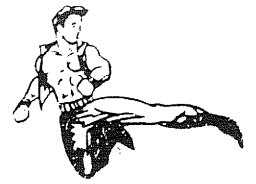# PLAYMATES

BY CARL SURRY

C.P.C. & me!

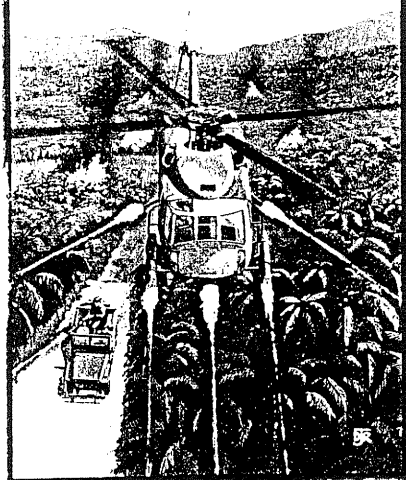No. 7

TARGET RENEGADE

ENGLISH
FRANCAIS
DEUTSCH

SILKWORM

Have a Heart Mister Please buy

Play Mates

INTERPOOL
PO BOX 27
8xx 5 SCHWENDI
GERMANY

I ♥ BONZO

I ♥ BLITZ

FIRST CLASS

LOVEBYTE

Bonzo's Litter Tray...

WHERE SHALL I GO KNOW ?

Here are a few ideas for where to spend your hard earned cash, after you've paid for the next issue of Play Mates of course.

....

WoW Software, run by Joan Pancott. Has low cost adventure games on disc and tape for sale. Tel. No. 0305 784155 or write to 78 Radipole Lane, Weymouth, Dorset, DT4 9RS.(WoW stands for Witch of Wessex).

United Amstrad User Group, Chairman Tony Baker, 26 Uplands Cresent, Fareham, Hants, PO16 7JY. A genuine user group, run by a committee. Produces a bi-monthly club fanzine called CPC USER. They also run a tape and disc PD Library and CPC book library. You can get a sample issue of CPC USER for just £1.50.

....

Adventure PD, run by Debby Howard. Public Domain library specialising in CPC Adventure games. Debby's address is ..... 10 Overton Rd, Abbey Wood, London, SE2 9SD

Scull PD library have just moved their new address is 9 Barra Wynd, Broomlands, Irvine, KA11 IDB.

WHERE SHALL I GO CONTINUED

Microstyle run by Phil Craven. He sells the Bonzo discs that I cover in Play Mates, "Bonzo Litter Tray" section. These discs (BSM and Blitz) can transfer tape games to disc, for back up copies and faster loading. Over 1000 games can be transfered and the list gets larger every issue of Play Mates.

....

WACCI, 9 South Close, Twickenham, TW2 5JE. They run a monthly fanzine and very large PD library. See adverts in AA or ACU for more details.

The CPC Network, run by James Verity. The poke finding disc/multiface utility Tearaway can be found here. 3 The Cottons Wisbech, Cambs, PE14 8TL.

....

Print Out run by Thomas Defoe, 8 Maze Green, Bishops Stortford, Herts, CM23 2PJ. Print Out is a bi-monthly fanzine for the more serious users of the CPC. They run Basic and Machine Code courses for both new and experienced users, plus reviews of PD and Homebrew programs. Cost £1.10 per issue and is very well put together.

MINI HELPLINE

TONY WALKER is offering help with Rom's, Communications, Protext, Prospell, Promerge Plus, CP/M Plus, Rom Blowing and the Bonzo discs. Contact him daytimes and evenings on 0772-651690 or on Prestel Mbx 772700440.

....

Trevor Cattermole is offering help with programming problems including Machine Code, Rom's and Bonzo Meddler help. 24 Cromwell Rd, Colchester, Essex, CO2 7EN.

If you have penfriends down under get them to contact Colin Boswell for a whole host of goodies, which include.....

Play Mates, Bonzo discs and Tearaway Colin can be found (if you look hard enough) at 62 Marmong Street, Marmong Point. 2284, NSW. Australia.

****

I would just like to thank these folk for helping to make Play Mates once again a thing of beauty...... Gary Shith, Colin Harris, Steve Smyth, Phil Craven, Phil Howard, James Verity and your good selves for having the sense to order it.

THANKS FROM CARL

Here are two bits of news as seen in the pages of New Computer Express some time ago now.

A new user group is starting up, a group for the users of BASIC.That is, to help promote the use of the BASIC language on all machines. For more details contact Mark Blackall on 0924 892106.

While on the subject of BASIC a new utility has been lanched for the CPC. It's used to help spot errors in your BASIC type ins. This utility goes by the odd name of KWIKREF/X and cost £12.95 (disc) and is made by Parmigold, who can be contacted on 0666 837215

Phil Craven of Microstyle has given me some news of his own fanzine GEN, which I told you about in issue 5. Due to his work load he no longer has time to produce it. Which is a great shame as the CPC needs as many fanzines as it can get.

James Garsides of Scotland has sent me some details of a Family Tree program that he uses. He has sent them in because there is always someone asking for them in A.A. and A.C.U. He uses " GENNY " from David Cooper Software, 38 South Parade, Bramhall, Stockport, SK7 3BJ. You will also get a newsletter every 3 months informing you of any updates, which they do for free. On a single disc drive a 1000 names can be stored.

Alan Scully who runs Scull PD has moved so if you want to contact him, his new address is as follows.....
9 Barra Wynd, Broomlands, Irvine, KA11 1DB.

In issue 6 Peter Curgenven asked if any one else has had trouble with competitions run by magazines. Well Peter is not alone as Steve Lee has had his fair share of woe. It seems that Steve wins quite often (some folk get all the luck) and has also had a hard time with ACU magazine. He was one of the lucky winners of the Thunderbirds competition (game and video plus some other odd items). He has still to receive his prize, and many letters and phone calls to both the magazine and Grandslam have been ignored. He has had problems with prizes won in C & V G magazine and waited six months for a prize won in New Computer Express. So there you go, is there any one else out there with a tale of woe ?? Steve also wants to point out that he doesn't agree with Gary Smiths review of Double Dragon. His son loves the game in fact it's his favourite. I for one though put my vote with Gary, it's just far too easy to be fun. Each to his own ah ??

Some thing that James Garside and my self have been asking for, since we both got a CPC is a free cover tape to Amstrad Action (or ACU). And at long last Amstrad Action have pulled their finger out and done it. So from James and I plus many others I would imagine THANKS AMSTRAD ACTION !!!
3 cheers for the boys from Bath......

FANZINES A GO GO

Yes I know it is very hard to believe, but Play Mates is not the only CPC fanzine about. Shocking as this news is, I feel I must pass this on to you. In the past I've mentioned such master pieces as CPC User (by the U.A.U.G) and Print Out, now comes an all new fanzine called A-OK. The first issue came out in January and issue 2 is due in March, the cost is 60p which includes postage. Issue 1 is 19 (single sided) A4 pages, it has some type in programs, a mini round up of Flight Sims,a look at how the CPC is doing in Europe, a couple of Adventure reviews and much Spectrum bashing. For more details contact AOK at 31 Colebrook Road, Shirley, Solihull, West Midlands, B90 2LB.

SILKWORM

Well don your flying suit, arm your weapons, and take to the skies in this great helicopter blast from Mastertronic.

You are in control of a highly sophisticated chopper, or in two player mode a seriously over armed jeep, two take on the swarming hordes of tanks 'gooseneck' helicopters, mines, misiles and some huge end of level weaponry, that even George Bush would have difficulty getting hold of.

As you progress you can shoot the mines, these give off a 'plasma gas' which if you collect will give you a temporary shield. If two of these are present collect the first then collect or shoot the second to set off a smart bomb. Very handy for the goosenecks. The only other way of destroying the gooseneck helicopters is to shoot them in the 'neck'. This however is easier said than done.

With very colourful sprites, except yours (green), and even left to right scrolling, this is a very well put together game. Admittedly there are thousands of this type of game about, this however is definitely one of the best. It would have been good at full price, but at the budget price of £2.99 I reckon it's a must for any games collection.

This game although not a multi loader does not like the multiface. All you get is the sound without graphics. At the time of writing this I do not know if it can be 'Bonzoed' but by the time you read it I am sure someone somewhere will find a way. Don't forget to get permission first however.

By the way, Here is a MF poke for the game from AA 62: 4D69 00 Unfortunately it does not work on the budget version but presumably it will come in handy for anyone with the original.

##
Price   £2.99 Tape.

Graphics   80%   But initial instructions not very readable.

Sonics   60%   Reasonable explosions etc.

Value   90%   Not a multi loader !!!!

Addiction   75%   Quite a challenge.

Overall   95%   Excellent budget value.

##

Bonzo News...Silkworm original tape and budget tape versions are both Blitz 5X transfers.
Multiface News...I can't get the poke mentioned in the review to work on my "Edition One" disc version either.
TIP....Define the Helicopter and Jeep to the same controls, this way you double your fire power and the game lasts even longer.

If you remember, in the last issue I reviewed Graphics Galore and James
Verity reviewed Nirvana, both by Goldmark Systems. Below is a letter
that I got from Goldmark and following that will be our reply. I hope
this sorts this out once and for all.

Goldmark Systems

51 comet road, hatfield, hertfordshire, al10 0sy
telephone: hatfield (0707) 271529

Playmates
37 Fairfield Way,
Barnet,
Hertfordshire, EN5 2BQ.

5th February 1991

Dear Carl,

I must take you to task over comments in the reviews of both Graphics Galore and Nirvana.

Taking Graphics Galore first - Yes - if you have Stop Press then converting them into cutouts will take time. But NOT everybody has Stop
Press.

Because there are so many packages that Graphics Galore can be used in it must obviously be supplied in a format acceptable to all,
namely standard Amstrad MODE 2. From here customers can, if needed, modify the screen for their individual needs.

Therefore, it is quite unjust to make comments concerning how some purchasers might have to treat them and spend "many hours work"
converting them for use in their individual application. And comments like "That is its main failing" have nothing to do with the clip-art
at all. Besides, many other purchasers will not need to carry out any conversion, using the files as they stand for their application,
but you failed to mention this point.

If I was selling Graphics Galore to solely Stop Press users the graphics would certainly be supplied in cutouts and I could have saved
myself a lot of time writing the Display/Un-Archive utility.

For instance, I am presently working on an in-house utility to automatically convert Graphics Galore into suitable files for import into
the PCW version of Stop Press. PCW Stop Press owners will not need to carry out any conversion to use them.

NIRVANA

I do not know whether this should be addressed to you or James Verity. The worst error anyone has ever made when reviewing Nirvana is
the one made in the fifth paragraph ..."Selecting the SECTOR..etc".

The line which is a downright lie in the one which says "There is no option to change tracks in this program, the only way I could change
tracks was to reset the computer and reload the program"

All I can say is the person responsible is blind or didnt look at the options at the foot of the screen. "f3" clearly states "Sector,
track, disc". Pressing f3 once will ask you to select another sector of the present track. Pressing ENTER will then allow you to look at
another track and pressing ENTER again allows you to put another disc in the drive.

From the review one may wonder what use the DISC MAP option is. The reviewer failed to get across its need, namely to show where
everything is so that when the Sector Editor is used you dont have to search for hours for the file you wish to edit.

We specify D'Ktronics memory packs because they have been around for years and are a proven product - what other memory packs are
there anyway? Also not mentioned is the fact that if you have a 256K pack Nirvana will filecopy 178K of files in one pass (only one disc
change) quite an important fact for single disc drive owners. And as a bye-the-bye those people who own the 256K silicon disc from
D'Ktronics can quite easily modify it to become 256K of RAM.

Finally - in the Maxidos review you contradict yourself in the first two lines:- "Maxidos is a program that offers the same as Nirvana but
with a few added bonuses, as well as being able to do nearly all what Nirvana can do"

Surely, if it "offers the same as Nirvana" it must have the same features and not "do nearly all". It would have been a far better review
if the features of each program had been listed and compared. I, for one, would then be able to see what Nirvana and Procopy have to
offer. For instance does Maxidos offer Disc and File Archive ? And as for the Optimizer - I have used optimizers before and found that
they can have a nasty tendancy of losing data from a file ..... the easy way to optimize a disc without the risk of losing data is to
format a new disc and copy the required files to it using the filecopy option in either package. Using this method each file, as it is
copied to the new disc, is recorded with sequential block numbers allowing the disc drive to read in the file at optimum speed.

Also the disc copy option in Nirvana is so good I do not have to "throw in" a disc copier (Procopy) to "back-up some commercial disks
better than you could before". And, as a matter of interest, Procopy was offered to me by its author about a year ago. It was very badly
written with many many bugs. After numerous attempts by the author to get it right, with discs flowing back and forth to Ireland every
week, I told the author he was wasting my time and that I have better things to do than help him de-bug his program. Shortly after this I
saw that Colin at Nemesis was selling it. I have a customer in Bristol who purchased Procopy (prior to buying Nirvana from me) who found
that it did strange things and often used to "hang" during disc copy, whether he used one drive (A to A) or two. These were the same
bugs that were present when I washed my hands of it.

I hope you have space in your next edition to print my letter and, hopefully, withdraw or correct your comments.

This Bit is From: James Verity

Firstly I shall add my few pennies worth regarding GRAPHICS GALORE I am not sure if you are aware you need permission to use a picture of DONALD DUCK or come to that any other cartoon character in any shape or form. WALT DISNEY have a office in London, so get writing for permission.

Also just because you have gone to the effort of converting some of the Clip Art from so called 16-bit PD, you cannot claim the Copyright for just doing that, as this would also breach of Copyright, as Copyright of PD remains with the Author, whatever machine it is used on. If some of the Clip Art is your original work and you don't want others to copy it as PD you should think about adding a symbol of some description to the ones that are your own work and state that they are not to be copied as PD.

Now onto My Review of NIRVANA....

Comment 1....

As you say you can select the TRACK and SECTORS by pressing F3 and then ENTER, but at the time of reviewing NIRVANA this was not known. Maybe you think people who pay £15 for a copy of THE ULTIMATE DISK MANAGEMENT SUITE should have to go around pressing every key on the keyboard to find out which keys do things which you're not told about in the Manual. (or on the help screens come to that)

Maybe you should either consider re-writing the manual (which wouldn't be a bad idea) or alter the TRACK and SECTOR editor to automatically ask for the TRACK instead of having to press one key then another (which is undocumented) just to do such a simple task. (even better alter both the program and the manual)

Comment 2....

The disk MAPPER, this doesn't really need alot of explaination as to what it does due to anyone purchasing NIRVANA, for the purpose of using the MAPPER and disk EDITOR would have to be an expert anyway.

A) Because all people who use disc editors would know where the files were just by looking at the directory. (Tracks and Sectors)
B) Also if you intend idiots to use it, you fail to point out in the manual (or anywhere come to that) that there is a need to back-up any software before they start to use the TRACK/SECTOR editor, also the manual lacks information to be used by a novice.

Comment 3....

Contradiction accepted,
I should have put...

"MAXIDOS is a program that offers the same as NIRVANA and much more besides."

is that better.......?

Comment 4....

For other Memory expansions: A VORTEX memory expansion is available in a 512k board, as well as 256k, this is mainly used by people outside the UK but there are a few in the UK who have them. They are fitted to the CPC internally and have extra features on the board, expansion sockets and some software is built in to the board.

As for not saying NIRVANA works with a 256k RAM is utter rubbish, see bottom of page 1 of review. And I quote:

"NIRVANA will also use any memory up to 256k"

I expected people would work out from this and the sentence at the bottom of the second paragraph to work out the more memory you had the bigger the File/Disk transfer space you had.
Further Comments....

OPTIMIZERS: Could you please tell me why you can purchase them on IBM PC's and Clones to mention one computer, if they are as unreliable as you say they are? The optimizer with maxidos does work as I'm sure many users will be able to tell you. As you say on a 178k disc it is easier to copy the files to another disk, but what may I ask happens if you have a big 800k disk full of 250 odd files ?

MAXIDOS ARCHIVER: Yes maxidos has a archive option, which gives the same results as Nirvana. (within difference in programming and file handling reasons)

MAXIDOS with PROCOPY FREE: If you know the utilities from NEMESIS you will have noticed that they are now sold by MICROSTYLE, who are now offering PROCOPY free with MAXIDOS to make it even more better value than before. Procopy in case you didn't know will handle mainly disks which have been formatted using a protection system called Speedlock, this means that alot of disk copiers cannot back these particular disks (including Nirvana) which is where PROCOPY comes in.

I personally think your complaints are unjust and I would just like to say I will comment further on this program in a future edition of PLAYMATES and go over a few of your comments in your letter, it just goes to show nobody's perfect (including you) so all I can say is GOLDMARK Keep Reading! you might learn something.

This bit is from: Carl Surry

When I wrote the review, which was a long time before Play Mates was released, I didn't have an Art Program. So I couldn't say if the Clip Art would load in to one. Since that issue was released I have bought Advanced Art Studio second hand and can confirm that it will load in the Graphic Galores Clip Art. That said I still stand by my review comments of the main failing (for me) is all the work you have to put in ,to get the Clip Art in to Stop Press cut outs. There are quite a few bits of Clip Art in Goldmarks catalogue that I'd like to get. But I just can't be bothered with all the trouble of getting the Clip Art to cut outs. So I will make do with what I can get from the CPC and PCW PD libraries.

All reviews be it for games,serious utilitys or even graphics, are done from a personal point of view. This is true if they are reviewed in a fanzine or magazine like Amstrad Action. I thought I was quite fair in my comments,even more so as I reviewed some thing I paid for and that was not a free review copy. My comments was as a paying customer who would have liked an easier to use product for his money. Plus in my opinion any one buying an Art Program will do so to draw their own pictures not port in some one else's art work. I would bet a high majority of Goldmarks graphics users ,will use them for Stop Press and for nothing else.

On the subject of Maxidos and Procopy, I got these comments from Colin Harris. He agreeed that when he got offered Procopy it did have a lot of bugs, and he got the author to sort a lot of them out. He also admits it is still not perfect. But as it is free with Maxidos and it will do funny format discs that other utilities can't, it is quite a good extra to Maxidos.

In issue 64 of Amstrad Action there was a letter about some Stop Press Clip Art that could be got in CPC format, from the PCW World's P D Library. The libraries each cost £4.95 which included the cost of the disc. The collections of Clip Art are all in cut out form, and each side of the discs packed with cut outs. The libraries available are...

G 106 - 1 disc
G 113 - 2 discs
G 116 - 16 discs
G 119 - 2 discs

I ordered discs 13 and 14 from the G 116 collection . I picked these 2 libraries from a catalogue that PCW World sent to me when I first asked about the libraries. The G 116 collection runs from A to Z and discs 13 and 14 cover Clip Art that start with R and S. I also got from James Garsides a disc from one of the other collections, but I don't know which one. This disc seems to be a pick of the G 116 set. It also has some files that have a dash in their title , ie Tee-Shot and Zig-Zag.

Do not try and load these as they will make Stop Press crash, they must be for PCW machines only I would guess.

I have dotted all over this issue of Play Mates various bits of Clip Art from these libraries, although not all are from these libraries. You may spot some I used in my review of Goldmarks Graphics Galore from issue 6. Comparing the two catalogues I see many bits of Clip Art in both collections. Now that Goldmark have lowered their prices there is not much to choose between them. But PCW Worlds art is PD so can be exchanged and copied. PCW World's address is Cotswold House, Cradley Heath, Warley, West Midlands, B64 7NF.

Also you can get from Scull PD some Clip Art by James Garside of Wales. James has had his art featured in the very early issues of Play Mates and he is also selling other non PD Clip Art. Scull PD's new address is else where in this issue, and James Garside's address is "Taliesin" 1 Rhodfa Anwyl, Rhuddlan, Clwyd, LL18 2SF.

Please note that James Garsides from Scotland sent me the PD, James Garside from Wales drew the PD in Scull PD Library
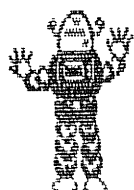
A DIFFERENT TYPE OF JOYSTICK

After a recent mention Play Mates got in the CPC section of ACE magazine Chris Price dropped me a line with details of his software and hardware. The software is mainly all to do with radio users (I think) and way out of my depth. If you are into radios read the article on Chris in the new issue of ACU magazine (March 91 page 45). The Hardware Chris is selling through his company CpRs Design Technology, is a new and very different kind of joystick. Well to be truthful it's not really a joystick but it can be set up to be used as one. Now what this little baby, known as the Game-Pro Mk2 does, is allow you to use two foot pedals for car driving games (and others). You can also plug in two joysticks for two player games. Now I haven't got one of these box's of tricks, I'm only going by the reviews I've seen and what Chris sent to me. If you want to see what they look like, I've added CpRs's advert to this issue, plus you could also dig out the your old copies of ACU and A.A. The review in ACU is in the Aug 90 issue page 18 and it got a small mention in issue 64 (Jan 91) of A.A page 8. Also Chris tells me that in the Feb 91 issue of Computer Shopper the Amiga version is reviewed in the Amigaville section.

Now again I must point out that I've never seen or used a Game-Pro Mk2 but from what I've read and the photo's I've seen, you get a box about the size of a boxed joystick. On the sides are the two joystick ports and on the top are two sockets for the harder wearing foot pedals, and on the front are two in built foot pedals. Below I'll list a couple of price examples from CpRs's catalogue, but for details of the software and hardware contact Chris at 70 Potton Road, Eynesbury – Hardwicke, St. Neots, Cambs, PE19 2NN or ring between 6 and 9 pm on 0480 76038. If by chance you are into amateur radio you may like to know that in issue 8 of Print Out there is an article on that subject by Jim Proctor see inside front cover for the address of Print Out.

CDT/HW/AC01 – Game-Pro Mk2 with 2 x Internal & External foot switches as standard. Only £24.99 (original CPC). Features 2 x joystick ports and a selection of 3.5mm sockets to enable the user to add more switches at a later date.

CDT/HW/AC02 – Game-Pro Mk2 for CPC plus or PC1512/1640 same price and details as above except it only has 1 joystick port, (the CPC plus has 2 ports any way).

If there is any one out there who has a Game-Pro Mk2 and would like to tell the rest of use how good (or bad) they are, drop me a line and I'll add it to the next issue.

RENEGADE converted from Taito original by Imagine software

The scenario for this one,although slightly different to the "Kill the baddies to rescue the girl" is pretty lame.you are walking to your date when all of a sudden,as if by magic,a load of heavies want to beat you up.Quite understandably you are not too happy and beat or try at least seven types of you-know-what out of them.Then you go and beat another seven types out of some more.

Sticking with the first level though and you are in the famous setting of beat-'em ups,the New York subways.A gang of nasties are waiting for you some armed and some dangerous.Ones with dark skin (about four of them) have clubs and can take you down with just one knock.They take about three hits to kill whereas normal baddies take four to kill but are less dangerous.Also with this game you cannot just run and wait for an opportunity to strike neither can you stand back to the wall and keep pressing the attack button waiting for someone to step into your attack.Not only are they reluctant to do so but it costs valuable time,something which is in a slight shortage.A good thing to do to the armed baddies on this stage is wait for them to attack and you can see them stoop before they hit you.As soon as they stoop they are in range so attack straight away.Try to knock out baddies with weapons before the boss comes.The boss has as much energy as you which must be systematically stripped.He cannot be pummelled on the ground until he has only two bars of energy which is also an added difficulty.Another added hazard is tha fact you can fall off the end of the station platform,and in level two you can fall off the end of the pier.However,so can the baddies... .

Level two is basically the same but at the start you must kick bikers off their bike before you can proceed.This is fairly easy,assuming you have found the jump key which is not given in the instructions.The jump keys is the dot on the function keypad.Press this and attack to do a flying kick.

Level 3 has an even larger boss and women with whips (Oo-er,sounds a bit rude!) and level 4 has killers with razor blades who kill you instantly.Personally I haven't got this far but this is because of one reason.The keys are set out as attack left and right and jump.This would be okay if the keys were set out as they would be in an arcade but they aren't.Also the joystick is still used.Another problem is that the time limits are tight in an already difficult game.Time limits should not be tight in a game that doesn't rely on speed as it's main skill.Time limits should be there to make a player get a move on without dawdling but not to make him run out of time every time they play it.The game is dificult anyway but these two factors push the game a little over the limit for a beat'em up.Perseverence will pay off though.

RATINGS**

Grafix-84% Considering their age they are excellent,showing their age better than it's sequel!
Sonix-79% A great jazz track plays with crunching effects
Playable-45% Sorry to say it but for a beginner to beat'em ups,it's just too hard to attract much interest
Lastable-87% Hard levels will keep you going back though
Value-At the new price of 2-99,85%-one of the better beat'em ups
Overall-79% nothing better for hardened hooligans but too hard for novices

TARGET RENEGADE Imagine,sequel to Renegade
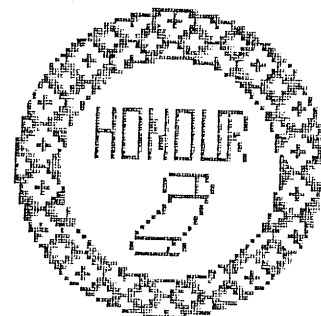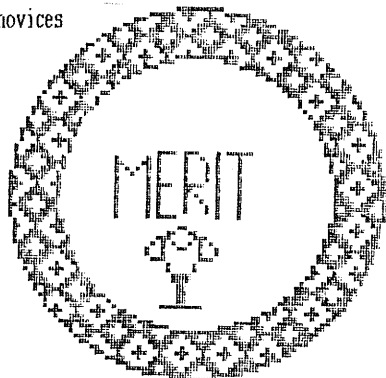
In this game,as in all scenarios with beat'em ups,it is lame.Basically you're brother,or Boyo as we like to call them up here,was investigating a company that fell off the back of a lorry and was caught in the act and punished accordinglyby the owner of the company,a Mr V Big esquire.So here it is,revenge is the key word and a thorough kicking is the key action.You start in the multi storey car park where you heard that Mr Big did some of his dealings and arrive there to find an escort waiting for you.Wanted dead or alive? The former rather than the latter.You are first met by a motorcyclist driving into you.No problem though,a quick flying kick will put them back on their feet.Then this baddie is joined by another and the attack on foot begins.These baddies can't do much when a flying kick comes thier way though.

Certain baddies can only carry weapons such as the mallet on this level.The bikers in yellow shirts are the only ones,the other type don't.The next screen along brings along the afforementioned weapon.This is dropped when the baddie carrying it is hit.It is very useful,not only knocking down the enemy with one hit but also having a long reach.This stage is repeated two more time ending in you picking up the telephone reciever and calling your insurance man.

Level 2 is the hookers night out.The problem with this level is that all the baddies can be weapons carriers and that when they get hold of you they make sure you can't use their custom with a knee in a private place.This is accompanied by a horrid crunching noise so you nearly feel the pain these "ladies" inflict.Also appearing is their pimp with a gun who pops in and out (hold on,you're making up your own jokes here!) off the screen and shoots a bullet off.After all six are finished,you can beat him up as you do with all the rest.

Level 3 is punks with a club,level 4 is beastie boys with a brick.On this level the beastie boys duck with a flying kick so the best tactic is to jump over them and then back kick.Level 5 is the bouncers with a snooker cue,very difficult and also when they get hold of you they pick you off your feet and headbutt repeatedly.Mr Big himself is a big baddie with shoulders like an american footballer.He squats down and than charges at you.Jump over,back kick and use the snooker cue to repeatedly bash him.He is'nt really hard but you can't be too careful.

The best feature of this game is where two players can help each other on the same screen,and if you wish,with two joysticks.Then again,if boredom sets in,you can always beat each other up.

RATINGS**

Grafix-63% okay but looks even older than it's parent
Sonix-49% bloody awful tune but good effects
Playable-95% easy first levels and good controls
Lastable-93% five levels getting progressively harder to very hard
Value-at 2-99-97% best beat'em up value
Overall-96% ageing but probably the best beat'em up ever written

RENEGADE

The problem is this. Your girlfriend has been taken by the re-born Mr. Big and has used his money to build a time machine. You followed him up to his secret lair and made a rescue attempt but the captors managed to escape through the time machine, taking your girl with them. Quickly you slip a time capsule in your pocket and step off after them, following them through time itself.

Level one is prehistoric and is not only the busiest but, in my opinion, the hardest. This game is set out on one screen straight left to right but also has floors which are often needed to progess. The first screen has killer chickens, pot bellied dinosaurs, orange cavemen who throw large boulders on your head and a large flying creature who drops eggs on you which immediatly hatch into dinosaurs which then in turn run up to you and headbut you! As you can see, it is busy. Other hazards include lava pits which have to be jumped or avoided and traps which also need to be tackled. If they are too wide to jump then you have to get onto the platform above by the means of a ladder cut into the wall. Having progessed so many screens you come across a room where you must defeat the remaining baddies and then tackle two sets of six baddies. When they first come on everything moves slowly, simply because of the number of sprites but when there is only you and one baddie left they move and attack very quickly, hitting you nearly four times per second. Work that out for yourself! You then go onto yet another batch and then onto the next level which is the egyptian zone.

Level 2 baddies are guardians with swords, mummies (What else?) and mummified dogs, very mysterious indeed. The level works in the same way as level one.

Level 3 is medieval castles and knights in armour, court jesters, dragons and a very strange creature which is the same as a knight but has a lance which is resting on a little truck. Basically this also follows the same pattern.

Level 4 is the last and perhaps easiest. It is set in the future and enemies consist of droids which drop bombs, robots and green aliens with blasters. After following the same pattern as before you reach the end. That's it. You don't even get to fight your girlfriends captors nor see her. Oh well.

Basically the way the game is set out and also the fact that the controls are slightly sluggish make this game feel like an arcade adventure rather than a fast action beat'em up. Also this game has a very different feel to it's predecessors. That does not make it a bad game but for me it just cannot hold the same excitement or thrill that should accompany a beat'em up.

RATINGS***

Grafix-71% Strange colour scheme but nice all the same
Sonix-83% Good tune, okay effects
Playable-69% first level should be easiest, not hardest
Lastable-73% a real challenge but feel of the game is slightly offputting
Value-64% There's better games about but not bad value, especially for Renegade fans
Overall-67% Okay but as I have said the feel of the game and a feeling of dissapointment makes it inferior to it's parents

AMSTRAD
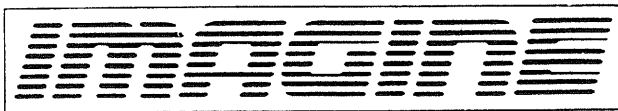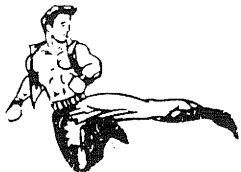
Well for all you Renegade fans I will list below all the Multiface pokes I have for all 3 games. I know some have been in past issues of Play Mates, but I feel they need to be seen again. I would just like to thank Gary Smith for all 3 Renegade reviews.

RENEGADE

0A48,A7	INF. LIVES	(TAPE)
1007,FF	255 LIVES	(TAPE)
0FE1,FF	CAN'T FALL OFF PLATFORM	(TAPE)
0A22,A7	INF. LIVES	(DISC)
0FE1,FF	255 LIVES	(DISC)
0FBB,FF	CAN'T FALL OFF PLATFORM	(DISC)

TARGET RENEGADE

04CE,00]	INF. LIVES..ENTER BOTH	
0FA3,00]	POKES	(DISC)

RENEGADE 3

4DDF,C9	INF. LIVES	(DISC)
2B89,C9	INF. TIME	(DISC)
2B57,00	INF. ENERGY EXCEPT IN PITS (DISC)	

There is also a cheat in Renegade 3. If you press Q and T on the title screen (quite a few times). Then in the game if you press Q and T again you will skip a level.

All games are multiloaders on 64K machines, Target Renegade loads in one go on a 6128, the other 2 are still multiloaders.

Bonzo News... I can't find a mention for Renegade 3, but the other 2 are done via the Bonzo Blitz disc, main file only though.
Renegade detects and Target Renegade is a Blitz 5 transfer. These were for the original releases, may not work on the budget versions.

NIRVANA REVISITED
....

Just when I thought I'd finished with Nirvana (see the the letter from Goldmark) I get a sample copy of Nirvana V.6 from Colin Boswell in Australia. Nirvana V 1.1 is the file management section of the package that Goldmark sell. The Disc Editor, Disc Mapper and Archivers are all extras added on to the Nirvana program.

Nirvana is written by Paul Dunstan also from Australia, and Colin sells it for Paul down under, along with Tearaway for James Verity and Play Mates for me. The Nirvana V.6 is the latest and best version of Nirvana, you won't get all the extra programs you get from Goldmark but I thought I'd tell you about it.

The modifications are minor but are quite helpful and in my view needed. There are 3 files on the disc, Nirvana, Install and Scalpel all written by Paul.

NIRVANA

The older V1.1 version of Nirvana will after completion of copying files, ask you if you wish to exit Nirvana, to which you answer by pressing either Y or N. The newer Nirvana will automatically re-log the disc in the drive or ask you to insert a source disc,if the disc is missing. This I know is a pretty minor point, but there have been many a time I've pressed Y instead of N and have then had to reload Nirvana.
The same is true when you finish formatting a disc, you no longer get the Y/N exit question. All the major options like Format, Disc Copy and such like, still have the question checking you've picked the right option, before it goes to that option. It is a feature that is a must,to avoid mistakes like reformatting an original disc. But removing the question before the minor option of Logging a new disc is a good thing.Apart from that as far as I can see it looks and feels the same as the older version. But these changes do make it a friendlier program, plus the screen colours can be changed, see INSTALL.

INSTALL

When I bought Nirvana (V1.0 I guess it was) it was black on a bright yellow background, loud but very readable. Then Goldmark released an up-dated program (V1.1) I sent my copy to be up-dated. When it came back the colours were black on a grey background, and for me was tough to read.Luckily the original version of Nirvana was still on the reverse of the disc, so I stuck to using that version. Now the new V.6 of Nirvana has this Install program so you can set the screen colours, another handy and much needed addition to Nirvana. You can also from Install alter the loader so that if for some reason it won't load into your computer (although I don't know why it wouldn't) you can change the loader to suit.

SCALPEL

Now Scalpel is of course a Disc Editor (why of course -Ed?), as I get lost when it comes to the more serious side of the CPC, I can't comment on how good or bad this file is. Why do you think I asked James Verity to review the Nirvana package ? All I can say is that once you've loaded in your disc,just by pressing Return you get a help screen with all the keys you will need to do your editing clearly visible.

I have no idea of how much Nirvana V.6 is selling for as Colin didn't tell me, In fact I think he is looking for some one to sell it for him here in the U.K. But if you want any more info contact Colin Boswell 62 Marmong Street, Marmong Point.2284, NSW, Australia.
Also I understand that a newer V6.2 is being planned.

In Issue 6 I reviewed Get Set Clip Art by Medway King, and gave it a good review (which still stands by the way). James Garsides from Scotland bought the collection and has informed me that some of the large shields will not load into the CPC version of Stop Press as they are too big. I must admit I didn't try every bit of art when doing the review, so I tried out the shields that James mentioned. Not only didn't they load but they made the Stop Press program crash, so I must say sorry for not doing a full review and ask Medway King if there is a way to load them into Stop Press.

CRACK DOWN by U.S. GOLD
****

I CAN'T REMEMBER IF THIS HAS BEEN REVIEWED BY AMSTRAD ACTION OR NOT, BUT IF IT HAS BEEN, I BET IT GOT SLAUGHTERED.

NOT TO PUT TOO FINE A POINT ON IT, THIS GAME STINKS. IT IS QUITE A NEW GAME AND I SAW IT IN THE LOCAL SHOPS BARGAIN BIN AT £3.99, THAT SHOULD HAVE WARNED ME OF WHAT LAY AHEAD.

THE POINT OF THE GAME IS THAT YOU (BEN) AND A PAL (ANDY) MUST LAY MINES AROUND THE EVIL FORCES OF DR K'S FORTRESS, LIKE ANY GOOD FREEDOM FIGHTER WOULD. YOU MUST AVOID OR KILL THE GUARDS, OF WHICH THERE ARE TWO MAIN TYPES. ORANGE GUARDS ARE KUNG FU EXPERTS AND GREEN GUARDS ARE EXPERT SHOTS. YOU ARE ARMED WITH A GUN AND A FEW SUPER BOMBS (SMART BOMBS IN ANY OTHER GAME). THIS IS REALLY MEANT TO BE A TWO PLAYER GAME BUT WHY SHOULD TWO OF YOU SUFFER THIS RUBBISH, THATS WHAT I SAY.

SO WHAT IS WRONG WITH THE GAME YOU ASK ? WELL FIRST OF ALL IT'S A MULTILOADER, BUT AT A PUSH WE CAN ALL LIVE WITH THAT. NO THE WORST FEATURE IS THE SCREEN SIZE. FIRST OF ALL THERE IS AN ALL BLACK BORDER AROUND THE GAMING AREA. NEXT THE TOP THIRD OF THE GAMES SCREEN IS TAKEN UP WITH THE TWO PLAYERS STATUS PANELS, WITH A MINI MAP OF THAT LEVELS PLAYING AREA, SQUEEZED IN BETWEEN. THE BOTTOM TWO THIRDS IS SPLIT INTO TWO, ONE FOR EACH PLAYER. EVEN THEN THERE ARE BORDERS DOWN THE SIDES AND MIDDLE OF THE SCREEN, SO YOU CAN SEE THE PLAYING AREA IS VERY VERY SMALL AND HARD TO SEE.

IT'S JUST A SHAME IT IS NOT HARD TO HEAR AS WELL. YES FOLKS THE SOUND IS JUST AS BAD AS THE GAME IT'S SELF.

THERE ARE A FEW IN GAME BEEPS WHICH ARE SILLY BUT HARMLESS. NO IT'S THE GAMES TIMER THAT WILL DRIVE YOU UP THE WALL. EACH SECOND THAT TICKS AWAY IS A DEAFENING CRASH.

PLUS WHEN THE GAME IS OVER YOU WILL GET A HORRIBLE CONTINUOUS NOISE TO REMIND YOU TO RE-LOAD LEVEL ONE. THEN WHEN IT IS LOADING YOU GET A NEW HORRIBLE CONTINUOUS NOISE THAT JUST MAKES YOU WANT TO TURN OFF AND TRY A DIFFERENT GAME (OR GO TO THE DENTIST).

LAST BAD POINT (AS IF THIS WASN'T ENOUGH SO FAR) IS THAT IN THE INSTRUCTIONS YOU PAUSE THE GAME BY PRESSING " H ". CAN I GET IT TO PAUSE, WELL NO I CAN'T, I PRESSED EVERY KEY GOING WITH NO LUCK AT ALL.

SO THERE YOU HAVE IT, MY REVIEW OF CRACK DOWN, WAS IT WORTH THE WAIT ? IF THIS HAD BEEN THE FIRST GAME I'D SEEN ON MY CPC I WOULD HAVE SOLD THE COMPUTER THE NEXT DAY.

GRAPHICS 40% ALTHOUGH VERY SMALL, THE SCREEN IS COLOURFUL.

SOUND 1% THERE IS AT LEAST ONE NICE BEEP IN THE GAME SOME WHERE.

ADDICTIVNESS 0% 16 LEVELS OF TERROR TO LOOK FORWARD TO.

PLAYABILITY 10% A GAUNTLET TYPE GAME THAT IS VERY BADLY DONE.

VALUE 5% AT £3.99 IT'S A JOKE, I FEEL SORRY FOR THOSE WHO PAID THE FULL PRICE.

OVERALL 10% A DIRE GAME THAT YOU MUST AVOID AT ALL COSTS.

****

KNOWING OUR LUCK THIS WILL END UP AN EARLY AMSTRAD ACTION COVER TAPE.

SPECTRUM 48/128, +2 Tape, ATARI ST, AMIGA, CBM 64/128 & AMSTRAD Tape & Disk.

Yes I Gary Smith, am back with more tips for games that may just give you that extra edge to complete your games.

GOLDEN AXE

Two player game .. Move slowly forward, a bit at a time so you get the minimum number of enemy on screen.

WAR IN MIDDLE EARTH

The last tip I sent for this (issue 5) was wrong, so here is the full thing. Basically send the Ringbearer party from Rivendell one move at a time to Orodruin. If possible,add a body of about twenty men to protect them further. Then bring the dwarves from Ered Luin in the far west to occupy Rivendell and keep it as a fortress. Take Isenguard with a strong force and occupy it, also occupy Helms Deep. Send the force from Edoras to occupy Minas Morgul. Send all the forces from around Dale and those from Mirkwood straight to Morannon. Send the men from Bree to Dol Guldur, send those from Dol Amroth to Barad Dur. If there are any spare people put them in a ring of defence, preferably in fortresses. The most important thing is to make sure the Ring party do not get split up, that is why they must be protected. It is also a good idea to put Gollum in the party, he's an extra obstacle and is quite tough. Before a battle,survey the enemies numbers,that is the most important statistic. If you are greatly outnumbered, then make a wall around,or in front of the main force. Then as soon as one of your men dies,send another in to replace him. If any one wants to know more about Middle Earth contact Gary at Riggmoor Cottage,Blackford, Carlisle Cumbria, CA6 4EQ.

KWIK SNAX

Use moving walls and the wrap around screen as much as possible. Do not squash baddies, they reappear elsewhere.Try to hem them in so they cannot escape.

LOST CAVES

When releasing a blast,try to let a rock drop so you are enclosed and protected.

TAU CETI

Don't clear towns,learn what is a building and what are defences. Shoot the defences as soon as you spot them.Try to transport as soon as possible.

ALTERED BEAST

In two player mode, one take the upper platforms, the other take the floor.

BATMAN THE MOVIE and ROBOCOP

Learn the enemy patterns and wait for them to come,shoot them and then proceed.

ELIMINATOR

If you see a ramp,it's likely you will need it.

REAL GHOSTBUSTERS

Stand back to shoot,rather than charge in.

GRYZOR

On level one,find a pattern that means you can kill the maximium enemies without being killed and then stick to it.

RENEGADE 3

There are in general,less enemy on upper platforms so keep to these as much as possible.

CYBERNOID 1 & 2

If you know what is in the next room,select the appropiate weapon before you enter. You don't have to shoot everything, if you can, run!

BARBARIAN

On earlier opponents,roll at their feet to get them into a corner.

TAI PAN

Get all the things you need for your sea voyage as quickly as you can and save the game so you don't need to do this every time you play. Also gamble and get as much money as you can and then save the game.

DOUBLE DRAGON

Don't buy the game! (now now Gary lets not get nasty) If you have got it then get in alignement and keep repeating roundhouse kick and flying kick to defeat the big boss.

RENEGADE

Get the weapon carriers first,don't bother with pushing them off the pier,it's too dangerous.

TWIN TURBO V8

Don't oversteer,it's very easy.Accelerate all the time. When approaching a corner, just switch at the last moment from a high gear to low gear,as soon as you begin to come off of the road. As soon as you are safe switch back to high gear.

GRAND PRIX SIMULATOR 2

Same as Grand Prix Sim tip in issue 5

ITALIAN SUPERCAR / SUPER STUNTMAN

Canyon jump .. Go slow up until the last moment and then put on a good spurt of speed about a screen before the jump. Then, as you hit the ramp,push the turbo button.

PAPERBOY

Aim for the mail boxes, toy cars and Sinclair C5's. They get more points. Also, on the kerb is a safe spot,but practice to find where it is.

IKARI WARRIORS

In difficult bits,just walk forward firing grenades to clear a path.

GHOSTBUSTERS

Lay the trap but don't fire lasers.Wait until the ghost is right over the trap and press fire twice,as quick as you can.This gives a bigger success rate and saves backpack power.

EMPIRE STRIKES BACK

Don't use cables on the AT-AT's.Instead, fire at the red boxes in their heads

Well gawd blimey luv aduck mister, that was a mega list of tips, Thanks Gary.

Why is Gary Smith like Dizzy ??? Because he is an all round good egg ! !
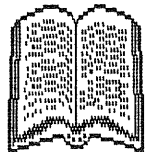
Colin Mulholland from Northern Ireland has dug up and sent in this cheat from a very old game called Bruce Lee. If you set up the game so that player two is set as Opponent and not Computer. The when you play the game you get 9 falls instead of 4. I don't have this game so can't confirm that it works. I did look up old Amstrad Action's to see if it had been mentioned and found this in issue 6 (I told you it was an old game). Where you know there is a doorway to be revealed you can walk Bruce right up to it, lie down and , hey presto! - you're through it. This means you can take some nice short cuts. Things are made even easier by getting 99 lives. To do this you just have to have 9 falls left, in the two player game, when picking up the two circles (one on top of the other) that give an extra life. The bit about the circles makes no sense to me ,I just hope it does to those who do have the game.

I'm a CHEATer and proud of it ! . .

Public Domain Clip Art (again ?)

In my review of PCW Worlds PD Clip Art, I mentioned that some bits of art with a dash in them ie Tee-Shot, should not be loaded into Stop Press. I had a little brain wave (I"m allowed one a year) and renamed the files without the dash to see if they would still make Stop Press crash. Below are the results of my brain wave, as you can see they now work perfectly. While renaming the cut outs I found out that there are 2 page files in the User 8 area of both sides of the disc. I couldn't get these to load at all, must be PCW pages only.
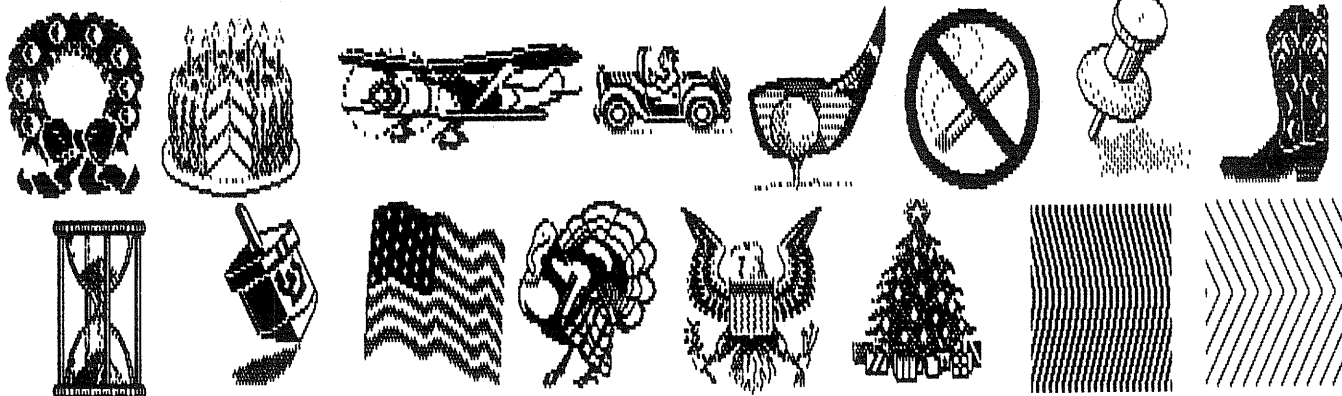
CASTLE MASTER 2 HELP

In issue 6 Steve Groves asked for help to finish Castle Master 2. I then got a letter a week after the release of issue 6,that Steve had found how to beat the game himself. Then a bit later I got a tip from Peter Kings of Gosport,I thought I'd still add it even though Steve no longer needs it. Just in case you are stuggling with the game.

With the lift at the bottom and with full stength, go into lift well and push the rock under the lift weight. Now go into lift and push the top button. Then push the bottom button. Go back to lift well and the rock will have been smashed. The key to level 2 is in the remains of the rock.

                    Thanks Peter

Although I had just found this myself and sent it into Amstrad Action's Cheat Mode I thought I'd add it to this issue because someone else has sent it into me and wants his name in print. Mike Bullen from Cornwall COME ON DOWN. What you may be asking,am I going on about ? Well a Multiface poke for the disc version of Teenage Mutant Hero Turtles thats what !

            75bc,a7 Inf. Energy

COMPETITION WINNERS

Quick hang out the flags,and get your self a glass of bubbly (not you Gary you're too young and not you Phil you're driving the rest of us home).Get ready for the only part of Play Mates any one will actually read. So this a good point to remind you that if you haven't ordered issue 8 (just one pound from all good chemists) order it now. Right then on to the winners of the NIRVANA and ISSUE 6 competitions.

First competition was for the disc utility Nirvana donated by Goldmark Systems. The answer was Graphics Galore and was won by Jacky Tancock from Devon. Well done Jacky.

The other competition was open to all readers who had ordered issues 7 & 8. But due to the limited number of folk willing to order issue 8, I also added those who had just ordered issue 7. So now to the lucky winner of the Who Dares Wins 2 tape, donated by Gary Smith (thanks Gary).
The person who dared and won is Colin Mulholland from Belfast.

Thanks to all who entered either of the competitions, and a very big thanks to the people who donated the prizes.

I would just like to point out that for all users and non-users of the Bonzo Super Meddler disc. There is a review by Nigel Mells of the other files on the disc, which most folk never look at. It is worth a read just to see,what apart from the best tape to disc utility you get for your money.

I would also like to thank Alan Scully of Scull PD fame, on the behalf of James Garside and myself for the good mentions we got in the pages of the new Amstrad Computer User magazine PD pages. Thanks Alan.

Play Mates .. Pokes Page
Multiface Two +
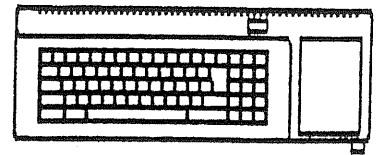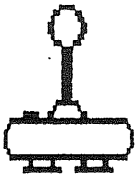
As promised here are a few more from Gordon Hagan's list of 350 Multiface pokes.

52	booty	t	54f4	00	inf life
53	booty	t	5838	00	no music
54	breakthru	t	be38	00	inf life
55	brian blood axe	t	684b	c3	inf life
56	bronx st cop	t	4ffa	a7	inf ammo
57	bronx st cop	t	0579	32	extra time
58	bubble bobble	?t	6d85	a7	lives pl2
59	bubble boble	?t	6d24	a7	lives pl1
60	buggy boy	t	4e7e	85	more time
61	buggy boy	t	8141	36	with 4e7e
62	buggy boy	t	5e7f	c9	inf time
63	buggy boy	t	8142	85	with 4e7e
64	cabal	d	1972	00	cant die
65	cabal	d	0b1a	00	inf life
66	cabel	t	0b1a	00	inf ???
67	cauldron	t	9cb3	00	inf life
68	cauldron "2"	?t	1c90	00	inf life
69	ceberus	t	c688	00	inf life
70	chase h.q.	t	2074	00	inf time
71	chase h.q.	d	2022	00	inf time
72	chase h.q.	t	3872	00	inf turbo
73	chase h.q.	d	3820	00	inf turbo
74	chicago 30s	t	43dd	00	inf life
75	cholo	t	8316	a7	invunrible
76	chronos	t	8bf1	00	change scr
77	chronos	t	81eb	00	extrabonus
78	chronos	t	738b	00	inf life
79	chronos	t	8c5b	00	alien only
80	chuckle egg 2	t	7a0b	00	auto down
81	classic arcadia	t	1295	00	rapid fire
82	cobra	t	4ccf	00	gun shots
83	cobra	t	4eca	00	inf life
84	combat school	?t	042c	0a	slow time
85	continental cir	t	117e	00	car in lan
86	continental cir	t	2772	00	inf contin
87	count duckula	t	101b	c9	no rocks
88	count duckula	t	11de	c9	no bats
89	count duckula	t	10c7	c9	no crowbro
90	count duckula	t	0f6e	c9	no mummies
91	critical mass	t	308f	00	with 308e
92	critical mass	t	3090	00	with 308e
93	critical mass	t	308e	00	inf crafts
94	dan dare	t	7c58	c9	inf life
95	doors of doom	t	85f6	a7	inf energy
96	double dragon	t	4ceb	00	inf lifes
97	dragon spirit	t	206b	00	inf life
98	dragon spirit	t	1fdf	a7	invunrible
99	driller	td	6ea0	a7	with 6f7b
100	driller	td	7a1a	00	ecd stop
101	driller	td	6f7b	a7	inf cre/fu
102	driller	td	7a19	00	with 6e3e
103	driller	td	6e3e	00	inf time
104	driller	td	6581	1b	with 6580
105	driller	td	6e20	00	with 6581
106	driller	td	6580	18	with 6581
107	druid	t	4566	00	inf energy
108	dun darach	?t	792a	18	open doors
109	dynamite dux	d	8b84	a7	inf credit
110	esc singes cast	t	7d3d	00	inf life
111	exploding wall	?t	420d	00	inf life
112	fast food	?t	570c	00	inf lifes
113	fire trap	t	6dcb	ff	255 lives

Colin Mulholland from Belfast has sent in some Multiface pokes for some older games. As with some of Gordons pokes I don't have all the games so can't vouch that all will work. Worth a try though ah?

Oh Mummy	760E,00	Inf.lives
Thrust	4347,C9	Inf.lives
Speedking	152A,C9	stop clock
Speedking	1S90,C9	other bikes can't hurt
Speedking	1D8C,C9	grass can't hurt.
Speedking	22DA,C9	music off
Monty On The Run	9CBC,00	Inf.lives
Monty On The Run	9BE3,C9	no crushers

I have been going through some old type in pokes and sorting out the Multiface pokes for the games. Below are just a few that I have found so far.

MOVING TARGET	64CF,00	INF. BULLETS
MOTOS	0B79,XX	XX=No. OF LIVES
MOTOS	05FB,00	INF. LIVES
BALL CRAZY	1C6F,A7	INF. LIVES
ZUB	4319,00	DROIDS CAN'T HARM
XCEL	33A4,00	INF. LIVES
TERMINUS	*33A2,00	INF. THRUST

```
1 ' *** HYPERLOCK ***
2 ' Tape Cheat System
3 ' by ANDY PRICE
4 ' Exclusively for Play Mates
5 '
10 DATA 00,00,00,00,000
20 DATA 21,A0,99,22,17C
30 DATA 2B,BE,22,00,10B
40 DATA BE,CD,7A,BC,2C1
50 DATA 11,00,40,CD,11E
60 DATA 77,BC,2A,00,15D
70 DATA BE,CD,83,BC,2CA
80 DATA CD,7A,BC,3E,241
90 DATA C3,32,16,BD,1C8
100 DATA 21,2D,BE,22,12E
110 DATA 17,BD,C3,00,197
120 DATA 00,2A,00,BE,0E8
130 DATA 7E,FE,16,28,1BA
140 DATA 03,23,18,F8,136
150 DATA 23,7E,FE,BD,25C
160 DATA 20,F2,23,E5,21A
170 DATA 7E,FE,C3,28,267
180 DATA 03,23,18,F8,136
190 DATA 23,5E,36,5E,115
200 DATA 23,56,36,BE,16D
210 DATA EB,11,5E,BE,218
220 DATA 01,0A,00,ED,0F8
230 DATA B0,22,84,BE,214
240 DATA E1,E9,DD,21,2C8
250 DATA B1,A7,11,00,169
260 DATA 01,CD,40,A7,1B5
270 DATA 2A,84,BE,06,172
280 DATA 02,23,7E,FE,1A1
290 DATA C3,28,02,18,105
300 DATA F8,10,F6,23,221
310 DATA 5E,36,86,23,13D
320 DATA 56,36,BE,EB,235
330 DATA 22,02,BE,C3,1A5
340 DATA 00,00,C3,86,149
350 DATA BE,00,00,00,0BE
360 DATA 00,00,00,00,000
370 n=4:a=&BE00:1=10:WHILE 1<370
380 GOSUB 390:WEND:GOTO 470
390 cs=0:FOR x=1 TO n:READ v$
400 v=VAL("&"+v$):POKE a,v
410 cs=cs+v:a=a+1:NEXT
420 READ c$:c=VAL("&"+c$)
430 IF c<>cs THEN 450
440 1=1+10:RETURN:GOTO 460
450 PRINT"Data error in line ",1:STOP
460 '
470 ' HYPERLOCK cheats here
```

Hello once again Play Mates, and welcome to this issues crop of pokes and stuff. First off the starting block is a new Play Mate Andy Price from Dunstable. Yes the same Andy Price that is in Amstrad Action's Cheat Mode every month saving our lives in more ways than one. His first batch of pokes need a system he has called HYPERLOCK. Type in the Hyperlock program and then save it. Now you have the main section of a number of pokes. All you've got to do then is type in the poke then Merge it with the Hyperlock file you have saved, then re-save as seperate pokes. If you've not yet mastered Merging files, just load in Hyperlock then type in the poke you want, as you will see line numbers carry on where Hyperlock left off. Then save the whole poke and then just repeat for any of the other pokes you want. All that I have left to say is thanks to Andy for passing on these pokes.

Have a Heart
Mister
Please buy

Play Mates

```
480 ' Rastan  Hit Squad
490 ' by ANDY PRICE
500 ' Merge with HYPERLOCK
510 '
520 DATA 3E,00,32,78
530 DATA 0D,AF,32,79
540 DATA 0D,DD,2A,02
550 DATA BE,DD,E9
560 FOR a=&BE86 TO &BE94
570 READ b$:POKE a,VAL("&"+b$)
580 NEXT:MEMORY &7FFF
590 POKE &BE05,&36:POKE &BE06,&99
600 CALL &BE04
```

```
480 ' Power Drift
490 ' by ANDY PRICE
500 ' Merge with HYPERLOCK
510 '
520 DATA FD,E5,FD,21
530 DATA 60,2E,FD,36
540 DATA 41,FF,FD,E1
550 DATA DD,2A,02,BE
560 DATA DD,E9
570 FOR a=&BE86 TO &BE97
580 READ b$:POKE a,VAL("&"+b$)
590 NEXT:MEMORY &7FFF
600 POKE &BE05,&98:POKE &BE06,&9A
610 CALL &BE04
```

```
1 ' Steel Eagle
2 ' by ANDY PRICE
3 ' Play Mates & Amstrad Action
4 '
10 MODE 1:FOR a=&40 TO &5F
20 READ x$:x=VAL("&"+x$)
30 POKE a,x:y=y+x:NEXT
40 IF y<>2799 THEN 130
50 PRINT"Use appropriate side"
60 CALL &40
70 DATA 06,05,21,5b,00,11
80 DATA 00,05,cd,77,bc,21
90 DATA 0c,1b,cd,83,bc,cd
100 DATA 7a,bc,af,32,98,1b
110 DATA c3,0c,1b,53,54,45
120 DATA 45,4c
130 PRINT"data error":STOP
```

```
1 ' The Munsters  tape
2 ' Original Version
3 ' by ANDY PRICE
4 ' Thanks to Phil Howard
5 ' for the M2 poke
6 '
10 DATA 06,01,21,62,00
20 DATA 11,00,90,cd,77
30 DATA bc,21,00,01,cd
40 DATA 83,bc,cd,7a,bc
50 DATA 3e,c3,32,8e,01
60 DATA 21,63,00,22,8f
70 DATA 01,c3,00,01,2e
80 DATA f5,af,32,ec,1e
90 DATA f1,2a,05,01,e9
100 FOR x=&40 TO &6C
110 READ a$:a=VAL("&"+a$)
120 POKE x,a:y=y+a:NEXT
130 IF y<>&1030 THEN 150
140 MODE 1:CALL &40
150 PRINT"Error in Cheat"
```

```
1 ' Badlands -disk-
2 ' by ANDY PRICE
3 '
10 DATA 06,04,11,00,30
20 DATA 21,1d,be,cd,77
30 DATA bc,21,00,01,cd
40 DATA 83,bc,cd,7a,bc
50 DATA 21,21,be,22,8b
60 DATA 01,c3,00,01,44
70 DATA 49,53,43,11,00
80 DATA 06,d5,af,21,68
90 DATA 7b,77,23,77,23
100 DATA 77,e1,e9
110 FOR x=&BE00 TO &BE2F
120 READ a$:a=VAL("&"+a$)
130 POKE x,a:y=y+a:NEXT
140 IF y<>&1121 THEN 160
150 CALL &BE00
160 PRINT"DATA error":CLEAR
```

```
1 ' Twinworld Cheat *disc*
2 ' by ANDY PRICE
3 ' Play Mates
4 ' and Amstrad Action
10 DATA 21,a7,be,06
20 DATA 04,cd,77,bc
30 DATA eb,cd,83,bc
40 DATA cd,7a,bc,3e
50 DATA c3,32,f5,40
60 DATA 21,9d,be,22
70 DATA f6,40,c3,00
80 DATA 40,01,7e,fa
90 DATA af,ed,79,32
100 DATA 53,29,c9,54
110 DATA 57,49,4e
120 FOR n=&BE80 TO &BEAA
130 READ x$:x=VAL("&"+x$)
140 POKE n,x:y=y+x:NEXT
150 IF y<>&1510 THEN 190
160 PRINT"Insert Twinworld"
170 CALL &BB18:MODE 0
180 CALL &BE80
190 PRINT"DATA error"
```

```
1 ' Saboteur 2 - Encore
2 ' by ANDY PRICE
3 ' Play Mates & Amstrad Action
4 '
10 DATA 21,00,03,11,00
20 DATA 01,3e,16,cd,a1
30 DATA bc,21,94,be,22
40 DATA 7e,03,c3,00,03
50 DATA 3e,00,32,f4,33
60 DATA 3e,35,32,c6,3a
70 DATA 3e,35,32,85,3c
80 DATA 3e,00,32,0e,96
90 DATA c3,00,04
100 FOR x=&BE80 TO &BEAA
110 READ p$:p=VAL("&"+p$)
120 POKE x,p:y=y+p:NEXT
130 IF y<>&C0D THEN 240
140 MODE 1:INPUT"inf time";y$
150 IF y$="n" THEN POKE &BE95,&35
160 INPUT"longer jumps";y$
170 IF y$="y" THEN POKE &BE9A,0
180 INPUT"enemies";y$
190 IF y$="n" THEN POKE &BE9F,0
200 INPUT"inf energy";y$
210 IF y$="n" THEN POKE &BEA4,&35
220 PRINT"* Press PLAY *"
230 CALL &BE80
240 PRINT"DATA error":STOP
```

```
1 ' Critical Mass (Encore)
2 ' by ANDY PRICE
3 '
10 DATA 21,21,be,11,50,93
20 DATA 06,08,cd,77,bc,21
30 DATA 00,c0,cd,83,bc,cd
40 DATA 7a,bc,af,32,8e,30
50 DATA 32,8f,30,32,90,30
60 DATA c3,00,7c,43,52,49
70 DATA 54,49,43,41,4c
80 FOR x=&BE00 TO &BE28
90 READ a$:POKE x,VAL("&"+a$)
100 NEXT:MODE 1:CALL &BE00
```
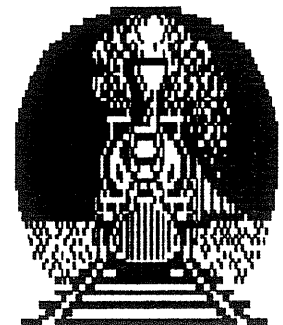
```
1 ' Dragons Lair 2
2 ' by Andy Price
3 '
10 MEMORY &87FF:LOAD""
20 FOR a=&8824 TO &882B
30 READ b$:b=VAL("&"+b$)
40 POKE a,b:NEXT
50 INPUT"Number lives: ",num
60 POKE &8825,num
70 CALL &8800
80 DATA 3e,20,32,02,7d,c3,43,1b
```

Scapeghost is a 3 part adventure from Level 9. The basic outline is that you play Alan Chance, a detective who was working undercover on a drugs case. You were betrayed to the criminals and murdered by them. It is now up to you to prevent them getting the drugs, prove that they are involved and ultimately help capture them, but you only have 3 nights in which to do this.
You find yourself attending your own funeral as a very weak ghost with no spiritual powers. As night falls, you are able to explore the graveyard, increasing your ghostly abilities and persuading fellow spirits to help you in your task. Physical strength is important so a short course in lifting weights can be found. Actually persuading some of the spirits to help involves you helping them first in a variety of ways to prove your worth. Once recruited, coordination becomes very important and the WAIT command is vital — ie: NORMAN WAIT 1 AND LIFT ROCK : LIFT ROCK means that you and Norman will both perform the same action at the same time. The final job is to recover the drugs.
Part 2 sees a confrontation with a ghostly enemy and finally attracting the police to the house. Doing this again involves some cooperation with your old (and dead) friend, Joe.
In the final part, you will track the gang to their hideout, release a hostage and prevent the gang's final escape attempt.
The game is up to Level 9's high standard, though the graphics leave a little to be desired at times. The puzzles are excellent — not too hard yet requiring some thought.
Although it is not my favourite (that title belongs to the Lords Of Time), I consider this to be really good. I'm still stumped at the very end of Part 3, but if anyone wants the solutions to Parts 1 & 2, let me know.

If you want help Marks address is
2 Primrose Way, Kirby Muxloe, Leicester, LE9 9AX

For all you type-in freaks out there, Andrew Price has sent in this little gem, to keep you happy. Never let it be said I don't cater for the freaks amongst us.

```
1 ' split screen, mode 1 top
2 ' mode 2 bottom, by Andrew Price
3 ' March 1989
4 '
10 DATA 3A,EC,BD,FE,F7,28,45,FE,17,28
20 DATA 4D,21,5F,60,06,81,11,17,60,CD
30 DATA D7,BC,C9,F3,D9,CB,89,CB,C1,ED
40 DATA 49,D9,FB,3E,04,32,71,60,21,68
50 DATA 60,06,81,11,32,60,CD,E0,BC,C9
60 DATA 3A,71,60,3D,32,71,60,B7,C0,F3
70 DATA D9,CB,81,CB,C9,ED,49,D9,FB,21
80 DATA 32,60,CD,E6,BC,C9,21,EC,BD,3E
90 DATA 0E,77,23,3E,0B,77,18,B3,3E,2E
100 DATA 32,EC,BD,18,AC,00,00,00,00,00
110 DATA 00,00,00,00,00,00,00,00,00,00
130 DATA ap
140 '
150 MODE 2:chk=0:x=&6000:MEMORY x-1
160 READ a$:IF a$="ap" THEN 180 ELSE a=VAL("&"+a$)
170 POKE x,a:x=x+1:chk=chk+a:GOTO 160
180 IF chk<>&2FD0 THEN PRINT "DATA ERROR.":END
190 CALL &6000
200 CLS:MODE 1:PRINT"mode 1"
210 MODE 2:LOCATE 1,24:PRINT"mode 2      from andrew price
220 CALL &BB18
```
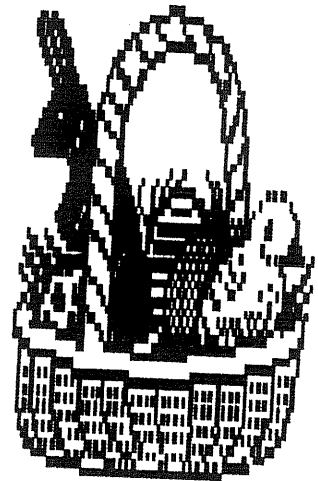
Bonzo Super Meddler
By Nigel Mells

It's not quite two years yet since I got my BSM disk from Nemesis, prior to this I had been using Speedtrans Plus. I can only remember transferring three games using this package, a lot of work with so few transfers is very disheartening. So I sent off for BSM, and what came back was amazing. A disk full of programmes to do games transfers, a news letter and instructions on how to use it. Well it may not seem amazing to you, but every game that would not transfer now would. The news letter informed me of difficult transfers, and a number of new transfers that were not in the data base on the disk. Now you have to remember that until now to get a game to disk had taken several days work, and to get it to run was another thing.

Now the above can apply to a lot of people, and may even apply to you. But I wonder how many of you have looked at every thing on the BSM disk, it was some time before I looked at it. You will find that you have been given a number of Utilities with it free, the file copy program BONZCOPY you find very quickly. Most useful to copy files from disk to disk.

Other ones are hidden away, the simple data base program can be overlooked easily. Though used to store information about game transfers, it can be used for other things. You could store your record collection, and cross references it. One thing about this data base is the speed of the sort, it can sort about 1000 records in 2 seconds. That is not bad if you have ever seen a Basic sort running.

So what other utilities do you get, CUTEDISC is a general disk maintenance utility. It can also be used to transfer files to tape, now apart from backup why else you would want to do that I don't know. But some people out there may want to do it, so it's there for them.

We now come across the program WHATELSE, on the surface this may look as if you have a second copy of the CPM program DISCKIT. The only difference being that it runs from AMSDOS, well yes it does copy disks and run from AMSDOS. But it definitely copies more disks than DISCKIT does, and again if you want to, you can backup a disk to tape. This is Bonzo Clone Arranger, and it will give full instructions on how to use it, I know DISCKIT doesn't do that. Now a number of you will have noticed two options on the menu that look the same. One catalogue and the other directory, the first one will do just that, a catalogue of the disk. But the other directory will let you see all user areas of the disk, and any files that have been erased. It also has a format option as well, just like DISCKIT.

I wonder how many of you have looked at WHATISIT, yep it's another disk editor. Well not just another one, it's one of the easiest editors I've ever used before. You may ask why do I need a disk editor as a games player? Well it can scan a disk looking for passwords, or any other string you might want to look for. You may even use it to fix a corrupted disk, still it is there if you need it.

Now all of the above utilities are given free, if you were to go and buy them it would cost you as much again as the BSM disk cost to buy in the first place. So I think you can say that you have double the value in utilities before you start, and it will transfer over 1000 games to disk. So next time you want a utility program for something, make sure that you don't have it on your BSM before buying anything.

It is regrettable that Nemesis no longer trades, but Colin has passed the sales of all the Bonzo programmes to Microstyle. But all the Nemesis disks can be obtained from them at: 212 Dudley Hill Road, Bradford, West Yorkshire BD2 3DF. The newsletter that Colin provided is now covered in Playmates by Carl, and you can still get data base updates from myself. All transfers of games can be passed to Carl or me at: 51 Avondale Road, Ashford, Middlesex, TW15 3HP, or phone 0784-250763.

Bonzo's Litter Tray...

The Bonzo Bulletin section of Play Mates

HELLO ONCE MORE PLAY MATES TO THE WORLD OF THE BONZO DISCS, SUPER MEDDLER AND BLITZ. IF YOU CAN REMEMBER IN THE LAST ISSUE WE HAD A NEW OPTION (NO. 11) AND MENTION OF ANOTHER (OPTION 8X) THAT HAD BEEN ADDED TO THE NEWER BSM DISCS. WELL IF YOU HAVE OPTION 8X AND OPTION 11, YOU CAN SCRAP BOTH. SIR COLIN OF NEMESIS HAS DONE A NEW OPTION THAT WILL DO ALL THE GAMES COVERED BY THE OTHER 2. THIS NEW OPTION ONCE LOADED ASKS YOU TO PICK A, B, OR C, SO GAMES WILL BE LISTED IN THE DATABASE AS 11A, 11B OR 11C. I'LL LET SIR COLIN EXPLAIN HIS WORK HIM SELF.

OPTION 11 - THE TYPE-IN ! [EXPANDED MACHINES ONLY]
===========================

THERE WAS A GREAT SHAKING AND A WAILING, THE LIGHTS DIMMED, THE WALLS SHOOK, AND A POTENT FEAR OF THE UNKNOWN TOOK THE INMATES OF BONZO TOWERS AT THE HEART OF THEIR BEING. CHILDREN SCREAMED AND DOMESTIC ANIMALS RAN AMOK, THE FAINT-HEARTED FAINTED AND THE BRAVE CHANGED THEIR UNDERWEAR. TOP CAT, YOGI BEAR & FRIENDS, RUFF & READY AND F1 TORNADO SIMULATOR ALL ARRIVED [IN A PLAIN BROWN PACKET WITH AN INDECIPHERABLE POSTMARK], AND NARRY THE ONE WOULD TRANSFER TO DISC.
NOW, IT SO HAPPENED, THAT IN A DARK CORNER OF LONG FORGOTTEN CELL, SAT A DIABETIC GNOME. HE WAS BORED, TIRED AND LONELY, AND LONGED FOR A WAY TO MAKE HIS MARK AGAINST THE HITECZEPPMASTERS. POKING RAPIDLY AND ALTERNATELY BETWEEN HIS CPC KEYBOARD AND HIS LEFT EAR HE WAS SOON TO DISCOVER THAT THE EVENTS OF DIZZY IV, BLAZING THUNDER, HONG KONG PHOOEY AND FUTURE BIKE SIMULATOR ALL BORE THE MARKS OF THE SAME DASTARDLY PLOT ! TAPPING AWAY WITH EARLIER MASTERPIECES, OPTION 8X AND THE OPTION 11 CREATED IN THE LAST ISSUE OF PLAYMATES, HE WAS SOON TO REALISE THAT THEY WERE DOOMED - UNLESS HE SCRAPPED THEM BOTH IN FAVOUR OF A BRAND NEW, OZONE FRIENDLY, LEAD-FREE OPTION ! WITH GREAT FORESIGHT HE ENTITLED THE WORK ABOUT TO COMMENCE - OPTION 11 ! SUCH ECONOMY OF THOUGHT, SUCH WIT, SUCH CONFUSION. BUT, RE-WRITE IT HE DID.
IT CAME TO PASS THAT ON THE NONTEENTH DAY OF HIS LABOURS HE DID PRESENT TO HIS MASTER, BONZO OF THE TOWERS, THIS GREAT WORK. AND IT WAS TESTED UPON THEM ALL, AND BLAZING THUNDER AND HONG KONG PHOOEY AND FUTURE BIKE SIMULATOR(MAIN FILE) AND DIZZY IV AND TOPCAT ALL YIELDED TO OPTION 11-A. ALSO IT WAS DISCOVERED THAT THE TREASURES OF RUFF & REDDY AND YOGI & FRIENDS GAVE UP THEIR SECRETS TO OPTION 11-B. AND YES, IT WAS SOON TO BE ANNOUNCED THAT F1 TORNADO SIMULATOR WAS DISMANTLED BY OPTION 11-C [1=0, 2=192].
"REJOICE, REJOICE !", SAID MAGGIE THE HATCHET, "FOR TODAY I HAVE GLAD TIDINGS AND GREAT JOY FOR THOSE WHO SWEAT DAILY OVER THE KEYBOARD. I HAVE IN MY HAND A SHEET OF PAPER," [THUNDEROUS APPLAUSE.] "THAT SO FILLS ME WITH THANKSGIVING THAT I BARELY NOTICE THE WEIGHT. LET IT BE KNOWN BY ALL MEN OF FAITH, THAT TODAY I HAVE IT !". AND SHE DID TOO, AND THERE WAS GREAT REJOICING AND CELEBRATION, AND THE LAND GLOWED WITH THE DELIGHTS OF THE GREAT EVENT. AND THEN, SERGEANT, I PICKED UP THE SHEET OF PAPER, AND MY EYEGLASSES, AND MY POINTY STICK; AND, SERGEANT, THIS IS WHAT I READ:

```
10 CALL &BBFF:REM COPYRIGHT NEMESIS 1991/OPTION11-NU
20 POKE &7FFF,81:POKE &4500,93:OUT &7F00,&c5
30 IF PEEK(&7FFF)<>81 OR PEEK(&4500)<>93 THEN 50
40 PRINT"SORRY ! 6128's OR EXPANDED MACHINES ONLY":END
50 OUT &7F00,&c0:NAME=&A2C8
60 MEMORY &9FEF:FOR X=&9FF0 TO &A2F0:READ A$:Y=VAL("&"+A$):POKE X,Y:CS=CS+Y:NEXT
70 IF CS<>71715 THEN PRINT"DATA ERROR !":END
80 INK 0,26:INK 1,2:BORDER 26:CLS:PEN 1
90 LOCATE 10,12:PRINT"OPTION A,B OR C ?"
100 WHILE INKEY$<>"":WEND:IF INKEY(69)<>-1 THEN 130
110 IF INKEY(54)<>-1 THEN POKE &A08D,&44:POKE &A08E,&A1:GOTO 130
120 IF INKEY(62)<>-1 THEN 130 ELSE 100
130 CLS:LOCATE 1,5:PRINT"ANY CODE TO ENTER [ AS SHOWN IN DatabaseComment COLUMN ] Y/N  ?"
140 WHILE INKEY$<>"":WEND:IF INKEY(43)<>-1 THEN 160
150 IF INKEY(46)<>-1 THEN CLS:GOTO 170:ELSE 140
160 CLS:INPUT"CODE 1 ? ",A:PRINT:PRINT:INPUT"CODE 2 ? ",B:POKE &A001,A:POKE &A002,B
170 CLS:INPUT"ENTER FILENAME FOR THE TRANSFER. MAXIMUMEIGHT CHARACTERS ",A$
180 IF LEN (A$)>8 OR LEN(A$)<1 THEN 170 ELSE A$=UPPER$(A$)
190 IF LEN (A$)<8 THEN A$=A$+SPACE$(8-LEN(A$))
200 FOR x=1 TO 8:POKE NAME,ASC(MID$(A$,x,1)):NAME=NAME+1:NEXT
210 CLS:PRINT"OK... DISC IN DRIVE.TAPE IN PLAYER";:PRINT:PRINT"PRESS A KEY..."
220 CALL &BB18:CALL &BBFF:CALL &BB4E:CALL &BD37:CALL &9FF0
230 DATA 21,00,A2,11,80,BE,01,00,01,ED,B0,00,00,00,00,00,21,00,00,22,86,A0
240 DATA 22,B1,A0,22,F7,A0,22,2E,A1,11,08,00,19,22,76,A0,CD,37,BD,06,00,11
250 DATA 00,40,CD,77,BC,EB,CD,83,BC,E5,CD,7A,BC,E1,E5,7E,23,FE,C3,20,FA,22
260 DATA B9,A0,06,FF,7E,23,FE,C3,28,04,10,F8,18,03,22,B9,A0,2A,B9,A0,11,BB
270 DATA A0,7E,47,1A,77,78,12,23,13,7E,47,1A,77,78,12,C3,5A,A0,2A,B9,A0,06
280 DATA 04,2B,7E,FE,CD,28,04,10,F8,18,23,36,C3,23,7E,32,8A,A0,23,7E,32,8B
290 DATA A0,11,00,00,72,2B,73,21,85,A0,01,08,00,ED,B0,18,07,01,00,00,C5,C3
300 DATA 00,00,21,C5,A0,11,00,60,A7,ED,52,22,C3,A0,01,C4,7F,ED,49,21,00,A0
310 DATA 11,00,40,01,A0,1F,ED,B0,01,C0,7F,ED,49,21,BD,A0,11,00,00,01,08,00
320 DATA ED,B0,C9,00,00,00,00,01,C4,7F,ED,49,C3,00,00,F3,ED,73,41,41,2A,BB
330 DATA 40,22,35,41,31,FF,7F,21,00,00,11,80,41,01,40,00,ED,B0,21,00,42,11
340 DATA 00,A2,01,00,1E,C5,7E,47,1A,77,78,12,23,13,C1,0B,79,B0,20,F1,21,00
350 DATA 00,E5,23,36,C0,23,23,23,23,23,36,80,23,36,BE,E1,E9,F3,31,00,80,21
360 DATA 00,42,11,00,A2,01,00,1E,ED,B0,21,80,41,11,00,00,01,40,00,ED,B0,01
370 DATA 01,BC,ED,49,04,0E,28,ED,49,21,00,00,E5,23,36,C0,11,00,00,23,23,23
380 DATA 23,23,73,23,72,E1,31,00,00,E9,F3,ED,73,C1,41,31,FF,3F,21,C5,A0,22
390 DATA 8D,40,21,98,40,36,18,23,36,13,2E,42,74,2E,45,74,2E,48,74,2E,59,74
400 DATA 2E,5C,74,2E,6F,74,2E,74,74,2E,7D,74,2E,AF,74,2E,97,74,21,90,41,11
410 DATA 00,3F,01,00,01,ED,B0,2A,BB,40,AF,32,BB,40,32,BC,40,C3,00,3F,F3,E5
420 DATA 01,C0,7F,ED,49,7E,FE,DD,23,20,FA,7E,FE,21,23,20,F4,23,23,7E,FE,11
430 DATA 2B,2B,20,EB,3E,C3,BE,23,20,FA,01,C4,7F,ED,49,CD,40,40,01,C0,7F,ED
440 DATA 49,E1,31,00,00,E9,41,2C,28,48,4C,29,0D,10,04,4C,44,09,42,2C,41,0D
450 DATA 1A,04,4C,44,09,41,2C,28,44,45,29,0D,24,04,4C,44,09,28,48,4C,29,2C
460 DATA 41,0D,2E,04,4C,44,09,41,2C,42,0D,38,04,4C,44,09,28,44,45,29,2C,41
470 DATA F3,31,FF,BF,08,D9,01,89,7F,ED,49,D9,08,CD,44,00,CD,52,BF,06,0A,21
480 DATA 51,BF,34,21,48,BF,11,40,00,D5,CD,8C,BC,E1,11,C0,A1,01,00,00,3E,02
490 DATA CD,98,BC,CD,8F,BC,00,3E,C9,32,B2,BE,01,C4,7F,ED,49,21,00,40,22,9D
500 DATA BE,21,00,20,22,A5,BE,CD,93,BE,21,00,C0,22,9D,BE,21,00,40,22,A5,BE
510 DATA CD,93,BE,21,51,BF,36,30,21,F7,BE,22,9D,BE,22,A8,BE,21,80,00,22,A5
520 DATA BE,06,08,CD,99,BE,C3,00,00,CD,52,BF,21,51,BF,34,21,48,BF,06,0A,11
530 DATA 40,00,D5,CD,77,BC,E1,CD,83,BC,CD,7A,BC,00,3E,C9,32,11,BF,01,01,BC
540 DATA ED,49,04,0D,ED,49,01,C4,7F,ED,49,21,00,40,22,04,BF,CD,FA,BE,01,C0
550 DATA 7F,ED,49,21,00,C0,22,04,BF,CD,FA,BE,F3,01,C4,7F,ED,49,31,00,80,C3
560 DATA 09,41,41,20,20,20,20,20,20,20,2E,30,21,FF,AB,11,40,00,0E,07,CD,CE
570 DATA BC,C9,52,4F,4D,55,50,3A,44,49,0D,82,05,4C,44,09,53,50,2C,23,00,00
```

HELLO PLAY MATES ONCE AGAIN, WE START THIS PAGE OF BONZO NEWS, WITH THE INFO ON THE GAME "SUPERSKI CHALLENGE" BY PLAYERS PREMIER. IT CAN BE GOT TO DISC IN TWO WAYS, EITHER OPTION 1 OR HACKPACK. IF YOU HACKPACK THE GAME YOU GET THE MAIN FILE WITH THE EVENTS (LEVELS) LOADING FROM TAPE. IF YOU USE OPTION 1 ALL THE 7 FILES THAT MAKE UP THE MAIN FILE AND THE 4 EVENT LEVELS TRANSFER TO DISC. ONLY TROUBLE IS IF YOU RUN THE LOADER S.BAS ALL SCREENS WITH WRITING ON WILL BE RUINED. SO I SENT IT OFF TO COLIN AND HE HAS SORTED IT OUT JUST ALTER THE LOADER SO IT READS AS THE TYPE IN BELOW. THE ALTERATIONS ARE TO LINE 65 WITH A NEW LINE 80 ADDED. THE MAIN FILE AND EVENTS WILL NOW ALL LOAD FROM DISC AND ALL WRITING CAN BE READ. ONCE AGAIN COLIN SHOWS US JUST HOW MUCH HE WILL BE MISSED BY ALL USERS OF THE BONZO SUPER MEDDLER AND BLITZ DISCS.

```
1  ' NEW LOADER FOR SUPERSKI CHALLENGE
10 MODE 0:DIM E(16)
20 FOR T=0 TO 15
30 INK T,1:READ E(T):NEXT T
40 OPENOUT "S":MEMORY &3000:CLOSEOUT:LOAD "!PRESENT.ECR",&C000
50 FOR T=0 TO 15
60 INK T,E(T):NEXT T
62 WINDOW #0,2,15,3,17
65 MEMORY &11FF:LOAD "!AMC.BIN":RESTORE 80:FOR X=&BE80 TO &BE8D:READ A$:POKE X,VAL("&"+A$)
   :NEXT:CALL &BE80
70 DATA 26,0,3,6,7,15,16,17,10,14,20,2,1,22,24,12
80  DATA 21,FF,B0,11,40,00,0E,07,CD,CE,BC,C3,00,12
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I WON'T LIST THIS AMONG THE OTHER BONZO NEWS, BECAUSE IT IS NOT QUITE AS GOOD A TRANSFER AS I WOULD LIKE. IT IS FOR THE U.S. GOLD GAME "CRACK DOWN" . IT TRANSFERS TO DISC WITH OPTION 10B, BUT THE ONLY TROUBLE IS IT IS ONLY THE MAIN FILE AND EVEN THEN NOT ALL OF THE MAIN FILE. ON THE LOADING SCREEN THERE IS A COUNTER, WHEN IT GETS TO ZERO THE GAME TRANSFERS TO DISC. BUT THERE IS STILL ONE SMALL FILE LEFT OF THE MAIN FILE THAT MUST BE GOT FROM TAPE. I TRIED OPTION 10A BUT IT TRANSFERRED TO DISC EVEN BEFORE THE LOADING SCREEN FILE IS LOADED. IF YOU WANT TO ADD THIS TO YOUR DATABASE IT'S UP TO YOU, BUT IF YOU HAVE READ MY REVIEW OF THIS GAME, YOU MAY NOT WANT IT ON DISC ANY WAY

NEXT OUT OF THE BONZO GOODIE BAG IS THE CECCO COLLECTION FROM HEWSON AND WAS SENT IN BY DAVE HYDE OF CHELTENHAM (THANKS DAVE). THE COLLECTION CONTAINS THESE GAMES EXOLON, STORMLORD AND CYBERNOID'S 1 & 2.

CYBERNOID 2 IS AN OPTION 2X TRANSFER
STORMLORD IS A BLITZ 5 TRANSFER
CYBERNOID WAS A BIG BUST IN BONZO BULLETIN NO. 20
EXOLON WAS A BIG BUST IN BONZO BULLETIN NO. 14

IF ANY ONE WANTS THE BIG BUSTS FOR EXOLON OR CYBERNOID DROP ME A FEW BOB TO COVER COPYING CHARGES AND I'LL RETURN IT STRAIGHT AWAY, OR SEND NOTHING AND WAIT A FEW YEARS FOR A REPLY. OR FOR A FEW EXTRA BOB AND A BLANK DISC I WILL TYPE IT OUT MY SELF AND RETURN IT A.S.A.P.

NEXT I COME TO A MAJOR PLEA FOR HELP. APART FROM DAVE HYDE I'VE HAD NO BONZO NEWS FROM ANY ONE APART FROM COLIN HARRIS AND MYSELF. EVEN THE NEWS FROM COLIN (APART FROM DIZZY 4) WAS FROM MY GAMES. I FEEL ALL ALONE OUT HERE, SO PLEASE IF YOU FIND OUT SOMETHING NEW PLEASE LET ME AND OTHERS KNOW ABOUT IT. I ONLY RELY ON THE DETECT PROGRAM ON BOTH THE BSM AND BLITZ DISC TO FIND OUT MOST OF THE NEWS IN THE LAST 3 ISSUES. SO YOU SEE YOU DON'T NEED TO KNOW HOW TO PROGRAM OR HACK TO FIND TRANSFERS.

Play Mates gives you value
for money

Just as I complain about no one sending me any news, Neil Barrett sends some in. He has sent in news for Turbo Outrun, Ramparts,Games Winter Edition and a 2 game collection with the odd names (if I read Neil's handwriting correctly) of Wooky and Moty.Thanks Neil.

OPTION 1
Miami Cobra GT by Players ... Superski Challenge by Players (will need the new loader) ...

OPTION 6
The joystick/keys versions of these Mastertronic games are already listed but now you can add the Magnum Light Phaser versions as well. Billy the Kid ... Jungle Warfare ... American Turbo King ... Bronx Street Cop ... F16 Fighting Falcon

OPTION 9
Space Harrier 2 by Grandslam (main file)

OPTION 10A
Turbo Outrun by US Gold (main file only) ... Games Winter Edition by Kixx (main file only) Ramparts by US Gold.

OPTION 11 A,B,C
Future Bike Sim by Hi Tec—11A (main file) ... Blazing Thunder by Hi Tec—11A ... Hong Kong Phooey by Hi Tec—11A ... Top Cat by Hi Tec—11A ... Magic Land Dizzy by Codemasters—11A ... Yogi's Great Escape by Hi Tec—11A (main file) ... Yogi and Friends by Hi Tec—11B ... Ruff and Reddy by Hi Tec—11B ... Atom Ant by Hi Tec—11A ... F1 Tornado Sim by Zeppelin—11C plus the code 1=0 2=192

HACKPACK
Wooky by CRL (use HP2) ... Moty by CRL

BLITZ
Salamander by Hit Squad (same as original— Blitz 5) ... Sonic Boom by Activision —Blitz 6 (main file only)

I would just like to thank these people for keeping the Bonzo section of Play Mates going Colin Harris, Dave Hyde, Neil Barrett and Nigel Mells. With out their help there would not have been much to read this issue. I will add below as many as I can some more from Nigels list of BSM transfers (first part last issue), I'm just sorry I don't have enough room to have made it a complete page.

FRANK/HLLYWD.....3	FRANKENSTEIN JNR.3P*	FRANKENSTN ADV...HP	FRED HARD(ALTNTIV4Y*	FREEDOM F'TER....1	FREESTYLE BMX....3P*
FRIDAY 13TH......1	FROSTBYTE........4	FRUIT M/C II.....ARG*	FRUIT M/C[CDEMSTR3*	FRUIT MACH.AMS...HP	FRUITY FRANK.....1
FU KUNG L.A......!	FUN SCHOOL.......1	FUN SCHOOL II....1	FUTURE KNIGHT....4	FUTURE SHOCK.....HP	G.LINEKER HOTSHOT10
GAC.............HP	GALACT'PLAGUE....HP	GALACTIC CONQUERO1	GALAXIA..........1	GALLETRON........1	GARFIELD.........2
GATECRASHER......1	GAUNTLET.........1*	GAZZAS S/SOCCER..1	GB.AIR/RACE......5*	GEMINI DATABASE..HP	GEMS STRADUS.....1
GEOFF CAPES......HP	GFL CHAMP FOOT...1	GHOSTBUSTERS.....6*	GHOSTHUNTERS.....2X	GHOSTS/GOBLIN....1*	GHOULS...........1
GHOULS&GHOSTS-mai10	GI HERO..........HP	GILLIGANS GOLD...2	GLADIATOR........1	GLASS............1	GLEN HODDLE......1
GLIDER RIDER.....M2*	GNOME RANGER.....2X	GOLD EGGCUP......6	GOLD TALISMAN....HP	GOOCH CRICKET....1	GOONIES..........BUN
GOTHIK..........HP*	GP 500CC.........HP	GP DRIVER [AMSOFT1	GPRALLY2.........1	GPRIX TENNIS.....6	GRAF SPEE........1
GRAND PRIX SIM. 13P*	GRANDPRIX3D......HP	GRANDPRX SIM.....3*	GREAT ESCAPE.....BUN	GREAT GURIANOS...1	GREENBERET.......3*
GREG LOSES CLOCK.6	GREMLINS.........1	GREYFELL.........1*	GRID IRON........1	GRID IRON 2......1	GRID TRAP........HP
GROUND ZERO......2	GUADAL CANAL.....5*	GUARDIAN 2.......1	GUNBOAT [ALTNTVE.2X	GUNFIGHT.........1*	GUNFIGHTER.......1
GUNFIGHT[ATLANTIC1	GUNFRIGHT........3	GUNSHIP SIMULATOR3P	GUNSMOKE[Mainfile10A*	GUNSTAR..........HP	GUZZLER..........HP*
GYROSCOPE........3	H.A.T.E..........10	HACKER...........3*	HALL/THINGS......1*	HAPPY LETTERS....1	HAPPY NUMBERS....1
HAPPY WRITING....1	HARD DRIVIN'.....1	HARD HAT MAC.....2*	HARDBALL.........1*	HARRIER ATTACK...HP	HARVEY HEADB.....HP
HAUNTED HEDGES...1	HAVOC............1	HEARTLAND........1	HEATHROW ATC.....1*	HEAVY MAGIC......HP*	HELICHOPPER......HP
HERB'S DUMMY.....4*	HERCULES[Mainfile10	HERO LOST TALISMAHP2	HEROES KARN......HP	HI-Q-QUIZ........1	HIGH FRONTIER....5
HIJACK...........5*	HIRISE...........1	HISOFT PASCAL....1	HIT SQUAD[CDEMSTR4Y*	HIVE.............HP	HOBBIT...........HP
HOLD FAST........1	HOLLOW...........1	HOME BUDGET......1*	HOMERUNNER.......1	HONG KONG PHOOEY.11*	HOPPER COPPER....1*
HOPPING MAD......1	HOROSCOPE........1	HOTSHOT..........5*	HOUSE'USHER......HP*	HOW 2B A HERO....1	HOWARD DUCK......5
HUNCHBACK ADVENT.3PX*	HUNCHBACKI.......HP	HUNCHBACKII......3	HUNDRA...........6	HUNTER KILLER....HP	HUSTLER..........1
HYBRID..........HP	HYDROFOOL........1*	IBALL............HP	IBALL2...........HP	ICE PALACE.......1	ICON JON.........HP
IKARI WARRIORS...1	IMAGE SYSTEM.....1	IMAGINATION......HP	IMPACT...........1*	IMPOSS MISSION II10*	IMPOSS MSSN......3
IMPOSSABALL......HP2*	INCA CURSE.......1	INCRED.S.SPERE...5+1*	INDOOR BWLNG.....1	INDUS VALLEY.....1	INDY JONES MAIN/F10*
INHERITANCE......HP*	INT KARATE+......5	INT/RUGBY[Cdemast3P	INTERD.PILOT.....HP	INTERN CRICKET...1	INTERN KARATE....HP
INTERN RUGBY.....HP	INTERN. SPEEDWAY.HP*	INTERNAT. MANAGER1	INTO OBLIVION....HP	INVADERS [DES.DES1	INVASION.........4X

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###################################################################
#                                                                 #
#         SJS GAMES REVIEW: SIM CITY: INFOGRAMES:                 #
#                                                                 #
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Think of the nicest city you can, London, New York, Paris,
Munich, every body talk about pop music. (Shut up.) Sorry. OK
try again, Beirut, Tel Aviv, Bagdhad, Liverpool. (I won't tell
you again.) Huh, Killjoy. Well I suppose I will have to tell
you about the software and stop trying to be a cleverdick.

Sim City is quite simply brilliant. The idea is to build a city
from scratch. Starting with just a desert island scenario and a
varied amount in the bank (depending on which level you start).
You play the role of the 'Mayor' of which ever city you are
planning to build. You have the power/finance to offer the
local inhabitants the land on which to build. If you get it
right then the population (known as Sims) will start to move in,
as the city progresses they will start to build on the lots
you let the lot have.

First you will need a power station, this can be nuclear or coal
powered, the latter is not as powerful and creates more
pollution. However if the nuclear one does go wrong you wont be
able to use the locality for 100 years!! All the residential
,commercial and industrial zones have to be linked up with
powerlines to the power source. Until zones have power no Sims
will move in. Then you will need a transport system. A mixture
of both road and rail. The roads flicker in the congested areas
and the railway has a little train that chugs about endlessly.
If you get rich enough you can install airports, sports
stadiums, fire depts, police depts and ports.

At the end of each financial year an update screen appears.
From this you can see how much you have made from taxes, and
what sort of figures you need to juggle with to keep your city
running. The whole game is run with a system of pull down menus
using the joystick or keys, but the best way to control it is a
mixture of the two.

Once you get into the swing of it you can use the disasters
menu. This offers, tornado, flood, earthquake, nuclear meltdown,
air crash and fires. There is an option to let these happen at
random during normal play, however during the quite considerable
amount of hours spent playing it I have only had one tornado.
So this option does not guarantee to add the spice it appears to
promise.

On the whole it is an unusual game which is at times frustrating
but is great fun. If you are in dire need of a change from
zapping aliens, driving turbo sports cars or karate chopping
endless ninjas, then this should be right up your street. That
is if you remember to put your street in the city. (groan)

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###################################################################
Price                £9.99  Tape.  £14.99 DISC
Graphics       60%   Not great but it's cool.
Sonics          5%   Beep Beep.
Value          90%   Not a multi loader ! ! ! !
Addiction      95%   Buy some strong coffee.
Overall        90%   Total rebuild.
###################################################################
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COMPETITION TIME

Well to tell the truth this is not really a competition as such, more of a give away. I have just up-dated my list of Multiface pokes and key press cheats, and have done a new print out (for my own use). So rather than throw my old print out away, I'll send it to the first name out of the hat, of those people who have paid for issue 8 and let me know that they would be interested in the list. Which is 13 A4 pages in size (printed on both sides of course, so it is really 26 pages).

THE FUTURE OF PLAY MATES

As you all know (or at least you should) I was recently made redundant and this made the future of Play Mates in doubt. I managed to do this issue using up all photocopier paper and toner that I had. Even if I do get a job soon, there is some doubt as to an issue 8 as a fanzine in the style of those in the past. James Verity suggested I make Play Mates a disc fanzine to cut costs. I could have the text loading in, to be read from screen or sent to a printer, add screen shots grabbed by the Multiface. Any type-ins or pokes could already be on disc typed in.

Now what I would like from you is some feed back, as to if you would be in favour of this idea. I know tape only users will lose out but I do have an idea that might help them. I could do a print out of the text files and type-ins for them. It won't be as nice to look at as Play Mates is, but at least it will have the reviews, tips and other stuff for them to read. It would work something like this, you send me a blank disc and I copy the fanzine onto it and return it, for the same cost as Play Mates is now (£1.00). If I have to supply the disc, which I'd rather not do, it would cost, something like £5.00, just to deter you from wanting that option. If any tape users want a print out it would cost £1.00 as well.

Now like I said this is not a definite thing (yet) it all depends on how many folk fancy the idea. I have done a small demo, using the best bits from issues 1 and 2, if any of you fancy a copy send me your disc and return postage and I'll copy it for you. It is by no means how the real fanzine will look and feel, but it will give you some idea of what to expect. My limitation in programming means it is not a slick product, that is why James Verity is working on a program for the actual (possible) disc fanzine. Like I said before this disc fanzine is not a 100 % certainty but I see it as may be the only way to carry on doing Play Mates. So write to me and let me know your views.

Keith Hankin is, I'm afraid to say, is now an ex-Play Mate. As he is selling his CPC and has got an Amiga (spits on the floor in disgust). He is selling all his games and utilities. So any one interested in the 6128 or the software contact Keith, his address is 5 The Leasow, Aldridge, West Midlands, WS9 OEF.

I have just been sent a copy of a fanzine called Hackers, produced by 12 year old Matthew Furber and friends. It is 10 A4 double sided sheets which unfortunately are not bound or stitched together. It has games tips, news and views and costs £1.10 contact Matthew at 3 Laxton Close, Locks Heath, Southampton, Hants, SO3 6WN. He is also looking for people to send in anything to put into issue 2.

****

Gordon Hagan from Glasgow is selling all his CPC equipment, so if you are interested in buying a Colour 6128, Multiface 2, tapedeck, Assembler, Firmware guides (Amsoft 158 and 158A), games (tape and disc), Bonzo discs, Procopy, disc decoder, Brunword and other utilities, 20 blank discs for £300.00 o.v.n.o Phone Gordon on 041 776 6755 after 3 pm.

I have been sent yet another fanzine, but this one is a bit different it's in German. I for one can't read or write German, but if you can it may be what you have been looking for. The issue I got sent was dated 4-5-90, but I don't know how offten it comes out nor how much it costs, best contact them direct. The fanzine is called CPC Power International and is run by Wolfgang Röttger. the address is W.R. PLK 124 105 C, 2300 Kiel 1, FRG.

GET YOUR BONZO SUPER MEDDLER AND BONZO DISCS HERE

If, for what ever reason, you are having trouble getting hold of the tape to disc utilities by Nemesis called Bonzo Super Meddler (plus Hackpack) and Bonzo Blitz. The CPC Network have bought a few of each from Colin Harris (ie Nemesis) and will be selling them for a limited period, for £13.75p each. You can contact The CPC Network at 3 The Cottons, Outwell, Wisbech, Cambs, PE14 8TL. While you are at it you can order their excellent utility Tearaway and with the Multiface find your own pokes

PETER HALL AND HIS DESERT ISLAND DISCS (OR TAPES)

Peter Hall from Chelmsford has sent in his selection,of 2 serious utilities and 5 games
he'd want washed up on the shore, if he was stuck on a desert island.

1 Melborne Draw
2 Easi Amsword - To put tape letters into bottles
3 Target Renegade - Best bash/smash em up ever
4 Silent Service - A nice slow moving combat game, that I never tire of.
5 Green Beret - Although old now,a colourful game,all action,value for money,lotta levels.
6 Mission Elevator - Another I never tire of,lots to do and explore,one of my favourites.
7 Night Raider - A real good all action flight/war sim,nice long games to be had.
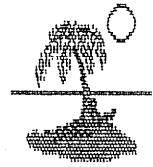
Peter then went on to say.. Well thats my choice of games, you say 7 titles, but you don't
say we can have a computer, and what about electricity ? Oh yes of course you plug it into
the nearest electric eel. And if I was allowed to take someone with me, I would choose
Phil Howard, I could spend years just talking to him, and hacking etc (what about your
wife Peter ?). I will go to this island, but it must be inhabited by goats ?? For
those of you that don't know, Peter runs a Goat sanctuary, and he never misses a chance
to mention them.

Next in Peters long missive was some tips for the game Werewolves of London. Which by the
way he wants a Multiface or type in poke for, if any one has one let me know.
First Aid boxes (in case you stop a bullet) are mostly found on stations.
Some gun carrying park patrols, what ever they are,carry train tickets.
Though these are not needed as you can select JUMP to jump over ticket barriers.
You can hide safely on roofs,railway lines and sewers as no one uses them at all.
You can kill coppers,but you have to be quick,as if you touch them you go to jail, but if
you start munching as you approach, they can be eaten, they also often carry keys.
You need the manhole cover lifter.
You need the torch for sewers and for walking on rail lines between stations.

I have 5 crosses (on saved game) so far, with torch, manhole lifter and first aid kit. But
now can't seem to find any Cross carrying people. My main gripes with the game is that as
I just said Cross carrying people get harder if not impossible to find. But also the
nearer police and gun totin' parkies get, the more sluggish you become, this is very
annoying.
Jump appears to do 3 things, as mentioned above, jump ticket barriers, to jump from roof
to roof and to jump from train tracks to station platform. Keys open park gates only. You
can hide the file in jail to help you escape, but jail is locked when you are not in it.
You can get to the jail via tunnels,then hide the file. The file only opens jail door not
the park gates.
When in the park at night,and you are the wolf,drop the torch,file etc in safe place to
stop police and parkies from finding you.
File dropped inside park gates, stops gun carrying police entering through park gates, so
drop file (or torch) in front of gate from inside park,to make your life a little easier.
The more people you eat the more gunmen and polce there will be, so best just to eat the
Cross carriers only.

Well thanks Peter for this, I hope you will be happy on your Desert Island (with Phil ?)
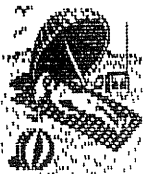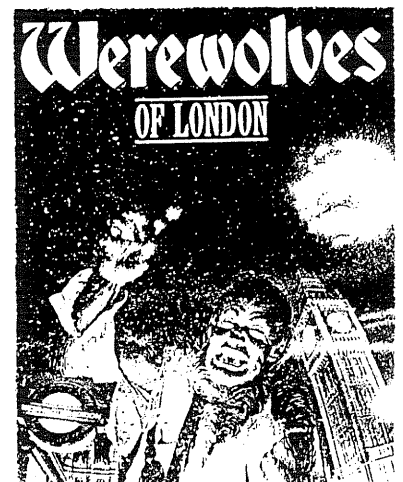
Trevor Cattermole will be getting himself one of these PC thingies quite soon, and wants his name taken off the Mini Help Line after this issue. So if you want the sort of help he is offering you had better contact him as soon as possible. We may be losing Trevor from the Help Line but we gain Thomas Defoe of 8 Maze Green Road, Bishop's Stortford, Herts, CM23 2PJ. Thomas is offering help with BASIC and Machine Code programming, plus help with all of Arnors ROM's (eg. Protext,Prospell,Promerge and Maxam). I would also like to remind you that Thomas runs his own fanzine called Print Out and it is very good, so order your copy now. I'd like to thank Trevor for his help and wish him and the PC (when he gets it) lots of fun together. Plus I'd like to thank Thomas in advance for any help he may give to readers of Play Mates.

****

DISC FANZINE

I have written to as many Software houses as I could find addresses for, to ask for permission to use screen shots if I start a disc fanzine. I have so far had the green light from Alternative, Mirrorsoft and Database Software. Plus I had to send an issue 6 to US Gold to prove I run a fanzine, and await their OK. There are one or two software houses I can't find the address for, if any one has them can you please let me know what they are. The ones I need are Byte Back, Dynamic, Palace and Loriciels.

****

Things to look forward to

I've had a few reviews sent in at the last minute, and I've not got room for them this issue. So I thought I'd tease you as to what to expect next issue. I have all the Dizzy sagas from Gary Smith and Fun School 3 from Martin Cossins. I've also got the CPC Network's utility Super Wimp reviewed by John Brown. Other reviews include Italy 1990 by Mick Williams who also said he will review Welltris and Fists Of Fury Edition 2. There will also be some more Desert Island discs, plus news, tips and pokes. Can you really afford to miss all that and the latest Bonzo news? No, I didn't think so! Just send me your hard earned cash and I'll find a good home for it, ah yes,best send me a blank disc as well (just in case) to put your very first disc issue on to. If I don't start this disc fanzine I do promise to return it, "Honest Guv".

****

I've just been told by Matthew Furber that his fanzine "Hackers" is no more, so best to forget about it for a while. He does hope to return to doing the fanzine some time in the future, so it's a case of keep reading Play Mates to find out if he makes a come back.

****

Colin Harris of Nemesis and the Bonzo Discs fame, is almost ready to leave these shores for ever. I would just like to thank him for all his help over the past year or two, plus on the behalf of all Bonzo users past, present and in the future say an even bigger THANK YOU for the best tape to disc utilities ever written. Take care in Canada Colin, and if you get home sick, we will welcome you back in style.

****

Colin Mulholland (not him again ??) has a big desire (haven't we all dear !) for the map for the game Andy Capp. If you have one,(cheeky) send it to me and I'll pass it on to Colin. While I'm on the subject of what people want, I want a million pound and Peter Hall wants a poke for Spaghetti Western and Tai Pan. He also wants playing tips for the Grange Hill game. He also asks "Has anyone seen the game Night Hunter ? Is it out yet ?? I've not seen it, although Amstrad Action reviewed it ages ago. "

Right then here is a neat and very easy way to find key press cheats in games. This is how I found the cheat for Xenon and others. Look through Spectrum magazines, yes it's that easy. Many games are ported from the Spectrum, so any key press cheats get ported with the