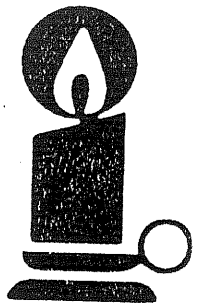
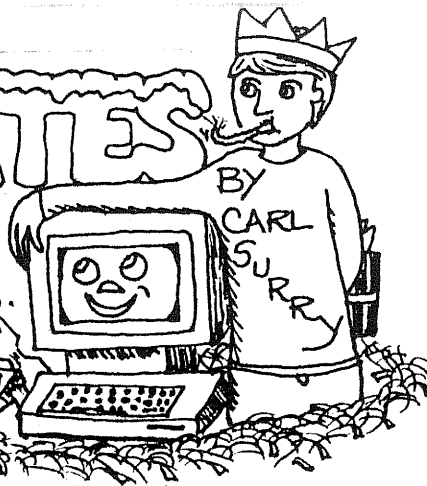
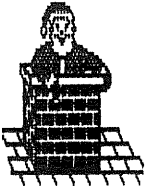


PLAYMATES

Wish you a Merry Christmas.
No. 5



Here are a few examples of Clip - Art available from ...



GOLDMARK

SYSTEMS

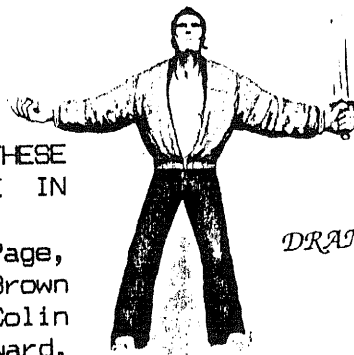


I will review Goldmarks Graphics Galore collection in issue six .
The address of Goldmark Systems is 51 Comet Road , Hatfield ,
Herts , A L 1 0 0 5 9 Tel : (0707) 271529

A PRICE CUT TO PLAY MATES PRICE RISE ??

.....
Confused ???

Well else where in this issue I tell of a price rise to issue Six. I am pleased to announce that I have got quite a good deal on hiring a photocopier, so I can reduce the price rise slightly. Issue 6 will now cost you 60p plus your own stamped envelope or £1.00. You can now also order issues 7 and 8 at this price if you want.



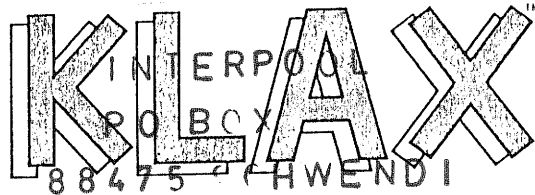
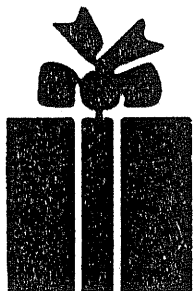
Tony Walker catches me out ?

.....
Tony who gets a mention else where this issue has just let me know that his telephone number has changed and I've already copied that page. It's what comes of trying to get a bit in front. Well for those of you wanting his help and advice his new number is ..

0772 - 651698
.....

I WOULD JUST LIKE TO THANK THESE PEOPLE FOR THEIR HELP AND ADVICE IN THE MAKING OF THIS ISSUE.

Gary Smith, James Verity, Julian Page, Steve Smyth, Phil Craven, John Brown and the biggest thanks go to Colin Harris, Archie Fulton and Phil Howard.



GE MANN

EXTRA EXTRA READ ALL ABOUT IT !

GEN the new CPC fanzine

WHERE SHALL I GO NOW ?

Phil Craven who owns and runs Micorstyle . I have nicked this part from GEN and will add to it next issue,if you want a mention (see their advert else where) has . and feel you can give as good a service as these good folk do.

started his own CPC fanzine called GEN

He uses it partly as a means of . WoW Software (WoW stands for Witch of Wessex) run by Joan Pancott. Has low cost advertising his wares, but doesn't go . adventure games on disc or tape for sale. Titles include 5 Nemesis adventures and over the top with it. Issue 1 is a 20 . several previously unpublished games. The address is 78 Radipole Lane, Weymouth, page A5 book and has articles on the new . Dorset, DT4 9RG. Tel .. 0305 784155

Plus's and Comms, some Multiface pokes

from James Verity and a letters page, . UNITED AMSTRAD USER GROUP. Chairman Tony Baker, 26 Uplands Cresent, Fareham, Hants, plus much more. It will be a Bi-monthly . PD16 7JY. A genuine user group, run by members committee. Produces a bi-monthly club production and will alternate with CPC . fanzine called The CPC USER. They arrange members discounts and run their own P.D. User the magazine from the United . Library on tape and disc. Annual subscription £7.00 (UK); £10.00 (Europe) or just Amstrad User Group. The cost of GEN is . £1.50 for a sample issue.

as follows.

£1.50 - Annual subscription (6 issues) . ADVENTURE P.D. Run by Debby Howard, 10 Overton Road, Abbey Wood, London, SE2 9SD. or 30p per issue or FREE with every . Public Domain Library specialising in CPC adventure games. Always on the look out for order with MICROSTYLE. . more homegrown adventures, so if you have any send them in.

The address for this little master piece

is... GEN . SCULL P.D. LIBRARY Run by Alan Scully, 119 Laurel Drive, East Kilbride, Glasgow, G75 9JG. Claims to be the largest CPM library for the CPC in the country, plenty of non-CPM stuff too.

212 Dudley Hill Road,

Bradford, BD2 3DF

HELP ME !

Yes thats right a plea for help, yes I

need your help to make Play Mates an . MICROSTYLE Run by Phil Craven (address else where on this page) A mail order company even better read than it is now. I need . that still favours the CPC heavily. Produces bi-monthly fanzine called GEN and sells games reviews, tips and pokes. Plus any . the Bonzo Super Meddler and Bonzo Blitz discs, much featured in Play Mates. CPC articles or news. Not forgetting of

course Bonzo transfer news. I have . THE CPC NETWORK Run by James Verity, 3 The Cottons, Outwell, Wisbech, Cambs, PE14 Tasword 6128, Brunword, Mini Office 2 . BTL. Producer and as far as I know the only place to buy the disc utility TEARAWAY. and can borrow Protexit. So you can see I . TEARAWAY is a Multiface poke finding utility much like the Insider, but much cheaper have all the major word processors . and in many ways much better. Cost £10.50 or £7.50 if you supply your own disc. covered. If you send me your reviews or

articles on disc or tape, I can print it . PRINT OUT Run by Thomas Defoe, 8 Maze Green Road, Bishop's Stortford, Herts, CM23 out my end. Don't forget to let me know . 2PJ. Print Out is another Bi-monthly fanzine and costs £1.10 or £6.60 for 6 issues. which word processor you have used. For . A fanzine for the more serious users of the CPC. They run Basic and Machine Code games reviews please keep them 1 A4 page . courses for both new and experienced users. Homebrew and PD games reviews, type-ins in size (if possible) and you don't have . and News. A very good read and well worth the asking price . (just like Play Mates) to use the rating system I use. If you

want and can get good screen shots and

want to lay out your own page do so. But . So there you have it a round up of other goods and services you may want to check when you send it to me, make sure it is . out. I can't vouch for all as I've not used them all, but some have been about for kept as flat as possible, so I can get a . ages so must be giving a good service still. The newer ones are getting good reviews good photocopy. If you fancy doing an . all over the place so they must be giving a good service also. I think you will find article on some subject or other may be . though it's these smaller CPC orientated enterprises, that will always give the best best to check with me first. Although I . service possible. They have to they won't survive for long if they don't. But please don't mind a bit of serious CPC stuff, I . don't spend all your money at once subscribing to all these clubs, I still want some don't want it to take over though. Well . of it for the next issue of Play Mates. See else where for the price of issue 6. there you are, a challenge for you. Can

you rise to this challenge ??????

..... EVEN MORE MICROSTYLE NEWS.....

Phil Craven of Microstyle has just let me know that he starting a Tape Swop Shop. He has quite a few tape games he no longer plays, and will swop them. There will be no charge except for the return postage, but be warned all games recieved will be tested, so don't try and off load your worn out tapes. For info contact Phil at the address in the GEN article above.

RAMPAGE-ACTIVISION/SEGA
reviewed by G.Smith

Fast Food. No, not the Dizzy kind but this time from the greaseburger emporium and the experimental food additives...

George, Lizzie and Ralph accidentally ate some of this and they're mad. They have turned into lizards, wolfmen and apes and this time you get to play King Kong. You take control of one of these animals and smash buildings with your hands. As far as I can see the aim of the game is to clear a screen of buildings whilst staying alive. You are in the meantime attacked by helicopters, tanks and soldiers taking pot shots from the buildings. You can also be bashed by your fellow monsters, especially if they're controlled by fellow humans. You see as there are 3 monsters there can also be 3 human controllers. These can also help and hinder because they can destroy buildings but their punches hurt. That's about it really. The game just goes from level to level and only stops when you die. However it's great fun especially when played in threes and is a game you will always come back to, especially when you have friends at your house.

Grafix-75% Large Sprites but small sprites are poorly detailed

Sonix-84% Wierd but good tune and bashing effects

Playable-79% Great fun to start with

Addictive-43% The first game is just the same as the next

Value-85% A budget multiplayer which is great fun

Overall-65% Although repetitive there is no other beat 'em up quite like it!

Single load-£2-99 budget tape only

ACTIVISION converted from SEGA original rereleased on budget label "HIT SQUAD" by OCEAN software and on compilation

Joystick/Keys/Keys

LASER SQUAD - By Blade Software.
Review donated by Crazy Stoat.

You, and an optional second player, take control of various groups of "that-hard" futuristic commandos, guiding them around differing scenarios, such as assassinating a galactic bad-guy, rescuing hostages, or destroying a space station occupied by renegade droids.

Each scenario is extremely detailed, and combined with the total control you have over each commando and his actions, ensures that the game has loads of long-term appeal. It's as complex and enjoyable as anything in the Amstrad market at present. Buy it, try it, love it.

 *
 * SJS GAMES REVIEW: KLAX : BY DOMARK SOFTWARE *
 *

I must admit that I have never seen this game in any arcade and that is probably just as well because it is one heck of an addictive game and although it is easy to play at first it soon gets extremely difficult.

The idea is to catch falling coloured tiles (that look remarkably like Spangles) and drop them onto a collection 'bin' to form Klax'es these can be straight lines of 3 (or 5 for more points.) of the same coloured tiles vertically or horizontally and a touch more difficult diagonally. There is also the X shaped Klax for a really big bonus. Once a Klax is achieved it disappears into the void that must be full of dead Klax'es and bottom rows of Tetris. It all sounds pretty straight forward and it is, but once it starts to speed up a bit it gets more and more frantic.

Your bat/paddle can only hold a maximum of 5 spangles uh, tiles and any that are missed get knocked off the drop meter which has a different threshold on different levels. If the drop meter gets to zero before you obtain the required number of Klax'es for the level it's the big game over time. Another twist is to flip the tiles back up the conveyer in a desperate attempt to hold off the inevitable. This however is strictly temporary as they only go half way back up before they are flying back down at you with a vengeance.

At the start of the game you have a choice of 3 different levels to start at which is always a good idea for this type of game. If only they had done that with Arkanoid I may have got past the dreaded level 3.

All in all it is a simple idea that makes for a great computer game every bit of concentration is needed to beat this turbo powered Tetris like game. If you don't have it get it, if you do have it, you do have it. I will more than likely see you when the funny little men in the white coats come to get us all. Oh no here they are now.....

Price		£10.99 Tape or £14.99 disc.
Graphics	60%	Clear game play, off putting sidedrops.
Sonics	70%	All that you need.
Value	90%	Not a multi loader !!!!
Addiction	90%	Very addictive indeed.
Overall	95%	Dynamic Domark do it again.

Astro Marine Corps (AMC) * Review by John Brown

=====

The place is the planet Dendar the first target of the Deathbringers, a bunch of criminals out to conquer the Galaxy. You are the Marine selected to be brought out of hibernation to deal with them .. so the story goes.

AMC is a smooth scrolling, colourful shoot em up from Dinamic the aim of which is to blast your way through 2 levels (8 zones) to finally capture the Deathbringers ship after killing their King. Once loaded it is possible to select keys or joystick and what I consider essential the ability to switch off the background music. The background also scrolls to allow you to see what lies ahead.

Select 1 and the action starts quickly as the Deathbringers approach from the right, the first ones are easily dealt with and there soon becomes available a pod which drops from above where your unmanned support ship is in orbit. These pods contain various items such as extra energy or firepower but be careful as the Deathbringers can on occasion alter the contents and give you a big surprise. There are hidden traps where man eating plants lurk and a pit monster which must be killed before you can jump over it. Once you have reached the end of level you come up against Krauer the Boss Man and he takes some getting rid of.

After receiving the Password you can progress to level 2 and the mayhem continues but the difficulty naturally increases the deeper into the levels you advance. After reaching the ship it is possible to teleport around until you find The Great Alien King and all you have to do is knock off his two heads to complete the game and save the Galaxy. Of course the King will not be too pleased with your intentions and will do his best to prevent it, breathing fire and shooting back.

The game has the right amount of difficulty for all types of players as beginners can get well into the game where the better players will need all their skills as they progress deeper. Because there are puzzles to be solved the interest is maintained and there are a few surprises awaiting you when you least expect them.

The blocky graphics could have been better done when compared with the likes of Mr Heli but the end of level guardians are huge and move very smoothly indeed. The "FX BIPLANE SCROLL" by Dinamic is also very smooth and uses parallex scrolling in two planes to give more depth. The sonics are good especially the explosions and there is a catchy tune for those that enjoy background music. You start off with five lives, each of which takes nine hits before loss, enabling you progress into the game easily and the gameplay will keep you coming back for more.

The packaging of AMC is simple though attractive, the instructions are clear and easy to follow containing playing tips essential for the completion of the game.

Shop around to get a good deal from the mail order firms and you will not regret adding this one to your software collection. I am not an avid games player but this is one game that I do play a lot and enjoy, always progressing that bit further and always coming back for more.

Graphics .. 80% .. Colourful but blocky. End of levels excellent.
Sonics .. 75% .. Tuneful theme music and good effects.
Gameplay .. 85% .. Suitable for all types of player. Lots of action.
Value .. 70% .. Shop around for better value.
Overall .. 80% .. A game you will not regret buying.

TIPS AND MAGIC POTIONS

Don't worry I don't know why I gave this page that title !
Just seemed like a good idea at the time ??

Right, here are some games tips from Gary Smith of Carlisle who also reviewed Rainbow Islands (also in this issue), so I would just like to say Thanks Gary.

Grand Prix Sim.

I myself find controls hard when defined as below ** However, if using a joystick try this

ACCEL	up	**	ACCEL	fire
DECEL	down	**	DECEL	down
RIGHT	right	**	RIGHT	right
LEFT	left	**	LEFT	left

A small tip but one that helps greatly

ZYNAPS

On level one move to the front of the screen and keep shooting and you should blast all of the waves of aliens easily.

ROCK STAR ATE MY HAMSTER

Do nothing but gig until you can afford the most expensive video and recording studio. Get the odd publicity stunt, then record your album. Try to include words like KISS, HITLER, HAMSTER, ARMPITS and FLUFF ,plus use exploding hamsters in your video. Get the most expensive video and release it, then get a successful publicity stunt and do it all again and you should get four platinum discs. Once you have got three, release your album.

SOVIET FIGHTER MIG 29

Stay low,move from left to right all the time. Get heat seekers straight away and as soon as the Helicopter appears launch one.You should then easily complete the game doing this. (I did !)

4 SOCCER SIMULATORS

Get the ball and zig-zag from left to right down the pitch. When you are challenged turn sharply past him but keep running down. Try not to shoot from an angle but try to shoot head on for more success.

FOOTBALL MANAGER

Sell player with rating of one and get five players every time you can. Bid considerably more than they are worth to secure them on your squad. I did and took Carlisle Utd. from division 4 to division 1,won the F.A. Cup 4 times and was League Champs twice.

WAR IN MIDDLE EARTH

Move all units to destination

DRAGON NINJA

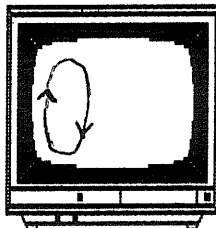
To defeat end of level baddies, hit them, they will jump to the other side of you, so turn as soon as they jump and you will be ready to hit them again. This does not apply to the one that multiplies him self.

SLAP FIGHT

Speed and then homing missiles are on the whole the best two weapons to have.

SPACE HARRIER

To avoid the trees (not the aliens and their fire) stick to one side of the screen, preferably the left,and move in the formation shown below.



RAINBOW ISLANDS-OCEAN/TAITO
reviewed by G.Smith

Look at all the cutesy games on arcade that never make it to the CPC. Mind you the track record isn't too good with the Wonderboy saga, New Zealand Story, Bubble Bobble, Crystal Castles. All of these could have been so much better. But now comes the sequel to one of the above, Bubble Bobble II, Rainbow Islands.

The game starts by dropping you in at the deep end at insect island with the former dinosaur star transformed into human form. Unfortunately Bob does not make an appearance and if he did on the arcade, he is sorely missed on the CPC. The idea of the game is to get to the top of each part of the island by jumping up the platforms and ultimately seeing each island before they are flooded. Take too long and water creeps up the screen acting as an unofficial time limit. Along the way are food and baddies such as cakes, beehives and spiders, the latter killing on impact. How do you avoid them? Kill them with rainbows, that's how. These magical items can be even meatier with red and yellow pots that can be collected along the way. These wonderful objects can also be used to pick up items and as platforms, fun on earlier islands and essential on later ones.

At the end of each level is the obligatory end of level guardian. These take the form of massive versions of the normal creatures you encounter. All in all this makes for a challenging game with four stages to each island along with seven islands and guardians to match. However, the guardians are easy once you know the secret of their defeat, and it's a multiload and the music is awful and sounds grossly distorted. However, this game deserves an award and it gets the top one.

Grafix-93% Colourful, clear and detailed

Sonix-34% awful, distorted, maddening tune, few effects

Playable-97% get a little further each time

Addictive-89% loadsa levels far far away

Value-81% lots of game for your money-if budget worth 100%

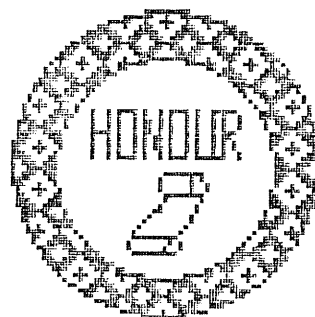
Overall-96% exiting every game but no Bob!

Multiload-£9.99 tape-£14.99 disc.

OCEAN software converted from the TAITO original coin-op sequel to Bubble Bobble, also by TAITO converted by FIREBIRD

Joystick/keys

The Gary Smith
Play Mates
Honour Award



MULTIFACE POKES - GIVE YOUR SELF THE UPPER HAND

Yes folks here we are back again by popular demand, I must thank John Brown, James Verity and Mark Riley for the pokes marked with their initials. Don't forget to press the " * " key before entering the poke on the ones marked with the " * "

GAME NAME	ADDRESS,POKE	EFFECT
CHUCKIE EGG (M.R) tape	9B5B,00	Inf. lives
CHUCKIE EGG (M.R) tape	9A85,C9	Faster game
PAPERBOY (M.R) tape	0399,XX	XX= No. of lives
A.M.C. (J.B) disc	876C,00	Inf. lives
INDY's LAST CRUSADE (J.B)	*2FDD,XX	XX= No. of lives
INDY's LAST CRUSADE (J.B)	*31AA,00	Inf. lives
INDY's LAST CRUSADE (J.B)	*2249,00	Inf. Whips (once collected)
TEMPLE OF DOOM (J.B)	9916,XX	XX= No. of lives
TEMPLE OF DOOM (J.B)	986D,00	Inf. lives
Both Indy's Last Crusade and Temple of Doom pokes work on the disc version of U.S. Gold's Indy collection.		
FIRE ANT (J.V) tape	9E75,XX	XX= No. of lives
FIRE ANT (J.V) tape	9C8F,00	Inf. lives
LEE ENFIELD SPACE ACE (J.V)	9859,00	Enemy don't shoot (disc)
HUNCHBACK II (J.V)	84F6,00	Inf. lives
HYDROFOOL tape	7575.C3	No rusting
DOMINATOR tape	0736,00	Inf. lives
THE VINDICATOR tape	1E11,00	Inf. ammo level one
THUNDERBIRDS disc	5732,C9	Inf. Time game 4
URIDIUM PLUS tape	0944,00	Do all
URIDIUM PLUS tape	0945,00	six pokes
URIDIUM PLUS tape	0946,00	to get
URIDIUM PLUS tape	0959,00	almost
URIDIUM PLUS tape	095A,00	total
URIDIUM PLUS tape	095B,00	invulnerability

WELL WELL PLAY MATES THAT'S ALL THIS ISSUE SEE YOU NEXT ISSUE

Here are some Multiface pokes from Julian "Crazy Stoat" Page

OPERATION THUNDERBOLT disc	18FF,00	INFINITE BULLETS
PIPE MANIA tape	1925,C9	SCREEN WON'T BLANK WHEN YOU PRESS PAUSE (DEL) SO YOU CAN PLAN AHEAD

**** MYTH - History In The Making ****
* By System 3 £9.99 tape £14.99 disc *

This game not only has an epic theme it is an epic game. The game is split in to four multi-load levels, yet each level is a game in it's own right. For some reason you are transported back in time and to make things worse you end up in Hell. So you have to work your way through Hell to be transported forward in time to the next level. The four time zones are Hell, Greek Mythology ,Norse Mythology and lastly a bit more up to date you are an explorer of an ancient Egyptian Pyramid.

On each level you have to find five teleport orbs,which once collected will make a teleport token appear some where on that level. Collect the token and then return to the start position (except on level 4) and press fire,to be teleported.

The first level is set in a cave full of hanging bodys,lava spitting blow holes both of which you must avoid or destroy ,plus dotted about are jars and chests which once opened (by kicking them) will leave behind such goodies as extra energy and fire bolts. Also by using fire bolts or your fists to kill skeletons they leave behind their heads, collect these as you will need them (about 12 of them actually).

Each level has it's own puzzles, dangers and weapons. Along the way you will have to fight a wide range of foe like -a Demon ,skeletons, Medusa, Hydra, Vikings, Odin, Mummies and King Tut to name but a few.

Graphically it may not be colourful, as it's a Spectrum port. But very much like Thunderbirds what colour there is used well. Plus the background and sprites are well drawn and animated. The colours short comings add to the games overall feel. Much like an old black and white war film looks more real than a newer colour one.

The Norse level I feel is the easiest and the Egyptian level the hardest. Yet overall I think the difficulty level is just right. You get five lives and three credits so finishing level one should be your first day target.

I first saw rave reviews ,tips and maps for the C64 version and rushed out and bought the CPC version. Only to find that it's almost a different game, the same in name and general plot only. But that said the CPC version is just as good and deserves just as many rave reviews. If you shop around you may be able to pick up a copy of Myth at an even better bargain price,if so snap it up quick.

.....

GRAPHICS	80%	a Spectrum but atmospheric port
SOUND	60%	some good sound effects but no tune
ADDICTIVENESS	80%	you will find it hard to stop playing the game
PLAYABILITY	80%	few moves but no time limit to make you rush
VALUE	85%	four games making one epic adventure
OVERALL	85%	I just can't wait for a sequel

**** SOLVE THE MYTH-TERY AND MAKE HISTORY ****

.....

Myth Multiface pokes for the disc version (may also work for the tape version)
press SPACE to pause the game before using the Multiface to stop game crashing

886d,00 Inf. Credits .. 1401,a7 Inf. Lives level one

MR. HELI

Publisher: Firebird
Price: 9.99 cass 14.99 disk
Reviewed for Play Mates by James Verity

When I saw the review in Amstrad Action, I thought, I wonder if it's as bad as they say it is? When I read the reviews in magazines I mainly go by the screen shots and not the review because the magazines tend to be biased to the software house that has the most adverts and not being informative to the person who is buying the magazine.

I had a devil of a job getting a copy of MR. HELI on disk, due to the fact W.H. Smiths in our area, most often than not gets games 2 or 3 months after they were originally on sale in other parts of the country.

When it arrived I loaded it up, and to tell you the truth I was well and truly shocked, were my eyes deceiving me or what? The screen was colourful and the graphics were absolutely brilliant, I could have even thought Firebird had gone stark raving mad or just done the conversion properly. By converting the humble CPC version from an ST or Amiga, and not what a lot of the other software houses were doing and just chucking the code from a Spectrum not even bothering to add a touch of colour.

With the brilliant three channel music blasting out of the speaker at the side of my computer I started to play. The game looks fairly simple to start with but I soon found out that this was not true, as you have to blast bits of rock out of the walls which then turn into crystals which get converted into money. Other rocks have extra missiles, bullets and energy to help you on your way. When you think you've just completed the first level after killing the little end of level guardian, you're shocked to find that you're only half way into level one. If you get to a big one eyed armour plated lobster then and only then are you near the end of level one.

MR. HELI is a multi-load so if you're like me and put all your tape games onto disk when you buy them you can forget it, if you want it on disk you'll have to buy the disk version, cos the tape won't go, not even with a black box of tricks.

The graphics are every bit as good as the screen shots on the inlay, and the music which you can have playing throughout the game is smashing. Makes you wonder why other software houses don't go to this effort, and make buying games more enjoyable and not just another letdown. If you enjoy a good blast after a hard days work and like something pleasing to watch as well as to listen to, then this game is for you.

RATING: 9 out of 10 OVERALL: Fantastic

FIRST PLAY TARGET: get to the one eyed lobster

Multiface Cheat Disk Version: 0f48 c8
which gives 200 lives (carried through all levels)

.....
Here is a little bit of advice from James Verity about the Art Course in issue 3

On the ART COURSE by J. Garside here's a little suggestion, instead of using tracing paper try using acetate (clear plastic, Agfa copyproof film or overhead projector sheets) should cost about 65p from a good stationers. More expensive than tracing paper but a lot easier to see through.
.....

W.A.C.C.I. * The Article * by John Brown

=====

The Worldwide Amstrad CPC Users Club, established in 1986 and better known as WACCI, is open to all CPC users or anybody else who fancies joining. It has recently opened its doors to PCW users which is not as funny as it may seem because both PCW and CPC use CP/M, 3" disc etc and there is therefore a lot of relevance in linking the two machines.

WACCI offers its members help, hints, tips, a Software (FSW) Library with a Public Domain section and Homegrown Software section as well as producing a monthly fanzine. WACCI can also offer discounts on items of software and hardware including some items to which it has exclusive rights.

The libraries contain all kinds of software so there is something in them for everybody and with copying charges of 4p per K (4 pence per Kilobyte) it is cheap to purchase. It is also possible to save money by ordering software by the Disc rather than individual programmes. The software in the PD section is for use under CP/M and contains such goodies as NEWSWEEP and DU, essential for any CP/M user. The Homegrown stuff is NOT PD and has been donated by various members and contains games, utilities etc.

The fanzine, of about 36 pages, is written lightheartedly with sections on programming in various languages, comms and the like as well as a large letters section which always makes good reading. There are software and hardware reviews but one thing that is missing are games reviews, these being left to the glossies like AA.

There are other User Groups around (see Carls views on UAUG in his second Newsletter) most of them offering much the same facilities as WACCI. The main advantage of User Groups is that the CPC is ensured of survival within them and they give their members access to help that is not always available from other sources. CPC users should communicate and WACCI's friendly approach offers an excellent vehicle for this.

Annual Subscription to WACCI is £18.00 but it is possible to just receive the current issue of the fanzine for £1.50, remember to ask for the FSW list as well. If you are a CPC and PCW owner then this is the group for you, if you just own a CPC then why not give WACCI a try anyway, I am sure you will be pleased with the response.

For further information write to ..

WACCI UK,
9 South Close,
Twickenham,
Middlesex.
TW2 5JE

Alternatively Telephone 081 898 1090

In issues 2 and 3, I did a feature on Mail Order companys. One company I really liked was Software City. Here is the story of my latest dealings with this company. Way back in May or June they advertised in Amstrad Action a collection on disc called EDITION ONE. I ordered it and the tape of Wonder Boy. I got Wonder Boy with in the week but no Edition One. In the next Amstrad Action the Edition One collection had been withdrawn from their advert. I rang them and was told that Virgin had delayed the release of that collection. It is now late October and I've just recieved my copy of Edition One. Wow ! your're thinking what is there to rave about ? Well in all the time I waited, Software City did not cash my cheque. So in effect I've had Wonder Boy free for about 4 months. If you want good service if the games are in stock, or cheques not cashed until your orders are complete, contact Software City, Lichfield Passage, Wolverhampton, WV1 1DZ.

While I'm on the subject of Alan Scully and his P.D. Library. I can tell you of this issues competition. Alan has set 3 questions for you to answer. All you have to do (apart from answer the questions) is send a disc to Alan, and he will return it to you with some P.D. he has selected for you. Plus the winner of the competition will get a £5.00 voucher to spend in the library. The P.D. every one will get is the latest list of what is available in the library plus some demos on side 1 and some utilitys and games on side 2. P.D. by it's very nature is very cheap but now you can get it even cheaper even if you don't win the voucher you will still be a winner. Here are the questions.....

- 1 - What is the name of the best P.D. Library in the universe ?
 - 2 - What is the name of this newsletter and which Playmate produces it ?
 - 3 - What does P.D. stand for ??
- Don't let me down folks, give this competition a try, you may just win.

All the users of the Bonzo discs will already know just how great Colin's BSM and Blitz discs are. Now that Colin is leaving blighty forever the discs will be sold by Microstyle (see advert below). Colin has asked me to say on his behalf thanks to all those who helped and supported him over the years. Also a big thanks to all who sent best wishes to him and the cats in their new life in Canada.

Other news Colin wants to pass on is how the sale of no longer needed stuff went. Well the discs all went by 16th Oct and the Rombo gear and 3.1/2 disc drive went very quickly. Most books went but no takers for the archaic computers. The Romblower stuff wasn't sold, Colin says it should have read £30 not £50. There is just enough room left for me to say on your behalf ,good luck Colin we will all miss you. If you ever want to return to the fold your're welcome at any time. I just hope I can keep you as well informed as Colin did. Ciao Colin.

P.D. CLIP ART

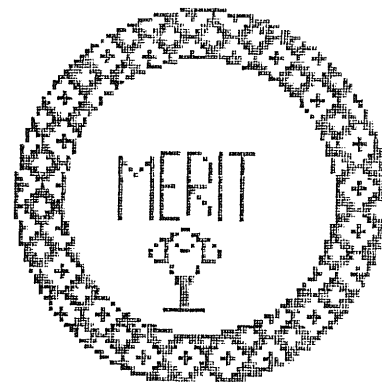
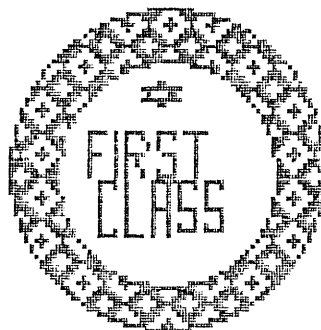
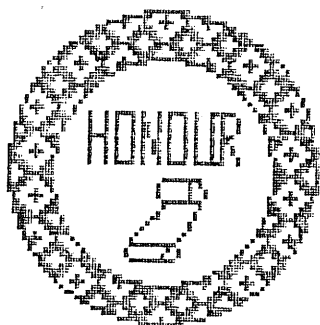
In issues 1,2 and 3 I told you about some Stop Press Clip Art done by James Garside and how to buy it. In issue 4 I told you of some P.D. Clip Art that could be got from Scull P.D. Well now the two have joined forces. Alan Scully has told me that James has donated two of his eight pages to the Scull P.D. Library. So if you want a cheaper way to sample James's work contact Scull P.D. at 119 Laurel Drive, East Kilbride, Glasgow G75 9J6 or ring (03552) 24795. If you want to get the other 6 pages from James Garside write to "Taliesin", Rhodfa Anwyl, Rhuddlan, LL18 2SF. In both cases you will have to supply your own disc. The price of P.D. pages is £1.00 and the last time James told me, his other pages are £3.00. But I can't remember if thats per side (2 pages) or per disc (4 pages) it would be best to write and confirm details direct with James. What ever the price is believe me it is worth it, as you will also get some extra fonts as well. So hurry and order yours now and may be James will do some more (I hope.)

★
FREE SOFTWARE
★

<p>IT'S TRUE! With every 3.5" disc drive we give you MAXIDOS and PROCOPY on disc. These TWO major programs, previously £13.75 each but now together on 1 disc (see this ad) are yours absolutely free when you purchase one of our 3.5" drives. Not only do we offer you the lowest cost B drive for the CPC, by a long way, but now we offer you MAJOR SOFTWARE.....FREE????? It's more than this old heart can bear.....(sigh)</p> <p style="font-size: 1.5em; font-weight: bold; text-align: center;">3 1/2" DISC DRIVE ONLY £79.95</p> <p>800K STORAGE PER DISC PLUS £3 CARRIAGE</p> <p>We take the best (TEAC) drive available, house it in our sleek 4" x 6.75" x 1" high off-white steel case, we add a power supply and cable to offer you the most compact, sturdy and reliable, ready-to-use 2nd drive for your CPC. When used with ROMDOS, RAMDOS or RODOS you can store around 800k on each 3.5" disc - without turning it over! But we don't just offer you the best drives, that would not be good enough for us - we offer you the best price too! No other 3.5" drive even gets close.</p> <p>Please state CPC model. Trade enquiries welcome.</p>	<p style="text-align: center; font-weight: bold; margin-bottom: 5px;">MAXIDOS £13.75</p> <p style="text-align: center; font-size: 0.8em;">THE MOST COMPREHENSIVE & EFFECTIVE GENERAL DISC UTILITY AVAILABLE FOR THE CPC</p> <p style="text-align: center; font-size: 0.7em;">* * fully compatible with RAMDOS, ROMDOS, AMSDOS and CPM formats! * *</p> <p><small>COPY files or discs at lightning speed; VERIFY discs; RESURRECT erased files; FAST FORMAT in Amdos/Ramos/Romdos, IDENTIFY disc format. CAT shows all files (PC erased ones) with optional status-address/length/etc details; alter USER AREAS, make system (invisible) or read only, DISPLAY or PRINT files...AND MUCH MORE!</small></p> <p><small>BEST SECTOR EDITOR EVER for the CPC. All standard editing facilities PLUS: File mapping - lists locations of files on disc to screen or printer; auto step by step movement through a file, string and byte search through file or whole disc. Compatible with all above formats!</small></p> <p><small>FILE ARCHIVER Save disc space by backing up discs to tape - variable baud rates (1000-3000). Very easy to use.</small></p> <p><small>SPEED UP YOUR DISCS! The unique OPTIMIZE physically re-arranges your 'crowded' discs, making them load up to 50% faster.</small></p> <p style="font-size: 0.7em;">* I can heartily recommend this product! Richard Sergeant - CPC USER</p> <p style="text-align: center; font-weight: bold; font-size: 0.8em;">NOW SUPPLIED WITH CPC PROCOPYFREE !!!</p>																
<p style="font-weight: bold; margin-bottom: 5px;">BONZO SUPER MEDDLER £13.75</p> <p style="font-size: 0.7em;">* A REAL ALTERNATIVE to a Multiface II BLACK BOX*, AA Jan '89 *The best TAPE TO DISC transfer utility available*, WACCI 6/88 Now Includes Bonzo's Hackpack</p> <p style="font-weight: bold; margin-bottom: 5px;">BONZO BLITZ£13.75</p> <p style="font-size: 0.7em;">Now includes: 4 (yes 4!) NEMESIS ADVENTURES PLUS: BONZO'S DODDAH: 203K FORMAT and much more BONZO BLITZ - ULTRA TRICKY TAPES TO DISC. 'HIGHLY RECOMMENDED' WACCI 12/87</p>	<p style="font-weight: bold; margin-bottom: 5px;">PC-CPC-PC FILE TRANSFER</p> <p style="font-size: 0.7em;">Moonstone's 2 IN 1, the Rolls Royce of PC/CPC file transfer utilities, not only allows the transfer of files between the CPC and PC by copying to and reading from PC discs but it also allows the same data discs to be used in both machines. Format, copy, cat, etc. PC discs on your CPC. Full range of utilities - fully menu driven.</p> <p style="font-weight: bold; margin-bottom: 5px;">now only £24.95</p> <p style="font-size: 0.7em;">*Quite simply, it knocks the competition into a cocked-waste paper basket!*</p>																
<table style="width: 100%; border-collapse: collapse; font-size: 0.8em;"> <tr> <td style="padding: 2px;">64k DKtronics RAM PACK.....</td> <td style="text-align: right; padding: 2px;">38.99</td> </tr> <tr> <td style="padding: 2px;">RAMDOS (disc)</td> <td style="text-align: right; padding: 2px;">24.95</td> </tr> <tr> <td style="padding: 2px;">ROMDOS (rom) - includes Ramdos</td> <td style="text-align: right; padding: 2px;">29.95</td> </tr> <tr> <td style="padding: 2px;">3.5" DISCS</td> <td style="text-align: right; padding: 2px;">10 for 7.50</td> </tr> <tr> <td style="padding: 2px;">.....or 30 for 20.00</td> <td></td> </tr> <tr> <td style="padding: 2px;">3" DISCS (Maxell).....</td> <td style="text-align: right; padding: 2px;">10 for 20.00</td> </tr> <tr> <td style="padding: 2px;">3.5" DISC BOX lockable, holds 40....</td> <td style="text-align: right; padding: 2px;">7.00</td> </tr> <tr> <td style="padding: 2px;">PRINTER LEAD 6'.....</td> <td style="text-align: right; padding: 2px;">8.00</td> </tr> </table> <p style="font-weight: bold; margin-bottom: 5px;">FANTASTIC REDUCTIONS!</p> <p style="font-size: 0.7em;">DDI-1 - 454 1st disc drive OUT OF STOCK FD1 - 2nd drive all CPCs£64.95 Please add £3 carriage. While stock lasts.</p>	64k DKtronics RAM PACK.....	38.99	RAMDOS (disc)	24.95	ROMDOS (rom) - includes Ramdos	29.95	3.5" DISCS	10 for 7.50or 30 for 20.00		3" DISCS (Maxell).....	10 for 20.00	3.5" DISC BOX lockable, holds 40....	7.00	PRINTER LEAD 6'.....	8.00	<p style="font-weight: bold; margin-bottom: 5px; text-align: center;">NEW 32K RAMROM - £13.95!!!</p> <p style="font-size: 0.7em;">The latest addition to our range is a little gem. It is 32k of RAM which can be loaded with 1 or 2 (yes two!) ROM programs. After which it behaves exactly like 1 or 2 ROMs. It plugs onto the computer so a romboard isn't needed. You can select a rom slot for each 16k bank or choose to have both banks on the same slot switching between them at will. Complete with through connector and type-in software. It is now available for an amazing £13.95. Send 5 a/e for fuller details or a cheque to get yours now.</p> <p style="font-weight: bold; margin-bottom: 5px; text-align: center;">UPGRADE YOUR 64K RAM TO 256K ONLY £29</p> <p style="font-size: 0.7em;">Now your 64k Ram can contain a massive 256k. Just send us your pack with a cheque for £29 and in a few days we will return it to you with a full 256k ramble. Your existing software will operate on the increased memory.</p>
64k DKtronics RAM PACK.....	38.99																
RAMDOS (disc)	24.95																
ROMDOS (rom) - includes Ramdos	29.95																
3.5" DISCS	10 for 7.50																
.....or 30 for 20.00																	
3" DISCS (Maxell).....	10 for 20.00																
3.5" DISC BOX lockable, holds 40....	7.00																
PRINTER LEAD 6'.....	8.00																
<p style="text-align: center; font-weight: bold; margin-bottom: 5px;">EPROM PROGRAMMER only £30 inc. p&p</p> <p style="font-size: 0.7em;">Transfer your favourite programs (Basic/Machine code) onto rom. Programs 8k, 16k, 21k and 121/2k eproms. Powerful but easy to use software, rom to rom copy, editing, verification, single byte or block programming.</p> <p style="font-size: 0.7em;">Blank 16k eproms ... £3.50 each or 5 for £15.00</p>																	

MICROSTYLE

DEPT. AA, 212 DUDLEY HILL ROAD, BRADFORD, W. YORKS BD2 3DF. Tel: 0274 636652 (after 8pm).
Prices include VAT and carriage unless otherwise stated.



Gary Smith who has reviewed Rainbow Islands in this issue, has designed three awards. Much like the Master Game and Rave's in Amstrad Action. The HONOUR Award for games that score 90% - 100% (overall), the FIRST CLASS Award for games that score 80% - 90% and last of all the MERIT Award for games that score 70% - 80%. Now I must admit to wanting to use the space they take up for other things, but if you want me to use them let me know.

.....

DO YOU HAVE THE BOULDER DASH CONSTRUCTION KIT ???

Mark Riley has had quite a good idea (better have a rest now Mark) and that is, if you have the Boulder Dash Construction kit and have made up and saved your ideas, how about swapping with others. Please note I don't mean to swap the game, just your own constructions. This idea can be expanded to other games that have construction kits like Molecule Man and Macadam Bumper. I don't know if these saved games and constructions are covered by Copy Right but if not may be one of the PD liabrys may want to make up a selection of them. So if you want to swap your Boulder Dash files contact Mark, his address is.....

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

As for other games, if you drop me a line, I'll inform fellow readers of what game files you want to swap and your address or phone No.

.....

Tony Walker of Preston is offering help with the following things.....
COMMUNICATIONS, PROTEXT, PROSPELL, PROMERGE PLUS, CP/M PLUS, ROMS and
ROM BLOWING and BONZO DISCS. You can contact him daytimes and evenings
on 0772-700440 or on Prestel Mbx 772700440.

.....
Trevor Cattermole is offering help with programming problems including
Machine Code and ROM's, also Bonzo Meddler help. Trevors address is....

24 CROMWELL ROAD, COLCHESTER, ESSEX, CO2 7EN

.....
If you have any pen friends in Australia, and you want them to see
just how good Play Mates is (well I like it) get them to write to
Colin Boswell 62 Marmong Street, Marmong Point. 2284, N.S.W.

I have made a deal with Colin, so that he copies and sells Play Mates
down under. It saves me Air Mail postage and makes it a lot easier for
me and our CPC friends in Australia.

Gary Smith (mentioned above) is selling a tape with 40 working pokes.
If you fancy a copy send a 60 minute tape and £1.00 to this address,
RIGGMOOR COTTAGE, BLACKFORD, CARLISLE, CUMBRIA, CA6 4EQ. Gary says the
pokes are a mixture of collected and brand new pokes. TAPE ONLY.

Shops lobby for £1 increase in cassette prices

A VIEW POINT

GAMES BUYERS FACE BUDGET PRICE RISES

This article was lifted from a recent issue of New Computer Express.

This issue of budget price rises, should have been covered by now, by A.A and A.C.U but I would just like to add my two pence worth if I may.

Speculation is growing that a number of top games software publishers are considering a £1 price hike for their budget games.

At present most budget games cost £2.99. However some publishers, distributors and dealers feel this price does not leave enough room for worthwhile profits.

At present the debate is occupying the minds of senior business people in the software trade - most budgeteers have yet to come to a decision.

Last week though the National Association of Computer Retailers called for a new price point of £3.99. The dealers say they are not making enough money from low cost software. This follows the liquidation of a number of software retailers during a poor summer. Dealers are also blaming inflation rates and the new business tax.

Chairman Vic Purnell told Express: "It's unfair in this financial climate. Budget games make up about 80 per cent of our business but we're not really making any money from them. That's no good for games players. If we're not making money we might as well give up and then there will be nowhere to buy software. This is in the interests of consumers and those of us in the trade."

Not surprisingly software publishers are not keen to commit themselves yet although it is understood that a few major players will be making announcements of



• Budget scene: cheap software prices going up?

price increases in the near future.

At Kixx - US Gold's label - Roger Swindells said no action would be taken as a response to the dealer requests. He said that any decision would be "our business". "We'll be making announcements at the leisure show and until then we've no comment to make," he said.

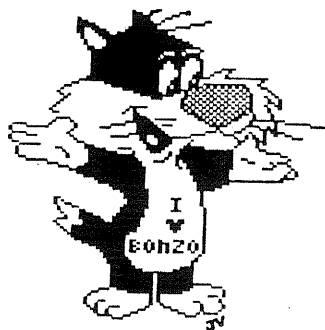
At Encore, boss Steve Wilcox said he would be discussing the matter with trade partners and "looking carefully at the situation".

Mastertronic's budget product manager Andrew Wright commented: "I'd like to see a new price but we'll have to wait

and see what our competitors are doing. We also have to decide whether or not the consumer will tolerate such a price rise." He said any hike would not affect old games which would stay at £2.99. Some are still priced at £1.99.

Cult's Tony Huggard and CodeMasters' Mike Clarke both felt the £2.99 price was fair to everyone. Nevertheless, trade sources insist that prices will be forced up before Christmas.

But any changes will not be a concerted industry wide effort. It is illegal for any business associations to fix prices. ■



GO AHEAD ! ... MAKE MY DAY ORDER ISSUE 6 NOW

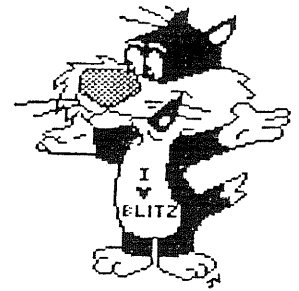
Yes folks order your issue 6 of Play Mates now ! Only trouble is I have to raise the price, because I can no longer do copies at work. I am toying with the idea of hiring my own photocopier. It will mean that although cheaper than using high street print shops, it will still cost me more than at the moment. So to the new price of Play Mates, it will be 70p plus your own A5 or bigger stamped addressed envelope (30p stamp). Or if I supply the stamped envelope it will cost £1.10. I know this is quite a hike in price and some may no longer wish to get Play Mates, but even at this price I am subsidising the cost a bit.



For the good folk who have already paid for issue 6, you will still get your issue 6. I would not refuse the extra 40p if you sent it though.



Bonzo's Litter Tray...



The Bonzo Bulletin section of Play Mates

Well then Play Mates here we are, with my first attempt at covering Bonzo Super Meddler and Bonzo Blitz News. I can't hope to match Colin's high standards and ready wit, but believe me I'll give it my best shot. Colin has done a few bits for this issue and I hope will do more before he leaves for Canada in the spring. So lets jump right in at the deep end and start with two bit of transfer news I added to issue 4 and you may have missed because it was part of the review of the game.

OPERATION HANOI by Players Option 1 the levels copy to and run from disc
FOOTBALL MANAGER WORLD CUP EDITION by Addictive Option 1

Right then here is all the latest news that I have at the moment

OPTION ONE

Havoc by Players...Star Wars by The Hit Squad (same as original)...Amstrad Action's Ironman demo and Tau Ceti freebie...Chuck Yeagers Advanced Flight Trainer (needs loader) . Deadly Evil by Players both the 464 and 6128 versions...Splat (a really old game)...

OPTION 2X

Kentucky Racing...

OPTION 10A

Last Duel...

BLITZ

750cc Grand Prix by Codemasters (Detects)...Mikie by The Hit Squad (Blitz 6)...Hot Rod (Blitz 6)..

8K SECTOR COPIER/DECODER as featured in the last Bonzo Bulletin Chase HQ disc by Ocean...

The only thing left to add is a game called Encyclopedia Of War-Ancient Battles by RT Smith, which Gary Gimbert said is an Option 1 transfer but won't load from disc unless he uses Pyradev. What is needed is a special loader to be written. Also the transfer uses one whole side of a disc as it's 2 tapes using all 4 sides (ouch!). Gary loads CCL.BIN into Pyradev and if he wants to run other levels changes them to HYDASPES.S. I hope this makes sense to some one because it's got me lost.

Not much news I must admit, but I hope there will be more next issue. Once you've all opened your Christmas presents and found all those games you wished for (and a few you didn't!). Don't forget though if you don't tell me of transfers I can't add it to Play Mates at all. So Hurry issue 6 will most likely be out early Feb 1991.

More news from Colin via Nigel Mells

.....	
Oriental Games by Mirco Style	OUT NOW
Rick Dangerous 2 by Micro Style	OUT NOW
The Champ by Linel	IMMINENT
The Spy Who Loved Me by Domark	OUT NOW
Wheels On Fire by Domark	IMMINENT
Teenage Mutant Hero Turtles by Image Works	OUT NOW.

Here are some Multiface pokes for the disc version of Rick Dangerous 2.

85C2,00	Inf lives
9131,00	Inf Gun Shots
96D3,00	Inf Bombs

=====

Greetings !

From the depths of Barnet, gateway to sin city, came this jolly little simulator that transferred with OPTION 1. No amount of fiddling, swearing and praying could persuade the thing to run from disc. The filenames had been stripped from the loader, and the length of filenames altered to zero ! This means that tape-wise the thing loads the next file - but as there ain't no such thing as a next file on disc, it wouldn't run from disc. All that is needed is to load the loader in [AFT.BIN], stuff it full of the right information, and for the sake of looking good change the message that says TAPE VERSION to something more apt. Here it is then, annotated. Just what the Pope does said Simon !

Bonzo's
Litter Tray...

```
10 REM: LOADER FOR OPTION 1 TRANSFER OF CHUCK YEAGERS AFT. / ***DO BOTH SIDES !***
20 REM: Files are - AFT.BIN - TITLE.SCR - CASCODE0.BIN - BJ.BIN - CASCODE1.BIN -BD.BIN
30 REM: PLUS SIDE 2 FILES CASCODE1.BIN -BD.BIN
40 MEMORY &3FFF:LOAD"AFT.BIN",&4040:CLS:PRINT"PART 1 or PART 2 [ 1 or 2 ] ?"
50 IF INKEY(64)<>-1 THEN 60 ELSE IF INKEY(65)<>-1 THEN side=2 ELSE 50
60 FOR X=&4000 TO &400E:READ A$:POKE X,VAL("&"+A$):NEXT
70 FOR X=&4090 TO &4098:READ A$:POKE X,VAL("&"+A$):NEXT:POKE &4294,&90:POKE &4295,0:POKE &4297,9
80 FOR X=&40A0 TO &40AB:READ A$:POKE X,VAL("&"+A$):NEXT:POKE &404D,&A0:POKE &404E,0:POKE &4050,&C
90 FOR X=&40B0 TO &40B5:READ A$:POKE X,VAL("&"+A$):NEXT:POKE &4064,&B0:POKE &4065,0:POKE &4067,6
100 IF side=2 THEN POKE &40B1,&44:POKE &40A7,&31
110 FOR X=&4432 TO &4435:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &BBFF:CALL &4000
120 DATA F3,21,40,40,11,40,00,01,B0,05,ED,B0,C3,1D,02
130 DATA 54,49,54,4C,45,2E,53,43,52
140 DATA 43,41,53,43,4F,44,45,30,2E,42,49,4E
150 DATA 42,4A,2E,42,49,4E,44,69,73,63
```



THE BIG 6128/EXPANDED BUST

Sorry about this, 464 and 664 unexpanded owners. From the same murky source came a tape of KICK OFF II, that refused to listen to pleadings. Considering that it writes code all over the place - hardly surprising ! Some of it is undoubtedly padding. Sorting the padding is tricky - but you can still get it up and running on a fat machine with a good old fashioned BIG BUST - Simon prefers to call it a Jane Russell.



```
1 REM: KICK OFF II - TRANSFER FOR 6128's or EXPANDED MACHINES ONLY.
10 REM: BONZO DUNNIT. : TAPE IN PLAYER, DISC IN DRIVE.
20 MEMORY &72c7:MODE 1 :FOR X=&72c8 TO &744d:READ A$:Y=VAL("&"+A$):CS=CS+Y:POKE X,Y:NEXT
30 IF CS<>42358 THEN PRINT"Simon's still at it - ERROR IN DATA !":END: ELSE CALL &72c8
100 DATA f3,21,d8,72,11,e0,01,01,00,02,ed,b0,c3,e0,01,00,f3,2a,38,bd,22,62
110 DATA 02,01,c5,7f,ed,49,21,51,02,11,00,40,01,10,01,ed,b0,01,c0,7f,ed,49
120 DATA cd,37,bd,06,00,11,00,80,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,f3,21,19
130 DATA 02,22,5d,80,c3,00,80,f3,01,c4,7f,ed,49,21,00,80,11,00,40,01,00,40
140 DATA ed,b0,01,c5,7f,ed,49,21,00,c6,11,00,46,01,00,3a,ed,b0,f3,31,fe,bf
150 DATA 21,00,40,11,60,be,01,10,01,ed,b0,01,c0,7f,ed,49,c3,60,be,f3,d9,01
160 DATA 89,7f,ed,49,d9,21,70,be,e5,e5,cd,44,00,21,00,00,7c,e6,3f,67,22,81
170 DATA be,d9,cb,91,ed,49,d9,cd,00,00,cd,58,bf,21,57,bf,34,06,07,21,51,bf
180 DATA 11,00,03,d5,cd,8c,bc,e1,11,00,7d,01,00,00,3e,02,cd,98,bc,cd,8f,bc
190 DATA 00,3e,c9,32,a5,be,01,c4,7f,ed,49,21,00,40,22,90,be,22,98,be,cd,86
200 DATA be,01,c5,7f,ed,49,cd,86,be,21,e0,be,22,90,be,22,9b,be,21,88,00,22
210 DATA 98,be,21,57,bf,36,30,06,06,cd,8c,be,c3,00,00,cd,58,bf,21,57,bf,34
220 DATA 21,51,bf,06,07,11,00,03,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9
230 DATA 32,fa,be,01,c4,7f,ed,49,21,00,40,22,ed,be,cd,e3,be,01,c5,7f,ed,49
240 DATA cd,e3,be,f3,21,00,40,11,00,c0,01,00,40,ed,b0,21,30,bf,11,00,c0,01
250 DATA 40,00,ed,b0,c3,00,c0,01,c4,7f,ed,49,21,00,40,11,00,80,31,fe,02,01
260 DATA 00,40,ed,b0,01,c0,7f,ed,49,21,a4,01,22,39,00,c3,aa,51,53,4f,43,43
270 DATA 45,52,30,21,ff,ab,11,40,00,0e,07,cd,ce,bc,c9,00
```



PLAYMATES

ANCO

DETECT FOR BONZO SUPER MEDDLER ?

=====

A couple of months back a binary file serving as a DETECT for BSM OPTIONS arrived at BONZO TOWERS. All the work of Rob Scott from far south. As it was it was excellent, but lacked the virtue of being in a form where many meddlers could up-date and change it as required. So we set to work to create a basic file along the lines of the BLITZ DETECT. Now you can meddle with it to your heart's content. It may already be on your up-dated BSM disc, so just note the statement in line 360 here, and change line 250 on your BSM version. Much credit is due to Robert who persisted with this until we took notice !

```

10 REM: Derived from a file written by ROBERT SCOTT - SECRETSOFT.
20 MEMORY &3fff
30 bb$="  BONZO'S HAIR-RESTORER  ":MODE 1:LOCATE 7,1:PEN 2:PRINT bb$:PEN 1
40 LOCATE 1,8:PRINT"This will try to establish the correctOPTION to use from BSM."
50 PRINT:PEN 2:PRINT"Derived from a file written by..... ROBERT SCOTT - SECRETSOFT."
60 PEN 1:PRINT:PRINT:PRINT"Just put a fully rewound game tape intoyour Cassette Player";
70 PRINT" and Press any Key.":CALL &bb18
80 MODE 1: DIM WHAT$(17)
90 OUT &f600,0:FOR X=&be80 TO &becb:READ A$:POKE X,VAL("&" +A$):NEXT:FILENAME$=""
100 RESTORE 520:FOR X=1 TO 17:READ WHAT$(X):NEXT:INK 0,0:INK 1,26:INK 2,0:INK 3,0:BORDER 0
110 CALL &be80
120 IF PEEK(&bea3)=0 THEN 140:ELSE CLS:PEN 1:PRINT"Read error, rewind and try again....."
130 OUT &f600,&10:CALL &bb18:CALL &bbff:CALL &bb4e:CALL &bc02:RUN 30
140 CLS:INK 1,0:file=PEEK(&bea1)+256*(PEEK(&bea2))
150 LOCATE 1,5:FOR X=FILE TO FILE+15:FILENAME$=FILENAME$+CHR$(PEEK(X)):NEXT
160 PRINT"  FILENAME          :  ";FILENAME$
170 PRINT:PRINT"  FILETYPE          :  ";T=PEEK(FILE+18)
180 IF T=0 THEN A$="BASIC":GOTO 210: ELSE IF T=1 THEN A$="BASIC [Protected]":GOTO 210
190 IF T=2 THEN A$="BINARY":GOTO 210: ELSE IF T=3 THEN A$="BINARY [Protected]":GOTO 210
200 A$="ASCII - or Special"
210 PRINT A$
220 START=PEEK(FILE+21)+256*(PEEK(FILE+22)):PRINT:PRINT"  START ADDRESS      :  ";
230 PRINT"&" +HEX$( (START) ,4)
240 LENGTH=PEEK(FILE+24)+256*(PEEK(FILE+25)):PRINT:PRINT"  LENGTH OF FILE      :  ";
250 PRINT"&" +HEX$( (LENGTH) ,4)
260 EXEC=PEEK(FILE+26)+256*(PEEK(FILE+27)):PRINT:PRINT"  EXECUTION ADDRESS  :  ";
270 PRINT"&" +HEX$( (EXEC) ,4)
280 LOCATE 1,18
290 DATA cd,37,bd,21,80,bf,11,00,40,06,00,cd,77,bc,30,0d,22,a1,be,cd,7d,bc,30,05
300 DATA af,32,a3,be,c9,3e,63,18,f8,00,00,00,f3,21,ff
310 DATA 3f,23,7c,fe,48,28,19,3e,c3,be,28,07,3e,cd,be,28,02,18,ee,23,3e,a1,be,20
320 DATA e9,23,3e,bc,be,20,e3,af,32,cb,be,c9,00
330 IF T<2 AND PEEK(file+25)>64 THEN TYPE=16:GOTO 490:ELSE IF T<2 THEN TYPE=1:GOTO 490
340 IF T>3 THEN TYPE=8:GOTO 490
350 IF PEEK(FILE)=46 OR PEEK(FILE)=45 THEN TYPE=9:GOTO 490
360 IF EXEC>&39ae AND EXEC<&3a45 THEN TYPE=3:GOTO 490
370 IF EXEC=&37c1 THEN TYPE=11:GOTO 490
380 IF EXEC>&320f AND EXEC<&3251 THEN TYPE =11:GOTO 490
390 IF EXEC=&4005 AND START<>&4005 THEN TYPE=5:GOTO 490
400 IF PEEK(FILE)=42 AND PEEK(FILE+1)=42 THEN TYPE=14:GOTO 490
410 IF START=41472 THEN TYPE=6:GOTO 490
420 IF PEEK(FILE)=32 AND PEEK(FILE+1)=42 THEN TYPE=7:GOTO 490
430 b=&cd:c=&cd:d=&d:e=&bd:GOSUB 680:IF x=0 THEN TYPE=10:GOTO 490
440 b=&cd:c=&c3:d=&a1:e=&bc:GOSUB 680:IF x=0 THEN TYPE=2:GOTO 490
450 b=&2a:c=&2a:d=&5:e=&1:GOSUB 680:IF x=0 THEN TYPE=9:GOTO 490
460 b=0:GOSUB 690:IF b>1 THEN TYPE=4:GOTO 490
470 IF START+LENGTH>42880 THEN TYPE=12:GOTO 490
480 IF PEEK(file+25)>64 THEN TYPE=16 ELSE IF B=1 THEN TYPE=17 ELSE TYPE=15
490 LOCATE 7,1:PEN 2:PRINT bb$:INK 1,24:INK 0,0:BORDER 0:INK 2,26:INK 3,20:PRINT CHR$(11);
500 LOCATE 1,18:PEN 2:PRINT"  BONZO'S BRIEF  ":PRINT:PEN 3:PRINT WHAT$(TYPE):CALL &bb18
510 ;DISC:END

```

BONZO DETECT FILE [Continued]

```

520 DATA "This is a BASIC file and probably just a simple loader. Try OPTION 1 - or HP2"
530 DATA "OPTION 2X is indicated - and it could be that HACKPACK2 also works."
540 DATA "This is a SPEEDLOCK, with OPTION 3 being indicated. [PICBONK(X) or BUNLOCK]"
550 DATA "OPTION 4 or OPTION 8 - Possibly ! A good alternative - HACKPACK."
560 DATA "Undoubtedly a CASSYS protected tape....OPTION 5 doesn't miss many of these."
570 DATA "OPTION 6 seems most likely - especially if it is a BUDGET TAPE."
580 DATA "This is LORICIELS, where we succeed with these it is always OPTION 7."
590 DATA "This file is NOT regular - possibly partway through a tape...or A read error !"
600 DATA "OPTION 9 - but remember that an expanded machine is needed for some of these."
610 DATA "APPLEBY PROTECTION ! The Argonaut has it covered by OPTION 10 in most cases."
620 DATA "This is a SPEEDLOCK, and will definitely need the services of BONZO BLITZ !"
630 DATA "UNKNOWN - but very likely a SPEEDLOCK of recent origin that will need BLITZ."
640 DATA " ", "This is likely to be a MASTERX form of OPTION 2. See OPT2M-INF.BAS file."
650 DATA "Dunno ! Try HACKPACK or OPTION 1."
660 DATA "Hard to tell, but the length of the file suggests it may be a simple OPTION 1."
670 DATA "Just possible - OPTION 4. Otherwise try OPTION 1 or HACKPACK."
680 POKE &beaf,b:POKE &beb4,c:POKE &becb,d:POKE &bec2,e:CALL &bea4:x=PEEK(&becb):RETURN
690 FOR x=&4000 TO &4110
700 IF PEEK(x)=&c3 THEN b=b+1
710 NEXT:RETURN

```

That's it then, only other news concerns the HIT SQUAD version of MIKIE - previously a BUNLOCK transfer, now needs BLITZ 6. This is a trend that will continue with re-issues by HIT SQUAD. With luck you'll find news of new transfers slotted in somewhere by Carl. Thanks for the space, Carl - Simon wants to know where his "Spot" is. I told him ! Col.

Well folks there you are, Colin just won't give up helping us followers of Bonzo. Thank God for that I say. The only "Spot" I have for Simon though is on the end of my nose, sorry Simon.

I would like to at this point remind you that if you want up-dated BSM and Blitz databases just contact Nigel Mells on 0784 250763 (evenings) or write to him at " Shendale " 51 Avondale Road, Ashford, Middlesex, TW15 3HP.

Rob Scott is also offering help on Bonzo matters just ring 0372 377443

PLEASE NOTE if you do change line 250 in your BSM detect file (if you have it) that you GOTO 380 and not 490 apart from that it's as typed. On the subject of the Detect file for the BSM disc I've done a small test of games, of which I already knew the Option to use. Just to see if it found the right Option, it was not right all the time but this was before I knew I had to change line 250. If I did it again with the up-dated Detect file, it may get all of them right.

Colin has just sent me some facts on the BSM Detect file. Option 1 and Hackpack cannot actually be detected, they are just detected by default when other options can't be found. Colin has given the Detect file a rating of what percentage of games should be correctly detected with the BSM Detect program.

OPTION 1 or HACKPACK	50 - 60%
OPTION 2 (2X)	OVER 90%
OPTION 3 (PICPONK etc)	85%
OPTION 4 and 8	60%
OPTION 5	OVER 85%
OPTION 6	OVER 90%
OPTION 7	OVER 80%
OPTION 9	OVER 80%
OPTION 10	OVER 90%

* References in this publication to transfers that can be made from tape to disc using *
* the utilities mentioned , or via a type-in , are made on the understanding that where *
* permission from the Copyright owner of the program to be transferred is required, the *
* reader/user will seek such permission BEFORE attempting the transfer. Disc back-ups *
* are for use of the owner of an ORIGINAL tape only. NEMESIS/PLAY MATES 1990 *

5 to 7s

EDUCATIONAL SOFTWARE; A PRACTICAL GUIDE FOR THE VERY YOUNG by MARTIN COSSINS

Over
7s

One of the most frequent complaints from parents is that there is an extremely limited amount of educational software readily available (a complaint levelled across all computer formats). Speaking from experience I can only confirm this and voice my annoyance that just about all educational software is only available through mail order firms, which (obviously) gives the buyer no chance to test or view the software before buying it. Therefore the suitability of such software becomes an unknown quantity.

Parents can, if they scour the flea/second hand markets usually pick up copies of the Bourne Educational Software (Tineman / Happy Letters etc) for around a £1.00 or so per copy, but for goodness sake do not buy these from a retailer. The price for them will be about £10.00 and I can assure you that you will be disappointed to say the least, as most of this software was written a long, long time ago and in my opinion is extremely basic. Similar programs can be obtained through the PD network. Probably the only recommendation I would give, is that they readily transfer to disc (Bonzo Option 1).

The Mr Men programs that are sometimes available suffer the same faults as listed above (horribly expensive for such basic prog's and the graphics !!!!!).

Animal, Vegetable, Mineral is a text only question/answer program in which the user has to input most of the questions and then save them later on. This has both it's good and bad points in that on the good side it gets the child involved in inputting something into the game, but on the bad side it can be rather long winded. I find the best answer is for the parent to pre-input a large number of questions beforehand. The program/game itself is a simple one where the computer tries to guess the Animal, Vegetable or Mineral you were thinking of. If it guesses wrongly it asks the child to type in something that is different between the computers guess and the childs choice. This can prove to be quite comical at times and even allows for subject definitions to be extremely lateral (probably obvious to the child). For example a question to distinguish an eagle from a budgie could well be " Has Grandma got one ? " the answer to which would obviously depend on the nature of your Grandma.

The program could easily be used by adults for their enjoyment as the program is dependent on the users input. Having said all that though, anyone who pays the recommended price of around £10.00 must have money to throw away. As with the software named above you can usually pick this item up in the bargain bins for around a quid. (Readily transfers to disc: Bonzo Option 1).

Fortunately for those of us with extremely young children (mine are 4 and 6) there are a couple of software programs which seem to be fairly widely available, these being the "Learning With The Prof" series (which I haven't tried yet-it seems a little expensive at around £15.00 for the cassette version) and the "Fun School" series. The latter can be thoroughly recommended as from practical experience, I can vouch for their suitability, certainly for my two children.

This series is currently at the Fun School 2 stage (Fun School 3 will probably be available by the time you read this). Each series has versions suitable for varying ages eg: under 5's, 6-8's, 8-12's. Each version consists of 8 individual programs many of which can be played at 4 different levels of difficulty so the parent can (easily) adapt the programs to suit their own childs ability.

Without going into too much detail each program has been written in a sort of semi-game style which keeps the child interested and upon completing (or not) the game, a smiling or sad faced teddy bear/frog/robot appears. If the child makes a mistake most of the programs offer the child firstly, a clue to solving the problem and if he/she still fails, the answer is provided. Graphically whilst none of the programs are "Rainbow Islands" they are extremely acceptable with plenty of bright colours and lovable characters.

For anyone with children (or grandchildren) under the ages of 8 these programs are indispensable as most of the general software/games available are far too difficult for such young children to use (unless he/she is a "wizkid"). The Fun School products provide an excellent introduction to using the computer and benefit greatly from ease of use, availability and difficulty levels that can be tailored to each childs individual needs. An added bonus is that all the Fun School are easily transferred to disc (Bonzo Option 1) as they are unprotected files.

LATE FLASH :

Having just completed the above article I have found that two new educational packages are now out on the CPC format, Thomas The Tank Engine's Fun With Letters and Sooty and Sweep Fun With Numbers both of which, I believe are aimed at the under 7's. A review of Fun School 3 and possibly both the above will follow shortly after Christmas.

**Learning is now
even more fun!**

educational software:

your children can

have fun and learn at their own pace.



 * MAIL ORDER REVIEW BY GEORGINA BROWN *
 * *****

Here is what I like and don't like about mail order company's.

GOOD POINTS

1. You can buy compilations and lot's of games alot cheaper.
2. You can send off from the safety of your own home, especially when you can phone up the company.
3. Some company's have a P & P included in the price ofthe item instead of having to pay P & P seperately. M.J.C. Suppliesand Datel Electronics are my favourites.
4. For games I like to use TurboSoft, 1st Choice and Star Software as they all give quick and efficient service.

I don't often buy games straight from the shops now. I only buy parts e.g. Joysticks.

BAD POINTS

1. They don't always get your item to you within the week sometimes it's much longer. Sometimes it can just be 2 days, it just depends on which company you choose.
2. Some things may get damaged but this doesn't happen very often.
3. Some company's have a catch,which is when you send off for some things below £5 you have to pay 50p to £1 for P & P. When you spend over £5 you don't have this charge.
4. I have known one company where there was an extra charge of £1 when you rang in with your order, instead of sending off a coupon.

THANKS FOR THESE MAIL ORDER TIPS

 Georgina Brown has some great budget tapes for sale and here are some she is selling at the moment.....

1. Mini Office (1st one)..... £1.50
2. Dizzy Dice..... £1.00
3. Jack The Nipper..... £1.50
4. Frankenstein Jr..... £2.00
5. Mystery of the Indus Valley. £1.00

Write to this address for more info:
 Georgina Brown, 51 Arncliffe Drive,
 Ferrybridge, Knottingley, W. York's,
 WF 1 1 B R H.



INTERVIEW

.....
 PHIL HOWARD HAS
 AGREED TO DO A
 SMALL QUESTION
 AND ANSWER TYPE
 INTERVIEW.SO IF
 YOU'VE GOT ANY
 QUESTIONS, SEND
 THEM TO ME AND
 I'LL ASK PHIL.

COMPETITON WINNERS

If you remember I set two competitions way back in issue 3, I then extended the deadline for answers to cover issue 4. Below are the answers and winners.

First competition was for a mystery tape game and a free issue of Play Mates and the winner by default as he was the only one to enter was Gary Smith of Carlisle.

The answers are -

- 1 .. Arthur Askey
- 2 .. Arkanoid(1 or 2 would have been ok)

Second competition was set by the CPC Network, to win their disc utility Tearaway. A slightly better response to this competition. I hope more people make the effort to enter the Scull PD competition in this issue ! The winner is Rob Muddin of Waterlooille and the answers are -

- 1 .. Colour Personal Computer
- 2 .. FFFF or 65535
- 3 .. Into space or to the moon

Rob will also win a free issue 5 of Play Mates. Well done to you both.

CPC
 NETWORK



TEARAWAY BY THE CPC NETWORK

This great disc utility was reviewed in issue 3 and cost £7.50 plus your own disc. I've just been informed that the CPC Network are going to release a cut down version of Tearaway for just £1.50 plus your own disc. This is so people can test their Multiface and see what Tearaway has to offer. Then if you like what you see you can upgrade to the full version of Tearaway for £6.00. The small version of Tearaway still has the Dissassembler, Graphic Dump, Information and Poke Options output to a printer. Cheques and orders to CPC NETWORK . 3 THE COTTONS .

