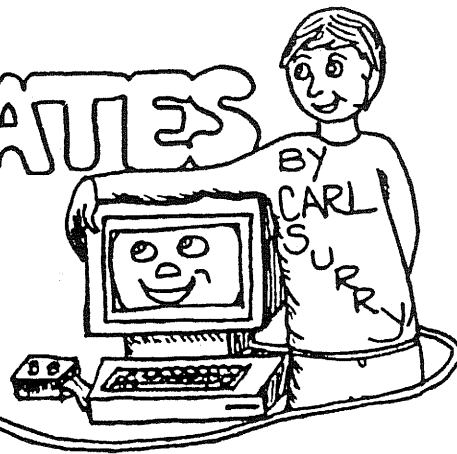


PLAYMATES

No.

4



HERE ARE SOME OF THE GAMES REVIEWED THIS ISSUE.

Pipe Mania!!



PRODUCED BY
CARL SURRY.

INTERPOOL
PO BOX
88475 SCHWENDI
GERMANY



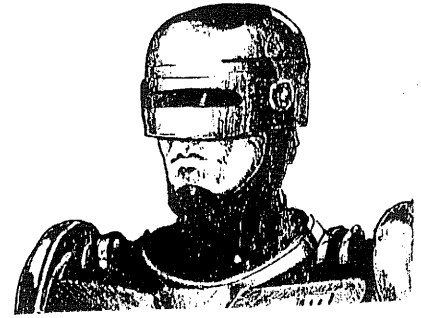
A NEW LEASE OF LIFE FOR THE CPC

JUST WHEN YOU THOUGHT ALL THE RUMOURS OF THE DEATH OF THE CPC WERE COMING TRUE. AMSTRAD PULL OUT THE ACE IT HAD UP IT'S SLEEVE. THE NEW LOOK AND UP-GRADED 464, 6128 AND CARTRIDGE BASED CONSOLE. AS THE WORLD AND HIS WIFE ARE MAD ABOUT CONSOLES AT THE MOMENT, YOU CAN ONLY ADMIRE ALAN SUGAR'S TIMING (AGAIN).



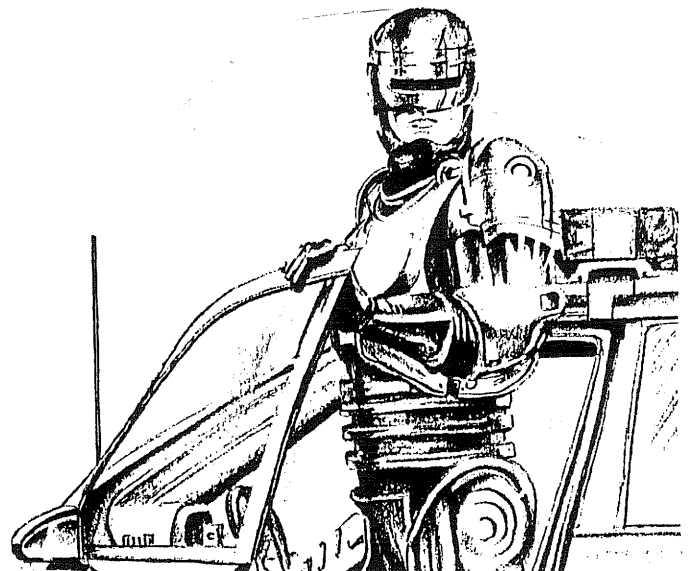
• The new range: GX4000 (foreground), 464 Plus (left) and 6128 Plus (right).

NEW CARTRIDGE GAMES PROMISED FOR THE FUTURE INCLUDE ROBOCOP 2 AND SHADOW WARRIORS TO NAME BUT ERR.....TWO.



BEST OF ALL THE NEW CPC'S WHICH IN FACT NO LONGER SEEM TO BE CALLED CPC'S BUT PLUS'S I.E 464 PLUS AND 6128 PLUS, WILL ALSO RUN THE CONSOLE CARTRIDGES. WITH THE CONSOLE SELLING FOR £99 AND THE 6218 PLUS SELLING FOR UP TO £430.00 I THINK AMSTRAD WILL DO VERY WELL THIS CHRISTMAS.

I WON'T GO ON ABOUT THEM TOO MUCH AS AMSTRAD ACTION AND OTHERS HAVE DONE IT FAR BETTER THAN I COULD. JAMES GARSIDE HAS ASKED A COUPLE OF GOOD QUESTIONS THOUGH. WILL THE MULTIFACE STILL WORK ON THE PLUS'S AND MOST OF ALL WORK ON CONSOLE GAMES AS WELL ?? HOW COULD BURNING RUBBER GET 100 % FOR GRAPHICS ? WHEN THEY SAY THEM SELVES THAT AS GAMES WRITERS LEARN MORE ABOUT THE PLUS'S THE GRAPHICS CAN ONLY GET BETTER. WILL THESE LATER GAMES GET RATINGS OF 100 % PLUS FOR THEIR GRAPHICS ??



MAIL ORDER TROUBLES

Since my review of software mail order companys in issue 2. A few good folk have written in with their favourites and least favourites. Again I won't name those that have given some people a hard time. It may not be fair to judge one company on the bad dealings one or two people may have had with them.

That said though I do wish to cover general complaints, made by Peter Hall of Essex. I up to a point agree with him but to get the other side of the argument I will send a copy of my original review and this page to three of the companys I mentioned in my review. If they answer I will add these else where in this or the next issue.

Peter's main problem is with the fact that most mail order companys advertise well in advance of the games release. So that it may take quite a few phone calls or letters to find out what is going on or to get your money back. While all the time your money makes them interest. At this point I must say that I have had dealings with companys that don't cash cheques until the game is in and ready to be dispatched.

Peter also wanted to get the game Carrier Command which as we all know is a disc only game (what do you mean you didn't know that??). Quite a few companys advertised a tape version on sale as well. He rang the games publishers and was told that there is no tape version. So why were these advertised ??? This and other disc only games I have also seen advertised on tape, plus I've also seen the tape only collection 100% Dynamite advertised on disc.

Peter now almost always buys his games from either his local computer shop, or direct from the games publishers. The best one of those he claims to be Ocean and the joint worst US Gold and Microprose. But like I said in my mail order review and it hold true here as well. There may be some one who has had bad dealings with Ocean and good dealings with US Gold or Microprose.

I think most mail order problems must arise from orders for newly released or yet to be released games. Most orders for older and budget games are most likely to be trouble free. Not always though as I have found out for my self before now. My only advice is to ring or write to check that the games you want are actually in stock. If it's a very new game, be ready for quite a wait, especially disc versions of games. I find disc versions are not released or not ordered by some mail order companys for a few weeks after the tape version is released.

I guess what it boils down to is this. Are you going to buy, now off the shelf at full price, or pay up to £5.00 less and chance having to wait a month or two, before you get the game ????????

.....
.....

MAIL ORDER UP-DATE

I have sent to 3 mail order companys the articles mentioned above, and to date none have bothered to answer. I doubt that they will now, so what you make of that is up to you. I can only repeat what I said before, if it's a new game ring the company first to see if they have it in stock.

.....
.....

Disc £14.99 Tape £9.99

* SHADOW WARRIORS *
* By OCEAN *

Joystick / Keys (non-definable)

This is a one player only game and is another Ninja Beat-em up. It is a bit like Target Renegade which is my favourite game of all time. But it has one major difference, you don't have to learn lots of different fighting moves. There're only two yes thats right just 2. You can throw some one to your left or right or attack some one to your left or right.

When you attack some one you just press fire and left or right your man goes into an all kicking and punching routine. Just by keeping the finger on the fire button he will stay in this attack mode. You can change the direction you are attacking with out leaving the attack mode. The only differences to this is when you pick up a sword which you pick up along the way but only keep for a short while, and when you are hanging from overhead poles and signs. From the hanging poles you just do a swinging kick in the direction you want to attack in.

If you throw ,swing kick or use a sword on the bad guys they go down with one hit, in normal attack mode it takes about three hits. They also have to be knocked down three or four times before they die. The same is true for your Ninja after 4 knock downs he loses a life. You will normally only get attacked by one or two baddies at any one time, which is good news as it gets tough when you have to take on more than that.

There're six levels and from my disc version running on a 6128, I think all levels load in one go (much like Target Renegade). I have so far got as far as half way through level four without having to load in extra levels.

There is one end of level guardian on level one, two on level two and three on level three. I can only assume there will be four on level four etc etc. A nice touch that, I think, as all levels seem to have only slight increase of difficulty as you go up levels but the guardians really do get harder to beat. As there're more of them and they take more knock downs to kill them.

XX
GRAPHICS 80% Very colourful and are animated very well.

SOUND	25%	No real tune and only a few effects.
PLAYABILITY	65%	Odd just having just 2 fighting moves but they are hard to master.
ADDICTIVENESS	80%	I just can't stop playing it.
VALUE	80%	If you like Target Renegade and Dragon Ninja this is a must.
OVERALL	85%	Amstrad Action only gave it 68% but what do they know about it ?

SEE MY TIPS FOR THIS GAME ELSE WHERE IN THIS ISSUE

You know computers are getting too sophisticated when a message comes on screen that says : " GO HOME, I CAN FINISH THIS WITHOUT YOU. "

OPERATION WOLF DISC MULTIFACE POKES FROM JOHN BROWN OF WITTERING

.....
POKE &2579,00 INF. CREDITS Thanks John I couldn't find this one.
POKE &2C81,00 ALMOST INF. ENERGY don't shoot the nurses !
POKE &2521,00 INF. BULLETS
POKE &2536,00 INF. GRENADES
all will need the " * " key pressed before you enter the poke

other Op Wolf pokes that I have are

POKE &2C18,C9 INF. ENERGY AND BULLETS you can shoot anybody
POKE &2536,C9 INF. AMMO BOXES Johns bullet poke is better
.....

THIS WAS MEANT TO BE JUST AN ADVERT FOR SOMEONE ELSE'S NEWSLETTER / FANZINE BUT I WAS SO IMPRESSED WITH IT, THAT I'VE DECIDED TO DO A SORT OF REVIEW OF IT.

IT IS CALLED PRINT OUT AND IS PUT TOGETHER BY THOMAS DEFOE, MARK GEARING AND JONATHAN HADDOCK. I DO THINK THOUGH THAT T. DEFOE IS THE DRIVING FORCE BEHIND IT ALL. NOW THIS IS THE SORT OF FANZINE I WISH I COULD HAVE PRODUCED, IF ONLY I HAD THE TECHNICAL KNOW HOW AND A FEW EXTRA HANDS TO HELP WRITE AND PRODUCE IT.

NOW MY NEWSLETTERS / FANZINES I FREELY ADMIT ARE MORE GAMES ORIENTATED. PRINT OUT IS FOR MUCH MORE SERIOUS USERS, WITH TYPE-IN LISTINGS OF GAMES AND UTILITYS. THEY ALSO RUN A SERIES OF ARTICLES ON LEARNING BASIC AND MACHINE CODE. PLUS SIMILAR ARTICLES FOR THE MORE ADVANCED USERS. THERE IS ALSO TECHNICAL ADVICE GIVEN IF YOU WRITE IN WITH A PROBLEM.

THEY ALSO DO GAMES REVIEWS BE THEY HOMEBREW, PD OR COMMERCIAL GAMES. NO COMMERCIAL GAMES HAVE BEEN REVIEWED IN ISSUES 4 AND 5 BUT WHEN THEY ARE, ALL 3 CHAPS DO A COMMENT ON THE GAME AFTER THE REVIEW. SO THAT WAY YOU GET A MORE BALANCED VIEW, THAN MY 'ONE PERSON ONLY' REVIEWS.

IF YOU ARE NEW TO THE CPC I'D ADVISE YOU TO GET ALL BACK ISSUES AS YOU'LL LEARN MORE THAN READING THE MANUAL. IT'S AN A4, 40 PLUS PAGED BOOK AND COSTS £1.10 (WHICH DOES INCLUDE POST AND PACKING). THEY CAN BE BOUGHT SINGLY OR ON SIX ISSUE SUBSCRIPTION. ISSUE 7 WILL BE DUE BY THE TIME YOU GET TO READ THIS REVIEW. SO WRITE TO :

THOMAS DEFOE 8 MAZE GREEN RD, BISHOP STORTFORD, HERTS, CM23 2PJ.

YOU MAY FEEL IT A LITTLE PRICEY BUT I KNOW MORE THAN MOST JUST HOW EXPENSIVE IT IS TO PRODUCE SOMETHING LIKE THIS, AND WITH IT'S SLICK PROFESSIONAL LAY-OUT I FEEL YOU WILL GET YOUR MONEYS WORTH. SO HURRY AND ORDER YOUR COPY NOW !!

I HOPE I KEPT MY JEALOUSY OUT OF THIS REVIEW BUT DON'T YOU JUST HATE PEOPLE WHO CAN DO THINGS BETTER THAN YOU ??????

HAILSTONING PROGETTE

The following short prog. was inspired by a short note in the C64 column of NCE. (Not that I read it often!). Apparently, using this procedure of hailstoning any number, you will always return to 1. It works by doing one of two things; if the seed number is even, the number is halved. If the number is odd, it is multiplied by 3 and has 1 added to it. The resultant number is also treated in this way. Eventually, it reduces to 1. There are two ways to use the prog: as it is, it will ask you for the seed number. If you REM out line 3 and use line 4, it will generate numbers within the range of the expression shown. It works by converting the seed number to a string, determining whether it is odd or not, goes to the right subroutine, reconverts the string to numeric value, performs the function, changes it back to a string value and going round the prog again.

```
1 REM Hailstoning Program by Mark Riley
2 CLS:MODE 2
3 INPUT num:go=0:REM **Input seed number**
4 'num=INT(RND*10000):PRINT"Seed=";num:PRINT:go=0
5 numstring$=STR$(num):REM **Change seed to string**
6 REM **Even or Odd ?**
7 IF RIGHT$(numstring$,1)="1" THEN 16
8 IF RIGHT$(numstring$,1)="3" THEN 16
9 IF RIGHT$(numstring$,1)="5" THEN 16
10 IF RIGHT$(numstring$,1)="7" THEN 16
11 IF RIGHT$(numstring$,1)="9" THEN 16
12 REM **Its even so divide it**
13 num1=VAL(numstring$):num1=num1/2:go=go+1:PRINT num1;
14 IF num1=1 THEN 18 ELSE numstring$=STR$(num1):GOTO 7
15 REM **Its Odd so multiply it**
16 num2=VAL(numstring$):num2=num2*3+1:go=go+1:PRINT
num2;:numstring$=STR$(num2)
17 GOTO 7
18 PRINT:PRINT"Done ! It took";go;"turns":PRINT"Another number Y/N"
19 a$=UPPER$(INKEY$):IF a$="Y" THEN 1 ELSE IF a$="N" THEN 21
20 GOTO 19
21 CLS:MODE 2
```

I have all but one issue of Amstrad Action, several CWTA and many ACU. Obviously I therefore have a great deal of information including pokes, tips, maps, reviews, adventure clues, type-ins, etc. If anyone requires any of the above, write to me at the address below. All I need is an SSAE (VERY IMPORTANT) and a disc if you require something to be put directly onto it. This service will be free except where photocopying is involved (usually maps). Please though, don't send impossibly long lists of pokes wanted.

I also have these two for sale:

MAXAM (disc) £15.00

The Amstrad CP/M+ Book £7.50

Do you work in the NHS? (I am a nurse). If so, I have written a short program that will work out your monthly wage once you know your enhanced hours. It is accurate to +/-£1.00. (so far). Send for free listing.

Write to:- Mark Riley, 2 Primrose Way, Kirby Muxloe, Leicester, LE9 9AX

Remember, no SSAE=NO REPLY!!

FIRMWARE CALLS By MARK RILEY

A list of various firmware calls that I have dug out from AA,ACU

;All gra_calls use origin type coords

```

gra_initialise equ &bbba
gra_move_abs   equ &bbc0
gra_move_rel   equ &bbc3 ;"rel" CALLS use SIGNED 16 bit numbers
gra_line_rel   equ &bbf9
gra_set_pen    equ &bbde ;load A with ink number
gra_test_rel   equ &bbf3
gra_wr_char    equ &bbfc ;same as BASIC's TAG command
gra_set_paper  equ &bbe4 ;load A with ink number
gra_win_width  equ &bbcf ;DE=left edge HL=right edge i.e LD DE,160 LD HL,200
gra_win_height equ &bbd2 ;DE=top edge HL=bottom edge LD DE 300 LD HL,400
gra_win_enable equ &bb66 ;H=left,D=right,L=top,E=bottom.give LOCATE type
                    coords ie. LD H,4 LD D,8 LD L,10 LD E,20
gra_clear_win  equ &bbdb ;uses current background ink
gra_set_origin equ &bbc9 ;DE=X coord HL=Y coord
gra_plot_absol equ &bbea ;DE=X coord HL=Y coord:uses 16 bit numbers
scr_initialise equ &bbff ;will reset all inks when called
scr_set_ink    equ &bc32 ;A=ink number.B=first colour.C=second colour
scr_set_border equ &bc38 ;A=ink number.B=first colour.C=second colour
scr_set_mode   equ &bc0e ;load A register with 0,1 or 2
scr_access     equ &bc59 ;determines how plotted pixel could affect others and
                    does AND,OR,XOR. **
scr_reset      equ &bc02 ;resets screen colours and flash rates
scr_set_base   equ &bc08 ;**
scr_get_location equ &bc0b ;**
scr_set_offset equ &bc05 ;**
scr_ink_encode equ &bc2c ;load A with ink number
scr_fill_box   equ &bc44 ;needs colour and each side(physical coordinates) **
scr_set_flashing equ &bc3e ;uses H and L to hold flash rates
scr_hw_roll    equ &bc4d ;If B register holds 0,scroll is down.If B holds
                    <>0,scroll is up **
scr_sw_roll    equ &bc50 ;A=encoded ink.B=0 or 1(up/down).H=left column.
                    D=right.L=top row.E=bottom row to be scrolled
scr_horizontal equ &bc5f ;A=encoded ink
scr_vertical   equ &bc62 ;as above
scr_clear      equ &bc14
screen_flash   equ &bd20 ;useful to indicate something if you have no sound
km_initialise  equ &bb00
km_read_key    equ &bb1b
km_test_key    equ &bb1e ;load A register with key number
km_wait_char   equ &bb06 ;returns ASCII code in A register
km_wait_key    equ &bb18 ;waits for any keypress
txt_initialise equ &bb4e
txt_output     equ &bb5a ;**
txt_set_cursor equ &bb75 ;load HL with coords
kl_time_set    equ &bd10
kl_time_please equ &bd0d
kl_init_event  equ &bcef ;**
kl_add_ticker  equ &bce9 ;**
sound_chip     equ &bd34 ;**
sound_queue    equ &bcaa ;**
ampl_envelope  equ &bcbc ;**
tone_envelope  equ &bcbf ;**
kill_all_sound equ &bc66
restart_sound  equ &bc69

```

FIRMWARE CALLS cont.

```
wait_frame      equ &bd19 ;reduces flicker
down_a_line     equ &bc26
previous_line   equ &bc29
tape_motor_on   equ &bc6e
tape_motor_off  equ &bc71
cas_read        equ &bc9e ;
cas_write       equ &bc9e ;for both:HL has load/save address,DE is length,A is
                synchro.character
cas_in_open     equ &bc77 ;
cas_in_close    equ &bc7a ;
cas_in_direct   equ &bc83 ;no info on these 3 calls
disc_motor_on   OUT &fa7e,1
disc_motor_off  OUT &fa7e,0
upper_rom_off   equ &b903
upper_rom_on    equ &b900
log_ext         equ &bcd1 ;introduces an RSX to the system.**
ram_bank        equ &bd5b ;**
```

For those calls marked with **,I have short routines on disc (unassembled) which demonstrate these.Send a disc for copies (no charge). If anyone knows any more calls or can help with either entry or exit conditions I would be grateful if they could let me know.

From:-

Mark Riley,2 Primrose Way,Kirby Muxloe,Leicester,LE9 9AX

Well there you go two articles and an advert from Mark Riley, Thanks Mark. Only trouble is now my Newsletters are starting to get serious, but I'm sure you won't mind that too much will you ? He has also sent in an article on how to use the Insider and find Multiface pokes. As it's about 7 pages long it will have to split over a couple of issues.

If you have any reviews,articles,tips or pokes and want to get your name in print, send them to me. I need them on disc so I can print them out my end, I will return your disc as soon as possible (write and ask Mark if he got his disc back). Plus all you Bonzo Meddler users I need news of any new transfers. So hurry and write to me.

CARL SURRY 37 FAIRFIELD WAY, BARNET, HERTS, EN5 2BQ

Don't forget to let me know what word processor you used to write your master piece.



PLAYMATES

 ** FOOTBALL MANAGER WORLD CUP EDITION **
 ** By ADDICTIVE **

This game was only just released in time for the World Cup, and is the latest offering from Kevin Toms's Football Manager set of games. It has the same sort of feel to it as FM 2 reviewed last issue, but it has a lot of extra features.

There're 6 difficulty levels starting at NO PROBLEM and rising to SUPER LEVEL. You must then choose which of the six groups you want to qualify from, yes you have to qualify before going on to the cup. Once you've decided which group you want to play in, you have to pick which team to manage.

Next you can change the players names but it's rather a waste of time, because first of all there's 22 players to change and unlike FM 2 players names are not displayed during the game. There're 5 types of players Goalie, Tackler, Passer, Runner and Striker.

When you make your team selections you can alter quite a few things for each player (except the Goalie). You can alter their STATUS from Playing to Sub or leave them in Reserve. Next you can alter their Action, these range from Positional, Wing Play, Sweeper, make Thru Runs or Find Space

You can also alter the types of passes the players make, ie. Backwards, Forwards, Short, Long, Centre and Wings. You don't want your defenders making fatal backward passes now do you???

If a player is in the team that is playing you can also position him on a small map of the pitch, which has letters already placed on it. These letters are G, T, R, P and S and are the type of players you can have eg. S= Striker. The player that is being positioned will be a different colour to the rest.

Next you must talk to the press and give your players a pep talk. If either don't believe you the teams morale will drop.

You can watch the match in two ways, either by watching the small pitch map and seeing floating letters knocking a ball about. Or by pressing fire you can watch the match in good old FM style. The World Cup Edition plays up and down the screen, might have been a bit better if it had been FM 2 style of left to right.

during the game or at half time you can bring on a sub, during the game you have to wait for the ball to go out of play first. You also have to give them yet another small pep talk.

Each half has a set time limit and like FM 2 it is like watching the TV highlights of a game. There is no save facility (much like the England squad really) but you don't really need one. As if your knocked out or win the cup the games over and it all starts again.

GRAPHICS	65% functional rather than pretty.	ENGLAND 1 BRAZIL 0
SOUND	0% not a single whistle or crowd roar.	ENGLAND 1 BRAZIL 3
PLAYABILITY	65% just menu driven strategy.	ENGLAND 2 BRAZIL 3
ADDICTIVENESS	50% I just couldn't get in to it.	ENGLAND 2 BRAZIL 4
VALUE	60% would have been a good budget game.	ENGLAND 3 BRAZIL 5
OVERALL	65% buy the tape version (see note).	-----
	FINAL RESULT	ENGLAND 3 BRAZIL 5

note. Using the Bonzo Super Meddler this game transfers to disc with option 1.



*** World Cup Italy 1990 ***



 *
 * SJS GAMES REVIEW: PIPE MANIA : BY EMPIRE SOFTWARE *
 *

Ladies and Gentlemen of the CPC ilk, you have by now probably heard of the game Pipe Mania and with all the fuss made about it at the time of it's release if you may well already have it firmly in your collection of all time computerised classics. But for those of you who did not listen to the hype or the reviewers of software whom I may add are far more famous than I. Let me tell you, 'If you ain't got it go get it' because all the furore was correct.

From level one it is pure addiction. On the left hand side of the screen is a column of random pipe shapes which you, the poor plumber, have to fit onto the grid to amass as many points as possible. After around 20 seconds or so the starting point begins to emit a horrible green liquid known as Floopz. If this gets to the end of your frantically laid pipeline then it's the end of that screen or game over if you don't have enough points to get you to the next level. Bonus points are achieved by getting 5 cross overs into your network or by using all available squares on the grid. Also if you place a piece of pipe in the wrong place just place a better one over it but that will cost you 50 points.

Each level gets progressively harder (including one way pipe sections and numerous obstacles) and believe me it will take all your skill and forward thinking to beat it.

Pipe Mania also has a password system to get to higher levels without going through levels that you have already mastered and a very amusing Tetris-esque (Tetris what?) sub game which also takes some serious lateral thinking to achieve anything like a good score on.

The passwords (courtesy of Carl himself) are:

FINE, NEWS, FAIL, SAIL, ERIC, TAPE, SLOW, ACHE.

However jumping in at the deep end to the higher levels without trying the first few will result in rapid game over's all round.

So it's overalls on, spanners and welders out to get to grips with a true classic. Don't forget to clear your diary for a few weeks though once you start it's impossible to get out of your cistern. (groan)...

 Price £10.99 Tape or £14.99 disc.

Graphics 80% Plus great loading screen.

Sonics 80% You will soon hate the noise of the flooz.

Value 90% Not a multi loader !!!!

Addiction 100% No going back once you start.

Overall 95% A true classic.

SNOWBALL IN HELL
By Atlantis
£2.99 Keys or Joystick

Now before I start this review I think someone should get a pat on the back for the games title. What I want to know is what came first the game or the name?

Snowball In Hell is believe it or not yet another Bat and Ball game. The odd thing about it is the bat is a Tank and the ball is a sort of Missile. The plot goes like this, In the future Earths military are always designing new weapons but the best place to really test a weapon is in battle. All you need is some mug to take and use these weapons to Hell where the enemy are. So they drag the prisons for Mr Expendable (thats you).

Their latest toy that you will be testing is the Snowball Battle Tractor. Hence the games name Snowball In Hell, neat ah? This tractor is a tank by any other name, it just has this big armour plate across it's front to bounce the missile off of. There's also a gun turret on top which thankfully has a never ending supply of bullets.

Not only do you have to bounce the missile around knock down walls and other things but you also have the enemy rushing at you. The ball (sorry missile) does them no harm, thats where your gun turret come in. You will have to fight off tanks, boats, beach buggys, space ships and many wierd looking crafts.

So now what you have is a Batty type game, because it plays left to right, rather than Arkanoids up and down. You've also got a horizontal shoot em up as well. As with all bat and ball games and come to that every shoot em up. When you shoot things you get power ups. Again this game is a little different, not only does it have power ups it has power downs.

Every now and again a Smiley or a Skull will rush towards you. Shoot these and you either get some thing good or some thing bad. What ever you get it only lasts for about 30 seconds. If you shoot the skulls you can either get, LOSE A LIFE, LOSE SOME POINTS, CANON MALFUNCTIONS, NOTHING WILL HAPPEN, ATTACK WAVE which means just about every thing is thrown at you, or RESTART A SECTION. Now if you shoot a smiley you could get any of these things, EXTRA LIFE, LOSE SOME POINTS, SHEILD ON, SKIP TO NEXT SECTION, SLOW DOWN THE BALL, or AUTO REBOUND, which is a beam of energy across the screen which will bounce the ball back into play.

Not only has this game got a great name it is also a great little game. It's by no means a small game though, nor is it an easy game to master as it's quite tough from the word go. I think most people will need more than the 5 lives you start with for the Multiface poke see NOTE below.

.....

GRAPHICS	80% Very clear and colourful on nearly every section.
SOUND	65% Some good effects and little tunes.
PLAYABILITY	70% Easy to learn hard to master.
ADDICTIVENESS	70% 16 sections that repeat and get harder just waiting to beat you.
VALUE	85% At this price you just can't go wrong.
OVERALL	80% A new slant on an old idea and a good game to boot.

NOTE.. for those of you that have the Bonzo Super Meddler disc this game transfers to disc with Option 1, and only takes up 32 K of disc space. The Multiface poke is 101a,a7 this will get you infinite lives.

MULTIFACE POKES A PLENTY

Well hello again play mates, below are some more Multiface pokes that I've had passed on to me or found my self. The first batch are for all the games from the Taito Coin Op's collection. Don't forget that any marked with a * will need the * key pressed before you enter the poke.

GAME	ADDRESS,POKE	EFFECT
ARKANOID	02F3,00	INF. LIVES PLAYER 1
ARKANOID	0374,00	INF. LIVES PLAYER 2
ARKANOID	0683,B1]	PRESS ESC TO SKIP LEVELS
AKKANOID	0684,02]	ENTER BOTH POKES
SLAP FIGHT	4F32,00	256 LIVES BOTH PLAYERS
LEGEND OF KAGE	* 3A6E,FF	255 LIVES
ARKANOID THE REVENGE	* 3318,00	INF. LIVES
BUBBLE BOBBLE	6D24,A7	INF. LIVES PLAYER 1
BUBBLE BOBBLE	6D85,A7	INF. LIVES PLAYER 2
RENEGADE	0A48,A7	INF. LIVES
RENEGADE	0FE1,FF	DON'T FALL OFF PLATFORM
RENEGADE	1007,FF	255 LIVES
FLYING SHARK	* 3B71,00	INF. LIVES
FLYING SHARK	4FE7,00	COLLISION DETECTION OFF
FLYING SHARK	54E8,00	SMALL ENEMY DON'T FIRE
FLYING SHARK	4FA6,00	INF. SMART BOMBS
FLYING SHARK	495B,00	NO SMALL ENEMY CRAFT
RASTAN pokes are better entered on the options menu screen, before loading the levels. As use of the Multiface may crash the game after the levels have been loaded.		
RASTAN	1363,00]	INF. LIVES
RASTAN	* 23F0,00]	ENTER BOTH POKES
RASTAN	135B,00]	INVULNERABILITY
RASTAN	* 23CF,A7]	ENTER BOTH POKES
SOLOMON'S KEY	* 365A,00]	INF. FIREBALLS
SOLOMON'S KEY	* 365B,00]	ONCE ONE COLLECTED
SOLOMON'S KEY	* 365C,00]	ENTER ALL 3 POKES
REAL STUNT EXPERTS	6520,06	CARRY 6 BOMBS ON LEVEL 1
REAL STUNT EXPERTS	5F26,00	INF. ENERGY LEVEL 1

The Taito Coin-Op's collection is a tape only set. Solomon's Key pokes work on my tape (Kixx) version. The Stunt Experts is also a budget tape

THATS ALL FOR NOW PLAY MAYES

BUDGET WARS

BATTLE OF THE OPERATION WOLF CLONES

Jungle Warfare Vs Operation Hanoi

Now just in case you have been asleep for the last year or two there was a war game called Operation Wolf and then it's sequel Operation Thunderbolt. Both games were full price and great games. So many budget games tried to copy them, and this is how the war is being fought. First of all though for those who don't have either Op Wolf or Thunderbolt and there can't be many of you out there, here is a quick description of the games. Both are multi-loads and you play the part of an all round hero sent into a war zone to rescue some hostages. You control a gun sight and blast away at any thing that moves (but not the hostages) be it Soldiers, Tanks, Helicopters, Boats or Planes. If you take too many wounds thats the end of your life/credit. So now let battle commence.

Jungle Warfare By Mastertronic

Operation Hanoi By Players Premier

First of all I must point out that this game was made for use with the Magnum Lightphaser, which Op Hanoi wasn't. As I don't have the Lightphaser I'm only reviewing the Joystick/Keys version. The whole game loads in one go and you are given 3 lives some ammo but no grenades. The play area is quite small and is in the top left of the screen. It's quite a colourful game but a bit blocky. The gun sight has to be almost forced around the screen, which is just as well that there are no more than about 2 enemy on screen at any one time. If you take a hit one of your lives goes with out you even noticing it, and the game is over very quickly in deed.

This game is nearer to Op Wolf in looks and general feel. It is a 4 level multi-load and has a wounds bar that slowly creeps up as you get hit. The gun sight is easy to move about and you get grenades. There're no hostages to worry about (same goes for Jungle Warfare) so just shoot every thing. There can be up to about 8 enemy on screen at any one time. The play area is may be slightly larger but best of all it is more central. You will also get 3 lives/credits but with being able to take quite a few hits plus medi kits being dropped by parachute the game will last much longer, even if you never get off level one. Best of all even the levels can be transferred to and run from disc.

Bonzo News - An Option 6 transfer

Bonzo News - An Option 1 transfer

GRAPHICS 50% Loading screen Ok
SONICS 60% Good tune and effects
VALUE 45% Needs Lightphaser really
OVERALL 45% Could have been much better

GRAPHICS 70% Colourful and clear
SONICS 65% Slightly better tune
VALUE 70% Good copy of a great game
OVERALL 70% Well worth a look

SO THERE YOU HAVE IT OPERATION HANOI WON THE WAR ALMOST WITH OUT TRYING

Mr Trevor Cattermole to the rescue

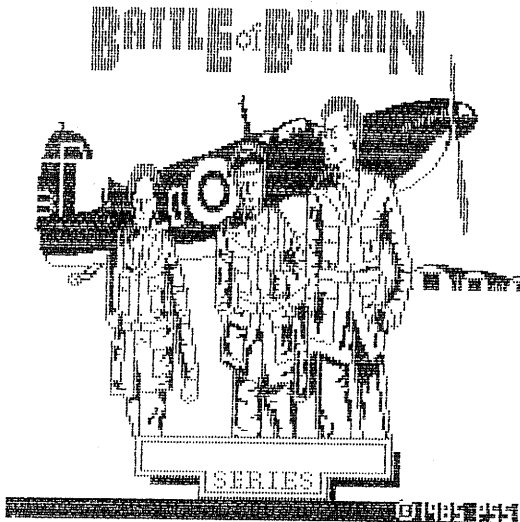
If you are stuck and having troubles with programming problems including Machine Code and ROM's and also Bonzo Meddler help Trevors your man. Contact him at this address (don't be shy he doesn't bite).

24 CROMWELL RD, COLCHESTER, ESSEX, CO2 7EN

*** BATTLE OF BRITAIN by PSS ***

This year sees the 50th Anniversary of the Battle of Britain, So I thought I'd celebrate it by reviewing the game of the same name. It's an old game, in fact it was reviewed by Amstrad Action back in issue 3 (Dec 85) and was given the rating of 81%. PSS did also release it with two other war/strategy games called TOBRUK & THEATRE EUROPE, this collection was called " CONFLICTS ". I was able to get Conflicts for £2.50 about 8 months ago. If you can find it anywhere it should be just as cheap. Right then on to the review.

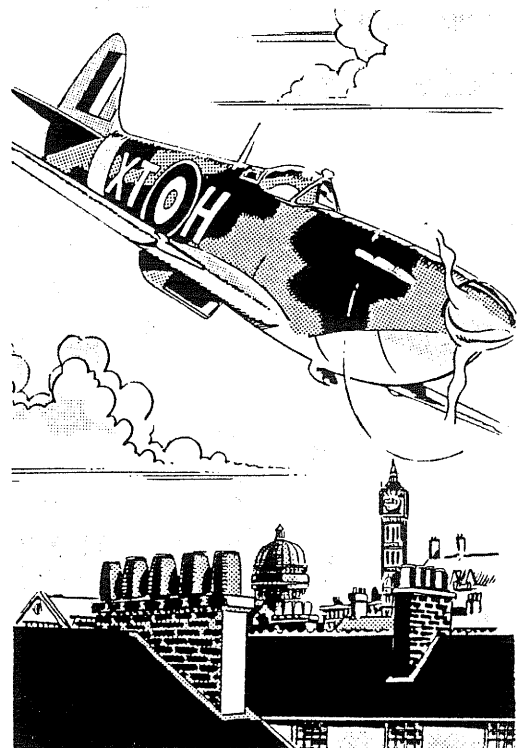
Now this sounds all very nice and sedate, but there is a war on you know? The Germans are hell bent on bombing your cities, Radar stations and possibly worst of all your airfields, (more airplanes can be lost on the ground than in the air). The German raids are depicted on screen as a cross, the larger the cross the larger the raid. You will find it better to have a couple of squadrons up and patrolling rather than wait for the raids to appear.



The loading screen

If a raid is over land you can use the cursor to tell you how many bombers and fighters in that raid. You can if you want avoid the fighter only raid. You may have to keep an eye on 2 or 3 raids at once and control 6 or more squadrons in the air at one time. Once a squadron has met and fought it will have to be returned to an airfield to be refueled and rearmed.

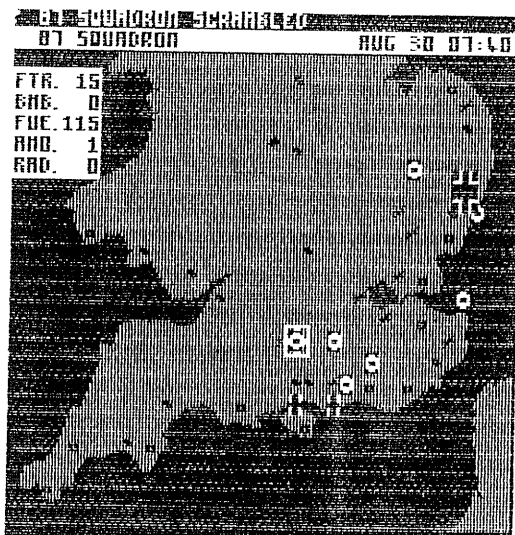
As I have already said this is a strategy game, the main screen is of a map of southern Britain. On the map are cities, Radar stations and airfields. By moving the gunsight/cursor over one of these, you will be told what they are. If it's an airfield and you press fire, you will get a screen that tells you the squadrons at the airfield, plus their numbers of aircraft, airfield status and the weather. You can now select and scramble one of the squadrons. After a while on the main screen an R.A.F roundel will appear next to the airfield. You then put the cursor over the roundel, press fire, then move the cursor to where you want the squadron to fly to, and press fire again. The squadron will now move to it's new position.



The strategy on it's own may get boring, (but I doubt it as there is too much to do), but PSS games have an arcade type sequence in them. This part of the game is optional but I personally love this bit the best. There are two types of action, first is the view through a Spitfire cockpit trying to shoot down bombers and fighters. The second is ground defence which means you control an Ack Ack gun. The ground defence bit is a bit hard to control and if you hit anything it is just luck (just like the real thing I suppose?)

The German raids can be made up of just bombers or just fighters. Bigger raids are always made up of both. When you join the action you can either fly up to the fighters to leave the bombers less well protected for another squadron, or you can go straight for the bombers. You only get a short time to shoot down enemy aircraft and a very limited amount of ammunition, again just like the real thing.

There are three types of game and these are Trainer, Blitzkrieg and Campaign. Trainer is a one day battle and you only have to handle 4 or 5 smallish raids. Blitzkrieg's also a one day battle but you get about 2 days worth of raids to handle. Campaign is the real game here, it is a 30 day battle and you can save and reload your position (thankfully). At the end of each day you get a few replacement pilots. If the R.A.F lose too many pilots you will get sacked by Churchill himself.



Main map screen, note there're 7 R.A.F squadrons airbourne. Plus there're are 3 German raids. The cursor is over 87 squadron which has just been scrambled. There are 15 fighters in 87 squadron.

PRICE		If you can find it, it will be very cheap
GRAPHICS	65%	Clear and colourful but not amazing
SOUND	50%	Engine and gun effects plus a few beeps
VALUE	80%	Especially if you can get the Conflicts pack
ADDICTION	90%	Once you start it is very hard to stop
OVERALL	80%	5 years old but it's still a great game

BONZO NEWS Transfers to disc with the Hackpack

Multiface poke for Inf. fuel, so you can patrol and land at your leisure 4030,00

PLAY MATES

Issue 4 STOP PRESS

Some fonts and graphics used are from Scull Pd
Clip Art disc, soon to be released. See loose page.

Bonzo News

Colin from Nemesis, has delayed the release of the last Bonzo Bulletin. This means there is no Bonzo transfer news this issue. But I do have some other news. The firm Microstyle, will be taking over the selling of the Bonzo discs. They will be advertised in the next issue of Amstrad Action. I have added a copy of their advert in the latest A.A.

Nigel Mells has offered to keep the B.S.M database up to date. So if you want you can send your transfer news to either Nigel or my good self. Nigels address is . . .

Nigel Mells

" Shendale "

51 Avondale Road
Ashford, Middlesex

T W 1 5 3 H P



PUBLIC
DOMAIN

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Along with the disc of PD Clip Art. Scull PD will soon release a database of Multiface pokes plus some type in pokes. This disc will be called " Hack Attack " Keep an eye out for it.

COMPETITION NEWS

Due to lack of response to the two competitions in issue 3 and lack of space in this issue. There is no new competition, but I am extending the compo's from issue 3 so if you still have not entered please do so now! To remind you of the prizes and questions, I will print them out again.

PRIZE - Mystery tape game

Question 1 - Whose catch phrase was "Hello Play Mates"?

Question 2 - Which bat and ball game makes a guest appearance in Rainbow Islands ?

Prize - Disc utility Tearaway

Question 1 - What does CPC stand for ?

Question 2 - What is the highest address available to the user ?

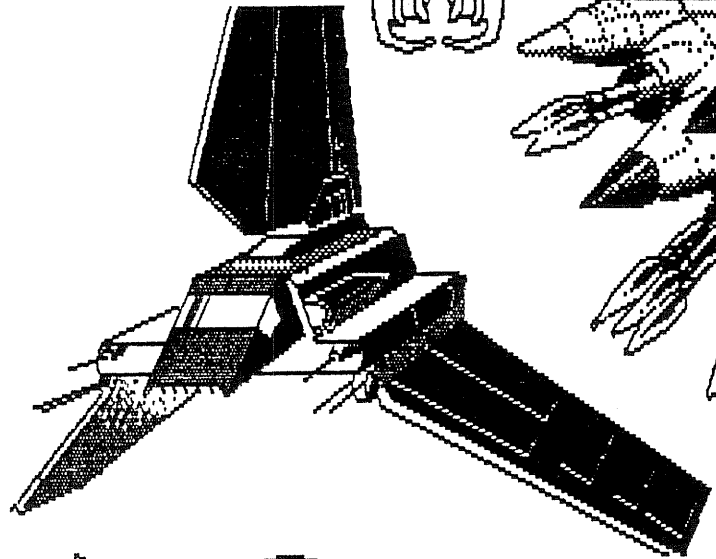
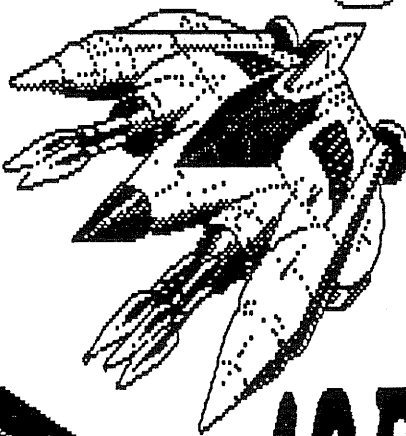
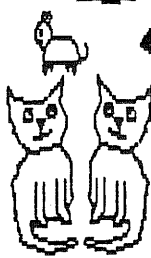
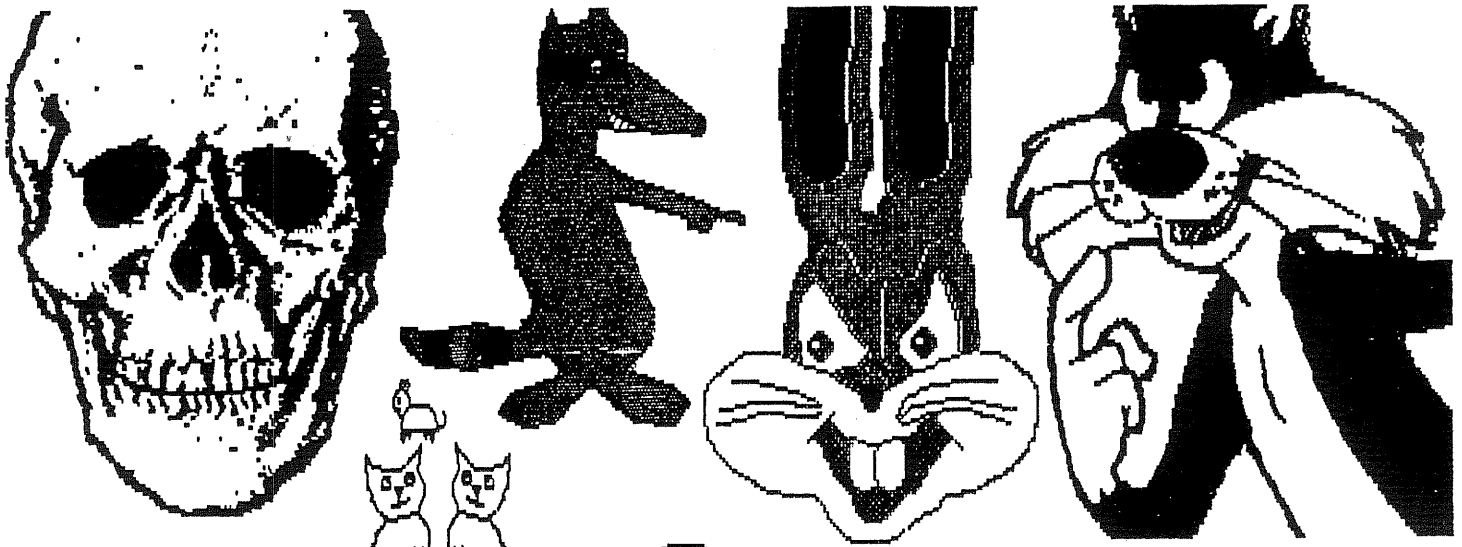
Question 3 - Where can you go with CHR\$ (REF) ?

OTHER NEWS

GORDON HAGAN of 66 Muirside Ave, Rosebank, Kirkintilloch, Glasgow. Is also putting together a poke database. He will send you a free copy in return for some new pokes to add to his list.

If you've not yet ordered issue 5. please do so now. It is 70p or 30p if you supply an A5 30p stamped envelope.

THANKS TO ALL WHO HAVE HELPED ME DO THIS ISSUE



A B C D E F G H
I J K L M N O P
! Q R S T U V W X Y Z

The above font should be used for headings and posters etc and should be used either by saving each letter as a cut-out & loading each letter at a time, or by using the copy option to move the letters to the positions you want.

You can also use the paint option with the pattern font and selected pattern to fill the letters making them unusual.

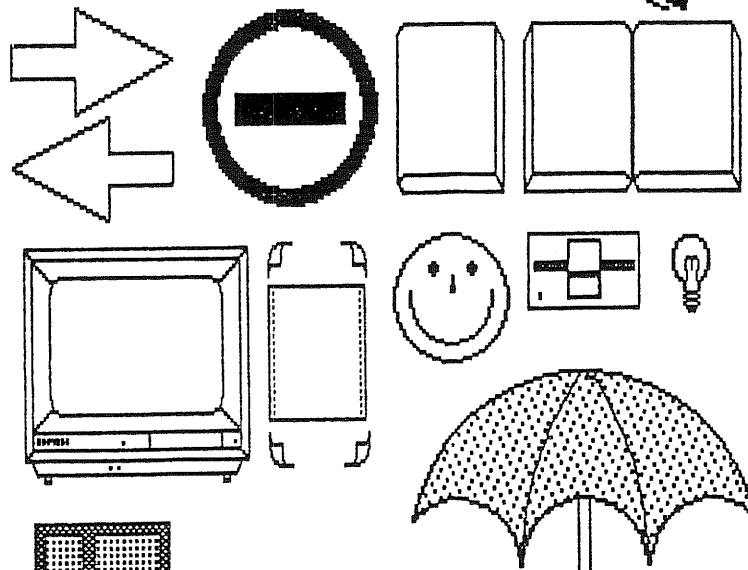


And, you can use the **STRETCH** option to enlarge the text, the example to the right is two times normal size. And heres another font...



A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

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