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- Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway. All the original arcade play features - magazine reloads, energy bottles, hidden supplies, rocket grenades and more... much more!

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

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

"The non-stop action of the arcade original is replicated to a high degree"... the resulting game is one which fans of the coin-op will love" Games Machine

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COMMODORE
Poster 66

WALRUS FITTING PAYLOAD 2000KG

NAME: AVATAR
MASS: 500 KG

LOW POWER PULSE LASER

SCORE: 8725110

Competition

WIN AN AFTER BURNER 12 MACHINE!

Wouldn't ordinarily mention it except that it's completely brilliant this month. Just thought we'd mention it . . .

Power Pyramids

Win some peculiar mystical clock type things.

Compo on Tape Thingy

The awesomely brilliant Gremlin bring you 'compos on tape'! Unique! A boon! Mysterious! Nothing like any other game!

WIN A MOTORBIKE

Neeeeeewwwwwww. To celebrate the imminent release of Motorbike Madness we've got a fabulous Motorbike kit for you.

Software

Arcade

Afterburner
Peter Beardsley's International Football
Barbarian II
Guerrilla Wars
Airborne Ranger
By Fair Means or Foul
Typhoon
Power Pyramids
Pacmania
They just keep coming more up to the minute news on the very hottest games with the latest pictures. This month we've got some mouthwatering pictures of Xenon which looks amazingly like the ST original! And some early preview material on Eliminator from Hewson. Also Return of the Jedi and loads more...

PREVIEWS 110

They just keep coming more up to the minute news on the very hottest games with the latest pictures.

DEAN THE 64

BARBARIAN

Why don't you do one of those boring choose the paragraph you read next adventure book type things someone said. "Leave it out guvnor" we said. Still never ones not to rip off a bad idea when we hear it we bring you... Dean the Barbarian. It's very or... you know... thing.

MEGATAPE PAGE 8

Two tapes pah! We've got three tapes worth of material on one tape. The entire Magic Knight Trilogy. Let's say that again. The entire Magic Knight Trilogy; the game Crash put in its '50 best ever' games that got Classic awards and giant scores left right and centre. Other people rate them highly and tell you about them - we put them on a megatape and GIVE THEM TO YOU! Plus a lengthy playable demo of Technicop plus the Chewits game plus pokes... jeees what else do you want from us? Days - even weeks of entertainment for virtually nothing. Though if you knew the trouble we had...
The meanest fighting machi

Hold on to your stomachs, unscramble your brains for the journey of a lifetime as you take the controls of the most advanced helicopter armaments specialists could ever conceive - outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

THE PEPSI CHALLENGE GAME OF THE YEAR!

ne ever to storm the skies...

Thrusting forward you gallantly roar ahead blazing enemy gunships, armoured tanks, jet fighters - avoiding heat seeking exact missiles through the perilous oil installation to reach the final encounter - the awesome APACHI battle cruiser, the action never ceases. Never that is until you emerge victorious - Golden Gunner - master of the meanest fighting machine ever to hit the skies.

This game has been manufactured under licence from Sega Enterprises Ltd., and THUNDERBLADE and SEGA are trademarks of Sega Enterprises Ltd.

David Jones – Superstar

Linking flip, this David Jones chap certainly knows his onions (among other vegetables). His Magic Knight series did more for budget games than practically any other titles and gained record-breaking high marks and special awards from every computer magazine in the universe (except Tedious Business Computing for Retail Management Monthly).

Full of humour and featuring the technically brilliant Windimulation menu-driven arcade-adventure system, the three games Finders Keepers, Spellbound and Knight-Tyme form an enthralling series.

20 Fascinating Things You Didn’t Know About David Jones!!!
1) He’s 28  
2) He started programming in 1980 using Commodore PET computers  
3) He didn’t much like his quantity surveying job, so in 1984 he started up as a self-employed programmer  
4) His first game was called Bonkers (co-er!), and he has written educational and utility programs as well as the popular Mastertronic budget games  
5) He used to write in 280 Assembler on a Tandy TRS-80 and transfer the code to the Spectrum, and now uses two Atari STs with a 20Mb hard disk  
6) He’s so keen on Magic Knight that he’s working on an adventure-generating program for 68000-based machines  
7) Er… that’s it! Sorry it wasn’t 20!

Finders Keepers

The King of Ibisima wants a birthday present for his daughter and Magic Knight is the man for the task. Transported to the Castle of Spritedland, you must face the grisly ghouls and energy sapping creatures, search through two mazes and collect as many treasures as possible. Traders you meet on the way will exchange treasures for money or other objects.

Keys:
A = CURSOR UP/JUMP
Z = CURSOR DOWN
N = LEFT M = RIGHT SPACE
FIRE = SAME AS SPACE USING JOYSTICK BREAK = RETURN TO MAIN MENU

Spellbound

In his journey back from the future (see Knight Tyne), Magic Knight finds himself split into two: a good and evil Magic Knight (known as the Off-White Knight). Armed with 23rd Century technology, the Evil Knight sets up his own Kingdom. The good Magic Knight must capture the evil one, and merge with him to become a whole person again.

Keys:
A = CURSOR UP/JUMP
Z = CURSOR DOWN
N = LEFT M = RIGHT SPACE
FIRE = SAME AS SPACE USING JOYSTICK BREAK = RETURN TO MAIN MENU
Some Clues

Derby IV the Transputer can help you to start with. The advert for Spellbound may be useful. The clown may help you avoid dying of exhaustion. Sarab will tell you how to move the starship once you have a valid ID card.

Knight-Tyme

After saving the wizard Gimbal in Spellbound, Magic Knight has been transported into the future. To return home he must find the Tyme Guardians and obtain from them a Tyme Machine, avoiding the Space Pirates and Paradox Police.

The Windimation system allows you to choose options from the menus at the top of the screen. The up and down keys (or joystick) move the cursor, and Fire chooses an option. If there is no menu, Magic Knight can move left and right, or jump.

Some Clues

Read the Crystal ball every couple of minutes for help. Keep the Transporter pad in the lift. You'll need the Wand of Command before you can give anyone orders. Banshee will give you useful clues. Both Thor and Elrond will be needed to help you demolish the Wall. Elrond does not want the saxophone!

Technocop

Drive drive drive, squeek squeek, blam blam blam. Technocop is all this and more. Part road race shoot-'em-up, part rescue-the-hostages, part platformers and ladders thingy, either way it's one of the hottest games around at the moment. Our playable demo features lengthy playable excerpts of both parts!

Technocop is partly a road racing game - controls self-explanatory - blow away the other cars until you get the message that a robbery is in progress, then pull over. But it's also a platforms type thing when you arrive at the scene of the crime and fight your way through the floors blasting baddies and searching for the bad guy.

IMPORTANT POINT - you have to shoot baddies more than once to completely kill them, a single blast only makes them back away a bit (well it would really).

Time is important. You must get the criminal within a set time limit or he will escape. Don't shoot civilians!

CONTROLS (IN THE CAR)
UP Accelerate
DOWN Brake
LEFT Steer left
RIGHT Steer right
FIRE Missile
CONTROLS (OF TECHNOCOP)
UP Jump/Enter Lift:
DOWN Lift control
LEFT Crouch/Pickup:
RIGHT Move left
FIRE Move right

Technocop is followed on tape by the Chewits game. Load using LOAD *** then use keys ZX KM to control your dinosaur. More instructions on the cover page but really - we reckon even a total gimp could figure this one out.

POKERAMA!!!

Postie antics may have stopped him last month, but now he's back and as dangerous as ever! Adrian "Call me Adrian" Singh has magicked up another package of Pokeys and this month they include:

1) Deviants (for our version on Megatape 8)
2) Intensity
3) Cybernoid II
4) Metaplex
5) Soldier
6) Chubby Gristle
7) Foxx Fights Back
8) Beach Buggy Simulator
9) Terrorpods
10) Samurai Warrior

Keys

A = UP/JUMP Z = DOWN
N = LEFT M = RIGHT SPACE = FIRE
Kempston, Cursor, Protek, Sinclair or programmable joystick.
FIVE FIST-FULLS OF

MOTOR MASSACRE
The Holocaust has come, laying waste cities, continents and civilization. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and wealth. To live in a day is hell, to achieve fame is death. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, terrorizing your opponents into the endless chasms of darkness, until the next round of motor madness.

TECHNO COP
Step into the future... technology has overtaken society... the rich are richer, the poor are poorer - chaos, unrest and lawlessness reigns. But this is your territory, your assignment, your destiny. These are your streets and you have volunteered to clean them out. Your role is to destroy the street rings and eliminate the deviants that pollute your city. Yes, you have the skills and the strength to get the job done, but armed with only a gun and keep net skir, do you possess the skills to neutralize the many hundreds of deviants who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.

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ATARI ST £19.99
AMIGA £19.99

GREMLIN

Screen shots from various formats.

Gremlin Graphics Software Ltd., Alpha House,
FEROCIOUS ACTION

DARK FUSION
Only the elite pass the three phase test of the Corps of Guardian Warriors - coordinated fury in destruction of the mutants hordes in the under world; supreme command skills in frantic battle against the invading aliens in space ships and merciless wave in bloody hounds against the monster of the eye of Despair. Then the final chilling decision - enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.

BUTCHER HILL
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the concealing deadly mists and enemy gunposts, the final obstacle between you and your ultimate goal.

ARTURA
Stand proud Artura - son of Pendragon and set forth on your quest to unite the warring and mysterious kingdoms of Albion in this age of bloody war. Rescuing Nimue from the clutches of your evil half-sister, Morganne for which only your unflinching nerve and superior fighting skills and the mystical wheel of fortune will overcome the hurdles, spiders, soldiers and giant rats you encounter.

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GREMLIN

10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.
Games Review

Aft Bur

Verrrroom! Swooooshhh! Kerbladeaaaaammnnn! Er... KERSPLOSHHHH! And any other sound effects you can think about. Afterburner is here, and it's just as spectacular as it promised to be. After months of previews, teasers and tickles, the official conversion of the best-selling coin-op from Sega has arrived. It was with trembling legs and dribbling chins that we loaded Afterburner and prepared to put it to the test. Would it be the most amazing convo ever? Or a complete load of old sausage-meat? Fortunately, it's better than we could have expected; just about as close to the coin-op as the Spectrum can manage.

Not much has been left out of the gameplay. Let's face it, there wasn't much to leave out. Afterburner was never about complex gameplay; it's just about zooming through the skies, gawping at the incredibly fast, detailed, colourful graphics, and blowing to hell everything that moves. All these elements are still there, bar the colours.

As your F-128 super-duper transonic interdiction fighter lifts from the deck of the Sega Enterprise, you feel that you're in for something special. When you lift into the air, the horizon suddenly fills with enemy planes, and you know that you have a fight on your hands.

The speed and smoothness with which your targets come out of the distance has to be seen to be believed. Your cannon fires continuously; you just have to line up your sights, dipping and veering to keep on target. When the LOCK ON notice appears on the bottom of the screen, your guided missiles have selected a target. A cursor box appears around the doomed enemy plane, and by pressing the fire button you can launch a deadly missile.

Your speed, and remaining stock of ammunition, are shown at the bottom of the screen. At the top is shown your current score, as well as the stage of the game you've achieved. The first stage is relatively easy; the targets almost line up to be zapped. As you progress, though, you find yourself facing waves of missiles. The best way to avoid these is a quick barrel-roll; move the joystick over to the right or left, then give it a quick nudge. Your plane rolls alarmingly, the horizon spins around you, and with any luck you'll avoid the missiles. If you don't have any luck, your plane goes down, trailing what look like soap bubbles, which I'm sure are meant to be smoke rings.

If you survive through stage one, you'll rendezvous with a
Thunderblade helicopter. Nice to see that the programmers had enough memory space to get all the jokes in — of course, this means that the game has to be multi-load, or use continual disk access.

OK, there's not much to Afterburner; it's just continuous, spectacular blasting. Don't let that stop you investing in what must be one of the big hits for Christmas.

tanker which will top up your fuel and ammunition. Then it's on into the unknown, with a different coloured background, new types of planes, and a faster, more furious fight. You must select music or sound effects during the game; the music's a jolly bouncy sort of affair, while the sound effects include some nice metallic bonglings and swooshings. The overall impression is of a game which is more than the sum of its separate parts; hence the rather strange marks in the faxbox.

If you survive long enough, you'll get to see the Super Hang-On motorbike chasing you off a landing strip, an Outrun sports car and a
The computer industry is a rum sitcom if ever there was. In fact, dear viewer (whoops, sorry I thought I was a YS writer there for a mo, I'll start again). In fact, dear squillion and a bit viewers, it could very well be Neighbours on a whacky and sort of spooky offbeat day such as a Monday lunchtime or a Wednesday evening.

Let us dust all the crannies and fluff the nooks and open Mr Emap's Spanish suitcase to explore the matter further.

Take, for example, Mikrogen. Well, who else could the company be but hairy Shane I.E. someone who has vanished and is a bit hairy. (Well, maybe forget 'bout the hairy bit). Then there's fluffy, moist and cuddly Harold Bishop, who surely must be Hewson 'cos they've been around a fair while now.

But the question you're all dying to ask is 'Who is Charlene then guv?' Well of course there's always Codemasters, a spunky thing who is far too young to get married and cook toast! (?)

How about us? Well good 'ole SUD must be Lassiers lake really. Lots of sludge (Tony 'Gary Davies' Dillon) old tyres (the accounts dept.) and... (I think I speak for both Madge and myself when I say be off with you! - GT alias Jim Robinson).

Firebird's latest release, commonly known as 'The Battles of Usagi Yojimbo' (which is a good reason to rename the whole bloody thing actually) is really rather nice. Lotsa big, busty, bouncy graphics with the occasional chop chop. But you may also need a map and a pack of brillo...
pads. Well, you can ruddy well get your own brillos mate, but here's a map and a few tips chucked in.

STARTING OFF

This whole section has been mapped. Walking along, make sure you keep your sword in its sheath because the first character you'll encounter is a peasant and peasants don't take too kindly to a Samurai waving a big long ones in their faces [fnar]. Moving on you'll find a set of two trees. From the second, a Ninja will drop and attack you. Wap out your stick and make use of the three modes you can use. By far the best is the slide swipe which is quickly executed so you can move to defend yourself straight after. All Ninjas in this section only need one hit to keel over.

Sheath your sword straight away and wander onwards, over the bridge and make damn sure you keep your sword where it's supposed to be when you walk past the bloke on the other side. Bow to the bloke if he is another Samurai because the more manners you display, the higher your Karma will climb. At the next set of trees, another Ninja will attack but this time he will drop from the first tree. Hack, slash etc.

Sheath the sword again and wander across to the next bridge. Her eyou should meet another peasant. You can either bow to him or offer money.

Giving money away will increase your Karma level, but try to keep some cash for later on in the game. From here on you can keep your sword unsheathed. Kill the next Ninja and zoom on to the end of the section. You will have noticed (honest!) that by keeping the sword out, old Usagi moves much faster.

At this point you can make a choice. Either head up the path or jump across the river. The latter is the hardest and so, being a true journo, I took the other route.

THE OTHER ROUTE

This section is ruddy massive and so we haven't mapped it but here's the low-down as to what goes on. Basically, watch out for the peasants who tend to appear all over the place. The first real teaser you'll hit are the ravines. The only way you can jump across these is to get into combat mode because it follows that if you can run faster you can jump further as well.

Further into this level are some Ninja which act the same as before but are a lot tougher and cannot be killed with one hit. They also tend to leap around in the so-called 'air a lot which is a pain in the butt. At the very end, you'll also find a cave. DO NOT ENTER. Inside is an invisible Ninja which, cos it's invisible, tends to be very hard to hit.

Need I say more?

Right at the end of the section is a cave mouth which you have to enter to complete the section but watch out for falling rocks. SOME QUICKIES [FNAR YAK]

Once you reach the section with a building, enter it and have a gamble. This is possible, of course, only if you have any money. Likewise, in the very same building, you can buy some nosh and stuff yourself to build your energy back up to its starting value.

In the later levels, you also need to be careful to avoid peasants. If you don't give them any money, you might find yourself with a scrap on your hands. And there you go i.e. Fint!

READER'S BIG FIVE 'WIGGING OUT ALL OVER THE SHOP' CHART
Sinclair User Dentist: Arfur Neecap BDS

Lovely smashing lovely smashing super splendid lovely smashing' as Jim Bowen would no doubt say when pondering the wondrous opportunity of having his very Big Five Reader's Chart printed in the fab organ. But! You don't have to be bald and wear glasses to stand a chance, oh no! It's really ridiculously simple you know. All you have to do is jot down your top five on a piece of big roll, complete with the game you think should have been shot at birth, and send all offerings to Gockoocka-oocka-Jon-what-a-big-UN, followed by the usual blurb.

1. Cybernoid
2. Target Renegade
3. Thundercats
4. Super Sprint
5. Fruit Machine Simulator

Welcome back to part two (!?) the lovely moist and cuddly cahnt shown above were sent in by Chris Reeves who has waited 2 months for it to appear in print. Chris' gross-out bummer of a game is Zub and why not? If you want your chart printed then . . . [Em, haven't we already been through this bit? GT]

Pronto!

1. Cybernoid
2. Target Renegade
3. Thundercats
4. Super Sprint
5. Fruit Machine Simulator

But! Welcome to part two (!?) the lovely moist and cuddly cahnt shown above were sent in by Chris Reeves who has waited 2 months for it to appear in print. Chris' gross-out bummer of a game is Zub and why not? If you want your chart printed then . . . [Em, haven't we already been through this bit? GT]
Hello hello hello! Nice weather isn't it? (Don't start that crap again.

Anyway we've received trillions of letters in which people all claim to have completed Where Time Stood Still! so, being generous souls, we've decided to print some along with some normal scores. So here we go:

**BOINZ OI HIGH SCORES EDITION!**
Section writer: Jon 'We call it EMAPPPEEEE' Riglar

<table>
<thead>
<tr>
<th>Game</th>
<th>Score</th>
<th>Players</th>
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<tr>
<td>OUTRUN</td>
<td>1,188,200</td>
<td>Paul Sharatt</td>
</tr>
<tr>
<td>SUPER HANG ON</td>
<td>250,775</td>
<td>Sandra England</td>
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<td>PAPERBOY</td>
<td>80920</td>
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<td>WTST</td>
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<td>Jamie Mash</td>
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<td>WTST</td>
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<td>David and Ian Sandells</td>
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**'GIVE ME MY RUDDY WAD JON' UPDATE**
Section writer: Jon '69-69-59 Riglar

Terribly sorry and all that but last sh there simply wasn't enough room to print the map that won the was for being groovy and lookin' pretty fruity, so we've printed it this month. Although we've been flooded with maps for Where Time Stood Still there were too many – too many! – to award some dosh so we've cut each one up into little squares and then stuck a bit from each to make one humungous one! And here it is! End of factual blurb.
Soon to be hitting your screens on...
Commodore 64 cassette .......... £9.99
Commodore 64 disc ............... £12.99
Spectrum cassette ............... £7.99
FIVE FIST-FULLS OF

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

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AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk

GARY LINEKER'S HOT SHOT
The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot. CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
IBM PC £19.99 disk

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

GARY LINEKER’S
SUPERSKILLS

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

Ultimate Golf

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who’ve tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

---

Gary Lineker's
Superskills

Ultimate Golf

---

10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.
OK

AFTER BURNER

OK

Strap yourself down. Hold yourselves back. This is the big one. Possibly the greatest competition ever run in any computer magazine ever in this or any other Galaxy - certainly the most astonishing this side of Alpha Centuri - in conjunction with those very nice people at Activision brings you:

WIN AN AFTERBURNER MACHINE!
REALLY! NO JOKE! HONEST!

Unbelievable but true, we have, sitting in our top secret warehouse, a brand, spanking new, standy-uppy, gleaming, Afterburner Machine, worth a cool £2,000. (Actually it's a hot £2,000 but don't worry it's all used fivers.) All you have to do to win it is: Read this and next month's magazine very carefully indeed. Easy eh?

Let us explain:
Scattered through the pages of this magazine, lurking in a corner here, peeking through a gap in an illustration there are a number of special Afterburner logos. They look like this:

WE WANT YOU TO SCOUR THE PAGES OF THIS AND NEXT MONTH'S MAGAZINES EVEN MORE CAREFULLY THAN USUAL AND HUNT THEM OUT. REMEMBER THEY COULD BE ANYWHERE - ON AN AD, IN A REVIEW, ANYWHERE!

NOTE: We only want you to count logos that look just like the one above - not any Afterburner logos that appear on Afterburner adverts or reviews etc and will be a lot bigger. When you think you've spotted the lot note down the total, with the page numbers you found them on, in the special form below. We've done the first one for you which is on this page a few lines back!

REMEMBER YOU'LL NEED TO DO THE SAME THING IN NEXT MONTH'S ISSUE AND THEN SEND THE TWO COMPLETE FORMS IN TO THE ADDRESS BELOW.

REMEMBER YOU NEED TO DO THE SAME THING IN NEXT MONTH'S ISSUE AS WELL!

This competition is not available to employees of EMAP, Activision or people who are so rich they already own an Afterburner machine. In particular Wayne Smedly of Southend may not enter because we just don't like you Wayne.

SEND YOUR TWO COMPLETED FORMS TO:
'Gor lummy cripes. Good God. Gimmy an Afterburner machine Compo', EU Megacontrol, 14 Holkham Road, Orton, Peterborough PE2 6UF

AFTERBURNER COMPETITION FORM:
I think the total number of special AFTERBURNER logos hidden in the pages of the November issue is .......... LOCATIONS:
Page
20
Roughly where on the page
IN THE COMPETITION

My Name

My Address

SINCLAIR UK PEE DECEMBER 1988
SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.

TASWORD
The Word Processor
Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout. TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.

TASCALC
The Spreadsheet
At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 92 columns by 76 rows to process and evaluate numerical data. Advanced features include variable column widths, on-screen help, interactive prompts and a full range of formula functions.

TASPRINT
The Style Writer
Print Tasword output in a range of two impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output. TASPRINT PLUS THREE features 25 fonts AND A FON'T DESIGNER.

TASIGN
The Sign Maker
Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer. Prints signs, posters and banners with letters at any height from 1 to full width of the paper.

TASCOPY
The Screen Copier
Screen copy software for the RS232 output on ZX Interface 1. Keep permanent and impressive records of your screen pictures using either the monochrome or 'gray-scale' software where the screen colours are printed with differing dot densities to give a shaded representation of the Spectrum screen colours.

TASWIDE
The Screen Stretchcer
ZX Spectrum-48K/128K/256K obtain 64 or 32 characters per line on the screen. Works in 48K mode only.
ZX Spectrum-3: gives 32 letters sizes on screen - 64, 42 and 32 per line.

TASMAN PARALLEL PRINTER INTERFACE
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**My dear cuddly bundle of fluffy, silky-soft marshmallow fur with the size, shape and texture of Chris Biggin's posterior for a face (are you sure? - Kami). Thanks an absolute billion for Deley Thompson's Olympic Challenge. You warned of possible damage to people's joysticks. What you did not warn us of was the possibility of what happened to me.**

While waggling furiously, something "went" in my right hand. It was my fourth finger. It hung limp and floppy as a disc (f'cuse me while I hunch up - JD). I yelled to my Mum - a bad mistake - she became hysterical (and not with laughter) and screamed for my Dad who, with all the noise and calm of something poised and calm, grabbed it and pushed it back in. And yes, it was extraordinarily painful. Does not such a vivid description of pain at least deserve a mention, a consolation and a reward? Tom Super Oxford

**It must certainly do - what a gore filled tale. All of the SU staff have passed out on the carpet (that's 'cos they're all Mega wimps). What a brave chap you were, you didn't even cry (or did you?)**

I'd just like to say that Tony Dillon must be as mad as a mad man for liking Iron (crud) Maiden and Def (I can't play for toffee) Leppard.

As for you, mutated slug, when was the last time you cleared up your desk and paid the Inland Revenue bill, and you should stop smoking those bullets - they'll stunt your growth.

Why don't you save some of your wages and tidy up your place a bit, flowery wallpaper here, pink pastel curtains there and a nice bowl of rosé. Dismissed.

Col. Jumpin' Jack Flash Thatcham Base

**Kami thinks your ideas are extremely fair and you must be a bit of a woofa so you want nothing more to do with you - go away forever!**

Y ou fat lump of Blue Peter trash (wah? - GT).

I wanna lodge a complaint. Your mag dumped a compo in issue 78 (p.39). The questions were somefink about fat traffic wardens and Beatles' songs. Anyhow (yeah get on with it - Kami) I answered the questions (they're pimpasquesque) and the slip in an envelope, but you remarkably clever idiots over at **SU** forgot to put an address to send it to, on the godforsaken pages. Explain that, you lump turd.

If you don't publish this, I'm coming round to kick your ass and knock the stuffing out of you. Does December 26th suit you?

**Chow for now Alex 'Tomahawk' Potts**

**If you're such a smart ass you would have remembered that you always send competitions to the same address, which is in the copy for every compo that month. Sure you can attempt to send me out on December 26th, cos that's Boxing Day and I'll be on my Chrimbo holus you sucker!**

**WELCOME TO STEVE STEWARD CORNER**

Steve has nothing better to do with his days than write letters to Kami, so I thought you'd like to see what he has to say...

**Gday Kami, I was wondering if you were related to the Gummy bears. If so, go behead a carrot (beg ya pardon - GT). Anyway, enough of that drivel, I would just like to say that I can't stand people criticising you and the mag. I think you are both ace, so keep it up.**

**Steve (nutball)**

**Well done **SU**. You have done a smashing job on the Megatapes - I have them all. Also I think the prices on the tape are the best idea since sliced bread. Now, down to business (wondered when you'd get down to that Steve! - GT). If anyone messes with Kami I'll come round and bite their noses off and stick them on my bedroom wall.**

**Steve (bonescrusher)**

**OK, who are Steve 'savage' Stewart and Stephen 'Hunry' Proctor? I could mash you all and Kami will back me up. If he doesn't I'll take away his fruit pastilles. But Kami knows that I wouldn't tell anyone about his problem (Ooops sorry Kami).**

**Steve (masher)**

**Well readers, what an interesting guy Steve is (yawn, snore). Does anyone understand what he's blathering on about? I certainly don't. No more letters Steve, our floors are fair busting under the weight.**

Y o Kamikaze, I've bin readin' quite a lot about you, an' I've been wonderin' if you could spare a scrap or two 'cos I just about finished off everyone around 'ere an' life's gettin' a bit borin'.

**Oh an' by the way, don't expect to see 'em much more of that Foxxy geezer either, 'cos I sorted him out good an' proper (heh heh). PS I'd like fights with unfair odds against me.**

**Bully Beagle**

**Barron-in-Furness Cumbria**

**Good for you, BB. Ah couldn't be bothered to finish off the Foxxy, he's too much of a wimpy liberal fer me to bother with, but thanks fer doin' the job. Ah'll be around to utterly bash you up next Tuesday.**

**Send your letters to 'Tell it to the Bear', **SU** Megagame Control, 50-52 Farringdon Lane, London EC1R 3AU**

W hen I see mags giving tapes with pokes on them and stuff, I wonder why you can't get them on 13 discs. And when there's no tape free, the mag costs £1 and when there is a tape on it it costs £1.50.

Please, please, please could you send two blank discs with nothing on them so I can write on them. You won't let me down because you are the best (we know - we don't need you to tell us - GT) and I will pay £1.20.

**Barrington Simpson Lewisham**

**What do you think we are a bloody charity? (Actually we can't do discs yet, but we're looking into it - GT)**

L isten Kami, you may be the most unreasonable living thing ever born, but what you're doing to those other Speccy mags is as fair as Russia launching a nuclear strike on the Fiji Islands.

Bringing out Megatapes makes other magazines look like a mindless mood of alien dung. Not to mention the new review system (you just mentioned it stupid) which makes Crush's look like something you'd find in a cat in a hat (no, not a cat!) Be fair; give 'em a chance. Will Labbett Norfolk

**No we won't give those scumbags any chances. If they can't be as brilliant as **SU** that's their problem, not ours!**
Dear silly Billy, your dad and I are so pleased to hear you are writing another SU. We think you are even cleverer, but then you were always the brains of the family. I remember you coming top of the class when you were 14. Your dad and me were so proud, even if the other kids were only 8. Then came the great day when you went to Oxford University. What a pity it was shut.

You won't know the old house when you next visit us. We've moved. It's very nice here, but the washing machine doesn't work properly. I put six shirts in, pulled the chain and I haven't seen them since. Dad has a wonderful new job, with 500 people under him. He cuts the grass in a cemetery. Your sister had a baby this morning, but I haven't found out whether it's a boy or a girl, so I don't know whether you've an aunt or an uncle. And, as you've guessed, I'm completely mad.

Timoth Piper
Walsall

Great jokes, sconchil. Which book do you steal 'em from?

I know that this game is a little old, but because I haven't seen any tips for this game I thought I would write to you. These are my tips for Dizzy . . .

Stephen Tierney
Doncaster

Sorry Steve, had to edit that letter 'cos it was borin'. My tip for Dizzy is, keep out of way or you'll git ya nose shot off . . .

On the next SU Megatape, please make sure Operation Wolf does not have any tape loading errors. Because on Brat Attack, Amaurote and Deviants it has had errors. So please please please do not have any errors on a game as cool as Operation Wolf.

Christopher Hall
Kingsbridge
Devon

OK, we'll make sure all the tapes are fine. All except yours, whinebag.

Just thought I'd let you and your many readers know that I have written a brilliant computer game called Hen-National. It's a humorous game and is very addictive, with brilliant graphics and expert sound. All that you have to do is send £1 and an SAE to . . .

Craig Northam
Birmingham

Sorry Craigie, you're too late for the Crap Games contest. Better luck next year.

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

PRAISE SU TO THE SKIES!!

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

Dear no-father figure SU

As a mortally humble being I worship your scriptures every month, devouring your every eloquent word. I could cry with insignificance as I gaze delicately at your infinitely knowledgeable reviews.

I am suicidal with my undeserved honour of entering your far superior competitions. And you, Lord Bear, are my sole reason for being. In my comparatively pathetic mind, I reassure myself I shall forever be in debt to you, for your holy magazine.

A loyal socklicking servant of your immortally high existence and apostle of your heavenly scriptures, hardly worthy of defacing this shrine of a column with my mere name,

Andy Pickering

PS - Sorry to waste your invaluable and seemingly endless time.
It's a funny old world. I bet you thought I was going to say 'game' there. At first, action football games were wicked (Match Day) and managerial games were poo (Football Manager). Now, all of a sudden there are some wicked managerial games popping up (TSM, FD2). The action ones, with one or two notable exceptions, are getting crap and PBIF is no exception. It has to be, without a doubt, one of the worst arcade football games I have ever played.

You play in some international league thing either alone, or with a friend playing a different team, the ultimate aim being to become the Champion of Europe, or something like that.

Once you've chosen which team you want to be, and you've seen who else is in your group, you play the first of the 6 matches that will decide whether you get to go through to the next round.

The game is viewed side on, as are nearly all the footy games nowadays, except that this one is terrible. It seems big, skinny graphics are all the rage now, and as for the colourful passionate supporters? I've seen EI Presidentes show more passion than that. (Nonsense, I am a ruthless sadistic editing machine. I have no emotions. Now give me my pen back before I tell my Mum. - GT).

The scrolling is slow and jerky, and the animation of the players is terrible. How many players have you seen run while scratching their instep with their heel?

As normal, you control one man on the pitch at a time, signified by being a different colour to the rest of the team. The player is usually the one nearest to the ball. Controlling the ball is no problem. Just stand still and wait for it to hit you, then run headlong at the goal. You won't be tackled and the goalie will just step aside for you. As you can guess, the game is appallingly easy, if not just plain appalling.

PBIF is just one big disappointment. There is just so much missing. The goalie can't dive. You can't do sliding tackles, or even headers. You can't barge other players. YOU CAN'T DO ANYTHING!!

No thanks.

ARCADE
PETER BEARDSLEY'S INTERNATIONAL FOOTBALL Label: Grand Slam Author: In House Price: £7.95 Memory: 48K/128K Joystick: various

FAX BOX
A croaking old duffer if ever I saw one. There has to be better than this

OVERALL
34
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You may well find them to be a little unsatisfactory.

For example, to turn around you pull the stick straight down, but the low chop (a very useful move) is executed by a downward move with the fire button depressed. As a result, in the heat of battle you stand a good chance of missing your opponent rather than launching a useful attack simply because of a momentary slip of the fire button. Unfortunately the, um, flamboyant nature of the about-face means that you're defenceless for at least a couple of seconds.

The bad guys are exceptionally annoying and I felt that their frustration factor wasn't equal to their "skill". They all seem to wait until you've initiated a move, and then dodge it and attack before you can strike again. Since you can't abort a strike, this gives them a slightly unfair advantage.

The graphics are large and pretty swift on the movement front. The colours are largely unsavoury - disgustingly black-on-pink for level 1 - and it's advisable to ditch them unless you've got a decent monitor.

Along the way there are various objects which will boost your energy, open secret doors etc.

You do get the impression of exploration. Making a map is pretty much essential since you may be pushed onto another screen during combat and need to find a swift route to your destination, rather than faffing around retracing your steps.

Barb II is certainly playable, though I'm not sure how much the exploration element adds to its appeal. This is the sort of game you play to vent some commuter aggression, not when you want to enter into any thought process. If you've got the first volume, you should think carefully before buying this episode.
DOUBLE DRAGON

THE ARCADE GAME OF THE YEAR

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MELBOURNE
HOUSE
Guerilla War is a Yee Haa blam blam blam sort of game. Loads of blasting, loads of bullets hurtling all over the place, bazookas to pick up, tanks to do damage with, no social message whatsoever. This is probably good but I'm not sure that Guerilla War actually gives you anything that, say, Commando doesn't. It certainly isn't rubbish but original noooooo.

The plot – vertically scroll your way up a tropical island, avoid booby traps and zillions of enemy troops and get your two brave marines to blast your way to victory. There are five levels, and the specific objective is to destroy the stronghold at the end of the final level. Each level features a different enemy pattern and a different end of level obstacle.

It isn't just blasting (quite), there is a certain element of strategy that arises from the fact that, to begin with your grenade count is severely limited so you'd better be careful where you use them. Totaling some enemy soldiers will reveal a bonus weapon, bazooka or flamethrower. If you actually succeed in rescuing a hostage then aside from a general feeling of well being and achievement you'll get all your bullets and firepower restored to maximum. Conversely killing a hostage is bad, and you'll get penalised 500 points which in my case means minus figures.

Now none graphics are so badly animated, and so clumsily drawn that it is almost impossible to see what is going on to begin with – it was only on about the fifth play I even realised that I had picked up a bazooka.

The problems of attributes also create another big minus. Half the time you die for the simple reason that you can't see the enemy who have merged into the background – the generous might call this actually some of the time it was difficult to tell which was hostage and which was landscape feature...

Sound is entirely average, graphics are poor, gameplay is utterly the same as at least four or five other games and the best that you can say is that it is sort of like the Coin Op but so what. There are better games which are very similar to this already out there, some of them are on budget. This should be too.
It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you. At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.

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VIRGA-TRONIC IN PC200 GAMES DELUGE SHOCK! - But where is the...
Mastertronic have just announced their first batch of software for the PC2000, long before anyone else has even considered getting any together. Of course, there is already a fair bit of PC software around, but most of it is atrociously dull accounts packages and the like.

Among the games shortly to appear is Feud, the cocky fantasy wizardry quest, Rogue an icon-driven window-

The Forthcoming Mastertronic titles:

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MEGATAPE IN "NOT-WORKING" SHOCK

By our Correspondent

Rumour - and a barrage of telephone calls to EMAP Towers - indicates that a small number of our MEGATAPE 9s, featuring the marvellous Operation Wolf demo, were badly duplicated. As always, with the thousands we produce each month, it’s inevitable that there are a few duff ones. Our apologies to anyone with problems.

If your Operation Wolf demo doesn’t (demo, that is), try this procedure:

1) Make sure that the Spectrum is in 48K mode.
2) Unplug any joystick or other interfaces you may have connected to the Spectrum.
3) Try cleaning the heads on your tape recorder, or loading with a different volume.

If none of this works, we’ll be happy to replace your tape. Send it to us in a strong envelope marked “GRRR! My MEGATAPE 9 doesn’t work!”, Sinclair User, Priory Court, 30-32 Farrington Lane, London E15 5AU.

Don’t forget to include your name and address. We have plenty of perfectly happy MEGATAPE 9s here, and we’ll send one to you before you can say Bernard Manning.
WHAT'S THIS NEW RATINGS BUSINESS?

OK we give in. The one thing you said you didn't like about SU was our rating system. "Not enough information," you said. So over the past few months in our secret laboratories we've been hatching a totally new system! You liked the Fax Box - we've kept it. You liked the summary comment - we've kept it. You wanted a rating for Graphics and Sound separately - you've got it. You wanted a rating for Playability - check it out. You wanted some idea about 'long term interest' we've called it 'Lastability'. You wanted percentage ratings - you've get 'em and a short overall summary which is the definitive final statement of our opinion of the game.

N.B. Don't try and work out the final rating from adding up the others and dividing by four - it won't work like that - after all we wouldn't want a game to get a naff rating just because, say, the sound was poor, if sound wasn't really an important feature. 

What sort of game is this?

- **GRAPHICS**
  - How completely fab, smooth and detailed and animated the game looks (or otherwise)

- **PLAYABILITY**
  - OK maybe it looks fab but is it actually fun to play? Just one more go, or just one more yawn?

- **SOUND**
  - Funky little 4-channel get on down mayhem, or horrible little bleeps and buzzes?

- **POWER BAR**
  - Registers the final rating which takes all the above into account and is roughly the equivalent of the old star rating but more accurate since it expresses things as a percentage out of a total of 100

- **LASTABILITY**
  - Are you still going to be playing this game in a day's time? A week? A month?
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AIRBORNE

Tora Tora Tora! Scream and die, right-wing imperialists running dog lackeys of the bourgeoisie capitalists! Wait a minute, that was the start of my review of *Fernandez Must Die* making an unscheduled reappearance.

Well, if software companies can churn out the same ideas over and over again, why can't reviewers? *Airborne Ranger* is not exactly what you'd expect from Microprose, who is famous for extremely detailed and authentic simulations of helicopters, and games with vast manuals. *Airborne Ranger*, though, is little more than a complex version of *Commando*, with a series of different missions and types of weapon to make it play a bit more like a serious simulation. Having said that, I'm not saying it's BAD as such. All the detail and background is quite exciting.

There are 12 missions to complete, ranging from sabotaging enemy bases, to blowing up planes, to kidnapping enemy officers. There are different types of terrain—temperate, tropical, arctic and so forth—and many different types of ground features including pillboxes, trenches, barbed wire, landing fields, communication bases and the like.

Your first task is to select your control method, then load up one of the 12 missions from tape. After studying the mission instructions, which you must follow closely to complete the level, you are shown a scrolling map of the landscape as your supply plane flies down it. You can drop two supply pods at any position on the map, then, on the signal, parachute yourself into a safe landing position. The screen then changes to the main combat routine.

Your little hero makes his way around the screen, which...
scrolls in all eight directions. To the left is shown your fatigue rating, number of wounds and amount of first aid in your pack, along with the time remaining for the mission. In the right is your weapons supply, and currently selected weapon. Using the number keys (and keyboard overlay supplied) you can select weapons including time bombs with three different lengths of fuses, grenades, knives, rockets, or your trusty carbine. Your aim is shown by a small cursor in front of you, but in the absence of decent sound effects or clear explosion graphics, it's difficult to tell what you shot, and what is still a threat. Dangers include enemy troops who trot towards you firing wildly, machine guns mounted in pillboxes, and landmines.

By picking up your supply pods you can restore your first aid status and ammo supplies. You can also choose to crawl along (slow but safe), walk (more risky, but restores your energy) or run (fast, but saps energy). Graphically fair, reasonably complex but rather difficult to control, Airborne Ranger falls a bit uneasily between simulation and arcade game. See before you buy!
J.R.R. Tolkien's

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THE QUESTIONS:
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2) Name the 70’s TV show starring lots of puppets which is about to receive the same treatment.
3) Pyramids are constructed from: (a) squares (b) shredded wheat (c) stones.

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Snip it out and send it to “Mind that curse”, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

Name
Address

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## Action

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**Rex**

Four foot tall and smelling of a sewage pipe, Rex is not exactly the sort of person you take home to meet your parents. He’s smelly and uncultured and will kill you without batting an eyelid (sounds like Jenkins – GT). If, however, you want to clean up the galaxy, he’s your boy. Ruthless, loyal to cash alone and bred for fighting. What a boy.

And you can have Rex, in your home, for an extremely unmercenary price of just £7.49 thanks to an intergalactically shitty deal between us and Martech.

It’s reviewed this month (page 58 to be precise) but just so you get an idea what it’s all about, I’ll outline the plot. Humans have been a right dodgy lot by the alien races and Rex has been hired to wipe out the last human stronghold, the tower of Zenith. He wanders around hundreds of caverns in search of more and more powerful weapons. On the way, he has to blast away armies of human stormtroopers in an astoundingly graphic fashion.

The graphics are probably the most detailed and ultra-violent to appear on the Spectrum for ages. It’s brilliant, and we think you should be shot in the head if you don’t order one.

---

**Typhoon**

Are you the kind of psycho who likes whooshing around like an utter maniac in aeroplanes and helicopters, bombing everything in sight, mashing up the baddies and generally reeking mega havoc . . .? You are – then you’ll just pass out on the carpet with excitement if you manage to get your sweaty mitts on the rather wonderful Typhoon.

We at SU being an incredibly lovely, lovely bunch of immortals are willing to help you in your quest to get hold of this Konami combat arcade game by offering a whole £1.50 (waaaaa – all the staff off with one of our really groovy (man) Smash Coupons.

A review of Typhoon by yummy squidges Tony Dillon appears in this ish and pretty damn def (that means good to you lot) he thinks it is too. It would usually cost a massive £7.95 and we’re being generous enough to let you have it for only £6.45. Now all we want to know is what are you sitting reading this for when you should be ruddy well sending off your coupon – stop faffing about and get on with it – NOW.
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FULL PRICE 20

1  (13) DALEY THOMPSON'S OLYMPIC CHALLENGE  OCEAN £9.95 85%
   Graphically impressive but slightly samey sports sim.
2  (1) FOOTBALL MANAGER II  ADDICTIVE £9.99 94%
   An improvement on the legendary game, plays brilliantly.
3  (5) TRACK SUIT MANAGER  GOLIATH £9.95 63%
   The managerial game your Spexxi has been waiting for.
4  (2) ROAD BLASHERS  US GOLD £8.99 81%
   Nice-looking side-scrolling conversion with both racing and shooting.
5  NEW! PETER BEARDSLEY'S FOOTBALL  GRAND SLAM £8.95 ??%
   This is so new we haven't reviewed it yet.
6  (6) OUTRUN  SEGA US GOLD £8.99 80%
   As close to the original as anyone could expect.
7  (3) TARGET RENEGADE  IMAGINE £7.95 92%
   Fast, exciting and terribly wince making. Top notch.
8  NEW! OVERLANDER  ELITE £7.99 81%
   Exciting and enjoyable racetrack epics not unlike a certain coin-op.
9  (7) WE ARE THE CHAMPIONS  OCEAN £9.99 90%
   Excellent selection of surprisingly recent hits.
10  (10) STREET FIGHTER  CAPCOM-GO! £8.99 100%
   Thoroughly impressive combat game, knocks Renegade for six.
11  (16) BARD'S TALE  ELECTRONIC ARTS £8.95 89%
   Complex but repetitive adventure.
12  (RE) NIGHT RAIDER  GREMLIN GRAPHICS £9.99 73%
   Great WW2 action sim. A lot of fun, and will appeal to a wide audience.
13  (17) BUGGY BOY  ELITE £7.95 80%
   Graphically excellent, but lacks excitement sometimes.
14  NEW! GOLD SILVER AND BRONZE  US GOLD £14.99 70%
   Fab sports sim compilation. Many faves. Pricy.
15  (9) BIONIC COMMANDO  CAPCOM-GO! £8.99 70%
   Acceptable, though interesting conversion.
16  (8) EMPIRE STRIKES BACK  DOMARK £9.95 79%
   Reasonable conversion of the ageing coin-op.
17  NEW! 19 PART I  CASCADE £9.99 80%
   Fine Vietnam-based Combat School-clone.
18  (4) WHERE TIME STOOD STILL  OCEAN £7.95 96%
   Spectacular and enjoyable 3-D arcade adventure.
19  NEW! VINDICATOR  OCEAN £7.95 62%
   Disappointing sequel to one of the best games of last year.
20  (15) NIGEL MANSELL'S GRAND Prix  MARTECH £9.99 70%
   Graphically superb but not especially exciting.

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1  DALEY'S OLYMPIC OCEAN  
2  FOOTBALL MANAGER II  
3  TRACK SUIT MANAGER  
4  PETER BEARDSLEY'S FOOTBALL  
5  GOLD SILVER AND BRONZE  
6  ROAD BLASHERS  
7  OUTRUN  
8  TARGET RENEGADE  
9  OVERLANDER  
10 WE ARE THE CHAMPIONS  

CHART COMMENT - FULL PRICE

A few mild shocks this month. Daley Thompson is a bit of a surprise for the top slot given the lad's poor showing in the Olympics. Bard's Tale is doing about twenty times better than any adventure thing in recent history. Road Blasters drops a couple and Overlander hurtles in at No 3. About this only the brave will comment... Good to see a high showing for Grand Slam's Peter Beardsley's Football but could we have a copy please?

CHART COMMENT - BUDGET

Woohoo! Bomb Jack at No 1 reveals itself as the perfect budget game we always thought it was, Gauntlet is an absolute bargain on budget - you think so too since it's No 3. Only On the Bench from Cult at No 2 proves you don't always listen to what we tell you...
Difficult to predict on Full Price this month - the Christmas megagames are getting closer and closer and could put some of the 'bubbling unders' out of the running if they arrive and swamp the charts. Still, expect Vindicator which is creeping in at 19 to do better and expect 19 which is at 17 (confusing isn't it) to go top ten. Finally.

HOT FULL PRICE

1 NEW! BOMB JACK
Action packed coin-op cow - good value
ENCORE £1.99 70%

2 NEW! ON THE BENCH
Sub-standard football sim - leave well alone
KIXX £2.99 85%

3 NEW! GAUNTLET
Fantastic coin-op - fantastic conversion!
CASCADE £2.99 78%

4 (6) ACE
High quality combat flight simulation
ALTERNATIVE £1.99 69%

5 (5) BATTLESHERPS
Good fun, but more fun with pencil and paper
ALTERNATIVE £1.99 70%

6 (9) YOGI BEAR
Cutest-y woodsy Piranha re-release
FRANK BRUNO'S BOXING
On of the best bee-sit-ups of all time

7 NEW! SKOOLDAZE
Zany classroom fun - worth a look
FRANK BRUNO'S BOXING

8 (7) EUROPEAN FIVE A SIDE
Good, but not as good as it could have been
FIREFIRED £1.99 70%

9 (1) AIRWOLF
Re-release of a fiendishly difficult arcade adventure

HOT BUDGET

Skooldaze ought to crack the No 1 spot within a month - only Gauntlet gives this loopo platform and ladders game any real opposition. Expect big things of Joe Blade II which is lurking just outside the 20 and Skateboard Construction Kit looks a possible top five. Players could clean up.
DON'T MISS THE MAD SCRAMBLE FOR

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See the bike at the PCW Show.
For details of the competition see the inlay card.

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U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel. 021 356 3388.
TRIVIAL PURSUIT – A NEW BEGINNING

If you were trapped on planet Earth and it was steadily disintegrating and your only hope was to escape via six other planets to the planet Genus 2 how would you attempt to get there? By super whooshy spaceship, by yelling ‘beam me up Snotty’ or by hitching a piggy-back from Billy Whizz? Noo noo noo you’d simply answer the question ‘What time in the afternoon does the Louvre close?’

Confused? Well I’m not ruddy well surprised. Let me explain what’s going on (wondered when you’d get round to that – GT). This is the way to play Trivial Pursuit – A New Beginning – an alien gobliny thing asks you an obscure and inane question – if you can answer it correctly he will let you leave his planet to visit another and answer some more questions. On the way you also have to collect strange objects. Once you’ve answered all the questions on all the planets and galaxies between Earth and Genus 2 you have completed your mission. Simple eh? (No not really everybody in the whole world).

Now here’s your chance to find out what this New Beginning is all about because we are offering a mega Smash coupon of £1 off this groovy new game.

MAGIC KNIGHT

Although you can have hours of fun playing the Magic Knight Trilogy on your +3 by loading it from tape – you might want to have a version on disc. SU has arranged a special offer with Mastertronic to supply Magic Knight Trilogy discs at £2.00 off the usual retail price of £9.99 – £7.99 inclusive of postage and packing.

This offer is only open to SU readers! Sneer at your friends who pay more! Load things really quickly! Looks better in pockets. Make a cheque payable to Virgin Mastertronic for £7.99 and send it to Lesley Walker, 2-4 Vernon’s Yard, Portobello Road, London W11 2DX.
Sire; E Squire Lancelot rode east and was wading through a ford. The river was wide, but ran swiftly here. Lancelot could see the Black Knight.

P rithee journey with me to a time in our past when men were chivalrous and women were simpering wimps—sorry, I mean damsels in distress!

Lancelot is a three part adventure following the exploits of Squire Lancelot through his knighthood and eventual quest for the Holy Grail.

It is based on Sir Thomas Malory's book *Le Morte D'Arthur* which was originally published by William Caxton in 1485.

The book that is enclosed with the game shows you how to play a Level 9 game and contains a short version of the Arthurian Legends which should help you become familiar with the game. There are also a few hints to help you play the various parts. The tent it vaguely olde worlds but Level 9 have avoided going over the top with this and on the whole the words used are easily understood.

Lancelot is available for all Spectrum formats with some

Lancelot the filthy rode south and was in Westminster meadows. The lush wet grass was dotted with clumps of fragrant wild flowers. Lancelot could see a carter. He was driving a cart.
journey to the city and find a bed for the (k)night (groan!!!)
When you enter the city you will meet the odious Sir Kay, half brother to Arthur, and a really slimy toad. He tells you to
go to the mews to sleep, if you've any sense you'll pop along and visit Merlin. Merlin will
give you a comfortable clean bed and some sound advice.
Whilst you are in Merlin's abode, it would be a good idea to visit his
library and read a few of his books, you'll pick up some valuable hints. Persist with the
reading until the same messages begin to come up again. Now it's time to visit
Arthur and receive your knighthood.
You can converse with the characters by typing something
like ARTHUR, GREETINGS. You can also ask the characters to
do something for you by typing
OTHER, ASK NAME TO X, WHERE X is the character's
name. Some characters may need to be
visited a few times to get what they
want to do.
Arthur's court is where you
catch your first sight of Queen Guinevere and feel the first
glimmerings of your hopeless
love for her. Just bide your time
and Arthur will eventually give
you your knighthood.
Arise Sir Lancelot, your
adventure is about to begin.
The first place to go is Logris,
and you don't need to travel
location by location, a simple
GOTO LOGRIS will take you
there and also give you your first
meeting with DAMSEL MALEDISON. She's a real
test, as you will
doubt find out as you
progress through the
adventure. She will give you
your first quest. She's off to LYONSESSE and
your first damsel in distress.
Her haw is escaped and its
tunes are caught in the
branches of a nearby tree. Well,
now good knight would ignore
a lady's tears would he? But,
before removing your armour
and dropping your sword, pick
up a nearby dead piece of
wood. After releasing the bird
and descending from the elm
tree you will discover that you
have been duped. Throw the
wood at your opponent to
defeat him and you will avoid
certain death.
There are lots of 'kill you offs',
but Merlin is always around to
resurrect you.
Of course, any adventurer
worth his salt knows that
they should always save the
game regularly, and certainly
before trying anything
hazardous.
I found Lancelot very easy to
get into. Mapping the game is
easy enough and the landscape
is well worth exploring to fully
absorb the atmosphere of
Arthurian times, and there's
plenty to explore.
Lancelot is up to the usual
high standard we have come to
expect from Level 9. It's a
thoroughly enjoyable journey
into the past, and with the
added bonus of a price worth
£5,000 to compete for, can you
afford not to buy it? Methinks
not!!
By Fair Means or Foul

I see a great sport, know how it? Two muscle-bound clods battering each other senseless until one has so much brain damage that he falls over (or starts doing ketchup adverts). By Fair Means or Foul isn't the first boxing simulation on the Spectrum — Elite's Frank Bruno's Boxing is back in the charts again as a budget re-release — but BFMOF is by far the funniest, cos in this one you can cheat.

Basically it's a one or two-player combat game, featuring a selection of fighting moves which, shall we say, don't all conform to the Queensbury Rules. The ring is shown in slight perspective, and the two boxers share it with a dodgy referee who does his best to keep things clean — when he's not nodding off.

You can choose joystick or keyboard control with definable keys, and before starting you can choose any computer opponent (providing you have reached that level previously). With the fire button released you have eight moves available: move forward, duck, punch (which makes you look like a gibbon), by moving too close to your opponent, and ends up facing right instead of left.

While the fighting moves are all pretty precise and useable, reactions are a little slow. Fortunately, on the early levels at least, your opponent is pretty slow too; the first fighter, Mild Martin, often stands quite happily while you punch and kick him to oblivion.

Oh yes, the foul blows. You can only get these in if the ref's attention has strayed. You can judge this from the colour of the silhouettes above the ring: red, no chance, amber, maybe, green, go for it. If you're caught making a foul blow, the ref will stop the fight and you'll be penalised.

Energy bars below the screen show your status; your aim is to outpoint each of six opponents to become World Champion, after which the action carries on with more and more vicious opponents.

The audience is just as rowdy as you'd expect from the sort of people who patronise the noble art; shown outlined against the ring lights, they cheer loudly at the end of each round, jubilant and down enthusiastically and chip in with a range of friendly comments. Other nice touches include the winning boxer punching the air, and the thump as a good blow lands.

There are plenty of good points to BFMOF: the wide variety of fighting moves, the decent sound effects and music, the comments from the crowd ("'C'mon Panzy!") and the ref, and so on. It isn't quite smooth enough to make you scream with joy, but it will pass a few pleasant hours of head-punching.
FIRST

THERE WAS

STAR WARS

THEN

STAR

THE EMPIRE STARKES BACK

NOW

DOMARK

BRINGS YOU....
The third fabulous game of the Star Wars trilogy!

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.

Three great levels of gameplay...

In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.

Level Two sees you controlling Chewbacca’s Scout Walker.

On level Three you are Chewbacca and Lando flying the Millennium Falcon.

Fight off T.I.E. Fighters, survive the lethal tube, blast the reactor and turnaround from the exploding Death Star.
Trivial Pursuit

One of the biggest hits of last year (on all formats) was Trivial Pursuit, the computer version of the yuppie board game. After much head-scratching regarding a follow-up to this lucrative licence, those arch-yuppies, Domark, have come up with a strange sequel concept. Get your head ready for this — Trivial Pursuit in space. Weird, Yah?

Cut away all the trimmings, and what you have is still a multi player question and answer general knowledge quiz. The trimmings, then, are all that stands between TP – ANB and the horde of lookalike trivia games. What's it all about then, lads?

Earth is dying, victim of the atmospheric greenhouse effect. You and your friends have the chance to escape by spaceship, but you will not be allowed to stay in the alien federation unless you prove your general knowledge skills. Tough cookies, these aliens.

There are six galaxies to explore before you reach the planet Genus 2. Each galaxy contains many planets, some of which contain objects which you must collect to complete your quest. The only way to find the objects is to land on each planet in turn, and answer a question from the alien inhabitants.

The graphics aren't much to look at; the planets have a number of different backgrounds, and different designs and colour of aliens. There are some neat effects as you materialise and dematerialise, but unremarkable sound effects; the odd blip and bleep, a bit of single-channel music to illustrate some of the questions, and so on.

Up to six players can compete, entering their names on the main menu screen, and taking it in turns to answer questions. If you get one wrong, you miss a go and suffer a time penalty. The players are represented by amusing icons, and TP, the gnome-like character from the original game, puts in an appearance too.

One problem is that the game doesn't actually require you to type in your answers; the computer just prints up the questions, you yell out your answer, and the computer asks you whether you were right or not. Obviously, there's nothing to stop you cheating.

From the spaceship screen, you can either land on a planet or access the main menu, where you can check how many objects you are carrying, quit the game, enter new players, switch sound effects on and off and load new sets of questions from the second cassette provided with the package.

In the final round you have to choose one of the Elders of Genus and answer his questions to make good your escape. If you choose the correct elder, the other players can examine your performance chart, and select the category of questions in which your performance is worst.

What it boils down to is, is it worth spending £15 or £20 on a trivia quiz? That's all it is; the graphics and effects don't add anything to the concept. Myself, I'd rather have a good 'nosh-up, buy a CD or two or even get a dozen paperbacks!
Strap on your leather gear, stick your helmet on your head and get ready to burn some rubber. Motorbike Madness makes Kikstart look like Noddy's Scooter Ride, and if you can master it you're just about ready for the Barry Sheene Tin Leg Award.

The 10 levels of obstacle-avoiding zaniness are loaded separately from the tape. The landscape is in many ways similar to that of the classic Glider Rider: about half the screen, scrolling in all four directions, shown in glorious monochrome and consisting of various slopes, planes and ramps. Your task is simply to steer your motorbike around each course, avoiding all the obstacles and heading for the

Metaplex re-review

When I reviewed Addictive's Metaplex last month, I was under the impression that it was to be released as a full-priced title and thus reviewed it so, calling it "... the worst full price game around at the moment ..." and gave it the following marks:

Graphics: 36, Sound: 26, Playability: 68, Lastability: 15, Overall: 42.

In the light of the price reduction from £9.99 to £1.99, I have re-evaluated the game. I have now awarded it an Overall mark of 47 in view of the slight increase in value. The other marks remain the same as, whatever the cost, the game is still as bad as when I first reviewed it. I say again, try again lads!
MADNESS

The first challenge is a ramp. Steering carefully around the trees, simply pushing the joystick in the direction you want your front wheel to turn, you must line up with the ramp, build up speed (shown on the bar graph to the right of the screen) and zoom over the ramp, veering sharply to the right to avoid a pile of tyres. Too slow, or inaccurately lined up, and you'll end in a crumpled mess, probably sustaining a punctured tyre or leaking petrol tank in the process. Damage to your bike is shown on the display at the bottom of the screen, and each bit of damage impairs your performance more. Other hazards to contend with include patches of cinders, water, spiked blocks and skiddy patches. It's pretty blinking difficult to control the bike, though; it tends to jump suddenly from left to right, rather than coming around smoothly. I don't know if this is deliberate, but it makes it remarkably difficult to concentrate on finding your way around the course.

Fortunately, if you get knocked off, you're returned to the last ramp you jumped, rather than right back to the start of the level.

The 10 levels are ridges, floodlands, parapets, slopes, maze, origin, hillside, speedway, mud trouble and final. Goodness knows what the later levels look like, because I'm having enough trouble slogging my way through level one. Sound is OK, but for some reason you have to reload each level after losing all your lives. Great fun, then, but too difficult for my feeble brain.

**FAX BOX**

**ARCADE**

MOTORBIKE MADNESS

*Label: Mastertronic*

*Author: Binary Design*

*Memory: 48K/128K Joystick: various*

Graphically peachy but over-hard scrapling spooof.

**REVIEW**

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**OVERALL**

74

*Reviewer: Chris Todd*
Zound! The well-known tradition of doing-fab-new-things-that-everyone-else-will-copy-very-soon brings you the first ever all-action tape competition! We thought to ourselves, what could we add to the vast amounts of stuff already on the Megatape to make it even more exciting? What about a competition we thought and knowing what a greedy and competitive lot you all are, we have created the CHEWITS game.

TO PLAY THE GAME
1. Load up the special Chewits game section of the Megatape — it's after the preview of the amazing Techno Cop. Use Load "\".
2. Keys to play the game are Z left X right K up M down. Move around the Chewits dinosaur, chew up all the little dots and avoid contact with the tanks.
3. In the four corners of the maze are special power Chewits. Eat these and the tanks go berserk for a time and start flashing. Your dinosaur can then munch the tanks — but only for a while!
4. If you manage to munch every single dot you will be given a special code phrase which will qualify you to enter for the grand Chewits prize!

THE PRIZE
The first lucky code unscrambler out of the bag will win A YEAR'S SUPPLY OF CHEWITS! That is 365 packets of Chewits of various flavours to keep your mouth busy throughout the year.

Nobody else will win anything at all apart from the chance to tell the world that they managed to get through the game. Brilliant eh?

COMPETITION ENTRY
Name
Address

The mystery phrase at the end of the game is

GIMMY THOSE CHEWITS (please)

Members of EMAP (and there are quite a few of them) Gremlin or Chewits or dinosaurs or Wayne Smedly or Anthea Barton may not enter.
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12-18 Paul Street, LONDON EC2A 4JS.

Screenshots taken from ATARI ST.
Screenshots taken from SPECTRUM.
It had to happen. After years of being shot, stabbed, incinerated, blown up and mangled, the aliens have finally decided to get their own back. And what a spectacular revenge; Rex is a splendiferously violent visual feast, a joystick-bendingly difficult challenge to the reactions, and an all-round jolly enjoyable experience.

Fed up with Earthmen refusing to pay their space parking fines, littering the asteroid belts and singing L Should Be So Lucky in the cosmic pubs, a confederation of aliens has sensibly decided to wipe out the whole lot of them. To do the job they've hired Rex, an alien mercenary who eats kittens for breakfast and who makes Kamikaze Bear look like Andy Pandy (GRRRRR ... KB).

Rex is a high-tech rhinoceros armed with a formidable array of weapons, and his final task in the alien/human war is to destroy Mankind's last stronghold, the lower Zenith. He takes on the job with relish (and a little mayonnaise on the side). The game loads in two parts; you carry your score, weapons and attributes over to the second half using an access code.

Although the game features many of the attributes of Cybernoid, Exolon and several other recent titles, it looks quite different because all the graphics are on a small scale. This allows a huge amount of features to be packed into each screen. Fortunately, the characters and backgrounds are all excellently designed, so the sense of huge scale comes across very well.

Rex can walk and jetpack through the air, finally floating to the ground under the effect of gravity. Both he and the spacesuited humans are single-colour, while the backgrounds are a riot of colour and details; belching missile projectors, mortars, rock faces, equipment modules, tunnels, tube trains and the like.

Stage two, the Living Tower, also features revolting organic components including writhing pink tentacles which are deadly to touch. Rex starts his quest in an underground chamber, appearing in a teleporter and immediately blazing away to take out the nearby weapons systems. A small arrow indicates the exit from the screen (some have multiple exits), and as you appear on the new screen you should switch on your energy shield by pulling back on the joystick, in case a missile is aiming straight for your horn.

The shield runs out of energy as you use it. To recharge it you have to pick up energy bubbles left by destroyed emplacements and men. The laser-firing spacemen jerk backwards and expire messily when you shoot them; I must admit that this is one of the major fun points of the game. If you get killed yourself, the results are even more spectacular; an eyeball-quivering series of explosions which are worth seeing, even if it does mean losing a life.
Fortunately, there are lots of lovely weapons to be picked up from equipment holders, which let you stave off your inevitable destruction a little longer. Double and triple-firing, multi-way firers, and whirling defence pads help you to mow down the humans with even greater efficiency. The more energy you have, the faster/further/wider your weapons fire.

There are also Zaps to be picked up these act like smart-bombs, clearing an entire screen of enemies, and so should be saved carefully. It's tremendous fun working your way through the screen, using the anti-grav elevators, blast-away rocks and floating platforms to reach the Tower of Zenith and blow it to bits.

The only disappointment is the poor sound; there are no effects at all when you fire, and only a standard plip-plip-plip when anything explodes. Still, you can't have everything (unless you're Jim Douglas trying to decide what to order at MacDonald's). It's also annoying that you restart at the start of a stage, rather than on the same screen, when you lose a life. This means you have to renegotiate screens you've already completed, which I find a pain. Otherwise, it's marvellous fun if shooty-shooty arcade adventures are your bag. Obviously the product of some well-experienced programmers, but for the moment, the identity of programming team The Light remains a closely-guarded secret. Look out for their next one.

**ADVANCED PINBALL**

SIMULATOR Label: Code Masters Author: The Oliver Twins Price: £1.99 Memory: 48K/128K with Interface 1 Joystick: None Reviewer: Tony Dillon

*Below average pinball game with a ball that's got a mind of its own.*

A advanced Pinball Sim is just that. A sim of a pinball machine where does the advanced bit come in? This one has a plot. Something about some village being taken over by a mad wizard or something. Nothing worth worrying about.

As a pinball game it's pretty simplistic. There are a few bumpers here and there, the obligatory paddles and the odd target or two to be knocked out. Needless to say, it's all frightfully easy and annoyingly boring. The whole thing that makes pinball exciting is the flashing lights and the tension as your metal sphere goes careening all over the shop, not seeing a little white circle bounce all over the screen doing absolutely no damage to your nerves at all.

There is a little bit of speech at the beginning, that matters something about pinball, but it's so bad, that it barely can make it out.

There you have it. Probably the worst Oily effort to date. You can tell how they tackled the problem of complex gravitational fields, and even the complexities of inertia itself. "We won't have any", they said. "Let's let the ball go anywhere at random."

---

**JET SET WILLY II**


*Famous platforms and ladders game. Looks dated now but is still tricky to play.*

*G*ood. I used to look at this game when it first came out and wonder how it could ever be topped. It took a couple of months I think and Ultimate was the cure. Anyway for those too young to remember, Jet Set Willy was the follow-up to Basic Miner, and it is misleading. It was just an enhanced version of Jet Set Willy! It involves moving a very very tiny little men around a not very impressive series of screens collecting empty glasses. Graphically these days it will make you laugh.

Still, playing the game again after all these years one point did strike me — the gameplay is still pretty excellent. There are some occasions where your position has to be perfect if you want to survive. You might still get into it but don't expect it to look nice.

---

**POOLS**

UTILITY Label: Basic Software Services Author: Y Douglas Price: £7.95/£84.95 Memory: 48K/128K Joystick: na Reviewer: Chris Jenkins

*Mediocre pools prediction program at an unbelievably insane price.*

POOLS is a football pools prediction program supplied on a single cassette for the 128K version or two cassettes for a staggering £5 extra — if you want a 48K version. The two programs, though, are essentially the same. A series of plain text menus prompts you to enter the details for any number of pools games. From all this info, the program calculates a set of odds and forecasts the results for future games — completely failing to take into account any factors such as weather, player changes, substitutions and so on.

If it was presented as an amusing entertainment for £1.99, POOLS might be worth a laugh. At £79.95, it is hard to judge whether the author or any purchasers are the more barmy.
When someone first breathed breathlessly (?) in my ear "The conversion of Typhoon is here", my first reaction was "Who? What? When?" Then I thought of Hurricane Gilbert, laughed a bit, and then I thought "Oh. Must be an arcade game I've never heard of."

Typhoon is a little known (to my knowledge) Konami arcade game that we also had a demo of on our Megatape 8. The game is thus. Fly forward Afterburner-fashion for a bit, blow up a mothership, fly forwards Flying Shark-fashion for a bit, blow up another mothership, fly upwards a bit more, do a bit more flying forward, blow up a few more more things and then you've done the game. Well, actually it's a bit more than that. Typhoon is actually two games stuck together and, unfortunately, neither are in any serious danger of going anywhere above the "Oh, that's pretty OK" mark on the

When you're done, the real action begins. After you've blown up the first mothership, you'll get a new one. The new mothership is larger, and has a missile launcher. Fly to the left and right of it, and blow it up. You'll then get a new one. Fly upwards a bit more, and blow it up. The game is now finished. You can then go back and blow up the original mothership again, or you can move on to the next level. The graphics are quite nice, and the sound effects are well done. The music is a bit too loud, but it's still enjoyable. The gameplay is simple, but the controls are somewhat difficult to get used to. Overall, I think Typhoon is a fun game, but it could be improved with better controls.
There was a time when a game like Power Pyramids would have been a nice little thrill. On paper it sounds good; 128 screens of arcade-adventure action, as you guide a bouncing ball around the convoluted interiors of a series of space pyramids.

Unfortunately, this is 1988, guys, and this sort of thing doesn't quite cut it in a market where you're competing with technical marvels like Carrier Command and Dark Side. In fact, not even the plot makes much sense. The alien T-Pyge have developed the concept of the Pyramids. Suddenly, everyone wants Pyramids, and the T-Pyge are shipping them all over the universe. But WHY? No idea.

Anyway, the pyramids are shipped in a dormant state, and have to be activated on installation.

You've just arrived in Earth orbit with four types of Pyramid: Basic, Super, Grand and Royal. To complete the job you have to guide an automated spheroid robot around the ramps and mazes inside the pyramids, activating all the hidden power points. Each pyramid features more screens and more hazards than the last, and there's at least one power point on each level.

The spheroid is in constant motion, and collisions with obstacles such as water, daggers, sparks and spikes cause it to lose energy. However, there are boosters which will recharge your energy when you dock with them, anti-grav pads which fling you high into the air when you activate them, and transporter spondules which whiz you to new locations.

Strangely enough, there's no joystick control, or anyway, I couldn't make the joystick work, and there's no mention of joysticks in the instructions, so I think it's safe to assume that there's no joystick control. Instead, you make the ball jump by pressing the CAPS SHIFT. Direction is completely dependent on what you bounce off; you can't change it in any other way. The only other option open to you is to use the space bar to activate the springy anti-grav pads, or to change the angle of the ramps. At some stages you have to pick up a speed changer to allow you to negotiate the tighter angles; also activated by pressing the space bar.

While some of the little tricks bits are quite fun to work out, Power Pyramids has absolutely nothing to make you go "WHOOOO! Look at THAT!"
The backgrounds are primitively drawn, with large amounts of black space. Because there aren't any moving objects except your flickering ball (on the early levels, anyway), there isn't much in the way of heart-stopping excitement; just the repetitive task of trying to bounce your way through the screens one after another.

Not so much Power Pyramids, more Tacky Tetrahedrons.


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can now relive Dean’s greatest adventure, as you take the role of the
hero in DEAN THE BARBARIAN AND THE BUS STATION OF DOOM!

Read the opening paragraph, then follow the instructions to find out
which paragraph to move to next.

If you come into combat with any of the evil denizens of Mil-ton-
keenz, you must follow this procedure: 1) Toss a coin. 2) Look at it. 3)
Call heads or tails. 4) If you won your battle, follow the instructions in
the next paragraph. If you lost, you really must be incredibly stupid.

Your aim is to complete the Seven Labours of Dean and return to
Castle Deans-holme in time to catch Neighbours. All right, get on with
it.

Lo, it was the Month of the Wounded Antelope when Sylvia, Mother
of Dean the Barbarian, did summon him into the Living Room and
charge him with seven great quests. “Dean”, quoth she, “get thee to
Mil-ton-keenz and return not until thou hast completed seven great
quests. Any seven great quests will do. Oh, and get 20 Benson & Hedges
for your old Mum.”

Dean did he himself to the Bus Station of Doom, and from there did
set forth on his adventure.

0

Above the Bus Station of Doom
were seven mystic signs, each the
number of a magic om-ni-bus.
Choose the bus service and move to
the like numbered paragraph.
1) To ye Electronic Shoppes, where
ye may repair thy damaged Spectru-
me. 2) To ye Coin-op Arcades. 3) To
ye Software Shoppes. 4) To ye news-
agents. 5) To ye Record Shoppes. 6)
To ye Foodstores. 7) To ye Clothing
Shoppes.
Once you have completed all
the seven challenges, go ye to 29.

1

Your Spectrum is ill, and your
first great task is to have it repaired.
Three repair shoppes meet your
heroic gaze. One is a Dixons
Electrical Shoppe, a plastic castle,
estooned with bright banners and
posters. A drooling, deformed idiot
mats the drawbridge. He wears a
badge saying “MANAGER”. If you
decide to go in, go to 23.
To the left is a small, shabby shop
marked “MR SHABBY’S SHOPPE”. A
sign reads “We fix computers prop-
er, dead cheap”. In the doorway
stands Mr Shabby, a short-sighted
dwarf, if you choose to go in, turn to
24.
To the right is Castle Amstrad.
Grimming gargoyles line the para-
pets. Corpses hang from the battle-
ments. The armoured figure of
Baron Sugar grins at you from a
turret. If you really, really think it’s
a good idea to go in, go to 25.

2

Magic bus 2 takes you to the coin-
op arcades. There you face a fea-
some choice. Will you put your 10p
into Afterburner? (Turn to 8). Will
you put 10p into the strange, un-
marked black cabinet standing mister-
iously at the back of the arcade
... ooo-eee-oooh! (Turn to 9). Or
will it be the latest coin-op sensa-
tion, Alien Slug Death? (Turn to 10).

3

Bus 3 takes you to the Bigge
Software Shoppe. The range of pro-
ducts available is staggering. There
are three of them. (It must be W
Smithleys.) Which will you buy – Big
Film Licence and the Temple of
Profit from Gilsoft at £16.95 (go to
11), Mr Wibble from Happlsoft
Games at £1.99 (go to 12) or 199
Complete Dodos Compilation
from Gilsoft at £135.98 (go to 13)?

At the newsagents. Now is that
crucial time in your quest when
you choose which magazine to buy.
Which is it to be? Cosmopolitan? (go
to 14.) Sinclair User? (go to 15). Or
some lesser computer magazine,
printed on earth-closet paper and
written by fairies? (Go to 16, though
I warn you, you won’t like it).

At the Virgin Megabuck, hun-
dreds of glossily-packaged vie for
your attention. Which will you buy?
Something by Stock, Alken and
Waterman, because “I know the
artists are disposable but don’t they
have admirable production values?”
(turn to 17). A James Brown classic
(tune to 18). Or We’re All Acid Cear
Bonkers by Doped-up Larry and the
Smiley House People? (turn to 19).

At ye Foodstores, a wonderment of
fried, baked, braised, grilled, mic-
rowaved and underdone nourish-
ment hangs floppily from the food-
vendors’ stalls. At the left stands
Elin Jim the Butcher. “I got meat
pies, meat sandwiches, meat rolls,
meat on a stick, meat paste, meat
cutlets and meat” he bawls. If you
feel like a bit of meat, turn to 20. In
the centre is The Silver Pixie Health
food shop, festooned with butter-
cup cakes, daffodil burgers and
watercress salad. If you like rabbit
food, turn to 21. To the right is Mac
Donagall’s, where a hideous dwarf
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chains up little children and rams plastic burgers down their throats while singing a happy song about defoliating South America. To visit MacDonagair's, turn to 22.

At the clothes shoppe. Now it is time to equip yourself for further adventuring. Do you pick: A Millet's pack, flared jeans, Marks & Spencer's bri-nylon shirt and Mr Byrte cod-piece (turn to 26) A Smiley T-shirt, baseball cap, handana, baseball boots, mirror shades and matching flamethrower (turn to 27). Or a Burton's suit (of armour) you flash ed gusset, daringly flaked greaves and seriously rad wide lapels (turn to 28).

At the arcade, you put your 10p into Afterburner, and stand stripped when you realise that it costs 11.95p per game. That was a waste of money, wasn't it? As you trudge home you are knocked over and killed by an elephant.

You put your money into the strange black box, and are rewarded by a torrent of glistening coins. Again and again you insert money, and each time you are rewarded with a fountain of wealth. Well pleased, you return to the bus station for your next quest, pausing only to brush aside the cobwebs which hide the mystical runes on the box: "CHANGE MACHINE . . ."

Allen Slag Death lives up to its name. A gigantic alien slug emerges from the cabinet, wraps you in its slimy tentacles and bores you to death by insisting on discussing the Poll Tax. You are dead. But you're sorry now.

Big Film Licence and the Temple of Prede contain a sticker, a badge, a membership card for the Glostsoft Glee Club, a money off voucher, a poster, a false rubber nose, a sachet of broken twigs, and a small glob of green putty. There's no space inside for the game. You have failed in your quest, and must disembowel yourself with a garden implement.

Mr Wible is such a marvellous game that you faint with ecstasy, and dream that Sabrina, Raminanna and Kim Wilde are all massaging custard into your quivering body. You set off back to the Bus Station with a new pair of trousers next.

13
190 Complete Dodgers turns out to be just that, and you bitterly regret being led astray by the picture on the cover showing Princess Stella struggling through her sec-through plastic space bikini. Your money gone, you return home defeated.

14
As you pick up Cosmopolitan, the newsagent pulls out a mighty broadsword and cuts off your head. "F-ch-up, we've nay taam for Jessie-boys in dis parish, b'wanah!" he explains in a strange Manchester-Swahili accent, which you are too dead to be confused by.

15
Sincrful User! What a fine, noble choice! The newsagent bows before you, refuses to accept your money and offers you his most beautiful daughter, Fatima, as a gift. Politely, you decline, and saunter back to the station for your next quest.

16
As you reach for the lesser computer magazine, the earth trembles, a crevasse opens and you are dragged down to Hell by a horde of screaming demons tearing at your flesh and ripping up your priceless collection of marmalade jar labels. Worse is to follow, but you deserve everything you get.

17
Realising that your Stock, Aitken and Waterman single is exactly the same as the last one but two beats per minute faster, you throw yourself from the top of Richard Brandon's ego and expire.

18
James Brown sues you for ripping him off, and the resulting court case drags on for centuries until you are as dead as he is.

19
As that crazy acid beat invades your brain you put on your Smiley T-shirt, handana, mirror shades, baseball cap and sneakers and hop back to the bus station for your next quest. Everyone thinks you are barmy and stays out of your way.

20
Gorged with meat from Elfin Jim's, you die of castle-bloat and have to be buried in a skip. Merry.

21
The bunny-wunambles savage you to death for stealing their lettuces. Tough.

22
You have to fight the evil Kobold MacDobold if you are to escape from MacDonagair's. It's your broadsword against his triple-burger-french-fries-whale-blubber-crispy-excrement-gristle-in-a-bun. If you lose, you are force-fed Gristleburgers until you burst. If you win, you stagger back to the bus-stop, hungry but eager for your next quest.

23
You enter Dixones, and eleven years later you are found wandering in a swamp, with an empty comp-...urse and a note saying "Your Spectrum will be ready in two years' time." Hard luck, dummy, you failed.

24
Mr Shabby turns out to be an (electronic) wizard in disguise, and fixes your Spectrum in nothing flat, charging you one dead mouse. You return to the Bus Station of Doom to choose your next task.

25
You fall into the clutches of Baron Amstead, and become one of his army of mindless zombie slaves manning the switchboard. You are never heard of again.

26
Mr Byrte codpiece attracts the unwelcome attention of a group of dirty old oafs, and you are last seen running through the Peculiar Hills with them in hot pursuit. Serves you right.

27
Your Acid House gear attracts aproving comments, but does little to protect you when you encounter a gang of Lager Louts in a multis-...y car park. Splattered with vomit you trudge home to wash your Smiley T-shirt. Failure.

28
In your Burton's armour you withstand all challenges, and return safely to the bus-stop for more adventures.

29
Flushed with success and too much Harpic-lys, you make your way home to tell your Mum of your success with your seven great adventures. Unfortunately you have forgotten her 20 Benson & Hedges, and she has you boiled to death in Alpen. Next time, take your Great Magic Book of Filo-Fax with you.

Look out for more adventures with Dean the Barbarian – Public Library of Death, The Enchanted, Launderette, Castle of Sausages, and Dean the Barbarian Meets Princess Kylie of Melbourne.
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He's mean. He's tough. He’s a cold-eyed, laconic killer. If you’re a bad guy you’d better stay out of his way, or he’ll bite your eyes out. He’s the coolest. He’s the greediest. He’s PAC-MAN.

Yes, the rotund hero of many happy hours of maze-chasing is back, and it must be said that unlike Pacland, which was as satisfying as a Twix in a refugee camp, this one is a real goer.

Now, there aren’t many surprises here if you remember the original Pacman. All this is, basically, is a 3D version of what was, in its time, the most popular arcade game of all.

Mind you, it’s done staggeringly well by Teque, authors of Grand Slam’s earlier hit Tournaments. The scrolling is creditably smooth, the animation is very well handled, and the game sticks as closely as possible to the arcade original.

The playing area is the 1/3 of the screen on the left. Limiting the scrolling area in this way makes it easier to handle scrolling smoothly, and in this case it doesn’t detract from the enjoyment of the game at all.

On the right are the displays which show you your score, highscore, remaining ‘credits’, number of lives, and special features activated and so on.

You can start on any of the first three levels – Block Town, Pacman’s Park or Sandbox Land. The fourth level, Jungly Stamps, can only be accessed once you have completed the first three. Not that there’s much difference between each level; though the design of the backgrounds change, the aim is exactly the same: keep moving around the maze, gobbling up the pills, avoiding the Ghosts, and looking out for the fruit and other tokens which give you extra points and bonus features.

The graphics are cleverly done to minimise attribute clash, even though Pac is yellow and the backgrounds, or, sometimes aren’t. The only time you notice anything amiss is when Pac leaps into the air.

Yes! This little Pacchio can jump over the heads of the pursuing ghosts, so with a bit of good timing and a sense of direction you can escape from positions which would have spelled your doom in Pacman.

When you find a Power Pill, the ghosts change colour, and for a few seconds you can chase and devour them. With an appropriate expression of despair they disappear in to the void, their eyes scuttling off home. If you hit a ghost, though, you spin around and vanish, and reappear at a random position on the level.

As with the original game, if you lose all your lives, you can restart from the last level you reached by pressing the fire button within seven seconds.

ARCADE RE%'W
PACMANIA Label: Grand Slam Author: T6 que Price: £7.95 Memory: 48K/128K Joy-stick: various

FAX BOX

Technically excellent coin-op conversion of the 3D Pacman game

Reviewer: [Signature]

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PLAYABILITY | LAST ABILITY
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79
As another one of those fifth-century sword-and-sorcery arcade adventures which have been thick on the ground since Tir Na Nog, plundering Celtic mythology for a bit of historical background. The plot, though, sounds as if it's even older than that; rescue the captured sorceress Nimue by travelling through the mystic kingdom of Albion using the Wheel of Cerridwen, fighting off the servants of Morgause and seeking out the Rune Stones to restore your magical powers... ho hum.

It doesn't look altogether bad; all the characters are costumed in a suitably barbaric way, and the backgrounds include details such as stone columns, piles of severed heads (so untidy, those ancient Britons), bushes, skeletons, causeways, stone walls and pitfalls.

The baddies include top-knotted warriors who stride about quite convincingly, while Artura himself can walk, jump and duck, all the time flinging an endless series of battleaxes at the warriors, ravens, rats and other baddies. He tends to disappear into the background every time he walks in front of anything yellow, which is a pity since most of the walls are yellow.

So, you mosey along, snuffing the baddies and looking out for runes. These are found lying around (as priceless mystic runes always seem to be in this sort of game), and on picking them up, they appear in your inventory box. This is just below the obligatory energy bar which displays your falling vigour.

On reaching a doorway you can move forwards or backwards into it, to flip to another screen. Mapping doesn't seem too complicated, but you have to find all the runes on one level before you can use the Wheel to teleport to the next. Since some of the runes lie behind forests of spikes, or, in one case at least, a pitfall into what seems like an inescapable rat-infested dungeon (a bit like EMAP towers.) However, if you face doom, all is not necessarily lost. The runes you collect on your travels are all in halves, and if you can combine two halves of the same colour, you get... what? Yes, a whole rune. To do this, you press R to go into "rune mode", which allows you to shuffle the halves around using a pointer. The different runes have different magical powers, some of which may

Although there are only four different types of background, there are endless levels featuring faster, more intelligent, and sometimes invulnerable and jumping ghosts. So, if you like the basic idea of Pacman, the fun will go on as long as you can possibly stand it.

OK, no big surprises, but an excellent conversion, and a jolly good update of a much-loved original!

He might be Artura to Gremlin, but to you, me and the milkman, he'll always be King Arthur. Likewise, you might have difficulty in recognising characters like Meredyn and Morgause, and places like Camelot, or Merlin, Morgana and Camelot and you might be on firmer ground. Yes, this is just another of those fifth-century sword-and-sorcery arcade adventures which have been thick on the ground since Tir Na Nog, plundering Celtic mythology for a bit of historical background. The plot, though, sounds as if it's even older than that; rescue the captured sorceress Nimue by travelling through the mystic kingdom of Albion using the Wheel of Cerridwen, fighting off the servants of Morgause and seeking out the Rune Stones to restore your magical powers... ho hum.

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The music's OK, the spot effects are OK, and there are some clever graphical touches such as the way you turn into a bird and flap away when you get snuffed. Unfortunately, nothing in Artura hasn't been done better before – notably in Gargoyle's series Dun Darach, Tir Na Nog, and the sci-fi follow-up Marsport. Not a compulsory purchase.

**ARTURA**

**Review:**

---

**Advisor:**

- **Author:** Gremlin
- **In-house:** Price: £7.95
- **Graphics:** Memory: 48K/128K
- **Joystick:** Various

**Playability:**

---

**Score:** 59

---
The thick-skinned mercenary, is here to do a job. He's come to Zenith to do away with the humans that have built their fortunes around The Great Tower. Utilising the massive underground cave system, and armed with the greatest weapon system yet seen, with its array of cannons, lasers, multiple spray guns and smart bombs, Rex leaps from cave to cave in a mad blitz that wreaks havoc and destruction on his chosen enemies. Once in The Great Tower itself, new challenges await the mighty Rex. A multi-load, multi-level arcade extravaganza of epic proportions.

Devastating debut of death-dealing and destruction SINCLAIR USER DEC. '88

Rex is a brilliant combination of strategy, dexterity and shooting and it has that vital 'just one more go' quality which so many games lack nowadays.”

YOUR SINCLAIR, DECEMBER 1988.
Mystery upon mystery! The Light have just burst onto the software scene with a shining (yak yak) example of their talents, Rex. But who on earth are they and where do they come from and why are they, well, why are they called The Light?

THERE ARE THREE OF THEM!

There are three of us. Myself - Neil Harris, Richard Allan and John Anderson.

THEY USED TO BE WITH THE BIG BOYS

We worked for IBM for a couple of years after leaving school. We got out of there about six months ago and decided to get a games development team together. Richard does the graphics and John and I do the coding.

THEY'RE DAMNED QUICK LEARNERS!

After we left IBM we had a look at the Z80 and got to grips with it in a couple of months.

HEALTH FOOD? SHMEALTH FOOD!

I like Chinese take-aways. John goes for Italian mainly and Richard will eat anything.

THEY STILL REMEMBER ULTIMATE

Favourite game? We all thought the Ultimate stuff was pretty good, but I think that Roller Coaster from Elite was the best I've seen.

INSPIRATION? EASY!

We just thought about the sort of game we'd like to play. The most important factor was that it shouldn't be too difficult or too easy. Lots of games seem impossible when you start. We also wanted to do something original.

SQUARE EYES OR WHAT?

We all like movies. The best one I've seen recently was Hellraiser. Richard loves Steve Martin stuff. Sci-fi stuff appeals, both movies and books.

THEY GET THEIR MOTORS RUNNING (?)

Cars? Yeh. We all drive. I've got a Sierra and John's got a Cavalier and Richard an XR3i.

THEY LIKE ALL KINDS OF CRAZY MUSIC!

We got pretty varied musical tastes from Queen, to Billy Bragg, The Housemartins and even Jethro Tull.

AND THEY WANT TO BE POP STARS!

If we weren't programming, we'd probably still be stuck at IBM, but I think we all secretly want to be pop stars. Richard has a longing to be a movie director, though.

THEY'RE CONTROVERSIAL BLIGHTERS!

The worst game I've ever seen? Cybernoid II. It's just a rehash. Same game, different graphics.
Anyone remember the guy on the news last month who was nicked for doing about two thousands miles per second on his motorbike? No? Well now is your chance to relive those exciting moments thanks to the spiffing people at Virgin Mastertronic.

In celebration of their extremely motorbikey game Motorbike Madness which is reviewed elsewhere in this issue, they've got 10 (count 'em) Yamaha YZR500 road racers to give away, so you can get arrested as many times as you like.

The Questions
1) How many wheels has a motorcycle got (excluding stupid moon-hopper things)?
2) How many times is the word Motorbike mentioned in the title of Mastertronic's new motorcycle game?
3) Name the old film starring Dennis Hopper choc full of motorcycles

Well, okay, time to own up. They're not real cycles, but even better: they're fantastic kits – complete with rider! – which you can lovingly assemble in the privacy of your own bedroom. Just think of all the glue fumes you've now got an excuse to inhale.

And a further 20 lucky runners up will get a copy of the game. And what do you have to do in order to be eligible for one of these trouser-damaging prizes? Easy. Simply answer the questions below and send the coupon to: Mind the Red Light Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

Name: ..............................................................
Address: ................................................................

1) .................................................................
2) .................................................................
3) .................................................................

No employees of EMAP, Virgin Mastertronic or anyone else may enter this comp. (Ha ha, only joking. You know you're all welcome here at SU!)
THE ARCADE COMPILATION OF THE YEAR

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Big weapon from Games Workshop!

A whole sackload of new Games Workshop products landed in our fairy doll the other day. For a start there were the

IMPERIAL LANDRAIDER kits; or £12.99, you get two self-assembly hard styrene kits complete with transfers and camouflage guides. The Land Raiders are heavily armed battle tanks used by the Imperial Space Marines in the Warhammer 40,000 gameplaying scenario, and they look well 'ard. The Marines don’t get everything their own way, though; they’re up against the ELDAR HARLEQUINS, a set of

18 white metal miniatures of the most fiendish and colourful alien adversaries. £9.99 for the set.

Last on the list is CATACOMBS, an expansion set for the DUNGEONQUEST role-playing game. You get lotsa map cards, counters, room plans, rulebooks and dice for

brother to their nocturnal number.

Lost Boys, like Near Dark before it, is an extremely watchable pseudo-horror affray. In places it gets pretty damned messy, but never actually frightens you. The vamps’ lifestyle is very appealing “Sleep all day, party all night. Never grow old, never die.” Until the rather splashy business of “feeding” comes to light.

The special effects are thankfully restrained, and by some clever camera work we’re saved any embarrassing Superman-style flying sequences.

Lost Boys is definitely worth a rental. Even if you’re no teen-rocker-vampire fan it’s worth it simply for the one liners.

“You’re a bloodsucking vampire, Michael! Ooh, you wait til Mom finds out!”

D’ya wanna be in our gang? No thank you.

LOST BOYS

“People are strange” goes the song. Well yes, indeed. Especially if you’ve just moved to Santa Carla with your Mom and kid brother in search of rest and relaxation only to discover that – gawk! – it’s the murder capital of the world!

Why is everyone in the seaside town getting topped? Who are those spooky (though well dressed), bike riders, and what about that dark-haired foxtress with the funny blouse? And what on earth are the boys in the comic shop blathering about?

Vampires. That’s Santa Carla’s growth industry, the spooks are led by peroxide blonde Keifer Sutherland and do their utmost to recruit Michael and his

ROBO COP

“Drop it! Dead or alive, you’re coming with me”. A classic line if ever I heard one, spoken by a classic guy. The first ever fully self-sustaining, intelligent, bullet-proof police officer.

Officer Murphy, KIA by a band of merciless cop killers and
KISS have been described as the best live band ever by quite a few people, what with their flare-launching guitars, flashspots and levitating drum kits. What was at Wembley? Six flashspots - six! That was it. The sound, on the other hand, was incredible. I was lucky (unlucky?) enough to have near-enough front row seats, and my ears rang for 3 days afterwards.

All the old favourites were there with a couple of additions. From the pure solid vocal strength of Lovegun and Lick It Up, to the simple brilliance of Cold Gin and Firehouse. If you find you like the sound of a KISS concert you can see them on the Crazy Nights video (13 mins, £15.99 (PMV)) or check out KISS-Animalize Live Uncensored (89 mins, £19.99 (PMV)).

The Long Dark Tea-time of the Soul

TLDOTS follows on from where Dirk Gently's Holistic Detective Agency left off, rather a little bit later on. Well, actually, the only linking themes between this and Dirk Gently's are the lead character and the humour.

Tea-time is Adams in the best form yet. Sharp, funny, biting, painfully easy to relate to and very, very ingenious.

As normal in an Adams novel, there's one overall theme, and an amazing amount of sub themes, which almost miraculously come together about half way through the book. A woman searching for a man she met at Heathrow airport, the inexplicable sudden combustion of Terminal 2, a war between Odin and his father Odin, Thor and the murder of Dirk Gently's clients (billed as suicide by the police. Well of course it was. All the doors were locked from the inside and there was no sign of entry. The fact that the victim's head had been removed from his body and placed on the rotating platter of a record player didn't come into it.) all as detached from each other in the first few paragraphs, as my blood line connections to the royal family, some come together in a way that makes you go 'Of course, why didn't I think of that!'

Douglas Adams' best one yet. Did you know that he got paid £1.2 million for this and Dirk Gently's Holistic Detective Agency?

The Long Dark Tea-time of the Soul is available at time of going to print and costs £10.35. It's in hardback only at the moment, though Pan books will be doing it in paperback early next year.

PART MAN, PART MACHINE, ALL COP.

I was really enjoying the sound, and the memory of the Wembley show will stay with me for quite a while. It's a shame it was only one night.

Dillon Goes to Mars

You can spot Space Adventure 2001 quite easily by the large Apollo rocket hanging above the entrance.

Come through the entrance, you are transported to a futuristic looking area of a Space launch pad. After paying your fare, you are ushered into the departure lounge, where you can watch videos of old space footage while you wait for your flight to be called. When called, you are ushered into the craft itself and are asked to strap yourself in. Once the main screen has been opened, you take off and enjoy a glorious flight to Mars, via the Moon.

Sounds like I'm talking rubbish, doesn't it? Well, I'm not. I have really been to Mars, at least, my body thinks I have. You see, the spacecraft is actually an 80 seater hydraulic flight simulator. The 'view' through the main visor is only a film but watching it, coupled with the swaying and jerking of the simulator recreates the feel of real flight in a way I didn't think was possible.

If you want to try your hand at Space Adventure, you'll find it at Tooley St, London Bridge, right next to the London Dungeon. Prices are £3.50 adults and £2.00 for the under 16s and it is open Mon-Sun 10-6.

Dillon Goes to Mars

Unfortunately when they wiped his memory, they didn't remove the mental scars of his grisly death. Robocop, the movie, follows him through his mental awakening and then onto his final revenge.

Robocop is a great film, with some terrific special effects, though I did find it a little marred by the over use of violence. I enjoyed it thoroughly, and I'm definitely keeping the tape, but do we really have to see his hand explode like a McDonald's strawberry milkshake that's just been jumped on. Yes? Oh well, Que sera sera.

Robocop is released on 11th November by Virgin Vision. Definitely one to rent.
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SINCLAIR USER DECEMBER 1988
Powerplay describes itself as the game of the Gods. Most people would automatically take that as a piece of biblical blasphemy on behalf of some PR person trying to imply that the great one himself spends his rainy afternoons playing this game. That is not the case. By Game of the Gods', Players actually mean the game played by the Greek Gods, ages and ages ago, up on Mount Olympus, simply because they had nothing better to do.

You know the game I mean. The strange chessboard with the real life people as pieces, a little like the game played by Chewbacca and C-3PO on board the Mellenium Falcon in Star Wars.

The basic aim is to try to win control of the board by successfully removing all your opponent's pieces. To do this, you have to answer some trivia questions. Oh no! not another Trivial Pursuit! Aaargh!

Well, OK, maybe it is a little bit Trivial, but it's a lot more fun than the former could ever be.

Two to four players are gathered round a square board, divided into 100 tiles, each one shaded any of four patterns, The reason will become clear later.

Each player has an army in one of the corners. Well, by an army, I mean four characters; three Hercules and a Cyclops. Before I go on, I might as well explain the ranking system. There are four ranks in the game, going from Hercules (bottom) through to Cyclops, Minotaur and finally Satyr. The whole point behind gaining rank is so that you can live longer. More later.

As I was saying, each character starts with three Hercules and a Minotaur, and each player can move one character per turn.

Before a character can be moved, he has to answer a Trivia question. The type of question depends on which tile he's standing on. A plain tile denotes a general knowledge question, a solid black tile denotes history and geography, a check tile is science and technology and a striped tile is sport and leisure. The question is displayed along with four possible answers. The player has to decide which is correct and press the appropriate button in the time limit provided. What level of question you get is completely random. (Though more often than not, it's ridiculously easy). Should the character answer the question right, he is awarded a number of wisdom points and is then allowed to move in any of the eight directions.

Should a character accumulate 25 wisdom points, then he is allowed to mutate to the next rank. If he chooses to do so, then he spins in a dizzying manner, his wisdom points are returned to zero, and when he stops rotating, he's the next rank up.

The whole point of rank comes when challenging an enemy piece. When you are given the option to move, after correctly answering a question, you can challenge any enemy pieces adjacent to you by trying to move onto the square they're occupying. The computer gives you a random question, and the two players involved have to try to press the right button to answer the question. If one player answers incorrectly, or the other player answers first, then that player goes down one rank. Should that player already be bottom rank, then they are destroyed and removed from the game permanently. Now you see the importance of getting rank.

The graphics are fab. Large and detailed, each character is both recognisable and distinctive. The forced perspective works well and the animation is first rate. I like the way your man leaps up and down when you are selecting your player as if to say 'pick me, pick me'.

Powerplay. Not just another trivia game. A well wicked budget game. Be a devil (snigger), go out and get the Game of the Gods. It's just like heaven (litter). (Tony, cut out the God-related puns now! - GT's very own Odin.)
You never know what's lurking beneath the surface, laying in wait, ready to attack... Any second now the underwater onslaught will begin taking you completely unaware. You'll need split second timing as you drop your depth charges - your only weapons - as you fight back destroying the enemy submarines armed with heat seeking torpedoes, floating mines and cruise missiles.

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talking

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GARFIELD

How dare you, Graham Taylor, give Garfield ten stars, when the most I would give it would be 8? It has QUITe good graphics, but is very boring in black and white. You couldn't have asked for a more boring game. The only good part is when you kick Odie up the bum. Come on SIF, you CAN'T give Garfield a Classic.

Robert Harvey
File
Putting his fiver towards: Karnov

But we are, and we can, and we did, and we do, so there. Garfield was one of those rare games where the whole is more than the sum of the parts, he said in such a way that everyone thought he must be very wise.

HOTSHOT

What a load of rubbish mate! You want your head testing, Jenkins. What a nut! 91 for Hot Shot - Minus 91 more like. This game is really rubbish. I mean, you gave it a preview free on Megastate 5 with the brillo Bratattack. Come on mate, you can do better please!

Mark Ford
Denton
Manchester
Putting his fiver towards: Usagi Yojimbo

It would be nice to be able to award minus scores sometimes, but what happens when you get below minus 100? Does the game collapse and become a black hole, sucking the whole magazine into itself? Sounds a bit risqué to me.

CHRIS

GARFIELD

I have the one billion dollar question to put to E.T. features (otherwise known as Chris Jenkins). 1) Did you get drunk before playing CyberNoid? 2) If not, why did you give it only 92%? This game is mega-mega-mega cool. Tourists flock from all over the universe just to see it, and they pay large amounts of money just to play it for one second. You must be mad only giving it 92%, but I still like your mag (slaps). PS if you don't print this I will feed all my SIFs to next door's cat.

Scott McKeever
Erskine
Putting his fiver towards: Operation Wolf

First, that's two questions. No, I wasn't drunk but I did have toothache. Too, I gave it 92% cos' that's how good it is. Still I answered the questions, don't you owe me a billion dollars? I'll be down to collect the day after tomorrow, incidentally, the resemblance to E.T. has been mentioned before, but I maintain it's not my best review. Arrrrek! Phone home!

EVERY SECOND COUNTS

Chris, what possessed you to give Every Second Counts 84/10? It doesn't even deserve a B on this basis as thrilling as watching paint dry on a white wall, and has the playability of Monopoly without street names. And it's SO BORING! It deserves to be on the dung heap where it came from. Bad review!

Andrew Coates
Croydon
Putting his fiver towards: Operation Wolf

I'm very upset. Just for once I decide to err on the side of generosity, and I make allowances for the fact that some people LIKE incredibly boring quiz games, and I get mericlessly machine-gunned. Teh.

ROADBLASTERS

Is Chris Jenkins on glue lad? (Yes - GT). I mean his review of Roadblasters is far too low. It deserves at least 90% just for the lastability, and should be a Classic.

Please get rid of Jenkins, as he doesn't know what he's rambling about.

Paul Sharratt
Leicester
Putting his fiver towards: Operation Wolf

I決定, there's no pleasing some people. I thought Roadblasters get a pretty fair mark. Please don't turn me out in the street, I'm too old and hopeless to find anywhere else to go. Pass the Bolest

INTENSITY

On September 8th, I purchased Your Sinclair (and you admit it?? - GT) and read the review of Intensity. On September 10th, I purchased Crash (Hershey! Sacrilege! - GT) and read the review of Intensity. On the 19th I went out and bought Intensity. I then played it, and it is absolutely fantastic. Three days later, I buy SIF, and you gave given Intensity only average marks. I am lucky I buy all three Speccy mags if I just bought SIF. I would not have had the pleasure of playing Intensity. Your reviews are badly on the decline and if you don't kill yourselves and let another set of reviewers run the magazine, I shall go and *asterisk* in a yoghurt pot (and stop buying SIF also). By the way, Deviants is brilliant.

Sholom Lenkiewicz
London
Putting his fiver towards: Cold, Silver, Bronze

Well, you can guess which bits of your letter we agree with, and which made us run away blushing. On balance we've decided that we won't kill ourselves, but we will hide our yoghurt in future.

ALLEN SYNDROME

How could that Jenkins bloke give such a naff game 99/10? I am of course, writing about Allen Syndrome, one of the worst games I've played since I bought my Spectrum six months ago. The graphics are only mediocre, and the scrolling is the worst I have ever seen. The extra weapons are mostly useless and the end of level guardians look more like blue and yellow blobs than "obscene massees of quivering protoplasm". The two player option, while quite good fun adds little to the atmosphere. In a nutshell, Allen Syndrome is no more than a Gauntlet rip-off with a few frills. Think twice before you buy this game.

Andrew Robinson
Whalley
Lancs
Putting his fiver towards: R-Type

Is it really necessary for me to point out that Andrew comes from Whalley? OK, Syndrome is based on the same idea as Gauntlet, but as I pointed out, it feels completely different because it's just constant shooting. As for the scrolling, if you've never seen anything worse than this, you're very lucky.

Considering the area that's being scrolled, it's great, so ayo ay ay ay
TARGET RENEGADE

Wow! Jim has finally got a review right. (Thanks a bunch - JD). Giving Target Renegades 10 stars was the most sensible thing he has done this year. The graphics are mega cool, playability and colour are brill.

OK, I admit it's easy, I completed it after six goes (boast here). Even if you can complete it, it will have you going back for more. Target Renegades is a must for all you punks out there - it's a vast improvement on Renegade.

Aism Wasem
Swansea

Putting his finger towards:
Operation Wolf
● FINALLY get something right! FINALLY get something RIGHT! I was under the impression it was ALWAYS right. Still, it's nice to have your opinion confirmed by the faithful readers.

BIONIC COMMANDOS

You silly people, you should have executed Jim Douglas ages ago. (We tried - GT). Jim, how could you give such a well 'ard game as Bionic Commandos seven meanaly stars? Oh yes, in the review you said that it wasn't crap; of course it isn't crap, who do you think you are? The 128K tunes are totally wicked and the sound effects are good too. If you've got enough dough stuffed away, buy this, it's a very good game.

Ricardo Griffin
Eastbourne

Putting his finger towards: R-Type
● I don't think good 128K music and a few blubly sound effects makes it worth more than seven stars. You gotta look at the gameplay; I did, and there was about seven stars worth. Simple, yes?

you know you've got a disgusting taste in games are everyone will disagree, probably.

Leigh Loveday
Port Talbot

Putting his finger towards: R-Type
● Dillon gets the blame for this one. His signature fell off the review because it was too disgusted with itself to live. Still, what exactly is a rosta?
We'd like to know, see, before we decide whether it's an insulting enough term for the Billed Seg.

DROIDZ

Hey! Who is this maniac bed-wetting rosta who thinks Droidz is good? 91 out of 100? Please! Someone printed a 9 instead of a 0, didn't they? So crap, unplayable Droidz is better than amazing, addictive Marauder and brilliant, even more addictive Bionic Commandos, is that what you're trying to tell me? Because

you know you've got a disgusting taste in games are everyone will disagree, probably.

Leigh Loveday
Port Talbot

Putting his finger towards: R-Type
● Dillon gets the blame for this one. His signature fell off the review because it was too disgusted with itself to live. Still, what exactly is a rosta?
We'd like to know, see, before we decide whether it's an insulting enough term for the Billed Seg.
PLUS 3 BONANZA

You'll never guess who won the fantastic +3 from our Dark Side compo. So we'll tell you. It was:

Shane Bigwood, Tareham, Hants.

And the rest of the unsightly lot listed get themselves a poster and a key ring each.

David Willett, Braelebridge Heath, Lincoln; Keith Crossen, Belfast; Paul Nolan, Southall, Middlesex; Mark Wilson, Hull, N Humberside; Struan Moore, West Calder, Scotland; Mike Stout, Bury St Edmunds, Suffolk; Andrew Richards, Bridgend, Mid-Glamorgan; Neil McDonald, Bridge of Don, Aberdeen; Phillip Welch, Wolverhampton, West Midlands; Nathan Ramsden, Wakefield, W Yorks; Ross Hamilton, Broxburn, West Lothian; Mr K P Ashby, Bolton, Lancs; Stephen Bellamy, County Durham; Stanley Silva, Woodberry Down, London; Billy Jackson, Moseley, Birmingham; Neil Bradley, Haworth, York; James Reid, Motherwell, Strathclyde; Mr J Gurney, Gillingham, Kent; David Griffiths, Harpenden, Herts; Simon Elliott, Mosley, Birmingham; Wai Lap Man, Carshalton, Surrey; William Bealby, Workop, Notts; Andrew Bradley, Preston, Lancs; James Reid, Scotland; Stefen Lewis, Bury St Edmunds, Suffolk; Vincent Daniels, Whalley Range, Manchester; Jonathan Sandys, Working, Surrey; Stewart Hickley, Kirkintilloch, Glasgow; Andrew Clark, Inrthlington, Carlisle; John Pinheiro, Sundsvall, Sweden; Craig Mortimer, Kirkby, Liverpool; Mark Jones, West Midlands; Philip Roberts, Warrington, Cheshire; Peter Brownlow, Bolton, Lancs; Richard Mather, Hudds, W Yorks; Jonathan Procter, Edgbaston, Birmingham; Edward James, Telford, Shropshire; Mark Greenacre, Ipswich, Suffolk; Richard Collins, Stamford, Lincoln; Stephen Boyle, Horsted Keynes, West Sussex; Daniel O'Neill, Trowbridge, Wiltshire; Robert Mellor, Huddersfield, West Yorkshire; Simon Coulson, Scarborough; Christopher Martin, Strichley, Birmingham; Peter Lambert, Stornoway, Isle of Lewis; Dax Parsons, Norwich, Norfolk; A Bowles, Wallsend, Tyne & Wear; David Gordon Thomson, Chingford, London; Duncan Blyth, Edinburgh, Scotland; C J Down, Exeter, Devon.
I was surrounded. A thousand screaming alien goons coming at me from every single angle, wailing and firing and shooting for all they were worth. They never stood a chance. Swift moves and a happy trigger finger despatched the slimebags in an ionised cloud.

Of course, reversing into the ceiling and blowing myself to bits wasn’t really a technically strategic move, but, come on — I’m nearly on the second level.

You’ve already read stacks about R-Type, so I don’t need to explain the story. It’s enough to say that it’s probably the space shoot-out in the arcades, but is it any good on the Spec?

Marvellous. It’s all colour and violence and weapons and death and more violence.

You pilot a single-seater spacecraft (which actually looks very stupid) into the heart of an alien planet with a view to destroy the whole place. Along the way, you’ll come up against virtually every conceivable form of nasty. Flyers, walkers, shooters and bumpers, weird and wonderful Gigeresque alien constructions and it’s just so fast.

The most exciting thing about R-Type is the range of weapons available for collection at certain points in the game. By blowing away specific types of bad guys — usually walkers — a jewel will appear which, on collection will produce fantastic effects the next time you hit fire. The extras available include rocket bombs which home in on the nearest alien, reflective lasers which bounce around all over the shop and lots more besides.

The first item to appear after a jewel pick-up is the Probe, a kind of revolving bumper affair which protects your ship, making you immune from head-on collision and destroying. These are setpieces of the game and they’re so absurdly extravagant they’d be silly if they weren’t so bloody difficult.

R-Type is a multi-load. After every few minutes of

difficulty, there is a brief respite to rebuild ships, get back ammunition and gather more weapons to get the score higher.

The level of difficulty is

set just right. It’s a very tough game indeed, and you’ll be lucky to get past the first level after a couple of days, but whereas lots of other shoot-outs rapidly become impossible, R-Type still feels as if it can be cracked if you persevere. Even when you’re horribly outnumbered, it is possible to move your way out of trouble.

After the initial waves of alien fighter formations, you gradually come into contact with nastier and nastier baddies. Inevitably, at the end of each level, you come across a huge monster which needs a whole cartload of firepower and a lot of strategy to
scroll (assuming you could fly through unhampereD)
you have to load the next section. There are eight
levels in all, some of which are combined in one load,
others requiring a load a piece.

Personally, I was in danger of spoiling my shirt with bile at the thought of
another scrolling space shoot-out, but R-Type proved me wrong, wrong wrong. It's fab. Colourful, action packed and a very faithful conversion. A+

FAX BOX

ARCADEx

R-TYPE Label: Activision Author: Bob
Pape Price: £9.99 Memory: 48K/128K Joys-
ick: various

Possibly the best space shoot-em-up con-
version ever!

Reviewer:

OVERALL

90
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The festive season is almost upon us so what better way to celebrate than by giving something for nothing! Well, almost for nothing!

It's competition time for adventurers, and it's a really easy one. All you have to do is come up with a suitable name for your panther, the name I like best wins. She's getting so big now that 'kitty' doesn't suit her any more.

Somewhere on these pages you should find a coupon, entries must be submitted on the official coupon.

The winner will get a large bag of goodies, including a copy of Knight Orc, so it's well worth entering.

And there's more! Not content with giving software away we've also got a couple of special offers for you so that you can save some cash as well... What more could you ask for?

Tom Frost of Tartan Software has put together six compilation tapes ranging from the Tartan 1 to the Tartan 1 plus 2. The Tartan 5 comprises SHIPWRECK, CASTLE EERIE, PRINCE OF TYNDAL, CROWN OF

RAMHOTEP and PROSPECTOR. It costs £5.50 which saves you £2.35. The Tartan 11 plus 2 comprises Tartan 5 plus SIX-IN-ONE plus DOUBLE AGENT and ESCAPE. A fantastic 13 adventures for £11.50 saving you £5.25.

If you would like to take advantage of these offers or you would like details of the other compilations then write to Tom, enclosing an SAE, at

61 Baillie Norrie Crescent, Montrose, Angus DD10 9DT.

Tom has also informed me that the DOUBLE AGENT competition has been extended to 30th November 1988, so if you're quick you may still be in with a chance of winning £50 for the shortest possible solution. Lee Hodgeson of Essential Myth has also come up with a special offer for S& readers.

JEKYLL & HYDE 48K version on cassette for £6.95 saving you £1, 128K version on cassette for £7.95 saving you £2 and Spectrum Plus 3 version on disc for £10.95, saving you £3. Essential Myth hang out at 54 Church Street, Tewkesbury, Glos GL20 8RZ.

Laurence Jones of Colchester has asked me to recommend a few games for someone new to adventuring, not an easy task as there isn't that much about nowadays that would suit a raw beginner. However, Tom Frost's SIX-IN-ONE was written specifically for beginners. The first

T

his month I thought I'd give you the opening commands to get you on your way in a few adventures. They are all extracts from solutions sent in by Alan Phillips. Alan took the trouble to look me up at the PC Show to hand in his contribution.

S.M.A.S.H.E.D

Open

ask Crank about still, search pit, get money, north, east, nw, south, west, north, north, ask fake for key, (looks but he can't find it), south, northeast, north (in bar), west (VIP tent), get cat, east, south, southwest, south, x-ray cat, north, west, enter chopper, switch on, pull joystick, (flying over

TARTAN

by getting a 'cat begins toFC and out comes the key (yuck!), land chopper, get key, down, east, south, unlock door (to medical store), west, get syringe, get pills, get catsup, get anesthetic, get sodium pentathol, east, north, west, south, east...

To enter the car, get gloves, leave car (hear thunder), north, north (outside house - door is already open), north, examine armoured, west, west, play piano, get frute, east, east, north, west, examine hollowed, read diary, east, northeast, east (kitchen garden, some hemlock and garlic here) get all, west, give garlic to cook, north (you can't go this way until you've given the garlic to the cook), examine ham (a small chamber has been made in the ham with a knife, if you eat it you will come out in a rash), put hemlock in ham (it is now poisoned), get ham, get south, get knife, south, east, east, south, south (inside the shed), say to gardener "Hello" (the gardener that was cut out...)

You must not forget to look out for opening commands for Dracula part three next month.
adventure even contains a tutorial to help you about solving it and each adventure after that gets progressively more difficult. The price is £4.95 and I wouldn't hesitate to recommend it.

Occasionally, amongst my mountain of letters, I receive fanzines to look at. One that caught my attention recently is BASIC. It isn't an adventure fanzine as such, but it does have a large adventure section written by The Greenock Gargoyle. The issue I saw had 19 A4 pages packed with adventuring material. If you are interested, the 'zine is issued quarterly and costs £1.10 plus 30p for p&p. Cheques/PDs should be crossed and made payable to The ZX Spectrum Club and sent to Kenny Jarman, 18 Poplar Close, Biggleswade, Bedfordshire SG18 9EW.

Gargoyle also writes an adventure section in a Fantasy Role Playing 'zine, namely PANDEMONIUM which has been going for about 16 issues and costs 70p from Matthew de Monti, 42 Kings Lane, Little Harrowden, Wellingborough, Northants NN9 5BL.

To the north is the pantry, to the east the kitchen garden and to the south the dining hall. There are also corridors to the west and south-west. You can also see the kitchen table and a carving knife. The cook is here.

What now?
GET KNIFE

I'm not sure if I'll be getting a visit from Ingrid... Bottoms up soon... Yes INGRID'S BACK (worse luck), so we'd better try and help you finish GNOME RANGER so that you'll be ready for the next onslaught from this 'delightful' young lady.

To find out what your aim is in part three you must examine the gate. This is the mineral part of the game and Ingrid has to return its four gems so that she can return home.

The four gems are a diamond, an emerald, a ruby and a sapphire. The diamond will be found on Cloud 9, to get there from the caim go west, southwest, west, northwest and northwest, but you will need help from the Yeti. The emerald is in the rock garden but you need to solve the rock garden puzzle with a little help from a friend to escape with it. The ruby is in the debris but you will need two hands to carry it. And, last, but not least, the sapphire is at the far side of the lake. To get this you will need to use an icelobe and get some help from the penguins. That's it folks! See you next month.

COUPON
NAME THAT PANTHER
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I name that panther... in twelve letters (or less).

ANSWERS TO THE SORCERESS AT THE ABOVE ADDRESS, MARK YOUR ENVELOPE (COMPETITION) Closing date December 14th 1988.

WITTS END

Thanks to Ali Baldwin for providing most of the hints this month. BLACK KNIGHT. In the Church, examine the altar and the carving. Push the angel to reveal a recess, Look in the recess to find a bible. Climb the oak tree to find some mistletoe, then search to find a lodestone. Examine the rushes in the kitchen to find a bone. GREEN DOOR. Examine the tree and read the notice. Go in the direction given then about the password you get. In the Green Witch's garden, say hello to be admitted. In the clearing, get the soap and give the hog a wash. Do not touch the umbrella, lightning will strike the metal handle. RED DOOR. Search the haystack for a needle. Feed the cow with some hay to find a gold coin. Give the scroll to the Scothbayer. He will give you a key and a useful piece of advice. The key unlocks the box in the scarlet room.

SHIPWRECK. You need to tidy your cabin before you can find anything. Read the newspaper in the bar to discover the captain's name. Buy a drink and tip the barman. He treats you to a bottle of beer. Buy a map at the shop.

PROSPECTOR. Start by buying the candles at the general store. Eat the candies so that you have an empty box to carry the nails in. The nails may be found at the rubbish dump. Also get the bag and unravel it to give you a long length of string.

LUDOIDS. To finish the game. AQUA: Go to the store room. Take and wear the life jacket and get the harpoon. Look periscope, turn west to locate the Ludoid city. In the control room, push port control to send sub in the right direction then ram the city. Open the hatch and you'll be sucked out into the water. Shoot the octopus with the harpoon. Wait until the city explodes and press your detonator...
Arguably, there is one big drawback to playing games by mail - the wild wacky antics of Her Majesty's Postal System. There's not a single PBM player that hasn't, at some time, had vital orders go astray, or had to wait, and wait, and wait for results to arrive. Then, on the other hand, playing face to face has its drawbacks, too.

The game may be many miles away in any case - so periods of arduous travel are necessary to get involved... and it becomes a bit frustrating when you are knocked out in the first three turns - having travelled across several thousand miles of pack ice to play in the first place.

Then there is the problem of actual interpersonal relations within a live group. It's easy to intimidate other players in a game if you have an aggressive literary attitude and are 6' 1". Not so easy if you are five foot one and looking up at this six foot seven Yeti that has just appeared with a freshly killed headless ferret under his arm. And then there's interplayer violence itself. Of course, beating adversaries and unreliable allies to a messy pulp is strongly discouraged in PBM circles - but thank heavens it's usually made so much harder by the fact that the combatants are usually separated by two or three counties.

From personal experience I can tell you that, on occasion, face-to-face games can get a little heated - and while it's always nice to see the Youth of Today letting off a little steam in boisterous fashion, when you're on the receiving end of an authentic Glaswegian Kiss it kind of alters your perspective.

Problems, problems. If the Royal Mail don't spoil your fun, the sociopaths will. But never fear - technology has

Shades itself isn't like a full blown PBM game, where you have to plan strategies and alliances and so on. It's more like a dynamic adventure crossed with an RPG.

Commands are typed in typical adventure fashion (North, South, East, West, Take, Kill, etc) and descriptions are purely in text too, but the game has an atmosphere of its own and the fact that there are many other players in the game at the same time makes it infinitely variable. One word of warning, however - the game has generated at least one friendship that blossomed into marriage - a tactic only the most dashing of players would use as a tool of diplomacy.

Apart from the phone bill - which can soar ludicrously - it'll cost 6.5p per minute

(Shades - so cheap it isn't, but for a different slant to distance gaming, it's well worth having a try.

Available via Prestel, Micronet and now Telecom Gold. For further details write to Telemat Group Ltd, Durrant House, 8 Herbal Hill, London EC1R 5EJ.)
If you thought the PC Show was full of coin-ops — you would have loved the recent Associated Leisure Preview in London... vids, vids, more vids and a sprinkling of pins all on free play. We braved the Aliens to bring you the best.

The video game business is a bit like baseball... err... that is, it's all about hits — groan, sorry Mum, etc. But honest guy, if the operators think a game is hot on the street, then that is the unit they are going to spend big pennies on and put in their arcades.

There were four or five hot games at this year’s pre-Christmas show, and driving is definitely in! **Power Drift** (you read it here first, pal) looks like it’s going to be next year’s *Outrun*, and the full “flinging the punter around until he gets re-acquainted with his breakfast” version was in great evidence... to you, only the odd 10 grand.

**Ninja Kajan**

Here’s one that you might not have seen before... it’s only on test at the moment, but I estimate that it’s destined for its own bit of glory.

Think of a cross between **Double Dragon, Super Mario Brothers** and, wait for it, **R-Type**? Now if that didn’t take a certain amount of imagination, tell me what does! It’s a fun beat-'em-up, you can shoot weapons... as in **Ghosts and Goblins** — but if you hold the fire button down, a power meter increases, and at maximum it zaps a mega ball of something or other that spells instant death to nasties.

The large amount of jumpy, jumpy and finding secret passages through levels plus extra bonuses makes it a bit like **Super Mario** — but that is no bad thing in itself, is it?

But the way, all these classic elements have been combined, rather than ripped off, produces the best playing game I’ve laid hands on in quite some time.

There’s smooth horizontal scrolling as you go through the different levels — each level representing an area of the world (the first being USA) and vertical scrolling too as you jump up various platforms to get the big wobbly bonuses.

**Ninja Kajan** — coming to an arcade near you soon and well worth raiding the Swiss bank account for.

---

**Slots — with a difference**

Here’s something unusual for you. Unveiled at the Associated Leisure Preview this year was... as you can see... pay for play slot car racing. You have a throttle and four gears to play with and play head to head with another. But the vital ingredient is missing... you can't spin off around the corners, as the...
More great news – an upright version of **Final Lap** was on show, and proving very popular... especially as the exhibitors had linked two units together and you could race four cars at a time. With these cheaper units—which also take up less space—it's more likely that you'll see this linking together of **Final Laps** happen a lot more—and take my word for it, twice as many players is four times as much fun!

Driving is definitely in right now—with **Chase HQ** (reviewed on this very page) reputedly being the highest grossing machine around for some time. Possibly a follow-up to **Operation Wolf** from Taito there.

**Assault from Namco**, surely the best tank game since **Battle Zone**, proved to be very popular—and expect to see the techniques used in that game (rotating whole screens plus expanding/contracting sprites and background) hit home micros next year.

**Chase HQ** *(Taito)*

Driving games are in, right? OK - but what do most driving games lack? A generous portion of gratuitous violence, that's what. What about **Roadblaster**, I hear you cry - Violence? Call that violence? This is what I call violence - KABOOM!! CRASHHHHHH!! FREEZE PUNK!! NAA-GETS, NAA-GETS, NAA-GETS! WABBA-WABBA-WABBA-WABBA!! Get the picture—this is what it's like in **Chase HQ**.

You have the normal steering wheel, hi-low gears, accelerator, brake driving set-up—and the usual "behind the car" view of the action and the road. But this time you are turbo charged special detective Tony Gibson in your black Porsche. Hark, is that something on the radio? "Nancy here, Tony. We've got an emergency here. The Idaho Slasher has been spotted and is flying towards the suburbs in a white sports car, over..." Over what, we may well ask—but in any case get the hell out there and drive that mother off the road. No guns involved here—at least not until you drive the baddie down, bash into his car several times and overtake him. Then it's knee in the back, gun to the head and "I'm sorry Sir, your right to silence has been temporarily suspended—normal civil rights will be resumed as soon as possible." Fast, furious fun—**Chase HQ** is a winner.
I've Got This Problem

... With A Smutty Printer

Recently I got a second hand ZX Printer. It manages loading screens OK, but normal letters and listings are hardly readable. Even with a new roll of paper, it looks there's no difference.

It doesn't matter what I use, Tasword or MiniOffice, the output is unreadable. What can I do about it?

Mark Bentley
Toplow
Berks

And indeed the samples enclosed look pretty bad (this is not a request for you all to send in your samples. I know you lot).

Good news. Most of the ZX Printer's problems can be put down to smut. No, not that sort of smut; the sort of carbon soot that gets sprinkled around the innards of the printer when the shiny metal coating gets burned off the paper. To clean up the beast, just unplug it, unhook the paper roll, and dust off all those nooks and crannies with a fine paint brush. Finish by giving the innards a good blast of air.

If this doesn't work, then some of the internal workings have got clogged by the demon dust. Sometimes a Hoover works; whatever happens don't try to take the printer apart. Pack it off to a professional fixing shop.

By the way, Mark, I'm donating your samples to the local teaching hospital.

... With Pokes

I'm a pensioner who has taken up computing as a hobby. It's great fun!

But I've got this problem. I've been exploring graphics programming with a book written by Pier's Letter. It's got some sprite editor routines, and when I type them in, load them from tape to my Spectrum 128 and then run them they're fine.

When I try to save and load them from my Opus Discovery 1 disk system they won't work. Is there anything you can do to help me?

Mr R T Clarke
Exmouth
Devon

Thanks for the listing; I've had a look at it. Unfortunately, you don't say what the problem is with the program? My best guess (and it is only a guess) is that the program pokes in its machine code in places which aren't safe when the Discover is unplugged in and consequently crashes. And, without rewriting all the machine code, it might not be possible to move it somewhere safe in memory.

Try writing to the author of the book, c/o the publishers. I've been surprised in the past how helpful writers can be.

But probably the best thing you can do now, especially as you're finding the computer such fun to program, is start to learn machine code. It really isn't difficult if you're armed with one of the excellent books available on the subject (most of them are very good), and the benefits are enormous. Then you'll be able to solve not only this problem, but all the others that crop up and stump magazine columnists...

... With Multiface 3

Having bought a Multiface 3 for my +3, after reading all the raves in the press, I received it minus instructions to find it out only actually copies 1 in 10 of my tape games to disk. All the others are locked.

Is there any way around this, or have I been ripped off???

I Roberts
Chilsworthy
P Wales

In the turbulent, murky world of the Spectrum add-on market the Romantic Robot mob has been generally acknowledged as good guys. It sounds to me like you've got a broken Multiface, and one with very old software. Certainly the lack of instructions is a bit of a mystery...

Either take it back to the place where you bought it, or get in contact with Romantic. They don't like unhappy customers, and get rid of them fast. In the nicest possible way.

(but Dr Rupe has the answer)

... With Printer Decisions

I am thinking of purchasing a Dixon's serial 8056 printer for my Spectrum +. What is the cheapest method of connecting them together, and where should I obtain it?

Will I be able to use the LPRINT, LLIST and COPY command if not what would I use as alternatives? How about Tasword III?

Cameron Patterson
Berwick-upon-Trent
Northumberland

I'd think twice before buying the Serial 8056 printer. This little gem has been around for a while; it was originally intended to be used with an IBM computer that never got launched in this country. Rumour has it that the best way the people with a warehouseful of these printers could think of to get rid of them was to bundle them with Speccys. There's a lot of difference in price between an IBM and as a result you'll need something like a Sinclair Interface 1 to connect a Spectrum + to the printer.

Make sure that you get a tape with a program on with the printer, otherwise LPRINT and LLIST will work, but COPY won't.

If you can cough up the extra dosh, think seriously about a parallel Epson-compatible printer like a Star or an Amstrad. With a suitable interface, all the BASIC commands will work and you'll get a much better quality of output. Lots of people write to me about which printer to buy; it's very much a personal choice but if it's parallel and Epson-compatible most software will work with it. If you've got a -3, then you won't even need an interface.

... With +2

We've just got a Spectrum +3, and with the special tape lead it seems to run all our old Spectrum 48K games perfectly!

We bought Road Runner for use with the Spectrum 48K/128 +2 but it refuses to load. It works perfectly on a friend's 48K.

Could you tell me if it should run in the -3's 48K mode or if games for the -2 are not supposed to work?

F W Minram
Guildford
Surrey

Well, FW, any 48K only game should run happily on the -3 in 48K Basic mode. Most -2 games should work happily with the -3 if loaded from 128 Basic, but some won't.

As for Road Runner, it could be one of those games that won't work with the +3 in any mode. Then there aren't many of these, and I doubt very much more would be written now that the +3 has been about for more than a year.

One final check - does the tape have on your friend's 48K Speccy using your tape player?

... Pokes (2)

I've had my +2 for some time, and have been having real problems in loading games. For example, your mag's excellent 100 Pokes tape loads perfectly but when I try to load Don Dare or Barbarian afterwards they refuse to run.

If I load them without a poke, they run perfectly. Some games seem to be loading, but reset later. I've fiddled with the azimuth screw; I've changed the computer twice; I've sacrificed ten sea slugs (no he didn't - I added this bit Dr R).

J Vasey
Newcastle upon Tyne

Right then, the perennial loading problem. The usual suggestions apply, as you obviously don't have a broken -2 you should try moving the computer away from the TV as this can interfere with loading and saving. If things just go wrong with the 100 Pokes tape, then there's a chance that the long trip North has disrupted its magnetic domains; try with a friend's tape and see whether things get better. If they do, you got a duff tape and should send it back to be replaced.
This month we look at interfaces and Damian Scattergood gives advice on using the Spectrum ports to their best advantage.

Are my eyes deceiving me or do I really see more than the usual two colours per character square in the high score table of Uridium? How did Dominic Robinson manage to create such an effect? Is he rapidly switching screens?

No, your eyes are not deceiving you. There are in fact more than two colours per character square as you describe. This is what we call the Rainbow Processor in action, and to understand the principle, you need to know something about how the TV image is created.

What happens is that 50 times a second the Spectrum hardware scans through the display file and the attributes file together, picking up the data which controls the form of the TV image. The cycle time of 50 times per second has been chosen deliberately to match the sweep of the electron beam on the TV screen. This also writes from top to bottom of the screen 50 times per second. It is a bit like an electronic pencil writing the colours on the screen as a beam, sweeping from the top left corner to the top right corner then moving back to the left, slightly below the starting point, sweeping across the right, then back to the left, sweeping across from the right, jumping back to the left, sweeping across to the right etc. until the whole of the screen image has been painted.

The great trick about the Rainbow Processor is that the data which controls the colour to be put on the screen is switched at just the right instant as the beam sweeps down the TV screen. The software which controls the Rainbow Processor "knows" what new screen image is to be painted because the Spectrum hardware generates...
THE HELL!!
SON GET MULTI-COLOUR CHARES IN URIDIUM?

an interrupt at just the right instant. The Rainbow Processor itself is put inside the interrupt routine of the Spectrum.

By our calculations, each sweep across the TV screen from left to right takes approximately 224 T-States, and there are about 70 pixel lines form the top of the TV screen to the beginning of the display file, so the first thing the Rainbow Processor does is to wait for approximately 224 x 70 T-States (which equals 15680 T-States) to wait for the electron beam to get into the display file. In order to create a rainbow effect, it is simply a matter of changing a complete character row of attributes every 224 T-States as the beam sweeps down the screen.

We have found that it is not possible to change all 32 attribute squares on a character row, because 224 T-States is not long enough to do so. We can achieve about 20 characters out of the 32 in total. We also find it necessary to tune-up the Rainbow Processor routine by adding or removing the odd NOP instruction in order to get a precise rainbow effect. This can be quite difficult because as soon as your timing goes astray the screen image becomes very jumbled.

In summary, this is not a technique which can be attempted by the novice machine code programmer which is why there are not many commercial programs on the market which exhibit the effects. However, once you understand how the software works you'll be surprised to discover that a decent Rainbow Processor routine can be very short, perhaps as little as 150 bytes of code.

WHAT A 'MASK' IS?

A mask in action - see the 'outline' around the characters.

being pressed. Once this simple job has been done, the Spectrum returns to whatever it was doing before it was interrupted. The value remains in the keyboard buffer until it is overwritten by a later key press or is read by an input command in the main program.

The great advantage of the buffer system is clearly illustrated in this example of its use with the keyboard. The main program does not know or care when the user presses a key. When the program is ready it goes and looks in the keyboard buffer to see if a key press has occurred. If a key press has occurred then the value is there for the program to use. Thus the effect of a buffer is to decouple the running of the microprocessor from the device to which it is linked. Contrast this situation with the keyboard with that for the tape loader.
Do you want to enter the wild and mysterious world of spy and counterspy? How about dealing in strange markets like microfilm and illegal weaponry? Or maybe you'd just like to recreate your favourite scene from the latest Bond movie. Whatever the case, it's excitement, thrills and spills you're after, you could do a lot better than Espionage.

Beating all their rivals by an incredibly small margin (£5), Grandslam managed to snap up the licence to this fairly unknown game at quite an extortionate cost (£5). The question is, is it worth half of my salary? No. Definitely not.

In working man's (pleb) terms, Espionage is Chess without the complexities. You control 12 agents as they trek around the globe in search of four microfilms. Why they have to search is beyond me, as all four microfilms are grouped together in the centre of the board. The globe is represented by a grid of black, white and red squares. The black squares are no go areas for the spies, the white and red squares are where the player's home bases are.

Each of the four possible players (human or computer controlled) takes it in turn to move one of their spies. The 6 courier agents can only move diagonally across the board, but over as many squares as they like. The four secret agents can move in any direction they so please. The 2 surveillance agents can only move up, down, left and right (not diagonally).

Players take opposing pieces as in draughts; they jump them. Obviously, once all your opponent's pieces are removed from the board, the game gets a lot easier.

The screen is laid out in two windows. On the left is the main window. It's this one that takes up most of the screen and shows a segment of the board, which can be scrolled to show any part of the game. On the right is a status/score window that shows all the players' scores and films collected (if any.) At the bottom of this window is a box labelled 'Options', click the pointer on this, and a whole bunch of options comes up. Basic things like pause game and quit as well as pretty handy computer hint facility, with which the computer thinks long and hard and comes up with the best possible move you could do in your current situation.

Graphics aren't anything special. Just a coloured grip and some fairly basic icon graphics. One thing I do like is the pictures of the characters at the side of the screen. Whichever of the four players is currently active holds a newspaper in front of his face. Control is fairly simple. A pointer moves around on screen under your control, and moving the pieces is simply a case of clicking on the piece concerned and then clicking on the square you want it to jump to. The pointer is a little slow.

So there you have it. A basically run-of-the-mill boardgame conversion that doesn't come anywhere near the fun generated by playing the real thing and it costs a few quid more. That's what I call VFM.
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OooOO! Welcome again, to the page that is your window on the games development biz. How are all those astounding effects created? Why does everything look blue? Why has it taken so bloody long? This is the sort of impertinent question that we ask every month. And sometimes, we even get an answer...

**The Programmers**

Realtime Software have - between them - produced all the versions of the game. Andy Onions has been programming for about nine years and set up Realtime with Ian Oliver and Graeme Baird about 5 years ago. After they met at Leeds University on a computer science course, it emerged that they shared similar ideas and all enjoyed fishing about in new machines.

**Carrier Command**

Carrier Command has all the hallmarks of a game that you simply can't convert to the Spectrum. Not only is it a vast strategy epic with islands to invade and troops to deploy and supplies to run out; it's also choc-a-flaming-block full of filled 3D graphics, dogfights and action.

**The Original**

CC originally existed on the ST and happily filled the machine's memory capacity. It incorporated flight simulation, battle strategy and Kingdom style island management. Each section was equivalent to the capabilities of the Spec. It was the ultimate ST game, involving more elements than you could master in months.

**Sound**

We've never been any good at sound, so Telecom handled this end of things. Sound effects and music take up too much processor-time, and the graphics are much more important in a game like this.

**Development System**

The boys use IBM compatibles to develop their software and then port the code across. Since the system is virtually universal, it's easy to upgrade the system continually.
There is no mystic art in creating 3D images with a computer. It's all based on maths and there's no great secret trick. The success or otherwise of the exercise depends on how much you manage to optimise the routines. Obviously, simplification of the objects involved makes life easier. You'll get a better frame-rate this way. Of course, you can't over-simplify the objects, or they'd look like nothing on earth.

In a 3D system, virtually every routine, whether it's rotation, movement, perspective representation of polygon filling, needs some pretty complex maths. If a scene requires one hundred multiplies (not uncommon) it's no good trying to work with a system which can only handle 2,000 calculations per second. Our Spectrum code can deal with about 25,000.

The design of the objects used in the 3D is influenced heavily by the limitations of the graphic system. It is time consuming for the graphic system to draw a knobbly object which can be viewed from any angle. Restricting the angles from which an object can be viewed is a useful alternative to simply cutting down its detail.

Shading and HLR (Hidden Line Removal) take up lots more time than basic wire-frame. Another nightmare.

The graphics, obviously were the trickiest things to program. Although we use a basic set of routines for all of our programs, we have to virtually rewrite the code to compensate for quirks of the new game. The first few months of Carrier's development consisted of rewriting Starglider routines!
**ELIMINATOR**

Here's some screenshots of an exceptionally early version of the forthcoming Eliminator from Hewson. It's been written by John Wildsmith (who?) on the Spectrum, although the original versions were put together by John Philips (Impossable, Nebulus).

It looks like the 3D scrolling follow-the-track shoot-out to us, but we could be wrong.

Streetdate: December
Price: £7.45

---

**WAR IN MIDDLE EARTH**

Tolkien Attack! Yes. It's time for another dose (eurgh) of everyone's favourite mythical type, JRR Tolkien. Well, it's not quite as strong a dose as you might think, because while War in the Middle Earth is indeed another in the Lord of the Rings Hobbit series, it's not really an adventure at all. It's more like a war game, in fact. All window controlled and teams of soldiers. Looks, well, wargame.

Streetdate: November
Price: £9.99

---

**RETURN OF THE JEDI**

Remember all the three-dimensional car/bike race sims that we had a spate of a couple of months back? Indeed, they're still coming (Fire and Forget from Titus is still to appear). Well, Domark have come up with yet another variation for the final part in the Star Wars Trilogy, Return of the Jedi. The screen scrolls diagonally from top right to bottom left and you race your Speeder bike against the Imperial Stormtroopers.

You have to race in and out of trees (well, not literally, but you know what I mean) while dodging taffon logs and remembering never to run down or shoot an Ewok.

Different levels take place over different terrain, some icy, others with higher numbers of trees etc. Eventually the speeds will become too fast and the amount of trees will make you feel as if you're in Nottingham (7 - GT) and you'll end up as a bag of shattered bones after smashing into a big pine. Eurgh.

You will be able to blow away the bad guys by shooting them up the exhaust – fnar – or running them into obstacles. Sounds like a day out in Kingston to me.

Streetdate: January
Price: £9.95

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**XENON**

Xenon, for ages and ages, widely regarded as the best shoot-out on the Atari ST. Which won't be of much interest to you, will it? Well, that's where you're wrong, matey boy, because the hopping wizards at Virginmastertronie incorporated have nearly got through converting the little gem for the Spec.

Although it's a straightforward vertical blip, Xenon's graphics really make it stand out. Lots of base relief chrome-like landscapes and stacks of little robots to blow away.

At the end of each level you're faced with a huge and virtually indestructible monster which you've got to shoot in the mouth. Action all the way. Check out the pics and judge for yourself, but it looks as if it could breathe some desperately needed excitement back into the shoot-out formula.

Streetdate: December
Price: £9.99
HUNDRA

Hundra! Well, yes indeed. This
there isn't, as you could easily
think. Vixen from Mastesgro. Oh no.
It's Hundra from Mastesgro. As
you'll be able to tell from the pics,
Hundra is a slightly more bulky
prehistoric bint than Vixen. Not to
much a fortress as an elephant, if
you get my drift.
Still, not a sausage of informa-
tion other than it's a runny-jumpy-
klely affair with loads of colour
graphics and - so far as we can
judge - some pretty nice fight
scenes.
Streetdate: December
Price: £2.99

STAR FARCE

Bam bam bam! Die alien
scumfiends! I wonder, every
now and again, if there are any
aliens left in the world to shoot. I
figure hundreds of thousands buy
it every day in Speccy games
around the country.
Still, Mastertronic have found
yet another batch for you to blast
in Star Farce, which look uncom-
monly similar to Lightforce which
came out last year from FTL (what-
ever happened to FTL? Discuss.)
Vertical scrolling, lots of shoot-
ing and stacks of colour seem to
be the prime ingredients. Review
next month.
Streetdate: December
Price: £2.99

AND FINALLY

Mystery screenshot time
again! Oo-e-e-o! Last
month's competition was won in
about ten seconds flat and the
lucky winner is currently having
his stomach pumped free of M+M
residue. So we'll have to make it
slightly more tricky from now on.
Last month's answers were:
A) Wec Le Mans B) Exploding Fist
C) Barbanan II (tricky one).
So. Take a look at this little
puzzler and if you are the first to
tell us what it's called, we'll send
you a Cadbury's Curly Wurly
(OMMMOMMMMOO!)
Gee and by the way, Grandslam
have just got a licence for Dandy.
Details and pics next month.
Holy two-game double-up confusion, Batman!

"Yes indeed, Robin. This case certainly looks as though it needs some... unravelling. Ah, as I thought, the Bat computer tells me that there was another game a few years ago which was also based on our crusading exploits, but it was in the style of some game, friends describe as 3D, and while many thought it was 'fab', some complained that the atmosphere was slightly lacking."

"Damn it! You're right!" (punches fist)

"This seems to be another cunning play by Ocean to cash in on our name. I think we'd better proceed very carefully, the tape!"

"Holy nightmare! How are they different?"

"I'm glad you asked me that, old sausage (sausage?? - are you sure? GT). One game has us pitted against the evil Penguin and the other features endearingly adapted to the computer. It seems that, if my Bat-senses aren't deceiving me, I can walk around the screen collect objects and climb things."

"Holy perception! You've got it! But what's that strange boxed-off effect?"

"Looks to me like another example of comic book style, Rob. And cleverly done. As you leave one room, the next frame will overlay like the frames in a comic. Nice touch. Now, we're out of the Batcave and into the harsh world. I smell crime in the air. Which side did we load, old fruit?"

"By Gotham City! It was the Penguin side!"

"As I thought, I think we may find that our old friend the Penguin is about to try and take over the world with an army of robotic penguins and Henchmen in an operation he's running from a fake umbrella factory somewhere in the city."

Old chum. Let's get this tape loading..."

"But how? We've only got our Bat-computer."

"Ah, with my handy Bat-Spectrumulator. (Produces same from belt) "Now we'll see what those ingenious devils are up to. But wait! What's this? There seem to be two different games - one on each side of the mad, bad Joker as our foe. Now, take a seat on my knee, and we'll see what we're about."

"Jeepers creepers! Who's that fatso with the funny hat on the screen, Batman?"

"That's me Robin. Actually, I think I've been rather
well, and there are lots of moves available. I can even use the Batarang if I can find it.

"How in the name of Commissioner Gordon do you handle objects in this thing, Batty?"

"By using this cleverly designed Object-handling screen, Robin. I can highlight the objects I want to use — assuming I've found them in the very large play area — and then, while playing, I simply press the Use Item key. I can then pick locks, disguise myself, find door passes and even have something to eat."

"Holy variety! So there's lots to do. How difficult is the mission looking, though?"

"Pretty tough. I'm afraid, old pomegranite. Gotham City is puzzling, and we don't have use of the Batmobile, so we'd better make a map. Here take this pen and paper . . ."

"Holy Swizz! I always have to make the maps!"

"I can't be bothered with such trifles, Robin. My energy level is getting low, my Bat-abilities are the other two gauges which I don't understand the nature of. Pay attention to the graphics. Too much attribute clash for my liking, but on the whole they look good enough to me."

"And there are clues at the top of the screen to help us know when and where to use certain items."

"A good job, my caped Suzette, because things would be a bit too mysterious without make the action clear and attractive. And both games use different map areas and there are different sets of bad guys to deal with. It also has a sense of humour, which makes a change from all this sombre Dark Knight malarkey. I've had to deal with recently. I'd advise the kids to buy it."

"Holy endorsement!"

"Indeed."

---

**FAX BOX**

**BATMAN**

**Label:** Ocean

**Author:** Jutta

**Price:** £7.95

**Memory:** 48K

**Joystick:** Various

**GRAPHICS**

80

**SOUND**

80 70

**PLAYABILITY**

85

**LAST ABILITY**

90

**OVERALL**

90

HINTS:

Bam! First-class Batman romp scenario! More like the TV series than the comics!
Eek! What a way to die!
Stuck in an infernal alien universe with no way out other than to buy your way to freedom.
You begin on one of three start levels at various points around the 10 levels. Each level is a large, multi-scrolling area of walls and nasties. The basic idea is to collect all the diamonds that are scattered about on each of the levels to gain access to the next. Of course, it goes without saying, each screen gets progressively harder then why did you say it?

Just to make the game that little bit more difficult, you are given an amazingly short time limit in which to get around and collect all the gems on each level. Luckily it is possible to find hour-glasses that top your time back up to maximum.
Some of the diamonds are hidden in some pretty obscure places. Some groups are completely surrounded by what seems to be an impenetrable wall.

Or is it? Maybe not. Bounce around it for a bit and sure enough, one of the blocks is a cleverly projected hologram, carefully constructed to look like the real thing. Your ship is a small, rotating hoop-like affair, that can zip in and out of the maze of platforms quite quickly, which it needs to be able to do, what with the short time limit and the nasties.

The aliens consist of two types. Free roamers, that bounce all over the shop, and cause some real painful damage to your craft. These are produced by alien generators that can be found from the mid levels onward.

The other type of nasty is the demon. These rotten creatures sit on ledges next to large supplies of gems, and stop you by just chucking hundreds of bubbles at you.

Luckily, these can be shot down and some of the bubbles leave lots of special toys for you to play with. These range from extra points to two very destructive weapons. One weapon gives you the power to destroy demons on contact. The other is a brick smasher to help you break through games.

Netherworld seems to be 10 levels of the same old thing. There doesn't seem to be enough game in there to warrant any form of long term playing.
The graphics are quite nice and detailed. I particularly like the huge skulls on one of the later levels. Animation is quite fluent, though the scrolling is more than a little jerky.

Sound is confined to well within the Spectrum's limits, but funny enough, there is some mega-lab 128k music.
A slightly disappointing conversion of the not-so-hot Commodore 64 game.

FAX BOX

A sad conversion from the Commie.

Hours of sheer boredom guaranteed

ARCADE REVIEW

Netherworld
Label: Hewson
Author: Chris Wood
Price: £7.95
Memory: 48K/128K Joysticks: various

GRAPHICS 83
SOUND 72

PLAYABILITY 43
LAST ABILITY 68

OVERALL 69
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FREE GIFT LAGER MADNESS

First it was booklets. Then it was cassettes. Then we had two cassettes. Now Gremlin, fount of all knowledge and wisdom, predicts WHAT MAGAZINES WILL BE STICKING ON THEIR COVERS NEXT YEAR.

January. SPLOSHHH magazine gives away a free hill-price game, AHH-TYPE. Due to legal action by the copyright holders, everyone buying that issue is sentenced to ten years in prison.

February. THE WHINE magazine gives away a piece of software which turns your Spectrum into an Amiga. Thousands complain that they'd rather have their Spectrum back.

March. ARSE! magazine gives away an Amiga on the cover. Every copy falls off the shelf and all the Amigas are smashed beyond repair.

April. YOUR COMMODE sticks an Afterburner coin-op on every copy. Due to the cost only three copies are printed that month.

May. COMMUTER AND IDIOT GAMES! has a free member of staff stapled to each copy. Many return.

June. Our very own SF gives away a free Caribbean island (stuck in the centrefold).

July... things get REALLY silly.

MUCH BETTER this month. Gremlin doesn't know if it's a phase of the moon or what but something about the Nigel Mansell picture brought out the worst in everyone... or the best maybe. There were a lot of entries that suggest Nigel had superglued the cup to his head (yawn yawn) and not a few mentioning personal hygiene of which perhaps the most direct was the brutal "So much for Denim - my armpits stink" from Stephen Browne - very tasteful Stephen. Not a few people's entries began "I'm a little teapot short and stout..." but few of them were funny.

Winner by complete office agreement was this piece of bizarre thinking from Craig Burnett "What do you think Alain? It's either this one or the blue one with no handles". Craig we're proud to have you as a reader. We'll even send you some money at some point.
GREMLIN’S JOKE

Q: What’s the difference between a Duck?
A: One of its legs were both the same.

Look if you know the duck involved or if you’d seen its legs. Well I think it’s very funny actually and you probably just don’t understand it.

(Look I’m not going to bother stealing YS’s reader’s jokes idea if theis is the best you can come up with — GT)

Oh forget it.

Look at this marvellous picture of the Darlings – stars of Network TV and owners/runners/publicisers of Codemasters. Why is David in the air? What are the others thinking or saying? Does the fact that they are in Düsseldorf make a difference? I think we should be told. Twenty of your English pounds to the winner.

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Caption …………………………………………

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THE NEWS SPEAKS THROUGH THE ATTACK HOLOE LIKE PNEUMONIA AT AN ARCTIC HOUSING COLONY

“WVROAH! TARNASHUH, DARN’CHICK’N’LURP, YELLIN’DITTM’PICKIN’ GONNA-B-GETTAS!!”

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Why? Well we’ve got CENSORED (sorry but we’re not allowed to tell anyone yet GT). We’ll also have all the usual things you’d expect to find on a Megatape plus a whole host of special Christmas goodies.

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