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“Now I lay me down to sleep, I pray the Lord my Soul to keep. If I should die before I wake, I pray the Lord my Soul to take ...”
COMPETITIONS

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KAMIKAZE KARTOON 108

You begged us, you pleaded, you offered us large sums (and we have all the names and addresses) you demanded to know why our resident psychopath bear didn't have his own cartoon. How he does and the awesome truth is revealed...

MEGATAPE TWO 8

We think this month's tape is even better than last month's. Read all about - KAMIKAZE LOADER 2, GO BEAR LOADER our megagame with multiple levels and BONUS SCREEN EDITOR! You want POKES? We've got EVEN MORE POKES! THAN LAST MONTH, ON THE LATEST GAMES! We also explain the plot of the PLAYABLE DEMO BARD'S TALE so that even we can understand it. You get hours of worth of play. PHEW...
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More info, more pictures, more
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converted on to the Spectrum in all its
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Exclusive! (Nobody else could care
less)! The games based on the film
licences they dare not tell you
about. SEE the horrible screen
shots! READ the horrible text!
GASP! SHOCK! BARF!

Cover Game 42
Cybernoid is this month's cover
and if the name doesn't ring a
bell, the pedigree should. It's the
follow up to Exolon and it's
fantastic. Check it out now

True Stories 46
A new look to News. We bring you
the excitingly different, irritatingly
round the wrong way, a bit like a
newspaper in a way, totally unique,
sure to be copied HOT POOP on
who is doing what with what to
whom when how and using rubber
deVICES

3 Classic Games 92
No, no, no, not all adventure type
things are boring. Some are
brilliant. In particular the trilogy
of games created by Gargoyle
Games, featuring animated
mythic heroes, fights and magic
were just fantastic and Classics
of their time. They've just been re-
released at a paltry £1.99 and we
think you'll luv 'em

Smash Coupons 30
Four great big, juicy, succulent,
steaming, throbbing (Ern,
are you
sure about this? - GT) well OK
possibly not actually throbbing then,
but certainly mega value for money
discounts on MAJOR games

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Fast...Furious...Deadly!

DENTON DESIGNS'

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MORE ACTION AND EXCITEMENT THAN HUMANLY POSSIBLE!
Personally we reckon this month's tape is even better than last month's. MORE POKE multi-level Game. ENTIRE First level of BARD's Tale. Here are the vital details to get the most from it.

**GO BEAR GO**

This month's game. It involves an unbelievably bizarre plot which has Kamikaze Bear in charge of a warehouse. In this warehouse are three packing cases containing copies of the latest SU. It seems these packing cases have got a bit mixed up and Kamikaze has to get them all together and put them all in a nice neat row either up or down.

The problem is also lurking in the warehouse are a bunch of no-hoper bobby things known affectionately as THE DOPES. The DOPES, being DOPES, have to be dispatched. Kamikaze can do this in a number of brutal ways:
1. By pushing a packing case at them;
2. By running up to the perimeter fence when they are near it and electrocuting them (and then running over them when they are stunned);
3. By mutting the 'breeder crates' where new DOPES are hiding. These flash whenever you kill a DOPE - you have to remember where they are.

Kamikaze can remove crates that are in the way by crumbling them away. DOPES also crumble crates - usually just as you're about to push them at them. There is a time limit to getting the 30 crates in a line and totaling all the DOPES, and as you go up the levels it gets more and more difficult, since the packing cases are more and more widely dispersed. There are some nasty additional surprises on later levels too.

**SCREEN EDITOR**

As a special bonus we've included a screen editor which will let you design your own screens. Select this from the opening menu and you'll get the screen with a flashing cursor. To change the block under the cursor use the following keys:
- 0 or B SPACE Change to blank
- 1 or C Change to crate
- 2 or D Change to SU crate
- 3 or E Change to egg crate
- * You can only put in 3 SU crates

Among other things, Trivial Pursuit and other equally nifty stuff.
- Richard Horrock did the programming and some graphics.
- Jason Kingsley did some other graphics.
- Richard Yapp did the fab loading screen which was digitised using an Amiga.
- John Wood did major playtesting and...

**POKES ON TAPE**

You told us you loved them. We felt so chuffed we decided to give you even more than last time. At last an idiot-proof way of getting those infinite lives! Just load up the Pokes Section at the end of the first side, select the game you want infinite lives on, and load up your copy!

This month: PLATOON, PREDATOR, JR.+, INSIDE OUTING, KESTART II, ROADWARS, RED OCTOBER, DEVIANTS.

**IMPORTANT POINT** - If you have a 128K machine or +3 be sure to load the Pokes tape in 48K mode, ie. Select 48K Basic then type LOAD "..."

**PLAYABLE DEMO - BARD'S TALE**

When we say playable, we mean it. We present the entire first level of the game! Potentially several hours worth of play! It's a role playing fantasy adventure with fighting and trading and stuff and lotsa graphics! We're not going to say too much about where to lock and what to do with what you might find, but here are the instructions you'll need: First of all create your character - just follow the prompts.

**Moving About:**
- J = Face left
- K = Move forward
- L = Face right

**Viewing Characters:**
- 1-6 = Choose character
- T = Trade items or gold
- D = Drop items
- E = Equip items or unequip the lot
- P = Food gold

**Combat Commands:**
- F = Fight
- R = Run
- P = Party attack (attack each other)
- A = Attack monsters
- D = Defend against attack
- U = Use item
- C = Cast spell
- H = Hide in shadows

**GENERAL:**
- C = Cast a spell, followed by who is casting and what spell
- P = Party attack
- B = Bard's song
- M = Change marching order

**Spells:**
- Conjure: MAPL ARFI SOSH T2P
- Magicians: VOFL AJAR STIL SCSI
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MEGA APOCALYPSE

You can give games a flashy title, you can give them wild and exciting plots, you can even cover them with expensive packaging or jam, but you can't hide the fact that a shoot-'em-up is a shoot-'em-up, no matter what it's dressed up as. So why bother dressing it up at all?

I mean, there is nothing more annoying than going down to my local software dealer to buy the latest game, Slaughter of the Weeble Wobbles at some exorbitant price, only to get it home and find that all the claims of it being the most wonderful great, terrific game etc. are not true and it's simply a poor Defender clone after all.

I have to say now, I love Mega Apocalypse to bits because it tells you exactly what it is. It doesn't promise you the chance to rule the galaxy. It doesn't tell you about the millions of different sprites and screens in the game. It tells you that it's a shoot-'em-up and a good one at that.

Mega Apocalypse is similar in many ways to Martech's earlier offering, Crazy Comets, in that it has the same game objective. You still have to fly around space shooting anything that comes near and generally clocking up some very high scores. The game is set over a multitude of levels and as you can tell from the screenshots on this page, all are completely different (oooh, little bit of sarcasm there). OK, so originality of gameplay is not one of the strongest points in the game, but who needs originality for a game this good?

You fly a little diamond-shaped craft (which, incidentally, looks like a reject from Elite, but enough of this nitpicking). You fly it around a single screen for each level, but when it comes down to it, the playing area is quite large. The only area you can't move to is a line 1 character block deep at the top of the screen, which holds all the information about lives, score, etc. The original Commodore version of Mega Apocalypse had excellent moving backdrops, and these have been transferred very impressively to the Spectrum. The starfield background is completely animated, with the stars spreading outwards (as in a lot of 3-D space games). Then the whole starfield spins around the centre of the screen, which is all very clever, but very hard on the old brain. The movement of the planets is fab. They start as little blobs and then grow into huge planets which bounce around the screen, usually after some

FAX BOX

Terrific blasty sort of game with lots of needless violence and mass destruction. One for the year, perhaps

MEGA APOCALYPSE
Label: Martech
Author: John Wilson
Price: £8.999 tape, £14.99 disc
Memory: 48K/128K
Joystick: Various
Reviewer: [Signature]

---

SCORE 085370  LIVES 2
contact with you. By the way, contact with most objects in the game causes death, so be careful.

One major complaint about Comets was that it was too hard in the way that you could only fire upward. However, Martech has listened very closely to the grapevine and come up with a rotate facility, which allows you to manoeuvre your ship in any of the 8 directions available, which is bloody handy. Nice one Martech.

Upon loading, you are greeted with a small piece of speech which tells you to, "Get Ready," in a very indistinct American accent. At least I think this is what it says; it took me a long time to realise that it was speech and not a digitised sound effect of a heavy smoker blowing his nose (not very pretty).

But the music, the music! This is something else. David Whittaker has created a zappy new tune with a hint of Crazy Comets behind it. It's wicked.

Generally then, a wonderful game. I think everyone will like this one, basically because it's an addictive blast and one for which you don't need much brain power.
Lost and forgotten. A civilization beyond our understanding and machines beyond belief.

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AND YOU'VE GOT TO FIGHT THEM

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J

Jon Riglar (Adopts deeply important and not very mirthful voice) Surely the oddest man to ever appear in the divine shade of Autumnal elegance that is the wondrous world of computer journalism. Was it not our own hard rocking spanker Jon who was recently described by a national fashion magazine by saying integrity is etched into his solid granite forehead and his dark cavernous dimple is a metaphor for his immense but somehow intangible charisma? Was it not our very own Graham Taylor who described the smoulderin' dude by stating 'he may have a face like a tram crash, but he's a wow with the kids... and the kids know where it's at?' It was indeed, and now that all the mystic runes are aligned to put right the wrongs of ages past, Jon Riglar will flick through his filofax and spread the word concerning forthcoming delights in this month's Zepchat. (flick, flick, leaf, leaf) 'It's far too peculiar to get anywhere.' The legend has spoken! [muffled blowy noises]

A

'hoorgie' as Garfield would no doubt exclaim if he had the opportunity. Garfield the game is perhaps the best cartoon-ish game to appear in the whole wide world (which is actually pretty wide. If you don't believe me try walking it mate!) and Andrew Males was the very very first person to complete the game. On 6th January 1988 if you must know. And you too can rescue Arlene if you cast your peepers over the easy-to-follow-with-lots-of-bendy-bits:

FAT TIP 1

Run through the house until you reach the room with the television set. Here you should carry on walking to the right until Garfield arrives at a black door. This is the garden shed and inside is a spade which needs to be collected. Make sure you don't run up an appetite, otherwise Gar will grab hold of the spade and nooch it which means it's pointless carrying on. Instead, just before you enter the TV room, grab hold of the balls (fnirk, fnirk). These are useless items. Then trot to grab the spade, but before you do, eat the balls to drop the appetite meter back to zero.

STANDBY TO ACCESS: GARFIELD

... The Edge

SECTION WRITERS: Jon Riglar and Andrew Males

FAT TIP 2

You now have the spade. Run back to the house, past the TV set and then to the left so you arrive beside a bouncing bone - this looks like a dead end [well, the room does, not the bone].

Here get Gar to drop the spade and pick up the bone. Then drop the bone when Odie appears and a totally hidden door should become totally unhidden. If it appears. Then run and grab the spade before Odie runs away with it. If he manages to grab it before Garfield, then chase and kick the dog.

FAT TIP 3

Continue on the leftward tact until you arrive at the hardware store. Enter the shop and once you get inside, press down and fire keys simultaneously and a wad of money should float down from the ceiling. Take this and go left once again onto the health store.

FAT TIP 4

And in we go. Into the health store that is. Once inside, drop the money and a cake should appear. Take this and walk onwards to the park - you'll locate the park by looking for the man that appears to be sat in a hedge. Hmm. If you find this screen, then walk back out and drop the cake.

FAT TIP 5

Run back to the house and take the lamp that is sitting on top of the telly - you'll need to firstly jump onto the nearby chair and then leap over and onto the telly. Watch your hunger meter - if you let it reach its limit then you'll end up eating the lamp.

FAT TIP 6

Take the lamp to the cellar. (From the telly, left and then a sharp turn to the right - keep going right until Garfield automatically falls into the cellar). Then it's up to you to find Nermal. If you haven't got the lamp at this point, then you're a bit stuck really [cos you won't be able to see a thing. Locating Nermal is easy. Just keep.
JON RIGLAR
THE MAN AND HIS MUSIC

walking to the right. Then Kick him until he drops a clockwork mouse. Everytime Nermal is booted, he runs out of the screen at high speed, so you'll need to time the kicks to perfection. (I was gong to tell a joke, but I won't bother now.) Also, when Nermal finally drops the mouse, it too will scurry about and be a bit of a pain. Make sure Garfield grabs it before Odie picks it up. And make sure you don't eat it!

FAT TIP 7
Drop the lamp BEFORE picking up the mouse and then go back to the Health Store. Once inside drop the mouse and something humungous should fall down. It looks a bit like a doughnut but then, who really cares?? Yes, who does? You do eh? Go away.

FAT TIP 8
Now you have the absolutely swingorilliant mystery object, walk right back to the cellar and stop off at the first screen. Here a rat will start to dash about a bit and look well, a bit raty actually. Drop the object x near the rat, and it will thus disappear and the rat will sit in the corner looking rather podgy. Now move over to the chest and kick it a couple of times. Two objects should now appear on the floor - a bone and a key. Pick up the bone first and eat it. And then grab the key and climb back up and into the house.

FAT TIP 9
Run back to the park and drop the key inside. Now dash back outside and pick up the cake you left there earlier. (You did didn't you? Gawd, I don't know. I did tell you. I did. I did. I'm sorry, but that's the way I am.) Take the cake inside the park and drop. A bird should no appear from the right hand side and start flapping over to the left. Grab the key and then jump up and onto the bird. Thus! You will be 'transported' to a completely new screen with a black door in the background. Enter the building and walk to the right and you will find Arlene and will have completed the game!

FATISH TIP 10
Well, sorry about this, but there isn't actually a number ten. Ten would have been such a nice number to finish off on, but when the world is devoid of truth who can tell which way the fish jumped?

READER'S BIG FIVE CHART
SECTION WRITER: Jon 'Jon' Riglar

H
ow splendid it would be, would it not (be splendid that is) to write into this wondrous organ and have your chart printed. Friends, this dream is reality! Pay attention at the back!

Send all offerings to Who-The-Heck-Is-Bertrum-Windybottom-Anyway-{Jon Riglar} and I will include your top five along with the most terribly awfully cr*p game that you wouldn't swap for a green octopus no matter what your mother said. Paul Jenkins has contributed this month's witteringly pleasant chart. And here it is:

1 SUPER HANG-ON
2 XECUTOR
3 EXOLON
4 COMBAT SCHOOL
5 WORLD CLASS

LEADERBOARD
The worst game this century is Centurions by Starlight. Words can't describe how bad Paul thinks it is. So he won't bother trying. Wow! Won't a laid-back fellow? (man) I don't care what you say Madam, I've already had my B.F. probe serviced this month! (man)

ELECTRIC DREAMS
A.C.E.
HEWSON
OCEAN

US GOLD

STANDBY TO ACCESS: PLATOON
... Ocean
SECTION WRITER: Jon 'All my parcels get squashed' Riglar

F
ick, flick, leaf, leaf Wake up people! Platoon is a game with moral! Having said that, this harbinger of still involves running round and duffing up people who strangely seem to play the saxophone when shot. It's an odd world isn't it viewers? But who cares? It comes complete with a 'deeply flash' box and an absolutely tiresome eurohit by Smokey Robinson. (Bertrum Windybottom writes: The song isn't actually a eurohit at all, but the phrase just looked good, so we used it - okay?)

Platoon is a game with iotsa sections. Section 1 involves our innocent soldier tramping around in the jungle avoiding the saxophone playing enemy troops. The first thing you should do is locate the explosives. To gain access to the following sector, you have to run across and bridge and blow it up once at the other end - this prevents enemy troops romping across and kicking you to bits. The explosives are placed in the bottom right hand corner of the map and can take some time to get to - along the way, jump around a bit to avoid standing on top of the enemy. Grab the explosive and run back the way you originally came. The next thing to do, is locate the bridge. This is over to your right, but to get there you need to tramp down to the bottom of the map, then to the left, then right up to the top, a dash along to the right and finally a sprint down. There are lots of dead ends in jungle, so make sure you don't lose your way using the map.
The enemy attack in various ways - you'll come across the usual 'I'm gonna run straight at you' men who can be dealt with by a short blast with the gun. Try to keep still when attacking the enemy - if you run at them and shoot simultaneously, you'll end up getting knocked over. Ha. The other type that may be encountered drop from the nearest tree - and usually land on your head or just behind you. Keep running and once they appear, turn swiftly and blast. Kneel down to avoid enemy fire. To avoid being shot by the critters that pop up from the ground, keep jumping about.

There is no pause model! No pause model! Although this is undoubtedly very odd indeed, it's also a pain in the neck when you try to turn over your Phillip Glass cassette and spot the troops at the same time. So! The only way to avoid being shot in this case is to press the select button. However, if you like a bit of a challenge then walk to a junction and keep moving the man up and down.

PLATOON SECTION 2 - THE VILLAGE

When you arrive at the end of section one and start to cross the bridge, you'll notice that control of your man goes into the hands of the computer. This is OK, but enemy troops still tend to appear and blow you away unless you keep firing. Once past the bridge, there's no turning back and you'll find yourself on the way to the village. The village itself consists of one long road, with several huts. In most of the huts, there are just sacks of rubbish but in about the third you'll find the map. Then you should come across the trapdoor and you will be asked whether you wish to enter it - don't. You also need to find the torch before going on to the next level.

The torch can be found in the last hut in the village. When you enter this hut you will be attacked automatically by a block sat in the corner. Also take care to avoid searching too many sacks - a lot contain nothing but rubbish, however, in one or two you'll find a booby-trap and will lose a life. Also avoid attacking innocent villagers - these can be found trotting around the village wearing woks on their heads. If you find yourself shooting anything that enters the screen, then your morale will zoom down and the game will end.

Once you have gained the torch and the map run back to the hut containing the trapdoor. Before you press the 'Y' key and enter the tunnel press the selection key and make sure you have your fittest man on the job. Then go on into the network.
MAY THE FORCE GO WITH YOU!

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LEVEL 2

You're in the Realm of the Robots. Keep moving until you approach a gap and make a running jump to hop across to the next block. You'll need to jump once again before Blob, or whatever he's called, reaches the first lift.

Clamber on board, shoot up and then get ready for a leap to the left. A roving eye will be oscillating (there's a big word) up and down and so on and it's necessary to jump over it. And it's easy. The main thing to remember here is that the game does not accept jumps if you press the key right at the edge of the block - you'll have to press it a bit before hand and it'll look like a massive balls up at first as you man rapidly loses height. But! So long as you have jumped as soon as the eye goes past your block, you should be OK. It takes practice.

The next lift, watching out for the occasional ooper (the funny fish-like spirally thing that appears from the side of the screen) and you should arrive at the first door. Zoom through, but stay still when you reappear at the other side.

Watch out for the eye (Geddit?) and when it starts its upward path, dash underneath and onwards to yonder staircase. At the top, you should come across another lift - but don't jump straight on it! Yet another eye is in motion, moving from left to right. If you dash straight on to the lift, you may jolly well end up piling into an eye. Don't.

If you successfully manage to scramble on to the lift and zoom up, you'll find a door. Go in. When Blob reappears, stop. A robot will be going up and down. Up and down. Make a panicky-run-jumpy sort of thing over it when it is going down. And, by jove, you should land on a lift. Which goes up. At the top you'll end up trudging down a flight of stairs. Only to arrive at another lift, which, interestingly enough, also goes up, and takes you up to another door. You may want to go in, but wait. There is a pretty mean robot swaying from left to right and if you time it wrong you'll collide with the robot on t'other side and be squashed. Therefore

STANDBY TO ACCESS: NEBULUS

Hewson

SECTION WRITER: JON RIGLAR

LEVEL 3

Level 3 is actually quite hard. At the start, Blob will appear at the edge of a block. Make sure you dash to the left and blast the ball before doing anything else. Don't go walking any further to the left on this set of blocks as they all disappear from then on. Into the door instead. Once around the other side, jump on the lift. This is different from the normal ones, you can actually go up two levels instead of one. And make sure you go right to the upper level as all the blocks on the middle level disappear. The top level is pretty confusing. There will appear to be nowhere to go. This is, of course, totally boshual. Wait on the lift until the spirally thing appears and bashes into Blob. He'll then fall on to the lower level where he can successfully blast the ball found therein. Trot along to the end of this level. You'll soon notice that the last block disappears and you fall back down to the lower level. This is OK - the block was erm, blocking, a lift. You can now jump on this lift and zoom up.

Blob will then find a door which will lead to the other side of the tower. Disappearing, he will fall a few centimetres to a set of blocks lower than the doorway. Here there is a lift and we meet the first of the skeletons: wait until it zooms upwards and then dash underneath and down and the following staircase. Oh look, another skeleton. Dodge it, and hitch a ride on the nearby lift. Dash up the staircase on the left making sure you don't collide with yet another skeleton. At the top, you'll need to blast the two flashing squares - this will give you access to another lift. Dash into the nearby doorway, and then into the next one when Blob reappears, although the skeleton has an uncanny habit of bashing into Blob and it'll take a fair bit of practice to time it exactly so that you get up the apples and pears.

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About 99 years ago (well, actually) I entered a competition in a December issue of SU. Gasp of amazement, gold round, won a copy of Superman.

Two months later I received a copy of Enigma Force and a letter of apology saying that Superman had been delayed.

Can you tell me if my postman has died, or if you just never sent me the game? I am getting rather fed up.

Jeffrey Grant
Hartcliffe
Bristol

Coz - you got a prize, you gotta better prize than Superman would ever have been. An' you know why? Coz Superman didn't happen 'cos Kamikaze said it wasn't good enough. So ya get a replacement, a nice 'sorry' letter, an' ya 'ed up? Well Kamikaze's fed up, no-one appreciates what he does for them, quit whining boy.

Regarding my letter published February issue, you said that Rolling Thunder had not been reviewed, and I say it had.

To prove my point I enclose the review and a scan of my favourite game. So go away, yellow belly.

Lee Edwards
Colwyn Bay
Gwynedd

Yellow belly? You come here an' say that kid! Youse talking about the coin-op, sure we did a bit of a review of that, but what matters in SU is the Spec'y version, so we're right an' you're wrong, so Kamikaze doesn't want to hear any more about it!

Your February front cover says, 'Still only £1 GASPI!' This usually indicates a price increase of some sort, so why don't you cut the crap and give it to the readers straight?

Keith Taylor
Glasgow

South Humbereside

Kamikaze never likes to tell people they're wrong, so just for you Keithy - babes, we put up the price. Anyone got any complaints, we'll give you Keith's address and you can call him yourselves - OK?

Visually it looks like it's been put together using scissors and a pot of glue. It amazes me that Gordo puts up with it!

Richard Hewison
Linton
Bedfordshire

Try saying that to the Suceess and see if you can walk afterwards! Adventures have changed. Gordo's gone off on a dark to the Land of Tharg or something like that, so everyone should be happy now.

This letter is not just a letter, it's a mind-boggling question.

In this space age world of ours, that has a stupid, over-weight, over-generous plonker like Jon Riglar hosting ZapChat, do you know of a game that has a pig as the hero?

I am an avid lover of pigs, and would be very grateful if you could tell me where I can get a game that has a pig as the central character. If you don't know of course, I'll have to shave your fur off.

You have been warned!

Paul Cheeze Tinsley
Pill
Bristol

There's a game called Piggy by Bug Byte that has a pig in it, but Kamikaze thinks it looks more like a rabbit!

And while I'm talking to you buddy, you try and shave off my fur and I'll have you interred in Sing-Sing, Godditi? (Anyone who calls 'emselves 'cheeze' deserves to be shot anyhow).

I don't want to sound as though I'm bragging but I've finished Freddy Hardest (skill, aren't I?)

The thing I want to know is, will there be a sequel? At the end it says 'To be continued in Freddy Hardest of South Manhattan'.

I'd like to add that SU is the best Spec'y mag around.

Simon Pallot
Cheshire

If you're so 'still' you should know if there is going to be a sequel or not shouldn't ya?

Passe, want some money? Us old inscrupulous at SU have got a crisp ten pound Um... excuse just waiting for you as reward for your contribution to a brand new feature called:

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:

To these wonderful, wonderful people at SU.
Please tell me, are you human? There is no human on Earth that could write a magazine with the same instant appeal, the same quality, the same superb design and style that makes you go on... oh. Just by looking at it. I, for one, trust every single one of your reviewers and recently burst into my local computer store because it stocked Ninja Warriors in the Ward of Doom which you rated 0.

Yours in extreme admiration,
A. Money-Moosa

Send your letter to:
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SU Mega Control, 30-32 Harringdon Lane, London EC1R 3AU
Don't forget to include your name and address.
You got a comment? You got something to say? You got an opinion about what’s good and bad. Wanna praise the mag? Wanna hear some indignation and kick a few butts? Don’t keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don’t mess around. I’ll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you just tell me all about it and send your message to ‘Tell it to the Bear’, BSU Central, Priory Court, 30-32 Farrindon Lane, London EC1R 3AU

Your mag is mag! Special your Poke City, but just one but the Pokes are only for new games. Why don’t you print some Pokes for older games such as Green Beret, Commando, etc (or can’t you break in)?

I’d like to order a few back issues too, and when can I do that?
Frank Engelen
Belgium

• You’re foreign, aren’t you kid?

I think you should have a table every month with the games that are going to be released in the coming month, so we know when we can buy these games. This is all because I saw that Soldier of Light would be out before Christmas, and here we are in February, and it’s nowhere to be found. This table would be an absolutely fab idea. I think so anyway.

Martin Jom
Near Westbury
Wiltshire

• Oh ya do, do ya? Well Kamikaze doesn’t. The reason we can’t do that is ‘coz the manufacturers don’t always get the dates right themselves.

Programmers break their legs, wipe the program and things like that. We started printing a “you can buy this game now” table, we’d soon be in trouble. And where’d ya read that ‘bout Soldier of Light anyhow, not here, that’s for sure. Oer...
T he Tasty Space Griffin, Dreamt of by many, eaten by few. The TS3 was one of the universe's rarest and most delicious delicacies and for some reason has been illegal for a long time. It has recently been reported that a gang of mercenary farmers have been breeding these fowl foul (shouldn't that be foul fowl?) and have plans to disable the entire universal monetary system by flooding the market with their new investments.

You, as Captain Rover Pawstron, have been sent to the secret moon where the rebels hide their marauding flocks to catch or kill the birds. You were sent completely by accident, of course. After all, who would send a dog? The authorities meant to send Captain Neil Armstrong, but that's a bureaucratic cock-up for you.

**Star Paws** was a great hit when it was released on the C•mm•tre 64, but will it make a large impact on the Spectrum? For a start, what sort of game is it?

Well, to catch the birds you have to find them first, and there are 20 of them to look out for. Finding them is easy, thanks to your little space radar, but catching them is another matter. The game is spread over a multitude of levels and all have their own little obstacles. On the first level, there are lots of little rocks which trip you up or bounce you the other way. When you go underground for all the remaining levels, however, it's a completely different bucket of carrots.

Unless you have a mining lamp, you won't be able to see where you are going. And if you can't see where you're going, you won't be able to see the birds which means you won't be able to catch them. Speaking of said objective...

How do you catch the birds? Well, it's not that simple. There are many different ways to 'catch the pigeon'. You can search the boxes that lie around to see if they contain anything that you can use as a weapon against the birds, such as rocket launchers or death rays. Or you can simply run at them and jump on them. A word of warning here, you must take them by surprise or they will run away and as they can outrun you 10 to 1, chasing them is a waste of time.

All this chasing around doesn't half make you hungry and what better to fill you up than a Galactiburger? This replenishes your energy, which is displayed as a vanishing turkey, a bit like the golden oldie, *Atic Atac*.

The graphics on this game are great. It has a very cartoony look and is really what *Road Runner* should have been like, because in many ways it is *Road Runner*. You know, the bit about the dog chasing the bird. The only difference being that in this version, he gets it.

A great game and one well worth the mega cheap price. If you miss out on this one, you can eat my granny.

---

**PAWS**

Wonderful adventure through space, you'd be mad to miss it, at this price.

**STAR PAWS**

Label: Software Projects

Author: Steven Cork

Price: £2.99 (Yes, £2.99)

Memory: 48K/128K

Joystick: various

Reviewer: J. Wilson

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**FAX BOX**

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ARCADE REVIEW

BLACK LAMP

Since the theft of the enchanted lanterns from Allegoria, evil forces have been doing their worst in the land. Apart from having to raise court morale, Jolly Jack the jester is nursing delusions of grandeur and is hopelessly in love with the king's daughter Grizelda. Her father, true to form, doesn't approve. The king can see a chance both to get rid of his daughter's unwelcome suitor and retrieve his lanterns by sending Jack off on the quest to fetch them back.

This brings us to the opening scenes of Firebird's Black Lamp. Quite what Grizelda sees in Jolly Jack is unclear, since Jack is rather on the stubby and chunky side, and looks distinctly downtrodden and gloomy as he sets off on his trek. It's something of a tribute to the game's graphics and animation that you can actually see this on the Spectrum.

Black Lamp is a horizontal flip-from-screen-to-screen arcade adventure, set in and around the buildings of Allegoria. Scattered over the screens are a number of lamps which Jack must collect and take back to store in one of several coloured chests in various locations. He can only carry one lamp at a time, so once you've got one, you must hunt for a suitable chest before collecting the next.

Your way will be blocked by a wide variety of baddies motivated by the evil forces which took the lanterns in the first place. These won't necessarily kill you outright, but will deplete your energy level. The baddies range from werewolves, which flash past and don't drain off too much energy, through spitting witches and buzzards with explosive droppings, which are rather more harmful and should be avoided. You, as Jack, can ward them all off with bolts of magic from your belt, but some creatures take more shots to kill than others.

Aside from magic bolts, Jack can prolong his survival by grabbing useful objects lying around the place. A weapon, such as an axe, will make him impervious to baddies for 20 hits; a harp will give him musical 'bounce' and enable him to jump off high levels to the floor without injury; food and drink will top up his energy rating.

Although Jack basically trudges left and right between screens, he can also climb ladders and jump on to objects to reach shelves and gangways above floor level where many of the useful objects can be found. There is also some pseudo-forward and back movement; if a rear exit is shown on screen, Jack can flip on to the screen "behind", and similarly, markers at the foot of the screen appear when he can move on to a 'forward' screen.

Although based on the time-worn theme of exploring, killing, avoiding and collecting various objects, Black Lamp is extremely well implemented. The graphics, in a single colour against a black background (apart from the highly coloured chests) are clear and detailed, while Jack himself is beautifully animated, plodding doggedly on from screen to screen. The game oozes atmosphere, which makes it a pleasure to play - truly is a shock to suddenly find yourself face to face with the dragon, for example. The accompanying music is surprisingly bouncy on other versions Jack wanders along to a rendering of Greensleeves, and although I think I can hear Greensleeves-ish bits in the Spectrum music, there's some hip hop in there too.

Another nice touch is the random starting screen for each game, and the fact that the lanterns, weapons, food, harps etc. will be located in different places each time you play, so that no game will be exactly the same as any other.

I liked Black Lamp enormously, although it's not without its minor irritants. I found the controls (joystick or red definable keyboard) slightly slow to respond; quick about-turns to blast away at nasties on either side being largely in vain. Also, Jack must be facing in exactly the right direction to move back or forward a screen or to climb up or down ladders, which requires a certain amount of fiddly manipulation when all you really want to do is get the hell out of the firing line. At the beginning of the game you'll find Jack moves slowly, but he will speed up progressively as the quest continues.

This is definitely a major contender for search and collect game of the month. Not too much adventurous to get in the way of all that blasting.
ARKANOID 2

Just when you thought it was safe to load a game into your Spectrum, Ocean goes and releases Revenge of Doh, a game destined to send you completely round the twist and back.

Based on the tongue-raspingly addictive oldster Breakout — and the direct sequel to its earlier smash Arkanoideal Revenge has 66 screens of absolute mayhem, along with fab graphics, fast action and a scrolling background just to make things a little more difficult.

Slam that ball against the bricks, get those dreadfully useful bonus pills, watch out for things that'll shrink your thingy. (Ooer!)

Now, unless you're a dongle from the planet Kretin, you'll want to take advantage of our wonderful offer and save yourself £1 off the price that most people will have to pay in the shops.

And what do you have to do? Yes, congratulations, mastermind. Cut out the coupon here and send it off to the address along with cheque, etc. And within the fluttering of a gnat's eyelash, a copy of the game will be plopping on to your Welcome mat.

A bad deal? We think not. If you do, you're obviously completely doolally!

ARKANOID 2

Rumour has it that somewhere deep in the heart of nowhere (now there's a good title for a song) there's a plane being built, that's sooo secret, the people who are building it aren't even sure that it exists (bear with me, I'm creating an atmosphere). And the reason it's so secret, is because it's going to be very high-tech, and very well equipped with all sorts of highly destructive weapons. Rumour also has it, that this plane was the inspiration behind Digital Integration's fabby ATF.

Thus we have the need for great secrecy. The next piece of information could well prove to be dangerous in the wrong hands, so I'm going to whisper.

ATF is so brill that we want everyone to play it. We don't want anyone hiding in a dark corner and complaining that they can't afford it. We just want you to have a good time, OK?

Now we know that you'll complain that training to be a fighter pilot is desperately expensive and you really don't have time to go to the shops to buy a copy of ATF anyway, since Ironside's just about to come on the telly. SU yet again comes to the rescue, with one of our truly splendiferous Money Off Coupons, that allow you to order your game with a whole quid off. Send a parent of your choice to the Post Office with a cheque, and wait for your game to arrive in about a month's time.
**PLATOON**

Dive for cover! Quickly! Over into the bushes there, before they see us. Now stay down. Wait 'til they've passed. You can't be too careful in the jungle. You never know when you're going to run into a bunch of sticky, sweaty little scumbags, all out, stalking the paths, looking for one thing—a copy of Ocean's Platoon.

But you're no dummy. They're not going to get the drop on you. You've got a whole pocketful of bananas more sense than those goof-balls. By the time they get down to their shop, all those lovely shiny boxes that Ocean are packaging the game in will be snapped up and half way to Timbuktoo.

No. You've got a far more sensible idea. From the safety of your foxhole, under cover of your own lines, you can get yourself a copy of the game with no risk whatsoever.

Look. Here’s all you have to do. First of all, check out our review in last month’s issue. Now, make sure that Platoon is the game for you. Shouldn’t be any doubts, really. OK. Next, clip out the coupon, stick it in an envelope with a cheque for the appropriate amount (see figure in the box) and whistle up a runner to take the thing to the nearest despatch station.

And by the time the next issue of SU comes out, you’ll have your own copy of the game with all the frills, including Smokey Robinson’s crooning on a free tape inside. And you get a discount of £1. Not to be sneezed at.

**S GOLD'S BIGGEST LICENCE SINCE OUTRUN IS INDUBITABLY SIDE ARMS. YOU TAKE THE ROLE OF ONE OF THE MOST HEAVILY ARMED SOLDIERS IN THE GALACTIC ARMY, SENT ON A MISSION TO DESTROY AN ALIEN PLANET WITH ENOUGH DEFENCE SYSTEMS TO KEEP EVEN THE TOUGHEST ALIEN-BLASTER ON THE EDGE OF HIS SEAT.**

It's a scrolling shoot-out with the biggest graphics you've ever seen and more action going on at any one time than anything we've ever encountered.

In fact, you'll probably have been virtually incapacitated by our fabbo review on page 84, and you won't even be able to get out of your armchair to buy it from the shop. Solution: get out your laser-snippaz, cut out the coupon and send it to the address shown. If you can find a weeble to go to the post box for you, you won't even need to get up.

And, as if that isn't enough, you get a whole pound off the regular price. So you get US Gold's fab game very quickly and you actually make a saving without making any effort whatsoever. It's almost unbelievable, isn't it?

Well, you'd better believe it.
The idea behind ATF was to design a game based on an aircraft of the next generation. The aircraft in question was the futuristic (and top secret!) YF-22A, also referred to as the Advanced Tactical Fighter or ATF for short. The prototype is currently being designed and built by Lockheed, Boeing and General Dynamics in California U.S.A. and is scheduled to make its first flight in 1990.

Our usual sources of information and facts revealed that the 'plane was chockablock with some amazing features, but Lockheed were obviously unwilling to provide us with data that could in any way be termed confidential. Despite this we did manage to piece together sufficient information to form a framework for the game including the 'electronic co-pilot' and automatic, "terrain following." We figured that the missing pieces could be filled by our imagination to maximise playability.

So, instead of concentrating on scenery, other aspects took top priority. The most important of these was that the game should feature fast arcade style action whilst still offering a strong underlying strategic element. A new kind of 3D relief terrain was developed to emphasise the low level ground hugging capabilities of the ATF.

Initially the 3D relief terrain was generated by mathematically calculating all of the visible points for every frame of the action. The system worked, but was simply too slow to ever pass as 'arcade action'. Instead, a new technique was developed that used a complex co-ordinate referencing system which avoided the need for time consuming division and multiplication. To prevent any screen flicker, each frame of the action was generated in a dummy screen, and when complete was copied at full speed into the real screen. The dummy screen was actually larger than the real screen and only a window of it was copied down to provide neat, gradual vanishing of objects and terrain off the edges of the screen.

The other important aspect of ATF, the war strategy, was vital to provide the game with an objective and long term appeal. We decided that no fundamental compromises would be made on this front and that the 'war model' as we referred to it would appear as realistic and natural as possible. Five types of ground forces, sea forces, communications bases and factories. All of these objects interact with each other in true warfare style and with various consequences if damaged or destroyed. Factories, for example, supply the military hardware and if destroyed will result in a gradual depletion of forces, since tanks and ships are destroyed but not replaced. Each kind of object also has its own 'favourite' target to go for - enemy sea forces for example have a particular appetite for allied sea forces and coastal land objects.

The kind of terrain that a ground object travels over affects how quickly it can move. Progress over snow for example is twice as slow as over green land. Each object also has its own unique strength so even if you do not succeed in totally destroying an object with your ATF you may weaken it sufficiently to allow one of your own ground forces to finish off the job.

As it turned out the actual coding of the war model was quite straightforward and trouble free (apart from sea forces that regularly headed inland)!

most time-consuming part was the actual testing, with literally hundreds of wars being staged at all levels to make sure the balance was just right.

Full use was made of the sound chip present in the 128K Spectrums to add some extra atmosphere to the game, and also a three channel title tune.

All of the program code was written on an IBM AT compatible computer using a powerful macro assembler and relocating linker whilst the graphics were designed on an Atari ST and then downloaded to the Spectrum and debugged using a monitor that was developed In-House.

Ian Benyon

Digital Integration
WIZARD WARZ is a combination of fast moving action, depth of gameplay and strategical challenge that takes fantasy role playing one step further and it's....

OUT NOW!!

Screen shot from CBM version.
Screen shot from Spectrum version.
Screen shots from Atari ST version.

CBM 64/128 £11.99 DISK £9.99 TAPE
AMSTRAD £14.99 DISK £9.99 TAPE
SPECTRUM 48/128K £8.99 TAPE ATARI ST £19.99 DISK

Go! Media Holdings Ltd., Units 23 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.
### Full Price 20

**Compiled by Gallup for Sinclair User**

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<thead>
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#### Chart Comment – FULL PRICE

**OUTRUN** remains at the top of the Full Price Chart this month, and there can't be very many people surprised by that. Straight in at No 2 is Ocean's excellent *Platoon*, which really ought to give Outrun a good chase for its money during the next four weeks. Also new this month, we have Garfield, Flying Shark and Gryzor, three games that are particularly liked. Otherwise not a great deal of movement this month, many of the old faithfuls like Gunship and Renegade still hanging on in there.

#### HOT FULL PRICE

The Russians are coming! The Hunt for Red October, Argus' submarine simulation is lurking beneath the surface of the Top 20. Also up and coming is Four Smash Hits from Hewson, which contains Exion, Zynaps, Nanarama and Uridium Plus, a bumper bargain package.

#### HOT: FOUR SMASH HITS

1. OUTRUN
2. KIKSTART 2
3. PLATOON
4. COMBAT SCHOOL
5. MAGNIFICENT 7

#### HOT: RED OCTOBER

1. DEAD OR ALIVE
2. VAMPIRE
3. GHOST HUNTERS
4. RIGEL'S REVENGE
5. PLAY IT AGAIN SAM

---

**IN THE TOP SLOT: OUTRUN**

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**HOT BUDGET**

Rumbling about on the outskirts of the Top Ten this month we find LA SWAT from Mastertronic, the game which at least one member of the *SU* team refused point blank to give house-room to. There's also 3 D Starfighter from (cough) Code Masters.

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<td>(9) SOCCER BOSS</td>
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**CHART COMMENT – BUDGET**

Cries of jollity this month as finally somebody, anybody, knocks Code Masters off the top slot at last. Yes, it's goodbye Pro-Stunt: Ski-Fruit-Motorbike-Simulator with knobs on, and hello to Kikstart 2, now in at No 1, the sequel to the game that nobody ever remembers appearing on the Spectrum in the first place. All due credit to Code Masters though, they still hold six of the ten top slots, and that's got to be a good recommendation if ever I saw one.
MORE THAN 1,000 ...  DIFFERENT SCREENS

"A first rate conversion of a first rate arcade game."
"Gauntlet is definitely the most exciting coin-op conversion ever for the 64. For sheer fun and hours of entertainment value this is game the best yet."
"A super sequel to the much loved dungeon based shoot 'em up. As much of a blast as the first, and about twice as addictive."
"A cracker, fast action and superb gameplay."

"Great graphics, good sound, perfect playability, what more could you ask for?"
"Commodore User - Screen Star"
"Your Sinclair"
" Sinclair User - Sinclair User Classic"
"The game's brilliant!"
"Amstrad Action - Mastergame"

SCREEN SHOTS FROM VARIOUS SYSTEMS

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.
Telephone: 021 356 3388
The Earth hasn't had much of a run, has it? First the dinosaurs came along, leaving droppings all over the carpet. Then the Ice Age came along and froze the whole place up. To top it all, Mike Smith decided to become a DJ, so everyone packed up their stuff and left mother Earth forever. Only a few remain. Known as the rangers. They each guard specific areas of the Earth from things that are hot areas of the Earth.

Here then is Energy Warrior first of Mastertronics' MADX games - cassettes with a free game on the reverse. Molecule Man is the B side here and it's pretty bad. Enough of that.

Yes, you in your little spaceship have to fly above the surface of the planet and eliminate the aliens. Easy, you say, just defending a couple of areas. Yes easy, just defending 30 areas, at once. No sweat for the bear, but what about mortals?

Actually it's not that hard. The challenge is there, but it's not very difficult to have a long game. The aliens come in waves, one wave at a time, and you have to shoot them out with the little gun on the front of your craft. The game is viewed side on, as in Nemesis, Defender, etc. Controls are just up, down, fire and left/right to turn your ship around.

The graphics are OKish, with some nice details here and there, but it is the scrolling where the game really comes into its own. Parallax starfields have been seen before, but this is something different. Five layers of backdrop all scrolling at different speeds make this scrolling the best I have seen, easily surpassing games like Undium.

There you have it, some good reasons to buy it and one very good reason to buy it. Next time you are out buying budget, give it a try. I like it and I'm beggared if SU is getting it back.

---

**EXAFX**

Well above average budget shooty with excellent parallax scrolling. With a free game, a very good buy.

ENERGY WARRIOR
Label: Mastertronic
Author: Binary Design
Price: £1.99
Memory: 48K/128K
Joystick: various
Reviewer: 

---

Three of the words I most hate are 'simple but maddeningly addictive'. FOUR of the words I most hate are 'graphically simple but maddeningly addictive'. FIVE of the words...

Let's start again. Rollaround is one of those games where graphics ain't worth a spit, but the gameplay is so much fun that you don't care. It's a sort of cross between Painter, Marble Madness and Bobby Bearing, in that you control a sphere rolling around a number of complex networks of squares. Your aim is to collect the correct number of symbols from each level, indicated at the top of the screen.

Each of the levels includes nine screens laid out as a three by three grid. Some of the screens consist simply of right-angled pathways, where the worst thing that can happen is that you lose a life by plummeting off the edge. But on the more complex screens, where there can be up to 100 squares, aliens appear and make your life hell. Some will chase after you and turn the square beneath you into a hole, some actually leap over obstacles to get at you, and some sit guarding the squares you want to collect. There are also several types of square. Some change the nature of all the other squares on the level, some turn plain squares into holes (which can be useful for killing aliens), and some stop the clock for a limited time. (Oh yes, forget to tell you; there's a time limit for each level, and in some cases you'll find the squares collapsing under you).

After each level there's a fruit-machine style bonus game where you hit the fire button as a series of tokens light up. You can get yourself an extra life, extra points, or a big fat zero here.

You can abort a level at the loss of a life if you get stuck, and there are decent sound effects and music to complete a neat little package.

If leaping over the fast-moving aliens, collecting squares and avoiding big holes are things you don't do well in real life, then you won't get far with Rollaround. For most of us, though, it will provide far more entertainment than anything this simple has any right to do.
if you reckon we're talking rubbish don't just stand there . . .

Tell us what you think.

Stick your comments on paper, fill in and cut out the coupon below and send it in . . .

And if you don't send us your picture - the sillier the better - we'll have to print a picture of a slug

CALIFORNIA GAMES

so it's as good as Renegade, is it? It's as good as Star Wars, is it? It's as good as World Class Leaderboard, is it? It's as good as Out Run, is it? It's as good as Salamander, is it?

No, Non, Nan, Nao and Nano. Jim, "The not so very good reviewer - of this game anyway." Douglas gave this trash 8 stars and, I quote, "One of the best sports sims around. (16a). 4 great events, 2 tiff ones (what only 27 more like 6). Hurumphumph!"

8 stars equals: "Good stuff, well worth the money." No way, go spend it on something like 720", like I'm going to do if this letter gets printed!

Paul Jones
Oldham
Game Choice: 720"

OUT RUN

How could you give Out Run only eight stars? Are you nuts? This deserves at least a Classic. The speed and graphics are brill, and what other racing game has massive great juggernauts for you to overtake?

I agree that the Speccy version is nowhere near as good as the original coin-op, but what can you expect from the humble Speccy? It has its limitations.

The game is a multi-load, but this actually has some advantages. It lets you get your breath back after each hair-raising stage.

Overall, I think that this is a great game and definitely one of US Gold's best.

William Brenner
Caithness
Game Choice: Buggy Boy

OUT RUN

You gave Out Run 8 stars, right? I wouldn't give it 4.5, as it's the packaging. 'Feel the G-Force of a high speed racing car!' I didn't feel anything, as a matter of fact it seems quite slow for 288 mph. Also, the car is massive, it's almost as tall as the lorries, and even worse, bigger than the houses that you pass. The only good comment I have to make is about the graphics, they are highly detailed and aren't at all jerky, as in the arcade version.

Paul Jones
Oldham
Game Choice: 720"

BLAME CORNER JIM DOUGLAS

£3.99 is a bit much for this relatively poor quality game. £2.99 would be better.

Joseph Brown
Gloucester
Game Choice: The Last Ninja

BLAME CORNER JIM DOUGLAS

N ot 94 hours ago, before writing this letter, I bought Out Run! It was... WOW! It's so hot it melted my recorder.

But why did it get 8 stars? It should have been a Classic. No change that to a Mega Out of This World Mine's a Big Mac with Fries Classic (Phew!)

The mega music ought to get to the top of the charts even. Madiash likes it, she's a great friend of mine (what a dreamer). Jim Douglas should take a

hike, and get someone else to review the Classics. If another decision like this is made, Shatz and Dude are gonna know your address.

Seriously, you should buy it, cos it's FABRILLIANT.

By the way, the name's mine, but the mug shot isn't, it was I'd hardly be writing this letter for a lousy tenner for a computer game, would it?

James Dean
Peterborough
Game Choice: Combat School

OUT RUN

Send Jim Douglas to the gallows! I'm referring to his review of Out Run. 8 stars out of 10? This c**p doesn't deserve one star. When driving along you can hardly see the lines of the road, and end up missing the bends. Even worse is when you crash and start spinning about.

Why did US Gold try and tackle such an enormous task? Why couldn't they just leave us with fond memories of the fabby coin-op! (And by the way, Kamekes Bear roomies).

Simon Fisher
Dumbartonshire
Game Choice: 720"

RENEGADE

O n no, not another Renegade worshipper! I hear you cry! How did you guess? I just can't help it, I lurv that cool Renegade sprite, kicking people in the goolies and throwing 'em off ledges.

BLAME CORNER GRAHAM TAYLOR

BOSCONIAN

O K, so it was reviewed in the November issue and isn't the most interesting thing around, but it's still worth a look. I paired with the hard earned a few weeks ago and the game has provided hours of mega joy on my puny 48K (If I say 'mega' here it seems to improve my chances of a tenner).

Graphics are sufficient, but scrolling is ultra smooth. The mines scattered here and there are great for dodging the formation attacks. I have to say that seven stars was a little low, so if you have a couple of quid around, buy this game! All the rubbish in this letter doesn't matter, the game is just truly addictive (I didn't mention the puny sides).

Tomax Kelly
Dublin
Game Choice: Garfield
COMBAT SCHOOL

Sinecure User, how could you? How should you not have given Combat School a Classic? It's the most mega, fab, hip, crucial, cool and totally splendidous game in the world. OK, you gave it 9 stars, when it was worth at least 18. Only Mike Lamb and his gang could have come up with a game like this. I mean, the graphics, the colour, the whole is just totally brilliant. Readers, if you have not bought this game, you're off your trolleys.

Stephen Williams
Manchester
Good Choice: Thundercats

COMBAT SCHOOL

What a game - this is the greatest. I think the main attraction is the fact that the 9 events, including arm-wrestling and pull-ups, are all quite different. You might say that with 3 shooting events this can't be so. Wrong! Each one is done differently to give a very playable and addictive game, as each time you play you try to improve your scores and times.

Altogether, I can truly say it is as good, if not better than the arcade classic, and Manchester Fact Tut.

Now say sorry to Ocean, 6 stars, tut tut. The only way to stop us complaining is to write another review and give Renegade 10 stars and a Classic!

Darren Paul
Cheltenham
Game Choice: Out Run

THE HORRIBLE TRUTH - WHAT SU READERS REALLY LOOK LIKE!

BLAME CORNER

TONY DILLON


Martin Adams
Forest
Game Choice: Garfield

KIKSTART 2

In case you got too good at the game, there is a built-in course designer with which you can redesign any of the 24 courses and load it or from tapes. The obstacles range from six feet high brick ramps to a couple of inches of mud that slows you right down. Since I got this game home I haven't turned off yet! I admit that graphics-wise it's only OK, but the gameplay makes up for all that. This game should get five stars if it's not a Classic - and all this at budget price!

London
Game Choice: Garfield

GRID IRON

This is a bad game warning. Grid Iron has got to be the worst game I have seen on any Speccy. The graphics are ultra-ugly hideous, and there isn't any sound apart from the odd beep. It ought to get the award for the most-

- go out and buy this superb game, and by the way, it deserved the Classic that you gave it. Well done [ Ста](Note: This appears to be a typo or placeholder for a name)

Martin Adams
Fareham
Hants
Game Choice: Flying Shark

Garfield

I know it! Graham Taylor is mad. Garfield is a favourite. Can't stand it! What rubbish. After spending 10.89 on Garfield, loading it up and playing one game I was swooning from the shock. The graphics aren't bad, but the gameplay is totally pathetic. After 80 goes I still hadn't got anywhere. Don't worry [ Ста](Note: This appears to be a typo or placeholder for a name), I'll buy your mag even if none of your staff are a bit potty.

Robin & Clark
Peterborough
Game Choice: Rolling Thunder

10 after 50 goes you still hadn't got anywhere and you think it's the gameplay that is up the creek . . . . . me I think you probably need a cheat. Poke urgently . . .

Ultra-superooper-magog-off-the-chasing-games-of-the-year!

Smart Minshall
Crawley
Game Choice: Thundercats

Dizzy

I totally agree with your review of Dizzy, it's a real bargain at £1.89, better than any full priced game now out. The colour is just so boring after cocopops draper! The sound is really good with a good tune at the beginning, not to mention good in game tunes. And since I first played it, I've found it so addictive, I can't find anything nasty to say about it at all. It should be in YOUR collection of games. (By the way, I think your magazine is the best).

Turuf Gulliver
Norwich
Game Choice: Rolling Thunder

E very so often - well very often actually - you write to tell us that we know nothing about anything and insist that you should program we printed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough enough, We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad - write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp &8 note - or cheese - so put towards the software title of your choice - tell us what you plan to spend the money on if your review is printed.

One special request: we want to know what you look like so send us a picture. Any old picture will do - you at home, In Ibiza, in the garden, even making silly faces in photobooths, we don't care.

So get cranking - write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

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O.K. admit it. Exolon was the best game of 1987. It had better gameplay, bigger graphics and more colour with less colour-clash than any of the competition.

Cybernoid is Exolon II. Plotwise it's maybe marginally less original but it takes the brilliant graphics of Exolon a stage or two forward and puts them in a flip screen space shoot-em-up of astoundingly destructive proportions.

Cybernoid is a fighting machine - an ultra powerful spaceship just itching to take out hoards and hoards of wibbly alien blobby things. Why kill them? What's the plot? Who cares? Let's just assume they jumped ahead of you in the bus queue or something.

Cybernoid grows in firepower as gameplay progresses. As you survive you discover, dumped in odd corners of the screen, some of the most truly spectacular and destructive weaponry yet seen in a computer game. Things start well with an awesome electromace which swings around your spacecraft leaving a train of sparks behind it. The explosions in this game are better than Exolon as things smash into a thousand multicoloured pieces.

There is more. Aliens come in dozens of different guises.

CYBERNOID: THE WEAPONRY

Bombs - Good for the big installations. Can be guided
Impact mines - Plonk these down to trap the dumber enemies
Shield - You become invincible - for a while
Bounce Bomb - Whizz all around the screen. Completely impossible to control, but awesome to watch!
Seeker - Tracks down bad guys
HINTS AND TIPS
- The maze is on the second screen. Try to blast the installation and then grab it rather than the other way around because you might get killed!
- On the first right to left screen stay low to grab the goodies and then start firing. And don’t stop.
- When you reach the first three channel obstacle be careful to position yourself very carefully – one pixel out of place and, Wammo!
- Watch out for the gun emplacements – some are slightly hidden

deadly are the bizarre things which look like wasps’ nests and throw out deadly bouncing bombs.

Parts of the game remind me of the old Caverns of Mars – it isn’t just blasting things, sometimes to get further into the game you need to time your way past some of the more fiendish obstacles known to arcadekind – tiny channelways needing precision steering and split-second timing.

For the wimpish there is a shield option which will get you pretty safely through the early screens, but there is a problem – it runs out. If you use it up in the early stages – well you’re going to be pretty stuck when the going starts to get really tough aren’t you?

It’s a real player’s game this – you can start to develop strategies for different obstacles. Certain kinds of flying bomb follow specific patterns and no obstacle is impassable – just very, very difficult indeed. Someone somewhere is going to solve it in about two hours but the average player should get days and days of challenge.

Game of the year so far? You bet. It has everything Exolon does but it’s harder and the graphics are probably even better. Cybernoid is also certainly the most completely destructive game I’ve ever seen. I think all of that adds up to a pretty strong recommendation don’t you? The best flip screen shoot-em-up ever seen on the Spectrum. A worthy successor to Exolon.

PROOF OF DESTRUCTION

ARKADE Label: Mastertronic Author: Icon Design Price: £1.99
Memory: 48K/128K Joystick: various Reviewer: Tony Dillon

Jeff Minter at his best expect it not Minter’s doing

Pod is a fast moving, colourful, difficult, exciting shoot-em-up. There, I’ve finished my review. Well, what more can I say? That’s what the blurb says. I can’t harp on about alien rulers wanting to rule the earth or the other. or your endless quest of the orb of whatever. I’m getting paid for this you know. Oh, all right, I’ll tell you a bit more. Pod is, in a word, psychedelic (very) is all the Minter hallmarks but it isn’t. The background is the long scrolling mass of colours. You fly a little pod around a grid, and nasties quickly fly down from the top very smoothly. You move very quickly and the real is astounding. Looks nothing much but well worth digging out for a couple of hours entertaining alien blasting.

FAX BOX

Everything Exolon had and more. A worthy successor.

 reviews: Gordon Taylor

COYNERNOID
Label: Hewson
Author: Raffaele Cecco
Price: £7.99
Memory: 48K/128K
Joystick: Various
Reviewer: Gordon Taylor

5

Some are tiny and can be easily taken out with standard lasers, others are gigantic monstrosities – particularly

POKER PATROL

Hothch patch of a few fairly dull ideas. Awful graphics Harmless hokum

Park Patrol looks like it could be a re-working of the age-old classic, Frogger, the game where you’ve got to make your way across a river dodging logs and other water-bound obstacles. Which means it’s a little disappointing to discover that it’s about being a ranger in a nature park and collecting litter. Adversaries you will encounter include swimmers, ants, snakes and logs. Very threatening. Acceptable gameplay is marred by shocking graphics and an initial idea I’d rather listen to my grandmother explaining how to make strawberry jam. Two pounds could be spent in far better ways, though I conceded this isn’t actually the epitome of dreadfulness. Not quite.

COLOSSUS 4 CHESS
STRATEGY Label: CDS Software Author: M. Bryant Price: £14.99
Various: 128K
Joystick: 30
Review: various Reviewer: Tony ‘Grandmaster’ Dillon

Average chess game with a fair level of playability, but there are better ones on the market.

Colossus 4 Chess brings a lot of promise with it. It heralds itself as being the greatest 8 bit chess program available, but I feel I have to disagree. The old PSION Spectre Chess program was pretty fab but I feel that PSII Chess is the best 8 bit chess game around. Colossus Chess has all the features of most of the chess programs about. It has 16 levels, which is quite impressive, and to be honest it does provide a good challenge. The screen layout is clear and in 3D perspective (in 2D newspaper style if you want) though still lacks the ‘cleanness’ and finish of some other programs. Altogether, a very good attempt, but I can’t see sales booming not at this price anyway.

POD
COMPETITION

Mayday! Mayday! Mayday!

Well, OK, so it's April, but we just couldn't wait to give you the chance to enter another in our series of Absolutely Unbelievable Flying Things Competitions.

OK. Same routine as last month: you look at the pictures and say "Whoa! Earth are they trying to kid? There's no way they can possibly give away something as fantastic as this!" and then we spend the rest of the page trying to convince you that yes you really really could get your mitts on such a fantastic prize. I realise it's tough,

but I'll have a go anyway. As I'm sure you remember, we loved Digital Integration's **ATF** to bits (see last issue) and we thought it would be rather wonderful if we were to get together and offer you a competition to make you fall off your seat.

As you recall, **ATF** is a seriously addictive flying-over-the-landscape sort of game, hence a flying prize to accompany the compo.

If you were tempted by the helicopter last month, this one will make your knees tremble.

The Prizes:
1st Prize: A Bluebird Prince 26L Aircraft
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A copy of Digital Integration's **ATF**
An **ATF** poster
A Night Gunner Poster

10 2nd Prizes: Copy of **ATF**
150 3rd Prizes: Assorted **ATF**, Night Gunner and other posters

For the extremely minimal mental strain involved in answering the questions below, you stand a chance of being able to scare the living daylights out of the neighbours' cat and induce heart failure in those bloody sparrows that are always at your milk.

The plane comes in kit form, but it's easy as forgetting to lift your undercarriage to put together.
ACTIVISION LICENSED TO
KILL OFF OPPOSITION

by a special correspondent

There was a time, not so long ago, when many people thought that Activision, so successful in the States, was going to become something of a failure in Britain. More recently, however, the company has pulled up its collective socks, and is now showing not only a very healthy profit, but also a distinct improvement in the quality of its games.

Last month we saw Predator, and heard of Karnov, the tubby fire-breathing Russian. and now Activision announces that it has acquired After Burner licence.

After Burner is one of the most spectacular of the recent coin-ops, primarily because it usually comes contained within an hydraulically-operated cabinet that throws the player from side to side as the plane on-screen pitches and rolls. Include the wonderfully large, detailed and very solid graphics, and you have a coin-op that is going to be distinctly difficult to convert to an 8-bit machine.

Activision, however, isn't daunted, since it has, apparently, found a new way to overcome the obvious difficulties. No program-

LEE PLACES BET ON YETI SEARCH

ming team has yet been assigned to the project, but hopes are running high for a number one at Christmas, courtesy of After Burner.

Alongside the news of this licence, Activision has also announced the acquisition of the rights to R-Type, a hugely popular space-type blast which features some truly stunning scenery and suitably enormous monsters to round off each level.

There are also two more licences to look forward to, both from Sega. SDI (Strategic Defence Initiative) is a 'Star Wars' type game, and Time Scanner is believe it or not, Pinball orientated.
by our Himalayan editor

Here we see Destiny Software boss, Francis Lee, dressed in a highly fetching parka, against a highly false Himalayan background.

The cause of this publicity shot is, of course, Yeti, one of Destiny's first releases, reviewed elsewhere in this issue. The release of Yeti coincides conveniently with the expedition led by the famous mountaineer, Chris Bonnington to find the yeti and prove its existence. And here we have the perfect excuse for a very impressive publicity campaign.

Francis Lee has placed a bet at the ridiculous odds of 250-1 that the yeti will be found this time. Should he be correct, he stands to win something in the region of £30,000. Not that he wants to keep the money for himself. Whoever sends Francis the best description of a yeti will take away the 25K.

Of course, should the yeti not be found, there won't really be much of a prize to collect, and anyone who's bothered to enter this competition will really have been wasting their time. Still, here's hoping.

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JIM (NOT OURS) FIXES IT FOR SUPERMARKET GAME

by our media editor

It seems that these days the best way to get your game published is by writing to Jim'il Fix It.

Andrew Collett wrote a game called Super Trolley, and thought that dear old Jim would be able to do the necessary wheeling and dealing to get him a contract with a software house. And Jim did it, persuading Mastertronic that they really wanted Andrew's game as one of their own.

All about stacking shelves, pleasing customers and becoming manager/ess of the supermarket, Super Trolley will soon be released through Mastertronic. Andrew Collett will appear on Jim'il Fix It on March 12, and here's a picture of Super Trolley's inlay card.

---

MOUSE TRAPPED IN KEMPSTON TOOLKIT

by our hardware reporter

Anyone who wants to glamourise their Spectrum a little bit will be pleased to hear that Kempston has launched a package containing a mouse and toolkit software.

The toolkit provides a Wimp system - windows, icons, menus and pointers - all using machine code routines designed to run from Basic. So Spectrum owners who want to be ST owners when they grow up can fantasise a little now, thanks to Kempston.

The mouse and toolkit together cost £49.95, inclusive of VAT, and are compatible for all Spectrums, from the 48K to the +3.

There is a special version available for Rockfort Disciple owners, and any existing mouse owners can buy just the toolkit at £9.95, inclusive of VAT.

Further information can be gained from Kempston, by writing to 22 Linford Forum, Rockingham Drive, Linford Wood, Milton Keynes MK14 6LY.

---

MUSIC ACE

by an American correspondent

All those with a passion for Rod Hubbard soundtracks should start getting heavily into Electronic Arts' games.

The previously freelance Hubbard has now joined EA full time and will be working for the company from its American Headquarters in San Mateo, California. Well known for his work on the soundtracks of Monty on the Run and Knucklebumpers, Hubbard most recently worked for EA on Skate or Die. He liked it so much, he joined the company.

---

Horror Scenen as SUPRICE RISES

Staff reporter

Those of you who are regular readers of this noble periodical will no doubt have noticed that the cover price has now been raised to £1.50.

We know that there are some people who have complained because they believe that their free game tape was not free.

In fact, at the last moment, we decided to add all sorts of extras to the tape, which we felt were well worth the extra 50p. Due to an oversight, this was not explained in the last issue. We apologise if anyone was disappointed last month.

---


But I liked the shi-ing, 'speciaiy the slalom, all that wearin' in and out of things. Reminded me of chasing the jungle when I was in 'Nam. An' they really hurt themselves when they fall over.

Talkin' of hurting yourself, watch out for that guy Jimmy D. He's gotta new car, and he's dangerous on the roads. You see him coming towards ya, get the hell outta there!

There's all sorts of strange things goin' on industry-wise, and Kamikaze's damn sure he don't like 'em! There's all this fuss goin' on about a new software house called Destiny. Now Kami doesn't mind the people doin' their job. But what's all this fuss about the Yeti? Great hairy hoof, hidin' away up in the mountains so no one can see him. Doesn't he like attention an' fame? Doesn't he want to fight for his country? Grm.

Television's sad noos at the moment. I got home the other day after a night on manoeuvres, an' turned on the telly to see some crum called Goom Live! WHO IS THIS Gopher? I'd make sandwiches outta him! An' that girlie Philip Schofield, how dare he work with that Sarah Green? Kamikaze likes her, she's too good for the likes of him. Even if she does do coffee ads and pretend to be Groucho Marx, At least Kami thinks it's Groucho Marx ..... Grm...
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It's funny isn't it, how the most cheesy storyline can be constructed around such a fantastic game?

Take Firefly, for example. It's probably got the most enduring gameplay to be found in any game around this month, and the graphics are just great, but the storyline would be enough to make you pass out through sheer disinterest and sense of déjà vu. The world is under threat from alien blobs and it's up to you to quash the empire build intentions of the little critters.

Heard it all before? Too bloody right, but hang on, you almost certainly haven't played anything with quite as many different elements.

Special FX, which is Ocean's hot new coding team, has gone to incredible lengths to include - almost entirely successfully - strategic, arcade and luck-of-the-draw elements among others.

The game is easy to play but complicated to explain. Here goes: pay attention. The aliens are building up a huge network of girders and platforms throughout the whole solar system. The more they manage to build, the closer they are to victory.

By guiding your Firefly icon (yours is the good ship Firefly) over a grid of squares, you can select which sector of the solar system to attack first. You can only attack the sector adjacent to a 'dead' area - ie, one that you've cleared already. To start off, you have a row of dead areas down the left hand side of the grid.

Once you zap yourself down to the sector, the readout in the bottom of the screen will pop up a schematic representation of the whole sector, with the maze layout - for each sector is essentially a maze - and various important things marked. There are three important things on this map:

- Teleports
- Energy Points
- Your ship

HINTS AND TIPS:
- Use those teleports! They don't cost any fuel!
- Shoot away like mad, you have infinite firepower!
- Leave all the heavily defended sectors alone till last!
- On the in-between sections, take your time and you'll be able to hit the correct switch every time.
- When you start a sector, pause the game and work out the quickest route around the maze. Don't waste time.
- Some of the things flying around are very useful. Try flying into things, and they may well save your life instead of taking it.
- Don't forget that if you go off the bottom of a sector, you'll come out at the top…

Teleports, Energy Points and You. Large boulders are indicated too, but as far as I could tell, they're of absolutely no consequence whatsoever.

Teleports beam you about the sector. Once you enter one (you fly over it and wait hopefully) the screen changes to show your ship and a circle of alternate red and blue squares. Your ship spins around in the centre, and the square at which the nose of the craft is pointing is highlighted.

Faxbox

A debut! More durable than any straightforward blast, and more fun than just a strategy game.

Firefly

Label: Ocean

Authors: Special FX

Price: £7.95

Memory: 48K/128K

Joystick: various

Reviewer: [Signature]

10/10

For more information on Firely, contact Ocean.
**ARCADE REVIEW**

**FLY**

The aim here is to come up (phnar phnar - Freddy Sick, Acting review-reader) with a combination of blue squares which will teleport you to the right place. You have to get three squares and each time your spaceship rotates faster than the last. If you hit red too many times, you'll exit the teleport and explode into a million bits.

It's vital that you get the hang of the teleport, as most of the mazes have at least one Energy Point that you can't get to by simple flying. Energy Points? Yes, they're the rapidly-flashing dots on your scanner. All the time, they spew out energy blobs. Once four have been collected, you can enter the Point in the same way as a teleport, and prise a charge to knock it out, thus depleting the aliens' security system and, eventually, after taking out all the Points in a sector, rendering it "dead".

OK, so it's strategy city, isn't it? Well, not really. You see, all the time you're flying around the sectors, which is at least 80 per cent of the gameplay, you have to fight off the bad guys. There are stacks of different types. Some fire at you, some just fling themselves against your ship. All drain your energy if you're not careful (your energy is represented by a bar at the bottom of the screen).

If you remember the kind of thrill you got from games like Jetpac, waiting to see what the next sheet of aliens looked like, you'll be able to understand a part of the appeal of Firefly. The aliens, and especially the backgrounds, are so varied and exciting, you get the impression that you'll never run out of things to discover. The mazes vary from deserted unconstructed foundations, to high-tech constructions, each providing a new angle, forcing you to fly in a slightly different way.

The fight against the aliens is great, and as you're totally free to move around in the 8-way scrolling landscape, you've got some genuine dogfight elements thrown in too.

The graphics are good and varied, and the gameplay feels somehow superior to most games in the same field. If Special FX can top this, it'll shortly be able to rank itself up with names like Ultimate Impressive.
Still there? Now, Arkanoid was a Breakout clone. Breakout was one of the earliest arcade machines, and entailed bouncing a ball into a wall of bricks.

You had control of a bat at the bottom of the screen which deflected the ball into the wall. Arkanoid took that idea one stage further and gave it a spacey type of plot. As well as the bat, ball and wall, Arkanoid brought in the capsules, each with different properties (extend bat, disrupt ball into 3 balls (oo-er), transport you to next level, etc). Needless to say, Arkanoid was very, very popular.

So, how does Arkanoid 2 measure up, then? Well, for a start your Vaus pod (that's bat to you matey) has been destroyed or something, and you have a new bat, aptly named Vaus 2, which looks exactly the same as the first one. The idea behind the game is the same.

The original Arkanoid was graphically very sparse. It had no backgrounds and the bricks were just coloured squares. Arkanoid's programmers have taken this point into account and have completely redone the graphics section of the game, and, wow, it is a real improvement. The bricks have been redesigned so you can tell the difference between a hit (coloured squares) and multiple hit (like a top view of a house) bricks. The backgrounds are lovely and patterned, but can be really confusing. For example, in level 1, it is practically impossible to see the ball when playing in colour, yet in black and white there is no trouble.

There are 66 levels in A2, and I promise you, all are fiendishly difficult. Indestructible bricks bar your way everywhere and those little aliens still get in the way of your last brick. Very interesting, very frustrating, but still a lot of fun. Still, you will need the pods to help you through, though I must warn you that they have been changed a lot - just have a look at the table of pods on this page.

How many people in the original Arkanoid, got to, say, level 24 and said "This is too hard for me, I wish I didn't have to do this screen." Well A2 is up your street, because at the end of each screen, not one, but 2 exits will open, and you can choose which way you want to go. Very handy that.

All in all, a great game. Fun, very easy to get into and frustratingly addictive. Even the legendary Graham Taylor was heard to say "Just one more go." Like I say, it's a great game and very, very conceptual (only joking).
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Isn't clairvoyance a wonderful thing? I mean, isn't it amazing how the people who write the dodgy storylines on cassette boxes can tell us exactly what will happen in, say, 500 years' time. Funny too, how they always say the same sort of things. For example, in the year 2499, a huge space station is going to be built. But, just as it is about to be completed something will go drastically wrong (again). An alien force will take over (again) and this one little robot fellow will be sent up to conquer the aliens (again). Sounds like a lot of fun, eh? Guess you know what's coming next. Guess what? You're going to be that little robot.

Yes, in Northstar, you get to play a little robot who has to destroy a whole alien force.

Problems, problems. What do I call this game? Do I put it in the Arcade section of the reviews, or do I put it in the Simulation section? For yes, believe it or not, Oink is an exact simulation of how comics and magazines are put together. Yes, it's true. You may think that we (ie The SU team) spend all day slaving over hot typewriters, brains pouring out of our ears trying to get away from the serious thinking that is left on their shoulders (!?), but no. (Teey this is madness start the review again and see me after school (G.T.)

In Oink you have to send assorted comic strip characters out to find the missing page panels before the copy date otherwise you'll "Run out of Piggin' time". Each character enters their own mini arcade games and tries to get as many panels back as possible to fill the 9 pages in the magazine.

The first game is Pete's Pimple, or to put it another way, Breakout. You must bounce Pete's spot around the screen, knocking out the bricks and collecting bonus panels. Dill's verdict on this part: trash. The ball only moves in two directions and you can't destroy the killer fish that
keep using the word, eh, eh?) You are armed with a grabby arm kind of thing, a little like the club in Rygar. With it you can destroy the aliens as well as opening pods that contain extra points or weapons such as smart bombs. I tell you, you need them, things can get pretty hectic. And talking of pretty, the game is. Very pretty. The graphics are clear and large, and the animation is quite good, as is the scrolling. Colour is used badly, though. In Spectrum terms, that means that a lot has been used in large lumps with very little thought. The attribute clash is appalling and the enemy are practically invisible when you see them walk in front of something yellow. Tut tut.

Towards you all the time - it's frustratingly hard for no good reason.

The second game is Rubbishman Fly Rubbishman over and under obstacles along a very slow scrolling backdrop very similar to Uridium, except nowhere near as good. Dill's verdict: Crud. You have no indication of the height of the obstacles and no matter how far you get, you still go back to the start when you die.

The next game's hero is one Tom Thug who has to drive his thugmobile around a large flip-screen area, shooting nasties and collecting panels. Dill's verdict: a very poor Anarchy imitation. The main character moves far too slowly and the game itself is completely unplayable.

Though it is absolute rubbish and the individual sections are laughably bad. You get an odd satisfaction when you complete a page and you are given the opportunity to read the comic.
Kramer Vs Kramer

Dustin Hoffman and Meryl Streep starred in this heart-rending tale of divorce and the battle for custody of their son. Or was it Robert Redford and Kathleen Turner? Still, you can't tell the difference from looking at Barry Hitler's poorly-digised portraits of the stars, so it doesn't matter.

Kramer Vs Kramer - The Courtroom Massacre is a game for one or two players. In the first part, you choose whether you want to play the mother or the father, and you assign "custody points" for such factors as "caringness", "stability", "acting ability" and "earning potential". These will affect the performance of your character in Part Two, The Courtroom Maze. Here you have a limited amount of time to steer your way through a three-dimensional maze while fighting off flying Accusation Bombs, Over-acting Missiles and Legal Fee deathtraps. If you make it through the maze, you face Part Three, The Courtroom Massacre. The parents take up opposite sides of the screen, the child is placed in the centre, and by frantically wagging your joystick you try to pull him over to your side. But beware! If you pull too hard, Little Jimmy will snap in half.

Now it can be revealed! Ground-breaking games development house MegaFloppy Software has trumped the entire micro industry by signing an exclusive deal with all the major film companies. 18-year-old MegaFloppy managing director Wayne "Gastropod" Gaskin phoned from the excitingly reclined seat of his 1967 Ford Anglia to reveal details of the deal, which cost him an undisclosed "two-figure sum".

"I reckoned ver was a lotta good films wot adn't bin done into games yet," explained Wayne in the cheeky Eastend banter which has made him an object of contempt throughout the entire civilised world. "So I gave Twenniess Century Fox a bell, an' to my amazement, got straight through to Sam Goldwyn. Anyway, 'e said 'e was Sam Goldwyn, an' for a 'uge but undisclosed sum 'e gives me ver micro games rights for every film ever made, which I reckoned was a pretty good deal."

Now Wayne's top team of programmers will be getting to work to produce games versions of some of the most popular films of the talking picture era. "We got all our best lads on it; Timmie an' Jimmie Sweetie, Bob Scratcher an' 'is dog Morris, Slick Rick McQuick the Ten-Minute Wonder, Shane Gormless, the Sadowitz Triplets an' Barry Hitler. I reckon we should 'ave ver first games out by a week next Tuesday."

SU can now exclusively reveal what all the other computer magazines will be exclusively revealing in two months' time; details of MegaFloppy's first batch of games on the Film Fun label (£1.49 from all good chemists).
Adding to the fun and excitement of Arkanoid. All new features include exit choices to vastly increase the screen options, many extra VAUX effects, multiple shots and a secret additional alien to contend with. This adds up to the most exciting reaction game since ARKANOIDS but with so many improvements you just won't be able to stop playing.
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The Big Sleep

The classic Humphrey Bogart film noir, presented as a text adventure with a few very small, very badly-drawn pictures. "We are bitterly ashamed of this one" admits Wayne Gaskin. "We farmed it out to Pixie Adventure Software on the understanding we would have a state-of-the-art constructive adventure game when the greased grffix an' speech synthesis. Wot do we get? A load of trash. I'd be ashamed to give away in a box of Frosties."

Humphrey Bogart's role as tough, wise-cracking private dick Sam Spade may well be presented with loving care in the adventure, but no-one has yet managed to get further than the first screen which reads 'You are asleep'. Even so, the split between MegaPoppy and Pixie Adventure Software could have been amicable, were it not for George Pixie sending out a press release accusing Wayne Gaskin of being "the spawn of Satan, lower than offal and a bit small in the nose of humanity." Legal proceedings are expected to follow.

The Sound of Music

Possibly the surprise hit of next Christmas for the Christmas after, depending on how long the notoriously slow Shane Gormless takes to finish the coding.

In the film, the ever-lovely Julie Andrews plays a tutor employed to educate the charming children of the Von Trapp family. Together they skip over the Swiss mountains, sing happy songs about raindrops and kittens, and learn heart-warming lessons about family life.

Finally, the heart of the stern father melts and he admits his love for the wholesome Julie. Meanwhile, the clouds of war are brewing, and the threat of fascism cast a dark shadow over the future.

What a Carry On

Whoops! It's the saucy Carry On team in the first of a series of 127 almost identical platformer-ladders games! Cheeky Ted Nodder (Sidney James) is searching for the great Oozalum bird (you know, the one that disappeared up its own...erm...) but first he has to find Rude Things Hidden throughout Carry On land, including a lavatory brush, a loofah, a pair of Y-fronts, a bedpan and Barbara Windsor's brassiere (two objects).

Extra points are gained by completing famous phrases such as "I'm a larky larky lad" (They've all got it in for me!), "I think we can have it off now, nurse. (But what about this plaster doctor)", and "Phwoow! Look at that pair! (Yes, and the other girl's not bad either!)."

You lose point if you bump into Dr Pott (Jim Dale, Mr Boggs (Peter Butterworth), Sid Groper (Charles Hawtrey), Mrs Hardup (Joan Sims), or Professor Twitte (Kenneth Williams), but gain a bonus if you manage to avoid the wife or bump into a Saucy Bit of Stuff (Carol Hawkins). Plenty of rude noises, non-stop laughs and a complete lack of any intellectual demands make this an ideal family game.

Star Trek – The Motion Picture

Unconnected with Rainbird's Star Trek title, this is a faithful version of the original film which bored audiences everywhere. The graphics, produced by Bob Scratchem (and his dog Morris) are wonderful detailed, showing the new-look USS Enterprise and its faithful crew heading towards a vast interstellar space cruiser. As they penetrate the energy cloud surrounding the alien ship, you'll gasp with amazement at the 256-colour graphics (and that's on the ZX81).

Speech samples of all the major characters "Phasers inoperative!" "Blimey, it's a wormhole!" and "You should have thought of that before we went into hyperspace!" add to the atmosphere. Unfortunately, although the game looks wonderful, there's absolutely no plot at all. Just like the film.

The Fly

David Cronenberg's horrific tale of a scientific experiment gone wrong. When researcher Seth Brundle develops a matter transporter, he is eager to try it out on himself. Combined on a molecular level with an unnoticed fly in the transference chamber, Brundle finds himself metamorphosing into an horrific hybrid of man and insect.

Your task is to pick up bits of Brundle as they drop off, and stick them back into place. Stalking around his lab, you get five points for recovering a finger, ten for an ear and twenty for a nose. To get big points, you have to be prepared to lose the odd leg or arm, but it's more difficult to get around and pick things up with limbs missing.

You can never really win, since you'll inevitably go to pieces in the end. The fun is in delaying the inevitable as long as possible, a bit like MegaPoppy Software and the liquidators.
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RS232 cable for built-in serial port.
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The +3 has a built in parallel interface and all that is required to attach the +3 to a printer is the parallel cable (see above).
It has to be said: Mastertronic is the master of exploitation. It takes a certified popular computer character and turns him into an arcade game by the use of some relatively cheap computer boards. Then, as the arcade game has become reasonably popular, they do a computer conversion of the arcade game of the computer game. Good thinking, eh? With a large profit too, I suppose.

But, for those who are new to the Spectrum market, here is a short portfolio on Rockford.

Way back in the mists of ancient time, a software firm by the name of First Star wrote a game. A game so simple, yet fiendishly difficult, it would have computer owners in their thousands playing for eons. Boulderdash was born, and its main character, a stick man with a large head called Rockford became a national hero. Who was he, where did he come from, what was his telephone number? This is what the public wanted to know.

But he wasn't happy. "I wish they had designed me a bit better. I look like the little bit of chewed Lego that no one can find any use for and will never look good on the little house they've been making for the last two weeks." Little did he know that his dream was soon to come true. One day, Mr. Mastertronic and his younger executive, Mr. Arbela, came knocking on his door. "Hello," they said, "we'd like to put you in an arcade game, make you look a lot better, give you 5 disguises, give you 5 different areas to play in and generally make you lots of money."

Before long, the contract was signed and Rockford was immortalized on a chip on an Amiga A1000 motherboard.

You can wake up now. The history lesson's over. Rockford has changed. I would just like to point out that so that the millions of Boulderdash fans don't go running down to their latest software dealers brandishing £5 notes. He may have changed, but not for the worst in all cases (though he has in some). Allow me to explain.

Rockford is not a single person anymore. He is now 5 people, any of whom you can select from the start. Each of his 5 personas has a specified area to explore, each with a certain number of levels. You can choose to be a doctor, an astronaut, a cook or even a cowboy. Each character has different things to collect. For the cowboy it's gold coins, for the cook, it's hearts. The game is played in the same way as Boulderdash, really, which is a good thing. The scrolling has been improved, although some ardent followers might disagree with me on that. The graphics have also been greatly improved. You can now see what he's meant to be, be it a spaceman or a cowboy. To some extent, though, the gameplay has been lost. The one great thing about the original was the excitement it generated and the pure arcade action it contained. I still play it now, and I can name quite a few others that do too. Now the cuteness has gone from the game. Rockford is a regular computer character, not the sort to be invited on chat shows. Still, you can't win 'em all.

I'd say it was a good effort by Mastertronic. Though I can't see the majority of BD lovers being overly excited by this, it's still a good game in its own right, and when you consider the price, a very good buy. But wait, I haven't told you all. As the game is out on the new MAD X range, you get a free game on the B side, which in this case, is Rockman. I think that's one to look out for, don't you?
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I wouldn't say that Yeti is excellent, but it's certainly Exolon. This is the most blatant case of "I wouldn't say"

It's a rip-off but it's certainly very heavily influenced since Exploding Fist and International Karate.

One of the first titles on the new Destiny label, headed by Francis Lee (ex-Beyond, ex-Starlight), Yeti has some bizarre tie-up with Chris Bonington, an expedition to the Himalayas, a huge cash prize, and the famous hairy monster which has been the object of speculation since someone found a tin of Yetiburgers in a monastery in 1922.

The game, though doesn't appear to have much to do

The longer you dream, the worse it gets... no, it's not an EU editorial lunch, it's Frightmare. Cascade's latest bid to disprove the "one-game company," tag. Since the success of A.C.E. and A.C.E.2, Cascade has decided to adopt a higher profile and bring out a wide variety of games titles. I'm not sure if Frightmare is the best game to start with though, cos, let's face it, guys, it's basically a cross between a platforms-and-ladders game and Ghosts'n'Goblins. And the big question is: Can you make it through from 12 midnight to 8.30, surviving assaults from the deepest darkest demons of your subconscious, without going bonkers?

There are four dream zones to play through (each with many screens) and each time you enter a new screen, the clock ticks off an extra six minutes. The screens, consisting of the usual platforms, pillars, ruined buildings and plants, are haunted by all the mythical ghouls of legend and history: vampires, werewolves, medusas, severed hands, zombies, mummies and swamp things. Of course, hidden throughout the screens are weapons which can be used to kill off various monsters; holy water kills practically anything; watches slow them down; crucifixes freeze zombies, demons, serpents and various other offspring of evil; and many of the less powerful monsters are vulnerable to ordinary bullets shot from the revolver. If you find another revolver, it doubles your rate of fire.

There's also a single silver revolver, which is the only weapon which will destroy zombies, werewolves, and Satan. Well it would be wouldn't it? You can collect several weapons, and switch between them using the inventory at the bottom of the screen.

As you leap around the

screens, other icons will also help you out; rings give an extra life, wings increase the size of your jumps, a transporter moves you across the screen, and a chalice increases your dream state rating. This rating varies from BAD DREAM to NEFARIOUS FRIGHTMARE (which is the height of scariness). The pairs of nouns and adjectives change as you score more points by shooting monsters, picking up chalices and using weapons.

Now you might have noticed with the amiable anthropoid.

As you load it up, one word will spring to mind, and that word will be Exolon. The similarities are too staggering to be unintentional. Like Exolon, Yeti is a horizontally-scrolling shoot-'em-up featuring carefully designed backgrounds to eliminate colour clash, an armoured figure with a gun and an over-the-shoulder missile launcher, and a series of obstacles including projectile launchers.
Exolon, some of the obstacles are unavoidable and have to be demolished. At first glance, even the backgrounds look the same; but you soon realise that instead of science fiction scenery, you’re looking at Himalayan hardware. Instead of gun towers, you have prayer temples; instead of missile launchers, smiling Buddhas; instead of space warriors, trappist monks.

As you trudge through the landscape blasting obstacles, ducking under missiles and leaping to pot projectiles, you have to keep an eye on your falling temperature and ammunition levels. As you get towards the end of each level, you’ll find a scooter which allows you to go faster; the same sort of effect as the armour which defends you in Exolon, really. Right at the end of each level, there’s a shambling ‘Yeti which is the object of the quest. So far as I know, there isn’t a Yeti in Exolon, but I may well have missed it.

Personally I feel the only Destiny appropriate for this lot is a slap on the wrists and a short talk from Andrew Hewson. Sure, the game’s technically fine, but it’s hard to be really enthusiastic about such a slavish imitation.

That this isn’t the most exciting review in this month’s issue, or indeed for several months’ issues. The reason for this being that it’s always difficult to whip up any enthusiasm for a game which is perfectly competent and has lots of gameplay, but not one jot of originality and no outstanding gimmicks. The most frightening thing about Frightmare is the price; it’s certainly very much better than the average budget game, but for £9.99 I certainly expect at least originality, excitement and, dare I say it? Superlative quality. Frightmare, sad to say, doesn’t have it.
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Vertically scrolling arcade games. What call is there for them? We must have had enough of them in the past. We've had Xevious, Terra Cresta, Commando and a host of others. But Xarax is a bit special. For one thing it only costs £2.99.

Xarax is a vertically scrolling shoot and bomb 'em up in the same guise as Xevious (get away). I say it's like Xevious. Well I'm lying. It is Xevious. In fact, it's a hell of a lot better than the official conversion of said game. You fly your little spaceship upwards over 7 levels of increasing difficulty. The backdrops to the levels differ greatly, so there is a lot of variety in the game. The first level alone is almost exactly the same as Xevious, you know what I mean - flying over a desert shooting flying discs and bombing pyramids and cannon installations. However things change.

The backdrops are very well laid out. They are designed in such a way that they provide a constant challenge (there are no "safe bets"), keeping you on your toes, and it is well worth dying just to get your breath back.

The aliens don't just come on fast, they stream on to the screen in waves of about 8 at a time, though with practice you learn where they tend to appear from and it is possible to destroy them as they come on the screen.

The game is hard. It's very hard. It took me a very long time to get off level 1, but I persevered, and found level 2 to be a lot better. It has lots of ships in it, a la Flying Shark, which fire missiles and bullets at you in an alarming rate. I have yet to complete level 2, so there is plenty of challenge there, and a dire need for a poke or cheat mode.

There you have it. A Xevious clone that is actually better than Xevious itself. If it doesn't do well I'll eat my granny, her bathchair and her collection of Cliff Richard LPs.
I love original ideas, and Ramparts has to have one of the most original gameplay ideas I've ever seen. You get to play a very large being who climbs up buildings, hitting them in order to knock huge holes in them, collecting food and picking up little folk and eating them... The only problem is it's an original idea that's been done before. It's Rampage, innit? Yeah it is, though to be honest, it's not as good.

You play one of two knights, either Sir Grianwold or Sir Larkin, very two of the most enormous blokes in computerland. They weren't always giants though. In the beginning they were regular knights, but they were cursed and transformed into the huge Danes Roussef's they are now. In order to restore themselves to their former glory, they have to ravage all the castles in the land, and to ravage them, they have to climb up them and go boom-bang-a-bang (Norway - nil points) and knock them buildings down.

Guns, cannons and catapults bar your way, and are fired from windows and floor alike. You can of course just punch these to destroy them, but hits will reduce your energy. You can replenish said energy by eating the food that can be found in the windows, and believe me there is a lot of it. In fact, so much that I got amazingly far into the game on my third go (just after you left, Dicky) and really the screens are very easy to do. Talking of screens, they're completely disgusting. The colour scheme used is so terrible you can't tell where separate towers begin and end.

In a nutshell, Ramparts is Rampage with Mediaeval knobs on, but Rampage is so much better...

---

**FAX BOX**

Graphically poor and vastly unplayable Rampage rip off. U5 Gold has done better

**RAMPARTS**

Label: Go!
Author: Future Concepts
Price: £8.99
Memory: 48K/128K
Joystick: Kempston

Reviewer: "Terry" 5

---

**GRAND PR**

The Summer days of Wimbledon are long over, but you can recapture all the thrill (except getting soaked) with MAD's Grand Prix Tennis. It's a one- or two-player game which very sensibly includes a full explanation of the rules of tennis, even down to the most obvious ("tennis is played between two players, one on each side of a net...").

**FAX BOX**

Cheap n' cheerful sports sim delivering a good dose of action for the money

**GRAND PRIX TENNIS**

Label: MAD
Author: Garry Hughes
Price: £2.99
Memory: 48K/128K
Joystick: Various

Reviewer: "Steve" 7
tight package. Well put together and easy to use. It's attractive to look at, too, but I wonder if people can really be persuaded to part with £10 when there are similar budget games around lacking only the course designer aspect. The resulting question is, is the track designer worth about £7?

**REVIEW**

appear in the construction option. You can position your track anywhere on the screen and then cycle through all the possible road sections until you find a piece suitable for connection. You can, obviously, make your course as easy or difficult as you wish, before saving it to tape. The "racing" side of the tape can then be played, and your tracks loaded in and played.

So, what's the verdict? It's a

**REVIEW**

Elegant though pricey pack and race game. Would have been better at £4.95 including editor

**CHAMPIONSHIP SPRINT**

Label: Electric Dreams
Author: Catalyst Coders
Price: £9.99
Memory: 48K/128K
Joystick: various

**REVIEW**

black, the scores are at the top, and that's yer lot in terms of graphics.

As usual with this kind of game, the main skill is in timing and positioning your player. Sizing is a bit of an effort; you hit the Fire button to throw the ball up, move the joystick to select the type of shot, and hit Fire again to shoot.

There are eight kinds of shot available: forehand, forehand lob, lob, backhand lob, backhand smash and smash. Your computer opponent masters these all with consummate ease; for you, things will be more difficult.

The movement of the characters is gratifyingly fast, the ball's motion is very realistic. Extra touches like the players dashing off for a sit down and a glass of Robinson's Barley water add to the atmosphere. Basically **Grand Prix Tennis** is very fast, requires a good deal of skill and reproduces most of the important features of the real game.

**REVIEW**

like to imagine two sorts of games players - headbangers and strategists - as implacable enemies, facing each other across a yawning chasm lined with tons of software. "Mindless philistines!" cry the strategists, casting magic spells at each other. "Effete worms!" shout the shoot-em-up fans, cooking their laser pistols. And so the two camps fight eternally.

Now, many software houses reckon that if they can produce a game which appeals to both camps, they'll clean up. A pity that Blood Valley isn't it.

**BLOOD VALLEY**

Graphically disappointing and strategically shallow. Blood Valley is based on the Duellist fighting fantasy books. The main plot is based around a hunt, where the evil Archveult chases a lowly slave. Archveult has a series of allies throughout the valley, while the quarry (one of the three characters, barbarian, priest or thief) has magical potions, food and treasure hidden around the valley for collection.

At the bottom of the screen are the quarry's tasks, such as to slay certain characters, to steal certain objects or to destroy magical artefacts. There are one and two-player options; in the one-player game, you play the quarry. In the two-player game, the player acting as the Archveult gets to deploy his allies throughout a map of the valley before the game starts.

The big pro is that the graphics in the one or two player windows are pretty ploppy, the characters are represented by little black scribbles running and poking at each other with swords, and the background jumps discordantly from one area to another. On the right hand side of the screens are the tallys of score, gold carried, stamina, and current time, all of which you have to keep an eye on, since there's a time limit to your quest to escape from the valley (or, in two-player mode, to hunt down the quarry).

Blood Valley isn't bad in two-player mode, but in one-player mode it loses out tremendously in comparison to superior products like Platoon. I know the theme isn't that similar, but that's the worst of quality Blood Valley could have been, and dismally fails to achieve.

**FAXBOX**

Disappointing and shallow combination of combat and role-playing game scenarios

**BLOOD VALLEY**

Label: Gremlin
Authors: Martin Hooley
Price: £7.99
Memory: 48K/128K
Joystick: various

**REVIEW**

**FAXBOX**

...
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SI Nicolas User/March 1988

Visit our new shop 16 Market Square Longton Burslem
Cybernoid - The Fighting Machine - will excite your senses more than any other game. It's action-packed excitement right from the start. Incredible music, stunning graphics, sprites, crashing explosions and bomb blasts that are out of this world. Hold on to your seat, keep your finger on the trigger - this is another major hit from Raffaele Cecco who gave you Exolon.

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PIXIES IN A BOX

Pixie-bashers everywhere will be pleased to see a veritable dungeon-ful of new releases from RPG (Role-Playing Game) specials Games Workshop. Fans of the fantasy scenario Warhammer will want to get their hands on the Character Pack, which includes rules for creating new characters, and fifty specially designed sheets to record all their most intimate details. Also new is Griffin Island, a companion volume to the Runquest scenario. This lavish hardback book features a colour map of the island, plus ten full-length adventure scenarios and hundreds of details of characters, monsters and pieces.

For miniature collectors (or even full-sized ones, ha-ha), there's the Warhammer Fantasy Regiments pack from Citadel Miniatures. Orcs, Dwarves, Elves, Skaven, Goblins and Dark Elves can all be yours for £9.99. If only lead alloy will satisfy you, try the Devastors pack. Designed for the Warhammer 40,000 future war scenario, this includes three battle machines; a two man gunship; the Mole Mortar, a fiendish underground rocket-launcher; and the Tarantula weapons system, a radio-controlled gun platform. Five operator figures are also included for your £9.99.

For novice gamers, the Talisman Timescape expansion set adds more locations, characters and playing pieces for the popular fantasy board game. For more details of these and other Games Workshop products, send an s.a.e to Games Workshop, Chewton Street, Hilltop, Eastwood, Notts.

CHRIS JENKINS

VASTLY VIABLE VIDEO VOYEURISM (?)

1) STAR WARS £14.95
What do you mean 'Huh'? This is the best movie ever made, ever. Even better than Gone With the Wind.
2) TOM & JERRY £6.99

More vintage ultra-violence from MGM's favourite sociopaths.

3) 48 HOURS £9.99
Eddie Murphy was great in his time, and this is right in the middle of his time.

4) GHOSTBUSTERS £9.99
I don't care if you recorded it over the Chrimbo period, buy it.

5) BEVERLY HILLS COP £9.99
Murphy stars as the super-cop who teaches Beverley Hills how to really police the city.

6) KISS EXPOSED £14.99
Well, I had to put them in, they're fab and the video has interviews, songs old and new and lots of women (or that's what the blurb says, anyway). What more could you ask for?

7) BROTHERS IN ARMS £9.99
Dire Straits are the second best Sheffield band around, second only to Def Leppard (Good God - Ed) and the video contains four tracks from their best album to date.

8) MOONLIGHTING £9.99
The feature length pilot episode. A lot better than most of the recent series.

9) MADONNA LIVE £11.99
Don't worry about her recent image, this video is taken from the Detroit concert during the Virgin Tour and, Wow, is he hot.

10) THUNDERCATS HO! THE MOVIE £9.99
I'm not normally a fan of cartoons but the backdrops and the animation of TC far surpasses its rivals.

Chart compiled by Tony "Please can you stop inserting ridiculous comments etc" Dillon.

Six soaraway super saucy surprising sensuous

1 April Fools... only last until 12.00 midday. After that you're supposed to come clean. Famous April Fools have included the BBC programme about spaghetti farmers in central Europe, and the report in SU about the Sinclair Microlight aircraft project. Both seemed blumin' hilarious at the time, but obviously don't stand the test of time.

2 April showers... in the league table of wet months of the year, April actually comes out drier than most. April comes in at number four in the Least Rainy Charts, after February.
HANDS

TOP 10 T-SHIRTS

1) Housemartins £5.99
   The gruesome foursome's RIP testimonial T-shirt
2) Ram! £5.99
   Na-na-na-na, na-na-na-na-naaah! Choice of 2 - logos and portrait
3) Platoon £5.99
   Olive drab Grunt's portrait from the hit Nam film.
4) Virgin £3.99
   Had to be in there somewhere - tasteful logo, choice of colours.
5) Dennis the Menace £6.99
   A small price to pay for a portrait of the Menace and Gnasher
6) Bebop £5.99
   My head EXPLODED when I wore the T-SHIRT of the VIOLENT comic!
7) The Beatles £5.99
   The other Fab Four. They still aren't reforming though.
8) The Mission £5.99
   Gothic doom-rockers suddenly back in fashion.
9) T.U.P. £5.99
   The Joshua Tree - more moaning and lousy hairstyles.
10) Michael Jackson £6.99
    Bad? He's bloody terrible if you ask me.
    All available from the clothing section of the Virgin Megastore.
    Chris Jenkins

SMALL CONSOLATION (I)

Remember how the Sega, Nintendo and Atari games systems were supposed to change the face of games computing? Well, what a load of codswallop. It appears that in the UK at any rate, people pre-
ferred to buy a real computer.

The Nintendo has done astonishingly well in Japan and the US, selling about 13 million in total, but came nowhere near Spectr


UNDER

light, and partly to the sim-
ple fact that . . . we were not
alone. Hideous Orcs, Trolls
and various forms of un-
dead (ie Zombies) inhabit the
caves and you're the prime
ingredient of their favou-
terite sandwiches. Played by
regular adventurers, they
leap from complete dark-
ness, hit you violently (but
painlessly) and then run
away with ear-piercing shrieks. You, of course,
must battle with them us-
ing the weapons supplied.
These weapons are fantastic
fun to use and perfectly safe.
Made from a mixture of foam and tape, they're
great for swinging and
thrusting, and make com-
bat almost real.

The game is rich with atmos-
phere and I think that this is what really made it for me. What a game, eh?

LADYABYTHE can be con-
tacted by getting in touch
with Garner Adventure
Tours Ltd, 11 Greenacres
Close, Farnborough, Kent
RG4 7TS, or by ringing
0635 55851.

Tony "The Dork"
Dillon

THOROUGHLY RIDICULOUS

HEADWEAR #1 (NOT A SERIES)

No doubt it's always been your
ambition to be able to humi-
liate people you dislike with a sin-
gle cool malevolent glance. Well
now you can!

GLASSES, from B/R/C, are the first
in a series of water-based toys
which bring a new dimension of
hilarity to the noble art of water
fighting. GLASSES are plastic
moulded space-visors with adjust-
able headbands, supplied in pop
colours including shocking pink,
evil black and purdy yellow.
Mounted between your eyes is a
nozzle, from which Leads a long
tube to the pistol-style water tank.
The German-designed trigger
pump shoots a powerful jet of
water up to 30 feet, so all you have
to do is look at your target and
pump away for instant agony
fun. Now no-one will dare to
offend you, and you can walk the
streets safe in the knowledge that
anyone who steps out of line will
get all wet.

GLASSES cost £9.99 from toys
stores including Toys'R'Us.

Chris Jenkins

various stupendous shocking sexy SU facts about April

(average rainfall 28mm, March (average
35mm) and October (39mm). Average April
rainfall is 42mm. Who'd have thought it?
3) April Love . . . is the name of a record by Pat
Boone, which got to number seven in Decem-
ber 1957 despite being absolutely sickening.
4) April Ashley . . . used to be a man.
5) April sometimes has Easter in it.
6) April 5th . . . is Tombswiping Day in
Taiwan.

CHRISTINA ERSKINE
just puny little marbles, but massive black ones that jump up and down in full view of everyone. That's why I like Thing, because it shows everything that I believe in. Stop saying "oo-er" this is a seriously excellent game.

The Thing in question is a postperson (of indeterminate sex). No ordinary postperson, no, but a postperson with a very important letter to deliver. It's addressed to Lord Dingalinger and delivering it is no easy matter.

The big D has hidden himself away until our beloved hero completes 10 tasks. 10 whole tasks, I seem to hear you gasp incredulously, surely that's too much for one man/woman/thing? So, the lurvy people who run the Post Office has given him of the cutesy waddle a political advisor to help him who, as it happens, is a ball. Now no laughing, because this ball packs a mean gun. Why a gun for what sounds like basic postal duties?

Weeell, on the planet, 26 levels (one for every letter of the alphabet, I'll explain later) there are various Dingalingers, which look like huge disembodied heads which fly at you and cause damage which naturally lose you a life, or in this case, time. You have a set time to deliver the letter or ol' LD won't show his face.

The key to solving this game is the tasks, of course, and the key to tasks is objects. Thing contains a lot of objects (Thing the game, not the person) which add up to quite a few tasks. What they all are exactly I cannot say (Softspeak translation - I dunno) but they usually involve a couple of objects and a little common sense.

Travelling around the 26 scrolling levels is no problem for a letter-worn postie like Thing aided, as he is, by his trusty telephone directory. Using that, in conjunction with the telephone boxes, that lie around, he can teleport simply by typing in a letter. That's why there are 26 levels. Told you I would explain, I always keep my promises, that's why the bear lets me stay.

This game is superior to nearly all budget and full price games currently around. Magic Knight was the king of budget arcade adventure until now, but thanks to the fantastically cute graphics held in this little bundle of cuteness, Thing reigns supreme. Take Berk, please, add Bub and Bob, give that cute smile and you have Thing. Large, well animated, Monochrome (that can't be helped) and lovable.

Not only do I give this game the Sinclair User Wassock, the Cheepo of the Month, Game of the Month and the Oscar for best supporting role, I also award it, the very first game to get it, The Dill Thrill. Well done to those nice people at Players.
Top Five Films

Robocop
Lethal Weapon
Short Circuit
Predator
Commando

You have any difficulties getting stuff for Platoon approved?
That's tricky. I don't think there's anyone that I admire, as such. I quite envy people with stacks of money. No, maybe envy is the wrong word. I don't begrudge them it, but I wish I had it instead!

What sort of magazines do you read?
Not Tatler, I presume?
No. I try to steer clear of computer magazines except for a brief glance, so I tend to read science fiction and wargaming mags.

How did you get started in this programming lark?
Like everyone else, with a ZX81 from Radio Shack, just for curiosity's sake.

There must be a certain degree of prestige to be had from conversions such as a big licence. How did you come to do the coding?
Well, there wasn't really any competition, as far as I could tell. Ocean were quite impressed with our work on Mutants, and so when Platoon came along, they offered it to us.

How many more films do you think can be milked from the Vietnam thing?
Lots, I hope. I can't see them ever stopping. There are so many possible points of view to put across. I haven't seen the Robin Williams one, Good Morning Vietnam, though. It didn't really appeal that much.

What were you particularly good at or bad at at school?
I was pretty good at Maths, but hopeless at English. I hated all forms of sport, too.

Are you still no unknown on physical exertion?
Well I referee American Football matches now, actually. It can be pretty hairy when you've got ten guys, all much bigger than you trying to persuade you to change your decision.

Who's your least favourite person in the world?
Got to be Mary Whitehouse. She was responsible for taking Miami Vice off the air.

Staying with TV. What's your favourite advert?

The Heinz Beans one with Margaret Thatcher. That's great.

Colin Gordon

Ocean may well be basking in the glory of its Platoon licence, but it's the boys from Choice Software who were responsible for all the clever programming. We thought it was time to give credit where credit is due. We flew out an undercover agent to Ireland to quiz Colin Gordon - the Platoon project leader - about what he really thought about world shaking issues like April Fool jokes and Mary Whitehouse...

Celow (left) demonstrates the slimming effect of vertical stripes...

Colin Gordon

Perdon me ignorance, but the name Choice doesn't really ring any bells with me. How about a bit of background?
OK, well, we've been doing lots of Amstrad stuff, Daley Thompson and things like that. We also did Hardball for Accolade and California and World Games.
Oh, hang goes the 'stunning newcomers shock' intro. What did you reckon on the film?
I thought it was OK, though a bit too anti-war for my liking. It wasn't really what I expected. To be honest, I'm more of a Robocop sort of person.

An action-excitement freak, oh? But you're a pain to be around on April 1st. Have you planned any good gags this year?
Not so far. The best one I ever did was on one of our programmers. One of the guys had been working for weeks to try and get this bug out of a program he'd written. So one night we copped into his room and tampered with his code. We changed the interrupt routine so every few seconds the game would just stop. We left him all day trying to sort it out. It was pretty funny.

That's bordering on mental torture, isn't it? Well, let's not dwell. Are you a fan of the movie as a rule? Well, I'm more inclined to get out a video than go to the cinema, but yes, I do enjoy them.

Software companies are always moaning about the difficulties they have when obtaining a licence. Did they have any particular problems getting it approved?
Not really. For most part they were pretty good. They didn't insist that the characters looked a particular way or anything. We had quite a lot of freedom.

Have you got any particular culinary tastes?
I like Italian food at the moment. Pizzas and all that. I'm not so keen on fish at all. Drink-wise I like Corrs, which is an American beer. I can't stand Guinness. Horrible, dark stuff. Is there anyone you admire?


This is from John Wildsmith:

It is a common misconception that scrolling a Spectrum screen horizontally in a game actually involves scrolling the screen memory. While you can do it this way, what actually happens is that you get so many ripples down the screen it's like looking at a picture reflected in a duck pond. This is because the up-date is too slow.

A faster and much more efficient way is to store all of your graphics pre-rotated into all the necessary positions and bang 'em on the screen as quickly as possible. For example, if you wanted your background to appear to move 2 pixels at a time you would store 4 versions of each graphic block where each is offset by 2 pixels from the last.

ie, 0, 2, 4 and 6 pixels. While this is a good deal more wasteful of memory than a simple screen scroll routine it does have the advantage of being damn quick.

Obviously a 16x16 pixel graphic block needs to be scrolled into a 24x16 pixel block for it all to fit. If you have a background made up of these blocks, in order for them to combine they must be "OR"ed together at the edges, and it usually helps to have a strip of black ink and black paper attached down the edge of the screen so you don't see the ragged edges. However, if you can spare the space and time it's quite easy to clip the blocks to form a neat edge.

The fastest way to do the whole job is to store all the screen data addresses in a huge table, so that you can get at them easily, wait for frame flyback (by doing a HALT), and put everything on as quickly as possible. This is known as "chasing the raster". Probably the fastest way to do the actual writing to the screen is to move the stack pointer to the start of the next page, and scan the rows of pixels in reverse order, using the scan block code for each row.

This assumes stuffing fits the row.

Figure 3. A sample routine to scroll the Spectrum screen

A question from John Oliver of Melbourne.

Over to Damien Scattergood:

There are in fact quite a few ways to read the keyboard. The simplest way is to use the DAG routines to read the keyboard but the routines are inevitably slow in execution and, of course, you cannot adapt them to your own purposes. The quickest and most efficient way of creating a keyboard reading routine is to scan the keyboard directly.

The Spectrum keyboard is made up of 40 basic keys. The map of these 40 keys is 8 blocks of 5 keys each. Each block signifies a section of the keyboard such as 'QWERT'. To test a section of the keyboard we must send out the address of the scan block on the address bus and then read in the returned value on the data bus. If a key was pressed then the returned value will have changed.

To test exactly which key in that scan block was pressed you must test for the specific bit in the returned byte. The value to test against is the scan code of the key.

The full list of scan block and keycodes is listed in figure 1.

Figure 1. The Spectrum keyboard map. For example key "R" is in scan block 251 with keycode 8.

<table>
<thead>
<tr>
<th>Keyboard</th>
<th>Scan block code</th>
</tr>
</thead>
<tbody>
<tr>
<td>V</td>
<td>X</td>
</tr>
<tr>
<td>C</td>
<td>Z</td>
</tr>
<tr>
<td>G</td>
<td>S</td>
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<tr>
<td>T</td>
<td>A</td>
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<tr>
<td>R</td>
<td>251</td>
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<td>5</td>
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<td>6</td>
<td>9</td>
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<td>Y</td>
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<td>H</td>
<td>ENTER</td>
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<tr>
<td>B</td>
<td>SPACE</td>
</tr>
<tr>
<td>N</td>
<td>127</td>
</tr>
<tr>
<td>KEYCODES</td>
<td></td>
</tr>
<tr>
<td>16B</td>
<td></td>
</tr>
</tbody>
</table>

Load A with the scan block value and do an IN instruction from port 254. This puts the block value in A. Now AND with the keycode, and if the result is zero the key was pressed.

For example to test the "X" key our code fragment would be:

```
LD A, 254
IN A, (254)
AND 4
JP 2, 'X'PRESSED
```

To generate a routine to read a specific number of keys for a game we would need a table of values to store all the keys we want to test. To simplify things it would be better if we could store the address of the function we wanted to execute on the keypress as well. This simplifies our program table as it would look like SCAN CODE, KEY CODE, FUNCTION for all the keys we wanted to execute/read.

Next we need a program to skip through this table to test all the keys. It is probably best if you use HL as a pointer to the table. To read the first key we then only need to do a LD A, (HL) followed by an IN A, (254). We then increment the HL register to point to the keycode and use AND HL. Thus our first key has been tested.

If the key was not pressed we simply move on to the next key. If it was however we have to pick up the program address to execute. The address we place into HL and then we do a JP (HL) to do a direct jump to the function. When the called routine returns it will return to the function which called the key reading function. An example of this sort of program is shown in figure 2.

To scan the keys for our game all that is needed is to call the key read function when required. The major advantage of using this technique is that it is easy to add more keys or to change the keys we require to...
piece about reading the Spectrum keyboard. Thanks also to John Wildsmith who is currently converting our Rack It release, Battle Valley, to the Speccy. John's specialty is scrolling (you wait 'til you see BV) so that's what he's writing about.

THE HELL!!

ONLY FAST?

characters and one for the bottom 3 characters to speed things up. If you make you table large enough to handle the area you want to work on and expand the routine in figure 4 you can bring 2/3 of the screen on in 1/50 of a second. In the successive program cycles use the next stage of rotated graphic blocks until you have stepped through a whole byte. Then just go back to your un-rotated blocks and dump them on the screen a byte further along. Thus you can continually step through your map of graphics in either direction.

Using this method the background effectively becomes a big sprite that animates. Any part of your background that need to animate can be taken care of simply by altering the respective block in your map (eg, doors, exploding blocks). No need to grab backgrounds for any sprites that overlap this section on the screen either because you are constantly re-writing it over anything that was there beforehand.

There are a lot of variations on this method depending on the size of the playing area to be scrolled and how long the rest of the program takes to execute but this is probably the fastest way.

Vertical scrolling on the Spectrum with its three sections of screen memory can be a real pain. This is mainly due to the fact that the sections of screen don't follow on neatly from each other for scrolling purposes. You could scroll the data on screen but it's messy and consequently slow. However, if you use a second screen (a back screen), create the initial picture and copy it to the front screen, then to create the scrolling image you just take data from further up/down the back screen and wrap round to the other extreme of this screen. Update the back screen just above where you're taking the picture from and the new data will be added to the top/bottom of the display. Downloading the back screen to the front screen can be achieved very quickly and only a small section of the back screen data needs updating.

A similar method can be used for horizontal scrolling but it's not as fast as the first method described.

A lot of people moan about the way the Spectrum screen is laid out, but when you've got to move around it fast it turns out to be a damn good layout, so get writing those mega-smooth and fast 4 way scrolling shoot 'em ups!

JOHN WILDSMITH

OF READING THE KEYBOARD IN YOUR GAMES?

Figure 2. A keyboard scanning routine which reads any one of 5 keys. The scan block code, keycode and function identifier for each are held in "TABLE" only part of which is shown here

<table>
<thead>
<tr>
<th>KEY READ:</th>
<th>KEY LOOP:</th>
<th>INC HL</th>
<th>NO PRESS:</th>
<th>TABLE:</th>
<th>COUP:</th>
</tr>
</thead>
<tbody>
<tr>
<td>LD B, 5</td>
<td>INC HL</td>
<td>AND (HL)</td>
<td>INC HL</td>
<td>DEF 253, 1</td>
<td>DEF 251, 1</td>
</tr>
<tr>
<td>LD HL, TABLE</td>
<td>IN A, (254)</td>
<td>INC HL</td>
<td>EX DE, HL</td>
<td>DEF G ouP</td>
<td>REST OF KEYS</td>
</tr>
<tr>
<td>LD A, (hl)</td>
<td>scan code</td>
<td>get function</td>
<td>place in HL</td>
<td>'A'</td>
<td>GO UP FUNCTION</td>
</tr>
<tr>
<td>IN A</td>
<td>test key</td>
<td>address</td>
<td>jump to the function</td>
<td>'G'</td>
<td>RET</td>
</tr>
<tr>
<td>INC HL</td>
<td>key code</td>
<td></td>
<td></td>
<td></td>
<td>OTHER ROUTINES</td>
</tr>
</tbody>
</table>

There is one value left out of the scan code table in figure 1. This is 0, if A is loaded with 0 then the whole keyboard is read. However, if a key is pressed we cannot distinguish which part of the keyboard was pressed. Although this might seem useless it can be put to good effect in a "pause 0" or "wait for a key press" routine.

The code for a complete routine to wait for a key press would be

```
LD A, 0 ; all keyboard
PAUSE: IN A, (254)
AND 31 ; test bits
JP NZ, OK ; exit if key pressed
JP PAUSE
OK:
```

REST OF CODE

Finally, figure 3 contains an example program written in Basic for reading the keyboard based on the method listed in figure 2. The keys it uses are O-P, Q-A, and SPACE. It will print the letters L, R, U, D and X when the keys are pressed.

DAMIEN SCATTERGOOD

Next month I'm pulling in a couple more ace programmers with their tips. In the meantime - keep sending those letters.

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

I'VE GOT THIS PROBLEM

WHEN I connected my Bud Interstate 31 joystick to the back of my Rotronics Wafadrive it wouldn't work until I initialise it. Why is this?

Also do all games work with a Multiface 1? I'd like to buy one, but only if it works.

Andrew Kidger
Bassingfield
Nottingham

The Wafadrive's internal workings (getting technical here) use the same addressing as the interstate, and so it's by no means sure which of the two add-ons will respond to an IN 31 command, the command games use to read a joystick. Once you've initialised the unit the circuitry is set up to allow another add-on (like the Bud) to work properly.

The battle between games writers and Multiface One is, as they say in the US of A, an ongoing confrontational situation. Every so often, somebody writes a game which tries to spot any Multiface connected and then not run; then Rotronic Robot modifies the software so that the countermeasure doesn't work.

HOW can I use my Spectrum 128K -2 with an R532 to Centronics converter and Seikosha GP100A printer? If I buy a parallel interface (or a Disciple), will the GP100A work properly?

D C Fearns
Tickhill
Doncaster

You might think that one Centronics interface is the same as another, after all it is supposed to be a standard. But, alas, the specification allows for a little leeway in things like voltages and signal timings. The Seikosha expects the signals to be as slow as the specification says they can be, and your parallel converter probably provides them as fast as the specification permits. Result - the GP100A doesn't work, despite all the gear working fine separately.

However, I have seen that printer work with a Disciple, so I'm confident that you won't have the same problem there.

(but Dr. Rupe has the answer)

MY Brother HR5 printer (RS232 version) is connected to my Spectrum 128 via the RS232 socket using an RS232 lead.

Are they compatible? If they are, how do I get them to work? Should I have the Brother set to 7 or 8 bits?

Mike de Wenk
Amsterdam
Holland

Yes, they are all compatible. You will have to set your Brother to the following magic numbers by the Dip switches inside your printer. The speed at which the Spectrum operates is 9600 baud (that's bits of information per second). It uses 8 bits, as opposed to 7. RS232 sends information one bit at a time. As the computer sends characters in sets of eight bits, it has to send them out in a group, so that the printer knows when a new character starts and when it's finished. You'll also have to set the printer to one stop bit, and no parity - more stuff to make sure that the Spectrum and the printer agree on when a character has been sent correctly.

CAN find an EPROM blower available for the Spectrum? If there is, can it do the following: blow Basic into EPROM, leave 48K free for programs, be accessible from Basic, make independent Ram cartridges, be compatible with Microdrives?

Pete Johnson
Dunfermline
Fife

Your best bet would be to get a blower which uses RS232. Most of them do, and most of them cost significant money. The cheapest I can find is well over £300. It's much cheaper to build one yourself, unless you want one out there knows better?

When you do produce an EPROM, you can use it as an ordinary ROM providing you make sure that the Profram line on the chip is correctly set according to specification. On the Spectrum 48K circuit board it isn't, but on the 128 and all following Spectras you can plug in an EPROM without worry. But any EPROMs you plug in have to be totally self-contained - they can't call any routines from the Basic Rom. As for blowing Basic on to a chip, RS232 blower it would be a simple matter of Peeking the existing Rom into Ram, making any mods you wanted to and blowing it out your RS232. But any EpRoms you cook up like this can't be given to anybody else because of copyright.

Finally, if you want to mess around with driving hardware with homegrown ROMs, I recommend the book The Spectrum Hardware Manual from Melbourne House.

(but Dr. Rupe has the answer)
SUIT UP, GRAB YOUR TURBO LASER, SLING ON YOUR JET-PACK AND GET READY FOR THE RIDE OF YOUR LIFE. IT'S HERE, THE EAGERLY AWAITED SEQUEL TO THAT ARCADE CLASSIC SIDEWIZE.

**Crosswize — it'll blow your space boots off!**

Look out for this great new game on Spectrum cassette £7.95.
Sideways scrolliners have been hugely successful in the arcades, with Nemesis probably being the most popular. Side Arms takes the idea of sideways scrolling and makes it just that little bit more exciting. Taking the role of Lieutenant Henry...

**FAXBOX**

Great graphics, neat sound may be a bit tricky
Manufacturer: CapCo
Difficulty Level: 9
Graphics: 9
Sound: 8
Addictiveness: 9

### Lock-On

A drift in the ocean of 3-D coin-ops came the hugely underrated Lock On. While most of the machines — After Burner, Thunder Blade etc — placed you in the bizarre position of viewing your aircraft at the front of the play-area, Tatsumi's game boasts far more realism.

The scene is simply the view out of your cockpit, which scrolls around to follow the movements you make with the semi-circular joystick affair. In the centre of the screen is your targeting system.

The bad guys come at you from start to finish. In the first place it's not too bad, but just as soon as you've got the hang of hauling the aircraft around, all hell breaks loose.

Fighters scream out of the sun at you, firing huge red missiles straight at your head. You can dodge or shoot these down, but whatever you do, never let them out of your sight.

The graphics throughout are fabulous, and the action is scary enough to get the adrenalin going, without being so difficult as to put you off.

For my money, Lock On beats After Burner any day, although there isn't the novelty value of a cockpit shaking itself to bits every time you hit something thanks to expensive hydraulics, it's still a whole lot more exciting.

### FAXBOX

Spectacular to look at plane blast, a little reminiscent of Space Harrier
Manufacturer: Sega
Difficulty Level: 9
Graphics: 9
Sound: 7
Addictiveness: 6

### Side Arms

You know, they may be no substitute for a 48K, but let's face it, there are few Coin-Ops that are worth the odd ten pence or two. In this new regular feature we're going to take a look at the latest and hottest Coin-Ops and give you our opinion. To kick off with though we're going to take a quick look at

**After Burner**

Why, oh why, when the enemy are producing swarms of supersonic fighters they're going out of fashion, do we only ever have one little jet and a third rate pilot to protect ourselves from invasion? That done-to-death storyline is the one behind After Burner, possibly the most impressive to look at coin-op since Space Harrier.

I have a sneaking suspicion, actually, that After Burner is merely a Space Harrier with planes in the first place. Yet again, you're stuffed into an hydraulically operated cabinet that rolls you around the place like a bucking bronco, inviting you to, "feel that G-Force," Fiddlesticks. What G-Force?

You're rolling about in a cabinet.

No, I'm not a big fan of After Burner, although I'm quite willing to concede that I'm very much in the minority. Gameplay is fast and furious, with wave after wave of sophisticated jets swooping over, and crashing towards the ground trailing bright orange smoke and flames.

**OVERALL RATING 8**
R-Type

Apart from the Sega licences, Japan's R-Type was probably the most talked about arcade game of 1987 for its amazing graphics and its exciting gameplay.

You pilot a lone spacecraft through 8 tortuous levels along caverns and metallic tunnels, around huge spaceships and underwater scenes. The graphics are, as they were promised to be, breathtaking.

The whole look of the game easily beats games like Warner and Double Dragon for quality of graphics. The metal areas look like real metal, the underwater scene looks very wet. My personal favourite is the level where you have to destroy the very large ship by blowing up a small section at a time. The graphics are fantastic and the jet engines positioned around this mother ship have to be seen to be believed.

R-Type is a very playable game, it's not too hard, yet it still provides a challenge. After about 4 tries I got to level 2, and I'm not very good at arcade games, so maybe you arcade experts out there should give this a go.

Nearly everyone I know says it's the best thing since sliced bread, and although I know what they mean in terms of the graphics, sound, I still can't really see where the attraction lies. Though it may look new, it's a format that has been used before and I think any magic it may have first time has died and gone for good.

Soldier of Light

Stop trying to say it in the original Japanese, Xain'd Sleena is better known over here as Soldier of Light, and is soon to be released on the Spectrum by Softek.

Soldier of Light is one of those multiple mission, multiple enemy sort of coin-ops that involves one lone spaceman in a ridiculous suit and some pretty hair raising opponents.

The opening title sequence will invite you to Choose Your Mission, the charmingly simple task of pointing your spaceship at one of the planets on show and pressing 'Go'. Different planets have, of course, different properties, and different opponents, and not surprisingly, they come in differing degrees of difficulty.

Watch out in particular for the Water Planet, which is infested with enormous dragonflies and water monsters.

Soldier of Light ranges from being pretty tricky to downright impossible, and simply because of this it usually works out as being quite expensive. One go is simply never enough if you're going to defeat that particularly large dragon, and besides, once you've worked your way through all the planets on the screen, you still haven't finished, because guess what? There's another secret planet hidden behind the rest that needs cleaning up before you can rip off your orange space suit and put your feet up in front of the telly.

FAXBOX

Above average multi mission alien clearance program. Well worth a look.

Manufacturer: Technos

Difficulty Level: 7

Graphics: 9

Sound: 7

Addictiveness: 7

OVERALL RATING 8

I'm a great fan of Sol, it's tough, entertaining, and the graphics are truly spectacular, if you like your dragonflies in tasteful shades of pink and purple against an orange background. Well worth spending the odd twenty pence on, and usually a fair bit more.
What is a plot? A plot is a background, a storyline. Does it enhance the game it belongs to, does it help you to play the game any better? No. It makes no difference to the game at all, so why should I bother telling the plot to you. After all the plot of the Arcade version of Side Arms had almost no effect on its Spectrum home version.

For those of you who didn't know, Side Arms was a spin-off Arcade game. This Spectrum edition is not an ordinary Spectrum game, but an almost completely inaccurate one. Gamers will be omitted, readers will try to get rid of me when they see the high rating at the bottom of the page yet I say it's brilliant. Though it may bear little resemblance to its Arcade predecessor it is still a great game in its own right and that is how I will judge it. (Well almost I say - O.G.)

Viewed from the side, you play a robo-shark that has to fly left to right generally shooting anything that creeps menacingly into view. A frustrating point for all Zynapar Defender players. The nasties come from behind you as well; so you have to dodge that cowardly tactic of staying in the leftmost half of the screen.

A large robo-camera can turn to almost these spots on the screen without blinking, but you must beware the nasties coming from both directions at once. You start with a puny little one shot star gun which is generally useless, but do not be discouraged. Upgrades are right around the next screen which make your weapons instantly better. Certain aliens leave little pane when they get shot; it's a shame we might have retained the option to be transformed into various other things, simply by shooting them.

Once you have collected a weapon you can switch between that and any other weapon you may have collected. All the weapons are useful but some are more useful than others. The 3-way is useful when there are a lot of nasties on screen, it clears them out quickly. The Auto laser is of particular good use in the second level when little snake-like ships follow you around the screen and need to be shot. A multitude of times in the head before they die. The other weapons are also needed in various areas, but I'll leave that for you to find out what you need with.

Upon starting, the graphics do not promise much, but play on. The graphics are well defined, and are a little lacking in detail but when you reach the end of a level, you really come into your own. Huge end of level guardians do their stuff, as it blaming up and down or spinning round. The guardians are very, very well designed and well animated but they do tend to die very easily.

The game is very easy in some places, though in others it's frustrating. It has been put together in such a way that you gain amazingly far in a few games and then you die and believe me, it gives a great sense of just one more go. Buy it. Fans of the coin-op may be disappointed, but just think of it as an original game.

SIDE ARMS - THE WEAPONRY

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pow</td>
<td>Power up. This increases your power rating (which starts at 1) in units of 1 to its maximum of 3. The power rating, which is indicated as a bar at the bottom of the screen simply indicates how fast you can fire.</td>
</tr>
<tr>
<td>Spread Gun</td>
<td>Instead of firing one puny bullet, you fire 3 in a fan shape. The more times you collect this, the more bullets you fire.</td>
</tr>
<tr>
<td>Heavy Laser</td>
<td>This is very similar to your first little gun, except that it fires huge thick Star Wars military lasers that are bloody effective, believe me.</td>
</tr>
<tr>
<td>3-Way</td>
<td>This is the business. A 3 way fan gun that fires continuously rather than one shot at a time. In no time you can fill the screen with little white blobs.</td>
</tr>
<tr>
<td>Auto</td>
<td>A heavy duty continuous fire laser that lets the nasties eat a river of laser light. Very useful in the second level. (More later...)</td>
</tr>
<tr>
<td>Bits</td>
<td>Tiny little balls that encircle your space ship and fire when you fire. You can collect 3 of these and they are particularly useful against the end of level guardians.</td>
</tr>
</tbody>
</table>
MEMORANDUM
FROM: Colonel Kamikaze P. Bear 83654577
TO: SU Readers at all battle zones
DATE: APRIL 96

Attention all troops. No slouching in the ranks.
Your beloved Colonel, Kamikaze P. Bear has a piece of
highly important, and possibly extremely lucrative, news
to impart to you. Our allies, the boys at Ocean Software
have recently been providing us with entertainment in
order to boost morale, including that notable game
Platoon. And now, in order to ensure that spirits remain
high within the battalion, Sergeant Gary Bracey (DSO, Ford
Anglia and Bar) is offering us the chance to partake in a
competition to win various Platoon based goodies. The
first prize winners will receive a Platoon 'Standee' (large
cardboard man), a copy of the game and the soundtrack
album. Five second prize winners will take away a copy of
the game and the soundtrack from the film. Ten third prize
winners will also receive an Ocean T-Shirt.

Right. All those wishing to participate, please form an
orderly queue. When I give the signal - wait for it-
answer the questions below, fill in your name and address
and post the coupon to "PLATOON COMPETITION" at
PLATOON, 14 Holkham Road, Holkham, Orton,
Peterborough, PE6 2UF.

THE QUESTIONS:
1. During which war does the action of Platoon take
place?
2. Name Charlie Sheen's famous actor brother (who
doesn't sound like his brother at all).
3. What is the name of the film that Oliver Stone directed
immediately before Platoon?

THE COUPON

Name

Address

1.

2.

3.

Closing date: 30 April 1988.
No employees of SMAP or OCEAN may enter, otherwise
we'll send Sgt Barnes round to sort you out!
I've heard of being conceited, but this guy really goes too far. I mean, just get a load of this plot. You're trying to quench the reign of terror laid on by an evil ruler whose name is Teladon. Hence the name of the game, you may think, but read on. The moon he rules is also called Teladon. If bet: anything you like the big head named the moon after himself.

wouldn't be surprised, you know what these megalomaniac leaders are like). It's a wonder we don't live in Thatcherland, oh yes, a little bit of politics, a little bit of politics, very funny, I don't think (quick Ben Elton impersonation there)!

You set about destroying the evil ruler simply by building a bomb. How do you build a bomb? Well, first you've got to find the pieces to make it. These pieces are hidden deep in the bowels of the game, which represents the most impressive technical breakthrough seen on the Spectrum for several years. Why do I say this? It's because the game is set on 2 entirely different environments, giving the game a unique variety in gameplay. This is what the blurb tells us.

Now let me tell you what the game really has. Yes, it does have two sections, both entirely different but neither are really wonderful. The first section has you flying down a long canyon avoiding walls and nasties, looking for the lift down to the second section. Lift? More like a hole if you ask me!

Take a look at the screen shots on this page. Look very nice, don't they? But to be honest, it's not very nice to play. The bike is very hard to steer and the cross hairs which control your laser are very, very difficult to use. You find after a while they move to the top of the screen, and as the control to make them come down is the same control to stop the bike, you find yourself stopping and starting a lot. Also, when you are travelling at high speeds, you can be easily knocked into walls in such a way that you lose at least 3 lives before you've even moved. Very frustrating.

The second level is also 3D, but we're talking 'isometric' here. Your hoverbike has turned into a plate with a bit of lego on the front and you are even more uncontrollable than you were before. For some reason, the computer can't make up its mind which way the joystick controls are meant to move. And, in this part, you don't get a gun either, you can only duck and punch. Boommmmmmmium!

One thing that springs to my mind is that Teladon, despite all the blurb, doesn't really give Spectrum owners anything new. In fact, I found it to be very much like 2 average budget games stuck into one full price one.\n\n
STAR WARS

A big thank you to all those wonderful kind readers who pointed out to us that we made a mistake in the Star Wars Compo in January. Yes, question three was a tad misleading, we wanted the name of the big robot, not the small one, and well done to all who spotted the error. Not that any of you won a prize for it, but there you are.

The answers in full were: (A) The first planet destroyed by the Death Star was Alderaan; (B) The actor who played Darth Vader was none other than the Green Cross Code Man, Dave Prowse; and (C) The name of the Robot [small or large] was C3PO.

Ten lucky readers get a video of Star Wars, and they are:

Chris Millar, Dunmire, Cheshire; Roger Eves, London; Adam Wilde, Leicester; Nigel White, West Midlands; Mark Payne, West Midlands; Simon Lennox, N Ireland; Andrew Heap, Wiltshire; Christopher Longley, Wiltshire; William Shaw, Dunmire.

And the following one hundred people who also got the questions right zoom off into outer space on a Star Wars poster:

Gary Bright, Northants; Owen Motley, N Yorks; Mark Smith, Merseyside; Stuart Stephen, Scotland; Dean Ballard, Warwickshire; William Rower Nairn; Robert Robertson, Rosshire; Nicholas Meforah, South Humberside; Xavier Bristow, Barnstaple; Ulysees Reeves, Wiltts; Daniel Pearce, Somerset; Simon Stater, C Durham; S O Kirnmeen, Isle of Man; George Astans, Kent; David Haffner, Redditch; Tash Schroder, Great Yarmouth; Michael Clark, Glasgow; Benjamin Tan, Cheshire; Christopher Mead, Kent; Mark Emra, Cambridge; Clive Jenner, Great Yarmouth; Neil Granshaw, Berkshire; Dave Bunce, Middlesex; Richard Cooper, Essex; Giacomo Shimmings, East Sussex; Jamie Wilson, Bristol; A Van de Burgh, Stoke Gifford; Phil March, Surrey; Robert Dabeil, Warwickshire; Richard Walters, Kent; C Stone, Avon; Jonathan Lock, Kent; J R Marston, Dorset; Anthony de Soya, Fife; Ian Downey, Kent; Karl Fudge, Isle of Wight.

EYE OF THE STORM

January saw the Incredible Eye of the Storm Competition, which was all down to the lucky boys at Incentive. We gave away one spooked Eye of the Storm machine which hurts weird gases around in a glass dome and impresses people no end. We also offered the chance to win twelve copies of Driller, with posters and stickers, and a further fifty people get stickers and posters. The answers to the Arrange the Logos in Chronological Order Compo were C, D, A, B.

First prize winner was: Stuart Munro, Kent.
Second prize winners (all twelve of them) were:

C W Monk, Kent; Robert Hamilton, Cheshire; Robert Horrell, Wiltshire; Charles Allen, Derby; David Wilson, N Yorks; Richard Walker, Norfolk; Ian Croft, Lancashire; Barry Reenwick, Gloucester; Richard Swann, Surrey; Mark Jones, Bournemouth; Paul Morgan, Dyfed; Matthew Hunt, Warwickshire.

And the following fifty people get the stickers and the posters:

David Furbes, Hants; John Gulsavsson, Sweden; W Cordingley, Kent; Thomas Leesner, Oxford; Andrew Taylor, Cambridgeshire; Ken Barlow, Clywyd; S G Oglesby, RAF Gaydon; D Worth, Cheshire; Jonathan Spaul, Suffolk; Stephen Parks, Kent; J L Thompson, N Yorks; Ian Mazy, W Midlands; A A Lee-Knowe, Coventry; Mihla Sloute, Suffolk; Darrel Manuel, Mid Glam; S Phillips, Rumstain Air Base; Stephen Jones, Anglesey.

Andrew Rawless, Somerset; C Bean, East Sussex; L Smith, Hull; Neil Comerford, Coventry; Philip Stanton, Middlesex; Sebastian Sampson, Surrey; Stuart Westton, Peterborough; Matthew Hudson, Hallifax; J A Moon, Shanklin; Andrew Nairn, Scotland; M Lausley, Norfolk; Simon Lensus, N Ireland; M Wright, Wiltts; Gary Bright, Northants; Gregory Easton, N Yorks; Richard Jones, Lancs; Jeremy Gregg, Hull; Fraser Garisholle, Inverness; C Calverley, Hants; Stuart Shrimpton, Leicester; Adam Wilds, Leicester; Graham Parker, Tyne & Wear; Craig McIntosh, Scotland; Philip Wyn, Bedfordshire; R J Smith, Preston; Philip March, Surrey; Andrew Hubbard, Tayside; Darren Hendley, Skegness; R Crisp, Skegness; P H Parker, Leeds; Stephen Morris, Morseyside; T Small, Surrey; Marcello Bortolino, London.
ROOTIN’ TOOTIN’ CONSTANT LOOTIN’ ALWAYS SHOOTIN’ SHOWDOWN!

CAPCOM

A coin-op conversion
Spectrum 48K Cassette £8.99

©1987 CAPCOM

WANTED

Screen shot from CBM 64/128
Screen shot from Amstrad
KINGS OF THE GAME PACK

More Games!
The GREATEST EVER SPORTS PACK FEATURING
WEIGHT LIFTING - BASKETBALL - BOXING - FOOTBALL - CYCLING
GIANT SLALOM - SNOOKER - DARTS - SQUASH - SWIMMING - BOXING - TENNIS
HIT GAMES
A GIANT CONTEST OF SKILL STRENGTH & STAMINA
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All these hit games in a special pack for the price of one PLUS
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SPECTRUM AMSTRAD COMMODORE
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ALL-ACTION COMPUTER HITS
FEATURING * ARMY MOVES
* GREEN BERET * THE GREAT ESCAPE
RAMBO FIRST BLOOD PART II * TOP GUN
DON'T MISS!...
LIVE AMMO
AMSTRAD COMMODORE CASSETTE DISK
9.95 14.95

EXCITING EVENTS
OVER 20 HIT GAMES
OVER 10 HIT GAMES

MAGNIFICENT SEVEN

LIVE AMMO
**TIR NA NOG**

Hold on to your space helmet (or broadsword) - Gargoyle's games are back, they're cheap, and they're still brilliant.

The Gargoyle animated arcade adventure trilogy - *Tir Na Nog, Dun Darach* and *Marsport* - first appeared in 1984. Two things left the reviewers dumbfounded: first, the unpronounceable Gaelic titles, second, the wonderful animation and depth of gameplay, which were so impressive that all three games won high praise and several awards.

Now the trilogy is re-released at budget price on the Rebound label. Hassan's new showcase of blasts from the past. Dash out and buy all three at once, or you must seek a new brain.

Based loosely on the Gaelic myths of the hero Cuchulainn (that's pronounced Cuh-uhl-uhn), all three adventures, two of the past and one of the future, share a revolutionary use of giant sprite animation which has not been bettered to this day.

Programmers Greg Follis and Roy Carter based the frames of animation on sequential pictures of authentic walking; hence the realism of the animation. The main characters, Cuchulainn and Commander John Marsh, share a loping stride which is so watchable that just running the demo is more enjoyable than playing many of the latest games.

Like the other games, *Tir Na Nog* has a scrolling graphics section in the middle third of the screen. The hero stays in the centre of the screen while the background scrolls past him.

Cuchulainn's aim is to reunite the fragments of the shattered Seal of Calum. *Tir Na Nog* - the Land of Youth - is inhabited by many hostile forces, principally the Sidhe. But since Cuchulainn is already dead, he cannot be killed, just dissipated by repeated attacks, at which point he returns to the gate of *Tir Na Nog*, loses all the objects he was carrying and has to start again.

Likewise, none of Cuchulainn's enemies can be killed, only dissipated for a short time - so don't hang around after a fight! Above the main display appears a compass and the clues which you will need to locate the fragments of the Seal. Below, inventories of the objects and weapons Cuchulainn has found. He can carry up to four objects, and can thrust with any one to use it as a weapon.

The world can be viewed from any of four directions by changing the, "camera angle". You can also move in any of these directions, following the paths, so mapping is essential. There are also many doorways to caves and tunnels, so you will need to find keys to use these shortcuts. As always, though, the hardest bit is not finding objects, but persuading their owners to give them up...

**HINTS**

- To successfully attack a Sidhe you need two weapons or one object of power
- You can defend yourself against Carewights using special objects, the clue to which is given by the colour of the cave
- The letters on locked doors are all clues to the location of the key
- The library contains the final clues which will solve the game once you have collected the four parts of the Seal. Examine the scrolls, one of which you will need in the final screen.

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**DUN DARACH**

Cuchulainn sets off for the mist-shrouded city of Dun Darach in search of his kidnapped character Leog. While *Tir Na Nog* takes place mostly outdoors, *Dun Darach* is set in the narrow streets of the city. It's divided into quarters, each one of which consists of several named districts. In this game, the other characters you meet are more intelligent, pursuing their own tasks. While you try to bribe them to give up the objects you need.

You'll need to earn currency in the form of Iridi, small gold sequins. This you can do either by working (yuck!), by gambling (more like it) or by stealing (ahh!)

There aren't as many ghoulish monsters in *Dun Darach*. Instead, two basic characters, one male and one female, crop up and make demands on you. They need money, they need help with their business or they need you for all sorts of tasks.

---

**Faxbox**

Revolutionary animated adventure, now a must at bargain price.

**TIR NA NOG**

Label: Rebound
Authors: Gargoyle
Price: £1.99
Memory: 48K/128K
Joystick: various
Review: *Chris Jenkins* 9

**DUN DARACH**

Label: Rebound
Authors: Gargoyle
Price: £1.99
Memory: 48K/128K
Joystick: various
Review: *Chris Jenkins* 8
up over and over again. Each is accompanied by a symbol and an identifying name in the text window.

HINTS

- Scores of secondary quests have to be solved in your efforts to rescue Loeg; but there is no set order in which you have to accomplish them.
- Every door bears a number, and every street a name, so mapping is straightforward.
- Behind every door is a room or set of rooms, which may be occupied or empty.
- Banking your money is a good way to earn more; getting robbed is a good way to lose some!

HINTS

- Approach wall units with care - some are robot storage niches.
- Map the game carefully - it's even more complex than Tir Na Nog and Dun Darach.
- Get a weapon, silly; you won't have much chance against the aliens without one.
- Save the game regularly. Like the other titles, it's unlikely that you'll complete it in one sitting.

Faxbox

Cuchulainn in space; even better than Tir Na Nog

MARSPORT

Label: Rebound
Authors: Gargoyle
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: [Signature]

10
In the grand tradition of Fabulous Prizes this has to be one of the fabbiest. Thanks to those lovely people at Martech we've got a totally awesome Nigel Mansell Grand Prix game to give away to some lucky reader. It's an all action high speed racing car set complete with FIERCE CURVES, ADRENALIN PUMPING CHICANES, TRACK CROSS OVERS and DIGITAL LAP COUNTER, CARS and everything you need to get racing!

THAT'S NOT ALL!
For the runners up we've got: 15 Totally authentic Matchbox model racing cars and: 4 Special NIGEL MANSELL'S GRAND PRIX posters - signed by the man himself! Pretty good eh?

WHAT YOU HAVE TO DO
All you need to do to stand a chance of winning these fabulous prizes is answer the questions below. Send the completed answer form to, "Brum Brum! I'm a Racing Car" Competition, SU Mega Control, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date for the competition is March 15th.

THE QUESTIONS
1 What is Nigel Mansell's highest position in the Drivers' Championship?
2 Who was the last Englishman to win the World Championship?
3 Which of these is NOT a famous racing driver?
   (a) Jackie Stewart
   (b) Jackie Wilson
   (c) Jackie Charlton

COUPON ANSWERS
1 ..................................................
2 ..................................................
3 ..................................................

People who work for either EMA or Martech don't get to enter. This includes Tony Dillon, hi ha.

34
A spoof on Lords of Midnight sounds like a brilliant idea for an adventure, so where does this one go wrong?
It comes in three parts and was written using the Quill, Illustrator and Patch. Your quest is to seek out your companions and go to Cigarash to destroy the frozen crown.
The graphics are simple, very repetitive and take quite a while to draw. The text descriptions are brief, consisting mainly of available exits. Spelling mistakes start to appear with increasing regularity and the messages are disjointed and badly constructed.
The author is obviously an admirer of Fergus McNeil and has used a similar style in writing this adventure but where this worked for Fergus, it doesn't work for Keith Hughes of Penna Productions.
The playing area is quite large but there is hardly anything to do. You can't examine much and the parser is very limited. In one location you find a bench. If you input "sit on bench", the response comes up, "Rudely ignoring the location description, Ludo decided to be seated on the bench." Input

"Stand", response "Ludo, however did not understand a word of that." Try again, input

"Stand", response "Ludo, however did not understand a word of that." Try again, input

LOADS OF MIDNIGHT
Label: CRL
Author: Keith Hughes (Penna Productions)
Price: £7.95
Memory: 48K/128K
Joystick: none
Reviewer: ★★★★★ 3

Ludo was standing at the access gate to the forest. A mountain path led up to the northwest and some plains led northeast. South, southeast and southwest led into the forest.
Looking around, Ludo observed:
Morbid
Northorn
Cordless

Ludo's forest/house stood before him in the centre of the forest. The Dim Forest is a small forest. Small footpaths led everywhere save for northeast and northwest.

"Stand", response "Ludo, however did not understand a word of that." Try again, input

"Stand", response "Ludo, however did not understand a word of that." Try again, input

Surely if you're going to allow the player to sit you should also allow him to stand?
Your travelling companions may as well be cardboard cutouts for the companionship they offer; you can't even examine them.
As far as gameplay goes, there isn't any. The puzzles are totally contrived and the humour is very unfunny.
You seem to spend the whole game travelling from one side of your map to the other to perform one action then it's about turn and trudge back to the other side of the map.
The one thing I thought was OK in this adventure was the use of sound. Used in a very simple way, but very effectively indeed.
I didn't enjoy playing this adventure at all and can't find anything in its favour that would make me recommend it to anyone.
What a month!! It's no use. The Dancing Ogre is definitely no place for a lady to live. All month strange people have been coming up to me and saying things like, "I've got a Spectrum," or, "I've got a very battered rubber one!" This is no way to talk to a Sorceress and I refuse to put up with it.

One particularly hairy young man pinched me in a particularly private place and shouted, "Bring me a flagon of ale, wench!" He is now a particularly hairy lord and extremely hopping mad!

Anyway, to cut a long story short, I've decided to move out. I've found this nice little house on the moors. Years ago it belonged to Lord and Lady Baskerville, but more recently it's been used as a pretty exclusive private school. It's perfect for what I have in mind... an Adventurers' Academy.

If you want to enrol and become a Sorceress' Apprentice then send me your name and address, and a full list of all your completed adventures.

If you also enclose an SAE (or IRC if you live abroad) I will send you more information about the Academy and your duties as an apprentice.

Anyone who writes in asking for help in an adventure, about which I don't have any information, will be sent a full list of all the apprentices and the games they have completed, again you must send an SAE.

While I was searching for some drawer space so that I could unpack my trunk I found a batch of letters that I've got around to answering. I noticed that quite a few of them made mention of Blizzard Pass and the fact that they were still stuck even though Gordo had made an effort to help through the pages of SL.

Also amongst the letters was one from 'The Parkers' which gave a little more information on this game. So if you're stuck in the ice cave help is at hand.

To leave the ice cave you must drop chair, go chair, dig roof, go hole and if you're wearing the snowshoes then all will be well!!

---

I got this weird letter from someone who signs himself THE GREENOCK GAR-GOYLE alias John Docherty. John asked me to inform you that CPU has folded due to lack of interest, but BASIC has arisen in its place and is the official club magazine of The ZX Spectrum Club. If you want more information then drop John a line at 38 Grosvenor Road, Greenock, Inverclyde PA15 2DR.

Eddie Smith

To avoid dying of thirst Take coat, Wear coat, Take ignition keys, N, W, W, W, N, Enter van, Insert ignition keys, Drive north, Exit van, N, W, E, Hit wall panel, E, Take big key, (W, W), W, D, Unlock door, D, Take wine (drink the wine when you get thirsty).

To dispose of Teddy Bear go to the coffee machine, kick it to get the coffee then buy some arsenic and poison the coffee. Then go to the bear and watch the coffee-living creep die!

To get a room at the Inn, go to the Samaritan and Say help, take note and go to the Inn. Do not read note. Once there Give note. The key in the broom cupboard opens room 105 but you need the torch.

Stiffflip

Instruct Miss Primbottom to take the match from Stifflip then go north and east, tie the thread to the rope and pull the thread, buy a jar and pick up the circular then go to the tree and climb it. Unite the knotted rope to get rid of the rope trap.

Light the match to light the circular then put the lid circular in the beehive. Put the honey in the jar. Give the reed to Stifflip and ask him to cut it. Give the hairclip, wireless and crystal to Braindeath. Instruct Professor Braindeath to open the wireless and put the crystal and hairclip inside before closing it. Give the wireless to the bearman. Give the honey to the monkey and then you can take the banana.

Questprobe 3 seems to be causing loads of problems and being all powerful I have decided to provide the first part of the solution.

Say "Micah", Enter shack, Get candle, South, Fly, Enter tarpit, Give candle to thing, Leave pit, Flame off, Switch (to Thing), Hold breath, Wait 15, Feel down (until you reach the machinery), Smash machinery, West, North, North, East, Light candle, Examine fire, West, South, South, East, South, Switch (to Torch). Throw high flame at tarpit, Fly hills, Fly hills, Flame off, Enter cave, Examine boulder, Shoot high flame at boulder, Flame off,
Get pebble, throw pebble hard up shaft, Switch (to Torch), Examine watch, Enter cave, Enter shaft, Down, Down, Flame on Nova. Look... OK everybody?

Thanks to David Thomas for the following hints on Inspector Flukett. As you and Blunders are limited to how much you can carry, use the car as a collection point.

Blunders is a driver who is a bit accident prone, but is useful for breaking things, ie the vase and the trunk. Ask the policeman for the whistle in Scunstale Road. This copper's a bit corrupt. Get the feather duster from the maid and use it to tickle the gardener to make him drop the shears. The gardener also knows about local people and events so get him to examine the tapestry.

Take the rotten meat from the fridge and remember to close it or you'll be dead meat. The flies will swarm to the rotten meat. When you find the slab strike the skull in the eleve and get the acid. Return through Professor Mundle's bedroom.

I got a letter from Ingrid Bottomlow, she apologised for not coming to see me this month - Phew!! That was a close one! - so she sent some help for part two of Gnome Ranger and promised to call in with help for part three in a day or two. (She'll have to find me first!)

You begin part two in a garden where you must Pick the tea leaf, thereby killing the poor Tea Bush, but providing you with your quest, which is to find a way to revive the bush and make a cup of tea.

Go to the library and read the books for some clues as to what to do, and the ways to do it. Go to the kitchen and take the seed and the bulb. Plant the seed in the garden. The seed grows into Greenslave which needs to be brought to life. To make the Animale Potion you need the Elder Berry, Thistle Flower, Rowan Berry and Mint Leaf. Take the ingredients to the kitchen and put them in the pot in the precise order given above. The potion will automatically be added to your inventory.

Put the potion onto the Greenslave and plant the bulb in the garden. The Blue Telellly and the White Telellly will appear. To get to the Treehouse you must climb the trees. In order to enable the treehouse to move you must take the compost heap and drop it on rocky ground at times. Send the Greenslave and the Treehouse to the cave then get the Telelllies and trundle off to the cave itself.

When you're all outside the cave then give the Blue Telellly to the Greenslave, send the Treehouse into the cave and tell it to wait. Ask the Greenslave to find the Stinkwort Shoot and put it in the Blue Telellly. Then wait until Greenslave returns with the Stinkwort Shoot.

Some points worthy of note are that anything put into the Blue Telellly will reappear from the White One.

Right, you're on your own now. If you get stuck at the other side of the hedge and you can't work out how to get back. You might find the answer when you're at your Wits End some time.

Better get my 'move' to the Academy organised. I wonder how many applications for apprenticeships I'll get?

Academy Contact: SAE c/o 78 Merton Road, Highfield, Wigan WN6 6AT.

WITTS END

STOP tearing your hair out, you'll be bald before your time! Consult our quick fire selection of hints, if you don't find what you want then all I can suggest is that you order a toupee!

GUARD OF THIEVES - The rat race takes place in the courtyard approximately fifty moves from the start of the game. If you miss it then you will only find the bird cage. You must bet on this race!

DOUBLE AGENT - The few moves for Agent Number 1 are West, West South, West, West, then the game opens up and you're on your way to the £50 prize, so no more hints on this one until the prize is claimed.

KAYLETH - To get through the solid door INSERT DEXTA and become a Destroyor droid then FIRE PLASMA AT DOOR. Wear the lenses, they're so dark that you cannot see so FLIP KNOT, YES. To get back from the rock gallip's stomach RIDE HOOP! from the store room location.

LABOUR OF HERCULES - The only way to kill the lion is with your bare hands so STRANGLE LION, the skin it with the knife. The boar is too quick for you to catch so CHASE BOAR and follow it until it gets trapped in the snow. THROW NET over boar and GET BOAR.

LIFETERM - Lock the pilot in the storehouse. The wax is to put in your ears. Use the wire to pick a lock, and the money to bribe the officer.

MORON - To stop the wolves getting you drop the meat which you found in the fridge. In the silent room SHOUT. Insert the fuel cell into the droid. To escape from the hole you are told that the exit is not obvious therefore it must be OBSCURE - and so is the puzzle if you ask me!

SHADOWS OF MORDOR - Sam must be carrying the crystal when he goes into the tunnels because he doesn't like spiders. Whenever you, as Sam, encounter the bloated spider, input GALADRIEL and the spider will retreat.

THE ODYSSEY OF HOPE - Give the wine to the Centaur to get him drunk and he will give you his lyre. When the harpies swoop down to steal the food input SCARE HARRIES, BANG SHIELD, Burn the hydra to get its teeth. Play the lyre to the King of Hades.

Here are some tips on Guild of Thieves. If you waste too much time in the boat at the start of the game, then the Master Thief will pick you up and throw you on to the jetty. But you miss 5 points if this is allowed to happen. What you should do is Examine boat, Examine rope, Pull rope and the boat glides to the jetty, simply Enter jetty and the boat moves back out into the river.

Inventory at this point and you will find that you have a swallow bag. Open swallow bag, Look inside swallow bag and you've found your lamp. Help the old man with the trunk to gain entry to the castle. Keep 'treasures' in swallow bag so the Gatekeeper doesn't see them.
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CRAZY CARS

It's unfortunate that, in the wake of Outrun, it's impossible to see a screenshot of a 3-D race game without thinking that it will probably be a bit disappointing.

Take Crazy Cars from Titus (through Spectrum newcomers Entertainment International). The screen shots make it look fantastic. And its reputation on other

machines is impressive, but everyone at E.G.U.E. still has a strong feeling of: "Well, you know what the last one turned out like ..."

Anyway, there are fewer objects at the side of the road to slow things down, although that does make things look a bit barren, and there's a bit more depth to the game.

You can work your way up through the ranks from a lowly Mercedes, through a BMW, then on to a Porsche and finally on to the ultimate ego-boost, a Ferrari, driving at increasingly illegal speeds across six stretches of American roadway; Florida, New York, Malibu, Arizona etc.

If you manage to get round the track quick enough, and don't get eaten by the other boys in the race - forever road-racing, these Americans, aren't they? - you qualify for the next level/car/track.

We'll tell you more next issue. Streetdate: April.

Price: £8.95

VENOM STRIKES BACK

Not one, not two, but an incredible three Mask games have now come out of Grendel. All featuring the hunky, chunky, firm-jawed, dimple-chinned, blond and wholesome Matt Trakker.

Well tell me this, suckers. If the dude is quite so wholesome, how come he's got a son, huh? Where's Mrs Trakker, may I ask?

And there's no use saying, "Oh no, Matt hasn't got a son, you must be thinking of Back Trakker, the famous contortionist," because I know he's got a son, because he's just been kidnapped. So there...

And that leads me, rather neatly I thought, into the storyline of Venom Strikes Back, the third Mask game. Scott Trakker (son of Matt - good thing the guy's surname isn't Black, uh?) has been kidnapped by Venom and has been carted off to the moon. Matt is the only one who can get him back. And no one is helping because it's a Bank Holiday or something.

Each one of the Mask games has been different from the last, and it's nice to see that a licence doesn't necessarily mean half a dozen games that all look alike, separate packaging. Of course Mask III may well look big and hunky now, but it still remains to be seen whether or not the bear likes it.

Streetdate: March.

Price: £7.99

FLINTSTONES

Strewth! These cartoon tie-ins are starting to work! What with The Edge's Garfield only a couple of months ago and now Grand Slam's Flintstones, it looks like the software boys have discovered a medium from which they can poach ideas and convert them completely successfully.

Flintstones is programmed by the people behind TERRA: Sean Hollingworth and Peter Harrap, so you know that you're sure of spot-on animation and great gameplay. Take my word for it. I've played the demo.

Assuming the character - our costume and all - of Fred, you've got to live the life of a heapead (Grand Slam's phraseology, not mine) prehistoric hubby, struggling with some seriously defective early technology.

Fred just wants a quiet life. Maybe watch a little TV, maybe a sleep. But the love of Fred's life is going bowling with his buddy Barney. Obviously Wilma is none to keen on Fred spending all his days down the bowling alley, and in the tradition of all mindless class American housewife stereotypes (prehistoric or otherwise) she insists that Fred should clean up the house a bit before he's allowed out to play.

So there you are, thoroughly miffed at the idea of missing a free lane at the bowl, having to paint the whole damned cave before Wilma gets back from collecting her mother who's going to stay for a few days.

You've got to move around the screen, dipping a furry animal in a pot of paint, then rush back to the wall and paint it for all you're worth. As well as the limited number of egg-timers which can run out before W. returns, there's the added difficulty of Pebbles, your daughter, who climbs out of her playpen and draws on the walls with her crayons.

The graphics are superb. Later levels (which haven't been written yet) include going to pick up Barney and having your wheels rattled off the car. You've got to try and find some more wheels and get to the bowling alley before it closes.

Flintstones looks simply superb. More news next issue.

Streetdate: May.

Price: £8.95
Cor blimey knock it on the head do what? Pheew look at the gor blods on lor stewth on my life on her top flamimg all good grief melons page 3 know what I mean nudge nudge wahahhah!

Oh dear. You'll have to excuse me. You don't know what sort of effect the sight of a digitised picture of Corrine Russell (cor cor phewer cait nyah oor wayhayy) has on me. And there's a game coming out with her in it!!!! Brilliant! Right. Presumably Marts will have stopped reading at this point satisfied that what can only be viewed as a thoroughly tacky tie-in has assured it favourable coverage - owing to Ms Russell's undeniably acceptable figure.

Which means we can forget all about that nonsense and have a look at the game.

Vixen; half woman, half wolf, raised in the jungle and taught how to survive by her

wits and not at all like Tarzan at all, honestly.

Vixen's homeland, the planet Granath, has been overrun with enormous pink dinosaurs; all singularly unfriendly and not at all concerned that their earthbound counterparts popped their clogs centuries ago. It's your job to despatch the giant pests from Granath by whipping them (phnar phnar - sorry).

There are both cave and above-ground levels, and the graphics look pretty good. They've been digitised apparenrly, to give realistic running and whipping actions. You can also change into a fox at any time so you can gain access to tricky areas.

So. Aside from the awful pseudo-celeb tie-in, Vixen looks very promising.

Streetdate: April.
Price: £8.99

POWER PYRAMIDS

I really haven't a clue what to make of Power Pyramids from QuickSilva. It may well turn out to be one of those ridiculously addictive things that don't look too wonderful until you've started playing with them, like Rubik's Cube.

On the other hand, it might turn out to be indescribably annoying and overrated - like Rubik's Cube.

OK, take a look at the picture. You see the yellow ball? Well, it's not a yellow ball at all. It's an automatic, robotic sphere! See the It's a Knock-out style obstacles? Well, they're 'dynamic features'. Are you beginning to see what I mean?

Now take into account the fact that you only have two controls, speed change and jump).

It's virtually impossible ('wind bending') to maintain any sort of control over the little blighter from what we've seen on the demo and despite the fact that there are 128

screens and someone has spent a good half of their lunchbreak thinking up a plot even more ridiculous than your average farcical effort, I remain thoroughly unconvinced.

But still, by the time we review it next issue, I'm sure we'll have changed our minds completely.

Streetdate: April.
Price: £8.99
THE BARD’S TALE

Okay, so you’ve already been playing the demo on our tape for hours, but we thought that we’d tell you a bit about The Bard’s Tale.

As you can tell from the pic, it’s a bit Dungeons and Dragons in essence, with what halls and guilds and orcs and pixies and spells and lots of locations and characters and combat and dungeons and so on.

The game takes place in Skara Brae and its affiliated areas, and the place is so trouser-fillingly full of unpleasant monsters you won’t be able to blink for fear of being snuck up upon from behind.

Streetdate: May
Price: £8.95

ALIEN SYNDROME

Can’t these coin-op people ever strike a happy medium? Why are the names of the characters always so completely ridiculous?

Take Alien Syndrome, currently being converted for ACE. There you are, battling through thousands of alien fiends, trying to rescue your friends from a space station about to explode. And what names are the two characters you control inflicted with? Mary and Ricky. Mary and Ricky?

Price: £8.95

ACTION FORCE II

Dum dum de dum dum de dum dum de daah! Yes, just when you thought you’d seen the last of the little plastic men with funny hips, Action Force II from Virgin jumps in through the window.

In the sequel, you play Low Light, and your mission is to control the cross-hair sight of Low Light’s rifle and bazooka, and must pick off the bad guys before they take out Quickick.

Now, as you’re all eagle-eyed fact-finding smart aliens, you’ll no doubt be concerned that all the sprites of the characters are light blue. Won’t this make it pretty blummin’ impossible to see what’s going on?

No it won’t thank you very much, because they’re not going to stay light blue for very long, you see.

It’s all part of Virgin’s master plan. The Gang of Five (or Six – see Gremlin 72) has come up with this graphics technique which may well stop all those nasty problems to do with colours being too close together.

Never before seen on a Spectrum, this. What happens is – OMK! (Windows shatter and CS gas fills the room. Five – or maybe six – masked figures swing in on ropes, butt-stroke the tv to the ground, place a hood over his head and the lights suddenly go out . . .)

Streetdate: May.
Price: £7.95

RINGWARS

For years and years, nay, eons and eons, the Ring Worlds have been grinning around in a galaxy far from our own, munching their way through uninhabited planets.

They’re now trolling towards our Solar System, hell bent on a spot of annexing and we’re in trouble. Hitler just isn’t in it!

In order to stop this intergalactic banquet, it’s up to you to get out your squadron and go and fight off the Ring Worlds.

Cascade, which seems to be acting as agent for the hungry planets, promise us that Ring Wars the game, will be a 3-D sort of affair with wonderfully detailed vectors.

Take a look at the screen shot and see what you think.
Streetdate: March.
Price: $9.98

SOLDIER OF LIGHT

Xain. Your mission is threefold. Firstly, to wear one of those natty little orange space suits that hug your crevices and make you all hot and sweaty. Secondly, to blast the hell out of anything that is not the scenery, is not nice, and is not yourself. Thirdly, to um, ah, thirdly, to ah, oh gosh, did I say there were three things?

I must have gone mad, there are only two. Oh gosh.

In other words, buddy-boy, the brief is to play Soldier of Light, a new licence from those yummy people at Softek. Here we have the first screenshots, and boy don’t they look scrumptious?

For those of you who are pushing up your specs and scratching your head, and saying, “Er, that’s not Soldier of Light and if we’re going to be correct, let’s say it in the original Japanese, Kain’d Sleeno, because there’s no colour, and we all know that Soldier of Light (Kain’d Sleeno), is absolutely chock full of colour, so let’s get straight on the phone and ring up those silly SU people and tell them they’ve got it wrong again,” – yes, this is Soldier of Light, yes, it is monochrome, and it is also
TARGET RENEGADE

There'll be outraged vicars and concerned parents writing in over Target Renegade.

Anyone who remembers Ocean's first game will start to palpitate at the thought of another, even more violent sequel.

In this game, we're promised no fewer than seven different types of bad-guys, ranging from bikers spaced out on carbon monoxide, through seriously domineering women of the night to The Big Boss himself.

The action takes place in a wider variety of locations, too. There are car parks, streets, bars and shopping malls, all of which provide atmospheric backgrounds for what promises to be one of the most violent hand-to-hand combat games in ages.

Yet another alien clearance program it may be, with several planets to choose from, (picka planet, any planet, I haven't met you before, have I Sir?) and several different aliens to knock 7 bells out of. But it's going to be absolutely fab, or you can call me a mongoose.

Streetdate: May.
Price: £7.95

DESOLATOR

U.S. Gold has to be the most absurdly prolific software house in the whole universe all its products are clamouring for as many column inches as we can spare.

So it should be very thankful that we found space to mention Desolator a game which has got absolutely nothing in common at all with Shackled, also from U.S.G. reviewed last issue. Even though they do look exactly the same.

In Desolator, you have to rescue lots and lots of tiny babies which have been trapped behind mirrors by a malevolent force.

There's a lot of punching in this game. You wonder around the five levels, punching mirrors and bad guys and barrels which give you special powers.

Once you've released 9 babies, you turn into an incredible Macho-Man (Do-dooal) and then you can go around punching things into oblivion instead of merely the middle of next week.

There are the standard fare: money bags, bonuses and teleporters as well, although the big nasties at the end of each level have - we are told - to be seen to be believed.

Right. That's quite enough space devoted to that one.

Streetdate: May.
Price: £7.99
PREVIEW

5

THE DARK SIDE

Jimmy's campaign for More Normal Names In Games seems sadly to have absolutely no effect at all on the people in The Six. Which is a shame (Too bloody right! - Roy the Typesetter), Incentive Software sets a particularly bad example.

The Dark Side, its follow up to Driller, includes no less than FIVE ridiculous titles in the first two paragraphs of the storyline. Kelars, Evath, Triscuspid, etc. etc.

It's quite a tribute to my immense dedication and patience that I'm previewing it at all (Get on with it, you whining imbecile - G.T.)

Anyway, what with spending so much time and effort on its Freescape 3-D system, Incentive simply had to bring out another game in the same vein as Driller. The Dark Side takes place just as the Ketars (the bad guys from Driller) are about to take revenge on mankind by blowing the Earth into tiny bits with a big jumbo, whooper laser which they've sneakily hidden behind the moon.

You've got to get to the laser before they can put in the final 13 amp fuse and wipe out the whole of the human race.

You're free to move around on foot, assisted by a jet-propelled backpack which means you can put yourself in virtually any position and at any orientation on the planet.

The graphics make Dark Side look superior (though still similar to) Driller, and if Incentive have managed to speed up the gameplay, we could very well be looking at a Classic.

Streetdate: May.
Price: £8.95

BIONIC COMMANDO

Bionic Commandos will be one of the first games to emerge from the USGCG/Sega deal (part from Side Arms, of course). We haven't got any information at all, but we've got these pics. Thought you might be interested.

Streetdate: May.
Price: £8.99

Software Projects, currently none too unchuffed with itself following the same varicose reception received by Star Paws, is working on a wonderful project, which at the moment is called Anasconda. It's a multi-stage space shoot out which plays at about every orientation you could imagine.

You can fly a space ship vertically up the screen, shooting and bombing, you can fly a space ship sideways across the screen, and you can go sideways and diagonally and every other way in a plan-view section, wacking out bad guys in a Commando. And all this in a single load.

The boys from the 'Pool say we're looking at a July release.

Hands up everyone who remembers September? 1983. That's the one, bit windy and wet, nothing very special. Well, it's much the same story with Activision's game of the same name. Apparently it's been shelved, and it'll probably be next September before we see the blasted thing.

Where Time Stood Still seems to have almost become a victim of its own title. Ever since we previewed it way back last summer, it seems to have been caught in a mysterious vortex with no visible progress. Well, the good news is that we're now looking for a release date around June, so far as we can tell. In case you've forgotten, it's a 3-D graphical scroll in the same vein as The Great Escape, and it looked darned near complete when we saw it ages ago.
As you may recall, everybody expected Ikari Warriors a while back — well a year ago, to be exact. It's quite a long time to wait. Is IW worth it? The first thing is the game comes in one of these new giant cardboard boxes filled mostly with air — I think the size of packaging is becoming an old-fashioned clone, good fun nonetheless.

Enough of that. Ikari Warriors was a coin-op beloved by many in the olden days and it's in the Commando mode of lone-soldier-running-along-firing-all-the-time-blowing-things-to-bits-top-to-bottom-scroll. The only significant feature really is the fact that you can toggle between two players and from time to time grab a tank to do some serious damage.

Do you need a plot? Well, this general has been held captive by a band of revolutionaries and desperately needs rescuing. Instead of sending in serious numbers of nuclear forces to blow them away, the forces of truth, justice and the American way have decided to send just you instead, and a friend if you're doing the two-player option. Maybe they don't really want this guy back...

From moment one, streaming hordes of revolutionaries leap on you, filling the screen with the large and small black blobs that stand for grenades and bullets in this game. You blast and dodge your way past them, occasionally taking out big gun emplacements, which crumble away to reveal bonus bullets, grenades, lives and fuel. This last is for the odd tanks which seem to have been left thoughtfully scattered around the screen.

Main characters are small, though they zoom around pretty speedily, but some of the gun turrets, boulders and other bits and pieces that litter the playing area are quite detailed and effective. Though several basic designs seem to crop up over and over again...

For all that Ikari Warriors is fast and more addictive than you might expect I had a severe case of the 'just-on-mores', despite feeling pretty unimpressed with the overall look of the game.

A quick word on the sound. Whilst on the 48K it's merely average, on the 128K it's excellent, in fact it may be the closest to a real 'coin-op' sounding soundtrack I've ever heard and adds significantly to the game. Ikari Warriors is very late, looks fairly out of date and won't be anybody's all-time favourite game, but the gameplay is strong and the action is fast, and that counts for quite a lot in my book. Worth the wait? Just about!
Rocket Ranger

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SC/10
Gremlin’s Guide to Bad Beginnings in Phone Calls If You Are a Computer Journalist

Phone person says
"I don't suppose you can help me, but..."
"I'm not very well up on the technical side...
"I took it back to the shop, but they weren't very helpful..."
"I bought Johnny a Spectrum for educational purposes..."
"I bought a copy of your 'Spectrum Weekly'..."
"How do I get out of the Goblin's Dungeon?"
"I'm new to computers..."
"Can you give me just a few tips for Megablast of the Thirteenth Dimension?"
"Why don't you cover educational programs and spreadsheets any more?"
"I've noticed a mistake in your magazine..."

Phone person means
You don't sound very knowledgeable
Actually, I'm not sure we've wired up the plug properly
I haven't kept the receipt, and the dog chewed up the Indy cord
I've been had

I bought a copy of Sinclair User, but I didn't look at it very closely
I'm the only person in my class who doesn't know and no-one will tell me
is the Spectrum not ideal for business, then?
I can't get off the first screen
I am completely beyond help and nobody will speak to me
Send me a free game, I am a smart ass and will blab to the Star

Gremlin’s Guide to How to Avoid Educational Software

1 Things to say if your parents ask you about educational software:
"There isn't any"
"The Spectrum can't run them"
"Well, Microsoft used to do some, but it got better"
"Arcade games are very educational, in fact"

2 How to spot an educational program by its title, eg: a) Mr Wombat Adds Things Up
b) Spelling from Outer Space
c) Manic Maths
d) Screaming Dice Busters from Hell
NB item (d) is either a brilliant arcade game or a heavy metal LP; all the rest are dodgy in the extreme

3 What to do with any educational programs you might find:
a) Erase them
b) That's about it really

4 When is it a good idea to mention educational software? When you are first trying to get your parents to cough up for a new Spectrum, eg. "I'm sure if we got a +3 there would be a lot more educational software for it."

Important Tip
Don't let parents loose in Microfairs, as educational software sometimes lurks in bargain bins.

Kamikaze Bear in Bandana Drama

In a dingy ill-lit alleyway, a solitary figure plops almost unobserved to a secret location, outlaw & adventurer wanted by every government and organisation in the world for crimes beyond belief....
**Last Month's Competition**

Hmmm. Not too bad really. Gremlin had faith that readers would be able to come up with something moderately entertaining based on well-known political figures. Moderately is the word, but still... Of the myriad entries, "Ying Tong, Ying Tong, Ying Tong, Ting" from 'The Mercenary' was fairly bizarre, as was "This guy hogs the camera even more than Jonathon Woss" from Paul Smith. The winner for all-round right on-ness was "Does your Star Wars program have a unilateral disarmament facility?" Whoa! Bitta politics, bitta politics there, from Phil Bennett of Bracknell, Berks, who gets this month's big bucks.

**Caption Competition number 17**

Just look at this thing Gremlin has dug up from the very depths of the back of Gareth's filing cabinet. Gremlin finds the picture completely bizarre and full of captioning opportunities. Why the bear? Who are these people? Why does that woman have that funny expression? WHAT AN EARTH IS GOING ON? You decide. Closing date 31st March.

---

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**... BUT WHY DID THEY TWIN IT WITH STEVENAGE?**

**READY LADS**

**... NO POINT IN IT**

**KNFF! AAGH BOK!**

**CLICK!**

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**AWAKENED HIM TO THE POSSIBILITY THAT HE HAD BEEN DISCOVERED - BY HIS ENEMIES!**

**BACK AT THE HIDE OUT THE BEAR SEES SOMETHING THAT AWAKENS HIM FROM HIS INNER MOST THOUGHTS...**

**CLICK.**

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