ON ME ’EAD MY SON!

Zeppelin’s MATCH OF THE DAY kicks off on page 14!
(With guest presenters Des Lynam and Jimmy Hill!)

Kawasaki’s got the salt! Tag Team Wrestling reviewed inside • Half-shell action – Turbo the Tortoise mapped and tipped • The SAM Adventure System is here – we put it to the test • Giant giveaway! Win 250 beaut ‘n’ brill Beyond Belief games • Plus! How to get your hands on a free YS T-shirt!

Flix: Glengarry Glen Ross reviewed – it’s angry! • Comix: Judge Dredd – The Magazine perused • Killer Kolumn: Is the Dr Who of the ’90s nearly here?

Fill it in! Fill it in! The clues are on page 57.
There's good news on the Save Our Speccy front this month, Speccyheads. Gremlin have umm-ed and ahh-ed and finally decided that Nigel Mansell's Grand Prix should be released on the Speccy. Hurrah! Unhappily, they're not convinced that The Legacy of Sorasil - Hero Quest 2 would do well on the Spec, so we won't be seeing that. Boo!

Hold that sad note for a little longer, we've got a new circulation figure and it's less than it was before. It could be tonnes worse and I'd like to personally thank each of you for sticking with the best Spec mag in the universe. 40,648 is a lot of people to love, but there's all the time in the world!

Finally, film fans among you are probably wondering when the films we review are going to appear at a cinema near you. Well, Freddie as FR07 is out now, Strictly Ballroom opens on the 16th of October and Glengarry Glen Ross on October the 30th. There's some dates for your diaries and here's a goodbye.

Goodbye
Lots of love,
REVIEWS
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Beyond Belief compo
What have Biff, Snare, Devastating Blow, Jimmy's Super League and Jimmy's Soccer Manager all got in common? That's right - we're giving 'em away.

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277 Mysterious space monster. (If you can't find it, then you aren't looking hard enough.)

58 Free YS T-shirt!
They're fab, they're groovy and, for this issue only, they're free. Turn to page 58 for more details. Creepers!

48 FLIP!
Moody real estate agents ahoy in Glengarry Glen Ross. Jack Lemmon, Al Pacino and lots of swearing are the stars in this office drama. It's got tension, it's got emotion - but is that enough? What's the link between a new SF television series and Lenny Henry?

Find out in the terribly knowledgeable Killer Kolumn from Outer Space! Plus! The non-libellious connection between Michael Jackson and plastic! Meanwhile, Comix gets down to some serious violence as we revisit the early days of Judge Dredd then have a look at his bang-up-to-date adventures in the Megazine. So exciting, you'll have to go for a quiet lie-down afterwards.

ALE OCTOBER 1ST
Put on your spangly trousers and shake your funky thang! Alternatively, settle down with a cup of tea and four games, a fab utility and a SAM demo! (Whatever tickles your fancy.)

Dive down to page five for our complete adventure THE ANTILIS MISSION.

Zip-zip-zip along to page five for the lowdown on our utterly fabulous SPEEDLOAD utility!

Or scratch your head over MENTAL BLOCK on page five.

Leaf through to page six and take a trip back in time with Z-MAN. It's a golden oldie!

SAM owners buzz over to page six for LIGHT CYCLE!

And for naughty cheaty people - POKERAMA is on page six.

WRIGGLER
Romantic Robot

The worm turns! Number 75 in the distressingly famous YS Top 100, Wriggler is a sports sim with a bit of a silly difference. You play an earthworm and you have to race against three other earthworms in the 30th Annual Maggot Marathon. If you thought that twenty-six mile jaunt Jimmy Savile does every year looked a mile tricky, then spare a thought for the invertebrate contestants in this 'un. The track starts in an ever so plez country garden, but rapidly unwinds into some nasty-looking scrublands before getting naughty and leading the poor wrigglers into Hell and Outer Space. In an effort to make the whole race a TV-ratings winner the rogues event organiser's have populated the various stages with all manner of violent creatures whose only thought is to beat up passing squirmies. Amber caramba!

The mature, worldly-wise or just plain decrepit will be looking at the screenshots and thinking, 'Ah, a delightful arcade-adventure from the era of Atic Atac, where it seemed every second game had you plodding around a huge maze, collecting and using objects of remarkable obscurity.' Of course, they might be thinking, 'That's a nice bit of muslin. Young people today, they've got no manners. And the buses never run on time. Where's my cup of cocoa?' Sadly, we've no way of knowing. Such are the mysteries of the human mind. For the sake of argument though, let's assume they thought the first bit. They'd be right. As you slither around the Wriggler world, you'll come across all manner of objects, from bowls of cornflakes to parachutes. Most are tremendously useful later on. Tragically, you can only carry one object at a time, so you'd better be sure you know what you want before you start out. As a quick hint, everything comestible merely serves to replenish your leaky energy bar.

Some bits of Wriggler are dead scary. You inch into a new room, flushed with success at eroding the giant spider, and these jump out at you. Spook!

Look kind of haughty, don't they? It's that little upturned eyebrow that does it. You can almost hear them saying 'Out of the way, I'm an earthworm.' Or something.

Some bits of Wriggler are dead scary. You inch into a new room, flushed with success at eroding the giant spider, and these jump out at you. Spook!

and thinking, 'Ah, a delightful arcade-adventure from the era of Atic Atac, where it seemed every second game had you plodding around a huge maze, collecting and using objects of remarkable obscurity.' Of course, they might be thinking, 'That's a nice bit of muslin. Young people today, they've got no manners. And the buses never run on time. Where's my cup of cocoa?' Sadly, we've no way of knowing. Such are the mysteries of the human mind. For the sake of argument though, let's assume they thought the first bit. They'd be right. As you slither around the Wriggler world, you'll come across all manner of objects, from bowls of cornflakes to parachutes. Most are tremendously useful later on. Tragically, you can only carry one object at a time, so you'd better be sure you know what you want before you start out. As a quick hint, everything comestible merely serves to replenish your leaky energy bar.

That's about all there is to it, apart from a word of warning about the denizens of the racetrack. Most of 'em are easily avoidable and just drain a bit of your energy if you knock into them, but the horrible spiders kill you outright. (You can tell they mean business cos of the way they stalk about on those spindly legs. Ugh!) The second nastiest nasties are the white ants. When you cross their path, they immediately drop everything and beetle after you. Eek. Eh? And on that mildly scary note, we take our leave of the damned addictive Wriggler. Don't forget to close the gate on your way out - we don't want those squiggly earthworms escaping now, do we?
ANTTILIS MISSION

Compass Software
Load in 48K mode

COMPLETE ADVENTURE

Do you watch Voyage To The Bottom Of The Sea on Channel 4 on Sundays? Brilliantly terrible, isn't it? Though I have to say that I much prefer Lost In Space. That Dr Smith and his scampish escapades. And the robot! "Danger, Will Robinson!" Ah me. But back to this frightfully good adventure. It's the everyday story of ZX3, an experimental nuclear sub that's crewed by a load of super-brainy androids. Alas, a radiation leak has caused them to go a bit funny, and instead of travelling the oceans of the world in search of exotic fish, they've taken to constructing large missiles and targeting them on major European cities and Dundee. As Captain Jennifer Moonchild, you, as the little round stimpson family from Trent, have to put the mag together, as we locked him in a cupboard. But he kept banging his head on the louvre doors, so we had to jump into the covertape box and look for a substantially. Or something. Rule One is that you can't go pushing rules to spoil your fun. Or add to it. So you can't go pushing everything around willy nilly, cos you'll end up getting really (really) stuck in the first couple of moves, have a sneaky peek at that handy-dandy box down there. But no cheating! We trust you implicitly. (Erm, but 'implicitly doesn't mean 'about as far as we could throw you'. Ed) Tch.

Handy Hints

NOW this is a spanker. It's a short bit of code that sits at the top of memory and takes all the hassle out of fast loading/saving. All you do is CLEAR 64035:

LOAD "CODE and you're ready to banish those long loading blues. When you want to use the routine, just tap in RANDOMIZE USR 64036: followed immediately by your tape command (eg, RANDOMIZE USR 64036: LOAD " or RANDOMIZE USR 64036: SAVE "MIMSY" LINE 10 or RANDOMIZE USR 64036: LOAD "GRAPHICS" DATA AS etc etc etc). Speedload! will do the rest. And it really is as easy as that! Stupefying! There are a few limitations with the routine - it won't load normal speed programs so for heck's sake don't lose your copy of the utility (back it up with SAVE "SPEED" CODE 64036, 1324).

SPEEDLOAD!

The second prob is, obviously you won't be able to use Speedload! on games cos they're protected and all. However, it really comes into its own if you're writing a prog yourself, or have a collection of homogrown software, or loads of PD programs, or something.

So who have we to thank for this utterly lovely PD utility? Sadly, it seems nobody knows. The routine came with the NMI 3 megademo, but wasn't written by the chap behind that. All we have to go on are the mysterious initials embedded in the code - NMS. So thank you, NMS - whoever you are.

MEMORY BLOCK

Mark Hutchings
Load in 48K mode

SEARCH GAME

It was a sad tale. Jon found what he thought was the hardest game he'd ever seen, Logo, and popped it on the covertape. Instantly, several billion people wrote in with solutions and letters saying it was ever so easy, and he developed an extremely large inferiority complex. What were we to do? We couldn't face his broken sobbing while we were trying to put the mag together, so we locked him in a cupboard. But he kept banging his head on the louvre doors, so we had to jump into the covertape box and look for a magnificently difficult puzzle game. And hurray! We came up with Mental Block. Basically, Mental Block makes Logo look like a, a, a really good Polish game involving lots of numbers and tiles. Ahem.

On each of MB's fifty levels, there is a load of block tiles (that we'll call Blocks) and a load of power modules (that we'll call the Stimpson family from Trent). You, as the little round stimpson family from Trent, have to whizz around pushing the Stimpsons out of the arrowed exit. But there are a few sneaky rules to spoil your fun. Or add to it substantially. Or something. Rule One is that the Stimpsons can wrap around the screen (ie, if you push one off the top of the screen, it'll reappear at the bottom). Rule Two is that the blocks can't. So you can't go pushing everything around willy-nilly, cos you'll end up trapped in a corner. Bah!

The final trick is that you don't wear brown shoes with a blue suit. Erm, actually, that's more of a guideline than a rule. Each of the fifty levels has a password, and the newly-revitalised Jon has managed to get to Level Three. Pitiful, isn't it? By the way, if you do manage to complete the game in ten minutes flat, please write in and say you found it amazingly hard. Good stuff writers are hard to come by, and as we have to make do with Jon in the first place, you can imagine the trouble we'd have if he suddenly dies of humiliation. Have a heart, eh?

CONTROLS

YoR SINCLAIR Oct 1992
Z-MAN
DJL Software
Load in 48K mode

Ee, here's one that takes you back (It's actually written in 16K!)
There are far too many new-fangled and overly glitzy games around so we were all beaming round the old campfire when this gem arrived in the Shed. (We weren't beaming for long though, cos the old campfire set off the sprinkler system (actually Colin the publisher)

Light Cycle
Daniel Cannon

Light Cycle is a playable demo of a brand-new game from ZAT magazine spin-off SAM Quartet. It's based on that bit in the old Tron arcade game where you whizzed around the screen on well, a light cycle actually, drawing a huge trail and trying to get the other players to crash into it. This version is really neat — the graphics are pretty bad (well, what can you do with a load of lines?) but the gameplay stands up well, especially with the four (four! Four!) player option. It's easy-peasy to play, (just a bit crowded at the keyboard when you've a full complement of players), very hard to switch off, and there are full instructions (and loads of plugs for ZAT, hem-hem) in the title screen scrollly (Just watch out for the computer players — they're horribly good.) By the way, if you fancy getting the full version, write off to the address on the loading screen. The one in the scrollly is wrong, y'see.

Pokerama
Jon North

This month, to avoid the traditional silly business after submitting Pokerama, Jon bought a false beard, dressed up in a Luton FC football strip, changed his name by deed poll to Peter Beachball and moved to Harrogate. Tragically, he was arrested by the police on suspicion of being Micky Elbows, the notorious football-mad cat-burglar and occasional beard collector. (If anyone knows of a good lawyer in the Harrogate area who could keep a straight face during the defence, contact us at the usual address.)

Framed' Northy's unjustly persecuted pokes this month are...

Myth
Skyhigh Stuntman
Ninja Commando
Kickbox Vigilante
Bigfoot
Bionic Ninja

Ify lives
Ify takes
Ify lives
Ify lives
Ify lives
Ify energy

Jon's comment: Myth is simply one of the best ever games on the Speccy. It's check-full of thoroughly involving gameplay and stunning graphics, and its depth is its main selling point. Give it a go and you can cheat at it! Cool!
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The goalsee
The esteemed Ed positions herself in the goalmouth ready to deal with anything. Linda’s bravest moment was the time she faced eight very big and muddy men who desperately wanted to score. Eight in a side? I hear you cry. Yew! Yew! everybody had decided that the first side to score won. But both goalies were so smart that nobody could get the ball past them. After five hours of play, it started raining, three hours later it stopped raining and still nobody had scored. The players were cold, wet and hungry so they decided to join forces. Linda found herself facing defeat, but she stayed her ground and eventually the players turned around and started attacking the goal. The ball slipped into the net and Linda knew the meaning of pride.

The Forward #1
Colin Campbell, YS’s new publisher, is a very impressive footballer. Colin was given a tiny silver football at his christening and the strange looking lady who gave it to him said that he would go down in history as the saviour of Accrington Stanley. (Aunt Gladys Campbell was carted off to the goal funny farm immediately after the ceremony.) After years of hanging around the local football ground, and showing off his dribbling whenever the manager appeared, Colin was offered a place on the junior squad. After just four months he was promoted to the real team. As part of an elaborate initiation ceremony, Colin was forced to spend two hours in the deep freeze department of the canteen which caused the tension in his left calf to seize up. He hasn’t really been the same since, but he’s the best forward we can manage.

The Forward #2
Andy O obviously knows a few things about coloured pencils, but did you know that he used to be a football coach? Oh yes! Many beloved kneecaps have undergone Andy’s rigorous regime of press-ups and squat thrusts. As well as scoring the odd goal now and then, Andy spends a lot of time haranguing the rest of the team. He can be incredibly forceful at times and once made Linda eat three Shredded Wheat. She couldn’t go for more hours - she was that full. (But they were only Mini Shreddies! Andy!) As coach, it’s up to Andy to make sure the team are fit, healthy and raring to go. About a week before a match Andy bums the team from drinking anything other than milk or water, all crisps and sweets are disallowed and they’re all put on a strict diet of porridge and skinless breast of chicken. This woefully inadequate lifestyle is probably the reason why the team have yet to win a game.

The Defender #1
Jon Pillar is not the best defender in the world, but he must be one of the laziest.

The Defender #2
We’ve relaxed the rules a bit to allow Stuart to make up the necessary numbers. Stuart is a very passionate footballer, as soon as he gets on that pitch he’s all out to win. It was this kind of attitude that got him knocked out. One rainy afternoon a match was going particularly well but then it looked like the enemy were about to equalise. Stuart, with no thought for his own safety, stepped between the two attackers and the ball and proceeded to stop the ball from reaching its desired resting place with his nose. As he lay on the ground, pole apart from the area around his nose, we thought - 

© YOUR SINCLAIR Oct 1992
It was Friday afternoon in the Shed. Everyone was sipping cups of coffee (or tea) (or hot chocolate) (or the unidentified substance you get from the drinks machine if you press the dreaded Button D) and laughing madly at Andy's Screamin' Jay Hawkins tape. Suddenly! We had a phone call from Jim Scott of Beyond Belief. He was in a friendly Friday-afternoon-sort of mood and wanted to give us fifty sets of Beyond Belief games as prizes for a YS compo. How could we possibly refuse? Yup, you could win one of fifty sets of Devastating Blow, Snare, Jimmy's Soccer Manager, Jimmy's Super League and Biff. Great trembling confidants! Snare was a YS Megagame and Biff was one of Linda's fave games of the year (and the others are pretty spanky as well.) To win one of these splendid prizes, just answer this incredibly tricky question.

What's the name of Beyond Belief's mascot? Is it (a) W Scribb, (b) John Major or (c) Arthur Not-the-right-answer?

Dash your answer down on a postcard or the back of an envelope and send it off to "It's Not John Major" Compo, YS Compos, YS, 29 Monmouth St. Bath BA1 2DL. Peasy!

THE FUTURE ENTERTAINMENT SHOW

Contrary to reports in last month's Passt, Future Publishing have not built the biggest computer in the last five years. They are in fact hosting a full-price label. Well, clean we did! By tine we'd finished tidying up with a very long roll of ribbon which she wrapped around the Shed in a great big bow. Then she fetched a bloke from the big Future Publishing building at the top of the garden and introduced him as our new publisher and let him cut the ribbon. It was all very formal! Colin Campbell used to be the Deputy Editor of Amiga Power under ex-YS Ed Matt Bieby, before moving on to become Ed of Commodore Format. He then became Managing Ed of indie mag Siren, sussed that out and decided to have a go at publishing ST Action, Amiga Action and GB Action. (Phew!) And now he's decided that his future lies with YS. Ain't that sweet!

OVER 50 COMPANIES HAVE BOOKED STALLS AT THE SHOW AND WILL BE BROADCAST LIVE. THE CHAMPIONSHIPS HAVE BEEN ORGANISED BY FUTURE, WHO HAVE ALSO PUT UP £20,000 IN PRIZE MONEY. (Crikey! That's buy us a really swish new shed. Get practising, Jon! Ed)

Over 50 companies have booked stalls at the show and it's hoped that the whole caboodle will pull in over 100,000 punters. If it does, it'll be the fifth biggest show in the country after the Ideal Home Exhibition, The Clothes Show and, erm, two other very big shows.

FARTY

Those Swedish have got the right idea, eh Spec-chums? Recent ads for the Atari Lynx really set the record straight. Full fart indeed!
Hey Ho Let's Go!
Crikey! It's that wibbly bit before the reviews again. Basically. (Ahem.)

Top Ten
This month Jamie Ellis has sent in his top ten favourite sweets. Well, we did say you could send in a top ten of anything whatsoever! The next time any of you send in your top tens, why not attach a photo. You could have your pic on the very same page as all those many jugglers!
- Snickers ice cream bar
- Lion bar
- Fruit Pastilles
- Milky Bar
- Chocolate chip Tracker bar
- Kit Kat
- Strawberry flavour chewits
- Fruit gums
- M and M’s
- Ice poles

Send those top tens and photos to Hey Ho Let's Go, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

Charts
1. Rainbow Islands - Hit Squad
2. Bubble Dizzy - CodeMasters
3. Graeme Souness Soccer M’ger - Zeppelin
4. Italia 90 - Zeppelin
5. Multi-player Soccer M’ger - Cult
6. Dizzy Down the Rapids - CodeMasters
7. Robocop - Hit Squad
8. Test Master - E&J
10. Magicland Dizzy - CodeMasters
11. Super Off Road Racer - Tronix
12. Bubble Bobble - Hit Squad
13. Golden Axe - Tronix
14. Dizzy’s Excellent Adventures - CodeMasters
15. F16 Combat Pilot - Action 16
16. American Tag Team Wrestling - Zeppelin
17. First Division Manager - CodeMasters
18. Treble Champions - E&J
19. Pro Tennis Tour - Hit Squad
20. Lotus Turbo Challenge - GBH

High Scores
Harsh! We the silver championship cup. Well, if you've got a silver championship cup you must be doing something right. We put all the fabulously lovely things about a game here. As opposed to...

Peep! It's a yellow card. Tch. We put all the gloomily disappointing things about a game in this box. Then we jog the two scores and add a little sparkly magic to reveal the final verdict. Ding!
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Reckless Rufus, eh? He's probably in a bit of trouble then. I mean, it's fairly obvious he's going to be trapped somewhere. If they'd called him Eminently Sensible Rufus, it would be a pretty safe bet to say that the game centres around his adventures in choosing the right pair of slippers, or making a nice cup of cocoa before going to bed at a reasonable hour with a good book. But they haven't. So I reckon he's going to be in a spot of bother. (Looks at instructions.) A-ha! I was right.

This Rufus fellow, it transpires, is stuck on an alien planet after foolishly hitching a ride with a disreputable deep space salvage company. Well, actually, 'hitching' is not quite the term. 'Sneaking into the cargo bay to avoid paying his fare because he's a cheapskate' is, perhaps, more appropriate. Anyway, as crime does not pay etc etc. Rufus is caught by the crew the instant he tries to buy some liquorice from a deactivated robot. (It's a fundamental mistake that most stowaways make.) The Captain of the ship takes Rufus aside and explains, in a kindly, grizzled sort of way. That they'll happily take him on his way, provided he just beam down to a nearby and ever so not dangerous-at-all planet and collect a few piffling rare crystals. Rufus agrees or, more accurately, falls for it.

So why's that then, Jon? G'wan, tell us.

I'm glad you asked me that question. Although I wish you wouldn't be quite so loud. I've a frightful headache. Well, you see, the problem is that you're about six miles above the surface of the planet, and consequently have to watch your step as you totter around after the diamonds. Some levels have twisty layouts already, erm, laid out. but the majority have just a few blocks scattered around a queasily empty-looking screen. Find that annotated screenshot again. (Looks around.) Now where is it? (It's behind you! Billy Bigshoes, famous 1930s music hall comedian) No it

You (Rufus, that is). Look a bit like Berk from Trip Does, don't you?

A group of nasty aliens. Look a bit like Manic Miner rejects, sh?

One of those magic blocks. This 'un will produce five others. Hurrah!

A one-way system. Once you're on, you can't get off (usually) Yikes!

Best to avoid it.

So why's that then, Jon? G'wan, tell us.

I'm glad you asked me that question. Although I wish you wouldn't be quite so loud, I've a frightful headache. Well, you see, the problem is that you're about six miles above the surface of the planet, and consequently have to

watch your step as you totter around after the diamonds. Some levels have twisty layouts already, arm, laid out. but the majority have just a few blocks scattered around a queasily empty-looking screen. Find that annotated screenshot again. (Looks around.) Now where is it? (It's behind you! Billy Bigshoes, famous 1930s music hall comedian) No it

made all the more tricky by the platforms. Ho boy, the platforms. They're a bunch of scampish blocks and no mistake, my fine friend. No doubt you'll want to know why. Well, speak up. Yes, you, the one in the ghastly blue shirt.

So why's that then, Jon? G'wan, tell us.

I'm glad you asked me that question. Although I wish you wouldn't be quite so loud, I've a frightful headache. Well, y'ee, the problem is that you're about six miles above the surface of the planet, and consequently have to

watch your step as you totter around after the diamonds. Some levels have twisty layouts already, arm, laid out. but the majority have just a few blocks scattered around a queasily empty-looking screen. Find that annotated screenshot again. (Looks around.) Now where is it? (It's behind you! Billy Bigshoes, famous 1930s music hall comedian) No it

An amusing misunderstanding over recklessness occurred just as we were putting this review together. For the purposes of a small but informative box at the bottom of the page, we decided to get in touch with the most reckless person in the world. Luckily, as it transpired, Jon knew of just such a person. 'She's completely reckless!' he said.

So he contacted his friend, and she arrived at the Shed for an interview. Imagine our surprise when who should walk in but Captain Lucinda Tablecloth, the famous explorer who has spent ten years looking unsuccessfully for the wreck of the Titanic! Well! Imagine our surprise!!!
S Rufus

isn't. (Yes it is! Billy) No it isn't! (Slap! Ed) Oh, of course. It's up there. (Ahem.) Anyway, glance up at it and you'll see a couple of numbered blocks. These tell you how many extra blocks will be produced when you roll over 'em. Say, for example, you flop onto a number five block. Now you can venture off into empty space and as if by magic, a number four block will appear to save you from a plummetty doom. Another move, and bingo! A number three block appears. And so on down to zero, whereupon you plunge screaming into the ground. (So make sure you've reached another platform by then.) Get the idea? Splendidissimo.

That's about it for the early levels. Later on you'll come across such things as sticky blocks, Rufus-eating platforms and icons that reverse the joystick controls, but I don't want to frighten you so I won't mention them. It's blimin' hard enough finding your way about the first couple of screens. Rufus, y'see, is one of those games where you get killed hundreds of times on a screen until you spot how to do it. Then the solution will lodge immovably in your mind burnt in by the humiliation of losing so many times before. (Er. yes. Ed) And before you wave your arms in the air and shout abuse in loud voices, there's a password system so you can skip the lower levels. Nyer!

Well, it all sounds jolly exciting! (Sorry for shouting, by the way)

That's all right, my headache's much better now. But yes, you're right – it is a pretty darn exciting game. The pace never lets up, as you waddle around the screen, trying to calculate exactly how far this particular magic block is going to get you while simultaneously fighting off a load of obstrmate aliens. (Luckily you've got a laser gun. Hurrah! Unfortunately, it's got extremely limited ammunition. Boo!) Then there are the one-way systems which have a habit of whisking you off in entirely the wrong direction. And the switches that need to be thrown in order to plug inconvenient gaps in the structure, and some other things. Yeesh. (As the famous Top Cat says).

The game's presentation is so scrumptious that you could bake it in a pie and serve it for dinner. The graphics are fat and characterful, even so smooth and rather sparkly-animated. (Rufus doesn't move from block to block, he sort of rolls around the place like a big beach ball.) There's some amazing 128K sound – the tunes are jolly, but the spot effects really are brilliant, especially the jaunty little riff you get when you manage to grab a diamond. Makes all the trouble worthwhile (sort of).

The massively important bit is, of course, the gameplay. And where addictive playability is concerned, Rufus delivers in a big green van with an imposing company logo on the side. The combination of puzzle and shoot-'em-up action really hits the spot. There are problems thrown in order to plug inconvenient gaps in the structure, and some other things. Yeesh. (As the famous Top Cat says).

Final Verdict

It's got wonderfully, stonkingly addictive (and original) puzzley gameplay. And the graphics (and sound) are top-notch.

It's a tough little number that doesn't forgive a single mistake. I'm not sure if it would be better without the annoying aliens.

Tip-top puzzle game with splendid graphics. Dead simple and packed with playability. Hurrah!

90x
Hello readers. After last month’s debacle with the Famous Five completely taking over my review of Sleepwalker, I’ve decided to make sure I appear in the review of Match Of The Day. To this end, I’ve asked Stuart to take Jimmy Hill off for a spot of lunch, and now, provisioned, I can get this false chin into place (grunt) I’ll be joining Des Lynam in the reviewing corner. There. Now don’t give me away, will you, Spec-chums? (As seen on TV; Des Lynam’s cheekily grinning face and the amazing chin of (ahem) Jimmy Hill. The theme music fades out.) Hello there viewers. Hello Jimmy. (Tea hee) Hello Des. Nice jumper. Hello Jimmy. Thanks Jimmy. So – Match Of The Day, the computer game. What’s it all about? Well Des, I’d have to say it’s pretty much a management sim really. You put on the knobbly cashmere coat of the manager of a fourth division team, and over the season have to hoist them up the ladder of success while avoiding the slippery snakes of failure. You know the kind of thing I mean – unbelievable arcade action, translating as horrible tedious monochrome crap with a big multload, or the best game I’ve ever played in my entire life, translating as I own the company, please buy this and make me lots of money. So it’s in the name of global understanding, I’m going to take you by the hand and lead you through the literary minefield that is the world of games. First, though, I’m going to need the help of a volunteer from the audience. Yes, sir. Step right this way! And your name? Thank you. Ladies and gentlemen, let’s hear it for Mr Graeme Souness Soccer Manager (pause for cheering). Okay, let’s take this from the very top and start with the front of the box. ‘Graeme Souness Soccer Manager’. Well, yes, it’s got a picture of Graeme Souness on it. Beyond that, though, the influence of Graeme Souness on this game is distinctly conspicuous by its absence. You can manage any team you like, it doesn’t have to be Graeme’s Liverpool, and if you do choose his side it won’t have any of the players you might be expecting. Perhaps the title Generic Football Manager Game With A Quick Licence Stuck Totally Gratuitously On The Top would be more appropriate. Over to the back now, and the first words we come across are ‘a devastatingly accurate simulation of the trials and tribulations of taking lots of lists of numbers, then? We-ell, yes and no Des. Y see, this management sim is actually rather well presented. The entire affair is icon-driven and daringly devoid of BASIC. There’s the bare minimum of hanging around for ‘Please Wait’ messages. And the lists, as you put it, of numbers are rather nicely disguised with little graphics and pointers and things. And this is the game here, is it? No Des, that’s another jumper. Good try though. In fact, this is the game – it’s entirely devoid of jumpery substances, such as wool, or 60% polyester. It does, however, have lots and lots of icons. It’s rather a clever system, you see – you sort of drag the option you want...
missed something, and if this really covers everything involved in the running of a football team then I'm surprised they don't get primary school children to do the job - if you can count to thirteen, you can play Graeme Souness Soccer Manager. So let's revise that to 'Moderately big completely static icons let you do nearly as many things as you could in the original Football Manager, which came out nine, years ago.'

Let's try inside the box, where it tells you about the 'Gameplay.' Apparently the game can be controlled by joystick or keyboard, and the instructions list a set of 'de-fault' keys which kind of implies some redefinability. Well, I tried every joystick combination I could think of and did everything to redefine the keys possible, but the only way I could control this game by anything other than the listed keys was to take all the plastic key tops off my keyboard and put them back on in a different order. Clearly the correct wording in this situation would have been 'The game can be controlled by these keys here, and if you don't like it tough blimmin' luck.'

I could go on about the 'animated match highlights' which consist of a total of four different attacking moves carried out by players who all look exactly the same, whichever team they're supposed to be playing for, on about the 'sophisticated team/player data' which really means 'it tells you the name and age of each player and how many goals they've scored.' I could mull about the whole host of other excellent features which translates directly as 'absolutely no excellent features at all.'

I have to say, Jimmy, that I disagree with you over the presentation being the only thing that makes the game stand out. The gameplay has lots of subtle touches. For example, your players are apt to get a bit dirty if you don't recognise their footy talents and insist on playing them in entirely the wrong positions, and their performance suffers as a result. For another, there are loads of scouts, physios and trainers, and the cheaper but less reputable chaps are apt to make a mess of things. Sort of gets you deeply involved with the team and adds a lot to the game.

Hang on, what's going on? That's not Des Lynam speak.

Well I have to admit, Jimbo, that I'm not Des Lynam at all. I am in fact, Rory Bremner, humorous impressionist, Speccy enthusiast and all-round family entertainer. Erm, I've got a confession as well, I'm actually Jon from Your Sinclair. What a turn-up, eh?}

The management game looked so good. Except for the match highlights, which look like a badly-coloured game of pinball. And the pictures of, erm, us, which are a bit dull. I (ahem) look rather angry, and you look bald and mad. But at least you can turn the graphics off and play in the traditional manner.

I have to say, Jimmy, that I disagree with you over the presentation being the only thing that makes the game stand out. The gameplay has lots of subtle touches. For example, your players are apt to get a bit dirty if you don't recognise their footy talents and insist on playing them in entirely the wrong positions, and their performance suffers as a result. For another, there are loads of scouts, physios and trainers, and the cheaper but less reputable chaps are apt to make a mess of things. Sort of gets you deeply involved with the team and adds a lot to the game.

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Wrestling's come a long way since the days when ITV stopped showing it on Saturday afternoons. It's very big news at the moment. You can't open your new copy of Look-in without being bombarded by pictures of big men in glitzy outfits. They've all got suntans, teeth, loads of money and (probably) American accents. The recent wrestling game explosion started with Ocean's WWF licence and is bought up to date with this offering from Zeppelin, Alternative's Popeye 3 and the Codies' imminent Tag wrestling game that'll be part of their Super Sports Challenge compilation.

Whereas Popeye 3 is basically a wrestling game with add-ons, bombs, colourful aliens and a ridiculous storyline bolted on, American Tag Team Wrestling is just, erm, basic. The only plot line here is that there's a tournament, and the only background knowledge you need is a rough idea of how a tag match works. In fact, all you really need is this review, cos I'm going to tell you that very info! Tag team wrestling involves two teams of two, and only one member of each team is allowed in the ring at a time. The teams are usually made up of one very large bloke (or woman) and one incrediblo, absolutely the biggest man in the world ever (nearly). I once saw a tag match in which the two larger partners were Big Daddy and Giant Haystacks. I've never seen so much flesh in my life, it was awesome. Anyway, wrestling being what it is, the big bad guy often ends up laying into the smaller good guy. The good guy's larger teammate stretches out his hand and as soon as his team mate touches it they can swap places and the two big guys can have it out (as they say).

Contrary couplings

Tag Team Wrestling works in a similar way with such contrary couplings as Einstein and Loud Larry, and Sammy Shy and Mr Savage. You'll find that most of your opponents wear paper bags over their heads, or maybe I just kept getting the same opponents. Despite this strange idea of head adornment, these guys are pretty darn hard. I'm not a bad wrestler... (You? You're a rubbish wrestler; you're not fat enough, or tall enough. And your footwork's not fancy enough. Jon.) Okay, I'm a crap wrestler but I'm big enough and ugly enough to try my hand at wrestling games and I can tell you that some of your opponents are thoroughly nasty pieces of work.

I often find myself face down in the ring having my back gently massaged by the overbearing bulk of my opponent. Every time I tried to get up, he knocked me down again. And then every time I tried to tag my partner, the other side kept getting in the blimmin way. It really was heartbreaking. To make things even more difficult, when I managed to topple the giant to the floor and put on him, he picked himself up in seconds flat. Bruised and tearful, I left the ring.

I'm assured that there are some good moves here. Unfortunately, because I had to do without any instructions. I only found them out when I was close to death. By running up and down a few times and then letting fly with the fire button you can do a wazzy flying kick. You can also climb onto the ropes and leap off them onto your opponent giving him a good old falling forehead smash. Yow! Whether you play for just a single game, or for the whole of the tournament, you're bound to have fun. Your wrestling sprites are big, simple and clear. This is good from the action point of view cos it means you can still see them when they're writhing around on the floor. On the other hand, it's a shame they're not all a bit different. Except for a few skinny-clad generic...
It's compo winner time again! Hurrah! Unless you have to type in all the names of the winners, of course, in which case, Boo! (Yes; boo. Jon) Yup, below you'll find every single winner from every single compo we've run since February. Ern, except for a few we've missed out of course. Particularly the competitions without entries. Although we've ignored really short sentences. Let's roll out the Y tombola and see what Lady Luck has in store.

The following clever crossworders/worldswimmers each win a T-shirt: C Cheetham, Chesterfield, Derbyshire; R Wilson, Wrexham; D Mock, Milton Keynes; D Aslanyan, Wrexham; M Arrowsmith, Aviemore. All the rest of the compo winners (except E Quick Toad) are in the Back of the Book section.

C Cheetham, Chesterfield, Derbyshire [Feb 1st]; J Hopper, Ripley, Derbyshire [March 1st]; L Page, Killarney, Killarney [April 1st]; K Adamson, Wisbech, Cambs [May 1st]; Simon Sim, High Wycombe, High Wycombe [September 1st]

D It's no use trying. Plenty of people were willing to express Dizzy's lurve for Dazy in poeclish(f) form. The winner of a bag of Coddis goodies is the bejewelled...

Alastair Paul Findlay, East Gosforth, Newcastle upon Tyne; Keith P CAB, Staffordshire; Trevor JONES, Weymouth, Dorset; Russell Nathan, Ringwood, Hampshire; Andrew Humphries, Richmond, South Yorkshire; Michael Poole, Dursley, Gloucestershire; Mark King, Otley, Yorks; Simon Sim, High Wycombe, High Wycombe

Well, enough really. Wait** W Midlands David Woodford, Arreton, Isle of Wight. rats. I'm on the wrong page. Jamie Cochrane, Haslemere, Surrey. Christopher Stock, Stock-on-Tenn, Kent. Philip Rowe, Rhinod, Mid Glamorgan; D Cook, Luton, Beds and Lee Shaw, Gwent, Prestatyn, Clwyd.

O Time for a Jeff Wayne-ish sing-along? The first fifteen Spec- champs get a chance to see Medusa's VideoTimers at home. ** D Stapledge, Neston, Notts; A J O'Neill, Colwick, Eicr, C Fletcher, Hightown, Southport, Merseyside; Ross Mackinnon, Wick, Caithness; Kevin Coates, Southport, Merseyside

O Black eye we've never seen (and a copy of Beyond Belfa's Devastating Blow, and they are...)

Richard Dawson, Maidstone, Kent; K Franklin, Stanley, Darlington; D Davidson, Feaston, Surftide; Philip Keaveney, Coescomen, Eire; Gavin Hedge, Newport Gwnedd, Pwllheli, Gwynedd; Jamie Boyd, Strood, Kent; Bob Hope, Harrow, Middlesex; Tim Harty, London; Kate Lesley Clark, W, Auckland, Co Durham; D Thompson, Harragoge, N Yorks; R Ferguson, Glasgow; Angus Elliott, Chester Le Street, Co Durham; David Stone, Sevenoaks, Kent; Alexs Hayes, Newnham, Farm; Jeremy Cochrane, Haslemere, Surrey; Tom Skinner, Northcliff, Norfol; KM Walker, Telford, Gloucestershire; Paul Wryem, Plymouth; Devon; Do you realise that this is the only page everyone will read? It's a major coup to win Anon Anon. Barnes, Yorkshire; N Neilson, Breuchen, Angus; Tung Tse, Kirkintilloch, Glasgow, Liell Plane, Glasgow  Steven Beth Wiskett, Prestatyn, Clwyd

O There's only one Guy Liniker! (Actually there are at least three... and one of a plumes's mate from Barnstaple, but that's beside the point.) I steep up, winners of EG's God's signed footballs. L Rangelaud, Bradford, Yorks; Kevin Dempster, Workington, Cumbria; L Smith, Ely, Cardifi; Stuart Tracey, Bridgwater, Somerset; and Dale Moss, Scunthorpe, E Humberside

O Crackin' copies of Hi-Tec's Postcard and Go The Jetsons go to Spec-chummy people... Mark George, Bournemouth, Dorset; Simon Hessey, Etrick and Lauderdale, Scotland; Karen Walker, Telford, Glos; E Cowl, Ross-shire and James Pope, Peterborough

O Who gets to feet it with an umbilical of Useful books? Why, not other than... Rick White, Dencaster, S Yorks

O Runners and Mash, eh? Err, these ten people have won copies of the game of choice of Alternative.

Mark George, Bournemouth, Dorset; Ian Edington, Hampton Rd, London; Andrew Stokoe, Wino, Wettzell, Humberside; Paul Edwards, Southampton, Hants; Keith North, N Yorkshire; Paul Carnwath, Crombie, Fife; Andrew Brooks, R 7s Timsbury Cres, Havant Hants; Rick White, Dencaster, S Yorks

And the twelve runners-up who get a Dizzy poster are... Russell Normington, Ripon, N Yorkshire; Andrew Humbles, Darlington; Jarrow, Tyne and Wear; Ross Macklinnon, Wick, Caithness; Simon Eade, High Wycombe, Bucks (June ish); Darren C Cheetham, Chesterfield, Derbyshire (Feb 1st); J Dhollow, Ripley, Derbyshire (March ish). Lee Hewett, Petergauge, Swansea; Tom Abercromby, Trowbridge, Wiltshire; Keith S Golds, raw Leek; Adamson, Wisbech, Cambs. Michael Sawyer, O Spelunking ahoy

Hewett Petiergaer, Swansea; Tom Abercromby, Trowbridge, Wiltshire; Newcastle upon Tyne: Keith S Golds, raw Leek. And the twelve runners-up who get a Dizzy poster are... Russell Normington, Ripon, N Yorkshire; Andrew Humbles, Darlington; Jarrow, Tyne and Wear; Ross Macklinnon, Wick, Caithness; Simon Eade, High Wycombe, Bucks (June ish); Darren C Cheetham, Chesterfield, Derbyshire (Feb 1st); J Dhollow, Ripley, Derbyshire (March ish). Lee Hewett, Petergauge, Swansea; Tom Abercromby, Trowbridge, Wiltshire; Newcastle upon Tyne: Keith S Golds, raw Leek.
By the time you get to read this, school's probably taken control of a lot of lives once more. But at this exact moment in time the sun is shining for the first time in weeks. I've managed to get hold of an extension lead, so I can answer your letters whilst wiggling my toes in the grass. Jon and Andy O are making faces at me through the Shed window so they're happy too! In Letters this month Doodlebugs raises a chuckle or two and somebody wants to hang Jon Pillar.

OLD BAG
Hallo! I think the magazine is totally ace, but some of the games are a titch bit naff. (There goes the Star Letter!) Anyway, I have written to you because I have discovered a formula that Neighbours nearly always adheres to. Here it is...

People get married, someone has an accident, people have a row, Helen meets someone, someone dies (this bit usually lasts about a week) and it all carries on from there.

By the way, so far anyone Helen Daniels fancies always dies. Has she got the death kiss?

Werdna Yelkehc
Droitwich, Worcestershire

Naff! Our games? Don't be ridiculous, they're amazing! They're mega! They're, er...really quite good. Actually. Neighbours is where the word naff comes in. It's just such a ridiculous programme and Helen Daniels is so saggy! Have you looked at her neck? It looks like all the skin on her face is being pulled down and dragged tight by all that flab under her chin. Maybe when she kisses people they get knocked out by her neck flaps. The neck of death, that's what Helen Daniels has got. Ed.

STAR LETTER REJECT
You are the best thing in Bath! You are my fave and you always will be! I am glad to see you are now the Ed, and I hope you always will be! Have I

This month's displays of artistry come from John Gamble of Donema and Steven Wilkins of Bristol. John spent hours penning the delicate lines of The Batcave and Terminator 2 - Arnie's Son. Steve took the concept of DJ Puff one step further and came up with PG Puff. Ticklesome!

If you fancy yourself as the kind of guy/gal who can make an Editor laugh then drop your 'bugs in an envelope addressed to Doodlebugs, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.
Compliments: Future Publishing'.

So could I also have a mystery gift?

After all, why should I miss out
when I took the initiative and renewed my subscription as soon as possible? Purrlease, oh wonderful editor-type belle!

Dan The Man

Huddersfield, West Yorkshire

Dan, your letter really did reach out
and touch the hearts of everyone in the shed. Flattered by your immense dedication to YS, we wept when we heard about the lack of free gift. We tried to come up with a mystery free gift of our own, but we couldn't agree on one.

Jon thought a cardboard box with a hole chewed in it and an accompanying note reading 'Sorry, your mystery free gift has escaped' was pretty mysterious. Andy O decided on a deckchair, cos he can't fathom them at all. They're that mysterious. I thought we should send you a bit of something with the label removed. I wanted to go for haggis, or anything that had a really good wrapper.

I hope you can appreciate how difficult it was to make a decision. Instead, we've all decided that you should have the Star Letter and the obligatory three free games that go with it.

Ed.

LACK OF MYSTERY (GIFT)

I'm writing this letter cos I'm a bit knaffed when I saw the new Flip T-shirt I promptly got my mumsie to renew my subscription, tout suite. But in the YS after that it said Flip T-shirt and free mystery gift. Well, for my birthday all I'll get is a T-shirt (well radical none the less) and a piece of paper saying 'With sneaked enough for the Star Letter? I've sent you a copy of Spectrum Xtra. What do you think of it?

Scott 'Dude' Hood

Greenock, Renfrewshire

This is Spectrum Xtra...

"WWF - an okay beat-em-up with nice graphics and sound but a lack of animation.

Robocap 1 is an excellent beat-em-up with brill graphics and sound. Robocap 2 is a poor platform shoot-em-up with good graphics and sound.

Renegade - a mega beat-em-up with nice graphics and sound."

It's a bit short isn't it, Scott? I don't think many people are going to be willing to part with the pennies for that. Try and spice things up a bit, here are a few suggestions...

1. Photocopy loads of old adverts from 1950's women's magazine and dot them around liberally.

2. Make your reviews a bit longer and funnier.

3. Disguise yourself as Jon Pillar and sneak into the Shed. Steal all his reviews and things from his Mac. Print them as your own. Ed.

TOASTED MARSHMALLOW

We at the fanclub of the lesser known Yokfolk (Diana, David, Dick, Dopy, Desmond, Dirk, Delia etc) believe that you have gone too far by calling the greatest mega move star, Seymour, a lump of lard! (YS issue 80.) Now we intend to set the record straight. Seymour is none other than a marshmallow, and don't forget it!

You are lucky that Seymour is a kind marshmallow or your mag would be facing a court case and you would have to part with more than just the clothes on your back (Oh, what a thought!) Now that we've settled that, we would like to point out that we sent you a full solution to Spellbound Dizzy under express orders from Dizzy himself last month. Yet there has been no mention of us at all.

Stefan Dennett

Bora, Sutherland

I was just wondering what would go really well with this cheese fondue that I'm making tonight. It's really well worth this cheese fondue that I'm making tonight. It's really well

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**MORE SEX PLEASE!**

I am distressed to see that the sex content in YS has dropped considerably. This has reduced the reading pleasure of the magazine and I would like to see a significant increase in vulgar remarks.

Brendan Thompson

Waterside, Londonderry

I appreciate your concern, Brendan, but I have to admit that the drop in rude remarks and double entendre has not been a conscious thing. It really doesn't make sense to upset people. Let's all be friends, eh? Ed.

HELPING HAND

The other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes and the other day I was having a browse through my Speccy covertapes and I noticed a game called Vixen cover? YS was a fop of my Speccy covertapes

Sister Mary Mumps, Battersea squat with a juggler

She says that the only reason they used to call her Jethro was because you were so enormous. Do you remember my mum? She's called Fiona Murray, but at school she was Fiona Thistleton and her nickname was Thumps. From, John Murray

Yeah, I remember Thumps. She had, like, the biggest bottom in the whole school, and got that nickname after the time she sat down on a bench where three girls were already sitting. Dumps, Whumps and Mumps were quite hefty but Thumps was heavier than all of them put together. She sat down and the bench tilted, throwing them in the air, Thumps bumped to the floor and that 'thump' sounded really painful.

Dear Soya Pico

Is Soya your real name? I am very small and I'm into early Pink Floyd and the Rolling Stones. All my friends and family call me Bashker because of my surname. I hate it.

Yours,

Keith Bash

Oh, like, what a common dilemma. It really does your head in trying to deal with the whole concept of naming. My real name isn't Soya at all, that started off when I hung out in a Battersea squat with a juggler called Milk. Our friends called me Soya cos then we were collectively known as Soya Milk. Keith, honour your art and change your name to Rolling Keith Pink. It's a beautiful thing to do, man.
crappy typing. It's my first time, you see. You do see, don't you?
This letter had better be printed, or else my horde of Editor-eating insects will be there if you don't. So there.

Steve Farrell
Great Sutton, South Wirral

Oh dear, what a disappointment. I thought you were going to tell me a joke. Like 'How many editors do you need to change a lightbulb?' The thing you have to remember with editors is that they're basically nomadic. As soon as they get settled in one place, they feel the urge to move on elsewhere. It's in their blood.

What Scart Lead was a joke and Bern is an Editor-protecting insect - so your Editor-eating insects had better not come round here. Don't say I didn't warn you.

HANG THE STAFF WRITER!
My friend is a yuppy so to help you become one too, here is a step by step guide.
1. Get a wallet.
2. Put some paper and a calculator in it.
3. Put on a suit and red braces.
4. Walk around saying 'Oh yaa' a lot.

I have had my Speccy for three years and have been collecting YS since issue 50. Now on to more serious matters. I order you to hang Jon Pillar for one reason - hating Dizzy. If you do not, I will be forced to use drastic measures.

Grim Troll Slayer
Nuneaton, Warks

Hang Jon Pillar? Sack Stuart Campbell? If you lot had your blimmin' way, I'd have to do all the work around here myself!

I simply refuse to get rid of my staff whrer, he's got a really good deal going at Littlewoods whereby he gets a free can of Diet Pepsi with his shirt. But Jon doesn't like fizzy drinks, so I have to drink them.

By the way, I thought yuppies went out of fashion a couple of years back. They were a very 'eighties kind of thing - when working on the stock exchange was an enviable job. Nowadays, anybody who works in the money markets deserves only pity.

SPEEDY
Right you lot! I wanna be in Replay so I stuck it down on the contents page. And, erm, then it wasn't in Replay so I'll, er, have to send you a Transspotter. (Draft) Ed.

A SILLY MIX-UP
In your July edition you have a page about Grell and Fella, but on the front cover it says Grell and Fella. Is this a misprint or some silly mixup? Please explain, you clever Ed you.

Grey-ham Stewart
Dundee

Ah, it's a silly mix-up. A very silly mix-up indeed. 'Ysee, the Codies had absolutely no idea what the game was called. It was all down to a combination of bad telephone lines, and the fact that the programmers and the publishers had completely different ideas about the title.

Originally the game was called Growl and Fowler, then it was Grell and Fella until the Codies decided that a fairy couldn't be a Fella. So they ended up with Grell and Fella. Prew! Ed.

STEEDY
My word, I can't believe that you have noticed how brown the sky is at the moment.

Dally, Benevolent King of the Potato People
Bolton

I wonder what that strange cabbagey smell was.

I'm afraid I've just sold Wendy Miller to some Arabs.

Ian Hewett, Penllergaer, Swansea

No doubt they'll make a rave record about him soon, then. Ed.

Have you noticed how blue the sky is at this time of year?

Marty McFly, Coventry

Yes And isn't it amazing the way some clouds look completely 3D.

I ate a carrot once.

DJ Stuff, Torquay, Devon

Well don't do it again.

Ed.

It's not as if there's a shortage.

Roger Rabbit, Hollywood

I'm completely inundated.

Ed.
BECAUSE HOW YOU PLAY IS AS IMPORTANT AS WHAT YOU PLAY, FUTURE PUBLISHING ANNOUNCES A MAGAZINE THAT BRINGS YOU THE BEST OF BOTH.

The Super Nintendo: The world’s best games machine, worked on by the world’s best programmers. This year it’s been the hot item to talk about, next year it’ll be the one machine you simply have to own.

Super Play magazine: Brought to you by Europe’s leading publisher of games magazines, Super Play will be the best because Future magazines have always been the best.

INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play. Catch the excitement for yourself. First issue October 1st.
NEWS

No news is good news (or so they say). So here's Jon Pillar with, erm, no news. Actually.

SAM WAITS FOR RESCUE PLAN
As promised last month, here are the very latest developments on West Coast Computers' bid to rescue the Coupé: there haven't been any. It turns out that the SAMCo liquidators are on holiday for a fortnight which means that by the time they've returned to the negotiations, this issue will have gone to press. Your best bet for finding out the latest news would be to contact the man behind the rescue package, Bob Brenchley, at the FORMAT Publications address.

FRED WINS BATTLE FOR SOFTWARE RIGHTS
FRED Publishing have won the rights to produce the SAMCO/Revelation games Waterworks, Mister Pac and Plasmoid (now retitled Ozyonium), as well as the long-awaited music utility E-Tracker. The games will cost £9.99, with E-Tracker weighing in at a hefty £30 when they're all released in September. FRED are also now distributing the full range of Coupé software from Betasoft, SC Software, Glenco and Enigma Variations (excepting Kilx and Escape From The Planet Of The Robot Monsters).

The company is also distributing SAM peripherals such as the Messenger and the 256K/1Meg upgrades, though not, as yet, the colour enhancer Kaleidoscope.

JET SET SAM
ZAT-Soft is working on a Jet Set Willy-type game called, provisionally, Manic Mansion. It will be substantially larger than the Speccy classic, with 256K and enhanced 512K versions on one disk. The game is still far from completion, but as SAM Manic Miner has already broken ground in the platform genre, hopes are high for the ZAT program.

SAM ADVENTURE SYSTEM
Axxent Software/£30
It's been a while coming, but at last Colin Jordan's eagerly awaited SAM Adventure System (SAS) has arrived. The minimum set-up needed to run the program is a SAM 512 with ROM 2.1 or later, though provided the finished adventure is small enough, it'll run perfectly well on a 256K model. Happily for higher-Spec machines, SAS also supports the 1MB module, the SAM mouse and a second disk drive.

The number 255 plays a big part in SAS. You can have up to 255 locations (each with up to ten exits), 255 movable objects, 255 unmovable objects, 255 flags (each holding values from 0-255), and 255 MODE 3/MODE 4 graphics screens (memory permitting). In addition, you have the use of 1024 messages and 30 system flags. Pwew! But hey, let's not get too technical. (Too late! Benumused Ed.) Without having written a masterpiece using the system I can only give a brief first impression, but let's face it, first impressions count for a lot, so pull on your goggles and we'll dive straight in.

The system consists of three main parts. The Editor is where you create the adventure 'source' - the building blocks of the adventure such as locations, vocabulary etc. The Compiler converts the adventure source into executable code, and the Interpreter is a set of routines which combine with your compiled adventure to form a completely separate stand-alone game.

Before you get to grips with SAS, you should load up the demo adventure that comes with the program. It shows you exactly the kind of thing that you can accomplish, and should inspire you to persevere and learn the ins and outs of the system. After a quick play (the game shouldn't take you too long to complete) it's time to snuggle down with the manual. Little time is wasted in getting you up and running, and the first section in the hefty 111-page tome leads you gently into actually using SAS. You begin the tutorial by loading a start-up file that contains a set of the most popular adventure verbs, as well as the usual compass directions. From here it's a

ZINE

ZAT 15
£1.20
A bit different from the usual mags reviewed here in the Zine Scene - it's a paper based SAM/Speccy affair - ZAT is

SAM CENTRE

Could do a bad Tarzan gag. I souse. Or a barbed comment about the stupid headline. But is it worth it?
simple enough matter to type in the tutorial adventure. It's only a wee one, but it gets you off to a good start, demonstrating how to enter and alter data and switch between the various menus.

Other sections in the manual deal with the likes of adding vocabulary, verbs, unmovable objects, valid exits from a room - the bingo - using the source banks. These are the areas where you define the actual game routines. Variously, they deal with Initial Game Conditions, High and Low Priority Commands and Local

Routines. Between them the four banks cover every eventuality. Everything is explained quite clearly - within half-an-hour you'll have grasped the fundamentals (as they say).

The real meat of the system is the grandly acronymic S-PL, or SAS Programming Language. This is the language you use to write your routines into the source banks, and it's pretty darn comprehensive - there are some seventy commands in all.

After writing your adventure, you'll want to compile it. At this stage, you can choose a handy text compression option (more adventure per byte!) and define the number of characters your adventure will recognise at the beginning of a word. (For example, at the default setting of five, you can type EXAMINE ECTOPLASMIC BARRIER instead of the whole

EXAMINE ECTOPLASMIC BARRIER.) Graphics can be added to your adventures, and those produced using the world-famous FLASH are ideal. (You can also use ordinary SCREENs if you want.) Only the top two thirds of the picture are available to you, though this split-screen format is vastly preferable to full-screen graphics anyway. The grabber program supplied with SAS takes care of incorporating your screens rather nicely.

So there you have it. Once you're familiar with the basics, you can devour the manual to discover how to use memory efficiently and commands more effectively, as well as how to incorporate BASIC and machine code subroutines, user defined graphics and different fonts. To round things off, there's a glossary of source commands and a couple of nifty appendices.

If you've used any of the other adventure creation utilities on other computers then you'll have no problems with SAS. The only thing you need is a bit of common sense, a pinch of perseverance and a great big dollop of imagination to get the best out of it!

Tim Kemp.

Coupé Coupon Corner

Fancy sampling ZAT magazine for yourself? Well, here's your chance. By the simple expedient of dashing off 60p plus (and this is the important bit) a stamp, you could be in receipt of issue fifteen, or if it's out in time, the undoubtedly superior issue sixteen. If you feel like giving your programming skills a good old workout, send off the coupon. If not, erm, don't.

POST BOX

To: ZAT/Y. cut-price issue Offer, ZAT, 33 Dorley Bank, Telford. Hello! Please send me the latest issue of ZAT.

From: Name: ____________________________

Address: ________________________________

Postcode: ______________________________

I enclose a stamp and a cheque/postal order for 60p. made payable to D Ledbury.

FORMAT Publications 34 Bourton Rd, Gloucester GL4 0LE 01452 412572

FRED Publishing 40 Roundhill, Monifieth, Dundee DD5 4RZ

Axcent Software C Jordan, 89 Trewent Park, Freshwater East, Pembroke, Dyfed SA71 5LP

SCAC, Phil Glover, 43 Ferndale Rd, Hall Green, Birmingham B28 9AU

It's time to go off and try out the cheats for Astrobail. Send all your SAM stuff to me here at SAM Centre, YS, 30 Monmouth St, Bath BA1 2BW and I'll see you all next month. Basically.
Greeting Spec-chums! I am currently recuperating after a particularly hectic holiday in Norwich. It was a bit of a disaster really - not only did I fall ill and get bitten by millions of particularly bloodthirsty meanies but (but!) I also leaned against an electric fence whilst taking a photo of a cow. Ouch! (Mind you, it was a lovely cow.)

After all that, the Tipshop box reminded me how good it was to come home!

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MEGAMAP
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THE YS CLINIC WITH DR HUGO Z HACKENBUSH .... 28

featuring Inside Outing, Lords Of Chaos and (yes!) Dizzy

PRACTICAL POKES .... 29

featuring Army Moves, Defenders of the Earth, Official Xmas Sim, Skool Daze & Turbo the Tortoise
The End-of-Level Baddies

1. When he starts moving jump onto A and wait. When he fires diagonally, jump to B, then onto his head and from there to C. Now drop down to D and wait till he fires diagonally before doing the same thing backwards.

2. Easy. Make him drop to the floor, by walking underneath him, then dodging him as he falls. Shoot him on the top of the head. If you lack bullets, make him drop next to a platform and then use it to jump on his head.

3. Stand at A and when the mummy comes up beneath you jump straight up, land on its head, then bounce to B. When it goes down, move back to A and repeat.

4. When he's down stand at A and shoot. Then jump to B and when he fires, jump up and left to avoid it (this takes practice). Then go back to A and repeat. If you have no bullets, jump from B onto his head, then to C and vice versa.

5. The punk pops up in the order shown by the letters. When he appears at C, go to B. Then when he gets to A, either shoot him or jump on his head. Then move before he comes up beneath you.

6. When you arrive stand at A and wait. When he's about to hit you, jump over him and leg it to B. When his shots go over you, go to C and wait for him to stop to your left. Jump on his head, go to A and repeat.
NON COMPOS MENTIS 2

Mario Sarro was one of the few to ignore Logo, instead he turned his brain to mush by finding all the level codes for this covertape puzzler.


Apparently, the rest of the levels don't have codes. After Level 24 it says Level 25 when it is in fact Level One again.

Swizzle sticks!

SEYMOUR GOES TO HOLLYWOOD

From my mail, it seems that Leigh Loveday was having problems finding all the Oscars in this Codies' caper. John Breerton has kindly sent in all the positions. (Well, that's what it says here.)

1. Props department, under a barrel.  2. Underneath the Yukka plant by the lift.  3. Outside Hut C, under a window pane.  4. To the right of Hut C, under some leaves.  5. Inside Hut E, under a barrel.  6. In the Wizard of Oz, fall off the castle top and look under the clump of leaves.  7. In Rick Bracey, look under the crats in the look up.  8. In Sherlock Bones it's halfway up the tree. Jump onto the platform, jump right and hit fire in mid-air.  9. In Sal's Saloon it's under the last chandelier. Jump onto the piano, then onto the chandelier.  10. In Sal's Saloon, under the last packing case on the landing.  11. Under left bed knob in Sal's room.  12. Under a railing in the first room of Frank Einstein.  13. Clearly visible in the secret lab of Frank Einstein.  14. In Flash Boredom, immediately after teleporting jump right (while still in mid-air) to Ming's Armoury.  15. Under the first air-vent in the space base in Flash Boredom.  16. Back in Sal's Saloon jump onto the third chandelier and press enter. An Oscar should appear on the stairway. There you go, Leigh! Make sure you collect them in the right order.

LORDS OF CHAOS

A fine tip for this fine game from fine Graham Martin. "Select any character that can pick up objects and load it up until you've equaled the character's weight limit, making sure the last object picked up is a Vial. Or should that be Vials? But it does get worse. Now go over to a cauldron and fill the vial. Your weight limit will leap to 255 points. A natty chest and one that deserves a companion tip from Hackenbush's private files. In Lords Of Chaos' sister game, Chaos, cast a Raise Dead spell on a mount. Now when you use it to travel about, you'll become Undead yourself. Perhaps I should award myself a prize."

DRIZZLY

Okay, okay. I'll bow to public opinion for once. Here are a couple of tips for Prince of the Ys and Fantasy World Dizzy. Under protest. Step up to the mark, David Downes, and deliver your pearls of wisdom in a strong clear voice. And make it quick. "I noticed that in issue 77, you missed out three cherries in the Ysolkod solution. They are to be found in the Castle Garden (behind a clump of grass and the stone block) and on the Enchanted Treetops (stand right on the edge of the left platform then jump right and press fire three times). PS Please can you send me the solution to Treasure Island Dizzy?" No. Who's next? Ah, the Bouncing Purple Klein Bottle Of Bivicia, with the true location of the final coin in Fantasy World Dizzy. "It's on a hidden screen to the left of the very top of the tree house complex." Thanks bottle. Now go away and take that dodgy egg and his discordant Mounds with you.

ASTROCLONE

A very old game, but one that's afforded many hours of enjoyment nevertheless, and doesn't feature any clever eggs. So pray silence for this gem of a tip from Nicholas 'Don't Call Me Pope John' Lewis. "Swann's letter next month, HI can be bothered. I'm afraid we'll have to leave Swann's and the seventh jewel will fall out." And Graham Martin: "S

THE YS CLINIC WITH

DR. HUGO Z

Got a gamesnag?
See a specialist!

Next! Oh, it's you again. Well, you'll be happy to see that I've finally managed to get back to the Clinic. The old plaza has changed a lot in the four months I've been away. For one thing, the rent is four months overdue. And I'm slightly fatter. But enough of my problems. I suppose we'd better have a look at some of yours.

INSIDE CUTTING

Quite a while ago, A Priestman wrote in to say he was completely stuck in this ancient 3D burglary game. The indefatigable, insufferable and in every way rich Richard Swann has sent a letter describing exactly where all the jewels are hidden. Take it away, Swann. And when you've done that small job of cleaning up, give us the benefit of your gaming experience. "Go through the right-hand door at the bottom of the start room. Dodge the rats, jump on the table, push aside the grating and get the first gem. Now go down into the smaller room. Jump onto the table and push all the balls into the pockets. Then push an object under the table and the third gem will appear. Have a nice cold glass of water and take a short nap, then go left round the corridor and left again. Go through the other corridor to the room with two bookshelves. Push all the objects under the bookcase to reveal gem number four. Next, straighten your steps to the room with lots of tables arranged in a hollow square. "

SAM ASTROBALL

Matthew Bridges is living proof that cheating really does pay...

When on the high score table, enter your name as Lovely Jubby. This activates the cheat mode, when playing the game

press 1 Extra life
2 Invincibility
3 Slowball
4 Warp
5 Reset timer to 200

Get bouncing, SAM-chums!
**PRACTICAL POKES**

He's Jolly, he's Jon and he's a bit Northy. He's got a load of POKEs and a spotty chin. Ha!

Okay, look. I know I said I'd get a photo of myself printed this month, but I forgot. My acne didn't (as my forehead will testify to), but I did. Maybe next month. Alright? Alright.

**RETURN OF THE BLACK KNIGHTS**

Yes indeed, after a fairly short-lived and quite unexciting solo career pursued by Mad Matt Corby, the Camberley double-act makes a comeback. Pausing only to rattle off ten reasons why Led Zeppelin are definitely better than Transvision Vamp (all of which had nothing to do with Wendy's lot), they came up with these minor gems to stick into your Speccy should you ever feel the urge.

**DEFENDERS OF THE EARTH (YS VERSION)**

10 REM BY BLACK KNIGHTS
20 CLEAR 48096: LOAD"CODE" F=48096 TO 48126
40 READ A: POKE F,A: NEXT F
50 POKE 48255,224: POKE 40
READ A: POKE A: NEXT A
30 FOR F-48096 TO 48126
20 CLEAR 48095: LOAD'TODE
110 DATA 62,16,237,121,195
20 CLEAR 29999: LOAD"CODE"
30 RANDOMIZE USR 3E4: LOAD"CODE"
40 POKE 30382,195: REM ANY CODE TO START
50 POKE 53771,0: REM INFY LIVES
60 RANDOMIZE USR 30900

**MORE ANONYMOUS STUFF**

Or perhaps not. I always thought that 'anonymous' meant a complete lack of any sort of identity, but maybe Gerard Sweeney, Raymond Russell and Jamie Murray from Lanarkshire in Scotland (who still haven't sent me a copy of their POKE tape, the scamps) are going by a different definition? Who knows? Who cares? Who's actually going to use these listings? Who's going to fix the question going to use these listings? Who's going to use these listings?

Finally, here's some compo - it was a joke. Ha! Out of room and a bit tired. Send the usual gubbins to the usual address (as usual). See you in the scrolly. (ZZZ.)

**LOGO**

I thought the Tipshop box was looking incredibly promising this month cos it was positively bulging. I was so disappointed when I opened them - half of them were tips for Logo. Unfortunately, a lot of you take us far too seriously. There wasn't any such thing as a Logo compo - it was a joke. Ha! Oh well, here are some tips for it anyway.

The key to beating the game is to work out which blocks of the pattern you need to put in first and then building it up from that starting point. For example:

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If the pattern has a 4 on the edge you can put it in first since you need all the surrounding squares to be put in afterwards in order to make it a 4.

For the same reason, if a pattern has a 3 forming a corner, this can be put in first.

Finally, if a 1 is not horizontally or vertically adjacent to any other blocks it can be put in first.

Another very useful thing to remember is that there are actually two ways of making a 1. You can either:

a) Plonk a block down and then completely surround it with other blocks, so it cycles through all the other numbers back to 1 again.

b) Plonk a block down and then completely surround it with other blocks, so it cycles through all the other numbers back to 1 again.

If there are two 1s next to each other, either horizontally or vertically, one of them must have been cycled through all the numbers. Finally, here's some helpful hints for the two hardest levels.

**Level 94**: The whole grid is filled here and so it's easy to get lost when you try to fill it in. First do all the blocks you can around the edges. Then go into the middle and do all the 1s that look suspiciously like they need to be cycled. After that it really is so much easier.

**Level 100**: A fairly simple pattern, but you get hardly any time to do it in. It's also quite hard to see your cursor against the background. The best way to do this is to memorise as much of the pattern as possible. That way, if you don't make it - you'll have a better chance next time.

Right, that's Logo out of the way courtesy of Robert Challis. Please, no more maps or anything.

**GOODBYE**

I'll keep this short and sweet this month, seeing as Turbo the Toyafais stuff took up so much room! Send all those maps, tips and cheats to me, Linda B, at The YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

B-bye. Lumpley plumple.
YOUR MATCH OF THE DAY

Nick D...
Can't talk now. I've just discovered Batman's true identity, but just as I was slipping out of the Batcave, I accidentally backed into his prize display of rare tropical daffodils. I tried to keep it quiet, but I think the sound of the greenhouse glass shattering alerted him to my presence.

Then, as I was making good my escape, who should I run into but my old 'friend' Captain Mahoney from down the precinct. 'Run into him' is exactly right; I'd commandeered Batman's rather natty car, and was still having trouble getting the hang of the controls and knocked his patrol car right off the road.

I ditched the car — it wouldn't get any more anyway. I thought it would be best to take a short cut through the downtown area of the city, by the docks. I cut through a disused warehouse, only to find it wasn't disused. Bath's Mr Big was evidently conducting some business and, well, it was with the Mayor of the city. Very dodgy — could ruin his political career if it ever got out. I tried to sneak out inconspicuously, but both of them caught sight of me and I think I must have ruined whatever deal it was they were conducting. I hope it wasn't worth too many thousand dollars. Mr Big would not be pleased...

Ad.

PLUS 3D
I own a Speccy +2A and have a number of unanswerable questions:
1. Will disk software for the +3 work with my -D?
2. What is a Multiface and what does it do?
3. I reckon you should have more pages.
4. Actually.
Steve Houlton
Stratford Upon Avon, Warks

1. No dice, I'm afraid. The +D operating system works in a completely different way to the +3 and so wouldn't be able to understand the format of the disks. In addition, the types of disk used are physically completely different types: the +3 uses 3 inch disks while the +D uses more standard 3.5 inch disks.
2. A Multiface is a device that fits into your computer's expansion slot, taking over control of it. It looks exactly right; I'd commandeered Batman's rather natty car, and was still having trouble getting the hang of the controls and knocked his patrol car right off the road.

STREET ART
I would like to buy an art package for my 48K Spectrum, but cannot afford the £49.99 for the Datel Genius mouse and Art Studio. Could you please recommend some equally good but cheaper art packages?

Could you please also plug my new tapeazine, Spec Squad, which is full of reviews, tips and cheats. (No, certainly not — Ad) Issue one is available by sending £1 and a blank tape to 78 Victor St, Pelsall, Walsall. West Midlands WS3 4BX. (Oi, I thought I told you before — Ad)
M Cotterill
Pelsall, W Midlands

For my money, Art Studio is just about the best art package you can buy on the Speccy. The good news is that you don't actually have to buy the Genius mouse to go with it, though you may have to shop around to find a supplier. Why not try and see if you can buy a copy from Datel without the mouse? Their number is 0782 744707. Ad.

NOWHERE TO RUN
I am trying to make my own game and was wondering how to auto run a program.
Simon Morris
Neath, Wales

Easy! All you have to do is save the program like this:
SAVE "filename" LINE 10
When the program loads it will automatically jump to line 10 (or whatever number you put after the LINE statement).

QUESTIONS, QUESTIONS
I am trying to write a quiz program in 48K BASIC, but I need some help before I can go about it properly. How do you get it to pick questions at random and how do you put the answers with the questions? For instance:
5 PRINT AT 3,6:"What's the capital of South Wales?"
10 INPUT A$"Rainbow"
20 IF A$="RAINBOW" THEN GOTO 40
SAMPLE MY WARES
I have found something that should please all readers of Your Sinclair. I have found out how to use the sound you create on the E-Sampler program given away on last month's cover tape in your own programs.

First of all, get the recorded message you want into the computer's memory using the instructions given last month. Then write down the length of the sample and use the Quit option to get out of the program. Type in RANDOMIZE USR 32700 to hear your recorded sound. If you're happy with the sound then insert a blank tape and type:

SAVE "filename" CODE 32700.length+24
(Mark says it's 32767. Take your pick - Ad)

You can now reload the sample to any address in memory and hear it using:

LOAD "filename" address: RANDOMIZE USR address

And Bob's your uncle!

Stuart Swannie
Lerwick, Shetland islands
and Mark Robert Facer
Rugby, Warwickshire

Thanks guys. Look out for a little something in the post soon. By the way, what's this about my uncle? He's not called Bob at all. His name's Rocky Roquefort and he's a bouncer at the Hotsi Totsi Club. Just thought you'd like to know. Ad.

GET INTO PRINT
A couple of months ago I purchased a Star LC-200 printer package from Datel Electronics and, as you can imagine, was very excited. I ran straight home, plugged everything together, loaded up the control program and chose the correct driver for my printer (or so I thought). But to my dismay it stubbornly refused to work when I tested it. After a few annoying minutes I went back to the Centronics interface manual and sure enough there were three choices: Epson, MCP (Multi-Colour Printer) and Brother HPS AP 100A. This time I reset the computer, chose Epson (a good start address is 64600) and it printed completely brilliantly.

Then I loaded the colour printer driver (this has to be bought from Datel). To cut a long story short I had to do numerous test prints before it worked (the only info you get is on a poxy little A4 sheet - shame, it's a very good driver). To save you all the hassle (and ribbon) here are the settings:

Printer Settings:
- DTronics Interprinter On
- Auto Line Feed On

Colour Settings:
- 1 On
- 2 Off
- 3 Off
- 4 Off
- 5 Off
- 6 Off (On if you want a large copy)

This will print out your pictures perfectly!
Hope it's of help.
Mehul Lakhani
Erith, Kent

That should help a lot of new colour printer owners. Here, have a YS goodie bag for all your troubles Ad.

BREAK IT UP
Over the months that Spec Tec has been around, you've had letters about stopping people breaking into BASIC through STOP in your trouble I suppose. Have a YS goodie bag for all your troubles Ad.

You'll never find me...
I'm really for it this time. I'm on the wrong side of everybody: The Mayor’s after by blood, Mr Big has a non-negotiable contract out on me, Captain Mahoney from down the precinct wants to put me on a bread and water diet for a very long time, not to mention which Batman has in store for me. (Those gadgets were very rare, and I don't think I was covered by his motor insurance.) Looks like it's time to move on, and pretty sharpish too.
So you won't see me around for a while. Bath has nowhere for me to hide anymore. I don't think I'm gonna be safe in this country even. I'm gonna have to go west or they'll never find me (I can't even tell you – it's for your own good, you understand).
So long then, it's been nice knowing you all. Who knows, maybe one day our paths will cross again... Adam Waring, Spec Tec signing off from duty.

Yours sincerely,
The Adventure And Strategy Club
Size: A5, 48+ pages, £4.00 for introductory issue. Contact: Hazel Miller, 17 Sheridan Road, London W12 6QT.
This one is produced on a bimonthly basis and designed to fit in a ring binder (official ring binder available for £7.95). The only real drawback, is its price. £14.00 for a half-yearly subscription or £24.00 for the full year! It's more of a club than anything else and members are entitled to various discounts of one sort or another.

Bare Bones
Size: A5, 24 pages, £1.50 per issue. Cheques to: Les Mitchell. Available from 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ.
Issue three was the latest of this solutions mag (at the time of writing) and had full 'walk-through' solutions to 12 Spectrum adventures plus the odd map and hint page too. Could build into a useful solutions reference library.

Red Herring
Size: A5, 80+ pages, £2.95 per issue (£4.50 overseas). Cheques to: Marion Taylor. Available from 504 Ben Jonson House, Barbican, London EC2Y 8DL.
High quality laser printer output and spiral-ring binding give this magazine a unique quality feel.

The Adventure Coder
Adventure Probe - the oldest adventure fanzine on the scene has ceased to exist. It's likely to reappear under new leadership sometime soon. In the meantime I'd like to wish Probe's ex-editor Mandy Rodrigues a happy 'retirement'.

The other big news is that The Adventure Probe Convention is still going ahead, though has been retitled The Adventurers Convention. It's taking place on the 24th October 1992 at the Royal Angus Thistle Hotel in Birmingham. The fun begins at 10am and goes on till 7pm. Admission is by ticket only and they cost £7.00 each. To reserve your ticket (or for more details) contact Vicky Jackson at 128 Merton Hall Road, Wimbledon, London SW19. Cheques to: Marion Taylor.

So the info contained therein is well known adventure authors, the 'zine's content comes from and usually contains all manner of handy hints and tips. Much of the 'zine's content comes from well known adventure authors, so the info contained therein is usually good stuff. The photocopying was handled by Mandy Rodrigues so you'd better write to Chris (enclose a sae) to find out what's happening.

The Adventure Link
Available from Alec Carswell, 16 Montgomery Avenue, Beith, Ayrshire KA15 1EL.
Check with Alec (don't forget the sae) for more details. It's a tape-zine written using Gilisoft's PAW adventure writing system so that to access various sections you type in Go North - just like in an adventure! Shows real promise.

Gamestar
£1.25 per issue. Cheques to: Graeme Coleman. Available from 14 Manor Gardens, Carnoustie, Angus, Scotland DD7 6HY.
A mixed bag here. The last issue contained adventure reviews, helpline, info on writing adventures and an interview with Scott Denyer of Delbert the hamster Software. Nicely re-designed 40 column text layout. A bit more work is needed on the content side of things.

And finally, SAM Coupé users should contact Phil Glover, 43 Ferndale Road, Hall Green, Birmingham, B28 9AU for details of the SAM Coupé Adventure Club. It's cheap, comes on disk, usually has a free adventure and is simply superb! A must for any SAM adventurer.
**ZOGAN'S REVENGE**

**By: Compass Software**

Remember **Blood Of Bogmole**? It was featured on a cracking YS covertape not so long ago and this is its sequel. And what a smart text-only sequel it is. And this is its sequel. And what a smart text-only sequel it is. And this is its sequel. And what a smart text-only sequel it is.

Zogan accosts many battlefields. He knew that Zogan had to be stopped and that he was going to have to be the one to do it. He wasn't alone in his quest - Bernard the beaver was always close at hand, as was Radnor, the valiant dwarfish bodyguard. You start the game standing in the valley of Freand quite near the base of Black Hill. Stormy clouds gather high in the sky, casting black shadows on the black hill. Randor is near you and will obey your every word, he'll also tell you when he thinks he should stay or follow you. Bernard eats wood, this is useful as there are no end of wooden objects to get through. Typing VOCAB will list some typical vocabulary examples and some special command words with which to communicate with the pair.

The game starts off with a few easy problems to solve but soon the difficulty level rises. There's lots of characters, including your old pal the wizard Gregor who passes on riddles to solve and or's to bash (with all the action being punctuated by screen and sound effects). You'll know when you are reaching the climax of your quest as a superb 'final encounter' has been implemented that makes the trials and tribulations undertaken to actually get to the final stages well worth it! Highly recommended.

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**SOUL HUNTER**

**By: The Guild**

Would you rather be travelling into the depths of despair to prevent the rotting corpses of long dead beings reuniting with their damned souls under the leadership of an utterly evil Sorcerer whose soul (excuse the pun) purpose in life is to crush, kill and destroy? Or would you rather be tucked up in bed cuddling your teddy and hoping the bogey man doesn't get you?

Well, the bad news is that you are **The Soul Hunter** and you'll be travelling to the western marshes of a village called Elewood where you'll do bloody battle with the Sorcerer and all his fiendishly cunning traps. You've got to stop the Sorcerer resuming bodies with souls! It's as simple as that.

Before I go any further I'd just like to tell you that the game is in two parts, has some excellent graphics, is aimed more at beginners than experienced hack 'n' slashers and was written by a guy called Trevor Whitney using GAC which was available on a YS cover tape (No 73 to be precise) and if you want to see what great results you can get by using GAC then this game is as good an advert as you could get!

You begin your quest for glory in your room in Elewood tavern. The tavern is traditionally a place where all good adventures have their beginning, and it's no surprise that you see a room full of ale swilling adventurers, nomads, travellers and dwarves as you pass down the stairs, through the bar and out into the street.

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**COUPON CORNER**

**ZENOBI OFFER**

No time to praise big John Wilson of Zenobi, just get a load of these special offers and make your cheques and postal orders payable to Zenobi Software.

There's a wide choice here, the first lot are all twinpucks – an original and its sequel for just £1.99. Each title usually costs that on its own! The other games normally retail for £2.49 each - and they're yours for just £1.99. The last lot are 50 pence cheaper than usual, so they're all £1.49 instead of £1.99. Hurrah!

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- Red Alert
- The Fisher King
- The Ellsinore Diamond

Your Sinclair Oct 1992
"Raves On" by Phil

One calm and peaceful Saturday evening...

Right, switch it on, Mickey... I'll do John, mate.

KRAK!

Let's RAVE!

THUMP THUMP THUMP!

EXCUSE ME! WILL YOU TURN THE MUSIC DOWN A BIT PLEASE?

WHAHAA TISHAA!

I CAN'T PRESS TOO HARD THE MUSIC'S TOO LOUDUUU!

AAA-GA-DOO DOO DOO!

CRUSHED PINEAPPLES, GROUND COFFEE TO TH

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There are two golden rules in publishing. One is the strange one about oranges, but the second advises you should never promise what you can't deliver. Tragically, in last month's Public House Jon promised a Brit special. Since nothing's turned up, he's going to look a bit silly. Ha ha!

Erm, Brit special? What Brit special? Okay okay, so I made a boo-boo. Y'see, as I write these words the latest issue's only been in the shops two days so the expected flood of British PD hasn't quite materialised. Therefore I've no alternative but to review the best demo I've ever seen and publish a top ten list from Muad'dib of ESI instead.

A Programmer Writes

Good old Muad'dib of ESI! He wrote in to congratulate us on the first Public House, and to share with you all his top ten fave PD demos of all time. Fair-minded and unbiased as he is, he's got ESI demos at number one and number three. Tak. Still, I think we can forgive him. (They are dead sparky demos after all.) Take it away, Muad'dib!

Muad'dib's Completely Unbiased Top Ten Fave PD Demos Of All Time

1. Shock (ESI)
2. ZMI 3 (Dynomite Dynastie)
3. The Lyra 2 (ESI)
4. Digisynth (Denis)
5. Overscan (Busysoft)
6. Hypersonic 2 (Pentagram)
7. Quinguarapidea (The Lords)
8. Hypersonic 2 Preview (Pentagram)
9. Special Music Collection (Pentagram)
10. Song in Lines Five (Busysoft)

Muad'dib's Top Five Wild Inaccuracies In Issue 80's Public House (Hey! Jon)

1. Beruska isn't a Polish demo — it's actually from Czecho-Slovakia.
2. The head in the screenshot of The Party isn't Agent-X's — it belongs to Rajsott.
3. Agent-X is not a member of The Mad Guys but of the Pentagram coding group.
4. Mat and Ziutek of ESI have left the Speccy demo scene to work on the SAM Coupe.
5. As have The Lords (who gave up the Speccy about two years ago in fact).

Challenge to other programmers to top it.

Parts Three (We Are The Champions Of The World) and Four (If You Stay Better Sit Down — The Cyclone Is Coming) feature a huge sine-wave scrollly and a bunch of circular scrollies respectively, while Part Five (Greetings!) has a wonderfully chunky sine-wave scrollly of the speed of which you can adjust from nicely stately to blindingly fast. Part Six (Do You Play Chess?) is my favourite — two chessboards scroll out of the screen while the world's smallest scrollly teeters along the middle. But if you prod experimentally at the keyboard, you'll find you can actually control the direction and speed of the scrolling. It's actually darn addictive travelling around inside the imaginary 3D world — it's a bit like Battlezone, but on a chessboard, and with the imaginary 3D world's smallest scrollly for far too long. Ed)

Part Seven, the Mat Guest Screen, is a spot-on conversion of his Coupe Surprise demo. A counter ticks away how many little balls are rattling around on screen while the marbles themselves form some quasie organic patterns. Apparently it's all a cunning trick, but it still looks amazing. Just don't eat any sandwiches while you're watching. Ulp. (Interesting point: since the Speccy conversion is exactly like the SAM demo, it goes to show that ESI weren't exactly stretching the Coupe in the first place, were they? But I digress.)

The final of the megademo is a bit of an anticlimax. A Shock logo flips up and down the screen over a parallax starfield while a standard sine-wave scrollly wibbles away at the bottom. Still, it doesn't lessen the snazziness of the preceding parts. It's a total stonker, and I'd advise you to get it. One word of warning — sadly, as with so many other demos, the scrollies occasionally throw out what can only be described as 15-Certificate Rude Words. Pan.

The brutal times we live in... eh?

Get 'em while they're hot

The address to write to if you want to get hold of these demos — or indeed, any other pieces of PD — is Total PD, 108 Stanley Road, Gloucester, Gloucestershire GL1 5DH. Send a sae and Total will let you know what's available and how much it costs. Who knows? By next month we may have a few more libraries squeezed into this box. Or possibly not. Let's wait and see, eh?

NEX T M O N T H!

If Jon ever stops sobbing over his crumpled copy of issue 80, he'll be back with the fabled Brit special, Erm, probably. Almost certainly in fact. If not (heaven forbid), there'll be some more spanky reviews of even more sparker PD software.

See you next Wednesday!
(As they say.)
How come none of you lot need any help with your begonias, eh? There's no flowers here, it's all emotions on this page. Let's get dug in.

**FIGURE COLLECTOR**

At the moment I get teased because I collect wrestling figures. I try to tell them things but they twist my words round and say I said something else. Even if I break up with my so-called friends, nobody else in the class will be friends with me. Haylp! I'm 14, but they call me a two year old.

Wrestling fan
Lancashire

**KNOW THE SCORE**

I met this girl on a trip to France and I fell in love. I haven't been out with anyone yet and, at 17, that's regarded as pretty pathetic. On the trip back, I actually got talking with this girl. I was so thrilled. Although we didn't make any plans or anything and we only talked casually, I think we both knew the score.

When we got back, we were still speaking and I think she liked me. Then, one day she said something that I didn't know how to answer without sounding stupid or patronising. So I said nothing and we stopped talking. It looked like I had ignored her, and I didn't have the guts to apologise.

I managed to find out what her address was, not from her, and I wrote explaining how I felt. She hasn't replied. I can't have the guts to apologise. So I said nothing and we don't speak. There is a girl called Sarah that I fancy who lives near me. I told her but nothing seems to work. There is a girl called Sarah that I fancy completely, and when I do see her I get really embarrassed.

I really want to go out with her but nothing seems to work. Please, please, please, print this letter so I can hear some good advice. Pickles

**KNOW THE SCORE**

Linda says: First of all, suicide is not the answer to your problem. Why give up your whole life for a few months' heartbreak? Even if nothing works out between you and the girl, you're only 17. You say it's regarded as pathetic that you haven't been out with anyone. Who says? I don't think it's pathetic. Don't worry about what other people think, it's not worth it.

As to your girlf problems, I think you may have misjudged this girl. You say she knew the score, but how do you know? It's so easy to think that people know exactly what you're getting at, but often they don't. If you can't talk to this guy, try talking to one of her friends. Before doing anything, you need to know how she feels about you.

Hutch says: Ah me! It's really odd isn't it. We frudge through life convinced that all the bad things in the world only happen to us and that everyone else leads a joyful existence near to a large skatepark. I didn't get my first proper girlfriend until I was 19 old chap. I can't say that I ever felt I was missing out on anything though, I was too busy skateboarding. The thing is, you just have to bide your time. As long as you don't assume that every girl who talks to you wants to go out with you, you'll be alright. I know how easy it is to misconstrue what someone thinks about you, which is why it's important to lay your cards on the table from the outset. If you hang around a girl for too long plucking up courage to bore your soul, she's likely to imagine you only want her as a friend. Let them know as soon as it's reasonably possible and they'll appreciate your honesty. And even if they explain that they don't want a boyfriend, you've saved yourself a lot of time and hassle! If this girl doesn't reply to your letters, then she's probably not interested, but don't give up on girls or life if she isn't. Lay low for a bit, pick up your pride and get out there again. You have nothing to fear but fear itself.

**MUM'S THE WORD**

There is a girl called Sarah that I fancy who lives near me. I told her how I felt last week and now she completely ignores me. She doesn't even say hi. A couple of my so-called friends went and told her mum that I wanted to go out with Sarah, but I was too shy to ask. So now I have to steer clear of Sarah completely, and when I do see her I get really embarrassed.

I really want to go out with her but nothing seems to work. Please, please, please, print this letter so I can hear some good advice. Pickles

**KNOW THE SCORE**

Linda says: I think you were really brave to tell Sarah how you felt about her, but we all have to face the fact that the people we fancy aren't necessarily going to return the emotion. We take chances, and sometimes we lose. The best thing to do is be natural. If you can find some way of letting her know that she needsn't worry about you hassling her, that'd be great. Try talking to one of her friends.

Hutch says: Right, now the thing to learn from all this, Pickles, is not to get all depressed about it and never ask another girl out again. Sarah didn't want to go out with you and that might seem awful at the moment, but give it a week or so and you'll soon start noticing other girls. It's one of the hardest parts of life, to pick yourself up after being rejected, but do it we must because it happens a lot. Well, it did to me.

Whatever the problem, it always helps to tell somebody about it. Write to Haylp! Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

YOUR SINCLAIR Oct 1992
Hello and welcome once again to the programming section – that cuddly couple of pages where we encourage you to delve beneath the shallow realms of console-land (ie playing games) and find out what a real computer can do. (Long pause). I’m sorry, I just can’t concentrate – there’s a really irritating car alarm going off up the road and it won’t shut up, so that’ll have to be it for the introduction. How about I show you some of this month’s programs instead, eh?

CONVERTER

by Owen Stott

Numerical bases, eh? They’re a pesky bunch and no mistake. You’ve got denary, base ten, yer average everyday numbers; you’ve got hexadecimal, base sixteen, a mixture of numbers and characters; and you’ve got the grandaddy of them all, binary, base two, which is, erm, a collection of ones and zeroes. It’s the simplest number system there is, you know (just a mite tricky to understand, that’s all). Anyway, that’s where this handy program comes in. Owen’s routines convert numbers from any of the three bases into, well, any other of the three bases. Now you too can make sense of all those hex listings in Pitstop, or find out the binary for forty-seven, or something.

BASIC

10 CLS : POKE 23656.6
20 PLOT 0,0: DRAW 0,175: DRAW 0,175: DRAW 255,0: PLOT P,0: DRAW 255, 0: DRAW 0,175
30 FOR d=0 TO 7: IF d=7 THEN LET d=0
40 FOR q=0 TO 7: IF q=7 THEN LET q=1
50 PRINT AT 5,5; PAPER q: "This program converts:
60 PRINT AT 7,6; "1. Binary to Decimal"
70 PRINT AT 8,6; "2. Hex to Decimal"
80 PRINT AT 9,6; "3. Decimal to Binary"
90 PRINT AT 10,6; "4. Decimal to Hex"
100 PRINT ""
110 PRINT AT 14,5; INK q; "Written by Owen Stott"
120 PRINT AT 15,5; INK q+1; "Written by Owen Stott"
130 PRINT AT 16,5; INK q+2; "Written by Owen Stott"
140 LET i=INKEY$: IF i="" THEN GO TO 200
150 IF i="1" THEN GO TO 220
160 IF i="2" THEN GO TO 340
170 IF i="3" THEN GO TO 400
180 IF i="4" THEN GO TO 520
190 GO TO 30
200 NEXT q
210 NEXT d: GO TO 30
220 CLS
230 PRINT "Binary to Decimal": PRINT P: PRINT
240 PRINT "Enter Binary number"
250 LET rad=2
260 INPUT b$:
270 LET p=1: LET r=2: LET i=LEN b$: 280 FOR k=1 TO i-1: LET j=0: IF CODE b$(k)>57 THEN LET j=7: REM possible error
290 LET a=CODE (b$(k))-48-j: REM p=rad: LET

CHAR PEEK

by Owen Stott

That pesky car alarm is still wailing. Let's hope somebody steals the car soon, eh? To continue the binary theme, here's Owen again with a small but perfectly-formed routine that allows you to see exactly how the character set is made up in memory. Just type in a letter or number and the prog will display the character set itself is held at location 15360 (PEEK 23607+256) and with a bit of cunning maths, Owen's routine reads out the pattern of your character and whips it onto screen, using graphic squares instead of pixels so you can see its clinically elegant design (or something). Very handy if you're into designing fonts, and a fair bit of fun if you're not.

MISTAKES AND THINGS

This bit always gets edited out, but you've got to try, haven't you? Here I have some Boeing note paper, which means it must be from Richard Swann. Aha! Dicky confesses to dodgy programming, but also offers this modification, so all is forgiven - just re-enter the following lines in Part 1 of the Manic Miner Editor:

```
2032 LET sttx=(PEEK stt)-(stty*32): IF PEEK (stt+4)=208 THEN LET stty=stty+8
2995 IF pty=8 THEN POKE ((key*5)+625+pointer),(pt+32)+ptx: POKE (pt+1),93:POKE (pt+2),96
2996 IF pty=7 THEN POKE ((key*5)+625+pointer),((pty*32)+ptx+256): POKE (pt+1),93:POKE (pt+2),963095 IF stty<8 THEN POKE (stt+4),48
3096 IF stty>7 THEN POKE (620+pointer),((stty*32)+ptx): POKE (stt+4),208
```

Resave as shown, and it should work fine. Thanks, Rich.

Stephen Purchase of Irthlingborough needs help with line 470 of the Chaos Editor, as he intends to use it to brighten up his Saturday afternoons, but can't get the blighter to work. Can anyone help? Failing that, I suggest you get a job. It may not brighten your Saturdays, but at least you'll get paid for being bored.

And finally, the bane of my life, TuneMaker rears it's ugly head for what I hope will be the final time! This time it's graphic As that are causing the problem, so listen- the program should have had underlined As in it, which I (considerately I thought) pointed out should be entered in graphics mode. This was painstakingly typed up on the fancy computers in the Shed, and the underlined As were replaced by graphic A's, which was supposed to make life easier!

THE END...

PITSTOP on the envelope (or jiffy) to make life easier.

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FLIX

GLENGARRY GLEN ROSS

Rank Films
Starring Al Pacino, Jack Lemmon, Alec Baldwin, Ed Harris, Alan Arkin, Kevin Spacey and Jonathan Pryce

It's tough being a real estate agent, especially if you're not a very good real estate agent. Tempers get frayed, voices get raised and nice old men get sacked. Glengarry Glen Ross is based on the Pulitzer prize-winning play by David Mamet, who has also written the screenplay.

The world of real estate is all about selling. It's no good sitting by the phone waiting for it to ring, you have to follow up leads, and in order to have leads you need names. Names are pieces of cards with, erm, names on them. These are the names of people likely to buy land. You then have to phone them up and hassle them to buy some land off you so you can get your commission. Make the most sales and you could win yourself a Cadillac - a case of dangling a carrot before a donkey. Make the most sales and you could win yourself a Cadillac - a case of dangling a carrot before a donkey. The thing is, if you haven't got good leads you can't close a sale, and if you can't close a sale you don't get any more leads.

The action centres around the real estate office of Mitch and Murray. Of the four employees only one (Ricky Roma played by Al Pacino) is selling and getting good, new leads. The other three Shelley Levene (Jack Lemmon), George Aarrow (Alan Arkin) and bad boy Dave Moss (Ed Harris) aren't doing well at all. In order to lift sales the big guy from downtown, Blake (Alec Baldwin), drops in to give the guys a particularly nasty pep talk. Baldwin gives an excellent performance, he is so absolutely hateful. He comes in all smart and proceeds to tell the four how bad they are at their jobs, he doesn't care if they're good blokes who love their families - these guys aren't selling, therefore they're worthless. This scene really is upsetting, the two older guys (George and Shelley) just look so shattered and pathetic, when they try to stand up for themselves Blake kicks them down again. This is also the one point in the film where you really feel sorry for Moss, the argument between him and Blake develops into a two word swearing match along the lines of Goodfellas. (If you see what I mean!) The only one to remain calm is Pacino, he doesn't need to get angry - his sales are okay. As a final slap in the face, Baldwin holds up a sheaf of cards. These are the Glengarry Glen Ross names, and they're good names. Two of these names will be given to each person when they make a sale from the names they've already got. Now the old names have doing the rounds and everybody knows they're completely useless - they need the Glengarry Glen Ross names. But those names are put into the office manager's safe 'til somebody makes a sale. If anybody fails to sell anything in 24 hours, they've got the sack.

Over in the bar, Moss gets hold of George and tries to persuade him to steal the cards. Everybody gets on the phone and into cars and starts selling. The next morning they return to the office to find that the place has been burgled and the Glengarry Glen Ross names are missing. Who did it? The whole film is fraught with emotion, and some of the scenes are so pathetic or angry that they really do move you. Real estate may not seem like the most exciting of professions but Mamet's screenplay is excellent. There's not a single flat character and Jack Lemmon excels as the worn out salesman. His is the most moving story. Another plus was Jonathan Pryce's supporting role as the downtrodden, silent name. If you can bring yourself to see a film about real estate agents, then you'll be dead pleased you did. Linda Barker

Glengarry Glen Ross receives its world premiere at the Edinburgh film festival this month.

FLIP RATING

• • • • •
Killer Kolumn
(From Outer Space)

Wicked!
What is The Underside? Er... well, I don't actually know. Y’see, Crucial Productions, a company set up by Lenny Henry, wouldn't tell me. Shame, because apparently it's a new science fiction series which Mr Henry describes as a Doctor Who for the '90s. I wonder if this means that they're going to spend about £3.50 and a couple of luncheon vouchers on it per episode.

The script for the plot has just been completed and Crucial are confident that it will be be turned into a full series. All they would say was that The Underside of the title was something to do with the underside of London. (The sewers? Subterranean caves? That strange basement dog in the Dog and Partridge in Fulham? Whenever I go there my money seems to vanish into some time warp, anyway. Hic.) More news next month.

Those were the days
You know what it's like when you look through old photo albums. "Oh cripes, look at that haircut! Was it ever in fashion? Why's that strange btoke on the left's face? "Of course it was!"

Second Takes
What do the following have in common - veteran writer Pat Mills's first mega-epic, Quietman, The Complete Judge Dredd and The Tom Baker Years, The Rocky Horror Picture Show and Rosemary's Baby? Well, they're all classic '70s movies, and they all began with R! Is it something in the water? Is it the conjunction of Andromeda with Taurus in the tropic of South Barnstable? I think we should be told. Oh yes, and someone's had the brilliant idea of reprinting Quatermass and the Pit as well.

Dinocamage
Dinosaurs are set to be the NEXT BIG THING! They have been the biggest thing a few million years ago, but, hey, you know how fashions tend to go in cycles. The reason? Not one, but two major films about the large leathery lizards currently in production. Jurassic Park is to be directed by Spielberg from a book by Michael Crichton and concerns a theme park filled with genetically engineered dinosaurs that go on a rampage. It sounds like another section of Westworld if you ask me. No cast has been announced but special effects work has been going on for a year.

The other film, Carnosaur, is being helmed by Roger Cormen, a director famed for cheap exploitation films. True to form, he is attempting to get his film out before Spielberg's. Also true to form the dozens of dinosaurs in the original script have been reduced to... one.

Krazy Kasting Returns
The posters could read "Michael Jackson IS Plasticman!" and they wouldn't be libellous. At the moment, Michael is front runner to star in a film version of DC comics' Plasticman. Talk about typecasting.

Contact has been made.
Dave Golder.
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Mega *meg* (ə-), very big, 100% Sega Mega Drive, comin’ at ya on Thursday 17 September (that’s soon). Magazine designed for all serious Sega gamesplayers. aka: the mag with the most, *The* guide to **Mega Drive and beyond**... Slogan: Got a SNES? That’s you stuffed then. Philosophy: to be the best. From the makers of *Your Sinclair* comes the ultimate guide to 16-bit Sega gamesplaying: essential news, in-depth reviews, gamesplaying guides and dirty cheats. Be part of it.
NARC

Hit Squad: £3.99 cassette (128K only)  
= 061 832 6633
Matt Bielby (remember him?) (Yes! Ed) complained emphatically about the drug- 
obrientated plot of this game when he was first let loose upon it back in early 1991. Should, he asked, brutal death really be the happiest 

solution to drug dealing and abuse? Mass slaughter is something we're used to in computer games and, given a suitably fictitious plot, nothing that justifiably warrants arguing with. But when we are led to believe that people are to be murdered just because they have become caught up with drugs, surely this is not acceptable. Or at least, so Matt reckoned.

Gadgy also awarded NARC a not-to-be-sniffed-at 72°.

Hang on – 72°? What was this man on? Frankly, this is one of the worst sideways-scrolling Robocop-esque shoot-'em-ups that I have ever played.

Okay, so he complained that it was repetitive – twelve almost identical levels (give or take the backdrop where the action consist solely of walking along shooting people may get boring. The fact that there's no inter- 

teractive scenery and the way there are either no baddies on 

corrupting rude about you don't exactly add to the game. The large number of credits available means that games tend to take ages anyway. The chances are that, without the precision shooting needed of a Robocop, you'll get very bored. It's also multiload (despite being 128K 

only), the graphics are jerky and badly drawn, the separate key for crouch/jump is annoying and the 

3D effect is totally unconvincing. I tried to track Matt down to ask him how he could have given this 

game such a high rating. YS is a family map, so we are unable to print his terse but pertinent reply here. Rich

Total Recall

Hit Squad: £3.99 cassette (128K only)  
= 061 832 6633
The first thing you'll need to know about Total Recall is that it's not 48K compatible, so now could be the time to cast aside your faithful rubber-keyed friend and replace him with one of those new, hot-off-the-press 128K super- 

computers. Not only will your 

friends be impressed beyond belief, but you'll also be able to load up this, one of dear old Ocean's finer film tie-ins.

Needless to say, the instant the programmers were told that they had to write a film tie-in, they rushed home and wrote a game where you're a little man who has to run around shooting things. It's not a straight shoot-em-up, mind you, as a puzzle element has been introduced as well in the form of switches - where you're a little man who has to run around shooting things. It's not a straight shoot-em-up, mind you, as a puzzle element has been introduced as well in the form of switches -

Certain switches have to be pulled as you progress to remove barriers, initiate platforms etc to open up new parts of the map. To tell the truth, it reminds me of the Dan Dare series of games more than anything – but where they were fast, colourful and action-packed, Total Recall seems a little slow, monochrome and dull in comparison. Progressing through the game is merely consists of committing the map and order of switch-pulling to memory as, providing you don't time things embarrassingly wrong, you should be able to jump all the traps and all the baddies with hardly a scratch.

Personally, I prefer my games to have a little more excitement and unpredictability to them but what the heck, it's still quite good fun.

This then is the basic idea behind Levels One, Three and Five. They've got different graphics, but exactly the same sort of gameplay. Levels Two and Four provide a small break in the form of a sideways-scrolling car chase/shoot, but it's nothing special (in fact, it's rather crap). So then. (So then indeed. Ed)

What have we got? A neat little platformy shoot-em-up (with an unpleasant driving bit in between levels), that's what. Why not, eh? Rich

It's a bit thin this month (the time of year, y'know) but Replay is just as juicy as ever. Rock to those funky bargs!
Ooo, hello. That nice young Andrew asked me to pop along and talk to you all about this new CodeMasters game. (I didn't! I only asked her for a packet of Cheesy Wheat Crunchies. Andy) Well, it's a combined snooker and pool sim which makes it double the value of the Zeppelin games for a start. Sadly, it's not in 3D, but it does have a plethora of options and some really smart presentation. A bit like that nice young Andrew. He's always spick and span when he comes in for his Cheesy Wheat Crunchies. Reminds me of my son Walter. He's in the army you know. (This is your fault Andy. Ed) (No, it isn't! Andy) (Hello, what's going on? Jon) (Andy's brought in a mad woman to do the Cue Boy preview. Ed) (I'm not responsible for this woman! Andy) Anyway, when you start the game you're greeted by Reggie Loud, the Codies compère, who goes on madly in the background. After choosing your player and opponent (mmm, nice screens), it's onto the game proper.

**Amazing baize**

This is an overhead view sort of thing, with one big difference. When your opponent plays a shot, you get this little animation of him running around the table! If he spots a good shot he grins, if he can't find anything he gets a bit grumpy. Rather like my Walter if he doesn't get his porridge in the morning. (Andy, please get rid of this woman. Ed) (Strange friends you have, Andy. Jon) (Don't you insult my mother like that, Walter) (Oh no, Andy) The controls are really easy to grasp – there's a sort of icon strip at the top so you can fiddle with your next shot to your heart's content - and if you find the Speccy opponents pretty tricky to beat there's a two-player option. And if you get completely fed up with pool, you can always switch to snooker. Hurrah! (Actually, she seems to be getting into the spirit of the thing. Ed) From what I've been shown of it so far by that nice Andrew person, it looks as if it could very well snatch up the crown of best baizey sim. Anyone for some Cheesy Wheat Crunchies? (Look, please go away. Andy) (Take your hands off my mother! Walter) (Take your hands off our Art Ed! Jon) (Is my Aunt Minnie in here? Dizzy blonde) (They're just not going to understand this one at all. Ed)

**FAX BOX**

<table>
<thead>
<tr>
<th>Game</th>
<th>Cue Boy</th>
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<tr>
<td>Publisher</td>
<td>CodeMasters</td>
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<tr>
<td>Price</td>
<td>£12.99 (as part of the Super Sports Challenge compilation)</td>
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</tbody>
</table>
| Programmers | Steve Skell (code)  
Michael Sanderson (graphics) |
| Release date | November |

Mr. Trimble: Mrs. Trimble (I have nothing to say Andy)

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STUNTMAN SEYMOUR

CodeMasters (As part of the Superstar Seymour compilation.)
0926 814132

Drive a car at very high speed into the side of a building! Seymour throws aside his Oscars and decides to take on the roughest, toughest job in the movies. Guest previewer Jon Pillar drifts up and says I'm ready for my close-up, Mr DeMille. (Erm, Jon's not actually a guest. He works here. Allegedly. Ed)

Hello. I've overcome my natural revulsion concerning cute characters to bring you this impartial, thoroughly unbiased preview. Seymour, that repulsive offspring of Dizzy and Esther Rantzen (Start again! Ed) Erm. Seymour the LOVABLE LARDBALL (oh, the ignominy), in his ongoing effort to completely dominate the movie world, is now trying out for the part of a stuntman in a new gangster-cowboy-pirate-space-musical-comedy epic thang. After winning the director over at the audition (he didn't actually do anything, just walked in and fell down some stairs) Seymour has been given the job of starting a bar brawl (or something equally Westernish). To do this he advances through the level, shooting cowboys and indians (or lobbing large bombs at them) before taking on an end-of-level boss baddy type. Hmmm. Not quite the classic Western formula, is it? What about the bit where someone crashes through the balcony and falls onto a table, eh?

Stunted Seymour

Seymour is a violently colourful platform game. It looks as if Turrican 2 has crashed into a paint gallery whilst carrying several exotic pizzas. The playing area whizzes around like, erm, a large amount of binary information being scrolled in machine code really. (Damn.) The baddies and backgrounds are dead detailed, and slobberingly smooth.

Plus, of course, there's the big advantage of not having to wander around, pick up objects and use them to solve puzzles. Hurrah! On the down side, tragically, the Seymour sprite is a total disaster. It looks like a rabid Dizzy. The Codies assure us that he'll be given an expensive facelift before we see the final game. Couldn't they just kill him off in a horrible industrial accident along with Mr Eggy? (I've warned you about this before. Ed) Ah well. Just daydreams. (Really nice ones, though. Heh heh.) (Don't worry, Seymour! We still love you! Hordes of adoring CodeMasters groupies)

TOP FIVE FAMOUS STUNTS THROUGH HISTORY

1. Julius Caesar's impressive fall down the senate steps
2. Napoleon's amusing tumble from horseback into a haystack
3. J Edgar Hoover freefalling 330ft from the roof of the Chrysler Building
4. Albert Einstein jumping six buses on a souped-up moped
5. Mother Theresa skateboarding down the side of the erupting Mount Etna

Stuntman Seymour is a violently colourful platform game. It looks as if Turrican 2 has crashed into a paint gallery whilst carrying several exotic pizzas. The playing area whizzes around like, erm, a large amount of binary information being scrolled in machine code really. (Damn.) The baddies and backgrounds are dead detailed, and slobberingly smooth.

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FAX BOX

Game
Stuntman Seymour
Publisher
CodeMasters
Price
£12.99 (as part of the Superstar Seymour compilation)
Programmer
Andy Severn
Release date
November
Seymour's stunts
A small piece of marshmallow wearing ludicrous gloves
Yikes! Lawless elements threaten the peaceful community of Cutecodiescharacterville, and only one fluffy lardball can save the day! Guest previewer Constable Joanna Basenji explains the police procedure behind Seymour's latest outing.

Evening all. Constable Basenji here, your friendly neighbourhood law enforcement unit and avid Speccy fan. I've been asked to take a look at this here new game starring that ever so famous lardball, Seymour. In it he does a fair impression of a local bobby and has to run around apprehending villains and stitching them up a treat.

The game looks a fair bit like that old lag Pacman. You sort of amble around a maze which vaguely twirls in towards the central box, where those naughty villains have their hideout. As they rush out towards you with stem frowns and bits of furniture, you have to employ the long arm of the law to teach them the error of their ways. Upon pressing the fire button, your hand whips away from your body and grabs a baddy by the shoulder. (It's a robotic attachment - the wonders of modern science, eh?) Once in custody, there's only one thing to do with a villain, and that's to whilt him around your head and slam him into the nearest wall. (It's the '90s equivalent of a sharp clip round the ear, you know.) Once the scampish outlaw has been so reprimanded, he'll rush off to get a job and join a charitable society, leaving behind a token of his appreciation at being saved from himself.

Picking up these tokens give you extra powers, such as go-faster stripes, a stunner and a machine gun. (Community policing, eh?) The best of all is invincibility - it gives Seymour a little flashing light and a woo-woo siren. Woo woo! Eeyaaaaaooooo. Woo woo! (Steady on Constable. Ed)

After Seymour's captured the villains on one level, he moves onto the next. Rather logical, really. There are five zones of ten levels each, with each zone having two bonus areas. So it's pretty big. Rather like the nice rubber truncheon I wallop suspects with. Wallop wallop wallop! It goes. Wallop wallop wallop! Then I have a bit of a rest. Then it's wallop wallop wallop! again... sorry, got a bit carried away there. Although this is an early version of the game, Sergeant Seymour is already looking good. It's very, very playable. If this game were a fruit, it would be a Japanese wineberry because I like Japanese wineberries and find them very, very playable. (I think the Constable needs a sharp rap about the chops to bring her back to her senses. Ed)

The graphics in the game are wee but smooth and action-packed and there's lots (and lots) of 128K sound effects. And rather nice they sound too. Not as nice as the woo-woo siren though. Woo woo! (Slap! Ed) Here! I'll have you know you're assaulting a police officer in the course of her duty. It's a long stretch in the big house for you, my lass. (Help! Ed)

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1. Final Fight character or Neighbours character. (4)
2. Could be Cyber, could be Astra. (4)
3. The gengarum Russian from Street Fighter 2. (7)
4. Zeppelin's speedy shellback. (5)
5. You could go to this temple, or Beyond this place. (3)
6. Itzy's one. (Hard, or what?) (3)
7. Over Moscow. (7)
8. Ancient and controversial US Gold blast. (4)
9. A gastropod. (4)

**DOWN**

1. US Gold's pilfering brothers. (7)
2. ... Bizarre's highly crop old game set in a factory. (3)
3. US Gold's pilfering family and Atridax demos and the GAC/PAC utility. (16) 16 pages of tips and a fabby Stieg the skag high-score diary!
4. V Sols
5. Bizarro. (Hard, or what?) (3)
6. Bizarro. (Hard, or what?) (3)
7. Over Moscow. (7)
8. Ancient and controversial US Gold blast. (4)
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Send your answers to: YS October Crossword, YS, 30 Mismatch Street, Bath, Avon, BA1 2WV. The winner gets some YS goodies! Thanks to Leigh Leverey for the crossword. If any of you fancy trying your hand at a crossword, then just send one in. If it's any good, we'll print it.
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