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ALL BRAN — GUARANTEED!

Look out for the next issue of YS on August 11th, with Part 5 of Smash Tips, the world's most comprehensive directory of tip top tips and hip hop hints for almost every Specyy game that ever lived (and died!). Naturally this mustermank (Gott in Himml!) is exclusive to Your Sinclair, and contains 100 percent natural tips and factree POKEs! And there are no added E-numbers gawling at your stomach lining, either. So whether you blackmail your newsagent, kidnap the paperboy or petrolbomb the station kiosk, make sure you get Your Sinclair's September copy of Your Sinclair. There's nothing tippler!

YOU SAY GOODBYE
to our beloved Deputy Editor, Marcus Berkman, leaving the warm cockles of Your Sinclair to try his luck as a freelance jouno and gap-hound. Never again will the YS offices resound to his unpleasantly loud laugh, his deplorable collection of ageing sweaters, and his multifarious personal phone calls. Or maybe they will, as he'll still be contributing to the mag on a regular basis. (More's the pity, Ed).

I SAY HELLO
to our soon-to-be-more-beloved-than-the-last-one Deputy Editor, Ciaran Brennan. Currently Our Man in the Arcades with the Lion Bar and the Handful of 10p Pieces, and one-time Ed of Commie mag Zzip 64, he now moves into the hottest seat in computer journalism (mainly because it's right next to the radiator). And as the person directly underneath Teresa, he's certainly in for some bouncy times!

Trainspotters Through History
An irreverent series in constipation with the World's Greatest Ever Trainspotters

17: The Proclaimers
"Nor mowah, nor mowah, nor mowah... see yoo, Sinny! Ya remember us? Th' Proclaimers! Yes, there ye go, we wit the geezers whut done that annoying wee tune 'Latter From America' a weee while ago, d'y'ken? Och, ya didna buy it? Well, ya shoulda, 'cos it was really irritating... us two gret beg pillocks shoutin' in not-so-perfect unison, (a bit like that Rex Harrison as Doctor Doolittle... y'ken?) 'And I will SHOUT at the animals... D'ye no gettah? an 'singin' nor mowah, nor mowah, nor mowah at the end of each line for no readily apparent reason. An' dinnae go a'kin' us what it all means, cos we dinnae ken either! Hah, hah, hah. Anywhah, whut did ye say? Are we trainspotters? Well, we do spend quite a lot of our time standing on platforms but thass only 'cos we're so unfashionable and our shoes are about 14 years old! Ha, ha, ha, ha... eh? What dye mean, are we a couple of Buddy Holly clones? Certainly not, Okay, smartypans, less ask yoo a wee question... Has your mutha got a Singer sewing machine? (Heard but, squeal, garg). Well, stich that! Ho ho ho ho..."

CORN FLAKY

"Hey boys, Wild Bill Fruitloop here, with a man who doesn't come from Holland. We're here playin' Microprose's very own Red Baron coin-op, shootin' down loadsa pesky commies 'if' all. And you know what? Sit down and I'll tell ya. This is the self-same Red Baron me an' my friend Sid here (hello, Sid here), first played in Las Vegas in 1982 — and then decided we could do better, so we formed Microprose. It's taken us until now to track down this old critter, but now we bought it, we play the darn thing all day long. Better than Microprose games, et, Sid here? Ha ha, jas' my little joke, ya varmint. "So I hope you're gonna print my pic in your ill-Brit magazine, boys. Ah mean, it's a really heart-rending story. And you wouldn't want me to zoom down in rnae plane over your cute lil Castle Rashbone and go takatakatakatakatakatakatakata through your windows, now would you?"
TWICICLES AS NICICLES

Yes, we're back in the Jurassic Age again, as Palace gets ready to release its nakedly naughty sequel to last year's most fleshly slash 'em up, Barbarian. Our photo shows Steve Brown, the game's designer, in suspiciously tight jeans which are bursting at the seams, probably imitating his bank balance, since he sold so many copies of the first game. Barbarian II – The Dungeon Of Drax is, as you've probably noticed, investigated in further detail elsewhere, but for the time being, we'll leave you with this rumpish pic and wait for the letters from angry parents. (And a small query: do those metal things leave little white marks when removed? Well we only asked.)

TECHNO-CORNER

Interested in all the latest utilities, interfaces, things with leads and all that techno stuff? If so, read on, Macduff.

For Comms freaks, there's a new Spectre Comms Pack out for the -3. In the way of these things it's also compatible with every other Spectra, even the old rubber keyboard variety. Viewdata screen emulation is provided, plus sophisticated off-line mailbox and frame preparation, with storage to microdrive or disk, as well as extensive printer support. And a telesoftware downloader to CES specifications gives you access to all that stuff on Micronta. The Comms Pack is available for £49.95, or with QMOD modem, £90.95, both plus vat. Contact Spectra at The Old School House, Tenby, Row, Crosby Ravenscrook, Penhill, Cumbria CA10 3JA for further details.

Need a program for the Disciple or Plus D that will convert 128k Snapshots to tape, to run independently of those interfaces? No, neither do we, but if you know someone who does, there's such a thing available for a liver (cheques only) from S Young, 21 Colchester Road, Southend-on-Sea, Essex SS2 6HW. So don't say we didn't warn you.

 Owners of the Plus 3 can now breathe a sigh of relief, it says here. What – are they going to get their money back? No, but seriously folks, writes Hughie Green, here at lat is an economic solution to the perennial problem of keeping our disk drive head clean. No, not Ariel Automatic, but something called the Micro Interface Clean Line 3 kit. It uses solvent-based technology and costs £5.99, and washes all your colours dead white! And I mean that most sincerely!

**About**

Ah yes, as we bask in the warmth of the summer sun (ho ho ho), those software houses are all dreaming of the long cold evenings of winter – 'cos that's when all of us spend loads of dough on loades of games produced by all of them. At the moment things are hot and quiet, but deep in the bowls of Ocean, US Gold, Activision and all the rest, games are a-brewing.

Ocean, for instance, is leading with Robocop – which was announced last month, but is due for the beginning of the year – and the now finished Operation Wolf, as previewed in YS last fall. Activision has licences a-plenty, including SDI and Cyberbank. Martsch plans a game called Venice (of which we know 0). But most spectacular of all, Elite will be releasing the long-awaited computer version of... A Question Of Sport! What? David: Err, stonary. Emlyn's team leads Bill's team by the immovable gap of 31,000,000 points to five. Emlyn: Chortle, giggle, squeeze, chortle.

Bill: Drone, drone, drone.

David: But then the fact that we gave you an extra 30,999,996 points for having Princess Anne on your team may have something to do with it. Emlyn: Chuckle, squeak, giggle, squeeze, chortle!!!

Bill: Drone, drone, drone.

It'll be out in the autumn...

With all these labels closing or being swallowed by others, it's always a bit of a shock when a new name pops up from nowhere. Actually Lorclie (pronounced Lorraine) hasn't popped up from anywhere - it comes from France, land of baguettes, stripey socks and millions of people who for some reason always pretend not to understand English. And the company's first game? Only Eddie Edwards Super Ski, that's a contradiction in terms, isn't it? Does that make it a brand new name, or just a contortionist? (Et about as French comme knotted mouchoir...) Mais non, vrai habit, c'est un money spinner certain pour Lorclie, et il'll be out tres soon...

Meanwhile, here's an interesting little technostory. NASA, the American space agency, has developed a system for astronauts called 'telepresence' - the state of being 'inside' a completely artificial environment. They've done it by means of two small television screens set in the visor of the astronaut's helmet. The astronaut's movements are monitored by sensors in the helmet and on his gloves. The information is then beamed to robots which move and operate just as the astronaut would do, and beam back what they see (in the form of computer graphics), to the astronaut. All this simulates moving around in a fully-formed, three-dimensional world. So astronauts will be able to move out on perilous walkways - they can stay indoors and get robots to do all the work.

Now why do we mention this here? Well, partially because it all sounds very much like the Mercury or Catch 22 computer generated worlds you can move about in. Mainly, though, it's because the whole idea has been inspired by computer games! Joystick juggling goes legit! And the next stage? Got to be telepresence coin-op, hasn't it? Ten years we give it...

**Bookshop**

**Mindfighter Anna Popkess**

Phil Gone are the days when you used to get a simple 64 page novella with games. No more, with the new line of Abstract Concepts games from Activision you get a complete paperback novel, telling the story behind the game itself and setting the scene for your assault on the electronic story. This is a nice idea, but how does the book with the story behind the game shape up as a piece of fiction? The subject, called Robin, is demonstrating his ability to affect the radioactive decay of a piece of uranium. In later experiments, Robin proves his uncalled abilities when he projects his mind into the future to find out his exam results. He misses and lands in a post apocalyptic nightmare of twisted buildings and human survivors. While the real Robin lies in a coma in the present, his future self encounters the horrors of a nuclear war.

Although I found the style of the book amusing, anyone who would like to own a copy of this kind of science fiction, rather than Miss Popkess' ability to spin a good yarn. Check out the game review in YS Adventures for more info. Good.
FUTURE SHOCKS

Are you street scared? Got the terrors of the deep? Look no further! There's nothing as gut-wrenchingly frightening, as stomach churning, nail rippingly, tooth extractingly horrified as Future Shocks — besides Phil's turkey and coleslaw bap, that is . . .

Electric Dreams
At last! A proper arcade game on the Spectrum! Electric Dreams has really done it this time. You thought Karnov was a nifty piece of work? Well, think again, buddy, you ain't seen nothing till you've seen this sucker in overdrive. Not only is it the Spectrum version of the world famous Karnov arcade machine. Not only is it the best arcade game ever. But the Spectrum version is in full sickening colour, with all the slimy greens, and laser reds and yellows of the original game.

The game takes place in a weird alien landscape, a bizarre living tunnel/terrain in space. You're flying your R-Type space vehicle, a curious drop-nosed ship, through the many tunnels, all of them...

As you can see, the colours are faithful to the original machine and as you can also see from the slightly blurred action, almost too fast for the human eye to follow. Is this possible? (Yes. Ed) What speed!

Deeper into the game, more of the disgusting creatures inhabiting this alien domain are starting to come out of the woodwork, Urrgh! These aliens are really gross, and most of them explode really messily. Pass the sick bag.

R- TYPE

PREVIEW OF THE MONTH

Barbarian

Psygnosis
Roooooar! Barbarian, from Psygnosis, (sounds vaguely familiar dummit?) An icon driven, four way scrolling, hackin', slashin', weapon changing monster mashing, ghostie getting, roacin', tootin', pretty nifty arcade adventure.

You play as Hegor, a manly looking kind of chap, with a pancake for a monster mashing, gollum bashin', ghostie getting, roacin', tootin', pretty nifty arcade adventure.

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FUTURE SHOCKS

T-WRECKS

Grendin
Ride a white swan — oh, right, the
real tyrannosaurus rex, eh?
Clearly old Rexy's causing a bit of
a commotion, mainly because
everyone thought he'd been extinct
for a million years or so, and then
he turns up, larger than life and
twice as green, in downtown
Balharn. Are you sure this is right?
Ed) Anyway, Grendin's latest biggie
requires you, you poor sap, to stay
the rather bad-tempered beast —
or at least persuade him to come
quietly (let's be 'avin' ya). Rather
you than us — HA, HA, HA! But
worry not about that colour, eh?
More post-Komov technicoloration of the
who-gives-a-monkeys-about-
attribute-clash school, and so say
all of us. There's no release date
yet for Trex (What about
Cookey's Ed) but we do know it'll
cost £7.99.

RAW RECRUIT

MAD
Ten-SHUNNNNN! Yes, it's time once again to don your fatigues, have a
haircut (or ten), and polish your booties, for here we're very much in
Combat School territory. Practise those army moves, 'cos you'll be
whipping out your rifle every 0.000003 of a second if you want to get
through any of these military testers. Talk about hard — as a raw recruit
you'll be perpetually stymied. In fact as far as we can make out, you'd
need to be fairly well done in a white wine sauce with swede potatoes
and broccoli to make any sort of impression. Raw Recruit's out now at £2.99.

NINETEEN

Cascade
Yes, yes, yes, we know we've done this before, but we got these new
screenshots, see, and we thought, well why not? And why not indeed,
seeing as Cascade are taking about 19 years to release the pesky game.
So, these are two more of the multiform stages of Nine-nineteen! (Get on
with it. Ed)-nineteen, as you (or someone else), will play it. And, we hear,
you'll also get the famous and fab P Hardcastle chewn on tape in the
package. Yes indeed. Right men, let's flush out dose gooks . . .
**FUTURE SHOCKS**

**TIME OUT 01:02**

**DREAM WARRIORS**

US Gold
Relocaax. Relocaax. You are feeling sleepy: very sleeeeeepy. Your eyelids are dropping and your mind’s becoming blank. On the count of ten you’ll feel totally at ease... One, two, three, four... ten! Right now blowcoast them!

Yup, you can forget about relaxing in the dream state in Dream Warriors, the latest game from US Gold. Cos here, the dream state is the most deadly place to be in. Rub a member of the Focus Fellowship the wrong way, and this evil gang of ex-opinions will send demons from the dark side into your dreams to destroy you. Not nice, hit typically as your biggest buddies. Astral scientists all, have been trapped in their dream states by big bad Ocular, the most powerful dream demon of them all. Up!

Your job is to get into the dream state and blast your way to the rescue, picking up the dispersed dream images of your buddies on your way. But of course, this is easier said than done. And once you’ve blasted your way past the Demi-Demons and evil minions (Ho, ho, haad!), you’ve then gotta get past the really deadly, evil, nasty that you find at the end of nearly every game of this type. Phew! It’s enough to give you nightmares, innit peeps?

Dream Warriors will be out soon, and the dream cost: £9.89! Dreeeeeem, dream, dream, dream...

**VECTORBALL VECTORBALL VECTORBALL**

MAD
Yes, we’ve had Impassableball, Supaball, Hypaball and Kennyball — and now here’s Vectorball, another of those bouncing-the-ball-around-the-screen-and-club-some-points games! Chose your robot after the slippery ball, trap it and then boot it into the back of the intergalactic net. Or something like that. There are four different tournaments to choose from, one with hills, one with ditches, one with waves (cool-eel), furrows and troughs (Oink, snort, dinner, snort! Phil), and a fourth with a random mix of everything. Sounds a charlie and a hard — and it’s a cheapie too. A mere £2.99. Yo ha! And it’s out now.

**MARAUDER**

Hawson
Any new game from the Andrew Hawson game slab is always big news — the last two, if you think about it, having been Cybernoid and Nebulab, no less. Marauder (previously known as Battlescar Marauder), features some geezer called Captain CT Cobra (fill in usual ‘What a load of cobras’ joke here). For absolutely no reason at all, the brave Captain trolls about in his heavy low-slung attack vehicle shooting up anyone who gets in the way. But instead of being bunged into chokecherry for 20 years without the option, Cap Cobra’s a hero. Sounds loopy as a fruitbat to us, but never mind. Hang on, here’s the atmospheric bit — airborne drones scream overhead, their bouncing bombs pitching and blasting. Marauder skids and squats, its laser cannon firing. Spinning eyepods and electro-hovers spit liquid death as seeker missiles stick over the horizon. Well of course, Marauder’s out now and costs £7.99 on cassette or £12.99 on disk.

...AND IN THE NEXT EXCITING INSTALMENT OF FUTURE SHOCKS

Brett has a showdown with Charlene, Roger’s disfiguring injuries are finally laid bare; Maurice finally manages to open that pot of peanut butter; and at least three members of the cost are killed when a rogue zeppelin crashes into the annual family barbecue. Don’t miss Future Shocks — some time, some channel, some games probably (oops).
YET MORE HOVER BOVERR

(Editors note: Following the letter last month from Mr J L Griffiths, alleging that Gardensof's and it megagame release Advanced Lawnmowing Simulation is, in fact, none other than his own game, Quolcast Rota—Mo, we have received this communication, addressed to Mr Griffiths, from Mr Adolf Bibble, senior partner of Wibble, Bibble & Boing, solicitors.)

On behalf of Gardensoft Ltd
A computer-game scout working on behalf of our clients was approached earlier this year in The Broken Arms, an east end public house. After, and we quote, "greeting a few unsavoury pals," he became the possessor of an innovative lawn-mowing game.

Later that month, after extensive gameplay testing, a team of five Gardensoft computer experts 'broke into' the program's Basic loader, and a change was made.

More specifically, line 10 was changed from REM**© Gardensoft Ltd 1986**. Furthermore the border colour on the options screen was changed from magenta to cyan.

We trust these facts will convince you of the futility in any further course of action on your part. We also remind you that court processers than expected follows and that a legal aid solicitor is no match for a knobbled judge and jury.

We hope you catch our gist.
Adolf Bibble
Wibble, Bibble & Boing, Solicitors

We await Mr Griffiths's reply with interest. Ed

OOPS, SORRY!

I collect letters of apology. I've got two from Ocean, which I got after winning a competition, in the Victor comic; no less (no relation). The competition was to win High Noon way back in 84 or 85.

The first letter said we are sorry to tell you that High Noon is taking longer than expected to write, but here are Gilligan's Gold and Daley Thompson's Decathlon to be going on with.

The second letter said High Noon has been scrapped so we've sent Match Day, and we hope you enjoy it (I did). I've also got one from Marcus Berkmann apologising for the length of time it took before the free game I won for the July 87 Doodlebug reached me.

I did another Doodlebug for the January 88 ish and still haven't received my free game. Do you think you could oblige with another letter of apology — I do so love them.

Victor 'Spider' Bell
Clifton, York

No I blimmin' well can't. I don't know what came over Marcus to write such a letter — he won't be doing it again 'cos he's fired! Ed

HAS HE WHAT?

In your May issue (page 18) in the 'Tape Troubles' bit of the Blind Panic piece, you mention an azimuth alignment program and a screwdriver. I know what a screwdriver is, but what is an azimuth alignment program? Please explain.

K Rickard
Fowey, Cornwall

Ah, now yer asking. Azimuth is a tape recorder technical term for the alignment of the tape head. You can adjust the alignment to match that of the machine the game tape was mastered on, which makes it load better if you're having problems. To adjust azimuth you twiddle the tiny screw which sits in a little hole just above the PLAY key. (By the way the plate onto which the screw is fixed is only in place under the hole when the PLAY key is pressed.)

An azimuth alignment program listens to the sound coming from your tape recorder and helps you to adjust the screw for better loading.

Phil

GRIMEY GRIPES

Your answer to Mrs N McHarg of Glasgow in YS of May 1988 shows clearly that you miss the whole point of her complaint (and that of other readers, including myself). If the smut you print is only meant for older readers, it does not alter the fact that it is still filthy.

The problem with you is that whatever is in you must come out in some way (En? Ed). It is most unfortunate that you have to use the guise of a computer magazine for that purpose instead of some smutty magazine like the one you gave away recently for promotion. At least then people buy it for what they know is its smutty content; in a magazine about computing we neither expect smutty jokes and innuendoes nor do we want it.

William Oost Lievensen
Belfast

I have never said that what we print is smut and filth — I certainly wouldn't dream of printing anything vulgar or obscene. I'm afraid you've missed the point — the innuendoes in the magazine are jokes, not a calculated attempt to corrupt the nation's youth. Only those readers of an age to understand will appreciate them: the very young just pass over it. Besides, I think you're being a touch naive if you think kids at school don't hear, see and say things much worse than the stuff we print. In this magazine you don't get what I consider to be 'filth' — I'm sorry if you don't agree. Ed
DON'T GO CHANGIN'
I have just read the letter in the may issue by Mrs McHarg. I'm 14 and I think this mag is a damned good one and it would be a shame to change it in any way! The reason I've written is to say that if these 'mothers don't like this kind of 'smut' they should stop reading it and leave the other 80367 people to enjoy a great unsmutty mag. I hope this isn't taken personally as it's not meant to be like that.
Daniel Mullender
Birchwood, Lincoln

Can't say fairer than that! (But remember lots of mothers enjoy YS too...) Ed

SICK AS A PARROT'S DROPPING
While being drogged around the shops by my mum I persuaded her to buy a copy of Your Sinclair. But clever mum picked up May's edition of Sinclair User by mistake and I didn't notice until she had paid for it. So I thought I might as well give it a try and to my horror, on page 31 I saw 'The 1987 Readers' Poll Results!' and under the section 'Rip-Off Of The Year' Your Sinclair was fourth. Talk about the pot calling the kettle black. I wouldn't line the budgie's cage with Sinclair User, let alone suggest it was better than your mag.
Steven Green
(no address enclosed)
Remember that they've now been pushed into third place by TRAINSPOTTER AWARD
Okay okay you win. Apart from the fact that you are of course completely correct I can't stand violence. The person concerned has been approached in a vat of boiling treacle, tarred and feathered and then handed over to the Your Sinclair killer bees.)
Ed

TRAINSPOrTER AWARD
In the June edition of your brilliantly fab mag there was a mistake. HAA! The review of Sophistry had the screenshots of Raston, and in Screenshots there was Raston with screenshots of Sophistry where there should have been the King of Maronna wandering around in his Y-fronts. If you don't give me the transpofter award I'll blow you up HA HA HAA!
Steven Crompton
Kings Lynn, Norfolk

wouldn't line the budgie's cage with Sinclair User, let alone suggest it was better than your mag.

SAY WHAT!
It is exactly 31 months since the world's greatest Spectrum magazine, Your Spectrum, was replaced by the world's worst one, Your Sinclair. No other magazine manages to avoid putting anything relevant or informative inside in quite the way you do. Once Task Force went, that was it. Where's all the old machine code utilities? Hardware projects? Book reviews? Articles? Letters that had something to say (and for that reason, I assume you won't print this one, just to prove my point)?
C Benson
Hamilton, Lanarkshire

Read Program Pitspot recently? Next please Ed

THE WONDERFUL WORLD OF THE SPECCY
Every month we invite readers from overseas to write in and tell us about the wide world of Speccy playing. Or something like that...

I make a request of SY to your... I live here in Hungary and I have heard that exist newspaper, but only sometimes get towards SY am in the 'Computer Club' computer shop, but unfortunately I don't know purchase for don't on sole. Therefore if you are forward two newspaper very thank SY for something.
Mico Nagy
Debrezen, Hungary

Your SY badge is on its way! Ed

OUTRAGED!
I am returning this magazine to you, as a parent of a young son who is the owner of a Sinclair Spectrum computer. I am returning it in protest of the low quality and totally unnecessary and distasteful female pictures. I see little connection between your choice of pictures and the business of computing. I have made my protest also to my local newsseller, who has now cancelled the order. A magazine with any serious credibility in the world of computers would not have to put pictures like these on the cover to sell.
Joan Fitzpatrick (Mrs)
Warrenpoint, Co Down

Sorry Mrs Fitzpatrick, I see nothing distasteful about a clothed female body. I outlined last month the reasons behind using the image — it's the one being used in the game. Still, I take your point but at the same time you must realise that we are primarily aiming at 15/16 year olds, not the very young. Ed

GIRLS TALK
Is this a porno mag or a computer mag? Is it really necessary for your continued existence to print revealing women on your front cover? I refer once of course to the late, great May issue of 1988. Do you realise that persons of the feminine gender do buy your mag? Maybe you don't take notice of the fact that some letters you receive are signed by a girl's name?
So what if the bulk of your readers are male — you should try to satisfy as many of your consumers as possible. Is that not so?
Please do not try to imitate Playboys etc — it doesn't suit your computer image. I am quite sure that most girls would die of embarrassment to be seen with the May issue, I certainly would.
This apart I enjoy your mag, especially your adventure section. Now that I've vented my spleen and am all tuckered out I'll sign off with a 'Good luck' and a 'don't disappear into the

ACE FACE
May I take this opportunity to thank you for a brilliant front cover on the May 1988 mag.
I know there will be mixed feelings about it, but I think it is ace.
Julian Marshall
Ablingdon, Oxon

At least somebody out there liked it! Ed

FRUITY EH?
Cor, yeah, more, more, oops, sorry, I mean, you perverted every mag. I went into the local newsagents, looked up at the shelf and saw two big melons staring at me. No it's not the fruit counter at Sainsbury's — YS has gone porno. Thank you!
Andrew Randall (13)
Southampton, Hants

Parrot Hal If you really want porno, this mate of mine... This bit's censored, Ed not to mention the garden implements, the optional leather thongs, a bunch of bananas and Glenn Hoddle. Now that's porno! Phil

A list of all these letters is available in the final pages of the magazine.
If you want to use commercial Spectrum software with the Plus 3 you **MUST** also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk. (Computer Shopper)

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prickly subject
What have you done? All I did was absent-mindedly scribble off a quick note to you, carelessly mentioning a certain 'Lisa'! So what? Well, in my school, there are many 'YS' readers who know me, who spotted the letter (greatly cut) in Small Print ish 30. They haven't left me alone with their puns about Lisa and hedgehogs - and it's terrible!
I've found it necessary, therefore, to write again to say I cannot stand Lisa or hedgehogs! But there is a certain female sixth former ... no, no!
Rob Moorman
Plymouth, Devon

There is? And can any of Rob's friends tell us more? Ed

whatever happened to ... I'd love to know what happened to the following games:
1) Star Trek/Rainbird
2) The Last Ninja/System 3
3) Re-Bounder/Grinlin
4) Attack Of The Mutant
Zombie Flesh-Eating Chickens
From Mars/Software Projects
5) Tank/Ocean
6) Bangkok Knights/System 3
7) Judge Death/Piranha
8) Roy Of The Rovers/Piranha
Martin Lewis
Telford, Shropshire

Not a lot of good news here, I'm afraid. 1) Still due to come out - eventually. Question is, which decade are we looking at here? 2) Delayed until the autumn. Last Ninja 2 will be out first on the Spectry! 3) Indefinitely postponed. 4) Scraped. 5) Ditto. 6) No news yet. 7 & 8) Since Piranha has gone down the tubes, these are unlikely to see the light of day unless another company buys up the licence and the half-completed games - which doesn't seem too likely at the moment. Marcus

doN't panic
Just to say a very big Thank you for Blind Panic. It's a superb game, really excellent, I've enjoyed playing it, and my two children - well, it keeps them quiet for hours on end! (For all your Welsh readers) - keep them coming. At the present we haven't made level three but we will get there eventually.

D Thomas
Ruthin, Clwyd

Yes, if you're a sucker for platform games (like me), it's the business, innit, peeps? We've finished the latest round of cover games for the moment but look out for some more later in the year ... Marcus

wrinkles rule!
Last month you said the average reader of your mag was 16. Well, you're wrong, 'cos I just happen to be 92 million years old, which knocks the average up to about 46. But I don't want free hair restorer, though a nice crisp fiver wouldn't be bad, eh?
Orc.
Trearchy, Mid-Glamorgan

PS In Wales, traipsing out = sheepspottin's in.

Sorry, there's no point sending you a fiver, but here's that sick squid i owe you! Ha ha ha! And the less said about sheepspottin' the better. Ed Baaaaaaaas!

Rest of Staff

pure genius
Knowing how awkward it can be carrying mirrors around with you (so you can admire yourself when nobody's looking), I have invented a device (keyring actually), which has two main functions. On one side is simply a happy smiling picture of yourself, which will make it possible to admire yourself at any time you desire. The luxury of this is you can be covered in zits and so be reminded how different you look when they have gone off!

Function two, on the other side, is a Phil Snout teaser, just the thing to make his mouth water and his stomach rumble. Hold the pig and-lomo-sauce sandwich pin in front of him, and he'll obey your every request (just as long as do him a real one later).

Hope you like it - it's totally unique!
Darren Wynn
Normanton, W Yorks

What makes you think I need to admire myself all the time? I've got plenty of other people who can admire me. Well, okay only one and that's my mum - and I have to pay her to do it! Sob, sob! I'm more interested in the reverse side of the keyring - the Phil Snout teaser. If it can really make Phil obey my every request I'll eat my hat - that is if Phil doesn't eat it first! Thanks very much for your lovely gift. Ed

kindly leave the stage
This month's crap jokes are really hot 'n steamy! Take a whiff of these from David Lane of West Bridgford, Nottingham and Phil Kier- nan of Co. Westmeath, Ire.
Q: How do you make a dog drink?
A: Liquidise it!
Q: What's green, has four legs and would kill you if it fell on top of you out of a tree?
A: A smackerel of the joke police.
Tony Daley
I arrest you for obstructing an offic- ion of the law during the course of justice. Ed

I bet you at least five quid you don't know my postcode.
Mark Towne
It's QXK 4UD actually. You owe me five quid and I'm not with it! Ed

Is Phil's nose really that deformed?
C Hanway
His nose is quite normal. It just looks that way 'cos his face is so deformed. Ed

PS Our ages are 14 but mental ages are 0. As you can see from the signatures.
Craig and Boddy

With names like that I'm not surprised! Eddy

ys horrorScopes
by Betelgeuse

Capricorn (Dec 22-Jan 20) Got a headache this morning? A few B-I-n-y sheep last night! Skin feels like wax! Rongue needs a shave! Well, it's your own fault - don't say I didn't warn you. Now go up to your room this minute.

Aquarius (Jan 21-Feb 19) Outdoor activities are extremely seductive this month, so Aquarian city dwellers should have a good few weeks. Look out for Aquarian rozzers, though.

Pisces (Feb 20-Mar 20) Sign of the fish, Pisces, which constantly explains that odd smell in here. Haven't you had a bath this morning?

Aries (Mar 21-Apr 20) The arrival of Pluto in Capricorn is liable to affect your mood this month, turning a normally kind and bright, affable sort of Athena into an Ermindalian maniac. Go and annex the Sundered one, or something.

Taurus (Apr 21-May 21) Alah the bull, which is what you'll find yourself talking most of this month. On and on you'll drive, pinning forth an unstoppable flow of bilge. Yes, you're Anne Diamond!

Gemini (May 22-Jun 21) A good month in store, with you visiting the pools, buying an enormous house in the Bahamas, and setting up home with Christie Brinkley. (Only kidding.)

Cancer (Jun 22-Jul 23) A momentous time for you right now - you're likely to be moving house, changing job or school, or possibly moving into an antelope. (In which case it may be time for a spot of redecorating, methinks.)

Leo (Jul 24-Aug 23) Work is looking up this month. Since if doing exams you're almost certain to pass everything with flying colours and eventually be elected to the Regents Professorship of Modern History at Oxford University almost certain.

Virgo (Aug 24-Sep 22) Feeling paranoid? If not you should be as masked men carrying cameras will be chasing you around town this month, especially if you were chatting to your girlfriend up the previous evening. My advice: stay in and watch Bob Monkhouse.

Libra (Sep 23-Oct 22) Sorry nothing happening to you this month. Hard life isn't it?

Scorpio (Oct 23-Nov 22) A good month for travel, and many Scorpio business- men will find themselves flying out to Spain for extended holidays beyond the reach of the extradition treaties. For all you readers, it may be time to renew that bus pass.

Sagittarius (Nov 23-Dec 21) Footwear figures prominently in your horoscope, so why not pop off this moment and buy that pair of fluffy slippers you've been looking at? And don't forget the Odor Eaters?"
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Screen shot from Spectrum version.
Screen shot from CBM 64/128 version.
Screen shot from Amstrad version.
Screen shot from Atari ST version.
Barbarian II

Following the amazing success of Palace Software's Barbarian on the Spectrum, Barbarian II is almost ready to slash its way onto your screens. Our down in the dungeon correspondent, Tommy Nash, takes it on to see if he's man, or indeed woman, enough. (Eh? Ed)

Barbarian was a fairly normal sideways scrolling beat em up, with a well standard plot line. All you had to do was rescue-the-damsel-in-distress, Princess Mariana (The Maria Whittaker character), by slashing your way through round after round of baddies, the employees of a nasty piece of work by the name of Drax. You rescued Mariana, and chased off all Drax's meanies, but Drax himself never showed... he fled beyond the dungeons beneath his black castle, to his inner sanctum, waiting for Palace's programmers to come up with the idea for the next game.

And so, Barbarian II takes up where the last tackle ended, letting the player choose between controlling Barbarian or Mariana as they thrash their way into Drax's dungeon. 'Cos you see Mariana's no mean sword-slinger herself and it's her intention to whip Drax's head off... or indeed anything else he sticks out long enough. (Ouch!) The game is similar to the original, in that battles take place in a sort of head-to-head, slice-and-dice combat format, but whereas in the first game you could only exit the screen at the left or right ends, in Barbarian II you can walk into and out of the screen, because each level is an interlocking 28 screen maze.

The first multiloader level sees you tramping The Wastelands surrounding the castle, looking for a way down into the dungeons. As you look for the entrance to the caverns, you are set about by the first set of Barb II's truly weird array of nightmare monsters. There are some more conventional baddies like a neanderthal man and an ape, but the most horrible ones are the Saurian Beast and the Mutant Chick. The Saurian creature is the long necked thing which, if you let it, will bite your head off and gulp it down its long throat. Urgh! Wonna disgusting bit of animation.

Having found your way into the Caverns, you are confronted by another bunch of slime-drenched gribbles. And this is the most subtle thing about Barbie II, because each group of baddies have their own characteristics, and you have to adjust your attack strategy in order to beat them. Some creatures are short and attack low, so you have to defend and attack low, others are tall, and some are just plain tough and have to be hit millions of times before they keel over.

Exhausting!

After the Caverns come the Dungeons, and one of the most fearsome monsters in the game. The pits are all around you, and in order to make your way through the dungeon, you must jump over them. But if a pit thing is in the pit you're jumping over, you could be snapped in two by its giant powerful jaws. But provided you're persistent and strong, you can make your way towards Drax's Inner Sanctum. And it's here that you meet the most deadly foes, the Living Idol, and Drax's Demon.

The game graphics are superb, as yout expect from a Palace game, but it's the massive sprites that are the most impressive, and the animation of both the hero, heroine and their many many adversaries is first class. I reckon Barbarian II is going to be a big hit, and I look forward to wading my way through hints and tips for it for months to come.

FAX BOX
Game: Barbarian II
Publisher: Palace Software
Price: £9.99

Orc Guard
Tall, skinny, and very green, that's the Orc guard. Watch out for his razor-sharp Orcian sword. 'Cos he'll trim anything you stick out. (Yow!)

Pit Thing
SNAP! That'll be the last sound you hear if you ever slow about jumping the dungeon pits. That and the sound of your bones being crushed. Urgh.
Once inside the Caverns, Barbie is immediately confronted by an Orc Guard who seemingly jumps out of nowhere. To help him keep his sense of direction in situations like this, the sword underneath the frame always points to the north.

**Orc Guard**

The most formidable beast in the first level, and probably the game. It'll bite your head off and swallow it noisily, as your body falls to the ground.

**Neanderthal**

Level one has its share of humanoid nasties, like this prehistoric club swinger. Try lobbing his head off, it's easier than you think.

**Giant Grub**

Slithery, yucky, slimy grubs, and what big, horrible, nasty ones. They jump up and nip you with their pincers. Hitting them in mid air is best.

**Carnivore**

Eurgh! What's that? A bit like a cat with no eyes or nose, but flipping MASSIVE teeth. It'll gore you to death unless you beat it fast.

**The Dungeonmaster**

One of the biggest and toughest baddies in the dungeon section on Level Three. He has to be hit several times before he'll fold over, but if you're lucky you can chop his head off, one of the most spectacular and splattery effects in the game.
Denied his throne, RASTAN hacked his way through the horrors unleashed upon the world—FLYING LIONS, GIANT BATS, SNAKES, LIVING SKELETONS and the LEGIONS OF THE DAMNED. Finally he must face the FINAL BOMBER: KARA, as he assumes the awesome responsibility of a MULTI-HEADED DRAGON to regain what is rightfully his. Is it more than you can handle?

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TOP TEN AUSTRALIAN TOWNS

1. Wagga Wagga
2. Wee Waa
3. Wangaratta
4. Toowoomba
5. Pechina
6. Wooroorooka
7. Wanganella
8. Wollongong
9. Ulladulla
10. Goodooga

Compiled by our wacky Irish friend, Stephen Gallagher. Good on ya, sport!

TOP TEN TRICKY SINGULAR OR PLURAL WORD FORMS

1. Phenomenon
2. Graffiti
3. Index
4. Stigma
5. Data
6. Opera
7. Media
8. Criteria
9. Kudos
10. Phil South

TOP TEN SONGS WITH THE WORD 'HEART' REPLACED BY THE WORD 'NOSE'

1. I Left My Nose In San Francisco/Tony Bennett
2. What Becomes Of The Broken Nosed?/Jimmy Ruffin
3. Sign Your Name (Across My Nose)/Terence Trent D’Arby
4. This Old Nose Of Mine/Isley Brothers
5. Owner Of A Lonely Nose/Yes
6. Young Noses Run Free/Candi Staton
7. You Broke My Nose (In 17 Places)/Tracey Ullman
8. Nose On My Sleeve/Gallagher & Lyle
9. There Must Be An Angel (Playing With My Nose)/Eurythmics
10. Total Eclipse Of The Nose/Bonnie Tyler

Compiled by our wacky Irish friend, Gerard Carton. All right, nose pickers? Not 'erff!
COMICS

1. Batman: The Cult (DC) Part 1
2. The Killing Joke (DC) Graphic Novel
3. Marvel Comics Presents (Marvel) 1 and 2
4. V For Vendetta (DC) Issue 1
5. Hellblazer (DC) Issue 9
6. Swamp Thing (DC) Issue 75
7. Daredevil (Marvel) Issue 258
8. Iron Man (Marvel) Issue 234
9. X-Men (Marvel) Issue 234
10. Nick Fury, Agent Of Shield (Marvel) Issue 2

Chart compiled by Chris Campion at Virgin Comics

- Good chart this month, with Batman dominating as we predicted he would. The Killing Joke, last month's excellent chart topper has slid back to the number two slot, to be replaced by the utterly superb Batman: The Cult. This is a quality comic, and more like a graphic novel in feel, being printed on art paper and having a splendid glossy embossed cover. The story begins with Batman having a dream of being attacked by the Joker, and finally slicing him to bits with an axe. When he awoke from this horrifying dream, it turned out that reality is harder to cope with than fantasy. Batman has been kidnapped by a cult of rabid shamanists, and is hanging by a chain from the ceiling of a Gotham City sewer. A dirty bandage on his side covers a recent wound, and he's delicious with pain and hunger. As this is only the first part of the mini-series, I can only guess about how Batman is going to get out of this one, or how he got into it in the first place. I'm sure all will be revealed in the subsequent parts.

Rachael's back row film reviews

VICE VERSA (PG)

Judge Reinhold, Fred Savage

EVER thought that adults have it really good? Then why do they always tell you that these are the best years of your life? After all, homework, bulling going to bed early. Why, if I could do it all again... (Aged Rachael.)

Well, not quite all again, but what if you could swap places with an adult — inhabit their body — live their life for a while? That's what happens in T-1000. Charlie and his dad when they both hold a magical Easter skull and make the fatal wish. Suddenly Charlie is bursting out of his teenage trousers (on fire, while Marshall is swamped by his designer suit. Charlie's first reaction is to set his yuppie Pop sweat out — so he sends him to school to find that class isn't got no glass. Instead it has tests, toughs and mean teachers. Meanwhile Charlie discovers that dad's job in a luxury store is far from a day long romp in the toy department and that a small boy in big business is a hit distinct disadvantage.

but they're ready to swap back... but how? They can't just say abracadabra! Obviously the skull holds the secret — but it also holds the missing pieces for its owner: a rich artist collector and her thuggish assistant, who used Marshall to unwittingly smuggle it into the country in the first place. And now they want it back.

The toy department and that a small boy in big business is a hit distinct disadvantage.

There's a story about a property, guys? Has Chris Claremont had a brain transplant, or something?

Rachael's back row film reviews

THE MONSTER SQUAD (15)

Andro Gower, Robby Kiger

Everyone loves the classic monsters — Frankenstein, the Wolfman, Dracula, the Mummy, the Creature — and last but not least, the Joker. Have you ever seen him play? Of course they only exist in those corny old black 'n' white movies of pop-ban when there's no one there. Now they're many of laughter because this is a laugh moving monster-sized smash. The boys of The Monster Squad find that the real life is rather more than they can handle. They're not easy to convince their parents that the undead have moved in (from the backyard). The only solution is to enrol the help of a friendly expert in the dark realities — but where to find one in rural America? Luckily not all the monsters are as bad as they first seem. You can pull down Frankenstein's anti-social but bad childhood and beingmiscientated. Eventually the kids are ready to wage war on the vampire and his minions, with results which are both thrilling and hilarious. You'll learn a new way to dispose of a mummy and a hitherto unknown fact about werewolves before the rip-roaring climax in the town square.

This is the sort of movie for a summer evening. You come out feeling really neat, and who cares what's lurking in the shadows of the key hole? — you can deal with anything. Except Phil, who doesn't have the key. He's got a brain transplant, but he can't remember that.

The toy department and that a small boy in big business is a hit distinct disadvantage.

— John Constantine battles the dark forces in modern day London. Old standards Daredevil and Iron Man are undergoing the same kind of revamps as the other Marvel heroes, but seem to be losing a little behind in that respect. And as for Uncanny X-Men, at number nine... y'know, I've really gone off them. Since they became dead they've been really boring, a bit like a group of people waiting for a plane at Heathrow or something. All that recreation and outrageously dangerous training sessions, how flippin' tedious. How about a proper story, guys? Has Chris Claremont had a brain transplant, or something?

Phil Snout, Comix Ed.

ADVENTURES

This Month | Last Month | Game/Publisher
---|---|---
1 | (2) | Cricket Crazy/AIternative
2 | NE | Werewolf Simulator/Top Ten
3 | NE | Blood Valley/Gremlin
4 | NE | Smashed/AIternative
5 | (4) | Football Frenzy/AIternative

Chart supplied by Roger Hulley of R & K Distribution.
Brought to you by the team who produced the top-selling STAR WARS® game, THE EMPIRE STRIKES BACK™ is the next stage of the unfolding drama.

This game follows the non-stop action of the movie and is a direct conversion of the famous coin-op.

The player takes the role of Luke Skywalker, piloting a snow-speeder against the huge Imperial Walkers. Darth Vader controls his forces with deadly cunning, using his Probots to search and attack the Rebel Base.

The action continues as the player becomes Han Solo in the Millennium Falcon, looking for safety in the galaxy whilst being attacked by Tie-Fighters and dodging asteroid storms.

May the Force be with you – Always!
Psyoposis/£3.99

Phil You're scanning the horizon, but you can see nothing, no sign of them. But they're there, you know it. Stumping along on their tripod, slowly, deftly, avoiding obstructions. They're there all right. They were spotted by the forward station... just before it went off air, that is. That funny scream... sharp colt off by a burst of static. What happened to them? Let's hope it was quick... then you catch a glimpse, a red metallic shape moving surely through the rocks to the south. You kick in the treads of your DVS and head towards it at half speed, power-up your laser bolt, not daring to think about what you're going to find. The Terrorpods are here.

Wow! I must admit that I never expected this game to pop up on the old Speccy. This has been a big hit on the 16 bit machines ever since. Last year I think. And very fancy and colourful graphics they were, too. scrolling back and forth and side to side across an alien landscape on your Dorsa's Strategy Vehicle in search of the deadly Terrorpods, horrific tripoded creatures with long pincer snouts.

Well the scrolling is here, as are the pointy snouts, but where's the colour guys? Sheesh, I thought this was going to be a blasta.. but no such luck, it seems.

You have limited fireballs to destroy the evil strutting Terrorpods, and with the internal roll of the scrolling (you continue to move, even though you've stopped pushing in that direction) it's quite hard to draw a bead on the little devils. I thought the Terrorpods were supposed to suck my brains out through a straw or something, being towering evil alien beings... but the sprites which met my eyes on the screen were right on the widdly side. Yowch! Oh dear. They seemed to have sucked my brain out! Yes, when a Terrorpod gets close to you, all your energy drains out through the hull of your ship, blowing one of your lives.

Another way you can meet your doom (don't you just love the word doom?) is from the many guided missiles which are fired at you by the Terrorpods mother ship, a heinous red shape which hovers menacingly over the horizon. You could machine them by steering hard right or left and forward, I discovered, so they aren't really a problem. Except for the fact that while you're dodging the missiles, the Terrorpods have not only got past you, but they've also sneaked into your house and eaten your dinner. Okay, so I was only joking about the dinner, but they do get a chance to disrupt your power plants, and that, buddy, is your job! To stop them doing that!

I actually enjoyed playing Terrorpods, but I had misgivings about it as a game, feeling like I'd open the lid before and if it had superb colour graphics and sound it might have been just alright. But as a mono game it lacked a real spark of genius somehow, and was a bit boring and repetitive. But that said, it's a well made game, and I liked the idea of it. Check it out before you buy.

YS Clapometer

Skillful conversion from 16 bit smash hit. Gameplay is fast, animation and graphics good, but lacks a certain splash of brilliance.

YS Seal of Approval

All games reviewed in Screenshots are finished products.

We're all goin' on a summer holiday, no more worries for a week or two... 'cept how to decide which game to waggle the old joystick at next, what factor sun cream to use, whether to have that seventh ice cream or not, how to get a high score on...
BLOOD BROTHERS

An annoying platform shoot 'em up, saved only by a savagely addictive sub-game.

YS CLAPOMETER

GScores

10 – Yaaaaay!
9 – Woooooah!
8 – Wahay!
7 – Cor!
6 – Ooooh!
5 – Hmm.
4 – Enrrm.
3 – Wwall!
2 – Bleugh.
1 – Heeeeeeugghh!

Those jazzy jugglers are back again having completed yet another successful sortie on the games room at Castle Rathbone.

Duncan MacDonal: Stil as bally as a summer evening, and twice as cool. Our humble barm pot makes even Walt Disney look like a cartoonist.

Ben 'n' Skippy – Not as you might think one flower pot man and a bush kangaroo, but none other than two ex-Ludlow all stars.

David 'Macca' McCandless – Famous for juggling your POKES, programmes and his GCSE's, Dave is now free of them (the GCSE's we mean), and concentrating on completing his take-over bid at YS. (Gulp).

Sean Kelly – Still hasn't completely forgiven us for that pun about his home town last month. Well, geography never was our strong point!

Jonathan Davies – Although finding it difficult to prise himself away from his ST, JD still finds time to wobble his wobbly keyboard for us. Ah, innit nice?

Nat Pryce – Driven to the Bargain Basement again, the boy from Bristol takes a look at the latest cheapies.

YS SCORES

10 – Yaaaaay!
9 – Woooooah!
8 – Wahay!
7 – Cor!
6 – Ooooh!
5 – Hmm.
4 – Enrrm.
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Mickey Mouse

Ben 'n' Skippy
At over 50, Mickey Mouse is still performing better than most superhero types. Imagine the lifestyle of this world famous rodent; girls, money and copious amounts of ripe cheese—does it all, except that pesky 'Krusty the Clown'!

This is Gremlin's second release based around the wonderful characters of Walt Disney, the first being the action packed The Great Mouse Detective. Gremlin has the licence to all Disney's characters so there's bound to be more on the way—and if there isn't, we know the world will be a better place to live.

Four nasty witches in the pay of the evil Ogre King have snuck Martin the Magician's magic wand and cast a hugely evil spell of Poll Tax over Disneyland, leaving the peasants with no money (heard that somewhere before?). Just to make things seem even more bleak the witches have broken the wand into four pieces and hidden them at the top of each tower in Disney Castle, where they're currently holed up. A bizarre problem I think you'll agree.

With a cry of 'Never fear, Mickey's here!' walks our unlikely hero, volunteering to get back the four pieces of wand and so restore at least some normality to the land. He bounds into the game with vigour and determination, a hammer and a water pistol only to be killed immediately because he hadn't waited for us to explain the game properly (sad).

Within each of the castle's towers there are platforms which are connected by ladders. The platforms are filled with minions of the Ogre King. There are two types of these; ogres which can be beaten to death with Mickey's hammer, and ghosts and spirits which can be squirted back to the grave with the water pistol. Pressing the space-bar toggles the weapons. Bashing ogres is easy enough; squirting the bad guys is more of a problem, as the water pistol occasionally runs out of ammo (touching ogres and ghouls also results in a loss of water), and when it does, it means instant death!

Lucky, when you squirt/beat the living daylight out of one of the meanies, their earthly remains mutate into some surprisingly useful gadget or other. This can be a smart bomb (which looks like a rocket), a sort of levitation spell which stops you falling off platforms (a really a speed-up spell (a flash of lighting)), a slow spell (which, oddly enough, slows down the monsters), and a snarly gramma face (which scores all the meanies so badly that they all run away from you) to name but a lot. However, nine times out of ten (well, probably), you'll be presented with a lil' bottle of wickedly powerful enchanted water which can be stuffed in your pistol (fnar!) and squirted all over the place (fnar, fnar!). Alternatively you can just bonk the ogres (fnar, fnar) with your hammer. Occasionally you meet a super-ard ogre who's twice the size of Mickey- bash 'im once, and he splits into two normal size meanies who can be disposed of in the usual way (bof, pow!).

On most of the platforms there is a door which acts as a passegeway into the unknown realm of the sub-games. To complete each tower, all of its sub-games must be completed. Once a sub-game is finished the door boards itself up and you can't get back in. (The monsters can't get back out either so that's not always a bad thing). Keys are naturally a vital pre-requisite to getting through the door in the first place: you start with two and can collect more should any of the monsters happen to leave them behind.

The first of the four sub-games likely to be discovered is a pac-man type flip-screen maze game in which Mickey has to pick up a hammer, some nails and some wood. Dotted about are one or two black balls which guard each screen, hearts which give you extra lives (you have three lives on each sub-game—when all are lost you return to the platform) and power piles which give a few seconds invulnerability. Once all the bits are collected then it's cut through the exit and off to find the next challenge.

Mickey's graphics are excellent. Obviously, they're not quite Disney standard, but they're as good as you're going to see on a Spectrum screen. The sound is jolly, loads of bright, breezy tunes help you through the 48K version and though the colour isn't used too liberally it certainly adds flavour. Gameplay is only marred by the maze sub-game which gets incredibly tedious after a few goes—the others make up for it heartily, though. There is plenty of variation and challenge in this game, which could have been as boring as a George Michael LP (yes, probably not that bad, but you get the idea...). We reckon it's still worth forking out for.

YS CLAPOMETER

Violence, waterpistols and cute ickle rodents. What better night's entertainment could you ask for (fnar)?

[Graphical representation of gameplay]
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US Gold/£3.99
Duncan What do you get if you take seven parts Ikari Warriors, three parts Gauntlet, mix them together, pull out all the colour and then slow down the action? Give up chumples? Then I'll tell you: You get the latest coin-op conversion from US Gold. Known as Halfof
Kairos in the arcades, the home computer version is called, for some reason Desolator.
Oh dear, it's blurb time, and bimbo hero's only gone and lost the blurb sheet. Still, I can remember the gist even if I can't remember all the silly names; here goes. You play a
ggazer called Mac and you have to explore a castle. Problem is that the castle happens to be owned by the most evil person in the whole multiverse, Kairos the Great Satan. Crickey. And more — the castle is populated by his family and friends (and this is where I forget the names so I'll make
sword throwing knights, zombies, fire breathing wall thingies and, well, general 'evil castle' spookery.
There's no need of level meganasties to kill (fiercely difficult to begin with but susisable) and babies to collect. These babies, called Peters, are trapped behind various mirrors

**DESOlATOR**

Electronic Arts/£3.95
Duncan Yonks and yonks ago (about a year at least), I saw a game called Arctic Fox on a friend's Commodore Amiga. Solid filled graphics, squarish "tank trundling" sound effects and lots of zaap-boom fighting action in the snowy wastelands. Great fun! . . . There'll never be a game as good as this on the humble Speccy, I recall myself thinking. And then what happens. Gor blimey, if Firebird doesn't release a game called The Sentinel — solid but slow. Then Driller blimey solid and not so slow. And then The Dark Side — solid and almost smooth. And what drops into my hand today? Only a Spectrum version of Arctic Fox by crackpot!! I almost damaged my tape recorder as I jammed the cassette into its jaws in a state of hyper-expectant frenzy! I paced back and forth, palms a-sweat, until eventually Arctic Fox had loaded and was waiting in my Spectrum.
Oh dear.
Oh dear, oh dear, oh dear . . .
Where can I start? Well, for

**ARCTIC FOX**
do:
Nitpick 1: Control of the main character isn’t ‘crisp’ enough for my liking.
Nitpick 2: Loading (especially on 48K), is a real pain — takes ages.
Nitpick 3: There are bugs. The game isn’t riddled with them by any means, but it did freeze up on me twice forcing me back to Nitpick 2.
Nitpick 4: The sprites for the main character is exactly the same sprite used for a lot of the nasties. Can get confusing.
Nitpick 5: The heads of Kairos at the end of level one look exactly like a bloke I know called Frank, who’s a social worker. I wonder if Kairos, too, drives a clapped out Renault four?

Actually, that last point was quite a smooth link into my end piece — yet another of my infinite supply of unbelievably hilarious jokes.

Question: How many social workers does it take to change a broken light bulb?
Answer: None — they’re all too busy trying to change the one that works.

**SKATE CRAZY**

Glenn/77.98

Duncan I read somewhere that an infinite number of monkeys, given an infinite amount of time (and the same number of typewriters), could, purely by chance and the law of averages, reproduce the entire works of William Shakespeare — word for word! As a little experiment I’m going to leave my pet monkey, Pippo, in charge of this review. He’s got until I get back from the sea-side tonight! Byeeee!

Hello, I’m Pippo, and I’m typing at random. (We know — lots of astute readers.) I’ve seen my master playing this game, and I’m going to tell you all how good it is.

As you might have gathered by the title, Skate Crazy involves you in the crazy world of roller skating. You control a little chap called Freddy who has, along with some of his chums, taken over a disused multi-storey car park in order to hold a grand roller-skate competition! There are four courses (levels), and the general idea is to perform a variety of stunts whilst accurately following a pre-set route in the shortest possible time. This will impress the four judges, which is quite important actually, as only high scores will allow you to progress up the levels.

Each course takes place on a very large playing area, which is a beautifully smooth eight way scroller (monochrome graphics), viewed from above. On the ground are numerous white arrows, which designate the route you have to take. To either side of these arrows are items such as boxes and tyres, which will knock you out for a few seconds and drain your energy if you collide with them.

There are loads of other hazards strewn about the course — oil patches, sand patches, glass, potholes and much more besides. These all help to fatten up your score if not avoided.

**YS CLAPOMETER**

This will impress the four judges, which is quite important actually, as only high scores will allow you to progress up the levels. To either side of these arrows are items such as boxes and tyres, which will knock you out for a few seconds and drain your energy if you collide with them.

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From the moment of starting a particular course, a timer will begin to tick down, but passing between sets of flags positioned in various places on the track will be beautiful animation up to maximum setting. Failure to reach these flags in time will result in the loss of one of your four lives.

The scattered around are ramps. Jump these at speed and, while airborne, rotate your joystick clockwise or anticlockwise (or indeed both), to perform aerial pirouettes. Mind you, if you’re silly enough to land backwards, the joystick controls get all wibbled up. My master cursed several times at this point. Mind you, in later levels I believe that some ‘flag-points’ have to be negotiated in a bottom-first direction, so I think my master would be wise to practice this art!

Anyway, let’s assume you’ve managed to negotiate the entire course having successfully avoided all the ‘avoid things’, collected all the ‘collect’ things and pulled several hair-raising ‘stunts’ out of your ‘stunt-bag’, the four judges will raise their score cards — which in this hypothetical case would probably be four ‘nine’s’ — allowing progression to the next level. (My master thought he was doing well when he got an average of three, and he has the audacity to call ME a stupid chimpmanee!!)

With its lovely graphics, beautiful animation and frenetic and addictive gameplay, I think I will have to doss out a pretty high score for Skate Crazy — and I think I had better do it pretty quickly, as my luck must be running out and I’ll soon, no doubt, be typing absolute gibberish anyway.

**YS CLAPOMETER**

JARRET'S LOG

Ocean/£7.95

REVIWES

Ever since our plane crashed into this godforsaken jungle I have been determined to keep a record of our adventures. Unluckily there is no recording studio available so I have had to settle for a diary... in the hope that one day somebody makes a computer game of the whole affair!

1 May: We spent the night camping by the plane — at least Clive did. Gloria says it's just his age. As dawn broke, I gathered my troops together. The first job was to collect the wreckage, including the bottle, for water. I spread it out amongst our party (we're party animals really), so that should somebody perch we wouldn't lose everything.

I got to thinking about the computer game. You could just press space to bring down a window containing our portraits, select one with the cursor arrow, then select with space again. That might produce another window, with a portrait of the person in question — in this case, Gloria — and the four pockets. At the bottom would be any objects lying around the vicinity, which could be selected by moving onto their box, pressing fire, which would change the cursor into the object, then dragging it into the top of the window.

We walked left for a further box of supplies, before walking right to pick up a couple more objects, then heading upscreen, towards the mountains.

1 May (later): After following the cliff face along to the left, and dodging the odd falling boulder (which reminded me of Gloria), we came to a low slung bridge (also like Gloria). A thought here on the computer game (maybe they could call it Jarret Of The Jungle) — a sound effects option would be useful, so that you could hear when rocks were about to drop onto you.

But I digress. We were crossing the bridge when suddenly the planks gave way below chubby Clive. Luckily I'd remembered to pick up the rope in the first screen (what — don't say you forgot), and dragged him out. Clive was grateful for the drag and is now pouncing around the jungle like Danny La Rue on an off day.

2 May: Night draws on — at least Clive wears his. For the rest of us this is a welcome chance to sleep. Well, for Gloria and her diminutive squirt of a boyfriend, Dirk, it is. Never could a man have been more accurately named — if only his surname was Head. What Gloria needs is a real man — one with a macho name like... well, Jarret's pretty butch, don't you think?

I stay awake though. There are even more important matters in hand — though I've told Dirk it'll make him go blind! We headed to the right after the bridge, following the cliff edge, and watching out for more falling boulders, until we reached a safe place to get some shut-eye, safe in the shadow of this character selection menu. It allows us to turn off the infernal music which is keeping us awake, or to reset the game if we want to live through my finest moments again.

F

ick they gave you The Great Escape but now those dinosaur hunters at Denton Designs deliver an even greater escape. It's just like some Saturday afternoon movie where big lizards with stick-on rubber fins stand in for Stegosaurus (classically educated reviewer), and muscular hunk spout lines like, 'It's as if time stood still (pause)! Well, you'd be advised to look lively if you don't want to end up a dinosaur's dinner. The lost plateau is not the ideal place to crash land your four-seater plane, but it was all Jarret could do to bring his passengers to safety on the edge of a cliff. Now he's responsible for taking them out of this prehistoric hell-hole and only one thing is certain — it's going to be no picnic (the Thermos got broken in the crash).

And who are they, these four individuals, thrown together by fate? Jarret himself is the human all-rounder. Athletic Cambridge scholar Dirk was recently married to Gloria, a tough cookie in a fragile frame. And then there's Clive, an overweight businessman and Gloria's father, who's about to learn that American Express will not do nicely for a crowd of angry natives.

Each of these characters has their own uses, not the least of which is the ability to carry up to
2 May (even later): We were heading away from the mountains when we found our lunches in brown sticky stuff. I know that Clive had been rummaging that he wanted to use the tug, but the massive swamp that blocked our path was not what he had in mind. Gloria said that if you walked onto it you'd be sucked under immediately. I began searching for a path.

Eventually I found one, but discovered that if you stop walking for one moment, you begin to sink.

With willies full of muddy waters (who insist on singing an r'n'b song about how sweaty my feet are!), I returned to land, and found that there are several paths across the swamp — only one of which will get you to the other side. A-maze-ing! I was also able to tell the others that there's a giant octopus lurking by the water's edge, which tries to grip you with his tentacles. Clive let out a shrill screech and donned his cricketer's box.

Meanwhile, not wanting to appear egotistical, I think Jungle Jarret Saves His Chums (Part 1) sounds good. Just then a flippin' big budgie swooped amongst us. 'A pterodactyl!' shouted Dirk. 'Feror— schmerror!' I replied. 'I just hope it's not going to be too bloody!' I was about to shout 'Shoo!' when... Help. The damned thing's got me in its beak. Doesn't it know that I'm the hero of this escapade... ARRGH!

(From this point the diary continues in another, more feminine hand...)

Following the discovery by our gallant leader that this is one of the areas plagued by predatory pterodactyls, swiftly followed by his sudden demise, I, Gloria, took charge of the remaining trio — fun in learning Clive to complete this log in his elegant calligraphy.

Now without the need to stop for photographs every five hundred yards, we made good progress. I soon found a path across the swamp, about half way up, which wound round, but eventually delivered us to dry land. That led straight into a native village, but luckily Dirk has a little knack — for translation that is — I always suspected he was bilingual.

Soon Clive was gossiping away with the natives about dress hints, how to sew sequins onto a loincloth, and how dropping the odd boulder may make them more friendly.

Now it's a question of going down to the river, where we can refill the water bottle, then finding a way across... There appears to be a path behind the waterfall, but I'm not sure about a Bridge Under Troubled Waters. After that I've heard tell of a stone circle and another native village, as well as a temple and many other thrilling adventures. But the most exciting prospect is... appearing on Wogan if I lead these dead-ends to safety...

What about Jarrett though, you ask. A tear forms in my eye. He shall have his memorial — the computer game.

Only it's going to be called The Heroic Adventures Of The Great And Good Gloria. So there!

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**ROCKFALL**
Top Ten Software/£1.99

Yawn... not another Rock-thinky game. We've had Rockman, Rockford, Rock 'n' Roll (a YS listing), and now here's Rockfall. Incredibly, all these games have you burrowing about in dirt dodging falling rocks. Queule coincidence!

Rockfall mayn't be the most original idea since sliced bread, but it's pretty nifty nonetheless. You play a subterranean Pacman who eats mud (!) and travels through caves of rocks, earth and boulders in search of diamonds in the best Boulderdash tradition. Clear the screen of sparklers and dash to the exit. To proceed to the next cave with a juicy big bonus, (slurp). Of course, the game is too easy to get yer mits on — it's surrounded by devious puzzles and it's all too easy to get squashed into Pac ketchup just as you clear the screen. (You bite the dust, you could say!). A good mix of quick arcade reflexes and mind mangling puzzle solving is required — not one for SU readers I'm afraid — but most game players will find it an enjoyable, if not totally riveting - two quids worth. And you get a free screen designer too; now that's what I call value for money, or well a screen designer anyway...

**SPACE JACK**

Power House/£1.99

You are the Federation's greatest pilot, and must face the toughest missions going in order to get your next payrise. Hmmmm... Why is it that the Power House has all the corniest plots and, now I think of it, all the bestest games? SPACE JACK must be one of the very worst games I have ever played, and I've played some terrible games I can tell you!

It is split into three parts, all of which have terrible graphics, are totally unplayable and are completely devoid of any addictive qualities. Even at £1.99 this is a complete rip off. Leave it well alone.

**ON CUE**

Mastertronic Added Dimension/£2.99

Snooker games have been around on the Speccy ever since the last rubber keyed door stop stepped off the ark, and none of 'em have been anything to write home about, almost as bad as watching the stuff on TV in fact. On Cue is no better than any other snooker game, though in this package you get both pool and snooker games on one cassette.

It suffers from all the worst problems possible in this kind of game. Attribute problems change the colours of the balls, the controls are fiddly, inaccurate and sometimes over-responsive, and the balls slow down drastically when many are moving. On Cue is fun for a while, but the appeal soon wears off and it becomes terribly boring. Only buy this if you know you like this kind of thing.

**NORMAN**

Power House/£1.99

Norman (as this game is called on the inlay), or Cubitoid (as it's called during the game), is claimed to be a "new concept" in computer games. (Where have I heard that before?) Power House has called it a plummet game, cos that's what you do — fall down several screens, trying to bump into and destroy energy cubes and avoid the guardians who sap your life force. It doesn't sound like much of a new concept, does it? I must have typed in dozens of games like this from Sinclair programs when I first got my Spectrum.

As these games go, Norman/Cubitoid isn't that bad — it has some nice graphics and silly effects and noises, and is generally well presented and playable — it's just so un-addictive. Don't be fooled by all the "new concept" rubbish and the attractive screen shots. Norman is boring with a capital SH.

**RALLY DRIVER**

Alternative Software/£1.99

Back in the old days a software house called Five Ways released this program called Rally Driver. Lots of people thought it was pretty good. Now Alternative has re-released it at budget price, and I must admit that it doesn't look too good next to more recent road games. I must stress that it isn't an arcade game, but a serious simulation. It really needs two players — one to drive the car and the other to navigate using the map on the inlay — quite an original idea, really. It's a pity that the game itself isn't that hot. The graphics are sparse and tiny, and the animation of the road is jerky. Arcade fanatics will not like it, but simulation buffs might find it good value at this new, lower price. Play it first before you buy it.

**POWERAMA**

Power House/£1.99

A fleet of huge alien spaceships is heading towards earth and only you, a humble scout ship, can stop them in time. Isn't it fortunate how routine patrols are always around when megalomaniac aliens go on the
CERIUS
Atlantis Software/£1.99
I'll bet you're expecting me to fill this review with Cerius-serious jokes, but I won't. Seriously (whoops!). Instead I'll tell you about the plot (rustle of cassette inlay).... oh, there isn't one. That puts a stop to any witty first paragraph, I suppose (Set on with it, Ed!).

It seems that you must drive your Avenger V4 tank through loads of scenes of Exolonesque landscape, blowing things up, shooting things down and generally revelling in all out wanton destruction. Most of the familiar features from Exolon are here — teleporters, flying aliens, missile launchers and add-on armour. There are a few new bits — you must collect codes to complete each level and solve four-letter anagrams, (brain blending, I'm sure!). And you can go back to scenes you've already completed, something you do quite a lot, as useful items can only be reached by quite torturous routes.

The main downer in Cerius is the size of the playing area. Someone got into the record books by writing the Lord's prayer three hundred times on a postage stamp or something, and it looks like Cerius has got a good chance of beating that record. I'm sure that there's some good technical reason for programming it this way but it does detract from the playability a little.

Apart from the size of the screen, the graphics are neat and the sprites move smoothly with only the lightest attribute clash. The keys are responsive and all the sound and other effects are first class. What's really lacking is any long term addictiveness. You see, Cerius suffers from the same problems as its big brother Exolon. Sure, the game is hard to beat, but the action soon becomes repetitive and boring — the screens all require similar strategies to complete and the alien attack styles never change.

At a penny under two quid, Cerius is worth considering, but only if you like, or haven't already got, Exolon.

METROPOLIS
Power House/£1.99
Moonboots, the lunar explorer is stranded in Metropolis, having carelessly mislaid his spaceship, (what a ludicrous plot, eh?). Now he's got to find it and refuse it before he can travel back home, but there are lots of problems to overcome before he can return to the moon. Metropolis bears an uncanny resemblance to Pyramids, so much so that several scenes in Metropolis look very similar to ones in the big P.

All the usual puzzles are around — which door does the round key open? What does the test tube do? But there's one added twist to the plot — Moonboots can turn into a different character at the press of a button. Zoid The Droid is short enough to go under some obstacles, whilst the Mad Monk and Super Spy can reach the parts of town other beers cannot refresh, or something along those lines.

Metropolis is actually all right if you're into arcade adventures, but otherwise you'll find it extremely boring.

SNOOKERED
Top Ten Software/£1.99
If anyone listens to the DLT show on Radio One (I don't hasten to add), they will probably know the snooker Quiz Thing. Well, SNOOKERED is basically the same — it's a much simpler version — there are four red balls and three coloureds, so not much scope for tactics.

You are asked a question and given four answers. You must choose the right answer within a time limit and gain the points value of the question and ball colour: one for a red, two for a yellow, five for a blue and seven for a black. Some of the questions are simple, some difficult and some downright confusing — "Who's life is based around the musical Evita?" Weird, huh?

I've never been able to see the fun of computer quiz games, especially when only one person can play. Privat Pursuit is fun, 'cos you always have a great argument over each answer, but you can't argue with a computer, it just sits there and flickers.

Rampage?

Fortunately, (or unfortunately, depending on how good a pilot you are), you decide to do what any empty headed space hero would do, blow them aliens to smithereens! So you zoom along each alien dreadnought and suddenly... you're in a vertical scrolling monochrome stage. Oh no! As with all blasters these days, there are some bolts on goodies to stick on your ship and great lumpy mother ships to blow away at the end of each level. The scrolling is smooth and the graphics are neat, if not incredibly imaginative, but unfortunately the game itself is incredibly run-of-the-mill. I'm not saying that it's bad, mind, but just that there are better games, in a similar vein, in this price range.

STARWARS DROIDS
Mastertronic Added Dimension/£2.99
This game is licensed from that naff Droids cartoon that they show on children's BBC at four o'clock or whenever. The programmers, Mastertronic, could have written a brilliant game based on the cartoon — it is action packed with terrible animation and awful plots, just like most budget games real! As usual though a good license has been ruined.

Droids is a dull arcade adventure of the walk-left-and-right-killing-things-and-opening-doors type. There is no scenery to speak of, boring simple Simon door-opening sub-games, and the most fiddly icon control system imaginable. I couldn't muster any amount of interest in Droids whatsoever and I expect it will be even less absorbing to the 'younger audience' at whom it is aimed.

KUNG FU KNIGHTS
Top Ten Software/£1.99
I wasn't given any instructions with this game, so I won't be able to waffle on about the plot and saving the world single-handedly, as I am wont to do. But I'll tell you what you must do in the game instead. You play a knight in a suit of armour who runs rightwards across levels, shooting animals and dodging arrows. Where the Kung Fu bit comes in is beyond me!

It looks quite good in the screenshot, doesn't it? Well, in practice it doesn't quite come off. I think that's because it is a little too difficult: the arrows are hard to dodge and hardly anything happens when you lose a life, so you don't notice until the game ends.

I cannot recommend this. It is unplayable and unaddictive.
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Y
es now's your chance to join the
Wide Awake Club and open your
eyes to Frank Bough, 'cos US
Gold is offering a rootin' tootin'
technicolour TV that gives you a
boot in the morning to celebrate its new
release, Dream Warrior.
Set in a bizarre universe where the only
wars are those of dreams, or nightmares, the
FOCUS Fellowship has focused demons into
to the dreams of three Astral scientists
and imprisoned their psychic images. You,
the fourth scientist, are the Dream Warrior
and must tear around the buildings of
Megabuck battling it out against the two-
headed monster, Demi-Demons and finally
the Dream Demon himself. It sounds like a
real nightmare to us. So, now you know all
about the game what about the dream prize
we're giving away?

TV WINNERS
What better way to wake up than with
Anne Diamond (gwar swar)? And now's
your chance 'cos we're giving away a truly
scrumdelicious portable colour TV that
switches itself on in the morning to give you
an alarm call. A far cry from the battered
old Big Ben that you throw at the wall every
morning. The Hinara Sunrise is a 14"
portable TV/Alarm that comes in a sleek
white cabinet with all sorts of dapper
features. There's an infra-red remote
control, digital alarm clock and timer, 30
channels and on-screen channel display.
Blimy! Plus if you're not lucky enough to
win top prize there are 25 copies of Dream
Warrior for the runners-up.

HOW TO WIN!
And it's so simple to enter you could do it
with your eyes closed. All you've got to do
is study the two pictures shown elsewhere
on this page showing a load of old buffers
taking a crafty cat nap in the House Of
Commons. You should find ten subtle
differences between them, ring them with a
blue/black biro and fill in the coupon with
your name and address. Send the whole lot,
or a photocopy, to I Used To Have A
Waterbed But It Gave Me Wet Dreams
Compo, Your Sinclair 14 Rathbone Place,
London W1P 1DE.

RULES OF THE BEDROOM
- Sleeping dogs lying in the Dennis
Publishing and US Gold manger would
have to be barking mad to enter this
compo.
- Dozy idiots who cross the Ed will end
up feeling a big prick - and steep for 100
years!
- Tortoises who miss the August 31st
deadline may as well go into hibernation
'cos they've got no chance of winning the race.
If you were thrilled with Incentive's first 3D Freescape game, Driller, you'll go potty over the new release, The Dark Side. Phil South dons his space suit and jet pack and checks out its added dimensions.

Many hundreds of years after Evath was saved from destruction by the internment explosion of its nearby moon, Mitral, a new threat emerges from its leaden skies. Evath's other moon, Tricuspid, has been hijacked by the Ketars (Oo, painful. Ed) and equipped with a mega destructive laser device, called Zephyr. With this fearsome weapon, the Ketars intend to destroy Evath, but the device must first be energised with enough power to destroy the planet. To collect the power necessary to destroy an entire planet, ECD Towers (Energy Collection Device), have been built around the light side of the moon, with cables leading to the Zephyr One device on the dark side. The ECDs will take a certain amount of time to accumulate the energy, and so you have been sent by Evathkind to destroy the device before it turns Evath into a cloud of expanding gas.

You are a clandestine operative, trained to sneak and destroy. You have been dropped inconspicuously onto Tricuspid, and as is to be expected, you're armed with an Evath combat suit complete with jet pack and shoulder mounted quad laser weapon, which you can aim using the crosshair in heads-up display in your helmet. To prevent the destruction of your world, you must install the collection of power to the Zephyr One by taking all the ECDs on the surface of Tricuspid. And how do you find out that the ECD is connected by two cables, you see, then the crystal will have enough power to regenerate almost immediately, thus defeating the object of wasting your own energy shooting it in the first place. It's essential then that you take out as many towers as you can quite early on in the game, as the speed with which the ECDs collect energy, depends on how many are still in operation. In this way the element of strategy and puzzles creeps into the game, as you search for the right ECDs to clobber, but in the right sequence and with a time limit. Phew! Enough for you to cope with? Good.

The Dark Side is very definitely a Freescape (and it really is trademarked, by the way), game, using the same brand of fast 3D graphics that brought gasps of surprise from everyone who played Driller last year. Although the views look similar to Driller, you view them through the Evath agent's helmet with all its displays, and this time the puzzles are even more fiendish, and the landscapes conceal even more secrets! Really it is a game of many dimensions, and not just the three you get looking through your Evath agent's visor, either.

The gameplay is as hard (if not a bit harder), as its forerunner. The first stage is mapping, getting to know the different planes of the moon's surface and filling in the squares in the plan view supplied with the package. Then, only once you have a decent map up and running, do you have the tools you need to plan an assault where you don't get killed. From then on it's up to you to look under and over objects, and shoot at everything to discover the right way to beat the Ketars. If you like your games hard, then The Dark Side is the only choice for you, bucko.

---

The ECD tower looks like this side of your screen display. South west is the tower you have to take out first, then south east, then north west, then north east, then west, and finally the tower on the top centre.

The map shows you your position and the locations of ECDs. You are not shown the objects you can take out, but can see where they are in relation to your position. The ECDs vary in size and colour, and may have to be approached from different directions.

The ECD tower above is related to the plan view below. The ECDs are connected by cables, which can be seen as the squiggly lines connecting the towers. The cables are connected to the ECDs on the surface of the planet, and the ECDs are connected to the Zephyr One device on the dark side of the moon.

The ECD towers are connected to the Zephyr One device by cables, which can be seen as the squiggly lines connecting the towers. The cables are connected to the ECDs on the surface of the planet, and the ECDs are connected to the Zephyr One device on the dark side of the moon.
ECD
If the ECD crystal is shot, it will vanish, rendering the tower 'disabled'. If the ECD tower is connected by cables to two other active ECDs, the crystal will regenerate immediately.

PLEXOR
These are tank like defence machines which are sprinkled around Tricuspid and will attack you when you're in range. You can shoot them when out of their range, but they return shortly afterwards.

POWERPORTER
These slabs can be found hovering all over the place, notably in the big hollow cube frame. Shooting them teleports you instantly to fixed points around the moon.

TELEPOD
The likeness to Dr Who's Tardis is not accidental. It's bigger inside than outside, and if you've got all the Telepod crystals you can teleport anywhere on Tricuspid.

TELEPOD CRYSTALS
The Ketars used the Telepod to travel to restricted areas on the moon. Before they left they disabled the Telepod by spreading its crystals all over the surface.

ZEPHYR ONE
This is your objective, to cut off its power supply to the giant laser device, located on the dark side of the moon, before it destroys your home world of Evath.

DARK TIPS
• When you begin a game of Dark Side, finding fuel and shield boosters should be high on your list of priorities, as you've only got a little bit of both. It's essential that you find the nearby store of fuel rods and shield plates before embarking on any mission.
• In the concealed chamber in the shed, shoot the rug and it'll disappear revealing a hatchway in the floor. This allows you to get into an underground system of tunnels, but watch out 'cos the rug comes back after a random amount of time, cutting off your route.
• Scoot south then dive west to get to the area containing the Sphinx. The ECs here are easy meat, on account of being right on the end of a cable. This should give you more time to search for the other ends.
• You get much more fuel and shields if you're as close as possible to 90° (face on), to the pillar or pentagon. Only people who've tried this will know what we mean here.
FAR AWAY IN A LAND WHERE TIME STOOD STILL...

... A SUDDEN ROCK-FALL THREATENS TO KILL OUR HERO

WHERE TIME STOOD STILL

GOOD LORD!

OH NO!! CANNIBALS

DANGER LOOMS EVERYWHERE!!
Hey Dude! Take a walk on the Dark Side

Win! Win! Win!
A Star Trek Video Collection plus 25 copies of Incentive's The Dark Side

The night twinkles on your visor, a black velvet curtain beyond the white tower of the ECD, the red crystal peak throbbing softly. The only sound in your helmet is the tick tick tick of the timer as your remaining minutes rush by, and your heart beating loudly in your ears... but you've got to stay cool. Evah depends on it. You have to destroy the ECDs before the massive laser at their centre, Zephyr One, fires its white hot death at your home planet...

This is pretty exciting and epic stuff, eh? But this sort of thing is pretty routine if you're a Dark Side player. What? You don't know about Dark Side? It's the fabby new Freescape™ game from Incentive. Hot on the 3D heels of Driller (What kind of weirdo has hot 3D heels? Ed), the Dark Side is a brilliant graphic adventure game with all the pace of an arcade thriller, but with extra tough puzzles to get your teeth into like in the best adventure games.

To mark the launch of this brilliant game, here's a megamassive YS compo where you can win your own Star Trek Video Collection! Yes, CIC's current crop of 14 episodes of the first series of Star Trek, that's seven video tapes with two episodes on each, absolutely FUH-REE! Yes, that's for nothing, and not only that, but there're 25 copies of The Dark Side game for the runners-up, up for grabs too! (And that's a lot of ups!) WOW!

Okay, Match The Shows...

a) Dr Who
b) Star Trek
c) Lost In Space
d) Hitch-Hikers Guide To The Galaxy
e) Outer Limits

... To The Quotes
1) Ford, you're turning into a penguin. Stoppit.
2) We will control the horizontal, we will control the vertical.
3) Never fear — Smith is here!
4) Would you like a jelly baby?
5) He's dead, Jim.

How to Win
This is a compo that literally anyone can win. If you know anything about sci-fi television it'll be a breeze. All you've got to do is match the catch phrases with the shows they come from, and whammo! You've done it. For example if you think that the phrase "Never fear — Smith is here" comes from Dr Who, then put a number 3 in the 'A' box. Easy peasy, huh?
We thought so. So just dash the right answers down on the coupon, and send it to I'd Say Beam Me Up Scotty, But They Never Ever Said That In The Series Compo, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. Okay, Mr Kyle. Energise.

Rules
• Starfleet officers and members of the Dennis Publishing Federation and Incentive Software Alliance may not enter this compo.
• Captain Terresa's decision is final, and no backtalk or it's to the brig with you, mister.
• All entries to be beamed up before stardate 31st August 1988.

a b c d e
Name
Address
Postcode
LUCKY DIP
Thanks to Peter Young of Delph, for this great trickster... Three boxes are labelled 'Arcade Games', 'Adventure Games' and 'Arcade & Horror Games'. Each box has been labelled incorrectly. You may stick your hand in one (and only one), box and pull out one (and only one) game, no peeking permitted! How do you then go about re-labelling each box correctly?

Arcade Games
Adventure Games
Arcade & Horror Games

HOUISIE HOUISIE
Don't hold your breath. Peter Young has more than one brain strainer up his sleeve... Ten matches are arranged to show a charming bungalow. You're looking at it from the northwest. Moving only two matches, can you turn the bungalow 90 degrees to show what the bungalow looks like from the northeast?

CHIP OFF THE BLOCK
A boy walked into a cafe and ordered his breakfast; one egg, a slice of toast, two rashers of bacon and a cup of tea. The waitress wrote down the order in this format:

1E1T2B1T

Then she said to the boy, "You're a Scout, aren't you?" How did she know?

GIANT HAYSTACKS
Thanks to Kevin Clarkson for this harvestly luscious brain blender... Farmer Phil (yes, him again), has a field. It has eight piles of hay in it. With his pitch fork he lifts the first pile and puts it in the centre, then the second, the third and so on. When he's finished, how many piles will there be?

NAMING OF THE FEW
A great little teaser from Alan Simpson of Belfast. Cheers Alan... If the man who always transgressed against divine or moral law was named Dennis, the girl who always felt uneasy was named Delia and the lady who had a thing of value (fin) was named Tessa, what was the name of the man who carried a bag of letters?

THREE DAYS A WEEK
Loadstheanks to S Warren from Atherton for this clever little puzzler. If a man rides into town on Friday and then stays for only three days, how can he ride out on Friday?

CHANCE FOR YOU?

PRIZE ARROWORD
Solve the clues and put the answers in the directions the arrows point. Simple, eh? The first correct answer out of the hat wins ten free pieces of new software. Okay? So get your coupons in, now!

PRIZE PUZZLE
No. 4

Send your entries to Phew, Ain't The Weather Hot - Oh, And By The Way, Here Are My Answers Compo, 14 Rathbone Place, London W1P 1DE, to arrive on my desk no later than 31st of August, or your entry will be used as parasol.

PIECE OF CAKE?
Can't bend your brain around these luscious teasers, eh? Well turn to page 8 and take a gander at the answers. Right, now put your brain in gear, stop lazing in the sunshine and send me some puzzles of your own. For every one I print, I'll generously lay out five, yep five pieces of new software. So get scribbling and send all those brain teasers to Pete's Puzzler Page, Your Sinclair, 14 Rathbone Place, London W1P 1DE.
Beyond infinity lies the evil galaxy dominated by the forces of the despotic SALAMANDER. A hero must persuade his compatriots to join him on a journey into hell and beyond. Organic... beyond the dimensions of our minds.

NOW IS THE TIME... YOU ARE THE HERO
Move over BROTHERS!!! Make way for ... 

The Great Giana Sisters

“This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous.” Zzap Gold Medal.

“Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive.” C + VG.

A TERRIBLE TWOSOME WHO'LL STOP AT NOTHING TO SEND YOU OUT OF YOUR MIND

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Where one famous double act stopped short, another begins. Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantalising terrors of a couple of wild cats.
HINTS’N’ TIPS

YS

TIPSHOP

Here we go, here we go, here we gooooodd!!! And Tipshop passes the ball to Phil South, who dribbles it past your hints and tips... but now over to Brian in the studio...

Hello England, are we going to have a good time? Ah can’t hear ya! (Yayy!) Aight! Let’s get ready to rawk and rawl... kerranggg! Yes indeed, ladies and gentlemen, when I think of all your hints ‘n’ tips rolling in to little old me I just can’t help feeling like a stuffed moose. But nobody will ever give me one. Still, enough of my yakkin’, let’s gerron wiv the tips. (And the hints just keep on coming!)

Hic... You guys are really on the ball this month, with a wedge of tips that would choke a bison. And such good quality too... take Cybernoid for instance. Roy The Mechanic, Scott Turnbull, Andrew Hallwell, Richard Snazell, Denis Dehon and Nick Ely all had their own ideas about what you should do in this fab and trendy shoot ’em up. The tips they all gave was the infinite lives chest. All you do is type YXES into the define keys screen. Ta! And poor old Dave McCandless spent all that time hacking it to bits. I dunno. Okay, what about some tips?

"Here are twenty steps for those of you having trouble with level one of Cybernoid:
1. Switch weapons, to mines (no. 2) and exit screen.
2. Place 10 mines across the top of the screen.
3. The pirate ships will explode on contact with a mine dropping their stolen cargo.
4. Pick up cargo and switch to heat-seeking missiles (no. 5).
5. Exit screen, and fire 1 missile at the yellow cannon.
6. Switch to immortality shield.
7. Use the shield to pass red balls. Switch to bombs (no. 1).
8. Bomb the two enemy missiles and exit the screen.
9. Get through the passage and switch to bouncing balls. Exit screen.
10. Use two sets of bouncing balls and switch to shield (no. 3) collecting cargo. Exit screen.
11. Use Immortality shield to go through passage.
12. Pick up the yellow canister before switching to heat-seeking missiles (no. 5). Exit screen.
13. Fire two heat-seeking missiles and switch to bouncing balls (no. 4) before exiting screen.
14. Using all three sets to destroy pirates. Collect stolen cargo and exit screen.
15. Switch to immortality shield (no. 3) and wait until catapiller is out of the way before using the shield to clear the passage. Exit screen and switch to bullets (no. 1).
16. Blow up two obstacles at the top of the screen and switch to immortality shield (no. 3) before picking up the yellow canister.
17. Switch back to bombs (no. 1) and shoot your way through the green blocks. Fire bombs to destroy green blocks stuck to exit.
18. Switch to heat seeking missiles (no. 5) and exit screen. Fire a missile at the yellow cannon and switch back to bombs (no. 1).
19. Shoot pirate ships and collect cargo until you have at least 1,500 cargo points. Exit screen. Fire bombs to destroy the two missiles and the green boulder.
20. Shoot your way through to the exit. Exit screen. Bomb the five energy missiles and exit screen. Switch to heat-seeking missiles and shoot the yellow cannon. Lastly, sit on the platform between the green columns. And there you have it. Cosmic, eh? Thanx, all you boys, and don’t let them naughty Cybernoids nibble yer ankles.

Blind Panic

Level 3

Driller

Driller is in honour of the next Freescape game, The Dark Side, being reviewed this month, here’s a bijou tipsette from Steve Frew. Hmm, after that crack about Dunc’s April Fool joke, I’m not sure we should believe him. Still, here we go.

"Here is a little Driller — Where To Drill Tip Guide:

Amethyst
Topaz
On the cross. Between the laser and the wall.
Obsidian
Diamond
Shoot kite thing in tunnel about 15-16 times then run into it. Drill under floating object.
Graphite
Land jet on floating block then drill where it was.
Emerald
Walk onto square in the middle, drill where it was.
Ochre
Alabaster
Scrub water five times, go down steps. Drill in centre of pit.
Opal
Co-ords 7144, 7144.
Basalt
Quartz
Drill next to block. On the cross.
Beryl
Next to pylon.
Aquadarine
Drill at tip of west arrow (patience).
Ruby
Centre of west girder.
Malachite
Drill in the vicinity of the shootable blocks.
Lapis Lazuli
Drill roughly in the centre of the sector.
Trachyte
Where is this place?

Well, thanks there, Steve. Maybe we’ll forgive you for the Gardansoft joke. But only if you write ‘I shall not make stupid jokes!’ four thousand times on the back of a packet of Hob-Nobs and send it to me. Haw haw.
TIP O' THE MONTH

Target Renegade

Level Three: In The Park use the flying kick, 'cos they'll head butt you if you punch. Otherwise use the same tactics as level 1.

Level Four: At the Shopping Mall, just high kick the mad dogs and the guys with bandages on their heads. BEWARE! The guys with the saucepans on their heads duck away from flying kicks. Jump past them and back kick them. There's no weapon on this level.

Level Five: At last, The Pub. This is the very hardest level. You can beat the baddies using back kicks/punch/knee/weapon combinations. When you reach the guy with the snooker cue, get it but beware, if you get grabbed he will head butt you. You will lose about three points of strength, so be careful. (You need the snooker cue for the games room!) When you get to the games room, you should be able to whip Mr Big with the snooker cue till he dies. If he kicks you on the floor, go to the bottom of the screen, wait until he follows you, then run to the top and grab it. BEWARE! Stay away from him because he will grab hold of you and shake you to death. And watch out, 'cos if you beat Mr Big, ALL the villains will avoid your flying kicks in level two.

Cor! Tham! chape, but don't hold your breath 'cos here come some more extra added value aardvarks from Steve 'I hate Tippez' Frew. "When you see a woman coming towards you, try and stand to her right. Walk left and right, making sure the woman stays in front of you. Every ten seconds or so the guy with the gun walks in. He'll aim at you but hit the woman, like this:"

Tha... a... yep, righto, Stevie. Okay, David. Ramsbottom has drawn his own conclusions about Target Renegade... well, he really has drawn them, so here's his picture of what you can expect in the way of points for various hits:

And lastly, but by noooooo means least, comes Martin Burrell's excellent Thug Spotters Guide for Target Renegades of all ages:

- **Punks**
  - Level 3
  - Same as Skinheads, but fun.

- **Skinheads**
  - Level 3
  - Wear out and headbutts.

- **Long-haired Thugs**
  - Level 1
  - Three flying kicks. When you let them land, don't!

- **Beastie Boy**
  - Level 4
  - Bebes, these Blub, Duk! Fling like them between the legs.

- **Hooligans**
  - Level 2
  - Streetgoers. Straight so do a flying kick.

- **Dogs**
  - Level 4
  - One flying kick, mate, well that's how I got mine.

- **Bikers**
  - Level 1
  - Use wake, sack, don't go.

- **Beastie Boy 2**
  - Level 3
  - Jump kick for these guys.

- **Man with a Gun**
  - Level 2
  - Double the duel, and let them fire the bullets, then when he comes on - take him.

- **Boss**
  - Big bad and hard.
  - Level 5
  - In the roll again.

---

Arkanooid II

I tell you what, I bin playing Arkanooid II a lot lately, and just as I reached the end of level 1, I had a weird bug. Now it's funny, but very shortly afterwards I got a note from Mike Ledingham, with not only a pile of tips for the game, but also this important info. "In room 17 finished the spider thingy, move immediately to one side exit. If you don't then the ball remains on the screen, and if it goes out of play, then there is no way of getting out as a new player comes up and your exits close. Also if once you come across a falling special capsule after all the bricks have gone, then don't collect it, as this also results in a crash. I hope this information is of some use, as it took me ages to compile." Cheers, Mike. Please to have you aboard.

And only existing in the mind and 30 lines of Basic of Duncan Wecked 'MacDonald. Steve's tip goes like this: "Garden 1: From your tool kit, take a pen and some paper. Take them into the kitchen and sit down at the kitchen table. Write a letter to Duncan McDonald saying he's an utter... This will put you onto level two which is easy." Well... er thanx, Steve. Is he taking the mickey?
## TARGET RENEGADE

**Maped by Maccmapper, Drawn by John Erasmus**

### The Moves: Renegade II

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Enemy Type</th>
<th>Move</th>
<th>Quantity</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sledgehammer</td>
<td>Biker</td>
<td>Jump Kick</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Walking Biker</td>
<td>Punch</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Club</td>
<td>Women</td>
<td>Jump Kick</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Gun</td>
<td>Armed Bloke</td>
<td>Punch</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Punk</td>
<td></td>
<td>Jump Kick</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Bodypopper</td>
<td></td>
<td>Back Kick</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Skinhead</td>
<td></td>
<td>Jump Kick</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Beastly Boy</td>
<td></td>
<td>Back Kick</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Beastly Boy</td>
<td></td>
<td>Punch</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>Dog</td>
<td></td>
<td>Back Kick</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Snooker Cue</td>
<td>Bouncer</td>
<td>Back Kick</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>MR. BIG</td>
<td></td>
<td>Swipe That Cue</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

*This Beastly Boy: The quantity applies to the one without the amount of hits to floor the chains. You can punch back kick or jump the opponent not kill him/her kick this opponent.

### The Car Park - Stage No: 1

#### Key
- **Red Square**: Start
- **Red Circle**: Lift Stop
- **Red Down Arrow**: Lift Down
- **Red Triangle**: Finish

---

*Tuvalu /1*
YS MAPS

THE SEEDY STREET - STAGE No: 2

PARK - STAGE No: 3

SHOPPING MALL - STAGE No: 4

THE BAR - STAGE No: 5

THE GAMES ROOM

CONGRATULATIONS
Holey-Moley! Practical POKEs is so packed this month that it's been extended to two pages! Mega-wow! And if you want it to stop, two pages cannot keep hacking and cracking and sending, because it's you hackers out there who make this column.

**FIREFLY**
Okay, I'll admit it, this game is so hard that even — yes me! — couldn't get very far. By "not very far", I mean, of course, that I almost got it complete, but what do you care? This is Jon North's first instalment this month — infy lives for this coker.

**BLIND PANIC**
Remember the killer freebie on the cover of the April issue? The one where you slaved for hours to get to level three, and wham! BAM! — you're trapped between two closed doors. Aaaarghh! Well these POKEs from Ewan Parker's got going. Check out the Multiface section too.

**ROLLAROUND**
Justin Kimber took "ages" to crack open Mastertronic's Rollaround, and why not?

**TOUR DE FORCE**
The second Jon North instalment is for the frustratingly addictive cycling game — Tour De Force, infly lives, I do believe.

**CYBERNOID — THE HACKED MACHINE**
Yeah, I know I did this last month, but Dean Ashton sent in an even better (did I say that?), and more comprehensive hack, so I had to print it. Nice one Dean.

**HACK OF THE MONTH**

**MEGA APOCALYPSE**
Dean Ashton is back after a spell of hacklessness (a horrifying disease?), with more than a smidgen of vengeance. His first offering this month is for Martech's Mega Apocalypse, and this gets him Hack Of The Month. Hurrah!

**3D STARFIGHTER & NORTHSTAR**
Roy Goodall's certainly learnt a lot since his first hack, way, way back in the Feb '88 issue. This time he's POKed both 3D Starfighter for infinite hits and Northstar from Gremlin for everything! Thanks a lot Roy.

**SIMULATORS**
There's a lot of simulators around these days, and the Droitwich Hacker, Kris King has shuffled a couple of them together and hacked the lot. He also asked for a POKE to Arkanoz 1, which has been re-mastered with the Speedlock 3 system on the Magnificent 7 tape. Can anyone oblige?

**ATV SIM**

**BMX SIM**

**UCM AGAIN?**
We hacked UCM a while back, but PO Lock sent in another POKE which I like to encourage.

**DRUID 2**
This one's fairly old but — hey! — who cares, huh? It's a hard game and I still haven't printed a hack for it, until now. Terry Mancey sent this one in and it'll...
Nebulosity

Some super spiffy multiface POKEs this month courtesy of Terry Manacey, Roy Goodall, Dean Ashton, Kevin Hearson, Justin Kimber, Kris King, Andrew Chapman and Glynn Eyre. But remember, you can only use these POKEs if you've forked out for a Multiface or similar interface.

CRASH PREVENTOR
So you don't know how to get one of these hack programs to work hoy? Well you is gonna' listen, and you is gonna' listen good, because I's about to tell you:

1. Type in the HACK program.
2. Save it for later use.
3. Rewind game tape to start.
4. Run HACK program.
5. Play rewind game tape.
6. Play game.

Easy innit?

SUPER-STUNTMAN
A quickie from Ian Crome here for Super-Stuntman. Follow the Crash Preventor to get it working.

THE RENEGADE CORRECTION STRIKES BACK
Remember the correction to the Renegade POKE in the Christmas issue? Well, I got it wrong again! Can you believe this? Finally and forever last time, cross my heart and hope to be spanked until my bottom goes purple, the checksum is 1159959. Phew! Thanks to Alan Howshall for that fruit-cake.

SCROLLING CREDITS
Here are the people with hacks that were late:
Ewan Parker, Ian Ball, Simon Macdonald, Miles Tudor.

Well that's it, he said in a kind of "the-end-of-this-month's-hacking-column" voice. Keep hacking, hacking and hacking, not forgetting the hacking, with a little bit of hacking added for good measure! Then send it all to David McCandless, Practical POKEs. Your Sinclair. London W1P 1DE. See ya next month! Byeeeee!!!
DR. BERKMANN’S CLINIC

SUGDEN, who wrote in after Dominic Keenly pleased for assistance a month or two back—"You bet, Doc. To assemble the first drive over six key parts. Then press the w’key. This will take you onto the assembly screen. By pressing 1 to 6, find one key that fits correctly in the top left hand corner of the screen. Then go through the other keys to find one that fits in the top right hand corner, to form the top half of the letters. Then through the keys left to find the bottom left hand corner piece, and then the last piece. Go back to the main game and press the key formed in the box. If you have collected a scanner, one of the arrows should light up. Follow this to the first agent. If you get stuck trying to find a key piece, look around for another one, drive over it and you will be told to drop one. Carry on doing this until you find all parts of the key. Once you have found the agent, go back to the vortex and complete the level. Oh, and by the way, does anyone know how to get past the black hole on level three?

“Mask,” because I'm getting quite frustrated?” I don't wish to know that—kindly leave the stage. Anyway, does that make sense, Dom? I'll bollyn' well hope so.

HAYL! An extended Hayl section this month, so see if you can help with any of these fearsome gamesnaps, and make a happy man very old.

First up, Emma Deakin will help with Zzzzzz... (I always try counting sheep myself. Or 18 pints of Thruxton XXX0 Old Beardsie.) "I want to be able to get past the road where the bus rushes past, and past the sleeping bandit. I can't even get the bike. Can you assist her?

MR. M Leach meanwhile is getting a very bad case of Primary Imbalance. "I'm trying desperately to find a way around Brian Bloon's, " that splendid old platform from 'The Edge.' He needs hints, tips — anything!"

Chris Lee is stuck on GhostBusters, that old Activision tile-in which I can't find again on Mastertronic and sold 8 billion copies all over again. (Preferred the film myself.) Anyway, Chris asks, "How do I sneak two men past the Ne Sunga? Put those marshmallows man at the Zuul temple?" Search me, but VS readers, on the other hand, may be privy to this vital knowledge.

Another Chris, of the Delahunty ilk, is "totally stuck on the Great Escape. How, pray, does he escape the keys and where can the cans be used? "I have found the poison, red key, radio, torch, money, uniform and spades," he explains. But as John Vatola's friends in Grease said, "Tell me more, tell me more." Finally a long plea from Ann Grant. "Thanks for your help with Great Escape, but I can't find the can. You said that the can should be outside the hut where it's dark. Well it's not! The can, that is, not a glimmer of one. Great Escape, read sheet says it should be there, but it's not, at least in my game.

Also thanks for printing help with Popeye, but I need more help. Where's the key for the door that's on the bottom of the rope from the dragon? Also please could you let me have some ideas. I cannot find it. I did have one, but seem to have lost it! A demanding woman, our Ann, not unlike our esteemed, (Stop right there if you know what's good for you. Ed.)

So can you aid any of these poor snagsaters? If so, or you're in hot water yourself, drop a line to Dr B's Clinic, VS, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a VS tips badge!

-- And that, as they say, or at least they did when I last spoke to them anyway. I'm really chuffed, nay, reet glad that you still send me your pistles. Of tips, that is. But you can trust us, cos we ARE doctors. So send all your hints, tips, maps, packets of bacon flavour fries and spare Wimpy fish’n’chips to Phil South, VS Tipshop, your Sinclair, 14 Rathbone Place, London W1P 1DE. Mind you, those cheese snips aren't bad... oh, ahem. And don't forget, every one printed wins an 'Ye Got!'

Big Tips' naughty badge. Heh, heh.
Plays a knockout triple face in the classroom, boiler room and the high school canteen. Hip-hop, door attacks, throw balls and pils... but can you make him hand his love letter to his girlfriend?

It's every prison warden's nightmare - the inmates have broken out and are hardened criminals armed to the tooth and aren't afraid to gun you all down. Just move in, knock them down and sound 'em up! Easy!

You can almost feel the tension of the big match breaking through the screen... the expectant crowd is almost on top of you! You return the service with a top-spin Backhand, then a Forehand. Backspin, the ball bounces high from your opponent's looping, defensive lob... SMASH... a great shot opens the score...

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Eight more deadly opponents to combat as you advance to become a black-belt master. Authentic fighting moves with different locations.

Our hero has finally mastered the secret martial art "CHIIY'S SHII-UN" but is trapped by third party. With kicks and other secret powers, escape from and travel SHII-UN's road to freedom!

The planet Nemesis is now under an all-out attack being from the sub-space and... cluster of Baden. You need all your courage and concentration to win. Get ready to blast off!

Get into this and you'll never get out... The plan - codename JACKAL - is to drop a squad of crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to a group. Then final objective is to knock out enemy headquarters. Simple eh?

Become a grand master but to achieve this you must defeat a variety of deadly opponents armed with different skills and weapons and must be overcome with a combination of 6 different attack moves.

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SPECIAL ARCADE PACK AT YOUR RETAILER NOW!
And tophole is the word for it, by my reckoning. (Wilco, chaps. Over and out.) Night Raider takes you into dashed dangerous territory, to whet the choppy Atlantic waters south west of Cornwall and north west of Brest (inar) in Brittany. And your mission? Only to sink the Bismarck. Hal Un morceau de gateau, mon petit saleco. Except of course that no-one else has managed it yet. And on your single act of pointless heroism rests the entire future of the world.

Luckily your bomber is equipped with every mod con (shower, jacuzzi, MTV and so on) and also a few useful devices to help you dispose of your enemies. On the Spectrum this means four different screens to toggle between as you strafe the night seas in search of Huns. The front view shows planes, boats, mines and whatnot zooming towards you in glorious monochrome, with the seas represented by loadsa dots and everything else solidly skimming over it. The back view’s fun too, mainly ‘cos you get to fire at things behind you, too. The area plan gives you a wider perspective on things, while your instrument panel tells you that your engines are about to drop out and that in 5.6 seconds you’ll plunge to an almost certain and total watery doom.

Hitting the drink is generally a fairly poor idea (Remember you’re driving! Ed) (I didn’t mean that sort of drink. MB) (Sorry! Ed, as if you do so you pop your clogs. More important is shooting your attackers before they shoot you, while keeping an eye on your target, not wasting your ammo, looking out for other hazards and generally keeping your eyes, ears, nose and belly button open. When you’ve sunk the Bizzy (which takes more than a couple of prangs, as you can imagine) it’s time to head back to your aircraft carrier — and that’s no mean feat if you’re low on fuel, the right wings are on fire and you’re fresh out of Cheese Snips.

Night Raider’s due to be finished and released in the next few weeks, but the preview version I saw boded well. I suppose the main reference point is DII.ATF, which also combined shooty and strategy aspects to telling effect. The version of NRI I played had rather more shooty action than strategy, but I haven’t found everything in it should be a challenging, well balanced game.

So, a likely corker from Gremlin. Right ho, Beezer, time for another go at Jerry? Chocks away....!
FROM ABOVE

BANDITS AT
12 O'CLOCK

Good Lord, is that the time? Better hurry then, cos otherwise it'll be too late to enter this splendid compo that we've arranged with those Gremlin geezers. All you've got to do is solve this utterly topping wordsquare, eh? Colonel? 'Fwah, fwah, fwah.' The prize? A high-flying, radio controlled model airplane, which comes in kit form for you to build yourself. Tophole, what? And for those of you who don't quite make the grade, there'll be fifty copies of Gremlin's Night Raider up for grabs. Spitting, eh? Wanna know how to win? Read on...

WHAT TO DO
Right, pay attention, you chaps. The wordsquare here contains ten words of a thoroughly topping nature which old Squiffy and Boffo chose - probably because they're the only words they know! Haw haw haw! (Oh, thank you, just the one.) So here's the gen. Mark out the words as you find them, and then send in the whole coupon to me, Air Vice-Marshall Sir Buffington Squiffington MC. You Can Tell I'm One Of The Chaps As I Don't Have Bouncy Things In My Flying Jacket Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

RULES
- Chap who haven't returned from the front by August 31st will be classified as 'missing, assumed not to be entering the compo'.
- Officers in Dennis Squadron or from HMS Gremlin will be cashiered if they attempt to get into camp without a pass.
- Anyone guilty of insubordination will be called up before the C-in-C and subjected to one of her chilli con carnes.

YOUR INSTRUMENTS

STIDNABCSR

HCPFRSAGKE

UDHRFPNBGC

HEOOSIOUOD

FGSFTBBLHA

FNPFFAARC

OAIUIIPNOM

BRLHRHRBCTA

HPKGFHERU

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- Distance peripherals from your computer.
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- 8 way.
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- Comes with complete range of accessories including: Standard grip, claws to move finger type grip, Magnetic Finger Adaptor with release mechanism, Rubber Blacken for materials handling, L Shaped Tapes for heavier lifting jobs.
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- Unique Interface/Software package to allow you to Interface and control the Robotarm with your Spectrum.
- Train mode allows you to store and then repeat arm movement sequences.
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- Very easy to use.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the the Robotarm/Computer.

ONLY £19.99
Ciarán Brennan spends his last pennies checking out the latest in coin slot entertainment.

**SLOTS OF FUN**

Hi Funsters! Well summer's here now. So I suppose it's time for sunbathing, slurping ice cream and generally enjoying ourselves in the great outdoors then? What? You'd rather check out what's happening down in those dark 'n dingy arcades? Oh okay then, you've twisted my arm. Let me just empty the sand out of my left espadrille and wipe that mint choc chip off my chin...

**CIARÁN'S CORKY COIN-OP FORGOTTEN WORLDS**

Ladies and Gentlemen, the one you've all been waiting for... August's game of the month! And this time the honours go to Capcom for its all-singing, all-dancing vertically scrolling shoot 'em up, Forgotten Worlds.

Looking something like a side-on Space Harrier, Forgotten Worlds takes you through four fast and furious levels, bursting to the seams with some of the sharpest graphics you'll ever see. The gameplay breaks no new borders, you simply fly along at a steady pace, destroying vast numbers of slimy reptilians and their equipment (which I would almost swear includes a kitchen sink!). You can fire in all directions — and good thing too, as the enemy aren't too fussy which side they attack from.

The objective is to get to the end of each level and destroy the major baddie who's waiting there (watch out for the Smoke Dragon — he's one mean mother). Credits can be picked up along the way to earn the player valuable bonus points, while a fairly small vitality meter in the bottom left corner has to be watched carefully, as when this disappears so do you.

As usual, the beginner's weapons aren't really powerful enough, so extra have to be collected along the way. These are found inside a series of shops that are conveniently dotted along the route, where those bonus points can be swapped for all manner of goodies, including treatment for wounds, extra armour and weapons, information and even the power of reincarnation (see, I told you that those bonus points would come in handy).

You could argue that Forgotten Worlds is too hackneyed to be considered to be a truly great game, but just give it a try and you'll soon see how compulsive it is. It can also be argued that four levels aren't enough of a challenge to any player worth his salt, but again the level of difficulty is perfectly pitched and even those few levels should keep anyone's hands full for some time.

Full credit to Capcom, this one is addictive, infuriating, action-packed, fantastically pretty... and a snip at only 20p. And by the way, it's even better with two players.

**Convertibility Factor: 4**

Too fast, too flash and too colourful.

**FIGHTING SOCCER**

From the people who brought you the strangely named Fighting Golf comes another sports game with an inappropriately aggressive title — Fighting Soccer. Passive this may be, but it's an impressive soccer simulation along the lines of the same company's American Football game, Touchdown Fever (YS Feb issue). The match is viewed from above a horizontally scrolling pitch (which also moves a little from side to side) with the player controlling one team member at a time. The active player is highlighted by an arrow, which is pointed by use of a swivel-headed joystick.

Alongside the joystick there's a two button system, with different uses for each depending on whether the player has the ball or not. The player is in possession, one button is used for a short kick or pass while the other is used for a long pass or goal kick. If the player does not have the ball, then one button causes a slide tackle while the other is used to jump (great effect here as the sprites appear to almost leave the screen).

The usual rules of soccer apply, the only difference being that each game lasts only two minutes. In one player mode the computer makes a pretty tough opponent, while more fun can be had in two player mode as a couple of players square off against each other.

Unfortunately this can often lead to one of soccer's more unsavoury traditions... violence off the pitch. At the end of the ninety minutes Brian, this one gave 100 percent and I'll be sick as a parrot if you don't all go out and give this one a try — champion!
Who ever designed Jaleco's latest shoot 'em up, which has an alternative title of The Freedom Fighter, must have spent more time studying art than history. I say this because it looks pretty good, but it seems to have a few crossed wires in the plot — since when did the Luftwaffe have the use of helicopters and jet fighters in 1941? Anywho enough of this pedantry. Who cares if the story's all wrong, if the game's all right? Unfortunately it isn't and it doesn't take long to realise that the graphics do nothing more than hide a pretty poor Nemesis variant, without the original's speed or complexity.

What P47 does offer is standard one or two player vertically scrolling shoot and collect action, but this can be had in too many other places and most of them better than this. Specific gripes include the speed and difficulty — neither of them are nearly high enough — and the sprites aren't exactly inspired either. This is definitely one for the fanatic.

Convertibility Factor: 7
For those who missed Nemesis.

Another one from Capcom, this time an attempt to simulate the great American family sport of ten-pin bowling. This has been done many times before to varying degrees of success, but what makes this effort a little different is that it's played by use of a ball — even if it is embedded in the cabinet's panel in place of the joystick.

If you are at all familiar with the sport itself, then you will have no trouble picking this one up. The alley is viewed from above, with the ball at one end and ten pins set up in a triangle at the other. The on-screen ball is pitched towards the pins by 'rolling' its real life counterpart in the relevant direction. Hook or spin can be added by adjusting a meter beside the alley before each turn.

The player has two attempts at each set of ten, and ten sets in each game. A 'strike' (where all ten pins are dropped in one shot), is rewarded by doubling the points of the next two shots while a 'spare' (where the ten pins are cleared with two shots), means the score from the next shot is doubled — although the machine occasionally appears to confuse strikes and spares.

Bowling is quite fun, although it is a little quick and easy and the lack of a two player game removes all of the social element. It's hardly essential, but it might make for an occasional diversion if the strain of killing aliens gets too much.

Convertibility Factor: 5
Not quite up the Spectrum's Alley.

Capcom again, and this time it's offering the chance to step into the racing shoes of Prassi(17) or even Munsell(???!) — at least that's what it says on the opening screens. The 'dream' of the title that's what it says to the effect that you start off as a mere formula 3000 driver and fight your way up through the ranks to eventually reach the top flight.

However, before you get into any race there are a few decisions to be made. A course has to be selected from a choice of four and you can also decide whether to equip your already flash with a motor with a turbo or to leave it to its own devices, (though this doesn't actually seem to make much difference).

Right, so now it's straight into the race... oops! Sorry about that, there's the small matter of a time trial to be taken care of first. The time trial consists of a solo run around the track and determines where your car will be on the starting grid if and when the race does start.

The race is viewed from above, with only a small section of the track visible — the entire track is superimposed in the bottom corner in case you want to check out where you stand, or even when the next corner is going to appear.

It took a little while, but I did eventually start to get into this one. The joystick steering method takes a little getting used to and it also takes some time to get to know the tracks, but stick at it and you'll be in for a pleasant surprise.

Convertibility Factor: 7
A converter's dream.

Also known as Revenge Joe's Brother(?7) Taito's Twin Eagle takes a look of imagination to new heights. In fact I'm not at all sure why this one ever appeared, as there must be about 100 games exactly the same as this on the market already.

For those of you still reading, the game is a horizontally scrolling shoot 'em up where you guide a heavily armed chopper along a jungle landscape which is choc-a-bloc with enemy soldiers, tanks and helicopters. Occasionally a support plane flies overhead dropping balloons which improve your armaments when collected.

The action is fast and furious, and the continue game feature should allow you to get as far as you like into the game — but I can't see a lot of people trying this one in the first place.

Convertibility Factor: 7
At least the one player version should fly along.

No news as such this month, folks. But I do need some more tips from you lot on how to improve the ol' skill in the trigger finger. So if you've any tips for me, write 'em on the back of a postcard (make sure it's got a nice scenic pic of where you went on holiday or summant), and send it to Slots Of Fun, Your Sinclair, 14 Rathbone Place, London, W1P 1DE.
The thunderous world of destruction .... the ultimate race against death, Roadblasters delivers all the gripping action and high speed thrills of the arcade spectacular.
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Sean: A giant mega-being is approaching earth. It’s as big as the moon! Arms as big as Africa! A mouth as big as Malaysia! Teeth as big as... Tunbridge Wells. And it’s going to eat the earth. WAAAH! It makes me feel like doing something really stupid like volunteering to jump into a rocket, while up there, the giant monster writhes its stomach and disassembles all the major bodyfunctions like the kidney, heart, lungs and brain. What? No, no, I didn’t mean it stop. What are you taking me? What’s that? Wahhh! A rocket. Never.

Yup, there you were, having a bit of a josh with your mates when the story actually started to take you seriously. So now you’re stuck in theArmageddon of a mega-being, squadly biting everywhere, to say nothing of all those nasty anti-bodies: Uncle Bodies and second cousins twice removed bodies floating round, trying to kill you. All you have to do is puff up into intergalactic Billy Bender to prevent it eating the earth. Fortunately, by robbing your superior mental intellect, dazzling ingenuity, and especially by reading the Intellis, you have a pretty good idea about how to play it.

One vital organ of this mammoth nastie lies on each of four levels, each level being made up of four sections interconnected by long tubes. Yup! The organ lies in a specially protected womb, which can only be entered by finding all the pieces of the ‘spical’ get into the vital-organ-room. Again, fortunately, there are a number of things to do and find which will help you achieve this aim.

On each of the four sections of a level, there are weapons hidden in the walls which give you progressively meaner anti-body bullets. These initially kill only a few of the anti-bodies, but eventually make mammalsenister of everything in sight. Grabbing the crystals which lie few and far between, will give repeat fire for three minutes, and the space helmets will protect you from anti-body bullets, gas and some anti-bodies for two and a half minutes. Last, but not least, there are the mega-candles which must be lit to light up a red light on the wall which will show your position and if there are any of the above mentioned good-als in the same area. Careful now, you go with this one, the time goes by too fast, much quicker than anything you’ll find in space for more than three minutes, control mediately, and blow me down peeps if I don’t go and pick up on your stuff.

The scenario of Qutz has got to be one of the best I’ve read for ages, and perhaps owes a teensy weensy bit to Innerspace? mattresses? What’s with the bullets down there? It is a sequel of a sequel to a sequel to a sequel to a sequel to a sequel to a sequel, so forget it. The game is very well thought out for the most part, and generally having great fun. The main figure and all the wobbly anti-bodies are well animated, and the scoring is excellent. Each section of a level has a different design, and the part of the game played in the inner connecting tubes is also well done and fun to play. The only drawback is the monochrome levels. A bit of colour wouldn’t have gone amiss.

Qutz is the vital one more go element, and its speed adds to the addictiveness. Stand still for more than a second, and you get sprayed by a hail of bullets.

The package is also very well presented, and the pause mode will blow your socks off! Don’t forget that having my Speccy do that before! This game should keep mapping types happy for ages, and prove there’s life in the old mega-game yet.

YS CLAPOMETER

Competent kill, grab and map game which should keep you burying around your innards for a while.

Grab the box to get the first part of the door opening weapon, but avoid all the wobbly wobbly meanies.
worth one step further claims the cover of God1's latest offering. What?! Neither of us claim to be role-playing geeks, but we've seen enough to say this: There's an ending which features a fresh-faced magician with only a few spells and not much power. Forget spells and other interesting objects, you can get by purely on the game. There are plenty of monsters on the first level, and again, don't appear to have been anything wrong but must be blasted if the magic man is to proceed to the next stage. There is a game ending with the awfully wimpy Giant Bat to the wickedly bad Vampire. And your object in the first level is to blast the six monsters who guard the treasure, and then return the treasure to its rightful owner. As a reward, the city gives you some food to restore your energy and stamina.

The second level is meant to be a test proving your ability to enter the third level. Not very imaginative, I know, but I suspect that Go! s writers were having a bad day! Here you get to choose which monsters to battle with, and killing one gets you a reward. Rewards are in the form of a spell on a familiar, (that's a cat or crow, you know the sort of thing), and these can be very useful, for giving you extra powers or making you invulnerable to certain spells. The major reward is a magical item — and you need three of these to go on to level three. Assuming you survive this arduous task (it isn't the game's difficulty that's the problem it's being able to breathe in the atmosphere of boredom it creates) then we can stomp (and what a poorly animated stomp it is too) into level three, where you've got to destroy the seven Wizards and their guardian monsters in order of difficulty. If after tackling one of these true and you don't have enough energy to go on, you are awarded some more — what fun!

You may have gathered that weren't too keen on Wizard Warz. That's putting it mildly: It's rubbish! Strategy games are fine when they do involve strategy, but this relies too much on 'arcade type action' which simply isn't fast enough to handle enjoyable. The graphics are very poor indeed — the playing area involves character scrolling which shouldn't have emerged from the dark ages.

At full Go! price Wizard Warz is nothing short of a rip-off. It has to be one of the least fun pieces of programming we've had the misfortune to play in months.
Street Sports Basketball

US Gold/£3.99
Jonathan

If phrases such as 'slam it through,' 'slow dribblers,' and 'pop 'em from the corners,' mean anything to you, then you'd probably be better qualified to review the game than me. I'm afraid that corpuscule redistribution is more in my line, but I'll give anything a go.

Street Sports Basketball puts you in the dubious position of having control over a team of...yes, basketball players. Only three, admittedly, but we all have to start somewhere. Your side is picked from a selection of ten possibilities, none of whom I'd want to be seen with in public. Then either another player or the computer goes through the same ordeal to select the opposing team.

Having done this, and named the teams, you're now almost ready to start. But wait for it...

you've still got to decide where to play. You can choose between such picturesque locations as the school playground, a back alley, a street out in the suburbs and even, for those romantic, poetic moments, a parking lot.

By the time you've got to this stage, you'll have endured hours of tape starting, stopping and turning over, some horribly average graphics, a bouncy tune and, most stomach-churning of all, the original Sinclair character set! Ugh! And it would only take them 768 bytes to design a new one, he says knowledgeably.

Sadly, things don't improve a lot presentation-wise during the game, either. The players stagger around as if they're recovering from the side-effects of a particularly violent Tandoori, none too inspiring when they're just about the only things that move in the whole game. The playing area is a small window in the centre of the screen, hemmed in by some close-ups of your team members, just in case you forget what they look like. That's just what I was trying to do, in fact.

When we get onto problem number four hundred and sixty two: controlling your players. Rather than adopt the normal method of the guy (or girl, for a change), nearest the ball swinging under your control, this game has plumped for a different system, whereby pressing fire flips between your players, unless one of them's got the ball, in which case I'll make him pass or shoot with it. Well I said it was different didn't I?

Having sussed that out, the next stage is to get hold of the ball. Not easy, I can tell you. Dribbling around next to the bloke you're trying to get it off sometimes works, but it's usually easier to wait till he takes a shot at the basket, invariably misses and lets you grab it. To have a go at shooting yourself (that wasn't meant to come out like that, but I came close at times), position your player near the basket and press fire. Then it's merrily down to Lady Luck whether it goes in or not.

Which leads me (and rather neatly, I think), onto my next point. The main snag is that you simply haven't got a lot of control over what happens. The moves available to you are minimal and ball control is a very hit or miss affair. Compared to the likes of Match Day II, with all its subtleties of gameplay, SS Basketball looks pretty poor.

No doubt this one will find a home with a select group of basketball fans out there, but I'd advise even them to give it a thorough checking out before parting with any of the folding or jingling if you want to annoy the shopkeeper, stuff.

It's tough on the streets, as the bumph points out, especially after it's been raining there for a few days (Eh? Ed).

Unimpressive sports sim that won't set your joystick on fire (ouch!), let alone the world.

---

Lazer

Gol/£3.99
Ben 'n' Skippy

Has anyone ever noticed how Gateway supermarkets seem to have been designed specifically as Lazer Tag arenas? Forget the Saturday morning trip down to the shopping centre for your Sunday joint, vegeburger or whatever — replace your shopping lists with the latest in Infra-red technology Granny;

we're talking targets not trolleys here! The creepy mist, the atmospheric music and the slippery floors, it's all at Gateway. The only problem is the store manager brandingish a log of frozen lamb!

Yes Ben 'n' Skippy are well and truly veterans of the light fantastic (albeit infra-red). But what has blasting each other with Lazer Tag toys got to do with Gol's game of the same name? Good Question.

This year is 3010 and you have just been enrolled into the Laser Tag Training school — in the hope that, just maybe, one day you may be good enough to carry the title of Duellist and be entered in the Laser Tag games.

As all other cadets before you, you have to prove yourself in the vertically scrolling arena and thus be promoted through the six levels, from Neophyte to Duellist. Each level has a slightly different playing area and is played in two phases: the first, called Rabidoid, is a straight shoot out with other cadets, who are all just as eager as you to climb the ranks and just as nasty with their Laser Tag weapons too. Here the player races against the clock to the end of the arena, to gain a whopping great bonus tagging out as many opponents as possible on the way, and icons can be picked up for extra points, time, lives or increased firepower.

The second phase, called Target, is a lot less hassle. The player follows a fixed path through the arena and picks off targets, who don't shoot back, as they pop up around the place. This time the bonus is calculated from the shots you've scored.

On the whole Lazer Tag plays like a mediocre Commando variant with insipid opponents (even at higher levels), and a boring section in the middle that breaks up the gameplay dramatically. The bouncy bullets/Laser blasts are a nice touch (and one of the few tie-ins with Lazer Tag proper), but more often than not it's very difficult to see the surfaces that you can bounce your bullets off, or the things that you're supposed to shoot at, because the graphics are poorly coloured and detailed.

When you consider that with a bit of shopping around, you can pick up a game set for around twenty quid, the price tag of £3.99 on this seems to be well wide of the mark. I know which I'd rather spend my money on.

---

YS CLAPOMETER

Unoriginal, unplayable, overpriced and generally unappealing. Laser Tag has very little going for it — stay well away...
**Flinstones**

Fred does the old Rolf Harris bit — can you tell what it is yet?

Left a bit, right a bit, a tiny bit of spin, and another complete miss, probably.

and stars Fred Flintstone, with Wilma and Pebbles, and Barney and Betty Rubble making the occasional appearance. (If Barney was a designer would he be Designer Rubble?) It's the weekend, and Fred's looking forward to the final of the Bedrock Super Bowl contest the following day, but Wilma has other plans for Fred. He must paint the living room before Mother visits, otherwise he gets a good nagging, and no bowling. Simple, eh? Well yes, except Pebbles is partial to a bit of drawing, and insists on helping Daddy by drawing faces good figure over the wall that Fred has just painted, so not only must you try to paint the wall, but also keep the troublesome sprog locked up in her pen. Not especially when every time you grab Pebbles, your paintbrush, a sort of prehistoric skunk, legs it off and tries to escape. Should you by a miracle manage to finish the wall before your time runs out, then it's straight down to the bowling alley.

Aaah! freedom. The summer breeze in your hair, the stereo belting out rock music, and lumps of stone all over the road. Eh? Yup, a Flintstones life is not an easy one, 'cos to reach the bowling alley Fred must jump the car over the rocks strewn all over the road. If Fred hits one, then the back wheel bounces through the air, and he has to get out, jack the car up and fix the wheel back on. Tricky, I can tell you.

At the bowling alley, it's a head to head match between Fred and Barney in the Bedrock Super Bowl contest. Can Fred get the position, spin and speed right in order to get a strike? Or will Barney continue to beat Fred hands down as he did when I was playing?

Just as the match is over, the newspaper arrives, with the news that Pebbles has gone missing, and so it's on to the fourth and final part of the game. Fred must rescue her from the top of the block of flats on the building site where she was last sighted. Fred does this by climbing to the top via the ropes, lifts and rock platforms conveniently situated on the outside of the building. If he fails too many times, the message is flashed up that Barney Rubble has rescued Pebbles instead. Flipper 'ect? If my neighbour was so miraculous that he beat me at bowling and rescued my children, I'd move house.

Mark Edwards must be congratulated for the brilliant graphics on this game. All the characters are excellent copies of their cartoon counterparts, and the opening sequence of Fred finishing work and sliding down the back of his dinosaur is mega. The actual animation of the characters is also of a superb quality especially Fred's run-up in the bowling section of the game.

This said, however, I think that the programmers have attempted to fit too many features into one game. Each section looks great, and the painting section has a certain addictiveness, but overall the game doesn't encourage you to carry on for very long. The bowling section seemed to be a little random, and often the shot appeared to depend on luck rather than speed or spin. And the rescue section gave the impression of yet another J.W. clone with big sprites, even down to the 'blackout' following a fall.

Whilst this is an improvement on the first Flintstones game, it is let down by poor addictive qualities. Tacte are, though, definitely a team to watch out for in the future.

**YS CLAPOMETER**

Good conversion of the TV characters, let down by trying to put too many other bits in too.
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Martech/£0.99
Ben 'n Skippy

Is it a Tyrannosaurus rex? Is it a strandoniclid? Tzar with a wig? No, it's Vixen, the raunchiest Spectrum release since Sam Fox-Strip Poker. Martech has taken the pixels out of a brochure three generations of Russell and squashed up all her best bits 'til she's small enough to fit on your Spectrum's screen. But raunchy is no part - well, almost no part - for a game in the humble 48K Spectrum as well as Corrine's considerable assets?

Ms Russell's digitised pixels play Vixen, a furry animal left on the planet of Granath. Raised by foxes, she has grown up to her once great forefathers to avenge their deaths by wiping out the tyrannical dinosaur empire which has slowly but surely taken over the planet. How though, do you cry, can such a sneaky wench as our heroine liberate a planet as infested as Granath? That one's up to you, matey! Fear not though, mere gamerlayer, for Vixen has a formidable arsenal (and there's not much wrong with the rest of her, I can tell you!) at her disposal. At her side swings a whip (say no more...), which comes in very useful for giving the dinosaurs a bad time.

Standing, jumping, or crouching, Vixen can destroy the scaly beasts with a crack of his (or 'em) from this most daunting of weapons.

The playing area scrolls right as Vixen makes her way towards the end of a level before her limited time runs out, more than a bit like Thundercal_. Certain bits of scenery can be whipped to reveal gems which score vital extra points, extra lives, extra time, or "fox time." When Vixen has enough of this fox time under her designer leopard skin at the end of a level, a dramatic metamorphosis takes place, which transforms our lascivious heroine into a grotesque animal of canine descent (like a Fox, but we don't want to confuse you with all these buxom blonde giries!), which immediately bolts to safety underground. These subterranean fox levels are guaranteed 100 percent dinosaur-free, and their purpose is as a bonus level. Playing against the clock, Vixen, in fox form, runs and bounds through this scenario, picking up gems, mega gems, (which increase your scoring potential above ground), and mega whips, which give you added destruction power, letting you kill even the most stubborn of dinosaurs with one fell swoop. Once fox time runs out, Vixen returns to her normal, much more delectable self.

Vixen loads in three parts, which slows down the gameplay fractionally. It's funny, but you never realise how much sound FX, tunes, and the like affect a game's overall playability until you come across a game which doesn't have any at all — the sonics are only noticeable through their absence. The pleasantly burly tune and FX on the '128K version add a considerable amount of appeal.

Vixen's best bits are purely graphical — the animation on the main character is beautiful, and the fox, though a little on the wonky side, moves superbly. The rest of the graphics suck — they might have looked worthy in 1984, but now they're quite the opposite. The game plays fairly slowly, and you have to battle your way through a sizeable number of nasties to get anywhere. Whipping dinosaurs in the right places requires a bit of nimble fingerwork, a bit of luck, and a lot more concentration! In short, it's not astoundingly difficult to play or hard on the eyes, just plain hard work. You have to go through a lot of hassle before you get any rewards. Simply fighting off dinosaurs, jumping over holes, and occasionally belting through the bonus level isn't likely to be enough to keep most hardened gamers playing for long. If you're looking for a straight forward bit of violence (should that be whip 'em up?), then Vixen is the one for you — if it's thought-provoking compulsiveness you're after, then look the other way.

YS CLAPOMETER

Looks all right, but this rumpysh runaround is less enthralling than it might've been.
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Allan Forsyth from Norwich is having trouble with Dodgy Geesez. Well you come to the right person. Alan, where is the book on sewers? TI ROF NAIRARBIL KSA. Do you need to lift the sewer cover in part one? OWT TRAP LLIT TIAW. Where can you find Scoby after he leaves the nightclub? ENO TRAP FO DNTE YELLA NT.

Allen also offers to be a bit of a Kind Soul as he has solutions to Inspector Flushed and Football Frenzy available for 10p plus sae, and to Knight O're 20p for part one and 30p for parts two and three combined, again plus sae. Write to 18 Newmarket Road, Cringleford, Norwich, Norfolk NR4 6UE.

Also from Norwich, Ben Allard signs his letter 'Yours Sinfully (joke)'. Good job you told me, Ben, otherwise I might not have laughed! Ben asks what the pool of acid is for, where do you dig and how do you get past the crocodile in The Golden Apple? First drop the bone in the pool, then pull the plug and get what's there. The crocodile needs feeding — fishy business, that. Finally you dig; RODRROC TFOS EHT NI. Right, the bill's in the post. Kindly settle up by the end of the month.

The Rochdale Balrog wants to settle up with me for asking if the free ferryl ride in Golden Eggcap was an adventure first. No, says the Balrog, as there's one in his game of 18 months ago, An Everyday Tale Of A Seeker Of Gold, where you just have to wake up the ferryman to take you across the river, and you can do it as often as you like, and for now! The Balrog dares to suggest that the only reason I couldn't remember was because I didn't get that far in the game! What a cheek! Why, I got as far as . . . as far as . . . errm, next letter please.

Jan Matulewicz from Sheffield asks for help on Snowball and the answer to any question I'm asked about Level 9 adventures is usually to write to them for one of their clue sheets. Anyone with a legitimate copy of the game can do that, so to help discourage piracy I suggest that you do it!

Thing is stuck in the tar pit and Jason Bees is well and truly stuck in the Fantasie Four adventure till he can get him out. This is one of those very tricky problems, though I've mentioned it before I'll mention it again, and in full detail. Start as Torch, go into the shack and get the candle, then fly to the tar pit and give the candle to Thum. Leave the pit and FLAME OFF. Then SWITCH to Thum. Hold your breath, WAIT 15, WAIT 10 and feel around until you feel machinery, then hit the machinery. That should get you started.

Edward Farrow is 'on the verge of despair' in Brentwood, mainly because he keeps getting killed by mutated dogs. In Rigel's Revenge, that is, not in Brentwood. Once you've given the bone to the thin dog, just go HTUSO HTRON. Mike Collins from Blackpool is equally desperate and says "Please someone out there HELP!" I think it may be too late — Mike's letter dated March 1987, but as I only received it in May 1988 I think the date might have been slightly wrong somehow. No wonder he can't find a disguise to get out of the bedroom in Jack The Ripper, he
doesn't even know what year it is! It must have been all that slap and tickle he gets when he tries to take the maid's clothes off. Naughty! Anyway, the disguise is easy enough: EVAH'S TSUJ. You also need to lock the door to delay the arrival of the police, though.

David Pullin is both a GACer and a Hacker. He's using GAC to write adventures, but also programs in both Basic and machine code. He says his main problem is coming up with original problems and ideas, but that doesn't stop him enjoying programming the games. What he wants to know is how to go about text compression in his own routines. If anyone can help, contact David at 3 Beacon Road, Shrewstoborough, Standish, Wigan WN6 0SB.

Next in line is the Invisible Man from Inverness. This reader's letter had no date, name or address on it, and an Inverness postmark on the envelope, but as he thinks 'your mag is brill' I suppose I'd better help him. How do you wear the suit in Nevis's Dome? Well, try spraying it instead of wearing it, and save the wearing for the shell later on. For that you just LLEHS RAWE but you have to LLEHS ENIMA first. As for just telling you how to finish the game — what's the point of you buying it if I finish it for you? (That's my excuse anyway).

Matthew 'Wehttam' Conway writes yet again with his usual tips for Lost Souls. For James Magee in El Dorado, he says, you shouldn't have to kill the python, and for John Docherty in Frankenstein: "Don't pine for the bear at eight feet!" Hmm, some kind of cryptic clue there. Wehttam also recommends the computer-run play-by-telephone game, Castle Mammon: He gives it 10/10 for atmosphere, and says the sound effects are what really make it great. Not to mention the phone bills, I suppose. Anyway, if you want to try it, then send an A5 size sae for your free adventurer's kit to FIST, Computerlink Ltd, PO Box 530, Kensington High St, London W8 5NP. And the person to complain to if you don't like it is Matthew Conway, 1 St George's Terrace, Station Road, Lambourn, Berks RG16 7PW.

And finally an interesting letter (unlike Conway's), from The Adventurer Kid, alias Ronnie Karim of Glasgow. Ronnie says, and I quote: "If you can answer these questions I'll eat my hat!" Right, here goes. How to get the mine in Rigel: concentrate on avoiding it, not getting it. Where's the thing to break in to catch the alien in Apache Gold? In the place where you find the rope, just HCNARB POHC DNA PU OG. The password in Book Of The Dead; GNIHTEMOS. Hope the hat tastes nice. I'd recommend salt and lashings of vinegar to make it chewy. Do send us a photo of you eating it, and I'm sure the Ed will find space to print it!
sudden deaths! It uses AWE's text compression to use up all but seven bytes of the micro's memory. Programmer William Young said he was tempted to put in a seven-letter word somewhere but he couldn't think of one! I've had a quick look at it (only a quick one as I'm barred from entering 'cos I've been given a crib-sheet), and it seems to be the usual well presented and well written SAEC game, stalling its very own Time Lord, Dr Goo. If you haven't sampled SAEC before, this seems as good a time to start as any. It's one Virus I hope spreads very quickly, so get your order in to SAEC, 4 Kilmarin Lane, Carluke, Lanarkshire ML8 5RT.

In the May issue I mentioned that MiniMicro Software of Basingstoke was going to be releasing a few titles, among them The Soul Hunter and The Forgotten Past, both written by Trevor Whitney and reviewed and praised in my adventure pages last year. Trevor has asked me to point out that both games are in fact, still available from him at 1 Furber Court, The Arbours, Northampton NN3 3RW, and not through MiniMicro.

This next bit of news is pretty basic, BASIC being the name of a fanzine I mentioned a few months ago. It's proving to be very good on the adventure front, in the capable hands of John Docherty. Each issue carries about three adventure pages, including the wonderfully named 'Gargoyles's Guide To Advernturing Into The Unknown, (or Don't Get Caught In The Goblin's Dungeon With Your Trousers Down)'. The next issue of BASIC promises to include an in-depth probing, revealing interview with... Mike Gerrard! It's sure to be fascinating stuff so make sure you get a copy from editor Kenny Jarman, The ZX Spectrum Club, 18 Polar Close, Billeswade, Beds SG18 0EZ. And if they'd told me how much it cost I'd be able to tell you, but they didn't so I can't.

Today we announce a small sensation on the adventure pages of Your Sinclair — the first ever I think! 10/10 mark, for the text of this Jekyll And Hyde adventure. But what else could you give it when the original's written by Robert Louis Stevenson, who's a cut above most adventure-game authors, and his words have been brilliantly adapted by Essential Myth to produce a great Gothic adventure that outdoes Dracula, Frankenstein and even Jack The Ripper.

I had an exclusive preview of the first part of this three-parter back in the January issue, and now that the whole game's done, it more than lives up to the high expectations I had of it — and of the type of adventures we'd see written using Gilsoft's FAW in the hands of capable programmers. First a note about the different versions. The 48K version which I played, comes in three separate parts, a password being earned at the end of each part to enable you to load in the next one. The 128K tape version will also come in three parts, each one being expanded to the full capacity of the bigger machine. The basic game will be the same but there'll be more location graphics, more examine messages, extended text, more sophisticated non-playing characters and alternative ways of solving puzzles. The +3 version will be identical, just bunged onto a disk. Come all with a 16-page booklet introducing this 'Gothic Nightmare'.

The nightmare in question is that of the mild-mannered Dr Jekyll who, by the end of the first part, should have concocted a potion that turns him into the evil Mr Hyde who stalks the streets of London by night. Part two begins with your butler Poole ushering your legal friend Mr Utterton into your study — that's if you want to see him. Part of the game is in deciding which course of action to take sometimes. If you see him you'll discover that you have decided to change your way in any one of one Edward Hyde. A glance at the last page of your diary, written on the fatal night that ended part one, refreshes your mind. "I know now my wildest suppositions are fact and I am filled with a deadly fear. Yet what can go amiss? None can pierce the impenetrable mantle of my safety — let me but escape to my laboratory and, whatever he has done, Edward Hyde will pass away like the stain of breath upon a mirror... There is but one worry on my brow — I must ensure that Hyde can benefit from my will, should the unthinkable occur."

The subsequent transformation from Jekyll into Hyde is accompanied by a transformation of the typeface too, into a Gothic font that's a bit tricky to read but seems appropriate as Hyde walks the foggy Victorian streets — through Soho and even into a gaming club where a hand of pontoon might net you a few more pounds. (And if that doesn't show you how versatile FAW is then nothing will convince you!) Sometimes the game can be a bit tricky to play, as it's very sequential in design and you can wind up wandering round totally lost with no alternative but to start again or load up an earlier saved game to see if there's something of significance that you missed, or if a different decision might help you progress. But when things start to go right the story truly bursts into life — I reckon you ought to burst into life and buy it right now.

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The French prophet Nostradamus, way back in the 16th century, predicted that towards the end of the 20th century there would be a massive world war, beginning somewhere in the Middle East. In view of recent events between Iran and Iraq, and the fact that several of Nostradamus’ prophecies appear to have been uncannily accurate, there must have been times during the writing of this book when author Anna Popkess, was more than a little worried!

Mindfighter began as a book, and this is included in the handsome packaging. It’s 150 pages long, acts as copy-protection system, and includes ‘four military ‘boobs’ that come with adventure games it’s worth reading in its own right. Also in the inch-thick box you get a Players Guide, a poster — and of course the game itself, which stretches to four parts. So both 48K and 128K versions — the smaller one loses a few graphics and the OOPS command, but it does have a RAM SAVE feature so that’s not too bad. A + 3 version is a possibility, but it hasn’t been decided yet.

The hero of the adventure is an 11-year-old boy named Robin, with parapsychological powers. During experiments in present-day Southampton, he projects his mind forward in time to discover that the city has been devastated by a nuclear holocaust — some people might wonder how he was able to tell the difference! In fact, the programmers have taken photos and video images of parts of Southampton and digitised these to provide some of the graphics. The Spectrum graphics are terrific, among the best I’ve seen on the machine — they’re done in black and white with amazing accuracy, especially when seen on a good monitor.

‘Tide’ is in this post-nuclear world, where Robin’s existence is as real as if he were actually there, though in fact he’s also reporting back on what he sees and what he does, to the scientists in Southampton. He must first avoid ‘the horrors in which he finds himself, gather as much information as he can, and, if possible, travel back to the present-day in an attempt to prevent the war from happening. One of the standard science-fiction stories, but this time mixed with thriller elements, parapsychology, political relevance — and all ideally suited to the adventure game. The reality of a world shattered by a nuclear war has not been ignored in the text of the game. As you begin, ‘Chattered rubble wasteland stretched away all around Robin. Atop a mound of shattered concrete slabs, he gazed northwards across the distant blackened landscape. Behind and to the east of him he could just make out the fallen remains of some high-rise flats.’ And later on in the game, as Robin picks his way round the city to the Bargate, he comes across a man being punished for theft by one of the System Guards who have now control — ‘Knowing what the penalty for stealing was, the accused held out his shaking hand. Slowly, with a blunt knife, the guard began to saw the man’s hand off…’ You can see why Anna and collaborator Fergus McNeill decided this wasn’t exactly Delta 4 material!

As well as more typical adventure problems, Mindfighter also challenges you to survive the real-life problems that you would face when trying to survive as an outcast in this fascist state. You must find shelter at night, find safe food and drink to build up your strength, and avoid the guards unless you feel strong enough to attack them. Combat fans will enjoy this part of the game, and even though I don’t like fights (sequences, though, in Mindfighter worked well, and in fact added to the believability of the whole story.

There are many more people wandering around the game, some of them rather friendlier than the guards! Daryl is a large man in his twenties, bulky and strong but sadly he’s slightly retarded. A kind act to him might reap rewards later. There’s also a teenager called Robert, though I’ve yet to discover how friendly or otherwise he might be — it’s his happy to take everything I’ve given him so far, but I haven’t got anything out of him yet! These characters go about their own business, and a big chunk of the program is given over to controlling their actions. Just like Robin, they have their own physical and emotional states, the guards have their various strengths, but much of this is invisible to the player and goes on behind the scenes in the program.

Everything has been done to make the game as playable as possible. If you just press ENTER at the prompt, you bring up a control panel of icons in the graphic window. Use the cursor keys to flip the pointer around these and choose your options: text/graphics, printer on/off, music on/off, verb/short descriptions, OOPS, status, quit. SAVE to RAM/disk/tape and LOAD. An final icon returns you to the game. In no time at all you find your way round these and can switch between them and save your game in a matter of seconds.

As for that content, it seems to me to be one of the most exciting adventure releases for some time on any computer, not just the Spectrum. It’s a serious thought-provoking game, which draws you into the reality of the world it tries to create so that you do feel like you’re down there on the ground living it, not merely playing a game. I know I’ve raved about several Spectrum adventures lately, but I make no apologies for that as advances on 16-bit machines and in programming techniques are filtering down to benefit this game which is now available on the 8-bit market. It’s a Golden Age for Spectrum adventuring, and anyone who says otherwise will be sentenced to playing with a Vic-20 for the rest of their days.

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**EXCLUSIVE YS MINDFIGHTER COMPO**

To celebrate the release of Mindfighter, the adventure written by Anna Popkess and programmed by Fergus McNeill, we’ve got a terrific compo which every adventurer will be clamouring to enter. (Clamour-clamour-clamour — see, they’re at the door already!) Thanks to Abstract Concepts (that’s Anna and Prince Fergie), and to Medigenic/Activision, distribute of the game, we’ve got ten copies and twenty posters to give away. And thanks to me (who thought of it), these are not any old copies and posters, these are all signed by Anna and Fergus themselves, in their best hand-writing.

All you have to do is answer a semi-simple question, fill in the coupon, and send your entry to the Mighty Boggling Mindfighter Compo, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. The first prizes will be copies of the Spectrum version of Mindfighter plus a poster, and the runners-up win will win, once they’ve stopped running, a poster to put on the wall and maybe even frame. The artwork by Mark Wilkinson is brilliant, and a signed version will give you something for your hard work — just make sure they mop up the drool afterwards, that’s all.

You might have to do a bit of research to answer the compo question, so get to it! And don’t forget, your entry must reach Castle Rathbone by August 31st, or you’ll most definitely be out of your Mindfighter.
Fergus is now Abstract

When invited to have a chat with Fergus McNeill and Anna Popkeless, I don’t need asking twice. So off I went, to be met at Southampton, which was appropriate enough as that’s the setting and the ‘inspiration’ for Mindfighter, the first adventure on their new Abstract Concepts’ platform. Not that Southampton should be too flattered, as the game takes place in the aftermath of a nuclear war — and looking round as we drove through the city centre, I could see the resemblance.

Fergus was a bit preoccupied in the front of the car, delving into a jiffy bag he’d just collected from the Red Star office at the same time as he collected me.

“Don’t mind us being excited,” he said, “but these are the masters of some of the versions of the game.”

Back at base in the Hampshire village of Swanmore, with tea and biccies from Fergus’ mum, we loaded up the Spectrum version — another YS first, being able to look at the finished game at the same time as the programmers and before it goes off to be duplicated. And it worked, to everyone’s relief. It looked excellent, too, but you can read all about that in the review.

After being introduced to the company’s newest recruit, Anna’s brother John (and to the hamster, Baldrick), I was dragged protesting and screaming to the local pub and forced to eat and drink and talk adventure games. Oh, the sacrifices I make for you readers, I began by asking what Fergus was up to with Delta 4.

“Anna’s looking at me seriously,” he said. “I’m working for Abstract Concepts today and not supposed to talk about Delta 4.”

“Oh go on, just a bit.”

“Well... alright then. Not that there’s much to tell you. I’ve got one or two projects on the go, but I don’t want to talk about them too much as I’m looking round for someone to publish them. There are a few hassles with someone, but that’s all I can say.”

Back on the record, I asked Fergus about various games I’d read about, like The Smirking Horror and Beastenders.

“I don’t know where Beastenders came from. I suddenly started reading that I was going to be doing a soap-opera spoof. It was news to me! But I am doing The Smirking Horror, and the joint-project between Delta 4 and Level 9 is still being worked on, but more than that I can’t talk about. But there will be more Delta 4 games, maybe in a few months’ time.”

One thing’s that been keeping Fergus busy has been the new adventure-writing system, SWAN, which was programmed at AC’s request by Tim Gilberts of Quill fame, though Fergus was also very much involved in the design of the program and in tailoring it to suit the needs of both Delta 4 and Abstract Concepts.

Meanwhile Anna was working away on the Mindfighter story, having discovered what adventure games are about through meeting Fergus. Before then, she and computers hadn’t exactly got on very well together. In fact they still don’t. She’s a walking Virus, and only has to touch the keyboard of a machine that’s been behaving itself, to cause it to crash instantly. At school she used to walk out of lessons where the computer was involved, till it got to the stage where one of her teachers would warn her the week beforehand if the computer was going to be used, to give Anna time to come up with a decent excuse for skipping the lesson. This didn’t stop her coming up with one of the best adventures I’ve seen so far this year, but you can read the review of that elsewhere this issue. What you won’t be able to read anywhere else yet is news of the next few Abstract Concepts releases. These are almost complete, with some final touches being put to the graphics. First out will be Goodnight Cruel World, a great title which Fergus came up with before there was even an adventure to go with it. But now there is, and this has also been written by Anna.

Goodnight Cruel World is set towards the end of the 20th century, and features a computer operator, John Schultz, whose girlfriend Val walks out of their apartment in New York’s Chinatown area after a row. She vanishes, and the police suspect John. This is bad news for him as by this time New York is a police state, as it tries to clamp down on gang warfare and drug-dealing. John begins a search for Val to prove his innocence, and this leads him to uncover all kinds of crime and corruption in the Big Apple.

Despite her disastrous relationship with computers, Anna has included all kinds of hi-tech gadgetry in the next adventure.

“I’ve got one or two contacts,” she says, “who’ve been able to advise me on what is likely to be available at that time. In the home you’ll have hands coming out of the wall to light your cigarettes, little robots scurrying about the place, all that kind of thing. We want our games to be based in reality, rather than the fantasy world of so many adventures, and a lot of thought and research has gone into them. My favourite subject is history and I read a lot of non-fiction generally, and have done science subjects to ‘A’ and ‘S’ level. I’ve got quite a good knowledge of that too.”

Following soon after Anna’s game will be one written and designed by her brother John, and that’ll be called Parisian Knights. This one deals with the adventures of a French secret service agent between the two world wars, named Monsieur Philip Grouchy. He’s the star of this spy game, and would be out before too long — provided Fergus can drag John away from playing Fighter Pilot for long enough to get on with it!

Mind you, they also have to drag Fergus away from his keyboards — the musical variety, that is — where he plays away for hours on end, under the pretext that he’s writing the music for the Amiga version of Mindfighter. Some of this has been recorded on his Amstrad home studio, and sounded pretty good from what I heard of it. Moody and haunting stuff.

I also got a glimpse of The Smirking Horror, so can vouch that it really does exist. Fergus is developing it on the Amstrad PCW, and I was impressed some of the graphics screens that he’s done so far. ‘Yes, that is a rabbit sitting in the turret of the tank, but don’t worry about it.’

I didn’t. Instead I praised a precious copy of Mindfighter over to Fergus and went back home, eagerly looking forward to playing, for myself, what looks like one of the best adventures we’re likely to see all year. And looking forward to the promised exclusive look at the next Abstract Concepts game.
Hello, good evening and welcome to another edition of everyone’s favourite programming column. This column gets better and better every month and why shouldn’t it? It’s simply the best. But enough of this self-appreciation and on with the show... This month we have an absolutely brilliant Sprite Editor by Simon Owen, and then the second installment of our star-routine series by Neil Hopkinson. After that, check out the energy, tears and hair saving utility from Tom Baker himself. And finally, there’s Star Tip numero 11 from his programmingness Andrew Whittaker. Good show eh? Don’t forget, folks, keep those contributions coming. And just to show how much I appreciate them, each routine printed wins a game, and the best routine printed each month receives a cash reward of £50! Mega-wow-wows! So don’t delay, mail today. The name is David McCandless and the address is Program Pitstop, Your Sinclair, London W1P 1DE. Be here or be square! (What? Ed).

The Code
Mammoth, but worth it if you’re serious about graphic design or game programming.

It’s been ages since we had a sprite designer, and out of the lot that I’ve collected Simon Owen’s really caught my eye (ouch!). Why did it catch my eye, you may ask? Because it’s utterly and totally brilliant of course. For an amateur attempt, this program is distinctly professional. It’s really, really, really good and well worth the 2682 bytes of typing.

“The Editor is a 100 percent machine code, high quality, user-friendly, graphics utility, which has many extra features to make designing and editing easy and enjoyable,” says Simon and I couldn’t have put it better myself, so I haven’t!

Got the message? Good, on with the show...

Method
As normal, type in the endless list of hex using the Hex Loader. The code begins at 25000 and is 2688 bytes long so save it with SAVE “editor” CODE 25000,2688. Then just RANDOMIZE USER 25000 to get it running.

What’s What
After running, the following is shown on screen:
- the current examine address in the top left (initially 27904)
- the current sprite (actual size), in the top right
- the current mode in the bottom left (VIEWING, EDITING, SAVING, or LOADING)
- the magnified sprite in a grid (you can’t miss it!)

- confirmation instructions between the viewing window and the current address (in all cases, answer either “Y” or “N”)

Viewing Mode
The Editor works in two main modes. Viewing mode is used to search through memory to locate sprites or to find a free space.
Q — Increase by window width
A — Decrease by window width
O — Increase by 1
P — Decrease by 1
W — Increase by window size
S — Decrease by window size
H — Decrease by 1000
J — Increase by 1000
E — Enter EDIT mode
E — Return to Basic
G — Toggle grid on/off
L — Load file (headerless)
K — Intelligent save (saves what was last loaded)
F/T — Window copy
F — Move to window to be copied
T — Move to place to be copied
90 — Save block
9 — Move to first character
0 — Move to last character
1,2,3,4 — Change grid width

Editing Mode
The other mode is the mode for changing or designing your own sprites:
Q — Cursor up
A — Cursor down
O — Cursor left
P — Cursor right
M — Set/Reset pixel
Z — Return to VIEWING mode
I — Invert window
V — Flip vertical
B — Flip horizontal
C — Clear window
7 — Scroll window up
8 — Scroll window down

And for this superb contribution, Simon receives a cash reward and a free game of his choice.
Yes, the routine that doesn’t ruin your appetite (though it might make you feel space-sick). Here as promised last month is a four directional, 3D, interrupt driven, single and baggy routine, courtesy of a very able Neil Hopkinson. And what’s more, the whole program he’s sent in is self-contained, which makes my job easier and your job simpler.

**Points**

Ouch! They’re sharp. Nope, seriously folks, here are some points I feel I must make concerning this fabbarony routine:

1. If you’ve got a 128K, ask yourself why and then remember to use this program in 48K mode only.
2. Printing, clearing the screen, or making funny noises is not recommended while this program is running, unless accompanied by a responsible adult.
3. The program uses Interrupt Mode 2, so interrupts should not be disabled. They were the warnings and now for the hitech brain-blending info:
   a) The 45 stars are stored from 64376 to 64468 in the format: X co-ord, Y co-ord.
   b) The code starts at 64000 and is 512 bytes long.
   c) To get the stars going, either use a korma curry or RANDOMIZE USR 64000.
   d) To stop the stars going, either use a bug or RANDOMIZE USR 64003.
   e) You can change the amount of stars per field (currently fifteen), by POKEing 64334, number of stars. But don’t put in more than 15.

**Interrupts? What The — ?**

Again, it’s time for me to adopt my machine code drone voice and tell you what interrupts are. Interrupts are specialised instructions that, when used correctly, can enable you to run two programs simultaneously. What you see is actually an illusion: the computer is just jumping between the two routines at the rate of a second, so it only seems like the two are running together. They are especially useful when used with Basic as they allow the user to run a machine code routine and type in Basic or whatever.

**The Program**

Here it is, and there it isn’t. It’s not that long considering the effect it gives. Save it with: SAVE “stars” LINE 10 and you’re awayyy!
Huraayyyyy! Yet another Star Tip for you to drool over this month. Number eleven too! I wonder if we’ll get into the twenties by the end of the year. Who knows? I certainly don’t.

This Star Tip is by Andrew Whittaker and it’s a simple, but essential print routine.

Andrew

Until Christmas, Andrew was a member of the highly skilled and prolific Graftgold programming team at Firebird. He helped in the coding of such fruit-takes as Flying Shark and Magnetron.

He’s currently working freelance (I love that word,) on arcade titles. Thanks billions Andrew and keep them coming whenever you feel the urge.

Method

This is the first source code listing we’ve had for your, mainly because it’s undocumented ones that I receive all the time. To use it you must use an assembler (any one will do), and then save the source off to tape.

Printing

The character print routine in the ROM (reset), is notoriously slow, so this routine replaces that snail of a program, at the expense of error-handling and control code handling. To print a character you must load the accumulator with the ASCII code of the character and then call the print routine.

LD A, "B" CALL PRINT

This’ll print a “B” on the screen. To specify PRINT AT co-ordinates, you must use the code 22, followed by a row and a column value. So to print the letter “B” at screen co-ords 710 use:

LD A,22 CALL PRINT LD A,7 CALL PRINT LD A,10 CALL PRINT LD A, "B" CALL PRINT

Alternatively a direct screen address can be passed to the routine by using:

LD HL,screen addr LD (XYPOS), HL

There’s also a string print routine which prints the string pointed to by HL, and with the byte 255 as an end marker:

LD HL,MESSAGE CALL STRPRINT RET

MESSAGE DEFM 22,11,6, “Your Sinclair”, 255

This is the equivalent to PRINT AT 11,6; “Your Sinclair” in Basic. So there you are.

Source Code Listing

LD HL,MESSAGE CALL STRPRINT RET

MESSAGE DEFM 22,11,6, "Your Sinclair", 255

This is the equivalent to PRINT 11,6; “Your Sinclair” in Basic. So there you are.
This month, Phil South blips the lid off a pair of fancy colour printers for the Spectrum, and asks "Is this the end of black and white printing as we know it?"

The printer is much smaller, with a much tacker feel to it, it might be small in size, 13" x 7.5" x 2.36", but it is quite heavy, weighing almost two thirds as much as the LC-10. All the things like the control panel and switches have been kept to a minimum, with as few parts being dual purpose and the only method of actually getting it out of being with the aid of a screwdriver. There is an interface stuck in the side, into which you plug the lead from your Speccy. You can change these from parallel to serial, depending on whether you're using a Kempston interface or the RS232 port from the Interface 1. (It's a good idea to state which of these you want when you buy.) The paper guides and tractors are just clips, and there isn't much in the way of the usual bail (the thing which holds the paper flat against the roller, for your info), just a couple of little rollers on the edge of the paper cutout.

As for print quality, the Oki loses out by being thermal transfer, making the output darker than the Star, but more blobby. The waxed ink gives it a bit more white blacks and more saturated colours, but at the expense of definition. It compensates for this by having 24 'pens'. And it has to be said it does give the better colour.

I did have a problem on the printer I reviewed, which I think stemmed from the ribbon. If you check out the competitors' literature, you will see the paper showing through the print in a bit line down the middle. At first I thought it was a greasy smudge on the paper but I found a piece of paper around it and it had in the same place, so it must have been a dodgy ribbon. But the print around the alteration was relatively clear, I'm sure that with a functional ribbon, the result would have been first class. Text quality is another thing. The way the print is made, is almost exactly the same as those Canon Typewriter or Brother typewriters, it perhaps a little chunkier. But you can generate listings of your programs, and write letters with good results.

OKIMATE 20

The Okimate 20 is an entirely different animal. It's what you'd call a thermal transfer printer, which means that instead of striking its impression on the paper through an ink ribbon with tiny pins, like the Star LC-10, it uses a plate with a matrix of hot spots on the face, to melt the wax ink from a celluloid tape onto special paper. The paper isn't that special, 'cos you can use ordinary paper, if you want. But it likes slightly smoother paper than normal, so you'd best use the stuff they provide, if you want a really good quality print. You can even use NO ribbon, if you shove some thermal paper into it!

Generally speaking it's a better move to use the Oki if your specialty is graphics. And if you've a bit pushed for space on your worktop, it's an excellent option. It may look a bit cheap, but it's got a heart of gold... and blue, and red... and purple...
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HARDWARE

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Rain stopped play? Peruse the pages of Input/Output and find a friend, pick up a bargain, or swop some software instead.

LONELY HEARTS

- 14 year old male seeks intelligent girl to chat with. Likes movies, music, hobbies, comics, etc. Likes computer related interests. Write to Gareth •tanman-Hodges, 2 Westeres Coxades Garden, Edentown, Anglesey.
- 15 year old boy would like to meet girls in Oxfordshire. Send photo and phone number to FK-300, Jules Box 120,OXF.
- Long boy male aged 15, seeks female penpals from all over the world. Please enclose photo and write to Pearson, Old Abbey, Waterfall, Nr. Cork, Eire. All letters will be answered.
- 14 year old boy, my interests please. All letters answered. Please include photo. 21 Eden Park, Cupar, Fife, KY15 4HS.
- 16 year old female and single 18 year old male Spec'y +3 owner, desperately seeking Susan? Or any other female of similar age and intelligence. Ian Scott, 7 Mercury Lane, Crewe, RJ0 9QJ.
- Tight fisted Scots mate, 22, seeks female 16-18, interests include sport, folk music. Please enclose photo. Bob MacFadyen, 34, Brownside Drive, Yoker, Glasgow G31 4BN.
- 19 year old good looking female seeks nunky male, interests pop music and fashion. Please send photo to J. Davis, Fawn Court, The Hyde, Hailfield, ALD 02U.
- Friendly 13 year old female, seeks 12-15 year old who likes to have fun. All letters answered. Phone or photo to Sarah Ball, 17 Devonshire St, Accrington, BSS 11L.
- 15 year old gentleman seeks honest female to be female of similar age and interests important. Someone local preferred. Please enclose photograph if possible. Romance and devotion guaranteed. All letters answered. Thank you, Nick Parnaby, 15 Dunfield Road, Heston, Newscastet upon Tyne NE7 6EQ.

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To the editor, 15 Benditt Street, Belfast 15.

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It's Spectrum Address Club is born. Send 50p to ID and 15s to 15 addresses on the world Hamilton Riverside, Kauarase 30, 10500 Hestia, Finland.

SUG, are you out there? Write to me, keeping your message on page 15.

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Spectrum arcades, sold A Million 5, Nemesis and Rock 'N' Wrestlers. Only offers. Please, if you have any of them don't phone but send on (0562) 306566.


Wanted any Texas instruments T599.

Also wanted ZX Spectrum = 48K. Phone (0734) 587890 ask for Danny.

Wanted, two horse racing production games. I will swap Leaderboard, Winner, Great Escapes, for both racing games (no dub). All originals. Susan Poole, 3 Elms Road, Tewkesbury, WROX 2BN win the cup? Write to Andrew Farmery, 72 Pludo Street, Burnley BB11 5AA now and send in money to check in any Computer Software.

Pen Pals

Pen Pals want to swap games and POKEs etc. Must own Speccy 128K or 48K, not 16. Write to me — Matthew Bruce, 33 Brookehill Road, Fulwood, Sheffield £10 3TB.

Hungary's biggest adventure and strategy fan club desperately wants pokees from anywhere in the world. All letters answered. Write to Laci Kiss, Mohacs Street 15, H-1136 Budapest, Hungary.

Descramble hammer would like female penpal, 16+ interests include, stations, books, writing, computers. Please write with photo to Mark Allan, 52 Grenville, Orion Birmingham, Petrakon ROZ 2PH.

I would like a penpal, aged 12, anywhere in the world, who is a Speccy fan. Gary Seivour, 5 Green Hill Road, Midsummer North, Both B43 2EZ. Especially good if you are interested in chemistry.

Lonely female, aged 14, needs good looking boy (15) around the same age as he likes music and having fun. Please enclose photo if possible, all letters answered. Pauline Wilcox, 3 MacNaughton Avenue, Kirkmanock, KA50 7WH.

Yow! As well as 13-15 year old girls. Your luck in. Interests include computers, sailing and music comed of course! Please write with photo to Ben Hardy, 19 Alexandra Road, Biggin Hill, Westerham, TN16 3NW.

12 year old boy desperately seeks beautiful female with Spectrum, preferably of same age. Holubis includes weight writing. Write to Adam Chishawd, 6 Meadowside, Horsell Park, Woking, GU21 4LT.

13 year old male seeks female penpals. Age 14+, please send photo. All letters answered. Write now to Jao Eduardo Matos, Rua Casa do Triathlaito 6 Arauia, 36048 Gaviao, Portugal.

ANSWERS

Lucky Dip

Pick a game from the boxed Mark Arcade & Adventure and whichever type of game it is, it will put the corresponding label on that box. Remove the incorrect Arcade & Adventure label, which must belong to one of the other two boxes. Which one? Well, the one that has not been removed from 5-8 is of course the two boxes are incorrectly labeled, remember....

HOUSE IHUSE

Here's how it's done.

Chop off the Block

How did the welders know? Simple, the Scout was welding his uniform (it's a packer)

Three Days a Week

How could the ride come in on Friday and leave on Friday on only three days? He could do that because his name was Friday — the face, here.

Giant Haystacks

One massive, great, huge, big pile in the middle. Simple! This comes from Sinnel, Delf from Allest and Teresa from Asset (there, that)

Naming of the Few

Got it yet? No! Well the answer is Liverpool, which comes from Sinner, Delfa from Allest and Teresa from Asset (there, that)

Answer: Lucky Dip

Pick a game from the boxed Arcade & Adventure and whichever type of game it is, it will put the corresponding label on that box. Remove the incorrect Arcade & Adventure label, which must belong to one of the other two boxes. Which one? Well, the one that has not been removed from 5-8 is of course the two boxes are incorrectly labeled, remember....

HOUSE IHUSE

Here's how it's done.

Lucky Dip

Pick a game from the boxed Arcade & Adventure and whichever type of game it is, it will put the corresponding label on that box. Remove the incorrect Arcade & Adventure label, which must belong to one of the other two boxes. Which one? Well, the one that has not been removed from 5-8 is of course the two boxes are incorrectly labeled, remember....

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Popping through the sunny streets of North London to Jon Ritman’s home, I knew that Bernie Drummond, Jon’s graphics collaborator, was a man of minimal appetite, a fellow who hardly eats and who was very choosy about what he munches. So there was little chance of rushing up a massive expenses claim at a gourmet restaurant on this job... As I half expected, Bernie had ‘already eaten’ so Jon and I tucked into fish and chips, washed down with chateau Red Stripe while Bernie enjoyed a black coffee. Then the bombshell dropped...

"Sick as a parrot, Jon, that’s what Spectrum owners will be when they hear this..."

We’ve just decided to stop writing for the Spectrum,” Jon says. This is hot news! But why, I ask.

After completing Matchday II, Jon and Bernie tossed around some game ideas, decided to do a scrolling landscape game and set to work on Starship. They had got a fair way into it by the middle of May, when KAPOW, the dynamic duo put down their Spectrums and took up Razz boards. Rare Ltd (Ultimate, save the name), commissioned Jon and Bernie to write an arcade game.

Rare’s coin slot system is based on the Razz board, a custom-designed computer built around a souped-up, top-hatted version of the ZX81. The temptation is understandable — no longer do they have to worry about every last byte when writing a game, and suddenly Bernie has a pallette of hundreds, if not thousands of colours to play with. And several hundred kilobytes of memory for graphics rather than 16 or 17K. For a team like Jon and Bernie, used to working hyper-efficiently to make the most of a measly 48K, having up to half a megabyte of memory to play with opens up dramatic new possibilities.

“Sick as a parrot, Jon!”

The arcade project is still top secret — the game has been designed and work is underway, but Jon and Bernie remain tight-lipped about their new creation. It’s a new way of thinking, writing arcade games. “When I design a game, it’s always built around the limitations of the Spectrum. Other versions can be slightly different and take advantage of a machine’s capabilities, but the Spectrum was the machine I designed for. Obviously, designing a game for the Razz board is completely different,” Jon explains. And a coin slot game has to have instant appeal, tempting people to part with their ten pence, and to keep parting with their money. It’s a change of direction for Jon. “The way I was moving on the Spectrum was towards games that took a long time to play, games you got a lot out of. You need a different kind of game for the arcades — with Head Over Heels in an arcade, you could spend £1 on the first room and still not get out of it.

Which is about all they will say about the arcade project. Jon might produce a Spectrum version of his coin slot game or games, but all that is very much in the future. The Spectrum is unlikely to receive any new code from Mr Ritman during 1986.

A great loss, compounded by the fact that Starship looks well impressive, even at the stage at which it reached before being abandonned. The game that’ll never be,” Jon jokes as he loads it up. A flying saucer zooms along above a smoothly-scrolling tessellated landscape, a landscape that forms a globe and is complete with hills and mountains. The playing area is huge — flying at full pelt in one direction, you go for about 45 seconds before circling the globe. Starship had the makings of a great game — you were going to be able to travel across the landscape in a variety of vehicles, hunting for treasures and entering buildings to buy and sell equipment. What a shame!

Jon and Bernie have been working as a team for nearly three years now — after Matchday I, which featured the little men from Bonos deliver, their swoops cut off, Jon realised that he needed an artist to help out with the graphics. He knew that Bernie, an old friend, keen footballer and ace Matchday player, was enjoying a period of unemployment. From his schooldays, Bernie has had an interest in drawing, producing detailed posters in felt pen for his own amusement. Jon needed a central character for the game, so he threw a joystick connected to a drawing utility into Bernie’s hand...

“No, not like that!” Jon was tempted to cry, while Bernie started waggling the joystick furiously, scribbling random pixels onto the screen. Peering at the apparently mess on the monitor, Bernie found a bit that looked like an eye and started chiselling pixels away, adding a few here, removing a few there and soon Batman was born. Bernie has been working on screen more like a sculptor than a draughtsman. "Pixel manipulation is very strange — things look very different on screen compared to the way they might look on paper," he explains. "If you’ve got a character with a head that doesn’t look round, adding a couple of pixels can make the head round and make a couple of ears.

With Batman, Head Over Heels and Matchday II to his credit, Bernie ranks amongst the best designers of game graphics. He’s still a little surprised, “It never occurred to me that I was an artist, or that I was going to be an artist, I liked drawing, but didn’t have any ambitions.” But then he’s right, when he says, “the job I did didn’t even exist until Knightlore came out...".

Six and a half years ago, the job that Jon Ritman does, didn’t exist either. He was working as a TV repairman for Radio Rentals when it decided to do a feasibility study on the market for renting out home computers. Figuring Radio Rentals would need computer engineers if the scheme took off, Jon bought a ZX81 to find out about these machines. “I hadn’t got a clue about computers, but got really involved immediately,” he remembers. Staying up into the early hours every morning, Jon worked through the manual in a week and then went out and got a book on machine code.

"I hadn’t got a clue about computers!"

Working at home, programming games is a lifestyle that suits Jon. I put in far more hours, but feel what I do. I’m basically lazy, and avoid the hard bits for ages until I’m finally forced to get into it — for instance I was scared of splitting Head from Heels. Everything was working with one character but I spent two and a half months putting off the moment when I split the character into two. It took an hour..."

Sales of well over 1 million units must have a significance on Bernie’s London lifestyle! Sitting in a modest terraced house in North London, a few miles where he was brought up, Jon ponders. "It’s nice not to have to worry about money," he muses. "The idea of going to work for a fixed five in exchange for a sum of money every week is something he’s glad to be free of. There’s financial security — the house and so on, but there are no expensive jaunts to exotic places or fancy cars. Sitting comfortably in his front room, dressed in track suit bottoms and a sweatshirt, is there one thing that fame and financial success have brought Jon that has made a real difference. No, not at all."

Then it occurs to him. The dishwasher. “I’m really lazy when it comes to doing things around the house. Never having to wash up again...brilliant.”
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