entry is pulled out of the Ed's hat (he's got a very

games! Now d'you believe us when we say BOG! (Er, shouldn't that be In fact, as competitions go, they don't come any bigger! We're doshing interfaces, games, posters, sweatshirts, records and yes, even more including games, T-shirts, games, books, scarves, games, joysticks, out an awful lot of absolutely amazing prizes (532 to be exact) BIG? Ed)

Addictive's new release Kirel really is addictive. It's a 3D puzzle in which the cute hero Kirel dashes around in an attempt getting zapped by the various Iurking monsters (lurk, lurk). Real who tried to blow up the Houses explosive stuff. If you can tell us of Parliament on November 5th you're in with a chance to walk off with one of ten copies of to defuse the bombs without Kirel and T-shirts. Was it:

joystick interface is like a

A joystick without a

Lucky ol' you can get your hands

Quazatron grab you? Thought that would tickle your fancy.

4 How does a quick Pyracurse in the

Guy the gorilla? Guy Fawkes? Guys'n'Dolls?

for his/her tickling stick? Was it: brain teaser — who was famous on both 'cos Hewson is doling out 20 copies of each plus 80 posters. Right then there's the

> shirts and ten Biggles scarves. All you have to do to get your mitts on these spiffing prizes, chaps, is answer this easy-peasy question.

Seven! Biggles is here and Mirrorsoft's offering the soundtrack of the film, ten T-

a. Ken Dodd?b. Ken Livingstone?c. Kenny the Kangaroo?

What is the name of Biggles' best

b. Ginger Hebblethwaite?c. Ginger Rogers? Ginger Rogers? a. Ginger Beer? chum. Is it:

c. Mae West? Spoo-key! That's Elite's new all sorts of demons, zombies and game Ghosts'n'Goblins featuring have a go at winning one of ten fire-spitting crows. If you fancy copies of the ghoulish game being scared out of your wits

there are also posters up for grabs. Who wrote the original Frankenstein story? Was it: a. Shelley Winters?
 b. Percy Bysshe Shelley?

go into that! Anyway here's your chance to pick up a switchable first five out of the bag with the correct answer to the following loystick. Datel is offering five of mouse without cheese and Sam these delectable devices to the Fox without ... well we won't planes, geddit? Please yerself). Was it: flight in an aeroplane (joystick question. Who made the first loystick interface that'll work with almost every make of whizzo games player but you mega-amazing Kempston joysticks that'll have you zapping there's no point in jumping for joysticks 'cos you'll have to answer this 'even a moron could haven't got the right equipment. Well, we've got just the job for you mateys. Five super-duper coined the phrase 'stick 'em up'? get it right' question first. Who everything that moves. But So you want to be a a. Margaret Thatcher? b. Dick Turpin?

c. Orson 'probably the best lager a. Orville Wright? b. Keith Harris and Orville? in the world' Welles?

is giving away 20 copies of Spindizzy and 25 posters. Cori-First you'll have to answer a pur-eety difficult teaser but don't get your knickers in a twist. Just tell you reeling too! Electric Dreams us who sang Twistin'The Night ike a record baby right round, round, round! And this'll send round baby right round

You spin me right a. Sám Cooke? b. Sam (wahay!) Fox? c. Uncle Sam? Away? Was it:

but Batman's forgotten the name of the Police Chief. Which one featuring the Caped Crusader to YS readers. It's into the batmobile to save Gotham city da Batman! Holy smoked copies of its new number one game Batman plus 20 posters kippers, Ocean is offering 20 Da da, da da, da da, da do you reckon is right?

new releases Rock'n'Wrestle and Red Hawk and lucky you lot have got the chance to win one of 25 don't know either. Only kidding, copies of each. Giant Haystacks it's actually Melbourne House's by the neck and swing him round till he hits the deck. Then say KWAH! If you're wondering what the hell we're talking about - tough 'cos we is one famous wrestler; now name the other one. Is it: Take your pardner

a. Big Mummy? b. Big Kevin? c. Big Daddy?

a. Hannah Gordon?
b. Gordon Moron?
c. Commissioner Gordon?



How d'ya fancy a copy of Gargoyle's giga-game, *Heavy On* The *Magick* and a poster? You would? Well, we've got 20 sets up for grabs but only if you're a real clever dick and know the name of the occult expert, devil worshipper and member of the order of the Golden Dawn who inspired the game. Was it: Heavy, heavy heavy!

a. Aleister Crowley? b. Lesley Crowther? c. Leslie Ash?

• REALLY RATHER GOOD RULES

Employees of Sportscene Specialist Press, Datel, Melbourne House, Activision ... and the rest had Jolly well better not try to enter — if they know what's good

for them.

Entries must reach us by August
31st or you'll end up with nowcl
Don't meddle with the Ed, even
though he enjoys it.

full of puzzles and high speed action you'll love Bobby Bearing from The Edge. You'll also love the prizes we're offering exclusively to Y5 readers. 15 copies of Bobby Bearing and 15 Fairlight T-shirts! All you've got to do is tell us who played the character Bobby in Dallas. Was it:

a. Patrick Macnee? b. Patrick Moore? c. Patrick Duffy?

Ariba ariba. Itza

ze idea of zis, answer ze question. Which of these ingredients is used in the Mexican sweatshirt with ze US Gold logo emblazoned across it. If you like World Cup here in Mexico and we've ten copies of US Gold's new game, World Cup Carnival up for grabs. We also ave ze very, very sweaty a. Kidney donor cards?b. Kidney beans?c. Kidney stones? dish Chilli Con Carne?

Bones assures us it's not a dangerous organism and Spock says it's all highly illogical. How'd you like to take it off our hands? Martech has five copies plus five awaiting matter transportation to YS readers. Just tell us my favourite instructions to the Chief Engineer. Kirk out. Is it: game The Planets has beamed on board the Starship Enterprise. 10.12.2000. Martech's new Captain's log: Star Date copies of The Planets book

a. More Scott thrusting?b. More thrust Scotty?c. Scotty you're warped? Scotty you're warped?

that have a bash at winning a poster sporting Ronald Raygun, Maggie Snatcher, Mick Jogger and oil Sir Clive. Domark is offering 100 of these Splitting Inages posters plus five Speedking joysticks 'cos it reckuns you're gonna need them to play its new game. In the Spitting Image chart topping Chicken Song which language do you have to learn? a. Hindustani? b. Bangladeshi? c. Arapahoe? Hold a chicken in the air, stick a deckchair up your nose . . . And when you've done

NOW THAT'S WHAT I CALL A **MEGACOMPO 21**

What d'you take me for, an idiot! I know all the answers and here they are to prove it:

Q4... Q5... Q6... Q7... Q11... Q12... Q13... Q14... Q3... Q6... 02... ... 86... 86...

Address. Name

..Postcode

Right then, cut out the postcard, stick it on the back of the photocopy with a scaled coupon ... oh, you know what to do by now, just bung yo answer in the post to us at A Really Rather Big Competition (as competitions sp.), You sindah, I 4 Rathbone Place, London WIP I DE.

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YS/8/86

HACKING

Yep I'm back - you can't get rid of me that easily, though I'm only standing in for ZZKJ while he has a little break. Writing two columns of Hacking Away has all been a bit too much for him - I dunno, some people have no stamina.

SPELLBOUND

Anyway while I'm here I might as well grovel a bit and make my apologies to Andrew Brown about the absolute pig's ear I made of his POKEs for Spellbound in the May issue of YS. Mark Stewart from Derbyshire sent in a corrected version but according to Spencer Stevens from Harrow the corrected version doesn't

work properly either. Spencer reckons if you use the POKEs you can't use the Fumaticus Protectium spell that's vital if you want to finish the game. This little routine stops you or any other character from snuffing it although you can still be killed in the Little Bottle and The Gas Room. Sometimes windows will appear when you should get killed. Simply press Fire and 'Z' to continue.

1 REM IMPROVED SPELLBOUND POKES BY SPENCER STEVENS 10 CLEAR 26060: LOAD --CODE 14304: RANDOMIZE USR 23296 23296 20 POKE 35101,195; POKE 35102,59; POKE 35103,106 30 RANDOMIZE USR 26627

On the subject of cock-ups I also made another boob in the Locomotion and Frank Bruno programs in the same issue. In both programs you should change the 'READ A' in line 20 to a 'READ S' and hopefully they'll work properly.

GERRY THE GERM

Carl Humphrey from Hull has found a bug (or is it a deliberate feature?) in Firebird's funster Gerry The Germ. If you press the keys 'RVMN' and any direction key you go on to the next screen except the heart screen. Great stuff Carl.

ASTRO CLONE

And now for someone completely different . . **David McCandless Jnr** of Cambridgeshire. He's sent in a couple of programs, the first of them for Astro Clone. It'll give you 255 clones and make all the screens Asteroids, whatever that mean: perhaps you know what he's talking about. Leave out either line 70 or 80 but don't, whatever you do, leave out line 90. There's also a Checksum to keep you on the right track.

10 REM ASTRO CLONE POKES
BY DCM
20 CLEAR 25000: LET T=0
30 LOAD " CODE 16304
40 POKE 23352,34: POKE
23353,0: POKE 23354,74
50 FOR 1=23357 TO 23393
60 READ A: LET T=T+A:
POKE 1,A: NEXT I
70 DATA 62,62,50,240,217,62,556,241,217,62,0,507,242,217,62,255,50,201:REM
255 CLONES
80 DATA 33,80,211,17,81,2
11,11,0,54,20,237,176:
REM ALL SCREENS ASTEROIDS
90 DATA 42,0,74,233:REM
END MARKER
END MARKER
100 IF T(>400,74,233:REM
END MARK REM ASTRO CLONE POKES

WHO DARES WINS II

The ubiquitous Andrew Brown and his sidekick Chris Boland are back again with this short but sweet POKE for infinite lives and grenades in Alligata's Commando lookalike. Memory is very tight so I wouldn't advise you to add anything to this program. Run it instead of the Basic loader.



10 CLEAR 24319: FOR N=23296 TO 23320: READ A: POKE N, A: NEXT N 20 RANDOMIZE USR 23296 30 DATA 62,255,55,221,33, 0.95,17,0,161,205,86,5,48,241,175,50,145,198,50,135,202,195,64,192

Scotty:

STARSTRIKE II

Here's a mega-hack from the illustrious ZZKJ himself and it's for the absolutely brilliant Starstrike II by Realtime Software. I don't usually rave on about games but this one is technically amazing and all that graphical excellence is put to very good use. But on with the hack . . .

Type in the program and Save it for future use. Lines 140 to 160 contain each of the different POKEs - you can pick and choose those you want to use. Run the program. If it comes up with 'Checksum Error' you've made a mistake typing it in so you'll have to go back and check. If all goes well

the word 'Hacked' will appear on the screen. All you need to do now is play the game tape from the start and it'll load normally from then on. Full warp.

REM STARSTRIKE II HACKI PROGRAM (C) ZZKJ 1986 CLEAR 32767: LET t=Ø FOR n=61554 TO 61634: R D a: POKE n,a: LET t=t+a NEXT n 20 FOR n=61554; LET t=t*a; A POKE n,a: LET t=t*a; NEXT n
40 IF t<>B848 THEN PRINT "
CHECKSUM ERROR"; STOP
50 FOR n=n TO 1e9: READ a; IF a<256 THEN POKE n,a: N
EXT n
60 PRINT ' INK 7; INK 8: PRINT AT 1,0; "Hacked"; L
OAD ""CODE 23613
70 RANDOMIZE USR 1366: PRI
NT '"ZZKJ": RANDOMIZE 1267 100 DATA 243,35,13,242,127,240,195,80,102,169,113
110 DATA 115,78,123,102,164,98,95,61,95,240,164,102,115,98,62
120 DATA 61,146,80,61,121,122,171,195,40,164,164,146,53,175,51,95,43 ,52 140 DATA 50,80,158,62,161, 50,125,131: REM INF FUEL .50 DATA 62,161,50,138,131 REM NO LASER TEMP RISE 160 DATA 62,161,50,157,131 REM NO SHIELD LOSS 170 DATA 195,192,255,999: REM DATA END MARKER

CHRIS WOOD

RETURNS WITH

THE LATEST IN

HALLOWED HACKS.

SAM FOX'S STRIP **POKER**

Now to a huge program from Marrin William Guy who lives in Kent. If you're rather frustrated 'cos you've yet to get a glimpse of those rather grainy pictures of Sam's bodily bits then this routine will bring fast relief. Load, Save and Run the program — it has a checksum as it's so big. It enables you to press any key from 1 to 6 to get a sneaky peek at any of the screens. And, should you so desire, press 'S' to save it to tape in case you have an overwhelming urge to print them out - the pictures. silly!

Out ### Focks STRIP POKER HACK (C) MAPTIN WILLIAM GUY.

ZECLEAR 65533: LET T=0 30 FOR N=23296 TO 23535: READ A: LET T=1+4: POKE N=25296 TO 23535: READ A: LET T=1+4: POKE N=1 T=1+4: P

WRITE TO: HACKING AWAY

14 RATHBONE PLACE

LONDON W1P 1DE

How do I connect an FX80 printer to my Spectrum? I also want to link a Hewlett Packard 9862A Calculator Plotter model 62 to the Speccy. AC Jasper, Taunton, Somerset

You can use the FX80 via a Centronics interface adaptor or if you've got an RS232 interface, via the Interface 1. You can then use the RS232 to operate the plotter as it's pretty standard.

Help! My darn Speccy fails after two key presses and my friend's Speccy keeps coming up with big black squares. Also I don't know what key to press when my programs come up with (31*isp). I Gurwitz, Israel

l reckon your 16K of display RAM is faulty, giving the problems you describe. As for your friend, his Speccy's TR4 (ZTX650) has probably failed — tell him to try changing it.

I think I've made a bit of a boob. I connected two terminals from my Spectrum's speaker to a set of larger external speakers. All went well for about six weeks but suddenly the Spectrum lost its voice completely. Not only that I'm also getting loading problems now. What have I done?

Jim Greensland, Andover, Hampshire.

You've more than likely overloaded the ULA. Either change it or the two diodes in series with the speaker.

Can you tell me how to get multichannel sound on my Speccy. I know it can be done 'cos Fairlight's music uses multichannel sound.

P Miller, Crieff, Scotland.

: The answer's simple! The Spectrum only has one beep but if you change it fast enough it sounds like it's multichannel sound. You'd have to do this in machine code.

Sob . . . sob. My Konix joystick has only one fire button and some games just have to have two. How can I wire another one in? J Clarkson, Middlesborough, Cleveland.

You can add another button by screwing a microswitch to the joystick's handle wherever it seems

most comfortable. You'll then have to ask the interface manufacturer how to connect the wires from the joystick to the interface. Usually one goes to 0 volts and the other to an input.

I want to buy a monitor to use with my Spectrum but I'm very confused about the differences between composite video and RGB connections. Can you please explain the pros and cons and the interface requirements for each? Chris Cotton, Battersea, London.

RGB stands for red. green and blue which are the three TV tube guns that produce the picture. If you connect the computer directly to these guns you get a better picture since you cut out the rest of the TV circuitry. Composite video signal is the same as the signal passed to the TV via the video modulator. It can be applied direct to a monitor or TV but it doesn't give such a clear picture as the RGB.

When my Currah MicroSpeech is connected to the Speccy I can't get Daley Thompson's Decathlon to load. I've tried absolutely everything but nothing works. I'm at the end of my tether - can you help?

Michael McMurray, Glasgow, Scotland.

I hope so. I think you should fit a switch to the A3 line of the speech interface to stop it going low. You'll also need to fit a 10K resistor on the Currah side of the switch to make it stay high when the switch is open. Best of luck!

I'm having problems loading some games such as Herbert's Dummy Run and Rollercoaster. Do you think the problem's caused by my Lo-Profile keyboard, Interface II or my Spectrum? Darren McLomas, Kirkintillock, Scotland.

: Well, this may not help, but it could be one of two things. Either you've got an early Spectrum that gives a different keyboard input to the later model 2's or the Lo-Profile cable is too long. The former is easy to fix as it's caused by bad programming just ask for another tape. If it's the keyboard cable, however, you'll have to send it back to the manufacturer to be sorted out.



Is your hardware getting you heated? Cool it 'cos Steve Adams is here with some helpful hints.

Help! My Speccy's gone crazy. I switched my Spectrum on one night to play a game and guess what? The load key wouldn't work and neither would half the others. I tried adjusting the cables connecting the Sinclair keyboard as one had popped out and now none of the keys will work. What has happened? Marvin Rodwell, Thorntree, Middlesborough.

: It sounds as if you may have broken the metal link on the cables. Try cutting across the bottom with a sharp knife (above the break) to shorten the cable and try reinserting it in the sockets carefully.

YOUR SINCLAIR All letters win a YS badge

How can I connect an Alphacom 32 printer and Dk'Tronics dual port interface at the same time? William Ivory, Edinburgh, Scotland.

I didn't know there was a clash between the two interfaces. I reckon you should try changing the power supply.

Oh where, oh where can I get printer paper for my Timex 2040 printer? R Evans, Walsall.

: WH Smith's sell paper for the Alphacom 32 which is identical to the Timex. Hope that solves your little problem.

Are peripherals such as the Currah Speech and SpecDrum available as a chip to fit inside the computer? Robert Terry, Poole, Dorset.

: No, I'm afraid they're not available as chips. They both use different chips anyway - the SpecDrum uses a three channel sound chip and the Currah uses a standard SP025 speech chip.

Is there any way you can produce Greek characters on an HR5 printer using Interface I and Tasword? Paul Gomaz, Athens, Greece.

: Well, you can write a small routine to print a graphic version of the Greek letter instead of a character using the control codes on the printer. (It won't affect Tasword as it sends the codes direct.) This requires eight bytes describing the Binary dots that make up the character to the printer, plus the set up characters. Use the bit mapped mode described in the manual.

When I switch on my Speccy it prints up a load of 3's on the screen that last for ages. If I use a hairdryer to blow hot air across the access port at the rear of the Speccy it returns to normal. If I let it get 'cold' again back come the 3's. Can you tell me the problem.'cos my mum wants her hairdryer pack. Adrian Stokes, Aldbridge,

It sounds as if your ULA pin KBD2 (pin 32) is not making proper contact with the socket or it's faulty. Changing it should cure the problem and improve your mum's hairdo!

An Action-Strategy game for the fearless Can YOU free me from the curse? I am the Toadrunner and must not fail in my quest, if I am to regain my human form. A R I O L A S O F T Available from all good software retailers - If it's not there, please order it – or in case of difficulty send your crossed cheque?
P.O. made out to Ariolasoft U.K. Ltd., including your own name and address, to Ariolasoft, P.O. Box 461, London NW1 2ND. Toadrunner Amstrad Disk £14.95 Amstrad or Spectrum Cassette £8.95





PROGRAM POULL-OUT

THE TRAINSPOTTER GAME ROCK'N' ROLL



by Christiaan Coenraad

Cheapskate!

For those of you who can't find it within themselves to part with the dosh for a Digi'T'ape, please find enclosed your Trainspotter Game cassette box insert. To use your cassette insert, just snip it along the dotted line (incidentally, scissors can be awfully sharp, so use those round nosed ones, or get mum to help you with this bit), fold it along the two spine lines and fold the instructions inside the cover as shown. Just like the real thing!

You take the role of Ed, the much maligned editor (Too right! Ed) of Your Sinclair. You must correct the articles written by the weirdos at YS, and boy, is your work cut out for you. If the bad spelling wasn't enough, now some words have gone walkies! The only thing for it is to pull down the windows, and see if the missing words are there. Once you've found the missing word, run downstairs to the bottom right of the office where you'll find the Art Department and the article is finished.

If you find a train on the window, oh dear, a trainspotter has noticed your mistake, and your time starts running out. Get the word in before he writes a letter about your mistake, whilst avoiding the roaming T.P. (Transformed Plasma-bolt) which follows you about the office.

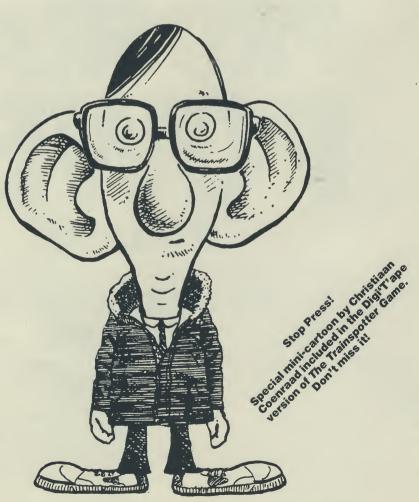
Keys Table

0 = UP

Z = LEFT

K = DOWN (ZX, OK... Geddit?) X = RIGHT

THE TRAINSPOTTER GAME



At last! It had to happen, and so I suppose we oughtn't to feel downhearted. The Trainspotter Game is here. bespectacled and mean, bedecked in an anorak of the finest green, spiral bound junior reporter's notebook clasped firmly in his spotty but heroic palm...

The UDG's

This short program loads the data for the User Definable Graphics characters, creates them, then loads the main program. Type this in first, and save it to tape as SAVE "UDG" LINE 1. Smart piece of programming this. It saves a lot of time when the game loads.

9000 DATA 208,208,200,228,115,56 ,31,15,0,0,0,0,255,0,255,255,11, 11,19,39,206,28,248,240,60,126,2 55,255,255,255,126,60,255,255,0, 18,27,0,63,127,252,254,14,7,7,0, 253,253,255,255,255,255,255,127, 254,253,253,225,195,255,255,127, 255,255,63,127,112,224,224,0,191 ,191,255,255,0,72,216,0,252,254, 191,135,195,255,255,254,255,255, 255,255,255,255,255,254,127,191, 255,255,0,82,219,192,223,255,224 ,240,57,27,27,3,251,251,127,127, 127,127,63,127,253,248,255,255,2 54,248,248,240,248,248,224,255,2 55,255,224,224,224,224,7,255,255 ,255,7,7,7,7,204,190,247,125,231,189,151,239,224,64,127,255,255, 127,59,16,255.82,210,222,255,255 ,221,8 9010 RESTORE 9000 9020 FOR a=1 TO 168 9030 READ N 9040 POKE 65367+a,b 9050 NEXT a 9060 LOAD ""

Here is the main program. Type this in and save it next on the tape after the UDG program, so that it can load it up. Type SAVE "TRAINSPOT"

```
2 DIM n(2): DIM ((2):
                          DIM m (2)
): DIM q$(3,6,4): LET z=0: LET i
=0: LET j=3
  10 PAPER 0: BORDER 0: BRIGHT 1
  CLS
  30 REM set up screen
  35 LET 0=0
  40 FOR a=0 TO 31
  50 INK 4: PRINT AT 6.a; "8": PR
INT AT 13,a;"%": PRINT AT 20.a;"
独"
  60 NEXT a
  65 GO SUB 5000+(2*50)
  66 PRINT AT 21,0; INK 7; "TIME:
  67 PRINT AT 21,10; INK 7; "LIVE
 68 PRINT AT 21.20: INK 7; "SCOR
 69 PRINT AT 8.0; INK 5; V$: PAU
SE 0: PRINT AT 8.0;"
  70 IF n (1) =0 THEN GO TO 110
```

```
80 FOR a=13 TO 17
90 INK 4: PRINT AT a, ((1)+1;"
    IF n(1)=1 THEN NEXT a: GO TO
 100 PRINT AT a. ((2)+1; " ": NEX
 110 IF n(2) =0 THEN GO TO 150
 120 FOR 3=6 TO 10
 130 INK 4: PRINT AT a,m (1) +1; "
": IF n(2) =1 THEN NEXT a: GO TO
 140 PRINT AT a,m(2)+1;" ": NEX
 150 FOR a=0 TO 26 STEP 5
 160 INK 5: IF a (>(1) AND a (>(
2) THEN PRINT AT 14, a; " LE
T 0=0+1
170 IF a <> m (1) AND a <> m (2) THEN PRINT AT 7,a; "-": LET 0=0+1
```

```
600 PRINT AT q,p: INK 0;" "
                                         510 IF P=0 THEN PRINT AT q-1,0;
" ":AT q,0;" "
511 IF P=0 AND y<>5 AND y<>12 A
ND y<>19 THEN GO TO 225
  180 PRINT AT 0,a; " LET 0=
  190 NEXT a
                                          612 IF P=0 THEN LET q=y: LET r=
  200 REM main game
                                            LET P=31
  210 LET p=31: LET q=4: LET r=1:
                                          520 IF (=1 THEN GO TO 640
                                          630 (E) q-q ) (E) pap 1. PRIIII
AT q,p; INK 2;"•": LEI (=1. GO
  LET 9=0: LET e=0: LET f=0: LET
 t=0: LET s=0: LET y=19: LET x=0
220 INK 7: PRINT AT y.x;" 7: AT
                                         TO 650
                                          640 LET q=q+1: LET p=p-1: PRINT
AT q,p; INK 2;"●": LET r=0
  9-1,x;"@("
  225 INK 7
  226 IF f > 1 THEN GO TO 233
                                          650 IF X <> P AND X+1 <> P THEN GO
  227 LET h=h-1: PRINT AT 21,6;"
                                         TO 225
   "; AT 21.6; h: IF h 00 THEN GO T
                                          660 IF y <> q AND y-1 <> q THEN GO
 0 233
                                         TO 225
  228 GO SUB 8000
                                          670 GO SUB 8000
  229 IF 1=0 THEN GO TO 2
                                          680 IF j=0 THEN GO TO 2
                                          690 GO TO 10
  230 GO TO 10
  233 IF (y \> 19 AND y \> 12 AND y \>
                                         4999 STOP
 5) THEN GO TO 270
235 IF x<>29 THEN GO TO 240
                                         5000 REM screen1
                                        5010 LET h=250: LET n(1)=2: LET
  236 IF g=1 THEN GO SUB 7000: GO
                                         ((1)=5: LET ((2)=20
  TO 10
                                        5020 LET n(2)=1: LET m(1)=10: LE
  240 IF INKEY$="z" AND x>0 THEN
                                         T m(2)=30
 PRINT AT y.x;" ":AT y-1.x;"
                                        5030 LET as="1024": LET Vs="ONE
 LELX=X-1: PRINT AT U.X;"##":AT
                                        KILOBYTE =....BYTES": GO SUB 600
  9-1,x;"<u>**</u>"
                                        0: RETURN
  250 IF INKEY$="x" AND x<30 THEN PRINT AT y,x;" ";AT y-1,x;" "
                                        5050 LET h=250: LET n(1)=1: LET
                                        t(1) =5: LET t(2) =30
  LET x=x+1: PRINT AT g,x;" (A
                                        5060 LET n(2) =2: LET m(1) =15: LE
 T 9-1,x;"<u>##</u>"
                                        T m(2)=0
  260 GO TO 310
                                        5070 LET as="SICK": LET Vs="(ED.
  270 IF INKEY$ <> "O" THEN GO TO 2
                                        ) COMMENTS ARE...": GO SUB 5000
                                          RETURN
280 PRINT AT 9,x; INK 4;" "": L
ET 9=9-1: PRINT AT 9,x;" ""; AT 9
-1,x;" "": GO TO 500
                                        5100 LET h=200: LET n(1)=1: LET
                                        t(1)=15: LET t(2)=30
                                        5110 LET n(2)=2: LET m(1)=15: LE
  290 IF INKEY$ () "k" THEN GO TO 6
                                        T m(2) =25
                                        5120 LET as="WIMP": LET Vs="TRAM
 300 PRINT AT y-1,x; INK 4;" """; AT
LET y=y+1: PRINT AT y,x;" ""; AT
y-1,x;" """; GO TO 500
310 IF INKEY $ ("" THEN GO TO 5
                                        IEL IS A ....": GO SUB 5000: RET
                                        URN
                                        5150 LET h=200: LET n(1)=2: LET
                                        L(1)=5: LET L(2)=15
                                        5160 LET n(2)=2: LET m(1)=10: LE
 320 IF ATTR (y-2,x) ()68 OR ATTR
                                        T m(2) =20
  (y-2,x+1) <>68 THEN GO TO 340
                                        5170 LET a$="MEGA": LET v$="THIS
PROGRAM IS PRETTY....": GO SUB
  330 PRINT AT 9.x;" ":AT 9-1,x;
" ": LET y=y-2: PRINT AT y,x;" Tr; PT y-1,x;" PP : GO TO 225
                                        6000: RETURN
                                        5210 LET n(2)=1: LET m(1)=5: LLT
 340 IF x=0 OR ATTR (y-5,x-1)\leftrightarrow 6
                                         m(2) = 30
9 OR ATTR (y-5,x) (>69 OR ATTR (y
                                        5220 LET a$="T.P.": LET V$="THE
 -5,x+1)<>69 OR ATTR (y-5,x+2)<>6
                                        INITIALS OF T.P. ARE...": GO SU
9 THEN GO TO 225
                                        B 6000: RETURN
                                       5250 LET h=150: LET n(1)=2: LET L(1)=10: LET L(2)=25
 360 FOR a=1 TO 4
 370 PRINT AT 9,x;" ": LET 9=9-
   PRINT AT 9,x;"#";AT 9-1,x;"@
                                       5260 LET n(2) =1: LET m(1) =0: LET
M": NEXT a: PAUSE 25
                                        m (2) =30
 380 FOR a=1 TO 4
                                        5270 LET as="MORE": LET VS="TONY
 385 IF e=1 THEN PRINT AT t,s; I
                                        SAMUELS WANTS...": GO SUB 6000
                                          RETURN
NK 5;" (AT t+1.5;"
                              ": LET7
                                       5300 LET h=100: LET n(1)=1: LET
 t = t - 1
                                        l(1)=15: LET l(2)=30
 390 PRINT AT y-1,x-1; INK 5: BR
                                       5310 LET n(2)=2: LET m(1)=5: LET
IGHT @:"
                                        M(2) = 25
 400 PRINT AT 9.x-1; 1NK 5; " 2
                                       5320 LET as="LESS": LET vs="1 IS
                                        MORE OR THE LESS....THEN 2": GO
 410 PRINT AT 9,x;"[3](";AT 9+1,x;
                                        SUB 6000: RETURN
"M": LET gag+1: NEXT a
                                       6000 REM questions
 420 PRINT AT y-1,x-1;" () ": PR
                                       6010 RESTORE 6070: FOR a=1 TO 3:
INT AT 9-2, x-1; INK 5; "
                                        FOR b=1 TO 6
 430 LET e=1: LET t=y-2: LET s=x
                                       6020 READ q$(a,b)
- 1
                                       6030 NEXT b: NEXT a
 440 LET a=INT (9/5): LET b=((x-
                                       6040 FOR a=1 TO 3: FOR b=1 TO 6
1) /5) +1: LET bs=qs(a,b)
                                       6050 LET c=INT (RND*3)+1: LET d=
 450 PRINT AT y-4,x-1; INK 2; PA
                                       INT (RND*6)+1: LET q*(a,b)=q*(c,
PER 5; BRIGHT 0; 5$
 480 IF bas"trai" THEN LET / =1:
PRINT AT y-4,x-1; INK 2; PAPER 6
                                       6060 NEXT b: NEXT a
; BRIGHT 0;" WE "
                                       6070 DATA "HAI!", "BYE!", "YES?"
                                       WHY?","#%! #","HIP!","HAP!","HOP!
 470 IF bs () as THEN LET g=0: GO
TO BOO
                                       ", "FOUL", " NO ", "STOP", "SHY?", "M
 480 LET g=1: GO TO 500
                                       EAN", "WILD", "+UP+", "DOWN", " (ED) "
 499 GO TO 500
                                        "CHAP"
 500 IF INKEY$ <> "k" THEN GO TO 6
                                       6080 FOR k=1 TO 4
00
                                       5090 LET c=INT (RND*3)+1: LET d=
 510 IF ATTR (y+4,x) <>58 OR ATTR
```

INT (RND #6) +1

(9+4, X+1) <>68 THEN GO TO 600

520 PRINT AT y,x;" ";AT y-1,x;

" ": LET y=y+2: PRINT AT y,x;" | F";AT y-1,x;" | GO TO 225

6100 IF K <>4 THEN LET q\$(c,d) ="t hai": NEXT k 6110 LET a=INT (0/5); LET b=((d-1) /5) +1 5120 IF a=3 AND (b=1(1)-1 OR b=1 (2) -1) THEN GO TO 6090 6130 IF a=2 AND (b=m(1)-1 OR b=m (2) -1) THEN GO TO 6090 6140 LET q\$(c,d) =a\$: NEXT K 6150 RETURN 7000 REM gehaald 7010 PRINT AT 8,10; INK 7; FLASH 1; "YOU MADE IT !" 7020 LET z=z+1: IF z=7 THEN LET == 8080 IF INKEY = "y" THEN RETURN -7025 LET i=i+h

7030 FOR a=0 TO 30: BEEP .05,a: NEXT a: RETURN AAAA REM dood 8010 PRINT AT 8,12; INK 7; FLASH 1; "OH DEAR !" 8020 LET j=j-1 8030 LET i=i+h 8040 FOR a=30 TO 10 STEP -1: BEE P .1,a: NEXT a 5050 IF JOO THEN RETURN 8055 CLS 8060 FOR a=1 TO 7 8070 PRINT AT 7,0; INK a; ANOTHER TRY

8090 NEXT a 8100 GO TO 8060

UDG Graphics Key

ABCDEFGHIJK

C-JOESERCER

LMNOPQRSTU

医西山林巴叶叶油油草果

by Neil Anthony Balharrie

You may think that this is a version of those "Favourite Games On Other Computers Called Repton Or Boulder Dash" ... er ... well, you'd be right. This is a machine code version of those aforementioned edifices, and very fine it is too. The screens look easy, but they play hard, and the graphics and sound are given a fair workout. This must be one of the best games yet to appear in these hallowed pages. Enough of this reviewing, let's get down to the program.

Basic Loader

This little program tells you what to do in a loading screen and loads up the code of the main program. Type it in and SAVE "ROCKNROLL" LINE 0 on the first bit of your tape.

10 BORDER O: PAPER O: INK 7: C LEAR 29999

20 PRINT TAB 4; "R 0 C K ' n ' ROLL"

30 PRINT : PRINT "By Neil Balh arrie, YOUR SINCLAIR"

35 PRINT

40 PRINT " The idea of the gam collect all the jewe e is to ls in a caveto progress onto the next cave."+CHR\$ 13+CHR\$ 13+" ou must avoid the boulders as th topple down in the weird avity. You start the game withth ree lives and lose one each ti me you are hit by a falling ject or the time runs out.

50 PRINT

60 PRINT " You may use the key

70 PRINT : PRINT " Z End The G ame, X Lose A Life,"

80 PRINT " CAPS SHIFT To Move

On A Page"

9998 PRINT AT 0,0;: INK 0: LOAD ""CODE : PRINT USR 32765 9999 SAVE "ROCKNROLL" LINE O

Hex Loader General Hex Loader the Third, reportin' for dooty! Yep, you guessed it, this is the general Hex Loader program. Type it in, run it, and put all the hex listing into it.

1 REM General Hex Loader

2 POKE 23658,8

3 INPUT "Start Address "; star

4 POKE USR "a", INT (start/256): POKE USR "a"+1, start-256*INT (start/256)

5 CLEAR start-1

6 LET start=256*PEEK USR "a"+ PEEK (USR "a"+1)

7 INPUT "Length ";length 8 INPUT "File Name ";f*

10 FOR i=start TO start+length STEP 8

20 LET cs=0

30 PRINT AT 0,0; "Address ";i

40 INPUT "Hex 8 Bytes", LINE a

60 IF LEN a\$<>16 THEN GD TO 1 000

80 LET f=0: FOR j=1 TO 16 90 IF (a\$(j)<"0" OR a\$(j)>"9") AND (a\$(j)<"A" OR a\$(j)>"F") TH

EN LET f=1 100 NEXT j

105 IF f=1 THEN GO TO 1000

110 FOR n=0 TO 7 120 LET y=CODE a\$(1)-48: IF y>9 THEN LET y=y-7



a\$(2)-48: IF z>9 THEN LET z=z-7 140 LET va=16*y+z 150 LET cs=cs+va

160 POKE i+n,va 165 PRINT AT 2,n*3;a\$(TO 2) 170 LET a\$=a\$(3 TO)

180 NEXT n

183 INPUT "Checksum "; LINE a\$

184 PRINT AT 2,25; a\$

185 IF VAL a\$<>cs THEN GO TO 1 000

187 CLS

190 NEXT i

200 CLS : PRINT "SAVE CODE AFTE R BASIC LOADER." ""REMOVE EAR LE AD"

210 SAVE f\$CODE start,length 220 CLS : PRINT "VERIFYING"

230 VERIFY ""CODE

240 CLS : PRINT "ALL OK": STOP 1000 PRINT AT 15,0; "ERROR": GO T 0 20

```
Main Program
                                       31714 : 2434414444133333
                                                                             32450 :
                                                                    410
                                                                                     3333333433444344
                                                                                                           459
                                       31722
                                                                    492
 This here's your machine code
                                               3434413344444444
                                                                             32458
                                                                                     3333333343343434343
                                                                                                        =
                                                                                                          457
                                       31730
 program masquerading as a piece of
                                                4424414442222222
                                                                    405
                                                                             32466
                                                                                     33333333433434444
                                                                                                           459
 Hex Code. Type this into the Hex
                                       31738
                                                222443222222222
                                                                    307
                                                                             32474
                                                                                     4333333333333333
                                                                                                           424
 Loader program, eight bytes at a
                                       31746
                                                22244333333333333
                                                                    392
                                                                             32482
                                                                                     33333444343333434
                                                                                                           429
time and save the resultant code as SAVE"ROCKCODE"CODE 31050,
                                       31754
                                                                    425
                                                33344333333333333
                                                                             32490
                                                                                     4333343334433434
                                                                                                          444
                                       31762
                                                33344333333333333
                                                                    425
                                                                             32498
                                                                                     1433344334143434
                                                                                                          366
                                       31770
6315, making sure you save it after
                                               33344333333333333
                                                                    425
                                                                             32506
                                                                                     1433343334114434
                                                                                                          363
                                       31778
the Basic Loader on your tape.
                                                33344333333333333
                                                                    425
                                                                             32514
                                                                                     1433344434111434
                                                                                                          332
                                       31786
                                               3354590E0A004333
 31050 : 0000000000004111 = 82
                                                                    366
                                                                             32522
                                                                                     4333670000000000
                                                                                                          221
                                       31794
                                                                    409
                                                333333333344323
                                                                             32530
                                                                                     0000000000000000
                                                                                                          0
31059
         1244442111144211
                              307
                                       31802
                                               2332223333344323
                                                                    375
                                                                             32538
                                                                                     000000000000000
31044
         1124421111244321
                              289
                                                                                                          0
                                       31810
                                               2323333333344332
                                                                    392
                                                                             32546
                                                                                     000000000000000
31074
         1112211112344332
                              272
                                                                                                          0
                                       31818
                                               3332233333344332
                                                                    407
                                                                                     0000000000000000
                                                                            32554
31082
         1111111123344333
                              273
                                                                                                          0
                                       31824
                                               3333323333344332
                                                                    423
                                                                            32562
                                                                                     00000000000FFBF
31090
                                                                                                          446
         2111111233344333
                              306
                                       31834
                                               3322233333344111
                                                                    356
                                                                            32570
                                                                                     EFFFFFFFFFFFF
31098
         3211512333344333
                              404
                                                                                                          2004
                                       31842
                                                11111111111144112
                                                                    188
                                                                            32578
                                                                                     FFFFDFBFFFFFFF7
31106
         2111111233344332
                                                                                                          1936
                              305
                                       31850
                                                1212122212144111
                                                                    208
                                                                             32586
                                                                                     FBFFFFFFFFFBFBF
31114
         1111111123344321
                              255
                                                                                                          1940
                                       31858
                                               1222112111144112
                                                                    222
                                                                            32594
31122
         1112211112344211
                              238
                                                                                     FFFBFFFFFFFFFF
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                                       31866
                                               5212122212144444
                                                                    326
                                                                            32602
                                                                                     335C4EAA5D5ABAAB
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                                                                                                          927
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                                                                                     B555EAABF555EAAB
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                                       31882
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                                                                                     F555FAABF5557AAA
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                                                                                                          1373
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                                                                                     03C006A00FF01558
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                                                                                                          725
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                                                                                                          967
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                                                                            32674
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32442 :

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33178 :

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57CCA585CB5FCCCF

85CB4728C818DCF5

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OBOEO7CDF985060D = 638

34874 :

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CA5E8901FEF7ED78

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28E5C5D5F5ED4BBA =

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                                      35834
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                                      35850
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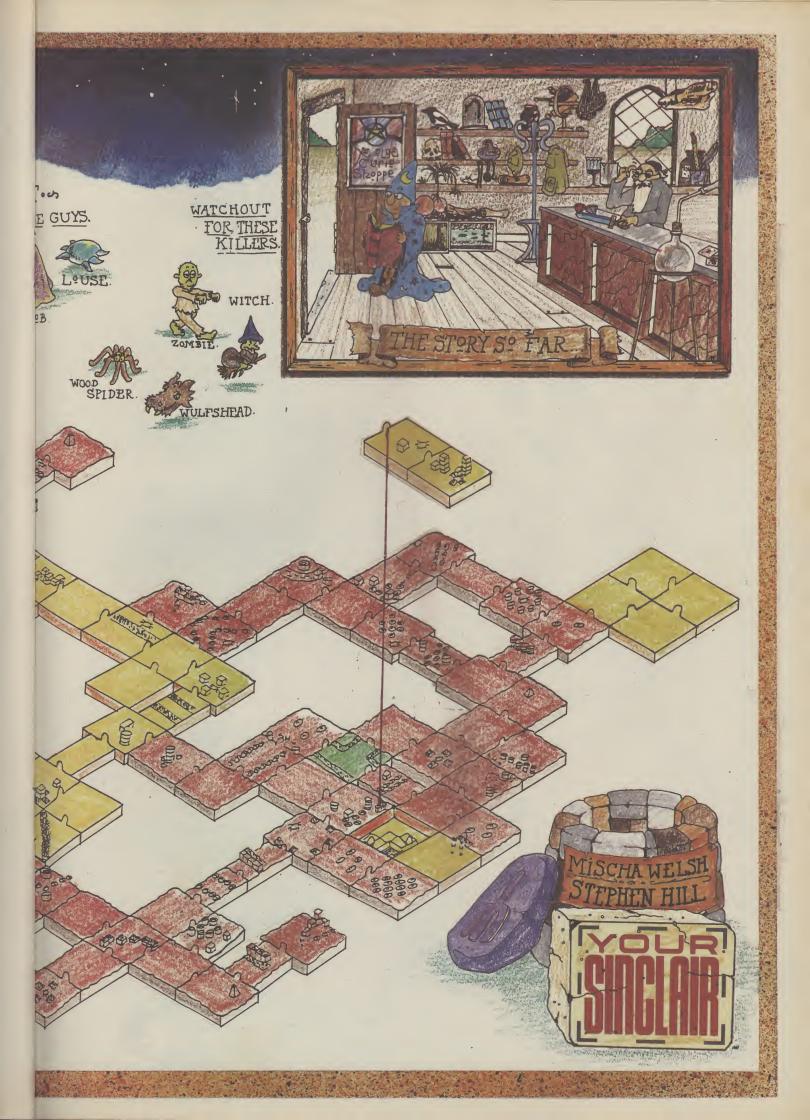


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My name is

and I live atPostcode My phone number is The title of my program is..... and it's a I wrote it in (Basic or Machine Code)..... And just to prove I can write, here's my signature.....







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Commodore,
Amstrad
£9.95



Just when you thought it was safe to buy Art Studio...

clone. But it is a sprite-designer come art package with a similar sort of butch machismo about it. Softcat Micros claims it's a pro-tool for programmers and artists - not your wimpy mouse-driven arty-type trendy sort of program at all. This means two things. First, it's capable of some amazing stuff that you

o on punk, make my Sprite.. Animator 1 is not a cult sci-fi 'n'

gore video starring some Clint-

can't do (or at least can't do easily) with any other package. Secondly, it has that raw unshaven feel about it that makes it a bitch to learn and a devil to use.

Programmers are supposed to like that sort of thing. And, so the theory goes, it's far more important to have features you need than posey pop-up menus you don't. Given what Animator 1 crams into the machine, it's a fair trade off.

TOP DRAW

Basically, it's a drawing package like Melbourne Draw or Art Studio or The Artist or Paintbox (remember that?). But it also has the ability to save parts of the screen as a series of sprites — you can create all the different frames of a sprite (face left, right, up, down, legs open, close, punch etc) at once and then instantly play them back on screen to see how they'll look in your finished game.

The drawing facilities are copious to say the least — lines and circles (with rubberbanding), definable brush widths, airbrushes, frills, shading and patterns, mirror, rotate and so on. It's easily a '2nd generation' package like Art Studio - golden-oldies like Melbourne Draw are a real hard slog these

The program is controlled strictly from the keyboard (no joystick - let alone mouse) using Q,A,O and P to move the cursor, plus keys for draw and erase and a high-speed move key. Other options are shifted keys -Z,X,C and V are used as extra shift keys in addition to Caps Shift! Some keys call up pop-up menus listing further options.

So, no way will you master this in a morning. And even after a lot of practice, you'll still keep going back to the rather stodgy manual. But ace game players will rapidly discover that they can't half work at a fair old pace once they've mastered the keyboard controls.

DRAW BACKS

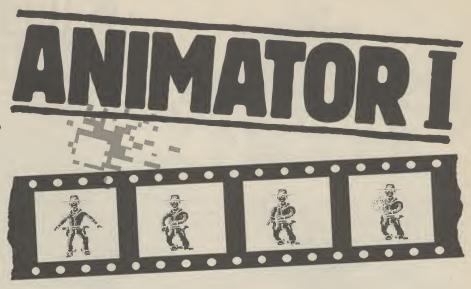
Like all good 'programmer's' utilities, it's short on messages, badly error trapped and has some very strange bits. Ask to fill a shape with colour and it replies "CORRUPT SPRITES ?Y/any". Pardon me? What did I say wrong? Thing is it needs the sprite memory to do the fill calculations - if you reply "N", it'll swap a chunk of memory off the microdrive and keep your designs in one piece. Okay in practice — but definitely a bit odd the first time you meet it!

Of course, designing sprites is one thing — it's no good if you can't use them in your own programs. Animator 1 does not provide any sprite generator software at all for you to use the idea is that you save off the designs you've created and then build them into your own program.

If you're a Basic programmer, what you end up with is effectively a vast bunch of UDGs and little chance of quality high-speed animation. If you write in code, you can take the bit-maps of the sprites (byte-wise or character-wise, left-to-right, top to bottom) and incorporate them in your own routines. If, like most people, you find this format is too simplistic, you'll need to write a conversion program to get the sprite data the way you

Alternatively, it may be possible to customise *Animator 1* how you like ... the Basic parts are accessible and Softcat may be able to help you set up what you need.

All this means that Animator 1 is a very handy design and doodling tool for serious



Animator 1 is billed as the ultimate graphics tool ... Mad Max Phillips riffles through its draws...

Sprites are designed in the top-left corner of the screen - anything from 8x8 pixels to 256x192 in size (yes — that's the whole flippin' screen!)

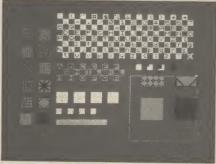
•The rest of the screen is a drawing area just like the sprite-design corner. So you can use Animator1 as an ordinary drawing package for title screens and so on. If you work on three full-screen sprites, you can even work on three screen designs at once - try that with Art Studio!

•The Grid option displays a dotted outline of the sprites you're working on — switch it off when you're just designing screens...

The Magnify window shows an enlarged portion of the area you're working on; you can move it around the screen or switch it off if you don't need it.

• The sprite menu, includes the current sprite size and number plus the maximum number of sprites you can have. If you're screen designing, you can use the sprite memory to hold readymade shapes and stuff from earlier work.

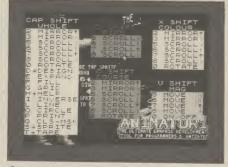
•Almost as wonky as the text in Frontlines - you can positively torture the character set, pulling text this way and that, squeezing it down to 64-column size, writing up walls...



Get this; this is a drawing screen just like the work screen but it's got all the hatches (patterns), airbrush, brush, UDG and character set designs on it. Change any of them with the usual brush to create your own user-defined patterns, characters, brushes ... whatever. Your new designs are ready when you go back to your drawing and sprites ...

users who are sick of pen and paper and don't already have home-made programs for doing the same sort of work. And if you're that serious, you'll probably already have the microdrives or disk drives that you'll need to make full use of the program -- Animator 1 should be transferable to any storage device you've got because all the tricky Save/Load bits are in Basic. Clever that!

So if you're new to the game and just want to do pretty screens, think hard about



Get the feeling you can move the screen about? Many of these work on just the bit-map or the attributes or both. Try this — load up your fave title screen, slide the main character on it into the topleft corner, clear the stuff around it, hit the Sprite menu and store it away. Instant kidnapped sprites! It's a shame though that many of these options are full-screen only — a little Art Studio windowing would be dead useful...

Art Studio. If you reckon the sprite-animation bit would be handy, have a good look at Animator 1 — as the saying goes, it's pretty rapid!

FAX BOX	
Title	Animator1
Publisher	Softcat Micros
Address	PO Box 79, Macclesfield,
	Cheshire, SK10 3NJ.
Price	£14.95

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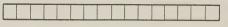
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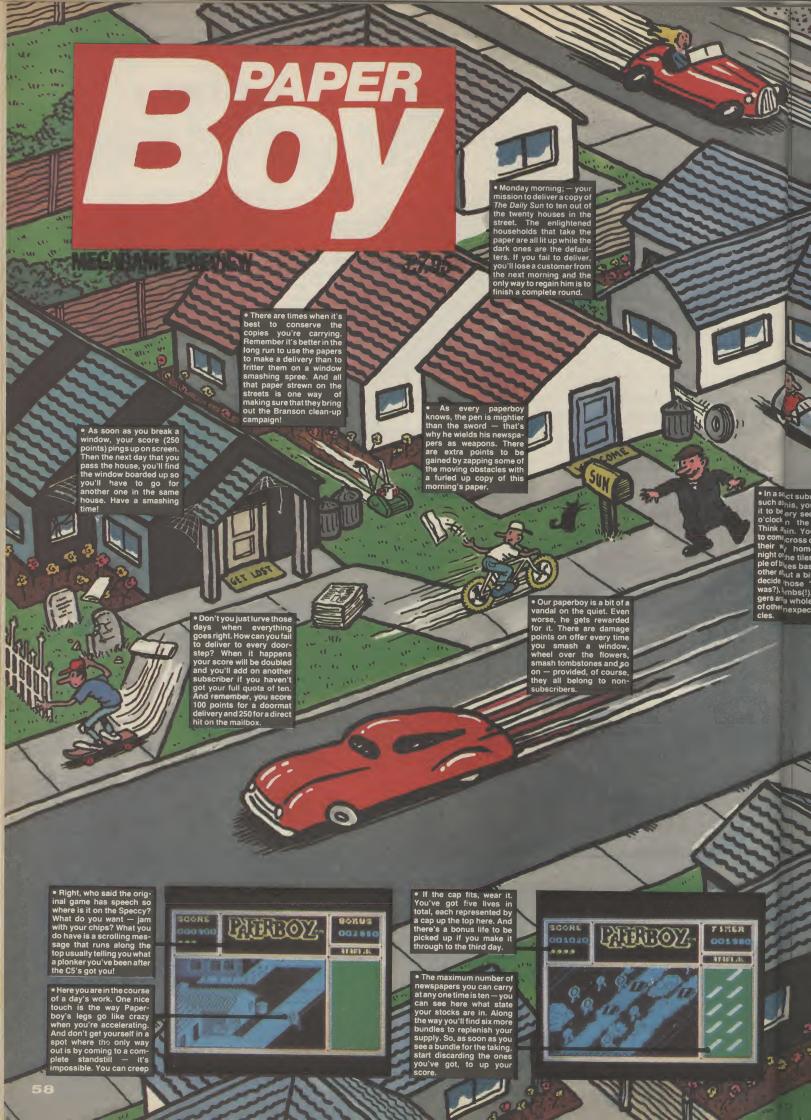
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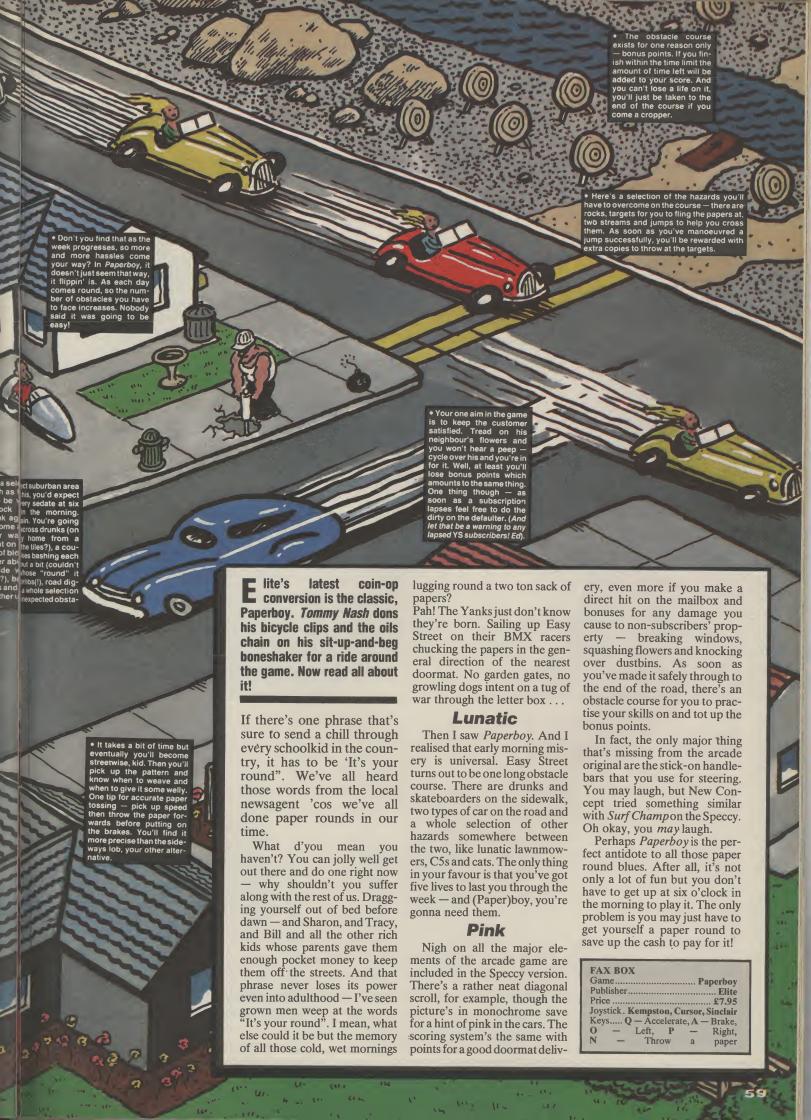


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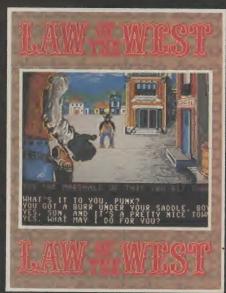
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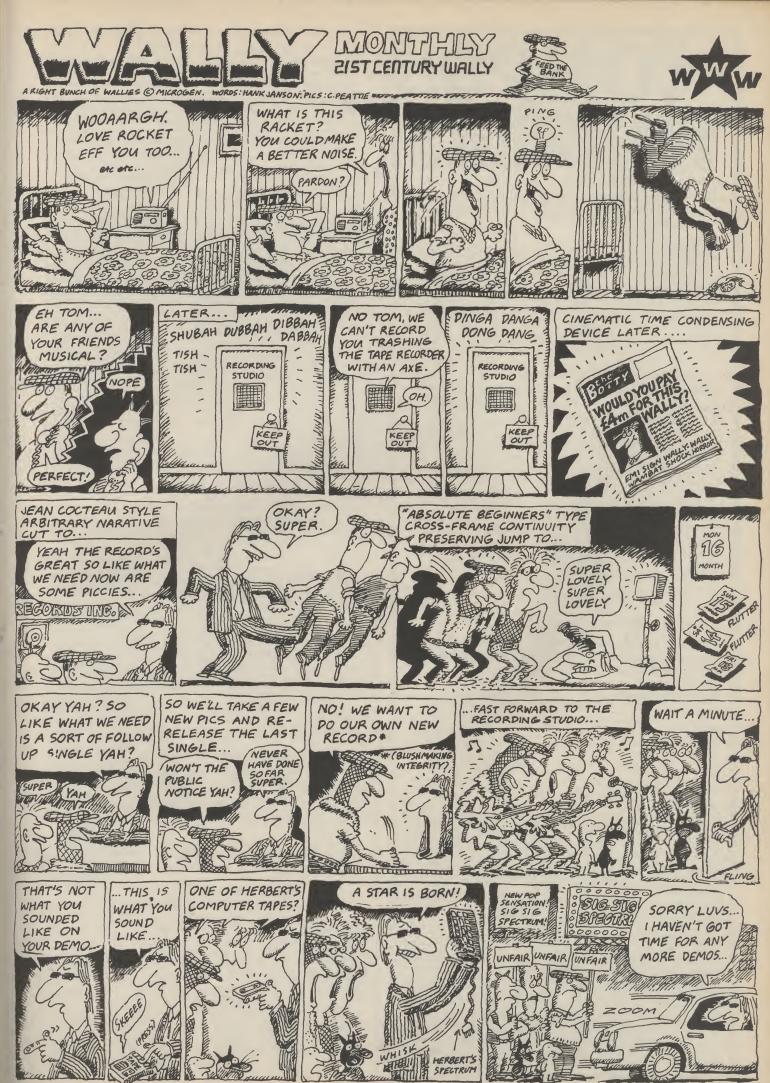


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WHSMITH



Bladerunner Compo

Proving that they're a lot hunkier than Harrison Ford, with the correct answer of 43 droids, are the following winners:

Winner: R Allum of Whitchurch, Hampshire.
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Spot The Balls-Up Compo

These 50 people didn't make a balls-up of our Spot The Ball Compo — copies of Activision's Ballblazer are on their way to:

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Spot The Germ Compo

All these people can shoot off into space with a copy of The Comet Game from Firebird, plus a whole load of other whizzo prizes:

Winner: Christopher Clapham of Wakefield, W Yorks.
Second Prize Winners: Marc Brackley of Watford, Herts; Richard Patterson of
Baillieston, Glasgow; John Turley of Glasgow; Jeff Green of Harrow, Middlesex; Martin
Alexis of North Woolwich, London; Steve Brown of Southgate, London; Anders Unneberg
of Vasteras, Sweden; Rodney Tregale of Slough, Berks; Pushpendra Rishi of New

Alexis of North Woolwich, London; Steve Brown of Southgate, London; Anders Unneberg of Vasteras, Sweden; Rodney Tregale of Slough, Berks; Pushpendra Rishi of New Malden, Surrey.

Runners Up: Freddie Bond of Carrickfergus, Co Antrim; Claudio Redrado of Malaga, Spain; Patrick Lord of Sewinton, Manchester; Mark Willey of Filey, N Yorks; Brian Roche of Waterford City, Ireland; Lieven van Parys of Belgium; J Van de Belt of The Netherlands; T Ferguson of Northallerton, N Yorks; Paul Houston of Blackburn, Lancs; David Clifford of Caterham, Surrey; Marten Wedebrand of Sweden; F Sawle of Hythe, Southampton; Andrew Reilly of Dundee; Nigel Edgecombe of Wolverton, Milton Keynes; Pat Liston of Limerick, Eire; David Fenton of Dewsbury, W York; Alison Poole of Stoke on Trent; Malcolm Mackenzie of Brandlesholme, Bury; Darrell Shellard of Muir of Ord, Scotland; Derek Tate of Gorleston, Norfolk; R Ward of Hull, W Yorks; Douglas Morrison of Aberchirder, Scotland; Luis Pereira of Portugaj; Kieran Donovan of Andover, Hants; Lisa Gilbert of Maidstone, Kent; Jonathan Parson of Ballydehob, Co Cork; Derek Morgan of Old Skelmersdale, Lancs; Matthew Pinner of Boston, Lincs; W Carroll of Wythenshawe, Manchester; Russell Scoates of St Ives, Cambs; Kasper Kragelund of Aarhus, Denmark; Chris Sewell of Ipswich; John Johnstone of Bury St Edmunds, Suffol; Kwokwa Lee of Briton Ferry, S Wales; T Czajkowski of Nythe Estate, Swindon; Robin Edwards of Harrow, Middlesex; Adam Bunkle of Fakenham, Norfolk; M Usher of Offerton, Stockport; E Swankie of Motherwell, Lanarkshire; Andrew Winter of Southfields, Northampton; John Tuffnell of Epsom, Surrey; R Campbell of Bridge of Don, Aberdeen; D Edwards of Pontllanfraith, Gwent; R Tilling of Biggleswade, Beds; Paul Serbert of Harrogate, N Yorks; P Smurthwaite of Longside, Peterhead; Alan Logie-Campbell of Cheltenham, Glos; Richard Carver of Aston, Sheffield; John Howes of Belfast; Alan Proudlock of Jarrow, Tyne and Wear; Steven Tait of Toryglen, Glasgow; Alan Clark of Whiffield; Jason Price of Trovbridge, Wil

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Central Solutions/99p

Max I never liked the Genesis album. And I didn't like the game. Central specialises in budget games but you can take the 'budget' bit too far.

For a start, it's a *Manic Miner* — collect the musical notes, avoid the sprites, jump the platforms. Still one of the best games anyone ever designed. But this particular example has a poxy 15 screens, flickery sprites, attribute problems and very little content.

In emergencies, when there's nothing else to say about a game, you can usually describe the contents of each of the screens. Umm, my attempts at mapping consist solely of On

Route To Volcano ... leads to ... ZX Basic. Ooops. Central can do better than this. And so can you.

Graphics
Playability
Value for Money
Addictiveness



A Trick of the Tale

THE COMET GAME



Firebird/£7.95

Rachael Halley's Comet is a germ bag and it's up to me to save the earth (yet again?). But *The Comet Game* is a whole different bag and I think I'll sit this one out and let the earth perish if it's all the same to you.

En route to said celestial dirty snowball the astronaut is in a state of suspended animation, leaving the ship's computer to do the boring day-to-day jobs. It would be more fun to play the sleeping spaceman but instead you get to play the computer.

sleeping spaceman but instead you get to play the computer. It's often been said that computers aren't actually clever but they're good at doing repetitive tasks fast. Human beings on the other hand soon get bored with repetition. This game is structured around the repetition of five simple arcade games leading to a final shoot 'em up. Yawn!

Quite what Firebird is doing releasing it is beyond me unless it couldn't resist doing a tie-in without having to pay royalties! The

comet should now be winging its way back into space. I only wish it would take this game with it!

Graphics
Playability
Value for Money
Addictiveness

BIGGLES

Mirrorsoft/£9.95

Rachael Time to starch those upper lips and start bashing the Hun and... ZZZZAPP!
Cripes — time travel! I say — this just isn't cricket! You seriously expect Biggles to battle it out with this... this colonial type fast food jockey by his side?

Sorry, but that's just what they do expect of Biggles on the big screen and in this, the inevitable tie-in. So chocks away with the Spectrum and let's see what's cooking.

First, it's aerial combat. Here you have to take the crate up over enemy lines and go in search of the secret weapon. You get a side-on view of the old bus as the Fokkers throw everything they've got at you, but Biggles can duck and dive, hold back and accelerate, blast away with his machine gun by pumping away at the fire button or drop a bomb by holding it down. Phew! This isn't the smoothest alternative to two fire buttons though and often leads to mistakes and... RRRRIIPPPP!

Dash it all, there it goes again. Every time you're in mortal danger you flash through time like a watch with a wonky main spring! Now it's over the battlefield - and under it when you dive down the ladders into the caverns. If Biggles wasn't a monochrome sprite he might well be wearing a Green Beret for this section as he braves the machine gun fire. You'll need your grenades to clean out machine gun nests because nobody likes a dirty machine gun nest - and you can re-arm in the caves. You just need to take potshots at Jerry and dodge and... WHOOOSHHH!

Oh dammit, not again! Now it's 1986 and the London skyline and here's that pesky American. I think I even preferred Flanders Field to this.

The idea is to leap from roof to roof dodging the SAS men. Luckily they must have their balaclavas over their eyes since whenever a character ducks down he becomes as good as invisible. By switching between Biggles and Jim it's possible to draw their fire and dash to safety and... FFLASHHH!

So it continues until each section of the game has been completed, in the correct order. Do that before losing all of your strength in any one section and you'll get the code to help you through the second part of the game.

Move to side two and it's a different programmer, different game. This time it's a helicopter flight simulator — and if you want to know what a helicopter is doing in 1917, would you believe it fell through a hole in time! No, thought not!

There's lots to keep you occupied during this joyride which adds a strong strategic element. You've got to pick up a variety of objects to help you on your way and remember not to neglect your friends and allies. Algy, Ginge and Bertie are all ready to climb onto your chopper. Then there's Marie... What? Good old Biggles and a woman? Don't worry! He's only got to deliver her to safety in a convent before he can start bashing the Boche.

Eventually you'll reach the secret weapon and then you have to hope that you've got the right people on board and the right equipment. Destroy that and it's back home in time for tea and a crumpet in front of the fire. Wizard wheeze, what?

No, sadly not that wizard — more Sorcerer's Apprentice. Biggles it may be — but for me it never really gets airborne.

Graphics Playability Value for Money Addictiveness





TOADRUNNER

Ariolasoft/£8.95

Phil D'you ever get that feeling ... you know, like when you're a toad who's really a prince, 'cos you've been transformed by a wicked witch? And you're looking for the princess who'll snog you back into a prince again? Yeah, you know the feeling. And you have to kill the Stone Master? Yep, happens every day, dunnit?

This is the next step in world domination from the programmer of *Riddler's Den*, a somewhat similar tramp through the catacombs in search of arcade adventure. Although bearing some resemblance to *Riddler's* in its gameplay — the use of four numbered pockets for example — it's a completely different toadgame.

You've got to find the Princess... but that's not quite as easy as it sounds, 'cos in your way are a drooling host of the Stone Master's evil minions. To foil these foul pests (spit) you have to manipulate objects you encounter, shuffling them round in your 'pockets' until you devise a method to see

them off.

As a game it's an entertaining plod across the lily pad, but not a particularly thrill-powered one. But having said

that, I'd probably play it quite a lot, 'cos I like a challenge ... Just one major criticism though. There's something called a triple exit - a fiendish device consisting of three 'out' doors. Concealed beyond the screen are deadly hazards that lurk in just two of the exits. Until you go through one you don't know which ones hold the hazard. If you guess wrong, you're not only dead for your current life, but you lose all your remaining lives too! Okay, so you restart the game and decide to try the triple exit again, this time trying a different exit. Then you find that the hazards are set up randomly each time you restart the game! How are you meant to win? There are several of these unguessable trails in the game, just sitting there waiting to sow untold frustration and sudden death on an unwitting player. So, be warned!

However, it's actually quite a good game — the graphics are very twee, especially the little froggy character. In fact I like being a frog so much that I might not even bother finding the princess at all!



SPIRE



Firebird/£1.99

Rick He's got the key of the door, Spike's never played a Firebird game before. But if you have, you'll know what to expect — competent if not zowie gameplay and presentable graphics that can make a game look slightly better than it really is.

This particular example is non-violent, non-sexist and good clean family fun. Sounds yuk, eh? It should actually keep you occupied for ages and you'll need plenty of the old grey matter and razor sharp reflexes to plot Spike's progress toward the Hall

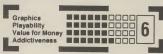
of Dreams. Ah, wouldn't we all love to get there!

Spike has the belly of a qualified Abbot drinker but it doesn't stop him being a speedy mover and nifty little jumper (my mum gave me one of those once). Having mastered his leaping motions you have to make him jump at the correct door to gain entrance to the Golden Dream world. He has six lives and with no time limit there's plenty of chance to practice and believe me, you're gonna need it.

Once into the Golden Caverns Spike'll have to gen up on his gymnastics as he has to avoid various Guardians of the sphere (as we Evertonians like to call our illustrious back four) whilst he attempts to gather keys. Once you've located and retrieved the Dream Sphere the fun really starts! Not only do you have to retrace your bounds through the cavern maze but you must make sure you keep contact with the sphere. It's a bit like the magician's trick with the wand and ball, where neither seem connected yet both are inextricably linked — much like our T'zer's brain and mouth.* Don't be too unsubtle else contact will be lost

and all your travails will have been to no avail. Solid if unsensational stuff from the Silver range.

*Ed's note: this was unfortunately Rick's last review before his early demise.





HELICHOPPER

Firebird/£1.99

Rachael It's whirlybird time again as you get in a spin rescuing clones — though why you should want to I don't know. Seen one, seen 'em all.

Twenty three budget screens of chopper action in all, in a very standard (I mean, just how standard can you get?) dodge and bomb sprite based arcade game. Land screen right where the Xerox Man will board; take off; dodge what look like jelly beans, the projectiles from the ship and the deadly homing ducks. Drop unlimited bombs though be careful as some of your opponents actually breed by having twenty tons of TNT dropped on them. Land on a ledge, screen left, when the ledge above it flashes white and the man disembarks. Next man; beat the clock; try to stay awake.

It may hold the attention for thirty minutes but I can't see any critical player coming back for more.



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THEATRE EUROPE

PSS/£9.95

Gwyn Plenty of drama in this theatre because if there's another World War, Europe will be the playing area. Obviously a game like this lays itself open to charges of bad taste. Nothing could be further from the truth. War is the bad taste. A serious, well researched program like this is an insight into the nature of modern war.

Annu tanog (

The game plays extremely smoothly. Computer wargames seem to work better on this large scale. Everything is cursor controlled, with the option to change moves that you immediately regret. There's not a wealth of information but what there is is presented clearly.

After the initial options, including the choice to play either Nato or Warsaw Pact and computer vs computer, it's into the command centre.

In traditional wargame style each round comprises movement then combat. Next comes an optional arcade sequence — the one feature I didn't like. It takes the form of a shooting game that alters combat bonuses, but if you feel like me you can always ignore it.

After combat has been resolved it's time to reinforce those key areas, air power and supply. You're then presented with a different type of command screen to allocate planes to various missions, ranging from air superiority to reconnaissance. Next come the special missions — where you can choose chemicals that could trigger a nuclear response, or your atomic capability on one of two levels. Choosing the latter being is highly likely to result in a nuclear exchange and zero for command capabilities.

Your main objective is to survive for thirty days — all the experts reckon it'll take for the traditional armaments to run out. The West would then win the race to re-arm and so win the war. However I found that I was being forced to retreat further and further into France and eventually chose gas and finally a limited nuclear strike. The world ended with a bang, not a whimper.

Information on game turns scrolls through this window, keeping you up to date on your progress.

Vital stats on any unit under your scrutiny appear here. ARM is fighting land power; AIR is up there; and SUP is the all-important supply without which an army may as well give up the fight.

Control of the Contro

One month is all you've got for this war but don't neglect the DEFCON that's how long till things go nuclear!



Only the Warsaw Pact have separate land and sea army units. Watch out for their penetration potential.

This is the quaintly named COM BOX — the cursor used to choose a unit for command. It turns green while giving orders, during which time they can be revoked.

Better dead than Red? When these measles look more like Polo mints you know they're under orders.

Green ground means a neutral country; yellow a neutral army — though after playing *Theatre Europe* you won't think that means cowardice.



World War Three — the arcade game. Using the base line icons you launch the right defence against an invading enemy who glides across the sky or out of the distance. Not the most sophisticated game but the same scene also does pretty things if you nuke it.

Details of the effects of these special missions, and the request for the codeword to launch missiles are communicated teleprinter style. It's a simple but effective device which makes the computerised 'friendly' signing off all the more chilling.

Reading the excellent booklet enclosed with the game spells out the futility of modern warfare clearly enough... but never so clearly as playing a simulation.

This is far from being a piece of bad taste exploitation. It's a highly moral, eye-opening

introduction to the military mind which, to even consider the possibilities here, must be somewhat psychotic.



Mikro-Gen/£9.95

Gwyn Knox, knox, Who's there? Wally, Wally who? Wall, e can get out of 'ere because these are strictly Equi knocks
A timely break from the

Week-ly mode by Mikro-Gen with a plot that combines collection with Kiev-style radioactive waste. It's the interminable depths of space again — ever feel you've been there interminably? — the asteroid Sury-Ani 7 to be exact. It's here that the cannisters that'll crack your Geiger counter lurk, deep in

Luckily you have a disposal droid to do the dirty work. a cute little spinning thing that looks rather like an overweight Frisbee. or even a fifties flying probably was an overweight Frisbee). You've got a vertical thrust control. left and right. pick up or use and fire.

litter, dispose of it and then find a pass to take you onto the next level. But it's all a race against time before you exhaust your lasers, run out of fuel or the isotopes reach critical mass. And, of course. space wouldn't be space unless it was full of aliens

Spectrum from the Amstrad and at first I'll admit graphics, though still imaginatively drawn with some big chunky mining machines and the odd animal blinking away, lack the glowing colour that Alan S s other machine can generate. The opening simulates two channels, also sounds quavery on the Speccy

sure. This looked and played like a sub-Sorcery game. But then I began to do things and stopped floating around. just blasting at the blasted aliens. Lying all over the asteroid are useful articles that enable you to obtain tools, open doors, use teleports. Where you



looks like a pale blue record. Use it when you're sitting on the teleporter then press 'Up' to activate. This gets you a drill which you'll need to crack the safe filled with dynamite that looks like a log fire in the room at the top of the lift.



Using the explosives will clear the rock fall to the right of the room with the door to the left. The cannister is through here as is access to another teleport credit that you'll have seen from the lift... and a key to that door

thought you had only nine chambers you realise there are sixteen! Suddenly it's much more fun

Unluckily it isn't obvious at first just what object is needed same. They should get you started but after that you're on from level one to help

Not a bad little game after all, allowing for the Spectrum's limitations. But I can't help feeling a slight twinge of envy they do have to call their

Graphics	***	
Playability		
Value for Money		
Addictiveness		

Creative Sparks/£1.99 Gwyn Oo eck, if it isn't Danger Mouse and Penfold back on the trail of the evil

Baron Greenback. An odd sort of hero, D M, in an odd sort of game.

Part one is a shoot 'em up for our rodent hero as he sets off to rid the world of the Crocodilian menace in his flying car. A variety of mutant monsters is launched at the vehicle which alters its height to take them on in one-to-one combat. Only it doesn't just blast away. You have to choose the picture of the beastie from a sub-window, before it bites the dust. On the easier level this is automatic most of the time, but for real heroes it's necessary to spool through the options.

Once this perilous journey is completed there are two screens of jungle. The first is a Turtle Bridge but be snappy as there's just one alligator to bounce on. Timing is made more difficult by the presence of Penfold. Your leap has to allow for the fact that he'll follow, just behind you. Crossing the other screen means climbing a tree and dodging a deadly black panther. Again Penfold acts true to form and is a hindrance rather than a help.

Then it's off to Greenback's lab where he's bringing the android Danger Mouse to electric life. Here you have to play a strange strategy game, changing the colour of blocks on a grid to transform the yellow lights into red ones. It actually sounds more complex than it is to play.

Firebird/£1.99

Max Look out, the Ninjas are a-coming to get you. And they're a nasty lot, what with all the in-breeding in the ancient land of the rising sun. Well not quite because this martial artser is different from most.

It's so budget that you don't even get to fight anybody. What you have to do is belt up the ranks to the ultimate of Ninja Master by passing a four stage test, over and over again.



That, in a nutshell, is how you save the world, and the temptation would be to say 'so what' if it wasn't for the fact that it's so well animated and true to the flavour of the cult cartoon. Take that first section, for instance, where as well as the side section you get a view through the windscreen with Danger Mouse and Penfold exclaiming at every collision.

The problem with this is that while the game's most obvious

players are at the junior end of the market, it just doesn't play smoothly enough for the very young — yet older fans, who secretly sneak in front of the TV at Danger Mouse time, are unlikely to find it holds their attention for long. Given that it's a budget title though, it's worth a look.



DANGER MOUSE IN DOUBLE TROUBLE

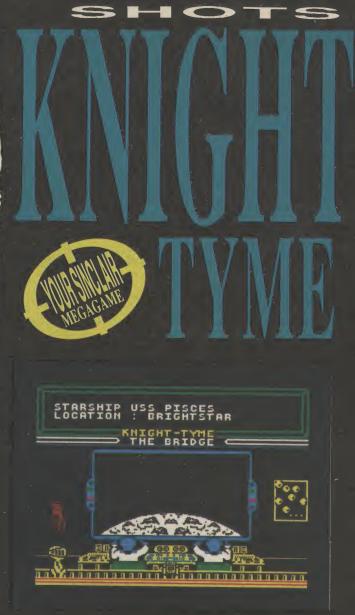


And the tests are nasty. You stand alone, feet nailed to the floor while they shoot arrows at you. Kick and punch 'em away (hardens the skin you know). Next, do a *DT Decathlon* to break both a log and your keyboard in half. Bat spinning stars away with your sword and bop things with your blow-pipe.

All good clean repetitive stuff if you like this sort of thing. Bit

like me and driving tests really. On second thoughts, if you do like this sort of thing, you can find a game with a lot more to it. Free Hex Loader winning tip: take your joystick interface off to make it work...

Graphics
Playability
Value for Money
Addictiveness



Mastertronic MAD/£2.99
Rachael The nights are getting shorter; the Knights are getting shorter (Magic); and the Knight Tyme has got shorter. Yes, all those experiencing dejà vu from this re-vu, the third part of the Magic Knight saga is here for those possessed of smaller memories.

The easiest course is to refer you all back to last month's look at the 128 version (back issues available at dirt cheap prices), so I'll just sit around and twiddle my thumbs while you skip through it.

(Rum-te-tum...) Magic
Knight stranded in the future
on board the Pisces, has to get
back to his own time before the
forces of law catch up... (La, la,
la...) Windimation technique of
pull-down menus for
commands... magic... take and
drop... communicate and
special commands... (Just time
to make a cup of tea...)
Animated central character and
a whole host of others once
you've got command of the
ship and can steer it from
planet to planet... (Slurrrp!)
Haven't you finished yet.

Haven't you finished yet. What an incredibly slow reader Well, I can't wait around all day so see if you can get your literacy skills round this one... IT'S ACE! Big letters, little words. Got that? Good. Then I'll continue...

Obviously sacrifices have had to be made to cram even the most half-cut noble into the half size Speccy. There are fewer screens and the cast has to work harder as David Jones has pared down his original concept. You'll also miss out on that super music that there was originally room for.

So am I saying give this 48K version a miss? No. But I am saying, get jealous of all those who can run the full verson. But buy this all the same. Play it. You'll love it. And finally, when your standard, unspecial K machine melts down or whatever happens to old Spectrums, and you join the big boys (and girls... of which I'm one!) then it'll only cost you \$2.99 to find out what'you were missing, and your total outlay of under \$\(\)6 find out what you were value than many more expensive programs!



Mirrorsoft/£7.95

Luke Well, I'd just like to be the first to say sorry for harping back to the Jet Set Willy classics but, although this game is completely different, it's very similar. (I'm sorry I'll write that again!) What I'm getting at is that the JSW games were an exercise in getting Willy to just the right place at the right time, jumping at just the right moment, and it was the same each time you negotiated that screen. Yes? And it's the same with Action Reflex, only this time you're controlling what looks like a football...

The scene is set in a series of underground caverns, full of strange obstacles, and it's your task to get around 25 screens before the time limit is up. Once you've done that, you set out on the next of the three mazes. Don't ask me what happens on the third maze — I've yet to get there!

The movement of the football is wonderful - whatever algorithm the programmer has used mimics the real thing perfectly. You can move the football left and right, and bounce it up and down. It does take a bit of getting used to, though, as the ball slowly accelerates and decelerates according to an exponential or parabolic curve, gathering momentum as it moves your local mathematician if you're not sure what I'm talking about. Whatever ... you'll soon get the hang of it within about five goes.

Moving around the screens, there are all sorts of things to watch out for — like the ball disappearing into lakes, being

destroyed by fire burst, being punched up to the ceiling and shot with an arrow, hitting overhead magnets and, of course, the various coloured wobbly meanies that shuffle about generally getting in the way. Within the time limit, you have an infinite number of lives but each new life means that you lose a couple of valuable seconds ... making it very difficult to get around all 25 screens before your time runs out. Points can be picked up on the way by 'walking' the ball through them — these are then accumulated so you can gain objects, such as a ring hammer and key. These'll come in handy later on.

Which brings me around to my original point about the game being a little bit like JSW and, in particular, Manic Miner (if you can bring yourself to remember that far back). When I first played Action Reflex, it took me my full time limit to get through the first five screens of the first maze. After five or six attempts, I'd sussed out a 'safe' route and managed to get through about 12 screens . and so on ... until I'd cracked the first maze. But the most frustrating bit is having to get through the screens you know well, especially if you keep making silly mistakes, until you get to a screen you haven't seen before.

Yes, it's very clever, and it's one of the most addictive games I've played ... but I think a better title would've been 'Learned Response'.

Graphics
Playability
Value for Money
Addictiveness



Creative Sparks/£1.99

Rick Kkrudd to the left of me, Kkrudd to the right, Kkrudd, Kkrudd, everywhere and not a Kkrudd to eat. The mega-evil (or is it medieval? — this game concept's so old) Krudd are the baddies who've pinched all the babies and cruelly put them into suspended animation about their house.

Hence the name of this little gem from Creative Sparks — Kidnap. Hah, I bet all you Robert Louis Stephenson fans out there were getting steamed up with the idea we'd be wandering the Scottish moors? No such luck. Instead, we're inside Kkrudd House and your task is to travel around it, collect the babies and return them to the Magic Pram. And all because you've got to save civilization.

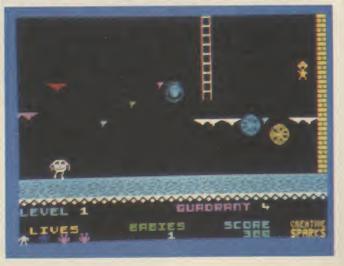
This high-speed platform arcade has thirty-two screens

split into four quadrants on eight levels. All the baddies (and there are quite a few thou of 'em) repeat the same circuit, but there are so many of 'em that your little lunar module look-a-like is really gonna have to shift. Luckily you've plenty of lives (well, five anyway) and various ladders and lifts to whizz you away from it all. And, if you don't make one of those death defying leaps beware of the stomach churning plunge to the depths. Like Dumbo you're unarmed and harmless, relying on your reflexes, wits and forward planning. It's fast, furious and fun, fun, fun. And all accompanied by the most frenetic music. Kkrudd, Kkrudd, glorious Kkrudd.

Graphics
Playsbility
Value for Money
Addictiveness



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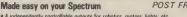
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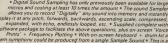
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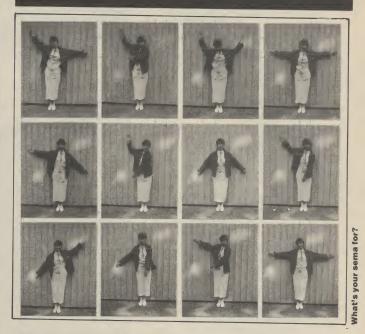
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Adventures, Task Force, more utilities than the

average aardvark has time to load in his lifespan, and YES . . . !!! Here's your flipping partridge in a pear tree!



SUBSCRIPTIONS.

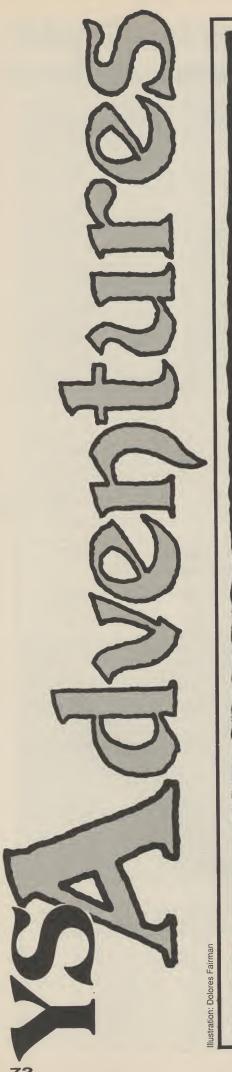
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aving trouble with your Thing? Then you must either be Adrian Mole or be playing the latest in the Questprobe series. We can't do much to help you with the former, Rochdale but Balrog John offers Wilson some help getting started on the latter. As Torch, get the candle and then

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TIPRAT YLF. Switch to Thing then HTAERB DLOH DNA SEMIT EVIF TIAW. When Thing goes under, switch to Torch and type HGIH NO EMALF then RAT THGIL. Torch can then SLLIH YLF and Thing can NWOD LEEF.

If you fancy a fanzine then John has also sent me copies of one he writes for, Insight, in the hope that I might give it a mention. It concentrates on solutions rather than reviews, and I think it's sensible for at least one magazine to be different and specialise in this area. Each issue contains full or near-solutions to at least a dozen adventures, most of them available on the Spectrum, along with individual tips and news items - plus a few POKEs for arcade games. Anyway, you can get the latest issue by sending £1 to R. Dawson, 41 Union Court, Westgate, Otley, Leeds LS21 3AS.

A simple question comes from Dazz Finlay of Manchester. How can I defeat the Djinn to complete the second part of Sinbad And The Golden Ship he asks. A simple answer, too, if you can read backwards: SMEG EHT TI EVIG. Richard George of Heswall is having torturer trouble in The Never Ending Story: NIOC EHT MIH EVIG.

A longer answer is needed for Wayne Iackson from Bradford, who wants to know how to find the metal plates in Gremlins. Go to the EROTS and mend all the STNEV DEHSAMS except the one in the ERAWDRAH department by saying ETALP DLEW while carrying the HCROT DNA EPIP.

Pauline Cahill of Southampton wrote to say that she was very new to adventures and had just bought her first one, the instructions for which say that it 'obeys all the usual instructions.' As she found, it's a bit difficult to know what the usual instructions are when you're only playing your first game. So, I wrote Pauline a long letter rather than fill the column with information most of you will be familiar with. But if any of you do want a beginner's course in adventuring then let me know and I'll do one 'by public demand.'

I've been asked to act as rejuvenator to Betty Morag and Mario from Corby, though whether that's two or three people I'm not sure I always thought Mario was the character from Donkey Kong, anyway. The reason for rejuvenation is the lack of beauty sleep, and they ask how to beat the stitched-up swamp in Espionage Island, which was given as an earlier clue. For all readers who need clues to the clues the directions you need are (forwards this time S-E-W-N. Geddit?

Peter Rowland of Northumberland says

that in Heroes Of Karn he's tramped the Pilgrims Hill so many times it must look like a valley by now. Peter didn't know what to do next, so he sensibly gave me a list of objects that he's found and those he'd used. That enabled me to work out what he hadn't yet done, such as killing the serpent: DRIB HTIW TNEPRES LLIK OT NEREB TEG.

I've heard again from Richard Grandorge, or "Grand Ogre" as he now calls himself, and he's concerned with Hobbit habits. Richard managed to do what few others have and that's kill Smaug without the help of Bard. When he saw the dragon he ate some food then attacked it twice with the sword, whereupon the dragon

dropped dead.

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Ernest Nickells of Battersea is getting battered by the Goblins in The Hobbit, a painful experience. Every time he escapes from the dungeon he gets thrown back in and so he pleads with me to tell him the directions to take to reach the Magic Ring. Just for you, Ernest, and printed in the correct order: SE-E-SE-E. This reader really is having underground problems, as he can't escape from the underground room in *Hulk* either. Make sure first that as Hulk you have LLAW DEHCTARCS, then NMULOC SLUOS DNIK EHT DAER. He's also finding it difficult to get past the Barrow Wight in Lord Of The Rings. Do you know the ring you're trying to get in The Hobbit, Ernest, and what effect it has on you if you wear it? Use that knowledge here, too.

Worms are creeping out of the woodwork at last — those claiming to be first to solve The Worm In Paradise. Unfortunately, of the two claimants, John Barnsley didn't tell me when he'd finished it, while the second reader wrote on the day he or she solved it, 29th April, and was obviously so excited that they forgot to sign the letter. I think John Barnsley probably got in first from what he says, but let's at least have your name, whoever lives in Four Oaks, Sutton

A long letter came in from James Elliott commenting on the new adventure pages and making various suggestions, one of which was to include a regular letters column, and another to have more space. I think if we can prise a few more pages out of the Editor (We'll see, we'll see! Ed) then I might include a letters column, but at the moment the important things seem to be reviews firstly, then tips, solutions and sorting out problems. Interviews and software house profiles are also on the cards for future issues. James also suggested including an extra category for VOCABULARY in the review ratings, to say how comprehensive and friendly the parser is. I thought about that but decided against it, as I do try to mention this direction

any restrictions in the review itself and most adventures do cater for a reasonably wide range of inputs. But thanks for the letter, James, and readers thoughts are also welcome. I'll probably ignore them completely but they're welcome!



Venture forth with Mike Gerrard



e're a bit short of review space this month, thanks to Level 9 and Incentive both putting out impressive releases. So let's start with a news review of Firebird's Seabase Delta in its £1.99 Silver Range. This is the follow-up to the successful Subsunk — well, successful judging by the number of letters I get about it. Seabase Delta is by the same authors, so expect a similar look and feel to the game, especially in the occasional touches of humour.

As famous reporter Ed Lines (Thass my boy! Ed) you sent the allimportant message at the end of Subsunk, only to have it intercepted by dastardly enemy agents. They use fiendish magnetic forces to draw the sub into their base, Seabase Delta, where you must locate your mini-sub and make good your escape. There's an extremely stupid routine at the start of the game — you travel round in a miniature tube train and have to keep entering the sequence of commands ENTER CAR, FASTEN BELT, INSERT CARD, UNFASTEN BELT, LEAVE CAR. Then you wait for the illustration to be drawn and blow me if it's not the same illustration at the six consecutive locations you have to travel between. Fortunately, it perks up a bit after that — I'm currently wondering what to do with a sleeping hen. Feed it to the octopus maybe?

lso from the British Telecom software arm comes the longawaited MUD-pack. No, that's not an attempt to make the YS team more beautiful (how could that be possible?), but it's what you receive if you want to join in and play the Multi User Dungeon. Dust off your modem, join up and log-on to the multi-player adventure game that's available now and has become something of a cult for those privileged enough to have played it.

If you don't want to fork out the full £20 subscription right away (which gives you the pack and three hours of playing you the pack and three hours of praying time), BT has come up with the cunning ploy of allowing you into the game as a guest for 10 minutes. When your time is up you're logged out but your character is not saved, which it would be as a full not saved, which it would be as a rull player. Obviously you pay for the time you're logged on. If you want to sample *MUD* dial 01-998-8899 (1200/75), 01-997-9433 (300/300) or A21880100300 (PSS). When asked for a Username and password you must enter MUDGUEST, and PROSPECT respectively. Naturally RT's hoping many of you Prospects will BT's hoping many of you Prospects will turn into full subscribers, and once you start you'll need to buy credits at a cost of £10 for 50. That'll keep you MUDdling along for five hours, though credits get cheaper the more you buy. You don't need a modem to get further details, though, just dial the MUD-line (like a hot-line only messier) on 01-608-1173.

uaranteed to be messier than your average adventure is The Boggitt, with no prizes for guessing that this is the latest adventure from the pen, or should that be the quill, of Fergus McNeill. CRL, which is publishing the game, says that it should (fingers-crossed) be ready by the end of June at £7.95. For that you get a three-part graphic adventure with over 100 locations and the ability to transfer data

freely between each part.

If you can face playing the role of a character named Bimbo Faggins, this could be just the game for you. Grandalf tricks Bimbo into going on a camping holiday, though Bimbo doesn't realise that an though Bimoo access treatise that an ancient wizard always has something up his sleeve. In this case it's Daug the dragon, living to the east of Wilberland. Grandalf is hoping Bimbo will bring back some of his dwarfish treasure, cashpoint cards and cricaless Van Goah collection. First. priceless Van Gogh collection. First, though, Bimbo must cross the Wiffy Mountains, ford the Anadin River, battle his way through Berkwood and deal with the poncy elves. Bimbo Faggins versus poncy elves? The mind boggits at the thought.

he land of Oz sounds fairly normal by comparison. (Oh, and I mean the place where the wizard came from, not the land of kangaroos and hats with corks on.) US Gold is releasing Return To Oz in its 'Kids!' series of adventures at £7.95. If you know a 'kid' who isn't quite ready for Lord Of The Rings (let alone poncy elves) then this adventure could be more suitable.

pectrum Adventurer is the title of a new tape magazine devoted to... guess what? Published monthly at £, 2 a time by SAEC, 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT, the first issue is just out and contains a small selection of letters and reviews, a competition to win a colour monitor (for the first to solve an adventure published by SAEC), hints and tips and so on. The editorial piece does a round-up of adventure columns in all the magazines and concludes that "Overall we found Your Sinclair had the best adventure content."

linally July sees a new adventure release from Melbourne House entitled The Hobbit. No need to check the date on the front of the magazine, it's still 1986, but Melbourne House has decided to re-package and re-price the adventure for the benefit of the price the adventure for the benefit of the three or four of you who haven't yet bought it. Now you can buy it for £9.95 in a double cassette case but without the accompanying paperback of Tolkein's original story. You can still buy the £14.95 version with paperback, but this will hereinafter be known as the gift package. And just when I thought I'd answered my last query about escaping from the Goblin's Dungeon!

YS dventures

LOST SOULS

very large cry of HELP comes from the direction of **Mandy Dakin**. She's stuck in *The Fourth Protocol*, where she needs to know how to decode the lift code in Sentinel House, and she says she hasn't a clue who or what SVETOFOR is. Can one of you super sleuths out there write to Mandy at 8 Storer Road, Loughborough, Leics. LE11 OEQ?

Jonathan Beard is prepared to beg, snivel and creep in order to get help in Robin Of Sherwood. He's got 200 gold pieces from Gregory and 100 from the statue of Azeal, but he still needs another 100 to satisfy the greedy nun. Send any gold you can spare, or failing that a clue, to 3 Bushey Lea, Ongar, Essex CM5 9ED (Jonathan's one of the

Bushey Beards, I see.)

Gold is also needed by **Carl Young**, who'll receive donations at 128 Kingsthorpe Close, St Anns, Nottingham. Carl needs them to pay the guide in *Soul Of Darkon*, where he also needs help over what to do in the blacksmiths and how to remove the loose piece of statue in the opening location.

location.

Alan Saunders is somewhat miffed because last time his address was printed in YS it came out at Marybell, which he says sounds more like the name of a cow than a street. We'll have anudder go at getting it right this time, Alan. To compensate, I'll allow him an arcade-adventure plea on Spellbound, where he needs any help at all, and on the more acceptable Avalon, where he wonders how you can achieve the top rank. Alan resides at 8 Maryfell, Sedbergh, Cumbria LA10 5AR.

Mike Stockton's stuck in Mirrorsoft's Ashkeron and in Demon Knight from the Argus 30 Games collection. Despite Demon Knight being in unprotected Basic, Mike says he can't get any further than the first few locations. Is there a secret passage in the throne room? Are there any objects other than the rope, torch and letter? In Ashkeron, how does he get food and how does he escape from the dungeon and the screaming room? Mike's screaming for information at 11 Chestnut Close, Hoole Lane, Chester, Cheshire CH2 3EJ.

K. Hansen, screaming or otherwise, lives at 72 Blacklands Crescent, Kilwinning, Strathclyde KA13 6HT. How do you feed more than one man-eating plant with one dead pygmy (now there's a question) and how do you get past the waterfall in Morden's Quest, and how to cross the multi-coloured desert in The Never Ending Story? (HTUOS YLF DNA TRESED FO EGDE

OT OG NEHT ROCLAF TEG).

A. Rothwell of 95 Buchanan St, Blackpool FY1 3BP thinks the adventure page is 'real cool', and no doubt it would be cooler if someone would tell him how to get up the tall tree where the elves hang out in Lord Of The Rings. Well, they don't actually hang out of the tree, but I know what he means. According to Ian MacMillan, when he enters the command CLIMB at this location he's told 'You climb up the match.' Maybe you should try lighting your pipe with the tree, Ian?

Finally a tale of two titles, the first being Colditz from Phipps, the second being the rather different Castle Colditz from K-Tel. I've clues galore on the first one, but not on the second, so can anyone help out on that? One reader who's been stuck in that one for months is Mrs S. Tomlinson of 22 The Limes Close, Matlock, Derbyshire. Mrs Tomlinson's having trouble with the radio room, flour store, wine cellar, hall of banners, cold store and guard house. She guesses from the map she's made that the way out lies through the guarded doorway of the guard house, so can anyone help Mrs T. escape from Castle Colditz?

KIND SOULS

t's good to see the same names appearing in both the Kind Souls and Lost Souls sections, as readers writing in asking for clues frequently help at the same time. One such is Carl Young from Nottingham, who offers help in exchange for the usual sae on Red Moon,

Emerald Isle, Sinbad, Temple Terror, Morden's Quest and Colossal Adventure.

Another is **Mike Stockton** from Chester, who adds a little information on mazes to our *Hampstead* solution from June. In the Industrial Estate go N-E-E-NE-E-NE-N to reach the bracket, then SW to exit. To reach Pippa from the east end of Oxford Street go SE-S-S-E-SE. Mike also offers what he regards as a cheat on *Hulk*. Go into the tunnel at the start, become Hulk, then type REMEMBER NIGHTMARE. Go back into dome and pull the ring. This leaves you an escape route from the underground room later.

Gareth Edwards will give help on Hobbit, Subsunk, Espionage Island, Inca Curse, Fourth Protocol I, Mindshadow I, Voyage Into The Unknown and Legend. Sae as usual, please, to Gareth at 6 Broo Close, Tall Trees Estate,

Penkridge, Staffs.

Darren Finlay, 53 Clayton Street, Clayton, Manchester 11, sent me a list of clues for Part I of Sinbad, though doesn't say whether he's completed Part II as well. The clues include what to do at the wheel of the ship (EVID NWOD OG NEHT ECIWT TSAE LIAS) and what to do in front of the castle (TSAE OG NEHT EXA HTIW NIAHC TIH EXA HTIW GNOG TIH). If you're stuck elsewhere send an sae to Darren 'Sinbad' Finlay at the above address.

Sinbad' Finlay at the above address.

Ian MacMillan helped provide our recent Hampstead solution, and in addition is prepared to help any readers stuck in Hobbit, Red Moon, Spiderman, Gremlins, Magic Mountain, Eye Of Bain, Diamond Trail, Golden Apple, Williamsburg Adventure, Crystals Of Carus, Pirate Adventure, Bored Of The Rings, Robin Of Sherlock, Morden's Quest, Enigma Force, Emerald Isle, Lords Of Midnight, Planet Of Death, Robin Of Sherwood, Valhalla, Sherlock and Adventureland. He also sends a few clues for anyone playing Colditz, such as how to deal with the grate in the floorboard (REVIRDWERCS HTIW WERCSNU) and how to negotiate the tunnel (DRAOBROOLF HTIW FOOR PORP).

Kind Soul of the Month award has to go to **John Barnsley** of Stafford, however, and not merely because of the list of 31 titles he's completed. The award goes to John because this YS reader doesn't even have a Spectrum! John's a Commodore adventurer, who says "why don't I read Commodore mags? Because they're utter rubbish!! I only read you and Keith Campbell, the others aren't worth a light." A man of taste and discrimination if ever there was one. More

discerning Kind Souls next month.

ADVENTURERS INTER-NATIONAL

n the June issue I published a plea from Portugal, from Carlos Barbosa, who unfortunately forgot to include his address. Now one of the people who came to Carlos's aid has forgotten to include her address too, and that's Paula Goldstone. Paula says that to get Doreen to follow you in Terrormolinos you simply CALL DOREEN when you are in the bedroom. Paula wonders what to do when you GO BULLFIGHT. Got a handy hanky to save Ken first of all? After that you're on the run, and you should head for a place where a bull's out of place.

Kind-hearted **Yan MacMillan** from Sheffield also wrote in to help Carlos, though he says CALL DOREEN when at the front door. Ian answered Carlos's other query, too, about Little John in Robin Of Sherwood. To defeat him, pick up the staff and fight him as soon as you've found him.

Ben Maas is having trouble with The Eye Of Bain, and wonders if it's anything to do with vocabulary problems, though his English sounds fine to me from the letter. Ben can't get into the Nomad's hut, can't get past the beast at the well, wonders what to do with the wood on the top of the hill, where to tie the vine, and where to find the key to the ruin. Clues to Ben at Iepenlaan 34, 2061 GL Bloemendaal, Holland. And to me as well, as there's a gap in my info on that adventure.



ug of the Month this time is an infuriating one from most people's favourite adventure writer, Fergus McNeill. In Robin Of Sherlock Fergus has included a rather vicious swear word routine which ensures that the Spectrum re-sets itself should you enter one of your favourite four-letter words. Among the naughtinesses catered for, though, is the reasonably mild BREAK WIND. I can't imagine more than 1 per cent of adventure players ever considering entering that command in the first place, but lots will enter the command BREAK WINDOW when coming across a cottage with a closed door and a window offering possible access. Now we all know that every word to The Quill is a four-letter word, because it only reads the first four letters of your inputs. So the two phrases are one and the same and instead of the sound of crashing glass you get the sight of a crashing program. Not only that, though, but if you enter the completely innocent command GO WINDOW it's bye-bye program as well. Can anyone recommend a good bug repellant for Fergus?



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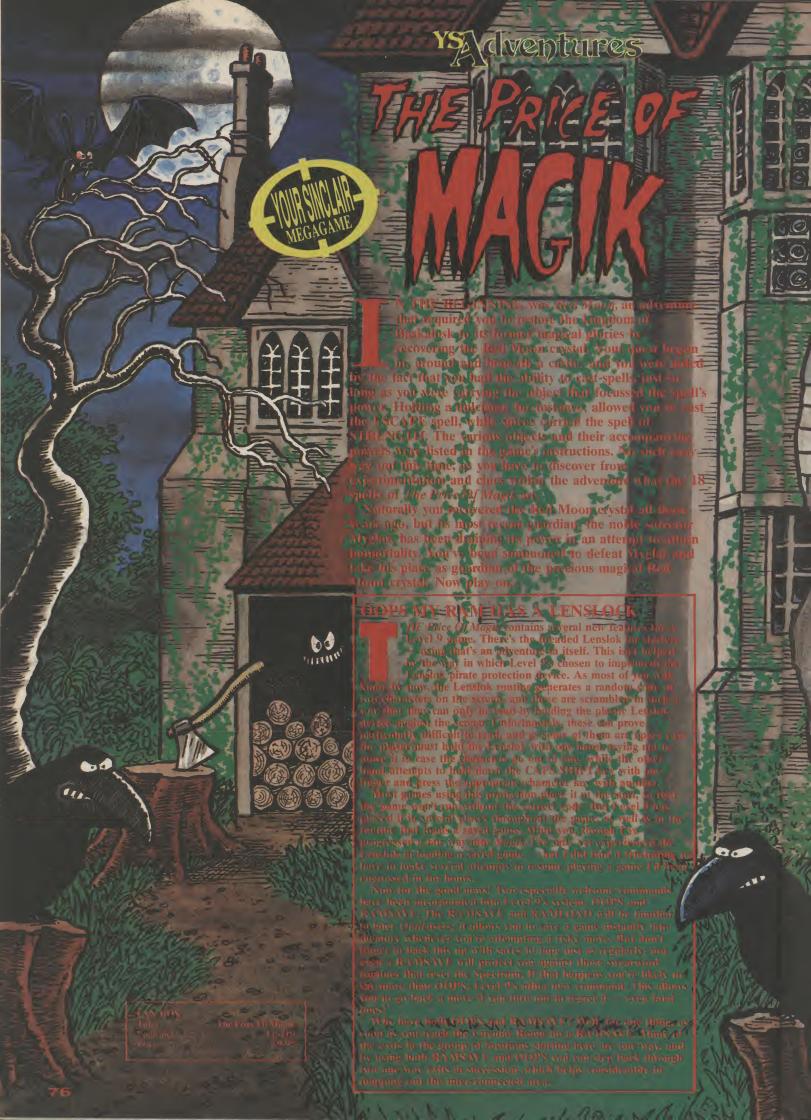
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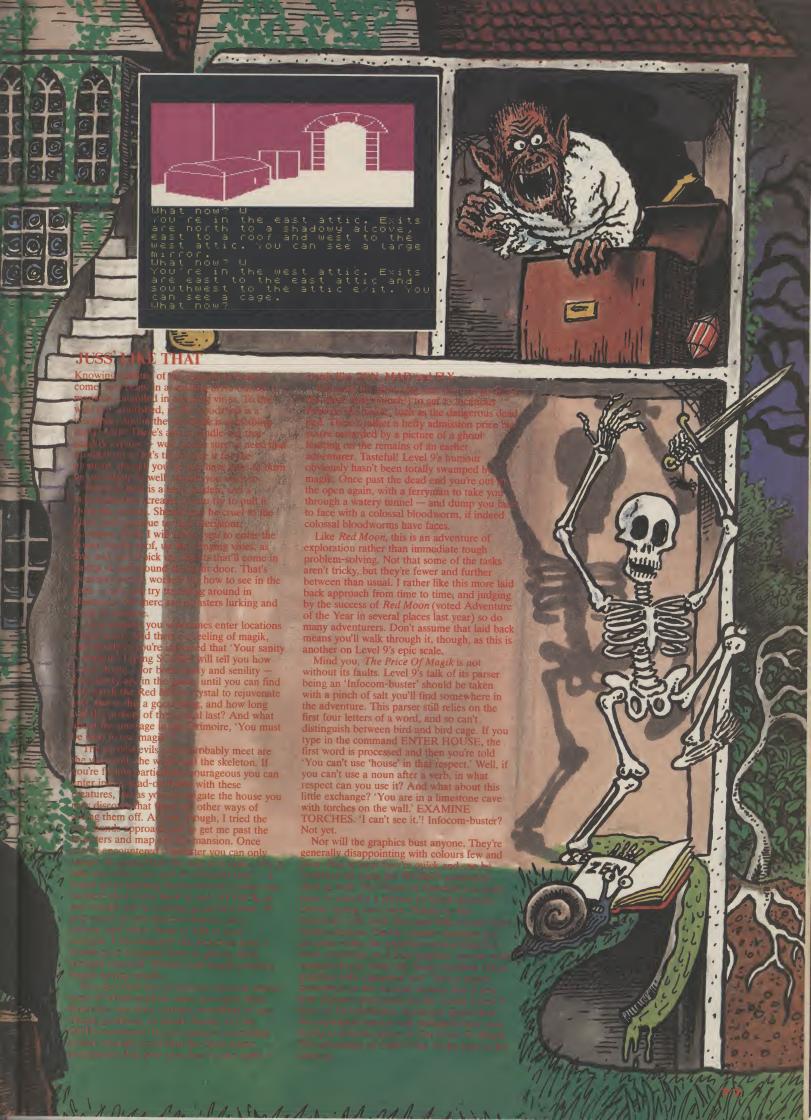
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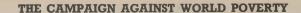
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aving seen the Amstrad version of this brilliant utility, looking at the preproduction Spectrum version provided by Incentive was like greeting an old friend. It has so many features that we've decided to give it a two-part review, the second part coming next month when we hope the finished product will be ready to fill in a few gaps.

One gap in GAC as yet is the amount of memory that will be available to you, and that should be in the region of 22/23K according to Incentive. The 'true' size of an adventure written using GAC will be much larger as the program incorporates compression routines. By way of illustration, Incentive's own Ket Trilogy will fit comfortably into the GAC system and leave several K left over, and that's not a tiny adventure.

GAC is menu driven, the opening screen allowing single-key access to options such as Nouns, Verbs, Graphics, Messages and so on. You'll need to do a considerable amount of planning before attempting an adventure, and we'll deal with the way to approach this next time. For now we'll try to familiarise you with some of

the features.

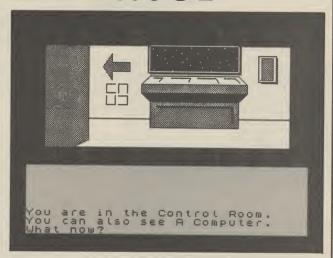
The text side deals with full-sentence input of nouns, verbs and adverbs. The parser picks each out, so the THE ELEPHANT CAREFULLY CAREFULLY THE ELEPHANT DROP would both be understood. A 'Quickstart' file is provided and that enters all the common commands for you, like NORTH, SOUTH, GET, WHAT NOW? and ending and saving

Printing the location description, linking it to a picture number (if any) and interpreting the input are fairly simple, but you'll have to be careful with the three types of conditions which control what goes on in the adventure. High priority conditions happen immediately after the location description is printed, before any player input, so that if you arrive in the bull-ring while carrying the red handkerchief the death routine is called up. Local conditions happen in that location after the player's input, assuming the input wasn't an acceptable movement command. For instance, if you throw the axe it kills the dwarf, and if you don't throw the axe the dwarf kills you. Finally come the more routine low priority conditions, such as acting on inputs like GET, SCORE and so on.

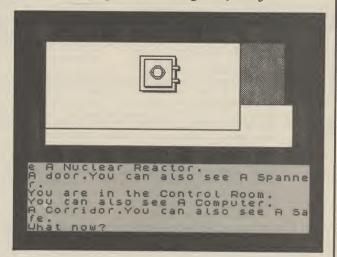
A typical way of entering a low priority condition would be: IF (VERB 8 AND NOUN 1 AND CARR 5) DROP 5 OKAY END. That simply means that if the player typed in DROP LAMP, which you've designated as verb 8 and noun 1 respectively, and he's carrying the lamp (object 5) then drop the lamp, print Okay and wait for the next command. If you wanted to drop the lamp to produce an explosion that kills the player then instead of OKAY END you might enter MESS 216 EXIT END. Message 216 would be the message explaining what happens when the lamp's dropped and EXIT takes you out of the game. END tells the interpreter to stop there and not bother to look through the other conditions.

I'll look at how to approach the writing of an adventure using GAC next month. Meanwhile, if you were thrilled by The Quill then it's safe to say you'll be taken aback by the GAC. This all-in-one package will be the source of some impressive adventures in several month's time, I'm convinced of it.

Graphic Adventure Creator



The Gin GAC stands well and truly for Graphics. The graphic creation mode of the package is very easy to use. These pictures were constructed very quickly indeed, as the time taken to familiarise yourself with its many facilities is short. You can edit graphics like everything else in GAC, continuously, adding and taking bits away right up until the final compilation. It's a bit like a word processor for graphic adventure games, really.



The full feature graphics editor includes ellipse, rectangle, dot, line, fill, shaded fill, and attribute fill. You can move the cursor one dot or eight dots at a time in skip or draw mode. By far the most powerful feature of the editor is the way it shows you the effects on attributes before you draw, making mistakes easily correctable. You can step back through the drawing, and edit out one line, colour or fill, as you wish, retaining the rest of the drawing intact.

If the graphic editor wasn't in the GAC it would still be a good drawing package, and that I think is the highest recommendation.



FAX BOX Title The Graphic Adventure Creator Publisher Incentive Software Ltd



Will nice Mr Sugar'n'spice be the end of the QL? Or will those who've always supported it go on supporting it? Max Phillips wonders who'll get left holding the baby...

lpom and gloom but room for hope. Contrary to popular opinion, computers don't stop working when their makers cop that final fatal Bad Medium error. And there are enough QLs out there (and in the shops for an almost ridiculously cheap £160) to keep the market alive. As well as more than a few people with a vested interest in keeping it that way. Even so, the QL's many tiny software houses are nervous with a capital N and that means many of them have put the brakes on new products . . .

- Amstrad may be supplying spares and service for the QL but as yet it's keeping quiet about plans for the QL's future — if indeed, it has any. So it looks like the QL needs rescuing and there seem to be two schemes to continue the QL dynasty that look like they might actually happen.
- QL hardware champions CST had the Thor at the 19th ZX Microfair. Thor is an upgrade for your QL that's currently scheduled for September. It puts the QL board in a new case with disk drives, a Centronics port, four ROM sockets and a mouse port. RAM is upped to 640K and a detached keyboard with the superb IBM PC/AT layout is included. (IBM is an American outfit that makes mechanical card sorters for the census bureau).

The Thor upgrade is likely to cost around £600 with a single $3\frac{1}{2}$ inch floppy. However, CST has a 'mysterious' source of complete QL boards so that it may also offer complete Thor systems for a little more.

• The company is also planning a QL compatible machine based on the much, much faster 68020 chip to be launched at the beginning of 1987; it might be expensive but it won't half be a powerful system. Incidentally, CST reckons the Thor isn't too far from the QL Mark II that was being designed at Sinclair until recently...

Or back the alternative new QL that's being designed at Q_Jump, home of Tony Tebby, the man behind QDOS. Tony reckons it would take a cool quarter of a million quid to put his 68000-based QL compatible machine into production and reckons on a price of around £500 for a single disk machine.

Funding for the machine was to come from assorted QL dealers and related suppliers but it looks like that plan's been put on ice. Q_Jump has other unspecified parties interested in using the design but there's a fair chance that they're European. A case for International Rescue

At least while Q_Jump has its new QL on hold, the company has time to put the finishing touches to the other QL products it's been working on. There's apparently been a few goodies in the pipeline for ages but, as usual, Q_Jump is saying nothing until it's ready.

- CST, on the other hand, hasn't been wholly tied up with plans for a new QL. It's launched a 20 Megabyte hard disk for the QL at a trifling £1000. That's enough storage space for 200 full microdrive cartridges plus it's a lot quicker and more reliable! Heavy...
- Finally, if you're looking to take the plunge and buy some new software but can't decide between Digital Precision's amazing SuperCharge Basic compiler or Eidersoft's slinky ICE desktop software, give Digital a ring on 01-527 5493. A special offer will get you both for £79.95!

As always, if you've got any suggestions, ideas, hints, problems, program listings and so on — or if you're developing a new QL product (or even a new QL) — let us know!

Write to: QL News, YS, 14 Rathbone Place, London W1P 1DE.

GWENDOLINE

Labochrome sounds like the sort of murky colour film you end up buying on Sunday afternoons from village stores in far-away lands. The sort you discover you can't get processed once you get back home. What it actually is is one of Belgium's finest QL software houses.

The first of its two games is a 38-screen platform and ladders extravaganza with the strange name of *Gwendoline*.

You potter round a haunted castle, looking for your incarcerated loved-one and the means to free her. The energy of each of your six lives ticks away on screen — and diminishes even faster if you bump into any nasties. You can, however, top it up by pouncing on the apples, tankards of beer, Sunday roasts and so on that appear magically around the place.

However, be warned that some of the food is a little intoxicating. It temporarily reverses left and right when you're walking but not when you're jumping — fiendishly confusing! You also have to get used to being able to go up but not down ladders — curious people these Labochrome lot.

Gwendoline is a jolly little romp — nice chunky graphics and easy to play, if a little timid on the sound. If you're desperate for some games stuff, and you've the money to prove it, it's well worth a try. As a special offer, you can get both Gwendoline and Baron Rouge for £30 (ouch!), including postage and instructions in English. Send a Eurocheque to Labochrome at 173 Rue de Fragnee, B-4000 Liege, Belgium (or see its ads in YS) And I thought all the French on the screen was part of the game...

FAX BOX	
Title	 Gwendoline
Publisher	 Labochrome
Price	 £18

DRAGONHOLD

Given the general and rather over-thetop fears for the QL's future, now's a good time to settle down with a new game. And there's nothing better at the moment than *Dragonhold*, the first program from a brand-new QL games house. See, all is not lost!

Dragonhold holds no surprises as far as originality goes bot, of its type, it's certainly better than anything else around on the QL. It's an epic arcade/adventure that has you exploring seven magical lands, collecting useful objects, despatching dwarves, trolls, vampire bats, women (surely some mistake?) and so on.

The object is to find the Elixir of Life and escape unnoticed through the backdoor in the Dark Caverns. Quite who's hidden the Cherry Coke in this dangerous and complicated mess—and why—isn't clear.

The game is played on a plan-view scrolling map on which the various objects and animated characters appear. It's very D&D influenced as each character has its own strengths and weaknesses and a temperament that varies from kind and helpful to

BARON ROUGE

Sacre Bleu! Les Belgiques, zey 'ave gone potty! This, errr, shall we say rather crude, dogfight simulation is just plain weird.

Don't worry about the cockpit view at the bottom of the screen — it's merely decorative. That's you on the right, where you'll stay because you're limited to moving up and down or firing! What little of my O-level French I have left explains that the infamous Red Baron was on his way home after cursing a few more unlucky Brits when suddenly ...

... He's attacked by hang-gliders. No kidding! Followed by airships. Then Japanese kamikaze planes. Then elephants. No wonder the Red Baron's squadron was called the Flying Circus. This is, of course, a humorous game and Labochrome claims there are twenty different flying thingies to deal with. Fortunately, we're promised that there are no aliens.

What's so annoying about this game, in all its childlike simplicity, is that the stupid graphics, zany sounds and mindless blasting makes it great fun to play. I'd even dare say addictive — until the point at which you get all the way through. But £17? Von Richthoven would turn in 'iz grave.



-		
	FAX BOX	
	Title	Baron Rouge
	Publisher	Labochrome
	Price	C17

TIP BIT

Prepare for a shock ... welcome to the most serious and business-like bit you'll find in this month's YS. But many people do, after all, use their QLs for serious things and this piece of Abacus trickery is a real cracker!

Here's an instant way automatically to remove unwanted items from a list kept on a master spreadsheet and close up the gaps they leave. The obvious use for it is automatically generating individual invoices from a master invoice listing all the things you usually charge for but no doubt you can find others.

Okay, set up your master invoice in the top-left of the worksheet and make it as pretty as you want. As an example, have a look at the before screenshot.

Turn Auto-Calculate off with the Design command to keep things moving. Far away over to the right create a special sorting column by entering Col=row() FROM 1 TO 255. Now, for just those rows on which you've got items, enter a second formula; Col=if(A9=0,100,row()). Save this worksheet as your master invoice.

To send someone an invoice, load up the master and enter the appropriate values in the quantity column and then Xecute the worksheet. In the sort column, you'll notice all the rows have their own number except those where the quantity is blank (0). These cells now contain 100.

And now for the magic; simply order the whole worksheet on the sort column with Order G FROM 1 TO 255. Bingo! The Order command throws the rows where the quantity is blank to a far away part of the worksheet. You can just print the relevant chunk of cells and you've got a neat, instant, invoice! Enough of this megabraining ... back to the frippery



BEFORE

Ssssh ... here's everything you can possibly scam working for YS. The G column is only for sorting and doesn't get printed.



DURING

Each issue, you load up the master and use your imagination to fill in the quantity column. Finally, Xecute the worksheet and Order it FROM 1 TO 255.



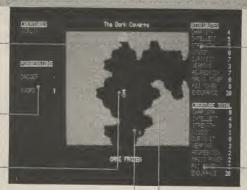
AFTER

Hey presto! A finished invoice. Now all you need to do is get it past the Ed without getting Xecuted yourself ...

Big problem number one is getting out of the dark caverns with a door that keeps slamming in your face. Hint: try dropping all your weapons first. Makes you a bit vulnerable once you've got through it though . . .

You can carry up to eight ____ objects at once — there are 24 in the game.

Here's you, ungainly little bod that you are. Watch it when you talk to the women, you often get told to 'Clear off, you big oat'. Hmmmm...



You should always know_what you're up against before you start a fight. However, it's difficult to read this little lot and look for weaknesses when you're under attack. Best policy: leg it while you still have legs.

The scrolling map is a little jerky but not unacceptably so. Some areas, such as The Dark Caverns and Trollhold, are small and easy to map or even learn. Others like Castlefort are really complicated and have secret (and changing) pathways behind closed

Here are all your personal qualities. The one to watch is Endurance; when it reaches zero, you die. Rubicon reckons the reincarnation option (which puts you back at the start but lets you keep the objects you have so far) is strictly for cheats. Hint: In the few seconds before you hop the twig, scoff the food if you have it.

The creatures window just identifies what it is you're dealing with. Once you recognise the teeny graphics, you won't need to look at it.

vampire bats who have a habit of hanging around in inconvenient places and then pursuing you to the death once you stumble on one.

It's possible to converse with some of the characters and to barter your possessions, although the deals don't always go in your favour. The adventure element has a very limited dictionary called up by pressing the initial letters of words as you rush round the map. The booklet lists all the words available but it doesn't actually make solving the puzzles that much easier.

Dragonhold is well produced and very playable. Every game is slightly different but you can save and restore a partially played game to cartridge while you're completing it. So far, I've been to four of the seven lands and could tell you some stories that'd make your hair curl. But it's best to find out for yourself.

eating you without so much as a byyour-leave and burp.

Unlike many games of this type, the characters come across with a fair degree of intelligence. Rather than

randomly springing out of the ether, they go their own way — you can often follow them, look for them in certain places and so on. The best of these, unfortunately, are the rather elegant

FAX BOX	
Title	Dragonhold
Publisher	Rubicon Systems
Phone	(0742) 583665
Price	£19.95



Back with a Vengeance!



"Once you start playing the game it becomes increasingly clear that Ultimate have produced yet another excellent game. The playing area is huge and there are some excellent graphical effects like the stars which are beautifully parallaxed." "Playability wise Cyberun is an excellent

game."
"The inlay card doesn't give much away, so it is a challenge just to find out what all the various goodies are for."

"This is a classic shoot 'em up which I'm sure all fans of Lunar Jetman will enjoy."

CRASH May 1986

PENTAGRAM and CYBERUN are available for the Spectrum 48k and Amstrad from selected branches of W.H. Smith, Boots, John Menzies, Woolworths and all good software stores. They are also available from Ultimate Play the Game, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU. (Postage and packing

including VAT

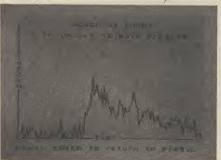




Recipe Card

Speech Welba

Are you speechless? Does your computer just bleep like a microwave or does it talk back to you? Does it sauté you with soliloquies... or does it just go ffffffrrrrrrppppp like a Magimix? Don't eat your Speccy in disgust, for Master Chef Andrew Toone has a recipe for success.



etting computers to talk has been an obsession with computer folk since the birth of computers themselves. Recently computer speech has become quite common, and an enormous number of speech synthesisers are finding their way into everyone's larder. But what can you do in the way of speech if you can't cook up the necessary dough for a speech synth? Well, let's get digital!

Imagine the Speccy's memory as a 48cm (instead of K) length of digital

audio tape. Speech Melba reads in a sound at the ear port, and converts each frequency it hears into digits and places them sequentially in memory, one after the other. Just as a piece of audio tape converts sounds into magnetic patterns on its surface. This digital recording technique is the basis of 'sound sampling', the current darling of the music world. Fairlight CMI computer synthesisers use sampling... yeah, okay, so the bandwidth is a little higher (ahem) so the sound quality is better, but the principle is the same.

The recording quality on the naked Spectrum isn't brilliant, but don't judge it on the strength of what you hear on your beeping piezo speaker — boost it through a proprietory speaker or through your stereo, and then you'll hear what can be done. Anyway, what do you want for a short Basic program and a little chunk of code? A Number One Hit Record?

Ingredients

- 1 freshly picked Sinclair Spectrum
- 1 well seasoned copy of YS
- 1 peeled TV
- 1 chopped Data recorder
- 1 Scuzzy little microphone
- 1oz Intelligence
- 1 grated Speech Melba Program
- 1 Finger (for typing)
- A mouth full of teeth
- A 25oz tin of tomato soup
- A pinch of parsley



Serves: 48K



Typing Time: approx 40-45 mins



Loading Time: 20-30 secs

What You Do

irst lay out all your ingredients on a clean work surface. Type in the first listing from this copy of YS into your Speccy. This is the Main Program, and it controls all the functions of the Melba. Save it to tape with the command SAVE "sayprog" LINE 9000. The essential filling for the main Melba is in listing two. Run it through a piping hot hex loader and conserve the juices as SAVE "Earsay" CODE 65100,200. (Slurp!) Mmmmm, lovely. Now you've incorporated all the ingredients, take the soup, heat it up on the heat sink of a 128, and sprinkle lightly with parsley. Serve in a bowl and eat it while you Load Speech Melba. When the program has loaded, and you've finished your soup, you're faced with the main menu.

Starters

- O and P .Set speed of sound to be played or recorded
- **Q and W** Coarse edit length of sound to cut off unwanted noise at end
- R.....Records sound heard at Ear socket (at current speed)
- TPlays the recorded sound at different pitches from the keyboard
- 1 to 9.....In Play mode allows the nine 'notes' to be tuned with O and P
- Returns to menu in Play mode
 E.....Edit mode to adjust speed of
 sound and monitor it
- GDraws a graph of the current sound
- S.....Saves the sound
- X....Exits the Speech Melba and pops into a warm Basic at Mark 5

Serving Suggestion

hat a range of tempting ways you can serve your Speech Melba... why the list is as long as your serving spoon! As an addition to games, speech makes even the simplest seem hi-tech. And utilities too! Speaking computer programs would be easier to use by a blind person, wouldn't they?

Aside from these more obvious applications, the techniques employed in this program can be studied and used as the basis of a real sound sampling program. If you have a little knowledge of hardware, you could add a RAM pack to the Speccy's memory, and increase the amount of sound you can fit in it and the quality of the reproduction. You could end up designing the next Fairlight! (They cost £30,000, and that buys a *lot* of peaches.)

Main Program

The main ingredient and a sure-fire taste sensation. Tap it in with your finger and then Save it to tape.

```
10 DIM t(9)
  20 FOR f=1 TO 9: LET t(f)=45-(
4*f): NEXT f
  30 INK O: PAPER 7: BORDER 6: C
LS
  40 BEEP 1,1
  50 PLOT 0,0: DRAW 255,0
  60 DRAW 0,175: DRAW -255,0
70 DRAW 0,-175
  80 PRINT AT 1,7; "Speech System
 III"
90 PRINT AT 19,2; "Written by A ndrew Toone"; AT 20,11; "X to Quit
 100 PLOT 0.152: DRAW 255.0
 110 PRINT AT 4,2; OVER 1; "Speed
         < 0 -
 120 PLOT 76,141:
       LET speed=PEEK 65131
 130 DRAW speed*2,0: DRAW 0,-1:
      -speed*2,0
DRAW
 140 DRAW 0,-1: DRAW speed*2,0:
DRAW 0,-1: DRAW -speed*2,0
150 PLOT 0,120: DRAW 255,0
 160 PRINT AT 8,2; "Start :";
 170 LET start=PEEK 23730+256*PE
EK 23731
 180 PRINT start;
190 PRINT TAB (20); "End :";
 200 LET end=PEEK 23670+256*PEEK
 23671
 210 PRINT end
 220 PRINT AT 9,14; "< Q --- W >" 230 PLOT 0,88: DRAW 255,0
240 PRINT AT 12,2; "R-Record"; TA B (16); "T-Play"
 250 PRINT AT 14,2;"G-Graph"; TAB (16);"E-Edit"
 260 PRINT AT 16,2; "S-Save"; TAB
(16); "L-Load"
 270 PLOT 0,32: DRAW 255,0
 280 LET speed=speed+(INKEY$="p"
 AND speed(60)-(INKEY$="o" AND s
peed>1)
 290 PLOT 76+2*speed,141: DRAW 0
 -3: DRAW 1,0: DRAW 0,3
 300 INVERSE 1: PLOT 78+2*speed,
141: DRAW 0,-3: DRAW 1,0: DRAW 0,3: INVERSE 0
 310 POKE 65131, speed
320 LET end=end+50*(INKEY$="w"
AND end<64000)-50*(INKEY$="q" AN
D end>start+50)
 330 PRINT AT 8,25; end
```

```
350 IF INKEY$="e" THEN GO TO 4
 360 IF INKEY = "r" THEN
                            GO TO 4
90
 370 IF INKEY = "s" THEN
                            60 TO 5
 380 IF INKEY$="1" THEN
                            GO TO 6
40
 390 IF INKEY = "t" THEN
                            GO TO 7
40
 400 IF INKEY$="x" THEN
                            STOP
 410 IF INKEY = "g" THEN
                            GO TO 1
090
 420 GO TO 280
 430 INPUT "Space to end "; LINE
 q$
 440 IF INKEY$="" THEN LET 1=US
R 65100
 450 BORDER 6
 460 IF INKEY = " THEN
                            GO TO 2
80
 470 BORDER 6
 480 GO TO 440
490 INPUT "Press ENTER when rea
   "; LINE as
 500 POKE 65231, speed
 510 LET 1=USR 65200
 520 INPUT "Recording over, press
 ENTER"; LINE a$
530 GD TD 280
 540 POKE start, speed
 550 LET len=end-start
 560 PDKE start+1,len-256*INT (1
en/256)
 570 POKE start+2, INT (len/256)
580 SAVE "Record"CODE start, end
-start
 590 INPUT "Press ENTER to verif
  ; LINE a$
 600 PRINT AT 21,0;
 610 VERIEY "Record"CODE
 620 INPUT "Verified D.K., press
ENTER"; LINE a$
 630 RUN
 640 INPUT "Press ENTER to load"
; LINE as
 650 PRINT AT 21,0;
660 LOAD "Record"CODE 30000
 670 INPUT "Press ENTER to conti
nue"; LINE a$
 680 LET len=PEEK 30001+256*PEEK
 30002
 690 LET speed=PEEK 30000
 700 PDKE 65131, speed
 710 RANDOMIZE (30000+len)
 720 POKE 30000,0: POKE 30001,0:
 PDKE 30002,0
 730 RUN
 740 BORDER 7: CLS
 750 PRINT AT 1,1; "Use the numbe
  keys to select
                     a note, then
           'P'
     and
               to
                     tune the note
  Keys A- 'ENTER'
                     will then pla
  the notes.
y the notes."
760 PRINT AT 7,3;"Q to return to main program"''' q to leave
 tuning stage"
770 FOR f=1 TO 9
 780 PLOT (f*20)+20,10
 790 DRAW 0,t(f): DRAW 3,0: DRAW
 0,-t(f): DRAW -3,0
 BOO NEXT f
 810 LET a$=INKEY$
 820 IF a$<="9" AND a$>="0" THEN
  GO TO 980
 830 IF INKEY = "Q" THEN GO TO 30
 840 IF
         a$="a"
                THEN
                       LET speed=t
(1): GO TO 940
 850 IF a$="s"
                       LET speed=t
(2): GO TO 940
 860 IF a$="d"
                 THEN
                       LET speed=t
(3): GD TD 940
 870 IF
        a$="f"
                 THEN
                       LET speed=t
(4): GD TD 940
 880 IF
        a$="0"
                THEN
                       LET speed=t
(5): GO TO 940
890 IF a$="h"
                 THEN
                       LET speed=t
(6): GO TO 940
 900 IF a$="j"
                THEN
                       LET speed=t
(7): GO TO 940
910 IF a$="k"
(8): GO TO 940
                       LET speed=t
```

920 IF a\$="1"

THEN

LET speed=t

```
(9): GO TO 940
 930 GD TD 810
 940 PDKE 65131, speed
 950 LET 1=USR 65100
960 LET a*=INKEY*
 970 GO TO 840
 980 LET a=VAL a$
990 LET t(a)=t(a)+(INKEY$="p" A
ND t(a)<60)-(INKEY$="o" AND t(a)
1000 PLOT 20+(20*a),t(a)+10: DRA
W 3,0
1010 PLUT
            INVERSE 1;20+(20*a),t
(a)+11: DRAW INVERSE 1;3,0
1020 PLOT 20+(20*a),t(a)+9
1030 DRAW
           INVERSE 1;3,0
1040 PLOT 23+(20*a),t(a)+9
1050 PDKE 65131,t(a)
1060 LET 1=USR 65100
1070 IF INKEY$<>"q" AND INKEY$<>
"Q" THEN
           GO TO 990
1080 GD TD 810
1090 CLS
1100 PRINT
             INK 7;"
;AT 1,9; INK 1; FLASH 1; "Graph o
f sound"
1110 LET freq=0
1120 INPUT "Start address :";st
1130 IF st<30000 DR st>64500 THE
N GO TO 1120
1140 PLOT 2,162: DRAW 0,-160: DR
AW 250,0: PRINT AT 21,13; "Time>"
;AT 8,0; "^""F"'"r"'"e"'"q": PRI
NT AT 3,2; "X to return to main p
rogram.'
1150 FOR f=st TO st+1250 STEP 10
1160 FOR g=0 TO 10
1170 POKE 16384+g, PEEK (f+g)
1180 NEXT g
1190 LET last=freq
1200 LET freq=0
1210 IF INKEY$="x" THEN RUN
1220 FOR g=0 TO 79
1230 LET freq=freq+(PDINT (g,175
 <>POINT (g+1,175))
1240 NEXT g
1250 PLOT ((f-st)/5)+2,(2*last)+
1260 DRAW 2,2*(freq-last)
1270 NEXT f
1280 INPUT "Press ENTER to retur
n to prog."; LINE a$
1290 RUN
9000 CLEAR 30000
9010 RANDOMIZE 31000
9020 LOAD "Earsay"CODE
9030 RUN
Hex Dump
```

Pop the following into a warm Hex Loader (see Program Power for one we baked earlier) and save after your Basic program on the tape.

```
65100 | FFF32AB25C230608 = 859
65108 : 3E07CB7E2802CBE7 = 874
65116
        D3FECBO6AFDBFE2F =
        E61FC277FEC50614 =
65124
                            1051
65132
        10FEC110E323CD7B =
                            1069
65140 :
        FE38DBFBC90000ED = 1218
65148
        5B765CE5A7ED52E1 = 1241
65156 :
        C900000000000000 = 201
65164
        000000000000000 = 0
65172
        000000000000000 = 0
65180
        000000000000000 =
                           0
65188
        0000000000000000000
                            0
65196
        000000000000FFF3 =
                            498
        2AB25C23060B3E7F
65204
                           550
        DBFE1F3020CBBECB =
65212
                            1180
        6FDBFE2002CBFECB =
65220
                            1278
65228
        06C5061410FEC110 = 70B
        E523ED5B765CE5A7 =
65236
                           1198
        ED52E138D7FBC900 = 1267
65244
65252 :
        000000000000000 = 0
65260
        000000000000000 = 0
65268
        0000000000000000
                           0
65276
        000000000000000
65284 :
        00000000000DB02
                           221
65292 :
        DB024D00754E6B00
                           600
65300 ı
        2118470DF30DCE08 = 614
```

ET VOILA!

340 RANDOMIZE end

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FORCE

Race routines
'round your
Spectrum with lan
Hoare and Task
Force.

ight, keyboards at the ready folks, 'cos l've got oodles of programming snippets for you.

Robert Dowrick from Waddesdon and Andy from Alloway both wrote in with their improved input routines. Well done fellas. Both manipulate INKEY\$ to give an input anywhere on the screen. Trouble is, they are both quite long and have minor bugs. Try this guys:

100 LET C=1: FOR L=0 TO 20
:GOSUB 200: PAUSE 0: CLS
NEXT L
110 STOP
200 PRINT AT L,C;"Hi there
,what's your name?";
210 INPUT AT 22-L,0;AT 0,C
; LINE is: POKE 23659,2
220 print AT L+1,C;"Hello
";is
230 RETURN

Obviously, you don't have to have the loop at line 100; I've just put it in to show you how the main INPUT routine works. You can use any variables you like in lines 200 to 220 to control where the input and prompts are printed, as long as you set them up before calling the subroutine. The slight delay is caused by an invisible scroll of the lower screen!

Do you ever have a problem with examining listings? **Hildo Qeiroz** from Lisbon in Portugal sent in this routine that makes the job a bit easier. Try it!

10 DEF FN b(i)=INT (i/2)=i
/2
20 REM EXAMPLE
30 LET a=23755: LET n=1
40 FOR i=0 TO 400: POKE 23
692,0: LET b=FN b(n+i):
BRIGHT b: PRINT n+i;TAB 4;
4+i;TAB 10;PEEK (a+i);TAB
15;CHR\$ (PEEK (a+i)) AND P
EEK (a+i)>31: NEXT i BRIGH
T 0: POKE 23692,2

You can use any value of a or i to select what part of the memory to look at, and how

much of it to examine. The POKE tells the Speccy to go on scrolling — you can leave this out or use different values if you wish. Note the use of AND to tell the Speccy not to try to print unprintable characters (those with codes below 32).

Reading through an old copy of YS I saw a review of a program which used a megafast CLS routine. So I thought I'd have a go at producing an improved program - this is what I came up with. It'll clear the screen in less than 1/100 sec, which is instantaneous as far as the display is concerned as it's only updated once every 50th of a second! And, better still it resets the print position to 0,0, doesn't affect the current PLOT position and is fully relocatable.

ODDO DEG ANY

0000		UKG	ANY	
0010	ATTRP	EQU	23693	
0020	DF_CC	EQU	23684	
	PR BF	EQU	23296	
	START	DI		
0050				
		PUSH	HL 19	
0060		PUSH		
0070		PUSH	BC S	
0080		PUSH	AF	
0090		LD	HL,O	
0100		ADD	HL SP	
0110		EX		
			HL , DE	
0120		LD	HL, PR_BF	
0130		LD.	SP,HL	
0140		LD	A, (ATTRP)	
0150		LD	H.A	
0160		LD	L,A	
0170		XOR	A	
0180		LD	B,192	
0190	ATTLP	PUSH	HL	
0200		PUSH	HL	
0210		DJNZ	ATTLP	
0220		LD	H,A	
0230		LD	L,A	
	DSPLP	PUSH		
	DOFFE			
0250		PUSH	HL	
0260		PUSH		
0270		PUSH	HL	
0280		PUSH	HL	
0290		PUSH	Ht	
0300		PUSH		
0310		PUSH		
0320		PUSH		
0330		PUSH	HL	
0340		PUSH	HL	
0350		PUSH	HL	
0360		DJNZ	DSPLP	- 18
0370		EX	HL, DE	
0380		LD		
			SP,HL	
0390		LD	HL, DF_CC	
0400		LD	(HL),A	
0410		INC	HL	
0420		LD	(HL),40H	
0430		INC	HL	
0440		INC	HL	
0450		INC	HL	
0460		LD	(HL),33	
0470		INC	HL	
0480		LD	(HL),24	
0490		POP	AF	
0500		POP	BC	
0510		POP	DE	
0520				
		POP	HL	
0530		EI		
0540		RET		
0550	CLSND	END		

The routine is only 65 bytes long and works by setting up the stack pointer to the end of the attribute file. It then sets up two loops, the first PUSHing the contents of the ATTRP system variable into the attribute file and then PUSHing 0 in a large loop onto the display file. The reason there are 12 (count them) PUSH HL instructions in a row is that each PUSH works on two locations and 2*12=24. Once the loop is

entered, B is reduced to 0 and thus the DJNZ command loops 256 times and 256*24=6144 is the length of the display file. It's quicker to do that than to set up a third inner loop that'd have to test whether another counter had reduced to 0 and to decrement it. The routine is 'clean' for use by machine code, since all the registers are restored to their original values. And before you machine code buffs out there write in to tell me that LDIR is quicker, just count the number of machine cycles used!

Richard Padley is keen to track down a program that inputs a word and prints all the possible anagrams of it to the screen. But before you rush in, have a look at the recursive DEF FN from YS 2 and work out how many words will be produced from a particular number of letters.

Now for another answer to the teaser posed by Tim Hartnell in YS 4. He wanted to know how to make a bias in random numbers. There were two solutions last month, and now **Malcolm Goodman**'s sent in a neat little line to bias random numbers upwards:

40 LET b+ INT ((1-RND*RND)*10)+1

Bill Raines from Charlton has been playing around with program protection so no prying eyes can see what he's up to. He's come up with an 80 byte routine that'll encrypt all but the first two lines of a Basic program, so it can't be run or listed. The program is encrypted against the contents of the variable k\$ - even if someone manages to list the program, it'll appear as complete gobbledegook unless they know the correct keyword. This sort of protection is proof against those hackers who manage to inspect the contents of the file directly from tape or microdrive! By looking at the first two lines of the program, they know what you've done but they still don't know what the keyword is. That'll fix the guys who keep pinching your best routines.

-					
				ALL CHARGES	
	0000		ORG	ANY	
	0010	NEXT1	EQU	19B8H	
	0020	VARS	EQU	23627	
	0030	PROG	EQU	23635	
	0040	START	LD	HL, (PROG)	
	0050		CALL	NEXT1	
	0060		EX	HL, DE	
	0070		CALL	NEXT1	
	0080		PUSH	DE	
	0090		LD	HL, (VARS)	
100	0100		PUSH	HL 5	
	0110	VARSC	LD	A, (HL)	
	0120		CP	128	
58	0130		JR	Z_ENDIT	

0140 CP 75 0150 JR Z,GOTK 0160 CALL NEXTI 0170 EX HL,DE 0180 JR VARSC 0190 GOTK* INC HL 0200 XOR A 0210 CP (HL) 0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	IT T
0150 JR Z,GOTK 0160 CALL NEXT1 0170 EX HL,DE 0180 JR VARSC 0190 GOTK* INC HL 0200 XOR A 0210 CP (HL) 0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0255 JR Z,ENDI	IT T
0160 CALL NEXT1 0170 EX HL, DE 0180 JR VARSC 0190 GOTK* INC HL 0200 XOR A 0210 CP (HL) 0220 JR NZ, END 0230 INC HL 0240 CP (HL) 0250 JR Z, ENDI	IT T
0170 EX HL,DE 0180 JR VARSC 0190 GOTK* INC HL 0200 XOR A 0210 CP (HL) 0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0180 JR VARSC 0190 GOTK* INC HL 0200 XOR A 0210 CP (HL) 0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0190 GOTK# INC HL 0200 XOR A 0210 CP (HL) 0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0200 XOR A 0210 CP (HL) 0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0210 CP (HL) 0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0220 JR NZ,END 0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0230 INC HL 0240 CP (HL) 0250 JR Z,ENDI	T
0240 CP (HL) 0250 JR Z,ENDI	
0250 JR Z,ENDI	
0260 LD B, (HL)	
9 0270 INC HL	
0280 PUSH HL	
0290 POP IX	
0300 POP DE	
0310 POP. HL	
0320 DEC DE	
0330 INC HL	
0340 INC HL	
0350 INC HL	
0360 INC HL	
0370 LP1 PUSH IX	
0380 PUSH BC	
0390 LP2 LD A,(HL)	
0420 SBC HL,DE	
0430 POP HL	
0440 JR NC, END	
0450 XOR (IX+0)	
0460 LD (HL),A	
0470 INC HL	
0480 INC_IX_	
0490 DJNZ LP2	
0500 POP BC	
0510 POP IX	
0520 JR LP1	
0530 ENDIT POP BC	
0540 POP IX	
0550 FINIS RET	
0560 END	
- State and the state of the state of the	

You'll need to have all your saving, encrypting and loading routines in the first two lines of your program. But that's no great problem for a megabrain like you. The machine code checks whether k\$ is present and makes sure it's neither too long or of nil length, returning to Basic without encrypting if any of these faults exist.

10 CLEAR 59999: LOAD "cryp t" CODE 60000: INPUT "Keyw ord please. "; LINE k** RA NDMISE USR 60000: GOTO 30 20 SAVE "crypt" CODE 60000 ,80: INPUT "Keyword please "; LINE k*: RANDOMISE USR 60000: LET k*="": SAVE "Pr ogname" LINE 10: VERIFY "P rogname": STOP 30 Rest of your program.

Make sure you remember the keyword, cos there's no way of recovering your program without it! Oh yes, by the way, it wouldn't be too difficult to modify this routine so that it encrypted the contents of a variable for security purposes —

Masterfile for example.

Happy encrypting!



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WANTED

- ZX81 plus 16K Rampack and books, one game. Swop for anything BBC, lightpen, games, disks, etc, etc. Tel. (04215) 68371.
- Wanted Blast Compiler? Will swop for
- Wanted Blast Compiler? Will swop for Elite. Write to Darren Moore, 2 Church Farm Cottages, Church Lane, Silk Willoughby, Sleaford, Lincs NG34 8PE. Ta! 3 Wanted Match Point, Hurg, WS Basketball, Ghosts And Goblins. Will swop for Black Crystal, Chinese Juggler, Eskimo Eddie, Penetrator, Jasper, Machine Coder II, Roland's Rat Race, Alchemist and Ghostbusters. Write to Stephen Henstead, 7 Alexandra Crescent, Pemberton, Wigan, Lancs WN5 9.IP. Lancs WN5 9JP.
- Lancs WN5 9JP.

 Wanted! Spectrum rubber keyboard, must work. Will pay good price. All letters answered. Write to Robert Stone, Bateman House, Part Lane, Lambley, Notts NG4 4PY.

 Wanted ZX80 in working order with instructions and original packaging. Write to M English, 3 Idsworth Road, Cowplain, Portsmouth PO8 8BD.

 Wanted Elite! Will swop for Chess, Jumbly. Booty. Skull. JSW. Beau. Jolly Value.
- Wanted Eitel Will swop for Chess, Jumbly, Booty, Skull, JSW, Beau Jolly Value Pack 48K and Sinclair monitor and Disassembler. Tel. 01-998 5463. Wanted Hurg. Will swop for Alien 8 or Nightshade. Write to A Ramage, Park View House, Haven Road, Lytham, Lancs FY8
- 5FG
- Wanted Interface I and microdrive for £60 worth of games inc. *Machine Lightning* and *Arc Of Yesod*. Write to Paul Marke, 499 Abbey Road, Popley 4, Basingstoke, Hants RG24 9EW.
- Wanted badly Pitfall II. Will swop for Red Arrows, Chess and Othello. Write to P Howarth, 13 Eastwood Avenue, Natty Lane, Bradshaw, Halifax HX2 9DT.
- Wanted Alphacom 32 or ZX printer. Tel.
- Wanted Alphacom 32 or ZX printer. Tel (0/723) 583500.
 Wanted Elite. Will swop Roller Coaster and Ghostbusters. Write to Laurence Constable, 16 Durlock Minster, Nr Ramsgate, Kent CT12 4HE.
- Wanted: working Alphacom 32 with paper. Will swop for Sweevo's World, I Of The Mask and Fairlight. Write to P Small, Rosalinda, Normanby Road, Nettleton, Lincs LN7 6TB.
- Wafadrive wanted in good condition. Must have instructions for use and wafers. Will swop for £110 worth of software including Bombjack, Movie, Way 01 The Tiger, Elite and more. Write to Michael Gill, 15 West Road, Bishop Auckland, Co Durham DL14
- Wanted Spec Mate. Also games to swop including Everyone's A Wally, Rasputin, Match Day, Monty On The Run and Dark Star. Write to C McRobert, 6 Martello Avenue, Craigavad, Holywood, Co Down BT18 0DH.
- Wanted: Kokotoni Wilf. Will swop for Panic, Haunted Hedges and Spectral Invaders. Cpl Jessopp, RAF CMSU,
- Roberts Cyclessopp, In Consul,
 Government Buildings, London Road,
 Stanmore, Middlesex HA7 4PZ.

 Issues 3 and 7 of Your Spectrum. Will pay
 £2 for each copy or £5 for the two issues
 from the same person. Tel. (0392) 78710
 after 6pm.

 Software for hardware, Lhave a hugo.
- Software for hardware. I have a huge selection. List includes *Quill* plus manual and many past and present top 30 games. Write now to Liam Donnelly, Cloghertown, Clonalvy, Co Dublin, Ireland.
- Preferably anyone who has solved several games, Level 9 etc. If you're willing to participate tel. (0532) 670552 or (0532) 675271 after 5pm.
- Wanted: any games for the Wafadrive or any header to copy onto wafa. Write to Ricky Strachan, 18 Marlborough Road, Southall, Middlesex UB2 5LW.
- Middlesex UBZ SLW.

 Wanted any Ocean software. Also Elite, Tapper, Ground Zero, Quackshot, Moon Cresta, Sports Hero, Sir Lancelot, Astronut, Turmoil, Knockout, Defender, Confuzion Dartz, PacMan, Antics. I have tons of great
- Dartz, PacMan, Antics. I have tons of great games. Tel. Kevin on (0592) 53793.,
 Wanted ZX Interface 1 and ZX Microdrive. Will buy separately or together. Contact Donal Murphy, Rathlea, Central Avenue, Bishopstown, Cork, Ireland.
 ZX Interface 1 wanted urgently by programmer. Any version as long as it's in working order. Bare PLB only required. Please tel. (0277) 217038 after 4pm quick!
- Wanted ZX expansion set, Will swop games worth £120 including Hyper Sports, Spellbound, Skool Daze, Wizard's Lair, Starion, Match Day, White Lightning plus more. Tel. (02404) 3553 and ask for

PEN PALS

- Age: 8, nearly 9. Looking for a penpal, male or female, aged 8 or 9. Must come from Rochford or Southend. Hobbies: computers, BMX biking and reading. Bryan Paddison, 1Second Avenue, Canvey Island.
- Any hoopy Speccy, Enterprise owners out there who are into games design and machine code? Then write to Steven Briggs, 9 Garden Close, Steeple, Southminster, Essex. Cybernation is on its way.
- Speccy owner (15) seeks male or female friends of any age to swop software etc.
 Sumit Kalra, 20 Monteith Road, Egmore, Madras, 600 008, India.
- Totally insane male seeks male/female penpal into Jean-Michel Jarre, Rush, D&D. Write to Mark O'Neil, 21 Manse View, Newarthill, Motherwell, Lanarkshire, Scotland, Please enclose mugshot or £5!
- Hey girls! Want more excitement in your life? How about writing to a 15-year old male who enjoys a laugh? Jon, 51 Willow Crescent, Sutton in Ashfield, Notts NG17
- Got your ears on? I'm a 19-year old ■ Got your ears on? I'm a 19-year old female Speccy owner after any male or female users into adventures. I'd love to hear from you. Krystina-Jayne, 29 Preston Grove, Trench, Telford, Shropshire.

 ■ Spectrum owner, 16, into adventures and arcade games, wishes to swop hints and POKEs. Write to lan Clark, Trennick House, Transick Loss Truss Construction.
- Trennick Lane, Truro, Corrwall.

 Female Spectrum owners under the age of 14! Do you want a male penpa!? Write to R Murray, 26 Craigbank Road, Strutherhill, Larkhall, Lanarkshire, Scotland. (Please include photograph).
- I am an avid Spectrum 48K gamer. I would like anyone aged 20 or over to contact me for advice and tips. Trevor Simms, 55/6 Kingswood Road, Moseley, Birmingham B13
- 11-year old boy would like a penpal of the same age. I have a Speccy+ and would like to swop POKEs and program hints. I have lots of games. Daniel Teague, 285 Kempshott Lane, Basingstoke, Hants RG22
- SLZ.

 Il am 17 and have just cracked Basic.
 Some machine code knowledge. I would like a male/female penpal 17+ to help write games and swop hints and games. Alan Sambridge, 157 Woodmill Road, Dunfermline, Fife KY11 4AE.

 Wanted a penpal, preferably female 13-16 years old to swop games, tips, POKEs, maps etc. Stephen Spencer, 126 Huyton Lane, Huyton L36 2TG.

 Penpal wanted. 16 year old New Zealander into modems, hacking and
- Zealander into moderns, hacking and machine code. Also looking for Bulletin Board software etc. Write to Darrel Birchall, 20 Hill Crest Drive, Palmerston North, New Zealand.
- Female wanting a male penpal aged 15+ I am a learner in computing so please write to Alyson Griffiths, 38 Hazeldene Avenue Brackla, Bridgend, Mid Glamorgan GC31
- I am 14 and would like a female penpal of roughly the same age. Will swop POKEs, maps and games. Robert Mackay, 63 Bridgecastle Road, Armadale, West Lothian, Scotland.
- Scotland.

 Penpal wanted: all letters answered.
 Loads of games including V, Movie,
 Streethawk, Gunfight, Westbank, Saboteur,
 Bombjack etc. Interests include computing,
 photography, animals. Send your list for
 mine to Neil Short, Pinedale, Dent Bank,
 Middleton in Teesdale, Barnard Castle, Co
 Durham.

 Hey you! Are you a how acced 15, 100 Den.
- Durham.

 Hey you! Are you a boy aged 15-19? Do you like football, computers and loud music?
 Well then,write to me, Sara Butler, 39 Marne Avenue, Ashton under Lyne, Lancs OL6 9DW. All letters answered.
- 9DW. All letters answered.

 Penpal 13-15 male or female in USA.
 Write to Steve Chadney, 31 Barbara Road,
 Hall Green, Birmingham B28 0UG.

 Penpal wanted from anywhere to swop
 software. Male or female. I have over 600
 titles. Send your list for mine. Charles
 Carson, 73 Ferguson Street, Ayr, Scotland
 KA8 9QR.

 Hill Male Speccy owner seeks good
 looking female Speccy owner (13) to swop
 games, hints, tips etc. Write to Fraser
 Wilson, 11 Claremont Crescent, Edinburgh,
 Scotland EH7 4HX.
- Scotland EH7 4HX.

- Scotland EH7 4HX.

 128K owner seeks fellow sufferers to swop hints, tips, gripes and moans. Send letter or tape to Nick Cheesman, 1 Upper Weybourne Lane, Farnham, Surrey GU9 9DG.

 21-year old Speccy owner seeks male or female penpal into computers, motorbikes and music. Any age. Write to Lynne Hamblett, Penhalt Farm, Poundstock, Nr Bude, Cornwall EX23 0DF.

 10td man (31) has Speccy+. Help! I have a lot of games but want to learn programming. Please write to Kevin Potter, 11 Frankton Close, Telford Estate, Monkmoor, Shrewsbury SY2 5UX.

- Penpal wanted to swop games. I like games such as Beach Head, Rambo. Anyone out there got Transformers? I'm from Australia and would like a penpal from England. Adam Milsteed, 51 National Avenue, Orange, New South Wales, Australia.
- Australia.

 Penpals wanted to swop software etc. I have over 600 titles, send your list for mine. Alan Grier, 1 Davaar Road, Saltcoats, Ayrshire, Scotland KA21 6HB.

 Wanted 13-year old female penpal. I am villing to swop games and POKEs etc. Please enclose photo. Write to Paul Smith, 24 The Parslins, Deeping St James, Peterborough PE6 8NO.
- all am 14 years old and would like male or female penpals anywhere in the world who want to swop software and POKEs and exchange mags, maps, hints etc. Ashley Whatmore, 43 Lowther Road, Bournemouth, Dorset BH8 8NG.
- Boyset BH8 8NG.
 Boy, 13, would like good looking girl, 13, as penpal to swop games and general info.
 Preferably foreign but not essential. I like pop music and am hooked on Fairlight. Andrew Taylor, 2 Bramshaw Rise, New Malden, Surrey KT3 5JU.
- 15-year old male Speccy owner seeks
- 15-year old male Speccy owner seeks similar foreign English/French speaker, preferably female. All letters answered. Paul Keys, 62 Pangfield Park, Allesley Park, Coventry CV5 9NL.
 15-year old good looking, macho Speccy user is looking for 14+ girl. Interests: Speccying, weightlifting, O+Ding, Tolkeining, posing and girls. Include a picture. Andy, 194 Kingsley Avenue, Kettering, Northants NN16 9RV.
 Desperately seeking pennalst 14+
- Desperately seeking penpals! 14+.
 Female Speccy lover aged 16. Guaranteed reply. Tons of software, many hints, maps, tips etc. All males, females, undecideds write to G Perry, 1 Milcote Avenue, Hove, E Sussex BN3 7EJ.

 Male 16 seeks compatible female. All
- Male, 16, seeks compatible female. All hopefuls must comply with the following requirements: a good sense of humour and taste in music. Photo not required but admired. Andrew Henderson, 11 Rousay Terrace, Aberdeen AB2 6HF. ■ Female penpal wanted, 14+. My interests
- are music, sport and computers. Photo would be helpful. Write to Nick Stimpson, 61 Greendale Avenue, Edwinstowe, Mansfield,
- 10-year old boy seeks an American or Canadian boy of similar age for exchange of tips, chat, Spectrum software etc. Write to
- only, Special Special Solivage etc. Write Street, Penicuik, Scotland.

 Female penpal wanted,15-20. I'm interested in weight training and music.

 Write to Paul Davies, 133 Reedyford Road, Nelson, Lancs BB9 8ST.
- Nelson, Lancs BB9 85T.

 Penpal wanted anywhere, any age, any sex. Interested in microdrive, serious software or good games. All letters answered. Write to Michel Baele, Box 8B, B-1120, Brussels, Belgium.

 18-year old Queen (God pless her! Ed) fan seeks penpal, preferably the same age or older, any sex, who has some experience of Spectrum machine code. Write to Aaron Vidgeon, 250 Main Road, Hoo, Rochester, Kent ME3 9HG Kent ME3 9HG.
- I am 10 years old and would like a penpal the same age. I would like to swop games, maps, POKEs etc. Write to Alex Davis, 12 St Mary's Close, Albrighton, Wolverhampton, W Midlands WV7 3EG.

 ■ My name is Phillip Read. I am looking for
- a female penpal aged 17+. My interests computers, listening to music and life generally. Please write to Phillip Read, 6 Rayl Road, Borrowdale, Harare, Zimbabw

MESSAGES, CLUBS & **EVENTS**

- Join the Hornsea Software Club! Just send your name and address with a list of games and POKEs to 9 Clifford Street. Hornsea, N Humberside to join.
- I would like to form a Speccy club in the north east of England. If you're interested write to Liam McKay, 14 Sycamore Avenue, Guide Post, Choppington, Northumberland NE62 5PE
- Male SPE.

 A big G'day and Howdy to Nemesis,
 Wolfshead, Sharkie and Hodge. Avoid
 nuclear Paul-out at all costs and hey let
 be careful out there! Signed Amok. Up the commies!
- commies!

 Wotcha Hilly, Stu and Parks. The wig ain't real, or is it? I'll do anything for publicity won't!? See ya in CS. Love Gibbo of Hapers Famel Wig! Wig! (Wot! Wot! Ed).

 Hello reader, I'm so bored, are you? Oh well, gotta go. See ya, Dylan. PS Geetha, will you marry me?

 Any POKES, tips for any games. Send to 15 Manor Road, Horbury, Wakefield, W Yorks WF4 6JD.
- Yorks WF4 6JD

- Spectrum Unemployed User Group. Free: membership, software swops, legal advice, DHSS advice, tape magazine and much much more. Please send sae only to SUUG, 86 Crewe Street, Normanton, Derby DE3
- Ricky Strachan! Sorry I've not written but I lost your address. Please write soon. Stuart Butterfield, 1 Poole Crescent, Crossgates,
- Butterfield, 1 Poole Crescent, Crossgates, Leeds LS15 7NB.

 Rachael the filing system is now complete and ready for use. Keep plugging away at your Speccy! We love you the boys at Skye Link Computer Data.
- Fed up with the games you can't handle? Write to me Andrew Hetherington, 17 Catalina Gardens, Newtownards, Co Down,
- N Ireland for a free handbook full of hints, POKEs, maps etc.

 Help given for Eureka, Sub Sunk, Ashkeron, The Helm, Mind Shadow,
- Asinkeron, The Heilm, Mind Shadow, Message From Andromeda, Quest For The Holy Grail. Send sae to Ray Nurden, 57a Gaer Road, Newport, Gwent NP9 3GY.

 The Spectrum Gamer is a great software review magazine. Send 50p (includes p+p) for the latest issue. Send to TSG, 43
- Please help by writing to Steve, 50 Criterion Street, Reddish, Stockport SK5 6RY.

 Blease help by writing to Steve, 50 Criterion Street, Reddish, Stockport SK5 6RY.
- Street, Reddish, Stockport SK5 6RY.

 Please help! I need tips and POKEs etc for old games like Jet Set Willy and Manic Miner, so try your best to send them to me. Lesley Beresford, 2 Stone Street, Penkhull, Stoke on Trent, Staffs ST4 7HJ.

 Sex! Now you're here, is there anyone around the Pontypridd area who wants to start a Speccy fanzine? If so then contact me as soon as possible. Greg Robinson, 1 Ruperra Court, Berw Road, Pontypridd, Mid Glamoroan.
- Ruperra Court, Berw Road, Pontypridd, Mid Glamorgan.

 Adventurers exchange your complete games. Send sae for details to AES, 78 Merton Road, Wigan, Lancs WN3 6AT.

 Hello Adam! Bet this gave you a shock! How's your Speccy? Our Drive is still on the blink. Hi from Burdy. From Tony (who else?) PS Sorry about France.

 Hi Mick! Now I've got an advert in YS. Hi to all you SUUG members. Spread the word—SUUG is the greatest. AAAO18 Dave
- SUUG is the greatest. AAA018 Dave
- Gray.

 Hello lan and Mike. Get cracking now and stop playing games like *TISF*, okay? From the man in the Sherwood neighbourhood. Is this a clue? DW.
- this a clue? DW.

 Wanted POKEs for any games, old or new. Write to Chris Joseph, 51 Mayfield Road, Bury St Edmunds, Suffolk. All letters will be gratefully received.

 Is there anyone in the Tameside/Manchester area who would like to form a Spectrum user group? Contact N Coburn,9 Wellington Clough. Astron useds them.
- Spectrum user group? Contact N Coburn,9 Wellington Clough, Ashton under Lyne, Lancs 0L7 9NU.

 Desperately seeking Susan!! What has happened to you? Write to Jon, 51 Willow Crescent, Sutton in Ashfield, Notts NG17 2GA. Holiday, Like A Virgin, Angel, Gambler, Dress You Up, Madonna Ciccone.

 Scrote splooges to Rex, Andy, Trace, Cath, Mick and Neil of the corner. Hope your brains hold out. Everyone else censored off.
- brains hold out. Everyone else censored off. Paul 'Face like a hairy nose' Long. II Hi Hercum, now you've had your name in YS twice. And guess what? I haven't been
- Yours, Vic 20, Tab 10.

 You are a turtle Per Anders Carlsson, Karlstad, Sweden. A slug is much faster in sending its tape. Hurry or I'll cut you off!

 John Boere, Ramsesdreef 215, Utrecht, The Netherlands
- Federation of Small Computer Magaines
 If you run a mag, reap the benefits of
 economies of scale. Write to FSCM, 21 Berry Drive, Irvine, Ayrshire KA12 0LJ.
- Thanks to everyone who replied to my ad in YS May iss. Sorry I did not reply to every letter I had at least 60 enquiries. I want Elite, swop for software. Alister Hill, 63 Harlow Moor Drive, Harrogate, N Yorks HG2
- For sale solutions to adventures.
 Games include Hampstead, Terrormolinos,
 Urban Upstart, Hobbit, Sub Sunk, Systems
 15000, Shadow Fire and Mad Martha. Only
 50p each. Send sae to 56, Old Church
 Road, Uphill, Weston Super Mare, Avon
 BS23 4UP.
 The Mid-Cornwall Co-op Computer Club
 is the largest computer club in Cornwall and
 meets every Monday evening at 7.15pm to
 9.30pm at the Co-op Rooms, Victoria Road,
 Roche, Cornwall. It is for all makes of
 machine and anyone interested should tel.
 Mike Richards on (0726) 890473.
 48K User is a great Spectrum review mag. ■ For sale — solutions to adventures
- 48K User is a great Spectrum review mag. For a copy of the most recent edition send 50p and a stamp to Scott Thompson, 40 Sop and a stafflip to Scott Intompson, 40 Downe Avenue, Cudham, Kent TN14 7QX.

 ■ Hello to all of 3C at Caldew School. I don't think fat blob Calvert should have got Rambo. It's rubbish! From Sam.

 ■ Elinor Jensen! I love you and no-one else! Love Fletch. (Aaaah! The YS Cupid)

HARDWARE

- Speccy for sale. Includes Dk'Keyboard and SpecDrum and amplifier, tape recorder, books, mags and 16 tapes. Will sell for £175. Tel. (0474) 533600 after 5pm and ask for
- 48K Spectrum, AGF programmable ■ 496 Spectrum, AGF programmable joystick interface, Quickshot II, data recorder, work station and nine original games including JSW, Paintbox, TLL, Chuckie Egg, Skool Daze, Airwolf. £135 ono. Tel. (0302) 743199.

interface, perfect condition £10. Currah MicroSpeech £15, all documentation etc. Please write if interested to Rob Lawson, 54

Almond Road, Kettering, Northants.

48K Spectrum, Alphacom 32, five rolls, joystick, interface, 3 channel sound, light pen, tape recorder, lots of software, books

pen, tape recorder, lots of software, books and mags. Cost £600+, accept £200. Tel. (0765) 5467 and ask for lan.

■ 16K ZX81 and speech synthesiser to swop for microdrive and Interface I. If interested write to Robbie Murray, 26 Craigbank Road, Larkhall, Lanarkshire, Scotland.

■ For sale: Currah MicroSpeech and demo

tape £20 ono. Tel. (034284) 2265 and asl for Stuart.

■ Will swop my Quickshot II and Dk'Tronics dual port interface for either a Currah Speech pack or printer. Must be in good condition. Tel. (0209) 215759 after 4.30pm.

condition. Tel. (0209) 215759 after 4.30pm.

48K Spectrum, boxed with manuals, one year old, £50. Also 20 games including Dambusters, Roland Rat, Gyroscope. Total value £120, sell for £50 or buy the lot for £90. Tel. (0334) 74684 and ask for David.

Wanted: Saga III or Saga I for software swop. I have 100+ original tapes and will negotiate. Also on offer: Dk'Tronics keyboard, tapes including Elite, Pasputin, Fairlight, Glass, Astroclones, Avalon. Tel.

Fairlight, Glass, Astroclones, Avalon, Tel.

Partignt, Glass, Astrociones, Avaion. 1el.

021-444 8324 and ask for Peter.

□ Dk'Tronics light pen including interface and software, sell for £15. Tel. (0273)

⊤75745 after 4pm and ask for Riso.

□ Protek 1200 Modem with ZX Spectrum

■ Protek 1200 Modem with ZX Spectrum interface inc. cables, software, operating instructions — only used once, bargain at £49. Tel. 061-980 7991 and ask for Nigel.

■ 48K Spectrum+, Interface I and microdrive £70, programmable interface £13, VTX 5000 £30, Currah MicroSpeech £15, microdrive convert tapes £10 — or £200 the lot. Tel. 01-868 3451.

the lot. Tel. 01-868 3451.

Programmable joystick interface, joystick, DkTronics light pen and a selection of games to the highest bidder or for a VTX 5000 Modern. Tel. (0902) 892098.

48K Spectrum with keyboard, ZX Printer, five rolls of paper and £20 worth of software — sell for £90 ono. Write to K Farrow, 76 Magnolia Court, Salford, Magnolia Equ.

Magnolia Court, Salford, Manchester M6 5AN.

5AÑ.

■ Dk'Tronics light pen still in box with instruction booklet. Unwanted gift, sell for £15 ono. Write to Richard Ward, 3 Whitman Close, Barnack, Stamford, Lincs PE9 3EL.

■ Spectrum 48K+, tape recorder, joystick and interface, over £300 worth of software and SpecDrum all for only £250. Tel. Nottingham 820513 after 6pm and ask for Mike

MIKE.

Spectrum+, joystick interface, books, mags and £200 worth of software £100 ono.

Tel. Barnsley 291248.

■ ZX Interface I and microdrive with several

cartridges, only two months old and little used — $\mathfrak{L}70$ ($\mathfrak{L}100$ new). ZX printer in good condition $\mathfrak{L}15$ ono. Tel. (04867) 80080 after

■ Microdrive and Interface I plus cartridges, excellent condition, still four months under guarantee. Bargain at £75. Tel. (0742) 365765 after 5pm. ■ Will swop 40 top games, including *Mega*

Hits, Computer Hits, Exploding Fist, Winter Games, Commando for VTX 5000 or microdrive and Interface I or 20 games for a light pen or MicroSpeech. Write to Jon King, 9 Porthminster Terrace, St Ives, Cornwall

■ Spectrum 48K, Saga I keyboard, Interface II, printer and five rolls of paper, cassette recorder, lots of software and books and complete set of YS £185. May split. Tel.

©6286) 62843 after 5pm.

■ For sale, Speccy and data recorder,
Kempston, desk and lots of software
(Sherlock, Fighter Pilot, Blue Max, Dam
Busters, Gyron etc). Tel. (0625) 872674 and
ask for Peter after 6pm.

■ Rotronics wafadrive with 11 wafers, manual, word processor, games, swop 4 Spectrum+ or microdrive. £80 ono. Tel. Luton 504319.

Spectrum+ with MicroSpeech, Timex printer, books, magazines, £500 worth of software. A bargain at £200. Tel. (0302)

ZX Spectrum+, Data recorder, 12 games (all 48K) including manuals etc. Worth £200, will sell for £100 ono. Tel. 01-472 0882 and

■ 48K Spectrum, Kempston joystick interface, Kempston Formula I joystick, cassette recorder and six games. Selling for £120. Tel. 051-608 1218 after 6pm and ask for Martin

Sell CurrahSpeech and Dk'Tronics light pen both still boxed £16 or sell separately. CurrahSpeech £14 and light pen £5. Tel.

Kidderminster 751042.

48K Spectrum+, Interface II, joystick, two computer compatible cassette recorders, 40 games (Impossible Mission, Robin Of The Wood etc), 60-70 magazines. All worth £540, will sell for £460. Tel. 01-855 4732 and ask for Surinder.

■ 48K Spectrum, Interface, lightpen, sound boost, 30 new games including *S. Unicorn*, *H. Sports*, *Quill*, *Patch*, *Illustrator*, *Back* To Skool, Winter Sports, Tomahawk, Frankie, Artist. Value £520, asking £200. Tel. (0239) 78379 and ask for Rick.

ZX Spectrum+ for sale, as new. Also ten games, a joystick and interface. Just £110 Tel. 01-801 9882 after 4pm and ask for Mustafa.

For sale: 48K Spectrum, WHS data recorder, over £350 worth of software (new titles), Ram Turbo 2 port joystick interface, Quickshot II, worth well over £450, any offers? Tel. Edwin on 01-998 7421.

Will swop latest software for hardware eg.

microdrives, disk drives, printers, light pens, speech or sound synths, SpecDrum, Shadow Of The Unicorn etc. Tel. (0792) 60845 after 3:40 on weekdays and ask for

Dan.

ABK Spectrum, Dk'Tronics keyboard, amplifier, Comcon interface, Quickshot II joystick, software worth £100+ including Hell Fire, Flyer Fox, TLL, Hurg, Spy Vs Spy £190 or swop for 128K Spectrum. Tel. (0902) 335783 and ask for Adam.

■ Light pen and Wafadrive. Swop for Datel sound sampler or sell for £65 ono. Tel. (0532) 774492 and ask for Simon after 4.30pm.

For sale — Currah MicroSpeech with tape, still in box, only £14. Write to G Webster, 5 Radley Walk, Alec Park Estate, Moss Side, Manchester M16 7LN.



Looking for a house, a boat or a car? You're in the wrong place. But, if you're after hardware, software or penpals, Input/Output is the place to look!

SOFTWARE

■ Will swop my Saboteur and Tasword II for Movie and Robin Of The Wood. Tel. (0443) 409629 or write to Gareth Williams, 91 Wood Street, Cilfynydd, Pontypridd, Mid Glamorgan, Wales.

Hil Any Speccy owners who would like to swop software. I have all the latest titles from Superbowl, Ping Pong. The Way Of The Tiger to V and Green Beret. Write to G Eden, 44 Bramwell Street, Parr, St Helens, Merseyside.

 ■Will swop Commando, Hyper Sports, Toler, Expoding Fig. Tops Am Sobstants.

Zoids, Exploding Fist, Tranz Am, Saboteur for any of Critical Mass, Mikie, Enigma Force, Wham! Music Box. Write to Alex Balliet, 2 York House, Carlisle Lane, London

SET T.LE.

Swop Elite, Gerry The Germ, International Karate for Art Studio. All in good condition.

Tel. (0282) 76630 after 6pm and ask for Lee.

What an offer! Swop my Hyper Sports and Nodes Of Yesod for Elite — must be

complete. Tel. (0642) 783447 after 4.30pm and ask for Neil.

Swop Adrian Mole for latest software.

Swop *Underwurlde*, *Cavelon*, *Cylu*, *TLL* plus others. Tel. (0283) 713522 and ask for Robert.

Official County of the Way Co

with a Speccy just give me an MBX to do some swoppin'. My name is Stuart and my MBX is 515464640.

Swop Adrian Mole for latest software. Swop Underwurlde, Cavelon, Cylu, TLL plus others. Tel. (0283) 713522 and ask for Robert.

■ Wanted! The Young Ones! Will swop for Dynamite Dan and Saboteur. Write to Kevin Calvert, Woodland View, Coombe Road, Limehead, St Breward, Cornwall PL30 4LU.

Will swop Elite, Commando, Three Weeks, Rambo for Way Of The Tiger, Fairlight, Zoids, Heavy On The Magick. Also Lord Of The Rings for Kentilla, Tower Of Despair, Mordons Quest (any two) or Illustrator Henry Farrell, Palmershill, Cashel, Co Tipperary, Ireland.

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BACK BACK LASH



ou should see the things I keep under my bed. They're what you call personal and private. Things I don't want anyone to know about. You'd be shocked.

It's always the first place people look though, isn't it? You know, when they drop round for the first time and you pop out to the loo? You walk back in and they stand up sharpish. "Oh, just dropped my contact lens".

"I didn't know you wore contact lenses behind your glasses".

Funny business, isn't it?
Anyroad, this happened to
me the other day. Now,
before you panic and turn
over (which would be a bit
stupid 'cos this is the end of
the magazine), it wasn't as
bad as it could've been.

I just turned round to put True Colours on for the fifteenth time when my friend emerged from the bedroom. It was her first time — in the flat stupid — and she was looking around. And then she held it up.

"What's this?", she asked.

It was one of my most secret possessions. Something close to my heart. Something I've treasured for years.

"Ah Diddums from Imagine Software."

Naturally, at this point, she said she wanted to. And I loaded it up straightaway.

Keep it quiet but I still like this game. I remember when I got my hands on it first. I remember phoning Imagine up to ask what you were supposed to do.

"A lot of people have asked that", said the nice man, while explaining. But I reckon it's a great game once you know what to do.

What struck me at the time was that it was the first Spectrum game I'd ever seen that really did amazing things with the machine. That made you stop and think "Wow!" — in between fighting for your next go.

The best thing I thought you could do with a Spectrum was *Horace Goes Ski-ing*. Alright — so I wasn't *completely* with it in those days.

Award yourself 100 points if you know what this shaggy dog story (I'll rephrase that — I may be shaggy but I ain't a dog) is leading up to.

Yeah, *Ah Diddums* is a pile of bear droppings compared to today's games. Okay, it's fun,

IT WAS HER FIRST TIME...

easy to play and was brilliant in its day. But it doesn't use the Spectrum anything like it's been used hundreds of times since. This is the same state that the 128's software is in now.

So what's all this complete dribble from our dear software houses about the 128? Why is 128 software virtually non-existent?

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men have taken over; that the big allied companies will squash all the little guys.

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How can we tell? Why not put your money where your mouths are? Talk to a couple

WHY IS 128 SOFTWARE VIRTUALLY

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of programmers about it. Maybe wearing jeans would help.

This, Mr. Bigshot Marketing Man, is how it is ...

There is no demand for the 128 yet because you haven't backed it. Because you are trying to kill it.

The demand will come when you get your programmers working on it. When you start turning out the software.

Do you think Bugbyte, Imagine, Quicksilva, Artic and the rest all wimped about waiting for the Spectrum to take off? Would anyone buy a computer for which there was no software ... just so that they could go ahead and develop some for it?

Those guys didn't even have the money to take risks with. But they had what it took to make the Spectrum number one. Foresight, imagination, talent. Guts.

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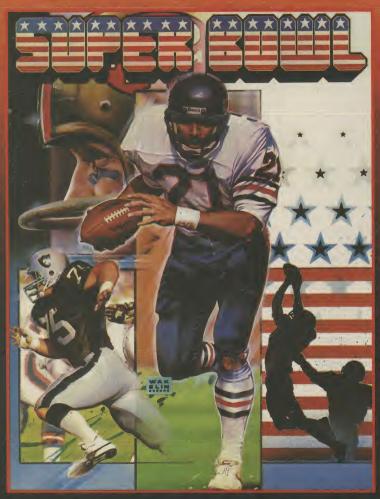
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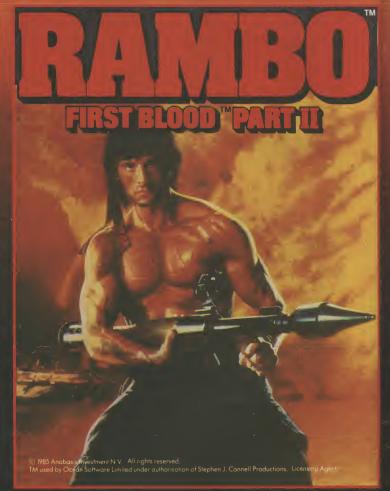
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Or all our Speccies will end up hidden under our beds.

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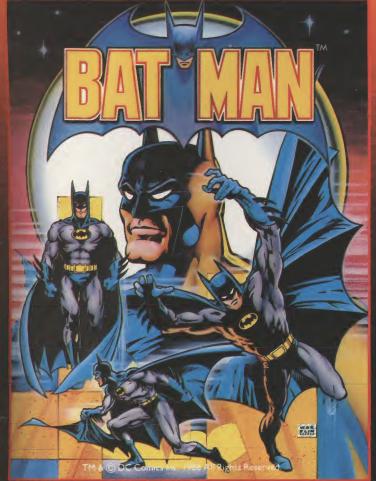






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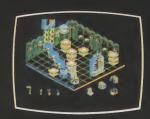






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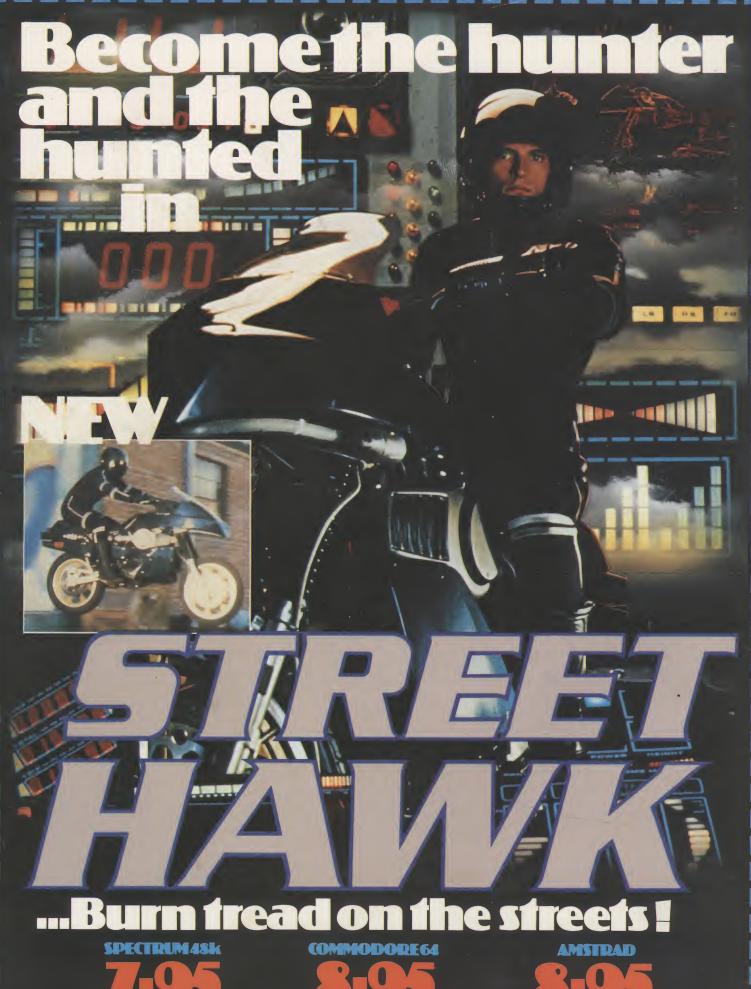












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