STOP! If you can read this, Monty’s missing — dig him up at the counter now!

MONTY SCOOP!
EXCLUSIVE WITH YS — Monty’s Last Stand!

GRYZOR PREVIEW PLUS WIN A PORTABLE ARCADE MACHINE • ROLLING THUNDER • YOGI BEAR • GARFIELD • GAUNTLET II • MAD•BALLS • RYGAR • RASTAN SAGA
REVIEWS AND PREVIEWS OF ALL THE CHRISTMAS GAMES

Are You Dame For A Laugh?

YS Panto Compo!

Over 1,000 prizes must be won!
They said, ......

"Wow! Thundercats is brilliant. The graphics can’t be faulted: The screen is extremely colourful and the animation topnotch. Great stuff, I bet the T.V. series aint as good as the game."

Rating: Crash Smash  91% - Crash.

"The game grabs you from the moment you load it up. Brilliant graphics and superb action make Thundercats a real winner."

C. & V. G.

"If it’s playability and playability plus great value after, then look no further than Buggy Boy has all or more. Everything you possibly want on screen. The graphics and playability, yello reck men it almost as good old C. & V. G.’s some day C. & V. G.

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It's rare that a computer game manages to give a real feeling of thrill and exhilaration, but Buggy Boy manages it! The graphics are absolutely superb - I've never seen such a smooth realistic 3D effect, and the 'feel' of the control method is tremendous." ZZAP-64.

If you'll just load it up, we think you'll agree that in Buggy Boy Elite have definitely done the business.

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... we said, ..... you hear what
EXCLUSIVE

Gremlin's Moley Christmas Spycatcher eat your heart out — Monty Mole is back!

COVER GAME
Masters Of The Universe/ Gremlin

Are you a e-person?

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32
Find out which board games you'll be playing this Xmas!

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50 90
More games than Santa's had reindeers! (Oo-er!)
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Bravestarr/Go!
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Defector/Gremlin
Driller/Incentive
Freddy Hardest/Imagine
Gunship/Micronauts
Jackal/Konami
Nebulus/Newton
Nihilus/Electric Dreams
Outcast/CRL
Phantom Club/Ocean
Rypar/US Gold
Slaime/Martic
Through The Trap Door/Piranha
Thundercats/El2
World Class Leaderboard/US Gold
Yogi Bear/Piranha.

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Wrap up your troubles!

MEGAGAME
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Crash! Kill! Destroy!

YS PANTO COMPO
Over 1,000 prizes must be won in the biggest* YS Compo ever!

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Gryzor
Grab a Gryzor portable arcade machine!

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No, not feet, but all the cheerfulest cheapies this side of Yule!

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Frontlines .......................... 6
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Letters ................................ 14
Question Time with Archh...er...puff..wheez... the one with the glasses.
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There's no mincing words (or mince pies) from John Minson!

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EXCLUSIVE
Gremlin's Moley Christmas Spycatcher eat your heart out — Monty Mole is back!

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Surprise, surprise! A lorra, lorra fabulous new Christmas games.
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Clever & Smart/Magic Dyes
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Where Time Stood Still/Ocean

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37
Santa's sack isn't half as full as Phil South's!

COMPOS
Gryzor
Grab a Gryzor portable arcade machine!

Stocking Fillers
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Matthews
01-631 1433
ADVERTISEMENT ENQUIRIES
Mark Salmon, Simon Stansfield
01-631 1433
Your Sinclair, Dennis
Publishing Ltd, 14 Rathbone
Place, London W1P 1BE.

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Phantom Of The Arcade Licence

(Spoaky music) "Ho ho ho ho ho ha ha ha ha ha ha ha ha ha ha ha ha... Good evening, I am the Phantom, and I have come to sing for you. My first little number is entitled 'She Was Only A Phantom's Daughter, But She Knew Forty Tricks With A Shoe'. But before that let me tell you about a new software release on the Crystal Disk, called 'Phantom Of The Opera'. Programmed by wunderkind Mark Rivers, the game promises to be spooky fun, and will cost you £2.99 on tape and £9.95 on disc. Right, music micro please..."

(Groans)

And A Publisher In A Year Tree

Oh no! It's a stream of nasty green little deviants, and they're coming your way! Well at least they are if you win this minicomp, anyway. Yes indeed! You stand to win one of 10 green and slinky copies of Players new game, Deviants. If you can answer this simple question:

Which of these well known deviants is the odd man out?

a) Herman Munster
b) Bela Lugosi
c) Bertie Karkh
d) John Nurses

Answers on a postcard, please, to: I'm So Deviant My Socks Look Like Bananas Compere, Your Sinclair, London WIP 1DE. Closing date for entries is the 31st Jan 1988.

Two Turtle Deviants

Three French Decorations

Four Megagames

On the twelfth day of Christmas my true love sent to me:

23 By far the best Christmas present to thud onto Frontline desk is the new Elite Collection from... er... Elite Hit Par, actually if you want to be pedantic. It contains Real Of', lapses, eight games in all, (of which at least two were YS Megagames) consisting of Tomb-Lack Commando, Frank Dino's Box, Airmail, Paperclip, Ghosts N' Globes, Biker-Jack and finally the ultimate Battleships. It's nice to see charismsa firmly updated, especially after we gave it a megagame, but we think you'll agree that all the other games in the collection are well worth £14.95. Hey! That works out at about 1.8 p a game! Worn Iron is a game! Well, sort of a game!
Well 'Ard Word Square no. 342,957

In keeping with our policy of bringing you the finest in pen and paper entertainment, here is the wacky Y'Sturbochrome, David Lloyd Walker, one of our crossword correspondents, has come up with this word hard word: quip to keep you amused while the nights are fair drawn in. Right off you go! There are 35 words to find, and with the letters that you get you'll be able to (when re-arranged Allan MacGregor's) answer the question: "What is the closest thing to your heart?" and we don't mean large, spleen or a Sally Magnusson. Okay? Good.

ABB
ACUMULATOR
ALGORITHM
PAGE
BEEP
PAL
BLOG
PEEK
BYTES
PRINT
CAT
POKE
COREL
PORT
CODE
PROM
DEIMAL
PUSH
DUC
RAM
BRIEVE
RETURN
GATE
SAVE
GOOD
SPRITE
HANG
STACK
LOAD
STOP
LOOP
MODERN

Eight Word Square

RO TAL MUCCA
SET Y SB CO B L
MG TO C ME E D D
HA EN TE P E E
TT GN I PU VX D
Y ART O I IA I
R H PN OR POT S C
O SP ED TL RN C
UG LO P MP PY GD
L P EE K C S T U
AN R U T E LS B A

Seven World Class Golfers

Fore!

Little known Fact no. 1927. Did you know that Leaderboards were the first to sell their rounds on the Spectrum? You didn't? Well, it has, if you must know, and to mark this significant event in software history (German in: id dead) we are bundling together with US Gold to bring you one of 10 copies of one of the brand spanking new "World Class Leaderboards! Wow!" And all you've got to do is answer this simple question:

Which one of these famous golfers didn't win the Ryder Cup as part of our team last year?

a) Ian Woosnam
b) Seve Ballesteros
c) Edwina Currie

Send your answer on a postcard, or the back of a sealed envelope to: 1 Play to Much Gold! I Could be A GT! Compos, Your Sinclair, 14 Bathrooms Place, London W1P 1DE. Get 'em in by 31st January 1988, or you're out of luck!

Five Heads And Heels!

We're in a generous mood, and so are you, aren't you? We're giving away five 'Heads And Heels' by John Roman. See previous news item about 'Heads And Heels'. John Roman is quoted as saying that Match Day is going well, but 'Heads And Heels' could have said it better, ma Vi.

Six Jet Bikes Cooling

VRRRM! VRRRM!

The new Code Masters Plus label gets off to a bold start, with the release on December 7th of Jet Bikes on the Spectrum. This is the first of a new set of top-of-the-range £4.99 budget titles, featuring a 'new concept' in games design. What you get for your traffic is a double cassette pack with two versions of the game. The first is a 'normal' version of the game, with both sides of the tape being used for multileading of different levels. The other tape contains an 'expert' version, a similar but actually much harder version of the same game. Cordking value, what?

Did we tell you about Road Blasters? We didn't? Well, hold on to your pant cuffs, because now you'll have to throw away the incontinence pants and tie-dye your hair: yes, you're in for a rough ride. Road Blasters is of course the ultra-swift driving shoot 'em up that Atari showed the arcades with, and it's coming soon on the Speccy from US Gold. Other titles in that company's release schedules are Snacketh, the Data East dungeon shoot 'em up that may, as remind you of another US Gold game, and Infiltrate II - The Next Day, which even Commodore owners may recognize as the follow-up to Grey's top-selling Infiltrate (of many moons ago, which in the now-trad US fashion will be going out at just under a fiver. Useful bargain, h'm?

Aitcherry! Eat that plum pud! We've lead them news pages!
For 2 years we have been saying that MULTIFACE IS THE ESSENTIAL SPECTRUM COMPANION. Our adverts tried to describe on one page what reviews uniformly praised on many. We believe everything was said about it already (please send a SAE if you missed it) and everybody — even the extraterrestrials — knows that when it comes to copying Spectrum programs between tape/disc/cartridge/wafer, there is ONLY one way, ONLY one solution, ONLY one product: the MULTIFACE.

There is ONLY one thing we have not done: we never considered dropping the price, as we feel MULTIFACE is the best value for money (and there is no competition left anyway). But as our bid to celebrate the opening of THE YEAR OF THE ROBOT, you will have an opportunity to buy through mail order ALL of ROMANTIC ROBOT hardware with £5.00 off and software with £3.00 off. This unique offer will last until February 1988 only — provided the aliens will not get hold of the whole lot first.... Need we say anymore?

The offer includes: MULTIFACE 1 for Spectrum, MULTIFACE 128 for any other Spectrum, MULTIFACE 1 for ZX Spectrum, MULTIPRINT Parallel printer interface for 260K Spectrum, and the VIDEOFACE DIGITIZERS — all with £3.00 OFF. Also the GENIE Disassembler (for MULTIFACE 1 / 128 / MULTIPRINT), MUSIC TYPEWRITER and TRANS-EXPRESS — all with £3.00 OFF.

SON, HERE IS THE MULTIFACE — THE ANSWER TO LIFE, THE UNIVERSE, AND EVERYTHING!

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YES, BUT IT WAS WORTH THE JOURNEY — THEY EVEN HAD IT ON SPECIAL OFFER. YOUR COUSINS AT ROMANTIC ROBOT ARE DOING BRILLIANT WORK — AND THE WHOLE EARTH REJOICES BY CELEBRATING THE YEAR OF THE ROBOT!!

THE YEAR OF THE ROBOT — BE PART OF IT

I enclose a cheque/PO for £........................... (UK & Europe please add £1 overseas £2) or debit my □ □ No ............................................
Name.................................................... Card expiry,..........................
Address...................................................

Please send —

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MULTIPRINT £34.95 £ MULTIFACE 3 £ 39.95
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MUSIC TYPEWRITER £ 4.95 £ WARRIGLER £ 2.95
TRANS-EXPRESS cartridge □ disk □ wafers □ £ 6.95 ea
GAUNTLET II

It's strange, but the game which rates highest in everybody's Desert Island Disks (when you add them all together and take away the number you first thought of) is that crotchy old arcade licence Gauntlet. So armed with this nugget of information, it comes as no surprise that US Gold would want to do a sequel called, predictably enough, Gauntlet II. The game has all the fast action and addictive qualities that made Gauntlet I such a hit, but has so many new features and characters that it's hardly the same game at all. Apart from the Ghosts, Grunts, Demons, Robbers, Deaths and Sorcerers that you had before, in the new game you've got Super Sorcerers, Acid Puddles, IT, THAT, and 100 of the weirdest (some randomly generating) maze rooms you've ever seen! From the demo that we played, the speed of the game has also been stepped up a notch, with much faster running characters and firing. There are other features too, like stun tiles and hazards which seriously affect your health rating if you bump into them. Stun tiles are particularly interesting as when you walk into one, it prevents you moving for a few seconds which of course means you can't avoid anyone else's shots. There are force fields too, stretching across wide bits of corridor, stopping health points if you touch them. Plus there are the secret walls which, if you touch them, transform into something else, a row of treasure chests, food, potions or even a row of monsters! Even the exits are not what they seem, popping out of sight one minute, and then nipping up somewhere else the next.

Gauntlet II looks all set to transplant its predecessor as the game you all reach for in times of trial. It'll cost you £8.99 and should be out in time for Christmas. (Christmas tip: Photocopy this Future Shock and Sellotape it to your parents' foreheads if you want them to buy you this game!)

ENLIGHTENMENT

This apparently continues the adventures of Horrinosaxx who returns to Belorn after 103 years, which doesn't seem too far from the truth since if you can remember the exact details of Druid I then you're probably about the same age. The blurb also says this sequel is 'eagerly awaited', i.e. everyone's forgotten about it.

Anyway, down to the game and there are 32 different spells to play with, 15 levels and plenty more whatnots simply described as features. This is an early screenshot so expect the finished article to look a mile slicker.

Enlightenment's out soon (probably by the early new year) from Firebird, at £7.95 - what price the freedom of Belorn, huh? See the next issue for further developments...
Judging by the Desert Island Disks chart the first Match Day was one of the most popular games ever released on the Spectrum — and this one's even better! We'll have our usual detailed review next month, but for options, variety of play, action, excitement and realism this is unrivalled — take our word for it Jon Ritman and Bernie Drummond may have paid us £100,000 in used notes, but they needn't have because we're already hooked — and we haven't even played the game yet! Droid drive gosh! When's the next flight to the Bahamas? Lucy, call the airport...

Publisher's Note: Before the editorial team left for their well-deserved holiday beyond the reach of extradition treaties, they asked me to mention that Match Day II should be out now, priced £7.95.

(We've been told that when the finished product eventually appears early next year. Like its prequel, Where Time Stood Still it will be on the Ocean label at £7.95.)

Yo ho! Grim anti-war movie converted into rip-roaring rampaging shoot 'em up shock! Or possibly not. Whichever the case, Ocean's calling this the best game it's ever done in-house, and as first sight it looks quite unusual. It's a game of six parts, taking you and your men through the jungles of Vietnam, into villages and networks of underground caves, while all around you lurk booby traps and ambush parties (Hey, let's pa-a-a-inty!). Well, suppose it's better than staying in and watching Play Your Cards Right. Because, let's remember points mean prizes. The game, meanwhile, is not quite ready but should be in the shops by January. Watch out for more info about this potential blockbuster...

Salamander itself is a shoot 'em up in every sense of the word, lots of mindless violence, ya-hoo. It's a bit like Nemesis, but as a spokesperson at Konami says, 'It's, er, much better'.

As you start, the screen scrolls from left to right, and then once that is complete the screen scrolls up — this carries on in a similar fashion until you are finally killed. We know no more, except that two players can play at the same time, and that the attractive screenshot of the loading screen was taken using quite unusual 6 by 4.5 film. Very interesting.

**FUTURE SHOCKS**

**MATCH DAY 2**

**PLATOON**

**WHERE TIME STOOD STILL**

**SALAMANDER**
FUTURE SHOCKS

BOBSLEIGH

Whoaah, Whoaah — Hoop-a-loo. We're riding along on the chest of a slave, or no. That's wrong. Anyway, enough of this, for we must tell tale of Digital Integration's newest, Bobsonleigh. If you've always wanted to race along on a rickety bobsleigh at speeds of 80mph risking life and limb, but couldn't 'cos mum wouldn't let you ruin your best pants — maybe this simulation could help satisfy your bizarre desires.

There's a choice of 6 tracks to kill yourself on, and you can also go with a friend too in the two-player suicide attempt. But there's more, and if you stay alive long enough to win a race, you can use the sponsorship money to buy even faster (more dangerous) bobs.

It should be around soon with a price tag of £9.95 — which ain't a particularly cheap death by our reckoning. Still, it makes a change from dying at the hands of the great green monster from Zarag.

MADBALLS

Oh no! Not more ball jokes! Oo-er! No, let's raise the tone for a moment and tell you about Madballs, yet another noreaveu ffrom Ocean. This one comes from the Freddish brains at work in Denton Designs, and is based on the toys and TV cartoon series... You're Dustbrain (Oh! Don't get personal, Ed) and determined to become dictator, you try and capture your fellow Madballs and enlist their help, without falling into the many traps on each level. Sounds a bit Third Reich to us, but never mind. There — not a single ball joke (oo-er). Damn! Oh well, it's out before Yule and'll set you back a mere £7.95.

DUSTIN

Well it might not be called that over here, but this is a snazzy sneak preview of a forthcoming game from Dinamic, Ocean's little chums from Spain. Dustin, as he's known in the nick, is your actual jewel and art thief. He can't be a very good one, though, as he's currently locked up in a high security pris called Wad-Ras. It's up to you to get him out.

It looks a bit like a bit of an arcade adventure type of thing since there are so many bits and bobs you've got to collect to get anywhere — but it's a nice 3-D view of the prison camp and as you can see, the graphics are kind of neat. All in all it looks like a bit of a departure for Dinamic. We have no idea of a UK release date, but you can be sure it'll be at Ocean's usual price of £7.95. Or if you've got enough pesetas, it's already out in Spain.

GARFIELD

Nothing's so big that you can't eat it! That's the motto of everybody's favourite cat of the moment (Phil's tool Ed) and star of The Edge's new game, Garfield. Just like Crocodile Dundee, there's a little bit of him in everyone — a lazy, parky, coffee slurping puss, with a penchant for kipping and bearing up stupid dogs. Yes, Odie the stupid dog is in the game as well as all the burgers, cups of coffee and fizzy pop you can drink. Garfield should be out in December, priced at £7.95. Prrrrrrr!
ROLLING THUNDER

Here's a minor scoop-ette (unless of course everyone else has got it as well): the Speccy conversion of Atari's coin-op, Rolling Thunder. Coming 'in early 1988' from US Gold (for £8.99), it's a zappy action-packed arcade game that'll be familiar to arcaders everywhere — yes, even in Leeds. The plot's as daft as usual — some drivel about undercover Peds trying to expose a secret organisation plotting to take over the world — but the game's a bonecrusher! As 'Albatross' (code name, you see) you have to infiltrate the enemy HQ, jump about killing people with all your amazing weapons and free some hostages. And they say that originality is killing computer games. Still, it's a good blast, and judging by this early screensot, the Speccy version will be too.

RASTAN SAGA

Hey! Played this in the arcades? We have and it's FAB! And astonishingly enough, Imagine's conversion looks, in its early stages at least, fairly faithful. Six levels of bloodcurdling thrills, and possibly even spills, are there to be conquered as you guide Rastan the Barbarian all over the place so he can wash a few evil wizards. The wizards aren't exactly enamoured of our hero either, as every step he takes is dogged by demons and nasties, while the path itself is perilous and probably full of potholes. After all, we don't want all Rast to twist his ankle, do we? Well, you'll need nerves of steel and a will of iron to get through this, and probably a good dose of rustproofing to boot. Out pre-Chrimble at £7.99.

Clever & Smart

Here's a novelty — a Speccy game from Germany! Gott in Himmel, mein Herr! Apfel Brudal, mein klein Pumpernickel! Und now, let us consider der Weltanshaung und Zeitgeist of兹 game, Klever Und Smart (Wot Ed) for zees are: karakters from a Deutsch komik strip (like Asterix or Tintin) and v well known in the land of the Vinner Schiltzel. Klever und Smart are private detectives, und they are trying to free der kidnapped Dr Babtirus. Klever kann disguise himself, und Smart is just v brainy. Good fun ve think — it'll be ready when someone's managed to translate it into English. £8.99's der Preis, und das label is Magic Bytes. Vorsprung durch Technik, mein Führer...

Those You Have Loved...

...yes, we know it's usually called 'COMING NEXT MONTH', but we thought that this would be an excellent moment to look back over all the months and ask what happened to all those games we promised to feature but which never turned up. So what happened to Frankenstein (CBL), or to Nigel Mansell's Grand Prix (Martecc)? And The Hunt For Red October (Argus)? Remember Cyborg (CRE)? And what about Cholo (Firebird) — first promised in June? Well, in the next issue we guarantee to feature every single one of these games. Or possibly not. Ah, but you never know... (Oh yes we do. Ed)
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WOLLOP!
Cor! What a man! Wauuuurrrrrrrr! What a hunk! At last, my desperate search has been completed. I have found a new idol! After seeing your line-up of 'chunks' in the September issue, I suddenly realised that I wasn't quite so desperate as to consider Phil South for an idol after all. I decided he was too ugly to be anybody's idol. (Sob! Phil) The same applies to Peter George (are you sure he's human?!

Marcus Berkman can be summed up in three words: cute, but fat. But then... my eyes fell on his picture, and I took a sharp intake of breath and screamed WOW! My heart leapt as I studied Darrell King's face. Even now my heart pounds every time I think of that clean-shaven, strong chiselled jaw and those piercing... er... black and white eyes.

Who is this guy? I thought. I've got to know more about him. For example:
1) Who is he?
2) Where have you been hiding him all this time?
3) How old is he?
4) Does he model for Playgirl? If not, why not?
5) Is he married?
6) What's his bank balance?
7) Is there any chance of me having a peek at his life insurance policy?

You'll have to excuse me now, but I must dash off and smother Darrell's picture with kisses for the 8,976th time.

Claire "I love Darrell" King
Coxford, Southampton

Lucky old Darrell, eh? I do think you've been a bit hard on Phil and Peter, but I totally agree with you about Marcus. In answer to your questions: 1) Darrell is the Designer on YS, which means he's tres trendy. 2) We haven't been hiding him - he's just very shy. Like a badger, he only comes out at night. 3) Twenty-three. 4) He doesn't model for Playgirl because he models for a more superior magazine - this one! 5) Only to his job! 6) Reasonable. 7) Don't be disgusting! As your picture of Darrell has probably gone all soggy by now! I'm printing another one for you to dribble over. Ed

ROGUES BEFECKE

After seeing your reply to our previous letter, we came up with this poem:

Peter George is such a sight
He really gave us a fright
With his face so haggard and hairy
Does he know that he's so scary?

With his crew cut and clean and black
It's enough to give anyone a heart attack.

As for being bunt and manly
There are safer teddies inside

Hamleys

After all he's not that bad
This rogues because of a lad,
With looks so dark and jaws so square
It's such a shame about the facial hair.

In the photo he looked so nice
Now he's got us thinking twice.

Ed, why don't you do him a favour?
And supply him with a razor.

Helen and Elaine
London SW9

There's only one poem which really sums up Peter's success with girls:

Georgy Porgy pudding and pie
Kissed the girls and made them cry
When the boys came out to play
Georgy Porgy ran away

You're right about the razor - it's the only thing that'll put him out of his misery! Ed

WIGGLY TIPS

Here's a small tip which could help you solve your loading problems. If you have a game and you've tried every volume possible to load it, try this. If you look at the tape recorder you'll find above the row of buttons, a small hole and in the hole is a screw. The hole is there to adjust the head of your tape recorder. If you have a very thin star screwdriver, simply take your tape out, press play, put the screwdriver down the hole, and slightly adjust the head clockwise or anti-clockwise, then load in your tape. Keep on doing this until it loads, but remember, don't run it too far anti-clockwise or the screw will come out! Unless it's a very bad copy this will load it.

Tom Burns
Ayrshire
I want my badge now because this letter took two and a half hours to write.

**KEITH SINCLAIR, KELTY, FIFE**

Only two and a half! This reply took a whole week! Ed

It might interest you to know that I'm having my tea break, and I'm writing this in a public lavatory in Hammersmith, "Mad" Mike Stone, London W12

It doesn't! Ed

This is not for the letters column but if it was, it would easily win the Star Letter.

**PHILIP ROY, ANDOVER, HANTS**

You want a bet? Ed

This letter was written under the influence of Prit Stick.

**THURSTON FALSTAD, SOUTH RUISLIP, MIDDLE**

Hey, like wow man. That's like totally awesome! Ed

Hi, do you know that you're awfully good looking for a moron? Khalid Jamil, London NW2

You don't mince words, do you? Ed

**X-TRICATED**

I would like to draw your attention to an advert on page 83 of September's YS. What is this computer magazine coming to? On page 83 there is an advert for X-rated Adult-Only games. What perverse person wrote such trash for the Spectrum Home can have a highly respected magazine like YS publish such ads? Surely you are not that desperate for money that you find it necessary to degrade the mag with "X-rated Adult-Only Games".

**MARTIN STONEBRIDGE**

Ipswich, Suffolk

PS When are you going to review these games?

After noticing the advert myself, we wrote off for the games to see what they were like. It only took a quick examination to decide not to run the adverts any more. And no, we certainly will not be reviewing any of these products. What do you think we are — perverts? Ed

**HE SLIMED ME!**

YS is not only great to read, but it comes in handy for Speccy faults. I tried to load my fave game (Ghostbusters). To my utter disgust every time I loaded it, the screen went blank. I got so cross that I hit my Speccy with the May copy of YS. I loaded Ghostbusters and guess what? It played for years after that and I still have that May copy. I read YS every month and think it is fab. If you don't print this in the Star Letter, my mum will stop me reading YS for five months (we bet five YS). My mum needs the three fave games for my dad's birthday.

Nicola J Herbert

**TRAINTSPARENT AWARD**

**DR NO NO!**

Memo from M to Agent T'zer:

Commander Bond, 007, has drawn my attention to the July issue of your magazine, which contained some inaccuracy about those actor chappies who have portrayed him in the cinema.

Miss Moneypenny has diligently scoured the files and has found that the first person to play James Bond was an American actor named Barry Nelson, in a version of Casino Royale made for CBS Television in 1954 — a full eight years before Sean Connery was to become Bond in Dr No.

In your magazine, the question raised was which actor named Niven played Bond in the first ever Bond film, Casino Royale, and our intelligence section feels that this is where the confusion has arisen. David Niven did indeed play 007 in a version of this film but this was what is known as a 'spoof' version and we don't like to talk about it too much.

Commander Bond would be grateful if you would set the above facts out for your readers. He also made reference to something called a 'Trainspotter Award' and something about exploding joysticks if he didn't receive one. Send him a badge or something to keep him quiet.

**M** (alias Chris Fallon, Runcorn, Cheshire)

PS We have just learnt that one of our cartographers (look it up) is a double agent. His name is Mischa Welch and his work has also appeared in CRUSH magazine. Liquidate him at once.

Well, there's a thing! I've never heard of Barry Nelson but I'm sure you're right. I don't really fancy having a joystick explode in my face so I'll send Bondy some bonds as a badge you say.

You won't written in some sort of code? 'Cos we don't actually have any rag and bone men working for us. Well, except for Kippers Cox the publisher. Ed

**BLIND DATE**

While looking at the rules for the Slaine Worp Spasm compo in the October issue of YS I noticed that the second rule was:

"You'd be out of your hero
to get your entry in by September 30th! I know YS goes on sale a couple of weeks before the month on the cover,

but shouldn't you give the readers more time to get their entries in?

Fiona Collinson

Kirkliston, Edinburgh

PS I think Barry's bright!

Oops! You're right. The closing date is in fact the 31st October. Sorry about that. Ed.

**WILMSLOW, CHESHIRE**

Glad to hear YS comes in so useful. We've found it particularly handy in keeping Phil on his diet. We simply roll up a copy of YS, preferably the October issue, and stick it in his gob so he can't eat. Amazingly enough it also keeps him quiet. Ed.

PS Sorry but you don't win the Star Letter this time — you'll just have to write in again!

**KINDLY LEAVE THE STAGE**

This month's crap jokes come from Steve Clay and Claire Terry (What's Happening? Ed), so blame them, not us.

Q What is green, squishy and spends a lot of time underwater?
A An avocado with an aquilung!

Q What goes in stiff and dry, comes out limp and wet and gives pleasure to two people?
A A teabag!

Q What do you do if an Irishman throws a pint at you?
A Run like hell — he's got a grenade in his mouth!

Do you know any jokes that make these sound like Oscar Wilde? Then don't delay — send it to Kindly Leave The Stage, YS, 14 Kallibahne Court, London W1P 1DE, and if it's really that bad, we'll print it and you'll win a YS badge! Cool!

**SENTINEL/FIREBIRD**

Ooh! Let's do a bit of absorbing. This is the ideal game for a castaway, 'cos it takes years to complete!

**EASTENDERS/MACSEN**

Well I've got to have something to eat, haven't I?

What are your fave games? Write to Desert Island Disks and tell us. You could win a badge and three brand new games! Yahba daba, er, doo!

This month's castaway is Marcus Light, whose splendid choice of name is reflected in his splendid choice of games (What's writing this rubbish? Ed)

Exelon/Hewson

I like a good blast! (Okay, I admit it, I'm a masochist!)

Starglider/Rainbird

A good game for people wil' space Elite crunching around in their pockets! Great fun though!

Zynapt/Hewson

Yet more blasting — Aaargh! Any more and I'll turn into a homicidal maniac (but wot's new?)

Arkanoid/Imagine

Oooo! It's Breakout with a new hair-do. A pub. retty good bash if I may say so!

Little Computer People

Activision

A great little game... just think of the possibilities... having a shower is one that springs to mind (cos I'm a bit like that). Pity that you can't control your own little T'zer though!

Barbarian/Palace

I just lurve beat 'em ups. Smash, bit 'n' wallow! I never win though 'cos I'm a wimp.

DESSERT ISLAND DISKS

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<td>MAX HEADROOM</td>
<td>3.75</td>
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<td>MICRO VALUE (6 GAMES)</td>
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## FOOTBALL MANAGER

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<tr>
<th>Game</th>
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<td>ONLY 2.99</td>
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## SPORT PACK

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<td>THE SPORTS PACK</td>
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<td>SNOOKER ON THE OCEH</td>
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<td>OLYMPICS</td>
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<td>GOLF</td>
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<td>DEBRAY DAY</td>
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## ALL PRICES INCLUDE V.A.T.

AND DELIVERY WITHIN THE U.K.
YOUR EXCLUSIVE GREMLIN GAME!

MOLEY CHRISTMAS

Road Race drove you round the bend, Batty sent you batty, and Play For Your Life put everything in the balance. So what's our last game-on-the-cover (for the time being)? Only a brand new Monty game from Gremlin, that's what. Are we skillful, or are we skillful?

HOW TO PLAY

Well there can't be too many people on the planet who haven't read a Monty game before – the Pope, perhaps, and possibly Barbara Cartland – but just in case you do come from Bletchley Park, here's a housekeeping note. Gremlin Christmas is a platform game in which you must guide Monty around various screens, jumping, climbing, dodging and picking things up.

Screen 1 shows Monty at Gremlin where he has to pick up all sorts of things, but most crucially, a computer listing of the game, you see. Then it's onto Screen 2, the Mastering Plant. Monty must drop off the listing and pick up the master tape at the other end, while avoiding mole-eating tapes and other equally bizarrising nests.

Screen 3 is the Duplication Plant, which makes the cassettes from the master tape. Although we might have put out over 100,000, Yer Sinclair out on the streets with Monty on the cover, the GREMLIN programmers made their own estimate of our circulation, so Monty has to pick up how many cassettes to bring to that elusive tape (#SWTOR). 

If you want the final Monty game in all eternity, you'll have to buy this magazine. Don't leave the newssagents without it! Six screens of positively molecular action await you as Monty comes out of retirement yet again to take part in his most daring challenge yet — getting this game from the programmers onto the cover of Yer Sinclair! Now you may wonder how this game has got onto the cover if you have to play it in order to get it onto the cover. So do we. Phil's got quite a stomach ache trying to work it all out (You sure that's not hunger? Ed)

But that's enough of this, or indeed that. Before you load it up and get Monty in, chew on this. If you get past the sixth screen there's a special message screen to congratulate you on finishing the game. What does it say? The first person to send in the correct answer will win 15 games from the YS library — can't be bad, eh? But be warned — the last time we did anything like this (Batty) we got the first reply within 48 hours of the mag hitting the streets. COOEOO! So if you're quick off the mark, write to Monty Challenge, Your Sinclair, 14 Rathbone Place, London W1P 1DE. And let's have some hints 'n' tips, huh? We hope you enjoy it. MOLEY CHRISTMAS!

Y
ou can't knock it, can you? What other mag in the known universe hands out spanning new games for just 50p (rather than just demos or half a screen masquerading as a game)? And for the latest of our cover extravaganzas, we have what can only be described as a world exclusive (scoop, shock, horror, probe) — the final, the ultimate, the very last Monty game!

And more than that, it's completely exclusive to the skilful Speccy mag of the age — Your Sinclair! Those wacky funsters at Gremlin have written this especially for us — and therefore you — so won't see this anywhere else in the world. No, not even Ipswich. If you want the final Monty game in all eternity, you'll have to buy this magazine. Don't leave the newssagents without it! Six screens of positively molecular action await you as Monty comes out of retirement yet again to take part in his most daring challenge yet — getting this game from the programmers onto the cover of Your Sinclair! Now you may wonder how this game has got onto the cover if you have to play it in order to get it onto the cover. So do we. Phil's got quite a stomach ache trying to work it all out (You sure that's not hunger? Ed)

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THE YS offices look strangely tidy — no huge piles of papers, no unlabelled cassettes, no wire spaghetti, no real spaghetti being eaten by Phil — but there are some needles floating around — publishers, freelance contributors, all the usual types. Still, Marcus is nowhere to be seen, so it's obviously before 12!

At Gremlin, on the other hand, things look very busy. Are the company's programming suites really full of lascivious large breasts young ladies? And when's the next train to Sheffield?

TAPE TROUBLES

If your copy of MOLEY Christmas fails to load, even if you've corrected your deck with an azimuth alignment program and screwdriver, here's what you do. Send the tape in a large, strong envelope to Monty Returns Dept, PO Box 320, London NW1 2NB and make sure you enclose a similar self- addressed envelope with at least 18p on it. Please don't phone or send your game to the office as we cannot deal with the problem here. The exclusive copy of MOLEY Christmas is only available on copies of YS sold in the UK, and on all subscription copies. Sorry, we can't send copies abroad on request, so if you want any of our exclusive cover games, get a sub! There may well be another free game on the cover before long — so look out for news...

© GREMLIN/YOUR SINCLAIR
**YOGI BEAR**

Hey Hey Hey!
Are you smarter than the average bear? You'll need to be to get out of this one. Boo-Boo's been bear-napped and must be rescued before hibernation time. Hunters, mooses, vultures, bees, caverns, geysers as well as good old Ranger Smith are determined to stop you!

Spectrum Commodore Amstrad Cassettes £9.95 Discs £14.95

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**FLUNKY**

The Royal Family as they have never been seen before! This is your chance to work at Buck House — as a menial manservant. Your job is to cater to the residents’ every whim, but you’ll need cunning, strong nerves and quick reactions if you are going to avoid a nasty end.

Spectrum Commodore Amstrad Cassettes £9.95 Discs £14.95
Coming soon for the Atari ST.
ATTACK!

ROY OF THE ROVERS

Melchester Rovers is under threat of closure from greedy property developers. On the eve of a special celebrity match organised to save the club, Roy’s team mysteriously disappears. Unless he rescues them he may end up facing the opposition alone!

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JUDGE DEATH

Megacity is being terrorised by the Dark Judges — Death himself and his cronies Fear, Fire and Mortis. They are dedicated to putting an end to life itself. As Judge Anderson you stand alone. Only your psychic powers and blazing gun can save Megacity!

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GUNBOAT

Powerful, manoeuvrable and deadly, the Gunboat under your command carries the most lethal waterborn weaponry to date. Deep in the complex maze of fjords and canal systems are your targets — huge submarine pens. Your mission — to seek and destroy!

Spectrum Commodore Amstrad Cassettes £8.95 Discs £13.95

For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty direct from Helen Holland, Piranha, 4 Little Essex Street, London WC2R 3FL. Tel: 01-836 6633.
Meanwhile on Eternia, Phil South battles against Masters Of The Universe, the new game from Galoob.

Just when you thought it was safe to go back into the toyshop... Masters Of The Universe leap out at you from every window, magazine, TV, and now from the cinema with the Christmas release of the Masters movie. Dolph Lundgren plays the part of He-Man, the blonde balloon factory explosion we all know and love and Frank Langella (who played Dracula in the soppy 1979 American version) plays the evil Skeletor. (For more of this see this month's Rachael's movie review.)

The story goes that Skeletor and his chums have just beaten the chaps out of He-Man and Co on their home planet of Eternia. Skeletor, and his sidekick Evil-Lyn, are after the power held by the Sorceress of Greyfriars Castle, and now they have it! (Dann-dar-daaaaaaan!) He-Man and Teela escape and meet with a cheery little gnome called Gwildor, who shows them a small glittery musical object, his Cosmic Key. With the key you can travel anywhere in the cosmos, which they do when confronted by Skeletor's men. But wouldn't you know it, because Gwildor pressed the key randomly in a moment of panic, they arrive in America in 1987! (Amazing! And cheap on sets, too! Ee!)

It's at this point that the game begins. You play the part of He-Man, as he tries to find his way back to Eternia. He-Man, Teela, Gwildor, and some guy called Man-At-Arms are separated by all that cosmic travel (funny that!) and must gather eight chords to repair the Cosmic Key. The game takes place in a compendium of exciting subgames which tell the key points of the story in easy to swallow chunks.

The graphics (as always with Gremlin) are first rate and the overall impression of the game is one of fast and zappy action from start to finish. In the end, you face Skeletor back on Eternia, and in your battle to the death you settle the question of who will have The Power! Phew! It's so exciting I can hardly contain myself.

As the game begins, He-Man must fight with Skeletor's men on the streets of the city. Walking around the map in a plan view, he can zap the baddies who materialise around him wherever he goes...

He-Man, and his pals carry communicators, small TV gadgets, on their wrists. From time to time throughout the game, He-Man will get messages from the others, telling him what to do next.

He-Man and his pals carry communicators, small TV gadgets, on their wrists. From time to time throughout the game, He-Man will get messages from the others, telling him what to do next.

Opposite Charlie's Electrical Store, Skeletor's goons are hiding in a deserted building, firing laser blasts at you. Aim at them with the cursor and fire before they actually hit you. They really are icky shots.

On his way to help his friends (Yay, He-Man!) our hero hops on a pass and dick, and hovers downtown. Those pesky baddies are still popping up over the shop, so blast them to shreds again.

Charlie's Electrical Store. They've got the Cosmic Key!
myself. All this nipping around on flying disks, blamming Skeletor's bullyboys and rescuing Eternia and the known universe at large is a bit much, especially before breakfast. But good will win in the end, it always does... Doesn't it?

Here we can see He-Man running around the streets of the city, with Skeletor's men materialising around him (those little cross-shaped twinkies you can see on the road). He's got to be last on the draw with so many baddies just popping out of the air.

You must fight your way through Blade and Beast Man before you can continue. Beast Man is a tough guy, but worse than that you've got to avoid Blade's darts at the same time. Keep jumping about, He-Man!

The screen on his communicator goes fuzzy, and suddenly the face of Eulidor appears. He tells him to go to the Scrap Yard. Because Beast Man and Blade have got them pinned down. With a mighty bound he leaps to their aid.

And so, much later, you are returned to Eternia, where you must face Skeletor in his new guise... he has The Power, and it's up to you to get it from him in this head to head battle.

It seems quiet here at the moment, nobody around... scrrrich... that sounded suspiciously like a sword being drawn. Suddenly Beast Man is upon him, his powerful arms around his throat, and Blade aims his bladeshooter directly at He-Man's head!
A revolution in standards of quality and entertainment has taken place in the software world!
FOR IT!

Exciting scenarios, fast-moving action, remarkable graphics — GO! — a frenzy of new titles — don’t miss them! The software of tomorrow? It’s already here!!

CAPTAIN AMERICA IN THE DOOM TUBE OF DR. MEGALOMANN

It’s the 4th July and the nation is set for an all-day celebration. Into the comparative calm of the White House arrives the man, Dr. Megalomann: "Stop Aryan, President, submit to my rule or today America will know a plague from which death will seem a happy release." No time to lose for Captain America. CIA say there’s an unidentified missile located in a California Desert. Together you and Captain America can save the free world. God save America!

Screen shot from CBM version.

CAPTAIN AMERICA

CBM64/128 Cassette £9.99 Disk £11.99
SPECTRUM Cassette £8.99
ATARI ST Disk £19.99

RAMPARTS

Knights in shining armour you certainly are not, more like black-hearted villains so young and villainous the sun red, ugly enough to terrify after having been there! Resistance from the peasants and gentleskulls but let that not deter them; mind engaging on a path of annihilation and destruction. Compulsive, fast-moving action that’ll keep bringing you back time after time.

Screen shot from CBM version.

CBM64/128 £9.99 C £11.99
AMSTRAD £9.99 C £14.99
SPECTRUM £8.99 C

CAPTAIN AMERICA

SPECTRUM

ATARI ST
"Humbug, humbug, humbug. 'Tis the season to be mean and stingy," said Phantom Phil to Mingey Marcus. Hiding in the YS prizes cupboard, they hatched an egg, sorry an evil plan. Dan, dan daaaaan! (Altogether now: Boo hiss!)

"Compos every month, prizes by the score, and just because it's Christmas they'll be expecting a megacompo. Well let them eat cold Christmas pud, because we'll bag all the prizes!" cackled Mingey Marcus, cramming footballs down his cleavage.

"I've got over 1,000 prizes hidden in my drawers" (Altogether now: Oo-er!) chimed Phantom Phil, stuffing custard pies in his gob. (All shout: "Oh no you haven't!") "Oh yes we have!" bellowed Mingey Marcus and Phantom Phil.

Enter our hero, Dick Whimpington, The Ed (Dick Ed for short), slapping thighs and throwing open the cupboard door: "Oh jingle bells, we've been bugged! All the Christmas megacompo prizes have gone. Wait, what's this note on the floor? A ransom demand."

Our wanted YS reader.
You can stop being so silly, your Christmas fun
we're going to just shout to your Christmas fun
(Boo-Hiss) lots done. All Christmas hats
we're going to make your nose and sing
with some of the world jokes ever. You can only
have the prize back if you can answer these

"Oh no you haven't!"

Ransomed, the note is: "On Christmas Day, on the floor
to the girls and boys who..."

Puzzle: Phil and Mingey, dragon like My

Father Marcus, like Mingey at the YS
Cupboard. Answered, Cashed the Cups, your

If you want to see 25 copies of
Beau Jojo's Computer Hits Vol 4, 25 copies of 5 Star Games Vol 3 and five of its T-shirts ever again, you'd better come up with the answer to this: how do you shoot a blue elephant?

a. With a huge gun
b. With a blue elephant gun

You'd better give in and tell us:
how do you shoot a red elephant? Otherwise we'll
inprint the rest of the copies of Gremlin's Masters Of The Universe
and the ten footballs signed by
Gary Uniker we've got stashed away.

a. With a red elephant gun (Don't be silly, there's no such thing)
b. Tie a knot in a red elephant's nose, wait 'til it goes blue, then
shoot it with a blue elephant gun

For 20 copies of Artibiotics' Piranah's Fluky and 10
Piranah T-shirts hidden in Phil's
drawers, that'll never see the light of
day again, unless you give us an
answer to this: What do you call
mushroom that buys you lots of drinks?

a. Passat as a toad-stool
b. A fungi to be with

Cascade gave us 25 copies of
Implosion and 25 copies of
Ace II for prizes but Mingey Marcus
will only give them back if you know
what you call a man with a spade
sticking out of his head?

a. Doug
b. Harold

Five copies of each of The
Edges Warlock, Darlix,
Garfield, Inside Outing, Alien
Syndrome and Xecutor are up for
ransom if you tell Phantom Phil why
you can never rely on a parachute?

a. Because it always lets you down
b. Wednesday's always early closing

Electronic Arts gave us 10
copies of Pegasus and ten of
its T-shirts, but Marcus is enjoying
playing with them so much he'll
only give them back, if you can tell
him what you'd call a gorilla with a
banana in each ear?

a. Anything you like, he can hear
you
b. Ian Botham

We've ways and means of
making you talk. We won't
torture you with copies of Sinclair
User — we just won't send you one
of 30 Code Master's games and five
of its T-shirts unless you can tell us
what runs but stands still.

a. A tap
b. Sebastian Coe

Tell us what's pink and hard in
the morning and we'll leave one
of 10 copies of Firebirds Sideways
and 50 of Parabola in a deserted
car park for you to collect.

a. Last night's raspberry Angel
delight
b. The Financial Times crossword
**TO COMPO!**

**It's give away in the YS Pantocomo.**

**Oh yes we have!**

10. If you'd like to rescue one of the 15 copies of Virgin's Action Force from Phil's clutches tell us how you know if you've got an elephant in the fridge?
   a. Lots of slurry noises (No, that's only Phil)
   b. Footprints in the custard

11. Infogrames gave us 20 copies of Sidewalk to give away, which you can get your paws on if you know the best way to confuse the Ed. Give her three shoes and tell her to take her pick.
   a. Give her three shoes and tell her to take her shoe
   b. Give her three picks and tell her to take her shoe

12. You still haven't given in to our demands, eh? Tell us how to spell Hungry Horse in four letters, and we might let you have one of 20 copies of Mercenary from Novagen also 20 Targ survival kits.
   a. M.T.G.C.
   b. Neigh lad

13. We've got 10 copies of each of Sayf, The Bow and Soft & Cuddly by The Powerhouse to squander, but Phil and Marcus won't give them up unless you can pay the price by figuring out what can go up a chimney down but can't go down a chimney up?
   a. An overweight Father Christmas
   b. An umbrella

14. Can you save 20 copies of US Gold's Gauntlet II from almost certain death? (Phil and Marcus would bore anybody to death, Ed) Just tell us what you call an Irish double glazing salesman?
   a. Paddy O' Doors
   b. Jeffrey Archer

15. Mastertronic has 20 copies of Heart Of The Seventies video and 50 copies of Agent X II up for grabs but Phil won't let go of them until you tell us what runs through the butchers naked?
   a. The Harlem Globe Trotters
   b. Steaky bacon

16. We're watching your every move, so if you want to see two copies of Prism's 'EYE' The Boardgames alive again, you'd better tell us what clock never ticks.
   a. A dandelion
   b. One with no batteries in

17. If you want one of 10 copies of CD's Brian Gough's Football Fortunes can you dribble, unless you know why the hedgehog crossed the road?
   a. Because he felt like it
   b. Because he wanted to see his flatmate

18. Give in to our demands or we won't send you 25 copies of Activision's Rampage, 25 copies of Aliens US and 10 giant mega posters. Let us know who wrote the famous novel Knickers Round Ankles?
   a. Lucy Lastic
   b. Nora Bone

19. SRL has 10 copies of each of Halfbreacher, Death Or Glory and Sunstar to give away. But not before you've answered the following question. When is a door not a door?
   a. When it's ajar
   b. When it's a mango

20. This is your last chance to release 20 copies of Ocean's Game, Set And Match from the horrors that await them from those ugly dames Phil and Marcus. Just tell us what's black and white and red all over?
   a. A zebra in a RoboChef
   b. A newspaper

21. Martech has 10 copies of Catch 23 that you can rescue from Phil's undies if you know which film is about sub-aqua football teams?
   a. 20,000 Leagues Under the Sea
   b. Sting Ray

**The Sanity Clause**

- All Santa's little helpers at Dennis Publishing, Plancha, Martech, Gummi and everyone else in the megacompo aren't allowed to get into the Xmas spirit.
- All notes to Father Christmas will be ignored but entries must be sent up the chimney before January 31st 1988 or Phantom Phil will start eating the prizes!
- And don't mess with us, we won't enter into correspondence with anyone!

**IT'S THE YS CHRISTMAS PANTO-COMPO!**

Okay, okay I give in to Mingley Marcus's and Phantom Phil's ransom demands. Here's the answers to your pathetic questions:

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**NAME .................................................................**

**ADDRESS ...........................................................**

**POSTCODE ..........................................................**

Even though I'm under the table full of Christmas spirit, I'm cutting out the coupon, sticking it to the back of a postcard and sending it to the Phantom 'Pass-The-Plum-Pudding' Phil And Mingley 'Serious Was My Father' Marcus. Were Hiding In The YS Pizza CupboardThrowing Custard Pies Compo, Your Sinclair, 14 Rainbow Place, London W1P 1DE.

Photography: Liz Heaney
A compilation of 10 first-class software games donated free by software companies.

**KIDSPRAY**

**BACKPACK**

**10 GREAT GAMES FOR**

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- XENO (ANF Software)
- DEACTIVATORS (Arilasoft)
- NIGHT GUNNER (Digital Integration)
- MARSPOUT (Gargoyle Games)
- MONTY ON THE RUN (Gremlin Graphics)

**MAILSTROM** (Ocean Software)

**STARSTRIKE** (Realtime)

**LUNAR JETMAN** (Ultimate Play the Game)

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- XENO (ANF Software)
- DEACTIVATORS (Arilasoft)
- NIGHT GUNNER (Digital Integration)
- MARSPOUT (Gargoyle Games)
- MONTY ON THE RUN (Gremlin Graphics)

**STARION** (Melbourne House)

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**ALL PROCEEDS TO THE NSPCC & RSSPCC**

**YOU HAVE THE FUN...!!**

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EXPLORE THE REAL THING!
WIN A WINTER OLYMPIC HOLIDAY WORTH MORE THAN £2000

WINTER OLYMPIAD’88

Winter Olympiad ’88 is undoubtedly the best winter sports simulation to date. It features the classic winter olympic events: Ski Slalom, Giant Slalom, Two man bob, Ski-Jump, Biathalon and Speed Skating. These have been depicted in a way not seen on any home computer before. The result is a phenomenally realistic and spell-binding game.

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- SPECTRUM, AMSTRAD, C16+/4 £7.95
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- ATARI 8 BIT £14.95
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ADDISON INDUSTRIAL ESTATE · BLAYDON · TYNE & WEAR · NE21 4TE · TEL: 091 414 4611
Joe King bursts out of the airship cup with a close-up view of Konai's new conversion of Gryzor's game.

There aren't many things I can't keep my hands off, none that are printable anyway, but once I'd had a taste of playing Ocean's new megasaur Gryzor, I was hooked. Paul Owens, the guy who had the ominous task of converting the coin-op version onto the Spectrum, had no mean feat on his hands. How to crunch 20 levels of shoot 'em up action into 48K of memory and survive? Well, survive he did with all 20 levels completely intact on the Spectrum. Okay, so he used 64K of memory (it's a multiloader on the 48K machine) and some of the more intricate graphics and additional features had to go, but there's still one hell of a game in there.

It's basically a multi-format shoot 'em up set on an alien planet which has four different types of levels — vertical and horizontal scrolling, stationary and maze. You play a huge great hulk of a bloke who's been instructed to infiltrate the Alien Rebel's headquarters and destroy its beating heart to finish the game. But first there are waves of trigger-happy guillas to blast to pieces, cannons to destroy and targets to shoot out throughout the 20 gruelling levels.

Graphically, Gryzor is brilliant, with its colourful scenery, pixel-perfect animated sprites and superbly smooth scrolling sections. Gameplay's pretty nifty too. The hero's acrobatics makes Daley Thompson look like a catatonic slow-worm. He can crouch, jump and run when the going gets tough. And the action is FAST! Missiles and bullets fly about all over the shop and there are loads of tanks, guns and armoured vehicles to negotiate too. You've got to have nerves of steel and razor sharp reflexes if you've any chance of completing the deadly mission ahead of you.

Once you've completed a horizontal section it's onto the maze where the real action is. You must shoot out the targets whilst avoiding electric fields, bulldozers, rollers and various nasties who'd rather see you dead. If that isn't enough, you've then got to go on to complete some very tricky stationary screens that'll test your reflexes like. And here's a tip — keep moving or you don't stand a chance!

If you're looking for a high-speed action-packed game that's good to look at and exciting to play — grab Gryzor now!

<table>
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<tr>
<th>FAX BOX</th>
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<tr>
<td>Title</td>
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<tr>
<td>Publisher</td>
<td>Ocean</td>
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<td>Price</td>
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Jumpin' Gryzor Flash — It's a gas, gas, gas! You're bogged down in the jungle on level one in this horizontally scrolling section, and it won't be the peanuts getting out either. Jump and crouch to avoid the gunfire, keeping on the move as much as possible. It's best here to shoot out the cannons and guns before trying to get past them.
upward to take a sneaky peek at Ocean’s
man’s smash coin-op Gryzor!

A-mazing! Stage 2 of the maze causes more than its fair share of
problems even to a rampant bush hero like yourself. Destroy the
targets to venture further but beware the electric forcefield,
guerrillas and rollers, not to mention the low flying missiles — so we
won’t! Hints on later maze screens you have to jump and blast to
reach the targets!

Gut burstin’, face huggin’ action on level six is enough to give you a
blister hernal! Those gruesome choppers will need repeated
blasting otherwise you’re dead meat! And unless you fancy being
suffocated keep clear of those face huggers too!

WIN A PORTABLE GRYZOR ARCADE MACHINE PLUS TEN COPIES OF THE GAME!

Gryzor load of this! Ocean is giving away a Gryzor arcade machine
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less than twelve words saying why you’d like a Gryzor arcade
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Gryzor, Gryzor, RA,RA,RA!
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knows how to use it. (I have? I do? Ed)
- Employees of Ocean Software Ltd, Dennis Publishing or the Alien Rebel
leader are forbidden to enter, so get out now!
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ACCESSIBLE
EP LICABLE IS GOING TO HAPPEN......
SPOTTING IMAGE
Parker/around £19
Drawn up by the show's main writers, this has got to be pick of the bunch for laughs, gameplay, and just plain madness. (Flutes: The fattest player starts. This argument virtually nullified the game. Each time you play the part a world leader with three scandals to hide (" Thatcher Drinks Two Bottles Of Whiskey For Breakfast", "Gorbachev In Shergar Kidnap Revolution", " Reagin Has Silicone Buttocks" and so on) and it's up to all the other players to expose the scandals with the help of the pig-faced journalist on everyone's tail, and make large sums of money. Good rubbery fun.
Score: 9

LENNY HENRY'S STAND-UP COMIC GAME
Paul Lamond Games/around £13
Actually this is almost exactly the same game as the Complete Bastard game, except that instead of performing dares you have to tell a joke. Many of these jokes are, of course, not really jokes as such at all, so if you get a laugh out of them you're a better man than I am. Gump's Dr. Although I was very keen on one instruction, to impersonate Keith Chegwin. Surely that's banned by the Geneva Convention? In fact, this one's rather more of a charade than its stablymate. Not least because charodars are what you're trying to elicit out of your audience. Good value too.
Score: 7

DARE
Crown Andrews/around £15
You want wacky? This game's so terminally wacky it makes Fifty Rich And Famous look like Sir Geoffrey Howe. Move round the board and answer general knowledge questions in the least honourable manner, but woe betide you if you get anything wrong! Cos then you have to do a dare, like, "Pretend you are a cat licking its paws and licks, or Let someone put butter on the end of your nose. Leave it there until next turn, or Sing a song with sand in the title. If you land on a square like Sneeze or Breakdance or Kiss An Opponent you have to do that activity until your next go. Weirds!!
Score: 8
QUOTATIONS

MB Games/around £15

Well, it's not really a board game, but anyone who's tried it will just go wobbly at the knees over this one. For older players only I think, but so what? Who are you calling a wimp? Take that! Aye that's fair! Anyway, Quotations is made up of 350 cards, most of which contain three or four quality questions, which are rather less boring and difficult than you might think. Rather like Scruples, there's no actual board as such, or even a set, but that doesn't matter much: because the game's as well thought out and consistently fab as the MB Office loves. A Question of Scruples, also from MB. A cracker.

Score: 9

GARY LINEKER'S FOOTBALLER
OF THE YEAR

Gremlin Games/around £12

Regular readers will know that I have a rather soft spot for footie-based games (of whichever type), and this one's no exception. Instead of being the manager, as the Speccy usually calls you to do, this time you're just a player, moving up the divisions and through four status levels. Now: 'Useful', 'Tasty' and 'Superstar'. There are all the usual hazards, one of which is the 11 different dice you get with the game. This means there's rather more luck than skill in the game, but it's still quite fun, and probably more suited to the younger players.

Score: 6

HOW TO BE A COMPLETE
BASTARD

Paul Lamond Games/around £13

We're in wacky country here again, with dares aplenty, but I'm not sure that this one, based on Adi Edmondson's best-selling book (400,000 copies — that's what I call rich) is quite up to the standard of Dure. There's not so much variety in the gameplay, and there are far fewer really good dares (although my fav was 'The opponent of your choice must pick the spot of another player you choose! Ugh!'). A couple of good jokes aside though, it's a bit disappointing.

Score: 5
You're cool, the engine's hot, the girl's gorgeous, a tank full of gas and an open road... the rest is up to you!
The ultimate experience in motor sports simulation: the absolute challenge to nerve and reflexes. Feel the wind in your hair and the pull of the G-force as you power your way along the highways and byways, a girl by your side, and open country before you. Experience the exhilaration and excitement of driving a high performance sports car in this teasing time trial where your co-ordination and nerve will be tested to unbelievable limits.

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O.K.?
**HINTS 'N' TIPS**

**TIPSHOP**

On the first day of Tipshop my Phil South sent to me...five golden tips, four calling maps, three French hints, two turtle POKEs, and a joystick in a pear treeeee-yah!

**Merry Christmas!** I just love the Christmas season, don't you? It's so funny to watch people open the Tipshop presents you bought them and hints between their teeth, "Ah, just what I've always wanted!" Cracks me up every time. Anyway, as well as all this festive bufoonery, we've got a bumper Tipshop this month, with pages and pages of hints, tips, maps and POKEs to keep you waggling your joystick well into the wee small hours. There's all sorts of stuff in this month's hinting and tipping funfie, including the amazing Aliens US. 720, Renegade, Exolon, Gauntlet, Chronos, Tai Pan, Wizball and many more super new games for you to enjoy. Oh yes, and don't forget to check out your free Christmas present— The Your Sinclair Secret Map Booklet, containing Trantor, Plunkty, Indiana Jones And The Temple Of Doom plus millions... thousands... well a couple of others, anyway! Right, sleeves rolled up, joystick at the ready! Let's dive in!

**Aliens U.S.**

- This is Electric Dreams' super duper Speccy conversion of the C64 American version of the game, and a very nice little design it is too. I liked the game so much I thought I'd do some hot tips for it right away. And here they are. There are six games in one, so let's take them one at a time.

1. Drop Ship Manoeuvre — You are in control of the drop ship, trying to keep in the "pipe," the guidance circles on your head-up display. If you can't keep the pipe, the drop is aborted and you have to start again. The trick is to anticipate the twists and turns of the pipe, because it's almost impossible to react to some of the tighter bends. Make some sort of map, or play it over and over until you know it.

2. APC Rescue — The marines are trapped inside the catwalks under the atmosphere processor. You have to guide them back to the APC, and you must do this by switching quickly between them, shooting some aliens and switching back again. When a screen flashes red get to the trooper as soon as you can, or he'll be chopped.

3. Operations Room — You are left to fend off the swarming aliens as the rest of the team cut through a door. Go for fast moving aliens first, and just bump the slow moving ones away, or the fast ones will get through and kill your team.

4. Air Duct Maze — Getting to the drop zone through the ducts is a hazardous business. The aliens will follow you, so use this to your advantage and lead them where you want them and run the other way. (You'll see what I mean.) When an alien disappears, run for it, 'cos it'll pop up somewhere else almost immediately.

5. Newt Rescue — Back to the catwalk again, this time you're tracking Newt on her locator band. Glance at the range locator, but don't stare at it. You've only got a couple of seconds to shoot the aliens which will pounce at you, so stay frosty and keep your eyes glued to the catwalk.

6. The Queen — And don't mean HRH, neither! Box the queen's ears with the loader arms to soften her up a bit, then grab her with one of the claws and hold her over the hatch. It will open and then you can drop her through it. That's it! Game over!

If you played the game all the way through without using the skip mode, you will then see the final screen. I won't spoil it for you, so buy the game and find out for yourself.

**Into the Eagle's Nest**

- Regular tipper Theo Biltas knows a thing or two about Eagle's Nest. In fact he's sorted out the password to load data. Now it can be told: 02303104. "I hope I am not the nth person to ring with this!" he adds with typically Greecian phlegm. Well, thank you Theo, my little Acropolis. And by the way, what does a Greek earn?

Mark O'Leary has sent me this bang up to the minute (bang! eek!) map of Code Masters ATV Simulator: "I hope that you could find somewhere to bung it in your mag" he says with customary wit and charm. Thank Mark.
**Batty Implosion**

- Wow! I've had so many letters about *Batty*. I just can't count them all. Let alone read them. But some mega-brill people have sent me screen dumps of all the screens, just to show how skill they are! Although they don't really constitute a map as such, I thought it'd be nice for you to see what you're up against. Incidentally, I got a phone call today from Philip Wade, the writer of Gilsoft's *Patch*, who has just stayed up all night and finished the game, without any POKEs, ending with a score of 2,500,000. Congratulations, Phil. You can go and have a kip now. Right, courtesy of Phil Wade, Ronald McAvoy, David Bentley, Hode Scheles, Tristan Shout, IE Celant, and Vernon Schltup, we bring you, the complete *Batty*.  

- Just a little whisper of a playing hint for Cascade's Implosion. Press Z key to dive under grid and catch crystals for extra shield energy and laser power. Shoot pods for extra points, too! Heh heh heh!

**Ninja Hamster**

- US Gold's 720° is so new, my copy didn't even have any instructions with it. But the basic gist of the game is you have to complete some fancy skateboarding on the way to the four skateparks, picking up points and cash to buy new equipment. You can pick up money along the way, and also earn tickets by competing in competitions at one of the four skate parks. The main tip here is not to hang about, and never just skate in a straight line to your chosen parks. Do some tricks along the way, trying to earn as many 400s as possible. You do this by jumping, and turning four times before landing. This isn't as hard as it sounds, but do it often enough, and you can earn more tickets, which after you've visited all four parks (and used your tickets) is essential, as is getting the highest possible marks and medals in each park. So, skate or die, def cats!

As well give up! Just use this guy as a warm up for all your moves.

- Lizard of Death — Still fairly easy. Use a mixture of flying kicks and mid kicks.

- Mean Monkey — To kill this baddy, use flying kicks to soften him up, then close in and use mid kicks.

- Barny Bee — This guy is tough! Avoid his flying attacks, or counter with your own. Use foot sweeps at medium range, or use high kicks when in really close.

- Crazy Cat — Use lots of mid kicks and a few flying kicks. He’ll drain lots of energy if his claws touch you.

- Perilous Parrot — Don’t use foot sweeps, ’cos he’ll just lie down and peck you to death. Use mid kicks and flying kicks.

- Mad Dog — This football player is easier to beat than most. Just keep using foot sweeps.

- Loony Lobster — The ultimate baddy! Use foot sweeps only... but praying might help, I guess!

And that’s it!
Much more of your pipping POKEs for the pick of the pop games in the known Universe... and some of the unknown bits as well!

What with it being Christmas and everything, we thought we'd splash out and give the PP section a whole page to itself this time. Yeah, sure, why not. So here it is, brimming with all the best POKEs from every game you've ever wanted to play well, but couldn't 'cos Dean has suffered from being rubbish. Okay, no time to lose, let's dive in. (apologies)

RENEGADE
As well as sending us several other hacks, Dean Ashton has done these two for Imagine's Renegade. This is especially brill, 'cos Dean has done versions for the 486 and 128 versions. Nice one, Dean.

JACK THE NIPPER II
Chris Wild's our newest tame hacker, and he's come up with the top hack, having already delved into Nipper I and come out smiling. Watch out for more of Chris in the future. (See Multiface bit)

WIZBALL
Dean Ashton also sent us this

fancy red-buttoning multifacex, is also none too bad with the old hacks either. Type in and then do a MERGE "RUN. Let's see how he shapes up on this rocky game...

PHANTOMAS
...and this one too, also by Jason Bullough. Type in and then do a MERGE "RUN. You know I think he's only doing it to get his name in the mag twice...

LITTLE AL
...oh, shoot! Make that three times. Here he is again, that Jason Bullough, with another hack. Let this be your last!

STORMBRINGER
And finally, we have MAD Games' Stormbringer, from Jamie The Blitzin' Robinson, a super little hack and one which deserves to be last... hohoho, only joking! Off you go now, and don't say we never give you anything.

ATHENA
Dean Ashton also also also (this bloke has been busy!) sent us the definitive Athena hack. Thanx a million Dean. A positive gamble!

BATTY
Look, okay. We know we did this last time, but this is a freebie, like the ones in Tipshop. The complete Batty Hackers Kit, by David McCandless, and it's yours, for a see a sent to Batty Hackers Kit, Practical Pokes, Your Sinclair, 14 Rathbone Place, London W1P 1DE. You get the hack, plus a little sheet telling you what it all means. Thanks Dave... do you really need another badge to go with the ten we already sent you?

SUPER ROBIN HOOD
So it seems that Jason Bullough, as well as being a

POKE
gives
BALL CRAZY 29365 m.m..less
BATTY 472650 m.m..less
CHRONOS 536700 m.m..less
EXEON 423500 no flying things
GAME OVER 380750 infinite lives
SIDEWIZE 525270 infinite time
INDIANA 351600 invincible
JONES 335400 infinite lives
**Renegade**

- This must be the game I've got the most tips for this month. Christopher Price says "in the first level you can walk up to a man and punch him three times, and when he bends over walk into him and press fire. This will make you grab two by the shoulders. Don't kneel him in the groin, wait a few seconds then try to do a back kick and the man will fly through and crash through anyone who's in the way. Also, on level two to kill people quickly you must first knock your opponent over with a flying kick, kneel over them and keep punching about three times. Then your opponent is dead." He also asks about Big Bertha on level three, who he finds a bit of a handful. Well, flying kicks usually do the trick, but here's a tip from Lawrence Sheedman. "Jump up as if you're going to kick one of her cats, when she rushes for you, waddle the joystick to turn around quickly in mid air. And you get her in the head!" Oh huh! Hope that vrots you out. Chris. Stephen Smith and Al and Ric also came up with this tip and they also say "Can we say hello to 4AF and the lads on the OHO Computer Studies, Luton?" Well, no you can't, but thanx for the tips anyway! And finally, Leon Felgiate has this to say about the first two levels: "Level one, first turn the thugs with weapons to the side of the cliff, and kick them off the edge. Then do this with the other thugs. When you encounter the boss warily and kick him till his health bars hit zero. Punch him and kneel him in the groin and he will die. Level two: do flying kicks and you'll knock the bikers off their bikes." Well, that's nice. I find you can get quite a long way through the game just by doing flying kicks. But, I guess it does get a little bit boring if you just do that all the time. 

**Chronics**

- PN Quanborough (nice name) says that he's found a funny thing in Chronics. What, what? "Okay, so we all know about 'Jing It Baby' but here is another one. Load up Chronics with a Kempton. When you get to the pic of Chronics, press fire and turn the joystick around a few times. His eyes will light up, and a mouth appears. 'Now read the score table' (press 6) it says, and you do. Then it says: AGENT X What the mags said 'I have seen it all, now I can die.' Computer Weekly 'Globber, slobber, burp.' C&VG 'How did this get in here?' BMM Review

- But seriously thanks to Crash, C&VG and Your Sinclair for the great reviews.' Weird eh?" You bet, PN! Thanks for that spotty little tip.

**Laundry Wars**

- Oh yes, I got a note from my old friend Paisley The Cat, saying he thinks he's got the hi-score on Electra Electronic 800. Took it! As a washing machine, you stupid cat! (Thanx to Luke Wilson for putting the pets back into Tipshop!)

**Treasure Island**

- Ah ha! Jim lad! Avast there, me hearty! Splice the mainbrace, and tucker me windpipe. Splegme me artichoke and thruthuck me aardvark. If it ain't Treasure Island. (If it ain't Treasure Island, what is it then?) Excalon Joyce has a quick tip, and he didn't even have a map. . . . "On the second level press h,t,t,h,t,h,t,h . . . and so on, and you'll soon be on the third level!" That sounds too good to be true. Let's try it . . . (Swish!) Argh!

**Tai-Pan**

- Mr Tony Dolce, and presumably his dolce vita, has discovered a cheat for Ocean's Tai-Pan 128. And it goes like this:

1. Collect Loan – Gamble until you have more than 500,000.
2. Go Bank – Buy frigate. You need this ship.
4. Go Warehouse – Buy as much tea as possible.
5. Save Game – Not onto tape.
6. Enter Warehouse – Sell tea (able to buy 85,000-1.5 million).
7. Continue – Buying and selling until you have 6 million.
9. Game Over – You have become Tai-Pan.

Tony wasn't the only reader to come up with this method, as Adrian "The Grim Crivel" Matthews also worked it out. Thanks Ade, and it's badges all round I think.

**Gauntlet**

- Okay, just one more Gauntlet bit before Gauntlet II comes out this Christmas. There are some bugs in US Gold's baby, and my favourite little fruity and mega Marcus Brenkman fan, Katy Sheppard (Wet no piccy? Marcus) has this to say:

"Firstly, Thor can walk through walls. Not just ordinary walls. He can walk through the wall at the top of the level. (He ends up at the bottom!) Merlin can walk over Deaths and sometimes kill them. And Thor can even walk over Merlin." Very odd, but thanks Katy, and by the way, stop quitting after Marcus, this is my column, you know! Rmph!

**Mercenary**

- Hello, who's this? "Hello Snouty, it's me, Craig Detheridge here, with some Mercenary stuff. For a start you need the 'photon emitter' to see when entering dark rooms. You'll also need the six keys to get various useful objects. The shape of the doors refers to the shape of the key needed, except rectangular doors which don't need a key. The 'power amp' allows you to reach the 'Hyper Colony Craft' when using the 'Dominion Dart' space craft. Here is a short list of useful reference numbers. (All the following numbers are positive):

03-15 Hanger (interstellar craft)
03-00 Hanger (Mecanoid craft)
05-06 Hanger
05-02 Hanger (GBV craft)
81-35 Hanger (Gold is near)
11-13 Hanger
12-13 Jordan Airport (with GBV craft)

If you want to blow away a Commie 64 (C=) sign, there is one at 13-04. To earn money, take 'energy crystal' to either energy room, take 'useful armament' to armoury, take 'large box' to stores, take 99321 supply to conference room, take 'catering provisions' to kitchen, or take Mecanoid to interview room. I'm not telling you any more so tough!" Well, I could get a word in edgeways, I'd have said that's just fine. Thanx, old bean.

**Exolon**

- I have an itchy feeling we've done this one before, but it's so important I reckoned another quick blast won't do us any harm. Gavin Evans and Kevin Gale have both come up with the same fab cheat for Hewson's most famous blast 'em up (with the possible exception of 3D Scottab Attack). It's a cheery, as all you gotta do is redefine the keys as Z, O, R, B, and A. Then a little tune plays and you go back to the menu. When you start the game you now have infinite lives! Cheers Gav and Kev, and keep these tips coming.
MAILSOFT

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Don't just use your Speccy for playing games - start writing your own.
Be a man, impress your friends and get your brain into gear too.
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HiSoft, The Old School, Greenfield, Bedford, MK45 5DE (0525) 718181
right, students stand around and watch carefully. Nurse, scalpel, clamp, Porcupine, Tyre-chain, Circular saw. Now we make the incision. I'm sorry, who said that? Oh, hello, are you still awake? Yes, I'll say you are. Nurse, fetch the anaesthetist. Well, wake him up then. Damned nuisance. Do you really need to be asleep? It won't hurt much. Oh well, call me in my office when we're ready. I think I'll go and open my clinic. Right. Who's first? Ah, here's a note from Robin Dawson. Wrote like a few tips on D&H's Brittleboot bowl game. Football Director. "It's so much more detailed and playable than all the other soccer management simulations, but it's very hard for a beginner (like me). Can you give me a hand?" Well, I'm pleased you asked, Robin, 'cos I've been glued to the game for the past month, having, as I do, a peculiar weakness for games of this (very specialist) sort. Most of it is common sense of course. Keep your squad even — if you have D4 M2 A2, for instance, the attack still won't score goals, as the midfield won't be passing through to them. The goalkeeper is important, though — an A in the fourth division and the team will still do well, no matter how bad the rest of it. Don't spend all your money on goals — you'll almost certainly go bust. The main thing is to avoid moving up a skill level. While it's EASY you'll find no problem to win fairly regularly, but as soon as it moves up to NORM, things get very much harder. To avoid the level change, play each team so you can just win (this takes some practice). If the level does go up, keep an eye on it and move back down if you get the opportunity. More tips will be welcome on this — has anyone got up to Div 1 yet? (Cos I haven't)

**Finders Keepers**

**Samantha Fox Poker**

Coming to Mike Street's assistance on Maritch's porny card game is ledro Zorora, from Buenos Aires in Argentina. Mike was desperate for a POKE (grubby little Herbert), but for this he'll need a Multiface. Over to ledro.

"LOAD in the game and start playing normally. Then when you are about to win a hand, activate the Multiface and enter POKE 28758.0 and then return to the game. When you win, your score will start to increase without stopping, so when you have 500 points approx press the Multiface button again and enter POKE 28758.00 and go back to the game. Now, by pressing any key, you'll be able to look at the complete strip sequence! WOw!!"

**Renege**

A quickie here from Scott Statham, who asks how to do a low punch on a floored opponent in Renegade. Our impression here is that you have to pause briefly when you're standing over him, allow the computer to pick up on the fact that he's down and you want to punch him into oblivion. Then when it's adjusted to the situation, it'll list you punch him in the Urals automatically. Any comments, Clinicians?

**Greyfyl**

Ann Grant's having a few problems with this Ricky little arcade adventure from Staright. "Where is the candle?" she asks. Should be just outside the pitch black room... "What does the IcBot BlueUit mean?" Well, try saying it aloud. Potbellus want's something for his trouble, which will unlock a certain door (mine's a hint of Pernod). Think about what "IcBot" could be. "How do I get the other two keys? I've got one from the dragon's cave." Ophionen will give you the one in exchange for fruit. The other one's a mile trickier. "What does the clue Make Red Flag mean?" Try putting a hammer on a side (geddit?). From what I can see, Ann, you're just over half-way through solving the clue! But I'm not actually sure if you have any other probs, get in touch...

**HAYLP!**

Loads of people yelling for help this month. Martin Terra has been playing Avenger for about a year, can't get any further than 35% and is desperate for help — i.e. a POKE. Ideas? N P Power is having problems with To A Kill — got to the bottom left hand corner to what looks like a safe, but keeps getting burnt up. He also wants to know the passwords for all the games (predictably) Peter Makin is in trouble with Starglider, "Where is the rear view scanner?" he asks. "Where is the supermassive?" And in Glider Rider he'd like help blowing up the reactors and getting into the compound. Benjamin Wright wants a map of the sale path through the marshy area in SGS, while Mark Southen wants a POKE for Thanatos. Can you help?

Moving right along, we come to Ian Soman who wants hints on Dragon's Lair 2. He can get to the throne room but no further. Simon A (an enigmatic cow and no mistake) can't past the first bit of infractor. How should he conserve fuel? Stuart Leithies needs a POKE for Scizm (infinite lives will do, he says generously). And finally, Elaine Edwards (she's been trying for year to complete Nontemtiqueous (it talks about that long to type it, let alone play it!) and she's understandably keen to do so fairly soon. POKE, anybody?

**Good Eggs**

So if you've got any answers to these, or you need the Clinic's help, write NOW to Dr Berkmann's Clinic, Your Sinclair, 14 R athbone Place, London W1P 1DE. Anyone mentioned wins a badge!

And next month, the Clinic visits...
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Ref: C9889
XANTHIUS
Players/£1.99
Flip-screen multi-platformed arcade adventure in which you (as a maintenance droid) must repair several processing units within a set time limit.

The well animated graphics are a treat for the eye, while the game itself is more than a mite playable. Bright, colourful, well designed and ever such good value. Tony Worrall
Score: 6

WARS CARS CONSTRUCTION SET
Firebird/£2.99
"Grand Prix championship and stock car rally combined"? Nah, it's more of a maze game, with you competing against the Speccy to reach the target first. The game's only as good as its layout, and luckily you can make your own, it's all quite fun for a while, but there's little variety. Anyone for Scalesric? David Powell
Score: 6

LAZERWHEEL
Mad/£2.99
Converted from the Commodore - perhaps something got lost in the translation. You shoot at aliens and their bombs revolving in a large circle, while bombs detonate and unit objects reflect your fire. Okay in theory, but all eight sections are identical, and the aliens are just too damn fast! Must a gut to reach level 5 with 85,000, only to start again and get 54,000 without touching a key. No answers on a postcard please - I lost interest hours ago. David Powell
Score: 4

STOCKING FILLERS

FRUIT MACHINE SIMULATOR
Code Masters/£1.99
With more lights than Southend pier, every one-armed bandit's star points have been squeezed into this game's single-screen format. You can nudge, hold, gamble or collect, and also enjoy features like mega-hold, skill climb and winning streak which test reflexes as well as luck. Faithful but necessarily limited. Rick Robson
Score: 6

HOLIDAY IN SUMARIA
Pirate/£2.99
Yup, it's yet another 3D arcade adventure, but where you battled with Batman or fought for Fairlight, this is a decidedly dodgy package of a holiday. The landscape itself is odd enough, and dark blue on black doesn't make for maximum visibility. And when two monsters appear on the screen and everything slows down, you'll wish you'd stayed at home. Gwyn Hughes
Score: 4
There are mounds of cheapies on the racks this Chrimble, some good, some indifferent and some terminally pitiful. We asked the Joystick Jugglers for their thoughts (the printable ones, at least) on some of the more recent offerings...

**PROFESSIONAL SKI SIMULATOR**

Code Masters / £1.99

Ski simulator my elbow! This new release is about as realistic as seeing Phil on skis. Where are the thrills and spills, the whoosh of snow, the après ski (hi)? Instead there are two very dodgy geezers wobbling around at the top of the hill, and then they're off. Well one of them is. If you're slow off the mark, the screen moves on, you're off the screen, impossibly out of your depth, and no chance of catching up. Piste poor. Lucy Broadbent

Score: 5

**BOSCONIAN**

Mastertronic / £1.99

Trans-Am replayed, in which you whizz around the galaxy blowing away space stations, enemy ships, debris and anything else you happen to find. Everything that doesn't blow up is something useful — fuel, bombs or whatever — so there's nothing lost in just shooting everything. Okay, but there's better around. Tony Lee

Score: 5

**OMEGA ONE**

Mastertronic / £1.99

Flip screen arcade adventure, in which you collect things lying about, find ways of using them and save the world in 12 hours. Ever had that feelin' you've seen it all before? If you've played the Wally/Magic Knight series then you've played this — same idea, same style, but less content.

Nifty graphics, though. Tony Worrall

Score: 5

**LEVEL 5**

Mastertronic / £1.99

Eek! I don't think Mastertronic is on the level with this one, an 'all-action arcade adventure', except without the action, the sense of adventure, or much in the way of arcade fun either. A boring shoot 'em up with tiny graphics and not a lot of playability or interest. Avoid. Tony Worrall

Score: 4

**RESCUE**

Mastertronic / £1.99

Your mission: to rescue scientists from a captured space station, while blasting space pirates and picking up supplies along the way. It's really a cross between The Eagle's Nest and Captain Kelly, consisting of a maze-like series of flip-screen rooms seen from above. Nice graphics, easy to play but impossible to complete! Tony Worrall

Score: 7

**CALL ME PSYCHO**

Pirate / £1.99

A cut-price Exolon without the complexity. Left, right, left, right, left to right and keep on shooting if you want to make it to level two. The one problem is that the sprites are rather too big, making manoeuvring tricky, and responses aren't what they might be. Playable at the price, but "Don't call me Psycho, I'll call you!" Gwyn Hughes

Score: 6
Last August we went bananas in a fit of midsummer madness. In our huge gigacomp, we had over 50 prizes to give away. We were besieged with over 11,000 entries and out of the YS dustbin we picked the following winners:

1. 10 winners of Gremlin's Auf Wiedersehen Monty.
2. 25 winners of Pinball's 6 Pak.
3. 20 winners of Beach Jolly's Five Star 2.
4. 10 winners of Camel's Richmans' Nevermiah.
5. 20 winners of Toronto's Microsoft's Sim City Space Shuttle.
6. 19 winners of the 3rd Annual Soundtrack Design.
7. 16 winners of the 3rd Annual Microfrogs Sketchbook Competition.
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THE ULTIMATE HEAD TO HEAD CONFLICT
Dark Sceptre

Fretz/FE 95
Mike As far as scores go it's 99% all the way down the line and you might need to call out the emergency services to help you through this new little beauty from Mike Singleton. It even goes beyond what he did with earlier titles like Lords Of Midnight and Doomdark's Revenge as he's produced a state-of-the-art graphical tactics adventure that adds a smidgen of Swords And Sorcery and a hint of Heavy On The Magic to those previous games. Can you imagine a Doomdark in which you're down on the ground controlling individual characters as well as deciding overall strategy?

The game is set in the Isles of the Western Sea, where the Lords of the Isles have made a big mCock-Up. He forged the Dark Sceptre to defeat the invading Northerners, but they seized the Sceptre and absorbed its power, becoming the Lord of the Shadow. They are now, crippled by evil and ruled by the Sceptre, and the forces of the Isles must find and destroy the Dark Sceptre itself.

There are seven teams of warriors roaming the Isles, each indicated by a colour. Umborg's warriors are the Shadow Lords and are red while white marks your own team. The four sets of fighters in between should begin the game neutrally, and both you and the Shadow Lords can try to beat or befriend these warriors as you think fit.

Each team is made up of men of various qualities from Thanes to Thralls. The Thane is the team commander, without whom the entire company will be more readily defeated. A Thrall is a simple underling, a pawn in comparison to other more complex characters like Mystics, Heralds, Savages and Assassins.

In the top window we see the excellently animated characters going about their business loping along in brilliant graphic detail. Below that and to the left are the five basic options through which the game is controlled. Top option is WATCH and this allows you to see at once any fights that take place when hostile characters meet. The right will take place at a time, and you're alerted if it to the distant slash of sword on sword - good sound effects too. The outcome is strictly according to each character's attributes and with evenly-matched characters then victory goes to the aggressor. The move shall definitely not inherit the Isles of the Western Sea.

You can inspect a character's virtues and vices by choosing the CHECK option and try to match these with the tasks you set.

A small window in the lower part of the screen shows your immediate surroundings and by selecting SCAN you can see the map of the whole Western Isles, looking remarkably like a map of the London Underground. The PLAN option is definitely where the game is won or lost, as it's through this that you give your men their commands.

As well as nifty graphics and sound, Dark Sceptre is well designed making it accessible and easy to play - in the sense that it's very quick and simple to grasp. Without needing keyboard overlays, 64-page instruction manuals and seventeen fingers.

YS CLAPOMETER

Excellent graphic detail in a complex and thoughtful game that'll test both new and old hands at adventuring.

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TOTAL 9

YS Seal Of Approval
All games reviewed in Screenshots are finished products.
Electric Dreams/£9.99
Phil Fifty years ago, flight officer Ripley narrowly escaped death at the hands of an alien, a ruthless and biologically perfect killer. Her small ship drifted for those fifty years until, by chance, it was discovered by a deep space probe, and returned. Now Ripley is being taken back to the planet LV-426, where she first encountered the creature.

I must say, it's good job I was wearing the old brown cord trousers when I went to see Aliens the movie. Worna tense film! And then there was the first Electric Dreams game which was another tense little drama, covering the run from the atmosphere processor to the landing pad. Now we have the US version of the game, originally designed by Activision (US) for the C64, and converted to the Spectrum by Mr Micro (Who he? Ed). The game is a compendium, which although it doesn't mean you get Snakes and Ladders, Tiddley Winks and Snap, it does mean that you get 6 tightly crafted and well hard games to play. The atmosphere of the film is so accurately captured at times I had to hide behind the sofa to play it.

You begin the game steering the Dropship down through the atmosphere of LV-426, through a series of guidance circles on your heads-up display. This section of the game is quite hard, and it's probably for this reason that Electric Dreams has incorporated a 'skip' feature, whereby you can push SYMB SHIFT/T7 to jump onto the next level. In the case of the next level is the APC Rescue Attempt, where you have to guide the marines back from the catwalks under the atmosphere processors to the APC, the armoured command car. This again is quite hard, 'cos you have to get away from the swarms of aliens and control four marines at once. Then it's on to the Operations Room Rampage, where you are left on your own to fend off a barrage of aliens while your team cut through the door at the end of the corridor. After that, you are running through the maze of airducts looking for the exit that takes you to the Dropship, whilst avoiding the crawling aliens! Phew!

But as you know, when you get back to the ship, you go back to find Newt on the catwalks. You follow her signal on the locator, and shoot at the aliens as they leap out at you. And finally having escaped (so you thought), you are faced with the Alien Queen, and have to beat her up with the loader arms before finging her down the hatch. Aliens features a nice variety of game types, with left/right scrolling, plan view and point-of-view styles being used to gasping good effect. Splattering good fun.

YS CLAPOMETER
A brilliantly executed computer movie, where you play the leading role to terrifying effect. First class.

The game is linked throughout with lots of nice graphics like this one, telling some of the story of the film, and setting the scene for those people who didn't see it in the first place. The real strength of this game is that it really gets the atmosphere across using devices like this.

JOYSTICK JUGGLERS

Nat Price — Hitherto invisible Spectacular editor (i.e. we forgot to mention his name when he did a review for us a month or two ago) who now be contributing regularly. Now don't you wish you'd entered the Fantine compo?

Mike Gerrard — The true supreme makes one of his regular excursions onto the colour pages with a detailed review of Dirk Scogins. But after that it's back to all his usual elves, gnomes and lamps that never seem to light (unless you've bought a candle from the magic pixie).

Tony Worrall — Currently preparing his detailed Player's Guide to Afternoon which Phil hopes to publish next month in Total. All this and married too? We've met Val — wonderfully lucky man! (Geesh?)

Rick Robson — Still being harried by the RSPCA following our revelation that he keeps small furry animals in his beard. Perhaps it's just as well no one's told them about his trainers! (Yuki)

David Powell — Another new Screenwriter, who blear his way through many a Speccy game in spite of his day job as a programmer. This month he rampages through Fygar: Let's Fight!

Richard Blaine — Rather on the sidelines after his starring role opposite Lord Bergman in Casablanca. (Now appearing in Old Mother Goose at the Empire, Bletchley.)

Jonathan Davies — Our other Spectacular man, who fortunately for us turns out to be a flight sim freak. Fortunately it's for MicroProse, whose Gunship he reviews this month.
Imagine/17.95
Jonathan They say "Don't drink and drive", and perhaps they should extend that to flying as well, 'cos after having one too many at one of those awful all-night intergalactic parties, Freddy Hardest has gone and crashed his spaceship on an enemy planet. As all the phones seem to be phonecard-only, he can't get a mechanic, so instead he decides to do what you or I would have done — break into the enemy base and nick one of their ships. (Speak for yourself, Ed.)

First of all Freddy, who's one of those hunky astral playboys we all dream of being, has to find the base. This means wandering along a scrolling landscape wasting aliens left, right and centre with a variety of martial art moves and the usual laser pistol.

Then it's time to load in part two, typing in the code number you were given at the end of the first part (which, you mean you can't remember it?) and start looking for some transport. Having found the correct ship, loaded it up with fuel, got the codeword and worked out the take-off procedure he can finally jump in and hit the heavens. While previous Dinamic stuff tended to be hot on graphics but a little cooler where addictiveness was concerned, this is certainly not the case with Freddy. Okay, so part one is a bit monotonous, but it's easily beaten and things are much more fun in the second bit.

Although it bears a frightening resemblance to the notorious V it's actually very good, with just the right mix of beat 'em up and exploration. Graphics are without doubt the game's strong point, with well animated sprites and nicely drawn backgrounds in part two. For some reason though, Freddy doesn't appear to have a nose! It's probably just as well, considering the amount of after shave these guys tend to wear. Definitely worth a look for all would-be bodybuilders.

OS CLAPOMETER
An interesting blend of hack 'em up and arcade adventure, good value too.

Ys Clapometer

GRAPHICS FLAMENITY VALUE FOR MONEY ADDICTIVENESS
TOTAL 8

PHANTOM CLUB

Ocean/17.95
Jonathan You have to be careful which clubs you join these days. Phantom Club is not a club to be recommended in more ways than one. Plutus, our hero, joined up and before he knew it, all the other members — a bunch of superheroes — had fallen under the evil influence of their wicked leader, leaving Plutus to restore order by reaching the rank of Ipsi-simus. For good to triumph over evil he has to complete ten perilous missions in the Phantom Club HQ. (Should have joined the Kit-Kat Club Ed.)

The game opens to a rather rough rendition of The Antiques Road Show theme tune (Two million pounds? But I only paid 50p for it! Ed) and then you get a touch of deja vu. The highly detailed filmation-type graphics will remind you of Movie because both games were written by the same chap. The graphics are definitely the strong point and judging by the sheer quantity of different sprites, objects and backgrounds, they must occupy vast amounts of memory.

But your task is pretty awesome, if not tedious. To begin one of the missions you've got to knock up at least 40,000 points by shooting super-heroes and picking up bonuses, but as each bonus only collects 50 points when dead, it might take you 'til Xmas next year. The trouble with Phantom Club is that once you've been everywhere and done everything there isn't much left to tickle your fancy. You can while away the time by filling baddies with psychic bolts or drawing maps (there are over 550 rooms) but the novelty soon wears off. If you want a lot of chocolate on your biceps, don't join this club.

YS Clapometer

GRAPHICFLAMENITY VALUE FOR MONEY ADDICTIVENESS
TOTAL 6

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Tony Worral Hi ho Silver, and away we go into the sunset on a brand spanking new Go! game. Go west young man, and don't spare the horses. But if you can find a horse in this epic futuristic wild west arcade adventure you are a better man than me! Dig that groovy bit of animation as our hero 'rides' into the sunset astride his faithful, but horseless saddle. Can't they draw horses?

We've had every other toy conversion under the midday sun, but you ain't seen nothing yet! Bravestarr is a down-to-earth, frenetic shoot em up, that relies heavily on an adventure scenario to develop the plot. Take control of Bravestarr and use his six-shooter laser gun to decimate the followers of the evil Stamper. Along the way, certain buildings have to be entered and clues found to enable you to travel to other parts of the planet. A scroll at the top of the screen to start with only depicts two areas to explore, but as clues are found, more pictures are added to the scroll. Moving a pointer to a picture activates the phantom saddle that allows our hero to reach that area.

Sounds complicated, but it works like a shoot 'em up version of Podracer 2. And, dammit, it works very well! Bravestarr is (he says, reading the advertisement blurb) a conversion of the top selling Filmation/Mattel toy/cartoon series. Can't say I have ever come across it before, but if this game is as good as the cartoon, I'll be glued to the box next time it's on. On the wild, wild west planet of New Texas (turn left at Tau-Ceti, then ask), something's a stirring. This something turns out to be Stampedo and his thoroughly nasty followers. Stampedo's aim is to bring to life long dead creatures that once roamed the planet, and to use these poor creatures to his nefarious ends. To fulfil this task, Stampedo kidnapped an Indian mystic called Shaman in order to utilize his magical powers.

Bravestarr, who also happens to be the Marshall of New Texas is unhappy about all this, and vows to put the damn variety straight on a thing or two. Things may be a bit tougher than he thinks. Tex Hex, a despicable character, has joined Stampedo in his fight. Tex can stand up to quite a battering before you can clip him in jail.

The action is similar to games like Cobra. Creatures attack from all sides, and in a variety of forms. Contact drains away from the game, minimum 10 years, with large bombs wiping away a hefty chunk. Things are quiet at first, but your joystick will be melting after a very short while. Bravestarr plays like a genuine arcade game. It begins reasonably tame, but soon builds into something special. The adventure slant gives it a unique feel, and lets you have a well-earned rest in the middle of the game (if you need it). The graphics are excellent, and although the central characters are a little small, they are all animated to perfection. Bravestarr is a voyage of discovery, and I'm glad I discovered it.
SLAINE

Martech/89.99
Phil: Slaine the King. Slaine the Warrior. Slaine the Drunken Mememaker... Yes, that is the character of Slaine, in the deep, dark past of this land of ours.

Slaine is a very unusual game, a sort of freeform hybrid somewhere in the marshy ground between arcade game and graphic adventure. The system used to create this effect is called Petlex, an original concept involving the real time selection of text with a free floating cursor. The cursor in this case is a gory, severed hand, which points to your selection in the 'thoughts' window, snatching at the thoughts before they float out of Slaine's warped mind. It makes it a bit tricky to get used to, but then again once you've done it a few times it comes a little easier. Like most things in life, you might say, and I'd agree but I'd slap your wrists first.

The story takes place in the land of Lyonesse, and tells how it's in the evil grip of the Drunes, an elite corps of wizards. The last of the Drunes has died, but his magick will live on unless he can be named, the Drunes' names being secret of course, and naming them takes away their power. But as a bit of romantic interest, the last Drune had a daughter, Reya, who was the only person alive who could name him. To seal his secret before he died, he imprisoned Reya in his home, Small Sky Tower, close to the northern village of Tautega. Slaine gets to hear about all this from villagers along his route, and decides to seek out the tower and release the fair maiden. (Cor, wailcop!)

But what of the Drune's magick, and will Slaine figure out that the job's only half finished when Reya is free? That's up to you.

Trying to relate this game to any other is a little difficult, 'cos it isn't like anything else I've ever seen. But what I can tell you is that it's graphically and textually true to the original comic book, and the spirit of the game is truly warped. What more could you ask? The puzzles are ones which would challenge even the reasoning skills of our own troll supreme, Sir Mikle of Gerrard, and the plot is as twisted a path as I've ever wandered down.

The game took the programmers, Creative Reality, six months to write, according to my information, and in my opinion that was six months well spent.

---

BASIL THE GREAT MOUSE DETECTIVE

Gremlin/87.99
Marcus: Oh sorry, I forgot the " , Basii's another of those 'properties' that starts as something humble like a film and soon turns into a t-shirt, video, ice cream flavour and eventually computer game. Remember we're talking Disney here, so Gremlin assures me that the game has been designed with the younger gamer in mind. Does that mean I've got to be nice to it? No? Oh good.

So, from the basement of 221b Baker Street, Basil must rescue his loyal friend Dr Dawson, who's been kidnapped by the evil criminal mastermind Professor Ratigan. The trail leads him through London's sewers and dockland, looking for clues (ooh-wah) which are usually hidden in pots, jars and the like. There are three 'scenarios', and you must collect five clues to progress to the next one. Trouble is, Prof Ratigan has hidden eight false clues in each 'scenario', and you can only deduce which clues are kosher when you've collected five. In the meantime there are nasties to be avoided, or nabbed with mousetraps, and there's occasionally cheese to eat.

Which is fine in theory, but to be frank, or indeed marcus, this is no' up to Gremlin's usual standards. After the splendours of Nipper II, Basil's a mere mouse by comparison. Graphics are rather less colourful and well drawn, too many screens look too similar, and gameplay is monotonous. Does this mean that younger players will enjoy it? I'm not sure, but I doubt it. It's not that easy to play, in fact, but that doesn't make it any more addictive. Basil isn't abysmal, by any means — it's just bog standard, and that's disappointing from Gremlin. File under 'Not quite.'
Deflektor

Gremlin/£7.99

Marcus This is a splendid game. Like me you may have been wondering what Vortex - in the hellish shades of programmer Costa Panayi - has been up to since Highway Encounter and all those rinky-dink games, but it's a year after Read on more comes Deflektor. Written like all Costa's stuff, especially for the Spectrum, it's a startlingly original and difficult game which stands any comparison with the best of a very good year.

On 60 screens, each of a relentlessly vicious nature, the idea is to guide a laser beam from one terminal to another to complete a circuit. To do this, you need to use a number of mirrors (you can't alter the squares which deflect the beam to different parts of the grid. Before the receiver will accept the beam you must destroy all the little purple blobs, which you can do by training the laser on them. Watch out for the little purple stars though, as hitting them with the beam causes it to overload and so loses you the game. Other surfaces reflect the beam (but you can't control which way they do), some absorb it and yet others act as a sort of teleport, moving the beam to another part of the grid and allowing you on some screens to get at places that would otherwise be completely inaccessible. On all but the first three screens there are also laser bugs floating about changing the angle of the mirrors and generally getting in the way. Against all this, is a stiff time limit which means that if you're completely hopeless like me, you don't manage to finish a screen very often.

The version I saw had an editor program which allowed you to flip in between the screens whenever you found the going hard, but this won't be appearing in the game you'll get in the shops. It was otherwise complete, though, so I had a wonderful afternoon moving through the screens trying desperately to finish one (I did manage one in the end). Once you've worked out how to finish a screen, of course, it's un morose de gâteau the next time you try it. But before you have it taped, you'll be ripping your hair out, and possibly some of your internal organs to boot.

It's pleasant also, in these days of 16-bit and consoles and whatever else, to be able to praise a game that was designed expressly with the Speccy in mind, blocky graphics, colour clash and all. Deflektor's fast, colourful and grabs you by the danglies - get it now before it gets you!

Agent X II

Mastertronic/£1.99

Nat Recovered from the beating he took in his last attempt at world domination, the Mad Professor is back! Only one man can stop him... Agent X! Yup, our famous (and commercially very successful) hero has more adventures, and as in the original, the game's split into three different subgames, all loading separately and all contained in one.

So what are these perils that face our Tribly-behatted hero? The first level is a shoot em up, a cross between Zzap and Sidewinder. Background graphics are very Zzap-like, and you can build up your weaponry from lemons (bullets) through drops (lesser) to strawberries (smart bombs)! The aliens don't attack you in set formations, but come at you in snakey streams which cut around you and seem impossible to avoid until you have the right weapons. As in most shoot em ups these days, there are a couple of extra large aliens at the end of each section, to make life a bit more interesting - if shorter!

Level 2 is a strange platform game, set in a tower of screens, each with three floors. Each screen contains a computer terminal, a floating code number and an assortment of nasties, all hell bent on wiping you out. Agent X must leap from level to level collecting codes, entering the computer and blasting the aliens with his bubble gum (Yummy! Phil) I said 'gun' you clot. After three codes have been entered, a final code must be typed into the lowest terminal and a snake-like alien destroyed before the task is completed.

Onto the final level and we encounter... wait for it... a Breakout clone. Aaargh! This one's atrocious, easily the worst of the subgames. The graphics, though pretty, are too fast for their own good. The ball moves so quickly that it's extremely hard to hit at all. Worst of all, there seems to be no skill involved - you can't even the ball as in Arkanoid, it just zips around all over the place. Unplayable, I'm afraid.

Like Software Creations' last two games, Agent X and Chance, this one looks and sounds marvellous (a good tune by Tim Follin) but falls down on gameplay - it's too much too soon. From first loading it took me two hours to complete the whole game, and I didn't even have any instructions! Even at budget price I expect more than that.

Agent X II will probably appeal more to younger players as its difficulty is at that level.

YS CLAPOMETER

That rarest of specimens - an original game that's also chronically addictive. An instant classic, methinks.

TOTAL 9

YS CLAPOMETER

Well presented trio of ultimately stale ideas which just aren't challenging enough. Younger players only.

TOTAL 6
“NIGEL MANSELL’S GRAND PRIX” is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenaline pumping danger of the world’s greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world’s greatest circuits in the quest for valuable championship points.

The red lights are on — you snap into gear. The engine roars — your grip tightens on the steering wheel. The crowd goes wild as the lights flash to green. 900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend. Ahead of you lies 31 weeks of the world’s most gruelling and spectacular sporting championship.

(National Consultants - Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Just over half the race completed and you’re lying second to your main rival — 0.8 seconds ahead of you.

(Teamwork Consultants - Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.
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A-MAZING YS MAPS SPECIAL!
More maps than the Ordnance Survey from schhhh! you know who!
Includes full colour maps of Slaine and Trantor.
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MAPPED BY:
DANIEL TRIGGER (13)
JEREMY TRIGGER (10)

WRAPS AROUND
(SEE PART 2)

PART TWO

YOUR SINCLAIR
YS' CHRISTMAS BOX

SLÁINE

SMALL SKY TOWER

FELL'S MARSH

FELL'S PASS

VILLAGE OF TAUTEGA

SKYWATCH ISLAND

CROMM-LIN

THE FOREVER PEAKS

YOUR SINE
YS CHRISTMAS BOX

THE LAST STORM TROOPER

TRANTOR

YOUR SINCLAIR

MISCHA WELSH

IN TESZURA

THIS ILLUSTRATION SHOWS A MERRY XMAS TO ALL OUR READES, STRA HELL EXPLODE ON STG !

MAKING HANGING EWE

23/12/90

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AND THE
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The Apache ... Fierce and elusive, like its warrior namesake ... Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots... You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

**GUNSHIP** is available for the CBM 64/128K, Spectrum and coming soon for IBM PC and compatibles.

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Ho-ho-ho! Is your Christmas like a limp lettuce? Has the fun dribbled out of your festive season? Do you need perking up? It is? It has? You do? Well, tuck in to the YS Christmas Fun Selection, our very own wacky merchandise cornucopia.


3. Noseys. 75p each. Pig, rabbit, dog, crow, chicken… all the funny noses you could wish for, you snout little things. 4. Safety Pin. £1.99. Be a punk. Split on old ladies. Give yourself a headache by stabbing this big pin through your head. In other words, just act normal. 5. Inflatable Bat. £2.99. Ah, of course! What party is complete without an inflatable bat? 6. House Of Marbles – 100 World’s Best. £5.99. Complete marble madness! A hundred of the best marbles the world has ever known, big, small, pearly, clear, rough, smooth… a whole world of marbles, plus that natty bag again.

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20. Cadbury’s Circus Animals Tin. £2.99. Collect the set and fill them up with your favourite choccy animals. (Yum! Phil)

Note: Although you may be able to find these items in a toy or department store near you, items 1-15 are available direct from Covent Garden General Store and its sister shops. Sideshow, 16 and 17 are available from Romantic Robot; 18 is by Robtek, and 19 by Kempston Data (but try your local computer store).

Stockists: Covent Garden General Store 111 Long Acre, London WC2 (also Covent Garden General Store, 29 Shaftesbury Avenue, London W1 and Sideshow, Victoria Place, Victoria Station, London SW1) Mail Order details phone 01-836-5055. • Romantic Robot, 15 Hayland Drive, NW9 0LH • Robtek, Unit 4, Irlaw Computer Complex, St Johns Road, Isleworth, Middx TW7 6NL. • Kempston Data Ltd, 22 Linford Forum, Rockingham Drive, Linsford Wood, Milton Keynes MK14 6LY.
Christmas Presents

5. Bat
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7. Mug
8. Latex Sunshine
9. Sugarplum Fairy
10. Circus Cart
11. Aquarium
12. Soccer Ball
13. Dangeroustie
14. Terminator
15. Dinosaur
16. Hovercraft
17. Spyglass
18. Grenade
19. Joystick
20. Circus Cart
This is just what you need now that summer’s on its way. A wacky YS T-shirt, made of 100 per cent, fully washable, cotton. It has a nifty Chris Long design in bright blue and black on the front and the YS logo in eye-catching red in the middle. You too can be the envy of your gerbil when you wear this round town. It’ll come to you clean and unworn by T‘zer for the very reasonable sum of £4.50 including postage and packing, so what are you waiting for? Bung your name and address down on the coupon and prepare to stun the world!

YS MegаМаsіс

YS MegaBasic is a terrific programming utility for only £7.95. It has on-screen windows, 64 column text, lots of fonts, user-defined character sizes and loads more. Plus there’s everything that’s in ZX Basic and a free sprite designer! What more could you want? Fill in the MegaBasic bit on the coupon and you’ll soon be programming to your heart’s content.

£7.95
I'd be a complete and utter mollusc not to get hold of one of those natty Your Sinclair sports bags that'll make me look a trendy Wendy, Gary or Darren. So please bung me... sports bags as they only cost a measly £7.95 (plus P&P: UK £1, Europe and Ireland £1.80, Rest Of World £2.00) and it's worth waiting 28 days for delivery too!

Well, since I'm on a buying spree, you might as well send me... binders while you're at it. I've ticked the correct box below:

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Oh, go on then, twist my arm, I'll have a snazzy YS T-shirt too for the paltry sum of £4.50. I've ticked the box showing my size and I don't object to waiting 28 days for delivery either.

Yeah, alright then I'll have... copy(s) of YS MegaBasic as well since I can get it for the minute sum of £7.95.

I've ordered the following YS Goodies:

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Now send the completed form with payment or credit card number to: YS Superstore, PO Box 320, London N21 2NB. If you don't want to hack up your mag send a photocopy instead.

Get a load of this! 'Cos YS is such a skill mag we're giving away 'Your Sinclair Is Skill!' badges to anybody who orders over £10 worth of goods. Berrilliant!

You know the way it is with magazines. You start collecting them, the pile grows and grows, they look a mess lying down, they won't stand up, they get all battered and ripped and you can never find what you're looking for. Well, why not buy yourself a nifty YS binder in red with gold lettering to keep 'em tidy. There's space for twelve issues of YS — so if you get a subscription now, it makes sense to get a binder too! One can be yours for the measly sum of £4.95 including postage and packing — so go on, get all bound up in Your Sinclair.
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et more news from the streets, including such old favourites as 'Elio ello ello, wossallthisthen?'; 'StanNARD StanNARD late night final! Vicar found in secret love nest with crate of hamsters! Read all about it! 'String 'em up, that's what I say, guv. That'll be £7.50. Plus tip', 'Is this your car sonny?'. ... And then I said to Mrs Aardvark, I said, have you seen the price of beans, they're up to £12 a tin in Safeways, yes... and many others. Yes, it's the charts pages that throb and pulsate, especially when you've had a few. It's...

**FULL PRICE GAMES**

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**BUDGET GAMES**

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<td>Back To The Future/Firebird</td>
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<td>8</td>
<td>Draughts Genius/Rack-It</td>
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The chart's really hotting up this month, with Marvel's J.K. Morton hanging tough in the top slot (obviously the world catching up to what fandom has been saying all along) and DC's fabulous Millennium weekly crossover series promising to become the comic event of the year. More esoteric though is the rise of Epic's Blood, a classy graphic novel by DeMatties and Williams, a crucial story full of flowing freudian images. Not for the weak minded. Still, a healthy chart, with a lot of strong work coming from the US. Where are you, 2000AD?

**COMICS**

Compiled by Michael O'Donoghue at Virgin.

**TOP TEN RUMPO**

This rumpy chart comes courtesy of a drooling and dribbling David McCandless, "from much panting and groaning" according to his letter. Yukt!

1. Jane Seymour
2. Kim Bosinger
3. Mandy Smith
4. Sam Fox
5. Glyns Barber
6. Kim Wilde
7. Cybill Shepherd
8. Maria Whittaker
9. Teresa Maughan
10. Debbie Harry

(There's no accounting for taste! Phil)

**ARCADE GAMES**

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<th>This Month</th>
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<td>Xenophobe/Bally</td>
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<td>Double Dragon/Taito</td>
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<td>Wardner/Taito</td>
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<td>8</td>
<td>Konami Driver/Konami</td>
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<td>9</td>
<td>Road Blaster/Konami</td>
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<tr>
<td>10</td>
<td>Black Tiger/Atari</td>
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Lucy's Ghastly Gifts

1. A video nasty (£4.99)
   An unsavoury video cassette box, we feel a Marvin-dreadfully unervised finger, we were unsure if you're worth it.

2. An inflatable skeleton (£3.99)
   Something to hang in the wardrobe...

3. Rubik's Magic (£5.99)
   Guaranteed interest and total breakdown within minutes of picking up this puzzle.

4. A giant toothbrush (£1.99)
   For someone with a very big mouth.

5. Blood cubes (99p)
   Ordinary looking sugar cubes that'll shock blood when dropped in a cup of tea.

6. Glow-in-the-dark skull (£1.99)
   A little something to leave in the toilet after dark.

7. Dehydrated worms (99p)
   Drop them into those plentiful Christmas tipples to see them come alive, wriggling and terrifying decorations as they squirm.

8. World Cup Carnival (£8.99)
   From US Gold.

9. Second hand soap-on-a-rope that Aunt Flo gave you last year
   Good to return to your Christmas stocking in 1988.

10. A pair of old socks
    Preferably green and purple striped ones.

   These exclusive Christmas presents can be found in most good toy or joke shops. Or just have a rummage around in the bottom of your cupboard.

1 Football Frenzy (Alternative)
2 Wizbiz (Alternative)
3 Shadows Of Mordor (Melbourne House)
4 Life Term (Alternative)
5 Star Wreck (Alternative)

ADVENTURES

Compiled by Lennox at Laser Distribution.

Masters Of The Universe (PG)
Dolph Lundgren, Frank Langella

This is what we want... a movie with MUSCLE! No papier-thin animated antics but real-life, biff-bang-bang, bashing with mega-hunk Dolph Lundgren... the man whose acting ability makes him the obvious choice to play a plastic toy!

Eternia has been devastated by war and that old king of the demons, Skeletor, has taken over Grayskull Castle. But luckily, Mark, the Einstein of the dwarf world, has invented a Cosmic Key which transports the band of heroic Eternians to where else but you guessed it! Earth.

So guess it's Skeletor's troops, outflung from the Star Wars surplus store, invade small-town USA! Chess is no innocent teenager and is drawn into the action, along with a police chief determined to wheel-clamp these extra-dimensional antics! And thrill's as Dolph visits Colonel Sanders in Kentucky for his allies! Yes, it's all unbelievably silly, but I bet you never expected Shakespeare. With it's some of the effects are rather creepy... and the make-up so soft it looks like it's only a fraction that can open their mouths... it's worth it for the firepower, the humour and big-boy Dolph, who gets to utter the immortal line: "It's about this big... and it's covered in flashing lights..." He's talking about the Cosmic Key, silly. (What else? - Ed.)

For all He-Man fans in search of some post-Christmas thrills, this is the staff... and Dolph's in Masters Of Universe any time he likes!

TOP FIVE QUALITY STREET** CHOCs

1. Green triangle
2. Caramel tub
3. Brazil nut with caramel and chocolate in purple wrapping - scrummy!
4. Those long thin toffee ones
5. Orange cream (yuk!)

So there it is another month. (Where?) There on the stair! If you've got any suggestions for bits and bobs (and rows and kens) that you'd like us to feature, or you've got a custom you'd like us to run, make your own to show the world, then drop us a line, or perhaps your trousers, to Street Life, YS, 14 Rathbone Place, London W1P 1DE. Any that we publish will win a game and a YS badge!
Pick up some newarty facts • Noberto • Poster map.

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16 APRIL '86 Games: Nemesis • The Warlock • RamaRama • Enduro Racer • Noberto II • Head Over Heals • Leader Board. Featuring: Fist II • Poster map • This is the Madman World • Get into comics.

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19 JULY '86 Games: Thing Bounces Back • Flunky • Stormbinger • The Awar • Compilations round-up. Featuring: Maps — Eight page pull-out • The Spectrum +3 reviewed.

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Have you ever had one of those adventure problems that's really had you stumped? You tear your hair out, claw up the wall, and you still can't find the answer, then when you ask a friend, they say 'But it's so easy!' So you try again, determined to work it out for yourself, finally give up and ask someone for the answer. And it really was easy and so obvious you'd kick yourself if you weren't sure that you'd miss.

Les Mitchell of Hull has just had one of those problems. "In Bokaroo Beast I've managed to climb into the cockpit of the jet car, but try as I might and I've tried every night, I can't get out again. How do I escape from this cockpit as no input seems to work for me (or is this a bug in the program?)"

Well, no bug, Les, unless it's in your own operating system. The input you need? A fiendishly complicated: GET OUT!

Daniel Stothard of Sheffield thinks his friend Michael Brown is having him on. After Michael told him that he was the world's first person to finish Dracula, Daniel saw his name in these very pages asking for help on it. Well Daniel, I don't know if Michael was the world's first to finish that game, and I'm not sure how you tell that anyway, but don't forget there's usually a delay of at least a month, and sometimes two, between someone writing me their letter and you reading the magazine at home, so don't believe everything you read and certainly not in my column!

Wayne Styles runs an adventure club which I've mentioned before, and he's written in to ask me to let people know that he's just moved to 39 Lennham Gardens, Sutton Estate, Longlane, Bolton, Lancs. Send a note for details of the club. Another change of address to note: if you liked the sound of Toot 'n'

Come In from Epsilon Software that I reviewed in my last round-up, it's now being sold by the quaintly named 'Bitchin Software, 7 Cornwall Rd, Stourbridge, W. Midlands DY8 4TE.

Anyone playing Rigel's Revenge and want to swap notes? If so, contact Robin Cavill, 1 Woodville Rd, Dewsbury, W. Yorks WF12 8BE. Robin offers some hints, such as remember goggles at the start and watch out for trapped doors. To get rid of the man on the porch? THINK. Do you make the stun-gun work? How do you get into the bungalow? What do you do in the desert besides getting lost and eaten?

What Gary Dobbs has been doing in Rigel is inputting the authors' names. Try it and you get comprehensive clues depending upon your position, and this also works in The Serf's Tale, says Gary of Gilnahirk Goch (and try saying that with a mouthful of Worrals). My thanks to Lynda X of West Lothian, and that's not 'cos she can't sign her own name, she's just being friendly. Lynda sent me a solution to Shard Of Innoon from the Mastertronic Bulldog range. You must be a fast worker, Lynda, as my review of it was the following day! Some tips for other adventurers are examine the hole but beware the hand, EERT OT DRAHS EVIG, don't forget you can blow the knife, and swimming is just a fish of a certain rosy hue. And now someone whose name I can't read at all, as he put it on the bottom of a postcard that's been rained on and all the ink's run! He asks where the bone is in Inspector Pukkeit, and how to get it. Now just 'cos you've found a dog, it don't mean there's got to be a bone, do it? (Do you like my masterful command of English grammar?) Try getting rid of the dog by some other nasty means. In Dodgy Geesers, how to stop the dynamite blowing up when you've recruited a Cracker? Try not recruit him in the first place, as he's obviously not very good at the job. And how to stop dying in the caves in Matt Lucas? Try going.

Michael Dooherty of Glasgow asks how to get past the mansion in Zazz. How about examining it and climbing up something instead? Robert Shaw from Rosshire asks about Custer's Quest. Namely how to stop being killed when you enter the Evil One's room.

Some Spiderman clues from Matthew Conway for reader Darren Roy, who was recently flummoxed by the game. In an attempt to deflummox him, Matthew
says that the mirror is fixed, if you can't see through the illusion try feeling it, try hitting Electro with Doc Oe's arm and don't go near the egg. Conway the Barbarian also complains that *Lost Souls* is fast becoming a Lost Arcade-Adventurers column and as an adventure-only fan, he is not amused. Well, Matthew, I keep trying to tell people to attend Dr Berkmann's Clinic.

Bob Ray of Beds is stuck in part two of *Arkham Manor* but says he's determined not to ask for help just yet. He'll offer some tips on the first part though. To get the cross you'll have to wait till the third day when you'll find something of a different shape to give to the vicar to allow you to take the cross. To enter the crypt, just say 'crypt' to the vicar, and he also likes words like 'sulphur' and 'gunpowder'. The teacher is good at translation. The colonel's wife might like something you find on day two. In part two you're going to need the hammer, needle, key and chalk. And finally a warning for when you move south through where the barrier was at the end of part one, you only get one chance to save the game. Have your tape recorder set up correctly otherwise you start again, or alternatively SAVE just before that, in case your final one doesn't work. And finally from me, a 'Hello' to Arkham (and Redhawk and Kwah) programmer Mike Lewis, who came and introduced himself at the PCW Show. Nice meeting you, Mike. And when can we all rush out and buy the next brilliant game?

On the subject of buying games, G S Raybould of Surbiton asks where other readers buy their adventures from, as they're often hard to find in the shops. This is something that could prove very useful to lots of people, so let me hear where your favourite supplier is.

Therels printer trouble up in Preston, for Chris Gornall with his copy of *Vera Cruz*. Chris says his copy has a malfunctioning printer option and he fixed it by delving into the program. You should enter the following before the last GOSUB in line 900: IF I = 1 THEN PRINT SS. You then delete line 940, et voila, mess petito chou.

The last word this month goes to Graham Collier of the aptly named Odd Down in Avon. Graham says 'Just lately I've been having lots of laughs from my adventuring, but none have tickled me more than John Wilson's *Lizard-King*. Quite often I think about it, and always end up chuckling to myself." So do I, Graham, but let's get back to adventures. "I really think you ought to give this, and his other games another good plugging because not only are they amusing, but they offer a very worthy challenge to any player."

No sooner said than done. End of plug.

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**Venture forth with Mike Gerrard**

- Here's some good news. I think it's useful to highlight lots of adventures every month, and apart from the ones that are worth reviewing, I don't really have time to go into too much detail about what I think might be wrong with the adventures I have to return.

- **Evaluation Attic**, however, is a company which gives analyses of games submitted to them. Set up by adventure writer, Richard Robinson, who has published adventures on his own Plasma Touch label as well as with other companies, it offers its services to individuals.

- So that instead of my two-sentence reply you can submit your game for a full analysis, and if the game stinks, then at least you will have had a professional opinion, and if Richard thinks it worth publishing, then he'll suggest who to send it to and you can quote his comments when submitting the game. The service covers adventures and arcade-style games as well. Naturally it isn't free, but to find out what it will cost, contact *Evaluation Attic*, The Attic, 143 Oakfield Road, Whickham, Newcastle upon Tyne NE16 5RZ.

---

- **Hands up all those who liked The Pawn?** I know there are lots of you 'cos Magnetic Scrollperson Anita Sinclair told me so. "I was really pleased at how well The Pawn did on the 128K Spectrum. We didn't expect it to do so well, but we put it out because we want to support the Spectrum and get our name known to Spectrum owners. Even if The Pawn hadn't sold as well as it did, we would still be converting The Guild Of Thieves for it, and that should be ready by about December, though it's always hard to put an exact date on things. And we'll also be supporting the Plus 3 with our new game, Jinxter. That's got about 140K of code in it, which means it's a bit tricky to get it into the 128K machine so we'll be doing a disk version and that should be ready sometime in the New Year.

- This is our first game not set in Kerovnia, it's set in a modern-day land called Aquitania, but although it's modern-day, there's still a lot of magic about. It's been protected for a long time by a magical charm bracelet, but now the Green Witches are gaining power and the player has to defeat them. It's good, you wait and see!"

I believe you, I believe you! *Jinxter* and The *Guild Of Thieves* will be published by Rainbird.

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- **Bubble Bus Software isn't exactly known for its adventures, Spectrum or otherwise, but watch out for *Curse Of The Crown* which is due out by Christmas from a new writer, Thomas Prosser. I had a private preview of the game at the PCW Show and was very impressed. The adventure system was so good I could hardly believe it was Thomas's first effort! Lots of nifty little features like three choices on text size so you can choose what suits your eyes and your monitor or TV.

- The parser was up there with the best of them, allowing multiple and complex inputs, speech to characters, ALL commands and so on. I'm waiting for a longer look to judge the quality of the story, but do watch out for it.

---

- This is an official warning: be prepared for lots of gnome jokes. *Level 9's* new game is *Gnome Ranger*, a three-part adventure which uses the very sophisticated *Knight Orc* system and looks pretty good. It tells the story of Ingrid Bottomlow, a thick-skinned gnome who seems...
to bear more than a passing resemblance to Miss Piggy, judging by the way she deals with assorted monsters when she's banished to the wilderness by her family.

The 48K Spectrum version won't have some of the features of other versions, like the graphics and the RAMSAVE and UNDO commands, but will have the high-level commands that Level 9 has recently introduced into its parser: GO TO (location), RUN TO (location), FOLLOW (character), FIND (character/object) and WAIT FOR (character). The 128K version, which comes on the same tape, will also lack graphics but will have the full range of parser commands. The game will cost a very reasonable £9.95, and include a 48-page gnome diary.

****

- When is a magazine not a magazine? When it's Sootsbyer. This is the latest publication from Adventure Probe. So if it's not a magazine, what is it? "It's more of a reference for adventurers," editor Sandra Sharkey told me, "and it will concentrate on maps and solution. Although I don't plan to publish anything other than publishing too many of those myself, lots of people do like them so I hope that for them this new magazine will help fill the void left by Insight."

The cost of each issue will be £1 from 78 Merton Road, Wigan WN3 6AT. My verdict? I've already bunged off my twelve quid for the first year's issues.

****

- News of the first releases on the Automata label that's been given the kiss of life by Interceptor. Two Specty adventurers included, and they are Asiento and Sword Of Kings, both at £3.99. The first is a modern-day Quill'd tale in which budding author Jack Johnson travels to the island of Antila to observe a Black Magic ritual for a book he's writing.

Sword Of Kings is GAC'd and involves a balding king. Why is he balding? "Cos he's got no heirs. I'll give them both a good going-over as soon as finished copies are plonked on my desk.

Just when you think there can't possibly be a book in the world that hasn't been turned into an adventure game, apart from maybe Lady Chatterley's Lover and The Highway Code, along comes The Essential Myth with its Jekyll And Hyde: A Gothic Nightmare, based on the book of almost the same name by Robert Louis Stevenson. The game is the first graphics one I've seen that's written using PAW. My sneek preview is of the first part only, as that's all that's available at the moment, though it's hoped the full version will be unleashed on an unsuspecting public by Christmas.

Most people will know the story, of the tormented man who is the rather ordinary Dr Jekyll by day but turns into the monstrous Mr Hyde at night, though I suspect it's one of those tales that people are familiar with but without ever having read the book. If you haven't, then read it at once! It's a great tale, and may well help you just a little with the adventure. And that's going to be excellent, if this first part, "Dichotomies," is anything to go by.

The programmers have made extensive use of the original cast to create realistic, and how about this for the opening location: "I am in the room known indifferently as the parlour or drawing room. It is a peaceful place, furnished simply but (if I may say so) elegantly, with soft leather armchairs and a sofa, and carpets of many piles and agreeable in colour. A glowing hearth keeps the night at bay, and lights also the countenance of my father, whose portrait hangs above the mantel. The air of the room is however tangibly close, and almost muggy: I hear it threatens thunder!"

Soon you fall asleep and find yourself walking through a field in summertime, your childhood innocence reacquired. But not for long as you sink into a mire. The dream becomes a nightmare, then the nightmare fades, you awake, it's the morning and the storm is still threatening.

Where Jekyll is superior to Dracula, is that it isn't just a rehash of the book with a few problems thrown in for good measure, it has successfully turned the novel into a proper adventure. Before falling asleep on that first night, you just have time to explore a few locations and find a means of delaying sleep just a little longer; giving you a bit more time to explore.

The next day your explorations are interrupted by the arrival of dinner guests, among them your friend Utterson, the Reverend Walpole and Dr Lanyon, who partake of a little too enthusiastically of the wine.

He brings an end to the adventure, and the first mystery is what he does and why it should end the game. As you investigate all the rooms in the house, you should be able to read something that may enlighten you a little - then you have to figure out how to get round the problem.

The presentation of the game is stylish, with good use made of the various fonts available in PAW such as the freethread script used when diary entries are printed on screen. It confirms what I said when I first looked at PAW: that we're going to be seeing some first-rate adventures written on it. Here the game is peopled with your servants who wander round, and you can talk to them to try to extract a bit of information. You can also only get into some of the servants' rooms when the people are actually there. The adventure opens up a little on the second day when you can go outside and into your laboratory. Here you find more interesting objects: a glass vessel containing lumps of phosphorus in oil, a conical flask, a delecting jar, a pair of songs, a notebook. There's also a bottle of alcohol — and how does this relate to the entry you read in the maid's diary, that was hidden under her mattress! The graphics are used sparingly but well, though I've yet to see the transformation sequence from Jekyll into Hyde that is still being programmed. In addition to the extensive PAW commands and parser. The Essential Myth has added a few extra touches, such as an OOPS command to take back your last move, AGAIN to repeat your last input, and LAST to return you to the last location visited. At least I think those are extra, but no doubt some Trainspotter will tell me if they aren't.

Although I've only yet seen the first part of this, I've seen enough to rave about and to tell the programmers to get a move on and finish it! No marks awarded on a preview of only part of the game, but all the signs are there that this is definitely going to be a mega-adventure.

The Entrance Hall
August 23rd

I was the Hall, utterly flat and utterly comfortable. Painted with chalky white, it was open to the roof, with a multitude of windows set in the bare brick. On the west side, the light fell on the tumbled down chimneys that had once been in the house. The ceiling was partly covered with lumps of plaster, and infinite splintering paper and stuff was scattered every where inside.
Late one evening...

...even later

I think I'll have to go and have a lie down.

Best thing.

Things get so bad so quickly these days. That the good old days seem just like last week.

...next day...

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KINDSOULS

Down to Beamud for the first two letters, Donn-Bruin, Steven Combine, wine Grierson Crescendo, Hall Green, Birmingham can help on Hobbit, Urban Upstart, Lord Of The Rings, Raylight, Erik The Viking, Golden Triangle, Morgan Of Merion (parts 1 and 2), Spiderman, Terramorphic, The NeverEnding Story and the first part of Sindbad And The Golden Ship.

The man How Tang lives at 38 Shirenoe Road, King's Norton, Birmingham B38 8EQ and can come to your assistance on Spiderman, Iron Maiden and most of Journey To The Centre Of Eddie Smithhead. He has also got a map of the centre of Jason Kennedy's head, but his list of kookbests includes Kooloof Kain, Return To Eden, Price Of Magic, Time Quest, Hamptoned, NeverEnding Story, Mazer Of Death, Maelstrom, and he might help on Lords Of Time, Emerald Isle, Mordred, Temple Of Terror. For help write him at 16 Sharpe Street, Aston, Staffs.

Stuck in any of the following: Marie Collete, El Dorado, Snowball, NeverEnding Story, Adventureland, Classic Adventure, Twin Kingdom Valley, Serpent From Hell? Maybe you should write to Robert Thornton, Willebeek Villa, 80 West Road, Chelmsford CM2 4EY.

Stuart Ferguson lives at 45 Meadow Way, Cattisington Park, Warton, Oxen OX15 1TA and can help you out on Terrors Of Tomorrow, Doombusters' Revenge, Lords Of Middle Earth, Walkabout, Eddystone Island, Konami and five of the main seven tanks plus tank eight in Swoorden's Shadow. The only thing you'll get on the drop of a hat, or even a tree.

Lion Seely was about to appear in a previous issue when the merceins Ed tipped him out because the column was too long. But the wait has meant that fans now got a more respectable list of adventure successes to his name: Hobbit, Lord Of The Rings, Hobbit, Spiderman, Jewels Of Darkness, Silver Dream, Colour Of Magic, Sindbad, The Secret Diary Of Adrian Monk and the first part of The Fourth Protocol. Kooloof Kain is in 37 Beverly Hayes, Edgbaston, West Midlands CV2 5EG. He also states: "Thanks very much for advising me to join The Adventurers Club Ltd. It's brilliant." Another satisfied customer.

Jackie Holt has certainly been kind to me lately, sending in tens of solutions to fill gaps in my files, though she says it's only because she's got stuck in lots of adventure and can't get any further in any of them. She claims she's no good at them, then goes on to give me a list a mile long of games she can help on: The Baggo, Castle Adventure, The Cafe, Cabinet's Quest, Desert Island, Dragon Of Newtasia, El Dorado, Gallant, Gazillion, Hypnoton Of Greenmantle, The Halls, Ilona Of Korn, Hobbit, Hulk, Eddie Smithhead's Head, Kingplot's Quest, Labyrinth, Lukeford, Magic Mountains, Mountain Quest, Marie Collete, Maelstrom Until, Matt Lucas, Message From Andromeda, Monkeys Of The Moon, Narsis Dawn, NeverEnding Story, Noah, Pritish Gold, Planet Of Death, Project X The Micro Man, Holy Quest, Kandy Winter and The Astic and Kilo, Rescue From Doom, Robot To The Rescue, Secrets Of Shrewdom, Salvia, Secret Atlas, Showdown In Seven, Sindbad, Snake Queen, Severon Of Campanogrove Castle, Sons Of Darthom, Spiderman, Tim Little Indians, Theatre Of Death, Thornton Times Adventure, Valkyrie 27, Westernware's Zip, and Zournal Mystery.

Jackie's address is 36 Ellard Street, New Basford, Nottingham NG7 7TD, and she adds: "I can't provide full solutions, as I'll just have to write back to people and ask them to tell them what they did. One theory derly asked for three solutions! Can't they be less adventurous if they went even try. I'm only too pleased to help anyone who wants it told them the lot. Half the time getting killed a dozen times before you realise why? Thank you."

And here is Shane Wood, 20 Dale View, High Etherley, Bishop Auckland, Co. Durham DL14 0GH. Shane can help on Erik The Viking, Dagob, Sherlocked and the first part of Sindbad. Also like to swap Starlock, Vakhtale, Kyohuro Nami and Sons Of Blood The Worms In Pandimula or other adventures.

Last Kind Soul, Steven Koden, claims to be quite mad, but not so mad that he hasn't solved The Hobbit, Bored Of The Rings, Lords Of Midnight, Sunlesskand Immovable Island. The address is 14 Manitou Drive, Pertem, South Smith's WW6 7DL.

LOST SOULS

An arcade-adventure to begin with, as I know lots of regular adventure readers have solved quite a few of these and are prepared to come to rescue. So who can rescue Daniel Holmes, 91 Mountain Creston, Thornhill, Downbury WF10 6BY?

There's being given the run-around by Kooloof Kain and wants to know how to get a photo for the blank ID card and wonders why he's gotten to be shunned (a lovely paragraph for him to tackle) and in Rainford, he wonders how to beat the monk in the room under the battlements. J. Grundy, 3 Banks Garth, Knottinley, West Yorks WF11 8UX.

Back to real adventures, and real adventurers Deborhn and Trevor Whiteways of 1 Furber Court, The Arbours, Northamptonshire NN3 3WR need someone to come to their assistance on He-Man and talk them how to escape Two-Bad, defeat Beastman, kill the Vosvirens, get the cullip and paper, and go through the crash.

Dareen Sellwood lives in Blackburn but is trying to Return To Bhoo, being unable to get through the maze on the second island. Can anyone warn him by demaning at 10 Kingsington Avenue, Blackburn, Lancs FY4 9QA?

Paul Hughes addressed his letter requesting adventure help to T, so no one who someone who was not really lost, not desperate. I've sorted out most of his problems but am unable to help on Castle Of Shrewdom where Paul wants to know how to get past the swamp without stinking and being killed. All you swamp experts out there should roll round and throw a rope to 30 Ruth Evans Court, Rainhill, Prescot, Merseyside L35 8LB.

Anyone been in the Eagles Nest lately, and lived to tell the tale. Yes, I did, it to Dad and Jan, 41 Brookside, St. dolls, Cumbria, Green NP7 4TN, and definitely be a foster in your cup. David wants to know where and how he escapes after detonating the explosives on all eight floors.

"During that Say's Tale yet? Anne Turnbough would like to hear from anyone who has played this game, got 13 of the 16 treasures, found her way through the maze to read her lamp, but now can't get out again. She stumbled across the pinata's chest once but can't find it again, can't get the door open at the end of the hedge by a magic button because the handle is too hot, and can't get the dragon scale's that's embedded in the mud on the reservoir floor. Anne wrote to me in Paddington. Rear envelope and said "Please excuse the writing paper but my son has latched all mine because to his grandchildren. It wouldn't be so bad but he's only five years old!" So write back to Roanman if you can help her at 158 Thornton Close, Pethier, Chester-le-Street, Co. Durham DH1 9QL.

David Williams is stuck in several adventures that I can't help him on and is looking for any help at all with Temple Tower, Serpent From Hell, El Dorado, Maelstrom and Ronemist. The address is 56 Nash Road, Birtley, Ferry, West G Lagman SA11 2TR.

MIKE'S CHRISTMAS CRACKERS

This season to be jolly, fa-la-la. Here I am taking a look back and a look forward at one and the same time and without any time and the aid of a safety net.

Of 1987's releases, which impressed me most, what would I like to find in my Christmas stocking, apart from Selina Scott's legs? Well no self-respecting adventurer's collection would be complete without writing to two Level 9 trilogies that Rainbird published early last year: Jewels Of Darkness and Silicon Dreams. Enough problems in those two to keep you notified in the next century.

Rainbird's games are so well packaged that they make good Christmas presents, and for those of you with a 128K machine, or shortly before having one, you should make sure the deal also includes a copy of The Phone, again published by Rainbird but this time written by Magnetic Scrolls — and three characters to fan Follow you sedan by the next century. The Essential Myth, Book Of The Dead married their breakthrough, being taken up by CRL after the ladies had taken the plunge and published it themselves. They've another game for CRL that out my time now, and I predict great things in store for them.

The release of the year though, isn't an adventure at all. It's Glickal's utility, Professional Adventure Writer or perhaps for thought. I mean PW for short. I hereby award this my coveted Golden Grue Award, which I'll be sending to Glickal just as soon as I get it back from the paperbrough. My review of PW tended to concentrate on its features, cramming in as much info as possible, but it didn't really say how excellently I thought it was. Ten out of ten, without a doubt, and the best release of 1987.

And now excuse me while I get my crystal ball out and tell you what to place your orders for in 1988. Firstly the new game from The Essential Myth for CRL called PW, Jobby And Heidi. Read the book by R.L. Stevenson while you're waiting for the game, as this adventure's going to knock your Xmas socks off.

An oldie for the New Year, but which is sure to be value-for-money and worth another look will be the Rainbird/Level 9 Time And Magic trilogy — anyone who hasn't got Lords Of Time, Red Moon or The Price Of Magik, now's your chance.

Finally for everyone whose stocking contained a Plan 9, or even a Plan 2, make maximum use of your memory by playing Guild Of Thieves from Rainbird/Magnetic Scrolls. I gave its previous game 9/10, and I reckon this second one's even better.
few months ago I raved over *The Spy's Tale* from Smart Egg Software, published by Players, and I know from the helpful letters that lots of you have bought and enjoyed it ... if tearing your hair out is a sign of enjoyment. Now the Smart Eggs have hatched another game, courtesy of Mastertronic, so this one is likely to be even more widely available.

It's not quite up to *Spy's Tale* of megamame standard, but there's only a whisker in it. It's still an ace adventure.

It tells the story of Harper and Elliot, one of the great newsgathering teams of the 22nd century. They're on the tail of the Re-Unification War and are sent to Rigel V, which is still holding out against the Federation troops. Sounds almost as dangerous as being at *YS* when the sandwich man arrives. It seems there's a bomb on Rigel V, Elliot's been smuggled in to find it and you play Harper, joining him soon after.

Not soon enough though, because when you find him he's on the verge of making it. But before he does, he manages to crack: "Go east across town. Cross no-man's land. Find device, disarm it ... but beware android guard... Find my light-guide — buried in corpse — use it to..."

Well, you'll have to figure out how to use it for yourself, because Elliot, at this point, pops his clogs.

Pausing only to give him a decent burial, off you go to check out the hostile town around you. A piece of advice — read the loading screen carefully otherwise you'll never even get the game started. The first problem's a bit too sneaky for my taste. I like my clues to be in the game itself, not printed on the screen when I'm elsewhere making a cup of coffee!

There seemed to be sudden deaths all round too, and I thought I was going to hate the game. But then I realised the deaths had all been signposted if only I'd been careful, and this set me on my toes for later signs of danger.

There aren't too many graphics in the game, but they are very well done. Mostly they come up when you examine things, like a door and a gun early on, and as well as being detailed they also often contain a clue as well, so keep your eyes peeled. The problems are tricky, and might prove too tricky for some as they do require a bit of inspired guesswork. In one place PULL BAR helps a little, but PULL BAR HARD helps a lot. Some of the problems also involve coming up with a sequence of commands.

---

It feels like stepping back into a time-warp to be reviewing these two elderly Scott Adams titles, though I believe this is the first time the graphic versions have been released for the Spectrum.

You're not told much about the story behind Part One, except to survive on the island. Can you outline the awesome power of Hurricane Alexis and solve the problems of the volcano, the bear in the cave and the underground caverns? Well maybe you can if you're persistent and if you always believe what you read. Don't leave the first location until you've unearthed an object, and when in the lake you can also swim in the one direction you're not given as a possible exit. You can jump down a cliff and survive too! Devious, sometimes in the wrong way, but complex and quite lengthy as well.

It seems a bad marketing move from either Scott Adams or Tynesoft to make sure you can't start Savage Island II 'til you've finished part one and got the password. Those who can't solve the first part aren't likely to buy a second part they can't start, are they?

But if you enjoy what you've done in part one you might like to get yourself stuck in part two as well. The password's as easy as 1-2-3.

Part two is far removed from any island, savage or otherwise, because now you're in space and again the aim of the game isn't clear. Apart from progress and survival. It's a game of force fields, console panels and captain's logs. The answer to the first problem of how to get through a vacuum, deserves an entry in the obscure inputs hall of fame. I had to get help on this one myself, and I make no apologies for passing it on, though I will print it backwards for the benefit of those stubborn nuts who'll still want to try for themselves.

**ETALITNEVREPH.** The input when you're through the vacuum is BREATHE OUT.

The graphics are variable, some good and some pretty dire, but again it should keep you playing for quite a while and in that sense, it offers you value for money. This pair of adventures hasn't converted me to being a Scott Adams fan, but those who already are fans won't care about that and will just be keen to get their hands on them.

---

**Savage Island**

It's a game worth buying, with many of the routines being very convincing — bullets rain as you walk the streets, and you have to dive down into a basement out of the way, or a pack of dogs sets about chasing you. Breathlessly you try to outrun them. A touch of thriller-writing about the text, and this two-part tale adds to Mastertronic's best Speccy adventure yet.
**YS ADVENTURES**

**AFISTFUL OF BLOODCAPSULES**

Andy Lowe and Dave Dutton have produced another winner with *A Fistful of Blood Capsules*, a parody western figure. Laid they describe as being "In glorious ANACHRONISM-OVISION!!!" That's because it contains such typical wild west items as drink dispensers and cashpoints outside the bank. It also features the Sheriff of Dodge City, Quiet Shurp, and his deputy, Marcus Bonehead, who couldn't possibly have been inspired by our own Dr Berkmann could he? The jokey names may be bad, but the humour's better in the adventure itself, believe me.

First comes The Storyboard, an optional introductory program to set the scene for the game itself. All this requires you to do is press a key and laugh at the jokes, though this too, is optional.

In the game your task is to arrest or otherwise dispose of (no questions asked) a gang of five murderous scumbags who have been terrorising the neighbourhood. When the game begins you've got one of them in the jail, but it's not long before his pals descend and bump off old Bonehead. If you rush out after them, you're just in time to discover they've formed a rogue band, singing "I shot the deputy, But I did not shoot the sheriff... oh no!"

In your in-tray there's a suggestion that you convert the town boundaries from concrete walls to elastic bands, producing a rope-bound village. Bonehead was reading *The Daily Stubble*, and I'd advise you to do the same. If you examine everything you might just about be able to save Bonehead's life — but you won't be able to stop Gringo Scumbagski from being rescued, so you still have to get out there and round 'em up.

Not one for those who like their games to be of Colossal dimensions and guaranteed to contain one troll and an old brass lantern (though there is a talking ring!), but for fans of Delia 4 and *St Brides*, Zodiac Software is definitely a name to add to the list. Worth a fistful of anybody's money.

---

**KARYSSIA, QUEEN OF DIAMONDS**

Another Gold Medallion release from Incentive, and better value-for-money than the earlier Winter Wonderland and Apache Gold, which were decent-enough adventures but pricey at £7.95. *Karyssia* costs the same but this time it's a three-part GAC adventure in *Swords And Sorcery* vein, involving money, weapons, spells and speech. Dark deeds are afoot, or possibly twelve inches.

Before you can get going, there are no less than six pages of cassette inlay to read, giving you the storyline and lists of weapons and the spells available in the three levels of magic: the lower plane, higher plane and exclusive plane. There's a lot going on in this game! GAC? I never knew there was so much in it.

But who is this Karyssia anyway? Daughter of King Meremon I of the Isle of Sendurain. Her ascent to the throne coincides with the expiry of the diamond mines on which Sendurain's wealth is based, and her attempts to save the economy make her a popular figure. Little do her adoring public know, but... Oh you don't want to know all this, do you?

The aim is to kill Karyssia, which means finding the Royal Castle from your starting point, "The Sword and Buckler". This first location shows the style of graphics that's been adopted, and very stylish it is too. A 3-D Batman/Swaterno type of perspective has been chosen for indoor scenes, and it's so effective you wonder why no-one thought of it before for an adventure game. Watch the doors in the graphics too, as not all exits are given in the text and it's up to you to find them.

I like the style of the first real problem you have. Up a tree you find an acorn. At the top of a cliff is some soft earth, just ripe for acorn planting. Half-way down the cliff is a nest. Elsewhere is a rope, and then lo and behold you find a GROWTH spell. What could be simpler? Plant the acorn, cast GROWTH at it, tie the rope to the tree and get to the nest. Wrong! As you hurriedly make your way back to the cliff top via the only route, your spell is confiscated and you can't get past. Or can you? I won't say any more but it's a bit of neat double-bluffery from the programmers, D & R Shacklady. Or is it triple-bluffery... hmm. I've only just considered that.

At first thought I was going to hate this game, as my wanderings took me to one of my pet hates: sudden death routines. Standing on a main road you're told: "To the west you can see Westmarket Street." Turn left, turn right - let's go west. Oh dear, we seem to have been attacked by a 15 foot ogre who just happens to be hanging round Westmarket Street. Press a key for another game. Then elsewhere someone drowns in the water of a lake: EXAMINE WATER.

Oh dear, you are bitten by a deadly poisonous glistening crab. How silly of me, I should have known. Press a key for another game. I very nearly didn't!

I'm glad I persevered though, as apart from a few careless screen layouts this is one of the best GAC games I've yet seen. The speech function is often limited to saying 'Hello' just to get a response from the characters, but I liked the way the authors seem to have successfully packed lots of features into the program. Highly recommended.
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Tony Worrall

Purrfect! That's my opinion, chums. So excuse me while I do my reviewer's duty and rave with excitement. For an absolute rave is what this spanking game deserves. Right, let's wipe away the drool and get on.

Well, we've had just about every other range of 'action' toy converted into playable software, and now comes the turn of those furry feline fighters for freedom, the Thundercats. If you didn't know already, the Cats appear in a TV cartoon series, which is itself based on a toy range (as these things are). How can this latest addition to the swelling ranks of toy spin-offs be different to the rest? Just take a look at the programming team — none other than the chaps from Gargoyle Games. Their deft touch with game software is noticeable all the way through this classy epic. It's a quite faultless piece of programming: with many cracking detailed digitised pieces and (on the 128) a very satisfying soundtrack from that Commodore music maestro Rob Hubbard.

For those of you who need a dose of story background before embarking on the game itself, here's the plot. Thundercat arch-enemy, the nasty Mumm-Ra, has nicked the all-powerful eye of the Thunder — the power behind the awesome Sword of Omens. Unless Lion-O can retrieve the eye, Mumm-Ra will inflict his evil vengeance throughout the land, and destroy the last of the Thundercats.

Along the way, Lion-O has to rescue his fellow Cats if he's to succeed.

Thundercats is a well wicked left-to-right scrolling bash 'em up in the tradition of Cobra and Myst seria. The trick is to get to the far end of the level as fast as your padded paws will take you. Avoid or bop off the enemy along the way. At the end of each level is a bonus screen that converts spare time and kills into valuable points. It's no picnic though, each level is more of a pig to beat than the last.

The top of the games screen contains the digitised pics, and as you can see, they're pretty neat. They were all sourced from the 128K Speccy using a Sunset Digitiser and a Hitachi video camera, and with the programmers having enhanced the images further, the final effect is stunning. They may be borders, but these pics add real class to the game.

The central character of Lion-O looks like something out of Dun Darach, which is no surprise considering who did the coding. He's animated with a fair bit of style, as are the other assorted, weird and wonderful (well, pretty dangerous actually) inhabitants of the Thundercat world. There are some bizarre characters to be found in the game's 14 levels, but I'll leave you to find them!

I was much reminded of Kung Fu Master while battling Thundercats. The action is similar (the large and small creatures, for instance), but while the older game fell down because of sloppy graphics and play, Elite's effort climbs high in the addictivity stakes with its excellent design and brilliant joystick-destroying gameplay.

The 128 version with nifty sound FX is utterly the cat's whiskers. So my advice is to get your paws on a copy as soon as possible. It's the top cat as far as I'm concerned.

YS CLAPOMETER

Tastier than a can of Kitty-Kat more playful than a kitten, it's an unashamed sweet-inducing beat 'em up with bags of style and fantastic graphics.
THROUGH THE TRAP DOOR

Piranha/£9.95
Richard This is a real oddity of a game. It's based on the adventures of a strange little trio of monsters featured on a popular kids' TV series — but as I am unfortunately forced to work during school holidays, I haven't caught the programme. There was a video floating around the US offices, but the queue to see it stretched along Oxford Street. Children's TV and cute toys seem to fascinate the magazine's editorial staff, so I gave up waiting and just slapped the game in the old Spektrum.

Berk the skull has been kidnapped by a nasty living down in the catacombs — cue for an adventure. Berk is a dastardly deed at the beginning of the game. You play his friends Berk and Druft. You actually control one of them at a time, flipping from one to the other as circumstances demand. Each has its own particular abilities. Druft is basically a frog, or possibly a toad. He can jump very high. This is useful to dislodge keys that you will need to let you through the doors into the next section of the underground labyrinth.

He can be unreliable though, as every so often a worm pokes its head up out of the ground and starts inching its way around. Druft will immediately break off his current activity, bounce after it and devour it with relish (and mustard) and pickles as well.

Berk, a large yeti-like creature with rather manic bug eyes, lollips around the screen with a crazed but amiable look on his face, picking things up. He can even pick up Druft. Also keys, sweets, sausages, eyes and other strangenesses, which can endow our blue friend with magical powers like flying. I had a bit of trouble with Berk.

To pick something up he has to walk up behind it and march straight at you. So upon he makes an ungainly lunge and grab whatever it is he's supposed to grab. If you're lucky, that is.

When I say Berk is large, I mean he's a very big sprite, as with Popeye and other games designed by the same programmer, Don Priestly. In fact, Berk must be a quarter to a third of the screen high. And other creatures are correspondingly large. As a result, bats and other badies aren't just amorphous blobs which you'd recognise more by their colour than by any physical resemblance to what they are supposed to be. No, Mr Priestly, you can see their wicked little eyes rolling, and even their fangs glistening.

I'm not entirely certain though, what range the game's aimed at. It has to be for the younger games player who will be familiar with the TV series and certainly the enormous chunky graphics would seem to suit that market. But to be honest I found the problems you have to cope with very difficult (And you're billions of years old, Ed). Often you have to be in exactly the right position at the right time, and you must anticipate with absolute accuracy just when something's going to drop down and clobber you. And, cheating as I did by looking at the solution, I was amazed by its complexity. In many ways this is far more of a graphic adventure than an arcade game — you don't even get to zap any of the beasts that zap you.

All in all though, an excellent game with a great deal of its own brand of appeal. It'll take you weeks of hard work to solve completely, and provide a lot of fun along the way. Well worth picking up — though I hope you do it with more style than Berk!

CRL/£8.95
David Welcome to the Magical Mystery Tour, where there's little magic and heaps of mystery.

On opening the double-pack (single-cassette), I suspected Death or Glory was a budget-price game (at best) bumped up to full price with the level of documentation you'd only expect for something more complex as, say, noughts and crosses. The insert was blank on the inside and the story on the back was less informative than an election manifesto. And yes, talking to CRL's PR dept confirmed my worst fears — this was indeed an £8.95 game and the version I had was the same as the one you'll find in the shops.

With a joystick (the keys are awkward and not redefinable) I found that forward is thrust, back is brake and the fire button, while nothing actually gets fired, needs to be pressed to destroy each piece of the mothership, netting a cool 1000. But colliding with the pesky aliens (the only way to destroy them and often ineffectively) gives you a paltry 200+ score.

Since you can rarely avoid their missiles, your shields don't last very long, although as I managed to clock the game on my second attempt, even the most recent convert to gaming should perform respectably on this one!

Be warned that without a Kempsin interface on a 48K Specy the ship behaves rather erratically (especially when entering high scores). Oh yes, and the game's total rubbish!

DEATH GLORY

YS CLAPOMETER

Well hard arcade adventure with the Don Priestly signature all over it. Fans will lap it up.

YS CLAPOMETER

A mega-flop if ever there were one. Leave well alone, and ignore this warning at your peril!
US Gold/23.99

Phil: Wow! Brilliant! 720° was a rip-roaring game in the arcades, was fun to play and addictive too, and as with most arcade

machines, the most exciting things about it were the graphics and sound, which I suppose is a bit like saying the only thing wrong

with the world is everything, but I digress. Transferring all that excitement into the Spectrum requires a different kind of skill, and

the team who transferred this megagame onto the Speccy, Tierix, have really done a first class job. Okay, so the graphics are
ducochrome (two colours, mate) and all that remains of the
dynamite soundtrack is a couple of squelch and fmm noises when something significant happens in the game, like when you

get killed. But the remaining graphics are top notch, well animated and really give an impression of movement on a skateboard.

You must skate your way around Skate City, doing tricks around town until you've earned enough points to compete in one

of the Competition Parks of Jump, Downhill, Slalom and Ramp. In these events you must use your skatching skills, slalom, bronze, silver or gold, and points which allow you to buy tickets for more competitions. Why should you

want to do this? Well, if you use up your tickets, you can't escape the killer bees...

(What? Ed) Let me explain. You start the game with three tickets to tournaments, and going to
tournaments allows you to get off the streets and away from the bees, right? (Why bees, I dunno,
but just take it from me they're there.) So in order to survive, you have to earn more tickets by being skilful on the old

skateboard. And so it goes on...

So, as I said, the game is
crissly drawn and animated to
rubber wheeling perfection. And
what an addictive little number it
is too! If there's a moment to
spare in our busy schedule,
You! Busy! Don't make me
laugh! Ed) this is what I reach for.
A classy game and one for the
hall of fame. (Hey, that rhymes!)
Buy it, bucko!

YS CLAPOMETER
A brilliant skateboarding
arcade conversion that'll
keep you rolling in the
eskates, up the walls, through
the pipes and down for
perfect landing!

Made it! Wow all I've got to do is skate a few wheel perfect jump
turns, and I've done it. Up and right, down and left, up and right,
down and left... phew... chime! Yew! A gold medal! And that just
pushes up my scores enough to get another ticket. Now, provided I
can avoid getting a scratch in my Y-fronts, I'll finish the level.

Tony Worrall Konami/77.95

Tony Worrall Jack-Jack-Jack
your body with Jack-Jack-
Jackal, hot off the duplicator
from the makers of the arcade
original, Konami. Is Jackal a bit
of a dog? After Konami's poor
showing with the Speccy
versions of Jailbreak and
Nemesis, I was expecting
something just as tacky. But no!
Jackal is actually quite playable.
No masterpiece to be sure, but
in a funny kind of way it isn't half
bad.

We're back in classic
Commando land here, but in
place of the lone soldier of
fortune, substitute an army jeep.
This vehicle is controlled by
tough guys, Bob and Grey. If you
play the two player option, Quint
and Deckar join in the fun. The
idea is very simple: using the
topperpower of the jeep, destroy
everything and everybody.
You've got an endless supply of
grenades and a gun so hard it's
no need to go easy. Along the way
several of your buddies have to be
liberated from enemy camps, and
in true Rambo fashion you

have to take them to a helicopter
pick-up point further along in the

game. Your payment for this is the
usual 'super-weapon' option,
which you must certainly need
in the higher levels.

Graphics are average to
slowly, with a good dose of
attribute clash, but they work all
right. The dodgy collision
detector is another matter though.

Animation is far from smooth,
and the scrolling landscape has
the killer. Jackal is certainly fast
enough but at £7.95 it's
overpriced. Day of the Jackal?

Nearly, but not quite.

YS CLAPOMETER
A fair attempt at converting
the coin-op. Fast, playable,
but let down by poor
graphics.

KONAMI
Nihilist

Electric Dreams/£3.99
Marcus

Word has it that this little number fell into Activision's lap from nowhere, which may be why the usual hoopla has been conspicuous by its absence. But I can see why Nihilist wouldn't be an easy game to promote in these dull licence-obsessed days. It's a curious game, the sort that reminds you of loads of others on the market while remaining curiously distinctive. Let me explain.

You are a droid (heard that before, anyone?) seeking to kill four omega droids, and indeed any other lesser droids you can lay your, or, wheels on. Knowledge of the Greek alphabet comes in useful here, as there are eight ranks of droid, from the lowly alpha (α) to the powerful omegas (Ω), all labelled by the appropriate symbols. You work your way up through these ranks by knocking off your opponents (which tend to travel in predictable patterns) and getting through the game in one piece.

The view is from above à la Gauntlet, but the graphics are markedly different, and the features various. Teleports allow access to different areas, while weaponry squares allow you to upgrade your weapons (or get some in the first place). To become an Ω-droid you must drain energy from seven ionisers that you'll find around the place — these also keep you alive. You can weaken droids by ramming them (although this is not recommended if they're bigger than you) or by shooting them. Termini allow you to log on and receive messages, rather like Impossible Mission, and the labyrinthine map of the spaceship (if that's what you're in — who can tell?) is connected by automatically opening doors (easy) and dangerous force fields (hard) for which you need passes — all a bit like Rasterian. See what I mean about contrast points?

Going further, I find myself thinking very much of Maritech's Pulsetor (pretty underrated, I thought) in graphical style and handling, while the gameplay has elements of the multi-level map 'n' scraps of into The Eagle's Nest. The different ranks of nasty, and the different ranks of weapons you need to kill them, remind me of Rana-Rama. But the real comparison point, as C64 fans may have sussed out, is Andrew Braybrook's Parasoldi, the game they said could never be translated to the Speccy. Well, someone seems to have had a pretty good go here, Andrew...

Still, countless fine games in the past have helped ideas aplenty from other games, so let's not moan too much. While Nihilist is far from a megagame (actually that's not true — it's on my desk here next to Nipper (Ω), it's a jolly little package which'll appeal to many — me included. Worth a punt if you liked Pulsetor, Rasterian, Eagle's Nest.

YS CLAPOMETER

Well implemented arcade adventure (with distinctly zappy elements) in the style of Parachute and virtually everything else!

GRAPHICS: PLAYABILITY: VALUE FOR MONEY: ADDICTIVENESS: TOTAL

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For example, sprites 8a-8f are part of the disintegration sequence, sprite 16 is a fixed block, sprite 17 is a poisonous block and sprite 18 is a pushable block. Sprite 15 is the finish block, which you have to place in the finish square of the maze. Shooting this sprite finishes the game, so I'm afraid the scenario that you had in mind for fighting a 3-sprite dragon just went up in smoke.

The room editor is fairly comprehensive, but relies on a pretty strict format. The doors must all be in the same place, and the wall sections are placed for you. I can imagine the average games designer tearing his hair out with boredom and frustration after a few minutes of designing.
Incentive/£14.95

Phil isn't this a tune by Michael Jackson? But seriously folks, Driller is actually the first release from Incentive Software based on its Freescape™ system. Freescape™, and yes it is trademarked, is a new concept in 3D games, where every object in the game can be viewed from any direction. The effect of the graphics is quite stunning, and surprisingly playable in spite of a slight delay between 'screens', as the picture updates itself for a change of view.

The gameplay is actually a sort of arcade adventure, although there are a couple of other levels you can play it on. You are on the mining moon of Mitra, a small meteorite-pitted satellite of the planet Earth.

Over the surface of the moon 18 drilling platforms have been raised which join together to form a polyhedral surface. On each surface, buildings have been erected, hangars for the various scout ships and excavators, vehicles used by the miners, and sheds for storing the Rubicon energy crystals. The moon has been evacuated, due to a build-up of gas under the surface, and you have been charged with the task of releasing it. You do this by roaming around the surface, and signalling for drilling rigs to be teleported down to your current position. Then the amount of gas you've released is then shown as a percentage, and your score relative to your performance.

There's a lot in Driller, and the most fun you get out of it is just exploring around the buildings and walls all in perspective from wherever you view them. The two vehicles you get to drive, the excavator and skimmer, are quite fast considering how much the computer is doing between screens, and the problems you have to solve are quite hard unless you do lots of experimentation.

YS CLAPOMETER
One of the most original 3D games of the year. Beautifully programmed and absorbing problems. Skillful!

So you've begun. You've got your first rig positioned, and it's given you 45,120 cu. ft. of gas, with a success rating of 64%. Your laser is armed and ready, so you could try shooting something... you can shoot the platform at the top of the pole, but it'd be wise to see if there's anything useful up there first!

Inside a shed on your start platform, you find a lot of crystals. The inverted pyramids to the left replenish your energy, and the upright ones to the right replenish your shields. To drain the power from the crystals, just shoot at them, and they'll vanish putting all their energy into your power banks.
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*World Class Leaderboard's* main departure from the original it in the graphics. Gone are the endless blue plains that made the first game a bit of a bore. In its place check out the natty woodland scenes that edge every hole. Gone too are the long, pregnant pauses between each shot. Things move along at a fair old gallop when you are playing a hole. Unfortunately each new hole, and course even, has to be loaded in from the tape (a perfect advert for a 4-3 version!) This can take some of the enjoyment out of the play as it means constantly getting up to mess about with the tape recorder. I couldn't see why a 128K version was ignored, surely each hole doesn't take up that much memory. Anyway, it's a small price to pay for the entertainment contained in this package.

As in the original, the golfer's ability can be entered at the beginning. If you hate to see your ball constantly in the rough because of a bad hook or slice, try out the sappy kiddles' level. The professional level makes things much harder, and even gives you a touch of wind!

Lee up for the first course - Champions Cypress Creek. This is an American mega-large set-up and contains some of the longest fairways in the world. The first thing you notice is the wood. No, not the wood in your hand, but the millions of trees dotted along the hole. Each is lovingly drawn by Hi Spectrum, blue bark and all! The trees can create something of a problem if they obscure part of the hole from the tee shot. If you drive into the top of a tree, the ball falls down dead, if you hit the trunk, it rebounds off into the distance. Shots need to be thought out with a lot of care. If you play a loose shot into the trees it creates all kinds of problems! Luckily the programmers have included the 'punch shot'. This allows the golfer to hit the ball low, under the branches of any nearby tree. A very useful little inclusion.

*Cypress Creek is pretty tame next to the second course in the line up — Doral Country Club. This comprises some wicked, windy holes, plus the generous addition of our old friend the water hazard. The next course is St Andrews, with some of the largest greens in the world. You...*
A QUESTION OF SCRUPLES

Leisure Genius/£3.95

Marcus: It's got to be the best board game of the past year or two (at least since Triv), but does Scruples cut it on the Speccy? And does it matter anyway? I've spent many a happy evening arguing over Scruples with similarly loudmouthed and opinionated friends. It's really a great game for people who love the sound of their own voice, and who love whilting away an evening arguing fiercely with someone in the reasonably secure knowledge that no-one's going to stick a glass in their face at the end of it. It's based around a series of 'moral dilemmas', questions of choice which you try and answer as unpredictably as possible in order to spark off rows and win the game. For instance you could answer a queezy like 'A good friend is in love' and introduces you to his/her lover. You find there is a strong mutual attraction. Do you repress your feelings? In various ways, from 'Good Lord I wouldn't dream of such a thing' to (in my case) 'WALLOP!' It's all part of the fun and violence in A Question Of Scruples.

This Speccy version has been programmed by Sentient Software and it's really a masterpiece of design. You can play with up to 10 people, of whom any number can be run by the computer. You have 64 preset characters to choose from, or if you're playing yourself you can take one of the faces and define a character to go with it. As usual the idea is to see if people are lying when they give their answers, and all the original features of the game have been faithfully reproduced. If you want you can even have 10 computerised characters, and just watch them get on with it—although I found that as gripping as watching yogurt go off. I'm not sure, though, that I really see the point of it all.

This is a question from the Speccy version of Scruples: You are visiting an unremarked elderly uncle. On the table is his will. When he is out of the room, do you glance at it?

YS CLAPOMETER

Excellent follow-up to the original Leaderboard. The inclusion of longer fairs and trees give it a truly authentic feel.

TOTAL 9

YS CLAPOMETER

Well thought-out conversion of YS's fave board game of recent years. But do we really need it?

TOTAL 8

Though clever and accurate it's still just a computerised version of a board game that doesn't really need computerising. I found it quite hard to remember the characters of the computer's characters I was playing with, so I guessed all the time, and challenged endlessly and still won (it's called skill, I believe). Of course, this might just be the game that everybody's been waiting for. It's beautifully done, and reasonable fun in its own right. But for me, I'll stick to the original.
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These four popular family games have been translated to a wide range of computers and, like the originals, appeal to game-players, young and old. The whole family can join in, or you can play alone against clever computer-generated opponents. The rules of the original game are followed and special computer enhancements are included, the computer adds up for you, and even throws your dice and times your moves in some games!

Leisure Genius games are available from all good software stockists or directly from Virgin Games. Look at the table for machine types and prices. Please circle the software you require.

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P. L

As you'll see, and Pogo tries to

These only form,

sea.

eight quite

you

have

they again with Nebulus,

the cutest and most scheming platform game for ages.

As the aptly named Pogo — you'll be jumping about everywhere! Your mission (not quite impossibility) is to destroy eight towers which have mysteriously emerged from the sea. Assuming a cuddly frog form, you are the most amenable of amphibians with snowballs and wit being your only weapons of destruction.

Like the fair Rapunzel's lover, all you have to do is climb the tower to ensure success. It'll then go on to destruct mode and you can swim on to the next bower.

Unfortunately, no-one's going to let their goody-goody down to help you. Instead you have to follow a mazy series of spell steps built around the outside of the tower. Which is where the mega-amazing rotational 3-D scrolling comes in. This staggering programming allows travel round and up the tower, entering and exiting various doors to emerge at different parts of the tower with utter smoothness without ever going to the edge of the screen.

Instead the tower winds like a screw thread through your monitor.

The further up the tower you go, the more devilish the puzzles that need solving for progress to be made. And speed is of the essence too, as you've only three lives to play with and the on-screen counter rattles down from 500 to the frenetic beat of some faberocco music.

Vigilance is equally crucial, as you can't predict what's coming round the next spiral turn. Flashing blocks and bouncing balls can be zapped to add on points (every 5000 earns an extra life) but silver spheres can only be momentarily stunned, whilst the snow crystals are immortal and master mashers of Pogos.

Nebulus has little to fault it, barring a lack of colour in the graphics and all that clambering back to the top when you've tumbled from a peak can be tiresome. But otherwise Nebulus is another tower of strength from Hewson.

Ys Clapometer

Cunningly complex and well programmed, John Phillip's latest is the neatest and nattiest platform variant yet.

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**ACTION FORCE**

**Virgin '93.95**

**Rick** Bam! Bam! Kapow!! (Has he fallen down the stairs again? Poor old soul.) Ed! No I haven't - it's meadest time, you blood and battle fanatics. *Action Force* is a fast and furious - well, reasonably cross, arcade shooter from Virgin's very own SAS software team, The Gang Of Five.

The game uses the characters from the toy soldier sets that go under the same general title. Like everything else, *Action Force* is also a comic, a TV series and a set of monogrammed bath mats, but the toys started it all off. So as Snake Eyes, equipped with a helipack and rapid fire rifle, you must fly across Botswana, avoiding ground-to-air missiles and shooting out electrical generators and barricades. This isn't just to satisfy your own blood lust and whip up a huge points total, you're also clearing a path for the AWE Striker, with its crew of Flint, Lady Jayce and Quick Kick who must recover a hard disk of top secret info before it falls into enemy hands. Well, that's the excuse, anyway. With five lives and eight levels of difficulty there's plenty here to occupy you. Most people though, want more out of a game than just being kept busy. Many of *Action Force*’s features are echoes of other genre games, from Commando to Saboteur. Okay, originality's not everything, but for a full price game you do expect a bit more speed and zip than this has to offer - and there's not a decent explosion in sight! It's appeal, I'm sure, will be more to fans of the toys than true arcaders.

**OUTCAST**

**CALT '93.95**

**Nat** It's just not fair. There you were, a benevolent wizard ruling your peaceful little village, when an evil wizard popped out of the blue, devastated the place, enslaved your subjects, cast you out with no spells and transformed you into some inhuman, grotesquely ugly form! (And I thought it was hell on the bus this morning!) Ed! While you were wandering around feeling sorry for yourself, you just happened to come across a page from your spell book, which gave you a chance to regain your power... and maybe save the villagers as well.

So off you go into the mythical lands of the arcade adventure, for prithese, square, is one of those. *Outcast* sadly, contains nothing that lifts it above the trillions of other arcade adventures the Speccy has played host to over the years. As the wiz you move though the different zones which make up the landscape around your village, collecting objects and spells. Some objects combine to make others which allow you into locked areas of the game. Spells are just used to kill nasties which come at you from all directions. Unlike those in *Feud* they have no mystical or exciting uses, which is a bit disappointing. *Outcast*’s presentation isn't bad, but the graphics, though fast, flicker a little and suffer the occasional colour clash. This doesn't stop the game from being quite playable, but I found no lasting appeal. There's just not enough variety to keep you coming back for more. And for full price these days, I think we expect that.

**GRAPHICS PLAYABILITY ADDICTIVENESS TOTAL**

**OUTCAST**

**YS CLAPOMETER**

Second-hand shoot 'em up masquerading as exciting toy 'n' comic licence. Not bad, but hardly gripping.

**GRAPHICS PLAYABILITY ADDICTIVENESS TOTAL**

**NYA CLAPOMETER**

Kid and unoriginal arcade adventure that suffers from a serious lack of addictive qualities. By no means a wizard wheeze!

**TOTAL**
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Microprose/93.95
Jonathan
The game that's been causing Commodore (spit split) owners to emit grunts of delight for the last year or so has finally been converted to the Spectrum. Yes, at last Gunship is finished, and now we can experience the joys of some real serious Commie-bashing.

In case you hadn't heard, Gunship is a helicopter simulation, and a pretty comprehensive one at that. It's along the same sort of lines as Dif's Tomahawk, but a little bit more complicated, to say the least. For a start, one glance at the 84 page manual will be enough to put many people off. But don't be one of them, 'cos Gunship should be at the top of your Christmas present list.

Having fought your way through the box-load of bumph that accompanies the game, (the box would be great for carrying groceries home from Waitrose, if you've finished with it), selected which of the two tapes is the one you're after and loaded it up you'll be able to start the pre-flight checks.

It's not just a case of jumping into the seat, switching on the ignition and taking to the skies like they do in Airwolf. A lot of options need tweaking first, such as scenario, weather conditions, enemy skill and simulation level (simplified or realistic). Once you've done that you'd be advised to read the mission briefing and intelligence report. Finally a few adjustments to the chopper's armaments and you're ready to go.

Actually getting off the ground is the next obstacle. You'll need to wade through pages of explanation of flying principles and equipment descriptions before you can start to use the controls and start to move. Remember to light the engines. Then, with your joystick between your knees and a cigar between your lips, engage the rotors, twiddle with the collective and you're flying.

The improvements over previous simulations quickly become apparent. The ground is covered in buildings, rivers, roads and, of course, those bastardy Commies. Mountains are properly filled in, so there's none of that wire-frame rubbish we've been used to.

Anyway, you're flying along, minding your own business, when suddenly your VDU flashes up "Target!". Press fire and a close-up of the target, be it friend or foe, appears on the screen. You're! Time to reach for the manual again.

Your AH-64 Apache is armed with four types of weapons. Firstly there's your basic chain gun. This is aimed automatically by the TADS system, so all you have to do is press fire when the target is in range. Then you've got unguided rockets, sidewinders for knocking down enemy helicopters and Hail guided missiles for those really tricky targets.

It's not all fun, though. In your briefing you're given the location of a primary target which must be found and destroyed. It's normally one of the enemy bases which are dotted around the map, and if you manage to reduce it to rubble and get safely back to base you'll be given a medal, promoted and set out on another even harder mission.

The missions vary from training nice and safely in America, to full blown combat against the Reds in Europe. I couldn't even get past the second mission, described as "Easy" in the briefing! It's going to be a real long-term challenge to work up the ranks to a Colonel with a Congressional Medal of Honour.

Obviously Gunship is only going to suit the sort of people who beat Elite while waiting for the kettle to boil for a cup of tea and eat Starglider for breakfast. However, perservere and the rewards are worth it. Totally compulsive and thunderin' good value!

YS CLAPOMETER
The ultimate flight simulator. It'll take a lot of practice, but puts the rest to shame.

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TOTAL 9

No, not the interior of the USS Enterprise but your control panel. In the middle is the view out of the cockpit. Below this is the VDU which normally displays a scrolling map, but also gives close-ups of targets and messages. On the left, the fuel and throttle Indicators. Hang on! They're both on zero! Oh shi...
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16 year old male into video, computer games, and music, seeks female partner of similar age. Anything: your get-togethers to Darren Emyr, 1 Cornth Drive, Woodley, Reading, RG3 2HS

10 year old attractive boy wishes for a penpal of the opposite sex who is interested in arcade type games for a 4KX Spectrbus. Please get in touch. Write to Philip Biggs, 41. Windsor Road, South Ashton, Sheffield, S14 6RP. (Male or female aged 10 and upwards)

12 year old boy wants an attractive tomboy for a penpal. He is interested in computers, fishing, music, drawing and painting. All letters answered. Please send photo if possible. Write to Julianne Turner, 55. Burke Road, Weald, Kent.

Did you say you have a 16K RAM and lots of games? I would like to write to boys and girls of similar age. I am 17 years old, live in Furtuna, Box 50, 110 00 Violais, Yugoslavia.

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16 year old male looking for penpal interested in computers and the martial arts (in the form of games). Send see to Mark Elliot, 5 High Street, Ambiong, Oxford, OX4 7KU.

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BACKSTABBIN’

John Minson, ace gossip driveller and scandal-monger mouths off once more on all things Spectrum. Sit back and digest your Christmas pud over this.

The other popular belief is that micros are the sole domain of children. And we all know that sweet, innocent, little angels need to be protected from all sorts of evil influences. Violence on television, bad language on records ... and computer games!

Your ghostly guide whisks you forwards through time. It's now a few days later and the hack is on the phone. Belong a man of little imagination, he's followed the most obvious course of action. He's phoned Mary Whitehouse.

Glib Comment

I can remember a time when Mrs W was a joke. But with the swing of the pendulum to Victorian values, now she's taken much more seriously. She's also good for off-the-cuff quotes. I've spoken to her just once and the ease with which she produced a glib comment was amazing.

She expresses concern, and says that she'll be taking action against this pervious and gratuitous violence. The hack hangs up a happy man. The one question which he never bothered to ask was whether she'd ever seen a computer game, but let it pass. He'd discovered a major new scandal and all it took was one press release!

Naked Women

The paper is now preparing itself for a series of hard-hitting articles on this threat to our children. Further research has discovered hard-core pornographic games which are sold in sex shops, featuring digitised pictures (whatever they are) of naked women!

Forget the fact that these are only available in Germany and run on the ST, so their most likely audience is going to be black businessmen. The closest to smut that Spectrum owners have ever seen features a young woman who often appears in the buff on page three of the hack's own newspaper. But Sam Fox Strip Poker is far too soft for this story!

Once again you spin through time and space, to arrive in the House of Commons during the Prime Minister's question time.

The braying subsides as a back-bench MP rises. He's one of a number who are guaranteed to pick up on any topic that will raise public hackles and buy him his thirty seconds on News at Ten: hanging, child abuse, and this time ... computer games.

There's a hush as he demands an inquiry into these disgusting and depraved games. After all, when the government provided a micro for every school, it wasn't so that the pupils could chip each other up like barbarians or ogre naked women! The PM promises to take action.

Enough? asks your ghostly host. It's time to hand in your return ticket, but instead of Xmas '87 he deposits you in your living room one year later — Boxing Day '88.

The Sound of Music is on the idiot box, so it takes a minute to realise that things have changed. It's when you reach for the pile of ... um you panic. Big Bang is a game of stocks and shares, not blasting. There's a wacky looking Spreadshleft. Or maybe you prefer Pan With Both — An Interactive Learning Course.

Outcry

In September '88, backed by public outcry, legislation was rushed through parliament so that all computer games had to be censured and classified. You can no longer shoehorn up sprites unless you're 18 — though you could have joined the army to blast real flesh and blood two years earlier!

Still, you've got some Christmas money and you've heard that there's a place in Soho where they still sell the stuff, like Rambo and Cobra, under the counter...

You wake with a start. The Snowman is almost over. It was just a dream. You laugh. It could never happen here. Or could it? Blanket video censorship was a direct result of a sensational and hysterical newspaper campaign run by the Daily Mail. Meanwhile in the States, records containing bad language have to carry warning stickers and are banned in some towns. Could it happen to software in Britain?

Anybody can name half a dozen games that compete for the out and out gore award, from Friday The 13th to Soft And Cuddly. So far they've escaped public outcry. But now CRL has taken it all one step further. That Jack The Ripper press release actually exists and has already led to stories in newspapers which would normally ignore software.

CRL is probably congratulating itself on this cheap publicity, but the software industry cannot afford to unleash the hounds of censorship. If the cost of those new stickers is the banning of all violent games for under 18s, then Christmas '88 may not be so happy for anybody.
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More arcade magic from the SNK label. Psycho soldier is tipped for the top as her thirst for action and adventure takes her to even more strange worlds.

Having survived the bloodsucking monsters of the first phase, you progress on to the actual Road itself. This is where the fun really begins. You will meet vampires, two and three headed monsters — the head will fly at you on its own. Just when you think you are gaining the upper hand, Collect icons to build up the firepower necessary to fight off your aggressors. Action and excitement all the way with this macabre and unusual game which has that elusive extra something to keep you coming back for more.
From Denton Designs comes a gross reincarnation of those freaky head-bangers — MAD BALLS. With really spooky graphics and a game-play that will split your sides. Featuring Freaky Full Back, Slobulus, Screamin' Meemie and more, much, much more!

Infiltrate the Alien Rebels' headquarters in KONAMI's coin-op hit. Negotiate electric force fields and overcome wave upon wave of fanatical guerillas. An essential game for all you arcade addicts!
Enlist to become a captain, if you've got the guts, in COMBAT SCHOOL. Work your way through seven gruelling events in this KONAMI's arcade blockbuster, and if you don't make the grade there's a penalty event or you're OUT!

Super-powers and super-heroes make PHANTOM CLUB a game you must NOT miss. Three dimensional action adventure with stunning graphics and great animation.