

# PC FORMAT

APRIL 1993 ■ ISSUE 19 ■ £2.95

## DON'T BE ALONE TONIGHT!

We reveal the best multi-player games in history

Zool – the first good PC arcade game, or what?

– see page 40

## GET YOUR PC MOTORING

with our beginners' guide to CONFIG files

YOUR PC FORMAT COVERDISK

ISSUE 19

### No Coverdisk?

Then ask your newsagent for it now.

ON THIS MONTH'S COVERDISK: A playable preview of *Tornado* and more!

### WE MAKE LIFE EASY!

- We cheat the best PC games, p72
- Get your hands on cheap software, p92
- We solve your PC problems for you, p87
- Now we make DOS easy to use, p102



**future**  
PUBLISHING  
Your guarantee of value

# CONTENTS

ISSUE 19 APRIL 1993



## WELCOME TO PC FORMAT

Topping the bill this month is our feature on multi-player games. Come on, face it – there's just something missing from games when your opponent is the PC. We're looking at ways of involving other people in your games. When your opponent takes on a human face, grinding their nose into the dirt can be far more entertaining!

PC FORMAT isn't all about games, though. This month we're taking a look at CONFIG files. If you don't know what they are, turn to page 82 to find out. By tinkering with your CONFIG file it's possible to free up more memory and improve the way your software runs.

And if you've ever toyed with the idea of buying one of those console things, read our review of the new Amstrad MegaPC – a Sega Megadrive and PC in one case. It sounds like a good idea but is it really value for money? See our review on page 20. Later, on page 26, Amstrad reveals how it managed to make so much money from the PC marketplace.

If this is the first issue of PC FORMAT you've seen, I hope you enjoy what you've got. PC FORMAT differs from the scores of business PC magazines out there because we show you how to have fun with your PC. That means we cover everything from graphics and music to games and CD-ROM. If it's cheap and fun, you'll find it in here!

If this is the first time you have read PC FORMAT, write and let me know what you think. Tell me if it doesn't live up to your expectations and let me know what sort of things you want to see – I want PC FORMAT to be the magazine you want most.

Mark Higham, Editor.

## FEATURES

### 7 YOUR COVERDISK

See that blue thing on the front of the mag? Now's your chance to get more out of it.

### 26 WHO IS AMSTRAD ANYWAY?

Amstrad has made a fortune from the PC market by producing quirky but inexpensive machines. Now it reveals why.

### 30 TWICE THE FUN

Now there's a way to get even more fun out of your games. Let us show you how.

### 36 COLLECTORS' GUIDE TO GAME GENRES

Discover the games you've just got to have in your collection.

### 65 COMPETITION

Win prizes worth up to £1,000 in our special competition.

### 82 CONFIGURE YOURSELF

Admit it, CONFIG files drive you up the wall. Well, no more. We explain how to start getting more out of them.



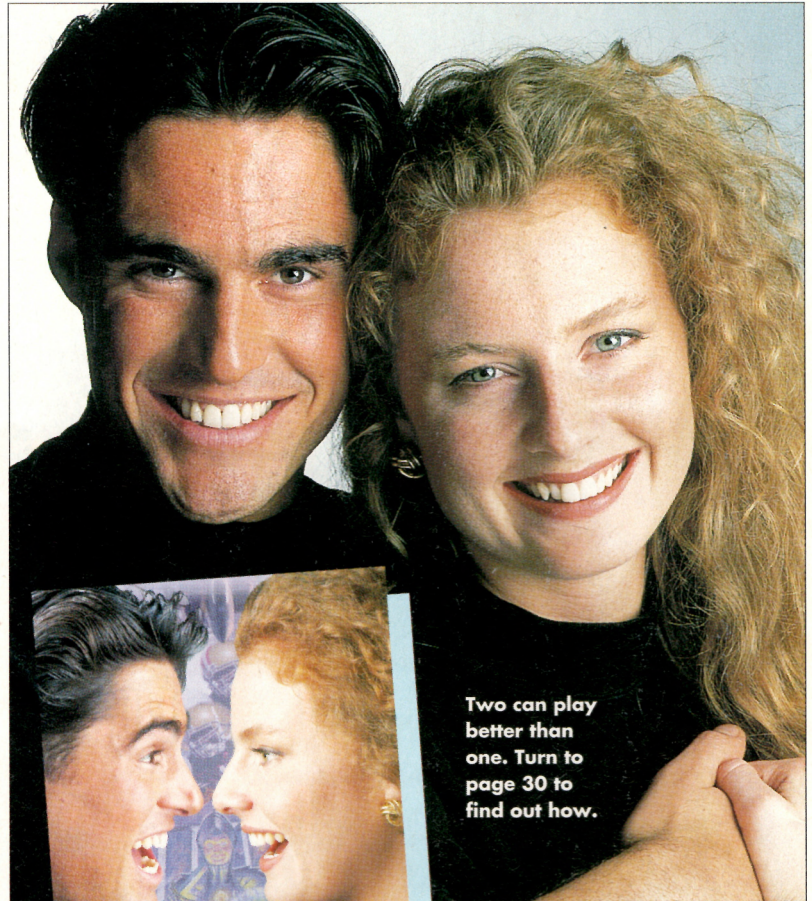
Get your CONFIG files working again... we make them easy!

### 97 DO IT YOURSELF

Fed up with falling out of the sky in your favourite flight sim? Build your own throttle control and stay in the air.

### 109 QUESTIONNAIRE RESULTS

We know you better than you know yourselves. How right are we?



Two can play better than one. Turn to page 30 to find out how.

### 25 SOFTWARE SOLUTIONS

Games aren't the only way you can have fun with your PC – here are some of the alternatives.

### 39 GAMEPLAY

The best... and the worst of PC games get the full treatment. See right for a list of the myriad of games reviewed.

### 47 SUBSCRIBE NOW

Guarantee your copy of PC FORMAT.

### 66 LOOKING FORWARD

Price changes, late games and more games gossip are exposed.

## REGULARS

### 14 NEWS

Games publishers ELSA and FAST come up with a player's charter, plus the continuing fight against piracy hots up.

### 20 NEWS REVIEWS

Amstrad releases two games machines. One is a PC with a Sega Megadrive built inside – is it worth your cash?

## PC FORMAT

Future Publishing Ltd, 30 Monmouth St, Bath, Avon, BA1 2BW ☎ 0225 442244 Fax: 0225 446019

#### Editor

Mark Higham

#### Games Editor

Richard Longhurst

#### Features Editor

Ed Ricketts

#### Staff Writers

Jason Saunders

Paul Pettengale

#### Production Editor

Cathy Parnham

#### Production Assistant

Clare Johnson

#### Art Editor

Martin Parfitt

#### Graphic Designer

Kevin Hibbert

#### Contributors

David Butler, Lee Paddon,

Mark Ramshaw, Mark

Winstanley

#### Publisher

Jane Richardson

#### Advertising Manager

Simon Moss

#### Senior Ad Sales Executive

Caroline Simpson

#### Ad Sales – The Directory

Warren Burgess

#### Advertising Production

Claire Fullick

#### Photography

Ford Robinson

#### Publishing Director

Greg Ingham

#### Promotions Assistant

Tamara Ward

#### Colour Origination

Bath Graphics

DP Graphics

Phoenix

Simon Windsor

Jon Moore

#### Cover Scanning

Chris Stocker

#### Lino Operators

Heath Parsons

Mark Gover

#### Printing

Chase Web Plymouth plc,

a St Ives company

#### Circulation Director

Sue Hartley

#### News Trade Distribution

UK: Future Publishing

Worldwide: MMC Ltd

☎ 0483 211678

☎ 0483 211678

Subscriptions

The Old Barn, Somerton

Somerset TA11 7BR.

☎ 0458 74011

#### PRINTED IN THE UK

No part of this publication may be reproduced in any form without our written permission. We cannot accept liability for any mistakes or misprints in this issue. All letters submitted are assumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space or clarity. But we still love you!

We regret that we cannot offer advice on a personal basis, either by telephone or post. Please write to us if you need any help with PC-related problems. Thanks.

© Future Publishing Ltd 1993

£50 to the first person out of the hat who can tell us the author of Frisk. Address your entries to: The compo no one finds, PC FORMAT, 30 Monmouth Street, Bath, Avon, BA1 2BW. M. Board from Cheshire wins £50 for guessing the Director of Star Trek VI was Nic Meyer.

ABC 55,445

# News Reviews

*With two new games machines entering the PC arena, there's only one thing to do with them – put them to the PC FORMAT test. Jason Saunders delves deep into the heart of two new Amstrad PCs.*

## AMSTRAD PC7386 SX80

£999.99 Amstrad

☎ 0277 228888

AMSTRAD PCS HAVE SO FAR NOT had a favourable reputation. They are regarded as low-cost, low performance machines.

Amstrad, though, has to be given credit for its undying support for PC game bundles, of which the PC7386SX80 is the latest. And it looks as if Amstrad has a winner on its hands.

First impressions are good. The look of Amstrad's new baby is rather snazzy; a simple unit in PC standard cream. The system unit is a slim affair with a single 3.5-inch drive and three lights. At first glance all seems well, until you notice the absence of a reset switch. It's fine not having a reset on a machine designed to work on a network, but there's no excuse on a games machine. A reset switch is vital; if your PC freezes, turning it off and on can damage the PC's delicate hardware.

Unlike other monitors, this one is decidedly square. Sharp edges and a sunken screen make the monitor



The PC7386S – a refreshingly good machine from Amstrad.

look smaller than it really is – in fact it's nearly as big as the system unit. There are several knobs that control the display, which are located along the bottom of the screen making them readily accessible.

Battling through the PC's specs, you find a 386SX 25MHz processor – powerful enough for the majority of games. You also have a large hard drive for an Amstrad machine – 80Mb as opposed to the usual 40Mb.

Another important thing to watch out for on an SVGA PC is the display chip set used. If it's not universally recognised, then you're unlikely to use it. Thankfully, the PC7386SX80 has a Tseng chip set, giving a sharp and well-defined display.

As far as the specs are concerned, there is only one problem – the amount of RAM with which it's kitted out. All it comes with is the standard 640K, 96K shadow RAM and 1Mb of extended. With games demanding more power from your PC, this isn't enough. There's now an unending list of PC games that require 2Mb of RAM, and the only way you're going to be able to play them on this PC is to add more memory.

As this is a games bundle, you have the obligatory games attachments, comprising a soundcard and joystick. It is these two items that let the bundle down. The soundcard is only AdLib compatible. While this would have been acceptable 12 months ago, today's games incorpo-

rate speech – something that's damn near impossible to produce on the out-dated AdLib.

The joystick is a big disappointment: it's square, awkward looking, and decidedly flimsy. The response is appalling; it's jerky and seems to lag behind. For some inexplicable reason, the mouse and keyboard are attached on the base of the system unit. Not only does this make the initial setting up of the machine a tricky affair, but the connector used for the mouse and keyboard are unlike any other used by a PC. This means that

**Amstrad has to be given credit for its support for PC game bundles... and it looks as if it has a winner on its hands**

if you can't get along with the mouse or keyboard, there's nothing you can do about it. On most PCs, you could go out and buy a new keyboard or mouse. With this and other Amstrad machines

you can't, because you have to find a keyboard or mouse with the correct adaptor – which is near impossible.

Overall, the PC7386SX80 is a decent machine. It's not without its flaws, but it has come a long way since last year's PC5286. It would have been beneficial to have had more RAM, but this doesn't render the machine useless.

The best part about this bundle is the price. You really are getting what you pay for. Although it's comparable with other games bundles, for example the Commodore 386 Player coming in at £940, the package contains a good variety of games and a good performing PC.

**PC FORMAT RATING 78%** ➤

## Bundled software

There is a mixture of serious and fun software bundled. The serious comprises Lotus Works, an integrated software package. This consists of a word processor, spreadsheet, database and a communications program. This one program provides enough software to keep your average home business person happy.

The games include *Elite Plus*, *Steel Empire*, *Links*, *F-15 Strike Eagle II*, *Prince Of Persia* and *Jimmy White's Whirlwind Snooker*. Apart from the latter, all have graced a PC games bundle in their time. *Jimmy White's Whirlwind Snooker* makes a welcome addition

to this line-up – a fine game for adult or child. The selection of games and business software makes this an excellent variety for all the family.

### TAKE YOUR PICK

**Elite Plus** – Classic space flight and trading sim

**Steel Empire** – Global strategy  
**Jimmy White's Whirlwind Snooker** – Highly playable snooker sim

PCF 13 86%

**Links** – Classic golf simulator

**F-15 Strike Eagle II** – Average flight sim with tired flight model

**Prince Of Persia** – Timeless animated platform adventure

PCF 18 74%



**Jimmy White's Whirlwind Snooker makes a welcome appearance in this bundle.**

# AMSTRAD MEGAPC

£999.99 Amstrad

☎ 0277 228888

PRICED THE SAME AS THE Amstrad PC7386SX80, can this possibly compare? The MegaPC is a combination of a 386 PC and a Sega Megadrive games console. This is designed to be an all-in-one family machine, meeting the needs of both adults and children. At first glance it looks like your run-of-the-mill PC. A closer inspection reveals a neat looking slider which you move from left to right to access either the PC or Megadrive respectively.

An interesting idea, but does it work? The main obstacle is the price. For a grand you could buy a separate PC and Megadrive, but at least you don't have to buy a new TV.

The PC side reveals a standard 386SX set-up. You get the usual 640K of RAM plus 1Mb of extended memory, which isn't quite enough for a lot of new PC games and applications. If you are going to buy a new PC, you should consider getting one that runs Windows in 386 enhanced mode. With only 1Mb of extended memory, there's no way the MegaPC will run Windows in this



Push the slider to the left to reveal the PC side, and to the right for the Megadrive.

**Amstrad's attempt at an all-round family machine. Has Amstrad succeeded?**

mode and applications are sluggish. It's not particularly important if you just want a games machine, however you should still be aware of the limitations.

The PC side of the MegaPC is unimpressive, especially when you consider the price. You won't be able to run recent games such as *Ultima Underworld II* (PCF 18, 93%) and

*Strike Commander* (reviewed in next month's PC FORMAT).

The MegaPC is ideal for newcomers to the PC. There are clear installation instructions as well as *CounterPoint*, a menu system that introduces you to the PC and keeps you from the horrors of DOS.

The Megadrive side has sockets for two joypads and a game cartridge. This part of the MegaPC appears to have been hurriedly put together. The joypad is the same as the ones supplied with ordinary Megadrives, except it's cream rather than black. The ergonomic design of the Megadrive section lets it down. The games slot doesn't hold the cartridge securely enough and as a result, carts are easy to dislodge. The reset button is high on impossible to use

because it's under the cartridge slot, as are the joypad sockets and the Megadrive's volume control. When a cartridge is plugged in, it's difficult to plug joypads in or press the reset button. It sounds like a small point, but it soon becomes irritating to have fumble around under the cartridge just to plug a joypad in or alter the volume.

The graphics side of the Megadrive can't compete with the PC, it can only display 64 colours, from a palette of 512. Even so, the MegaPC's display is far better than that of an ordinary TV screen, which most people use in conjunction with their Megadrive, which means that

Sonic is crisper and clearer than ever before as he zooms across the screen.

The idea behind the MegaPC is sound enough – the combination of a PC and a Megadrive could give you the ultimate in games machines. When you set a number-crunching spreadsheet to run, you can slide the panel and have a quick go on *Sonic* while waiting for the results. And if you've got a Sega addict in the house, the MegaPC keeps the television free for important things such as *Grandstand*, *Sportsnight* or *The South Bank Show*, depending on your particular taste.

The only trouble is that the MegaPC could have been a much better bundle. The PC side isn't adequate for modern and future game releases, and the Megadrive looks as if it has been shoved into a tiny corner. Overall, the MegaPC has a slightly tacky feel, particularly on the Megadrive side.

If you want a Megadrive and you're thinking of buying a PC as well, then think carefully about buying them separately. If you want a simple, easy-to-use solution go for the MegaPC. But for £1,000 you can get a Megadrive, a PC with better specifications, and some decent software into the bargain.

**PC FORMAT RATING 54%**

● See our interview with Amstrad's director of international computer sales, David Hennell, on p.26 for his views on Amstrad's games machines. PCF

## MEGADRIVE GAMES

If you buy a MegaPC, you open up a whole new world of computer gaming. The Megadrive is hopeless at flight sims, RPGs and war games, but it's brilliant at platform games, shoot-'em-ups, beat-'em-ups and action-orientated sports games. Surprisingly, the MegaPC doesn't come with any Megadrive games, so here are a few of the best titles to look out for. The Megadrive's flagship games are

*Sonic the Hedgehog* and *Sonic the Hedgehog 2*, both of which are fast and furious platform games. Far and away the best beat-'em-up is *Streets of Rage 2*, while shoot-'em-up addicts should look out for *Hellfire* and *Thunderforce 4*.

There are plenty of excellent sports sims, including NHLPA Hockey, an excellent ice hockey game, and American football action in John Madden '93.



He's blue, he's spiky, he's dead fast and he's the richest hog in the world.

Cheesy grins to order from Mr David Hennell, director of international computer sales at that ready-to-go, all-in-one integrated company, Amstrad. Profits are up, sales of PCs are down, but with the MegaPC let loose and trickling gently into Dixons and Currys up and down the country, Amstrad believes it can regain its position as purveyors of "value for money" machines. The "well-publicised" hiccup is behind them, Alan Sugar is at peace with his shareholders (sort of) and there's a big announcement on the way. "We're in a prime position for the future. I can't think of one other manufacturer who can boast such a range of experiences."

# AMSTRAD LAID BARE

*Just what is Amstrad up to? What's this MegaPC business about? How is Amstrad surviving after its "well-publicised hiccup"? That's what Ed Ricketts and Richard Longhurst would like to know.*

**A**mstrad's offices are much smaller than you'd expect for such a high-profile international company. Instead of Amstrad House on Amstrad Way in the quaint little Saxon village of Amstrad, all you get is a smallish brown building stuck in the middle of Brentwood.

Once you've negotiated your way past the security guard (who seems more than a little too eager to do his job) you have the dubious pleasure of waiting in the empty foyer. A greyish man wanders past, exchanging a few words with Trev (the guard). Hang on... wasn't that... didn't it look like... ladies and gentlemen, Alan Sugar has left the building. (Looked as though he was heading for the betting shop across the road, but that's no more than a scurrilous rumour.)

The man we're here to see is David Hennell, the director of international computer sales. At the moment he seems to be the only person in the entire building, apart from the guard Trev. Perhaps everyone else is at the pub next door celebrating Amstrad's just-this-moment-announced profit of £5.6 million (following 1991's loss of £12 million), though it seems unlikely. Amstrad, we are constantly reminded, is a tightly-run ship.

Coffees sugared and cigarettes lit, we are finally ready to grill the company that bought Sinclair Research, gave us the MegaPC (see page 23 for our in-depth review) and shifted thousands upon thousands of infamous hi-fi units. The MegaPC, then... why is it only a 386? Why not a higher spec machine?

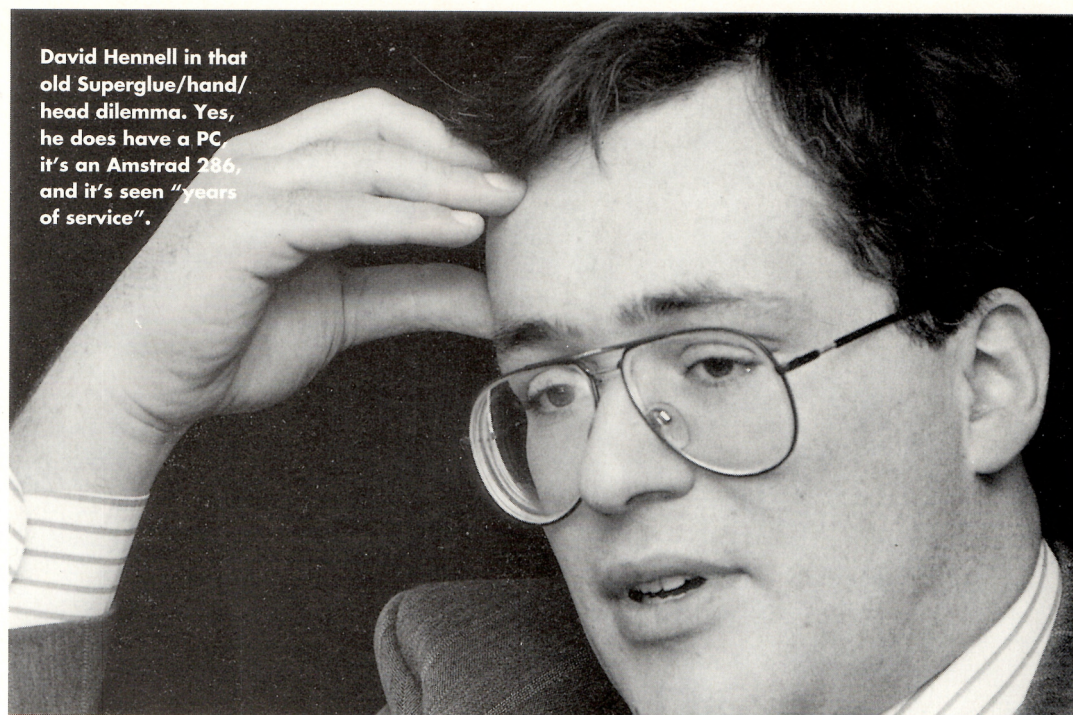
"For some of the games coming from the States at the moment, you need 4Mb of memory and 1Mb SVGA. But for the vast majority of people out there who are starting to use PCs in the home, which has always been a traditional Amstrad market, they don't need all that. They're delighted with the SX. If we did what you wanted us to do, we'd come up with a much higher spec PC which would be absolutely superb at doing everything you wanted, but it would be out of most people's price range."

## THE BIG BAD WORLD OF PCs, APPARENTLY

So is price still the most important factor in the design of an Amstrad product, or are there other determining factors?

"It's not just price any more; Amstrads are no longer the cheapest PCs in the high street. You can go to Little Dealer down the road and buy a Taiwanese model from him, but a lot of people realise that he may not be there in six months' time. It's price, performance, stability of company, brand recognition; it's the overall package."

Wasn't the MegaPC a misguided launch? Surely if someone wants a



David Hennell in that old Superglue/hand/head dilemma. Yes, he does have a PC, it's an Amstrad 286, and it's seen "years of service".

Megadrive they would buy one without having to spend out for the PC as well.

"You've got to remember whom we're trying to sell the MegaPC to. The person who makes the purchasing decision for a family is nine times out of ten a parent. Parents have a great fear of buying a games console because it won't last for long and isn't going to do anything for their kids later on in life. The mother or father might need something to work on at home, students need PCs because they are universal in education and the kids want consoles to play games on. So what does the parent do? Why not buy a machine that answers the computing needs of the whole family? The parent feels more comfortable about buying a machine that's going to get the kids used

TV quite heavily." Does this mean that Amstrad plans on staying with the "family" machines as opposed to the high spec end of things?

"We've got high spec 486s - we've got probably the highest spec machines available in the country, because one of our suppliers is Intel. We avoid the corporate deals, like 700 PCs for ICI; we go instead for the smaller ICI departments."

## CONFORM TO NONCONFORMITY

Having avoided it until now, there's no choice but to bring up the delicate subject of Amstrad's sometime dalliance with Mr Nonconformity. Mr Hennell, I put it to you that Amstrad is the bloodiest-minded company in the PC industry when it comes to ignoring industry standards.

"That's changed. We still build non standard products, like our Notepad (the little black thing with the coloured buttons which pops up on TV now and again) which is totally and utterly non standard - we're

selling thousands upon thousands of those every month. These days when it comes to things that need to be compatible, such as our PCs, we are 100% compatible - we don't use our own mouse any more, we don't use our own keyboard, and so on. Upgradability is a different issue. We've had classic big-box systems available before now, and our opinion on that market is that it's a bit of a bloodbath. The world and his wife are selling that sort of PC. All the boxes look the same, and the prices have gone right down. In the short-term, it's very good for the end user - he or she gets a good and sometimes unrepeatably deal. But there are risks to that side. Our vision is of the all-in-one integrated system, where people don't need five expansion slots and



**"We did incur damage with our hiccup, but that's all behind us now. We have re-established our brand name."**

*David Hennell, director of computer sales*

to the big, bad world of PCs, plus it caters for everybody's needs. And it doesn't tie up the family telly."

David Hennell, it transpires, is a marketing man through and through. He does seem genuinely interested in Amstrad and its future - having been with the company for six years, he would be. An enquiry into the MegaPC's fortunes appears in order, and an answer is eventually forthcoming.

"Since we came out with the Family Pack in September 1991, this probably represents upwards of 70% of our domestic sales. The MegaPC is fairly slow in the UK at the moment because we haven't really pushed it. We have pushed it in Europe where the exchange rates mean we can get better deals. We do plan to advertise it on

## DISCUSS

Consider this quote from David: "Amstrad has the world's greatest people for keeping technology going when everyone else has given up on it." Is this (a) a good thing or (b) a bad thing?

## OH...

Interestingly enough, an anagram of Brentwood is 'o bent word'. We're sorry, that wasn't very interesting at all, frankly.



Nick Hewer of PR company Michael Joyce Associates watches David carefully to make sure nothing incriminating is said.

➤ so on. What do you need five slots for? OK, maybe you want to install a soundcard, fine, and maybe by a big stretch of the imagination a fax/modem card. There is a market for upgradable PCs in the middle ground, but that's where the war's going on at the moment – there's no money to be made there."

Blimey.

### SO, THAT HICCUP, THEN

David Hennell has a habit of talking very quickly, starting off loudly and gradually tailing off into an almost inaudible whisper. He uses words like "product," "market-place" and "complete package" a lot, but he's not just reeling off a load of sales terms – he knows what he's doing and isn't afraid of deflecting criticism. It's indicative of the company as a whole. For instance, everyone knows that Amstrad's PCs have been hideously successful despite their oddities and occasional frustrating incompatibilities. But the question remains, just how successful are they?

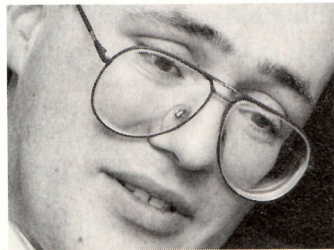
"At the moment the PC market is really down; it's tough to make margins very competitive. I don't think the market forgets the history of the CPC (released around 1983) and what a brand name that gave us, and the earth-shatteringness of the PCW launch (in 1985). We were the first people to realise that the only sensible computer to buy for the home is a PC, because it does everything you want it to.

"It's impossible to describe how successful the company was (before the shareholder deal was attempted) unless you actually worked here. Then we hit our fairly well-publicised hiccup." Alan Sugar tried to buy Amstrad back at 40p per share and as a result the share price crashed and the company suffered a loss in confidence. "That did a lot of good for the company in

many ways, because we learned a lot of lessons – about the way we structure the company, the way to bring products in, and the way to put extensive quality checks in. You could say that hiccup wasn't our fault; you could also say that we should have seen it coming.

"But you look at any PC manufacturer in the world at the moment and you can count the ones who are making money on the thumbs of two hands. There's no point harping on about other people's results, but look at Acer, look at Mitac in Taiwan... we did incur substantial damage with our hiccup, but that's all behind us now. We certainly have managed to re-establish our brand name."

Nevertheless, according to Amstrad's own interim results for the past six months: "Sales of personal computers yielded very low, and, in some cases, zero margins in



**"We can't go into niche markets. We need to go out there, get a product into mass distribution and advertise the balls off it."**

*David Hennell, director of computer sales*

view of the tremendously competitive market conditions. Current trading conditions, especially in the UK, continue to be difficult." Nevertheless David cagily mentions a new "computer-related" product launch in Hanover, which, all having gone well, should now be public. "It's going to surprise a lot of people."

If even mass-market companies such as Amstrad are struggling, surely they're more sensitive to the oft-levelled claims of "cheap and nasty"?

"We undoubtedly have a reputation for providing... I'll use your word... cheap products. I prefer to say value for money. I

don't think we have a reputation for bad quality products. I like to think we have a reputation for high performance, low price products. The Family Pack is selling remarkably well, I'm delighted with it, despite the fact that you guys would rather have 486s."

Only because people seem to want 486s, which moved us to enquire whether Amstrad offers any upgrade services.

"There's a great temptation to sell direct – cut out the dealers and make a better profit. We think that's a road to nowhere. We never sell anything direct, which is why we don't offer an upgrade service. Some of our dealers, I'm quite sure, offer upgrades. We like to give the user an all-in-one start-up-and-go system which he knows what to do with. A lot of the changes that have taken place in Amstrad over the past few years have been in terms of user-friendliness – look at our proprietary menu system, for instance. I use it all the time – I can't stand Windows."

### HAVE YOU GOT IT ON CD?

What about something like CD-ROM – does Amstrad have any plans for such a machine? All the smart cookies seem to be in the CD-ROM market now.

"At the moment we wouldn't include an integrated CD-ROM, because all you're doing is upping the cost. We are looking at possibly bringing out a multimedia pack as an addition – CD-ROM, speakers and so on. But then again, that market's a real chicken and egg – there's no software, so there's no need for a CD-ROM, so there's no software, and so on.

"The thing that worries us about multimedia is how quickly it's going to come, because specs are changing all the time. The crucial thing is price. We're a mass market consumer company, we can't go into niche markets. We need to go out there, get a product into mass distribution and advertise

the balls off it. At the moment we consider CD-ROM to be still a niche market. It'll undoubtedly change, but not yet. I'm delighted we didn't go down the CD-I route. I'll be wearing a black armband for Commodore for the CDTV.

"We're in a prime position for the future. We've got

long experience of PCs, satellites, TVs and so on... I can't think of one other manufacturer who can boast those experiences."

Finally, before David is dragged off to be photographed in embarrassing positions, we play our ace-in-the-hole question... does Alan Sugar play games?

"Dunno. Never asked him. He probably plays tennis... and watches Spurs. Gamesplaying is an extremely important part of the PC market, which is why we're delighted to see publications such as PC FORMAT come out – even though you do slag us off all the time."

As if. **PCF**

### ...DEAR

There's probably an amusing and apt anagram of Amstrad too, but we couldn't find one. Not enough vowels, you see. This anagram business is overrated anyway.