

# ALIVE & KICKING

## Games Reviewed This Issue :

Titus The Fox  
Switchblade  
Shadow Of The Beast

Welltris  
Potsworth & Co  
Pipe Mania

## Issue 1

Features - *Reviews of all the latest games, plus,  
BONZO Tape to Disc news, and much  
more !!.*

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# Waffle Corner

With your Editor - Lee Rouane.

HELLO EVERYONE !!, AND WELCOME TO THE ALL NEW GAMES FANZINE FEATURING GAME REVIEWS/TIPS BONZO NEWS ETC.. I HOPE THAT YOU WILL ENJOY YOUR READ, AND IF YOU HAVE ANY QUERYS ABOUT THE MAGAZINE, IT'S FORMAT ETC..., YOU WILL FEEL FREE TO CONTACT ME.

AS IT IS THE FIRST ISSUE, THERE REALLY ISN'T ANY NEWS TO REPORT BUT I HAVE HEARD FROM A RELIABLE SOURCE (CHEERS MARTIN, PHIL, TIM) THAT CPC ATTACK! HAS NOW CRASHED, AND THE CURRENT ISSUE IS THE LAST ONE. UNFOUNDED GOSSIP IT MAY BE, BUT I FEEL IT SAD THAT ANOTHER MAGAZINE HAS FAILED TO MAKE A DECENT PROFIT MARGIN, AND HAS CUT OUT OF A STILL BOUYANT MARKET. THERE ARE SUPPOSED TO BE HALF A MILLION CPC'S NATIONWIDE, SO WHAT HAS HAPPENED TO THIS POTENTIAL READERSHIP ??.

I RECKON THAT 400,000 CPC'S HAVE BROKE, AND NO ONE CAN BE BOTHERED TO LEARN HOW TO USE THE "INFERIOR" MACHINES. (HA !)

THE CPC HAS GOT TO BE ONE OF THE EASIEST MICRO'S TO LEARN BASIC ON, AND THERE IS A WHOLE WORLD OF GAMES/BUISNESS SOFTWARE TO BE CONQUERED, SO IF YOU KNOW ANY BODY NOT USING THEIR CPC, GIVE THEM A NUDGE AND REMIND THEM THAT WE HAVE TO CLUB TOGETHER TO KEEP THE CPC ALIVE & KICKING !!.

Lee Rouane would like to thank the following for all their help :-  
Shell, my fiancé (a tower of strength), Jean her Mum (registered lender !)  
Nick (Playtester), Martin Cossins (Ace reviewer), Phil Howard (Mr. Hack)  
Alex Cochrane (Get it on to Disc), Steve Hayward (The fastest letter writer)  
John Brown (Good Bloke), Jamie Verity (It's easier on the Mac), Tim Blackdon  
Richard Fairhurst (Excellent Program), Phil Craven, Carl Surry and Sheba my dog, a worthy companion. Also the Stone Roses for the background music.

ALIVE & KICKING WOULD ALSO LIKE TO INCLUDE BUISNESS SOFTWARE REVIEWS AND PUBLIC DOMAIN SOFTWARE REVIEWS, SO IF YOU KNOW ANY BODY WHO WISHES TO HAVE A STAB AT WRITING A COLUMN, OR YOU WISH TO HAVE A CRACK YOURSELF, GET IN TOUCH AND TELL US WHAT YOU WISH TO DO, AND WE WILL MAKE SURE THAT YOUR VIEW REACHES THE PUBLIC. ALSO, IF YOU HAVE ANY HOME BREW GAMES, GET THEM IN AND WE'LL REVIEW THEM !!.

# SWITCHBLADE

REVIEWED BY LR. GREMLIN GRAPHICS

YOU ARE HIRO, THE LAST OF THE BLADEKNIGHTS, AND YOU ARE ON A QUEST TO RID THE WORLD OF HAVOC, THE NO GOODER THAT HAS PEEVED YOUR MATES OFF NO END. THE GAME IS SET WITH FOUR COLOUR MODE 1 GRAPHICS, AND, SURPRISINGLY ENOUGH, THEY COMBINE WITH SPEED TO GIVE A TRULY EXCELLENT LOOKING GAME. ON FIRST PLAYING, YOU WILL BE CONFRONTED WITH A GRAPHICAL STORY TELLING YOU HOW YOU GOT MIXED UP IN THIS MESSY BUISNESS, AND ONCE PAST THAT, YOU ARE THROWN INTO A SINGLE PLATFORM WORLD. IT IS NOT ALL AS IT SEEMS HOW EVER, AS YOU WILL FIND OUT ON WALKING TO THE RIGHT A LITTLE.

ENJOY YOUR DROP ?? . THE GAME LOOKS A BIT BETTER NOW DOESN'T IT ?? . ONCE INTO THE GAME, A WHOLE NEW WORLD OPENS UP WITH LOADS OF DOORS AND PASSAGES FOR YOU TO INVESTIGATE.

LOOK OUT FOR THE BRICKS THAT HAVE A GRAINY TEXTURE, AS THESE CAN BE KICKED TO REVEAL OTHER PASSAGES OR POWER UPS. THE GAME LOADS ALL IN ONE GO, AND AS THERE ARE NO LEVELS, THERE IS A BIG GAME TO CONQUER ALL AT ONCE. THE MAIN AIM OF THE GAME IS TO BASICALLY STAY ALIVE, AND COLLECT ALL THE PIECES OF THE FIREBLADE (SIXTEEN), AND THIS WILL ENABLE YOU TO KILL HAVOK BABY, AND STILL MAKE IT HOME FOR TEA AND BISCUITS.

ON YOUR LONG TRAVELS YOU WILL COME UP AGAINST A PLETHORA OF MUTANT TYPE FUTURISTIC MONSTERS, THAT SEEM TO LIKE EATING CHUNKS OF LITTLE HIRO FOR DINNER. YOU HAVE AT YOUR DISPOSAL A HANDY CYBERNETIC ARM, WHICH CAN HOLD AND FIRE THE WIDE ARRAY OF WEAPONS THAT CAN BE FOUND IN THE GAME, BUT AT

FIRST YOU ARE ARMED ONLY WITH YOUR TRUSTY LIMBS, AND A CLEAN PAIR OF UNDERPANTS !. THIS IS NOT TO BE MOCKED THOUGH, AS THE LONGER YOU HOLD THE FIRE BUTTON DOWN, THE STRONGER THE KICK/PUNCH THAT YOU CAN DELIVER TO YOUR FOES LEGS/HEAD.



ALSO, YOU WILL FIND ON YOUR WAY CERTAIN LETTERS, AND THESE LIGHT UP YOUR BONUS/EXTRA WORDS ON THE BOTTOM MENU, AND ONCE THE WHOLE WORD HAS BEEN LIT, YOU WILL RECIEVE EXACTLY AS THE WORD SAYS. THE GAME SPANS OVER 150 SCREENS, AND WE SUGGEST THAT YOU GET A COMFORTABLE CHAIR AND THE FRIDGE, AND

SETTLE DOWN, AS YOU ARE GOING TO BE IN FOR ONE HELL OF A GAME !!. THERE ISN'T REALLY MUCH ELSE THAT YOU CAN SAY ABOUT THIS GAME, EXCEPT THAT IT IS BRILLIANT, AND WE RECOMMEND SELLING THAT SPECTRUM NOW, AND YOU MIGHT JUST MUSTER UP THE READIES FOR THE BUDGET VERSION ....

GRAPHICS ..... 85%

SOUND ..... 80%

PLAYABILITY ..... 95%

CONTROLS ..... 90%

VALUE ... 90%

OVERALL . 97%

# TURBO THE TORTOISE

REVIEWED BY L.R. CODEMASTERS.

WHAT WE HAVE HERE, IS ANOTHER OFFERING FROM THE DOOMED HI-TEC STABLE, BUT THIS HAS BEEN HYPED MORE THAN OTHER GAMES, SO, JUST WHAT IS NEW ABOUT THIS GAME ?? WELL, NOTHING REALLY, THE MODE 0 SMALL SPRITES ARE STILL THERE, AND THE NOW FAMILAR BACKGROUND DESIGN IS HERE, BUT THIS GAME STANDS OUT FROM THE REST BECAUSE OF IT'S SHEER SIZE.

IT CONSISTS OF THREE LEVELS, EACH CONTAINING TWO ZONES EACH, SO THAT MAKES 5\*8 DIVIDED BY 16 THEN ADD EIGHTEEN, DIVIDE

BY THE NUMBER YOU FIRST THOUGHT OF, AND THAT MAKES, ER, THREE THOUSAND !!, (SIX ACTUALLY), COMPLETE LEVELS, AND THESE ALL COME WITH SOME SERIOUS END OF LEVEL BADDIES.

TURBO IS STANDARD PLATFORM FARE, WHERE THE MAIN AIM OF THE GAME IS TO COLLECT THE MUCH NEEDED MINERALS THAT YOUR DEPRIVED PLANET CRAVES.

TO ASSIST YOU ON THIS QUEST YOU ARE ARMED WITH A LIMITED NUMBER OF SHOTS, AND THESE MUST BE USED WISELY, OR YOU ARE DOOMED TO JUMPING ON THE BADDIES

HEADS. COMPARISONS ARE BOUND TO BE MADE BETWEEN THIS GAME AND SONIC THE HEDGEHOG ON THE SEGA, AS THEY BOTH FOLLOW NEAR ON EXACT GAMEPLAY (SECRET ROOMS, COLLECTING ICONS, JUMPING ON BADDIES HEADS ETC.), BUT WE ARE SURE THAT THIS IS JUST COINCIDENCE(!).

ALL IN ALL, THIS IS A GOOD GAME BY TODAY'S STANDARDS, AND IT IS WELL WORTH FOUR QUID OF ANYBODY'S MONEY.

GRAPHICS ..... 90%  
PLAYABILITY .. 97%  
SOUND ..... 80%  
OVERALL ..... 95%

## JOHNNY QUEST

REVIEWED BY MARTIN COSSINS

WHAT WE HAVE HERE IS QUITE AN OLD FASHIONED ADVENTURE PUZZLER, YOU KNOW, THE ONES WHERE YOU HAVE TO PICK UP THING FROM ONE AREA TO GAIN ACCESS TO ANOTHER, IN THIS ONE IT'S INITIALLY COLOURED KEYS THAT OPEN VARIOUS DOORS.

ALONG THE WAY YOU MEET THE USUAL VARIETY OF ENEMIES - GUARDS, SPIDERS ETC - ALL OF WHICH IF NOT KILLED (BY KICKING, PUNCHING OR BLOWING UP) OR JUMPED OVER WILL DEplete YOUR ENERGY.

YOU'VE SEEN THIS SCENARIO MANY TIMES BEFORE - FIRELORD, CURSE OF SHERWOOD, QUESTOR ETC ETC - THEY'RE ALL JUST VARIATIONS ON THE SAME THEME. THE GRAPHICS IN JOHNNY QUEST ARE PRETTY BASIC STUFF REALLY, BLOCKY BUT QUITE COLOURFUL. SPRITE DETAIL IS A BIT LIMITED.

THE MAIN DRAMBACK WITH THE GAME THOUGH IS THE SPEED - OR I SHOULD SAY LACK OF IT. THE MAIN CHARACTER MOVES AT A PRETTY

PEDESTRIAN PACE (NO PUN INTENDED) WHICH DOES MAKE IT A LITTLE FRUSTRATING AND LONG MINDED. YOU START WITH JUST THE ONE LIFE AND AN ENERGY BAR. POWER PICK-UPS ALONG THE WAY REPLENISH ENERGY AND YOU'LL PROBABLY FIND YOU CAN GET JUST THAT LITTLE BIT FURTHER EACH TIME.

ALL IN ALL THE SIMPLISTIC FEEL AND SPEED JUST WORK TOO MUCH AGAINST THE GAME AND YOU'LL PROBABLY LOSE INTEREST REASONABLY QUICKLY.

RATINGS .....

GRAPHICS ..... 5 YEAR OLD STUFF  
SONICS ..... WHAT SONICS !!  
ADDICTIVENESS. OK, BUT TOO SLOW  
PLAYABILITY .. AS ABOVE !!  
OVERALL ..... WELL, IT IS A BUDGET

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Written for A & K by Martin Cossins.

BONZO'S BREAKFAST IS THE SECTION OF THE FANZINE THAT PRESENTS ALL THE LATEST REPORTED TAPE TO DISC 'BACK UPS'. IF YOU AREN'T FAMILIAR WITH THE BONZO UTILITIES, I'LL JUST POINT OUT HERE THAT BOTH THE BONZO SUPER MEDDLER AND BONZO BLITZ DISCS CAN TRANSFER OVER 1000 GAMES BETWEEN THEM, AND MANY PEOPLE HAVE FOUND THEM INVALUABLE FOR RETAINING THEIR SANITY, BY AVOIDING THE HASSLE OF UNRELIABLE TAPE LOADERS.

ANYWAY, HERE WE GO WITH THE LATEST ROUND UP OF HAPPILY ZAPPED GAMES -

- Option 1** - Rick Dangerous (Six Appeal 'Comp)  
Cassette 50 Compilation  
Paws (Micro Value 4 Great Games)  
Fun School (All 3 age groups)  
Frontliner (Zeppelin Games)  
Mazie (Zeppelin Games)
- Option 2** - Boulderdash (Pack Of Aces 'Comp)
- Option 2X** - Who Dares Wins 2 (Pack Of Aces 'Comp)  
Pick 'N' Pile (Six Appeal 'Comp)  
Nexus (Pack Of Aces 'Comp)  
Ground Zero (Microvalue 4 Great Games)
- Option 3** - Xevious (Space Ace 'Comp)
- Option 4** - Stormbringer (Mastertronic)
- Option 5Y** - International Karate (Pack Of Aces 'Comp)
- Option 9** - Venom Strikes Back (Space Ace 'Comp)  
North Star (Space Ace 'Comp)
- Option 10** - Trantor (Main File - Space Ace 'Comp)  
Motor Massacre (Main File - From KLXX)
- Option 11A** - Famous Five (AA Freebie)
- Option 12** - Bosconian 87 (Mastertronic)
- Bunlock** - Breakthru (Data East)
- Hack Pack** - Satan (Both Parts - Six Appeal 'Comp)
- HackPack 2** - Who Dares Wins 2 (Pack Of Aces 'Comp)
- Blitz Detect** - Xevious (Space Ace 'Comp)
- Blitz 4** - Rampage (Hit Squad)
- Blitz 5** - P47 Thunderbolt (Main File Only - Six Appeal)
- 8K Copier** - Midnight Resistance (Levels From Track 20 On)

THERE ARE A FEW THINGS TO NOTE IN THE PREVIOUS TRANSFER LISTING. FIRSTLY NEXUS, WHILST BEING A 2X TRANSFER, NEEDS A BIT OF JUGGLING ABOUT WITH. NOT ENOUGH SPACE TO LIST IT HERE, BUT DROP ME A LINE AND DETAILS WILL BE SENT TOOT SUITE.

SECONDLY, IN THE WHO DARES WINS 2 TRANSFER, USE OPTION 1 TO TRANSFER THE WDW FILE (SKIP THE WDW2 LOADER FILE) AND AMEND THE THE LOADING FILENAME TO BACK1.BIN. ALTERNATIVELY YOU CAN USE HP2, BUT WHILST IT WILL GIVE YOU MORE SPECIFIC FILENAMES, IT WILL TAKE UP AN ADDITIONAL 17K OF SPACE.

ON THE CASSETTE 50 COMPILATION WATCH OUT FOR DUPLICATING FILENAMES AS MANY OF THE GAMES USE ONLY THE FIRST THREE CHARACTERS FROM THE LOADING FILES. YOU MAY NEED TO CHANGE THE FILENAMES YOURSELF.

UNFORTUNATELY, THE BONZO DISCS CANNOT GRAB EVERY GAME, AND THE FOLLOWING HAVE BEEN REPORTED AS DEFINITE NO-GO'S, SO YOU PAYS YOUR MONEY AND TAKES YOUR CHOICE !!!

THE GAMES ARE -

Prohibition (Players)	Golden Axe (Virgin)
Action Service (Players)	Stormlord 2 Deliverance (Hewson)
Rally Cross Challenge (Anco)	L.E.D Storm (Capcom)
Return Of The Jedi (Domark)	Tournament of Death (Infogrames)
Zynaps (Space Ace Comp)	Puffy's Saga (Six Appeal Comp)
Twin World (Six Appeal Comp)	

FINALLY, THE BONZO DISCS ALSO SUPPORT THEIR OWN NEWSLETTER WHICH IS ISSUED EVERY THREE MONTHS AND IT CONTAINS LOTS OF INTERESTING STUFF, (NOT ALL BONZO RELATED), AS WELL AS INFO LIKE THAT ABOVE. IT'S TITLE IS BONZO'S SCRAPYARD, AND COPIES CAN BE OBTAINED FROM ...

MARTIN COSSINS,  
11 DULVERTON SQUARE,  
COTTINGLEV,  
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### Editors Note

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AND SO ENDS THE BONZO NEWS FOR THIS ISSUE, AND ALIVE & KICKING WOULD LIKE TO THANK MARTIN COSSINS FOR TAKING THE TIME TO COMPOSE THIS COLUMN, AND FOR ALL THE EXCELLENT REVIEWS HE HAS WRITTEN FOR THIS FIRST ISSUE.

WE WELCOME ALL COMMENTS THAT YOU HAVE ON THE BONZO COLUMN, AND ALL CONTRIBUTIONS (NEED WE SAY IT ??) WILL BE GRATEFULLY RECEIVED. WE ALSO HOPE THAT IF YOU WOULD LIKE TO RECEIVE BONZO NEWS REGULARLY, BUT DON'T WANT ALL THE GUFF THAT A FANZINE PROVIDES, YOU WILL CONTINUE TO SUPPORT MARTIN'S NEWSLETTER. COME ON, PROVE TO US AND EVERYBODY ELSE THAT THE CPC REALLY IS ALIVE & KICKING !!!

## POWER DRIFT

REVIEWED BY LR. £3-99 Hsqd

HAVE YOU EVER WANTED TO BARGE THE CAR THAT HAS JUST CLIPPED YOUR WING MIRROR, RIGHT OFF THE ROAD ??.

HAVE YOU EVER WANTED TO TRAVEL AT 200MPH OVER DANGEROUS TERRAIN WITH YOUR HAIR ON FIRE ??.

WELL NOW'S YOUR CHANCE !!. POWERDRIFT GIVES YOU THE OPPORTUNITY TO DO JUST THAT, AND MUCH MORE BESIDES !!.

THIS GAME IS BASED ON THE "ALL TERRAIN DRAG STYLE" FORMAT OF CAR RACING GAMES, AND THE BASIC AIM IS TO, WELL, WIN THE RACE AND TAKE NO PRISONERS. YOU ARE GIVEN THE OPTION AT THE START OF THE GAME TO CHOOSE FROM A ROM OF TWELVE DRIVERS THAT LOOK LIKE THEY ARE ON THE JACK THE RIPPER ID PARADE, AND WITH NAMES LIKE JASON THE SKINHEAD, AND JERONIMO THE MOHICAN, THERE IS NOT MUCH

ROOM FOR AN ETHICAL CHOICE !!.

ONCE YOU HAVE SELECTED YOUR DRIVING CHAPPIE, IT'S TIME TO CHOOSE YOUR CIRCUIT, AND WITH A CHOICE OF TWENTY SEVEN, THERE HAS GOT TO BE ONE THAT SUITS YOUR STYLE OF PLAY.

DRIVER AND CIRCUIT SELECTED, IT IS TIME TO UNDO THE NECKTIE, BUTTON THE SEAT BELT, PUSH UP THE REVS, AND PREPARE YOURSELF FOR ONE OF THE MOST REALISTIC DRIVE-EM-UPS THAT THIS REVIEWER HAS EVER PLAYED.

FRIGHTENING BENDS AND ULTRA SHARD CORNERS WILL HAVE YOU GASPING FOR BREATH, AND ONE OF THE MORE NOTICEABLE EFFECTS IS WHEN THE CAR YOU ARE DRIVING HITS A RAMP OR BUMP IN THE ROAD, YOU GO SAILING OFF INTO THE AIR AS IF IT WAS THE REAL THING !!.

A MUST FOR THE NIGEL MANSSELLS AMONG YOU. RECOMMENDED.

### \*- SCORES -\*

GRAPHICS 80% ... QUITE REALISTIC EFFECTS AND COURSES  
SOUND 60% ... STANDARD BRRAM, BRRAM, NO IN GAME TUNE  
CONTROL 85% ... A GREAT FEELING OF REALISM AS YOU BURN ROUND THE BENDS  
OVERALL 90% ... SO MUCH TO SEE AND DO, GO ON, HAVE A GAME !!

TOTAL !\*??\*  CLAPOMETER EXCELLENT VALUE

## QUICK DRAW McGRAW

REVIEWED BY LR. HI-TEC £3-99 BUDGET.

QUICK DRAW IS ANOTHER OF HI-TECS CARTOON LICENSES, AND FOLLOWS THE SAME GAME STYLE AS PREVIOUS GAMES.

YOU START THE GAME ON YOUR QUEST TO GET FROM ONE SIDE OF A VERY LONG STEAMTRAIN TO THE OTHER, WITH THE MINIMUM LOSS OF ENERGY.

TO THIS END YOU ARE ARMED WITH A TRUSTY SIX GUN, AND A WILL TO FIGHT LIKE NO-ONE HAS EVER SEEN !!.

THE GAMEPLAY IS QUITE EASY, AND YOU WILL BEGIN TO THINK THAT THIS IS AIMED AT THE MEE LITTLE ONES, INSTEAD OF US "BIG" LITTLE ONES, BUT DON'T LET THIS PUT

YOU OFF, QUICK DRAW IS AS GOOD AS ANY OTHER PLATFORM BUDGET, BUT, IT DOES NOT HAVE THE GRIPPING GAMEPLAY THAT HI-TEC HAVE INDULGED RECENTLY.

OVERALL, THE GAME SUFFERS FROM A SEVERE LACK OF VARIATION, AND UNLESS YOU LIKE GOING FROM LEFT TO RIGHT ON TOP OF A TRAIN, THIS GAME IS NOT FOR YOU. AVERAGE.

# THE SPACE ACE COMPILATION

By GREMLIN. Reviewed By MARTIN COSSINS.

## EXOLON

LANDING ON AN UNFAMILIAR PLANET WE FIND THAT THE GENERAL IDEA IS TO TRAVERSE EACH ZONE (SCREEN) WHILST AVOIDING A WIDE VARIETY OF PERILS. THAT'S IT BASICALLY - A STRAIGHT FORWARD, SCREEN TRAVERSING SPACE BLASTER WHICH AT FIRST DOESN'T SEEM TOO DEMANDING BUT FORGET IT MATE, THIS ONE'S FAR FROM EASY.

WE, AS THE SPACE TROOPER, START WITH 99 BULLETS, TEN GRENADES AND 9 LIVES. FLYING OBJECTS - ASTEROIDS, MISSILES, AIRCRAFT - NEED TO BE SHOT WHILST STATIC ONES - ROCKETS, LAUNCH PADS, ROCKS - NEED GRENADEING. THERE ARE VARIOUS AMMO PICK-UPS ALONG THE WAY BUT IT'S BEST TO BE CAREFUL WITH THE GRENADES AS YOU CAN EASILY RUN OUT AND GET "STUCK" IN THE GAME. OTHER PROBLEMS SUCH AS MINES OR ALIEN MACHINERY NEED TO BE PASSED, YOU CAN SOMETIMES GRENADE THEM BUT IT'S BEST TO TRY TO JUMP OVER THEM. DEATH JUST RETURNS YOU TO THE BEGINNING OF EACH SCREEN. THERE ARE 99 ZONES (SCREENS) AND I'VE YET TO DO IT WITHOUT THE CHEAT IN !!

THIS GAME'S A LITTLE LONG IN THE TOOTH NOW, ORIGINALLY BEING RELEASED IN 87, BUT IT'S QUITE SURPRISING HOW WELL THE GRAPHICS HAVE HELD UP. LOTS & LOTS OF COLOUR WITH WELL DRAWN ROCKETS, LAUNCH PADS & GENERAL SPACEY TYPE THINGS ALL LAID AGAINST A STARRED & SATELLITED NIGHT SKY. SONICS ARE MINIMAL WITH JUST THE USUAL BLOW-UP STUFF. CONTROLABILITY IS ALL YOU'D EXPECT. A GOOD ONE.

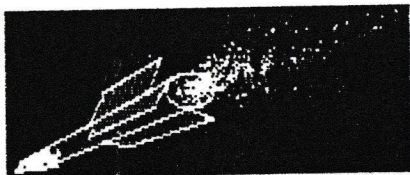
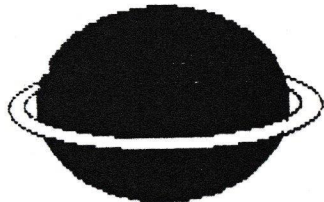
## CYBERNOID 2

MORE OF THE SAME REALLY WITH A SLIGHT VARIATION IN THAT YOU ARE PILOTING A SPACE CRAFT AND THE ROUTE TAKES YOU ADDITIONALLY UP OR DOWN THE SCREEN. YOU GET VARIOUS PICK-UPS ALONG THE WAY WHICH INCREASE YOUR FIRE-POWER OR POWERS OF DEFENCE. THE GAMES WRITTEN BY THE SAME BLOKE WHO DID EXOLON AND IT CERTAINLY SHOWS. THIS IS CERTAINLY A LITTLE HARDER, REQUIRING QUITE A DEGREE OF JOYSTICK DEXTERITY AND TIMING TO BE ABLE TO PASS SOME OF THE ENEMIES. GRAPHICS MATCH THOSE OF EXOLON AND ARE MUCH IN THE SAME VEIN AS ARE THE SONICS. AN ADDITIONAL OPTION GIVES YOU THE CHOICE TO HAVE (OR NOT) IN GAME MUSIC. PRETTY GOOD STUFF AGAIN BUT FOR ME IT RESEMBLES EXOLON JUST A TOUCH TOO CLOSELY AND THE DIFFICULTY LEVEL IS PITCHED TOO HIGH TOO SOON.

## VENOM STRIKES BACK

LOOKING DECIDEDLY SPECCY PORTED THIS GAME COMES ACROSS AS A SORT OF SPACE WANDER ABOUT MEETS SHOOT 'EM UP. THE ULTIMATE AIM OF THE GAME IS TO FIND YOUR MATE SCOTT, WHO WENT MISSING WHILST OUT TO GET A PACKET OF Fags ..... ERR, WELL SOMETHING LIKE THAT ANYWAY. SO, LOADED WITH YOUR TRUSTY JET-PACK OFF YOU GO BLASTING ACROSS A HOSTILE TERRAIN. ON THE WAY YOU ENCOUNTER AIRBORNE & TERRESTRIAL NASSLES (THAT'S FLYING AND GROUND BASED TO YOU) IN THE SHAPE OF BOMBS, MISSILES, ASTEROIDS ETC (SOUNDS FAMILIAR DOESN'T IT?). POWER PICK-UPS ARE THE USUAL ONES - ENERGY, FIREPOWER & JET-PACKS. THE TRANSPORTERS YOU RUN INTO TAKE YOU TO 3 SCENARIOS - THE PLANETS SURFACE, INSIDE THE SPACE CENTRE & UNDERGROUND. IT DOES SOUND VERY SIMILAR TO EXOLON BUT DOES PLAY QUITE DIFFERENT. GRAPHICS ARE NICELY DRAWN (IF COLOURLESS) BUT A BIT MINIMAL BY TODAY'S STANDARDS.

Bit of a Space buff ?? Then the Space Ace Compilation is right up your street !!.



## XEVIOUS

A VERTICALLY SCROLLING SPACE-BLAST IT. PRESENTED AT SCREEN LEFT WITH PLAYER DETAILS THE SMALLISH PLAYING AREA AT SCREEN RIGHT HAS TO CARRY THE GAME. YOU'RE IN A SPACE CRAFT AND THE OVERHEAD VIEW SCROLLS THE GROUND BENEATH YOU BRINGING ENEMY AIRCRAFT/SHAPES & STATIC GUNPOSTS. JUST BLAST AWAY. THE GUNPOSTS NEED TO BE SIGHTED AND HIT ACCURATELY BUT IT'S ALL TOO CRUDE AND SLOW MOVING BY TODAY'S STANDARDS REALLY. GRAPHICS ARE BLOCKY & RATHER TOO MONOTONE (ALTHOUGH NOT SPECCY PORTED). EVERY COMPILATION HAS IT'S CRUD, THIS IS IT.

## NORTHSTAR

THE USUAL RATHER LAUGHABLE SCENARIO, SPACE STATION OVER-RUN WITH ALIENS, YOUR LIMITED LIFE SUPPORT SYSTEM, LIMITED FIREPOWER - IN OTHER WORDS ALL THE USUAL RUBBISH - CAN'T DISGUISE THE FACT THAT THIS IS ACTUALLY RATHER GOOD. THE PLAYING AREA, WHILST BEING RELATIVELY SMALLISH, IS PRESENTED IN A COLOURFUL T.V. TERMINAL STYLE. THE GAMEPLAY IS MUCH AS USUAL, JUST ROLL ON BLASTING AWAY PICKING UP POWER-UPS AND (TRYING) TO AVOID THE ALIENS WHO COME AT YOU IN DROVES. CONTROLABILITY IS GOOD WITH JUST ABOUT THE RIGHT PACE BEING USED TO MAKE THINGS INTERESTING WITHOUT BEING TOO FRUSTRATING. 5 ARMED INITIALLY WITH JUST A ROBOTIC ARM BETTER WEAPONS ARE PICKED UP ALONG THE WAY AS ARE SCORE BONUSES. THE GRAPHICS USED IN THIS GAME ARE TERRIFIC. REALLY GOOD, WELL DRAWN CHARACTERS & OBJECTS. PERHAPS INDIVIDUAL ITEMS MAY NOT TEEM WITH MINUTE DETAIL BUT THERE'S JUST SO MUCH COLOUR & VARIETY IN EACH SCROLLING SECTION. SONICS ARE O.K. TOO. NICE CRASHES & BLASTS WHEN THINGS GET BLOWN UP. YUP, ANOTHER GOODIE.

## ZYNAPS

ZYNAPS COULD BE SUB-TITLED OLD, NEW, BORROWED & BLUE AS MANY OF IT'S THEMES SEEM TO HAVE BEEN NICKED FROM OTHER GAMES, CHRONOS & AGENT X 2 SPRING TO MIND. THE GENERAL THEME IS A SORT OF HORIZONTALLY SCROLLING VERSION OF XEVIOUS, ALTHOUGH MUCH BETTER PRESENTED. THE FIRST SECTION IS A BLATANT CHRONOS RIP-OFF WITH GENERAL SPACESHIP DUCKING, DIVING & BLASTING BEING MUCH IN EVIDENCE. ACTUALLY IT'S A SIMILAR THEME THROUGHOUT. NOT QUITE AS SLOW AS XEVIOUS AND THE GRAPHICS ARE QUITE COLOURFUL AND REASONABLY WELL PRESENTED BUT REALLY IT'S THE GAMEPLAY THAT ULTIMATELY FAILS. JUST UP, DOWN & CONTINUOUS BLASTING DOES EVENTUALLY GET A LITTLE TIRESOME. ADDITIONALLY THE HI-SCORE TABLE IS GUARANTEED TO BOGGLE THE EYES OR INDUCE FITS - THE SCROLLING IS THAT ANNOYING. IN SUMMARY, IT'S ALRIGHT BUT JUST TOO SAMEY.

## TRANTOR

TRANTOR - THE LAST STORMTROOPER IS A COLLECT/BLAST 'EM UP WHERE YOU WANDER AROUND A SERIES OF UNDERGROUND CAVERNS BLASTING EVERYTHING IN SIGHT & AVOIDING DEATH WHILST TRYING TO FIND THE COMPUTER TERMINALS WHICH WILL GIVE YOU PART OF THE SECRET CODE THAT MUST BE COMPILED. POWER PICK-UPS ALONG THE WAY FOR ENERGY, FIREPOWER, EXTRA TIME (YOU'RE PLAYING AGAINST THE CLOCK AS WELL). BRIGHT, BOLD & COLOURFUL GRAPHICS WITH TRULY EXCELLENT DETAIL. THE STORMTROOPER IS WELL DRAWN AND HIS CONTROLABILITY IS EQUALLY GOOD. YOU DO GET A SENSE OF DEJA-VU PLAYING THIS AS IT'S COMES ACROSS AS A SORT OF FLIMBO'S QUEST MEETS ROBOZONE (ALTHOUGH THIS CAME FIRST). INDEED SOME OF THE CHARACTERS SEEM TO HAVE BEEN NICKED FOR FLIMBO. NICE BLASTING AND INCIDENTAL EFFECTS MAKE THE SONICS ALL YOU'D WANT. THE ONLY REAL MOAN ABOUT THE ENTIRE GAME IS THE LOADING TIME WHICH COMES IN AT 15 MINUTES ON THE TAPE VERSION.

## —•— SUMMARY —•—

OVERALL I SUPPOSE THE COMPILATION SUFFERS FROM BEING TOO SAMEY. IF YOU'RE "INTO" SPACE BLASTERS THEN THIS IS THE COMPILATION FOR YOU. LESS COMMITTED FANS WANT A BIT MORE VARIATION THOUGH. THAT'S NOT TO SAY AVOID IT, JUST THE OPPOSITE AS THERE IS SOME GOOD STUFF HERE - BUT YOU ARE UNLIKELY TO FOLLOW EACH GAME WITH THE NEXT ONE UNLESS YOU LIKE CONTINUOUS TOTAL MINDLESS MAYHEM.

## RATINGS

	SONICS	GRAPHICS	CONTROL	DURABILITY	OVERALL
Exolon	70	90	90	85	90
Trantor	95	95	90	90	95
Xevious	50	50	50	10	35
Venom S.B	65	70	85	70	70
Cyber 2	70	85	85	60	75
Zynaps	60	50	75	50	50
Northstar	85	90	85	90	90

THE GRAPHIC PUZZLER STRIKES AGAIN !!. AREN'T ALL THE BEST IDEAS SIMPLE ONES ?

JOE THE PLUMBER LAYS HIS PIPES THROUGH WHICH THE WATER EVENTUALLY FLOWS. NEEDING TO LAY A SPECIFIC AMOUNT (AT LEAST) WITHIN A GIVEN TIME IT'S EASY ENOUGH TO START WITH BUT LOTS OF LEVELS BRING INCREASING DIFFICULTIES. THE CLOCK SPEEDS UP, OBSTACLES APPEAR AND SPECIFIC BEGINNING AND END SECTIONS ARE GIVEN.

**PIPE MANIA**  
REVIEWED BY  
MARTIN COSSINS.

PIPE SECTIONS ARE PRESENTED AT SCREEN LEFT AND ARE PUT IN THE GRID BY MOVING YOUR CURSOR 'BOX' TO THE REQUIRED POSITION AND PRESSING FIRE. PIPES COME IN A VARIETY OF SHAPES - CROSS PIECES ARE THE BEST AS IF YOU MANAGE TO GET THE FLOWING GOING THROUGH BOTH SECTIONS YOU GAIN EXTRA POINTS. UPON COMPLETION OF EVERY FOURTH LEVEL A BONUS SCREEN APPEARS WHICH IS JUST A VARIATION OF THE MAIN GAME.

TO SUCCESSFULLY ADVANCE TO THE HIGHER LEVELS (THERE ARE 36) A DEGREE OF JOYSTICK DEXTERITY AND QUICK, FORWARD THINKING ARE NEEDED AS IT'S OFTEN NECESSARY TO BUILD UP UNCONNECTED SECTIONS FIRST HOPING TO LINK THEM UP WITH MORE 'FRIENDLY' PIECES LATER ON.

VERY WELL PRESENTED WITH GOOD GRAPHICS (THE 16-BITS ARE LITTLE

BETTER). A NICE LOADING SCREEN IS MATCHED WITH EQUALLY GOOD GRID & PIPE SECTIONS. SONICS CONSIST OF 'SQUIRKS' (WHAT'S A SQUIRK ?) WHEN PIECES ARE LAID AND AN INCREASING LOUD DRONING AS THE TIME ELAPSES BEFORE THE WATER FLOWS. A PASSWORD SYSTEM IS USED SO THAT IF YOU FIND THE LOWER LEVELS JUST TOO EASY YOU CAN SKIP THEM. HORRENDOUSLY ADDICTIVE AND EVERYTHING YOU'D WANT IN CONTROLABILITY.

IN ADDITION TO THE MAIN THEME THERE ARE TWO VARIATIONS OF THE GAME WHICH MAKE THINGS EASIER/HARDER DEPENDING ON YOUR POINT OF VIEW.

### SECOND OPINION

"If it's a puzzler that is missing in your life, then you could do no worse than to buy PIPE MANIA."

LEE ROUANE

TERRIFIC STUFF, AND THE ONLY COMPLAINT THAT I HAVE IS THAT THE TAPE VERSION TAKES FOREVER TO LOAD.

NEVER MIND MAKE THE TEA, YOU COULD GROW THE STUFF IN THE TIME IT TAKES TO LOAD !!.

GRAPHICS 85% -YUP, GOOD STUFF.  
SONICS 80% -SUIT THE GAME STYLE ADEQUATELY ENOUGH.  
PLAYABIL. 99% -GRAB FACTORS DON'T COME ANY HIGHER.  
DURABILITY 90% -EASY ENOUGH TO START, BUT THE HIGHER LEVELS?  
OVERALL - A MUST FOR ANY CPC OWNER.

# WELLTRIS

REVIEWED BY MARTIN COSSINS. By INFOGAMES.

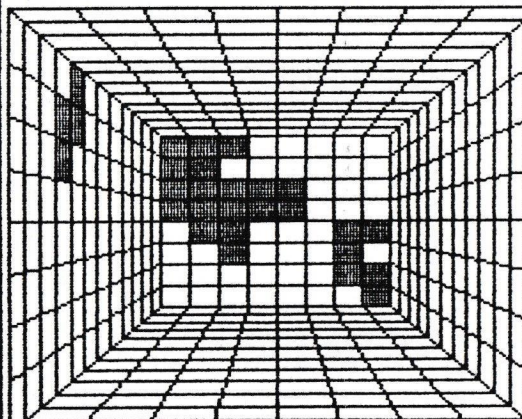
THIS THE FOLLOW UP TO ONE OF THE MOST WIDELY KNOWN GAMES EVER ON THE CPC (OR INDEED ON MOST COMPUTER FORMATS) TETRIS.

TETRIS ENTAILED SIMPLE BLOCK MANOEUVRING TO CREATE UNBROKEN LINES OF BLOCKS, SCORE POINTS, SAVE CIVILIZATION AS WE KNOW IT & WIN THE CUP FINAL !.

WELLTRIS WORKS ON THE SAME PRINCIPLE EXCEPT THAT IN THIS GAME THE BLOCK LAYING AREA SITS FIRMLY IN THE CENTRE OF THE PLAYING AREA & THE MULTI-SHAPED BLOCKS COME AT YOU FROM DOWN THE FOUR ADJACENT SIDES. THE BLOCK-LAYING AREA CONSISTS OF A SQUARED 8 X 8 GRID, THE BLOCKS/SHAPES CAN BE LAID ANYWHERE ALTHOUGH THEY WILL NATURALLY COME TO A HALT WHEN REACHING ANOTHER BLOCK AT THE EDGE OF THE GRID. THE BLOCKS COME DOWN IN ALL SORTS OF SHAPES & SIZES AND CAN BE MOVED AROUND THE PLAYING AREA.



LIKE TETRIS THEY CAN BE TURNED BY PRESSING THE FIRE BUTTON. THE BLOCKS/SHAPES ARRIVE AT A CONTINUALLY INCREASING PACE SO AS YOU PROGRESS THE GAME GETS MORE DIFFICULT. THERE ARE 5 LEVELS & AT THE END OF EACH ONE YOU GET A 'BONUS' PIECE TO FIT IN WHICH IS INVARIABLY AN AMKWARD SHAPE.



IF THE BLOCKS/SHAPES YOU PLACE IN THE LAYING AREA ENCROACH INTO THE PLAYING AREA THAT SIDE BECOMES BLOCKED OUT FOR A PERIOD. THE GAME ENDS WHEN ALL 4 SIDES BECOME SIMULTANEOUSLY BLOCKED OUT.

HOW WELL DOES THE GAME PLAY ? WELL, LIKE MOST GAMES OF THIS NATURE IT RELIES HEAVILY ON THE GRAB FACTOR. GRAPHICS ARE ACCEPTABLE ALTHOUGH COLOURS ARE SPARSE, CONSISTING OF RED, WHITE & BLACK. EACH LEVEL HAS IT'S OWN PARTICULAR ACCOMPANYING 'PICTURE'. LEVEL 1 IS RED SQUARE

AND LEVEL 5 IS THE GAMES AUTHOR (I THINK BUT IT COULD BE CLIVE SINCLAIR WITH A MUG ON !!!!). DIFFICULTY LEVELS CAN BE ADJUSTED TO SUIT AT THE START OF EACH GAME.

CONTROLABILITY IS GOOD WITH BLOCKS MOVING & RESPONDING WELL TO JOYSTICK CONTROL. SONICS ARE LIMITED TO THE ODD BEEP WHENEVER A LINE IS COMPLETED.

ALL IN ALL THIS GETS MY VOTE OF APPROVAL BUT I WILL ADMIT TO LIKING THIS SORT OF STUFF. IF YOU LIKED TETRIS I'M SURE YOU'D LIKE THIS TOO, PERHAPS AS

Alive & Kicking

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"Grab factors don't come any higher"

AS A FULL PRICE GAME IT MAY BE JUST A BIT TOO SIMILAR TO WARRANT THE OUTLAY, BUT AS A BUDGET OR IN A COMPILATION IT IS WELL WORTH ANYONES MONEY.

#### RATINGS .....

GRAPHICS ..... 75% - MONOTONE, BUT WELL DONE.  
SONICS ..... 68% - NOT MUCH, BUT NONE NEEDED REALLY.  
PLAYABILITY ..... 85% - GOOD GRAB FACTOR.  
DURABILITY ..... 88% - YOU'LL EITHER GET STUCK (LIKE ME), OR GO ROUND THE CLOCK (LIKE MY MATE) EVENTUALLY.  
OVERALL ..... 88% - AS A BUDGET, OR AS PART OF A COMPILATION.

# NEWS

SOME NEWS THAT WE HAVE JUST RECIEVED IS THAT PHIL CRAVEN HAS DECIDED TO GIVE A & K SUBSCRIBERS DISCOUNTS ON HIS GOODS. NOW, I KNOW THAT QUITE A FEW PEOPLE HAVE DISAGREED WITH PHIL, OWING TO THE SUCCESSFULNESS OF HIS OLD BUISNESS, MicroStyle, HE COULD NOT GET HIS ORDERS OUT DUE TO THE LARGE DEMAND. WE HEAR NOW THAT PHIL IS STRIVING TO MAKE GOOD THE DAMAGE DONE TO HIS REPUTATION, AND HE HOPES TO RESUME NORMAL BUISNESS PRACTICE SOON.

THE DISCOUNTS HE HAS OFFERED ARE QUITE LARGE, SO IF YOU ARE DEBATING WHETHER TO BUY A CERTAIN ITEM THAT PHIL SELLS, HERE'S YOUR CHANCE TO MAKE A HUGE SAVING !!. I ALSO WISH TO POINT OUT, THAT CONTRARY TO POPULAR BELIEF, THE COMPANYS PRESENTLY SELLING MicroStyleS PRODUCTS, ARE NOTHING TO DO WITH PHIL, AND SHOULDN'T BE TREATED AS SUCH. I ALSO ADMIT THAT I NEVER LOST MONEY WITH MicroStyle, SO I AM NOT BIASED, I JUST FEEL THAT HE SELLS SOME EXCELLENT PRODUCTS, FOR THE RIGHT PRICE. ANYWAY, ENOUGH OF THIS BABBLE, HERE ARE THE DISCOUNTS AND DETAILS OF THE PRODUCTS, AND WE HOPE TO BE RECIEVING YOUR SUBSCRIPTION SHORTLY !!. PHIL CRAVEN'S ADDRESS IS AS PRINTED, AND ALL ORDERS SHOULD BE SENT DIRECT TO HIM, AND NOT THE A & K ADDRESS.

20% off all the Bonzo discs, Super Meddler, was £13-95, now £9-95, Bonzo Blitz, was £13-95, now £11-96, Big Batch, was £9-95, now £7-96, Flash Pack also £9-95, now £7-96.

10% off the Fleet Eprom Programmer, was £30-00, now £27-00 !!.

20% off MS800 Disc or Rom, both normally £9-95, now £7-96, or if you both the two together, normally £14-95, now £12-96 !!.

20% off MS800 Rom for existing MS800 disc owners, normally £5-50, now £4-40. Proof of MS800 disc ownership is also required. The original disc must be sent with the order, or the disc must have been purchased from MicroStyle in the first place.

10% off the Dual Mode disc drive, this includes postage, MS800 on Disc and Rom plus 10 3.5" discs, normally £79-95, now £71-96 !!.

10% off the Rombo Romboard, normally £25-00, now £22-50 !!. \* Please check for availability x.

PHIL CRAVEN,  
28 BELMONT AVENUE,  
LOW MOOR,  
BRADFORD. BD12 0PA.

#### ALIVE & KICKING SUBSCRIPTION RATES:

£5-50 FOR SIX ISSUES, SAVE £1-70 !!

£11-00 FOR 12 ISSUES, SAVE £3-40 !!

# The Alex Cochrane Bit

BEFORE ALEX GETS CARRIED AWAY, ALIVE & KICKING WOULD LIKE TO THANK HIM FOR ALL THE HARD WORK HE HAS PUT IN TO BRING TO YOU WHAT YOU READ NOW ... (ALL PROGRAMMES ARE WRITTEN BY ALEX).

## Lords of Chaos Big Bust

TYPE IN THE CODE BELOW AND POSITION THE TAPE AT THE START OF LOC. PRESS PLAY AND THEN PRESS ANY KEY. THIS WILL ONLY TRANSFER TO DISC THE MAIN CODE. YOU WILL STILL HAVE TO LOAD THE LEVELS IN FROM TAPE. JUST RUN"CHAOS WHEN YOU WISH TO PLAY. I ALSO HAVE A LIST OF SPELL AND INCANTATION ADDRESSES FOR THE MULTIFACE THAT MAY GET PRINTED AT A LATER DATE. (YES PLEASE - ED).

```
10 ' Lords of Chaos Big Bust
20 ' Unicorn Software
30 ' Run"Chaos.bin to execute
40 ' If you want screen M/F it
50 MEMORY &9FSF:CALL &BBFF:CALL &BB4E
60 PRINT"Insert Tape at start.....":PRINT"Then press any key"
70 WHILE INKEY$="" :WEND
80 !TAPE.IN:LOAD"!LOC"
90 POKE &AEO,0:POKE &AOE1,&E:CS=0
100 RESTORE 130:FOR a=&BED0 TO &BE1E:READ d$:d=VAL("&"+d$):CS=CS+d:POKE a,d:
NEXT
110 IF CS<>3033 THEN PRINT"DATA ERROR...":END ELSE CALL &9F60
120 CALL &8A72:"play after bust has finished
130 DATA 06,05,21,19,BE,CD,8C,BC
140 DATA 3E,02,21,45,06,11,00,97
150 DATA 01,72,8A,CD,98,BC,CD,8F
160 DATA BC,43,48,41,4F,53,C9
```

## Asterix And The Magic Cauldron Big Bust

TYPE IN BUST BELOW, AND THEN POSITION TAPE AT START AND RUN BUST. EVERYTHING IS DONE AUTOMATICALLY. WHEN BUST HAS FINISHED, TYPE IN THE LOADER. THE ORIGINAL WAS A HACKPACK TRANSFER.

```
10 ' Asterix Big Bust
20 ' Unicorn Software
30 !TAPE.IN:LOAD"asterix"
40 POKE &AO39,&80:POKE &AO3A,&BE
50 FOR a=&BE80 TO &BEBA:READ d$:d=VAL("&"+d$):POKE a,d:NEXT:CALL &A000
60 DATA 06,07,21,b2,be,cd,8c,bc
70 DATA 3e,02,21,00,cd,11,00,40
80 DATA cd,98,bc,cd,8f,bc,06,08
90 DATA 21,b2,be,cd,8c,bc,3e,02
100 DATA 21,00,0a,11,00,96,cd,98
110 DATA bc,cd,8f,bc,cd,18,db,cd
120 DATA 00,0a,61,73,74,65,72,69,78,31,c9
```

### Asterix Loader

```
10 ' Asterix Loader
20 ' Unicorn Software
30 DATA 0,26,3,20,6,14,2,16,24,15,25,12,19,21,9,13
40 MODE 0:BORDER 0:FOR a=0 TO 15:READ D:INK a,D:NEXT
50 LOAD"asterix",&C000
60 OPENOUT"a":MEMORY &9FF:CLOSEOUT
70 LOAD"asterix1":CALL &A00
```

### Pub Trivia Mini-Bust

```
10 ' Pubtrivia Quiz Big Bust
20 ' Unicorn Software
30 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,14:INK 3,18
40 MEMORY 4999:LOAD"saveload",9000:POKE 8000,0:POKE 8001,64
50 POKE 8002,0:POKE 8003,8:POKE 8004,1:CALL 9000:CALL 16384
60 SAVE"pic",d,&C000,&4000
70 POKE 8000,132:POKE 8001,58:POKE 8002,162:POKE 8003,88
80 POKE 8004,1:CALL 9000:SAVE"code",d,&3A84,&58A2
90 CALL &3A84:REM start game
```

When that is completed, type in this loader :-

```
10 ' Pubtrivia loader
20 ' Unicorn Software
30 MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,14:INK 3,18:MEMORY 4999:LOAD"pic"
40 LOAD"code",&3A84
50 CALL &3A84:REM start game
```

THE LAST FILE FROM SIDE 1 OF THE TAPE STILL HAS TO BE LOADED IN WHENEVER YOU WANT TO PLAY THE GAME. THIS FILE MAY BE ABLE TO BE TRANSFERRED, BUT ONCE THE MAIN PROGRAMME IS EXECUTED IT IS MOVED UP TO WHERE THE DISC SYSTEM IS IN MEMORY, THEREFORE OVERWRITING THE DISC SYSTEM VARIABLE. IT SHOULD BE POSSIBLE TO TRANSFER THIS FILE USING THE M/C FILE WITH THE PROGRAM, BUT I DON'T KNOW THE LENGTH OR THE LOAD ADDRESS OF THE LAST FILE. ALSO, THE MAIN CODE WILL PROBABLY NEED TO BE ALTERED TO LET IT KNOW THAT THIS FILE HAS BEEN LOADED. ANY ONE WITH A SCREEN CRUNCH UTILITY WILL BE ABLE TO CRUNCH THE SCREEN DOWN TO 2K APPROX. \*\*AMMENDMENT\*\* TRANSFER THE FIRST TWO FILES OF THE TAPE WITH OPTION 1 OR GLENCO, AND THEN TYPE IN THE BUST ABOVE.

### Uridium Big Bust

USE OPTION 1 OR THE GLENCO UTILITY GIVEN AWAY WITH AMSTRAD ACTION TO TRANSFER URIDIUM AND LOADER.BIN TO DISC. YOU CAN ERASE URIDIUM.BAS IF YOU WISH, AS IT IS NOT NEEDED. TYPE IN THE ROUTINE BELOW AND WAIT FOR THE TRANSFER TO BE COMPLETED.

```
10 ' Uridium Hewson/Rack-It Big Bust
20 ' Unicorn Software
30 MEMORY &3FFF:LOAD"loader.bin",&4000
40 POKE &414D,&C9:POKE &414E,0:CALL &4000
50 SAVE"uridium.pic",d,&C000,&4000
60 SAVE"uridium.bin",d,&3D08,&67F8
70 PRINT"Bust Dun.":CALL &4000:'Have a go
```

When this is finished type in the loader/cheat overleaf for infinite lives.

```
10 ' Loader for Uridium
20 ' Unicorn Software
30 MODE 1:BORDER 0:INK 0,0
40 PRINT"do you wanna install the cheat Y/N":INPUT cht$:cht$=UPPER$(cht$)
50 LOAD"uridium.pic",&C000
60 MEMORY &2FFF:LOAD"uridium.bin",&4000
70 IF cht$="Y" THEN POKE &5EC2,&A7:CALL &4000
80 CALL &4000
```

### Soul Of A Robot Big Bust

TYPE IN THE BUST BELOW AND READY THE TAPE AFTER THE BASIC LOADER. EVERYTHING IS DONE AUTOMATICALLY. ONCE THIS HAS DONE TYPE IN THE LOADER. YOU CAN ERASE OR CRUNCH THE SCREENS IF YOU WANT, OR JUST RUN SOUL2.BIN IF YOU DON'T WANT TO LOAD THE SCREENS.

```
10 ' Soul Of A Robot Big Bust
20 ' Unicorn Software
30 INK 0,0:BORDER 0:INK 1,24:INK 2,12:INK 3,6
40 OPENOUT"a":MEMORY 999:CLOSEOUT
50 !TAPE.IN:LOAD"!":1000
60 CALL 1003,&FFFE,&4000:CALL 1003,41500,40000
70 SAVE"soull",d,&C000,&4000:SAVE"soul2",d,&5DC,&9CF0,&7D0
80 FOR d=1 TO 1500:NEXT:CALL 2000:'play after disc steps
```

Loader .....

```
10 ' Soul of a robot loader
20 ' Unicorn Software
30 MODE 1:INK 0,0:BORDER 0:INK 1,24:INK 2,12:INK 3,6
40 OPENOUT"crap":MEMORY 999:CLOSEOUT
50 LOAD"soull",&C000:LOAD"soul2",&5DC
60 CALL &7D0
```

### Kobayashi Naru Big Bust

TYPE IN THE BUST BELOW. EVERYTHING IS DONE AUTOMATICALLY. ONCE DONE TYPE IN THE DISC LOADER. YOU CAN ERASE PIC1 BUT PIC2 IS NEEDED WITHIN THE PROGRAM.

```
10 ' Kobayashi Naru Big Bust (Never heard of it - Ed)
20 ' Unicorn Software
30 ' Skip Basic Loader
40 MODE 0:BORDER 0:FOR t=0 TO 15:READ a:INK t,a:NEXT
45 RESTORE 170
50 FOR t=&A680 TO &A690:READ a$:POKE t,VAL("&a$a$"):NEXT
60 CALL &A680,&C000,&3FFF:CALL &A680,&654,&A028
70 SAVE"pic1",d,&C000,&4000:SAVE"game",d,&654,&A028
80 DATA 0,26,6,1,7,9,2,24,15,13,16,12,13,18,11,25
90 MODE 1:BORDER 0:INK 0,0:INK 1,20:INK 2,6
100 WINDOW #1,9,20,7,7
110 WINDOW #3,1,40,19,25
120 WINDOW #2,21,36,7,7
130 ORIGIN 0,0,192,442,125,257
140 SYMBOL 255,56,4,2,255,255,2,4,56
150 CALL &A680,&C000,&3FFF:SAVE"pic2",d,&C000,&4000
160 CALL &BB18:CALL &560D:'Have a shot
170 DATA dd,5e,0,dd,56,1,dd,6e,2,dd,66,3,3e,2a,c3,a1,dc
```

Stray overleaf for the loader .....



Loader.....

```

10 'Kobayashi Maru Loader
20 'Unicorn Software
30 'Able to Load/Save game data To/From disc
40 MODE 0:BORDER 0:FOR t=0 TO 15:READ a:INK t,a:NEXT
50 LOAD"pic1",&C000:OPENOUT"a":MEMORY &653:CLOSEOUT
60 LOAD"game",&654
70 DATA 0,26,6,1,7,9,2,24,15,3,16,12,13,18,11,25
80 MODE 1:BORDER 0:INK 0,0:INK 1,20:INK 2,6
90 WINDOW #1,9,20,7,7
100 WINDOW #3,1,40,19,25
110 WINDOW #2,21,36,7,7
120 ORIGIN 0,0,192,442,125,257
130 SYMBOL 255,56,4,2,255,255,2,4,56:'arrow
140 LOAD"pic2",&C000:CALL &560D

```

TRANSFER THE BASIC AND M/C FILE BY OPTION 1 OR THE GLENCO UTILITY GIVEN AWAY WITH AMSTRAD ACTION. TYPE IN THE CODE BELOW AND HAVE YOUR DESTINATION DISC IN THE A DRIVE. IF YOU DON'T WANT TO TRANSFER THE GAME, INSERT A TAPE IN COMMAND AT THE START OF LINE 50, BEFORE THE LOAD COMMAND.

```

10 'Train Big Bust
20 'Unicorn Software
30 MEMORY &14FF
40 MODE 0:BORDER 0:GOSUB 200
50 LOAD"!tape",&9600
60 POKE &9501,1:'* Don't remove this line *
70 CALL &9600
80 FOR f=0 TO 15:READ a:INK f,a:NEXT f
90 SAVE"screen",d,&C000,&4000
100 CALL &9600
110 CALL &9600
120 GOSUB 200
130 CALL &9600
140 SAVE"code",d,&1500,&8300
150 SAVE"code2",d,&C000,&4000
160 FOR I=1 TO 750:NEXT
170 CALL &F800:' Have A Go
180 FOR f=0 TO 15:INK f,0:NEXT f
190 RETURN
200 DATA 0,26,6,20,8,18,2,24,15,3,17,10,13,19,11,0

```

**Note from A & K**

THE TRANSFER INFORMATION HERE, IS ESPECIALLY USEFUL FOR THOSE WITHOUT THE BOMZO DISCS OR MULTIFACE, AS IT WILL CUT OUT ALL THAT WASTED LOADING TIME THAT YOU GET WITH A TAPE. THESE LISTINGS ENABLE YOU TO DUMP A TAPE GAME TO DISC.

WHEN THE TRANSFER IS COMPLETED TYPE IN THE LOADER BELOW. THE ORIGINAL TRANSFER WAS DONE BY HACKPACK AND WOULD ONLY WORK ON EXPANDED MACHINES. THIS SHOULD WORK ON BOTH UNEXPANDED AND EXPANDED MACHINES.

```

10 'Loader for The Train by ACCOLADE
20 'Unicorn Software
30 'The screen can be removed if u want
40 MEMORY &14FF
50 MODE 0:BORDER 0
60 FOR f=0 TO 15:READ a:INK f,a:NEXT f
70 DATA 0,26,6,20,8,18,2,24,15,3,17,10,13,19,11,0
80 LOAD"screen",&C000:LOAD"code",&1500
90 FOR a=1 TO 2000:NEXT:FOR i=0 TO 15:INK i,0:NEXT
100 LOAD"code2",&C000:'DO NOT REMOVE
110 CALL &F800

```

WELL, THATS ALL THE BUSTS FOR THIS MONTH. CHEERS ALEX !!.



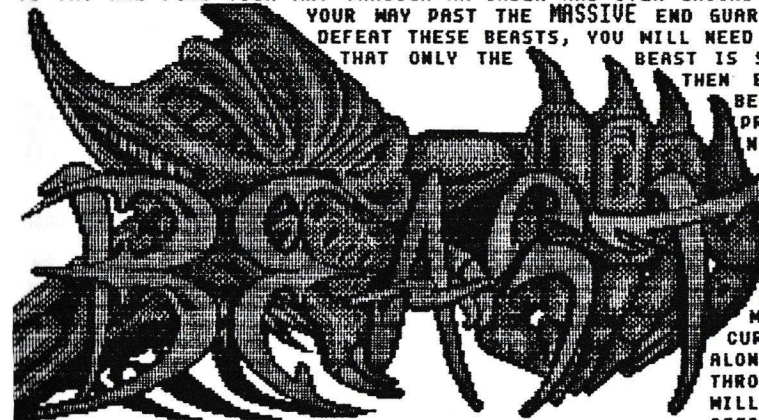
# SHADOW OF THE BEAST

REVIEWED BY LR. GREMLIN GRAPHICS.



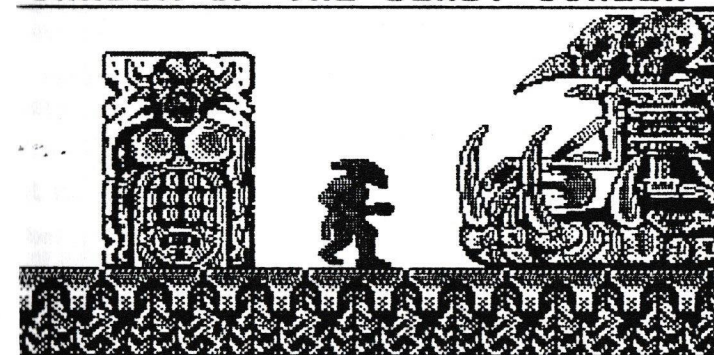
THIS GAME STUNNED ON THE AMIGA, SO WHAT CAN WE HUMBLE AMSTRAD OWNERS EXPECT ?? WELL PREPARE YOURSELF FOR SOME OF THE MOST DETAILED GRAPHICS EVER ON THE CPC, AND AS THE GAME IS ALL DONE IN MODE 1, THE GRAPHIC QUALITY LASTS NO MATTER WHAT IS ON SCREEN.

THE GAME IS PLAYED IN A FANTASY WORLD WHERE YOU, HAVING BEEN TURNED INTO AN UGLY MUG BY SOME EVIL SO AND SO, HAVE TO STOP CRYING IN FRONT OF THE MIRROR, AND GET OUT INTO HIS KINGDOM AND RETURN YOUR FACE TO NORMAL. THE GAME IS A PLATFORM ADVENTURE WITH LARGE FLOWING SPRITES, AND BECAUSE OF THE MODE 1 GRAPHICS, THE GAME MOVES AT A FAST PACE. THE MAIN AIM OF THE GAME IS TO TRY AND FIND YOUR WAY THROUGH AN UNDER AND OVER GROUND KINGDOM, AND GET YOUR WAY PAST THE MASSIVE END GUARDIANS. IN AID TO



DEFEAT THESE BEASTS, YOU WILL NEED A SPECIAL WEAPON THAT ONLY THE BEAST IS SENSITIVE TO, AND THEN BLAST AWAY. ONCE BEATEN, YOU CAN PROCEED ON TO THE NEXT LEVEL. BUT, INSTEAD OF LOADING IN A DIFFERENT LEVEL, THE NEXT BIT LOADED IN IS MERELY AN EXTENSION OF THE MAZE YOU ARE CURRENTLY IN. ALSO, ALONG THE WAY THROUGH THE GAME YOU WILL ENCOUNTER ASSORTED KEYS AND THESE MUST BE COLLECTED TO OPEN THE END OF LEVEL DOORS. HINDERING YOUR PROGRESS THROUGH THE GAME ARE A WIDE ARRAY OF STRANGE AND HOSTILE OBJECTS, AND COLLISION WITH THEM WILL REDUCE YOUR ENERGY POINTS BY ONE, AND AS YOU ONLY START WITH FOURTEEN, YOU MIGHT BE IN FOR SHORT GAME !!. ALL IN ALL THIS IS ABSOLUTELY BRILLIANT AND ANY DECENT GAMES PLAYER SHOULD'NT BE WITHOUT IT. TOP NOTCH.

## SHADOW OF THE BEAST SCREEN



GRAPHICS ..... 99%  
 SONICS ..... 85%  
 GRAB FACTOR .. 99%  
 OVERALL ..... 100%

**HINT MODE**  
 " PERHAPS THE WELL IS LOCKED ?"

OH DEAR, TIME TO CHANGE THE UNDERPANTS AGAIN !!

# HERO QUEST

GREMLIN GRAPHICS. REVIEWED BY LR.

DOES THE SOUND OF GOBLINS, ORCS, WIZARDS AND MAGICAL DISTANT FAR AWAY LANDS APPEAL TO YOU ??.

IF SO, EITHER TAKE A COLD SHOWER OR BUY HERO QUEST. YES, YOU HAVE GUESSED IT, THIS GAME IS SET IN THE EVER LASTING MOULD OF DUNGEONS AND DRAGONS AND OLD ROLE PLAYING BOARD GAMES/BOOKS. DOES THIS PUT YOU OFF ??.

READ ON LADS AND LASSES, THIS GAME DEFINITELY DOES NOT SMELL OF FUSTY STUDENTS, AND YOU DON'T HAVE TO HAVE A BEARD TO PLAY IT !!.

ONE POINT TO MAKE EARLY ON IS THAT THE GAME REVIEWED IS THE 128K DISC VERSION, AND THIS HAS SOME DIFFERENT FEATURES THAN THE TAPE VERSION. THE MORE NOTABLE DIFFERENCES ARE THAT THE TAPE VERSION POSSESSES NO SOUND, AND THE MENU ICONS ARE ALL CRAMMED INTO ONE CORNER WITH NO BORDER PICTURE SURROUNDING THE SCREEN. ON THE DISC VERSION ALL THE FEATURES THAT THE 64K VERSION LACKS ARE FOUND HERE, WITH THE MENU ICONS SPREAD OUT ACROSS THE BOTTOM OF THE SCREEN.

AT THE START OF THE GAME, YOU ARE PRESENTED WITH A MAIN MENU, FROM WHICH YOU CAN SELECT WHAT QUEST YOU WISH TO PERISH ON, AND CHANGE CONTROLS ETC.. AN INTERESTING FEATURE HERE THOUGH, IS THE WEAPONS SHOP FROM WHICH YOU CAN PURCHASE A WIDE RANGE OF INSTRUMENTS TO DISH OUT YOUR DESTRUCTION WITH.

ONCE YOU HAVE NAMED YOUR MERRY BAND OF ODDBALLS, IT IS TIME TO EMBARK UPON A QUEST, AND AS THERE ARE FOURTEEN TO CHOOSE FROM, AND AN EXPANSION KIT AVAILABLE, PERHAPS IT IS TIME TO CANCEL THE DAILY PAPERS AS YOU ARE GOING TO BE BUSY FOR A WHILE !!.

THE QUESTS RANGE IN DIFFICULTY FROM ONE TO FOURTEEN (ONE BEING

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THE EASIEST, FOURTEEN BEING THE HARDEST), AND YOU ARE BEST STARTING ON QUEST ONE TO BEGIN WITH.

ONCE YOU HAVE SELECTED YOUR QUEST, YOU CONTROL FOUR CHARACTERS, THE BARBARIAN, THE ELF, THE WIZARD (BIT OF A MIMP) AND THE DWARF. OBVIOUSLY IF YOU HAVE A FRIEND OR A PET DOG HANDY, YOU PLAY A CHARACTER EACH. THE MAIN OBJECT OF EACH QUEST IS TO FIND THE WAY FROM THE STARTING POINT, TO THE STEPS THAT LEAD OUT OF THE DUNGEON. IN BETWEEN STARTING AND FINISHING, YOU HAVE A SMALL TASK TO PERFORM EN ROUTE.

SOUND EASY ??.

THINK AGAIN PAL, AS THIS GAME IS HARDER THAN A ROCK CAKE THAT IS TAKING LESSONS ON HOW TO BE A HARDER ROCK CAKE !!.

ALL THE FEATURES OF A BOARD GAME ARE HERE, DICE ETC., AND THE GAME IS PLAYED VERY MUCH WITH A BOARD GAME IN MIND.

THE GAME IS ICON CONTROLLED, AND YOU MOVE THE CHARACTER OF YOUR CHOICE BY STOPPING THE DICE AND CLICKING THE ARROW ICON, ONTO THE SQUARE THAT YOU WISH TO MOVE TO.

WHILST PLAYING YOU WILL COME ACROSS ORCS AND THE ILK, AND IF YOUR CHARACTER HAS A HIGHER BODY COUNT THAN THESE, YOU WILL BE ABLE TO ATTACK AND DEFEAT THEM.

IT IS NOT ALL ACTION THOUGH, AS ONCE ALL THE ORCS HAVE BEEN DESPATCHED TO ORC HEAVEN, THEY DO NOT RE APPEAR SO A LOT OF BORING TRAIPSING AROUND IS TO BE DONE.

THIS IS WHERE THE GAME FAILS, AS EVEN THOUGH THE ACTUAL GAMEPLAY IS INTERESTING, THE ENDLESS ROAMING AROUND WILL FINISH YOU OFF, AND AS EACH QUEST TAKES AROUND AN HOUR TO COMPLETE, BOREDOM IS BOUND TO SET IN.

SUMMING UP. THIS GAME IS DEFINITELY THE BEST OF THE ROLE PLAYING COMPUTER GAME GENRE, AND IF GOBLINS, ORCS AND DWARFS ARE NOT YOUR THING, THEN MAY NOT TAKE A LOOK AT THE AA DEMO, JUST TO SEE ??.

HOURS OF FUN FOR THE PRICE.

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# Hackers Haunt

COLUMN WRITTEN BY LR.

HELLO, GOOD EVENING, AND WELCOME TO THE PART OF THE FANZINE THAT IS GUARANTEED TO STOP YOU FROM TEARING YOUR HAIR OUT, AND WALKING ABOUT WITH A FACE LIKE JOHN MAJOR'S ALL THE TIME !!.

YES, YOU KNOW WHAT I MEAN, YOU WANT TO BEAT THOSE GAMES ONCE AND FOR ALL DON'T YOU ??.

YEAH, YOU WANT TO SHOW THEM THAT YOU MEAN BUSINESS, RIGHT ??.

WELL, THIS IS HOW YOU DO IT !!.

TAP IN THEM MULTIFACE POKES, OR HACK THE BIT OF CODE INTO MEMORY, AND WHAMMO !!.

BOB'S YOUR AUNTIE (AFTER A WEEK IN THE CLINIC). COME ON, READ ON, YOU KNOW YOU WANT TO !!.

ROLL UP, ROLL UP, FIRST UP ON THE HAUNTS CHOPPING BLOCK IS A WHOLE LIST OF MULTIFACE POKES, THAT WERE HACKED BY YOURS TRUELY, (HEY DON'T TURN OVER !!),

Game Name	Media	Address	Poke	Comments
Extreme	Tape	18CB	00	Infinite Time
Platoon	Tape	080C	06	Infinite Grenades
Northstar	Tape	290E	00	Infinite .....
		2900	00	..... Lives
Gunflight	Tape	0EE6	00	Infinite Lives
		1F39	00	Infinite Bullets
Asterix & Magic Caul.	Tape	2711	00	Infinite Lives
Cyberoid	Tape	1A00	00	Infinite Weapons
		28AE	00	Infinite Lives

NEXT UP, ARE SOME PASSWORDS AND POKES FOR THE EXCELLENT ARCADE PUZZLER, TITUS THE FOX. LET'S SEE IF YOU CAN RESCUE YOUR GIRL NOM, AND MORE TO THE POINT, DO YOU REALLY WANT TO ??.

Level 1: 5772      Level 2: F8F4      M/F Pokes - &1F7A,&XX XX=No of Lives  
 Level 3: 1D76      Level 6: 9CFC      &2147,&XX =Do both pokes  
 &2011,FF =255 Energy

I CANNOT SEEM TO FIND THE REST OF THE PASSWORDS FOR THIS GAME, CAN ANY BODY HELP ??.

ALL REPLIES TO THE A & K ADDRESS.

HOW FOR A NEAT LITTLE KEYPRESS FOR SUPERMAN - MAN OF STEEL -

At any time during play, press key "I" to skip a level.

MORE KEYPRESS MANIA NOM, WITH A WHOLE LOT OF CHEATS FOR THE HI-TEC RANGE OF SOFTWARE, AND SURPRISINGLY ENOUGH, THEY ARE NOT AS THEY WERE PRINTED IN THE GLOSSIES. (I MUST THANK PHIL HOWARD FOR THE VERY BIG HELPING HAND, THAT ENABLED ME TO FIND THESE GOODIES FOR YOU !!)

Potsworth & Co: Hold down keys D,A,U,E on options screen. (Infinite Energy)  
 Turbo Tortoise: Hold down T,U,R,B,O on options screen. (Infinite Energy)  
 Scooby & Scrappy: Hold down H,E,L,P on options screen. (Infinite Energy)

Alive & Kicking

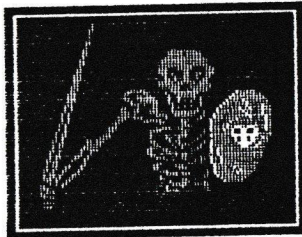
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Yogi's Great Escape: Hold down I,C,E on option screen. (Infinite Energy)  
 Yogi & Greed Mons.: Hold down F,A,I on options screen. (Infinite Energy)  
 Quick Draw McGraw: Hold down R,A,I,R on options screen. (Infinite Energy)  
 Hong Kong Phooey: Hold down Y,O,G,I for Inf.Energy (Cheers Phil !!)  
 Ruff & Ready: Hold down keys D,V,L,A,N on options screen. (Infinite Energy)  
 Blazing Thunder: Hold down I,C,E on options screen. (Infinite Energy)

NOW FOR SOME KEYPRESS CHEATS FOR STRYKER & THE CRYPTS OF TROGAN, (PHEM, WHAT A NAME !!). THESE WERE SENT IN BY THE EXCELLENT CHEAT FINDER ALEX COCHRANE, (NEVER HEARD OF HIM), AND YOU ENTER THE CHEAT THAT YOU WANT INTO THE HI-SCORE TABLE.

SIMPLICITY - Difficulty setting 1=Easy - 10=Hard  
 SIMBURGER - 30 Lives  
 SIMMERING - Start on Level Two  
 SHIMMER - Start on Level Three  
 SIMPER - Start on Level Four  
 ZIMMER - Start on Level Five  
 SIMPOINTS - 100,000 Points  
 SIMATERIAL - Resets all cheats. (He thinks !!)  
 SIMMER OFF - Start back at Level One



### Multiface Pokes for Stryker

18BE,50 - 50 Lives  
 22B2,50 - 50 Lives in every game

CHEERS FOR THOSE ALEX !!. NEXT UP IS A TYPE IN CHEAT FOR THAT OLDIE BUT GOODIE BUDGIE, BOY RACER. TYPE IT IN FOR INVULNERABILITY, INFINITE SHOTS AND INFINITE FUEL. (BOTH PLAYERS).

10 'Boyracer Cheat  
 20 'LR Oct '92  
 30 '  
 40 MEMORY 8000:MODE 0  
 50 FOR t=0 TO 15:INK t,0:NEXT  
 60 LOAD"!screen"  
 70 FOR t=0 TO 15:READ a:INK t,a:NEXT  
 80 LOAD"!game":POKE &83CA,&AF:POKE &8556,&A7:POKE &8379,&C3:POKE &837A,&86  
 90 POKE &837B,&83:POKE &8556,&A7:POKE &83E4,&AF:POKE &83A4,&C3  
 100 POKE &83A5,&B1:POKE &83A6,&83:POKE &8E7D,&A7  
 110 CALL 32768  
 120 DATA 15,26,6,2,18,24,0,13,3,1,9,12,11,15,16,10

NEVER AGAIN WILL YOU RUN OUT OF FUEL AND SHOTS !!. NOW, LAST AND CERTAINLY LEAST, IS A FEW MULTIFACE POKES FOR YOUR GREEDY EYES. SEE YOU NEXT TIME !!.

Game Name	Media	Address	Poke	Comments
Titus The Fox	Disc	&1F78	XX	XX-Number of lives
"	"	&2147	XX	Do both pokes
"	"	&2811	FF	255 Energy
Zynaps	Tape	&57FE	FF	255 Lives
"	Tape	&4A3F	00	No Enemies

### THE BEGINNERS GUIDE TO BLACK BOX BLUES

1. PRESS THE RED BUTTON.
2. SELECT T FOR TOOL.
3. PRESS LETTERS "\*" AND "H".
4. TYPE IN ADDRESS OF POKE AND PRESS RETURN
5. TYPE IN POKE EG- "00" AND PRESS RETURN.
6. PRESS ESCAPE AND "R" TO RETURN TO GAME.

## TITUS THE FOX

REVIEWED BY LR. TITUS SOFTWARE

IMAGINE IF YOU CAN, YOUR CPC SUDDENLY LIQUIDISING AND THEN REFORMING AS A CREAM COLOURED POPULAR 16 BIT. THIS IS WHAT YOU WILL THINK HAS HAPPENED AFTER PLAYING THIS GAME. TRULY AMAZING GRAPHICS ARE INCORPORATED INTO THIS, ARGUABLY THE BEST AMSTRAD GAME EVER.

YOU ARE TITUS, THE COOLEST FOX SINCE TIME BEGAN, AND YOU ARE OUTRAGED TO FIND OUT THAT YOUR GIRLFRIEND, FOXY, HAS BEEN KIDNAPPED, AND YOU MUST SET OUT ON THE ROAD TO MARRAKECH TO FIND YOUR OTHER HALF.

THE GAME IS SET OVER EIGHT TRULY MASSIVE LEVELS, AND EACH ONE STUNS THE PLAYER WITH THE AMOUNT OF ENEMIES AND EXPLORATION INVOLVED. THE AIM OF EACH LEVEL IS TO REACH THE END GATE AND FIND YOURSELF A PASSWORD LANTERN, THESE ENABLE YOU TO START FROM THAT LEVEL IN FUTURE.

THROUGH THE LEVELS, YOU WILL ENCOUNTER SUCH NASTIES AS A SUNGLASSED SNAKE, A BABY WHO IS DEADLY WITH IT'S BOTTLE, MUTANT PLANTS, AND AS THEY SAY, MANY MANY MORE. YOU WILL NEED A HELL OF A LOT OF SKILL, AND A MEEK TO SPARE IF YOU WANT TO TAKE PLAYING THIS GAME SERIOUSLY !!.

YOU WILL NEED YOUR MOST DEXTRIOUS ARM FOR THIS, AS A LOT OF JOYSTICK BASHING IS CALLED FOR HERE !!.

YOU WILL FINISH THE GAME EVENTUALLY THOUGH, THANKS TO THE EXCELLENT PASSWORD SYSTEM. ON THE EARLIER LEVELS THE PASSWORDS ARE QUITE EASY TO FIND, AND THIS LURES YOU INTO THINKING THAT FINDING THEM IS GOING TO BE A DODDLE !.

NOT SO MY FRIEND !. AFTER ABOUT LEVEL FOUR, THE PASSWORDS ARE NEAR ON IMPOSSIBLE TO FIND, SO A LOT OF LOOKING AROUND ON EACH LEVEL IS CALLED FOR, EVEN IF YOU KNOW WERE THE END OF LEVEL GATE IS !!. NOT A JOB FOR THE FAINT HEARTED !!.

THE GRAPHICS ON THIS GAME REALLY ARE AMAZING, AND APART FROM THE SLOW SCROLLING, THIS GAME IS FAULTLESS. GOOD SOUND, AND A SOUNDTRACK RUNNING THROUGH INSTEAD OF SPOT EFFECTS, SUIT THE GAME STYLE PERFECTLY.

SUMMING UP, THIS IS THE MOST PLAYABLE GAME EVER, AND IF YOU HAVEN'T ALREADY GOT IT, YOU MUST BE EITHER DAFT, OR OWN AN AMIGA. BUY IT NOW....

SCORES ....  
 GRAPHICS .. 99% - REALLY AMAZING !!.  
 SOUND ... 60% - BUY SOME EAR MUFFS  
 GAMEPLAY . 99% - SOME LATE NIGHTS..  
 OVERALL .. 99% - BUY IT NOW !!!.

### SECOND OPINION

" OH, ER WHAT DOES THIS BUTTON DO HARRY ?? "

FRANK BRUNO

## - COMPETITION -

NOW THEN, ON TO THIS MONTHS COMPETITION AND THE PRIZE IS, WAIT FOR IT, AN ORIGINAL COPY OF TASMORD 6128, INCLUDING MANUAL !!.

ALL YOU HAVE TO DO, IS TO WORK OUT THE SIX COMPUTER PHRASES FROM THESE ANAGRAMS, AND ANSWER THE END QUESTION, TO GO INTO THE DRAW FOR HIS EXCELLENT PRIZE.

THE ANAGRAMS ARE AS FOLLOWS :

- |              |             |
|--------------|-------------|
| 1. ROMINOT   | 4. STYJKOCI |
| 2. DRABOKYE  | 5. RPTRNEI  |
| 3. ITALFUENC | 6. NGIPLNET |

AND THE QUESTION IS - WHO PRODUCED TASMORD ?? . ANSWERS TO A & K ADDRESS NO LATER THAN DEC 20TH. GOOD LUCK !!!!.

# POTSWORTH & CO

REVIEWED BY LR. HI-TEC BUDGET

POTSWORTH & CO IS ONE OF HI-TECS FEW BUDGET DISC GAMES, AND AT £6-50 A GO, WHAT DO YOU GET FOR YOUR MONEY ??

WELL YOU GET A GAME THAT WHILST NOT GRAPHICALLY STUNNING, BOASTS ADDICTIVE GAMEPLAY OVER 5 LARGE LEVELS.

YOU PLAY ONE OF THE FIVE CHARACTERS OUT OF THE POPULAR TV CARTOON, ON EACH LEVEL. LEVEL ONE SEES YOU CONTROLLING ROSIE, A BAD TEMPERED 50 AND 50, ON YOUR QUEST TO ASSEMBLE THE SIX PIECES OF A STEREO, TO PROCEED TO THE NEXT LEVEL. ON YOUR TRAVELS YOU ARE ARMED WITH VARIOUS WEAPONS, AND THE AIM OF EACH LEVEL IS TO COLLECT A SET AMOUNT OF OBJECTS.

THE GAMEPLAY IS STANDARD PLATFORM STUFF, AND THE GRAPHICS ARE NOT TO IMPRESSIVE.

DON'T LET THIS PUT YOU OFF THOUGH, THERE IS A LOT OF GAME IN POTSWORTH & CO, AND THE LARGE EXPLORATION AREAS ON THE LEVELS, MORE THAN MAKE UP FOR THE POOR GRAPHICS.

FRUSTRATION IS THE SOUP OF THE DAY HERE THOUGH, AND YOU WILL NEED ALL YOUR WITS ABOUT YOU TO GET PAST THIS ONE. GOOD STUFF !!

SCORES...

GRAPHICS..... NOTHING NEW ADDICTIVENESS. UM-PUT-DOWN-ABLE SONICS..... SPOT FX, NO TUNE OVERALL..... BUY IT NOW !!

## SECOND OPINION

" I THINK THAT THE DIFFICULTY LEVEL IS JUST RIGHT, AND THE DOG IS CUTE !! "

SHELLEY STANLEY

# IKARI WARRIORS

REVIEWED BY LR. ENCORE £3-99 BUDGET

THIS GAME IS SET VERY MUCH WITH RAMBO 3 IN MIND, THE SIMILARITY BEING THAT YOU AND A FRIEND (OR ALONE) ARE OUT IN TERRITORY MORE HOSTILE THAN THE AMAY END AT MILLMALL, AND YOU HAVE TO MADE IN AND RETURN YOUR CAPTURED BUDDY TO THE FREE WORLD.

FORTUNATELY, THAT IS WHERE THE SIMILARITIES END, AND THE FURIOUS GAMEPLAY BEGINS. VIEWED FROM ABOVE IN TRUE COMMANDO STYLE, THE AIM IS TO FIRE ON ANYTHING THAT ISN'T SHOPPING OR WAITING FOR A BUS.

PROGRESSION IS QUITE EASY, AND EVERY TIME YOU PLAY, THE END GROMS EVER NEARER.

LARGE LEVELS AND END GUARDIANS WILL KEEP YOU COMING BACK FOR MORE, SO PREPARE YOURSELF FOR SOME SERIOUS JOYSTICK BASHING, AND LEARNING TO THE RIGHT FOR NO APPARANT REASON.

IF DESTRUCTION AND MAYHEM IS YOUR NAME (SADDAM HUSSAIN ??) THEN THIS IS YOUR GAME !!. RATES HIGHLY ON THE ALIVE & KICKING "I WANT TO BE A VIETNAM VETERAN" LIST. PLAY IT NOW.

## SCORES . . .

GRAPHICS 78% .. NOT BAD FOR A BUDGET  
SOUND 80% .. QUITE A JOLLY TUNE TO KILL, MAIN ETC.. TO  
GAMEPLAY 85% .. STRINGS YOU UP BY THE LEGS AND KEEPS YOU THERE !!  
OVERALL 88% .. ONE OF THE BEST BUDGET GAMES AROUND !!

# CAPTAIN DYNAMO

Reviewed by LR.

Codemasters £3-99

CAPTAIN DYNAMO IS ONE OF THOSE UPWARDLY SCROLLING GAMES, THAT ARE SET IN THE GUISE OF RAINBOW ISLANDS AND THE LIKE. CAPTAIN DYNAMO THOUGH, DOES NOT NEED FLUFFY PUPPY FLUPS TO KEEP THE GAMEPLAY INTERESTING, INSTEAD IT USES GRIT HARD GAMEPLAY, AND MODE 1 GRAPHICS.

LOOKING DECIDEDLY SPECGY-PORTED, THE GRAPHICS DO NOT FORM MUCH OF THE GAMES OVERALL APPEAL. YOU ARE THE SMALL DUMPY SPRITE, AND YOUR AIM IS TO COLLECT (HE READS THE INLAY) THE DIAMONDS THAT THE EVIL

RUSTEN VON FLYSWATTER HAS STOLEN, AND TO DO THIS, YOU WILL HAVE TO EXPLORE HIS ROCKET SHIP, AS HE HAS LEFT ALL THE DIAMONDS THERE.

THIS IS THE HARD BIT !!. YOU HAVE TO EXPLORE UPWARDLY SCROLLING LEVELS, SIX IN ALL, TO COMPLETE YOUR TASK. THE HARD THING IS THAT THE CONTROLS IN THIS GAME AREN'T EXACTLLY BRILLIANT !!.

NO SOONER DO YOU TRY TO FLY OFF IN ONE DIRECTION, YOUR SPRITE IS STILL TRYING TO COMPLETE THE LAST MOVE THAT YOU MADE. A LOT OF JOYSTICK CRUNCHING IS TO BE DONE HERE ME

THINK !!. ANOTHER PROBLEM IN THE GAME IS IF YOU GET STUCK IN BETWEEN THE PINBALL SECTIONS ON LEVELS 3 ONWARDS. HOW DO YOU GET PAST THESE ?? . LEVEL 5 IS THE A&K HI-SCORE BY THE WAY !!.

ON YOUR TRAVELS YOU WILL MEET SUCH HAZARDS AS RAZOR CHAINS, CONVEYER BELTS, ROPE SLIDES, PINBALL BOUNCERS (ARRRGHH !!), WATER TANKS, RISING PLATFORMS, AND THE NASTIES INCLUDE A SPIKE BACKED TORTOISE(!), SLIPPERY SPIDERS AND MUCH MORE THAT WE CAN'T REMEMBER AT THE MOMENT !!.

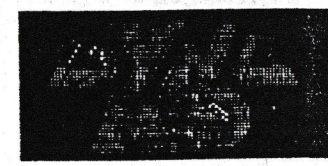
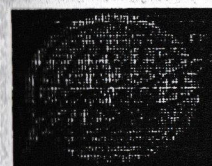
SOME OF THE PLATFORMS CAN ONLY BE REACHED BY BOUNCING ON THE SPRINGS, AND THIS CAN CAUSE A PROBLEM AS YOU HAVE NO WAY OF KNOWING WHAT IS ABOVE YOU,

AND YOU ARE MORE LIKELY TO LOSE A LIFE THE FIRST COUPLE OF GOES, SO BE PREPARED TO HAVE SOME SMALL FITS OF FRUSTRATION !!. ALL IN ALL, THIS GAME IS WELL WORTH THE BUDGET PRICE, AND IF AREN'T SATISFIED WITH THIS GAME, YOU MUST BE A PRETTY DEMANDING GAME PLAYER !!.

IN OTHER WORDS, IF TEASING GAMEPLAY IS YOUR THING, THEN PLEASE, GO OUT AND BUY IT NOW !!. RECOMMENDED.

SCORES.....

GRAPHICS ..... 65%  
SONICS ..... 78%  
PLAYABILITY ..... 98%  
DURABILITY ..... 98%  
CONTROLS ..... 78%  
OVERALL ..... 97%



# Next Issue Date Is: January 1st 1993

*Look forward to this next issue -*

We interview Phil Howard (Hopefully D), and find out just what makes Cheat Mode tick ■.

Brunword reviewed, plus a round up of all the major WordPro's (how original)

All this and plenty of cheats and bonzo news, plus, a beginners guide to find those Black Box pokes ■.

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Telephone calls are welcome  
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