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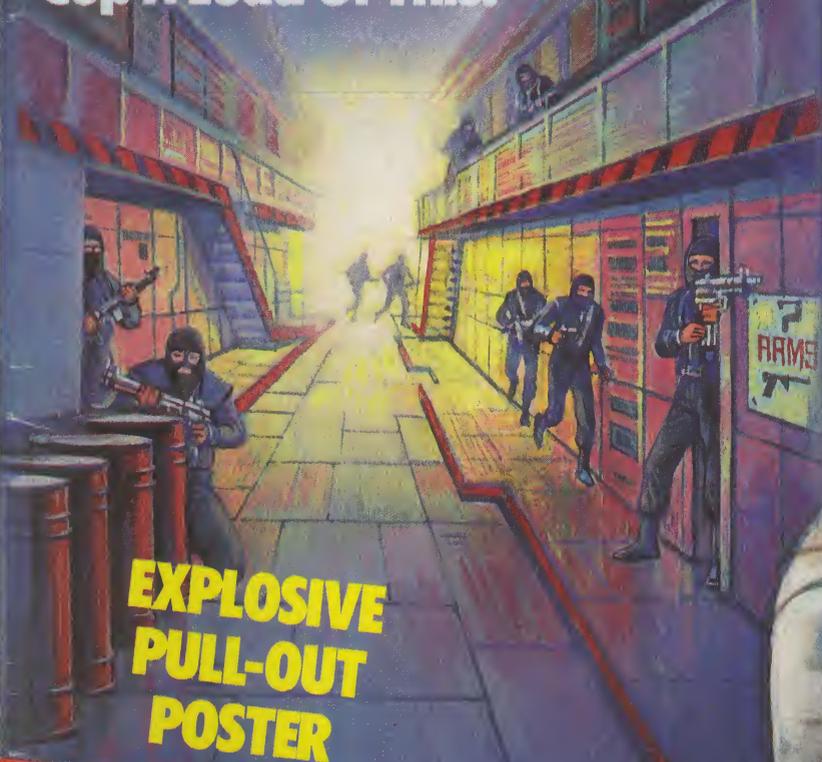
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Number 27

72 Atari 16

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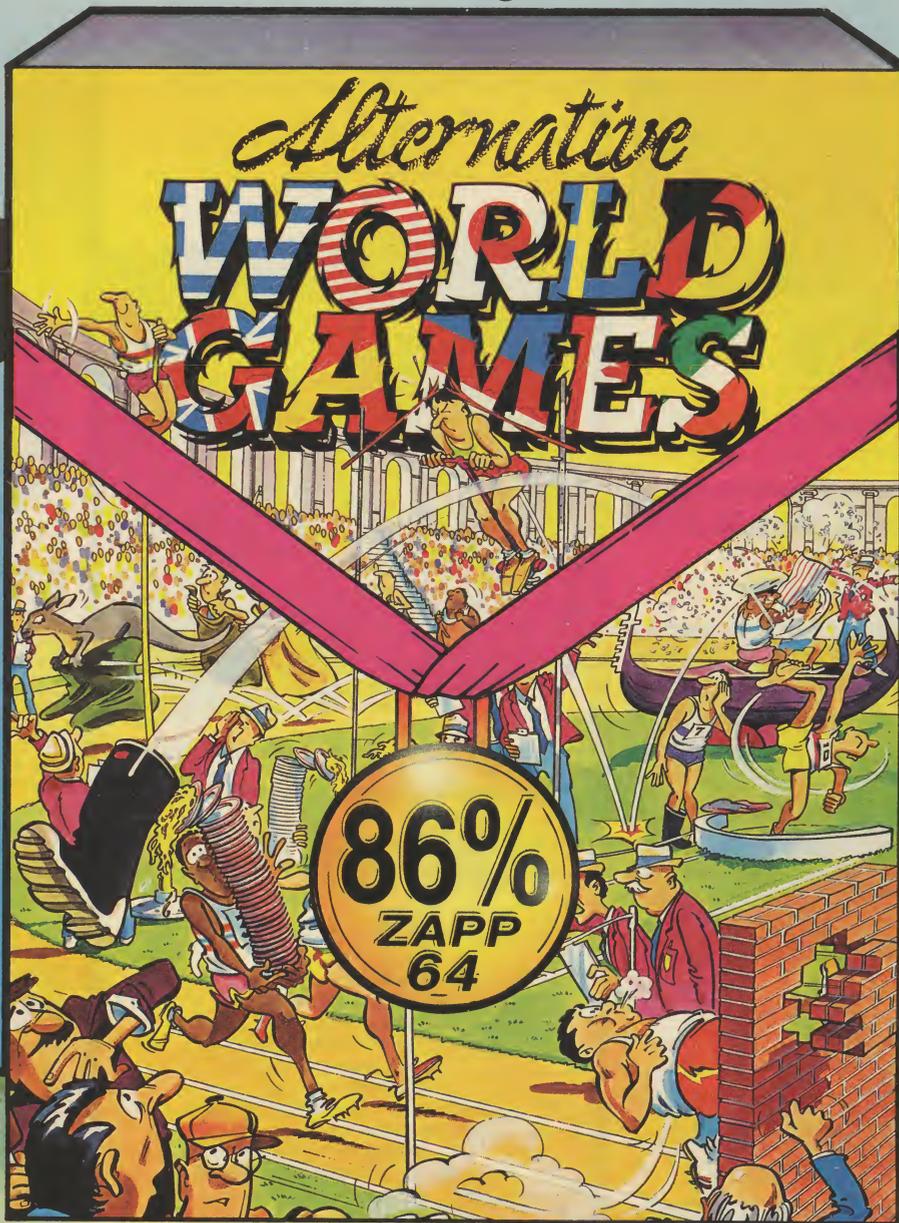
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2



SCREEN SHOTS FROM CBM VERSION

3

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COVER GAME



18

Rolling Thunder/US Gold
It's causing a storm on the Speccy.

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Bedlam/Go!
It'll drive you crazy!



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WIN! WIN! WIN!



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Pick up a peripheral.

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YS TIPSHOP

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Hints, tips and POKEs on
Moley Christmas,
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Driller. Plus full-colour maps
of *Indiana Jones And The
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YOUR SINCLAIR

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A  Publication

Full Metal Hatstand



"Gee, Sarge, what are we doing here... the horror of it all..."
 "I know son, it's a terrible thing to have to plug your computer game by getting all togged up like soldiers..."
 "But why, Sarge, why us? What's this war all about?"
 "It's about money, boy, about £8.95. And it's about Cascade, advertising its new game based on 'Nam, called 19 Part One — Boot Camp. That's what it's all about."
 "So, you're telling me it's just a senseless waste of human life? I can't take it any more! I'm losing mah grip! Waaaahhhh!"
 "Leave it out, pal. It's only a publicity pic. You can go home in a minute. Sheesh, what a fruitcake!"

Schwarzenegger in The Kays Mail Order Catalogue



Arnie is wearing the very latest in sleeveless combat vests, over a chic little khaki number with utility pouch pockets, and a skin tight camouflage 'v' neck T-shirt. Arnie make-up was done by Monsieur Frank at Frankie's Lube And Lunch Garage, Scranton, New Jersey. Photo by Hold It There Lovey Photographic.

Trainspotters Through History Our irregular and irreverent series in conversation with the World's Greatest Ever Trainspotters

12 · Simon Bates

"Hello listeners, Simon 'Throaty' Bates here, and now in glorious technoslobber, it's time for *Our Tune*... (cue squelchy music) ...ooo, this one'll tear your heart out. (snigger) I've got this letter from... well, let's call her Sharon... cos that's her name (haw haw). Anyway, Sharon met this boy, Dave, on a blind date, and what with being St Valentine's Day an' everything, they fell in lurve. But on the way home from their date, they were kissing while crossing the road and, well, basically they got hit by a truck. Later in hospital, Sharon was frantic to find out what had happened to her new love, 'cos, she'd never had a boyfriend before and didn't want to lose her last chance of happiness. (snif) Finally she was told that her boyfriend was blinded in the accident, and that a donor was needed to retain his sight. And so, after a bit of soul searching, she agreed to donate her eyeballs to him. And that was that. They were married, and today they live in Sheffield with their faithful guide dog Stinky. And Sharon adds a message for her hubby (snort snigger) — yes, you Dave, and dedicates this very special *Our Tune* to you. And here is is... *Can't Take My Eyes Off Of You* by Andy Williams..."



Halo, I Love You, Won't You Tell Me Your Name?

Not satisfied with cleaning up all the plaudits in 2000AD and getting rave reviews for her new Piranha game, Halo Jones, the fruitiest comic strip hero since Betty Boop, is currently touring in her own stage show. You may just have time to book for the last few shows in the tour, if you hurry. The remaining shows are at the Burnley Mechanics (Burnley) 17 February, The Grange Arts Centre (Oldham) 18-19 February, Harlequins Theatre (Norwich), 5 March, Roadmender Centre, Northampton, 10 March, the Tamworth Arts Centre (Tamworth) 25 March.

Roses Are Red, Violets Are Blue

From
FRONT

to you
O my love, can we have been parted for so long?
clipped our news stories f



Who's this grimacing beard? Oh it's Danny Kishon, originator of the best selling *September*, the board game on which Activision's new soon-to-be-smash computer game is based, cunningly called *September* to avoid any confusion. (Huh? Ed) Danny apparently came up with the idea on a long bus journey when he was unemployed, like you do, and now passes all his time working out how to spend all the dosh he's earned. So, let that be a lesson to you. Don't waste those stupid ideas you have in the bath. Sell 'em!

Kempston Micros, never one to stand still, has recently released a version of its popular Kempston Mouse. The new casing is very flash, looking something like a cross between a Star Trek phaser and a telly remote control unit. Inside, the mouse contains new high resolution mechanical parts, and to make a good deal even better, they're banding the mouse together with a program called Spectrum Toolkit. This is basically a program which allows you to make your own WIMP (Windows Icons Mouse and Pointers) on-screen environment. You can edit the icons to your own designs, and put windows on the screen to show all your tape and disk operation in this modern and easy to use format. The Kempston Mouse and Toolkit is available for the cut-down price of £49.95 for any Spectrum, or if you already own one of the old Kempston Speccy mouses you can get Toolkit for a mere £9.95.





FREE BADGES!



It's now time to tell you about the second token you'll need to complete your set of free YS badges. You got one free with the last issue, but now you need two tokens for another one in the set, three for two, and four for the whole three. (Got that? Good, 'cos we'll be asking questions later.) So including this token here (well, over there actually,) and the other one you snipped out last month, you now qualify for one of the other badges... but WAIT! Hold it! Stop! Don't be so hasty! If you wait until you've collected all four tokens and send them in together, you can get the whole set. All right, so you want a badge now... but bear in mind if you do want any of the other designs you'll have to collect two tokens for the next one, and three to get the remaining two! If you'd like to send in your two tokens now, whip them into an envelope and send them to: YS Badge Offer, Your Sinclair, PO Box 320, London N21 2NB, carefully stating which designs you'd like out of the set.

Monty Challenge

After the earthshattering success of the Batty Challenge, we foolishly thought, "yup, well let's do the same sort of thing with *Moley Christmas*, our exclusive Monty game that enlightened readers will have found sellotaped to their Christmas issues." And blow us down if the response wasn't even faster. By first post Tuesday 9 December we received no fewer than seven correct entries (for the answer and sundry tips on the game, fast forward to *Tipshop*). And drawing one from the hat, the winner is... Dafydd Daniel from Bangor in Gwynedd. Congrats, Daf, you win 15 spankerillo games from the YS library!

It seems a little unfair not to mention the gallant runners-up, who are; Miles Page from Hornchurch; Cyril Pean from Clapham; Steven Frazer of Peckham; Stephen Keating from Edmonton; MS Anderson from Herne Hill; and, wait for it, Genghis Khan from the Balls Pond Road. Good stuff, molesters! (Eh? Ed) Each of you six win three games (all from the heart of our bottom), so never let it be said we're ungenerous — 'cos if you do, we'll send the boys round.



The biggest game of the pre-Christmas period? *Out Run*, of course, which in about two minutes sold over 200,000 copies on all formats, which makes it just about the quickest selling game ever. But was it any good? Opinions in the YS office are sharply divided, but for Jonathan Davies' review, see *Screenshots*.

And at last — the spring games! What will we be seeing on the shelves as the flowers burst forth into bloom, trees are blown out of the ground by 120 mph winds and icy conditions kill three in Grimsby? Toy-connected titles are still fashionable, so there'll be *Action Force II* from Virgin, and from Gremlin, *Venom Strikes Back*, the third game in the *MASK* series. CRL too is busy, with loads of titles including a *Ballbreaker Construction Kit* with *Ballbreaker II* on the flipside, and *Loads Of Midnight*, a text adventure parody of guess what? Activision's currently working on a spruced-up version of *Supersprint*, entitled *Championship Sprint*, while budget pretenders The Power House have ten titles due in the first three months. So there's no need to despair — you won't have to play *Out Run* for ever! (Sorry.)

Meanwhile, there's still no release date for the much-delayed *Ikari Warriors* from Elite. Turns out that the Speccy version's been ready for months, but Elite wants to wait until the C64 (ptui) version is finished and then release them all together. So we'll all have to wait.

The New Year has also brought with it a few quiet cancellations of games we've mentioned in the past but never seen hide nor hair of. Matthew Smith's supposed comeback for Software Projects, *Attack Of The Mutant Zombie Flesh-Eating Chickens From Mars*, is probably the best known — others are PSS's *Hero Quest*, Lothlorien's *Stellar Holocaust* and *Circus Maximus* (bad news for strategy fans), and Elite's *Trojans*. Oh, and Virgin's *Duelmaster* game has been 'postponed', so don't expect to see that either!

A bit of good news for +3 owners (both of 'em) — Gremlin decided to leap in at the deep end and release every game from now on on the new format. Woss more, a few of the company's pre-Chrimble games will also get the disk treatment, specifically *Gary Lineker's Superstar Soccer*, *Jack The Nipper II*, *Masters Of The Universe*, *Deflektor* and *Basil The Great Mouse Detective*. We'll be having a good look at what's happening for the +3 in the next ish!

Blue, A Valentine Wish,

TLINES

you!

Has it been but one short month since you last
s firmly to your breast...?

Sports Desk



And now, live from the Beating-Yourself-in-The-Neck-With-Fluffy-Toy-Piranhas-Finals in Guacamole, South America, it's Roger Hulley of Alternative Software. "Watch out for (biff!) Piranha games *Trap Door*, *Popeye*, (biff biff!) *Strike Force Harrier*, *Rogue Trooper* and *Nosferatu* being re-released by Alternative at £1.99. At these prices (biff!) you can afford to buy the set! (biff biff!) Yahoo!"

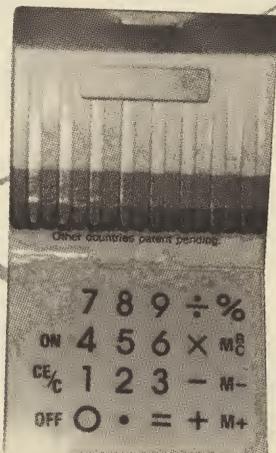
Strike A Light!

That little firebug, Telecomsoft, has been lighting a fire under everyone in the industry recently, by sending us all these little matchbook calculators. We thought they were so much fun that we'd do a special YS/Telecomsoft compo to win some. The best bit is that all you need to do to win one of 15 of these special Telecomsoft gizmos, is answer this single burning question:

- When was the Great Fire Of London? Was it:
- a) 1555
 - b) 1666
 - c) 1777



A piece of cake, eh? (Ho ho, Little historical joke there!) If you think you know the right answer, send it on a postcard to: London's Burning, London's Burning, Fetch The Engines, Fetch The Engines Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE. Oh yes, and get off your entries by 31 March 1988, or you'll be out of luck. So ner.



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•PREVIEW•PREVIEW•PREVIEW•

FUTURE SHOCKS

More previews than *Large Mixed Retailing*! More screenshots than *Pig International*! More stupid jokes about nothing in particular than *World Potato*! Yes, its...

Who is Karnov? One thing's for sure, he does make exceedingly good arcade licences. And if these screens and the little rolling demo we saw is anything to go by, exceedingly brilliant FULL COLOUR Spectrum conversions from Electric Dreams, too! Data East's coin-op *Karnov* is the story of a big and butch fire-breathing Russian of the same name, who runs amok through nine levels full of baddies in his search for the Lost Treasure Of Babylon. The baddies are a bit unusual too, with hordes of angry dragons, deadly ostriches, killer biscuits... what? Nah, can't be. Anyway, so you've got to walk, swim, fly, jump, run and climb through all the nasties, and grab the dosh before any of them try to put your fire out.

It's true, when we looked at the transparencies we shook our heads and said, "Nah, that's norra Speccy game. Too many colours, cock." But

KARNOV

we were wrong, and we had to be shown an actual demo to be convinced. This has to be the most accurate conversion of an arcade hit in years, with all the colour pizzazz of

the original squeezed down into the Speccy, and all for £9.99. A snip, we reckon, and if this game isn't number one in a couple of weeks, we'll eat one of these biscuits here... AARGH!

**PREVIEW
OF THE
MONTH**



Wow! Here's a prime example of the stunningly colourful screens in Electric Dream's fabby new *Karnov*. The thing we can't get our heads round is how do they get all those colours on the character and background without them mixing like a kiddies paint set? We think it's magic, but you can make up your own mind.



Gasps! There are ladders around that you can climb (you little ladder climber you!) to escape from the baddies and collect extra powers on your quest to collect the final doshbag. *Karnov* was a popular machine in the arcades and we confidently predict it'll be a fire-breathing success on the wubber keyboard too!

THING

There are certain things even your friends won't tell you. You know — you've got bad breath, you smell like a halibut, your face is upside down and so on. But according to the instructions to this game... well, we don't like to mention it... but apparently, You Are The Thing.

Fortunately, this is not the sort of Thing that eats humans for breakfast, not to mention lunch, tea, dinner and the post-elevenses, pre-lunch mid-morning, snackette (as favoured by P Snout). It's a kindly soul, a sort of intergalactic postperson (postthing?) who has to deliver a special package to the leader of the Dingalingers. Hey, that rings a bell.

Or rather a ball, 'cos that's what the package is. The Ball, which turns out to be more of a passenger than a package, travelling in mufti, or rather brown packing paper. This Ball cove is political adviser to the Astral Harmony Council, whose services are needed to prevent the Dingalingers getting into a, er, dingaling.

The story goes on a bit more in this vein, but never mind about that. *Thing!* has been written by Colin Swinbourne, who did *Joe Blade* and *Deviants*, and is in the same explore 'n' shoot vein. Players is the label, March is the release date, and the price? £1.99.



1. A TELEPHONE BOOK.
2. NOTHING.
3. NOTHING.
4. NOTHING.
5. NOTHING.

1. EXAMINE.
2. USE.
3. EXCHANGE.
4. STATUS.
5. ABORT.

UNDERGROUND.
ZONE CA
DAY MONDAY

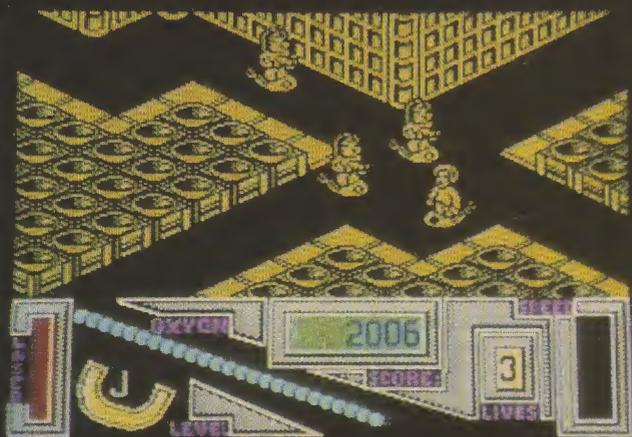
•PREVIEW•PREVIEW•PREVIEW•
FUTURE SHOCKS

TELADON

Teladon what? What he wanna know, greaseball. No, it's got naff all to do with Al Pacino, but an awful lot to do with shooting things and whatnot. You're not going to believe this, but we're told that "Teladon probably represents the most impressive technical breakthrough seen on the Spectrum for several years." Gedddaway! Another one? 'Cos although it loads all together, like, the game has two entirely different environments squeezed into its particles. Hmmm. The last game that claimed anything so flash was Argus' *The Tube*, but let's not be cruel. And *Teladon* is the first release from a brand new software house, Destiny, run by Francis Lee, whom you may remember as the brains behind *Beyond* and *Starlight*, but whom we always think of as Manchester City's exciting number 10 shirt in about 1971. (Wrong one, cretins. Ed) Oh well, never mind. Still, it's out v. soon apparently, at £8.95.



The first bit involves the hero grooving down a valley on a hoverbike, avoiding all manner of hazards and irritants and of course, zapping at things randomly. Sounds like the M1, dunnit? (When did you last overtake an enormous ice cream cone on the M1? Ed) Okay, M62 then.



And here we're in 3-D isometric land, so you can bet your last Rolo that there'll be some mappin' in with the zappin'. *Teladon* was written by Nick Eatock, author of *Greyfell* and *Sorderon's Shadow*, so it could well be a smile and a half.

PREDATOR

Time to don your butch riding gear again, inmates. Activision is all set to release *Predator*, where Arnold "My Thighs Are The Size Of Oak Trees But My Brain's The Size Of An Acorn" Schwarzenegger struts his manly stuff around the Latin American jungle.

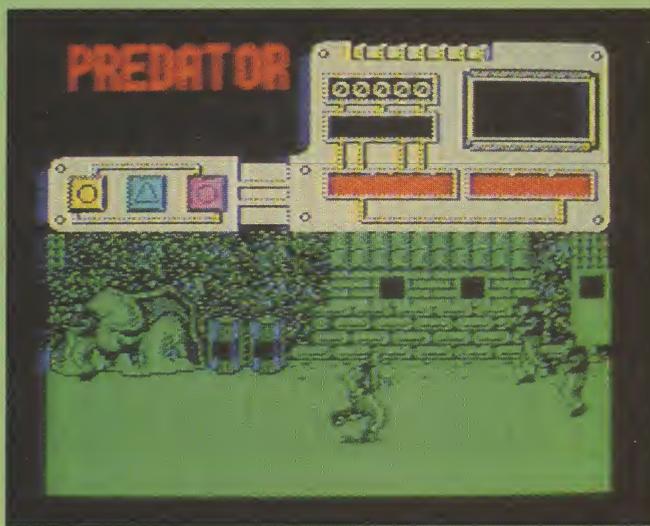
Activision claims that the game follows the storyline very closely (no giggling at the back), and you take on the role of the big man himself in an attempt to rescue a group of allies who have been caught by the guerrillas (sounds painful).

This all proves to be a bit futile when you reach the base camp to find that your pals have already been given a wooden box each, and the real aim of the game is to actually get back home. Hardly seems worth making the effort to go in the first place, eh?

On the return journey you find yourself up against a particularly nasty enemy who tries to terminate your existence whenever he can — and as long as you can survive long

enough in the jungle, you'll eventually meet him in a head-to-head confrontation, where you've got no weapons except your own physical strength.

By the time you read this, copies of *Predator* should be around for the normal Activision price of £9.99. Available at your local armoury now!

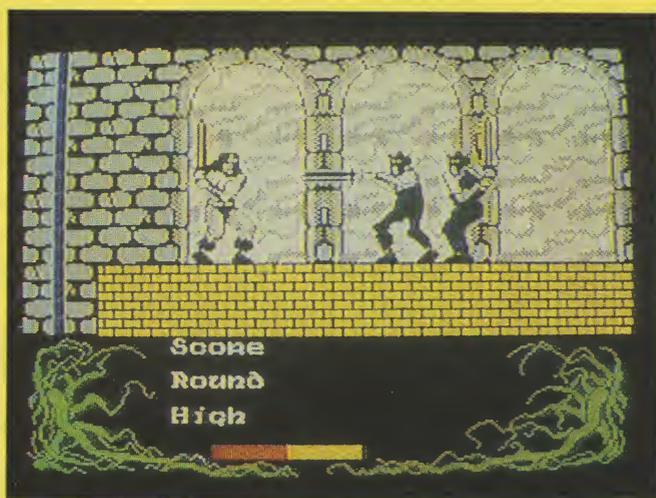
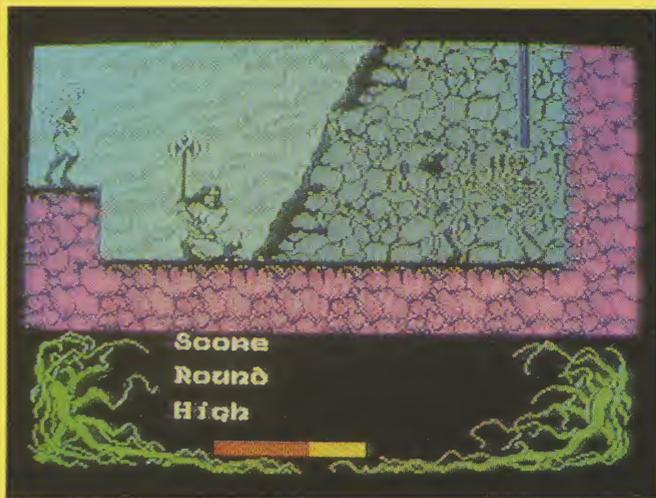


YETI

Destiny's other game is *Yeti*, an arcade adventure based in the Himalayas, which have obviously changed a bit since the last time we were all there (brag, brag — actually none of us have been further east than Colchester) — if only that they now resemble a scene out of *Exolon!* But in truth, aardvarks, this looks a rare old challenge. It's up to you — you poor sap — to battle through the harsh sub-zero temps of Tibet and Nepal in order to find the mythical snow creature known as the Yeti. Why bother? You may ask. Well, think of the chat shows, the spin-off TV series, the books, the newspaper articles, the enormous house in Henley-on-Thames. Right, so pay attention. It's no party, 'cos the Dalai Lama disciples, fearing that you will destroy the auld beastie, are out to stop you — and they won't just write a rude letter to their MPs, you know.

Again, there's no release date yet for this one, but we're assured that the damage will not exceed £8.95.

•PREVIEW•PREVIEW•PREVIEW•
FUTURE SHOCKS



Here's one we saw in an early form up at Ocean's luxurious Manchester HQ last autumn, and it looked a cracker even then. You'll probably know the coin-op, a riproaring slice-athon from Taito which takes your overmuscled hero through a never-ending quest across hill and dale, slashing to pieces anyone unlucky enough to be in the way. The original, of course, had fairly spiff-

ho graphics, even for a coin-op, but it's remarkable what a good job Imagine's programmers have done in converting it. Big sprites, loads of colour — we can't wait. Let's hope it doesn't have a case of the *Out Runs*, and that it moves a little faster than Phil on the way to the bar when it's his round. A review, let's hope, in the next ish — meanwhile, keep your peepers peeled, 'cos it's out soon, £7.95.

RASTAN

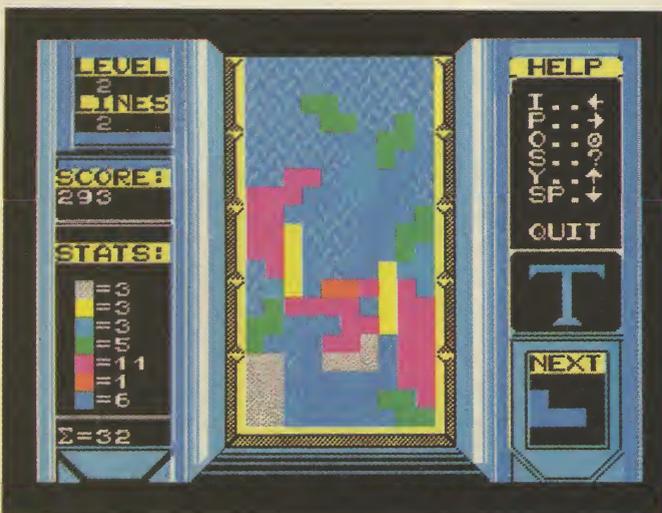
TETRIS

Okay-ski, comrades, our glorious union haz come up viv ze answer to ze British intelligence problemski. Vee hav developed dis new topov secret weapon viv vich vee vill kill off ze fascist elements of ze vest, i.e. you lot! Our comrades in ze espionage division hav cunningly disguised ze weapon as a computer game vich vill eventually vipe out ze minds of zose Maggie-loving running dogs of capitalism.

Our comrades in ze *Mirror* hav total agreements with us on passing the gameski around.

You vish to know how it works — ve shall tell you, comrades. At ze start of ze game all zeese differently shaped blocks fall from ze top of ze screen. Ze player must zen arrange zem to form horizontal lines. As ze lines build up ze player iz hipnotised and Boris is your uncle, no?

Ve hope to hav zis out by March for 9.95 roubles. Zenk you comrades, and let's now move to ze next itemski — Pravda Bingo!



A • T • F

No, it's not an anagram of 'fat' — this is the Advanced Tactical Fighter, a whizzy new kite designed by Lockheed and flown by barmpots in the US Air Force or some such. And now Digital Integration (the people who gave you *Tomahawk*, which is now available on +3 disk, by the way) has put together a simulation

based on this hi-tech plane, so you too can fly across enemy territory and shoot down gooks without having to learn what all the knobs and lights mean, and without having to start a war either. Yeah! Still, looks a bit neat, narmean? ATF's out from DI ASAP at £9.95 — and it'll probably be on disk too!

COMING NEXT MONTH...

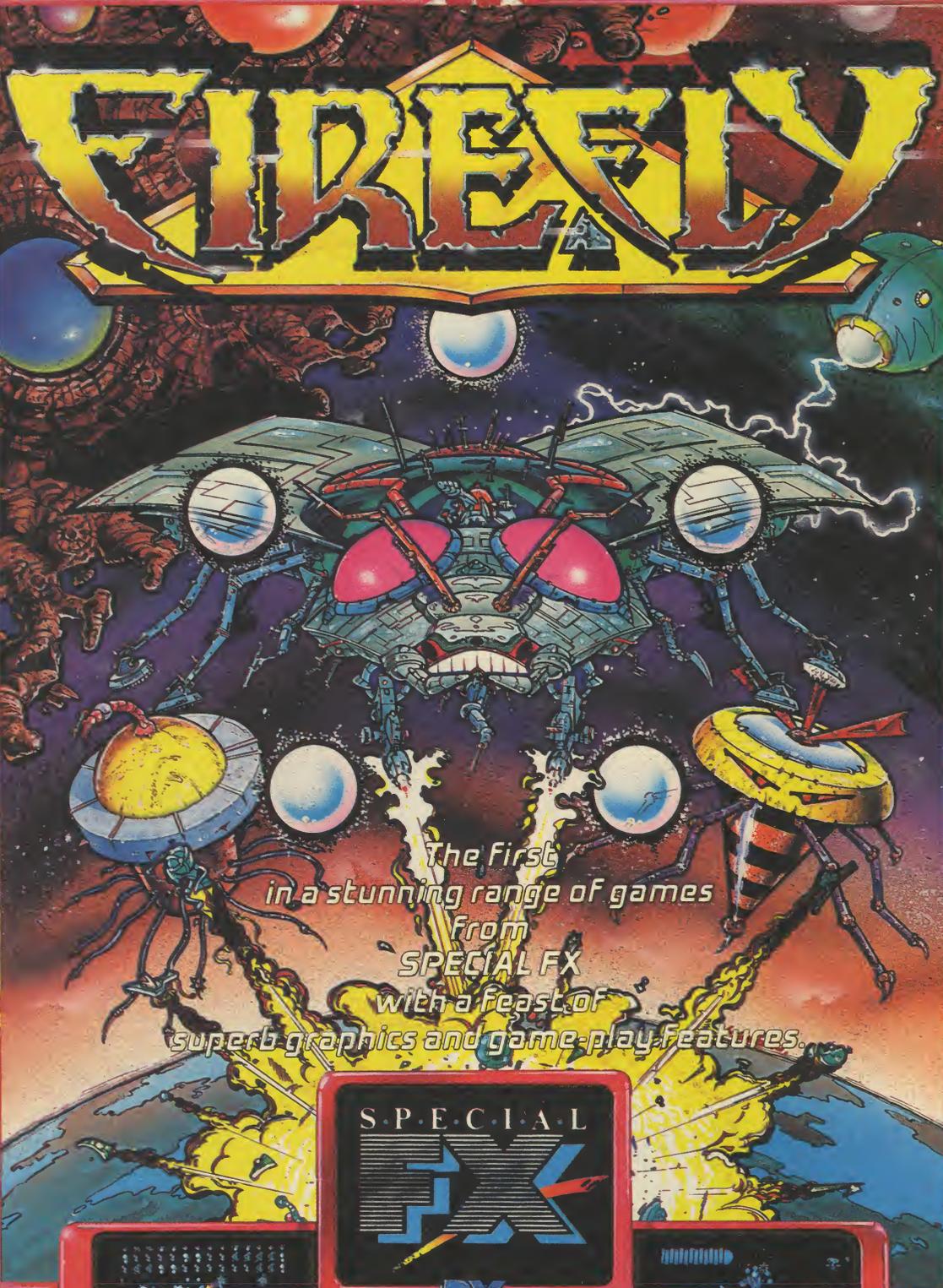
...the month of April. Well let's hope so, anyway. Can you imagine the palaver if August suddenly turned up instead? Well, some of our old faves in this column have about as much chance of appearing in this office as August — Firebird's *Chola* to name but one. But there are distinct signs on the horizon of *The Last Ninja* by System 3, *Buggy Boy* by Elite, *PHM Pegasus* and *The Bard's Tale* by Lecky Arts and possibly even *Roy Of The Rovers* from Piranha. We won't promise anything, though...

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Letters



WRITE TO THE ED, YS, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

WELL FANCY THAT

There are two reasons why I am writing this letter. First of all, I would like to say thank you for the free stickers which you gave away a long time ago, and secondly to say that you are a lifesaver. How is this, you might ask? Well, last Christmas my faithful Speccy broke down so I packed it away and sent it to Specialist Computer Repairs, and after about six weeks I got it back. Three days later it broke down again so back it went. Well, as you know the company went bankrupt, and I didn't know my computer's serial number, but the only thing that saved it was one of the stickers that you gave away a long time ago.

Nigel Wakeling
Cwm Penmachno,
Gwynedd

I knew our stickers were good — but not that good! Lifesaving, eh? It makes me feel all warm inside to think that a YS gift should breathe life into a poor ailing Speccy! Hope the cover mounted games came in just as useful. Maybe you could stick them together and make a lifeboat. Ed

WELL USEFUL

Here's a useful tip for +3 owners. A 0.1mfd capacitor across the Load jack will convert the input circuitry so that it'll work with any tape recorder. It's

a pity that Amstrad couldn't afford the expense of a whole 10p to do this modification!

G A Bobker
Unsworth, Bury

Sounds like a well crucial tip there. But make sure you know what you're doing before you try this. And remember never attempt to fettle about in a Speccy's innards with the power switched on! Ed

BOG RHYMES

How utterly pervgusting of you! I refer to December's Star Letter, ie the poem written in Irish. Obviously nobody in the YS offices can speak Irish (even Irish people have problems!) so I shall give you a loose (but fairly accurate) translation:

The wind is screaming through my hole!!!!

Without stopping, without stopping.

(Do we want any more of this? Ed) (YEAH! Rest of staff)

Your breast (oo-er!) is like a large mountain,

Your legs are like a boat. Maybe you're not a ... *(Right! Stop it there! Ed)*

Note that the poet's grammar is dismal in places, so this translation was the best I could manage.

As a member of the People Who Are Worried About Increasing Perviness In YS, I shall haul you before the courts unless you immediately give this the

Star Letter and denounce Ciontaigh O Cialla as a perv with bad grammar.

Stanley The Elk MBE (aka Jim Shine)
Dungarvan, Co Waterford

I was shocked and stunned when I read your translation. Are you sure it's right? Ciontaigh may well be a perv with bad grammar but at least he's donated the games to a worthwhile cause. I'm afraid you don't get the Star Letter 'cos I don't want to encourage this sort of thing. Not only that, you might start translating YS! Ed

SHELLY OR SHAN'T HE?

I was delighted to see that you gave me the Star Letter in the December issue. That was just one of my many poems from my new book, "Ciontaigh O Cialla's Love Poems".

Regarding my prize of three free games, I would like to donate them to a children's charity, as I can accept no material reward for my poetry.

Ciontaigh O Cialla
Carryblusk, Co Cork

After finding out what your poem said I wasn't going to send three games to you anyway. You should be ashamed of yourself you disgusting pervert. Thankfully nobody else knows what a truly indecent human being you really are. Still, at least the games are now going

to a good cause. We'll send them to the NSPCC on your behalf. Ed

OO-ER!

I'm writing this letter in my kitchen while my mum and sister are talking. (Believe me, it's awfully hard.)

Danny Kings
Hanley Swan, Worcester

Thank you Danny, but we didn't wish to know that — kindly leave the stage. Ed.

HATSTAND

It's me again. What do you mean, Who? Who else writes in blood with a sea dart missile? Phil does? Oh... sorry... sniffle...

Call me Susan if you like, but T'zer is short for 'The Zer', an ancient poliographical megacure for zits. Don't worry, your secret's safe with me!

And behold, three bright lights materialized, and did hover over downtown Nazareth for two hours, and of course this proves conclusively that the only similarity between ZZ Top and the Zero Option is that they both have long hair... eh?

Je voudrais apologise pour cette v daft letter, but wot the hell, wot are you if you're not mad?

Captain Chaos
Burnley, Lancs

Wot indeed? I haven't the faintest idea what you're wittering on about but we were rather short of letters so we're putting it in anyway. Ed

WORRA BERK

I think that 'the thing upstairs' in Trap Door is in fact our one and only Phil South. Two clues to this are 1) 'The thing upstairs' eats a lot, same as Phil, and 2) They're both fat and cuddly slobs.

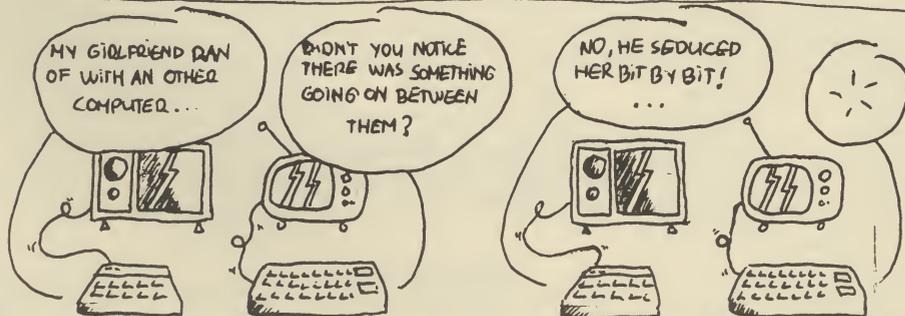
Phil Houghton
Carlisle, Cumbria

I really think you're being totally unfair. 'The thing upstairs' couldn't possibly eat as much as Phil and I doubt he's as fat and cuddly. And anyway Phil doesn't work for a Berk. Ed

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for any cartoon we do bung in.

COMPUTER-TALK BY CHRISTIAN COENRAADS



This month's Doodlebug comes from Christian Coenraads from somewhere in Holland. We say 'somewhere' 'cos Chris forgot to include his address! So write today, and claim your prize!

POINT-LESS

I will get straight to the point, as I feel that a letter should always be right to the point with no beating about the bush so to speak — or write — so here it is — the point of the letter, that is (Get on with it. **Ed**).

I am a Vic 20 owner and am intending to send it to you bit by bit, piece by piece, if you don't send me a badge. I must warn you that I own a fair bit of software for the Vic, and having that sent to you in the post all the time is not a nice thing to happen, I can tell you. To prove my threat is real, I enclose a Vic 20 program, with the reminder that more will come if you don't do as I ask.

Stephen Bond
Plymouth, Devon

POKE 36878,10
FOR L=230 TO 128 STEP -.1
POKE 36876,L
FOR M=1 TO 20
NEXT M
NEXT L
POKE 36876,0
POKE 36877,200
FOR L=15 TO 0 STEP -.05
POKE 36878,L
NEXT L
POKE 36877,0

Oh my God! Not the Vic 20 program please. Anything but that! Okay, okay, I'll send you a badge if you promise never to send me anything remotely Vic 20 like again. **Ed**

SHORT CHANGED

I am utterly confounded with disbelief. I walked into the newsagents and grabbed my YS, and found I had forgotten about the free VIZ comic. As I bought a packet of crisps a cheeky sales woman suddenly said "Let me



TRAINSPOTTER AWARD

OOH YOU TEES

I claim to be a trainspotter. Take a look at pages 70 and 71 of the December '87 issue, at the text for the T-shirt offer. "This is just what you need now that summer's on its way". Are you kidding?

Jerry Stathatos
Athens, Greece

see your receipt." So I handed it over, and she took my YS away.

Two minutes later she came back and said "I'm sorry but the mag with it is offensive and you are not allowed to have it."

If you had to be 18 to buy it, I demand a Trainspotter Award as this wasn't printed on the mag. If I was ripped off then I demand a free copy of VIZ immediately.

M Andrews
Radcliffe, Manchester

You're quite right, you do not have to be 18 to get a copy of VIZ. Unfortunately, some newsagents objected to VIZ, considering it vulgar, and so removed it from the magazine.

No we're not. As it's winter at the moment that means it isn't summer and since summer comes after winter every year by deduction this must mean that summer's on its way. So you don't actually qualify for a Trainspotter Award. Still, since you come from Greece it may still be summer for you so I'll give you the benefit of the doubt and send you an award anyway. **Ed**

MERDE ALORS!

I claim a Trainspotter Award for spotting a word in the Compo Winners' section of the December edition, which I don't think should have been there. The word began with SH and, I hasten to add, ended with IT. It shouldn't have been there, should it?

Michael Bowen
Llandudno, Gwynedd

No, you're quite right it should actually have read spit. **Ed**

I'm afraid the only way to get a copy is to buy a Back Issue as we don't have any here in the office. **Ed**

ANNIE'S SONG

Sorry to be so bold, but do you have any jobs at Rathbone Place? Obviously I would pay for such a privilege. I'm sorry I can only afford to pay £100 a week but I have to buy important things like food.

Jon Denver
St Ives, Cornwall

You're hired! Has your singing career taken a turn for the worse then? I can't honestly say I'm surprised. **Ed**

front, I just couldn't wait to get back home from school to read the mag and play the game. Well, what a load of pitiful crap it was (the game, that is). While waiting for it to load I was thinking about the other games you've done, the best of the lot being Batty. For Play For Your Life, though, I've compiled my own clapometer.

AAAAHHH, STROARDINARY!

In the October edition of Your Sinclair, the review of Renegade got 9 and a megagame. In the November edition Draughts Genius by Rack-it got the same marks as Renegade and only got eight. Why is this?

David Coleman
Litherland, Liverpool

The TOTAL mark isn't worked out as an average of the other marks — it's just the reviewer's overall impression of the game. And as reviewers tend to mark differently (being different people) you often get what seem like contradictory marks. But it's still reasonable, I'd say, for both games to have the same graphics, playability, vfm and addictiveness marks, while Renegade is judged better, in the end, than Draughts Genius. That's really what the TOTAL mark is for. **Marcus**

STICKY PROBLEM

As you know, in the past people have had trouble getting your free games off the mag. Until now, that is. I have developed a way of getting them off without tearing anything. So just follow these simple instructions:

1. Lift the cassette a centimetre off the cover.
2. Place your hands (make sure they're washed) under the tape.
3. Lift off the tape slowly.
4. If it tears the mag, buy a new one and start again..

Tony Murphy
Killarney, Co Kerry

Brilliant! If we make the Sellotape even stickier you'll just have to go and buy loads of mags. I think your tip is so good that I'm sending you three bazy games for being the Star Letter winner. **Ed**

RAGING STORMS — TAKE COVER!

I recently purchased the December issue of YS. The mag's great but I don't know about the 'free' game on the front! How can you have the nerve to put out a game as bad as Play For Your Life? More like Plague Of Your Life. This game is totally hopeless! You can never tell where the ball actually is! You just cannot do 3D effects with this type of game! It does not work!

Another criticism — Road Race! I don't know how you can say that you 'ran me ragged'. I certainly didn't play the stupid pathetic lousy game more than once!

However, congratulations on Batty. Great! Now that is a game I have played more than once!

Now I know you can do better than Road Race and Plague Of

Your Life (oops, sorry), so keep up your good name (I always thought T'zer was a pretty silly name myself. Phil) and don't let yourself down!

Andrew Witt
Salisbury, Wilts (Does it?)

One out of three ain't bad! What are you moaning about? We give you three superb games at next to nothing and all you can do is complain. You could well have paid eight quid for a game that turns out to be worse. Anyway for your information some people found Play For Your Life and Road Race very stimulating! **Ed**

Having received the December issue of your excellent mag and seen the cover game on the

Nigel Lee
Dentons Green, St Helens

Thank your lucky stars that you enjoyed Batty. It seems that most people thought that was the best. But what about Moley Christmas — that's as brill as all the rest and certainly as much fun as Batty. **Ed**

On your December issue of Your Sinclair you gave a free game. I was at first pleased but when I played it I found it was not terminally addictive but terminally crap.

Ian Parkinson
Enniskillen, Co Fermanagh

Short but not so sweet! Okay so you didn't find Play For Your Life terminally addictive but there's no need to be rude! **Ed**

NL CLAPOMETER

Pathetic attempt to follow the excellent game Batty. Not at all addictive.

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

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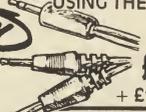
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GETTING TO THE POINT

I've been scrutinizing your mag's progress for the past couple of months, and I've got a few good points to put to you.

- (1) Don't you think you went megagame mad in the January '88 ish? Out of the 25 reviews, 11 were megagames. I'm sure the reviewers got tiddy on the Christmas liquers!
- (2) Do you intend to raise the price of YS, like other magazines I could mention? *Crash!!!* Oh dear, the cat's been Zapped!!! (Very subtle. Ed)
- (3) Your mag's strong and weak points. The letters page should be much longer. And the reviews are too short. Look at the *Slaine* review in January. Less than half a page was given to the game, yet you gave it a megagame status! Surely you could have moved the *Basil* review somewhere else in the mag so as to give *Slaine* a full page?
- (4) Getting John Minson from *Crash* was sheer genius, as his column is an excellent read.
- (5) I've run out of points.
- (6) Goodbye.

John Hunt
Irvine, Ayrshire

- (1) I agree. It's always tricky at that time of the year, as companies usually release their best stuff in the run-up to Christmas — and standards generally have gone up in the past year or two. Remember too that different reviewers have different enthusiasms. I myself wouldn't have given either *Aliens US* or *Slaine* a megagame, but Phil thought they were brill, so megagames they were.
- (2) Not for the moment. We'll only go up in price when we need to.
- (3) Well it all comes down to space, and we never have enough. We'd love four pages of letters each month, but there just ain't the room. It's the same with reviews. With *Slaine*, though, remember we did a double page preview on it a few months back, which is why we didn't make too much of a hooah about it this time around.
- (4) Yup, I agree. (5) Seems so. (6) Bye. **Marcus**

VITYMINS

Ouch, phew, fab! Wow, beastly, an intelligible thing, was it not? *Moley Christmas* or whatever it's called. It has ace 128 music, smart graphics and after half an hour I've got to level three. Here are my percentages:
Road Racer - 55% - okay.
Batty - 85% - Razi!

SMALL PRINT

You are very very beautiful, yum yum yum.
Barry Leigh, Romford
Ten out of ten for observation. Ed

The above statement is untrue — I just want to see my name in print!
Barry Leigh, Romford
How could you possibly see your name in print — you having a guide dog and all. Ed

Who is Dweezil Zappa?
Claire Terry, Southampton
Search me! Ed

PFY Life - 65% - not too bad.
Moley Xmas - 88% - Ace.
So there you are, eh?

Vincent Vity
Morecambe, Lancs

Finally! A satisfied customer. Glad you liked our exclusive, extremely cheap to you John, games. Maybe we'll put another fab game on the cover in May just for you. Ed

MODEST

Hi fans. Just a quick note requesting that you post all my fan mail to my secretary, unless of course you plan to donate to the "Tim is such a megastar that I will make him even richer than he already is" fund. In which case I will accept donations with gratitude.

Uncle Tim
Pulborough, W Sussex

I'm sure you will, Tim me old china. Please send your donations to us at the usual address and you never know, we may even post one or two of them on. (Or we may not!) Ed

CYNICAL

It is now completely impossible to borrow a Speccy.

"Can I borrow your Speccy?"
"No."

See what I mean? Incredible.
Captain Chaos (again)
Seattle, Wash.

You poor crumpet! I suppose you want two badges for getting two letters printed. Bad luck! Ed

KINDLY LEAVE THE STAGE

This month's crap jokes comes from **Bill "Tarby" Morrison, Paul "Nick Nick" Thomas, and E "Brucie" Tomlinson**. Gor lumme, they're bad!

Q: How does a squirrel keep its nuts dry?
A: It swims on its back!

Did you hear about the Irish woodworm? It was found dead in a brick!

How come I never win your competitions?
Richard Marks, Manchester
Probably because you're a Mancunian! Ed

Pootle Carbunkle is a pseudonym. Bet you didn't guess!
Pootle Carbunkle, Huddersfield
Yes, of course I did. But what is a pseudonym? Ed

Just the thought of T'zer covering my letter in editorial red ink sends a shiver down my spine!
Mark West, Wellingborough
It sends one down mine too. Ed

BOING BOING

Whoopee! I couldn't believe it! After reading YS I turned from a depressive teenager into a young boing boing of a happy trainspotter. Soothe me of my anxiety please T'zer, and tell me if I'm going mad! (You're going mad. Ed). Excuse me, I've got to catch a train! Wooooo wooooo, chuffa chuffa chuffa chuffa!
Jason Hodge
Linthwaite, Huddersfield

The reader now standing at platform 4 is the 4.30 service to Hatstand, via Loopy, Quirky, Interesting, Unusual and Bonkers. This service is well over three days late. Thank you... yibble yibble yibble... Ed



BEFORE



AFTER

Q: How many Commie 64 users does it take to paper a room?
A: Three if you slice them thin!

Do you know any jokes that make these sound like *Yes Prime Minister*? Then stop messin' about — send them at once to **Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE**. If it's abysmal enough, we'll print it and you'll win a rinky-dink YS enamel badge!

DESERT ISLAND DISKS



Welcome **Robert Collier**, who looks a little young to be reading this incredibly grown-up and sophisticated magazine (hem hem). But although of tender years, he's already managed to squeeze a fair amount of gameplaying into his young life. Carry on...

Renegade/Imagine
A brilliant beat 'em up. The best bit is the crunching noise when you knee the baddies in the wedding tackle. Enough to bring tears to your eyes (Not to mention theirs. Ed).

Cobra/Ocean
Don't push him. He's gonna fall off that ledge or else. More mindless violence with the BIG man.

Down To Earth/Firebird
A neat *Boulderdash* clone. It's had me coming back for more time after time.

Turbo Esprit/Durell
Put your pedal to the metal and bust those dealers. A decent simulation. Quick, turn the corner! Blammo! Too late.

Batty/Elite
It just had to be here, didn't it? The damn thing is so addictive. I've got to round six. Is that a record? No? Ah well.

Enduro Racer/Activision
Gibber gibber! Yabba yabba! It's brill, it's got great graphics and it's wheelie addictive! (Groan! Ed)

Wizball/Ocean
A wizard central character and a game which has lasting appeal. Don't make jokes about Wiz's pussy — it's very sensitive.

Barbarian/Palace
Guess what I bought this for? Yes, the game. (Poster? What poster?) Dice up your opponent and you'll win every time. I just love the little character in the nappy which kicks the heads off the screen.

What are your eight fave games? Write to Desert Island Disks and tell us. You could win a badge and three new games!

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Rolling Thunder



It's difficult to play arcade games these days, without thinking about the time when they'll certainly appear on your Spectrum. And sure enough, the other day, arriving home from the arcade after spending about three quid on *Rolling Thunder*, I found that Tizzy from US Gold had sent me a copy of the self-same game... Tsk! And what a corky little number it is too! Why be like me and dribble all your spondulicks into an arcade piggy bank, when you can play it here and now for free on your own Spectroid?

Rolling Thunder, if you haven't seen it (where've you been?) is a totally spondicious shoot 'em up, where you play the part of a sharp shooting undercover cop, codename Albatross, whose mission (should you choose to accept it) is to penetrate the underground fortress of the evil Geldra and rescue some unfortunate hostages. What's on his mind? Well, it seems that Geldra's got a plan to conquer the world, and it's up to the Rolling Thunder

Undercover Police to stop him. So you break into the deserted warehouse, and search for the secret door. Suddenly you are plunged into the winding corridors of Geldra's underworld... everywhere you turn, his hooded minions leap from doorways, spitting bullets from their pistols and broken limbs from their flying fists. You've got to be quick on the draw and a very fast runner if you want to rescue the hostages instead of joining them.

The format of *Rolling Thunder* could be described as a sort of deluxe platform game, with two-way/left to right scrolling (sometimes even up and down!) with most of the action taking place on two levels.

The upper level is a catwalk high above your head, which you can leap up to by pressing fire and up at the same time. Along each level leading down to Geldra's Palace, are doors through which his minions spring, ready to do you a mischief. There are five levels, which you must go through twice in order to get to your final objective. The

second time around some new hazards are added, with things like laser cannons and precarious lava pits, making a difficult job impossible. That's the one thing I would say to you about *Rolling Thunder*. It's piggin' hard! It's one of the fastest shoot 'em ups I've played this month and, with the possible exception of US Gold's other biggie, *Bedlam*, the one requiring the most skill.

So make like a cold cure and don't waste a second. Nip down to the shop and get *Rolling Thunder*. You won't regret it.

GRAPHICS	[A grid of 10x10 squares with a large number '9' in the top right corner.]
PLAYABILITY	
VALUE FOR MONEY	
ADDICTIVENESS	

FAX BOX	
Game	<i>Rolling Thunder</i>
Publisher	US Gold
Price	£8.99

There are three types of doorways in the complex. There are normal doors which open inwards, and sliding doors which slide to the right. The final type, and the type commonly found deeper down in the levels, is the turbo doors which slide straight up. Bear in mind that nipping into doorways is a good way to avoid bullets.

There are only a couple of ways you can avoid a bullet besides ducking, so jumping up a level can sometimes save your life. But getting the joystick to do it for you is sometimes a bit tricky. Practice this move on lower levels so the skill won't desert you when the going gets tough.

In one of the warehouses, there is a stack of tyres. Not very dangerous, you might think, but this section can decide a game on its own. You have to jump over the edges of the tyres, making sure you don't stand on them. The reason being that some of Geldra's baddies are lurking inside the tyres. Stand up and they'll shoot!

As well as the single shot ammo, there are doors leading to Rapid Fire ammo, too. Collecting and conserving these is crucial to your being able to finish the game. So don't spray bullets around haphazardly. Try to squeeze off single rounds on your way through the complex, and shoot to kill.

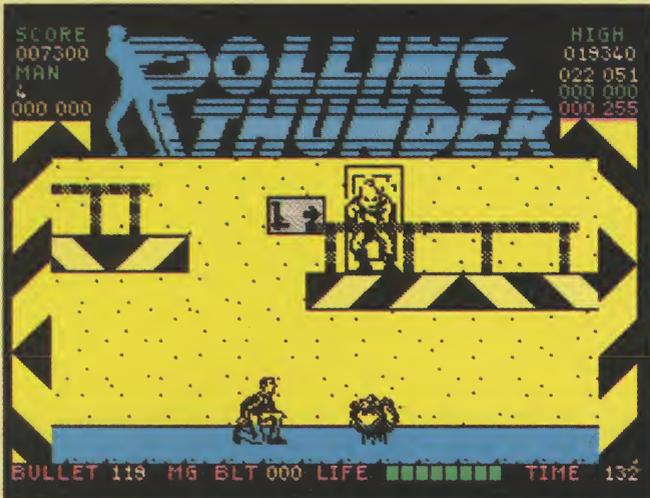
Once through the cosmetic parts of the complex, you begin penetrating deeper into the real hideout. The normal man-made corridors become rougher as you enter the caves upon which the complex was built. Further still and you begin walking over stalagmites, but still the villains pursue you.

Level six is just like level one, except for the fact that all of a sudden, high voltage laser nozzles prod out of the ceiling and begin strafing the ground. So you have to cope with more baddies than you had last time, plus avoid the laser beams... That is, unless you enjoy being a Walkers crisp.

under

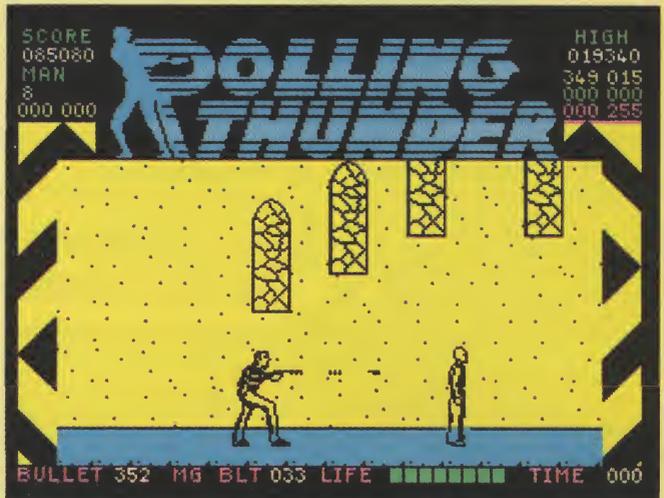
Your Sinclair's resident cartoon spy, Philip Snout, rolls up his thunder and trots along the platforms of this latest US Gold arcade smash!

BOMBS AWAY



Sometimes more difficult to get past than a laser, these bomb hurling minions can be pretty nasty. Just time your sprint very carefully, that's all. Then you can double back and blast him to get to the machine gun.

FACE TO FACE



Okay, so maybe it's not face-to-face, but you've got to hit Geldra as many times as you can before he can turn his evil magic on you. So perhaps shooting him in the back isn't such a bad idea after all.

Getting through the doors with a bullet sign on them allows you to fill up with single shot ammo. Although it's slower to shoot than automatic ammo, it lasts a lot longer, and you don't waste any if your finger hangs on the trigger a micro second longer than it needs to.

On one of the first levels you encounter, to the rear of the warehouse section of the game, you will come across a stack of packing cases. You soon realise that you have to climb these to continue through the section as there's a catwalk in the roof and no door on the ground.

At the end of the caves are the lava beds. Now these would be impassable if it wasn't for the handy little platforms. That makes it much easier, yes? Well it would, but for the fire demons who waft across the pits, blasting people to death. Unless you shoot them in time you'll be back in the crisp bag again.

Once you make it to the control room the first time around, you have completed the first objective and are sent back to the beginning again. You have to work your way through the same five levels again, with more baddies to shoot, until you take the control room again and go through it to Geldra's palace.

Although you don't actually see the hostages, they are released as soon as you destroy Geldra. This isn't easy, as you need to hit him with quite a lot of bullets before he'll die, and single shots just aren't quick enough. So collect as many machine gun tokens along the way as possible.

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More celebrities than ever are reading *Street Life*. "It's a ripper," says Sir John Gielgud. "Absolutely tophole," opines Bobby Robson. "As full of flavour as a bees-turd in the Sahara," writes Iris Murdoch. Dare you miss out? Do you really want to ignore what L. Ron Hatstand, leader of the First Church of Spectrology, has called "the best charts page in *Your Sinclair*"? Turn the page at your peril...

STREET

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	NE	Out Run /US Gold
2	NE	Match Day II /Ocean
3	NE	Combat School /Ocean
4	(2)	Solid Gold /US Gold
5	NE	Gary Lineker's Superstar Soccer /Gremlin
6	(8)	Live Ammo /Ocean
7	(6)	10 Pack /Gremlin
8	(1)	Game Set & Match /Ocean
9	(9)	Gunship /Microprose
10	(3)	Renegade /Imagine

And the last we heard, *Out Run* was outselling *Match Day II* by about 2% to 1! Coo ur gosh!



OUTRUN

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(1)	Grand Prix Simulator /Code Masters
2	(3)	ATV Simulator /Code Masters
3	(4)	Fruit Machine Simulator /Code Masters
4	(7)	Back To The Future /Firebird
5	(6)	Pro Ski Simulator /Code Masters
6	(5)	Dizzy /Code Masters
7	(2)	Joe Blade /Players
8	RE	BMX Simulator /Code Masters
9	NE	Grid Iron /Top Ten
10	(9)	Soccer Boss /Alternative

Charts compiled for YS by Gallup

ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	Knight Orc /Rainbird
2	(4)	Football Frenzy /Alternative
3	NE	Axel /Top Ten
4	NE	Rigel's Revenge /Mastertronic
5	(1)	Gnome Ranger /Level 9

Thanks to Lenny at Laser Distribution for compiling the chart.

COMICS

• A lot of movement in the chart this month, with *Millenium* finally dropping out of sight after hogging the top slots for all of its eight weeks. Watch out for the inevitable compilation of all of them under one cover.

The top three is dominated this month by the *X-Men*, with their usual uncanny *X-Men* comic at number three, and the special edition spin-off tale, *Excalibur* leaping straight into the chart at the big numero uno. The monthly 50p comic proceeds apace, with the story continuing from when they all got killed. I know that sounds silly, but if you've read the last one you'll know what I mean. Mike at Virgin says that the *Excalibur* special "was bound to sell well," and I agree with him, but I think it's more because it's got some of the *X-Men* in it rather than because it's a very good story. It's a two quid graphic novel style as well, which seems to be a popular format at the mo', especially seeing as the number two this month is one as well.

Blackhawk book one is entitled *Blood And Iron*, and is a ripping yarn about red-blooded-yank air ace, *Blackhawk*, fighting the yank-blooded-reds in WWII. A super period piece and full of great art and gritty, direct dialogue. Check it out.
Phil Snout

- 1 *Excalibur* (Marvel) Special Edition
- 2 *Blackhawk* (DC) No. 1
- 3 *X-Men* (Marvel) No. 228
- 4 *Blood* (Epic) No. 3
- 5 *Hulk* (Marvel) No. 340
- 6 *Hellblazer* (DC) No. 4
- 7 *Punisher* (Marvel) No. 7
- 8 *The Wierd* (DC) No. 7
- 9 *Green Arrow* (DC) No. 3
- 10 *Silver Surfer* (Marvel) No. 10

Chart compiled by Michael O'Donoghue at Virgin Comics



IN MEMORIAM

TOP TEN SONGS WITH THE WORD 'LOVE' REPLACED BY 'LUNCH'

(Dedicated to Phil Snout)

1. *Saving All My Lunch For You*/Whitney Houston
2. *Can't Buy Me Lunch*/The Beatles
3. *Tainted Lunch*/Soft Cell
4. *Lunch Will Tear Us Apart*/Joy Division
5. *Lunch Letters*/Alison Moyet
6. *When I Fall In Lunch*/Nat 'King' Coleslaw
7. *Lunch Hangover*/Diana Ross
8. *You Give Lunch A Bad Name*/Meatloaf
9. *Lunch Wars*/Womack & Womack
10. *Silly Lunch Songs*/Wings

Chart cooked up by Gerard Carton of Co Derry. Bon appetit!

STREET LIFE

Rachael's back row film reviews

A Night on the Town (PG)

Elisabeth Shue
Keith Coogan

I always enjoy babysitting. Arrive at seven, get rid of the parents PDQ, sit on the children (and do I mean sit – SS Schmidt they called me) then invite my pals round and . . . PARTY!

Chris is less keen – particularly when it means cancelling a date with new boyfriend Mike, the sort of dumb hunk who could stop an express train, as he crossed from the wrong side of the tracks. So she's stuck with sweet li'l Sara and brother Brad, who has the junior high-school hots for her. Bo-ring?

Wrong! This is one job she'll remember for the rest of her life or the rest of the night – whichever comes first! For a start Brad's buddy Daryl shows up and boy, is he an early developer! He rolls off the cheap chat-up lines like he was reading *Mayfair* in his crib.

But there's worse – a sudden call from Chris's bimbo friend Brenda, who's into running away from home. She's made it as far as the bus station, but her first encounter with the weirdos who travel by Greyhound starts her screaming for help.



And so Chris, Mike, Sara and the unstoppable Daryl take a trip from the nice, safe suburbs into the heart of darkness, Downtown Chicago. Now this is where it really gets complex. A tyre blows out on the freeway, and they get help from this one-handed tow-truck driver, but before he can deliver them to a garage, he . . .

Gasp! I'm getting breathless trying to explain it all. You should get breathless yourself, laughing and gasping as their situation gets ever more crazy. Turn down *all* babysitting engagements and go see it!



RoboCop (18)

Peter Weller
Nancy Allen

Now this is what I call body-building. Take one shot-up policeman and put him back together with a computer for a brain and a heavy metal exo-skeleton . . . and don't forget the washing-up liquid container, *Blue Peter* buffs!

In the near future Detroit has become a battlezone where thugs blast it out with authority (rather like the YS office on deadline day). Thirty-one cops have already copped it when Murphy gets heroic and makes it 32.

But he's in luck because Security Concepts is looking for a volunteer to initiate the RoboCop programme – and when Murphy doesn't raise any objections (he's sort of dead at the time), they whisk him into the operating theatre.

Voilà, the first all-android, law enforcement operative, who shoots to kill and never misses. Pretty soon the street trash is on the run. But RoboCop's success offends Jones, an SC executive with his own project, ED 209. He wants to eliminate RoboCop and Morton, his creator, and he hires the very same psycho who killed Murphy to do it.

You want action? There's blood, guts and an extremely squishy accident with industrial waste here to keep you amused. Suspense? You got it. What is RoboCop's fourth Prime Directive, classed only as Classified? That should keep you guessing.

But there's also a human element as RoboCop slowly discovers his past with the help of Policewoman Lewis. And there are plenty of laughs at the expense of television advertising, news broadcasts and privatisation run wild. In the end it's more comic-book slapstick than liable to corrupt.

Unfortunately the censor doesn't agree, so you'll have to be over 18 to enjoy this one. Unless, of course, you try sneaking in. Just hope that RoboCop isn't on guard duty though!

So, that's it for another month. All too brief, wasn't it, chartsters, but you can hold off the tears by sending us your wacky chart (or lightbulb joke) to Street Life, YS, 14 Rathbone Place, London W1P 1DE. Remember, owt that's printed wins a brand new game, gleaming, glistening and straight from the duplicators – oh, and a wanky YS badge to boot! As Sir Robert Mark once said, "I'm convinced it makes a major contribution to road safety."

MIKE GERRARD'S TOP TEN JAFFA CAKES

Exclusive to *Your Sinclair!*

1. The third one out of the packet.
2. The second one out of the packet.
3. The first one out of the packet.
4. The fourth one out of the packet.
5. The fifth one out of the packet.
6. The sixth one out of the packet.
7. The seventh one out of the packet.
8. The eighth one out of the packet.
9. The ninth one out of the packet.
10. Huey-maggggrrroooooobleccccckkkkspittttooooeeeyyyyy.

World copyright © Mike Gerrard (Cayman Islands) plc



T'ZERS TOP TEN HOT THINGS

Yes, after the breathless excitement of last month's megachart, T'zers Top Ten Cold Things, here's the sequel, from the warm little hands of our very own Editor. Are you on the list?

1. Tom Conti
2. A Specky power pack
3. Matt Dillon
4. Phil's armpits
5. El Salvador
6. Coalite
7. Val Doonican-style woolies
8. Chicken Tikka Masala with pilau rice, 28 papadams, tarka dal and a vat of lager please
9. The surface of the sun
10. My thermal undies, so ner



ARCADE GAMES

This Month	Last Month	Game/ Publisher
1	(1)	Operation Wolf /Taito
2	NE	Guerilla Wars /SNK
3	(2)	Street Fighter /Capcom
4	(3)	Xenophobe /Bally
5	NE	Football /Atari
6	(6)	Time Soldier /SNK
7	NE	Rabbit Punch /Taito
8	(8)	Tiger Road /Capcom
9	(10)	Terra Force /Nichibutsu
10	(4)	Midnight Landing /Taito

Chart courtesy of *Worlds Fair* magazine



GUERRILLA WARS

The Edge/£7.95

Phil Hah! I think I know why they gave me this game to review. It might have something to do with the fact that the hero is a fat lazy slob, with a liking for coffee, snoozing and large amounts of nosh. First person to draw comparisons with me is looking for a typewriter in the gob! Anyway, where was I? Oh yes, the game.

There's usually two ways a game based on a well known and loved cartoon strip can go; either brilliant or complete trash. You run the risk of not doing the character justice, annoying fans of the strip, and more often than not doing a sub-standard rush job into the bargain. So where does *Garfield* fit in?

You have to collect items from around your house in order to escape to rescue your true love, Arlene, from the City Pound. In order to keep going in the game, you've got to drink coffee to stay awake and eat to stop yourself getting tired. But as well as this ceaseless drive for nourishment, you have to solve the problems in the game too, like how to stop yourself running out of coffee and food, and how to get to the Pound without nodding off on the way or just getting lost. There are some interesting little twists to the game, like where you find one of the first pieces of food (I defy anyone to find the hidden healthfood store on their

GARFIELD

first go!) and how to distract the butcher long enough to snatch and eat the sausages, and this all adds to the fun.

There's little or no sound in the game, no music anyway, just the sound of Garfield's paddy paws (*cat's don't make a noise when they walk, do they? Ed*) on the carpet. I'd have thought it would be better to have a noise in there for when he kicks Odie (the

stupid dog) out of the frame, rather than just a constant tick, tick as he walks around. Still, it's not too annoying, and I suppose most of the memory in the computer is being used for the graphics, which in this game are far more important.

I'll have to be honest; I didn't really like this game when I first played it, and I fully intended to slate it completely. But after

playing through it and solving two or three puzzles, it started to grow on me quite unexpectedly. I must say I was very impressed by the quality of the graphics; the guy who drew and animated them must be a real *Garfield* fan, 'cos he's captured the essence of the madcap cat, and squeezed it all into a 48K game. All his famous facial expressions are there, changing along with his moods, and in time with the game action. The gameplay, I thought, was just a tiny bit bland, but I suppose like the music it came second to the fact that the game had to **look right**, first and foremost.



YS CLAPOMETER

A good licence deal, mounds of dosh for The Edge, and a playable and fun arcade adventure for us lot. Everybody wins, really.

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

TOTAL 7

CAPTAIN AMERICA

Go!/£8.99

Duncan The other day I was having awful problems trying to read the *Captain America* instruction sheet — I couldn't understand a single word. Then a friend pointed out that I had been reading it in German, and that the English instructions were overleaf. Luckily we both saw the funny side.

Anyway, it seems that Dr Megalomann, an 'evil' genius, is threatening to release a lethal genetic virus (Jeremy Beadle?) over the good ole U.S. of A. The launching site for the virus carrying missiles is an underground silo in the Mojave Desert. This is the 'Doom-Tube' and where the action of the game takes place. You, as Captain 'Cap' America, have to (and I quote): "Save the free world...God save America!" Bleeeeeuuuuuucch!!!

The game is controlled from a screen called the 'Orbivator'. It's

a sort of lift (sorry, elevator) which will move you around the 'Doom-Tube' by pressing the relevant buttons (you control Cap's hand). There's also a monitor screen which, again by button pressing, will give you little hints and tips. You're totally safe in here, but there's a clock ticking away.

The Doom-Tube is five stories high (or deep, really), and the air gets progressively more toxic the further down you go. You have a preset immunity level, which is enough to get you around deck one, but you need to get a bonus immunity before you can go to the deeper, more toxic levels. I can only tell you about level one, 'cos I couldn't get any further.

There are four rooms, viewed from slightly above, in which your Cap sprite has to kill nasties by throwing his shield at them (it bounces back, so you can use it again and again). Clear one

room and move to the next. There are things to pick up and places to put them (for bonus immunity). Ultimately, work your way down to the fourth room on deck five (the basement) and abort the missile's countdown.

Simple as that. Except it isn't. It's really hard. Okay, the graphics aren't going to win any awards, but they're a nice size and very clear. Ditto the sound. Blimey.

P.S. On the B side of the tape Go! have enclosed a 'freebie': A mono recording of an insipid American West-Coasty 'Mild Metal' "rock" song by a band called "Resister". It sounds like a poor quality eight track demo-

tape. I'm glad I'm not a member of "Resister". It would be almost as embarrassing as waking up one morning and realising that one was actually Sid Little. Graaaaaaaarrrrrggghhh!!!!

YS CLAPOMETER

Jolly little explore 'n' shoot game that hasn't got an awful lot to do with Capt. America but is fun all the same. Unlike the soundtrack.

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

TOTAL 7



VAMPIRE'S EMPIRE



Atari ST

SPECTRUM **£8.99** Tape

SPECTRUM +3 **£12.99** Disk

CBM 64/128 **£9.99** Tape **£12.99** Disk

GREMLIN



MAGIC BYTES



Atari ST

AMIGA **£19.99** Disk

ATARI ST **£19.99** Disk

AMSTRAD **£9.99** Tape **£14.99** Disk

OUTRUN

US Gold/£8.99

Jonathan After what must be one of the longest and most nail-biting build-ups in the history of computer games, my most favourite arcade game ever has finally been crammed into our rubbery buddy's minuscule memory. Has it survived the operation intact? Read on and see, folks . . .

Out Run the arcade machine, places you in the driving seat of an open-topped Ferrari Testarossa with a stunning blonde in the passenger seat (ladies have to pretend it's a right-hand-drive vehicle), the idea being to negotiate a series of courses as quickly as possible.

As you probably already know from the YS mega-preview a while ago, every effort has been

made by the programmers, Probe Software, to reproduce the original in full. And by heck have they made a good job of it. Obviously the pneumatic bits 'n' pieces and the jiggling steering wheel have had to go, but graphically it's all there.

In fact, the graphics are excellently drawn and true to the original, if a little on the monochromatic side. There's even a copy of the arcade version's cool 'n' groovy soundtrack thrown in for you to listen to on your Walkman as you play (or, indeed, review).

Like most things these days, it's a multi-load job. Every time you complete a stage you'll have to load the next in, but the 128K seems to store them as they load in, so next time round they're still there. All the same,



the enormous amounts of rewinding and fast forwarding do spoil the fun a bit.

The one big snag, though, is the speed. It's to be expected really, but everything moves at a pretty sedate pace, and when you get to the bit with the stone tunnels, the whole thing slows down to the speed of a Commodore owner's brain waves. This doesn't actually affect the gameplay too badly, but you're constantly aware that you're playing around with five and a half year-old technology.

In most respects this is a superb conversion, despite the fact that US Gold may have

been trying to achieve a bit too much in the first place. It's a shame that even the awesome power of the Speccy wasn't quite enough to pull it off.

YS CLAPOMETER

Almost but not quite a brilliant conversion of the totally wonderful arcade machine.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



TOTAL

8

PRO GOLF II

Atlantis/£1.99

Tony When giving an overall mark for a computer golf simulation I'm usually tempted to shout...FOUR! But that would be too corny (*Dead right there. Ed*) Anyway this newbie from budget house Atlantis deserves a better mark than that.

Pro Golf II is, astonishingly enough, the follow-up to the hugely successful *Pro Golf I*. Follow-up usually means retreat in this business, and it has to be said that the main difference between old and new is the addition of a couple of new courses to test your wares on (oo-er). Still, as these courses are Royal St George and Lytham St Annes, let's not moan too much.

The action is all seen from above — first the drive down the fairway (*Faster than walking, I s'pose. Ed*), then a zoom-in for play on the green. The graphics

have a very UDG feel about them, but they work well and I especially like the animation of the tiny golfer.

Play options include a Championship round against 17

other players, a single round game, and a useful one-hole practice session. The Championship option can take the computer some time to work out, with dozens of scores to

collate at any one time, and this can become a bit of a bore.

In the end, I suppose, all golf games must be compared to the classic *Leaderboard*. *Pro Golf* is certainly not in that class, but for two measly quid it's no disgrace. Above par, in fact, and handicapped only by the lengthy input before you can tee off. I can see Atlantis knocking up *Pro Golf III* even now!



YS CLAPOMETER

Not surprisingly, a retreat of Pro Golf with knobs on. Hardly Leaderboard, of course, but quite fun all the same.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



TOTAL

6



ROLLING THUNDER™

namco



Screen shot from CBM version.



Screen shot from Spectrum version.



Screen shot from Amstrad version.



Have you got
what it takes....
...to be an RT
undercover cop?

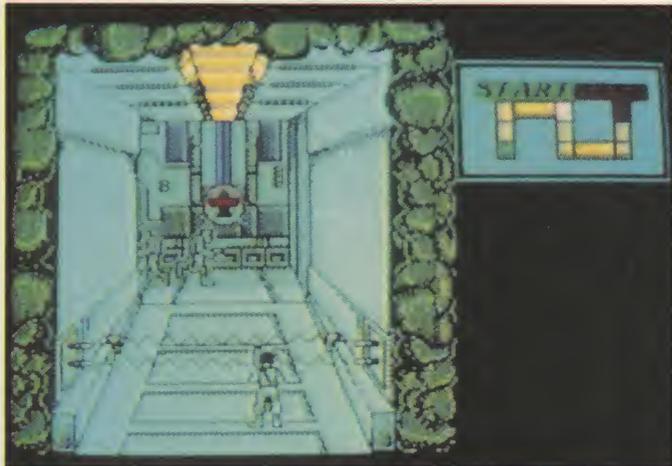
CBM 64/128 £9.99t, £11.99d
SPECTRUM 48K £8.99t
AMSTRAD £9.99t, £14.99d
ATARI ST £19.99d
AMIGA £24.99d



GRYZOR



Slogging through the jungle, with the only light relief provided by a few suicidal aliens. They make some decidedly interesting noises when hit by your gun, which can be upgraded, by the way, when you shoot those little square weapons dumps.



Making your way through the 3D maze, pick off the soldiers as they run across the end, just like a shooting gallery. (Don't mind me - I've always had this bloodthirsty streak!) And watch out for the knee-level rollers!

Ocean/£7.95

Jonathan Yes it's arcade conversion time, usually that part of the day when you load up with hopes high, only to be dashed on the rocks of crummy programming. Oh, and the fact that the original game wasn't much cop in the first place. But not this time. No, no, Nanette. *Gryzor's* a bit of all right.

Okay, picture this. The Durrs from the planet Suna have infiltrated the Earth's defences and set up a base which contains an atmosphere processing plant. With this they plan to start another ice age and take over the Earth in the ensuing chaos. I can think of better ways of doing it myself (the mind-control techniques of the alien known as 'Paul Daniels' being a case in point), but that's the plan.

Luckily, the people in charge of Earth's defences have got wind of this (oo-er) and have decided to send in everything they have to stop them. His name's Lance Gryzor, and he's got enormous muscles and a trendy black headband. Why they didn't just call in the Marines (or a few Leeds supporters) isn't entirely clear, but we're lumbered with ol' Lance.

Still, you're not writing the plot - you just follow orders. So before you can shut down the atmospheric thingumy you'll have to smash through five main types of enemy defence.

The first part's probably the best. It's a sort of *Green Beret* lookalike, in which you must negotiate a horizontally scrolling landscape riddled with alien guards, gun emplacements and heaven knows worlsey. Shoot supply dumps and you can pick up loads of extra rinky weapons. Make sure you get your fave weapon while you can, 'cos you'll be stuck with it for the rest of the game.

When you've made it to the end of part one, blast a hole in the door and you're onto the second bit, a series of 3D tunnels. Shoot the target at the end of each corridor to move onto the next. Then blow your

way through the main entrance, dodging the defences, and you're in...

...Part three. You're getting closer here, but first there's the side of a gorge to climb up. Watch out for falling boulders and rather short-looking aliens.

Next is the first stationary sequence, where you must knock out the zappers and blasters before they zap or blast you. Hard, but challenging. You'll then fight through variations of all these basic formats before reaching the final confrontation with the Alien. Shoot the alien heart for the amazing (hmmm) end-effect.

Graphics are well up to scratch all through the various parts, with some deliciously smooth scrolling, and I'm reliably informed that apart from the omission of the odd exploding bridge or two, *Gryzor's* about as accurate a conversion as you can get. And with all the different sections to fight through, you certainly get your money's worth.

But what really makes *Gryzor* stand out from the millions of other conversions of scrolling arcade games with silly names that seem to be pouring forth at the moment, is that this one actually feels like an arcade game. The 128K sound FX and music certainly help to create an atmosphere of fag smoke, fruit machines and leather jackets, something almost unheard of before on a Spectrum.

I don't normally go in for the pumping-lead type of game, but they had to resort to crowbars to drag me away from this one and back into my straitjacket.

YS CLAPOMETER

Nothing new, but this is one coin-op conversion that really works on the Spectrum.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



TOTAL

9

OINK

CRL/£8.95

Duncan Okay, I promise: no jokes or clever remarks about pigs in this review because I know how banal such

journalistic trickery can appear. I may be off my bacon, but I'm NOT going to get sausagey about this particular can of pork. (Whoops.)

You get to play Uncle Pigg, proprietor of OINK comic, which, at start of play, is just nine pages of empty panels. The idea is for you to play three 'sub-games' in which you pick up the panels to place in, and hopefully fill up, the comic. Oh, and as with all publications you have a deadline, in this case three days. Righto, onto the sub-games, which have to be loaded (screeeeam), even on the 128 (hiss).

PETE'S PIMPLE

This is a bat and ball *Arkanoid* clone, except that it's played horizontally like *Krakout* (okay oh pedantic ones, so it's a *Krakout* clone then). Completion of each

level gains you bonus panels, as does zapping certain symbols with your lasers. Very hard and quite addictive but not as slick as, say, Elite's *Batty*. (Yo ho! Ed)

RUBBISHMAN

Oh dear, I'm afraid *Rubbishman* is actually a bit... erm... rubbishy. You have to control *Rubbishman's* altitude as he flies over hazards and under bridges to reach the bonus panels you need so badly. You view from above as the monochrome screen scrolls from right to left at about three picometres a year (i.e. quite slowly). The blurb says you can speed up later in the game but the glacial stealth at the beginning had me so

DON'T MISS!!!

ARMY MOVES
DYNAMIC

RAMBO
FIRST BLOOD PART II

GREEN BERET
Konami

TOP GUN

THE GREAT ESCAPE

5

ALL-ACTION
COMPUTER HITS
LIVE AMMO

ARMY MOVES
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RESCUE THE CAPTIVES!**
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© Konami

TOP GUN
The "TOP GUN" game puts you in the pilot's seat of an F-14 jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-tingling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. "Top Gun" mavericks enter the danger zone!
TOP GUN TM & © 1986, 1987 Paramount Pictures Corporation All Rights Reserved

THE GREAT ESCAPE
The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security POW camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skillful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.
Game Design Copyright Denton Designs 1986
Screen shots taken from various computer formats

LIVE
AMMO

ocean

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5 ALL-ACTION COMPUTER HITS



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DAN DARE

MEKON'S II REVENGE

WINTER ISSUE 1955

The story so far . . .

The Mekon has returned, cunning as ever, to take revenge on the Planet Earth. In this bid to become ruler of earth the Mekon has developed a new genetically engineered race . . . the **SUPERTREENS!**

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Commodore Screen



Spectrum Screen



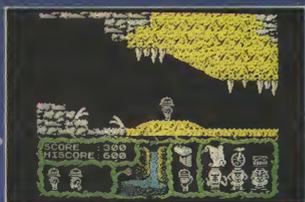
Amstrad Screen

"GRAND SLAM" ENTERTAINMENTS

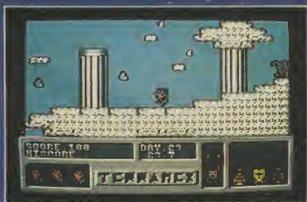
PRESENTS

TERRAMEX

THE CARTOON ANIMATION GAME



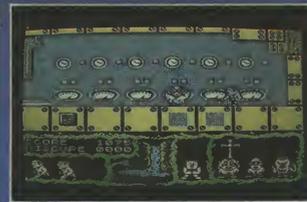
Spectrum



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HINTS 'N' TIPS

YES

TIPSHOP



Having survived Christmas and New Year celebrations, Phil South braces himself for the Spring Silly Season with a generous helping of your most savoury Hints 'n' Tips.

Mmm... the piquant aroma of finely chopped hints, simmering in a rich sauce of tips, sprinkled with our very own special blend of herbs and POKEs. That's the essence of Tipshop, my friends, a carefree kitchen of madcap arcade culinary delights, which makes the Galloping Gourmet look like Pope John Paul, and Keith Floyd look like Michael Fish. Anyroad up, enough of this seasoning of witticism, onward to the main course. Everything is filed neatly in the office's IFWIF filing system, ready to be plucked out and used in the Shop... What? What does IFWIF mean? It's Filed Where It Falls, of course!

Lots of stuff in this edition of the Shop, and bags left over for sandwiches. So without further ado, or even agadoo, let's hit the hints. A fair showing from our freebie games, with hints for *Play For Your Life*, but first up, *Moley Christmas*.

MOLEY CHRISTMAS

● Our exclusive Monty game has really caused a bit of a stir, in spite of the fact that we all thought at the time it would be a bit too hard for you. How wrong could we be? You seemed to race through it, pausing only to send in hints and tips to yours truly. There are so many of you that I can't mention you all, but some of the names off the top of the pile include **Fraser "Strawberry" Macdonald**,

Adrian Bhagat, **Brian "Frosty" Frost**, **Jonathan Dobson**, **Tom Salinsky** and **Jonathan Barr**. Their scores are various, but one thing they all agree on is that *Moley Christmas* is a terminally skillo game, and that they've got the perfect solution.



Jonathan Barr — a mole among moles!

Room One — Gremlin HQ
Go up to the left side of the screen and collect the disk. Come down the ladder and go right, picking up all the objects on the way and avoiding the creepies. Go to the place where the ladder goes up to the top of the screen. Climb this ladder and go right, avoiding the monster. Get the final object and drop off the end of this platform and wait for the gateway to the next room to fall on you. Okay? That's Room One.

Room Two — The Mastering Plant
Go right, avoiding the spool which is rolling towards you. Jump on the chairs and get the first object. Climb the ladder to the first platform and go left until you're between the two control boxes. When the wire which you are standing on begins to flash, go left and up and jump onto the conveyor belt. Drop off the edge and wait for the spool to fall on you. There goes another room.

Room Three — The Duplication Plant

You should now be carrying the spool from the last room. Go up the ladder avoiding the crusher. Go to the black box and STOP!!! Very quickly, go right, then left, and the spool should appear on the black box. You must not touch this as it'll kill you. Drop down, go right to the platform just above the tape dispenser and wait. When the eight tapes are piled up, drop down and walk into them. And so ends this easy room.

Room Four — The M.1.

You should now be carrying the tapes. Go right until you arrive at the bottom of the screen. Go towards the little car that has the teeth. Slowly walk about half-way into it. The teeth should chomp, and as soon as they've done this, walk past the car into the YS Offices. Easy so far. (Speak for yourself! Ed)

Room Five — YS Offices (Quiet Please)

Okay, now go collecting everything, avoiding the Pac-Man Monster. When the flying cassette at the top is left on the screen, go up and right. Get the last object and walk onto the pile of tapes. Right? That's another room done — you should still have all your lives left.

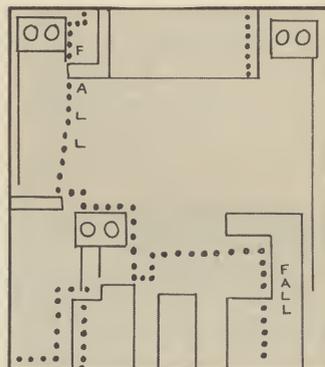
Room Six — The Newsagents

Collect one tape and take it across the road to the shop. Do this until all the tapes are gone. And that's it! You've done it. Well done. And your reward is this festive message: 'MERRY CHRISTMAS FROM MONTY MOLE. WATCH OUT FOR GREMLIN'S AMAZING NEW RELEASES' followed by a scrolling list of games: *Coconut Capers* — featuring *Jack The Nipper*, *Samurai Trilogy*, *Compendium* (starring *Tiddley Winks*), *Mask II*, *Basil The Great Mouse Detective*, *Alternative World Games*, *Masters Of The Universe — The Movie*, *Blood Valley*, *Gary Lineker Super Soccer Skills*, *Night Raiders*, *Deflektor*, *Tour De Force*, *Hill 19*.

A more interesting piece of information was sent to us by a gent who hasn't sent his name, unfortunately, but only his

address in Streetly, Sutton Coldfield. His tip goes a bit like this:

"Monty can do strange things! In *Moley Christmas* Room One, Monty can fly and walk through thin air. Do as follows: jump onto the first block and position Monty in between the two tape cables and press down. If nothing happens reposition Monty and try again until he starts to move down. When he reaches the bottom of the screen, press jump twice and Monty will dig — his little bum should appear at the top of the screen.



"Anything more than his legs and bum means you've booted, but if all's well, move Monty to the left and he'll drop down, and walk to the cove on the far right of the screen. Keep pressing down and fire and Monty will appear at the top of the screen, this time normal again. So Monty can dig, fly, and walk through the air. (With the greatest of ease? Ed) Oh, by the way, in dig/fly mode, Monty can't collect objects."

Thanks boys, the badges are in the post. It's nice to see that our readers are so skillo, so neat, so hep to the jive, that a hard game like *Moley Christmas* is but a piece of cake... Christmas cake, of course. (Yum!)

INDIANA JONES AND THE TEMPLE OF DOOM

● Now then, after all this time of tinkering around with *Indy*, some bright sparks have happened across a rinky little cheat mode in the prog. Both **Alberto Giorgi** from romantic Roma and **Bob Gaffney** from poetic Scunthorpe have the technology. Apparently, if you type 'jimbo' into the selection screen, you get infinite lives. Thanx chaps, and may the heart of your bottom never catch fire on the gasfire of your smile. That's telling you.

BUBBLE Bobble

Not one of my favourite Speccy games, although certainly a fave arcade title. But it seems popular with the Speccy fraternity, so who am I to cast nasturtiums over it, hmm? **G Allen, Michael Alexander** and *Tipshop* regular **Andrew Males** all have some interesting ideas for you to chew on. (*But don't swallow them 'cos it'll spoil your*

dinner. Mum) First here's a list of uses for various bubbles and bobbles in the game.

Bubbles	
Water	— sends stream down screen
E,X,T,E,N,D	— extra life
Lightning	— sends bolt across screen
Pulsing	— 10,000+ fireballs
Fire	— sends flame down screen

Bobbles	
Candy	— large bonus
Hearts	— indestructible
Orange Sweets	— firing speed
Cyan Sweets	— weapon speed
Purple Sweets	— weapon distance
Shoes	— speed up
Umbrella	— warp
Ring	— points for left and right
Silver Ring	— stars down the screen
Purple Kettle	— full fire power
Blue Kettle	— points
Red Kettle	— explodes
Skull	— kills all baddies
Seckrit Door	— secret 100m
Spell Book	— explodes
Bomb	— explodes

Clock	— resets timer
Watch	— freezes bullies
Potion	— fill screen with fruit
Red Cross	— fireballs
Cyan Cross	— fill screen with water
Yellow Cross	— zaps lightning across screen
Fruit	— paints
Necklace	— ball bouncing
Green Potion	— lightning bubbles

- Now some tips:**
- On the first levels bubble the nasties, but don't burst them, as this gives you more time.
 - Don't worry about Count Van Blubba. He moves fast but not very often, and is easy to avoid.
 - When confronting the cookie monsters, always fire and then jump to avoid any cookies. Get them from behind if possible. Don't wait for them to speed up, as they're then deadly.
 - On level three trap the

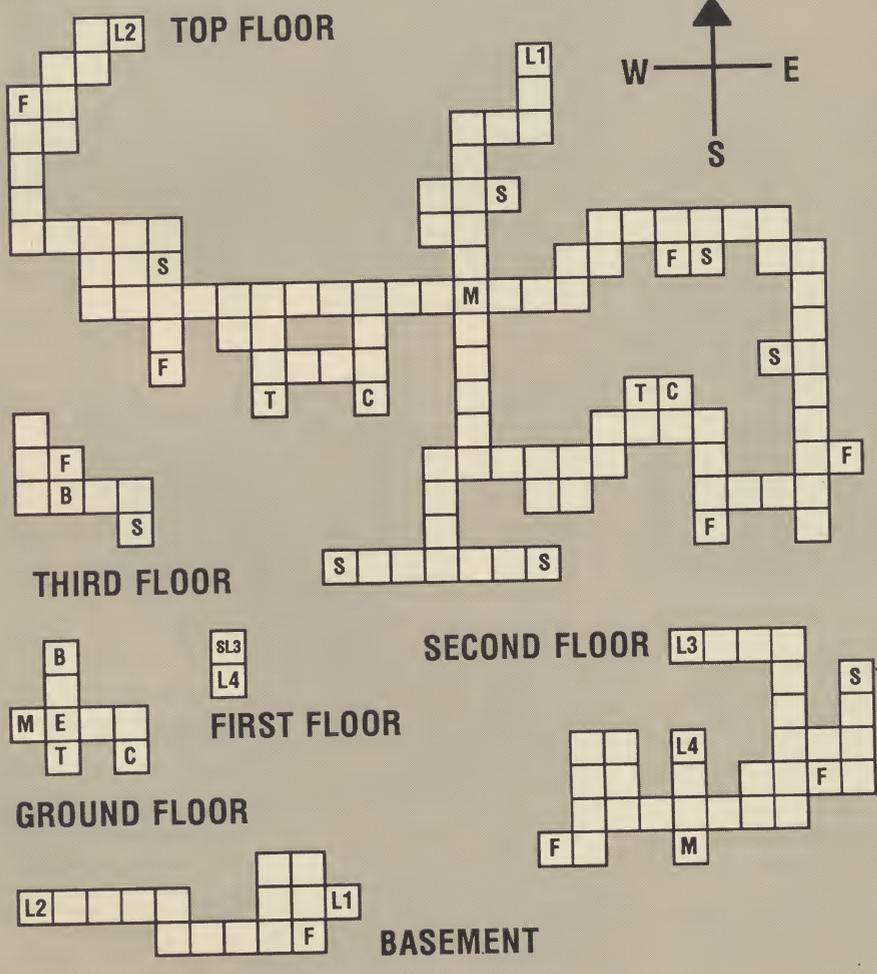
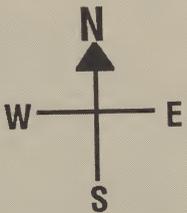
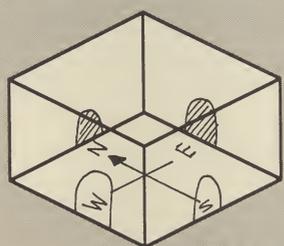
- monsters quickly, then go to the bottom of the screen and collect any letters for EXTEND. When the monsters flash, keep firing to trap them again. When HURRY UP appears, burst them all and go to the bottom. If you're lucky, a big diamond will appear.
- Don't be greedy and try to get fruits in dangerous places.
 - There is a way round every screen, try to look for ways to do it. Level 32 is a hard one, but keep at it.
 - When playing two player, work as a team.
 - Watch the meanies patterns, they're predictable.
 - BIG TIP: you have six credits at the start, so if you lose all your lives, you can press your fire button and 1 or 2 giving you three or more lives. You lose your score but not your letters!

RENTAKILL RITA

So, Ralph "The Wraith" Townshend, you think you're a better mapper than The Macclesfield Mapper, eh? Let's let the Tipshoppers be the judge of that, as they drink in the delight that is your rendition of *Rentakill Rita*. And very zippy, whippy and nippy it is too. Haw haw.

HINTS:

- Use portable blocks to maneuver Spider underneath the floating lady
- Use the Spray Can to protect yourself from the flies.
- Use the Food to attract the fly underneath the floating lady.
- Jump at the bell to drop the lady on an insect.



T	FOOD TIN
C	SPRAY CAN
F	FLY
S	SPIDER
M	MAIN LIFT
Ln	SERVICE LIFT
E	ENTRANCE (START)
B	BASEMENT LIFT

- USEFUL OBJECTS**
- Spiders
 - Flies
 - Spikes
 - Giant Spikes
 - Floor Spikes
 - Conveyor
 - Spray Can
 - Food Tin
 - Bell

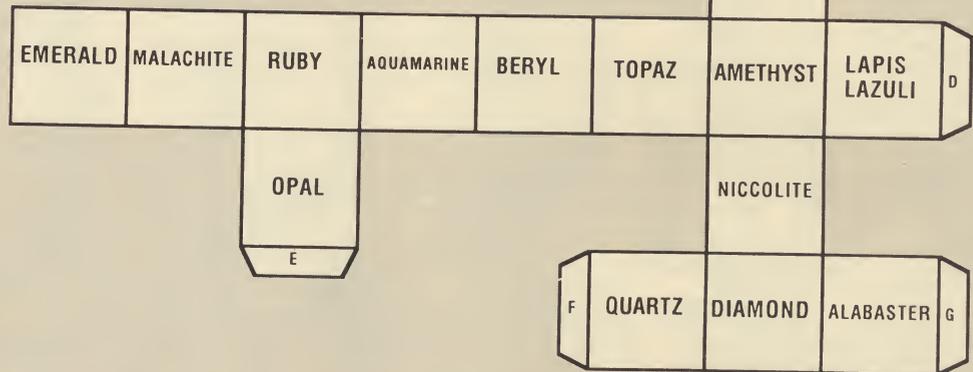
TIP O' THE MONTH

DRILLER

This month's Big Tip is on Incentive's Freescape epic, *Driller*. Tommy Nash whips his Black and Decker out.

As you can see on the 32nd scale model of the moon of Mitral, there are things added and nothing taken away. Yes, we've added placenames and what follows is a sort of Wish You Were Here for Drillerists. Right then, let's make like Julie Andrews and start from the very beginning.

Amethyst (Starting Platform): Shoot the wall for extra points. Worth up to 750 extra if shot in the right order. Don't shoot the top of the tower, although you can, as this contains essential energy reserves. Land on it with the jet to collect them. In the store shed shoot the ground based crystals first as the suspended ones have special properties and scores attached. **Lapis Lazuli** (East of Amethyst): Blast pyramids to allow travel eastwards. At the low wall, raise yourself to look over and activate the switch. **Obsidian** (North of Amethyst): To cross the ravine, shoot or knock over the slab to form a bridge. Knocking over gives a better score though! Incidentally, it's safer to go in the shed the back way. **Topaz** (West of Amethyst): The



laser beacon is more of an irritation than a real threat. Shoot it and it turns through 90° to face the other way. Watch you don't walk into its beam again though. **Emerald** (East of Lapis Lazuli): Walk close to the walls to avoid the attentions of the beacons. The beacon to the west is not active!

General Hints

- Activating teleporters allows for quicker travel. Go to Topaz, then over the wall and west to Beryl. Activate the lift up switch and go into the suspended complex. Find the hidden tunnel

(not hard) and destroy all the blocks to activate all the teleporters.

- The jet can be found in the hangar in Aquamarine. Go west to Topaz, then over the wall and west into Beryl. Sever power lines overhead to disable the beacon. Enter and set all symbols to squares. This reveals a doorway west, leading to aquamarine.
- To gain access to the light side, shown white on the model you got with the game, set all four switches in Niccolate, Alabaster, Opal and Quartz to a downward position, so all four lights are lit. This destroys the southern wall of Opal (so guess

which one you do last?) allowing access to Diamond!

Drilling

- On Topaz, the centre to drill is right over the south end of the low wall.
- Use arrows on Aquamarine.
- Use west arrow in Aquamarine to position rig on girders in Ruby.
- The numeric clue to position is on the big slab in Opal.
- Alabaster's centre is in the swimming pool. Evaporate the water with your lasers.

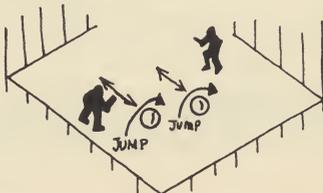
And there you have it. Good luck, and watch out for the satellite!

PLAY FOR YOUR LIFE

Another big surprise here, *Play For Your Life* has turned out to be a very popular game. I thought it was just okay, but from the huge wad (fnar fnar) of tips I got from readers, you wacky coves, you thought very differently indeed. So from Matt Lupton, Paul Harding, Mark Williams, James Wheeler, Duncan Hodder, Kevin Barsby, Neil Pritt, Andrew Paterson, Luke Ball, Robert Eastland, Michael Reed, Michael Pini, Andrew Mawson, Robert Hartfield, Adrian Ashurst, W K Benson, Darren Tuffery, Philip Lai, Simon Rose, Martin Stonebridge, Alex Celant, and

R Bradshaw . . . gasp! . . . here are the hints:

1. Hit the robot opponent with your bat, it's much faster and gives him a hell of a headache, whilst running his energy down.
2. The net which changes shapes on its sides is deadly. Jump up against it, but not onto it to hit the robot, or you'll lose energy.
3. Don't bother with the random screen option, 'cos this will start you on a harder set of screens with a rating of -A-.
4. On this screen:



5. If you have a small thingy trundling about (fnar fnar) trying to kill you, then jump against the net to get through to the other side and the robot.
6. It's easier to judge where a ball is by watching its shadow.
7. When trying to hit balls, stay in the centre of the playing area.
8. Dodge other objects like the big balls, the giant eggcup and the big coin.
9. When confronted with all four balls starting at the same time, jump forward twice and then press fire. Three of the four balls should land in the goal.

And that's it. Except my tip of just stand in the middle and keep

blasting a way with your bat. Blam, blam, blam . . . Heh heh heh. I'm such an unobtrusive little beggar, really I am.

720°

A quick and skillo tip from def skateboardist **Clinton Sorrell** is this: If you earn enough money, buy skateboards because this changes the score from 400 to 700 when you jump. Brilliant. And incidentally, **James Scott** of Midlothian, I didn't spell 'deaf' wrong, the word is DEF, you big waz. Def is a word meaning, as Marcus would say, meritorious or good. So ner!



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INDIANA JONES AND THE TEMPLE OF DOOM



LEVEL FOUR

MAPPED BY THE WIZARD

DRAWN BY JERASMUS

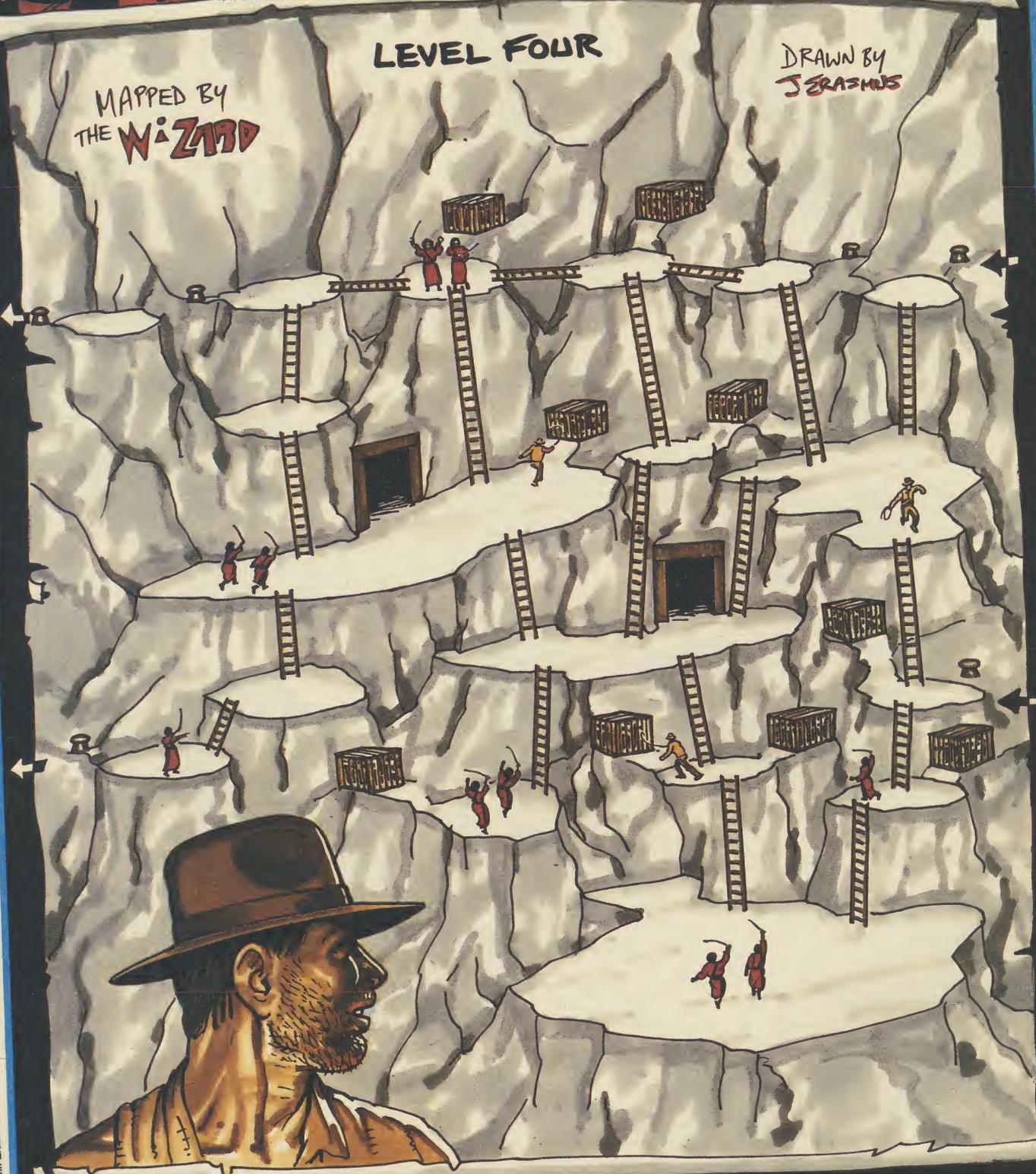
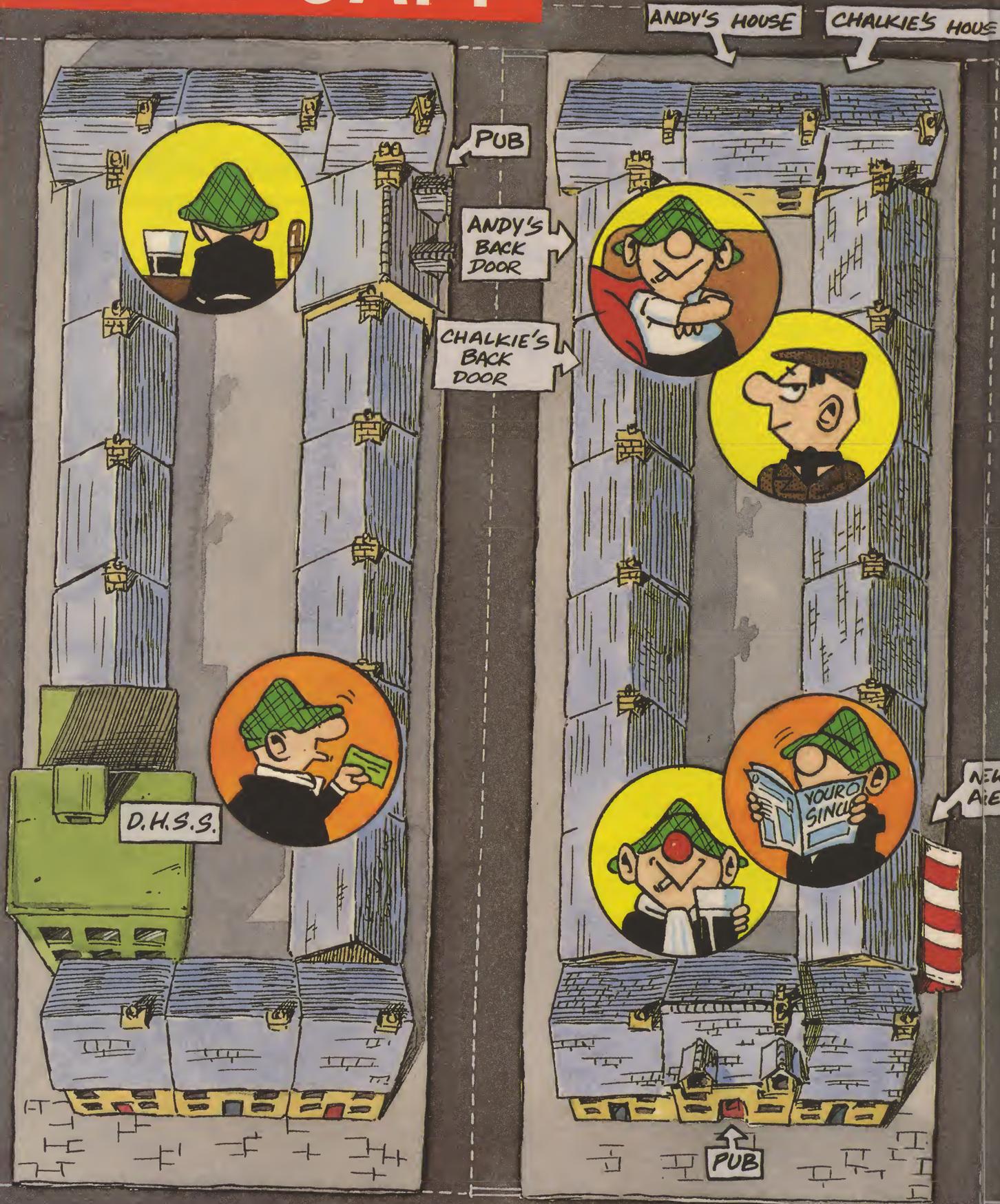


Illustration: John Erasmus

ANDY CAPP



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POLICE STATION

HALL OF JUSTICE

TOWN HALL

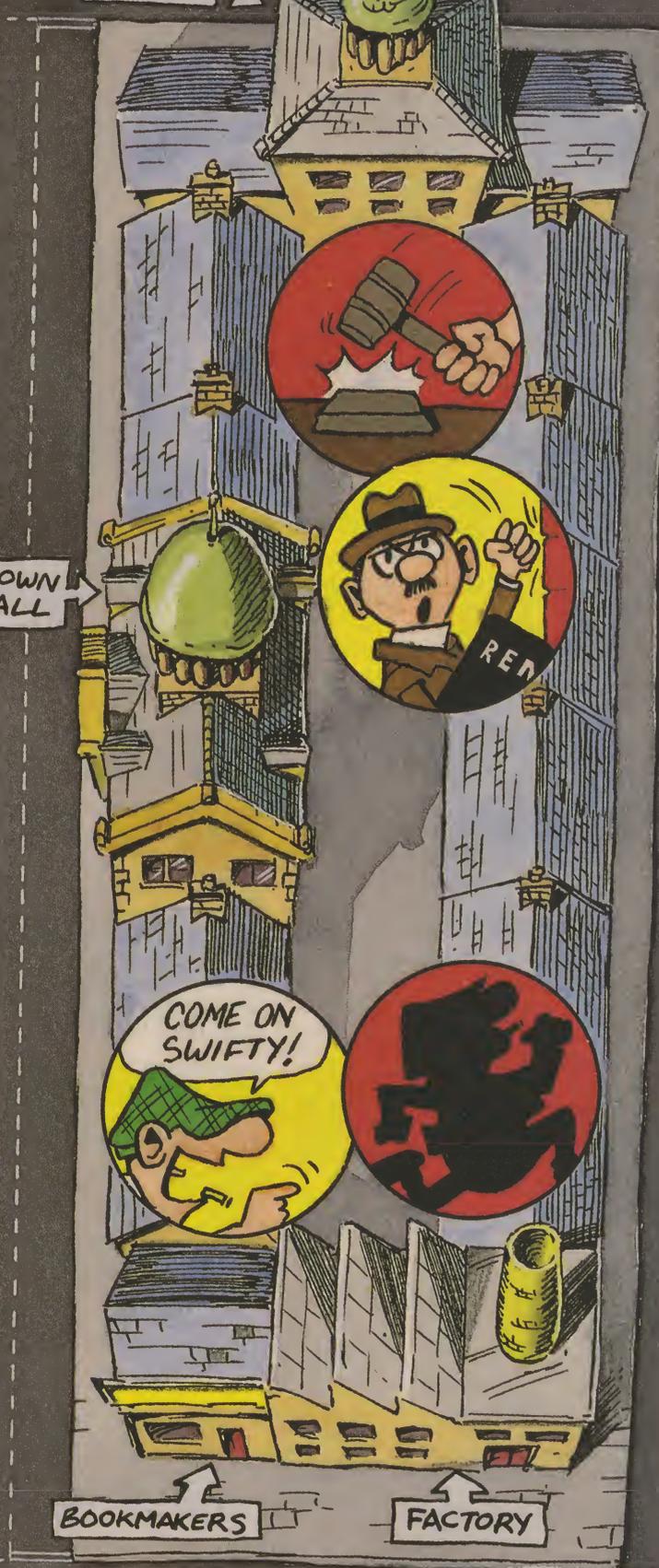
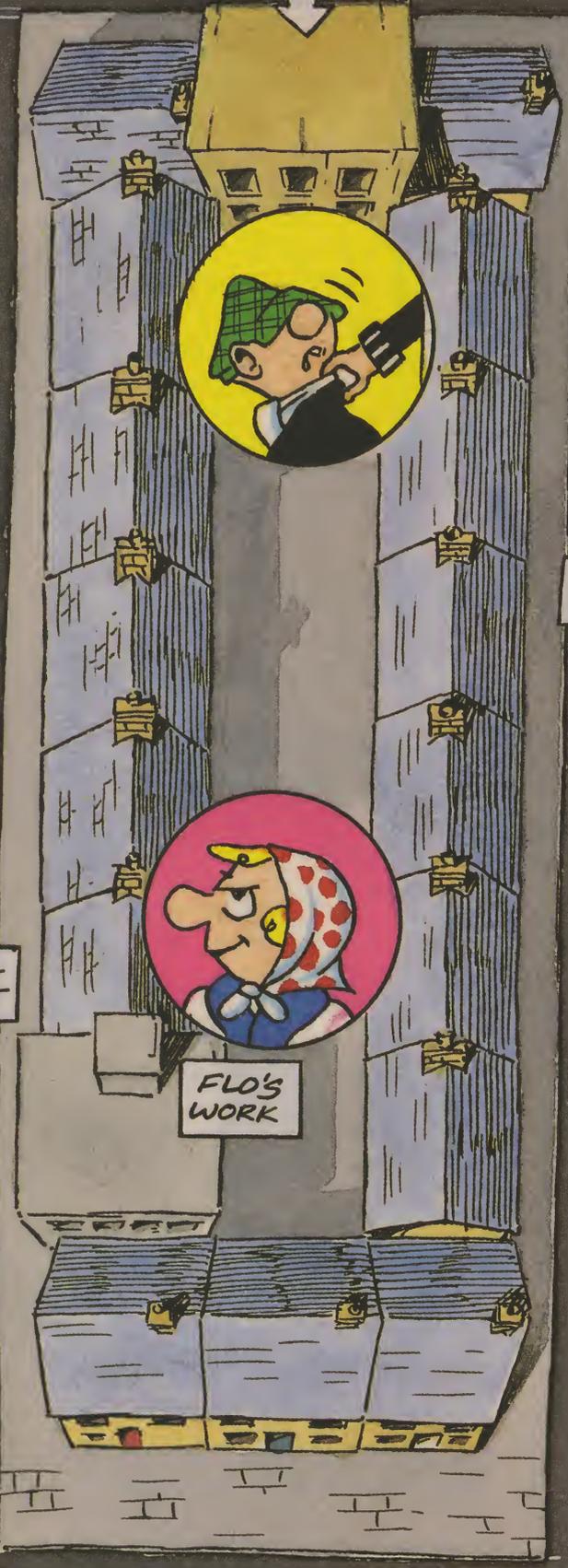
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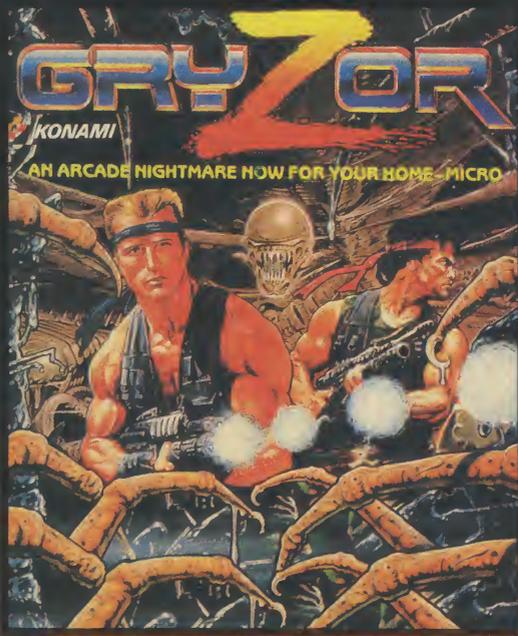
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Welcome, love bunnies, to a special Valentine's Day surgery at Dr B's Clinic. As you see, Nurse Rumpy is lading

DR. BERKMANN'S CLINIC

out seasonal good cheer to every patient, and with a bit of luck to the doctor later on. But a medic's work is never done, as they say, usually 'cos we keep nipping out for a round of golf. Fore!

Right, nurse, show the first patient in. **Robert Turner**, eh? What can I do you for?

"I need help desperately with Firebird's *Megabucks*. I can almost finish it but there are three things I'm stuck on. First, there is a yellow door in the room with the stereo. How do I get past it? There there's a pink robot in the church's lower levels I can't get past. And last but not least, what do I do with the budgie? I've taken it to every screen but all it says is 'cheep cheep cheep'."

Well, Robert, this was one of my fave budgie games of last year, and budget games as well, come to that, so I think I may be able to help. For the door in the stereo room, you'll need the secret key, and to get that, you'll want to use the safe cracker (guess where?). The pink robot's a pushover if you happen to have the robot control with you, and this you'll find if you use the dynamite in the right place. Oh, and as far as I'm aware, the budgie does nowt but go 'cheep cheep cheep'. Unless you know better . . .

AVENGER & INFILTRATOR

Some top notch Good Eggery from **Craig Thornton**, who's responded to pleas by **Martin Terras** and **Simon R** in the January issue. First, a much-needed POKE for *Avenger*:

```
10 LOAD ""CODE
20 POKE 33071,195
30 POKE 33072,80
40 POKE 33073,195
50 POKE 33046,48
60 POKE 33047,93
70 FOR f=50000 TO 50028:READ
```

```
a:POKE f,a:NEXT f
80 DATA 33,98,195,17,48
90 DATA 93,1,20,0,237
100 DATA 176,221,33,0,132
110 DATA 195,51,129,62,201
120 DATA 50,207,202,50,92
130 DATA 160,195,128,157
160 RANDOMIZE USR 32768
```

And as for *Infiltrator*, clock these hints 'n' tips:

ENEMY CODES	FRIEND CODES
Boomer	Whipple
Zippy	Haymish
Rhambow	Napples
Scum	Gizmo
Buzz	Seth
Rattie	Gomer
Komie	Geoff
Weasle	Dweezil'

I think these spellings are correct, but don't murder me in cold blood if they ain't! Sorry, Craig, carry on.

"Because fuel is pretty tight, don't attack or fight with other aircraft, and keep airspeed between 250-300, or the battery will overheat! Apply turbo as soon as possible, turn off when it begins to overheat, but turn on again when it cools off. Proceed in this way to the Enemy HQ. Then set whisper mode, slow down air speed to zero, and descend to 100 feet, making sure you get your chopper level (oo-er) before you go any lower. Then drop down very slowly - just judge the joystick! Watch it, 'cos if you go down too quickly . . . KERBOOM!"
 Merci beaucoup, vieux haricot!

RENEGADE

Scott Stalham's plea in the Jan ish for haylp on this incredibly popular thump 'em up has been answered by Clinic reader **Dominic Carter**. How, asked Scott, do you hit a floored assailant?

"Knock him/her over then move forward and press both 'DOWN' and the 'DIRECTION YOU ARE FACING'. You can then kill him/her by pressing 'hit' a few times, but be quick because he may get up (in which case you'll go over) or one of his mates will hit you."

Ta muchly, Dom, the badge is in the post (so expect it in about 1993).

HAYLP!

Simon Mathews has curiosity to a halt on Virgin's *Dan Dare* and would just lurve a POKE. No prob, you'd have thought, but Simon has the more recent version of the game (Virgin remastered it after hiccups with the hyperload). This one loads with pink and red border lines (pretty, huh?) and no other POKEs he's seen, ever seem to work. Any ideas?

Kevin Luck has had none with *The Happiest Days Of Your Life*, and would welcome any help anyone can give him. I've got a *Multiface* POKE for the game, Kev - POKE 55885,0, POKE 55886,0 - which'll give you infinite lives, but nowt else.

GOOD EGG

One more Bon Oeuf for this month - **Jason Drury** by name. He's got hints, tips and POKEs for all sorts of games, so write with an sae to him at Harbex, Telham Lane, Battle, Sussex TN33 0SW. (And if you've got a few hints to swap, forget the sae.)

And don't forget to drop me a line if you've got the answer to one (or more) of these gamesnags, or if you too are stuck and need a helping paw. Write to Dr Berkman's Clinic, YS, 14 Rathbone Place, London W1P 1DE. Tinkerty tonk!

UNIVERSAL HERO

Paul Dagnall's having a few gamesnags here, the poor chickpea. Come on, Paul woss wrong?

"On the second planet, what might I use 'curiosity' or 'a pretty pink flower' for? What's the point of putting 10p in the telescope? On the third planet I can get to the underground caverns all right, but then come to a grinding halt. What now? I've been through to a room with 'Fetch me the orb' but can get no further. I've got a key, a diamond, some axle grease, a brake lever, a babbling fish, curiosity and a pretty pink flower, so where do I go from here?"

Not very far, it seems, but maybe you lot can help. There's a badge in it!

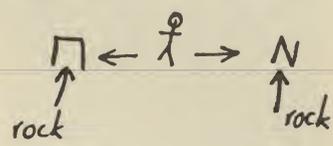
JACK THE NIPPER II

Andrew McLean's right up the jungle in Gremliin's fabbo *Coconut Caper*.

"Can anybody help me find the blowpipe and what do I do with the mouse?"

A swift call through to **Greg Holmes**, who wrote the little wonder, soon solved these problems. It turns out that there's no blowpipe anywhere in the Specky version (they couldn't fit it in), so I'd stop looking for it, if I were you, Andrew. The mouse, as you'll know, can be found at the bottom left of the map, so inevitably you've got to take it to the top right, through about eight billion screens, until you find the elephant. Use it next to the big fella and see what happens!
 (Thanks very much, Greg!)

of the small creatures gets stuck between the two rocks:



go off the screen and come back and he'll have disappeared. On level two, watch out for the crumbling rocks. Obtain the fireballs at the first opportunity, and always keep running. On the bonus mission you must go to the left. Kill the rhino-like people, and jump the person with the shield, as you can't kill him. Watch out for the rivers which you have to jump, 'cos a big eyeball comes out of the river and attacks you. On level four, watch out for the fireballs and when you come across the small gravity craft, get in and blast to the end of the level. On level seven look out for the chap with a snake around his shoulders. He fires little flies at you which circle and kill you.

"General tip: On most levels the bonus items eg. lives, fireballs and so on, are white objects. Level one has white objects on trees, and level three has skeleton heads."

Well, thunderthanks to you, O mighty Stonebridge. And may your sword never tarnish, and the glint in your eye be ever twinklesome. Your thunderbadge is on its way . . .

RESCUE

● A quickie (Fnarr) from **Nick Wright** on this hoopful little cheapie. "When you see a door on the screen window, press fire and pick-up and immediately there will be a blast which destroys all the doors on that screen. I hope this will be printed in the magazine as it's my first time." Well, my little honey roast ham, how can I refuse a plaintive cry like that? Easy, I just say NO!

OUT RUN

● Not exactly a big pile of tips for everyone's fave arcade game, but one is better than none I guess, or better than a slap in the gob with a wet fish. (Splatto!) **Martin Stonebridge** again?!! What has this guy been doing this month? Well look here matey, you only get one badge, so jest watch it.

"Use the gears to slow you down as the speed drops down from 280km/h to 189km/h straight away. This is useful on corners and when approaching other vehicles. As you pass the other cars, change up again and accelerate away. From the start, head for the left hand checkpoints, as these seem to be the easier tracks." Well, short and sweet this time Marty, but dead good, my def little pedal masher. Dead good.

THUNDERCATS

● It's about time somebody sent me a tip for *Thundercats*. Such a classy little game, so fast, such marvy graphics, so pretty, so why no tips? Who knows, p'raps folks spend so much time noodling about wiv the game, they haven't got any time left to lift a pen and send me a letter. But fortunately for us, at least one *Thundercats* player owns a biro and a stamp, and that is hoopy **Martin Stonebridge**. Let's hear it, Smarty Marty. "On level one of *Thundercats*, it's best to duck down all the time and kill everyone. Jump up and get the bonuses in the trees. The white bonus L is an extra life. If one

PRACTICAL POKES

Once again it's David 'Fab Macca' McCandless, with all the POKEs it's fit to print. Take it away, small Franco-Scottish person with no candle...

Er...extraordinary, absolutely extraordinary, Phil South — that famous gerkin guzzler — has managed to stuff...er nine NINE! hamburgers into his gob at the same time! Now let's see him swallow them...euchhhh! It's like something out of 'V'! Er...I have a voice in my ear, what's that?...get on?...*(Get on with the POKEs. Ed)* Er...yes your extraordinary Maughan-ness!

DEATHWISH 3 & JOE BLADE

...and first, FIRST! is **Steffan Westcott**, a quite extraordinary hacker who has hacked... er... *Deathwish 3* from Gremlin and *Players' Joe Blade*.

```
10 REM DEATHWISH 3 HACK
20 REM BY STEFFAN WESTCOTT
30 CLEAR 24575: LOAD ""CODE
40 FOR n=33543 TO 1e9: READ a
: IF a<999 THEN POKE n,a: NEXT
n
50 POKE 33019,131: PRINT USR
32768
60 DATA 33,0,64,49,255,95,17,
0,128,1,0,4,237,176
70 DATA 62,201,50,176,155: RE
M NO INJURY
80 DATA 62,175,50,22,151,50,1
85,153: REM INFINITE AMMO
90 DATA 175,50,6,163: REM NO
BACK-STABBING
100 DATA 195,64,108,999
```

```
10 REM JOE BLADE hack
20 REM BY STEFFAN WESTCOTT
30 CLEAR 32767: LOAD ""CODE
40 POKE 65108,194: RANDOMIZE
USR 65088
50 POKE 65407,96
60 FOR n=65469 TO 1e9: READ a
: IF a<999 THEN POKE n,a: NEXT
n
70 RANDOMIZE USR 65324
80 DATA 175,50,165,147: REM I
NFINITE STAMINA
90 DATA 50,164,167: REM INFIN
ITE AMMO
100 DATA 50,172,152,50,221,152
,50,242,135,60,50,61,130: REM DD
N'T NEED CELL KEYS
110 DATA 62,201,50,94,150: REM
INFINITE TIME
120 DATA 62,175,50,53,120: REM
NO BOMB SCREEN
130 DATA 195,55,139,999
```

NEBULUS

Astounding, quite astounding, Emlyn Hughes has managed to fondle eight contestants in just one programme of *A Question Of Sport*. Er...there's something in my ear...er...Nebraska? *Nebul-Nebulus!* A hack for Hewson's *Nebulus* from... er **Paul Rosenthal**

```
10 REM NEBULUS hack
20 REM BY PAUL ROSENTHAL
30 FOR n=23296 TO 23302: READ
a: POKE n,a: NEXT n
40 CLEAR 25086: LOAD ""CODE
50 POKE 65102,103: RANDOMIZE
USR 64512
60 DATA 175,50,153,128,195,0,
128
```

TRIPLET

Er...I say...I've got something right, there must be a Q in the month. It's a trio of hacks for the *YS* freebies *Play For Your Life* and *Moley Christmas*, and *Gremlin's Basil Mouse Detective*...er...and they'll give you infinite Coleman's...no...er David's?...er...lives LIVES! Yes LIVES!

```
10 REM PFYL hack by DM
20 CLEAR 28999: LOAD ""SCREEN
$ : LOAD ""CODE
30 POKE 30066,0
40 RANDOMIZE USR 30000
```

```
10 REM MOLEY XMAS by DM
20 CLEAR 24575: LOAD ""CODE
30 POKE 38302,0: POKE 38352,0
40 RANDOMIZE USR 33024
```

```
10 REM BASIL hack by DM
20 CLEAR 27000: LOAD ""CODE
30 FOR i=54785 TO 54795: READ
a: POKE i,a: NEXT i
40 DATA 175,50,00,161,62,201,
50,240,163,195,0,128
50 POKE 55832,195: POKE 55833
,0: POKE 55834,214
60 RANDOMIZE USR 55808
```

BOSCONIAN

...and Nick Faldo scores a goal. And er... here's **Roy Goodall** on the ball...and oh I say! A hack for the cheapie *Bosconian* in the back of the net! Well played Roy!

```
10 REM BOSCONIAN hack
20 REM BY ROY GOODALL
30 CLEAR 25599: LOAD ""CODE 1
6384
40 LOAD ""CODE 25600: LOAD ""
CODE 32765
50 POKE 33356,60
60 RANDOMIZE USR 32765
```

RAMPAGE

Aaargghhhh! Just enough...er...space to squeeze in this little hack for Activision's *Rampage* by me.

```
10 REM RAMPAGE HACK BY DM
20 CLEAR 32767: LET t=0: LOAD
""CODE 65088
30 FOR n=23296 TO 23333: READ
a: POKE n,a: LET t=t+a: NEXT n
40 IF t=4056 THEN RANDOMIZE
USR 23296
50 DATA 33,64,254,17,0,128,1
```

MULTIFACE CORNER

So many men have been mailing their Multiface manipulations (oo-er...) to me (alliterating a lot there) for Multiface Corner. These, plus a

couple of my own, are here! Now! Multifacers were **Dean Ashton**, the Tefal men (with *Dura-Glide* foreheads no doubt), **Paul Rosenthal**, and **John Perkington**.

GAME	POKE	EFFECT
<i>Nebulus</i>	32941,0	lives
<i>Freddy Hardest</i> pt 1	63519,24	invincible
	64011,183	lives
<i>Freddy Hardest</i> pt 2	61607,183	lives
<i>Rampage</i>	56693,0	lives
<i>Basil Mouse Detective</i>	41296,0	lives
	41968,201	
<i>Trantor</i>	56596,0	strength
	56711,0	time
	54236,0	ammo
	52514,0	no aliens
<i>Moon Strike</i>	52221,0	lives
<i>Thundercats</i>	31407,0	lives

```
60 DATA 20,0,237,176,33,19,12,8
70 DATA 54,246,35,54,201,205
80 DATA 0,128,33,31,91,34,105
90 DATA 255,195,44,255,175
100 DATA 50,117,221,195,0,222
110 PRINT "ERROR IN DATA!": ST OF
```

```
130 DATA 32,4,175,50,62,224,58
140 DATA 188,224,254,253,32,7
150 DATA 175,50,189,224,50,181
160 DATA 224,237,176,235,54
170 DATA 201,30,231,205,0,125
180 DATA 221,35,221,35,221,35
190 DATA 193,16,197,33,119,232
200 DATA 17,167,251,1,0,4,237
210 DATA 176,33,85,187,34,195
220 DATA 254,195,170,254,205
230 DATA 28,254,33,111,187,17
240 DATA 129,255,1,20,0,237,176
250 DATA 62,195,50,165,254,33
260 DATA 129,255,34,166,254,33
270 DATA 253,33,58,92,62,183
280 DATA 50,91,236,49,223,96
290 DATA 195,0,91,0,0,17
300 DATA 224,16,33,224,36,113
310 DATA 224,12,125,224,15,139
320 DATA 224,25,175,224,13,0
330 DATA 176,224,13,0,0
```

FREDDY HARDEST

Er...and Fatima Whitbread has scored a try, a try! She shattered that scrum single-handedly and threw the post 50 metres through the air...! But...er...here's **Dean Ashton**, an extraordinary mega-hacker, from Scarborough who's er...hacked *Freddy Hardest 1* and 2, and also given me the code for part 2, which is 897653.

Astounding! (I say that's a new word!) Quite astounding! I like that, it has that certain...

```
10 REM FREDDY HARDEST Part 1
20 REM HACK BY Dean Ashton
30 CLEAR 49151: LET t=0: LET
w=0
40 FOR f=47872 TO 48024: READ
a
50 POKE f,a: LET t=t+w*a: LET
w=w+1
60 NEXT f
70 IF t<>1403607 THEN PRINT
"ERROR IN DATA": STOP
80 LOAD ""CODE: REM RANDOMI
ZE USR 47872
90 DATA 221,33,134,187,6,6
100 DATA 197,221,110,0,221,102
110 DATA 1,221,78,2,6,0,17,0
120 DATA 125,58,63,224,254,249
130 DATA 32,4,175,50,63,224,58
140 DATA 181,224,254,253,32,7
150 DATA 175,50,181,224,50,182
160 DATA 224,237,176,235,54
170 DATA 201,30,231,205,0,125
180 DATA 221,35,221,35,221,35
190 DATA 193,16,197,33,119,232
200 DATA 17,167,251,1,0,4,237
210 DATA 176,33,85,187,34,195
220 DATA 254,195,170,254,205
230 DATA 28,254,33,111,187,17
240 DATA 129,255,1,20,0,237,176
250 DATA 62,195,50,165,254,33
260 DATA 129,255,34,166,254,33
270 DATA 253,33,58,92,62,183
280 DATA 50,191,245,62,24,58
290 DATA 211,243,49,223,96,195
300 DATA 0,91,0,0,0,18,224,16
310 DATA 34,224,36,114,224,12
320 DATA 126,224,15,140,224,25
330 DATA 176,224,13,0,0
```

```
10 REM FREDDY HARDEST Part 2
20 REM HACK BY Dean Ashton
30 CLEAR 49151: LET t=0: LET
w=0
40 FOR f=47872 TO 48019: READ
a
50 POKE f,a: LET t=t+w*a: LET
w=w+1
60 NEXT f
70 IF t<>1303593 THEN PRINT
"ERROR IN DATA": STOP
80 LOAD ""CODE: REM RANDOMI
ZE USR 47872
90 DATA 221,33,129,187,6,6
100 DATA 197,221,110,0,221,102
110 DATA 1,221,78,2,6,0,17,0
120 DATA 125,58,62,224,254,249
```

CRASH PREVENTOR

Now you wouldn't want a crash would you? Who would? At least not when you were RUNNING a hack program anyway. So follow this easy-to-use, get-your-hack-working method to stem those tears of rage and frustration (and letters of complaint):

1. Type in the Hack program exactly as it is printed in the mag.
2. Save the Hack program on a blank tape (for future use).
3. Rewind game tape right to the beginning.
4. Type RUN followed by ENTER.
5. Play the game tape from the start.
6. And ultimately, play the game! (ho-ho).

YS SCROLLING CREDITS

This section is dedicated to those unsung heroes who sent in hacks but were too late: **Paul Hemmings**, **Martin Wood**, **Nathan Reynolds**, **D. Martin**, **C.P. Turner**, **R.J. Fawley**, **Adrian Best**, **A. Watson**, and **Forbes Manson**.

Extraordinary, I've run out of space just when I thought I could go on for ever. So mail all your mail to me at YS, 14 Rathbone Place, London, W1P 1DE and label it *Practical Pokes*, so it gets to me. Look out for the Multiface Special next month. See-ya then!

SO LONG

Farewell! It's been fun, but we gotta go. If you've got any hot

tips that are burning a hole in your pocket (snigger) then wrap them in a strong envelope and send them to me, Phil South, YS Tipshop, 14 Rathbone Place, London W1P 1DE.

▶ And remember, every tip or map, or POKE printed in 'The Shop' gets a super classy 'I've Got

Big Tips' badge. Yay!



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Yes, there's no apocalypse like a mega-apocalypse, as the old song goes. And as the world awaits the release of Martech's mega shoot 'em up on the Speccy (mainly to see whether it'll remain intact by the end of it), here's your opportunity to win one of five Casio SDB 300W sports watches, each worth £27.95 (or thereabouts), in another amazing YS caption compo.

You may well have seen the Commodore original of the game at the PCW Show — especially if you came to see us, 'cos we were almost next door! It's a fairly zappy affair, written by Simon Nicol and converted to our more glorious format by John Wilson (who gave us *Planets* and *The Armageddon Man*). The basic plot of the game can be summed up in four sentences:

1. Shoot everything.
2. Carry on shooting everything.
3. Make sure nothing shoots you in return.
4. Er, that's it.

But what a zaperama it promises to be, if the C64 attempt is owt to go by. Still, while we all wait, how about a little compo to get us all in the mood?

- You work for us? You work for Martech? You work for anyone who's related to either? You're related to anyone who works for either? Well, you won't be if you try and enter this compo!
- Get those entry forms in to us by March 31st 1988. Anyone even a day late will be a complete April fool!
- The Ed's decision is final, unless she changes her mind of course...

WHAT TO DO

See this 'ere illustration? Not unlike our poster, eh? In fact, it *is* our poster, but lovingly rendered in black and white just for you. As you can see, our little astronaut chum has just finished blowing up a planet, and seems not displeased with things. Why? Do you know? If you do, fill his parting thoughts in the bubble provided, and here's the tricky bit — they've gorra be funny. You know — droll, amusing, witty, wry, chucklesome or even side-splittingly trouser-wettingly hilarious. 'Cos if you make us chortle, you could well win one of our whizzy prizes!

And when you've sussed it all out, send the coupon, caption 'n' all, to: Less Of A Compo, More Of An Explosive Competition Experience, YS, 14 Rathbone Place, London W1P 1DE. You'll only blow it if you don't!



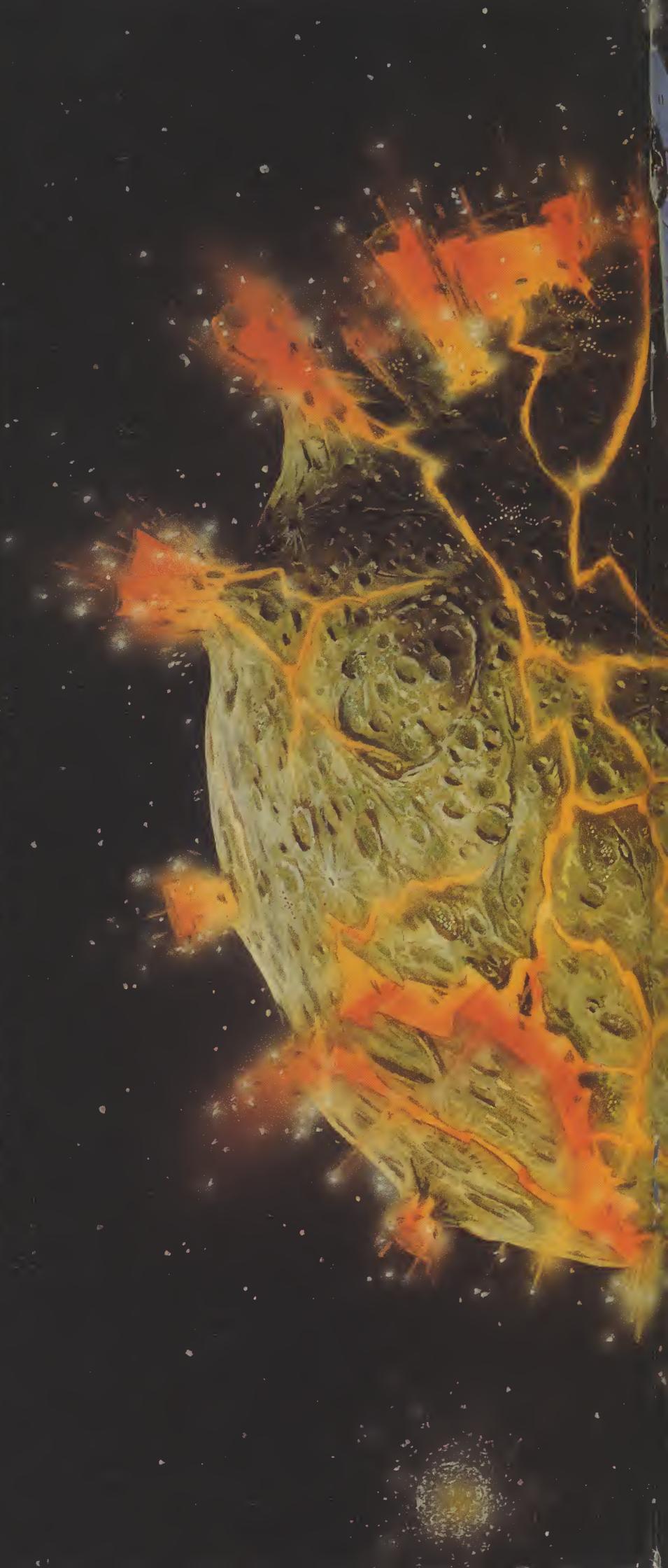
Want jokes? Move out of the way, small fry, and take some lessons from the master. C'est moi, stoatbrain!

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Stylish (stilish) adj. 1. In step with current fashion. 2. Having elegance. 3. *Your Sinclair*

Sub-scription (sub-skripsh'n) n. Abbr. Sub. 1. An order for an advance purchase of the issues of a periodical. 2.....to *Your Sinclair* magazine (if you've got any sense!)

Sub-sequent (süb-si-kwant II -kwenss) n. 1. What happens after an event. For example: after taking out a subscription to *Your Sinclair* you would become hip, cool and well def and receive 12 fabulous issues of the best Spectrum mag ever! Not only that - you can choose an Ocean/Imagine game absolutely FREE!

Sub-ser-vi-ent (sübservi-ant) adj. 1. Subordinate ie. Phil and Marcus in their capacity as the Ed's minions.

Sub-stance (sub-stanss) n. 1. Material of which something is composed. 2. *Your Sinclair* is a 'mag of substance'. 3. Composed of news, reviews, previews, competitions, adventures, maps, hints'n'tips, programming and lots of fun. Oh, and *Slots Of Fun* too.

Sub-standard (süb-standard) adj. 1. Of inferior quality 2. *Sinclair User*.

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If war is hell, then so is this fabby licensed game from Ocean's Imagine label. Fight the gooks and win.
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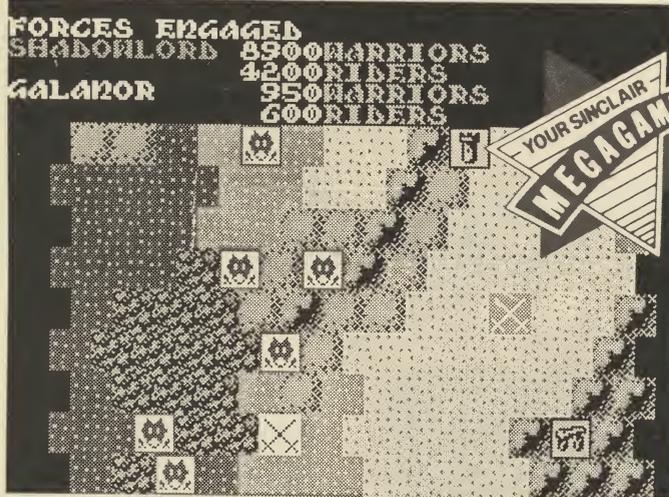
Owen and Audrey Bishop are back in the Frontline entertaining the troops with the latest strategy hits.



O h dear! We're in *real* trouble this month. **Mark Rodgers** of Newcastle on Tyne writes, "Wargames are wrong. They make people think war is a good thing — and fun too. I think they should be

banned." You have a point there, Mark, and you deserve a YS badge for standing up for your beliefs. Obviously we don't agree with you — if we did, we wouldn't be running this column. But what do other readers think? Are there any of you out there

who think the same way as Mark? Or what can you say in defence of wargaming? You must have some point of view on the subject — for or against? Write and let us know — a sentence or two will do. Let battle commence!



SORCEROR LORD

PSS (Cassette £12.95, Disk £17.95)
At last! A game that *looks* like a wargame and *plays* like a wargame! Let the canikin clink

long into the night as we pit ourselves against the mighty Shadowlord!
Sorcerer Lord comes in a

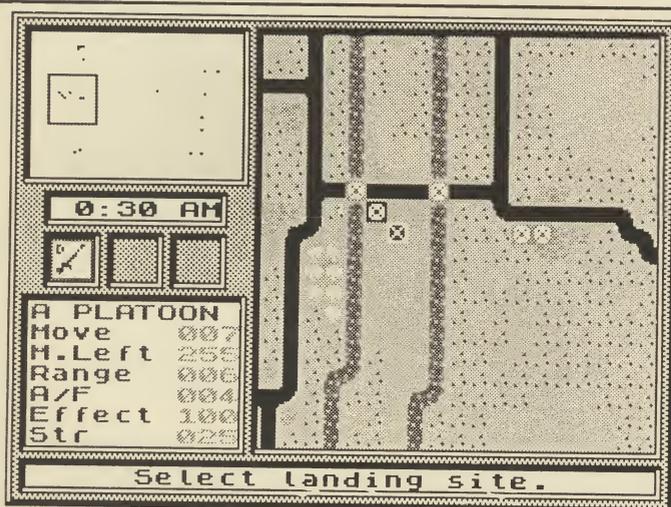
nicely designed and printed cardboard box, just like the ones that real (board) wargames come in, instead of those pop-album-style plastic cases. Inside you find an exciting assortment of goodies — a handbook (beautifully illustrated, simply laid out and clearer than most we have seen lately) and a handy card summarising symbols, terrain preferences and so on, to prop up beside the TV screen. There's also a large map of the Lands of Galanor printed on parchment-like paper to lend an air of romance and authenticity to the proceedings. With all this plus a copy of PSS's glossy catalogue, we already begin to feel that we're getting value for money.

The game, written by the author of *Battlefield Germany*, is an imaginative fantasy conflict at tactical level. You are the Sorcerer Lord, defending Galanor from the hordes of warriors and riders under the command of the Shadowlord

(played by the computer). The enemy advances quickly in large numbers, at high speed and with devastating effect. It's a waste of effort to try to halt them at first. The better tactic is to send your leaders to visit the fortresses and citadels of the land to recruit as many men as you can muster.

The warriors at your service include the Barbarians of Savantor, the Elves of Imryth, and several others, each with their own preference for different terrains, carrying different arms, and with leaders skilled in Sorcery to different degrees. All these features are taken into account as you mobilise your army and throw it against the forces of the Shadowlord. It's an easy game to get into, yet it may take you some time to master its intricacies. We found the computer opponent most formidable, even at Level 1, possibly because of its new routines based on artificial intelligence techniques.

Graphics are good and non-



PSS (Cassette £12.95, Disk £17.95)
D-day 1944 and the landings begin! The British 6th Airborne Division are parachuting in, detailed to secure the east flank

of the beach-heads. Their main objective is the bridge over the Caen Canal, later renamed Pegasus Bridge in their honour after their divisional emblem.

PEGASUS BRIDGE

Pegasus Bridge has certainly been well researched — in each turn British Airborne units land at the spots where they really landed on that eventful day. German troops and other British troops arrive by road. If you command the British side, your task is to capture and preserve certain bridges, destroy or occupy others and to capture the tactically important Merville battery. If you play the German side, your aim is to hold off the Brits for 18 vital hours. Plenty to think about and some interesting tactical situations.

The game is for 1 or 2 players — single players can command either side, the computer commanding the other. Command is by keyboard or

joystick (Kempston, Interfaces 1 and 2 supported). Graphics consist of a very large scrolling map, with a small-scale map on which the outline of the larger map moves as it's scrolled. Dots on this indicate the position of your units. These flash until you have moved or fired them, so it's easy to find your way about. The glossy-paged handbook includes a detailed map of the area, full instructions and plenty of info about the forces involved. A panel on the screen displays full details of all units on the cursor square. The game follows the usual sequence of phases for each side, including a Support Phase in which you call up fighter or bomber strikes, and naval gunfire on any target.

TACTICS

A juicy tactical problem comes from **Ross Cleveland** of Kirkaldy, who writes "I've just been reading *Red Storm Rising* by Tom Clancy. It's a really top-rate WW3 story where the Germans fool the Russians by pretending to withdraw. Then, when the Russians have advanced through this 'weak spot' in the NATO lines, they run into

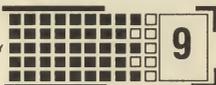
concealed ambushes, are surrounded and heavily defeated. This sounds all right in a story, but would it work in real life?" You picked a fascinating and exciting book, Ross and, since Tom Clancy is actually a wargamer, we're pretty sure he knows what he's writing about.

Hannibal used a version of these tactics way, way back at Cannae (see TIMEFAX). He put his poorest troops in the centre of his lines so they actually *did* withdraw when the Romans attacked. Then he swung round his better troops and calmly closed the trap! The true 'pretended withdrawal' tactic, in which the central units are ordered to run (only not too far) is as old as the hills. Certainly it's as old as Senlac Hill, where William the Conqueror tried it as long ago as 1066. It also worked for Wellington and many other commanders since then. Trouble is, generals never learn from the mistakes made by other generals in the past. We thought we'd try it on a computer game.

fussy, though the 'ancient script' of the text is hard to read, especially as many messages are not on the screen very long. There is a large scrolling map (based on hexes, in true wargame style), with an overall strategic map on call whenever you need it. The information appears just above the map and the screen is uncluttered with graphical bric-a-brac at other times. This could be taken as a model for other wargames. Oh yes, and — wonder of wonders — there are *no* stupid sound effects either! The control system is easy to learn and operates perfectly.

Sorcerer Lord allows you to concentrate on the game itself without distractions. Whether you are into fantasy or not, the tactical aspects of this particular wargame will hold you spellbound. Recommended.

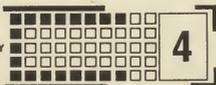
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS
STRATEGY



9

We thought this game sounded just the ticket and were excited as we sat down to give the Jerries a good going-over. Probably we could have done, for suddenly, in the middle of our (true blue Brits) turn, we found that the computer had handed control of the German forces over to us! Being Brits we were obviously too gentlemanly to take advantage of such a situation. In short there was a bug in our version (and in the replacement copy sent us) which lets the game go its own way, jumping from one phase to another inexplicably. What with that and the excessively high speed at which the messages flash on and off the screen we just gave up trying to play.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS
STRATEGY

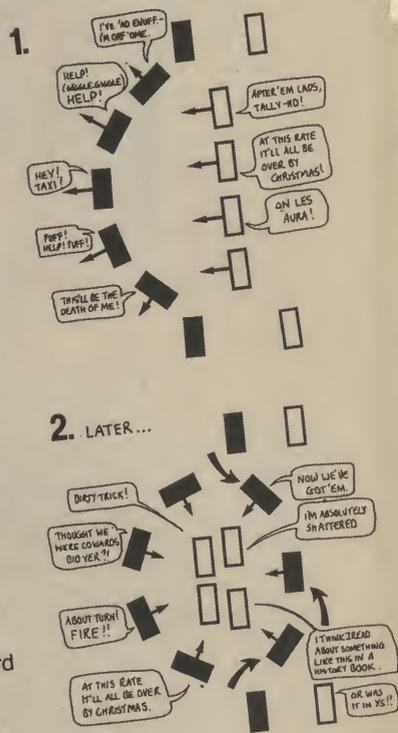


4

Running *Theatre Europe* we played NATO, and moved our central units back out of range of the advancing enemy. The Warsaw Pact forces blundered through, on their way to the Atlantic coast. We were doing rather well, we thought, until the game ended abruptly when the computer decided we had lost for other reasons. We were going to try it on *Gallipoli*, but there the Turks can't be tempted to rush forward. They have been programmed to stick to a firm defensive line until the Allies are quite definitely in general retreat. You could always have a bash at trying it with *Vulcan (CCS)* or *Battlefield Germany (PSS)*. Maybe it's a way of defeating the Shadowlord in *Sorcerer Lord (PSS)*. We'd love to hear from any other readers who get this tactic to work (or fail!) on these or any other computer wargames.

Write to A & O, On the Warpath, Your Sinclair, Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE.

PRETENDED WITHDRAWAL TACTICS



As the enemy (white squares) advance, the Allies pretend to withdraw allowing the enemy's troops to swing round their outer troops to surround the enemy. Simple eh?

TIMEFAX

Another in our series of 'CUT OUT AND COLLECT' fact filled dossiers in Timefax. 'Savour the flavour' of the Roman Wars but beware the Ides Of March! If you'd like to see a period of history outlined here write to us at: On The Warpath, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

ROMAN WARS - 3rd CENTURY B.C. TO 5th CENTURY A.D.

ARMOUR

SOFT IRON SHIRT BENDS ON IMPACT - HARD TO EXTRACT JAVELIN

PILUM (JAVELIN) BRONZE WEIGHT TO ADD MOMENTUM

SWORD

EARLIER ARMOUR WAS CHAIN MAIL

BOWS, SLINGS PILLI ETC NOT MUCH GOOD AGAINST WELL-ARMoured TROOPS

FAMOUS COMMANDERS

HANNIBAL CARthaginian GENERAL & MASTER STRATEGIST. ROME'S GREATEST ENEMY

JULIUS CAESAR GREATEST ROMAN STATESMAN & GENERAL - THE IDOL OF ROME - ASSASSINATED

POMPEY THE GREAT ROMAN GENERAL, STATESMAN AND EVENTUALLY CAESAR'S RIVAL

ENEMY TACTICS

DRIVER

MOBILE SOLDIER

CHARIOTS

PARThIAN SHOT

GALLOP TOWARDS ROMANS - TURN FIRE AS YOU GALLOP AWAY * TODAY KNOWN AS 'PARTING SHOT'

SHEER IMPACT OF CHARGE DISRUPTS ROMAN LINE USED BY COLTS IN BRITAIN

FAMOUS BATTLES - CANNAE 216 BC

HANNIBAL WINS AGAIN!

ROMAN HEAVY TROOPS

CAVALRY

SKIRMISHES

WEAKEST TROOPS

CAVALRY

CRAFTY HANNIBAL PUTS HIS WEAKEST TROOPS IN CENTRE

ROMANS - 86 000 MEN

HANNIBAL - 52 000 MEN

RESULT: ROMAN LOSSES - 70 000

HANNIBAL'S LOSSES - 6 000

1. WEAK CENTRE PARTLY GIVES AWAY - ROMANS RUSH IN TO USE THEIR SWORDS

2. CAVALRY SWING ROUND

3. FLANKS SWING ROUND

4. ROMANS SURROUNDED & CRUSHED - NO ROOM TO USE THEIR SWORDS

WAR AT SEA - HAND TO HAND

ROMAN BOARDING PARTY ATTACK

BOARDING PLANK

ROMAN MARINES

ENEMY VESSEL

ROMAN QUINQUEREME

QUINQUERES RAMMED & SANK ENEMY SHIPS TOO

LATER STRATEGY - DEFENSIVE

HADRIAN'S WALL - 2ND CENTURY A.D. CROSSED BRITAIN FROM TYNE TO SOLWAY

WARGAME - ANNALS OF ROME (PPS)

Illustration: Nick Davies

ANGEL EYES

WIN WIN WIN
Five *Halo Jones* Book Sets
PLUS

Ten *Halo Jones* Spectrum Games



Young Halo Jones was alone and unemployed, and like most youngsters in the future her only real option was the army. Her experience in the forces only managed to destroy the little vestiges of hope she had left, what with her best friend getting killed on a campaign to a far-off planet, and the man in her life turning out to be something like an extra terrestrial Adolf Hitler. And after her tour of duty was over, she was sent to The Hoop, a slimy ghetto and massive wasteland of scum and villainy for all the unemployed folks.

And so the story continues, week by week in 2000AD, in Piranha's new smash Spectrum game and, for those that can afford it, in the colourful and expensive Titan Books graphics novels. But fear not, for now you too can own these hot items. If you win this magic YS/Piranha compo, you could walk away with one of five full sets of *Halo Jones* graphic novels (volumes 1, 2 and 3), plus a copy of Piranha's new *Halo Jones* game, hot off the presses! How can you refuse? You can't, especially as there's 10 prizes of the *Halo Jones* game for the lucky runners up, too.

And the game is really whizzy, just like the 2000AD strip. We follow Halo as she tries to go down to the shops to get her monthly rations. Okay, so this might not be much of a problem where you live, but life in The Hoop is very different. The streets are full of brimming with punks, freaks, maniacs, lizard men and all kinds of lunatics out for your blood, your wallet or even your Cashbase card (*Oh no! Anything but that! Ed*). But Halo has packed a few extra items in her handbag, just to make sure she gets to Tesco's unscathed. You know, the usual stuff you take with you on a shopping spree; a couple of extra carrier bags; your bus pass; a woolly hat... oh yes, and those hallucinogenic gas bombs and a rocket launcher, just to be on the safe side. Then

off she goes, armed to the teeth and pretty as a picture.

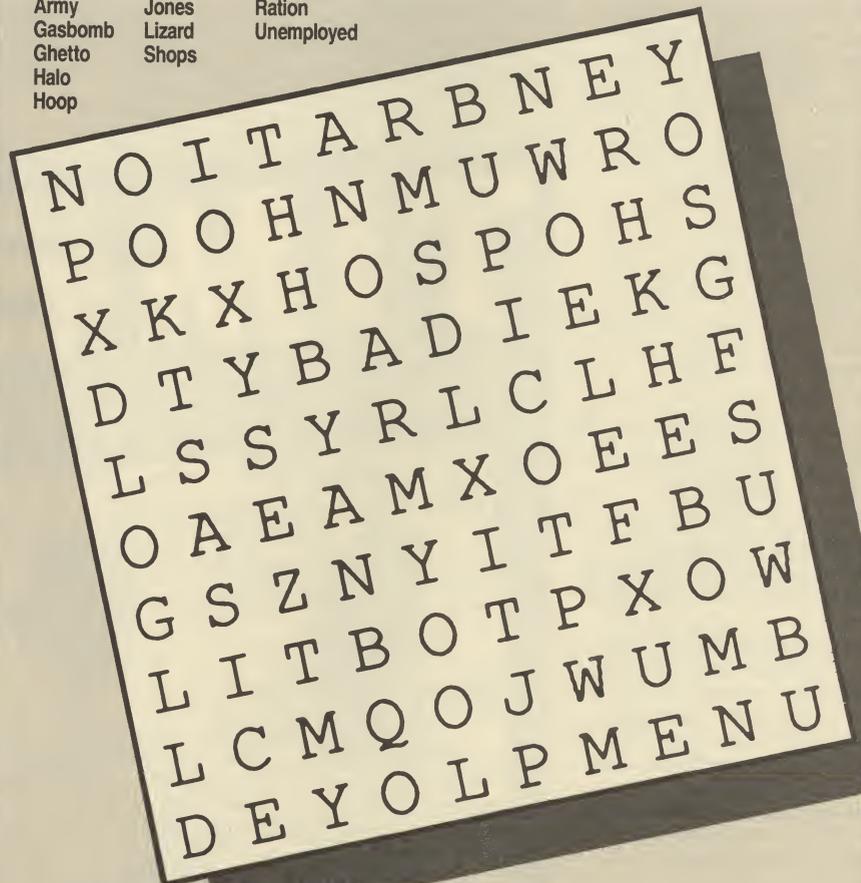
And that's where you come in. You control Halo in her battle to hold onto her

shopping, nuking the lizard men, and gassing the punks. Sound like fun? Okay, here's what you have to do to win these totally bozzy prizes.

What You Do

The very best thing about this compo is how easy it is to be in the running for a prize. All you've got to do is check out the word square on this page, find the 10 words embedded in it, and draw a line through them with a blue or red pen. Then snip out the coupon, including the square, and send it to the She's Called Halo But She Ain't No Angel Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Army	Jones	Ration
Gasbomb	Lizard	Unemployed
Ghetto	Shops	
Halo		
Hoop		



Rules

- Unemployees of Dennis Publishoids and Piranha Men Software will be gassed if they attempt to enter this compo.
- The last chance to get in on the action is March 31st, so you'd better go for it, punk.
- The Ed knows it's tough on the streets, and her decision is final there as well.

Okay punks, make my day and send me a *Halo Jones* game! Look, I've got all ten answers and everything.

Name

Address.....

.....

..... Postcode

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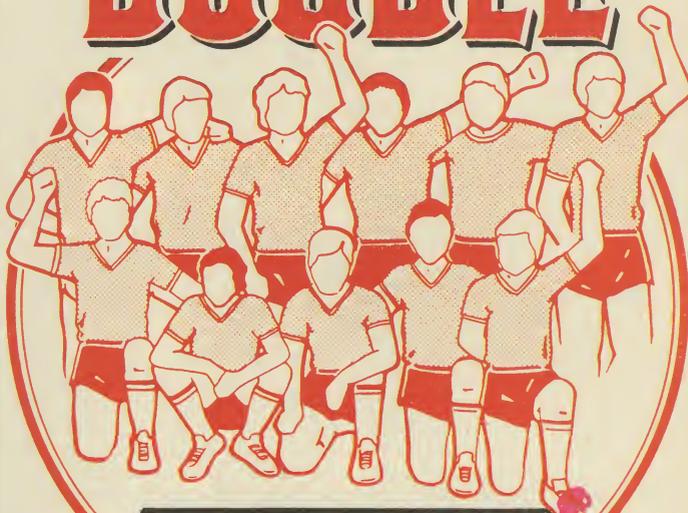
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THE DOUBLE



THE LEAGUE & F.A. CUP

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 This must be the ultimate
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BED!

(Course you have, Malcolm. Ed) Now if I can only get strapped into the cockpit of this Spectrum before Rachael gets back...

The instructions waffle on about this being the ultimate test for cadets at the Stellar Imperium's Pilots Academy. We'll see about that. Remember, I was massacring *Space Invaders* before most of you were born.

Kappow! Peeow! Zing! Whoops... Oh well, must have been the cold. Let's have another go. (More zippy sound FX!) Okay, so this really is hot stuff, but I'll soon have it puzzled. Or maybe not, because there are 15 space stations plus ten moonscapes and four special sections before you can take your

- 125cc. spaceship out on the road. Now I see why they needed all those K.

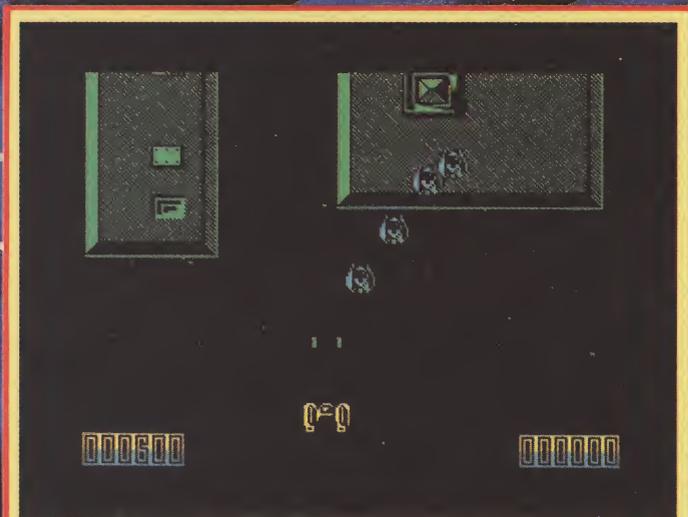
“Snot fair! Duh gorbl trash de universe!” We with the inflamed muc with the cold to blaw

Bedlam — wasn't that the infamous eighteenth century lunatic asylum whose last remaining inmates now rattle their chains around Castle Ratthoone?

Fitting title then, because this is enough to drive anyone dotty — particularly all you prannies who tried to load it into your 48K

machines. 'Cos this is one mega-sized mega-game which requires the whole 128 kilobytes.

One for the big boys, what? Just the thing I need to clear my catarrh. I've always said that a good shoot 'em up was the software equivalent of Sinex.



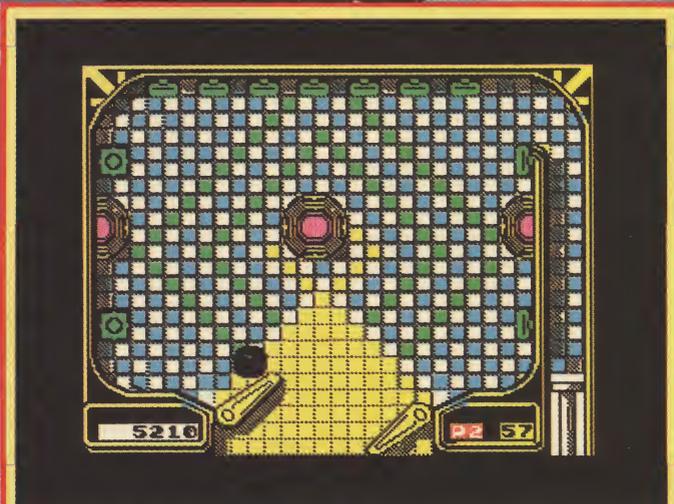
The first wave filters down the sides before performing a sideways figure of eight. Position yourself above one of the score boxes to pick off one column, before gliding to the centre to take out the remainder.



Later on in the first level and it's time for T. Avoid the aliens and aim for the icon, which will take you to the Teleport. But blast as much of the deck furniture as possible, as some of it may hide other pick ups.

In the style of *Uridium*, this is the classic scrolling formula with enough nice touches and oh-so-much speed to keep you going back for hours. The vertical landscape rolls away under you while waves and waves of aliens swoop in.

There are deck fixtures to dodge on the stations, because at best you'll bounce all over the screen when you collide, and at worst you'll lose your life. And there are special bonus features



I'm a pinball wizard. After rebounding around the deck, it's time to bounce a ball into that hole at the top for a big bonus. Knock down the flags for a double or ten-time score increase in the main game too!

CLAM



...bles tottie always geds to
 We Gwyn Hughes, the man
 ucunembrane, come in from
 plasway at Bedlam!

to collect too. There's enough here to blow your mind — or blow your nose if you're like me. PARRRRP! That's wetter!

As I was saying before I creamed that Kleenex, there are four teleports which shoot you to the next level. But better than that, they also give you time off on the space station for a quick game of pinball. Keep your fingers on the flippers, because it's a handy way of boosting your score.

The aliens all use different attack patterns, and a lot of the fun is learning the best position to be in when they arrive. Get it right and you can sit there and shoot them like black-puddings in a bath. Wipe out a whole wave and you get a brief spell of invulnerability.

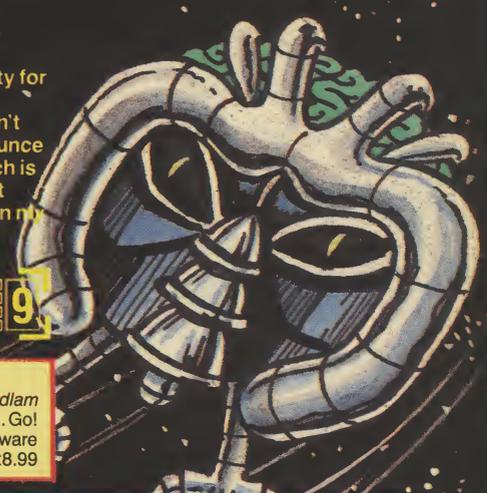
Use this wisely to wipe out the next invasion, and you top up your shields, so that there are stages when you should never need to dodge the nasties. There are also mega-sprites at the end of each level — talking of which, I hear Rachael returning „Cripes!

Never mind — in keeping with current trends, as well as the two

players against each other option, there's an opportunity for friends to tackle the game together. But though you can't shoot your pals, you can bounce each other into danger. Which is just what I intend to do if that gormless tottie has forgotten my Lemsip. AH-CHOO!

GRAPHICS 9
 PLAYABILITY 9
 VALUE FOR MONEY 9
 ADDICTIVENESS 9

FAX BOX
 Game Bedlam
 Publisher Go!
 Written by Beam Software
 Price £8.99



PICK-UP TECHNIQUES

There are three other types of pick-up for you to collect.



is for Invincibility — an alternative to the troublesome technique of shooting an entire formation.



is for Life — and you'll be glad to find another one of these, even though you do start with a generous five lives.



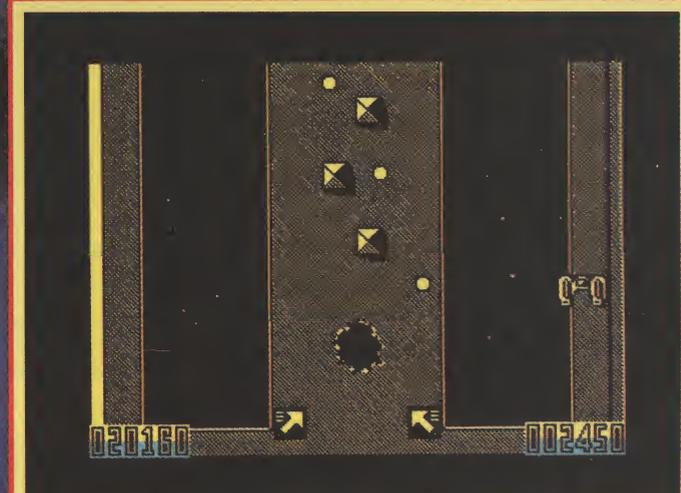
is Mine though. Okay, you can have it — but use this smart bomb wisely, because it goes off immediately you press fire.



Oh sprite! This boy's big. He moves his claws, erupts in steam and you'd better be prepared to dodge until it's time for him to go home. Unless you've managed to gather enough invincibility that is!



A chance for invincibility on the first planet. Shoot the salamander, but don't stop while it goes skeletal. Instead, collect the rapid Fire icon then head for the bottom left corner to conquer a complete wave.



Even the space stations shoot back. The billiard balls are actually bombs, but position yourself half-way up the screen and they'll all miss you by miles. Not so on later levels, when they'll follow you around.

ILLUSTRATION: NICK DAVIES

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wow

1988 - THE YEAR OF THE ROBOT



SPECTRUM+3 - THE BEST ADD-ON FOR MULTIFACE 3

In the beginning there was the Spectrum. Lots of people bought one. Lots of other people wrote games for the Spectrum, and lots of people bought those as well.

But there was a snag - everything used cassette tapes, which were fine for *Depeche Mode* but not for so hot for computer software. Slow, unreliable and frustrating were some of the kinder terms used for the medium.

Now there's the 128K+3, a games machine that has all its software on tape and built in disc drive... Guess what Romantic Robot has produced?

Multiface 3, that's what. Plug it into your 128K+3, and load a game from tape. Press the red button and you can port it on to disc at any stage, yours to load in a trice at a whim's notice. Multiface works by waiting for the program to load and run. Then it takes a copy, and as the program was running at the time, it will run when the copy is loaded back later.

The tape to disc function of the Multiface 3 would be enough to recommend it to anyone. But there's more. When the red button is pressed, a whole range of functions appears. You can look through the 128K+3's memory, altering it at will. High scores have never been so easy to obtain. Memory can be displayed as hexadecimal, decimal or text. All of the 128K+3's 128K of Ram can be fiddled with, not just the 48K's worth that Basic has access to.

You can also print out areas of memory and screens in a variety of different forms. The Multiface 3 can do the same types of graphics dumps as its brother MultiPrint, straight text, Spectrum-style Copy and a couple of shaded screen

dumps. It can't do much more than 128K+3 Basic does, but it does it in the middle of programs.

The main purpose of the Multiface is to get things on to disc. As well as the simple *Save and Load*, it's got a few other tricks up its interface. You can, for example, use the disc from 48K mode. Lots of people get excited by this.

Other things that the Multiface can do is allow you to erase a file to make room on a disc, in case you need to save something in mid-game and can't get to Basic to do the deed. You can't *Format* a disc from the Multiface, alas.

Multiface also compresses stuff automatically, and doesn't *Save* empty areas of memory. These two features mean that you can get (for example) more than three games on the 170-odd K allowed you per disc side. But you can turn those features off, if need be.

Everything is accessed by the traditional one- or two-line menu and single keypresses. Multiface 3 is very careful about invalid inputs, and didn't crash or otherwise misbehave at all. And I did try to confuse it.

More than that, what can I say? I enjoy a good rant, most reviewers do, but the Multiface 3 seems set on continuing the Romantic Robot tradition of doing the job reliably. I can't even complain a little.

Any 128K+3 owner will find it a wonderful device, indispensable even - I'm not giving mine back without a fight. I expect to see the usual extra programs appear for the best in due course (*Genie* et al), whereupon not owning a Multiface 3 will brand one a complete loser.

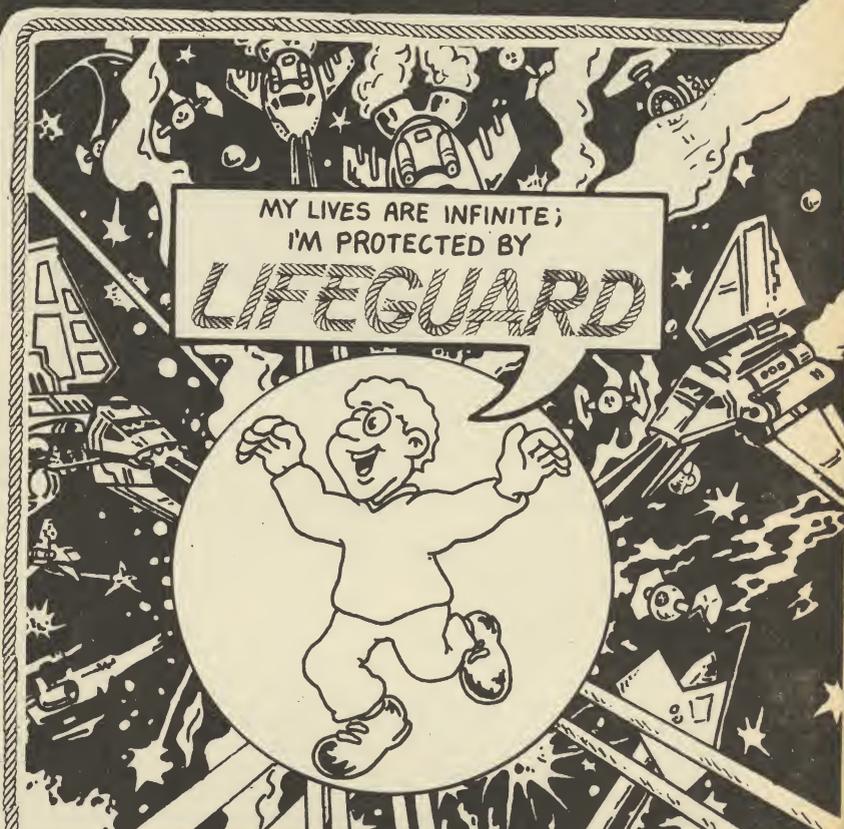
EXCERPTS FROM REVIEW IN
SINCLAIR USER NOVEMBER 1987

NOW YOU HAVE

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

Multiface three

"THE PLUS 3 DISC SOLUTION" (Sinclair User)



LIFEGUARD is an infinite life finder. Install it into the MULTIFACE 1 or 128, load a game, press the MULTIFACE's button and LIFEGUARD is ready to look for infinite lives, ammunition, etc. Once it finds it, your playing and score will never be the same - you'll win again and again - **and for £6.95 ONLY!**

All prices valid strictly by mail-order 1.3.1988 - 30.4.1988. GENIE works with MULTIPRINT, MULTIFACE 1 and 128 only. Programs saved by MULTIFACE 3 and tapes saved at hyper speed by MULTIFACE 128 do not run independently.

THE YEAR OF THE ROBOT - BE PART OF IT

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HARD!

You wanna know what's hardest in hardware? Once again YS whips out the magic screwdriver in our first hardware round up of '88.

interface that allows you to reconfigure it while the computer is still running. That's to say you can print out a listing at one measure which turns out to be too wide, press the red button, change the width, line feeds, margins etc and return to print it out properly without having to reset the computer.

3. Smoothflow Multiplug (Cambrian Distributors) £23.99

Speaking of resetting the computer, has a spike in your mains supply ever found you just topping the highest known score on *Outrun* and looking like you're going to finish, when suddenly...PHUT! The lights in your room flicker for a moment and your Speccy resets? Could you do without this? Of course you could, which is why you need a snappy new **Smoothflow Multiplug**. This gizmo, made in the UK by Conblock,

screws to your skirting board and accepts four wacky little micro-sized versions of the conventional 3 pin plug. So four into one *will* go! Now, not only will you be safe from surges and spikes (fnar fnar), but you can also plug your TV, tape machine, Speccy and modem, or indeed any four machines, into just one socket! Incidentally, if spikes don't really bother you, you can just take advantage of the mini plugs by getting a regular **Multiplug**.

4. Multiplug (Cambrian Distributors) £10.99

Yes, for just over a tenner you can get a four-way **Multiplug** like this one, which, like it's big brother, uses those dinky little plugs, but also is manufactured to British Standard 5733, so it won't go phut in your face. The same spec as the Smoothflow, but with no buffering for spike protection, so don't blame us if your computer crashes when the mad scientist next door plugs in his generator.

5. 3-2-1 Aerial Plug (Cambrian Distributors) £4.99

Doesn't it give you a pain in the neck switching around the aerial plug on the back of your telly with the RF lead on your Speccy. It does? And what about when you plug in your Nintendo to play *Super Mario Bros*? Well, it really started getting to us, so we got ourselves a **3-2-1 Aerial Switch** to solve the problem. This little box is a three-into-one coaxial switch, which means it can either drive three switchable receivers from one aerial plug (a coaxial plug!) or can send three switchable RF signals to one telly. This means that using this box you can not only have your Speccy, game console and video going into the same telly and push the switch for which one you want, but also (if you had enough aerial cable) have a telly in three rooms and switch the aerial signal to each one depending on where you are! Not a bad little gadget, really, with low interchannel interference.

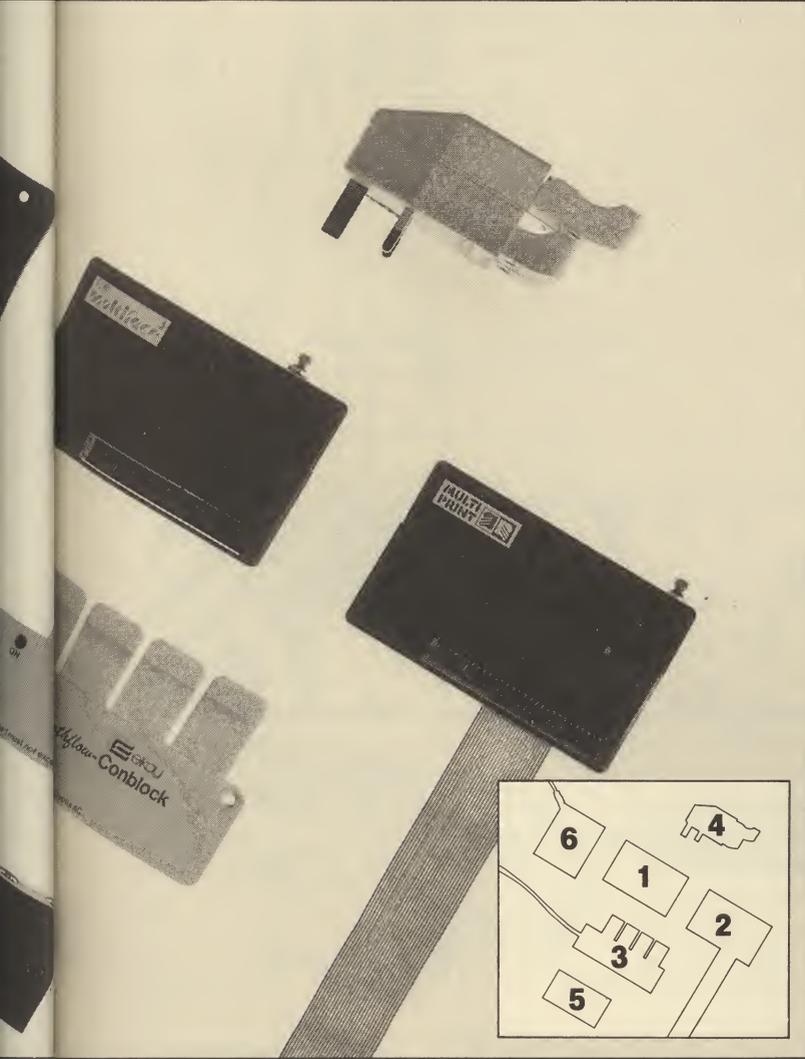
6. Trojan Light Pen (Computer Cupboard) £19.95

And finally, if you want to do professional Computer Aided Design on your Speccy, why not buy a **Trojan Light Pen**? When you buy the Cadmaster graphics system, you get this pen shaped device, which allows you to draw straight onto the screen. This can be very handy if you are quite good at drawing with a pen, but not so hot with a mouse or joystick. With this package you can do freehand drawing, boxes, circles, lines, triangles and rays. You can choose line thicknesses, quills, brushes and text styles, copy, paste, fill with patterns, wash, colour and dump to printers to your heart's content. The program is now compatible with all flavours of Spectrum, from Issue One wubber keyboards, to the new +3 (for £23.95), and is also compatible with microdrives and other media that use that format. It's remarkably accurate, and doesn't suffer from the wristache and slap/rattle sound effects you usually get from using Spectrum mice. The biggest recommendation of the product is that it's British and so all technical backup is available from a telephone number printed on the pen itself.

In summing up, it's nice to see so many good British products in this hardware lineup. There's not many computers you could say that of, and fewer that could match the quality and design of the peripherals represented here.

Contact

Cambrian Distributors, Mochdre, Newtown, Powys SY16 4LF
Computer Cupboard, 53 Brunswick Road, Ealing, London W5 1AQ.
Quasar Software, 83 Clerkenwell Road, London EC1
Romantic Robot, 15 Hayland Close, London NW9 0LH.
Seven Stars, 34 Squirrel Rise, Marlow, Bucks SL7 3PN.
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sophisticated full featured word processor which, due to the +2 and +3's new keyboard, makes any kind of writing a piece of cake. There's an 80 column screen, up to 148 characters line length, mail merge for those important mailshots, a calculator for you to do Apple Macintosh impressions on, and over 60 commands for you to input and edit the text to your taste. The code for loading and saving is even user alterable allowing you to customise it to your own system. Also available on +3 disk (£19.95)

Tasword Plus Three (Tasman Software) £19.95 disk

There can't be a Spectrum user who hasn't heard of *Tasword*. It has been the standard text editor on the Speccy for more years than this magazine can recall. And now, keeping up with the times as ever, Tasman has produced an extended +3 disk version of the popular word engine. The thing which makes *Tasword* such a belt to use it's little on-line help pages, which means you can call them up while editing a document,

just by pressing a couple of keys. Like *The Last Word* it's user alterable to your taste, and like it says in the blurb "now you can write a manual without having to read one." Who wrote that?

Qualitas Plus (Seven Stars) £10.95

The worst thing about writing on a Speccy has always been the quality of print you get from a normal Epson type printer. Either you use the quick draft mode (Ooooo) or you have to settle for one typestyle in the NLQ mode.

But now all that has changed. You can beef up your printer's output with *Qualitas*. Originally planned as an NLQ printout program for *Tasword* files, *Qualitas* has now had a Plus added, not to mention compatibility with *Tasword Two*, *Three*, *The Writer* and *The Last Word*. Now you can print out in the five fonts supplied with the basic *Qualitas Plus* pack, or you can lay out another £5.95 with the add-on Display Pack and have another 10 decorative fonts to play with. Y'see? Quality doesn't have to be expensive.

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Multiprint.....£37.95
Video-Digitizer (Romantic Robot).....£65.00
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SCREEN

SHOTS

PART TWO

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

CALIFORNIA GAMES

Epyx/£8.99

Duncan Crikey, it's the game that Commodore owners (yeuch!) have been crowing about recently — *California Games*, a joystick waggling multiple-event affair. Last time I played a 'waggler' my joystick shaft suddenly went all wibbly and came off in my hand, but as the *California Games* menu screen finally popped into life can you guess what was missing? . . . a joystick option! Anyway, onto the six multiple-loading events, which can be played in any order you desire:

HALF-PIPE SKATEBOARDING: You have to ride your skateboard up and down the walls of a U-shaped ramp, performing as many stunts as you can in 75 seconds. There are three stunts; ariel-turn, hand-plant and kick turn, and believe me, they are HARD to master.

FOOTBAG: Keep a bean-bag in the air for 75 seconds by kicking with your left or right foot, or by heading it. Perform stunts (eg 180 degree turns) while the bag is in the air to get your points. Bit tricky this one, as the bean bag is about the same size as a pixel!

SURFING: This one's totally simple, but strangely enough I found it the most satisfying of the lot to play. Just turn your surfer left or right to keep him upright on the wave. Points are gained by flying off the crest of the wave and then successfully rejoining it (ie by not 'wiping out' or to coin a far hipper phrase, 'crashing into the water').

ROLLER SKATING: Pump the keys to gain speed and negotiate the hazards on the right to left scrolling sidewalk (or 'pavement' as one would say here in good old blighty). Points are scored for 360 degree spins.

BMX BIKE RACING: Again, a right to left scroller, but with bumps, humps and jumps. Points are scored for performing a variety of stunts while airborne, but be careful how you land, or you'll 'chew sand' (erm, that means crash, I think). And finally . . .

FLYING DISK: Pump the keys to throw the frisbee with the correct power and angle. Once it's been launched the control switches to the catcher. Score points for, well, for catching it basically. Similar to the javelin event in *Daley Thompson's Decathlon* although, luckily, you



didn't have to CATCH that!!

Righto, summing up time. Well, the graphics are certainly big and chunky with reasonable animation and use of colour, but alas, the sound is kerrapp!!! (A couple of 'ping' noises, but that's it). The "challenge quotient" is average for a game of this genre, but is enhanced if competing against chums ('cos up to four bods can play, you see). All in all not a bad bundle of games, but I for one was expecting better. Dare I say it? . . . Yes I do: I think *California Games* (the Speccy

conversion) was a little bit of a 'rush job'. Crikey!

YS CLAPOMETER

Not too frenetic keyboard waggler with six quite playable West-Coast flavoured events. Up to four can compete.

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

TOTAL **7**



FLYING SHARK

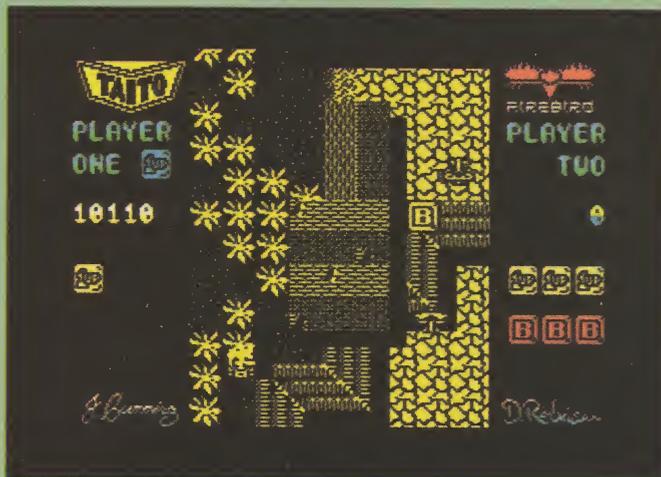
Firebird/£7.95

Mike By jove I enjoyed that. In fact I enjoyed it so much my joystick's all hot and sticky. I'll have to let it cool down before I dare go back and do it again. Do what? Why, play *Flying Shark* of course — what did you think I was talking about?

I'll gather my wits while I write this review. One... two... three. Right, that's my wits gathered in, now on with the comments. *Flying Shark* is Firebird's coin-op conversion of Taito's arcade favourite, which I haven't seen 'cos I stay here writing reviews while everyone else goes down the arcades to check out what's happening. Trouble is, they never come back, and with games like this around I can see why.

It's a vertical scrolling shoot-'em-up in the style of earlier raves of mine like *Slap Fight* and *Moon Strike* where the action's non-stop. You're a lone fighter pilot and you have to blast your way through five levels of enemy forces, with a quick breather when you touch down on the runways in-between levels. That's if you make it that far, of course. The first level is mainly over jungle, with tanks and gun emplacements on the ground, and planes buzzing round in the air like manic mozzies. Your fire-power's pretty hot, however, and I do like these games where you can belt your way to a decent score right from the off rather than being wiped out in the first ten seconds. Or maybe it's just the way I jiggle my joystick.

At the end of the first level there's a massive tank which



took me about a dozen games and a lot of joystick-jiggling to get past. I was then confronted with action over the oceans where the planes and gun-boats and battle ships soon converted my *Flying Shark* into the sea-bound variety.

On your side, you've got three lives, with each life having three

smart bombs. These wipe out all the enemy on the screen when used, as smart bombs should. There are bonus bombs to be earned in the shape of letter B's that you might sometimes find under a wiped-out tank or elsewhere, and you can also increase your fire-power by flying into one of the circling S's

that appear occasionally. The first of these gives you a double-barrel blast, then a triple-blast, and so on . . . though I've never picked up more than two before being deaded. If you manage to wipe out all the enemy on the screen while your '1-Up' symbol flashes, you can also gain bonus points, and you've got to make it to 50,000 before you get your first extra plane.

The graphics are great, very smooth, and it's almost worth crashing into an enemy plane just to see the way you both twirl down to the ground. Well, it's worth doing once.

Programming's by Dominic Robinson, and the music by Steve Turner is so terrifically-fabby-groovy-cool it seems a shame to start the game sometimes. You can use joysticks in profusion or the redefinable keyboard in one or two-player mode. A neat little touch is the way the high-score table remembers your initials so you don't have to retype them each and every time. And that's the end of the news. This is Mike Gerrard, *Your Sinclair*, with a sticky joystick.

YS CLAPOMETER

Flying Shark has to be one of the most addictive shoot 'em ups ever. It certainly made my joystick sticky!

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

TOTAL 9

OUT OF THIS WORLD

Reaktor/£8.99

Nat Like heavy man! "A psychedelic experience" proclaims the inlay — not bad for a monochromatic game!

Unfortunately *Out Of This World* doesn't leave you with feelings of peace, happiness and love for mankind 'cos *Out Of This World* is in fact, a pretty grotty shoot 'em up of the scrolling variety, (what isn't these days?) where you can collect bouncing blobs and upgrade your weapon systems. Sounds good so far, eh? Actually, the scrolling is jerky and flickery and the aliens are just tiny circles or indistinct shapes. Hmm . . . and there's worse to come. When your ship flies over some of the background graphics, it gets lost among the shading and detail

and all but disappears. This is terribly frustrating, but it's even

more infuriating when you are killed by aliens who materialise

on top of you.

These are classic flaws as far as games design is concerned, and I'm amazed that games still act like this. It's a pity, 'cos from the inlay, you'd have thought that this was a pretty good *Nemesis* clone. As it is, *Out Of This World* is unaddictive and unplayable.



YS CLAPOMETER

An unplayable game that tried to be like Zynaps and the like, but failed miserably.

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

TOTAL 5

MAD BALLS

Ocean/£7.95

Tony How about this for weird! A game license based on a totally nutty range of kids toys. *Madballs* are horrible squidgy little lumps of plastic that can be bounced around, or filled with liquid, each one having a different face and character (any resemblance to this reviewer is totally coincidental).

After a couple of games I discovered why the title *Madballs* was chosen — the gameplay is so frustrating that it leaves you in a fuming, angry, hair-pulling state yelling "SPHERICAL OBJECTS" at the top of your voice! Not that *Madballs* is a poor game — far from it. After sticking at it for hours on end I began to get somewhere and finally sussed out enough details to jot down

this review.

The ultimate aim is to become the top ball, and this is done by bouncing other Madballs into a goal. There are eight balls to collect. Each has a different character and power/energy levels. Once captured, a Madball can be swapped for the one you are controlling, by leaping over an empty dustbin (don't ask me why! I'm only playing the game).

Madball land is made up of several oddly shaped platforms with scenery that can either help or hinder you. Things like ramps or pyramids either slide the ball into more danger, or give it a nasty pain in the uralis. Trampolines and catapults give your balls extra elasticity which can bring a tear to the eye at times. So watch out fellow ball bouncers.



I quickly discovered *Madballs* was another version of an old Mastertronic game *Motos*, but with knobs on. Simply (simply — that's a laugh!) knock the other inhabitants of Madball world off the beaten track and proceed to the next level. Easier said than done. Controlling your balls (ooer) is very, very hard, especially when the bureaucrat balls lay into you. But I feel this works in the game's favour. You just have to find out what's around that next corner, so you'll press the 'new game' button without thinking.

I enjoyed *Madballs*, even though I smashed three joysticks in the process. Maybe the graphics look a little washed out, but when you get into the game that is hardly noticeable. The scrolling gets nine out of ten, the

sound, a feeble three. The only major drawback I found, was not being able to squash the chickens that made the Commodore version even better to play! It's weird, it's freaky, it's the most frustratingly addictive game I've played all month. Nuff said!

YS CLAPOMETER

A completely wicked conversion of a completely weird kiddies toy. Good frustrating fun for games playing masochists.

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

TOTAL 8

THE COLDITZ STORY

Atlantis/£1.99

David Rubbish! Cheat! Swizz! Sorry, I'm not referring to the game, just my fourteenth successive failure to get past the guards. Not that this is the most enthralling game I've played recently, nor are the guards particularly difficult to get past.

The Colditz Story is a sort of arcade/adventure game where your task is (wait for it, wait for it), to escape from Colditz castle. You are presented with three windows, the first showing the available exits, the second what room you are in and the third showing commands, your inventory and also doubling as the action screen.

Pity about the action though. Certain rooms contain guards who must be crawled past (hard on the knees), shot (where did the gun come from?), dropped through trap doors (these

inmates are certainly resourceful), or engaged in conversation (absolutely fab if you can sprechen sie Deutsch), and so on. Occasionally, to break the monotony, you can

pick up objects in the vain hope you'll be able to work out what they're for, and some of the puzzles are difficult enough to keep the ol' grey matter awake (just).

But though *The Colditz Story* may be a little dull at times, it can be fun in an odd sort of way, and when you've died yet again, out goes the finger for "just one more game".

Fairly good graphics, a modicum of humour and semi-tough maze of puzzles make this game reasonably worth two quid. Just don't blame the escape committee if you're caught and shot!



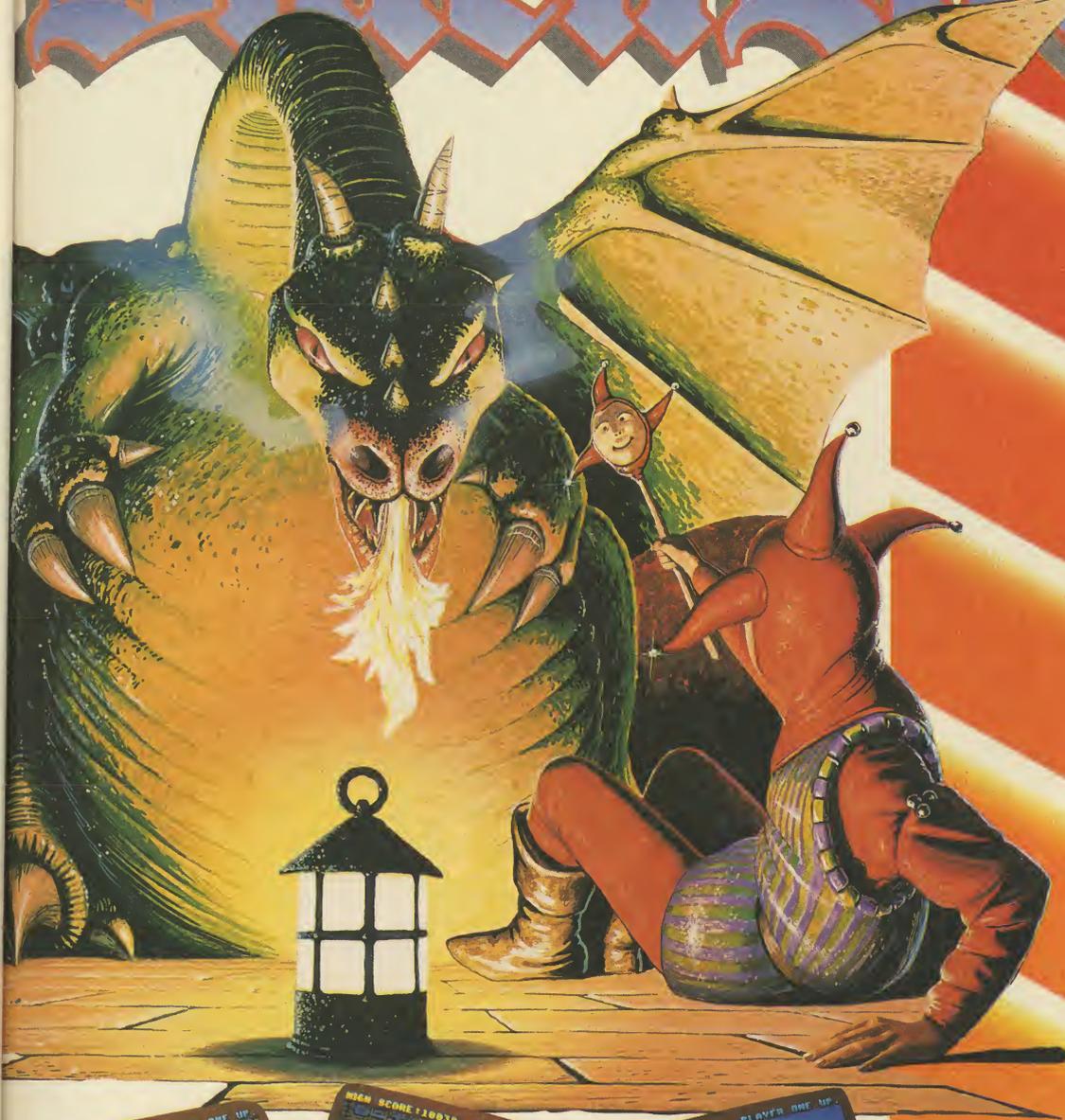
YS CLAPOMETER

Not the most gripping arcade/adventure in the known universe but you may still find it hard to escape!

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

TOTAL 6

Black Lamp



Are you prepared for the adventure of a lifetime?

Dare you switch on "The Black Lamp" and begin your journey through the enchanted land of Allegoria?

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FIREBIRD



A LEGEND IN GAMES SOFTWARE

RAMPAGE

Activision/£8.99

Rachael Watch out, I'm back! Kink Kong's on the rampage! Brave men shudder, women scream, children puke babyfood and gurgle. Yes, it's arcade licensing time again!

If this had been a movie they'd have advertised it with the lines: 'Too big for one screen! See the giant ape smash high-security banks into oblivion! Thrill as the giant lizard gobbles innocent bystanders! Go oo-er as a 30 foot werewolf stomps everything in sight!'

Promising stuff for a game of mass destruction which makes every other massacre look tame. Tiny helicopters swoop around your head. Tanks take pot shots at you (tanks for the pot shots, guys). Even the inhabitants of the skyscrapers lob dynamite. But it hardly bothers you because... you are invincible (almost)!

The idea's simple — which is good because so are the three monsters. You stroll into town, and smash up the modern

architecture like a 30 foot Prince Charles. Grab any goodies revealed to renew your strength, avoiding the rather obvious no-no's, such as bottles of poison, then jump off the building before it cracks up and collapses.

One to three players can take part, with your Spectrum controlling any unattended

characters. If your fellow rampagers get in your way you can move them on with a swift fist. Once you've bashed a whole block you progress to the next screen. But don't fall off too many roofs or you'll turn back into a minute mortal, shivering in your birthday suit.

All great fun for a while but

being a monster can become a drag. Godzilla arrives home after a hard day in Tokyo. Mrs G has his slippers ready. "Hard day, dear?" "Graargh! I don't care if I never see another skyscraper again!" Yes, there's too little challenge to guarantee job satisfaction.

So unless you intend to play it three-handed, when the fun factor increases a little (but you'll need joysticks), or you're a monster fan of the original, you might just give this a miss for something with more lasting value!



YS CLAPOMETER

Smash everything in sight but don't expect too much of a smash from the thankless task of clearing the inner cities!

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

TOTAL 6

Gremlin Graphics/£7.99

Tony *Tour De Force* is a micro version of that world famous Grand Prix Cycling event from the land of garlic, frogs legs and striped T-shirts. Well it would be, except for the violence and the fact that each race takes place in far off countries such as Japan and Israel.

What was that about violence? Well we can't have a computer game without its fair share of blood and guts can we? In this cycling epic your biker can kick the living daylight out of the opposition and get points for it! You can even nudge fellow bikers into ramps or other deadly obstacles along the way.

That's not the aim of the game though. The idea is to beat 10 other players along a strip of booby trapped road and be the first to cross the winning line. This earns you a place in the next race. Anything less than first and you have to try again.

The playing area is jam packed with hazards. Bombs explode in your path, and people try to cross in front of you when you least expect it! There is even a young lady sprite that hitches up her skirt to divert your gaze for a second or two. It's tough out there.

All that pedalling can make you hot under the collar, so pick up the ice cream, wine or cans of

Coke to stop your fella overheating. Not too much wine though or the controls can get kinda tricky!

Tour de Force is a multi-load game, but in the nicest possible way. There is none of that 'rewind tape to start' nonsense here. If a level is not completed the game allows you to try again and again (and again). It saves a lot of time and trouble.

The jerky scrolling distracts from the play quite a bit and I found my biker often became lost in a tangle of similar sprites, but that aside, *Tour de Force* is a polished and addictive little game. I liked it, but then again I like lots of things I shouldn't.

It will not keep ardent arcade fans occupied for long. I completed it in under two hours — and I'm lousy at this type of game. Try before ye buy.

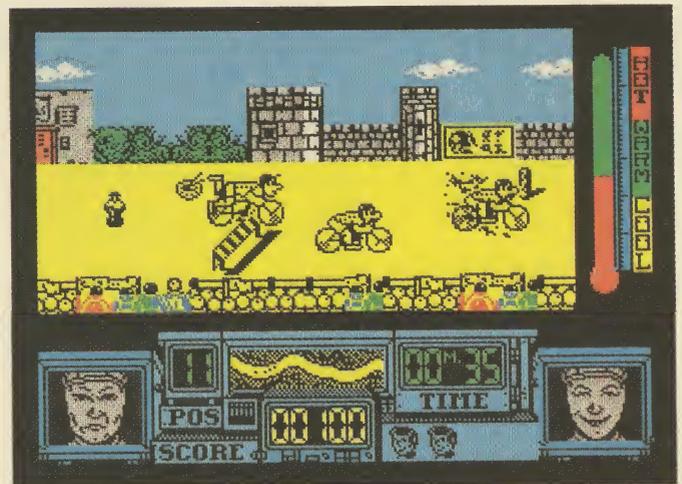
YS CLAPOMETER

Pedal powered arcade game that's a cross between Milk Race and Mean Steak — and better than both.

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

TOTAL 7

TOUR DE FORCE





DAN DARE II

Virgin/£9.95

Tony *Dan Dare's* back, and what a completely skillo follow-up to the original. Just a couple of games was enough to convince me that *Dan Dare II* is the first megagame of 1988. If it doesn't top the charts in the next few months I'll eat my pet hamster (lightly fried, with chips and peas)!

Dan's mission is no easier than his first outing on the Spectrum. The evil and thoroughly green Mekon is still up to his diabolical tricks. His plan this time is to invade the Earth with an army of mighty Supertreens — a new race of green tinted super beings genetically engineered by the Mekon himself.

These creatures have been placed in protective life support capsules aboard a vast and powerful space ship. This ship is fast approaching the Earth and it is Dan's unenviable task to put his foot down with a firm hand, and show the green ones, once and for all, who's the boss.

The Mekon's ship is made up of four separate sections, each containing a certain number of Supertreens. Dan must search out and destroy all of the life support cells in each section before gaining access to the next. The Mekon has filled the space ship with traps, force fields, and all manner of bits and bobs designed to slow down any potential attacker (oh, and there is a time limit to beat once the first Supertreen has had its comfy nest blown to smithereens). The Mekon has also installed a generous helping of normal Treens, but to combat this threat Dan can call upon his own troops, scattered about the space craft.

As in the original, Dan can find objects to help him in his task. Extra firepower and energy are the most useful. Getting around the maze of tunnels could prove a bit expensive in terms of time, so in *Dan Dare II* our hero is fitted with a cool jet bike. The

trouble with this is trying to handle the 'realistic' bike movements! Precious seconds can be lost while you frantically try to squeeze into a new corridor, or pass over strong magnetic currents. Of course this is part of the game. It makes it frustrating and extremely

addictive at the same time.

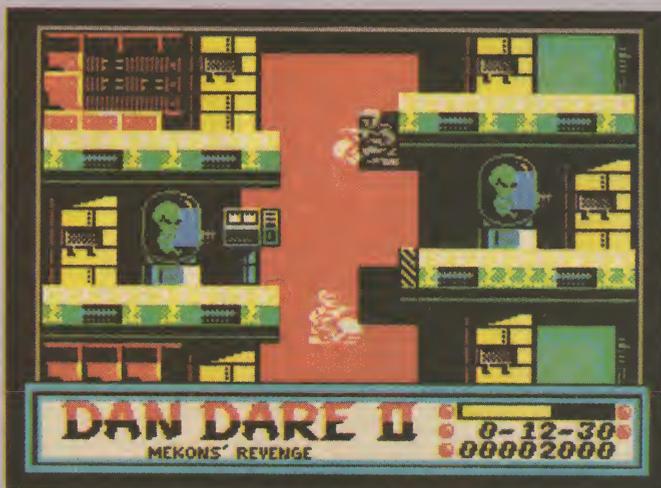
The graphics have to be seen to be believed. They are simply amongst some of the best I have ever seen on the ol' pregnant calculator. In my opinion they knock spots off the original *Dan Dare* game, and that was terrific! The game is choc-a-block full of

brilliant little programming touches, such as the Supertreens thumbsucking animation, flickering backgrounds and computer panels, and refuse crunchers. Each a joy to sit and watch (if you have time!). Pop-up captions inform you how you're doing, and a frightening explosion ends the game if your progress has been exceptionally bad.

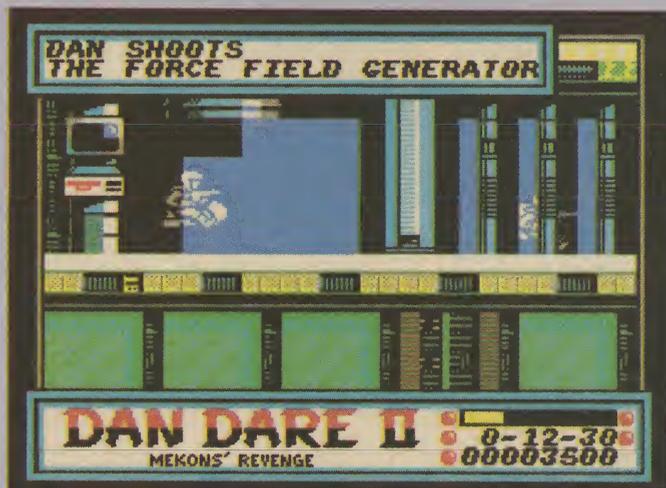
If you are totally bored with playing the good guy all the time, there's an absolutely spiffing option that lets you play the Mekon himself. But beware — this makes the game so hard that it is best left to experienced (or heroic) players.

Everything from the loading screen to the end sequence has been lovingly crafted by the programming team, and it feels as though the game has had a pretty thorough play-testing. Action is non-stop and sweat-inducing, and about as playable and addictive as anyone could wish for. Could this be the perfect Spectrum computer game? If not, I bet you could count better games on the finger of one hand!

I loved *Dan Dare*, and I simply adore *Dan Dare II*. I might as well go out and buy 100 gallons of midnight oil, because there is no way I am going to put this game down until I have beaten that dastardly Mekon once and for all! See you in about two years (if I'm lucky!).



Desperate Dan Dare has to outwit a tailing Treen while trying to blam the Supertreen baby bubbles on the left and right. As soon as the first bubble is burst Dan has a meagre 12 hours to accomplish his mission, or it's goodbye civilisation as we know it!



Well on his way to defeating the Mekon now, our hero has just wasted the force shield generator system and opened up the rest of the Treen ship to exploration. Remember not to shoot your own troops or get caught in the deadly crossfire.

YS CLAPOMETER

Skillo follow up to the original classic. Flip screen arcade adventure at its very, very best. Destined to become a major hit.

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

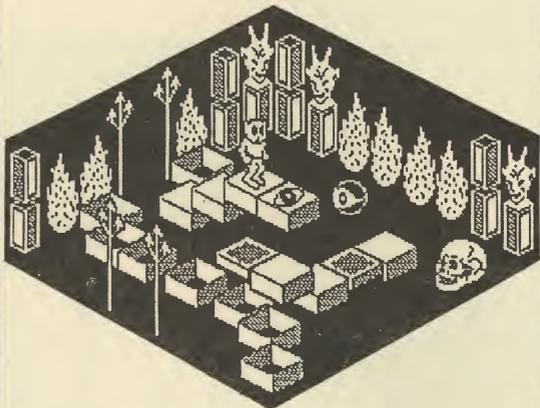
TOTAL 9

EVIL DOMAIN

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CAPTAIN AMERICA in: The Doom Tube Of Dr Megalomann

Three pairs of fabby walkie talkies and 30 copies of Go!'s *Captain America* must be won in our peasy-to-enter compo.

It sure ain't easy being a superhero. What with having to expose yourself in telephone boxes, wear your underpants over your strides and spend nearly four hours trying to get out of your one-piece supercozzie every time you go to the bathroom. And if that ain't enough, just when you settle down in front of the TV with a M&S boil-in-the-bag Chien au Gratin the phone rings.

Still, if you're that wholemeal, all-American hero, Captain America, you can cope with anything! Even the President of the USA, who's on the blower with the news that the evil Dr Megalomann is poised to destroy America with a deadly virus contained within a missile hidden deep in his underground bunker - unless he is allowed to take the President's place. But can our butch hero save his great country from disaster in only four hours? Probably not, but you can always step into Captain America's shoes (as long as you're size 20) and try it for yourself in Go!'s Marvel-ous new comic game, *Captain America In The Doom Tube Of Dr Megalomann*.

SUPER HERO PRIZES

And it just so happens that we've got 30 copies of the game to give away to the runners-up in this fabulous Go!/YS compo. But if you're the sort of dude who can rip up a tissue in his bare hands, then you're in with a chance to win one of three amazing top prizes of a sonic E-07 two channel CB walkie-talkie kit allowing you to 'keep in touch' without paying 38p a minute. Well British Telecom (out of order)! So here's how to get your mitts on the loot...

ACTION STATIONS

All you've got to do is have a butchers at the two identical comic strips below, and using your super-hero powers, find ten differences between them, circle them with a ballpoint pen and fill in the coupon with your name and address. Send the whole lot, or a photocopy, to I'm So Butch I Wear My Underpants Over My Trousers But Now I Want To Walk Like You, Ooh, Ooh Ooh Compo!, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Rules

- Minions of Dennis Publishing Ltd. and Go! will go up in Holy Smoke if they attempt to enter.
- Get your entries in by 31st March or you're Buck Rogered.
- Kerpow! Splat! Oof! You see what happens when you argue with the Ed.



They don't call me a super-hero for nothing - it costs me ten quid! But now's my chance to prove just how butch I really am 'cos I spotted all ten differences in the picture.

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...the name of the game

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PROGRAM PITSTOP

Ta daah! Yes, the man with the **POKES**, **David McCandless**, is back, back, back to bring you the latest in byte-sized entertainment.

Welcome to *Program Pitstop* with the new improved rather exotic flavour. Much, much more to titillate your tastebuds than Phil Snout ever gave you. Unfortunately, probably because it's my first column, we have no Star Tips this month. All those programmers out there were too busy recovering from the New Year celebrations to send

me anything. Anyway, luckily a few megabrain readers sent me in some rather juicy tips of their own. Round of applause pur-lease! First for **Peter Dackombe** who sent in a useful interrupt-driven clock, second for **Philip Lock** who's supplied us with a plethora of ways to print a screen. Not forgetting **Michael Wilcox** and his stretchy screen routine. Gosh!

Next month we'll have some

really juicy Star Tips for you, so mail all those super routines I know you've got lurking in the back of your drawers to me, David McCandless at *Program Pitstop*, 14 Rathbone Place, London W1P 1DE. And while you're at it send us a picture of yourself along with your snazzy routine. Any picture will do and that goes for the routine too — just make sure it's not too long. Other than that it can be anything from a bubble sort

to a full blown 3D Screen Creator. The sooner the better.



Ever lost track of time while slaving over a hot Speccy, typing in unfolding pages of endless hex? Missed a very important rendezvous with your girlfriend because you have no idea of the time when you were programming? If so then this program, from ol' **Peter Dackombe**, is for you. Type it in, RUN it, and an interrupt driven clock will appear in the top right-hand corner of the screen that'll give you the current time to the nearest second. Gosh! And what's more you can still type in hex, basic or whatever with the clock running at the same time!

Please Interrupt

Interrupts are specialised instructions that, when used correctly, can enable you to run two programs simultaneously. What you see is actually an illusion: the computer is just jumping between the two routines every 50th of a second, so it only seems like the two are running together. Now you know.

Method

Nothing could be simpler. All you need to do is type in the hex loader (or load it in if you've got it on tape) and use it to enter the machine code hex. Then, to get the clock ticking just:

POKE 64026, seconds
POKE 64027, minutes
POKE 64028, hours (1-12)
POKE 64029, 0 if AM
or 1 if PM

Done that? Now type in
RANDOMIZE USR 64001 to

TICK-TOCK CLOCK

start the clock. Then, hours later, when it comes to beddy-byes or rendezvous time just type in RANDOMIZE USR 64008 to stop time.

Hex loader

Guess what? It's hex loader time again. Once more out pops (oo-er) that venerable program, especially designed for you to tap in to get these supa-doopa-programs working. RUN it and enter the start address (which is 63999) and the length (248). Afterwards type in the eight

bytes of hex per line followed by the checksum, after the "—" sign. Then press ENTER and the computer will burp, making space for the next line and so on. When you get to the end, it's a case of pressing "S" to stop.

```
10 GO SUB 200
20 LET a$=""
30 LET t=0
40 PRINT TAB 0;a;" ";
50 INPUT "Line of Hex" :h$
60 IF h$="S" THEN STOP
70 IF LEN h$<>ch THEN BEEP .5
-15: PRINT "Length error": GO T
0 30
80 PRINT h$;
90 LET x=0
100 FOR b=1 TO ch STEP 2
```

```
1 LOAD ""CODE 10.45:55 PM
10 FOR i=64026 TO 64029
20 READ a
30 POKE i,a
40 DATA 30,30,11,0
50 >RANDOMIZE USR 64001
```

```
110 LET z=FN h(h$): LET t=t+z
120 POKE a+x,z
130 LET h$=h$(3 TO )
140 LET x=x+1
150 NEXT b
160 PRINT " :; BEEP .2,25: I
INPUT "Checksum:" :q
170 PRINT q
180 IF q<>t THEN PRINT "INPUT
ERROR!"; BEEP .5,-15: GO TO 30
190 LET a=a+(ch/2): BEEP .1,35:
GO TO 30
200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2)
)-48-(7 AND h$(2)>"9")
210 POKE 23609,50: POKE 23658,8
220 INPUT "Start Address":s
230 LET ch=16
240 RETURN
```

Hex Dump

These 31 lines are the clock program in hexadecimal (okay, yah!) form. Once you've finished typing them in, simply save "TICK-TOCK CODE" with: SAVE "clock" CODE 63999,248.

```
63999:0BFA3EF9ED47ED5E=1211
64007:C9E56C9E5D5C5F5=1609
64015:CD1EFAC1D1E1C3=1548
64023:300006082D0A013E=188
64031:20211440CDEFA3A=868
64039:1CFA211540CDB7FA=1034
64047:3E2E211740CDEFA=889
64055:3A1BFA211B40CDB7=844
64063:FA3E3A211A40CDE=904
64071:FA3A1FA211B40CD=913
64079:B7FA211D403E20CD=858
64087:CEFA211E403A1DFA=920
64095:A72073E50CDEFA=1017
64103:1B053E41CDEFA3E=879
64111:4D211F40CDEFA3A=924
64119:19FA3D3219FAC03E=915
64127:323219FA3A1FA3C=769
64135:321AFAFE3CC0AF32=1057
64143:1AFA3A1BFA3C321B=748
64151:FAFE3CC0AF321BFA=1258
64159:3A1CFA3C321CFAFE=978
64167:0DC03E01321CFA3A=654
64175:1DFAEE01321DFAC9=1048
64183:CDEBFAE5D57AC630=1497
64191:0E00CDEFAFD1E123=1144
64199:7BC630CDEFAF9E5=1460
64207:ED5B365C14D6206F=851
64215:260029292919D106=401
64223:087E2F12231410F9=519
64231:C916FF14D60A30FB=1021
64239:C60A5FC900000000=504
64247:00000000000000=0
STOP
```

Yawn! Have you ever realised how the way a screen is printed is so totally boring? I mean one minute the screen's blank, then the screen's there — sooooo boring. But wait, here is **Philip Lock** to the rescue with a collection of no less than 14 ways to recall a screen from memory. They include fades, shutters, slides and colour doors. And they are very effective I can tell you. What are you waiting for? Get typing!

Method

Easy as pie: all you have to do is type in the hex dump using the hex loader (see TICK-TOCK CLOCK). Done that? Good, now save the whole lot by typing SAVE "effects" CODE 60000,696. Now type in the little demo proggy and run it to see an effective compendium of effects. Go for it!

If you want to use the routines independently just load your screen into the memory by typing LOAD ""CODE 53000, (or alternatively load the screen as per normal, then RANDOMIZE USR 60016 to store in memory) then consult the table below and RANDOMIZE USR address for whatever address the routine resides at.

If you really like a particular routine and want to use it in your own masterpieces, just save the routine by typing: SAVE "name"CODE address, length, substituting the words for values from the table:

A Little Routine

ROUTINE NAME:	ADDRESS:	LENGTH:
PRINT	60000	12
STORE	60016	13
FADE	60025	53
SHUTTER	60078	51
SLIDE-DOWN	60129	75

SCREEN EFFECTS

SLIDE-UP	60204	70
SLIDE-LEFT	60274	67
SLIDE-RIGHT	60341	65
ATTR-DOWN	60406	24
ATTR-UP	60430	35
ATTR-LEFT	60465	52
ATTR-RIGHT	60517	47
ATTR-IN	60564	55
ATTR-OUT	60619	75

Demo

Here's a little demo program to demonstrate all the screen effects. Examine it for further info on how the routines work.

```

10 REM SCREEN EFFECTS demo
20 CLS : PRINT "LOAD SCREEN (
y/n)"
30 LET a$=INKEY$
40 IF a$="y" THEN GO TO 100
50 IF a$="n" THEN GO TO 60
55 GO TO 30
60 FOR i=1 TO 13: READ b$,x
70 CLS : RANDOMIZE USR x
80 PRINT #0;AT 1,16-(LEN b$)/2
);b$; PAUSE 200
90 NEXT i: RESTORE : GO TO 60
100 CLS : PRINT "START TAPE":
LOAD ""CODE 53000: CLS : GO TO 6
0
110 DATA "PRINT",60000,"FADE",
60025,"SHUTTER",60078
    
```

```

LIDE-UP",60204
130 DATA "SLIDE-LEFT",60274,"S
LIDE-RIGHT",60341
140 DATA "ATTR-DOWN",60406,"AT
TR-UP",60430
150 DATA "ATTR-LEFT",60465,"AT
TR-RIGHT",60517
160 DATA "ATTR-IN",60564,"ATTR
-OUT",60619
    
```

Hex Dump

The hex dump is pretty hefty but well worth the sore fingers and blurred vision.

```

0000: 1100402108CF0100=330
00008: 1EDB0C91108CF00=873
00016: 210040010018EDB0=538
00024: C921004011070043=389
00032: E5C57CFE583015E5=1190
00040: CB84D51108CF0019=653
00048: E5DDE1D1E1DD7E00=1456
00056: 771918E6C1E12376=969
00064: 10DE1100402108CF=567
00072: 010018EDB0C92108=683
00080: CF11001819110058=378
00088: 010003EDB0168006=573
00096: 08C52108CFDD2100=707
00104: 400100187EA2DD77=717
00112: 0023DD230E78B120=631
00120: F3C1CB1ACBFA10E1=1359
00128: C92108CF11001819=515
00136: 110058010003EDB0=522
    
```

```

60144: 2108CF06C0C53EC0=897
60152: 90672E007CE6C00F=854
60160: 0F0FC640577CE607=740
60168: 82577C8787E6E05F=1160
60176: 7DE6F80F0F0FB35F=922
60184: D52108CF7AD64057=948
60192: 19D1012000EDB0C1=873
60200: 7610AC92108CF11=802
60208: 0018191100580100=155
60216: 03EDB006C1C50560=913
60224: 2E007CE6C00F0F0F=637
60232: C640577CE6078257=927
60240: 7C8787E6E05F7DE6=1298
60248: F80F0F0FB35FD521=813
60256: 08CF7AD6405719D1=936
60264: 012000EDB0C17610=773
60272: CCC92108CF110018=694
60280: 19110058010003ED=371
60288: 80DD2108CF111F00=693
60296: DD19211F40130101=395
60304: 20C50608C5E5DDE5=1119
60312: 06C0DD7E00A17719=850
60320: DD1910F6DDE1E1C1=1372
60328: CB110C7610E6C12B=832
60336: DD2B10DDC92108CF=950
60344: 1100181911005801=172
60352: 0003EDB0DD2108CF=885
60360: 2100401120000180=275
60368: 20C50608C5E5DDE5=1119
60376: 06C0DD7E00A17719=850
60384: DD1910F6DDE1E1C1=1372
60392: CB19C8BF97610E5C1=1236
60400: 23DD2310DDC92108=769
60408: CF110040010018ED=550
60416: B00618C5012000ED=673
60424: B0C17610F6C92108=991
60432: CF110040010018ED=550
60440: B001000307E56268=623
60448: 09545DE10618C501=639
60456: 2000EDB8C17610F6=1026
60464: C92108CF11004001=531
60472: 0018EDB0011F0009=478
60480: D5E5DDE1E1091120=1171
60488: 000620C5E5DDE506=920
60496: 18DD7E007719DD19=761
60504: 10F7DDE1E1C12BDD=1391
60512: 287610E7C92108CF=857
60520: 110040010018EDB0=519
60528: D5E5DDE1E1112000=1162
60536: 0620C5E5DDE50618=944
60544: DD7E007719DD1910=753
60552: F7DDE1E1C1DD2323=1402
60560: 7610E7C92108CF11=831
60568: 0040010018EDB006=508
60576: 00C5E5D52108CF11=917
60584: 800191DD21805911=666
60592: 20019DD1910FBDD=791
60600: E5D1012000EDB0D1=1093
60608: E1012000EDB076C1=982
60616: 10D7C92108CF1100=697
60624: 40010018EDB00006=521
60632: C5C52108CF11E017=906
60640: 19112000DD21E057=639
60648: 19DD1910FB012000=571
60656: DDE5D1EDB0C12100=1306
60664: CF11001819DD2100=530
60672: 5811E0FF19DD1910=874
60680: FBDD5D1012000ED=1180
60688: B076C110C9C93169=1053
60696: 0000000000000000=0
510P
    
```

Ever wanted to recreate the stretchy pulsating (yes I know...oo-er) effect in games such as *Max Headroom* and *Glider Rider*? Well now, courtesy of **Michael Wilcox's** programming skills, you can involve just such a sproingy, flapping (Again? Okay...oo-er) effect in your own programs. And what's more it's a mere 180 bytes.

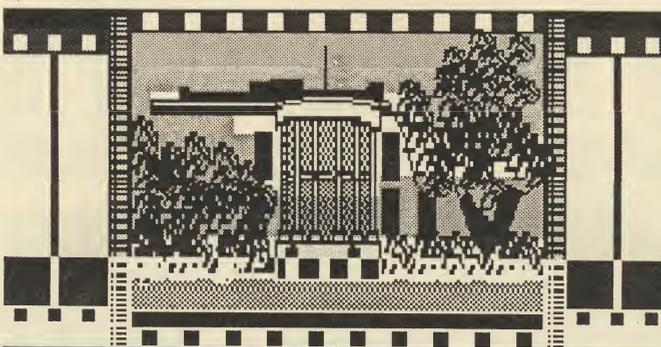
Method

Simply type in the hex dump using the ol' hex loader and once you've finished save the code by typing: SAVE "flap" CODE 27000,180. Then type in the DEMO PROGRAM and RUN it to see the flappy routine.

```

27000: 3EB0CDEC69210000=817
27008: 11888012C6A3E00=550
27016: CD8C69C922DE69ED=1249
27024: 43E069ED53E26932=1097
27032: E46906A0C5ED48DE=1230
    
```

FLAPPETY FLAP



What Now, Ronnie?

```

27040: 69783C32DF693DCD=929
27048: 8122ED5BE269E5C5=1296
27056: 2AE0697EFE002B0C=803
27064: E526006F29292929=542
27072: 2919EBE12322E069=924
27080: C1E13AE469FE0128=1104
27088: 14EB012000EDB0EB=936
27096: 2313C110FC900A0=815
27104: CC6A88800012000=663
27112: EDB018EC165C5F21=915
27120: 2C6A3E00322A6A3E=472
27128: 00322B6A1ACB7728=587
27136: 04CB7F2B043E0118=465
27144: 023E02473A2A6A77=462
27152: 233A2B6A3C322B6A=501
27160: 10F2133A2A6A3C32=593
27168: 2A6A3A2B6AFAE00D=977
27176: 18D27FA000010202=526
510P
    
```

```

10 REM FLAPPETY FLAP!
20 REM by MICHAEL WILCOX
30 POKE 27015,1: POKE 27035,1
00: POKE 27174,160: LET a=0
40 FOR f=27180 TO 27330: POKE
f,a: LET a=a+1: NEXT f
50 PAPER 0: INK 7: BORDER 0:
CLS : PRINT "LOADING SCREEN..."
60 LOAD "SCREEN$
70 RANDOMIZE USR 27005: POKE
27015,0: POKE 27035,160
80 FOR f=240 TO 0 STEP -8: PO
KE 27001,f: RANDOMIZE USR 27000:
NEXT f
90 FOR f=1 TO 240 STEP 8: POK
E 27001,f: RANDOMIZE USR 27000:
NEXT f
100 GO TO 80
    
```

●+++PROGRAMMING+++PROGRAMMING+++●

Now it's my turn (and anyone who suggests I can't program, better watch their kneecaps!). Over the next few months I'll be printing some routines of my own that'll add that certain polished finish to your own arcade games. This month it's a simple bar display routine, that you can use to show the amount of fuel or ammo instead of tedious numbers.

Method

Stone me. To use this program is a physical manifestation of easiness (and no, I don't know what that means either!). Just type in the seventeen lines of hex, save the code, then POKE these variables:

```
POKE 40131, Length of Bar (0-255)
POKE 40129, screen-256*INT(screen/256)
40130, INT(screen/256)
```

NB: Screen refers to the position of the bar on screen; it must be in the range 16384-22527
POKE 39991 to 39998 with the eight bytes of your pattern. It can be a UDG or anything.

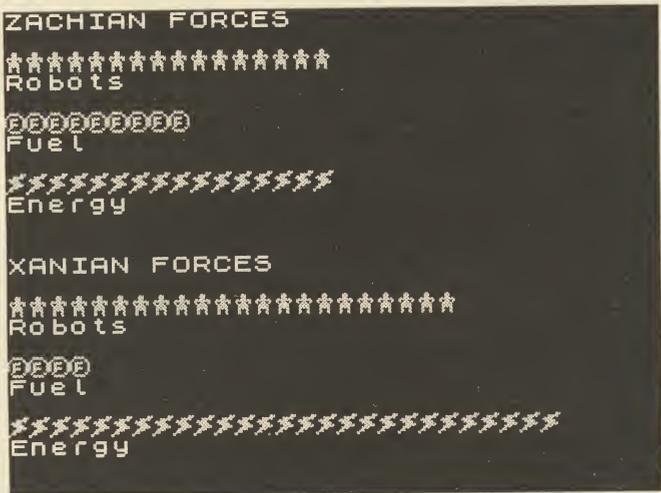
Then, once you've done that, just type RANDOMIZE USR 40000 to see your bar.

ARCADE ANTICS

Hex Dump

This puts the Bar Display program in hex. Type it in and use SAVE "bar" CODE 40000,136 to plonk it on tape.

```
40000: 11379C2AC19C3AC3=872
40008: 9CD54FE6F80F0F=971
40016: 32699C79E6074F3E=810
40024: 089132899C3AC39C=905
40032: FE08DA7A9C0E08E5=1009
40040: 06011A772310FB22=488
40048: C49CE1CD9D9C130D=1127
40056: 20ED2AC19C3A699C=979
40064: 5F160019D13E0808=429
40072: 06083EFFF2B2710FC=841
40080: 4F1AA17713CD9D9C=922
40088: 083D20EBC97CE607=898
40096: FE07CAA79C24C97C=1147
40104: E6F8677DE6E0FE0E=1638
40112: CAB89C3E20856FC9=1081
40120: 7DE61F6F3E088467=802
40128: C900400801470000=345
40136: 0000000000000000=0
STOP
```



Well, that's it for this month. But never fear — I shall return to your screens next month with loads more wild and wacky routines. Meanwhile, get programming and send your routines in to *Program Pitstop*, YS, 14 Rathbone Place, London W1P 1DE. And remember, we'll even pay for the very special routines.

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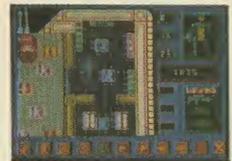
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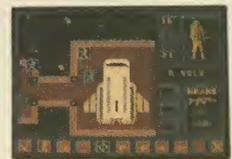
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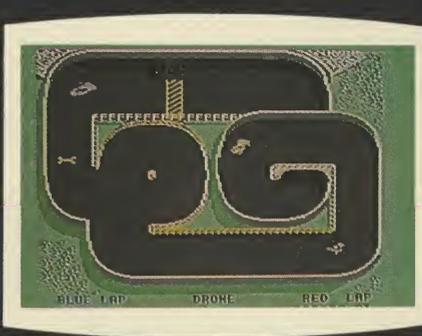
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Commodore Screens

MT

UT TRAINING



When it comes to slots — we've got the lot! *Ciarán Brennan* stalks the city arcades for the latest coin-ops.

SLOTS OF

FUN

Coin-op conversions did big business on the Speccy in '87 — *Outrun* being one of the most popular. And it looks as if they'll be booming in '88 too — this month's big game, *Rolling Thunder*, is one of the first to set the ball rolling. So, it's just as well then that there are plenty of new arcade machines around as well as many more on the horizon. Most, like Namco's *Pacmania*, SNK's *Paddle Mania* and Konami's *Tycoon*,

are variations on a theme, not that that's a bad thing in some cases, but there are a couple of novelties like *Rack 'Em Up* from Konami. Still, read 'em reviews for yourself and make your own minds up.

But before you do, I've introduced a little thing (oo-er!) called the Convertability Factor. Okay, it sounds a bit flash but all it really means is how well and easily the arcade game would convert on the Spectrum. It doesn't reflect how good the coin-op is — it could be dead easy to convert and get a high rating but be an abysmal game. Geddit?

TIGER ROAD

Scrolling platform games are a little bit dated in this day and age, so Capcom's latest oriental offering doesn't really stand out as being anything remarkable. And although there are quite a few levels to battle through, the lack of variety between them makes the whole business a little bit tedious.

The scenario is as dated as the gameplay, involving the kidnapping of a couple of princes and their subsequent rescue from swarms of evil enemies, but luckily this is dealt with fairly quickly and it's then straight into the action.

A few nice backgrounds appear as play moves through temples and the jungle, but these are let down by some pretty dodgy animation and chubby characters.

Tiger Road will probably only appeal to a select band of upwardly mobile ninja warriors, and should be avoided at all costs by those seeking a splash of originality.

CONVERTABILITY FACTOR: 7
Easy to convert but hardly worth the effort.



SUPER DODGE BALL



When is a game of basketball not a game of basketball? When you suddenly realise that there are no baskets to shoot into!

At first sight I thought that *Super Dodge Ball* from the Technos Corporation was a good-looking one or two player basketball simulation, but it turned out that I was very much mistaken. The main problem is that it quickly becomes apparent that it's not basketball at all — so what sort of game is it? As far as I can gather, the object is to pass the ball to a nominated player while the opposition attempt to make interceptions. For all of the frenzied action that appears to ensue, there's never really a great deal happening and the whole thing rapidly becomes a prize bore.

The visual beauty is only screen deep too, as the impressive graphics lose their shine when the dismal scrolling comes into effect. Sorry sports fans... even at 20p I can't really find anything in this one to make it worth recommending.

CONVERTABILITY FACTOR: 7
But why bother?

TYPHOON



Okay speed freaks, it's time to climb back into your cockpits and take to the skies as Konami put you in control of a variety of aircraft and send you off into the wild blue yonder. Most flying games are going to be a bit of a let-down after *Afterburner*, but this provides quite a challenge in its own way, and at 20p is a good deal cheaper than Sega's sit-down extravaganza.

The first level gives the player an unusual viewpoint as the plane hurtles directly downwards through cloud cover towards the target — an impressively revolving aircraft carrier. The carrier is well defended by wave after wave of missile-laden superfighters which are difficult to destroy and even harder to avoid. Even when these have been passed it's no mean feat to destroy the carrier as it's bristling with armour.

Level two is a touch more conventional, involving flying a helicopter along a horizontally scrolling seascape. This time as well as blasting the oncoming jets and choppers, you have the added task of bombing a number of ships along the way and collecting extra weaponry — talk about multi-tasking!

The gameplay is nicely judged throughout, being just enough to make the game a challenge without ever becoming too difficult. Although the control is sometimes a little tricky (especially in the horizontally scrolling levels where pushing the joystick up causes the aircraft to move down the screen), there's enough action and challenge in this one to keep most players amused.

CONVERTABILITY FACTOR: 4
A lot to fit into a poor little Spectrum.

PADDLE MANIA

Remember *Tennis* — the original TV console game where two players moved bats across opposing goals in an attempt to stop a bouncing ball from passing through? Well it's back! Though this time in the guise of *Paddle Mania* — SNK's nine level sports game for one or two players.

After a space-age loading screen has been and gone, this game reveals itself to be almost identical in style to its predecessor, only this time tarted up with more advanced graphics. Matches are played to a time limit, with the winning player moving on to the next level. The game ends when the computer wins a match, but if you're quick enough with the dosh you can restart at the level where you were beaten.

The gameplay is enhanced by the addition of forehand and backhand strokes which vary the play considerably — and become more and more necessary as the standard of the opposition improves with each level. The opposition ranges from Stefi Graf through Ivan Lendl to the entire US volleyball team! If I have any criticism it's that the ball's speed is occasionally erratic, but this hardly detracts from the superb playability. Be warned... despite the fact that it only costs 20p per game you could still end up pumping a lot of dough into this one.

CONVERTABILITY FACTOR: 8
Should lose very little in the translation



RACK 'EM UP

Tom Cruise must be a real favourite with the folks who make these machines — last month we had *Top Gun* style action in *Afterburner*, and now we have graphics which appear to have jumped straight out of the *Color Of Money* to decorate this excellent pool simulation from Konami.

There's a choice of two styles of pool on offer — 'rotation' is the usual 15 ball game which is played on this island, while 'nine ball' is a more American style where (believe it or not) nine balls have to be sunk in order.

The screen is split into four sections; an overhead view of the table; the shot view panel which gives a view from behind the cue ball; the self-explanatory power meter and the play information panel showing which player is shooting and how many shots they've taken (quite important in nine ball).

There's a reasonable amount of control to be had over the cue ball, with realistic spin and collision, and the sound effects round off the whole package. At 20p a turn, this one or two player simulation is the next best thing to playing the real thing.

CONVERTABILITY FACTOR: 7
Pools of potential.



PACMANIA

Remember Clyde, Pinky, Inky and Blinky? Those spectres who struck terror into the hearts of millions as they floated around *Pacland* scaring all and sundry. Well now the four hungry ghosts are back — but this time with a new perspective on life... a 3D perspective to be precise.

Namco's latest offering is a new version of the ancient classic *Pacman* enhanced by the inclusion of a brilliant soundtrack and stunning three dimensional graphics. Also, instead of simply manoeuvring a small yellow disc around a flat maze, the player guides a spherical Pacman between seemingly solid walls in an attempt to avoid the all-too-real ghosts.



Pacman has one new trick to help him in his quest — despite a complete lack of legs, our hero has developed the ability to jump over his opponents — however this has limited power and should be used sparingly. Otherwise the gameplay is exactly the same as in the original, simply eat the dots and collect the power pills.

If there is any difference in the feel of the game, this is caused by the fact that only about one third of the screen is on view at any one time and it's therefore quite hard to know where the ghosts are — which can prove a little awkward at times.

The considerably enhanced graphics are *Pacmania's* strongest selling point, in particular the impressive way in which Pacman revolves. The difficulty also appears to have been tweaked slightly so that even the most experienced *Pacman* players will have their work cut out finishing this one. But as the price has remained at a mere 20p (and there's a 'continue game' feature), getting some practice in is not going to burn a hole in anyone's pocket. Highly recommended.

CONVERTABILITY FACTOR: 6
The graphics may not survive but the fun should.

ARCADE NEWS

Now that Christmas is well behind us, let's hope that the coin-op producers will start coming out of their caves and produce a few more blasters than they have been of late. This month sees the release of two more horizontal scrollers, Konami's *City Bomber* and *Twin Cobra* from Taito. Although neither are particularly original, they should both provide plenty to talk about as you read. The former involves taking an aerial car on a trail of destruction through an unnamed metropolis, while the latter is fast and furious blasting in a more conventional mode. Tune in next month

when we will bring you full reviews of these and many more.

On the conversions front, the grapevine has been merrily buzzing with a number of unconfirmed rumours (so if they don't turn out to be true you can say that you heard them somewhere else first, okay?). Anyway, the word is out that *Double Dragon* is to be converted by the folks at Melbourne House/Mastertronic, while the licence for last month's smash *Operation Wolf* is said to be in the hands of Midlands supremos US Gold. That's the lot for this month, so until next month... keep watching the skies.



YS SUPERSTORE

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Y S A D V E N T U R E



First off is **Colin Thompson** of Hamilton who's first in with a solution to part one of *Karyssia*, which is no mean feat. But then Scotsmen are known for their mean feats, aren't they? (All letters of complaint to T'zer.)

Tim Whitehead of Uxbridge asks how to deal with the horde of gays in *Bored of the Rings*. RETSOP EHT PORD. **Daniel Godrack** of Gainsborough says first of all that that really is his name, and then asks how to get through the dead marshes in *Shadows of Mordor* as he doesn't know what the raft is for. The answer is that the raft's for getting you across the swamp! You need HCNARB EHT, and then with that you just TFAR ELOP, though you'll have to make two journeys as you won't all fit on at once.

Thanks to **Peter ?adie** of Ellon, Aberdeenshire for the solution to *Forest at World's End*. I have to call him ?adie as whatever his surname begins with, that capital letter's broken on his typewriter.

Brett Loveday from Gillingham says he's never written to me before, so if I don't help him out on *Imagination* he may never write to me again. How to distract the dogs? The answer's a bag of chips. What to give to the beautiful woman? PAM EHT. What is the paint used for? TLEB RUOY. What should you send me if you do write again to ensure you get a quick(ish) reply? eas.

Adrian Matthews is part of the adventuring mafia in County Armagh, where we seem to have plenty of readers, and he asks far too many (well, six) questions on the "excellent sci-fi adventure, *Rigel's Revenge*". How to get out of the net? T'NAC OUY. What's the significance of the small dog? TOL A TON. Can you find powerpacks for your stun gun? TI YRRAC TSUJ. How do you squeeze between the bars of the kitchen window? GNIHTON GNIYRRAC YB. How do you use the medikit? SNOTTUB EHT SSERP. Is the robotank of any importance? SEY. And the next one, please.

Can anyone help an adventurer trying to get hold of a copy of Melbourne House's *Machine Code Programming for*

Beginners which is now out of print? The beginner in question is **Mrs S.A. Hamilton**, 43 Arkle Green, Sinfyn, Derby DE2 9NW.

Calling **Mr Belcher**, calling Mr Belcher! It's Zodiac Software who's calling Mr P. Belcher, as he bought copies of their games, *Soap Land* and *Scary Mansion*. At least, he wanted to buy copies of their games, but they cashed the cheque and then lost his address.

If he hasn't contacted them already, can he please do so pronto, and they'll give him a free copy of their latest game, *A Fistful of Blood Capsules* (see January's YS for a review) to compensate him for having a funny name . . . no, sorry, I didn't mean it . . . to compensate him for having to wait. Zodiac's address is 22 Peak Dale Avenue, Goldenhill, Stoke-on-Trent, Staffs ST6 5QP.

adventure, *Castle Blackstar*' Having recovered the orb, taken it with the treasures to the temple and prayed to the goddess, who smiles and beckons him up, he wants to know what to do next. Not surprising, really. Not often you're beckoned up by a goddess. The picture of the goddess that you see is only a vision, a clue to her ultimate location, and you should then MOORB YLF, 'SRATS HCUOT' YAS, then pass through the small punctuation maze and . . . oh, I'm sure you can finish it off for yourself.

My thanks to **Brian Power** of Merseyside for the solution to *Mindshadow* — very useful to have, and Brian pleads with me in return to print the code to access the third part of *The Fourth Protocol*. Sorry, I wouldn't do that, not even if you lived in Tiptree.

Darren Davies of Derby just begs me to print a solution to *Questprobe III* for

him and his Icelandic friend Agust. I'll bear it in mind for the future, Darren, but if you want to write in again with a sae and tell me where you're stuck I'll do my best to help. In English rather than Icelandic, though.

And now for Manuel corner. No, that's not the name of a reader, it just refers to my very desirable Manuel awards that goes to the duffest adventurers around. First to receive the award many moons ago was **Anne Sporn** of Kings Lynn, who recently wrote again to tell me that she no longer qualifies for a Manuel as she has now actually finished an adventure.

Just the one, but it's a start. Hubby however, has now been converted from arcade games to adventures and is stuck in *The Boggit*, wondering how to get from part one into part two. The answer is to let yourself get caught by the goblins! Brings tears to the eyes, but if you do that in the dark cave and provided you've done everything you need to do in part one then you should be allowed to progress to part two.

As for my latest Manuel, this clearly has to go to someone who signs himself only as 'The Twit' — his identity will be known to anyone who lives near 18 Vicarage Crescent, Grenoside, Sheffield. The Twit has been playing adventures for three years, and still hasn't finished one. Well done, that man. Or possibly woman. Difficult to tell with a twit. Keep battling away, anyway, and to help you



Craig Detheridge of Coventry asks six zillion questions (count 'em! No, on second thoughts, don't). One is how to have a good POKE, the one in question being the *Kentilla* POKE in a previous issue (bless you.) Craig says he can't get this one to work . . . well write to the POKER, Craig, whose name and address were printed for all to see. Craig also asks for help in *Matt Lucas*, such as how to lift the cage to release your partner (THGIEW EHT PORD) and how to get oil from under the rocks in *Imagination* (EXAKCIP HTTW ROOLF TH). In *Kayleth*, how to get out of Yagmok's quarters again: GNIR EDIR DNA POOH MAXE.

Dennis Francombe of Dunnington also needs to write to the *Kentilla* POKER, **Chris Jones**, and says he's nearly finished 'that highly undervalued

RES

along here are the answers to some of your questions. In *The Boggit* you need the key from the trolls to unlock the heavy rock door. To get that, pay close attention to everything that's said near the start of the game, or ask someone who knows Latin for a light. At Smelrond's Place, just WAIT till Grandalf and Smelrond exchange greetings. As for the thorny problem of Thorny, you should EM WOLLOF YAS. In *Custer's Quest* a coin will sort out the peasant problem: TSEHC EHT ENIMAXE. Before that, have you LENAP EHT DEKCIK? Ignore the stables and hay loft.

Stuart Forbes of Newent is also stuck in *Custer's Quest*, wondering how to overcome the Time Beast. How about with a timepiece of some kind? And if you haven't found that yet, go back and chat to the white rabbit. And if you haven't found that yet . . . oh, this could go on forever.

A program here from that despicable cheat, Richard Alexander of Sale, who says it's the quickest yet for reading and displaying text from *Quill'd* adventures. Naturally, I wouldn't dream of allowing anyone else to cheat by printing the following listing:

```
10 DATA 33, 168, 97, 62, 255, 174, 254,
31, 56, 5, 254, 127, 48, 1, 215, 35, 124,
181, 32, 239, 201
20 FOR n = 23296 TO 23316
30 READ a: POKE n, a: NEXT n
40 PRINT USR 23296
```

This month's Bugfinder General is John Pettit of Weymouth, who points out how you can crash CRL's *Book of the Dead* without really trying. Alternatively, he warns you how to avoid crashing it. When trading with the three traders (Mad, Bad & Sad), you should try to make the Sad trader Glad by giving him something. The Mad trader will run off with anything you give to him, but should you be a bit mad yourself (no offence, John) and try trading three times with the Mad trader, the program crashes and you break through to the GAC input routine. Then touch any key and the program locks up.

John goes on to point out some very bad errors in an adventure I haven't seen, Alternative Software's *Football Crazy*, though these haven't stopped it getting to Numero Uno in our Adventure software chart recently. In the very first location, you're told that a door is to the east but you have to walk west through a brick wall to get out. If you DROP BILLS in the bank you suddenly find yourself standing in the main street. If you try to ENTER SHOP in the cul-de-sac you're taken inside the police station instead. I won't repeat the message you get if you throw a football onto the pitch, but try it and see!

By jove, I'm right at the end again. I'd better stop before I fall off the

paaaaaaaggggghhhh!!!!.....

NEWS

Venture forth with Mike Gerrard

● Not content with probing and soothsaying all over Wigan, Sandra Sharkey has now gone in for a bit of adventure-writing too. *The Case of the Mixed-Up Shymer* is a GAC'd game which I've been looking at a preview version of, and I liked it a lot. Aimed at kids from 7-70, this text-only adventure casts you in the role of Shirley Combes, private secretary to the great Sherlock himself. While he's away investigating some boring case involving the Hound of the Baskervilles, you're called in to sort out the problems on the Isle of Nersree, where the nursery rhymes have all gone wrong. Humpy Dumpty's sitting on his wall but every time he falls off he bounces back up again. A game like this could have been cutesey and twee, but instead it's great fun and very amusing. Priced at £1.99, a full review will follow just as soon as the Speccy version's finished, but if you want to get your order in now the address is 78 Merton Road, Wigan WN3 6AT.

● To continue the buggy saga from last month's news section, it is now known that there's a fatal bug in *Savage Island II*, preventing the completion of the game. Though published by Tynesoft, this is distributed by AdventureSoft, and if you've bought a flawed copy you should return this to AdventureSoft Ltd, PO Box 786, Sutton Coldfield, West Midlands B75 7SL. The same goes for AdventureSoft's own *Temple of Terror*, and to confirm last month's news, faulty copies of *Kentilla* containing either of the two bugs to do with Elva or the silver dagger can be returned to Mastertronic for a refund.

● CRL stands for Computer Rentals Ltd, though maybe that should be Creepy Rentals Ltd if their recent adventure releases are anything to go by.

Jack the Ripper is already out of course, and you may have seen my January preview of their forthcoming *Jekyll and Hyde*. They've already done *Dracula*, which Rod Pike adapted from the original novel by Bram Stoker, and the Pike/CRL combination then went on the produce *Frankenstein*. At least, they said several months ago they were producing it for the Speccy, but it ain't never materialised in my tottering pile of review copies. Maybe it was something I said, I thought, but no, 'twas just that the Speccy conversion was late. Very late. In fact it hasn't arrived yet but may do before I finish writing this month's adventure section, so hold onto those bolts in your neck for a last-minute review. Or possibly not. All that's arrived so far is the price, however, a decidedly unhorrific £7.95.

● I mentioned last month that several of the earlier adventures from Eighth Day Software are about to be re-packaged and re-published on double-play cassettes. That doesn't mean the supply of new adventures will be drying up from a company that I know is popular with a great many readers. First, they have a sci-fi adventure called *Ardonicus III*, and this will be available for 128k machines only, as will a planned series of "Detective Tales".



KIND SOULS

Anyone who buys me a drink goes straight to the top of the pile, and that means **Allan Phillips** who bravely forced his way through to the bar at last year's PCW Show and came back clutching two pints. Now that's what you call a **Kind Soul**! And he's prepared to be kind to lost adventurers too. No, he won't buy you a drink, but he'll answer your questions on *Eddie Smith*, *Zacaron Mystery*, *Matt Lucas*, *Aftershock*, and *Mindbender*. And then *Heroes of Karn*, *Star Wreck*, *Wiz-Biz*, *Message from Andromeda*, *The Helm*, *Spiderman*, *Mafia Contract I*, *Spytrek*, *Imagination*, *Warlord*, *Kobayashi Naru*, *Football Frenzy*, you can buy him a drink. Right, Allan? The address is Allan Phillips, 55 Torbay Court, Clarence Way, London NW1 8RL.

A few more success for regular **Kind Soul Jackie Holt**, 36 Eland Street, New Basford, Nottingham NG7 7DT: *A Tangled Tale*, *Bugsy*, *The Castle*, *Forest at World's End*, *Strange Odyssey*, *Subsunk*, *Terrormolinos*.

And the next one please. That's **Colin Thompson**, 24 Ness Terrace, Little Earnock, Hamilton, Scotland, and Colin can help on the first part of *Karyssia* and all of *Hulk*, *Spiderman*, *Seabase Delta*, *Hobbit*, *Never Ending Story*, *Imagination*, *Holy Grail*, *Dracula* and *The Colour of Magic*.

And the next next one. **Neil Ashmore** reminds readers to send a sae and says that he's happy to answer a few questions, but he can't give full solutions. Quite right, too. So write to 5 Park Crescent, Furness Vale, Stockport, Cheshire SK12 7PU if you're stuck in any of the following: *Seabase Delta*, *Dracula*, *Urban Upstart*, *Message from Andromeda*, *Robin of Sherwood*, *Mordon's Quest*, *Heroes of Karn*, *The Helm*, *Holy Grail*, *Mafia Contract III*, *Lords of Midnight*, *Valkyrie 17*, *Erik the Viking*, *Invincible Island* and parts one and two of *Eureka*.

Darren Sellwood of 10 Kingston Ave, Blackpool, Lancs FY4 2QA has a flash signature and also answers to any questions you might have on *Waxworks*, *Hulk*, *Spiderman*, *Mindshadow*, *Seabase Delta*, *Imagination*, *Robin of Sherwood*, *Bugsy*, *Boggit*, *Espionage Island*, *Rebel Planet*, *Souls of Darkon* and the first parts of both *Sinbad* and *Zacaron Mystery*.

A few less common titles from **Steven House**, whose house is at 1 Union Lane, Penrith, Cumbria CA11 9DU: *Kentilla*, *Spy Trek*, *Zzzz*, *Serf's Tale*, *Golden Apple*, *Tinderbox*, *Heroes of Karn*, *Redhawk*, *Zacaron Mystery*, *Twin Kingdom Valley*, *Wiz-Biz*, *Life Term*, *Dracula*, *Hobbit*, *Denis Through the Drinking Glass*, *Urban Upstart*, *Custer's Quest*, *Necris Dome* and *Wonderland*.

And a few common titles from **Greg Quinn** of Portadown, but then he's a pretty common type of person. The latest additions to his completed list include *Eddie Smith*, *Custer's Quest*, *Spytrek* and *Mafia Contract II*. Help from Greggy-baby at 71 Festival Road, Portadown, Co Armagh, N. Ireland BT63 5HE.

Now this next address looks familiar . . . in fact it's 21 Festival Road, Portadown etc etc, where **Andrew Harrison** has the misfortune to live 25 doors away (work it out) from Gregory Quinn. Can he really have completed all these adventures? Ask him questions on them to find out, (all Level 9 games): *Hulk*, *Secret Mission*, *Fourth*

Protocol, *Holy Grail*, *Robin of Sherwood*, *Valkyrie 17*, *Gremlins*, *Adventureland*, *Lord of the Rings*, *Souls of Darkon*, *Dracula*, *Demon from the Darkside*, *Dome Trooper*, *Book of the Dead*, *The Pawn*, *Bored of the Rings*, *Mafia Contract*, *Golden Baton*, *NeverEnding Story*, *Sorcerer of Claymorgue Castle*, *Spiderman*, *The Curse*, *Murder Hunt*, *Doomsday Papers*, *Espionage Island*, *The Castle*, *Boggit*, *Mordon's Quest*, *Subsunk*, *Seabase Delta*, *Quann Tulla*, *Hobbit*, *Escape from Pulsar 7*, *Ice Station Zero*, *Hampstead*, *Mindshadow*, *Helm*, *Aftershock*, *Bugsy*, *Castle Blackstar*, *Denis Through the Drinking Glass*, *Hunchback*, *Kentilla*, *Zzzz*, *Mural*, *Se-Kaa*, *Redhawk*, *Winter Wonderland*, *Colditz*, *Custer's Quest*, *Rebel Planet*, *Buckaroo Banzai*, *Imagination*, *Kayleth*, *Apache Gold*, *Matt Lucas*, *Mindstone*, *The 'O' Zone*, *Pirate Adventure*, *Eye of Bain*, *Very Big Cave Adventure*, *Heroes of Karn*, *Claws of Despair*, *Eureka*.

A slightly shorter list from **Shirleyan Davies**: *Inspector Flukeit*. Very useful, though, as it's one not many people have finished. Send your sae's to Shirwedean, Sandyhill Rd, Saundersfoot, Dyfed SA69 9HN.

Ken Green doesn't know what's proper and what isn't. He's talking about adventures, of course, and says he likes the more 'graphical' adventures as well as the conventional type as they all need lateral and logical thinking to complete. He'll answer questions on the following for the usual sae, but if you want any full solutions enclose 20p each to cover the photocopying: *Dun Darach*, *Marsport*, *Pyaracuse*, *Fairlight*, *Megabucks*, *Happiest Days of Your Life*, *Sherlock*, *Knight Tyme*, *Tir na Nog*, *Back to School*, *King's Keep*, *Pyjamarama*, *Finder's Keepers*, *Everyone's a Wally*, *Herbert's Dummy Run*. Ken's address is 85 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ.

Lots of people look for help on *Valhalla*, and if that includes you then look to **Gary Stimson**, 4 Fox Court Drive, Roade, Northampton NN7 2LL. Gary can also answer questions (but no solutions) on *Spiderman*, *Very Big Cave Adventure* and part one of *The Boggit*.

Finally just room for **Hobson Bullman**, 5 Manor Ave, Fulwood, Preston, Lancs RR2 4DW. Luckily there's room for his list too, which is just as well: *Lord of the Rings*, *Shadows of Mordor*, *Golden Baton*.

LOST SOULS

Space to squeeze in some quickies? Oh, it's only the start of the column so of course there is. Silly me. Help needed on getting past 95 percent of the obstacles, monsters, trolls etc in *Heavy on the Magic!*, and general help on *The Hobbit*: **Luke Beaumont**, Shotley Cottage, Shotley Gate, Ipswich, Suffolk IP9 1PS.

Stuck in *Inspector Flukeit* and with a million questions to ask anyone who's solved it is **K. MacRae**, 20 Bowlingfield, Tauterton, Ingoo, Preston, Lancs PR2 7DD.

Andrew Orwin, The Old Post Office, Kirklington Road, Bilsthorpe, Newark, Notts NG22 8SS: in *Temple of Terror*, what to buy at the black tent, how to kill the giant centipede and the thing that comes out of the pit.

Nick Cory, 23 Amodos Close, Plympton, Plymouth, Devon PL7 3SW: any help on *Matt Lucas*, *Robin of*

Sherlock, *The Mural* and *Galaxias*.

Nigel Wakeing of Carreg Gam, 5 Odol Terrace, Cwm Penmachno, Gwynedd LL24 ORP, N. Wales boldly admits to being hopeless at adventures and begs any help at all on *Eureka*, *Robin of Sherwood*, *Boggit*, *Spy Triology* and *Valkyrie 17*.

N. Edmonds, The Gate House, Frittenden, Kent TN17 2DD boldly admits to thinking *YS* is the greatest. Yay! Now can anyone help him on *The Serf's Tale*, *Mindshadow* and *The NeverEnding Story*? He's been playing the games since March and can't get anywhere.

Steven Whitely, 22 Redwing Lane, Norton, Stockton-on-Tees, Cleveland: how to pass the service droid to enter the lift in *Project Volcano*, how to locate the object and clue at Pound Green in *Micro Drivin'* and how to escape from the ground car in *Solaris*.

Grovelling **Ann Grant** needs help on *Greyfell*, so send it to her at 15 Bossington, Nr Minehead, Somerset TA24 8HQ. Neville 'Stuck in the Mud' Chesworth is playing *That's the Spirit* and wants to know how to pass the cat near the chemistry bank, how to collect the object from inside the church and what to do when the computer is connected to the TV. Also how to end the game in *Swords and Sorcery*, having collected three pieces of *Zob's Armour*. Help to Neville Chesworth Jnr, Whitehouse, Chapel Street, Gunnislake, Cornwall PL18 9NA.

Gary Millings, 11 Pickard Street, Lancaster: in *Blizzard Pass*, how to get back over the fissure as following Tynesoft's hint of TIE ROPE TO RING AND THROW only produces *The rope doesn't catch on anything*.

And please, please, please, has anyone finished *Stormbringer* yet? If so then send me a solution at once, and also help **Gary Millings** (above) and **Brian Harris**, 47 Valentine's Way, Rush Green, Romford, Essex RM7 0YD. I'd ask you to help **Darren Martin**, too, but his letter doesn't have an address on it so he'll have to write to me again.

Writing to me once more after a gap of a year and an appearance in *Lost Souls* that produced no replies at all is **Mark Hanrahan**, 190 Ballybeg Square, Waterford, Eire. Any help at all on *Legend*, which no-one else in the world seems to have solved. Please? Double-please?

"I'm about as lost as anyone can get," says **Joanne Wilson** of 3 Allington, Freehold, Rochdale, Lancs OL11 4LA. "It's *White Door (Crisis at Christmas)* that's causing the trouble: I can't find a single present! Nor can I find the battery for the torch to explore the loft." It's that devious Tartan Software lot I blame.

Have any of you layabouts out there got a full solution to *Runes of Zendos* that you could possibly spare or copy? If so, bung it in the direction of **Mrs S. J. Burt**, 39 Lowry Gardens, Sholing, Southampton, Hants SO2 8SR. Mrs Burt will be forever in your debt, and for even longer if you can also provide an infinite lives *POKE* for *Pssst*. I know it's not an adventure, but who reads down this far anyway?

A good one to finish on. **Jackie Holt** can't get out of the first location in one of her adventures. If that sounds a bit feeble then make allowances for the fact that the adventure is in Finnish! The title is *Arendarvon Castle*, so is there anyone out there who can help Jackie start the Finnish tale? Also, is it possible to score 100 percent on *Earthbound*? Info to Jackie Holt, 36 Eland Street, New Basford, Nottingham NG7 7DT.

ADVENTURES INTERNATIONAL

Some of those naughty Scandinavian-type persons to start with, the first being **Anders Willman** with the mind-borgling address of Borgarmalmavägen 5 C 2, 68620 Jakobstad 2, Finland. Anders needs help on *Tower of Despair*, and all he needs to do on that is send me an international reply coupon for a frëebie. In *Eureka* he's having problems with the *Brachiosaurus*, whose motto is obviously Kill-A-Finn-A-Day. The answer, Anders, is not to rest, pause, wait or sleep, but to LLITS YATS, and you may need to repeat that command. Ok?

Next Scandinavian is **Steven Snedker**, Hovedvejen 124, 2600 Glostrup, Denmark. I have to include this one as Stephen says 'I think you should have a substantial increase in salary and pages.' What an intelligent chap, we need more readers like him. Steven (remember Steven,

he's the one who said I should have a substantial increase in salary and pages) also asks why he can't get part two of *Bored of the Rings* to start even though he's typing in the right password. All I can think of is that maybe you're not typing it all in capitals, or all as one word, the word being GOODTIME. (There, I wrote something forwards thus giving the game away. But I don't care, I'm feeling reckless and just absolutely potty and mad today, Vyvyan.)

Talking of which, here come **The Crazy Goblins Band** again, all the way from Belgium. I'm not surprised they're crazy, trying to play *The Pawn*. How to move the wheelbarrow: TSUM OUY FI TILLUP. How to lever the boulder when the rake isn't strong enough: TRIHS EHT HTIW TI OT EOH EHT EIT. How to open the guru's cupboard: WONS MIH GNIRB DNA TI ERONGI.

Gerold Hofheinz of Tapachstrasse 55, 7000 Stuttgart-

40, West Germany would like to use this section to thank Andy MacGregor for helping him finish *Funhouse*. And thanks to you for passing a copy of the solution and map on to me. Dankeschön, Gerold.

On the shores of the Mediterranean is **Oscar Pineiro** of Exeter. No, that can't be right, surely? Oscar's from Spain and wrote to me from an Exeter address while he was visiting England. Unfortunately because I was away on holiday (again) his letter didn't reach me till after he'd gone back to Spain and he didn't give me a Spanish address at which I could contact him. So if you're out there, Oscar Pineiro, and my letter didn't catch up with you, just write again. As to how you can subscribe to *Your Sinclair*, well just see the subscription details in any issue. Lots of Spanish readers do subscribe. Send us the money, we'll send you the mag! Easy!

BACK ISSUES

Don't miss out. Get your back issues here.

1 JAN '86 Games: *Rasputin* • *Commando* • *Winter Sports* • *Saboteur*. **Features:** *Droid Wars* — A game to type in. Plus Program Power — *Chopper Mission*, *Worm*, *Morse Saga*.

2 FEB '86 Games: *The Young Ones* • *Bladerunner* • *Three Weeks In Paradise*. **Features:** *Maclone* • *Joysticks* — The ten best test • *Matthew Smith* interview • *Art Studio* — reviewed!

3 MARCH '86 Games: *V* • *Movie* • *Zoids*. **Features:** *Switcha* — Multi-tasking on the Speccy • *SpecDrum* — *Cheetah's* drum kit in a box • *Wham!* Make it big with *Melbourne House's Music Box*.

4 APRIL '86 Games: *Max Headroom* • *Skyfox* • *Lord Of The Rings*. **Features:** The new 128K *Spectrum* reviewed • *Dimmer Switch* — Protection for your telly • Getting the most out of *Art Studio*.

5 MAY '86 Games: *Batman* • *The Planets*. **Features:** *Micronet* — We communicate • *Turbo Loader* — Load in less time • Interview with the Elite programmers • *Adventurers* — *Mike Gerrard* shows you the way.

6 JUNE '86 Games: *Ghosts'n'Goblins* • *Way Of The Tiger* • 128K games review round-up. **Features:** *SuperColour* — Multi-coloured character squares • *Hardware Bonanza* — the latest *Speccy* add-ons.

7 JULY '86 Games: *Rock'n'Wrestle* • *Heavy On The Magik*. **Features:** *Music hardware* — Make music on your *Speccy* • *Saga 2001* keyboard • Interview with *Greg Follis* and *Roy Carter* from *Gargoyle*.

8 AUG '86 Games: *Paperboy* • *Pyracurse* • *The Price Of Magic*. **Features:** *Hardware Special* — Get the most for your money • *Animator 1* — Draw your own conclusions.

9 SEPT '86 Games: *Miami Vice* • *Jack The Nipper* • *HiJack*. **Features:** *Wild and wacky YS stickers* — FREE! • It's all in the wrist action — *T'zers* coin-op special • *Heavy On The Magik* — Poster map.

10 OCT '86 Games: *The Great Escape* • *Door*. **Features:** *Free Training* — *Door* — All the maps, hints and PROKES on the latest games — *Door* — The complete hacker's guide • *DIY Speccy* repair.

11 NOV '86 Games: *Scooby Doo* • *TT* • *Dan Dare*. **Features:** *TT* — 128+2 exposed • *3D Game* — *TT* — *TT*'s arcade dream • *Art Studio* — The complete clue list for the completely clueless.

12 DEC '86 Games: *Dandy* • *Uridium* • *WAR* • *Lightforce* • *Trailblazer* • *Dragon's Lair*. **Features:** *Music* — Hit that perfect beep • *Reader's Survey* — See what everyone else thought!

13 JAN '87 Games: *Space Harrier* • *Gauntlet* • *Starglider*. **Features:** *Pull-out map book* • *Carry On Screening* — *T'zer's* magnificent movie special • *Red Box* — The revolution's coming!

14 FEB '87 Games: *Short Circuit* • *Aliens* • *Fairlight II* • *Cobra* • *Jailbreak*. **Features:** *Gauntlet* — Complete players' guide • *Artist II* —



Catch 23 • *The Living Daylights*. **Features:** *FREE Jack The Nipper* wobbler and giant *Game Over* poster • *Consoles vs The Spectrum +3*.

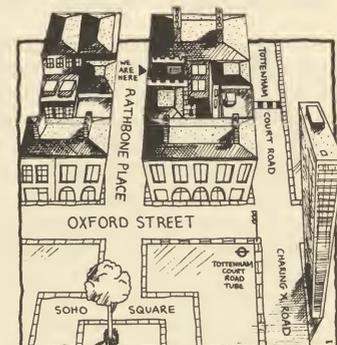
22 OCT '87 Games: EXCLUSIVE cover mounted elite game — *Batly* • *Revenge* • *Deathwish III* — Poster and review • *Warships* • *Athena* • *Sid*. **Features:** *YS Tipshop* — Eight pages of hints, tips and maps.

23 NOV '87 FREE COMIC Games: *War Of London* • *Mercenary* • *Sid* — Poster and preview • *Thriller* • *Apdoor* • *Bravestarr*. **Features:** *Five Go Mad At Alton Towers*.

24 DEC '87 Games: EXCLUSIVE cover mounted *Imagine* game *Play For Your Life* • *Combat School* • *Otrun* • *Rampage* • *Hysteria* • *Trantor* • *Thundercats*. **Features:** *Otrun* poster • *Spectacular Fanzine* Feature. £1.70 including cover game.

25 JAN '88 Games: EXCLUSIVE cover mounted *Monty* game — *Moley Christmas* • *Gryzor* • *Masters Of The Universe* • *Deflektor* • *720* • *Dark Sceptre* • *Driller*. **Features:** *Dice With Death* — board games reviewed • Eight page map booklet.

26 FEB '88 Games: *Platoon* • *Inside Outing* • *California Games* • *Dan Dare II* • *Halo Jones*. **Features:** *FREE YS badge* — collect the set! • *Pull-out Predator* Poster • *Role Playing Games* reviewed



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15 MARCH '87 Games: *Auf Wiedersehen Monty* • *The Hive* • *Fist II* • *Shadow Skimmer*. **Features:** *Let's Get Physical* — Sports sims special • *Fairlight II* — Poster map • *RamPrint* reviewed.

16 APRIL '87 Games: *Nemesis* • *The Warlock* • *RanaRama* • *Enduro Racer* • *Saboteur II* • *Head Over Heels* • *Leader Board*. **Features:** *Fist II* — Poster map • *This is The Modern World* — Get into comms.

17 MAY '87 Games: FREE cover mounted *Ocean* game — *Road Race* • *Tai Pan* • *World Games* • *Arkanoid* • *Into The Eagle's Nest* • *Dragon's Lair II*. **Features:** *Stars On 45* — Interviews with *Eddie Kidd* and *Geoff Capes*.

18 JUNE '87 Games: *Hydrofool* • *Sentinel* • *Star Raider's II*. **Features:** *FREE F-15 Strike Eagle* poster • *On The Warpath* — Strategy on the *Speccy* • *Into The Eagle's Nest* — Poster map • *Hacking For Beginners*.

19 JULY '87 Games: *Thing Bounces Back* • *Flunky* • *Stombringer* • *The Pawn* • *Compilations* round-up. **Features:** *Maps* — Eight page pull-out • *The Spectrum +3* reviewed.

20 AUG '87 Games: *Challenge Of The Gobots* • *Wizball* • *Stiffflip & Co* • *Killed Until Dead*. **Features:** *Indiana Jones* — *FREE* pull-out posters • *Slots Of Fun* — Coin-op arcade smashes.

21 SEPT '87 Games: *Jack The Nipper II* • *Game Over* •

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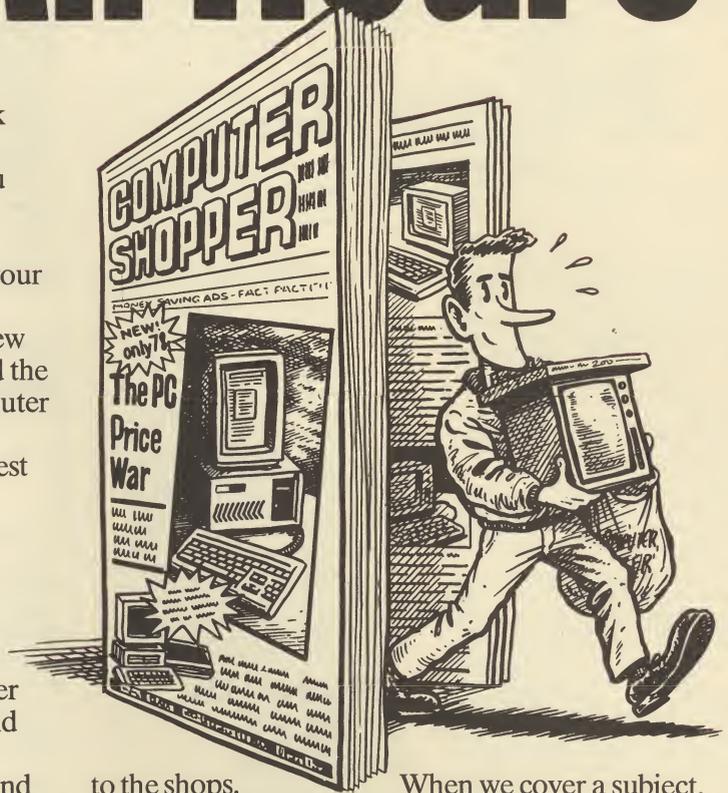
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A  Publication





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■ Wanted Spectrum +3. Prepared to swap for a Spectrum+ and Spectrum 48K. Phone Richard Hinks (0788) 822377 after 4pm except weekends, or write to 10 Marsh Close, Crick, Northants NN6 7TL.

■ Wanted *Army Moves*, will swap for *Green Beret*, *Mikie* or *Wham! The Music Box*. Interested? Phone (0535) 661521 between 4-6pm and ask for Richard.

■ Wanted your *Bombjack 2* for any one of: *Pub Games*, *Beachhead 2*, *Popeye*, *Saboteur*, *Arkanoid*. I also want your *Cricket Masks* and *Enduro Racer*. Contact P. Phillips 24 Ormestone House, Hartcliffe, Bristol BS13 9HG.

■ Wanted Opus 128 in good nick, will pay good cash. Phone Ben (0603) 55306 after 6pm or write to 59 College Road, Norwich, Norfolk NR2 3JP.

■ Wanted *GAC* and *PAW*. I am willing to give seven games for each including *The Way Of The Exploding Fist* and £2 in cash. Contact Robert Frostick, 1 Northolme Close, Grays RM16 2NX.

■ Wanted Tamiya radio controlled Toyota 4x4 or similar. Write for my Spectrum 48K+ Ram-turbo interface, Cheetaah joystick, £70 worth of games, including *Wonderboy*, *Super Cycle*. Phone Anthony (0297) 34757 after 3.30pm.

■ I want to buy the latest games. Send your list and prices. Write today to Manuel Rodriguez, Avda Burjasot, 224-2 Valencia 46025, Spain.

■ Wanted: Brother HR5 printer with interface if possible and ink ribbon. Pay £50 ono. Phone (0383) 823491 ask for Jonathan.

■ Wanted *Elite*, will swap *View To A Kill*, *Sparkles Special* (four games), *Gift From The Gods*, all these for *Elite*. Write to James Boulder, 17 Ceadhall Crescent, Harrogate HG2 9NG.

■ Desperately seeking *Turbo Esprit*, *Chess*, *Scrabble*, *Monopoly* and *Enduro Racer* for *BMX Simulator*, *Milk Race*, *Hypersport*, *Tranz Am* plus other classic oldies. For more info phone Tony on (0983) 616753 anytime.

■ Wanted Alphacom 32 plus paper and microdrive. Must be in good nick. Write to William Bulmer, 31 Ash Avenue, Sherburn Road, Durham DH1 2HA.

■ Multiface One in good condition with all instructions booklets. Have 32 games to swap. Phone Ron (021) 472 4539 after 7pm.

■ Wanted urgently microdrive and some blank cartridges. Will pay reasonable fee or swap for loads of original games. Interested? Write to Steve Kidd, 5 Fernhill Close, Ivybridge, Devon PL21 9JE.

■ Wanted 3.5 or 5.5 inch disk drive and interface for Spectrum. Also want Commodore 64 with cassette deck or disc drive, will swap games, *Money*, *A.M.X. Mouse*, lightpen. Phone (0705) 732603.

■ Urgently wanted — microdrive and cartridges, if you have one for sale please contact Ian at (0268) 769942.

■ *Football Director* and *Gary Lineker's Super Star Soccer*. Will swap for *How To Be A Complete Bastard* and *World Class Leaderboard*. Phone (031) 661 1137 and ask for Crawford.

■ Microdrive or printer with interface or disk drive. Will swap if required for original games eg *Saboteur II*, *Fist*, *Gremlins*, *International Karate*, *Decathlon*, *Football Manager* and eight more. Phone Neil Mooney, Tamworth 874196.

■ Spectrum +3 disk program for filing records on. Must be able to update, store and handle 500 records per disc. Contact Peter Wharton, 68 St. James Road, Carlisle CA2 5PD.

■ Swop *World Games*, *Space Harrier*, *Footballer Of The Year*, *Super Cycle*, *GAC*, *1942*, *TT Racer*, *Avenger for Sentinel*, *Great Escape*, *Sidewise Sam Cruise*, *Elite*, *Super Sprint*, *Leaderboard*, send sae to F. Stone, 52 Kirkhill Terrace, Broxburn, W. Lothian EH52 6JG.

■ Volex TTX20005 teletext adaptor for Spectrum, will pay cash. Phone Keith on (091) 514 0043.

■ Wanted: *Turmoil* game for ZX Spectrum, willing to buy or swap. Contact E. Bird, 3 Balshaw Close, Deane, Bolton, BL3 5NG.

■ Wanted war games, especially science fiction and fantasy by *Red Shift*, *Games Workshop*, *Lothlorien* etc. Will swap for latest titles and some older. Phone (0483) 224016 any time, ask for Paul.

■ Wanted urgently, *Input* number 29. Will pay £1.50. Write to Andrew Ramsay, 1 Littleton Close, Noctorum, Birkenhead L43 9QY.

■ Wanted: Multiface 128 or any good printer and interface. Also games to sell or swap including *Army Moves*, *Living Daylights*. Phone with your offers and prices, (0273) 685767.

■ Someone who would be willing to write a program in machine code (for a fee) to store details of my stamp collection. Please write to C. R. Sands, 63 Cloisters Avenue, Bickley, Bromley.

■ Wanted: *Attack of the Empire* by Chilbur software. Will swap for any one of *Cobra*, *Wonder Boy*, *Slapfight*, etc plus more. Also all the latest software to swap 128 and 48. Phone (0648) 68662 after 4pm ask for Simon.

■ Wanted ZX printer and a couple rolls of paper, preferably with instructions. Willing to pay £20. Phone (028) 572285.

■ Wanted Virgin Games' *Horse Racing Manager*, *Ian Botham's Cricket*, swap for *Batman*, *Way of the Exploding Fist*, *Impossible Mission*. One for one swap. Also want *International Manager* (D&H). Contact David Cockayne, 87 Ogleway Road, Brownhills, Walsall W58 6BD.

■ Wanted disk drive swap latest software Speccy 48K in Saga keyboard plus cash. If required will consider microdrive or wafadrive. Write to Martin O'Connor, 56 Whittington Hill, Old Whittington, Chesterfield S41 9HA.

■ Wanted: ZX microdrive and information on how to use it. Will swap all the newly released games. Write to Steve Taylor, 23 De Cham Road, St. Leonard on Sea, Hastings TN37 6JP.

■ New Tips mag! Six sheets of A4 paper full of tips, cheats, maps, POKEs solutions and all for the measly sum of 70p and sae. First two to reply get it at half-price. Write to: G. Finney, 14 Greenhill Road, Billinge, Nr. Wigan, WN5 7LG.

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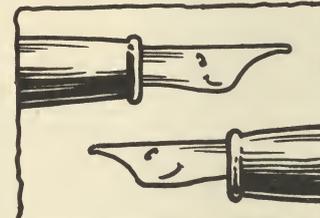
■ Hello, Louise Talbot of Sittingbourne. Matthew Carrier just wrote in to tell you how much he loves you.

■ Booklet of 280 OP codes — includes over 300 undocumented entries. Send £1.50 to M. Sargent, 27 Old Cavehill Road, Belfast BT15 5GT, Northern Ireland.



■ 12 year-old female wants pen-pals from home and abroad, to swap games, ideas etc. All letters answered, write to Penny Emms, 121 A Old Birmingham Road, Marlbrook, B'Grove, B60 1HH.

PENPALS



■ Wanted pen-pals from anywhere to swap games, I am into sport (Glasgow Rangers, Man Utd) and music, (Madonna, U2) must be aged 15+. Write to Ian Fowlds, 23 Templar Rise, Dedridge West, Livingston, W. Lothian, EH54 6PJ.

■ I am a 20 year-old male looking for female pen-pal around same age. Photo please, write to Howard Beevers, 56 Rydal Road, Freehold, Lancaster LA1 3HA.

■ I am 14 and looking for a 12-15 year-old attractive female interested in computers and sport. If interested write to Peter Duke, 47 Green Lane, Copnor, Portsmouth, PO3 5EY.

■ I am 14 and looking for a female pen-pal about the same age. Want a Speccy owner interested in pop music, preferably Iron Maiden and Def Leppard. Write to Graeme MacDonald, 11 North Corran, Ardgour, By Fort William, Inverness PH33 7AA.

■ Poor unworthy slim little wimp, needs female for comfort. Please enclose photo and write to Peter Collinson, 13 Maitland Hog Lane, Kirkliston, West Lothian, EH29 9DU.

■ Pen-pals wanted to exchange POKEs, tips, maps, and games. Any age, male or female from anywhere. I have over 250 games. All letters answered. Write to Manoj Ranchordas, Rua Sacadura Cabral, Lote 23 Joao, S Joao do Estoril, Lisbon, Portugal 2765.

■ I would like to correspond with boys about 13, I have a +2 and like football, want to swap ZX Spectrum software. Write to Osman Yakoob, 57 Alwyne Road, London SW19 7AE.

■ I am male, aged 14, I have a Speccy +2 and would like to swap software with pen-pals from all over the universe. Write to Robert King, 27 Bucklebury, Hanworth, Bracknell RG12 4YH.

■ Pen-pal wanted. I have a few games to swap like *Paperboy*. Send your list for mine. Write to Guldiner Matharu, 123 Pearcroft Road, Leytonstone, London E11 4OP.

■ I am a 14 year-old male who seeks a nice looking girl, aged 14-16. I like sport, computers, TV and girls! Please enclose photo. Write to Dougie White, 43/5 Broomhouse Grove, Edinburgh EH11 3TY.

■ Male aged 16 wants female aged 16+ who owns a Spectrum plus to swap games, ideas and tips. Send your list for mine. Write to Raymond Bannan, 13 Lynfield Place, Blakelaw, Newcastle upon Tyne, NE5 3TJ.

■ Two 13 year-old good looking males seek two attractive females, same age, who live near Eaglesham. Send photo please to Colin and Lain, 1 Humble Road, Eaglesham, Glasgow G76 0LX.

■ I would like female pen-pals from all over the world, aged 17+, all letters will be answered. Interests are sports, music and going out. Write to Anthony Leeds, 91 Howley Grange Road, Halesowen, West Midlands, B62 0MS.

■ Greetings all you guys out there. Want to write to two gorgeous gals? Then read on... if you are going to be the daring duo — write to Kat and Saz, c/o 22 Cherry Garden Avenue, Folkestone, CT19 5LD.

■ Hi! I'm 13 and wish for a male/female pen-pal of same age interested in computers. If you fit the above then write to Jason Ellis, 20 Empire Street, Whitburn, West Lothian, EH47 0DX.

■ Hi! I'm looking for an attractive female aged 14-16. Interests include computers and having fun. Please send photo and write to Andrew Wilson, 7 Milton House, Kingsnympton Park, Kingston upon Thames KT2 7TL.



■ Hi! All you Speccy owners out there. Are you looking for a female pen-pal aged 15? Get your pen to paper and start writing to me now with photo. Address: Faye L. Neal, The Anchorage, Richmond Place, Lowestoft, Suffolk, NR33 0EW.

■ Hi! I am 14 and looking for pen-pals aged between 13-15 any sex. I am into Beastie Boys, Madonna and Janet Jackson. All letters will be answered. Tracy Gallon, 44 Firtrees Avenue, Walsend, Newcastle NE28 0AX.

■ 17 year-old-male, desperately needs good looking female, age 16+. Please enclose photo if possible. All letters will be answered. Daren, 79 Lindon Road, Reading RG2 7EZ.

■ 16 year-old male seeks, 16 year-old female must be attractive and fun to be with, and live within a ten mile radius. Please write to: Gary French, 23 Shrubbery Road, South Darenth, Nr. Dartford DA4 9AP.

■ A 13 year-old boy requires girl 12-14 who likes football and computers, write to Martin Watson, 21 Whitehorse Street, Hereford HR4 0EP.

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COMPO WINNERS

Oh No! My Winkles Gone All Limpet Compo

Cast your mind in a backward direction and recall the puzzler we posed in August's *Frontlines*, "What Are Whales?" The answer, of course, for all non-aquatic life forms, was 'b' – Mammals. And here are the 10 winners, who all receive a Mastertronic 'Le Mans' T-shirt. Lucky people . . .

David Haffner, Redditch, Wores; Chris of Warrington, Cheshire; Kenneth Banks, Scotstown, Glasgow; Julian Mawson, Guisley, Leeds; Darren Hughes, Wickford, Essex; Martin Wilkes, Coventry, West Midlands; Roger Copleston, Blackwood, Gwent; Darren Cook, Cambridge; C Clarke, Glossop; D Schofield, Tamworth, Staffordshire.

My Names Bond, James Bond, But My Friends Call Me Angela Compo

This caption-compo in the September issue brought more than the usual batch of lavatorial humour in the mail (some were so filthy that they probably contravened the Post Offices' Illegal Publications Through The Post Act). This apart we did manage to dig out a few reasonably clean and witty entries to win the first prize of a rather 'cool' Alba Midi System and five runner-up James Bond Movie Books.

1st Prize Winner: Nigel Sturdy of Chelsea, London.

Runners-up: Neil Ogden, Wirral, Merseyside; P A Armstrong, Tooting, London; Kristofer Mand, Gagnef, Sweden; Jamie Williams, Wigan, Lancs; D C Trevor, Guildford, Surrey.

I Want To Be An Ultimate Photon Warrior Compo

Continuing the *YS* never-ending struggle for peace and goodwill, an Entertech Photon Blasters Set (oo-er!) was offered as first prize in this spooky little compo. There were also 20 copies of *Micronaut One* up for grabs if you could whisk up the answers to our three tricky mind-benders. One smart alec (actually, a smart David in this case), pointed out that none of our multi-choice solutions were right since we made a small *faux-pas* in typesetting. Still, you know what we meant!

1st Prize Winner (Way-hey); Michael Sugrue, Harrow, Middlesex.

Runners Up: Mark Haynes, East London; Paul Brunford, Minehead, Somerset; Paul Williams, Thornbury, Bristol; David Hodgson, Barhill, Cambs; A G Shearstone-Walker (oo-er?), Eastbourne, East Sussex; K M Rix, Norwich, Norfolk; David Merret of Rayleigh, Essex; Daniel Thomas, Ponfardawce, West Glamorgan; Andrea Vettese, Morecambe, Lancs; Wayne Styles, Brightmet, Bolton, Richard Hall, Tamworth, Staffs; Lee Crowhurst, Hornchurch, Essex; R J Spencer, South Benfleet, Essex; Anthony Johnson, Willesden Green, London; Christopher Wells, Cambridge; Christopher Flatt, Chelmsford, Essex; Keith Giscombe, Droitwich, Worcestershire; Matthew Hobbs, Camberly, Surrey; Alistair Wibberley, Littlemore, Oxford; Joao Miguel Dos Santos Barros, Lisbon, Portugal.

Elementary, My Dear Watson! Compo

What do you say if you see a citrus fruit coming through the door? A-lemon-entry, my dear Watson! (Sorry, we couldn't resist it). Anyway, bit of a brain-free zone on this compo since most of you missed that it was Sherlock Snout himself who committed the dirty deed. Twenty-five copies of Melbourne's new *Cluedo* game plus five copies of the *Cluedo* Video was the stake, and here are the successful detectives . . .

Winners: Paul Howard, Enfield, Middlesex; D Orosun, Stoke-on-Trent, Staffs; Kevin Gentry, Westcliff-on-Sea, Essex; D M Turvey, Thames Ditton, Surrey; Mark Watkins, Amersham, Bucks.

Runners-up: Andrew Shepard, Fareham, Hampshire; Mark Bunting, Albrighton, West Midlands; Jon Rose, Nyetimber, West Sussex; G Smith, Hallcroft, Notts; Simon Thomson, Kirkby, Lancs; Daniel Lean, Stoke-on-Trent, Staffs; Tom James, Allerton, Bradford; Steven Rowell, Washington, Tyne and Wear; James Hughes, Stocksfield, Northumberland; Iain Ollershaw, Abroate, Angus; David Harris, Dundee, Scotland; Richard Jarvis, Acton Park, Wrexham; Neil Preston, Wolverhampton, West Midlands; M H Qushu, Normanton, West Yorkshire; Andy Edgerton, Penketh, Cheshire; S Reeves, Sulhamstead, Reading; Ralph Caton, Stoke Newington, London; Barry J Hemings, Erith, Kent; Lee Jones, Coventry, West Midlands; Barry Carter, Ashfield Valley, Roachdale.

Illusion Is The Ultimate Weapon . . . Unless Of Course You've Got A 20 Megaton Nuclear Warhead Compo

This has to count as one of the silliest titles we've ever had for a compo and some of them have been pretty silly. The entries we had for this caption compo reflected this flash of *YS* wit. There were three – yes three main prizes consisting of a copy of Gremlin's *Mask* game, a wall clock, sports bag and pencil. Gremlin's generosity didn't end there though, since there were also 20 runner-up prizes in the shape of a *Mask* game too!

Winners: Nick Almond, Coundon, Coventry; Nicholas Clark, Wisbech, Cambs; Robert Green, Rotterdam, Holland.

Runners-up: David Alderson, Blackpool, Lancs; Neil Spooner, Billericay, Essex; M Rawston, Accrington, Lancs; John Tabraham, Prescott, Merseyside; Andrew Longhill, Paisley, Scotland; Jimmy Mulholland, Dumbarton, Scotland; A Hume, Belfast; Paul Thomas, Broadgreen, Liverpool; James Donlan, Clapham, London; Christian Van Tilburg, Carlisle, Cumbria; Darren Southerland, Lanarkshire, Scotland; Timothy James Baker, Hinhead, Surrey; Craig Smith, Solihull, West Midlands; Iain Asher, Fife, Scotland; Egbert Brassbottom, Christleton, Chester; Lasse Eldrup, Hvidovre, Denmark; Seven Heppingstall, Earl Shilton, Leicestershire; James Kenney, Weybridge, Surrey; Jonathon Winter, Falmouth, Cornwall; Steve Drake, Dundee, Scotland.

Geepers Creepers Gis' A Gobot Compo

Well, you didn't have much problem with the wordsquare in this compo, did you? Having sorted through the warehouse-full of entries in a mere matter of months – we can now tell the tale of the winners, 23 in all, who will each receive a copy of Ariolasoft's *Challenge Of The Gobots*. The top three also get their sweaty Cambers upon a toy Gobot and a Sony Walkman no less.

Winners: Gary Owen, Holyhead, Gwynedd; Tony Macdonald, West Beckton, London; A Leigh, Hounslow, Middlesex.

Runners-up: Ian Chatten, Lowestoft, Suffolk; J A Riddle, Herne Bay, Kent; Simon Barnard, Herne Bay, Kent; Steve Drake, Dundee, Scotland; Stuart Eastwell, Margate, Kent; Stephen Frankham, Gilmorton, Leicester; John Walters, Upper Newbold, Derby; Pieter Teuiermau, Belsele, Belgium; Malcolm Lashley, Sprowston, Norfolk; Andrew Strone, Fenny Bridges, Devon; Gavin Hudson, Northallerton, North Yorks; Nicholas Clerk, Friday Bridge, Cambs; James Garrett, Pond Hill, West Sussex; Darren Hughes, Wickford, Essex; Gary A Vickers, Langworth, Lincoln; K Maclean, Claggan, Fort William; Daniel Winterbottom, Sutton Park, Hull; Joao Carlos Diroto, Linda-a-Velha, Portugal.

YS/US Gold Computer Brain Of 1987 Award

Well, aren't you a lot of clever espadrilles then? One of the four finalists in this *YS/US* Gold mega-event actually managed to score 80 out of 80. As we write the bun-fight in London Town hasn't taken place, but it should be a hard fought contest. Strange, but notice how three out of four finalists come from Yorkshire?!

Finalists: Dean Ashton, Brompton-By Sawton, North Yorks (80/80); Andrew Paine, Keighley, West Yorks (79/80); Robin Cavill, Dewsbury, West Yorks (79/80); Jamie Rowland, Eddington, Birmingham (79/80).

My Name Is Phweep! Beep Beep Beep! Compo

Depending on how you look at it, the 20 winners of this *Frontlines* compo were lucky enough to pick themselves up a rather natty whistling keyring. Very nice too, and all you had to do was spot the fact that Jimmy Bond's mate in the CIA is Felix Leiter, and not that furry feline Felix The Cat as many of you seemed to think! Not the purr-fect answer here, we're afraid!

Winners: P Williams, Thornbury, Bristol; E Callaghan, Cirencester, Glos; Murray McMillan, Gourcock, Scotland; Victor Ellis, Handsworth, Birmingham; Martin McKenzie, Invervie, Scotland; Christian Morris, Luton, Beds; Simon Ball, Loughborough, Leics; Mika Stoute, Bury St Edmunds, Suffolk; Paul Tuner, Ingold Isthope, Norfolk; Richard Dodd, Penhow, Gwent; Master P Beales, Smithills, Lancs; Alex Smith, Stockport, Cheshire; Thomas McAleer, Easterhouse, Glasgow; Wayne Armstrong, Barnsley, South Yorkshire; Miss E M Dron, Sutton, Surrey; John Monday, Bracknell, Berks; Mike Prior, Rutherglen, Glasgow; Jonathon Road, Leytonstone, London; Keith Goodenough, Anerly, London; David Woodfield, Great Barr, Birmingham.



BACKSTABBIN'

Stalking the corridors of controversy, walking those mean streets of computer gaming – no it's not Arnold Schwarzenegger, but "Slim" John Minson. This month he turns his mind to women. Oo-er!

Right, I want you to listen carefully because what I have to say is of profound importance to you, me and CAWKI (Civilization As We Know It). Gather round for I have made a devastating discovery ... it has recently come to my notice that this fine, upstanding hobby of ours has been infiltrated!

"What?" you cry! "Communists? Vegetarians? Bolton Wanderers supporters?" "No," I reply, with a shudder (I like a good shudder around this time of day), "it's far worse. I mean ... gurlzz!"

Wibbly Bits

Yes, girls, most of them of the female gender, some possessing those wibbly bits which make Strong men go weak at the nostrils as stiff upper lips transfer their starch to other, baser parts (and if anyone would like to come round and starch my baser parts they'd make a happy man feel very old).

Yes, those terrible typing errors, girls, are to be found in almost every area of the computing industry. Take the software companies. Take Magnetic Scrolls. Take my wife – please (old music hall joke performed in old music halls – now you know why cabaret is dead). Take that company's head honcho, Anita Sinclair. Is she not fragrant? Is she not beautiful? Is she not (gasp) female?

Let's trace the corruption further. Who publishes Mag Scro (as we hep-cats say – unluckily everyone else is def so doesn't hear us)? Rainbird. And who owns Rainbird? Telecomsoft. And who manages Telecomsoft? Ah-ha, another woman, Paula Byrne! YOU SEE!

Sensuous

It doesn't stop there. Computer Public Relations is almost totally run by girlies. Lesley Mansford at Electronic Arts, Nadia Singh at Headlines, Michael Baxter at ... whoops, sorry about that Mike but you look so convincing in that skirt. Yes, all these slinky, sensuous love-bunnies buying drinks for us poor, innocent journalists. What is a mere male to do (answers on the back of a Donald McGill postcard to YS, Third Cubicle, Euston Gents)?

There are even rumours that the editor of this very magazine is

actually a chap-ess. Okay, you knew where you were with the last incumbent of the Regal Throne of Castle Rathbone (please flush on leaving). If the quivering moustache didn't give it away, the name should have. Kevin COX! But as for Tzer, well ...

At least there's one domain that the women don't seem to have penetrated yet and that's actually playing with computers. Yes, we're safe for the time being. Girlies don't play games. And I for one am ...

No, enough of this bull! Over 50 percent of the population is female (so why can I never get a date on a Friday night, you ask?) and yet the majority of them are not buying computers or software which is bad for hardware companies, bad for software houses and bad for you and me.

Hang on – why should you care if a load of girls don't want to play *Mega-Massacre On The Planet Zarquon*? Well, unless we burn all the women as witches, most of us will spend the rest of our lives in close proximity to that other half of the population. And establishing a peaceful co-existence is

going to be a lot easier if we understand each other and can share common interests.

Big 'n' Butch

So what is it about computer games that attracts men and not women? Could it be the subject matter? There's the big, butch *Barbarian*; there's killer *Cobra*; there's rampaging *Rambo*. What if *Buggy Boy* became *Buggy Girl*? How about *Fergie Hardest*? And shouldn't we replace *Jet Set Willy* with *Jet Set* ... well, work that one out for yourself.

The only game that I can think of featuring a woman in a prominent role is *Sam Fox Strip Poker*, and I think even the most entrenched male chauvinist pig would raise his snout (*Oy! Phil*) from the trough to agree that this is hardly a service to feminism.

But the real question is whether feminisation (good word – *The Guardian* is welcome to borrow it?) of games would actually make any difference. Certainly it wouldn't change the game-play. After all *Fergie Hardest* would still be the same old sprite, with the

addition of a couple of extra pixels.

But software houses don't like to take the risk. Somewhere in the dim and distant recesses of the pulpy grey matter I laughingly call a brain, I remember a company tried to produce a line of titles aimed at girls. I suppose you should give it 10 out of 10 for trying but the first one was a gripping simulation of ... show jumping. It fell at the first fence.

Load Of ...

Could it be that the intended market – sweet micro-innocents that they were – still recognised a somewhat patronising pile of horse manure when they saw it?

Women's software can work though. American adventure giant Infocom recently released its first title with a female character. *Plundered Hearts* is a swashbuckling romance set somewhere between Barbara Cartland and Captain Blood. The company held its breath. Would it sink with all hands? The answer was a resounding 'No'. It's become one of the most popular releases in '87 – and men are playing it too!

The secret is that *Plundered Hearts* is well up to Infocom's usual high standard – as you may well find out now that the Spectrum has a disk drive. But even then it has to break a major barrier – techno-fear.

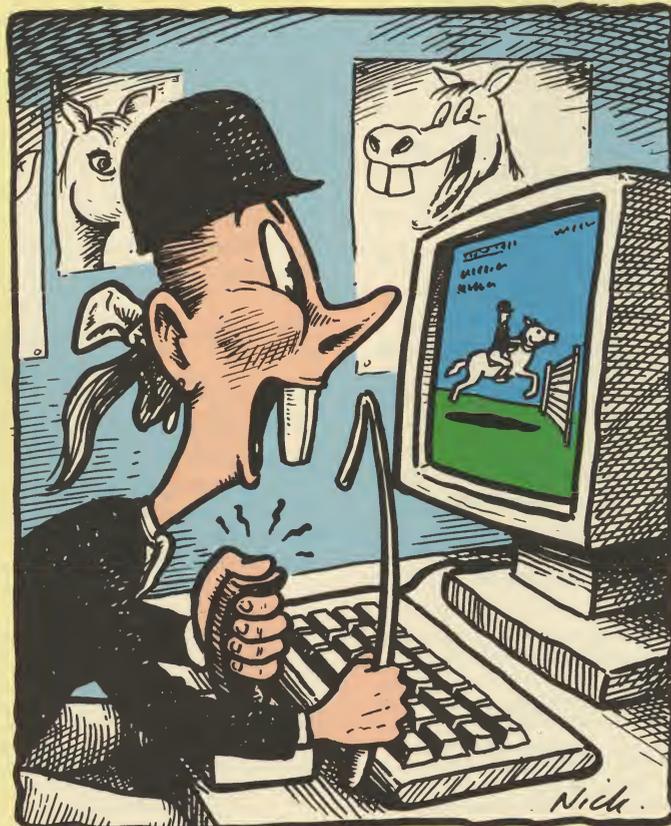
Big Boys

Yes, all us big boys are brought up to believe that we can mend cars, change plugs and play with computers. Girlies, on the other hand, are supposed to be gentle, soft and instinctive. We get guns, they get baby dolls. No wonder they don't automatically relate to the hi-tech mysteries of high scores, 'shoot the red one to get the orb that gives you bonus points on level 3' and *POKEing* for infinite lives.

Not that they can't. You should see the aforementioned Ed on a Friday evening when the Nintendo is rolled out and she takes on all comers in the weekly *Super Mario Brothers* marathon. As for Rachael (*Blood n' Guts*) Smith ... how did that nice, quiet girl get turned into the raving psycho we all know and fear?

Well, they both found out pretty quickly that there's really nothing difficult about typing Load "" and starting a tape recorder. In fact it's a lot easier than cooking the Sunday roast ... and a lot more fun! Which is why I'm offering you this suggestion for Valentine's Day.

Next time your sister, mum or the girl from next door asks you what you're doing, don't just sneer as if they could never understand it. Show them and who knows, maybe you'll actually make another convert to the Spectrum. But best of all, you'll communicate with one of those strange alien beings ... and you may find that it's more fun than jiggling your joystick on your own!



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