



PLAYMATES

No.

11

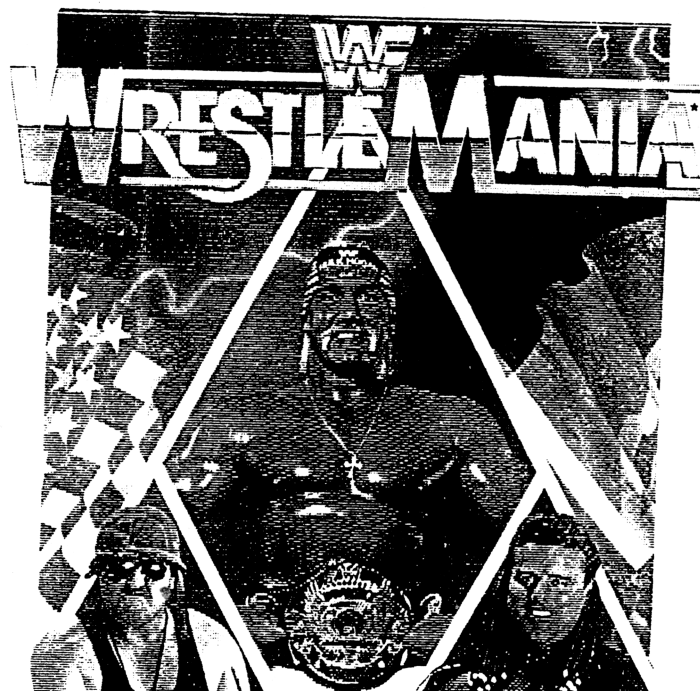
Honour
Award



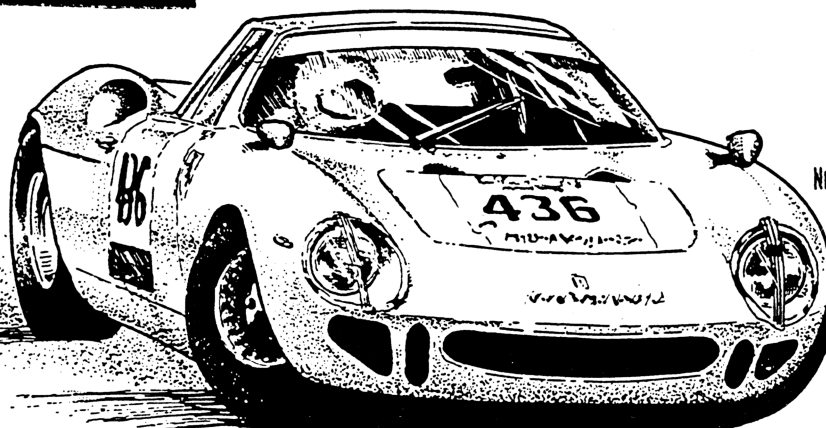
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HELLO AND WELCOME
TO YET ANOTHER WIZARD
ISSUE OF PLAY MATES
Hi my name is Pete the Wizard.
I star in
HERO QUEST
reviewed this issue



COVER PICTURES
TAKEN FROM THE
INSTRUCTIONS
OF THE GAMES
WRESTLE MANIA
RED HEAT AND
STUNT CAR RACER.



NEIL BARRETT REVIEWS
JUST ABOUT EVERY
CAR RACING GAME
THAT HAS EVER
BEEN RELEASED
FOR THE CPC



ARTIST'S

A DAY AT THE RACES

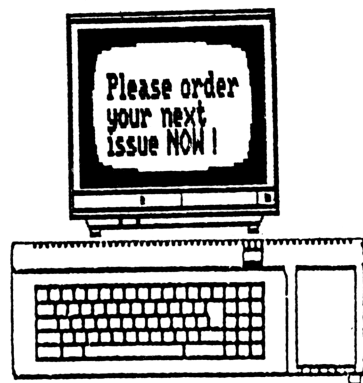




CPC



A LITTLE BIT OF THIS AND A LITTLE BIT OF THAT



CONTENTS

HELLO ONCE AGAIN PLAY MATES TO WHAT I HOPE IS A FUN AND INTERESTING READ.

SO WHAT YOU MAY ASK IS IN THIS ISSUE THAT WILL MAKE YOU GO 'WOW, I CAN'T WAIT TO GET THE NEXT ISSUE'? OH COME ON I KNOW YOU ALL TALK LIKE THAT.

WELL THERE IS A MEGA ROUND UP OF CAR RACING GAMES DONE BY NEIL BARRETT WHICH IS WELL WORTH CHECKING OUT, IF YOU LIKE THAT SORT OF GAME. ANOTHER NEW PLAY MATE IS LEE ROUANE WHO HAS SENT IN MANY POKES AND A REVIEW OF RED HEAT. OTHER GAMES REVIEWED INCLUDE UN SQUADRON AND HERO QUEST PLUS A LOOK AT TWO CONSOLE GAMES.

THERE IS ALSO A LOOK AT THE HISTORY OF PLAY MATES. YOU CAN FIND OUT HOW I GOT AS FAR AS I DID WITH WHAT STARTED OUT AS A ONE OFF PROJECT.

AND OF COURSE THERE'S THE BONZO PAGES.

MINI HELPLINE

TONY WALKER IS OFFERING HELP WITH ROM'S, COMMUNICATIONS, PROTEXT, PROSPELL, PROMERGE PLUS, CP/M PLUS, ROM BLOWING AND THE BONZO DISCS. CONTACT HIM DAYTIMES AND EVENINGS ON 0772-651698 OR ON PRESTEL Mbx 772700440.

THOMAS DEFOE IS OFFERING HELP WITH BASIC AND MACHINE CODE PROGRAMMING, PLUS HELP WITH ALL OF ARNOR'S ROM'S EG PROTEXT AND PROSPELL. SEE PRINT OUT FOR ADDRESS.

IF YOU HAVE PENFRIENDS, DOWN UNDER GET THEM TO CONTACT COLIN BOSWELL FOR A WHOLE HOST OF GOODIES, WHICH INCLUDE.....

PLAY MATES, BONZO DISCS AND TEARAWAY COLIN CAN BE FOUND (IF YOU LOOK HARD ENOUGH) AT 62 MARMONG STREET, MARMONG POINT, 2284, NSW, AUSTRALIA.

IF YOU WANT TO BE ADDED TO THIS LIST OF FINE FELLOWS, DROP ME A LINE. PLEASE NO 'I WANT PEN PALS' TYPES JUST OFFERS OF HELP. FOR ALL THOSE WHO KEEP ASKING FOR MY PHONE NUMBER, SORRY NO CAN DO. PLAY MATES TAKES UP ALL MY TIME NOW, I DON'T WANT TO SPEND HOURS ON THE PHONE AS WELL

WHERE SHALL I GO KNOW ?

HERE ARE A FEW IDEAS FOR WHERE TO SPEND YOUR HARD EARNED CASH, AFTER YOU'VE PAID FOR THE NEXT ISSUE OF PLAY MATES OF COURSE.

.....
WOW SOFTWARE, RUN BY JOAN PANCOTT. HAS LOW COST ADVENTURE GAMES ON DISC AND TAPE FOR SALE. TEL. NO. 0305 784155 OR WRITE TO 78 RADIPOLE LANE, WEYMOUTH, DORSET, DT4 9RS. (WOW STANDS FOR WITCH OF WESSEX).

.....
UNITED AMSTRAD USER GROUP, CHAIRMAN TONY BAKER, 26 UPLANDS CRESENT, FAREHAM, HANTS, PO16 7JY. A GENUINE USER GROUP, RUN BY A COMMITTEE. PRODUCES A BI-MONTHLY CLUB FANZINE CALLED CPC USER. THEY ALSO RUN A TAPE AND DISC PD LIBRARY AND CPC BOOK LIBRARY. YOU CAN GET A SAMPLE ISSUE OF CPC USER FOR JUST £1.50.

.....
ADVENTURE PD, RUN BY DEBBY HOWARD. PUBLIC DOMAIN LIBRARY SPECIALISING IN CPC ADVENTURE GAMES. DEBBY'S ADDRESS IS 10 OVERTON RD, ABBEY WOOD, LONDON, SE2 9SD

.....
SCULL PD LIBRARY, RUN BY ALAN SCULLY. THIS MUST BE ONE OF THE BIGGEST CPC PD LIBRARIES AROUND. 119 LAUREL DRIVE, EAST KILBRIDE, GLASGOW, G75 9JG.

.....
WACCI, 12 TRAFALGAR TERRACE, LONG EATON, NOTTINGHAM, NG10 1GP. THE FUTURE OF THIS CLUB/FANZINE IS STILL A BIT UNSETTLED SO BEST TO CHECK BEFORE YOU SEND ANY MONEY.

.....
THE CPC NETWORK, RUN BY JAMES VERITY. THE POKE FINDING DISC/MULTIFACE UTILITY TEARAWAY CAN BE FOUND HERE. 3 THE COTTONS WISBECH, CAMBS, PE14 8TL.

.....
PRINT OUT RUN BY THOMAS DEFOE, 8 MAZE GREEN, BISHOPS STORTFORD, HERTS, CM23 2PJ. PRINT OUT IS A BI-MONTHLY FANZINE FOR THE MORE SERIOUS USERS OF THE CPC. THEY RUN BASIC AND MACHINE CODE COURSES FOR BOTH NEW AND EXPERIENCED USERS, PLUS REVIEWS OF PD AND HOMEBREW PROGRAMS. COST £1.10 PER ISSUE AND IS VERY WELL PUT TOGETHER.

.....
PLAY MATES RUN BY ME, A VERY GOOD READ AT A SEXY PRICE. JUST £1.30 AN ISSUE, ORDER YOUR ISSUE 12 NOW. CONTAINS BONZO TAPE TO DISC TRANSFER NEWS AND MUCH MORE.

WHERE SHALL I GO CONTINUED

MICROSTYLE RUN BY PHIL CRAVEN. HE SELLS THE BONZO DISCS THAT I COVER IN PLAY MATES, 'BONZO LITTER TRAY' SECTION. THESE DISCS (BSM AND BLITZ) CAN TRANSFER TAPE GAMES TO DISC, FOR BACK UP COPIES AND FASTER LOADING. OVER 1000 GAMES CAN BE TRANSFERRED AND THE LIST GETS LARGER EVERY ISSUE OF PLAY MATES. PHIL ALSO DOES OTHER NEMESIS UTILITIES LIKE MAXIDOS AND BONZO'S BIG BATCH. MICROSTYLE ALSO SELL SECOND 3.5 INCH DISC DRIVES. SEE ADVERTS IN AMSTRAD ACTION & ACU FOR DETAILS. MICROSTYLE'S ADDRESS AND PHONE NO. IS 28 BELMONT AVENUE, LOW MOOR, BRADFORD, BD12 0PA TEL. 0274 602180 (AFTER 2PM)

HOW TO GET ISSUE 12 OF PLAY MATES

.....
YOU CAN ORDER YOUR COPY OF ISSUE 12 NOW. IT WILL COST £1.30, WHICH INCLUDES P&P OR IF YOU SEND A LARGE 34P STAMPED ENVELOPE IT WILL COST £1.00. I AM NOT CERTAIN IF THERE WILL BE AN ISSUE 13 YOU WILL HAVE TO WAIT UNTIL ISSUE 12 TO SEE WHAT I HAVE DECIDED TO DO. IF YOU HAVE ANY REVIEWS THAT YOU WANT TO SEND IN FOR ISSUE 12, I WILL NEED THEM BY THE 30TH OF APRIL 1992.

THANK YOU

.....
I WANT TO THANK EVERYBODY WHO HAS SENT IN REVIEWS, POKES, TIPS, OR BONZO TRANSFER NEWS. PLAY MATES COULDN'T BE DONE WITHOUT THEIR HELP. THE LIST OF THANKS SEEMS TO GET BIGGER AND BIGGER EVERY ISSUE. IF I'VE MISSED OFF YOUR NAME I'M VERY SORRY BUT EVEN I MAKE MISTAKES, YES I KNOW SHOCKING ISN'T IT ??

PHIL HOWARD, GARY SMITH, STEVE SMYTH, JOHN BROWN, COLIN HARRIS, MIKE BULLEN, MARTIN COSSINS, MICK & STEVE WILLIAMS, JAMES VERITY, ALAN SCULLY, ANDY PRICE, DAVID BLACKWELL, COLIN MULHOLLAND, DANNY WEBB, ARCHIE FULTON, OMEGA SOFT, GLEN SCOTT, ALEX COCHRANE AND PHIL CRAVEN.

A VERY BIG THANK YOU TO ALL THOSE MENTIONED ABOVE, WITH AN EVEN BIGGER THANK YOU FOR MY WIFE VI, FOR HER HELP AND SUPPORT.

ANY COMMENTS, REVIEWS, ARTICLES OR POKES SEND THEM TO 37 FAIRFIELD WAY, BARNET, HERTS, EN5 2BQ.

BATTLE OF THE BIG GUYS

BY MICK WILLIAMS

CHRISTMAS '91 AND THE BEGINNING OF '92 SAW THREE BIG GAMES BATTLING IT OUT FOR THE NUMBER ONE SPOT, THOSE GAMES BEING WWF WRESTLEMANIA (OCEAN), THE SIMPSONS - BART VS THE SPACE MUTANTS (OCEAN) AND TEENAGE MUTANT HERO TURTLES - THE COIN OP (IMAGE WORKS). BY THE TIME YOU READ THIS, I'D LIKE TO THINK THAT A NEW MEGA GAME WOULD HAVE KNOCKED THESE THREE OFF THE TOP OF THE CHARTS...BUT I DOUBT IT !

RATHER THAN DO THREE FULL REVIEWS, I'LL JUST WRITE A SMALL PIECE ON EACH GAME AND THEN SUMMARIZE...

WWF WRESTLEMANIA (OCEAN)

AS I SPEAK..SORRY, AS I TYPE, THIS IS TOP OF THE CHARTS AND ALL OF THE SOFTWARE STORES IN STOKE-ON-TRENT TELL ME THAT THIS IS THEIR TOP SELLER, OF THE THREE, ON ALL FORMATS. IT'S BASED, OBVIOUSLY, ON THE HUGELY SUCCESSFUL AND, IN MY OPINION MUCH OVERRATED (THERE YOU GO CARL, THAT SHOULD START A LETTERS PAGE!!) AMERICAN WRESTLING CRAZE THAT IS CURRENTLY GRIPPING OUR CHILDREN...AND MOTHERS...AND GRANDPARENTS...I COULD GO ON. YOU CAN PLAY THE PART OF HULK HOGAN, THE ULTIMATE WARRIOR OR THE BRITISH BULLDOG AND YOU FIGHT THE FOLLOWING BAD GUYS IN THIS ORDER...MR PERFECT, THE WARLORD, THE MILLION DOLLAR MAN, THE MOUNTIE AND SGT SLAUGHTER. ALL BAD GUYS HAVE THEIR 'SPECIAL MOVES' SUCH AS PICKING YOU UP AND DROPPING YOU ON YOUR HEAD...DOESN'T QUITE TEACH THE SAME AS THE FUNSCHOOL SERIES, BUT THERE YOU GO!!! YOU ALSO HAVE YOUR OWN MOVE AS WELL AS BEING ABLE TO STAMP ON YOUR OPPONENT, JUMP ON THEM OFF THE ROPES, FLYING KICK THEM, OH AND YOU CAN PUNCH THEM AS WELL! ALL GOOD FUN. THE IDEA IS TO WALK AROUND THE RING, BEATING YOUR OPPONENT TO THE GROUND ENOUGH TO REDUCE HIS 'STRENGTH INDICATOR' SO THAT YOU CAN PIN HIM TO THE GROUND FOR A COUNT OF THREE. DOING THIS INVOLVES MUCH JOYSTICK WAGGLING AND FIRE BUTTON PRESSING A LA ANY DALEY THOMPSON GAME AND, AFTER A WHILE, THE OLD 'GAMERS ELBOW' SETS IN AND YOU'LL LOSE A FIGHT. TO BE HONEST, IT'S A TRIED AND TESTED FORMULA, WITH A BIG NAME BEHIND IT. THE GAME PLAYS OKAY IN THE SHORT TERM BUT, FOR MY FIVE YEAR OLD SON IT'S TOO DIFFICULT, AND I'M FIGHTING SGT SLAUGHTER LATER!! WELL HYPED.

THE SIMPSONS - BART VS THE SPACE MUTANTS (OCEAN)

ANOTHER OCEAN OFFERING...AND A FEW MONTHS LATE AT THAT! THIS GAME IS BASED ON THE NINTENDO VERSION, AND YOU CAN TELL. THE SPRITES ARE SMALL AND THE BACKDROPS ARE MADE UP OF STRAIGHT LINES AND NINETY DEGREE ANGLES BUT ON THE PLUS SIDE (NOT THE COMPUTER SILLY!!) IT ALSO HAS THE NINTENDO PUZZLES (FOR THOSE OF YOU WHO HAVEN'T PLAYED A NINTENDO, THEY SEEM TO SPECIALISE IN DIZZYLIKE PUZZLES!). THE ALIENS HAVE LANDED IN BART'S HOMETOWN AND, NOT SURPRISINGLY, NO ONE BELIEVES HIM! THEY NEED TO COLLECT ALL THINGS PURPLE TO BUILD AN ULTIMATE WEAPON (ISN'T HE A WRESTLER ???). IT'S BART'S JOB IN LEVEL ONE TO GO AROUND AND CHANGE THE COLOUR OF, OR GET RID OF, ALL PURPLE THINGS AND THIS IS WHERE THE PUZZLES COME IN. BART CAN GET A SPRAY CAN WHICH WILL DEAL WITH SOME THINGS, BUT THERE ARE THINGS HE CAN'T REACH. LUCKILY, AS IN NINTENDO GAMES, JUMPING IN CERTAIN AREAS REVEALS COINS TO COLLECT. THESE CAN BE USED TO BUY THINGS FROM THE SHOPS TO DEAL WITH THE UN-SPRAYABLE THINGS, ALTHOUGH WORKING OUT WHAT DOES WHAT CAN TAKE SOME TIME. LEVEL TWO SEES HIM DOING A SIMILAR THING IN THE SHOPPING MALL, LEVEL THREE HE'S IN THE AMUSEMENT PARK, LEVEL FOUR THE MUSEUM, AND FINALLY HE'S IN HOMER'S WORKPLACE..SPRINGFIELD NUCLEAR POWER PLANT. AMSTRAD ACTION DIDN'T LIKE THIS GAME...I LOVE IT. ONCE AGAIN IT'S A BIT TOO DIFFICULT FOR MY SON, BUT I FIND IT SOOOO ADDICTIVE. I INTEND TO FINISH IT WITHIN THE MONTH...OR I'LL EAT MY SHORTS!!!!

TEENAGE MUTANT HERO TURTLES - THE COIN OP (IMAGE WORKS)

IMAGE WORKS WERE RESPONSIBLE FOR THE FIRST TURTLES OFFERING WHICH WAS HIGHLY ORIGINAL AND NOT A BAD GAME AT ALL. NOW ALONG COMES THE COIN-OP CONVERSION AND WHAT A CONVERSION IT IS!! THESE GRAPHICS ARE EXCELLENT CONSIDERING WE'RE TALKING 8-BIT MACHINES HERE. ALL OF THE SPRITES MOVE VERY SMOOTHLY, THE BACKDROPS ARE STRAIGHT FROM THE ARCADE AND THE COLOURS ARE GREAT. THE GAMEPLAY AIN'T 'ARF BAD EITHER. FIFTEEN LEVELS OF BEATING, HACKING AND SLAYING INVOLVING OUR FAVE/FADED FOUR (TAKE YOUR PICK!) WITH ALL THE USUAL BADDIES AS WELL. WHAT'S MORE, YOU DON'T GET BEBOP TURNING UP TWICE LIKE HE DOES IN THE FIRST GAME, ROCKSTEADY APPEARS AS WELL...NO EXPENSE SPARED! THE DIFFICULTY LEVEL IS SET JUST RIGHT SO THAT MY SON CAN PLAY AS WELL, AND WE DO GET A LITTLE FURTHER EACH TIME, ALTHOUGH IT'S A BIG GAME AND WE'VE A LONG WAY TO GO. THE GOOD THING ABOUT THIS GAME IS THE WAY IT LOADS. I'VE GOT THE TAPE VERSION (WHICH IS COMPLETELY BONZO PROOF..AS ARE THE OTHER TWO) AND SO THE PROSPECT OF LOADING IN FIFTEEN LEVELS SEEMED A LITTLE DAUNTING. I NEED NOT WORRY. RATHER THAN HAVING MEGA LONG LEVELS TO HACK AND SLAY THROUGH, EACH LEVEL IS JUST LONG ENOUGH TO ENJOY...AND THEY ONLY TAKE A SHORT TIME TO LOAD. THE BALANCE SEEMS JUST RIGHT SO THAT IT SEEMS AS IF YOU FIGHT, THEN REST, FIGHT, THEN REST ETC. NO WAITING FOR FIVE MINUTES FOR LEVELS TO LOAD, WHICH MIGHT COME AS A RELIEF TO TAPE OWNERS. THIS IS A CRACKING GAME, NOT MUCH VARIETY PLAYINGWISE, IT'S A STRAIGHTFORWARD HACK-EM-UP, BUT IT JUST SMACKS OF QUALITY. IF MORE SOFTWARE HOUSES RELEASED GAMES OF THIS QUALITY, MAYBE AMSTRAD WOULDN'T BE SO UNDER-RATED...

THE MARKS...

WWF WRESTLEMANIA

GRAPHICS	79%	STRAIGHT OUT OF BARRY MCGUIGANS BOXING, ALTHOUGH THE SPRITES MOVE WELL.
SONIX	60%	SOUND ? OH, SOUND ! ERM, PASS...
PLAYABILITY	80%	IF YOU LIKE JOYSTICK WAGGLERS, YOU'LL LOVE IT.
ADDICTIVENESS	88%	STRANGE, YOU DO WANT TO SEE SGT SLAUGHTER.
VALUE	75%	ONLY FIVE OPPONENTS, ALTHOUGH YOU CAN PLAY THREE WRESTLERS.
OVERALL	75%	COULD HAVE BEEN MUCH BETTER..WELL HYPED THOUGH!

THE SIMPSONS - BART VS THE SPACE MUTANTS

GRAPHICS	82%	VERY COLOURFUL, BUT SMALL SPRITES LETS IT DOWN.
SONIX	75%	I LOVE THAT TUNE, BUT NOT MANY IN GAME EFFECTS.
PLAYABILITY	92%	DEARIE ME! NOW I CAN DO THE FIRST TWO LEVELS....
ADDICTIVENESS	90%	...AND I'M DETERMINED TO FINISH IT !!
VALUE	92%	LOTS OF GAME AND LOADS OF FUN..MANUALS GOOD TOO.
OVERALL	90%	A CORKER OF A GAME WITH PUZZLES, TIMING AND LAFFS.

TEENAGE MUTANT HERO TURTLES - THE COIN OP

GRAPHICS	94%	CRYSTAL CLEAR AND EXTREMELY COLOURFUL
SONIX	75%	NOT BAD, ALL THAT I REMEMBER FROM THE COIN-OP.
PLAYABILITY	88%	A BIT REPETITIVE, BUT GOOD FUN ALL THE SAME.
ADDICTIVENESS	86%	YOU'LL WANT TO SORT SHREDDER OUT.
VALUE	92%	FIFTEEN LEVELS AND GRAPHICS LIKE THESE..CAN'T MOAN.
OVERALL	91%	QUALITY STUFF, WHY CAN'T IT ALL BE LIKE THIS ?

SUMMARY:

TURTLES WINS IT, BUT ONLY JUST. THE SIMPSONS REALLY IS A GREAT GAME, IF NOT A TOUCH TOO DIFFICULT FOR THE MARKET IT'S BEEN HYPED TOWARDS. WWF IS VERY DISAPPOINTING AND NOTHING NEW...AMAZING WHAT A BIG NAME CAN DO. TURTLES IS JUST WHAT AN AMSTRAD GAME SHOULD BE...



PLAY MATES

--- THE HISTORY OF ---



YES THAT'S RIGHT, A HISTORY OF PLAY MATES AND MY GOOD SELF. I THOUGHT YOU MAY WISH TO KNOW A BIT MORE ABOUT ME (WHY-?) AND PLAY MATES.

I WAS BORN AUG 1960 (YES I KNOW I'M AN OLD SO AND SO !) HERE IN BARNET AND I HAVE ONE BROTHER AND ONE SISTER. IN 1984 I GOT MARRIED TO THE EVER WONDERFUL VI. ALSO IN THAT YEAR MY DAD DIED WHILE ON HOLIDAY IN CORMALL. MY MOTHER BOUGHT HERSELF A CPC 6128 TO HELP PASS THE HOURS AWAY DURING THE NIGHTS. SHE BOUGHT IT MAINLY TO PLAY SCRABBLE AND DIDN'T USE IT MUCH. IN FACT I USED IT MORE, I BOUGHT A COUPLE OF GAMES SO THAT WHEN WE WENT TO VISIT I COULD PLAY SOMETHING OTHER THAN SCRABBLE.

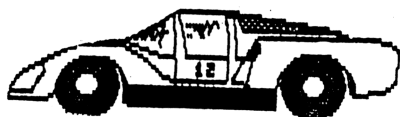
NOW TO BE HONEST I WASN'T IMPRESSED WITH THE COMPUTER BUT I THINK THAT WAS DOWN TO THE GAMES I BOUGHT RATHER THAN THE COMPUTER. I GOT GAMES LIKE BEACH HEAD (GOOD BUT SLOW), RAID (IMPOSSIBLE TO CONTROL) AND AIRWOLF (A VERY TOUGH GAME). SO AFTER A WHILE THE COMPUTER NEVER GOT USED AND MY MOTHER THREW HERSELF INTO MY DAD'S CB RADIO, SHE NOW VIRTUALLY RUNS THE LOCAL CB COMMUNITY. I ON THE OTHER HAND JUST DIDN'T WANT ANY THING TO DO WITH COMPUTING.

THEN IN 1987 WHILE VISITING VI'S SISTER I HAD A GO ON MY NEPHEWS SPECTRUM AND AGAIN CAUGHT THE COMPUTER BUG. I ALMOST BOUGHT A SPECTRUM WHEN MY MUM SAID I COULD BUY HER CPC 6128 OFF OF HER, SO THAT IS WHAT I DID.

WHEN I GET INTO SOMETHING I JUMP RIGHT IN, IN A VERY SHORT SPACE OF TIME I BUILT UP QUITE A COLLECTION OF GAMES AND HAD BOUGHT BACK ISSUES OF EVERY AMSTRAD MAGAZINE I COULD GET, THROUGH THE SMALL ADVERTS. IT WAS ALSO AROUND THIS TIME THAT I BOUGHT THE BONZO SUPER MEDDLER FROM NEMESIS AND SUBSCRIBED TO THE BONZO BULLETINS (WHILE AGAIN GETTING ALL THE BACK ISSUES).

A VERY EARLY PEN FRIEND I GOT WAS JULIAN PAGE, WHO USED TO WRITE A LOT OF POKES FOR AMSTRAD ACTION. I USED TO SEND GAMES TO HIM AND HE WROTE POKES FOR ME AND SENT THEM OFF TO A.A. BECAUSE JULIAN WAS SOON TO LEAVE FOR COLLEGE AND WOULDN'T BE WRITING POKES FOR ME, I DECIDED TO BUY A MULTIFACE TO SEE IF I COULD FIND MY OWN POKES. I WAS LUCKY BECAUSE AT THIS TIME AMSTRAD ACTION STARTED A SERIES ON HOW TO FIND POKES WHICH WAS WRITTEN BY PHIL HOWARD. I ALSO SOON FOUND THAT I DIDN'T REALLY HAVE AN INTEREST IN LEARNING BASIC OR MACHINE CODE. SO I JUST LEARNT ENOUGH TO FIND THE EASIER MULTIFACE POKES.

I THEN BOUGHT A STAR LC 10 PRINTER, TASMORD 6128 AND STOP PRESS, SO TO TEST THEM OUT I DECIDED TO PUT TOGETHER A SMALL NEWSLETTER. IT WAS MAINLY FOR MY OWN ENJOYMENT AND WAS NEVER REALLY MEANT FOR VIEWING OUTSIDE OF MY OWN PEN FRIENDS. THIS SIX PAGE MASTER PIECE WAS GIVEN THE GREAT TITLE OF CARL'S MINI AMSTRAD NEWSLETTER. I DID ALSO ASK COLIN HARRIS TO TELL ALL BONZO USERS ABOUT IT AND THAT IT WAS FREE. I THINK I GAVE AWAY ABOUT 30 TO 40 COPIES. ONE OF THE FIRST TO WRITE BACK TO ME ABOUT MY MINI NEWSLETTER WAS ALAN SCULLY TO SAY IT WAS OK BUT IT WASN'T REALLY A NEWSLETTER BUT A COLLECTION OF GAMES TIPS, AND IF I WAS GOING TO DO MORE I SHOULD FIND A NEW NAME FOR THE NEWSLETTER. I DECIDED THAT YES I WOULD DO ANOTHER ISSUE AND THIS TIME IT WOULD HAVE MORE ACTUAL NEWS IN IT THAN THE FIRST ONE. ISSUE TWO HAD 13 PAGES AND WAS CALLED (WAIT FOR IT) CARL'S NEWSLETTER FOR THE AMSTRAD CPC AND I CHARGED 30P FOR IT.



I TRIED TO GET MAGAZINES TO GIVE IT A MENTION BUT ONLY THE BONZO BULLETIN GAVE IT A PLUG. SO I SET ABOUT PUTTING TOGETHER ANOTHER ISSUE BUT THIS TIME I HAD GOT SOME HELP IN WRITING SOME OF THE REVIEWS AND ARTICLES. BUT I STILL DIDN'T HAVE A NAME I LIKED FOR THE NEWSLETTER. THEN I HAD A BRAIN WAVE (EVERY ONE IS ALLOWED 1 PER LIFE), I DECIDED TO CALL IT PLAY MATES (NOTE TWO WORDS NOT ONE). THIS WAS BECAUSE I WANTED TO COVER MAINLY GAMES NEWS, REVIEWS, TIPS AND POKES HENCE 'PLAY'. I ALSO WANTED IT TO BE FRIENDLY AND TO HAVE OTHERS CONTRIBUTE REVIEWS AND ARTICLES HENCE 'MATES'. NOW EVEN TODAY I GET COMMENTS ABOUT THE NAME, BECAUSE AS WE ALL KNOW PLAYMATES IS THE NAME OF A GIRLIE MAGAZINE. BUT THE ODD THING NONE OF THE FEMALE READERS HAVE COMPLAINED IT'S ONLY BEEN THE MEN.

AROUND THE TIME ISSUE 4 WAS DUE COLIN HARRIS ANNOUNCED HE WAS LEAVING TO LIVE IN CANADA AND WOULD BE STOPPING THE BONZO BULLETINS. I OFFERED TO CARRY THIS NEWS IN PLAY MATES AS IT WAS A SERVICE I DIDN'T WANT TO SEE DISAPPEAR. PLUS ABOUT 95% OF MY READERS WERE ALL USERS OF THE BONZO UTILITIES, MAINLY BECAUSE THE BONZO BULLETIN WAS THE ONLY PLACE THAT WOULD GIVE PLAY MATES A MENTION. BONZO NEWS DIDN'T REALLY START UNTIL ISSUE 5 WHICH BY THIS TIME COST 70P (I THINK). BUT IT WAS DUE TO GO UP TO £1.00, ISSUE 5 ALSO GOT A MENTION (AT LAST) IN AMSTRAD ACTION AND THE READERSHIP WENT UP TO ABOUT 100.

I WAS MAKING A LOSS ON EVERY ISSUE BUT AS I WAS ENJOYING PUTTING IT ALL TOGETHER, I CARRIED ON. I WAS ALSO GETTING COMPLAINTS THAT THERE WAS NO SET DATE FOR FUTURE ISSUES, THEY WERE JUST SENT OUT WHEN THEY WERE READY. I TRIED TO CHARGE HOW MUCH IT COST ME TO PRODUCE BUT THE READERSHIP DROPPED DRAMATICALLY, SO I HAD TO LOWER THE PRICE AGAIN. I ALSO INTRODUCED SET DATES FOR EACH ISSUE'S RELEASE. THEN TO TOP IT ALL I WAS MADE REDUNDANT AND IT LOOKED AS IF I WOULD HAVE TO GIVE IT ALL UP.

I DID AFTER ABOUT 4 MONTHS GET A NEW JOB WORKING NIGHTS AT SAINSBURYS, NOT AN IDEAL JOB BUT IT HELPED ME TO GET PLAY MATES OUT ON TIME. FOR THOSE OF YOU THAT DIDN'T KNOW I'M A PRINTER BY TRADE AND NOW I WAS OUT OF PRINT IT COST ME A FORTUNE TO GET PLAY MATES PRINTED. THEN I FOUND A NEW JOB IN THE PRINT TRADE SO THE COSTS HAVE COME DOWN A BIT BUT NOT BY MUCH BECAUSE OF THE INCREASE OF PAGES IN EACH ISSUE AND THE RISE IN POSTAGE.

ANOTHER ITEM I'VE PURCHASED TO HELP PRODUCE PLAY MATES IS MY OWN DESK TOP PHOTOCOPIER. THE ORIGINAL IDEA WAS TO USE IT TO PRODUCE THE WHOLE RUN OF EACH ISSUE, BUT THE RISE IN PAGES AND THE RISE IN READERSHIP MADE THAT IMPOSSIBLE FOR THE COPIER TO COPE. IT IS STILL VERY HANDY TO HAVE AS I USE IT TO GET A NICE DARK MASTER COPY OF EACH PAGE TO GIVE TO MY COMPANY TO COPY FROM. OTHER THINGS I'VE BOUGHT TO HELP ME MAKE PLAY MATES INCLUDE THE WORD PROCESSORS BRUNWORD, MINI OFFICE 2 AND JUST RECENTLY PROTEXT ON ROM. I GOT THEM ALL AS IT MAKES IT EASIER TO HANDLE ALL THE DIFFERENT FORMATS THE REVIEWS AND ARTICLES WERE WRITTEN IN. I'VE ALSO BOUGHT A SECOND 3 INCH DISC DRIVE AND THIS IS A GREAT HELP WITH PROGRAMS LIKE STOP PRESS AND PROTEXT + PROSPELL.

SO THERE YOU HAVE IT A ROUGH IDEA OF WHAT MADE ME WANT TO START AND KEEP RUNNING A FANZINE. I GUESS IF I'D KNOWN WHAT IT WOULD HAVE INVOLVED WHEN I STARTED OUT, I WOULD NEVER HAVE EVEN BOTHERED. IF YOU'VE EVER FANCIED TRYING YOUR HAND AT DOING A FANZINE, BE IT FOR A COMPUTER, POP STAR OR FILM STAR, MY ADVICE WOULD BE DON'T. WELL NOT UNLESS YOU HAVE HOURS TO SPARE AND MONEY TO BURN.



1ST DIVISION MANAGER (CODEMASTERS)
REVIEWED BY MICK WILLIAMS

THERE ARE TWO THINGS SO INCREDIBLY DIFFERENT ABOUT THIS GAME COMPARED TO OTHER CODEMASTERS EFFORTS THAT I STILL DON'T BELIEVE IT! I MEAN, LOOK AT THE TITLE.....1ST DIVISION MANAGER. IS THIS A MISPRINT? SHOULDN'T IT READ 1ST DIVISION MANAGER SIMULATOR ?????????? SECONDLY, LOOK AT THE SCREEN SHOTS ON THE SLEEVE. THAT'S NOT A TYPICAL SPECTRUM SCREEN WITH ONLY TWO COLOURS IN THE WHOLE GAME. THOSE ARE REAL GRAPHICS, ONES THAT WE KNOW ARNOLD CAN DO BUT CODEMASTERS CAN'T (IF YOU KNOW WHAT I MEAN). WELL I'VE NO DOUBT IT'LL BE A GAME FULL OF JOYSTICK WAGGLING AND KEYBOARD SMASHING...

WRONG. THE LATEST RELEASE FROM THE CODIES, RETAILING AT A MEASLY 3.99, POCKET MONEY STUFF REALLY, BLOWS THE SOCKS OFF A GREAT DEAL OF THE FULL PRICE GAMES OF THE SAME GENRE. NOT ONLY DO YOU NOT GET A SIMULATOR, NOR SPECCY GRAPHICS, BUT YOU GET EVERYTHING YOU GET IN THE FULL PRICE THINGS, ONLY MADE EASIER TO USE.

THE GAME IS ICON AND MENU DRIVEN AND IT IS VERY EASY TO USE. THE MAIN SCREEN SHOWS YOUR OFFICE CONTAINING A PHONE, A FILING CABINET, A NEWSPAPER, A CASSETTE RECORDER, A COMPUTER AND OF COURSE, THE DOOR. PLACING THE CURSOR OVER EACH OBJECT SHOWS A MENU ENABLING YOU TO DO THE FOLLOWING:

PHONE.. PHONE THE 'MARKETING SERVICES' AGENCY TO BUY AND SELL PLAYERS, PHONE YOUR SCOUT, PHYSIO OR COACH.
FILING CABINET.. CONTAINS DETAILS ABOUT THE LEAGUE, OTHER PLAYERS, FIXTURES ETC.
NEWSPAPER.. TO GET THE RESULTS FROM ALL OF THE MATCHES.
CASSETTE RECORDER.. TO TURN THE MUSIC ON OR OFF!!!
COMPUTER.. A DATABASE FOR YOU TO WORK OUT TACTICS, PICK THE TEAM, ALLOCATE TRAINING, CHECK YOUR FINANCES, ALTER TICKET PRICES ETC.
DOOR.. GO TO THE MATCH!!

IT REALLY IS AN IN-DEPTH GAME AND MORE IMPORTANTLY, IT'S CHALLENGING. IN MY FIRST SEASON, ALTHOUGH I WON THE F.A. CUP AND MANAGER OF THE YEAR AWARD, I ONLY FINISHED HALFWAY UP THE LEAGUE - AND THAT WAS DIVISION THREE! IN MOST GAMES OF THIS KIND, ONCE YOU PERFECT YOUR TEAM, YOU HAVE TO MAKE REALLY STUPID DECISIONS TO LOSE A MATCH. IN THIS GAME HOWEVER, THERE ARE NO GUARANTEES. IT ACTUALLY TOOK FOUR MATCHES BEFORE I SCORED A GOAL, LET ALONE WON A MATCH.

IT'S NOT ALL GOOD NEWS THOUGH. DURING A MATCH, A PICTURE OF THE PITCH IS DISPLAYED SHOWING THE POSITIONS OF THE PLAYERS AND WHERE THEY'RE MOVING. YOU GET TO SEE THE BALL PASSED ABOUT AND ALL OF THE SHOTS AT GOAL. I FOUND THAT THE OPPOSING TEAM WOULD SHOOT FROM ANYWHERE (SOMETIMES SCORING !) WHILST MY OWN TEAM WOULD DO NOTHING BUT PASS THE BALL ABOUT, EVENTUALLY LOSING IT! AS I SAID, IT TOOK FOUR GAMES BEFORE I ACTUALLY SCORED A GOAL, AND BY THIS TIME I WAS QUITE FRUSTRATED. ALSO, EVERYTIME YOU WANT TO USE THE DATABASE, YOU NEED TO KEY IN AN ACCESS CODE TO GAIN ENTRY. WHY YOU NEED TO DO THIS I'VE NO IDEA, BUT THANKFULLY, YOU CAN SWITCH THIS OFF.

NIGGLES ASIDE, AND THEY ARE ONLY TRIVIAL, CODEMASTERS HAVE DONE THE IMPOSSIBLE IN RELEASING A TOP CLASS, FULL PRICE LOOKING BUDGET GAME THAT IS JAM PACKED WITH GAMEPLAY. IF YOU'RE BORED WITH WINNING ALL THE TIME OR YOU JUST NEED A CHALLENGE, LOOK NO FURTHER. DEFINITELY A WELL SPENT FOUR QUID!!!

GRAPHICS 90% CRYSTAL CLEAR, SMOOTH AND FAST..NO COMPLAINTS.
SONIX 75% STANDARD CHEER, WHISTLE, PHONE, DATABASE(?) ETC.
ADDICTIVENESS 92% A CHALLENGE, DEFINITELY A CHALLENGE.
PLAYABILITY 90% DEAD EASY, EVEN AN ST OWNER COULD PLAY IT !
VALUE 96% FOR FOUR QUID ? WHAT CAN I SAY !?
OVERALL 90% ONE OF THE BEST FOOTY GAMES IN A LONG TIME AND A STEAL AT THE PRICE.



Honour
Award



90% - 100%

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WACCI VS PLAY MATES

=====

IF YOU CAN REMEMBER AS FAR BACK AS ISSUE 10, YOU WILL REMEMBER THAT I MENTIONED THAT WACCI HAD FOLDED AND IT'S FUTURE WAS UNCERTAIN. WELL I SEE THAT SOMEONE IS TRYING TO RESCUE THE CLUB/FANZINE. CLIVE BELLABY WANTS ALL OLD SUBSCRIBERS TO GET IN CONTACT WITH HIM SO HE CAN SORT OUT THE FUTURE OF WACCI. CLIVES ADDRESS IS:.....

12 TRAFALGAR TERRACE, LONG EATON, NOTTINGHAM, NG10 1GP.

WHILE I'M ON THE SUBJECT OF WACCI I THOUGHT I'D TELL YOU OF THE MENTION I GOT IN ONE OF THE LAST ISSUES OF WACCI THAT STEVE WILLIAMS DID. A COPY OF THE ARTICLE WAS SENT TO ME BY BRAIN WELSH AT MY REQUEST BECAUSE I NEVER GOT MY FREE SAMPLE COPY (AND I CAN SEE WHY!). IT'S TAKEN FROM AN ARTICLE ON HOW BEST TO USE DTP AND WORD PROCESSORS TO PUT TOGETHER SOMETHING LIKE WACCI OR PLAY MATES.

PLAY MATES WAS USED AS AN EXAMPLE OF HOW NOT TO PUT TOGETHER A FANZINE AND I QUOTE. "IN THE FANZINE PLAY MATES THE CONTENTS IS OF A HIGH QUALITY BUT IN MY OPINION IT'S LOST THROUGH MIXED TYPEFACES, NO SET COLUMN WIDTH, TOO MUCH WHITE SPACE AND TOO MANY CLIP ART GRAPHICS. THE FRONT COVER IS MESSY, EVEN CONFUSING. PHOTOS ARE MIXED WITH GRAPHICS AND HAND DRAWN CARTOONS. MORE THAN THREE SUBJECTS ARE COVERED ON THE COVER AND YET THERE'S ONLY ONE SUBHEADING. NOW WE'RE GETTING IN TO THE REALMS OF LAYOUT DESIGN, WHICH IS A DIFFERENT ARTICLE ALTOGETHER."

ALL I CAN SAY IS THANKS GUY'S, I'LL REMEMBER YOU IN MY WILL. NOW I'M NOT SAYING I DON'T DESERVE THE CRITISISM BUT I THINK I DESERVED BETTER AFTER ALL THE PLUGS I GAVE WACCI. BUT IN ANSWER TO THE ARTICLE I REALLY DON'T HAVE ONE AS IT'S ALL TRUE. A MASTER PIECE OF DESK TOP PUBLISHING PLAY MATES ISN'T.

I DO KNOW HOW A WELL DESIGNED FANZINE/MAGAZINE SHOULD LOOK AND IN A VERY SMALL WAY I AIM FOR THAT LOOK. BUT I DO HAVE A FEW MINOR PROBLEMS THE MAIN ONE BEING THE CPC IT'S SELF. NOW I LOVE MY COMPUTER (DON'T TELL THE WIFE) BUT IT CAN IN NO WAY COMPETE WITH 16 BIT COMPUTERS AND SOME CPC FANZINES ARE OR WERE DONE ON THESE COMPUTERS, PLAY MATES IS TOTALLY DONE ON A CPC. SECOND OF ALL TO GET THE DESIGN IN TO NICE NEAT COLUMNS WOULD MEAN A LOT OF RETYPING ON MY PART AND I JUST DON'T HAVE THE TIME. I REALLY ONLY HAVE THE TIME TO USE THE ARTICLES AS THEY WERE WRITTEN BUT WITH JUST THE ODD SLIGHT ALTERATION DONE BY ME. LAY OUT DESIGN IS AGAIN A THING THAT TAKES UP A LOT OF TIME AND I DO THE BEST I CAN IN THE TIME I'VE GOT. I SPEND ABOUT 6 TO 10 HOURS A WEEK PUTTING TOGETHER PLAY MATES, DON'T FORGET I DO HAVE TO GO TO WORK AND SLEEP NOW AND AGAIN. AS FOR CLIP ART AND WHITE SPACES, AGAIN I AGREE PLAY MATES HAS MORE THAN IT SHOULD OF BOTH. BUT MOST WHITE SPACE ISN'T WHITE BECAUSE I USE CLIP ART TO FILL IT UP, I'VE BOUGHT MUCH PD AND NON PD CLIP ART OVER THE YEARS AND BY GOD I'M GOING TO GET SOME USE OUT OF IT. ALL IN ALL I AGREE AND ACCEPT THE COMPLAINTS ABOUT PLAY MATES, ALL I CAN REALLY SAY IN MY DEFENCE IS, THAT I DO MY BEST.

THANATOS THE SOLUTION

GAME BY DURELL ---- SOLUTION BY PETER HALL

.....

THIS GAME IS NOW ABOUT 6 - 7 YEARS OLD, YET IT STILL HAS A GREAT DEAL OF PLAYABILITY. THE IDEA OF THIS GAME IS YOU TAKE CONTROL OF A HUGE DRAGON CALLED THANATOS. THE FIRST THING THAT STRIKES YOU ABOUT THIS GAME IS THE SIZE OF THE SPRITES, THE DRAGON IS RATHER BIG. FOR A GAME OF THIS AGE, IT STILL PUTS SOME MODERN GAMES TO SHAME. THE GRAPHICS ARE GOOD AND THESE LARGE SPRITES ARE A CREDIT TO DURELL.

OK SO YOU, THE DRAGON HAVE TO GO TO THE FIRST CASTLE TO COLLECT THE ENCHANTRESS EROS. ONCE YOU GET HER YOU THEN GO TO THE NEXT CASTLE TO COLLECT HER SPELL BOOK. THEN ON TO THE THIRD AND FINAL CASTLE, IT IS HERE THAT SHE WILL CAST HER SPELL (ONCE YOU FIND THE CAULDRON). THAT IS THE GAME BRIEFLY, BUT IT IS A LARGE GAME, SO I WILL GO THROUGH THE GAME IN MORE DETAIL.

THANATOS HAS A HEART, AS ALL GOOD DRAGONS DO OF COURSE AND IT'S HIS HEART BEAT YOU HAVE TO LISTEN TO. IF HIS HEART BEAT GETS TOO FAST, HE (AND YOU) WILL DIE. JUST BEFORE YOU DIE THE HEART ON THE BOTTOM LEFT OF THE SCREEN WILL FLICKER BLUE. TO STOP THANATOS HAVING A CORONARY, LAND AND STOP OR WALK SLOWLY. THANATOS CAN FLY, SWIM, WALK AND BREATHE FIRE. FLYING TOO FAR AND FIRE BREATHING BOTH TAKE ENERGY AND THE HEART BEAT WILL INCREASE, AS IT WILL WHEN YOU ARE ATTACKED AND HIT BY THE SOLDIERS SPEARS, ARROWS AND STONES.

AT THE START, FLY RIGHT TO THE FIRST CASTLE, ON THE WAY YOU MEET SOLDIERS. YOU CAN PICK THESE UP AND DROP THEM TO THEIR DEATHS. YOU CAN ALSO PICK UP LARGE ROCKS TO DROP ON THEM AS WELL. YOU THEN COME TO A SEA, WHICH YOU CAN FLY OVER. IF YOU GET TIRED YOU CAN LAND IN THE SEA AND SWIM, BUT THERE ARE SEA MONSTERS. THESE SEA MONSTER CAN BE AVOIDED BY FLYING HIGH, YOU CAN EVEN PICK THEM UP AS THEY REACH OUT TO ATTACK YOU. YOU THEN MEET (FLYING) BIRDS THAT WILL ATTACK YOU, THESE CAN BE KILLED WITH YOUR HOT BREATH. THEN YOU GO THROUGH A CAVE THAT HAS ROCKS FALLING DOWN ONTO YOU. FLYING HIGH HELPS BUT THE ROCKS TRY TO FORCE YOU DOWN. IF THIS HAPPENS THEN THERE IS LITTLE HOPE FOR SURVIVAL, SO KEEP FLYING IN THE CAVE.

AFTER THE CAVE YOU MEET MORE MEN THROWING THINGS AT YOU, EITHER FLY HIGH OR SNOOP DOWN TO PICK UP AND THEN DROP THEM. YOU CAN ALSO LAND AMONGST THEM AND JUST BREATHE AT THEM (A DRAGON WITH BAD BREATH, A GOOD IDEA FOR AN ADVERT THAT !-Ed). THE MISSILES THEY THROW AT YOU WILL MAKE YOUR HEART BEAT RISE BUT IT'S NOT A MAJOR THREAT TO YOU. YOU WILL THEN REACH THE FIRST CASTLE (AT LAST!), LAND AND WALK UP TO THE WALL, BREATHE FIRE AND BURN THE WALL DOWN. YOU WILL USE UP ALL YOUR FLAME BREATH DOING THIS, SO YOU NEED TO FLY TO THE LEFT, WHERE YOU WILL FIND A WITCH TIED TO A STAKE, LAND AND THANATOS WILL START TO EAT HER. ON LANDING A KNIGHT ON HORSE BACK WILL APPEAR AND WILL ATTEMPT TO KILL YOU WITH HIS LANCE. THE THING TO DO IS TAKE OFF, REMEMBER YOU HAVE TO WALK BEFORE YOU CAN TAKE OFF. SO TAKE OFF AS SOON AS THE KNIGHT APPEARS, CATCH UP WITH HIM AND PICK HIM UP AND DROP HIM, IF YOU ARE REALLY MEAN YOU CAN ALSO CATCH HIS WHITE HORSE. ONCE THE KNIGHT IS DEAD YOU CAN GO BACK TO EATING THE WITCH. IF YOU TAKE TOO LONG ANOTHER KNIGHT WILL APPEAR, BUT YOU SHOULD HAVE TIME TO EAT THE WITCH. YOU WILL KNOW WHEN THE KNIGHT IS COMING AS YOU WILL HEAR THE HORSES HOOVES THIS WOULD BE THE BEST TIME TO TAKE OFF READY TO KILL THE KNIGHT. ONCE YOU'VE EATEN THE WITCH YOUR FLAMES ARE REPLENISHED, SO FINISH OFF THE CASTLE WALL AND ENTER THE CASTLE.



ONCE IN THE CASTLE YOU WILL MEET MORE SOLDIERS, BUT BE CAREFUL HOW YOU KILL THEM. AS ALSO IN THE CASTLE IS THE SORCERESS EROS, SHE IS WHITE AND HAS HER ARMS IN THE AIR WAVING TO YOU. LAND AND PICK HER UP, BUT BE CAREFUL AS THE SOLDIERS MISSILES CAN KILL HER. LAND NEAR BY AND SHE WILL CLIMB ON YOUR BACK, AGAIN BE CAREFUL AS YOU CAN KILL HER WITH YOUR FEET. ONCE SHE IS ABOARD TAKE OFF SO SHE IS OUT OF RANGE OF THE SOLDIERS SPEARS AND ARROWS.

FLYING TOWARDS THE NEXT CASTLE TO COLLECT HER SPELL BOOK, YOU WILL MEET MORE BIRDS AND WILL HAVE TO FLY OVER ANOTHER SEA. THERE WILL BE MORE SEA MONSTERS PLUS SOME SHIPS. ONCE OVER THE SEA, LAND TO REST AS THE FLIGHT WILL HAVE TIRED YOU. RATHER A LOT. THERE WILL BE MORE BIRDS AND THEN ANOTHER CAVE FULL OF KILLER SPIDERS (AND THERE'RE BIG). AT THE START OF THE CAVE YOU'LL NOTICE THE WALLS ARE PLAIN, WHEN YOU SEE BLUE STREAKS ON THE WALLS THE SPIDERS ARE CLOSE BY. IF YOU DECIDE TO FLY THROUGH THIS CAVE THIS IS THE TIME TO TAKE OFF. FLYING OR WALKING THROUGH THE CAVE IS POSSIBLE BUT FLYING IS MORE CHANCEY, EITHER WAY SPIDERS ARE KILLED WITH YOUR FLAME BREATH. IF YOU ARE FLYING THROUGH THE CAVE THE SPIDERS WILL KNOCK EROS OFF YOUR BACK AND WILL THEN CLIMB TO THE GROUND TO KILL HER. YOU MUST LAND VERY QUICKLY SO SHE CAN CLIMB BACK ON TO YOU. ONCE YOU LAND THE SPIDER CAN ALSO KILL YOU BUT SHE MUST BE SAVED SO YOU HAVE NO CHOICE, IF SHE IS KILLED ALL IS LOST. WHEN SHE GETS BACK ON YOU, YOU WILL BE FACING LEFT, DO NOT TURN SUDDENLY AS SHE WILL BE THROWN OFF AS YOU DO. KILL ANY SPIDERS ON THE GROUND AND EXIT THE CAVE A.S.A.P.

NOW WALKING THROUGH THE CAVE FROM THE START IS MUCH SAFER. FLY UNTIL YOU GET TO THE SPIDERS. SOME ARE IN PAIRS AND OTHERS ALONE, BREATHE FLAMES AT THEM AND THEY WILL SOON DIE. WALK THROUGH THE CAVE AND KILL THE FURRY PESTS AS YOU MEET THEM, AND THERE ARE QUITE A FEW OF THEM AS WELL. ONCE ALL THE SPIDERS APPEAR TO BE GONE TAKE OFF AND FLY HIGH MAY ALSO HELP TO WEAVE ABOUT A BIT. ONCE OUT OF THE CAVE, LAND AS SOON AS YOU CAN AS YOUR HEART BEAT MAY WELL BE GETTING QUITE FAST. CONTINUING RIGHT YOU SOON FIND THE SECOND CASTLE. AGAIN 'PUFF' AT THE CASTLE WALL, THEN ONCE YOU'VE RUN OUT OF PUFF GO BACK AND EAT THE 'SILLY BITCH OF A WITCH' TIED TO THE STAKE. AGAIN AS YOU LAND TO EAT HER A KNIGHT WILL APPEAR TO TRY AND KILL YOU. ONCE YOU'VE KILLED THE KNIGHT AND LANDED (AGAIN), EAT THE WITCH TO REPLENISH YOUR FLAMES BREATH (SEE THE WINE GLASS BOTTOM RIGHT OF SCREEN FILL UP). ONCE FLAMES REPLENISHED GO BACK TO CASTLE FINISH OFF THE WALL, ENTER THE CASTLE AND FIND THE (WHITE) SPELL BOOK. LAND AND EROS WILL GO AND GET THE BOOK AND THEN CLIMB BACK ON TO YOU. TAKE OFF IN CASE THE SOLDIERS KILL HER WITH THEIR SPEARS, EXIT THE CASTLE.

OUTSIDE YOU SEE SMALLER HOUSES ETC. IN THE BACKGROUND, THIS MEANS YOUR DUE TO MEET A TWO HEADED DRAGON, EVEN BIGGER THAN YOUR SELF. HE WILL BREATHE FIRE AT YOU AND CAN EASILY KILL YOU. AS SOON AS HE APPEARS LAND AND WALK TO THE RIGHT AS HE FLIES OVER YOU BREATHE FLAMES UP AT HIM. FLYING AND BREATHING FLAMES WILL SOON HAVE YOUR HEART BEAT RISING AND WILL MAKE IT EASIER FOR HIM TO KILL YOU. BETTER TO FIRE AT HIM FROM THE GROUND, IF HE IS FLYING IN THE SAME DIRECTION AS YOU YOU CAN TAKE OFF AND ATTACK HIM BUT HE WILL SOON OUT FLY YOU. ONCE HE IS DEAD, YOU WILL MEET SOME MORE BIRDS, THEN THERE'S ANOTHER SEA TO CROSS, MORE SOLDIERS AND ANOTHER CAVE, AGAIN FULL OF SPIDERS. IF YOU CAN GET THROUGH ALL THIS AND THE FALLING ROCKS, YOU ARE ON THE WAY TO THE FINAL CASTLE. ONCE YOU LAND AT THE CASTLE FOUR WILD CATS WILL ATTACK. THESE CATS WILL STOP YOU FROM BURNING DOWN THE CASTLE WALL.





THANATOS THE SOLUTION CONT

THE CATS GUARDING THE LAST CASTLE CAN BE KILLED WITH YOUR FLAME BREATH BUT IF YOUR HEART BEAT GETS TOO HIGH, TAKE OFF AND GO BACK TO THE LEFT AND LAND. THE CATS CAN'T ATTACK YOU HERE AND YOU CAN REST. ONCE RESTED GO BACK TO KILL ANOTHER CAT OR TWO. IF OR RATHER WHEN YOU KILL THREE OF THE CATS THE FINAL ONE WILL DISAPPEAR. YOU ARE THEN SAFE TO LAND AND BREATHE ON THE CASTLE WALLS. ONCE AGAIN YOU WILL RUN OUT OF PUFF AND YOU MUST GO BACK TO EAT THE WITCH, BUT THIS TIME SHE IS THE ON OTHER SIDE OF THE SPIDER INFESTED CAVE. YOU HAVE TO AGAIN AVOID THE FALLING ROCKS THEN KILL ALL THE SPIDERS AND THEN FIND THE WITCH AT THE STAKE. AGAIN AS YOU LAND TO EAT THE WITCH A KNIGHT WILL APPEAR, KILL HIM, BUT SPARE THE HORSE AS THERE IS LITTLE NEED TO KILL THE POOR HORSE NOW IS THERE? EAT THE WITCH, TO REPLENISH YOUR FLAME BREATH AND RETURN TO THE CASTLE. AS YOU'VE KILLED ENOUGH OF THE CATS (THREE) THEY WILL NOT RETURN. BURN DOWN THE LAST OF THE CASTLE WALLS AND ENTER. THERE WILL BE MORE SOLDIERS TO AVOID OR KILL. WHEN YOU FIND THE CAULDRON, LAND BUT BE CAREFUL NOT TO WALK ON EROS. SHE WILL GO TO THE CAULDRON AND YOU CAN SIT AND WATCH HER CAST HER SPELL.

THOU - HAS - DONE - WELL

MINI REVIEW

A GOOD GAME THAT IS ORIGINAL (STILL) AND A PLEASANT CHANGE FROM THE USUAL. THE SPRITES ARE EXCELLENT, THE OTHER GRAPHICS ARE GRAND AS WELL. CONTROLLING THE DRAGON IS WITH JOYSTICK OR REDEFINABLE KEYS AND THE DRAGON RESPONDS VERY WELL TO THE CONTROLS. DURELL HAVE PUT A GREAT DEAL INTO THIS (OLD) GAME AND THE DIFFICULTY LEVEL IS SET JUST RIGHT. IT IS A LONG GAME THAT IS NOT TOO HARD AND CAN BE FINISHED WITH A LITTLE PRACTICE. WHEN I FIRST BOUGHT THIS GAME I WENT BACK TO THE SHOP AND BOUGHT TWO MORE COPIES, IN CASE I EVER MORE THEM OUT...

IF YOU HAVE NEVER PLAYED THANATOS, I SUGGEST YOU TRY TO GET A COPY AS YOU ARE MISSING A GREAT GAME .. REAL FUN TO PLAY .. (YOU NEVER KNOW MAYBE AMSTRAD ACTION WILL GIVE THIS GAME AWAY ON A COVER TAPE IN THE FUTURE - CARL).

I HAVE ALWAYS BEEN A DURELL FAN, AND THIS ONE IS THE BEST THEY EVER DID

AN OVERALL RATING.... I WOULD HAVE TO GIVE IT 90%

Honour
Award

BUY IT NOW AND PLAY IT !



90% - 100%

..... THE FRENCH CONNECTION
FREGARD EMMANUEL FROM FRANCE HAS SENT IN TO ME SOME POKES AND CHEATS, WHICH I GUESS LIFTED ARE FROM HIS OWN CPC FANZINE CALLED CRACK'N'ROM. I WILL GIVE MORE DETAILS OF THIS FANZINE ELSE WHERE THIS ISSUE. THE ONLY TROUBLE IS, THE POKES WERE FOR USE WITH DISCOLOGY'S DISC EDITOR. AS NOT EVERY ONE HAS A DISC EDITOR OR THE GAMES ON DISC, I FOUND THE MULTIFACE POKES FOR YOU. I WILL LIST BOTH TYPES OF POKES SO YOU CAN USE WHICH EVER ONE YOU WANT.

WITH DISCOLOGY

P47 THUNDERBOLT - LOOK FOR - 3E,03,32,A7,24 AND CHANGE THE 03 TO FF
CABAL - LOOK FOR - FE,3E,04,32,74 AND CHANGE THE 04 TO FF
BLAZING THUNDER : FICHTER BLAZING.BA1 - PIST 32 SECTOR C7
ADDRESS 00BD CHANGE 03 TO FF

MULTIFACE POKES

P47 THUNDEBOLT *25A7,FF LOTS OF LIVES
CABAL 0A00,FF LOTS OF LIVES
BLAZING THUNDER 4BB5,FF LOTS OF LIVES



LIFE SAVERS

AS ALWAYS ANY GAMES MARKED WITH A * WILL NEED THE * KEY PRESSED AFTER YOU GET TO THE ADDRESS, BUT BEFORE YOU ENTER THE POKE !

TAU CETI POKES

.....

PETER HALL ASK ME THE OTHER MONTH IF I HAD ANY MULTIFACE POKES FOR THE GAME TAU CETI. I LOOKED BACK THROUGH ALL MY OLD AMSTRAD MAGAZINES AND FOUND TWO TYPE-IN POKES (FROM WHICH I LIFTED SOME POSSIBLE MULTIFACE POKES) IN A MAGAZINE CALLED AMTIX (I TOLD YOU THEY WERE OLD). I SENT THESE POKES TO PETER, BUT THEN THOUGHT YOU MAY WANT THEM AS WELL (WHAT DO YOU MEAN, NO YOU DIDN'T WANT THEM ?). NOW I CAN'T VOUCH THAT THEY WORK, I LEAVE THAT UP TO YOU TO TEST FOR YOURSELVES.

LIST ONE	:	LIST TWO
INF. LIVES,AMMO,FLARES	:	SEE COMMENTS FOR WHAT THEY DO
AND FUEL	:	
.....		
4FC0,00	:	4FC0,00 INF. MISSILES
5025,00	:	5025,00 INF. AMMO
4FF2,00	:	4FF2,00 INF. FLARES
*3B49,00	:	5266,18 INF. FUEL
*3B4A,00	:	526D,18 RESERVE SHIELDS ALWAYS
*324F,FF	:	64C5,C9 NO RAD OVERDOSE
	:	*35A1,C3 DON'T HAVE TO BE IN MAIN REACTOR
	:	

HERE ARE A FEW MORE MULTIFACE POKES FOR YOUR COLLECTION.

HUXLEY PIG	TAPE	900F,00	STOPS SPIDERS HARMING YOU
CASTLE MASTER	TAPE	7E6F,00]	ALMOST INF. NRG
CASTLE MASTER	TAPE	7305,00]	DO BOTH POKES
FUTURE BIKE SIM	TAPE	0E7F,A7	INF. LIVES
LAST NINJA 2	TAPE	5289,80	128 LIVES
RICK DANGEROUS	DISC	88C3,00	INF. LIVES
RICK DANGEROUS	DISC	9F35,A7	INF. BULLETS
RICK DANGEROUS	DISC	9F90,A7	INF. DYNAMITE
ROLLING THUNDER	DISC	4640,00	INF. LIVES
ROLLING THUNDER	DISC	4720,00	CAN'T BE BEAT UP, CAN BE SHOT.
THUNDERCATS	DISC	8104,34	INF. LIVES
XYBOTS	DISC	721F,00	INF. CREDITS

CHRONOS POKES AND CHEAT

.....

I'VE BEEN ASKED TO REMIND YOU ALL OF THE CHEAT FOR THIS VERY VERY OLD GAME, SO WHILE I WAS DOING THAT I THOUGHT I'D ADD SOME POKES FOR THE GAME AS WELL.

CHEAT:- ENTER "JING IT BABY" INTO THE HIGH SCORE TABLE. THEN WHEN YOU RETURN TO THE OPTION SCREEN THERE WILL BE A NEW OPTION AVAILABLE, IT'S A MEGA LASER.

POKES:- 7388,FF LOTS OF LIVES
81EB,00 BONUS ALWAYS ON SCREEN
8C5B,00 ALIENS ONLY (NO BACKGROUND TO CRASH INTO!)

THE CHEATS FREGARD EMMANUEL SENT IN WERE FOR P47 THUNDERBOLT (WHICH HAS BEEN IN PLAY MATES BEFORE) AND TERMINATOR 2. ALTHOUGH WHAT THE CHEAT FOR TERMINATOR 2 DOES WAS NOT EXPLAINED.

P47 THUNDERBOLT - ENTER ZEBEDEE INTO THE HIGH SCORE TABLE TO GET INF. LIVES, PLUS PRESSING L WILL MAKE YOU SKIP LEVELS.

TERMINATOR 2 - ENTER GEP INTO THE HIGH SCORE TABLE





WAR GAMES



NOT ALL GAMES CAN BE BOUGHT FROM SHOPS, SOME CAN ONLY BE GOT FROM THE COMPANY THAT PRODUCES THEM. IF YOU LOOK THROUGH THE SMALLER ADVERTS OF THE GLOSSY MAGAZINES YOU WILL FIND A FEW EXAMPLES. MOST OF THESE GAMES SEEM TO BE SPORT MANAGEMENT TYPE GAMES BUT THERE ARE A FEW OTHER TYPES ABOUT. HERE IS JUST ONE EXAMPLE, IT'S A WAR GAME BASED ON THE BATTLE OF WATERLOO. I'VE NO IDEA IF THE COMPANY IS STILL IN BUSINESS BUT IF YOU FANCY THE GAME, THERE IS NO HARM IN WRITING TO THEM TO ASK FOR THEIR PRICE LIST.



WATERLOO BY LOTHLORIEN
REVIEWED BY NORMAN STEWART



THE GAME COMES WITH A BOX AND A 10 PAGE RULE BOOK. THE RULE BOOK IS CLEAR AND EXPLAINS ABOUT THE GAME, IE THE KEYS, COMMANDS, SYMBOLS AND THE BACKGROUND TO THE BATTLE.

THE GAME IS AVAILABLE ON TAPE AND DISC. THE DISC VERSION APPEARS TO HAVE BEEN TRANSFERRED DIRECT FROM TAPE AS IT LOADS ENTIRELY WITH NO FURTHER DISC ACCESSING ONCE THE GAME HAS LOADED.

THE GAME IS DESIGNED AS A ONE PLAYER VERSUS THE COMPUTER TYPE GAME. THE PLAYER CAN ONLY PLAY THE FRENCH ARMY, BUT CAN SELECT LEVELS 1, 2 OR 3. ONE BEING VERY EASY AND THREE BEING VERY DIFFICULT.

THE FRENCH ARMY IS SPLIT INTO INFANTRY AND CAVALRY CORPS, EACH OF FOUR UNITS. THE UNITS CAN BE ACCESSED SEPERATELY OR SIMPLY BY GIVING THE CORPS COMMAND THE COMMAND YOU WISH AND THE REST WILL FOLLOW THE LEADER. THE COMMANDS YOU CAN GIVE ARE MOVE, ENGAGE, HOLD, FULL COMMAND RETREAT, AND WITHDRAW. TO GIVE A COMMAND, MOVE THE CURSOR OVER THE UNIT YOU WISH TO ACCESS AND PRESS 'T', YOU WILL THEN BE ASKED WHAT YOU WISH THAT UNIT TO DO.

COMBAT OCCURS BETWEEN ALL OPPOSING UNITS ADJACENT TO EACH OTHER AND IS WORKED OUT BY THE COMPUTER. THE FRENCH MOVE FIRST, FOLLOWED BY COMBAT. THEN THE COMPUTER MOVES THE BRITISH AND PRUSSIAN UNITS, FOLLOWED BY COMBAT. THERE IS NO HIDDEN COMBAT AND CASUALTIES ARE RECORDED ON SCREEN AS THEY HAPPEN. UNIT STRENGTH, MORALE AND TERRAIN ARE ACCESSED BY PLACING THE CURSOR OVER THE UNIT AND PRESSING THE RELEVANT KEY. IT MAKES SENSE THAT UNITS ON HILLS FIGHT BETTER THAN THE UNITS ATTACKING THEM. THIS ALSO APPLIES TO UNITS DEFENDING BUILDINGS.

THE PLAY AREA IS ABOUT TWO SCREENS IN SIZE AND SCROLLS VERTICALLY. THE GAME CAN BE PLAYED QUICKLY BY GIVING JUST CORPS ONLY ORDERS OR MORE SLOWLY BY GIVING INDIVIDUAL UNIT ORDERS. THE GAME CAN TAKE BETWEEN ONE AND TWO HOURS AND ALTHOUGH SIMPLE IN PRESENTATION, IT GIVES A FAIR PRESENTATION OF NAPOLEONIC WARFARE. ALTHOUGH THE GRAPHICS ARE TWO DIMENSIONAL AND WILL NEVER COMPETE WITH AMIGA AND ST GRAPHICS, THEY ARE GOOD ENOUGH TO GET AN ENJOYABLE GAME. MY ONLY GRIPE IS THAT IT CAN NOT BE PLAYED BY TWO PLAYERS. I HAVE HAD THE GAME FOR A COUPLE OF YEARS AND STILL PLAY IT, I'VE NEVER BEATEN THE COMPUTER ON LEVEL 3.

I DO NOT RECALL THE PRICE, BUT I'M ALMOST SURE IT WAS UNDER £10 FOR THE DISC VERSION.

LOTHLORIEN'S ADDRESS IS 56A PARK LANE, POYNTON, CHESHIRE, SK12 1RE.

NORMAN HAS ALSO REVIEWED ANOTHER WAR GAME, THIS TIME FROM A COMPANY CALLED STRATEGY SOFTWARE. THE GAME COSTS £12.00 ON DISC AND £10.00 ON TAPE. STRATEGY SOFTWARE HAVEN'T (AS FAR AS I CAN TELL) ADVERTISED IN A.A. SINCE ISSUE 61, SO MAYBE IT'S BEST TO WRITE AND CHECK THEY ARE STILL IN BUSINESS. THEIR ADDRESS IS

STRATEGY SOFTWARE 32 ALBERT STREET, SEAHAM, CO. DURHAM, SR7 7LJ.

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OPERATION BARBAROSSA BY STRATEGY SOFTWARE
REVIEWED BY NORMAN STEWART

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THIS GAME COVERS THE GERMAN CAMPAIGN AGAINST THE RUSSIANS FROM JUNE 1941 UNTIL THE END OF THE WAR. THE PLAYER HAS THE OPTION TO PLAY EITHER SIDE, PLUS THERE IS A TWO PLAYER OPTION.

ONCE THE GAME HAS LOADED, THERE ARE THREE PHASES AUTOMATICALLY DONE BY THE COMPUTER, THESE ARE:- SUPPLY, WINTER (ONLY APPLIES IN WINTER!) AND AIR ATTACKS (WHEN CITIES AND UNITS ARE BOMBED) CASUALTIES ARE NOT SHOWN AT THIS STAGE.

THE PLAYER THEN MOVES THE CURSOR OVER ANY UNIT HE/SHE WISHES TO MOVE AND IS GIVEN THE STRENGTH, QUALITY AND TYPE OF UNIT THAT HAS BEEN PICKED. EG. 50,000, 60, INFANTRY 176TH REGT. ALSO ON SCREEN ARE THE OPTIONS CURSOR, SAVE, ORDER, FOLLOWED BY MOVE, ATTACK, SUPPLY, END AND END GO.

'END' GETS YOU OUT OF THE ORDER MENU AND 'END GO' ALLOWS THE COMPUTER TO MOVE THE ENEMY, WHICH IS HIDDEN FROM YOU AT THIS TIME, IT WILL ALSO CARRY OUT ATTACKS ON YOUR CITIES AND TROOPS. THIS IS THEN FOLLOWED BY THE SUPPLY, WINTER (IF NECESSARY) AND AIR ATTACK PHASE.

EVERY UNIT MAY RECEIVE SUPPLIES FROM ANY ADJACENT SUPPLY UNIT OR FRIENDLY CITY. THE UNIT MAY TAKE THE SUPPLIES IT NEEDS, THEN MOVE OR ATTACK. EACH UNIT HAS SIX SUPPLY UNITS, USING ONE PER MOVE/TURN. WHEN SUPPLIES RUN LOW THEN YOU HAVE TO WORRY. MOVEMENT IS ONLY ONE SQUARE AT A TIME OVER A TERRAIN COLOURED TO THE SEASON OF THE YEAR, WITH TREES, RIVERS AND MOUNTAINS DISPLAYED.

THE OBJECT OF THE GAME IS TO EITHER DEFEAT ALL BUT TEN OF THE OPPOSING UNITS OR CAPTURE 37 ENEMY CITIES. REMEMBERING OF COURSE THAT THE ENEMY CAN RECAPTURE CITIES. THE GAME TAKES PLACE OVER A VERY LARGE AREA, 4 SCREENS VERTICALLY BY 5 SCREENS HORIZONTALLY. CITIES ARE NAMED BUT ENEMY STRENGTHS ARE NOT KNOWN TO THE PLAYER, BUT THE MAXIMUM STRENGTH IS 70,000. HOWEVER THE TYPE OF UNIT EG. ARMOUR, INFANTRY, MOTORISED OR SUPPLY CORPS IS GIVEN.

THE GAME CAN BE SAVED AND THIS IS VERY NECESSARY AS EACH GAME TURN TAKES ABOUT 15 MINUTES AND IT WILL TAKE HOURS TO COMPLETE THE GAME. I HAVE THE GAME ON ONE SIDE OF THE DISC AND A SAVED GAME ON THE OTHER.

THERE IS ONE MAJOR GRIPE I HAVE WITH THIS GAME. THE COMPUTER ALWAYS APPEARS BETTER THAN THE HUMAN PLAYER (MAYBE IT'S JUST ME?) AND AS YOUR UNITS SUPPLY RUNS LOW IT IS NOT ALWAYS POSSIBLE TO RE-SUPPLY THE ONES YOU NEED TO SUPPLY. WHILE OTHERS YOU DON'T NEED TO SUPPLY HAVE ALL THE SUPPLIES THEY NEED. THIS SITUATION LEAVES YOU WITH UNITS STRANDED ALL OVER RUSSIA WHILE THE ENEMY UNITS JUST KEEP ON COMING.

IT ONLY LEAVES ME TO SAY THAT I HAVE NEVER MANAGED TO MAKE THE GAME LAST MORE THAN TWO YEARS (GAME TIME) AND I HAVE NEVER BEATEN THE COMPUTER. ALSO WHEN PLAYING THE GERMANS, EVERY TIME THE SEASONS CHANGE THE RUSSIANS AIR SUPERIORITY GOES UP ONE POINT, WHILE THE GERMAN'S GOES DOWN ONE POINT. ALSO RUSSIAN UNITS QUALITY WILL IMPROVE ONE POINT WHILE IN WINTER GERMAN UNITS QUALITY GOES DOWN A POINT. EVEN PLAYING THE RUSSIANS I HAVE ALWAYS BEEN BEATEN (ALL TOGETHER NOW - AH!).



CPC





THIS GAME IS A VERY UNUSUAL LICENCE INDEED. IT'S A CONVERSION OF A ROLE PLAYING ADVENTURE BOARD GAME. AMSTRAD ACTION GAVE A DEMO OF IT AWAY ON THEIR AUG 91 COVER TAPE. SO MOST, IF NOT ALL, OF YOU WILL KNOW A BIT ABOUT THE GAME.

THE GAME PLAY IS A CROSS BETWEEN 3D GAMES LIKE HEAD OVER HEELS AND LASER SQUAD WITH A LARGE SLICE OF ORIGINALITY ADDED. THE PLOT IS BASICALLY THAT YOU, WITH THE AID OF FRIENDS OR BY YOUR SELF, MUST CONTROL ONE OR ALL FOUR OF THE CHARACTERS AT YOUR DISPOSAL. YOU WILL BE SET A QUEST WHICH YOU THEN SET OUT TO COMPLETE.

THE CENTRE OF THE SCREEN IS THE MAIN PLAY AREA, WHICH WILL SHOW THE SECTOR OF THE BOARD VISIBLE TO THE CHARACTER YOU ARE CURRENTLY CONTROLLING. THE FOUR CHARACTERS THAT YOU CONTROL VARY IN THEIR ABILITIES. THE BARBARIAN IS A GOOD FIGHTER, THE DWARF IS ALSO A STRONG FIGHTER, THE ELF IS QUITE HANDY AS SHE CAN FIGHT HARD AND CAST A FEW SPELLS, THE WIZARD IS A LOUSY FIGHTER BUT CAN THROW QUITE A FEW SPELLS ABOUT. IF YOU ARE PLAYING ALONE IT IS PROBABLY BEST TO CONTROL ALL FOUR CHARACTERS AS THEY CAN SUPPORT AND DEFEND EACH OTHER AND MAKE SEARCHING MUCH EASIER. SEARCHING IS BASICALLY WHAT THE GAME IS ALL ABOUT.

FOR EACH QUEST AND THERE ARE 14 OF THEM! (OK ON DISC BUT MAY BE A MULTILOAD FOR TAPE USERS!), HAS YOU SEARCHING FOR SOMETHING OR OTHER. LIKE THE EXIT STAIR WELL OF LEVEL 1 (& THE A.A. DEMO), OR SEARCHING FOR SOMEONE TO RESCUE OR KILL. THAT'S NOT ALL THE SEARCHING YOU HAVE TO DO. NOT ONLY MUST YOU SEARCH FOR YOUR ULTIMATE GOAL TO COMPLETE THE QUEST, YOU NEED TO SEARCH EACH SECTION OF THE BOARD FOR FLOOR TRAPS, HIDDEN DOORS AND TREASURE.

GRAPHICALLY THE GAME IS VERY GOOD. EVEN THOUGH ONLY TWO COLOURS HAVE BEEN USED IN ANY GREAT AMOUNT AND THEY ARE BLUE AND WHITE. YET EVEN WITH THIS LACK OF COLOUR THE DETAIL OF THE BORDER AND GAME PLAY AREA IS VERY GOOD INDEED.

THE A.A. DEMO DIDN'T HAVE ANY BACKGROUND BORDER GRAPHICS NOR ANY IN GAME TUNE OR SOUND EFFECTS. THE GAME HAS ALL OF THESE AND THE ADDED BONUS OF BEING ABLE TO TURN OFF THE TUNE (HOORAY). THE SOUND EFFECTS ARE NOT GREAT BUT THEN AGAIN THEY DON'T NEED TO BE, I MEAN ON THE ORIGINAL BOARD GAME SOUND EFFECT, I WOULD GUESS, WERE SUPPLIED BY THE PLAYERS THEMSELVES. THE ONLY WAY THE A.A. DEMO IS BETTER THAN THE FINISHED GAME IS THE POSITION OF THE ICONS USED TO CONTROL THE GAME. IN THE DEMO THESE WERE SPACED ALL ALONG THE BOTTOM OF THE SCREEN. IN THE GAME ALL BUT THE 'END OF GO' ICON ARE SQUEEZED INTO THE BOTTOM RIGHT OF THE SCREEN.

AS YOU SEARCH THE MANY ROOMS AND PASSAGEWAYS, YOU WILL FIND CREATURES THAT ARE THERE TO STOP YOU COMPLETING YOUR QUESTS. YOU HAVE TO KILL THEM BEFORE THEY KILL YOU, THIS IS WHERE CONTROLLING MORE THAN ONE CHARACTER COMES IN HANDY. IF ONE CHARACTER FAILS TO KILL A CREATURE YOU CAN USE ANOTHER TO TRY AND KILL THE CREATURE. IF THE CREATURE IS STILL ALIVE AFTER YOUR GO, THE EVIL WIZARD TAKES CONTROL OF THE COMPUTER AND MOVES AND CONTROLS THE CREATURES AS THEY ATTACK YOU.

WHEN YOU ATTACK THE CREATURES THE SCREEN CHANGES TO AN OVER VIEW MAP OF ALL THE ROOMS EXPLORED. YOU JUST HAVE TO PLACE THE ARROW OVER THE TARGET AND PRESS FIRE (MUCH LIKE LASER SQUAD). AT THIS POINT THE BOARD GAME ELEMENT REALLY COMES INTO PLAY. BECAUSE THE SUCCESS OR FAILURE OF THE ATTACK IS DONE BY THE THROWING OF IMAGINARY DICE. IF YOU THROW BETTER DICE THAN THE EVIL WIZARD YOU WIN. YOU CAN MAKE LIFE EASIER FOR YOUR SELF BY BUYING BETTER WEAPONS AND ARMOUR. YOU BUY THESE AFTER YOU HAVE COMPLETED A QUEST AND BEFORE YOU START ANOTHER (ALWAYS A GOOD POINT TO SAVE YOUR CHARACTERS AS WELL IN CASE THEY GET KILLED IN THE NEXT QUEST).

THESE WEAPONS CAN BE BOUGHT WITH THE GOLD YOU FIND ALONG THE WAY, OR AS THE REWARD FOR COMPLETING CERTAIN QUESTS. SOME WEAPONS ARE BETTER FOR ATTACKING AND OTHERS FOR DEFENDING, CHOOSE WELL !

APART FROM A COUPLE OF QUESTS, WHICH YOU HAVE TO FIND THE EXIT STAIR WELL TO ESCAPE, MOST QUESTS START YOU OFF AT THE STAIR WELL. THIS MEANS THAT ONCE YOU HAVE COMPLETED YOUR QUEST, YOU THEN HAVE TO GET BACK TO THE STAIR WELL. AS YOU HAVE MOST LIKELY KILLED ALL THE CREATURES ON ROUTE, THE MARCH BACK WILL BE VERY BORING TO WATCH AND CAN BE OFF PUTTING. THIS IS REALLY MY ONLY COMPLAINT ABOUT THE GAME.

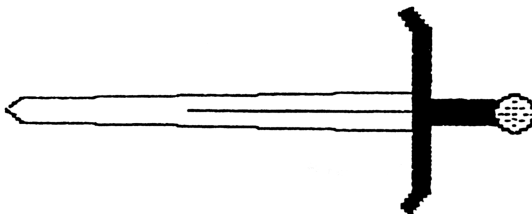
AS I MENTIONED BRIEFLY BEFORE, THE CHARACTERS CAN BE SAVED TO BE PLAYED ANOTHER DAY. SO AS YOU WORK YOUR WAY THOUGH THE QUESTS THE CHARACTERS SHOULD BECOME RICHER, SO BECOME ABLE TO BUY BETTER WEAPONS AND ARMOUR. ONCE YOU HAVE COMPLETED ALL THE QUESTS YOUR BAND OF ADVENTURERS SHOULD BE READY FOR TOUGHER QUESTS. AND THIS IS WHAT GREMLIN HAVE NOW SUPPLIED IN THE SHAPE OF AN EXPANSION KIT CALLED 'RETURN OF THE WITCH LORD'.

THIS COLLECTION OF QUESTS NEED THE HERO QUEST GAME PRESENT BEFORE YOU CAN PLAY THEM. YOU WILL NEED A WELL EQUIPPED BAND AS THE QUESTS DIFFICULTY LEVEL IS MUCH HIGHER THAN IN HERO QUEST.

I'M SURE THAT IF HERO QUEST AND THE NEW QUESTS IN RETURN OF THE WITCH LORD ARE A BIG SUCCESS MORE QUESTS WILL BE RELEASED IN THE FUTURE, LETS HOPE SO !

GRAPHICS	90% ALTHOUGH NOT COLOURFUL THEY ARE VERY DETAILED.
SONICS	48% NOT AMAZING BUT OK.
PLAYABILITY	80% JOYSTICK OR KEYS, CAN BE A BIT SLOW AT TIMES
VALUE	90% CAN'T FAULT 14 QUESTS WITH MORE AVAILABLE.
ADDICTIVENESS	90% ALTHOUGH SLOW IT SOON GETS YOU HOOKED.
OVERALL	90% EACH QUEST CAN TAKE AN HOUR OR MORE TO COMPLETE AND ONCE DONE IT IS NO HARDSHIP TO START THEM AGAIN.

Honour
Award



90% - 100%



WHY REVIEW OLD GAMES ?

I HAVE HAD A FEW LETTERS OF COMPLAINT ABOUT THE NUMBER OF OLDER GAMES THAT GET REVIEWED. NOW I UNDERSTAND THE NEED FOR ME TO GET AS MANY NEW GAMES REVIEWED AS I POSSIBLY CAN, BUT I ALSO FEEL THE OLD GAMES NEED A FAIR CRACK OF THE WHIP AS WELL.

I AM NOT GIVEN FREE GAMES FROM SOFTWARE HOUSES TO REVIEW. ANY REVIEWS DONE BY MYSELF OR ANY ONE ELSE, IS A REVIEW OF A GAME THAT WE'VE HAD TO PAY FOR. SO I CAN ONLY PRINT THE REVIEWS THAT ARE SENT TO ME, I'D LIKE TO COVER MORE NEWER GAMES BUT I HAVE NO CONTROL OVER IT. ALSO ONE OR TWO READERS ARE VERY NEW TO THE CPC SCENE, SO MAY WANT TO KNOW JUST WHAT GOOD OR BAD GAMES ARE OUT THERE IN THE BUDGET, SECOND HAND OR COMPILATION MARKETS. SO FOR THEM AND YOU, HERE IS A REVIEW OF A SLIGHTLY OLD GAME DONE BY LEE ROUANE (THANKS LEE).

RED HEAT

REVIEWED FOR PLAYMATES BY LEE ROUANE.

HIT SQUAD £3-99.

RED HEAT IS THE GAME OF THE FILM, WHICH WAS CENTRED AROUND TWO DETECTIVES, ONE RUSSIAN, ONE AMERICAN, WHO BOTH WENT ABOUT THEIR WORK IN TRULY DIFFERENT STYLES. BUT LIKE IN TRUE BUDDY-MOVIE STYLE, THEY BEGIN TO WORK AS A TEAM, TO FORM A HALF DECENT FILM AND PLOT.

UNFORTUNATELY, THE GAME HAS HARDLY ANY PLOT AT ALL. IT FEATURES JUST ARNIE, (IN CASE YOU ARE AN ALIEN FROM THE PLANET ZOO, ARNIE IS A BODY BUILDER AND ALL ROUND HARD GUY.) IN A MINDLESS BEAT 'EM UP WITH HARDLY ANY GAMEPLAY. THE FIRST LEVEL IS SET IN A SAUNA (LIKE THE FILM) AND ALL THERE IS TO DO, IS TO PLOUGH YOUR WAY THROUGH THE DOGGY LOOKING AND VERY REPETITIVE BAD GUYS. THE GAME FEATURES A FEW BONUS SECTIONS, WHICH ADDS A LITTLE TO THE GAMES OVERALL APPEAL.

ON LEVEL ONE ONLY, YOU ARE UNARMED AND SO IT IS HAND TO HAND COMBAT. UNFORTUNATELY YOU ONLY HAVE TWO MOVES AVAILABLE TO YOU, THE HEAD-BUTT AND THE OLD RIGHT HAND, WHICH GOES TOWARDS LEVEL ONE BEING ALMOST IMPOSSIBLE TO COMPLETE WITH THE DAFT ENERGY LEVEL THAT YOU ARE SUPPLIED WITH. (I NEEDED A CHEAT JUST TO GET OFF LEVEL ONE !!). ANOTHER INFURIATING THING IS THAT ONCE YOU DIE, YOU HAVE TO START RIGHT BACK AT THE START OF THE LEVEL, WHICH IN MY BOOK, MAKES FOR A BAD GAME.

GRAPHICS ARE SPECCY-TYPE STUFF WITH HUGE BLOCKY SPRITES, AND JUMPY ANIMATION. THE ARNIE SPRITE IS COMMENDABLE THOUGH, WITH A REAL LIKENESS BEING ACHIEVED.

LEVELS 2-4 SEES YOU ARMED WITH YOUR TRUSTY HIGH POWERED HAND GUN, PICKING OFF THE BADDIES A LA CP.WOLF WHICH ADDS A BIT TO THE VARIETY OF THE GAME, BUT NOT A LOT.

THE GAMEPLAY IS TRULY ANFUL, AND ONCE YOU HAVE DIED ON THE FIRST LEVEL A FEW TIMES, I AM SURE YOU WILL FEEL LIKE I DID, AND STICK IT BACK ON THE SHELF WHERE IT BELONGS. .

FOR TRUE ARNIE FANS ONLY. NOT RECOMMENDED.

VERDICT.....

COMMENTS.....

Turkey



GRAPHICS ... 55%
SOUND ... 30%
GRAB FACTOR... 40%
STAY.POWER ... 10%
OVERALL ... 35%

ONLY THE ARNIE SPRITE REALLY STANDS OUT
NO THEME TUNE, AND ALL THE USUAL SLAPPING NOISES
NOTHING TO REALLY MAKE YOU WANT TO PLAY AGAIN
NO COMMENT !!!
A SHODDY EFFORT FROM THE HIT SQUAD. COME ON,
YOU CAN DO BETTER THAN THIS !!.

SECOND VIEW POINT - BY CARL. I TOTALLY AGREE WITH LEE'S SCORES AND COMMENTS ABOUT THIS GAME. BUT I DO FEEL IT A BAD THING THAT HE HAD TO ALIENATE THE GOOD FOLK FROM THE PLANET ZOO.



COMPUTER SHOW REPORT

ON THE 6TH DEC 1991 I WENT TO THE CHRISTMAS COMPUTER SHOPPER SHOW. NOW I KNOW WHAT YOU ARE THINKING ! WHY DO YOU WANT TO KNOW WHAT WAS AT A SHOW NEARLY 3 MONTHS AGO ? TO BE HONEST I JUST NEED SOMETHING TO FILL THIS SPACE AND THOUGHT THIS WOULD DO (HA HA). NO TO TELL THE WHOLE TRUTH I THOUGHT YOU MIGHT BE INTERESTED OF WHAT WAS GOING ON (AS THEY SAY!) AND WHAT YOU MAY HAVE MISSED.

WELL I MUST TELL YOU NOW, NOT THAT MUCH WAS GOING ON FOR US POOR OLD CPC USERS. I WENT TO ANOTHER SHOW LIKE THIS 2 YEARS AGO AND THE CPC DID MUCH MUCH BETTER THEN. I ONLY FOUND 2 STALLS THAT HAD 3 INCH DISCS ON SALE (WELL THAT WERE VISIBLY ON SALE ANY WAY). I ONLY FOUND 2 STALLS SELLING CPC GAMES AND 1 OF THOSE ONLY HAD 2 FULL PRICED DISCS, 5 FULL PRICED TAPES AND 5 BUDGET TAPES TO CHOOSE FROM (WOH). THE OTHER STALL WAS MUCH BETTER INDEED. I GOT QUITE A FEW BARGAINS HERE EG THE DISCS OF WAR IN MIDDLE EARTH, MONTY PYTHON'S AND LIGHT CORRIDOR FOR £4.99 EACH. IN TOTAL I SPENT ABOUT £35 AT THIS STALL, WHEN I WAS GIVEN THE RECEIPT I WAS IN FOR A SHOCK. THE COMPANY WAS CALLED TURBO SOFT.??

YOU MAY REMEMBER IN THE LAST ISSUE I MENTIONED THAT TURBO SOFT SEEMED TO HAVE DONE A RUNNER WITH MY HARD EARNED MONEY AND HAD STOPPED ADVERTISING IN AMSTRAD MAGAZINES. SO I TOOK THE CHAP SERVING ME TO TASK ABOUT MY LONG LOST SOFTWARE. IT DIDN'T HELP THAT I COULDN'T REMEMBER THE GAME I HAD ORDERED, BUT HE DID SAY HE WOULD LOOK INTO IT. I ALSO ASKED WHY THEY HAD STOPPED ADVERTISING AND WERE THEY GOING TO PULL OUT OF THE 8 BIT MARKET? HE TOLD ME THAT THEY HAD STOPPED DOING ADVERTS BECAUSE OF A SLIGHT UPSET WITH FUTURE PUBLISHING AND BECAUSE THE DOUBLE PAGE ADVERTS WERE NOT PAYING THEIR WAY. HE THEN SAID THAT THEY WOULD RETURN WITH SMALLER ADVERTS IN THE NEW YEAR FOR A FEW MONTHS TO SEE HOW THINGS GO. IF SALES DON'T PICK UP THEY WILL HAVE TO RE-THINK THE SELLING OF CPC GAMES. HE ALSO SAID THAT IF I STILL HAVE TROUBLE GETTING THROUGH ON THE PHONE, CONTACT AMSTRAD ACTION AND GET THEM TO FAX YOUR MESSAGE TO TURBO SOFT (OR USE YOUR OWN FAX MACHINE!).

ON THE SERIOUS SIDE OF THINGS THERE WERE MANY STANDS FOR VARIOUS PRINTERS AND OF COURSE 16 BIT DTP PROGRAMS AND SCANNERS ALMOST EVERY WHERE I TURNED. FOR THE CPC I ONLY FOUND THE ARNOR STAND HAD ANYTHING TO OFFER. ARNOR AS YOU ALL KNOW MAKE AND SELL PROGRAMS LIKE PROTEXT AND MAXAM. I DIDN'T HAVE PROTEXT MYSELF. I COULD BORROW ONE IF I NEEDED IT TO RUN OFF A REVIEW THAT WAS SENT IN, BUT I NEVER ACTUALLY GOT AROUND TO GETTING MY OWN COPY. MAINLY BECAUSE I FANCIED THE IDEA OF GETTING THEM ON ROM BUT AS YOU KNOW ROM'S AND THE ROM BOARD ARE QUITE EXPENSIVE, EG ROMBO'S ROM BOX COSTS £34.95 AND THE PROTEXT ROM IS £39.95 AND PROSPELL IS £34.95, WHICH WHEN ADDED UP COMES TO £109.85 I GOT ALL 3 AT THE SHOW FOR £65.00. THIS PRICE WAS FOR THE SHOW ONLY BUT YOU MUST AGREE THAT IT WAS QUITE A SAVING. THIS ARTICLE IS MY FIRST PIECE OF WORK USING THESE ROM'S.

ALL IN ALL THE SHOW WAS NOT A GREAT SUCCESS AS FAR AS CPC GAMES WERE CONCERNED. IN FACT I WAS ALSO ON THE LOOK OUT FOR SOME GOOD BARGAINS ON GX4000 CARTRIDGE GAMES, BUT I DIDN'T SEE A SINGLE ONE. BUT AS YOU CAN SEE FROM MY TRIP TO THE ARNOR STAND SOME REAL BARGAINS CAN BE GOT AT COMPUTER SHOWS. AMSTRAD THEM SELVES WERE THERE (SORT OF), THEY WERE PLUGGING THEIR PC'S MAINLY. YET THEY WERE GIVING AWAY FOR FREE, THE LATEST ISSUES OF ACU AND PCW MAGAZINES.

Sponsored by

COMPUTER SHOPPER

magazine



THE HOME COMPUTER CLUB =====

REVIEWED BY CARL SURRY

QUITE A WHILE AGO I JOINED THE HOME COMPUTER CLUB, I THOUGHT I'D JUST TELL YOU A LITTLE BIT ABOUT IT. IT IS RUN ALONG THE SAME LINES AS MANY RECORD AND BOOK CLUBS. YOU GET SENT A SMALL BOOKLET EACH MONTH, IN THIS CASE IT IS CALLED 'PROGRAM'. IN THIS BOOKLET THERE ARE THE GAMES THAT ARE ON OFFER THAT MONTH. YOU THEN PICK WHICH EVER YOU WANT, FILL IN THE FORM AND SEND IT BACK. A MONTH LATER IT IS DELIVERED ALONG WITH THE BILL FOR THE GOODS YOU ORDERED, PLUS A NEW BOOKLET FOR YOU MAKE YOUR NEXT SELECTION.

THE MAIN DRAW BACKS ARE THAT YOU MUST ORDER AT LEAST ONE TITLE A MONTH AND SOME FOLK I KNOW OF HAVE COMPLAINED ABOUT DELIVERY TIMES, ALTHOUGH TO BE FAIR I HAVEN'T HAD ANY TROUBLES SO FAR. ANOTHER MAJOR DRAW BACK IS THAT SOME MONTHS THERE MAY BE NOTHING IN THE BOOKLET THAT YOU FANCY BUT YOU MUST BUY SOMETHING. IF NOTHING IS ORDERED YOU ARE SENT THE EDITORS CHOICE.

SO WHY YOU MAY ASK, DID I JOIN ? WELL FIRST OF ALL THE OPENING OFFER WAS VERY INTERESTING. THE HOME COMPUTER CLUBS ADVERTS ARE NORMALLY STUFFED INTO A.A. OR A.C.U. AND IF YOU CHECK THIS OUT YOU WILL SEE WHAT I MEAN. THEY HAVE QUITE A FEW MAJOR TITLES ON OFFER FOR SILLY PRICES, BUT THATS NOT ALL. AFTER YOUR INTRODUCTONAL PURCHASE, THE GAMES YOU THEN GO ON TO PURCHASE FROM THE PROGRAM BOOKLET EACH MONTH ARE ALSO QUITE CHEAP AS WELL. NOT ALWAYS MAJOR SAVINGS BUT THEY DO COMPARE WELL WITH OTHER MAIL ORDER COMPANIES. LAST OF ALL ONE OF THE REASONS I JOINED WAS BECAUSE THE HOME COMPUTER CLUB PUTS TOGETHER WITH THE SOFTWARE HOUSES SOME PRETTY GOOD MINI COMPILATIONS.

THESE COMPILATIONS NORMALLY HAVE 2 GAMES IN THEM, BUT THEY ARE EITHER NEVER SOLD ELSE WHERE OR ARE SOLD FIRST BY THE HOME COMPUTER CLUB. FOR EXAMPLE, THE GAME THE CRYPT (CASTLE MASTER 2) WAS ORIGINALLY ONLY AVAILABLE FROM THE HOME COMPUTER CLUB AND IT WAS SOLD WITH CASTLE MASTER. LATER COMPILATIONS, THAT I HAVE BOUGHT INCLUDE "NO LIMITS" (U.N SQUADRON AND STRIDER 2), "CHAMPIONS" (MANCHESTER UNITED EUROPE AND JAHANGIR KHAN WORLD CHAMP. SQUASH), ALSO ANOTHER WITH NO TITLE THAT HAS PIT FIGHTER AND SUPER SPACE INVADERS. I HAVE ALSO JUST ORDERED FOR NEXT MONTH (JAN 92) ANOTHER COLLECTION THIS ONE HAS DOUBLE DRAGON 3 AND RODLAND ON IT AND IS SELLING FOR £15.99 TAPE AND £19.99 DISC.

SO AS YOU CAN SEE SOME GOOD BARGAINS ARE TO BE HAD AS A MEMBER OF THE HOME COMPUTER CLUB. IT'S JUST A SHAME YOU HAVE TO BUY SOMETHING EVERY MONTH. I ALSO BELONG TO A RECORD CLUB, BUT WITH THAT YOU ONLY HAVE TO BUY 3 TITLES A YEAR. THIS WOULD BE A BETTER WAY OF RUNNING THE COMPUTER CLUB. BECAUSE NO MATTER HOW WELL THEY SELECT THE TITLES TO GO INTO THE PROGRAM BOOKLET, THERE WILL ALWAYS COME A TIME WHEN YOU EITHER HAVE MOST TITLES OR JUST DON'T FANCY ANY OF THEM. THIS HAPPENED TO ME LAST MONTH WHICH WAS WHY I ORDERED THE PIT FIGHTER / SUPER SPACE INVADERS GAME. I HAD (AT THAT TIME) NOT SEEN ANY REVIEWS OF THE GAMES BUT THEY DID LOOK INTERESTING. NOW FOR THOSE OF YOU THAT DIDN'T SEE THE REVIEWS OF THESE GAMES IN THE GLOSSY MAGAZINES I WILL DO MINI REVIEWS OF BOTH GAMES FOR YOU NOW. I WOULD LIKE TO POINT OUT THAT I DON'T BLAME THE HOME COMPUTER CLUB BECAUSE BOTH GAMES ARE DIRE, THE BLAME IS THE SOFTWARE HOUSES ALONE.

HOME COMPUTER CLUB, GUILD HOUSE, FARNSBY STREET, SHINDON X, SN99 9XX



PLAY MATES

PIT FIGHTER AND SUPER SPACE INVADERS
AVAILABLE FROM THE HOME COMPUTER CLUB
PRICE £ 16.99 TAPE £22.99 DISC

NOW WHERE SHALL I START THIS REVIEW, HANG ON I BETTER GET THE GAME OUT OF THE BIN FIRST. AH YES I REMEMBER NOW! THE INSTRUCTIONS ?

IT'S ALWAYS A BAD SIGN FOR A GAME WHEN THE INSTRUCTIONS ARE WRONG. THIS DOUBLE COLLECTION COMES ON TWO DISCS AND TO LOAD SUPER SPACE INVADERS IT TELLS YOU TO DO 'CPM' BUT YOU HAVE TO ACTUALLY RUN 'DISC'. FOR PIT FIGHTER YOU ARE TOLD TO RUN 'DISC' BUT YOU HAVE TO RUN 'PITFIGHT'. ALSO ONCE YOU HAVE LOADED SUPER SPACE INVADERS IT LOOPS CONTINUALLY FROM THE HIGH SCORE TABLE, A PRETTY PICTURE AND THE GAME'S CREDITS. NO WHERE IN THE INSTRUCTIONS DOES IT TELL YOU HOW TO SELECT YOUR CONTROLS OR EVEN START THE GAME. I HAD TO PRESS ALL THE KEYS ONE AT A TIME, TO FIND THAT IT IS THE LETTER 'G' THAT PUTS YOU INTO THE SELECT CONTROLS MENU AND FROM THERE YOU START THE GAME.

SUPER SPACE INVADERS

ONE GOOD THING ABOUT THE INSTRUCTIONS IS IT HAS A MINI HISTORY OF COMPUTER GAMES IN IT'S INTRO. STARTING FROM ATARI'S PONG (1978) AND MENTIONING OTHER CLASSICS SUCH AS STAR WARS AND TETRIS, WHICH IS QUITE AN INTERESTING READ. BUT WHAT OF THE GAME I HEAR YOU ASK ?

WELL IT IS VERY MUCH LIKE THE ORIGINAL SPACE INVADERS WITH A FEW MINOR THINGS ADDED. THINGS LIKE GOODIES BEING DROPPED BY THE SAUCER THAT FLIES ACROSS THE TOP OF THE SCREEN, WHEN IT HAS BEEN SHOT, A BIT LIKE ARKANOID. NOW I WOULD FREELY ADMIT TO NOT HAVING TESTED THIS GAME AS MUCH AS I SHOULD FOR A REVIEW (SAME GOES FOR PIT FIGHTER) BUT I THINK I'VE PLAYED IT ENOUGH TO FORM AN OPINION. IF YOU THINK I'VE GOT IT WRONG PLEASE WRITE YOUR OWN REVIEW. IT IS FOR THIS REASON THAT I AM KEEPING THE REVIEWS VERY SHORT.

GRAPHICALLY THE GAME IS A BIT JUMBLED. BECAUSE IT IS VERY COLOURFUL, I FEEL IT'S A BIT TOO COLOURFUL. THE SPRITES ARE NOT VERY BIG SO THEY CAN EASILY BLEND IN WITH THE BACKGROUND. THE BOMBS THEY DROP ARE EVEN WORSE FOR BLENDING IN WITH THE BACKGROUND, WHICH IS A SHAME AS THE BACKGROUNDS CAN BE QUITE GOOD. THIS GAME IS A MORE ADVANCED VERSION OF SPACE INVADERS BUT I THINK TO CALL IT SUPER IS GOING TOO FAR.

PIT FIGHTER

THIS GAME MUST RANK AS ABOUT THE WORST GAME I'VE EVER BOUGHT. IT IS BASICALLY A SIMPLE BEAT EM UP, I.E: ONE ON ONE. BUT IT IS SO BAD IT'S HARD TO BELIEVE IT WAS EVER RELEASED. THE SPRITES ARE QUITE BIG BUT THEY ARE SO SLOW AND HARD TO CONTROL. THE GRAPHICS ARE ALL TERRIBLE, A SPECTRUM PORT OF THE WORST KIND. THERE IS VERY LITTLE I CAN SAY IN IT'S FAVOUR SO I WON'T BOTHER. AMSTRAD ACTION WHEN THEY REVIEWED THE GAME GAVE IT AN OVERALL SCORE OF 11% I THINK IT WAS LUCKY TO GET THAT.

I WOULD GIVE THE COLLECTION AN OVERALL RATING OF 40%. MOST OF THAT GOING TO SUPER SPACE INVADERS.



100% DYNAMITE - 4 GAME COMPILATION FROM OCEAN

MARTIN COSSINS - SEPT 91

ONE OF THE MANY COMPILATIONS AVAILABLE AT THE MOMENT IS THIS PACKAGE WHICH COMPRISES OF THE FOLLOWING GAMES, DOUBLE DRAGON, AFTERBURNER, LAST NINJA II & WEC LE MANS. THE CASSETTE VERSION RETAILS FOR AROUND £14.99 IN YOUR LOCAL STORE BUT YOU CAN PROBABLY GET A LARGE DISCOUNT ON THIS THROUGH MAIL ORDER.

DOUBLE DRAGON

THE GAME IS BASED ON A VERY FAMILIAR ARCADE THEME. BASICALLY YOU WALK ABOUT THROUGH VARIOUS STREET SCENES/LEVELS WALLING UP ALL THE THUGS YOU HAPPEN TO MEET EN ROUTE WITH THE ULTIMATE AIM OF FINDING AND RELEASING YOUR GIRLFRIEND.

THAT'S ABOUT IT REALLY, SOME OF THE THUGS ARE HARDER TO KILL THAN OTHERS AND SOME CARRY WEAPONS WHICH MEAN, IF THEY HIT YOU IT'S DEADSVILLE MAN. THE BIG BAD MEANIE AT THE END IS TOTING A MACHINE GUN SO YOU'RE CERTAINLY GONNA HAVE TO MOVE TO KILL HIM !

SO MUCH FOR THE GAME PLAY.

THE GRAPHICS ARE JUST ABOUT PASSABLE BUT THERE ALL JUST A VARIATION ON THE SAME STREET THEME AND ARE RATHER BLOCKY. THE THUGS ARE REASONABLY WELL DRAWN. SONICS ARE THE USUAL BEEPS AND BOPS TO REPRESENT HITS. THE CONTROLABILITY AND PLAYABILITY THOUGH ARE DOWNRIGHT AWFUL. EVERYTHING MOVES SO SLOWLY YOU'D THINK YOU WERE TRAVELLING THROUGH A SEA OF COLD PORRIDGE.

IN PLAYER ONE MODE THE GAME IS JUST TOO FRUSTRATING TO EVEN BEGIN TO CONSIDER PLAYING. TWO PLAYER MODE IS SLIGHTLY MORE INTERESTING AS IT'S YOU AND A MATE AGAINST THE STREET GANG. BOTH PLAYERS CAN USE JOYSTICKS ASSUMING YOU HAVE A SPLITTER (OR USE THE JY2). A DREADED MULTI-LOADER TO ADD INSULT TO INJURY.

GRAPHICS	50% - JUST ABOUT BEARABLE
SONICS	50% - BEEPS AND BOPS
PLAYABILITY	5% - IN PLAYER ONE MODE : 2 PLAYER MODE GETS 50%
DURABILITY	5% - IN ONE PLAYER MODE : 2 PLAYER MODE GETS 25% AS ITS EASY.
VALUE	10% - THE TURKEY OF THIS COMPILATION
OVERALL	20% - AVOID IT LIKE THE PLAGUE, EVEN AS A BUDGET.

0 - 40%



AFTERBURNER

A VAST IMPROVEMENT OVER THE PREVIOUS PROGRAMME, AFTERBURNER OFFERS US A BLAST 'EM UP PLANE FIGHTER SIMULATOR. ONCE AGAIN A SIMPLE THEME, JUST FIRE AND DODGE THE INCOMING MISSILES. AWAY YOU GO IN THE LATEST TANKED UP JET FIGHTER TO BATTLE YOUR WAY THROUGH THE ONCOMING HOARDS OF ENEMY AIRCRAFT.

ON SCREEN YOU SEE YOUR OWN AIRCRAFT, YOUR SIGHTS AND YOUR ENEMY, TO BLAST THESE OUT OF THE SKY YOUR SIGHTS NEED TO "LOCK ON" TO THE CRAFT BY SIMPLY BEING PLACED OVER THEM, PRESS FIRE AND THE HEATSEEKER ALWAYS FINDS IT'S TARGET.

AT FIRST YOU'LL BE TEMPTED TO WIPE OUT EVERYTHING THAT APPEARS BUT YOU'LL SOON LEARN TO BE ECONOMICAL WITH YOUR AMMO AS YOUR GONNA NEED A LOT OF IT IN LATER LEVELS. IT'S POSSIBLE TO COMPLETE LEVELS (PARTICULARLY THE EARLIER ONES) JUST BY DODGING THE ONCOMING MISSILE THUS CONSERVING YOUR FIREPOWER, BUT YOU'LL HAVE TO BE ESPECIALLY ADEPT WITH THE OLD JOYSTICK.

AT THE END OF MOST OF THE LEVELS YOUR FUEL AND FIREPOWER ARE BOOSTED.

VISUALLY THE GAME IS WELL PRESENTED WITH NICELY DRAWN AIRCRAFT AND A VARIETY OF DIFFERENT TERRAINS OVER WHICH YOU FLY.

THE SCREEN CARRIES THE USUAL INFORMATION SUCH AS REMAINING FUEL, REMAINING AMMO, SCORE, LEVEL YOU'RE ON ETC ETC WITHOUT BEING OVER FUSSY OR COMPLICATED.

YOUR SCORE IS GOVERNED BY HOW FAR YOU HAVE TRAVELLED AND HOW MANY HITS YOU HAVE HAD (THESE ARE TOTALLED AT THE END) ALTHOUGH IT'S ONE OF THOSE GAMES WHERE THE SCORE IS A LITTLE IRRELEVANT AS THE OBJECT IS REALLY TO COMPLETE ALL THE LEVELS. ANOTHER TAPE MULTI-LOADER AND IT'S A PITY YOU CAN'T SKIP LEVELS AS THE EARLY ONES BECOME A LITTLE TOO EASY AFTER A WHILE.

GRAPHICS	85% - NICELY DRAWN CRAFT AND VISTAS
SONICS	75% - ALL THAT YOU'D EXPECT
PLAYABILITY	80% - A BIT ONE DIMENSIONAL BUT ENJOYABLE NONTHELESS
DURABILITY	80% - OH FOR A SKIP LEVEL CHEAT OR PASSWORD !
VALUE	85% -
OVERALL	85% - IN THIS PACKAGE OR AS A BUDGET.

1st Class
Award



80% - 90%

100% DYNAMITE CONT.

WEC LE MANS

NEXT ON TRACK COMES A CAR RACING SIMULATOR. THE FAMOUS LE MANS 24 HOUR ROAD RACE BROUGHT TO THE SMALL SCREEN. LIKE MANY OTHER SUCH GAMES THE IDEA IS TO COMPLETE EACH SECTION OF THE COURSE UNDER A SPECIFIC TIME LIMIT TO BE ABLE TO CONTINUE ON THE NEXT SECTION.

THE COURSE CONSISTS OF FOUR LAPS OF THE SAME TRACK WHICH ARE SPLIT UP INTO THREE SECTIONS. USUAL JOYSTICK CONTROLS APPLY WITH THE FIRE BUTTON CHANGING GEAR. CONTROLABILITY IS GOOD WITH THE CAR RESPONDING EXCELLENTLY, TAKING CORNERS TOO FAST WILL RESULT IN A SKID AND YOU'LL USE UP VALUABLE TIME.

DIFFICULTY IS PITCHED JUST ABOUT RIGHT AS THE EARLY STAGES SOON BECOME QUITE EASY BUT NATURALLY THE GAME GETS HARDER AS YOU PROGRESS WHERE YOU FIND THE OPPOSITION GANGING UP TO SQUASH OR SQUEEZE YOU OFF THE TRACK OR BLOCK YOU FROM OVERTAKING.

GRAPHICALLY THE CARS, TRACK, SCENERY ETC ARE NICELY DRAWN BUT UNFORTUNATELY SUFFER FROM "SPECCYITIS" AS THE COLOURS RANGE ALL THE WAY FROM GREEN TO GREY AND BACK AGAIN. ADDITIONALLY IT WAS ALSO SOMEWHAT DISSAPPOINTING TO FIND NO NIGHT SECTION, HOW CAN YOU HAVE A 24 HOUR RACE SIM' WITH NO NIGHT-TIME SEQUENCE ???

GRAPHICS	65% - WELL DRAWN BUT SPECCY STUFF.
SONICS	85% - ALL YOU'D EXPECT, NICE CASCADE JUST BEFORE YOU START.
PLAYABILITY	90% - GOOD CONTROLABILITY OF YOUR CAR.
DURABILITY	80% - REASONABLY DEMANDING.
VALUE	80% - IN THIS PACKAGE OR AS A BUDGET.
OVERALL	80% - ONE OF THE BETTER BASIC RACING SIMULATORS.

Merit
Award



LAST NINJA II

IS A SORT OF KUNG-FU BEAT 'EM UP MEETS DIZZY. PRESENTED IN GLORIOUS BLACK AND WHITE AND WITH CONTROLS WHICH TAKE A LITTLE GETTING USED TO, IT'S ONE OF THOSE THAT YOU GO FORWARDS THE WAY YOU ARE FACING I.E IF YOU'RE FACING THE SCREEN TOP, TO GO LEFT YOU MOVE JOYSTICK LEFT THEN UP. THERE IS THE FACILITY TO CHANGE THE JOYSTICK CONTROLS BUT TO ME THE OPTIONS OFFERED DON'T SEEM TO BE MUCH DIFFERENT TO EACH OTHER.

O.K. SO HERE AGAIN WE ARE FACED WITH THE MULTI-LOADER. EACH SECTION CONSISTS OF SEVERAL SCREENS BASED ON A PARTICULAR THEME E.G. CENTRAL PARK. WHICH WE EXPLORE AND FIGHT OUR WAY THROUGH, EACH HAS ONE OR TWO PUZZLES TO SOLVE OR ITEMS TO FIND BEFORE ACCESS TO FURTHER SCREENS CAN BE GAINED. IT'S USUALLY A MATTER OF LOOKING EVERYWHERE FOR CLUES, WEAPONS ETC AS THAT FLOWER TUB JUST MIGHT HOLD THE SECRET WEAPON OR KEY. IN ADDITION TO ALL THIS THOUGH YOU'LL HAVE TO FIGHT AND DEFEAT THE BADDIES EN ROUTE (THERE'S USUALLY ONE IN EACH SCREEN) JUST TO MAKE THINGS MORE DIFFICULT.

THE GRAPHICS, WHILST IN BLACK AND WHITE, ARE NICELY DRAWN AND WITH DETAIL. THE SONICS ARE NON-EXISTANT BUT I FOR ONE CAN LIVE WITH THAT IF THE GAMEPLAY IS UP TO SCRATCH.

GRAPHICS	80% - GOOD BUT BLACK & WHITE ONLY
SONICS	30% - NO SOUND, BUT I DON'T PARTICULARLY MIND THAT.
PLAYABILITY	70% - CONTROLS MAY BE AWKWARD FOR SOME (INCLUDING ME)
DURABILITY	80% - PLENTY TO FIND OR BEAT UP
VALUE	75% - IN THIS OR AS A BUDGET
OVERALL	75% - GOOD BUDGET GAME

Merit
Award



SO FOR THE COMPLETE PACKAGE I'D GIVE A RATING OF 65%, MAINLY BECAUSE DOUBLE DRAGON DRAGS THE RATING DOWN SO MUCH. I'D SUGGEST THAT ANYONE CONTEMPLATING BUYING THE COLLECTION EITHER BUYS IT CHEAPLY THROUGH MAIL ORDER OR GET THE THREE GOOD GAMES INDIVIDUALLY AS THEY'RE ALL AVAILABLE ON BUDGET LABELS.

COMPETITION WINNER

IN ISSUE 10 STEVE SMYTH SET A CROSSWORD COMPETITION. THE PRIZE WAS A FREE COPY OF THE SCULL PD UTILITY DISC THAT WILL HELP YOU MAKE UP YOUR OWN CROSWORDS. WELL AGAIN THE RESPONSE WAS ALMOST NIL, BUT THERE IS A WINNER AND STEVE HAS ALREADY SENT THE PRIZE OFF TO HIM. THE WINNER WAS GEORGE DYKE FROM BOURNEMOUTH. WELL DONE GEORGE !

AS SO FEW ENTERED THE COMPETITION I WON'T WASTE SPACE BY LISTING ALL THE ANSWERS. SO IF YOU WANT TO KNOW THE ANSWERS DROP A LINE EITHER TO STEVE (ADDRESS WAS IN ISSUE 10) OR TO MY NOT SO GOOD SELF (I CAN'T REMEMBER MY ADDRESS - SORRY). IT JUST LEAVES ME TO SAY THANK YOU TO STEVE FOR HIS TIME AND EFFORT IN SETTING AND RUNNING THE COMPETITION.

A NEW COMPETITION

YES FOLKS IT IS TIME FOR A NEW COMPETITION, THIS TIME THERE ARE TWO PRIZES BOTH DONATED BY GARY SMITH. THE PRIZES ARE TAPE VERSIONS OF DAN DARE AND DAN DARE 2. NOW GARY HAS SET THIS QUESTION FOR THIS COMPETITION: WHAT SCORE DID I GIVE TO BATMAN THE MOVIE IN ISSUE 9 OF PLAY MATES? BUT AS THERE ARE A FEW READERS WHO HAVE ONLY HAD ISSUES 10 OR 11, I WILL SET ANOTHER QUESTION. YOU CAN ANSWER EITHER QUESTION AND STAND A CHANCE OF WINNING. MY QUESTION IS WHO IS DAN DARES ARCH ENEMY?

IF ONLY A FEW PEOPLE ENTER THE COMPETITION THE WINNER WILL GET BOTH GAMES, IF QUITE A FEW ENTER (AND GET THE ANSWER RIGHT) I WILL SPLIT THEM INTO TWO PRIZES. THANKS TO GARY SMITH FOR DONATING THE PRIZES.

 * ROCKSTAR ATE MY HAMSTER £2.99 CASS. CODEMASTERS *

Reviewed by STUART MCLEOD

ROCKSTAR ATE MY HAMSTER PUTS YOU IN CHARGE OF YOUR VERY OWN ROCK BAND. YOU HAVE THE JOB TO PICK 1-4 SUPERSTARS WHICH INCLUDE WHACKO JACKO, MARADOONA, MINCE IGGY CARRUST AND SO ON. STARTING WITH ONLY £50,000 YOU HAVE TO PICK YOUR STARS CAREFULLY AS THEY RANGE FROM £30,000 TO £50,000, AS A RULE CHEAP STARS ARE LESS POPULAR LESS TALENTED AND MOST PRONE TO PETTY FITS OF RAGE AND JEALOUSY.

AFTER YOU'VE GOT YOUR STARS YOUR OBJECT IS TO SIGN THAT RECORD DEAL BUT FIRST YOU'LL HAVE TO BUILD UP THEIR POPULARITY AS RECORD COMPANIES WILL ONLY BE INTERESTED IN YOUR BAND IF THEY'VE GOT THE FANS TO BUY THEIR LATEST RECORDS.

THE NAME OF THE GAME IS GOING PLATINUM SO GET THE BEST STUDIO YOU CAN AFFORD AND THINK CAREFULLY ABOUT NAMING THE SONGS. YOU THEN HAVE TO DECIDE WHETHER YOU RELEASE A SINGLE OR AN ALBUM FIRST, SUCCESSFUL SINGLES BOOST THE SALES OF YOUR ALBUM.

THERE'S A LOT MORE YOU HAVE TO DEAL WITH THROUGH THE GAME SUCH AS THE TAXMAN MEMBERS DYING, BAD PUBLICITY, POOR RECORD SALES GIFTS FOR YOUR STARS, GIGGING, TICKET PRICES.

THIS GAME HAS INSTANT APPEAL AND OVERALL IT RATES

SOUND	NICE EFFECTS	8/10
GRAPHICS	VERY DETAILED AND AMUSING	9/10
ADDICTIVENESS	BE PREPARED FOR LATE NIGHTS	10/10
PLAYABILITY	EXCELLENT	9/10
VALUE	A REAL BARGAIN	11/10



Honour
Award

90% - 100%

AS A BONUS YOU ARE ALSO TREATED WITH A VERY FUNNY INLAY COVER WITH THIS PROGRAM. AS MOLLY MELDRUM WOULD SAY DO YOURSELF A FAVOUR AND GET IT NOW YOU WON'T BE DISAPPOINTED.



Tuck PD



Tuck PD. - For a catalogue send a S.A.E. to ...

Matthew Tuck

15 Ravencar Road

Eckington, Sheffield

S31 9GJ

Penpals also *
wanted. *****

PUBLIC
DOMAIN

PUBLIC
DOMAIN

BITS AND PIECES

=====

WHAT IS 'IT' THEN

.....

ACE MAGAZINE STOPPED DOING IT AGES AGO, GAMES X STILL DO IT JUST, NEW COMPUTER EXPRESS FOLDED BEFORE IT COULD THINK OF DOING IT AND COMPUTER & VIDEO GAMES HAVE JUST FINISHED IT. BUT WHAT IS 'IT' ??

'IT' IS THAT CERTAIN SOMETHING SO CALLED MULTI-FORMAT MAGAZINES ARE MEANT TO DO. AND THAT IS COVER THE 8 BIT MARKET. THE LATEST AND REALLY THE LAST MAJOR MULTI-FORMAT MAGAZINE TO STOP COVERING ALL 8 BIT COMPUTERS IS C&VG. THEY NOW ONLY COVER 16 BIT AND CONSOLES. NOW THE ONLY MAGAZINE THAT GIVES ANY 8 BIT GAME A MENTION IS THE WEEKLY MAGAZINE GAMES X. EVEN THEN IT JUST GIVES A SMALL MENTION ABOUT THE 8 BIT VERSION OF THE LATEST 16 BIT GAME THEY'VE JUST REVIEWED.

TO SHOW YOU WHAT I MEAN I'LL TELL YOU ABOUT THE COPY I'VE JUST BOUGHT (JAN 92) IT HAS TWO NEW GAMES FROM LORICIEL REVIEWED, STEVE MCQUEEN WESTPHASER AND GOLDEN EAGLE.

STEVE MCQUEEN WESTPHASER IS BY THE LOOK OF IT AN OP WOLF CLONE BUT SET IN THE WILD WEST. THE CPC MENTION FOR THIS WHOLE PAGE REVIEW WAS 28 WORDS LONG. GOLDEN EAGLE'S MENTION WAS 26 WORDS IN LENGTH BUT IT DID HAVE TO SHARE THE SPOT WITH THE PC VERSION OF THE GAME.

=====

PHIL HOWARD TO THE RESCUE

.....

NORMAN STEWART (AMOUNGST OTHERS) AND MY SELF WANTED AN INF. TIME POKE FOR THE GAME BOULDERDASH. SO I WROTE TO PHIL HOWARD AND ASKED FOR HIS HELP. BELOW IS THE POKE HE SENT, WHICH JUST LEAVES ME TO THANK HIM FOR HIS HELP - THANKS PHIL.

BOULDERDASH

INF. TIME 08D7,18]

08D8,01] DO BOTH POKES

=====

Carl Surry

37 Fairfield Way, Barnet, Herts, EN5 280



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PLAY
MATES



Bonzo's Litter Tray...

The Bonzo Bulletin section of Play Mates



BONZO'S RENAME FILES BY ALEX COCHRANE

These are just two of a suite of rename files I hope to do in the near future. The reason I wrote these files was to give some of the transfers decent names. The OPTION 4 file was done so that I could get two part games with the same names onto the same side of the disc i.e. ARMY MOVES and BMX SIM 2. The OPTION 5 file was just to give the OPTION 5 transfers a decent name. Instead of being a mixture of the tape loader and CASSBIT (name used by COLIN H. for transfers).

OPTION 4

```
10 'RENAME UTILITY FOR BSM/OPTION 4 TRANSFERS
20 '(c) ALEX COCHRANE OCT '91
30 'BSM (c) NEMESIS/MICROSTYLE '91
40 'THANK COL.
50 MODE 2:INK 0,26: BORDER 26:INK 1,0
60 CAT:PRINT"ENTER NAME OF OPTION 4 CREATED LOADER...":INPUT a$
70 IF LEN(a$)<>7 THEN PRINT"MUST HAVE 7 LETTERS":PRINT"PRESS ANY KEY...":CALL &BB18:GOTO 60
80 LOAD a$,&BFOC
90 PRINT"ENTER NEW LOADER NAME(7 LETTERS)....":INPUT b$
100 IF LEN(b$)<>7 THEN PRINT"7 LETTERS PLEASE":GOTO 90
110 'REN,b$+"2.bin",a$+"2.bin":'REN,b$+"3.bin",a$+"3.bin":'ERA,a$+".bin"
120 c$=SPACE$(7):FOR d=1 TO 7:MID$(c$,d,1)=MID$(b$,d,1):NEXT
130 FOR d=0 TO 6:POKE &BFOC+d,ASC(MID$(c$,d+1,1)):NEXT
140 FOR d=&BFOC TO &BF12:PRINT CHR$(PEEK(d)):NEXT
150 PRINT" POKED INTO LOADER...AND SAVING THAT NOW..."
160 SAVE b$,b,&BFOC,&AO,&BF14
```

OPTION 5

```
10 'RENAME UTILITY FOR BSM/OPTION 5 TRANSFERS
20 '(c) ALEX COCHRANE OCT '91
30 'BSM (c) NEMESIS/MICROSTYLE '91
40 'THANK COL.
50 MODE 2:INK 0,26: BORDER 26:INK 1,0
60 CAT:PRINT"ENTER NAME OF OPTION 5 CREATED LOADER...":INPUT a$
70 IF LEN(a$)<>7 THEN PRINT"MUST HAVE 7 LETTERS":PRINT"PRESS ANY KEY...":CALL &BB18:GOTO 60
80 LOAD a$,&BF1B
90 PRINT"ENTER NEW LOADER NAME(7 LETTERS)....":INPUT b$
100 IF LEN(b$)<>7 THEN PRINT"7 LETTERS PLEASE":GOTO 90
110 'REN,b$+"1.bin",a$+"1.bin":'REN,b$+"2.bin",a$+"2.bin":'REN,b$+"3.bin",a$+"3.bin":'ERA,a$+".bin"
120 c$=SPACE$(7):FOR d=1 TO 7:MID$(c$,d,1)=MID$(b$,d,1):NEXT
130 FOR d=0 TO 6:POKE &BF6F+d,ASC(MID$(c$,d+1,1)):NEXT
140 FOR d=&BF6F TO &BF75:PRINT CHR$(PEEK(d)):NEXT
150 PRINT" POKED INTO LOADER...SAVING THAT NOW..."
160 SAVE b$,b,&BF1B,&6A,&BF1B
```

464 owners will have to type in the lines below to alter the listings to work on their machine.

Using these utilities are just straight forward. Load in the rename routine, insert disc on which you put the transferred game and then type RUN. You are then asked for the transferred file's loader and everything is done automatically from there.

OPTION 4/464

```
110 'REN,@b$+"2.bin",@a$+"2.bin":'REN,@b$+"3.bin",@a$+"3.bin":'ERA,@a$+".bin"
```

OPTION 5/464

```
110 'REN,@b$+"1.bin",@a$+"1.bin":'REN,@b$+"2.bin",@a$+"2.bin":'REN,@b$+"3.bin",@a$+"3.bin":'ERA,@a$+".bin"
```



The Empire Strikes Back - The Big Bust

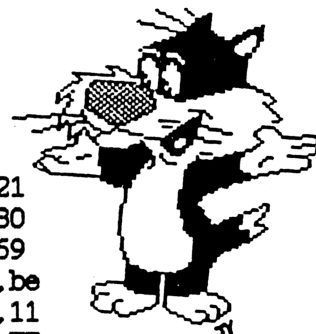
I've listed this Big Bust from Issue 24 of the Bonzo Bulletins. It was for the original release of the game, but I've tried it on the Hit Squad budget release and it still works. So all you have to do is read and follow the instructions.

Tough bit first - transfer the first file from the tape with OPTION 1. Load it from your disc, and then alter line 80 to read;

```
80 SAVE"EMP",B,33979,225,34141
```

Now type RUN [ENTER]. The file EMP will be written to disc. Erase EMPIRE.BAS. OK so far ? The tape should be in the right place, so leave it there, and type in this transfer file. Now run it [did you save it just in case ?] and the rest of the game will be collected from tape and dumped to the disc. Just RUN"EMPIRE", and THE UMPIRE BIKES HACK !

```
10 REM: EMP is saved from EMPIRE STRIKES BACK LOADER. TAPE WOUND PAST BASIC LOADER
20 REM: THEN RUN THIS. RUN EMPIRE FROM DISC WHEN TRANSFER COMPLETE
30 MEMORY &8000:LOAD"EMP":CLS
40 POKE &857d,&80:POKE &857e,&be:POKE &858c,&c0
45 POKE &8599,&c4: POKE &859a,&be:POKE &855f,&f3
50 FOR X=&be80 TO &bf85:READ A$:Y=VAL("&"+A$):POKE X,Y:CS=CS+Y:NEXT
60 IF CS<>31703 THEN PRINT"ERROR-WHODUNNIT?" ELSE CALL &855f
70 DATA f3,cd,bb,84,e5,f5,01,00,f6,ed,49,cd,95,be,fb,10,fd,f1,e1,f3,c9,21
80 DATA 68,bf,34,06,07,21,62,bf,11,23,01,d5,cd,8c,bc,e1,11,f4,01,01,00,80
90 DATA 3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,b4,be,21,00,c0,11,00,40,cd,69
100 DATA bf,c9,11,32,80,21,00,04,cd,69,bf,cd,ba,be,21,68,bf,36,30,21,ea,be
110 DATA 22,aa,be,22,9f,be,21,a0,00,22,a7,be,06,06,cd,9b,be,c7,21,ff,ab,11
120 DATA 40,00,0e,07,cd,ce,bc,21,68,bf,34,21,62,bf,06,07,11,23,01,d5,cd,77
130 DATA bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,0c,bf,cd,7c,bf,21,00,c0,22,ff
140 DATA be,e5,cd,f5,be,f3,cd,23,01,3e,1e,06,ff,cd,74,bf,10,fb,3d,20,f6,cd
150 DATA 7c,bf,21,00,04,22,ff,be,cd,f5,be,e1,22,ff,be,cd,f5,be,f3,21,51,bf
160 DATA 11,80,03,01,20,00,ed,b0,c3,80,03,31,00,01,21,00,c0,11,00,86,01,00
170 DATA 3a,ed,b0,c3,00,80,45,4d,50,49,52,45,30,22,9f,be,ed,53,a7,be,cd,95
180 DATA be,c9,c5,06,ff,00,10,fd,c1,c9,01,01,bc,ed,49,04,0d,ed,49,c9,00,00
```



I also found that the Multiface poke is not quite the same as mentioned else where this issue. That is not to say that the other poke will not work on another version of the game from the Star Wars Collection maybe ? The poke I found is as follows

Empire Strikes Back 07F6,A7 Inf. Shields

```
*****
* References in this publication to transfers that can be made from tape to disc using *
* the utilities mentioned , or via a type-in , are made on the understanding that where *
* permission from the Copyright owner of the program to be transferred is required, the *
* reader/user will seek such permission BEFORE attempting the transfer. Disc back-ups *
* are for use of the owner of the ORIGINAL tape only. NEMESIS/MICROSTYLE/PLAYMATES 1992 *
*****
```

Bonzo's Litter Tray...

BONZO'S BITS

MICK WILLIAMS INFORMS ME THAT THE HIT SQUAD VERSIONS OF POWERDRIFT AND XYBOTS WON'T BONZO (UNLESS YOU KNOW DIFFERENT ??). HE ALSO TELLS ME THAT FROM THE COLLECTION "THE IN CROWD" THAT PLATOON, BARBARIAN, TARGET RENEGADE, GRYZOR, KARNOV AND PREDATOR ALL GO AS LISTED IN THE BONZO DATABASE.

LEE ROUANE TELLS ME THAT CODEMASTERS 'GUARDIAN ANGEL' WILL GO WITH THE OPTION 3 VARIANT PICBONK. SO THIS MEANS THAT IT IS VERY LIKELY THAT IT WILL ALSO BE DETECTED BY THE BLITZ DISC.

=====

Bonzo's Litter Tray...

Alex Cochrane has been very busy sorting out new loaders for games that have been Bonzoed. Some will just load the game and alter the screen colours to what they should be and others will poke the games. It's a case of checking out the REM statements to see what each loader does. We start off his fine work with all the Freescape games from Incentive. I would just like to take this opportunity to thank Alex for all the help he has given me over the last month or two.

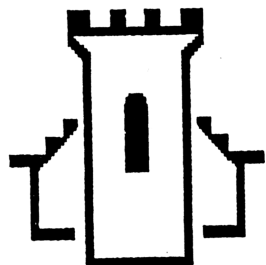
THANKS ALEX

.....

```
10 'CASTLE MASTER #1:INFINITE NRG/IMMUNE FROM GHOSTS AND FALLING
20 'CARL SURRY/ALEX C.
30 'FOR OPTION 2X TRANSFER
40 'FOR PLAYMATES
50 MODE 1:LOAD"d1",&C000
60 LOCATE 12,12:PEN 1:PRINT"CHEAT MODE ACTIVE"
70 OPENOUT"ncc-1701":MEMORY &500:CLOSEOUT
80 LOAD"c1":POKE &7305,0:POKE &7E6F,0:LOCATE 12,12:PRINT SPACES$(17)
90 CALL &9E3
```



```
10 'loader for CASTLE MASTER 2:THE CRYPT. OPTION 2X xfer
20 ' by ALEX C. for PLAYMATES
30 'immunity to ghosts and no nrg loss well fall
40 'nrg will always be at HERCULEAN str.
50 'comp vers.dont like black box
60 MODE 1:LOAD"d1",&C000
70 MEMORY &1E7F:LOAD"c1":POKE &708F,0:POKE &6B95,0:CALL &1E80
```

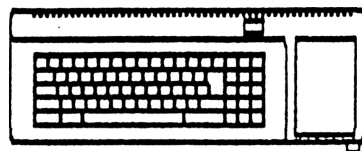


```
10 MODE 1:'Total Eclipse
20 MEMORY &1FCF:CLOSEOUT:LOAD"eclipse.pic":CALL &1FD0
30 LOAD"eclipse.bin":CALL &1B16
```

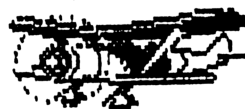


```
10 ' Darkside poke
20 ' ALEX COCHRANE/PLAYMATES '91
30 OPENOUT"jtkirk":MEMORY &1C60:CLOSEOUT
40 LOAD"D1",&C000:LOAD"C1"
50 POKE &6F7B,&A7:POKE &6E0A,&A7:POKE &6580,&18:'inf fuel
60 POKE &6581,&1B:POKE &6E20,0:' and shields
70 POKE &6E3E,0:POKE &7A1A,0:'stop timer and ecds regenerating
```

```
1 ' Driller Poke for Bonzo Transfer
2 ' by ALEX C
10 MODE 1:INK 1,15:INK 2,23:INK 3,9
20 LOAD"dscn2",&C000
30 MEMORY &1436:LOAD"!drill.bin",&1C62
40 POKE &6D87,0:POKE &6BF4,0:'infinite nrg
50 POKE &68B0,0:POKE &6755,0:'infinite shields
60 POKE &6737,0:'infinite time
70 CALL &489F
```



```
10 'OPERATION HORMUZ/OPTION 2 TRANSFER
20 'INFINITE HARRIERS
30 'BY ALEX C FOR PLAYMATES
40 MODE 1:LOCATE 1,1:PRINT"WANNA INSTALL CHEAT";:INPUT cht$
50 IF cht$="Y" OR cht$="y" THEN cht=1
60 INK 0,0:INK 1,18:INK 2,26:INK 3,24:BORDER 0
70 DATA 1,32,2,43,6,24,7,29
80 MODE 1:FOR a=1 TO 4:READ d:OUT (&BC00),d:READ d:OUT (&BD00),d:NEXT a
90 MEMORY &17FC
100 LOAD"b1",&C000:LOAD"c1"
110 IF cht=1 THEN 120 ELSE GOTO 130
120 POKE &2F69,0:POKE &6B04,0
130 CALL &9364
```



Alex Cochrane Cont.

Yes folks Alex is still here with help for all that want it. Here are some more loaders for Bonzo Transfers, plus two for Amstrad Action demos.

```
10 'loader for CHEVY CHASE(HiTec) - OPTION 11C
15 'Sorts screen colours
20 'by Alex C. for PLAYMATES
30 LOAD"chevy.bin",&BEF7
40 DATA 13,13,26,0,25,9,21,10,20,1,2,16,15,13,3,6
50 MODE 0:BORDER 13:FOR a=0 TO 15:READ b:INK a,b:NEXT
60 CALL &BEF7
```

```
10 'loader for REDHAWK OPTION 11C
20 ' ALEX COCHRANE/PLAYMATES
30 'sort screen colors
40 LOAD"redhawk.bin",&BEF7
50 MODE 1:BORDER 0:INK 0,26:INK 1,23:INK 2,24:INK 3,0
60 CALL &BEF7
```

```
10 'TURRICAN 2 DEMO LOADER
20 ' THIS DONT LIKE BLACK BOX
30 OPENOUT"BLASTER":MEMORY &2FE:CLOSEOUT
40 LOAD"1",&300:POKE &2FF,&FE:CALL &2FF
50 ' &FE @ &2FF IS ESSENTIAL TO RUN GAME
```

```
10 'AA TURTLES COIN-OP DEMO
20 'INFINITE LIVES BOTH PLAYERS
30 'BY ALEX COCHRANE FOR PLAYMATES/AA
40 'M/FACE &6F1,00
50 OPENOUT"SPLINTER":MEMORY &247:CLOSEOUT
60 LOAD"1",&248:POKE &51D,0:CALL &248
```



.....
STAIRWAY TO HELL by Power House and also QUACK A JACK by AMSOFT. Are both Option 01 but they will not not run. So Arthur Cook looked at them and found they needed some alterations to make them usable. Below are his findings.

The STAIRWAY TO HELL game needs STAIRWAY.BAS to be loaded and then

```
EDIT line 40 load"sth1.bin"
EDIT line 50 load"sth2.bin"
EDIT line 60 run"sth3.bas"
```

STH3.BAS

```
EDIT line 160 run"sth4.bas"
```

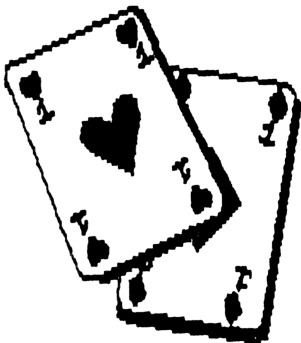
STH4.BAS

```
EDIT 20 load"sth5.bin",&2990
EDIT 30 load"sth6.bin",&1200
```

With these alterations done the game should RUN.

QUACK A JACK load the BAS file

```
EDIT 520 load"sprite.bin",&7000
DELETE 562
EDIT 580 run"main"
```



CPC

... BONZO NEWS ... BONZO NEWS ... BONZO NEWS ...

OPTION 1

THUNDERJAWS BY DOMARK	...	MAIN FILE ONLY
PHILEAS FOGG'S BALLOON BATTLES BY ZEPPELIN	...	USE UP ONLY 36K OF DISC
STAIRWAY TO HELL BY POWERHOUSE	...	ALTER FILES TO RUN
QUACK A JACK BY AMSOFT	...	ALTER LOADER TO RUN
FIG - FORTH BY AMSOFT	...	
JOCKY WILSON'S DARTS COMPENDIUM BY ZEPPELIN	...	
PROJECT PLANNER BY AMSOFT	...	
PLASMATRON BY CRL	...	
DRILLER BY INCENTIVE (VIRTUAL WORLDS)	...	USE ALEX C'S LOADER
RODEO GAMES BY MICRO VALUE	...	ALL LEVELS TRANSFER TO & RUN FROM DISC.(164K)

OPTION 2X

DON'T FORGET OPTION 2 GAMES CAN'T GO ON THE SAME SIDE OF A DISC

SUPER KID BY ATLANTIS	...	FROM 4 GAME PACK No.1
CRACK UP BY ATLANTIS	...	FROM 4 GAME PACK No.1
SPOOKY CASTLE BY ATLANTIS	...	FROM 4 GAME PACK No.1
CROSSFIRE BY ATLANTIS	...	FROM 4 GAME PACK No.1
BADLANDS BY DOMARK	...	
SAINT'S AND GREAVSIE BY GRANDSLAM	...	

OPTION 3

GUARDIAN ANGEL BY CODEMASTERS	...	USE PICBONK
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OPTION 10B

BIONIC COMMANDO BY U.S. GOLD	...	MAIN FILE ONLY
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OPTION 11A

ROADRUNNER & WILE E COYOTE BY HI TEC	...	
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OPTION 11C

REDHAWK BY MELBOURNE HOUSE	...	TYPE BORDER 0 BEFORE RUNNING GAME.
CHEVY CHASE BY HI TEC	...	USE ALEX C'S LOADER
SANTAS XMAS CAPER BY ZEPPELIN	...	USE CODES 1= 0 2= 192

HACK PACK

500CC GRAND PRIX BY ACTIVISION	...	USE HP2
BERKS BY POWER HOUSE	...	USE HP2
OSPREY BY AMSOFT	...	USE HP2

BLITZ 5

NEW ZEALAND STORY -RAINBOW ISLAND COLL.	...	MAIN FILE ONLY
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.....

THE CODEMASTERS GAMES IN THE QUATRO ARCADE COLLECTION WILL ALL DETECT WITH THE BLITZ DISC BUT I'LL LIST WHAT OPTION TO USE TO SAVE YOU TIME. ALSO DON'T FORGET TO CHECK OUT AND USE THE FRUIT.INF FILE ON THE DISC.

ADVANCED PINBALL SIMULATOR	...	BLITZOLD
3D STARFIGHTER	...	BLOLDXL
GRAND PRIX 2	...	BLOLDXL
FRUIT MACHINE SIMULATOR	...	BLITZOLD

.....



8 K DISC SECTOR COPIER

(AS FEATURED IN THE LAST BONZO BULLETIN)

GALAXY FORCE BY ACTIVISION	...	LEVELS RUN FROM TRACK 17 ONWARDS.
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.....





A LETTER FROM CANADA



AS ALL FOLLOWERS OF ALL THINGS TO DO WITH THE BONZO DISC KNOW, COLIN HARRIS (BETTER KNOWN AS CAPT. BONZO) LEFT TO LIVE IN CANADA. LEAVING THE BONZO NEWS IN MY HUMBLE HANDS. AFTER I SENT ISSUE 10 OF PLAY MATES TO COLIN, I GOT BACK QUITE A LONG LETTER. NOW I THOUGHT ALL FRIENDS OF COLIN MAY WISH TO KNOW HOW HE IS DOING. SO WHAT I'VE DONE IS HAVE THE LETTER REDUCED TO FIT ON TO ONE PAGE FOR ALL TO READ. I JUST HOPE YOU CAN ALL READ IT PLUS THAT COLIN DOESN'T MIND THAT I'VE DONE THIS. I THINK IT'S WORTH READING JUST TO SORT OUT MY SLIGHT COCK UP OVER THE BBPATCH FILE AS FEATURED IN THE LAST ISSUE. I WAS TOLD THAT TO RUN THE GAMES ABPATCH WAS NEEDED BUT SOME HOW I GOT IT ALL WRONG.

Dear *Colin*,

The only way I could get to write to so many people before Xmas was to borrow a computer and send everyone the same letter. That means that you'll get to be able to read even more garbap, than was intended for you - a sort of a reverse bonus for Xmas. If I manage to get this strange computer to do as I want it to, I'll follow the general stuff by subsections so that you can skip what you don't want to read.

After more than one false-start Sally-Anne [the cat] and I arrived in Ottawa on 14th. September, with Sally having survived the journey much better than I did ! I guess that'd be right as it cost quite a bit more in fees and fares to get her here than it did me. Sally has had all her "shots", including the one for rabies, and spends all her time chasing squirrels. Most of the squirrels are all black, just like Sally, so I think that there is an element of confusion for all parties. As the squirrels can climb a vertical wall without problem it seems unlikely that Sally will ever catch one - and I dread to think of the result should she ever manage to. Doreen, having the advantage of a few months acclimatisation, spends most of her time trying to confuse me with the local food. So far she has me convinced that it is not possible to get canned marrowfat peas, but the chocolate fudge brownies and unbelievably cheap ice-cream sort of make up for it.

I just found out that I don't know how to go back over what I've already typed in, so you'll just have to settle for the mistakes that I make. For some reason or another Wordperfect ain't as easy to use as Tasword !

We were dead lucky in finding a reasonable apartment/flat in which to park ourselves whilst we wait for the house in the U.K. to get snapped up ! It's quite big, and looks a bit bare pending the arrival of our goodies from back home. Doreen's found a good job, but so far I haven't had much luck. It seems that no one wants to take a chance on an old fogey like me. Part of the problem is the language barrier. Canadians don't speak proper English like what I do, and some of them speak French, or Canadian with a French accent. I could probably cope with the French, but it appears that a lot of the French is learned from watching English films dubbed into French. Consequently they learn to make English mouth movements whilst uttering French noises. These are called Francophones. Then as speaks the Canadian version of English are known as Anglophones, and those that speak all varieties of language known to man are called Telephones.

The weather has varied from near 30 C. to minus about 10 C. in the time I've been here. Doreen says that from June to September there was hardly a cloud in the sky, with temperatures mostly around the 30 C. mark, with 38 C. not uncommon. At the moment daytime temperatures are well above normal, at about zero, and the winter is late arriving. Very soon we'll have several feet of snow, and temperatures between minus 10 C and minus 35 C will be normal until about April next year. During that time a lot more snow will fall, and Doreen will keep fit shovelling out of the backyard !

My sister Gil and her "outfit" live two blocks away [see how foreign I've got ?], so we get plenty of advice on how to survive. I am not convinced that we really HAVE to get skis and ice skates to get through the winter though. At this point note that Canadians like all North Americans are VERY BIG on keeping fit. The rule of thumb seems to be to eat like an absolute pig at all meals, and include a token calorie-free salad along with masses of "fries" and chocolate and ice cream desserts. In between meals eat vast quantities of chips [crisps !] and cookies [biscuits] and candy bars [chocolate], and try to call all of these foods by names that don't indicate how fattening they are. Having done all these things the average Canadian seems to think that an hour spent playing squash or some other heart straining "sport" will cancel the effects of the fuel intake. Sometimes Canadians go on a "diet", which is always as well as regular food, rather than instead of.

There's dozens of stations full of garbage on the T.V., there aren't any proper sports played in Canada, but the saving grace is that most Saturday mornings I can watch a live first division U.K. football match on the sports channel ! The other life-saver is the BBC WORLD SERVICE, without which there ain't no news, not even in the "newspapers". Typically one might hear the news as, "The third world war broke out yesterday. There's been exciting developments at the Toronto Skydrome, where the Kansas Klowns are 4 to 9 in the fifth with a mudder nerdered on 3 yard line without a clout by the tenth. The is the first time in seventeen and a half years that the Bluejay quarter neck has worn a brown shirt and held his breath for eleven seconds whilst walking backwards ! Now let's go over to Kanata where the local election for a new fudge brownie maker is in it's tenth day !"

What then, you may well ask, is a true blue Englishman doing in such a country ? Looking for a job, that's what !

The specialised drivel is now about to commence, so can I at this point wish you all a Very Merry Xmas, and a Happy and Healthy New Year. I do hope to hear from you, and to get my letters done more personally next time - maybe with a little better understanding of how this computer thingy works !

Very best wishes to you and yours,

Col, Doreen, Sally-Anne and Simon.

Colin

COMPUTERS & ALL THAT STUFF

The bad news is that the CPC is unknown here. There are a few PCW's knocking about from when Alan Sugar made his ill-fated attempt to infiltrate the North American market. The only computers that are in the "leisure" market are the C64, ST, and Amiga. However, I estimate that very few people actually use a computer at home in the same way that one would in the UK. It's probably due to the fact that computers are in great evidence everywhere - virtually everybody who works will use a computer, and that includes bus drivers and waitresses !

The good news is that they are cheap, very cheap. Noting that there are two Canadian Dollars to a Pound Sterling read this advert from a new computer shop that recently opened in Ottawa; 286-12 with 2 floppies. 44 meg hard drive. VGA colour monitor. 101 keyboard. mouse. 2 serial. parallel. game & IDE card. MSDOS. \$899 with two year guarantee.

All you need is a printer, and you'll get a pretty decent one for two hundred dollars.

I'm hoping to get a second hand "clone" for a few pennies, so that when I get a job I'll be used to it - and it'll be easier to write a few letters.

This letter was written on a COMPAQ LTE portable job, using WORDPERFECT 5.0. It's got a built-in hard drive and a 3.1/2" drive, and being yet another IBM clone runs just about everything you could want to run. The keyboard is a bit small, but perfectly adequate.

Enough of that, it'll hardly make you jealous - I'm still lost without my CPC !

I got PLAY MATES from Carl yesterday, and it was great to read all those familiar things - I even re-read the bits wot I rote, and the other bit wot simon rote ! It's sad to hear about WACCI, but not in the least bit surprising. I can't see that it can survive without a very great deal of hard work, seems best to put your faith in Carl and SPREAD THE NEWS to keep Carl keen and happy. I was pleased to see that those that can are keeping the BONZO news going, and I hear from Nigel that the database gets bigger every day.

By the way, the BBPATCH file that Carl printed in PLAY MATES for you is perfectly adequate, but ABPATCH on the latest BSH disc is even easier to use as it doesn't require a filename input. It works even more simply, and will handle some games that BBPATCH won't. Carl asked about 3D STUNTRIDERS, had it ever been transferred etc. Yes, it had, it used to be a special. It is an old "Speedlock" type, but arranged so that it loads in ALL memory except for about 100 bytes - clearly no room free to intercept in the usual way. I do recall doing a transfer routine for it that would work on a 6128 or expanded machine - but the game was really a "one-off". There were a couple of other very early speedlocks that needed sorting out manually, one was FIGHTING WARRIOR and the other was MOVIE. I know that the first has since been released as an OPTION 1 type, but MOVIE just vanished from the scene.

Simon is so keen on rounders [Baseball ?] that he has been running in circles all day. He hasn't figured out the rule that says he can stop. Is there one ?

RADIO VE3/G8SX

Not a lot to report as I still await the arrival of the Rascal and other gubbins from the UK. As far as the license is concerned I just have to take "Licensing Conditions" to qualify for an equivalent VE call. It's all very simple because apparently I can pop up to the Ottawa office and do it any old time ! Ain't that civilised ?

Listening on my sisters Radio Shack receiver I hear a great deal of activity, without too much QRM. Most used bands for HF local stuff appears to be on 7 and 14 megs, "local" being a general term as any part of Canada is considered local but can be 3000 miles or more away.

I've not heard any 2 or 6 metre stuff, ain't got the goodies, but I gather that it is quite active along with the strange but useful 220 meg band. 70cms and those other imaginary frequencies I have yet to find out about.

As far as gear is concerned, it is quite a lot cheaper than in the UK - but not as cheap as the US which is a favourite shopping haunt anyway. Federal and Provincial Taxes stuff the costs up slightly. I will probably get organised on "Packet" when I acquire the dreaded IBM clone, but that'll be well into next year. My Rascal and stuff is expected sometime in the next two weeks, much to the disgust of Doreen !

I can hear plenty in this suburban location, and don't need much of an antenna [whoops !], but have yet to try MW with a loop. That should be pretty interesting in darkness hours, and I shall concentrate on trying to hear one of the Northampton/Cambs local stations. The US can be heard quite well at night anyway.

The first thing I have to do when my gear arrives is to get the Icom base station up and running to find out just what the extra 2 megs is all about, and program in the appropriate repeater shifts just in case I throw a wobbly and try to access one. Mind you, with the Canadian tendency to make everything as complicated as possible I probably have to repeat my call sign every five seconds in French and English. In Quebec it is illegal to show ANY signs in English, so if that applies to the spoken word as well then I'm damn pleased that I'm in Ontario !

Magazines Canadian style don't exist, but in one Ottawa shop it is usually possible to get the two regular US mags. They are much more expensive [taxes and so on] to buy than to subscribe to, so when I've made up my mind which one I like or understand that's what I'll be doing.

Bits of wire for antennas will have to do for the time being, and I've figured out that the BEST time to hang them up is in the winter when it's -40C so that there is the correct free play from expansion when it gets to +40C in the summer. Maybe Ron's theory about indoor aersials is the best one to apply after all !

Being temporarily QRT means there ain't very much to tell, but there should be next time. Until then I'll wish you 73's, gud dx, and above all keep fit and well and have a good time at Xmas.

HYPERBOWL The BIG BUST By Mike Bullen.

Mike has been busy of late so hasn't done as much as he'd like to have done, but he did send in this Big Bust for the game 'Hyperbowl'. He also has another type-in that will get Hyperbowl to disc with the loading screen as well. If enough folk want it I will run it at a later date (you have been warned).

```
10 'Ensure formatted disc in drive, write enabled,
15 'and that it has at least 33K free.
20 'Type in listing. Tape in player. Press Play and run program.
30 '
40 '*****
50 '***** Hyperbowl to Disc *****
60 '***** By MGB *****
70 '*****
80 '
90 :TAPE:OPENOUT "D":MEMORY &103F:CLOSEOUT:LOAD"!",&1040
100 POKE &1042,&10:POKE &1059,&70:POKE &105A,&10
110 FOR n=&1070 TO &10D6:READ a$
120 a=VAL("&" + a$):POKE n,a:NEXT
130 DATA 21,21,00,ed,63,11,40,21,00,11,ed,63,13,40,21,00,96
140 DATA ed,63,15,40,21,01,41,ed,63,17,40,21,00,ed,ed,63,19,40
150 DATA 21,b0,21,ed,63,1b,40,21,ad,40,ed,63,1d,40,21,11,00
160 DATA ed,63,1f,40,21,00,01,ed,63,21,40,21,03,01,ed,63,23,40
170 DATA 21,ed,b0,ed,63,25,40,af,31,27,40,21,c3,00,ed,63,ab,41
180 DATA 3e,95,32,ad,41,21,60,95,ed,63,29,40,c3,00,40
190 RESTORE 260
200 FOR n=&9500 TO &9537:READ a$
210 a=VAL("&" + a$):POKE n,a:NEXT
220 RESTORE 300
230 FOR n=&9560 TO &956E:READ a$
240 a=VAL("&" + a$):POKE n,a:NEXT
250 CALL &1040
260 DATA 21,00,96,11,00,00,01,41,00,ed,b0
270 DATA 0e,07,11,40,00,21,00,a9,cd,ce,bc,06,03,21,35,95
280 DATA 11,00,20,cd,8c,bc,21,fd,01,11,03,83,01,fd,01,3e
290 DATA 02,cd,98,bc,cd,8f,bc,c3,00,00,68,62,30
300 DATA dd,21,fd,01,11,03,83,21,fd,01,3e,17,c3,00,00
```



YORKIE PD LIBRARY

FEBRUARY CATALOGUE

Selection

General Contents

- 01 Games 1.....Space Froggy, Connect 4, Trumps, Yahtzee + more
- 02 Games 2.....Various (not just games). Inc. Penguin's Animator
- 03 Games 3.....Soccer Management Sim Demo + Space Froggy (again)
- 04 Utilities 1...Word-processors, art packages, databases etc.
- 05 DW1.....Various progs from DW Software. Inc. Minicad2
- 06 DW2.....Eaysdos Desktop system + file recover and more
- 07 Pagemaker +...Original PD DTP from Scull PD. Fonts included
- 08 Graphics.....Slideshow from Manchester Amstrad User Group



Prices:

Each selection takes up one side of a disc and costs 50p. Please enclose an SAE (or 60p to cover first class return postage) with your order if you want it returned. Cheques should be payable to 'Daniel York'. Overseas orders please include a reasonable amount for return postage. Jiffy bags are advised to stop some drunken postie mangling your disc.

YPD News:

There are some more selections on the way, but I really need your suggestions as to what to put in the library. At the moment I am putting together a CP/M disc, and possibly an adventure disc. Do you think these are good ideas for the library? Have you got any better suggestions (I'm sure you have!)? Please let me know at the usual address.

YORKIE PD, 11 Beechwood Avenue, St. Albans, Herts AL1 4XF.



RICK DANGEROUS



RICK DANGEROUS, SUPER HERO A LA INDIANA JONES HAS TO EMBARK ON A VARIETY OF HIGHLY DANGEROUS ESCAPADES E.G. TRAVERSE THE AZTEC TEMPLE, COLLECT THE JEWEL OF ANKHEL FROM THE EGYPTIAN PYRAMID AND RESCUE THE COMMANDOS FROM THE P.O.W CAMP.

YOU ARE ARMED WITH A LIMITED SUPPLY OF BULLETS FOR YOUR TRUSTY REVOLVER, A SIMILARLY LIMITED SUPPLY OF DYNAMITE AND A POINTED STICK WITH WHICH TO POKE THINGS. YOU CAN FORGET ABOUT ANY INSTRUCTIONS AS THESE ARE NON-EXISTENT AND AT FIRST THE ODDS SEEM HOPELESSLY SET AGAINST YOU. IT'S UP TO YOU TO FATHOM OUT HOW TO COMPLETE EACH SCREEN AND YOU'LL SOON REALISE THAT ALL IS NOT WHAT IT AT FIRST SEEMS.

INITIALLY THE GAME APPEARS TO BE A SIMPLE MAZE PUZZLE WHERE THE AIM IS JUST TO ENTER ONE SIDE OF THE SCREEN AND EXIT THE OTHER, BLASTING EVERYTHING IN YOUR WAY, BUT IT ISN'T QUITE THAT EASY OR OBVIOUS I'M PLEASED TO SAY. TAKE A LEAP DOWN THE WRONG CATACLISM OR GO UP THE WRONG LADDER AND IT'S CURTAINS. FAIL TO PICK UP THE TREASURE, MASKS ETC AND CAREFULLY HIDDEN SPIKES STAB YOU JUST AS YOU THOUGHT YOU WERE DOING QUITE WELL. SOME SCREENS AT FIRST SEEM IMPOSSIBLE TO TRAVERSE, BUT TRIAL & ERROR AND PERSERVERANCE WILL ULTIMATELY PREVAIL. YOUR SUPPLY OF AMMO WILL SOON RUN OUT BUT THERE ARE VARIOUS "PICK-UPS" ALONG THE WAY, THE TRICK IS NOT TO USE IT UP IF YOU CAN DODGE ROUND THE BADDIES INSTEAD. YOU START WITH SIX LIVES AND BOY, WILL YOU NEED THEM.

THE GAME GETS FRUSTRATINGLY DIFFICULT IN THE LATER LEVELS (THERE ARE FIVE) BUT YOU'LL PROBABLY FIND YOURSELF GETTING JUST THAT LITTLE BIT FURTHER EACH TIME. CONTROLS ARE THE NORMAL JOYSTICK ONES WITH FIRE+ UP SHOOTING BULLETS, FIRE+ DOWN LAYING DYNAMITE AND FIRE+ LEFT OR RIGHT POKES WITH THE STICK. CONTROLABILITY IS TRULY EXCELLENT AND THE GRAPHICS ARE DOWNRIGHT MAGICAL, BY FAR THE BEST I'VE EVER SEEN, WITH SMALL BUT EXTREMELY WELL DRAWN CHARACTERS AND EXCEPTIONAL SHADOW DETAIL GIVING A PARTICULARLY GOOD 3D EFFECT. IT'S HARD TO SEE HOW THEY COULD BE BETTERED.

ALL IN ALL THIS ONE IS A DEFINITE GOODY AND IF YOU HAVEN'T ALREADY GOT IT, GET IT, ESPECIALLY AS IT SHOULD BE OUT AS A BUDGET ANYTIME NOW, EVEN FULL PRICE IT'S WELL WORTH ANYONES MONEY. THE ONLY COMPLAINT I'D VOICE IS THAT I WISH THAT A PASSWORD SYSTEM HAD BEEN USED TO ACCESS THE DIFFERENT LEVELS BECAUSE AS YOU GET MORE ADEPT AT THE GAME, TRUDGING ROUND THE EARLY LEVELS BECOMES A BIT OF A BIND. ADDITIONALLY, IS IT REALLY NECESSARY TO PRODUCE SUCH A LARGE AMOUNT OF PACKAGING FOR A THREE INCH DISC GAME ? THE BOX IS 7X6X1.5 INCHES AND THE INSTRUCTIONS YOU COULD FIT ON THE BACK OF A POSTAGE STAMP. SO MUCH FOR THE ENVIRONMENT !!!!!

SO TO THE RATINGS

GRAPHICS		100% - BRILLIANT
SONICS		85% - EFFECTS ONLY (NO MUSIC - HURRAY !)
PLAYABILITY		95% - LOSES 5% FOR HAVING NO LEVEL PASSWORDS
DURABILITY		90% - MIGHT GET FED UP HAVING TO GO THROUGH THE EARLY LEV'S
VALUE		90%
OVERALL		92% - IF IT'S RELEASED AS A BUDGET, MAKE THAT 100%

IT'S PERHAPS WORTH NOTING THAT THE TAPE VERSION IS ALMOST DEFINITELY A MULTI-LOADER.

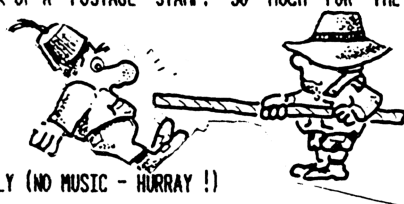
LIFE SAVERS

FROM PETER CURGENVEN

PETER HAS SENT INTO ME A LIST OF MULTIFACE POKES THAT HE FOUND USING THE UTILITY TEARAWAY. THEY ARE MAINLY POKES FOR OLD GAMES, SO OLD INFACIT I'VE NEVER HEARD OF HALF OF THEM. BUT I'M SURE SOMEONE OUT THERE HAS BEEN WAITING YEARS FOR THESE POKES. AS ALWAYS THOSE MARKED WITH THE * SIGN WILL NEED THE * KEY PRESSED BEFORE YOU ENTER THE POKE ITS SELF, BUT AFTER YOU GET TO THE ADDRESS. ALL THE POKES ARE FOR THE TAPE VERSIONS OF THE GAMES.

GAME	ADDRESS,POKE	EFFECT
SEYMOUR GOES TO HOLLYWOOD	61c8,00	INF. LIVES
FLIMBO'S QUEST	7724,00	INF. LIVES
CAVE MANIA	1f05,00	INF. LIVES
CAVE MANIA	49c2,00	INF. ROCKS
COMMANDO	073c,ff	INF. LIVES
BRAINACHE	7312,00	INF. LIVES
WONDERBOY	52e5,00	INF. LIVES
TROLL	5461,00	INF. LIVES
JACK THE NIPPER 2	5023,00	INF. COCONUTS
CRACK UP	1233,a7	INF. LIVES
PRO POWER BOAT	*3573,00	INF. LIVES
TITANIC	41f9,00	INF. LIVES (MOVE DIVER FIRST)
TITANIC	4162,a7	INF. OXYGEN (CAN STILL DIE)
TOP CAT	7c09,30	STOPS CLOCK
ON THE RUN	a48d,00	STOPS ENERGY BAR
ON THE RUN	b2f2,00	INF. LIVES
MEGANOVA	67c8,00	INF. LIVES
MUGGINS THE SPACEMAN	11a9,00	INF. SHOTS
BLACK MAGIC	*3119,00	INF. ARROWS
SABOTEUR	b796,00	STOPS TIMER AS WILL b78e,00
ROLAND IN TIME	1712,3a	INF. LIVES
SPACED OUT	5886,00	STOPS TIMER
PETER PACK RAT	8702,3a	INF. TIME
PETER PACK RAT	8edf,00	STOPS FLYS
SLUG	073b,00	INF. LIVES
SLUG	09a6,00	INF. TIME
STRIKE FORCE COBRA	6943,a7	STOPS TIMER
CHIMERA	9172,f0	INF. WATER / FOOD
EVERYONE'S A WALLY	81e1,a7	INF. LIVES
SHORTS FUSE	9577,00	INF. LIVES
SHORTS FUSE	91fd,00	STOPS TIMER
CHAIN REACTION	4a41,00	STOPS TIMER
CHAIN REACTION	4b81,00	INF. LIVES
COP OUT	195b,00	INF. LIVES
I BALL 2	*21b2,00	STOPS TIMER
I BALL 2	*251d,00	NO BADDIES
GROUND ZERO	5af8,00	STOPS TIMER
PAWS	*293f,00	INF. STAMINA / STRENGTH
NINJA SCOOTER SIM	6e95,00	STOPS TIMER]-REPLACE THE
COLLAPSE	5fd,aa	STOPS TIMER]-ORIGINAL BYTE
		]-TO GET TO NEXT
		]-LEVEL.

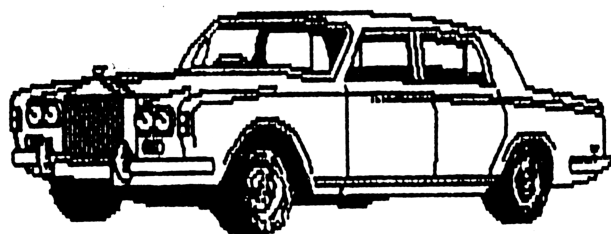
A VERY BIG THANK YOU TO PETER CURGENVEN

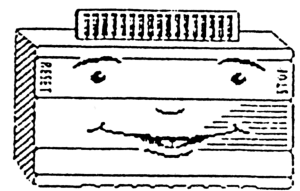
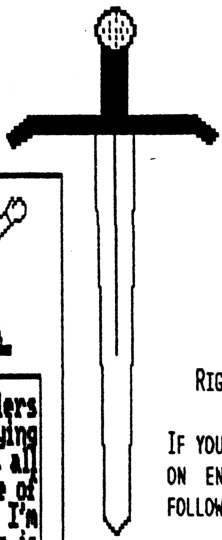


Honour
Award



90% - 100%





LIFE SAVERS

FROM LEE ROUANE



Lee Rouane is a new member of the Play Mate's readers anonymous club ! To get his membership off to a flying start he sent in some Multiface pokes. Now some if not all have been used by A.A. or A.C.U. by now, but for those of you that only get one or neither of those magazines I'm going to print the pokes again. All I can say to Lee is thanks and keep up the good work.

COUNT DUCKULA	37C0,00	INF. TIME
STAR WARS	4515,00	INF. SHIELDS
EMPIRE STRIKES BACK	0746,00	INF. SHIELDS
BOMB JACK	0280,00	INF. LIVES
SHINOBI	3758,A7	INF. TIME
NIGHTBREED	04CF,00	INF. LIVES
GHOST N GHOULS	3148,A7	INF. LIVES
GHOST N GHOULS	5481,00	INF. TIME
DYNAMITE DUX	8807,A6	INF. LIVES
DYNAMITE DUX	8877,A7	INF. CREDITS
ALIENS	1880,00	INF. FIRE
HOWARD THE DUCK	329C,00	INF. TIME
LIGHT FORCE	79DA,00	INF. LIVES
LIGHT FORCE	70DE,00	NO ENEMIES
SABRE WOLF	A560,00	INF. LIVES
CHASE HQ	2055,C9	INF. TIME
CHASE HQ	3872,00	INF. TURBOS
TURRICAN	04F0,00	INF. ENERGY
RAINBOW ISLANDS	1C1E,00	INF. LIVES
X-OUT	4882,00	INF. LIVES
ALTERED BEAST	0989,00	INF. CREDITS
SPITTING IMAGE	36F3,C1	YOU ALWAYS WIN
TIME MACHINE	7335,00	INF. LIVES
BACK TO THE FUTURE 2	7A4C,A7	INF. LIVES
BACK TO THE FUTURE 2	6954,00	INF. TIME
TITANIC	41F9,00	INF. TIME
TITANIC	3008,00	INF. HARPOONS
STARDUST	0E34,00	INF. LIVES
BLACKBEARD	38DA,A3	INF. LIVES
BLACKBEARD	4C3E,00	INF. BULLETS
COLLOSEUM	68C4,00	INF. LIVES
KWIK SNAX	29FE,A7	INF. LIVES
SCORE 3020	68E9,00	INF. LIVES
CABAL	2064,A6	ENEMY DONT FIRE
STUNT CAR RACER	2177,00	INF. BOOST
IMPOSSABALL	9162,00 1	INF. LIVES
IMPOSSABALL	A390,00 1	DO BOTH POKES
IMPOSSABALL	832A,C9	INF. TIME
MIDNIGHT RESISTANCE	1557,00	WHEN DEAD YOU
		ADVANCE A LEVEL
NINJA MASSACRE	8A38,00	TURNS WALLS INTO
		END OF LEVEL



PLAYMATES

RIGHT THEN HERE ARE SOME TIPS FOR THE GAME HERO QUEST.

IF YOUR BAND OF ADVENTURERS IS IN NEED OF MONEY OR A BIT LOW ON ENERGY (OR BOTH) AFTER A HARD FOUGHT QUEST, JUST DO THE FOLLOWING.

START THE QUEST CALLED "THE STONE HUNTER" IF YOU DO NOTHING, BUT THEN EXIT THE QUEST, EACH PLAYER WILL GET 100 GOLD COINS. YOU CAN KEEP DOING THIS UNTIL EACH PLAYER HAS ENOUGH MONEY TO BUY ANY WEAPON OR ARMOUR THEY NEED.

ALSO IF YOU SEARCH THE FIRST 4 ROOMS THERE WILL BE ALMOST NOTHING TO WORRY ABOUT. YOU MAY SET OFF 1 BODY TRAP OR HAVE ONE CREATURE STALK UP ON YOU BUT NOTHING MORE THAN THAT SHOULD HAPPEN. IN THESE 4 ROOMS YOU SHOULD FIND MONEY AND A POTION OF SOME SORT. IF YOU FIND THE HEALING POTION USE IT BEFORE YOU EXIT THE QUEST. ALSO USE THE MAGIC SPELLS THAT CAN HEAL PLAYERS BEFORE YOU EXIT THE QUEST.

BY DOING THIS 5 OR 6 TIMES ALL YOUR PLAYERS WILL BE BACK TO FULL STRENGTH AND VERY RICH INDEED. SAVE THE CHARACTER BEFORE YOU START A NEW (FULL) QUEST THOUGH, JUST IN CASE.

FOLLOWING THIS TIP WILL LEAVE THE WIZARD THE RICHEST OF ALL THE CHARACTERS AS HE CAN ONLY BUY A STAFF AND TOOL KIT. IF ALL THE CHARACTERS ARE WELL OFF GET THOSE THAT NEED ONE A TOOL KIT. IT IS NEEDED TO FIX FLOOR TRAPS THAT YOU MIGHT FIND. ANOTHER THING THAT MUST BE HIGH ON YOUR SHOPPING LIST IS ANY SORT OF ARMOUR IE, HELMET, CHAIN MAIL ETC. YOU CAN GET THE BETTER WEAPONS LATER. THIS IS BECAUSE THE CHARACTERS SEEM TO ATTACK BETTER THAN THEY DEFEND, SO IT'S BETTER TO GET A STRONG DEFENCE BEFORE YOU GO TOO FAR.

ONCE YOU START TO GET BETTER WEAPONS, EQUIP A COUPLE OF CHARACTERS WITH CROSSBOWS. THIS WEAPON CAN FIRE AT ANY CREATURES THAT CAN BE SEEN BY THE CHARACTER (ON THE OVER ALL MAP) EVEN IF YOU CAN'T SEE IT ON THE PLAYING SCREEN. THIS WAY YOU CAN ATTACK FROM A DISTANCE WITH OUT BEING ATTACKED. ALSO THE SPEAR IS A GOOD WEAPON TO HAVE FOR THE SAME REASONS, BUT YOU COULD LOSE IT ONCE IT'S BEEN THROWN. THE SPEAR IS GOOD FOR ATTACKING DIAGONALLY.

IF YOU HAVE A BATTLE AXE USE IT TO ATTACK THE CREATURES AS IT IS VERY GOOD FOR THAT. BUT IF THERE ARE STILL OTHER CREATURES IN THE ROOM OR YOUR ATTACK FAILED CHANGE BACK TO ANOTHER WEAPON BEFORE YOU END YOUR GO. AS YOU CAN'T USE THE SHIELD FOR DEFENCE WHILE USING THE BATTLE AXE.

IF THE QUEST HAS BEEN COMPLETED AND ALL THE CHARACTERS ARE ON THEIR WAY BACK TO THE STAIR WELL. USE UP ANY POTIONS OR MAGIC THAT WILL HEAL OR SPEED UP YOUR CHARACTERS. POTIONS AND MAGIC ARE NOT CARRIED FORWARD TO NEW QUESTS, SO YOU MIGHT AS WELL MAKE THE MOST OF THEM.

CONSOLE CARTRIDGE GAMES REVIEWED

I LENT TWO OF MY GX4000 CARTRIDGE GAMES TO MY NEPHEW TO USE ON HIS NEW(ISH) 6128 PLUS, ON THE CONDITION HE REVIEWED THEM FOR PLAY MATES. BELOW ARE THE REVIEWS. BUT BEFORE YOU JUMP IN AND READ THEM I THOUGHT I'D ADD MY TWO PENNIES WORTH. FIRST OF ALL ON THE WHOLE I AGREE WITH DAVID'S SCORES FOR THE GAMES AND I THINK THESE TWO GAMES SHOW VERY WELL JUST WHAT IS GOOD AND BAD ABOUT THE CARTRIDGE GAMES. PLUS IN MY OPINION, I FEEL THAT GAMES LIKE PANG AND PLOTTING (ANOTHER CARTRIDGE GAME, NOT REVIEWED) DESERVE THE WIDER AUDIENCE OF TAPE AND DISC USERS. EVEN IF IT MEANS JUST PORTING THE SPECTRUM VERSIONS.

PANG REVIEWED BY DAVID BLACKWELL

THE IDEA IS SIMPLE, BURST ALL THE BUBBLES USING YOUR SPECIAL BALLOON BURSTING GUN. YOU FIRE THE GUN AND IT SENDS UP A SPIRAL TOWER WHICH BURSTS THE BALLOONS- ALTHOUGH ONLY THE SMALLEST BALLOONS CAN BE BURST AS THE LARGER ONES SPLIT INTO TWO. FOR SUCH A SIMPLE IDEA THIS IS AN EXCELLENT GAME. IT IS SO GOOD IT HAS TO BE PLAYED TO BE BELIEVED. THE GAME IS WORTH PLAYING JUST FOR THE EXCELLENT GRAPHICS AND SOUND. EACH LEVEL HAS A DIFFERENT TUNE AND BACKDROP, ALL OF WHICH I HAVE SEEN HAVE BEEN STUNNING. EXAMPLES OF THESE BACKGROUNDS ARE THE TAJ MAHAL, SPHINX, LENTINGRAD AND NUMEROUS OTHERS ALL RELEVANT TO THE COUNTRY IN WHICH THE LEVEL IS SET. THE CHARACTERS ARE ALSO WELL DRAWN.

TO MAKE THE GAME HARDER THERE ARE OBSTACLES ON THE SCREEN WHICH CAUSE THE BALLOONS TO BOUNCE STRANGELY. SOME OF THESE OBSTACLES CAN BE DESTROYED OR CLIMBED WHILST OTHERS MUST BE PUT UP WITH.

ALONG THE WAY THERE ARE VARIOUS THINGS WHICH YOU CAN PICK UP TO MAKE THE TASK EASIER. THESE ITEMS INCLUDE:-

DOUBLE SHOTS- TWO SHOTS ON SCREEN AT ONE TIME

SOLID- SHOT TURNS SOLID ON REACHING TOP OF SCREEN RATHER THAN DISAPPEARING

GUN- FIRE REAL BULLETS

CLOCK- SLOWS BALLOONS DOWN

DYNAMITE- BREAKS DOWN BALLOONS INTO SMALLEST PARTS

STAR- INVULNERABILITY

ALSO, TO ADD TO THE INTEREST THERE ARE ANIMALS WHICH COME ONTO THE SCREEN EVERY NOW AND AGAIN. THESE INCLUDE A CRAB WHICH EATS BALLOONS AND A BIRD AND SNAIL WHICH TAKE AWAY YOUR FIRE POWER.

VERDICT

GRAB FACTOR-	COULDN'T STOP PLAYING	-95%
PLAYABILITY-	EXCELLENT	-90%
SONIX-	GOOD TUNES THROUGHOUT	-95%
GRAPHICS-	AMAZING	-99.5%
VALUE-	RATHER EXPENSIVE	-90%
OVERALL-	WHAT A GAME!!!	-95%

Honour Award



90% - 100%



EPYX WORLD OF SPORT CARTRIDGE REVIEWED BY DAVID BLACKWELL

THE IDEA IS SIMPLE, GET THE BEST POSSIBLE SCORE ON EACH OF THE FOUR EVENTS. YOU CAN PRACTICE ANY ONE OF THE EVENTS SEPERATELY, OR PLAY ONE OR ALL OF THEM. THE FOUR EVENTS ARE B.M.X BIKE RIDING, SLALOM SKIING, SURFING AND CLIFF DIVING.

B.M.X BIKE RIDING

YOUR TASK IS TO GET ALONG THE COURSE AS QUICKLY AS POSSIBLE, WHILST DOING SOME STUNTS ALONG THE WAY. THERE ARE ONLY TWO STUNTS YOU CAN DO:-A WHEELY OR A SOMERSAULT. 'THAT SOUNDS TOO SIMPLE' I HERE YOU CRY AND YOU ARE NOT FAR WRONG. TO ADD TO THE 'EXCITEMENT' THERE ARE A FEW OBSTACLES WHICH ARE VIRTUALLY IMPOSSIBLE TO AVOID AT ANY DECENT SPEED. THE GRAPHICS ARE NOT THAT AMAZING, ESPECIALLY FOR A CARTRIDGE GAME.

SLALOM SKIING

YOU MUST GET DOWN THE COURSE GOING THROUGH AS MANY FLAGS AS YOU CAN BE BOTHERED. THEN MORE FLAGS YOU GO THROUGH THE BETTER YOUR SCORE IF YOU MANAGE TO COMPLETE THE COURSE. THE CONTROLS OF YOUR SKIER ARE FIDDLY WITH LEFT, RIGHT, SPEED UP AND TURN SHARPLY. FAIRLY WELL DRAWN WITH GOOD CHARACTERS, SHADOWS AND BACKGROUNDS. IF YOU TRY TO GET A BETTER TIME YOU INVARIABLY TOUCH(YES, THATS ALL IT NEEDS) A FLAG AND FALL OVER. ANNOYING AS YOU CAN'T EVEN BRUSH A FLAG WITHOUT COMING TO GRIEF.

SURFING

CATCH A WAVE AND DO STUNTS ABOVE IT. DON'T ASK ME HOW YOU GAIN ENOUGH HEIGHT TO DO A DECENT STUNT BECAUSE I DON'T KNOW. WELL DRAWN, BUT FAR TOO SLOW AND DIFFICULT.

CLIFF DIVING

SWAN DIVE INTO THE ROCK POOL AT THE BOTTOM OF THE CLIFF, AND THAT IS IT! SO LITTLE TO DO IT IS ALMOST UNBELIEVABLE. THERE IS NO WAY OF JUDGING WHERE THE WATER IS SO THERE IS LITTLE POINT TO IT. IT IS VERY WELL DRAWN, BUT THAT DOES NOT MAKE UP FOR THE SEVERE LACK OF GAMEPLAY.

OVERALL

THE GRAPHICS ARE GOOD, BUT THAT IS WHAT YOU EXPECT FROM A CARTRIDGE GAME. WHAT YOU DO NOT EXPECT IS A SEVERE LACK OF GAMEPLAY. THE WRITERS SHOULD HAVE SPENT MORE TIME THINKING ABOUT THE ACTION RATHER THAN THE GRAPHICS.

Turkey Award

0 - 40%



B.M.X BIKE RIDING	25%
SLALOM SKIING	20%
SURFING	20%
CLIFF DIVING	10%

OVERALL 20%



BUY A DECENT SPORTS COMPILATION (E.G. GOLD, SILVER, BRONZE., CALIFORNIAN GAMES, OR THE SUMMER OR WINTER GAMES TO NAME JUST A FEW) INSTEAD OF THIS GAME AND SAVE YOUR MONEY.

THE GERMANS TO THE RESCUE ?

=====

I HAVE MENTIONED ONCE OR TWICE BEFORE, THAT I'D BEEN SENT A COUPLE OF GERMAN CPC MAGAZINES AND ALSO AS I KNOW NOTHING ABOUT THE GERMAN LANGUAGE I COULDN'T REALLY USE THEM. WHICH WAS A SHAME AS ONE OF THEM HAD A FEW PAGES OF CHEATS AND TIPS. SO WHAT I DID WAS SEND IT TO THOMAS DEFOE (AS HE IS MEGA-CLEVER) AND ASKED HIM IF HE COULD TRANSLATE THOSE PAGES FOR ME. BELOW ARE WHAT HE HAS MANAGED TO SORT OUT. NOW I CAN'T SAY THAT ALL THESE THINGS WORK AS IT MIGHT HAVE LOST SOMETHING IN THE TRANSLATION, BUT THEY ARE WORTH A GO.

THE REAL GHOSTBUSTERS: PRESS THE KEYS T, R, G, B ONE AFTER THE OTHER AND THE CHEAT MODE WILL BE ACTIVATED. WHEN YOU NOW PRESS 'E' TO EXIT, YOU HAVE INFINITE LIVES AND WILL BE TRANSPORTED TO THE NEXT LEVEL.

IMPOSSAMOLE: PRESS O, C AND H AT THE SAME TIME, WHILST THE GAME IS PAUSED (DOESN'T SAY WHAT IT DOES!).

WONDERBOY: YOU CAN RUN FASTER IF YOU HOLD DOWN THE FIRE BUTTON WHILST TRYING TO GO IN A PARTICULAR DIRECTION.

MERCENARY: IN ORDER TO DESTROY A BUILDING OR TO ATTACK AN ENEMY SHIP, IT IS BEST TO LEAVE YOUR SHIP AND LEAVE IT TO SHOOT (? -CARL). THIS HAS NO DISADVANTAGES AND YOU KEEP HIS SHIP (? - I'M NOT TOO SURE ABOUT THIS AS IT'S DIFFICULT GERMAN ! - THOMAS). THE SPACE STATION CANNOT BE REACHED WITH THIS SHIP. FOR THIS YOU NEED THE CHEBSE (THIS WORD WAS NOT IN MY GERMAN DICTIONARY -THOMAS), WHICH YOU WILL FIND IN A ROOM UNDER THE GROUND. YOU REACH THIS PLACE BY USING A 'CAGE LIKE' ELEVATOR IN WHICH YOU PRESS THE 'A' KEY.

TRANTOR: WHEN YOU HAVE REACHED A FULL CUPBOARD PULL THE JOYSTICK DOWN AND PRESS THESE KEYS AT THE SAME TIME: P, R, O, B, E

ENDURO RACER: PRESS SHIFT, CONTROL, SPACE AND 8 TOGETHER AND THE COMPUTER WILL DRIVE THROUGH THE FIRST THREE LEVELS FOR YOU. AT THE END OF EACH 'STRETCH' YOU GET REASONABLE POINTS. OF COURSE YOU CAN ALSO STEER THE MOTORBIKE, SO THAT IT IS NOT CAUGHT ON THE TREES IN THE FOURTH LEVEL. THIS IS NOT ABSOLUTELY NEEDED AS ALL OBSTACLES ARE IGNORED IN THIS MODE. THE SAME KEYPRESS SWITCHES THE CHEAT MODE OFF.

BACK TO THE FUTURE 3: IF YOU ENTER THESE PASSWORDS DURING THE GAME YOU WILL GET INF. LIVES.

LEVEL 1: ROTTEN CHEAT
LEVEL 2: LOUSY CHEAT
LEVEL 3: LOW DOWN CHEAT

IMPOSSIBLE MISSION 2: IN ORDER TO FINISH THIS GAME, THE RIGHT COLLECTION OF SONG LINES MUST BE FOUND. THESE ARE THE SONG LINES YOU NEED.

"SHE WALKS HOLES IN THE FLOOR.
YOU WILL BE THE LIFE OF THE PARTY.
DON'T GIVE UP!
AN OLD FLAME MAY RETURN.
THIS IS THE TIME OF DEVOTE TO CHARITIES.
YOU WILL RADIATE A SPECIAL KIND OF EXCITEMENT."

'NOT QUITE GOOD ENOUGH TO BE NO. 1 I THINK! - CARL'

GAME TIPS: IF YOU USE THE LIFTS, YOU CAN JUMP THROUGH THE WALLS, (USING THIS TIP MEANS IT IS NO LONGER DIFFICULT TO COMPLETE THE GAME).

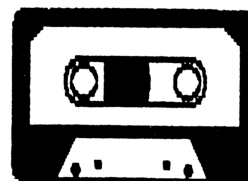
HYDROFOOL: WITH THE SPOON YOU CAN KILL THE JELLYFISH, WITH THE HORSE-SHOE YOU CAN KILL THE SEAHORSE, WITH THE HARPOON YOU CAN SHOOT THE BABY WHALE (AHHHH) AND THE WOLF-FISH CAN BE KILLED WITH THE ANCHOR. THE PYRANHAS WILL BE SCARED OFF BY THE BONE AND THE CHEST CAN BE OPENED WITH THE KEY. FOR THE FIRST 'SCENE' (OR LEVEL) YOU NEED TWO SHOES AND TWO BUCKETS, FOR THE THIRD LEVEL YOU NEED FOUR MUSSELS SHELLS.

BUBBLE BOBBLE: IF YOU CANNOT GET PASSED THE FIRST LEVELS, THE CODES BELOW WILL LET YOU JUMP TO LEVEL 79. IN THESE LEVELS BUBBLES CHANGE INTO CAKES, DIAMONDS, MELONS, ETC WHEN THE LAST OPPONENT IS DESTROYED. THE CODES ARE FOR 1 PLAYER AND 2 PLAYER GAMES RESPECTIVELY.

ZZZ252WZZZ4XX3ZZZ411XWZZ1Y24V1Z

OR

ZZ12214ZZZZ24WVZZZ3W3WVZZ1Y24V34



THERE WERE A FEW OTHER THINGS BUT THESE WERE MAINLY TELLING YOU ABOUT SOME TYPE IN POKES FOR GAMES LIKE BOMB JACK AND AIRWOLF 2. PLUS A SOLUTION FOR THE GAME PYJAMARAMA, WHICH WAS A BIT LONG AND IF I CAN I MAY USE IN ISSUE 12 (IF YOU WANT IT THAT IS ?). I WOULD JUST LIKE TO THANK THOMAS DEFOE FOR ALL HIS TIME AND EFFORT IN TRANSLATING THE GERMAN CHEAT PAGES FOR ME.

GAMES TIP FROM ARTHUR COOK

ARTHUR COOK SAYS TO KILL THE END OF LEVEL (GIANT) TANKS FROM THE GAME P47 THUNDERBOLT. YOU HAVE TO FLY TO WITHIN ABOUT A 1/4 TO 1/2 INCH OF THE TANK AND A FRACTION OF AN INCH BELOW THE BARREL. THEN USING ROCKETS YOU CAN FINISH THE TANK OFF QUITE QUICKLY.

NEWS FOR THE UNDER 6

AFTER MARTIN COSSINS REQUEST FOR HELP WITH GETTING NEW THINGS FOR HIS KIDS TO PLAY, I HAD A LETTER FROM NEIL BARRETT. FOR NEIL HAS WRITTEN A PROGRAM FOR HIS 5 YEAR OLD AND IS WILLING TO COPY HIS PROGRAM FOR OTHERS TO USE. THE PROGRAM SHOWS THE CHILD A PICTURE OF AN OBJECT, FOR EXAMPLE A CAR OR LORRY AND THE CHILD MUST PICK THE RIGHT WORD THAT GOES WITH THE PICTURE. ON THE NEXT LEVEL, THE CHILD MUST SPELL THE WORD. IF YOU FANCY A COPY SEND A DISC AND STAMPED ADDRESSED ENVELOPE TO NEIL AND HE WILL RETURN IT AS SOON AS POSSIBLE. ALSO IF YOU CAN ADD SOME PD TO THE DISC AS YOUR WAY OF THANKING NEIL.
NEIL'S ADDRESS IS:....

99 CROSS FLATTS AVENUE, LEEDS, LS11 7BH.

FINAL FIGHT REVIEWED BY MICK WILLIAMS

WELL, BEAT-EM-UP FANS MUST'VE BEEN HANGING OUT FLAGS WHEN THEY HEARD THAT U.S. GOLD WERE CONVERTING THIS DIRECTLY FROM THE COIN-OP. FINAL FIGHT MUST BE THE MOST POPULAR BEAT-EM-UP SINCE THE ORIGINAL DOUBLE DRAGON AND, THANKFULLY, IT'S CONVERSION HAS BEEN CONSIDERABLY MORE ACCURATE THAN THAT OF DD. ITS TRADE MARK WAS THE SIZE OF THE SPRITES. I MEAN WE ALL LIKE THUMPING SPRITES, BUT ON THE COIN-OP YOU COULD REALLY THUMP THESE SPRITES, THEY WERE HUGE! SO HOW DID IT CONVERT AND HOW COULD U.S. GOLD GET BIG SPRITES AND STILL KEEP THE GAMEPLAY INTACT? DEAD EASY... THEY MADE IT 128K ONLY! NOW THIS IS WHERE I FIND FAULT WITH THIS GAME. I MADE THE MISTAKE OF BUYING THE TAPE VERSION AND I DON'T MIND TELLING YOU THAT IT'S A PIG OF MULTILOAD.

AT THE START OF THE GAME, YOU GET A KIND OF PLAY ACTED OUT BY THE CHARACTERS. NOW I'M SURE THIS WORKS GREAT ON DISC, BUT ON TAPE IT JUST ADDS TO THE WAITING THAT YOU NORMALLY GET WITH MULTILoadS. ALSO, WHEN YOU DIE DURING THE GAME, YOU DON'T REMIND TO THE START OF LEVEL ONE, YOU GO BACK TO THE START OF THE 'PLAY'.

SO, WHAT'S THIS PLAY ALL ABOUT I HERE YOU ASK. WELL IT'S BASICALLY A POSH WAY OF TELLING YOU THE PLOT WHICH IS GREAT THE FIRST TIME, BUT IT SOON WEARS OFF (THAT'S ENOUGH NAGGING, GET ON WITH THE PLOT!!). OH, SORRY. RIGHT THEN, WHAT'S HAPPENED IS THAT A BUNCH OF BAD GUYS KNOWN AS THE 'MAD GEAR' HAVE RUN OFF WITH WITH YOUR DAUGHTER/GIRLFRIEND/MATES GIRLFRIEND (I'LL EXPLAIN LATER) AND HAVE ISSUED DEMANDS THAT, QUITE SIMPLY, CAN'T BE MET. NOW THEN, YOU CAN BE THREE PEOPLE. THE CHARACTERS ARE AS FOLLOWS:

HAGGAR..HE'S THE NEW MAYOR AND JESSICA'S DAD. HE'S NOT TOO CHUFFED AT PEOPLE RUNNING OFF WITH HIS DAUGHTER AND HE'S AN EX STREETFIGHTER SO BAD GUYS BEWARE. HE'S ALSO THE HARDEST GUY ON EARTH SO START THE GAME PLAYING HIM!

CODY..HE'S JESSICA'S BOYFRIEND AND ALSO A MARTIAL ARTS EXPERT. HE'S NOT QUITE AS HARD AS HAGGAR BUT HE'S NEARLY AS HUNKY AS THE PRINCE OF PERSIA SPRITE!!

GUY..HE'S CODY'S MATE. HE'S MASTERED THE ART OF NINJITSU (THAT'S PAPER FOLDING TO US UNEDUCATED FEN!) AND HE LIKES A GOOD SCRAP. BE SURE NOT TO GO DRINKING WITH HIM!

NOW THEN, ALL OF THESE CHARACTERS APPEAR IN THIS PLAY AND IT'S REALLY SO CORNY I CAN'T HELP HARPING ON ABOUT IT. A PICTURE APPEARS OF YOU (HAGGAR) SITTING AT YOUR DESK. THE PHONE RINGS AND THE MAIN BAD GUY APPEARS. AFTER MUCH FRIENDLY CHATTER, YOU FINALLY ASK.. "WHAT HAVE YOU DONE TO JESSICA?"

"NOTHING YET", COMES THE REPLY, "BUT WE'D LIKE THE OPPORTUNITY!" OOO ER, THIS IS ONE MEAN DUDE. HE WEARS AXLE GREASE AS ANTI-PERSPIRANT AND HE'S TWICE AS BIG AS THE SMALLEST MEMBER OF THE EAST GERMAN WOMENS SHOTPUTT TEAM. STILL YOU ARE THE MAYOR, YOU WERE ONCE A STREETFIGHTER AND YOU HAVE GOT MORE MUSCLES THAN ARNOLD SCHWARZENEGGER'S MUSCLES AND ANYWAY, THE GAMES NEARLY LOADED NOW SO YOU MIGHT AS WELL PLAY THE DAMN THING!! NEXT ON STAGE ARE CODY AND GUY, ALL ROUND GOOD GUYS AND EX DYNASTY ACTORS IF THIS IS ANYTHING TO GO BY. THEY DECIDE THEY WANT A CRACK AT THE 'MAD GEAR' AS WELL, SO YOU CAN NOW CHOOSE WHICH GOOD GUY TO PLAY AND THEN, FINALLY, START THE GAME.

A FEW MINUTES MORE PASS AS THE FIRST LEVEL LOADS IN AND THEN BANG IT HITS YOU...NOW THESE ARE GRAPHICS AND THESE ARE SPRITES. DID I SAY MR BIG WAS BIG? WOW, THESE SPRITES ARE BIG! AS YOU MAKE YOUR WAY THROUGH THE SLUMS, DISPATCHING BAD GUYS ON THE WAY, IT'S HARD TO FAULT THE BACKDROPS AS WELL. THE SCROLLING COULD BE BETTER BUT, WELL, YOU CAN'T HAVE EVERYTHING. THE SPRITE DETECTION IS A BIT LIKE DOUBLE DRAGON..YOU CAN HIT PEOPLE STANDING AWAY FROM YOU AND PICKING THINGS UP ISN'T EASY, BUT YOU DO GET USED TO IT. THE BAD GUYS ARE MANY AND VARIED AND SOME HAVE GOT INCREDIBLE NAMES. LET'S TAKE 'TWO-PEE' FOR INSTANCE. EITHER HE'S VERY CHEAP TO HIRE OR HIS PARENTS MUST HAVE REALLY HATED HIM! IT'S NOT SURPRISING HE'S IN THE SLUMS FIGHTING!! YOU GET THE USUAL BIMBO, THIS TIME HER NAME IS ROXY AND SHE KNOWS WHERE TO KICK A BLOKE! GIVE HER AS GOOD AS YOU GET AND STRIKE A BLOW FOR MALE CHAUVANISTS THE WORLD OVER! THE END OF LEVEL BADDIES ARE FAIRLY BAD TOO (TIP..FOR THE GUY AT THE END OF LEVEL ONE, CARRY THE PIPE WITH YOU AND TRAP HIM BY THE SUBWAY AND THEN JUST BEAT HIM WITH THE PIPE..IT'S ALL GOOD FUN!) AFTER THE SLUMS YOU GO ON TRAINS, UNDER TUNNELS, IN WRESTLING RINGS, THROUGH BARS, THROUGH INDUSTRIAL AREAS, IN LIFTS, IN FACT YOU GO THROUGH MOST PLACES LEAVING DESTRUCTION BEHIND YOU IN THE SEARCH FOR JESSICA. (OH, AND PART WAY THROUGH, YOU COME ACROSS A MAGICAL, GRENADE LOBBING NINJA COMMANDO...WHO SAID NINJA TURTLES WERE UNUSUAL??!!)

ALL IN ALL, THIS GAME IS GREAT. IF IT WASN'T FOR THE LOADING TIME I'VE NO DOUBT IT WOULD BE THE MOTHER OF ALL BEAT-EM-UPS, BUT IT DOES WEAR YOUR PATIENCE DOWN A BIT. IT MAKES ME WONDER IF IT'S THIS 'PLAY' THAT CAUSES THIS GAME TO BE 128K ONLY?? IT'S SAD IF THAT'S THE CASE, A LOT OF PEOPLE WILL MISS OUT ON A REALLY GOOD BEAT-EM-UP. GET THE DISC.

GRAPHICS	91%	MASSIVE SPRITES, BUT DETECTION LETS IT DOWN
SONIX	75%	BASIC THUMP NOISES. SWISHING PIPE SOUNDS GOOD.
ADDICTIVENESS	85%	ONCE THE GAME HAS FINALLY LOADED...
PLAYABILITY	94%	...YOU CAN PLAY ANY ONE OF THREE CHARACTERS.
VALUE	95%	A LOT OF GAME FOR YOUR MONEY
OVERALL	89%	A GREAT GAME MARRED BY THE LOADING TIME. I'M SURE THE DISC VERSION WOULD BE A GREAT INVESTMENT FOR BEAT-EM-UP FANS.



1st Class
Award



80% - 90%



PLAY MATES





A DAY AT THE RACES BY NEIL BARRETT



FOLLOWING THE ARTICLES IN THE LAST TWO PLAYMATES ON FOOTBALL GAMES I THOUGHT I WOULD DO A SIMILAR ROUNDUP OF DRIVING GAMES. HAVING OWNED MY TRUSTY OLD 464 SINCE THE STONE AGE OF COMPUTING (1984) I HAVE BUILT UP QUITE A LARGE COLLECTION OF DRIVING GAMES, SO MUCH SO THAT THE REVIEW HAS BEEN SHORTENED TO INCLUDE ONLY CAR RELATED GAMES. THE GAMES HAVE BEEN PLACED INTO LOOSE CATEGORIES - SIMULATION, ARCADE, SHOOT-EM-UP, STRATEGY, FUTURE AND A TRIAD THAT CAN ONLY BE DESCRIBED AS CRAZY!

THE GAMES ARE SCORED OUT OF 100 ON GRAPHICS, SOUND (USUALLY BROOOOMMM), PLAYABILITY AND VALUE FOR MONEY.

**** ARCADE *****



CHEVY CHASE (HI-TEC MULTI LOAD) 78%

COLOURFUL OUT RUN VARIANT WITH LARGE WELL DRAWN GRAPHICS. AT THE START OF THE GAME YOU CHOOSE THE TYPE AND COLOUR OF YOUR CHEVY, THIS HOWEVER HAS NO EFFECT ON THE PERFORMANCE OF THE CAR. THE RACE ITSELF IS AGAINST THE CLOCK WITH VERY TIGHT TIME LIMITS ON THE EARLY STAGES. IF YOU HIT ANOTHER CAR OR DRIVE OFF THE ROAD YOU ARE SLOWED DOWN, HOWEVER WITH THERE BEING NO WARNING OF APPROACHING CORNERS ITS ALL TOO EASY TO LOSE TIME AND NOT REACH THE END OF THE STAGE. TO HELP YOU THERE ARE GARAGES ALONG THE WAY WHERE YOU CAN UPGRADE THE CAR WITH NITRO BOOST, STICKY TYRES AND THE LIKE. ON THE WHOLE NOT A BAD BUDGET GAME BUT COULD HAVE BEEN EASIER TO GET INTO.

HOT ROD (ACTIVISION MULTI LOAD) 64%

OVERHEAD VIEW GAME WITH THE ANNOYING HABIT OF CATAPULTING YOUR CAR TO THE CENTRE OF THE SCREEN IF THE SCROLLING EDGE CATCHES UP WITH IT. THE GRAPHICS ARE SMALL, AS IS TYPICAL OF THIS TYPE OF GAME, BUT ARE NICELY DETAILED. CONTROLS ARE SLOW TO RESPOND BUT THERE ARE LOTS OF LEVELS AND SOME GOOD TUNES.

RALLY CROSS (ANCO MULTI LOAD) 47%

ANOTHER OVERHEAD VIEW RACER BUT THIS TIME ALL THE CARS LOOK THE SAME. UNTIL YOU CRASH THAT IS (WHICH YOU WILL FREQUENTLY), BY THE TIME YOU RESTART THE OTHER CARS WILL HAVE LAPPED YOU. BEWARE NOW RE-RELEASED ON BUDGET.

SUPER CARS (GREMLIN DISC REVIEWED) 90%

THIS GAME IS EVERYTHING THAT HOT ROD AND RALLY CROSS WOULD LIKE TO BE. VIEWED FROM ABOVE THE TRACK SCROLLS WITH YOUR CAR. EACH LEVEL HAS NINE TRACKS WHICH CAN BE PLAYED IN ANY ORDER. YOU START EVERY RACE FROM THE REAR OF THE GRID AND NEED ONLY FINISH THE RACE LOOKING AFTER THE ENGINE, BODYWORK, TYRES AND FUEL, IF ANY INDICATORS REACH ZERO IT'S GAME OVER. THE CAR CAN BE UPGRADED OR REPAIRED BETWEEN RACES WITH A MULTITUDE OF EXTRAS. EVENTUALLY YOU WILL NEED TO BUY A NEW CAR BECAUSE AS YOU PROGRESS THE OPPOSITION BECOME FASTER AND NO AMOUNT OF ADD-ONS WILL GIVE YOU A WIN. THE HIGHER YOU FINISH THE MORE MONEY YOU WIN - NEED I SAY MORE? OVERALL AN EXCELLENT GAME WITH CONTINUOUS MUSIC PLAYED THROUGHOUT. EACH LEVEL IS ACCESSED BY PASSWORDS, HERE ARE THE FIRST TWO- LEVEL TWO ODIE, LEVEL THREE BIGG.

BUGGY BOY (ELITE DISC REVIEWED) 69%

A SINGLE VEHICLE RACE AGAINST TIME WHERE YOU AVOID THE OBSTACLES AND COLLECT THE BONUSES. A COMPETENT IF NOT CHALLENGING GAME, COULD HAVE HAD MORE VARIETY.

SUPER SPRINT (ELECTRIC DREAMS DISC REVIEWED) 75%

CHAMPIONSHIP SPRINT (ELECTRIC DREAMS DISC REVIEWED) 80%

BOTH GAMES ARE BASICALLY THE SAME WITH CHAMPIONSHIP JUST EDGING IT ON SCORING BECAUSE OF THE TRACK CREATOR. THESE GAMES ARE SIMILAR TO SUPER CARS IN CONCEPT WITH A TWO PLAYER OPTION ADDED BUT WITH MUCH SMALLER AND FEWER COURSES. BONUSES ARE COLLECTED ON THE TRACK IN THE FORM OF SPANNERS, COLLECT THREE AND YOU CAN UPGRADE THE CAR FOR THE NEXT RACE.

CHASE HQ (OCEAN DISC REVIEWED) 96%

A BRILLIANT GAME WHERE YOU PLAY THE PART OF A POLICE OFFICER WHO MUST CHASE THE CRIMINALS THROUGH DESERTS AND CITIES AND WHEN YOU FIND THEM KEEP RAMMING THEM UNTIL THEY GIVE UP. WHO CARES WHETHER THEY ARE DRUG RUNNERS OR JUST FORGOT TO PAY A PARKING FINE THIS IS FUN, THE GRAPHICS ARE GREAT WITH AN ARROW APPEARING OVER THE 'SUSPECTS' CAR WHEN HE IS WITHIN RANGE. IF YOU HAVE A 6128 OR EXPANDED 464 THEN YOU WILL ALSO GET TO HEAR THE BEST SAMPLED SPEECH I'VE EVER HEARD FROM THE CPC - NOW AVAILABLE AS A BUDGET TITLE!

GRAND PRIX SIMULATOR (CODEMASTERS SINGLE LOAD) 71%

THIS GAME SHOULD HAVE BEEN CALLED SUPER SPRINT SIMULATOR. HURTLE AROUND THE TRACK IN YOUR TURBO CHARGED BRICK (LOOKS LIKE ONE TO ME ANYWAY) COLLECTING SPANNERS (FOR BETWEEN RACE BONUSES) AND LISTEN TO THE STANDARD COOIES DIGITISED SPEECH. AS WITH THE SPRINT GAMES THERE IS A TWO PLAYER OPTION. AVOID FINISHING LAST AND YOU QUALIFY FOR THE NEXT TRACK. A DECENT ENOUGH GAME DESPITE ITS GRAPHICAL SHORTCOMINGS.

GRAND PRIX SIMULATOR 2 (CODEMASTERS SINGLE LOAD) 79%

A BIG GRAPHICAL IMPROVEMENT ON THE ORIGINAL WITH THE SAME GAMEPLAY EXCEPT THAT IT'S A RACE AGAINST THE CLOCK AND ANY REMAINING TIME IS CARRIED FORWARD TO THE NEXT TRACK.

CRAZY CARS (HIT SQUAD SINGLE LOAD) 69%

RACE AGAINST TIME THROUGH TEN STAGES. AT THE END OF THE TENTH STAGE YOUR CAR IS TRANSFORMED INTO THE NEXT TYPE AND THE RACE BEGINS AGAIN. A LITTLE ON THE EASY SIDE.

CRAZY CARS 2 (TITUS SINGLE LOAD) 81%

A VAST IMPROVEMENT IN GRAPHICS AND PLAYABILITY OVER THE FIRST GAME. AS YOU RACE ACROSS THE U.S.A. THE POLICE WILL TRY AND STOP YOU WITH ROAD BLOCKS. IF THEY SUCCEED THEN IT'S GAME OVER. A GOOD ALL ROUND RACING GAME.

MIAMI COBRA GT (PLAYERS SINGLE LOAD) 91%

VERY GOOD OUT RUN STYLE BUDGET OFFERING WITH WELL DRAWN GRAPHICS AND A NOVEL 'GRAND PRIX' STYLE DIAGRAM SHOWING YOUR POSITION ON THE CIRCUIT ALLOWING YOU TO TIME, PASSING MANOEUVRES AND TURBO BOOST USAGE. AN EASY TO GET INTO GAME BUT DON'T WASTE TIME IF YOU WANT TO QUALIFY FOR THE NEXT TRACK.

POWER DRIFT (ACTIVISION MULTI LOAD) 88%

RACE CROSS COUNTRY, SLIDE AROUND CORNERS AND GENERALLY HAVE A GOOD TIME. FEATURES LOTS OF DIFFERENT LEVELS EACH PROGRESSIVELY HARDER AND YOU CAN EVEN CHOOSE YOUR OWN DRIVER.



OUT RUN (US GOLD MULTI LOAD) 66%

TURBO OUT RUN (US GOLD MULTI LOAD) 68%

CHARGE ACROSS THE U.S.A. IN YOUR RED FERRARI WITH YOUR GIRLFRIEND BESIDE YOU. AVOID THE CARS ALONG THE WAY, CHOOSE WHICH ROUTE TO TAKE AT THE END OF THE LEVEL AND TRY NOT TO FALL ASLEEP WHILE THE COMPUTER FINDS THE NEXT LEVEL. SLIGHTLY BETTER GAMEPLAY ON THE TURBO VERSION BUT NEITHER GAME HAS MUCH LASTING INTEREST. PROBABLY MORE FUN IF PLAYING THE DISC VERSION.

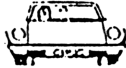
RALLY SIMULATOR (ZEPPELIN SINGLE LOAD) 42%

COLOURFUL BUT LAME GAME WITH THE CAR GOING IN WHICHEVER DIRECTION THE JOYSTICK IS PUSHED INSTEAD OF THE MORE NORMAL LEFT/RIGHT TO TURN AND FORWARD TO ACCELERATE. JUST FOLLOW THE ARROWS TO COMPLETE THE CIRCUIT - TROUBLE IS SOME ROADS HAVE ARROWS POINTING IN OPPOSITE DIRECTIONS. FORGET IT.



SUPER STOCK CAR (MASTERTRONIC SINGLE LOAD) 53%

SUPER SPRINT WITH A SCROLLING SCREEN. NICE BIG GRAPHICS BUT LITTLE IN THE WAY OF GAMEPLAY.



ROCK 'N' ROLLER (KIXX SINGLE LOAD) 64%

FOUR WAY SCROLLING GAME WHERE YOU DRIVE AROUND COLLECTING QUESTION MARKS WHICH HIDE PARTS OF A CAR. ONCE THE CAR IS BUILT YOU PROCEED TO THE NEXT OF THIRTY STAGES AND START AGAIN. ON YOUR WAY YOU MUST AVOID AN EVER INCREASING NUMBER OF HAZARDS SUCH AS CARS, MINES AND HELICOPTERS ALL TRYING TO STOP YOU. ONLY AVAILABLE AS PART OF THE ACTION COUNTDOWN COMPILATION.

STREET MACHINE (POWER HOUSE SINGLE LOAD) 70%

THIS GAME MUST HAVE THE LARGEST SINGLE CIRCUIT AND MOST DETAILED BACKGROUND OF ANY GAME IN THIS REVIEW, INFACT THE ONLY BAD POINT IS THE ANNOYING FLICKER OF YOUR HOT ROD CAR. THE MOST NOVEL FEATURE IS THE RUNNING REPAIRS WHEN YOU CRASH ONCE TOO OFTEN. A LIST OF COMPONENTS IS SHOWN WITH A PERCENTAGE OF DAMAGE AGAINST EACH, WHICH IS REPAIRED BY HALTING THE CURSOR AGAINST EACH ITEM WHILST THE NUMBERS COUNT DOWN, BUT DON'T HANG AROUND TOO LONG AS YOU HAVE ONLY SIXTY SECONDS TO REPAIR DAMAGE. SHAME ABOUT THE FLICKER.

TURBO KART RACER (PLAYERS SINGLE LOAD) 75%

A SPECCY PORT COMPLETE WITH ATTRIBUTE PROBLEMS - DRIVE YOUR RED CAR ONTO THE GRASS AND IT TURNS WHITE. A NICE FEATURE OF THE GAME IS THE WAY THE CARS SLIDE AROUND CORNERS, FORCING YOU TO HAVE TO GO INTO A 'U' BEND BACKWARDS TO GET ROUND IT. ONCE CONTROL IS MASTERED IT'S A FUN GAME ALTHOUGH SILENT EXCEPT FOR CRASHES.

V8 TURBO (CODEMASTERS SINGLE LOAD) 58%

OUT RUN CLONE WITH BLOCKY INDISTINCT GRAPHICS AND GREY GRASS. CODEMASTERS HAVE DONE MUCH BETTER THAN THIS.

WHEEL SPIN (SWIFT SOFTWARE SINGLE LOAD) 51%

RUN AROUND A MAZE COLLECTING FLAGS WHILST AVOIDING THE KILLER CARS. PART OF A TWENTY PROGRAM COMPILATION DONE BY SWIFT A COUPLE OF YEARS AGO.

****** SIMULATORS ******



LOTUS ESPRIT TURBO CHALLENGE (GREMLIN MULTI LOAD) 91%

MONO GRAPHICS DEFINITELY DO NOT DETRACT FROM THIS EXCELLENT OFFERING FROM GREMLIN. LOTS OF OPTIONS INCLUDING SIMULTANEOUS TWO PLAYER MODE WITH EACH PLAYER HAVING THEIR OWN VIEW OF THE GAME. ONE OF THE BEST RACING GAMES WHERE IT'S EASY TO PROGRESS TO THE NEXT LEVEL BUT NOT SO EASY TO WIN A RACE OR THE DRIVERS CHAMPIONSHIP.

4 x 4 OFF ROAD RACING (KIXX MULTI LOAD) 83%

RACE CROSS COUNTRY IN YOUR FOUR WHEEL DRIVE VEHICLE WITH LOTS OF VEHICLES TO PASS AND OBSTACLES TO AVOID. A STRATEGY ELEMENT HAS BEEN THROWN IN FOR GOOD MEASURE IN THE FORM OF CHOOSING THE CORRECT VEHICLE AND ACCESSORIES FOR YOUR RACE. ALL IN ALL A GOOD GAME WITH A VERY MANOEUVREABLE VEHICLE BUT COULD DO WITH MORE DETAILED GRAPHICS.

TOYOTA CELICA GT RALLY (GREMLIN MULTI LOAD) 86%

WHEN IT COMES TO RACING GAMES GREMLIN ALWAYS COME UP TOPS (SEE LOTUS ESPRIT AND SUPER CARS) AND THIS IS NO EXCEPTION. AS WITH LOTUS ESPRIT THE GRAPHICS ARE MONO BUT VERY DETAILED WITH SOME NICE TOUCHES WITH THE MOVING HANDS AND GEAR CHANGE AS YOU OPERATE THE CAR. INITIALLY THE CONTROLS ARE QUITE DIFFICULT BUT ONCE MASTERED (HINT - BE GENTLE WITH THE STEERING) IT'S A GOOD RALLY SIMULATION. TO GET THE BEST OUT OF THE GAME YOU SHOULD USE YOUR CO-DRIVER TO PREPARE THE COURSE NOTES BEFORE THE RACE. ONCE YOU'VE MASTERED THE GAME YOU CAN REVERSE THE CONTROLS JUST TO MAKE IT A LITTLE HARDER!

CONTINENTAL CIRCUS (VIRGIN MULTI LOAD) 88%

A GAME WITH GOOD GRAPHICS AND VERY PLAYABLE. INITIALLY THE CIRCUITS ARE EASY TO QUALIFY ON BUT IT BECOMES PROGRESSIVELY HARDER. ALL IN ALL JUST ABOUT THE BEST ARCADE CONVERSION VIRGIN COULD HAVE DONE ON THE CPC.

SUPER MONACO GRAND PRIX (US GOLD MULTI LOAD) 84%

ANOTHER ARCADE CONVERSION WITH A LITTLE LESS STAYING POWER THAN CONTINENTAL CIRCUS BUT EASY TO CONTROL WITH DIFFERENT BACKGROUNDS FOR EACH CIRCUIT. IF YOU WANT TO WIN AT THIS GAME YOU'LL HAVE TO MASTER THE FOUR OR SEVEN GEAR GEARBOX 'COS THE AUTOMATIC CAR JUST ISN'T FAST ENOUGH TO WIN.

NIGEL MANSELL'S GRAND PRIX (MARTECH MULTI LOAD) 82%

THE ONLY TRUE CPC GRAND PRIX SIMULATION, SIMULATING THE 1986 WILLIAMS HONDA TURBO. THE DRIVER MUST NOT ONLY RACE THE CAR BUT CONTROL THE TURBO BOOST AND WATCH THE FUEL CONSUMPTION AS WELL. AS IN THE REAL THING YOU MUST QUALIFY TO RACE AND ONCE YOU START TO RACE YOU MUST AVOID GOING OFF THE TRACK, TOUCHING OTHER CARS OR ENTERING CORNERS TOO FAST OR YOUR RACE WILL BE OVER. YOU RACE A FULL SIXTEEN RACE SEASON WITH AN OPTION TO DO THE FULL RACE DISTANCE (UP TO TWO HOURS!) IF YOU CHOOSE. A COMPETENT, IF DATED, RACING SIMULATION WITH AN ELEMENT OF STRATEGY AND JUST ONE OBJECT - WIN THE DRIVERS CHAMPIONSHIP.

3D GRAND PRIX (AMSOFT SINGLE LOAD) 63%

AN ANCIENT GAME WITH NO QUALIFYING BUT YOU DO ALWAYS START ON POLE POSITION. FINISH IN THE TOP THREE IN THE THREE LAP RACES TO QUALIFY FOR THE NEXT TRACK. NOT A BAD RACER BUT UNDEMANDING BY TODAY'S STANDARDS.



RALLY DRIVER (ALTERNATIVE SINGLE LOAD) 44%

DIFFICULT TO CONTROL RALLY SIMULATOR WITH A THIRTY SECOND PENALTY EVERY TIME A WHEEL GOES ON THE GRASS - JUST TRY TO AVOID THOSE COWS WITHOUT GOING ON THE GRASS! IT'S PROBABLY EASIER TO DRIVE THE REAL THING, IF YOU'RE A RALLY FAN BUY TOYOTA CELICA INSTEAD.

GRAND PRIX DRIVER (AMSOFT SINGLE LOAD) 1%

QUITE SIMPLY THE WORST COMMERCIAL DRIVING GAME EVER. START SOMEWHERE IN THE MIDDLE OF THE RACE (NO QUALIFYING OR STARTING GRID) AND TRY TO PASS THE CARS ON A TRACK NOT QUITE WIDE ENOUGH FOR TWO CARS. THIS GAME WOULD HAVE SCORED LOWER IF IT HAD COST ME MORE THAN 50P.

TURBO CUP (PLAYERS SINGLE LOAD) 66%

RACING GAME WHERE EVERYONE DRIVES A PORSCHE WITH SIMILAR PERFORMANCE. QUALIFY YOUR CAR AS HIGH AS POSSIBLE BECAUSE IF YOU ARE AT THE REAR OF THE FIELD THERE ARE JUST TOO MANY CARS TOGETHER AND IT BECOMES IMPOSSIBLE TO PASS.

GRAND PRIX RALLY 2 (AMSOFT SINGLE LOAD) 71%

RACE THROUGH A TEN STAGE RALLY WITH CONDITIONS VARYING FROM DESERT TO ICE, OVER BRIDGES AND EVEN NIGHT STAGES. WHEN YOU COMPLETE THE COURSES SUPPLIED CREATE YOUR OWN WITH THE COURSE EDITOR.

FORMULA ONE SIMULATOR (MASTERTRONIC SINGLE LOAD) 59%

PUT ONE WHEEL OFF THE TRACK AND IT'S GAME OVER IN THIS GRAPHICALLY POOR GAME. THIS GAME LOOKS SUSPICIOUSLY LIKE AN OLD SPECTRUM GAME I ONCE HAD WHICH FEATURED A FREE STEERING WHEEL THAT TURNED OUT TO BE A PLASTIC SELLOTAPE BOX LID WHICH SAT ON THE KEYBOARD AND STEERED THE CAR BY PRESSING ONE OR THE OTHER SIDE. A BIG HIT IN ITS DAY BUT SHOWS ITS AGE.

WEC LE MANS (IMAGINE SINGLE LOAD) 96%

EXCELLENT RACING SIMULATION WITH DETAILED MONO GRAPHICS, GOOD GAMEPLAY AND THE BEST CRASH SEQUENCE YOU CAN GET OUTSIDE THE BURNIN' RUBBER CARTRIDGE ON A CPC.

SCALEXTRIC (LEISURE GENIUS SINGLE LOAD) 74%

HEAD TO HEAD RACING AGAINST A FRIEND OR THE COMPUTER. EACH PLAYER HAS THEIR OWN INDEPENDANT VIEW OF THE ACTION WITH A MAP SHOWING THE POSITIONS OF BOTH CARS ON THE CIRCUIT. AS THE NAME SUGGESTS YOU CAN DESIGN YOUR OWN TRACKS WITH THE SCALEXTRIC TRACK PIECES. NOT AS MUCH FUN AS THE REAL THING.

GRAND PRIX CIRCUIT (ACCOLADE MULTI LOAD) 37%

CHOOSE BETWEEN A FERRARI, McLAREN OR WILLIAMS AND RACE A FULL SEASON FOR THE CHAMPIONSHIP, WELL THATS THE THEORY BUT IN PRACTICE YOU'LL WANT TO GIVE UP BY THE END OF THE FIRST RACE. THE CAR MOVES AT THE SAME SPEED IF YOU'RE GOING 5, 50 OR 150 MPH WITH STEERING AS CONTROLLABLE AS WARM JELLY. IF YOU FANCY A TURKEY THIS EASTER BUY THIS.

****** FUTURE RACERS ******



THE RACE (PLAYERS PREMIER SINGLE LOAD) 88%

SIX COMPLEX COURSES FULL OF OBSTACLES TO AVOID OR TURBO BOOST OVER AGAINST THE CLOCK. FEATURES COLOURFUL DETAILED GRAPHICS, SIMULTANEOUS TWO PLAYER ACTION AND GOOD SOUNDTRACK (128K ONLY). A GOOD VALUE BUDGET GAME WITH A LITTLE SOMETHING DIFFERENT.

ELEKTRA GLIDE (ENGLISH SOFTWARE SINGLE LOAD) 54%

THE GRAPHICS ARE A BIT SPARSE JUST THE ODD TREE AND A FEW SPHERES AND CUBES. IT'S IMPOSSIBLE TO KEEP THE VEHICLE IN A STRAIGHT LINE OR AVOID THE OCCASIONAL OBSTACLE IF YOU HAPPEN TO BE ON THE WRONG SIDE OF THE ROAD. UNFORTUNATELY THAT IS ALL THERE IS TO THE GAME.

HARD DRIVIN' (DOMARK SINGLE LOAD) 59%

LIVES UP TO ITS NAME, VERY HARD TO CONTROL BUT WITH GOOD GRAPHICS AND A LOOP THE LOOP SECTION AND ACTION REPLAYS WHEN YOU CRASH. WITH EASIER CONTROLS THIS COULD HAVE BEEN AN EXCELLENT RACING GAME.

THE LAST V8 (MASTERTRONIC SINGLE LOAD) 80%

MAD MAX TYPE SCENARIO IN TWO PARTS. THE FIRST PART IS A DRIVE ALONG A TWISTING ROAD TO THE CITY, WITH THE SECOND PART BEING A DRIVE AROUND THE FUTURISTIC CITY. AN EXCELLENT ATMOSPHERIC SOUNDTRACK PLAYS THROUGHOUT.

STUNT CAR RACER (MICROPROSE SINGLE LOAD) 91%

RACE ON TOP OF A GIANT ROLLERCOASTER, PLACE ONE WHEEL OFF THE TRACK AND IT'S OVER THE EDGE YOU GO. PRACTICE THIS ONE FIRST AS YOU WILL NEED TO GET THE HANG OF THE GRADIENTS AND CAMBERS ON THIS ROAD OR YOU'LL SPEND MOST OF YOUR TIME FLYING OFF THE TRACK. AN EXCELLENT GAME WITH GOOD MONO GRAPHICS.

****** SHOOT EM UPS ******



TECHNO COP (KIXX MULTI LOAD) 56%

THE DRIVING PART OF THIS TITLE IS ACTUALLY A SUB GAME OF A PLATFORM BEAT EM UP TYPE OFFERING. NEITHER PART OF THE GAME WILL KEEP YOU BUSY FOR VERY LONG. GIVE IT A MISS.

SPY HUNTER (KIXX SINGLE LOAD) 56%

SHOOT ALL THE TRAFFIC AND AVOID THE BROKEN BRIDGES BY TURNING INTO A BOAT. A GAME STILL FULL OF BUGS THAT EVEN AMSOFT NEVER DARED TO RELEASE, ALTHOUGH IT MUST HAVE SOMETHING GOING FOR IT AS IT'S MY SONS FAVOURITE RACING GAME (HE IS ONLY FIVE THOUGH).

ACTION FIGHTER (FIREBIRD DISC REVIEWED) 77%

SHOOT ANYTHING THAT MOVES WHILE COLLECTING TOKENS TO TRANSFORM FIRST FROM A BIKE TO A CAR AND FINALLY TO A PLANE IN THIS FRANTIC ACTION GAME. SIMILAR IN FORMAT TO SPY HUNTER BUT MUCH BETTER.

THE FURY (MARTECH SINGLE LOAD) 74%

RACE ON A SPACE ROADWAY SHOOTING A SET NUMBER OF OPPONENTS OR JUST PLAYING TAG DEPENDING ON THE RACE TYPE YOU ARE GIVEN BEFORE EACH STAGE. THERE ARE LOTS OF DIFFERENT CARS TO UPGRADE TO AS YOU PROGRESS, WHICH CAN BE ARMoured AS REQUIRED.

APB (TENGEN MULTI LOAD) 85%

CHASE THE LAW BREAKERS IN YOUR POLICE CAR AND "SHOOT" THEM WITH YOUR SIREN TO ARREST THEM. A COLOURFUL GAME WITH A CONTINUOUS SOUNDTRACK.

AMERICAN TURBO KING (MASTERTRONIC SINGLE LOAD) 81%

DRIVE ACCROSS AMERICA AVOIDING THE OBSTACLES WHILST SHOOTING THE CARS AND DODGING THE BOMBS DROPPED BY THE PLANES AND HELICOPTERS. THE GRAPHICS ARE MONO BUT DETAILED. A DECENT BUDGET GAME WITH A LIGHT GUN VERSION ON THE FLIP SIDE OF THE TAPE.

BEACH BUGGY SIMULATOR (MASTERTRONIC SINGLE LOAD) 76%

JUMP THE OBSTACLES AND SHOOT THE HELICOPTERS AND CATERPILLARS TO BEAT THE TIME LIMIT AND GET TO THE NEXT STAGE. FEATURES A GOOD CONTINUOUS SOUNDTRACK.

BOY RACER (BUG BYTE SINGLE LOAD) 63%

TWO PLAYER SIMULTANEOUS SHOOT EM UP GAME WHICH IS COLOURFUL BUT RATHER SLOW. BEST PLAYED IN TWO PLAYER MODE WITH A LITTLE COOPERATION BETWEEN PLAYERS.

OVERLANDER (ELITE SINGLE LOAD) 73%

CHOOSE WHETHER TO WORK FOR THE GOODIES OR BADDIES, ARM YOUR CAR AND SHOOT ANYTHING THAT MOVES, BUT BE CAREFUL THEY SHOOT BACK. CARS CAN BE PUSHED OFF THE ROAD BUT TOUCHING A MOTORBIKE IS FATAL.

ROAD BLASTERS (US GOLD MULTI LOAD) 61%

RACE TOWARDS THE FUTURISTIC CITY WITHOUT EVER GETTING THERE WHILST SHOOTING THE CARS AND COLLECTING ENOUGH FUEL SPHERES TO REACH THE NEXT STAGE. THE OCCASIONAL SPACE SHIP DROPS EXTRA WEAPONS. NOT ENOUGH VARIETY FOR LASTING APPEAL.

SUPER STUNT MAN (CODEMASTERS SINGLE LOAD) 68%

YOU ARE NOW A STUNT MAN, FILMING ACTION CAR CHASES OVER VARIOUS DANGEROUS TYPES OF TERRAIN. AN O.K. BLAST BUT NOTHING SPECIAL.

TURBO ESPRIT (DURELL SINGLE LOAD) 74%

DRIVE YOUR LOTUS AROUND THE CITY TRYING TO CATCH THE DRUGS CAR WHILST AVOIDING THE HIT MAN WHO IS AFTER YOU. WATCH OUT AT THE TRAFFIC LIGHTS AS THE OTHER TRAFFIC WILL STOP AT THE RED LIGHTS AND GET IN YOUR WAY. A DRIVING GAME WITH A DIFFERENCE.

****** STRATEGY ******



GRAND PRIX (D & H MULTI LOAD) 41%

MANAGE A FORMULA ONE TEAM AND TRY TO WIN THE DRIVERS AND CONSTRUCTORS CHAMPIONSHIPS. YOU MAKE YOUR DECISIONS AND THEN SIT BACK AND WATCH THE RACE, YOUR ONLY INVOLVEMENT DURING THE RACE IS CALLING THE CARS IN FOR A PIT STOP. THE GAME IS VERY COMPREHENSIVE IN ITS OPTIONS BUT BEING WRITTEN MAINLY IN BASIC IS JUST TOO SLOW TO SIMULATE SUCH A FAST ACTION SPORT AS GRAND PRIX RACING.

FORMULA GRAND PRIX (CRL SINGLE LOAD) 86%

FAR SUPERIOR TO THE D & H GAME IN GAMEPLAY BUT WITH LESS IN THE WAY OF OPTIONS. AS WITH GRAND PRIX YOU MAKE THE DECISIONS BEFORE EACH RACE AND THEN SIT BACK AND WATCH THE ACTION. EACH TEAM HAS DIFFERENT COLOUR CARS WHICH COME THROUGH IN THE RACE ORDER. WHEN YOU CALL THE CARS IN FOR A PIT STOP YOU ENTER AN ARCADE SEQUENCE WHERE YOU MUST CHANGE THE CAR TYRES, THE QUICKER YOU DO IT THE SOONER THE CARS RETURN TO THE RACE.

**** CRAZY ****



I WOULD JUST LIKE TO THANK NEIL FOR ALL HIS EFFORT IN COMPILING THESE REVIEWS. TO SAVE ROOM I COULDN'T REALLY ADD THE AWARDS THAT THE GAMES WOULD HAVE GOT, BUT BY CHECKING THE REVIEWS YOU WILL SEE THAT ALL 4 AWARDS WOULD HAVE BEEN GIVEN.

WERNER (ARIOLASOFT SINGLE LOAD) 77%

APPARENTLY WERNER IS A GERMAN CARTOON CHARACTER AND THIS TAPE FEATURES FOUR OF HIS ADVENTURES. TWO ARE DRIVING GAMES, THE FIRST NORMALLE AUTOFAHRT (I KID YOU NOT!) HAS YOU DODGING OBSTACLES SUCH AS A VICIOUS JACK-IN-THE BOX, THE IGNITION KEY EXTRACTOR AND LOW FLYING MELONS. THE OBJECT OF THE GAME? - SIMPLE DELIVER A CRATE OF BEER FOR A PARTY. THE SECOND RACING GAME, PANIK TOUR, IS BASICALLY THE SAME BUT YOU ALSO HAVE TO COLLECT FOUR OBJECTS TO DELIVER WITH YOUR CRATE OF BEER. THE OTHER TWO GAMES ARE MEIER (DIDDLING BEER MATS) AND MOTORRAD (BUILD YOUR OWN STREET LEGAL CUSTOM BIKE). ALL THE GAMES FEATURE WELL DETAILED CARTOON STYLE GRAPHICS.

REVENGE OF THE C5 (ATLANTIS SINGLE LOAD) 58%

I'M NOT SURE IF THE C5 QUALIFIES AS A CAR BUT I THOUGHT I WOULD INCLUDE IT ANYWAY! THE GAME REQUIRES GOOD TIMING TO GET PAST THE GHOSTS, WHEELS, SNAILS ETC THAT ARE RUNNING BACKWARDS AND FORWARDS ACROSS THE ROAD IN FRONT OF YOU. LOOKS, UNSURPRISINGLY I SUPPOSE, LIKE A SPECCY PORT.

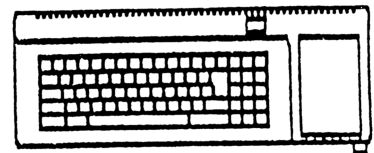
BEETLEMANIA (A.J.'S CONCEPT DISC (WACCI)) 47%

DRIVE AROUND THE TOWN IN YOUR VW BEETLE COLLECTING BOMBS AND BLOWING UP THE RUBBER DUCKS WHILST BEING CHASED BY THE ALIEN BLOBS. APPALLING SCROLLING IS THE MAIN FEATURE OF THIS GAME BUT THE DISC IS WORTH BUYING (IF IT'S STILL AVAILABLE AFTER THE DEMISE OF WACCI) FOR THE EXCELLENT ARKANOID CLONE DRIPZONE+.

PHEN! THAT ROUNDS UP WHAT STARTED OUT AS A SHORT EXERCISE ON CPC RACING GAMES, I HOPE YOU ENJOYED IT.

CPC

Grand Prix



BITS AND PIECES

ALAN WRIGHT IS LOOKING FOR THE DISC VERSION OF KARNOV AS HIS SON LOVES THE GAME BUT HATES WAITING FOR IT TO LOAD. HE WANTS TO KNOW IF ANY ONE IS WILLING TO SELL THEIR COPY. ALAN ALSO WANTS DETAILS OF ANY GENEALOGY PROGRAMS ('HE WANTS AN 'ALOGY' HE MUST BE A SCIENTIST') THAT'S A PROGRAMS FOR SORTING OUT YOUR FAMILY TREE. IF YOU CAN HELP WITH EITHER OR BOTH OF THESE ITEMS CONTACT ALAN AT..

11 LEEBURN AVENUE
HOUSTON
STRATHCLYDE
PA6 7DN

MR C WILLIAMS IS ALSO ON THE LOOK OUT FOR A PROGRAM. HE WANTS MERCENARY II ON TAPE OR DISC. HE WILL EITHER PAY FOR A COPY OR WILL SWAP, CONTACT HIM FOR DETAILS OF WHAT HE HAS TO OFFER.

6 FRANK STREET
GREAT HORTON
BRADFORD
BD7 3BT

THE FRENCH CONNECTION
FREGARD EMMANUEL RUNS A FRENCH DISC FANZINE CALLED CRACK 'N' ROM. IF YOU CAN READ FRENCH AND FANCY A COPY JUST SEND A DISC TO

30 RUE DE LA CROIX VERTE
95130 FRANCOVILLE
FRANCE

THE COST OF THIS FANZINE IS THAT YOU HAVE TO FILL THE DISC UP YOU SEND WITH GAMES OR DEMO'S (I HOPE HE MEANS PD GAMES!). ONE DISC WILL GET YOU 1 ISSUE AND THERE HAVE SO FAR BEEN 4, BUT ISSUE 5 IS DUE OUT BY THE TIME YOU READ THIS (MARCH/APRIL 92). I GUESS SOME HELP WITH THE RETURN POSTAGE WOULDN'T HURT EITHER. I WAS SENT ISSUE 4 AND IT LOOKS VERY GOOD INDEED. I COULDN'T UNDERSTAND A WORD OF IT BUT IT SEEMS TO BE WELL PUT TOGETHER.

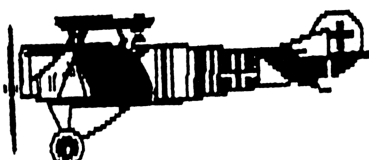
SIMPSON'S GAMES TIPS
BY JONATHAN MCGOUGH

ON LEVEL TWO OF THE SIMPSONS - BART VS THE SPACE MUTANTS, YOU NEED TO COLLECT 25 HATS... IF YOU JUST STAND TO THE LEFT OF THE FRUIT AND VEG SHOP, AND WAIT WITH YOUR X-RAY SPECS ON. PEOPLE JUST KEEP WALKING OUT TO YOU, JUMP ON THE ALIENS AND DE-HAT THE HUMANS BY JUMPING RIGHT BEHIND THEM..NOT ON THEIR HEADS, AND SOON ENOUGH YOU'LL HAVE 25 HATS.

THANKS JONATHAN

*** FRENCH ***
*** STOP PRESS ***

I'VE JUST HAD ANOTHER LETTER FROM FREGARD TO TELL ME THE TERMINATOR 2 CHEAT MENTIONED ELSE WHERE WILL GIVE YOU INF. LIVES. ALSO IN THE LETTER IT SAYS THAT THE P47 THUNDERBOLT CHEAT IS TO ENTER ZEBEDEE FOR AZERTY AMSTRADS AND WEBEDEE FOR QWERTY AMSTRADS. NOW I DIDN'T KNOW THERE WERE AZERTY KEYBOARDS FITTED TO AMSTRADS, BUT MINE IS QWERTY AND ZEBEDEE WORKS ON MY VERSION OF THE GAME.



LOOPZ

AUDIOGENIC CASS £10.99 DISC £14.99

REVIEWED BY ALEX COCHRANE

WHEN FIRST PLAYING THIS GAME IT LOOKS LIKE A HYBRID OF TETRIS AND PIPE MANIA BUT THE OBJECT IS TO GET AS BIG A LOOPZ AS POSSIBLE BY ROTATING TILES OF VARYING SIZES AND SHAPES. EASY YOU MAY SAY BUT IT IS NOT TO START WITH, THAT IS UNTIL YOU GET THE KNACK OF THE GAME. THERE ARE THREE LEVELS OF PLAY, LEVEL A IS THE EASIEST WHERE YOU HAVE TO GET AS MANY LOOPZ AS POSSIBLE, THE BIGGER THE LOOPZ THE MORE POINTS YOU GET. GETTING A SINGLE LOOPZ WITH NO OTHER TILES ON THE SCREEN GIVES YOU A BONUS. LEVEL B IS SIMILAR TO LEVEL A EXCEPT WHEN YOU GET A BONUS YOU GO TO ONE OF THE TWO BONUS SCREENS WHICH COME UP AT RANDOM. ONE OF THE SCREENS IS THE SAME AS THE GAME SCREEN, EXCEPT THE LOOPZ DON'T DISAPPEAR, THE OBJECT OF THIS BONUS SCREEN IS TO FIT AS MANY LOOPZ AS POSSIBLE, WHEN YOU CAN'T FIT ANY MORE ITS TIME TO REACH FOR THE VALIUM AND OH BOY YOU'LL NEED IT. THE OTHER BONUS SCREEN IS A SCREEN AT RANDOM FROM LEVEL C. MORE ABOUT THIS IN A FEW WORDS. ON COMPLETION OF THIS SCREEN YOU WILL EITHER GO BACK TO THE MAIN GAME SCREEN OR GO TO THE OTHER BONUS SCREEN. LEVEL C IS TOTALLY DIFFERENT, ON THIS LEVEL YOU HAVE A SET LOOPZ OF WHICH PIECES ARE REMOVED AND YOU HAVE TO FIT THEM BACK IN AND YOU ONLY HAVE THE SAME AMOUNT OF TILES TO PASTE BACK ON THAT WERE REMOVED FROM THE LOOPZ. THERE IS A TIME LIMIT FOR EACH TILE WHICH IS INDICATED BY A COUNTDOWN BAR AT THE BOTTOM OF THE SCREEN. WHEN THIS REACHES THE END OF THE BOX, YOU LOSE ONE OF YOUR THREE LIVES.

GRAPHICALLY THIS GAME LOOKS GOOD. MODE 1 IS USED FOR DISPLAYING THE SCREEN AND NOT MUCH DIFFERENT THAN THE 16 BIT VERSIONS. ALTHOUGH WHEN YOU HAVE A LARGE LOOPZ AND ONLY HAVE A SMALL AMOUNT OF SPACE LEFT THINGS START TO GET CONFUSING, BUT YOU DO GET A "WIPE" TILE THAT LETS YOU REMOVE ANY UNWANTED TILE / LOOP. YOU HAVE TO BE CAREFUL NOT TO REMOVE THE LOOPZ THAT YOU ARE TRYING TO BUILD, WHICH USUALLY HAPPENS WHEN YOU ARE TRYING TO FIGURE OUT WHAT TO GET RID OF. DONE IT A FEW TIMES MYSELF AND AFTER THIS HAPPENS I USUALLY UTTER A FEW PAGAN SNEAR WORDS.

SOUND EFFECT ARE EXCELLENT, THERE ARE THE CHOICE OF THREE IN GAME TUNES WHICH YOU MAY SELECT FROM THE START-UP MENU OR YOU CAN CHOOSE TO SWITCH OFF ALL SOUND. THERE IS A DIFFERENT TUNE ON THE BONUS LEVELS. THE ONLY ANNOYANCE IS WHEN YOU TRY AND PLACE A TILE LARGER THAN THE SPACE BELOW THE TILE OR WHEN YOU TRY TO PLACE A TILE WRONG WAY ROUND AT THE EDGE OF THE SCREEN, THE COMPUTER EMITS AN ANNOYING WARNING SOUND. BUT WHEN PLAYING WITH MUSIC ON THE MUSIC MORE OR LESS DROWNS THIS OUT.

ALL IN ALL THIS IS ONE HELL OF AN ADDICTIVE GAME, SO BE PREPARED TO SPEND A FEW MONTHS PLAYING IT. WHEN PLAYING THE TWO PLAYER GAME, EACH PLAYER TAKE HIS/HERS TURN TO PLACE A TILE ON THE SAME SCREEN BUT IT IS ADVISABLE TO HAVE A JOYSTICK SPLITTER ATTACHED AS PLAYER TWO CAN EITHER USE THE KEYBOARD OR JOYSTICK 1 AND IS A LOT EASIER USING THE JOYSTICK RATHER THAN THE KEYBOARD.

GRAFIX 78% GREAT MARBLE FX ON GAME SCREEN
SOUND FX 85% FOUR BRILL TUNES. ANNOYING SPOT FX
PLAYABILITY 83% EASY WHEN YOU GET INTO IT.
ADDICTIVNESS 96% BLOODY HARD TO SWITCH IT OFF.
VALUE 70% NO COMMENT. JUST BUY THE DAMNED THING

THIS IS AN OPTION 1 TRANSFER.

Merit
Award



70% - 80%

THE SJS REVIEW : U.N. SQUADRON

WELL HERE WE GO, HERE WE GO, HERE WE GO, (YES ALL RIGHT NOW GET ON WITH IT) OK, REMEMBER JAN 91 (YES YOU DO, ADMIT IT) WHEN THE GULF WAR WAS ON (THATS IT) WELL THIS IS WHAT COULD BE DESCRIBED AS A GULF WAR SIMULATOR. THE PLOT INVOLVES A SQUADRON FROM THE UNITED NATIONS TO GO TO THE MIDDLE EAST AND BOMB THE LIVING HELL OUT OF EVERY THING THAT MOVES. SOUND FAMILIAR MR. BUSH? (I WONDER IF HE READS PLAY MATES)

ACTUALLY ALTHOUGH THE PLOT ISN'T UP TO MUCH IT IS A VERY PLAYABLE GAME. FIRST OF ALL YOU GET TO CHOOSE THE TYPE OF FIGHTER YOU WANT F14, A10, OR F20, THIS ALSO GIVES YOU A DIFFERENT CHARACTER (ALL THE 3 PILOTS HAVE THEIR OWN NAME AND NATIONALITY AS THEY WOULD) AND SELECTS THE DIFFICULTY LEVEL.

YOU THEN GO TO THE STORES TO STOCK UP ON A REMARKABLE SELECTION OF DEVASTATING WEAPONRY, (SIMILAR TO X-OUT) BUT OF COURSE YOU CAN'T AFFORD MUCH OF THIS UNTIL YOU HAVE FLOWN AND SURVIVED A FEW MISSIONS. HOWEVER YOU CAN LOOK FORWARD TO THE LIKES OF A BULPUPS, HOMING MISSILES, NAPALM, SUPER SHELLS, AND BIG BOY WHICH IS MORE OR LESS A NUKE.

THE GAMEPLAY IS LEFT TO RIGHT SCROLL MUCH THE SAME AS SILKNORM BUT WITHOUT THE JEEP. IT MUST BE SAID THAT AS THE SCREEN FILLS UP WITH THE ENEMY IT ALL SLOWS DOWN BUT WHEN YOU SEE THE AMOUNT OF COLOUR AND THE DETAIL OF THE SPRITES THIS IS UNDERSTANDABLE.

THE END OF LEVEL BADDIES ARE EXCELLENT AND TAKE JUST THE RIGHT AMOUNT OF BLASTING TO GET RID OF THEM. IT DOES NOT TAKE HALF AN HOUR LIKE SOME GAMES BUT DOES GIVE YOU A GOOD CHALLENGE.

I MUST ADMIT I NEVER ACTUALLY FINISHED THE GAME BUT IT REALLY IS GOOD.

AS IT SAYS IN THE BRIEFING "EVERYTHING THAT MOVES IS HOSTILE AND POTENTIALLY DEADLY" SO GET OUT THERE AND START BLASTING.

VALUE: 70% BUT GET THE DISC VERSION. (MULTI LOADER)
PLAYABILITY. 75%
ADDICTION. 70%
GRAPHICS. 80%
SONICS. 60%

OVERALL 75%

Merit
Award



70% - 80%



MORE LIFE SAVERS FROM LEE ROUANE



GAME NAME	MEDIA	ADDRESS, POKE	EFFECT
SMASH TV	DISC	105C,00	INFINITE LIVES
LIVE AND LET DIE	DISC	7402,01	INFINITE FUEL
LIVE AND LET DIE	DISC	5867,00	INVULNERABILITY
OVERLANDER	DISC	1815,00	INFINITE LIVES

THANKS LEE

CHEATS GALORE

MARTIN COSSINS HAS PUT TOGETHER A LIST OF KEY PRESS CHEATS, AND IS WILLING TO SHARE IT WITH YOU. YOU CAN HAVE IT ON DISC OR PRINTED OUT EITHER WAY PLEASE SUPPLY ENOUGH MONEY OR STAMPS FOR RETURN POSTAGE. IF YOU WANT THE PRINT OUT IT WILL COST YOU 1 FIRST CLASS STAMP (TO COVER THE COST OF PAPER), OR IF YOU WANT THE DISC VERSION IT IS FREE AS LONG AS YOU SUPPLY THE DISC. THE DISC FILE LOADS IN TO RAMBASE 2, THE DATABASE GIVEN AWAY FREE BY AMSTRAD ACTION. MARTIN IS ALSO WORKING ON A LIST OF MULTILOAD GAMES, IF YOU FANCY A COPY OF THIS UNCOMPLETED LIST JUST ADD SOMETHING EXTRA FOR IT, OR WAIT UNTIL MARTIN HAS FINISHED IT. MARTIN'S ADDRESS IS....

100 COTTINGLEY APPROACH, COTTINGLEY, LEEDS, YORKSHIRE, LS1 0HH.

... LATE BONZO NEWS ... LATE BONZO NEWS ...

MARTIN COSSINS HAS ALSO SENT IN THIS LATE BIT OF BONZO NEWS, THANKS MARTIN.

DERVISH	HP2
WATERLOO	OPTION 1
READ RIGHT AWAY 1	OPTION 1

CHEAP GAMES

I DON'T KNOW IF YOU HAVE NOTICED, BUT THERE'RE ADVERTS IN A.A AND A.C.U CLAIMING TO HAVE 500,000 SURPLUS STOCK GAMES GOING FOR £1.00 EACH (THE ADVERT IS ON PAGE 56 OF ISSUE 77 OF A.A.). WELL I SENT OFF FOR THE LIST OF GAMES FOR SALE AND I GOT A LETTER AND THE LIST BACK, FROM A COMPANY CALLED FUN FACTORY PROMOTIONS LTD. ACCORDING TO THE LETTER THEY HAVE BOUGHT OUT A SOFTWARE HOUSE AND ARE SELLING OFF ALL THE BACK CATALOGUE OF THIS SOFTWARE HOUSE. SO JUST WHO IS THIS SOFTWARE HOUSE THAT HAS BEEN SOLD ?? WELL GOING BY THE LIST OF GAMES UP FOR SALE I WOULD SAY IT IS MOST CERTAINLY PLAYERS. AS THE LIST OF GAMES UP FOR GRABS INCLUDE TITLES LIKE JOE BLADE 1,2 AND 3, SAIGON COMBAT UNIT, OPERATION HANDI, TASK FORCE, SPACE ACE, STREET CRED FOOTBALL AND BOXING, EAGLES NEST, LOP EARS AND LOST CAVES TO NAME BUT A FEW PLAYERS TITLES.

I DO HOPE THIS DOESN'T MEAN THE END OF NEW GAMES COMING OUT UNDER THE PLAYERS LABEL. I FEEL THAT ALONG WITH CODEMASTERS, PLAYERS HAVE BEEN RESPONSIBLE FOR SOME OF THE BEST ORIGINAL BUDGET TITLES EVER RELEASED ON THE CPC. ONLY TIME WILL TELL I GUESS.

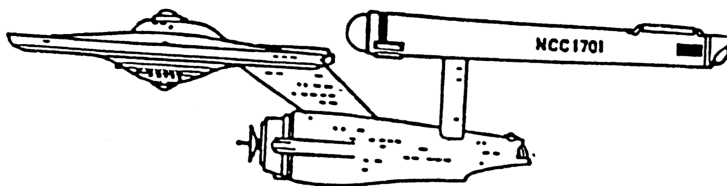
LETTERS FROM CARL

I'M VERY VERY SORRY IF YOU HAVE BEEN WAITING FOR A REPLY FROM ME, TO LETTERS YOU HAVE SENT IN. THIS ISSUE OF PLAY MATES (FOR SOME REASON) TOOK UP MORE OF MY TIME THAN ANY OTHER ISSUE HAS DONE. SO MUCH SO I HAD TO PUT LETTER WRITING OFF, TO KNUCKLE DOWN TO DO THE PAGES OF PLAY MATES. SO HOPEFULLY NOW THAT THIS ISSUE IS OUT OF THE WAY I CAN CATCH UP ON MY LETTER WRITING. ALSO AS I MADE THROUGH MY LARGE PILE OF LETTERS I HAVE TO ANSWER I MAY FIND SOMETHING I SHOULD HAVE ADDED TO THIS ISSUE. IF THIS HAPPENS MAY I SAY I'M SORRY NOW, AND THAT WHAT EVER IT WAS (REVIEW, BONZO NEWS, ETC) I WILL ADD IT TO ISSUE 12, IF I DON'T LOSE IT THAT IS, UNDER A NEW PILE OF LETTERS.

ACU - SMALL ADVERTS

SOME OF YOU MAY HAVE NOTICED THAT MY ADVERT FOR PLAY MATES IN ACU STILL HAS THE PRICE OF PLAY MATES AT £1.00. I SENT THAT ADVERT IN TO ACU AGES AGO, WHEN PLAY MATES WAS £1.00. I'VE SENT IN NEW ADVERTS AND WRITTEN TO THEM ASKING THEM TO ALTER IT, BUT ALL THEY DO IS KEEP PRINTING THE SAME ADVERT. SO IF YOU ARE WORRIED THAT YOU ARE PAYING £1.30 WHILE PLAY MATES IS ADVERTISED AT £1.00, DON'T WORRY I'M NOT CONNING YOU, IT DOES COST £1.30.

PLAY MATES



THE NEXT GENERATION

Star Trek - The Next Generation

AS SOME OF YOU MAY KNOW I'M A STAR TREK FAN (KNOWN AS TREKIES) AND HAVE BEEN FOR YEARS. I BUY VIDEOS AND READ THE NOVELS (ABOUT 50 SO FAR). WELL NOW I'M AN EVEN BIGGER FAN OF THE NEW STAR TREK SERIES, THE NEXT GENERATION SHOWN ON BBC2 ON WEDNESDAYS. I RECORD AND KEEP ALL THE SHOWS AND HAVE READ ABOUT 15 NEXT GENERATION NOVELS. SO WHAT YOU ASK HAS THIS GOT TO DO WITH THE CPC ? WELL NOTHING REALLY APART FROM MY WISH THAT SOMEONE DID A REALLY GOOD STAR TREK GAME. NO MY REAL REASON FOR ALL THIS WAFFLE IS TO TELL ANY OTHER FANS OF THE NEXT GENERATION OF A FAN CLUB FOR THE SERIES, I JOINED JUST AFTER CHRISTMAS. IT IS CALLED STAGE 8 (THATS THE STAGE WHICH THEY FILM STAR TREK ON) AND IS RUN BY LINDA HEPDEN. BUT IF YOU FANCY JOINING OR JUST WANT MORE INFORMATION CONTACT THE MEMBERSHIP SECRETARY AMANDA YEO AT 4 BURNES CLOSE, SANDRINGHAM GARDENS, ATHERTON, MANCHESTER, M29 9HU.

... MORE BONZO NEWS ... MORE BONZO NEWS ...

DANNY WEBB HAS INFORMED ME THE ATLANTIS GAME SUPERKID IN SPACE IS AN OPTION 2X TRANSFER. NOW I DON'T KNOW IF THIS IS THE SAME GAME AS THE ONE ON THE 4 GAME PACK THAT'S IN THIS ISSUES BONZO SECTION OR ANOTHER SUPERKID GAME BY ATLANTIS. SO I THOUGHT IT SAFER TO MENTION IT JUST IN CASE.

WHAT'S IN ISSUE 12 ?

WELL TO TELL THE TRUTH, NOT MUCH. I THINK I'VE JUST ABOUT USED UP ALL REVIEWS I'VE BEEN SENT IN THIS ISSUE. SO ALL YOU FOLK OUT THERE HAD BETTER KNUCKLE DOWN AND WRITE SOME MORE REVIEWS. AFTER OFFERING TO LEND GAMES TO (NEW) REVIEWERS IN THE LAST ISSUE, I WAS FLOODED WITH PEOPLE OFFERING TO REVIEW GAMES (WELL ONE PERSON ACTUALLY). I'M NOW WILLING TO LEND TO ANY READER THE GAMES, AS LONG AS THEY DO THE REVIEWS.

AFTER THE LAST FEW ISSUES HAVING A ROUND UP OF FOOTBALL GAMES AND CAR RACING GAMES, I WOULDN'T SAY NO TO ANOTHER GENERAL ROUND UP. SPORTS GAMES ARE QUITE NUMEROUS, SO HOW ABOUT A ROUND UP OF TENNIS GAMES OR SNOOKER GAMES. IF YOU HAVE A LOT OF ONE TYPE OF GAME IN YOUR COLLECTION HOW ABOUT A ROUND UP FOR PLAY MATES.

NOW IF I'M GOING TO CARRY ON DOING PLAY MATES AFTER ISSUE 12. I MAY HAVE TO DECREASE THE NUMBER OF PAGES QUITE DRAMATICALLY, JUST TO BREAK EVEN. THE LAST FEW ISSUES HAVE HAD 34 PAGES, I MAY HAVE TO DROP DOWN TO 20 PAGES OR SO PER ISSUE. WHEN YOU CONSIDER THAT BONZO NEWS AND GAMES POKES AND TIPS MAY TAKE UP HALF THOSE PAGES, THERE WON'T BE THAT MANY GAMES REVIEWS. IF YOU DON'T WANT PLAY MATES AT THE PRICE OF £1.30 BUT WITH LESS PAGES, BEST LET ME KNOW NOW. IT WILL HELP TO DECIDE WHETHER TO CARRY ON OR NOT, IF I KNOW HOW MANY PEOPLE WILL STILL BE INTERESTED. SIMILARLY IF YOU'D RATHER I CARRIED ON WITH THE 30 PLUS PAGE FORMAT AND WOULD BE WILLING TO PAY £2.00 - £2.50 AN ISSUE ALSO LET ME KNOW.