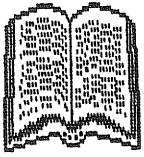
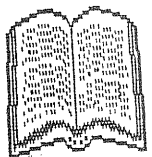


77



PLAYMATES



No.

8



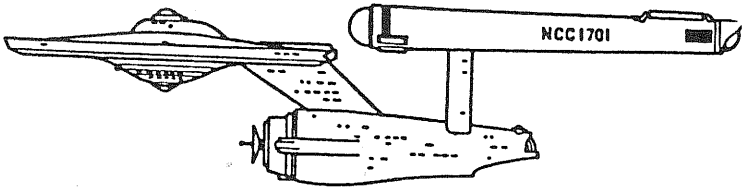
464 UP-GRADE

I'VE HAD A COUPLE OF PEOPLE ASK ME HOW TO GO ABOUT AND WHAT IS NEEDED TO MAKE A 464 INTO A 6128. NOW AS MOST OF YOU KNOW I HAVE A 6128 ALREADY SO DON'T REALLY KNOW JUST WHAT TO ADVISE THEM. SO WHAT I NEED IS SOMEONE WHO HAS DONE THE UP-GRADE TO WRITE AN ARTICLE ON HOW IT IS DONE. WHAT YOU CAN ALSO DO IF YOU HAVE THEM, IS ADD THE ADDRESSES OF THE COMPANYS THAT SELL THE BITS YOU NEED FOR THE UP-GRADE. IF POSSIBLE I'D LIKE THE ARTICLE AS A WORD PROCESSOR FILE ON DISC.

SCREEN SHOTS

AS YOU KNOW I WAS THINKING ABOUT MAKING PLAY MATES INTO A DISC FANZINE. SO WITH ANY GAMES THAT WERE BEING REVIEWED (WHERE POSSIBLE) I WAS GRABBING MULTIFACE SCREEN SHOTS. NOW THAT PLAY MATES IS STAYING ON PAPER, I'M JUST LEFT WITH THE SCREEN SHOTS ON DISC. IF ANY ONE WANTS A COPY OF THESE SCREEN SHOTS OF GAMES REVIEWED THIS ISSUE JUST SEND ME A BLANK DISC AND RETURN POSTAGE. PLEASE NOTE. YOU DON'T HAVE TO HAVE A MULTIFACE TO SEE THE SCREENS.

PLAY MATES 8



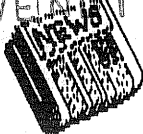
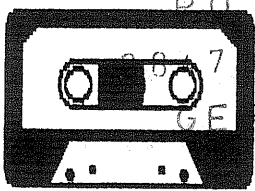
THE NEXT GENERATION

MICROSTYLE'S ON THE MOVE

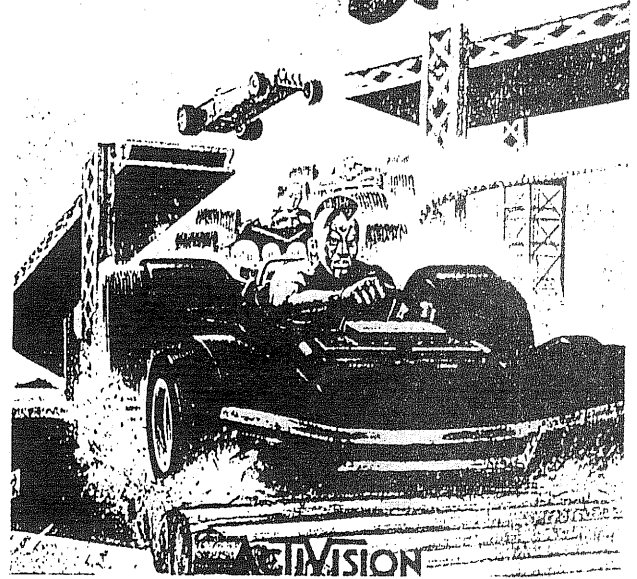
PHIL CRAVEN AND Co (MICROSTYLE TO YOU) HAVE MOVED, DON'T BE FOOLED BY THE OLD ADDRESS THAT WILL BE APPEARING IN THEIR ADVERTS. IT WILL TAKE A WHILE FOR ADVERTS WITH THE NEW ADDRESS TO BE PUT INTO AMSTRAD MAGAZINES. THE NEW ADDRESS IS 28 BELMONT AVE, LOW MOOR, BRADFORD, BD12 0PA AND THE NEW PHONE No. IS 0274 690990.

INTERPOOL
PO BOX 27

80 7 SCHWENDE
GERMANY



POWER DRIFT



0274 690990

CONTENTS

WELCOME TO YET ANOTHER ISSUE OF PLAY MATES. IT'S BEEN TOUCH AND GO AS TO IF IT WOULD EVER SEE THE LIGHT OF DAY. BUT NOW I THINK I'VE GOT EVERYTHING SORTED OUT, AND SHOULD BE AROUND FOR A WHILE YET.

SO WHAT HAVE YOU GOT TO LOOK FORWARD TO? WELL THERE ARE REVIEWS OF TWO PD DISCS FROM SCULL PD, BY YOURS TRULY.

MICK WILLIAMS HAS REVIEWED THE FISTS OF FURY 2 COLLECTION, PLUS ORIENTAL GAMES, ITALY 1990 AND WELLTRIS. STEVE SMYTH HAS REVIEWED SHADOW OF THE BEAST. GARY SMITH HAS REVIEWED JUST ABOUT EVERY DIZZY GAME GOING. MARTIN COSSINS HAS REVIEWED FUN SCHOOL 3 AND THE WHEELS OF FIRE COLLECTION. JOHN BROWN HAS STUCK HIS TEETH INTO THE SUPER WIMP UTILITY & ROB SEARS HAS REVIEWED SONIC BOOM.

AND OF COURSE THERE'S THE BONZO PAGES.

MINI HELPLINE

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

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

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

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

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

WHERE SHALL I GO KNOW ?

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

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

.....
UNITED AMSTRAD USER GROUP, CHAIRMAN TONY BAKER, 26 UPLANDS CRESENT, FAREHAM, HANTS, PD16 7JY. A GENUINE USER GROUP, RUN BY A COMMITTEE. PRODUCES A BI-MONTHLY CLUB FANZINE CALLED CPC USER. THEY ALSO RUN A TAPE AND DISC PD LIBRARY AND CPC BOOK LIBRARY. YOU CAN GET A SAMPLE ISSUE OF CPC USER FOR JUST £1.50.

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

.....
SCULL PD LIBRARY, RUN BY ALAN SCULLY. THIS MUST BE ONE OF THE BIGGEST CPC PD LIBRARIES AROUND. 9 BARRA WYND, BROOMLANDS IRVINE, KA11 1DB.

.....
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.

.....
PLAY MATES RUN BY ME, A VERY GOOD READ AT A SEXY PRICE. JUST £1.30 AN ISSUE, ORDER YOUR ISSUE 9 AND 10 NOW. CONTAINS BONZO TAPE TO DISC TRANSFER NEWS AND MUCH MORE.

WHERE SHALL I GO CONTINUED

.....
MICROSTYLE RUN BY PHIL CRAVEN. HE SELLS THE BONZO DISCS THAT I COVER IN PLAY MATES, "BONZO LITTER TRAY" SECTION. THESE DISCS (BSM AND BLITZ) CAN TRANSFER TAPE GAMES TO DISC, FOR BACK UP COPIES AND FASTER LOADING. OVER 1000 GAMES CAN BE TRANSFERED AND THE LIST GETS LARGER EVERY ISSUE OF PLAY MATES. PHIL ALSO DOES OTHER NEMESIS UTILITIES LIKE MAXIDOS AND BONZO'S BIG BATCH. MICROSTYLE ALSO SELL SECOND 3.5 INCH DISC DRIVES. SEE ADVERTS IN AMSTRAD ACTION & ACU FOR DETAILS. MICROSTYLE'S ADDRESS AND PHONE NO. IS 28 BELMONT AVENUE, LOW MOOR, BRADFORD, BD12 0PA TEL. 0274 690990 (AFTER 2PM)

HOW TO GET ISSUES 9 AND 10 OF PLAY MATES

.....
YOU CAN ORDER YOUR COPY OF ISSUES 9 & 10 NOW. THEY WILL COST £1.30, WHICH INCLUDES P&P OR IF YOU SEND A LARGE 27P STAMPED ENVELOPE THEY WILL COST £1.00 EACH. I AM TRYING TO DO AN ISSUE EVERY 3 MONTHS STARTING FROM THIS ISSUE RELEASED ON THE 1ST JUNE 1991. ISSUE 9 WILL BE READY (I HOPE) ON 1ST SEPT AND ISSUE 10 ON THE 1ST DEC, ETC ETC.. SO SEND ME YOUR REVIEWS AND STUFF, AS SOON AS POSSIBLE.

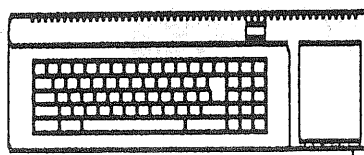
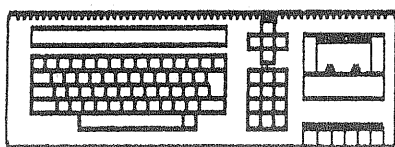
THANK YOU

.....
I WANT TO THANK EVERYBODY FOR THE GOOD LUCK MESSAGES I GOT AFTER I WAS MADE REDUNDANT. I ALSO WANT TO THANK ALL OF THOSE WHO WERE WILLING TO PAY THE EXTRA I HAD TO CHARGE FOR THIS ISSUE.

.....
I WOULD ALSO LIKE TO THANK THESE PEOPLE FOR MAKING THIS ISSUE OF PLAY MATES AS GOOD AS IT IS.

.....
PHIL HOWARD, GARY SMITH, STEVE SMYTH, JOHN BROWN, COLIN HARRIS, MIKE BULLEN, MARTIN COSSINS AND MICK WILLIAMS. AN EXTRA BIG THANK YOU GOES TO JAMES VERITY AND ALAN SCULLY FOR THEIR HELP IN THE DISC FANZINE IDEA. I KNOW I DIDN'T START A DISC FANZINE, BUT WITH THEIR HELP I COULD NOW START ONE IF I HAVE TO. SO I JUST WANT TO SAY THANKS FOR ALL THE TIME AND EFFORT YOU PUT INTO IT, FOR ME.

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

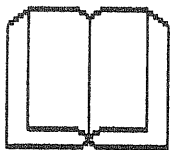


CARTRIDGE GAMES - WHERE ARE THEY?

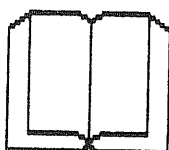
JUST AFTER CHRISTMAS AND BEFORE I KNEW I WAS TO BE MADE REDUNDANT I TREATED MYSELF TO A GX 4000 CONSOLE. THE REVIEWS I'D SEEN AND THE PROMISE OF MANY GAMES TO BE READY VERY SOON WAS JUST AN OFFER I COULDN'T REFUSE. NOW 4 MONTHS ON THE GX 4000 AND PLUS COMPUTERS ARE NOT SELLING WELL AND THE PRICES HAVE BEEN SLASHED. AS JAMES VERITY IS ALWAYS TELLING ME (IN-BETWEEN LAUGHS) THE GX 4000 CAN NOW BE BOUGHT FOR ABOUT £65.00.

MY LOCAL STORE HAS JUST 4 CARTRIDGES ON OFFER AND IT'S BEEN LIKE THAT FOR 3 MONTHS NOW. THESE 4 GAMES ARE ROBOCOP 2, KLAX, BARBARIAN 2 AND FIRE AND FORGET 2. I HAVE SEEN IN SHOPS UP IN LONDON, OPERATION THUNDERBOLT, SWITCHBLADE AND DICK TRACEY. AS YOU CAN SEE THE SOFTWARE HOUSES HAVE SWAPPED THE MARKET WITH CONSOLE GAMES IN THE LAST 4 MONTHS! I FOR ONE CAN SEE WHY THE GX 4000 AND PLUS MACHINES ARE NOT SELLING WELL AND I DON'T THINK IT'S JUST THE LACK OF CARTRIDGE GAMES. I THINK IT'S BECAUSE OF THE LACK OF FACILITIES IN SHOPS TO PLAY TEST THE GAMES. I NEVER BOTHER TO PLAY TEST BUDGET GAMES, AS I CAN'T BE BOTHERED TO STAND AROUND THE SHOP WAITING FOR IT TO LOAD. IN SHOPS THAT HAVE A CPC SET UP (AND THERE AREN'T MANY) I ALWAYS PLAY TEST THE DISC VERSION OF FULL PRICED GAMES. BUT IF THERE IS NO WHERE TO TEST A GAME, I RELY ON REVIEWS I'VE READ TO DECIDE WETHER TO RISK £15 ON THE GAME. BUT THERE IS NO WAY I'M GOING TO RISK £25 + ON A CARTRIDGE GAME WITHOUT BEING ABLE TO TEST IT FIRST.

I HAVE SO FAR GOT ROBOCOP 2 AND SWITCHBLADE, BOTH GOOD GAMES, AND BOTH TESTED BEFORE I BOUGHT. PLAY TESTING OF A GAME IS A MUST WITH THESE CARTRIDGE GAMES AS ONE I'VE SEEN (KLAX) AND ONE I'VE HEARD ABOUT (BARBARIAN 2) ARE NOT THAT DIFFERANT FROM THE DISC VERSION ALREADY AVAILABLE. SO I THINK AMSTRAD WILL MAKE A MAJOR LOSS WITH THE CONSOLES BECAUSE PEOPLE WON'T BUY GAMES THEY CAN'T TEST AND SOFTWARE HOUSES WON'T MAKE NEW GAMES FOR A MARKET THAT WON'T MAKE THEM MONEY.



BOOKS GALORE WELL ALMOST



THE WIFE AND I WENT SIGHT-SEEING THE OTHER WEEKEND AND ONE OF THE PLACES WE GRACED WITH OUR PRESENCE WAS THE SCIENCE MUSEUM. AS WITH ALL MUSEUMS IT HAS A GIFT SHOP, BUT THE SCIENCE MUSEUM HAS RATHER A BIG BOOK SHOP RUN BY DILLONS. I BROWSED THROUGH THE COMPUTER SECTION NOT REALLY EXPECTING TO FIND ANYTHING OF INTEREST, IT JUST PASSED THE TIME WHILE VI CHECKED OUT THE TAPESTRY AND NEEDLECRAFT SECTION. BUT I DID FIND SOMETHING, I FOUND 3 SMALL (7 X 4.5 INCH) BOOKS FROM BERNARD BABANI PUBLISHING. TWO WERE WRITTEN BY W. SIMISTER AND THESE WERE "SIMPLE APPLICATIONS OF THE AMSTRAD CPC'S FOR WRITERS" A LONG TITLE FOR A SMALL BOOK, AND THE OTHER IS "HOW TO WRITE AMSTRAD CPC 464 GAMES PROGRAMS". THE THIRD BOOK IS WRITTEN BY J.W.PENFOLD AND IS CALLED "USING YOUR AMSTRAD CPC DISC DRIVE". ALL THREE BOOKS WERE OVER PRICED AT AROUND £2.50 EACH, BUT AS YOU DON'T SEE MANY CPC BOOKS THESE DAYS I JUST HAD TO BUY THEM. THERE WERE STILL ABOUT 4 OF EACH BOOK LEFT ON THE SHELF WHEN I LEFT, SO HURRY DOWN AND GET YOUR COPY. OR CONTACT YOUR LOCAL DILLON'S AND GET THEM TRANSFERRED TO YOUR SHOP.

PLAY MATES NEEDED

IF YOU HAVE THE DESIRE TO WRITE GAMES REVIEWS OR SERIOUS ARTICLES, TO BE ADDED TO FUTURE PLAY MATES, PLEASE SEND THEM IN. BEST IF THEY ARE SAVED TO DISC (OR TAPE) AND CAN BE TASWORD, PROTEXT, BRUNWORD, MINI OFFICE 2, OR STOP PRESS FILES. ALSO ANY ONE WITH ANY BONZO NEWS, GAMES TIPS OR BOXES, PLEASE SEND THEM INTO ME.

CARL'S TIPS

NOW WITH A TITLE LIKE THAT I BET YOU THINK THIS WILL BE A LIST OF TIPS ON HOW TO BEAT CERTAIN GAMES? WELL YOUR WRONG! NO THESE ARE MY TIPS OF WHAT GAMES TO GO OUT AND BUY, OLD AND NEW. YES THATS RIGHT YOUR UNCLE CARL WILL HELP YOU DECIDE WHAT TO SPEND YOUR MONEY ON. IF I ADD THE WORD DISC, MY ADVICE WOULD BE TO BUY THE DISC VERSION AS IT IS A REALLY HORRID MULTILOAD.

PUZZLE GAMES

PIPE MANTA, PUZZNIC, KLAX AND WELLTRIS

WAR STRATEGYS

LASER SQUAD AND NORTH AND SOUTH (DISC)

ARCADE ADVENTURES AND/OR PLATFORM GAMES

MYTH, CASTLE MASTER, RICK DANGEROUS 1 & 2

SHOOT EM-UPS AND BEAT EM-UPS

TURRICAN, TARGET RENEGADE, GOLDEN AXE (DISC), P47 THUNDERBOLT (DISC), MR HELI, OPERATION WOLF (DISC) AND SILKWORM

SPORT SIMS

EMLYN HUGHES INT. SOCCER, FOOTBALL MANAGER 2, SUPERSKI CHALLENGE

LIKE THE SONG GOES 'THESE ARE A FEW OF MY FAVOURITE THINGS' AND ARE JUST WHAT I THINK EVERY ONE SHOULD OWN. I'M SURE THERE WILL BE MANY FOLK WHO WILL DISAGREE WITH MANY IF NOT ALL OF MY CHOICES. HERE IS ANOTHER TIP FOR YOU, MY TIP FOR THE WINNER OF BEST SOFTWARE HOUSE THIS YEAR. I THINK THAT INFOGAMES WILL WALK AWAY WITH MOST OF THE PRIZES THIS YEAR. ANYONE WHO HAS WELLTRIS, HOSTAGES AND NORTH AND SOUTH WILL KNOW WHY. WHAT DO YOU THINK? WHO DO YOU THINK WILL WIN?

CAN YOU READ GERMAN ?

WOLFGANG RÖTTGER, WHO WRITES TO ME NOW AND AGAIN, THE OTHER DAY SENT TO ME A CPC, PCW AND PC GERMAN MAGAZINE CALLED "AMSTRAD INTERNATIONAL" LIKE MOST BRITS I HAVE ENOUGH TROUBLE WITH ENGLISH WITHOUT STRUGGLING WITH ANOTHER LANGUAGE. SO I DON'T UNDERSTAND ABOUT 95% OF IT'S CONTENTS BUT I CAN TELL YOU THIS. IT IS MORE FOR THE CPC THAN THE OTHER COMPUTERS I MENTIONED. IT HAS SOME VAST TYPE-IN PROGRAMS, ONE OF WHICH IS CALLED PIPELINE AND IS A PIPE MANIA CLONE. IF YOU LIKE TYPE-INS AND DON'T MIND GERMAN REM'S AND INSTRUCTIONS YOU WILL LOVE THIS MAGAZINE. THERE IS ALSO AN ARTICLE ON A PC (MS-DOS) EMULATOR FOR THE CPC, BUT AS THIS ISSUE IS THE APRIL EDITION, I CAN'T HELP BUT FEEL THAT IT'S AN APRIL FOOL. BUT I COULD BE WRONG, SO IF YOU ARE INTERESTED AND CAN READ GERMAN YOU CAN BORROW THE MAGAZINE FROM ME. JUST SEND TO ME AN A4 ENVELOPE (MUST BE THIS SIZE AS I DON'T WANT TO BEND THE MAGAZINE) AND ABOUT 30P TO COVER POSTAGE. TRY TO RETURN IT AS SOON AS POSSIBLE AS SOMEONE ELSE MAY BE WAITING FOR IT.

ARNOR'S NEW BABY

ARNOR THE MAKERS OF ONE OF THE MOST POPULAR WORD PROCESSORS "PROTEXT" AND OTHER GOODIES LIKE PROSPELL, PROMERGE AND MAXAM, HAVE RETURNED TO THE CPC MARKET. THEIR NEW UTILITY IS CALLED PROTYPE, AND CAN BE USED WITH MOST WORD PROCESSORS, BUT WAS DESIGNED WITH PROTEXT IN MIND. AS FAR AS I KNOW IT HASN'T ACTUALLY BEEN RELEASED YET, SO I OBVIOUSLY CAN'T REVIEW OR COMMENT ON IT. I CAN ONLY COPY WHAT MAGAZINES LIKE AMSTRAD ACTION HAVE SAID ABOUT IT. BUT GOING BY THEIR WRITE UP OF IT'S FEATURES IT SOUNDS MUCH LIKE QUALITAS PLUS BY SEVEN STARS, WHICH I USE WITH TASWORD AND WILL ALSO WORK WITH PROTEXT, ALTHOUGH I THINK PROTYPE OFFERS JUST THAT BIT MORE THAN QUALITAS PLUS. PROTYPE IS A PRINT ENHANCER DESIGNED TO ALTER THE LOOK OF YOUR TEXT AND WORKS WITH EPSON-COMPATIBLE PRINTERS. IT'S FEATURE INCLUDE, SEVEN NEW FONTS, 54 EXTRA CHARACTERS ON-SCREEN INCLUDING ACCENTED LETTERS AND MUCH MORE. PROTYPE WILL SOON BE ON-SALE AT £30.00, SO YOU'D BEST START SAVING FOR IT NOW.

 * SJS GAMES REVIEW: SHADOW OF THE BEAST: GREMLIN: *

NO IT'S NOT A YES ALBUM, IN FACT IT'S A COMPUTER GAME HONEST GUV. I THINK THAT FIRST I SHOULD SAY THAT I AM REVIEWING THIS GAME WITHOUT HAVING SEEN A GREAT DEAL OF IT. THAT IS TO SAY I HAVE YET TO GET PAST LEVEL ONE WITHOUT GETTING KILLED JUST ABOUT INSTANTLY. BUT NEVER MIND I MAY DO AN ADDENDA TO THIS ONE DAY IF I EVER GET FAR ENOUGH IN THE GAME.

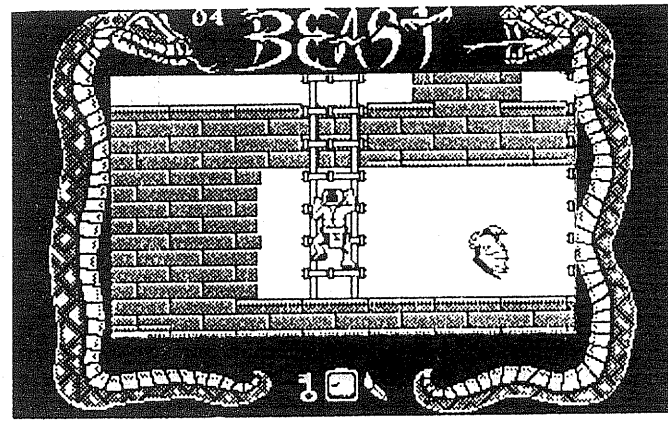
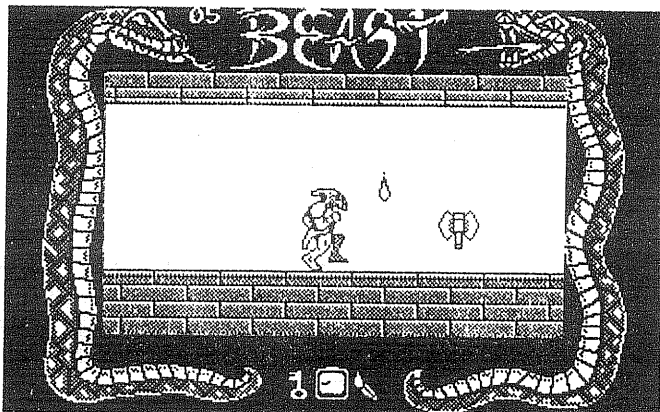
THE MUSIC AND GRAPHICS ARE BOTH EXCELLENT WITH GREAT LITTLE SCREENS BETWEEN SECTIONS AS THEY LOAD. THERE ARE A LOT OF THESE SECTIONS AND I AM GLAD I BOUGHT THE DISC VERSION AS I FEEL SURE THAT THE TAPE WILL BE A MULTI LOADING NIGHTMARE ON THE SCALE OF X-OUT. BUT I HAVE NOT SEEN THE TAPE VERSION IN ACTION SO I DON'T KNOW FOR SURE.

THE WHOLE THING FLOWS ALONG VERY WELL ON DISC THOUGH, WITH YOU AS THE FUNNY HEADED, DOUBLE HEARTED FREAK THAT, AFTER A SEVERE BEATING, HAS A DOUBLE HEART ATTACK AND DISSOLVES INTO A PILE OF SNOT. AT LEAST THAT'S WHAT IT APPEARS TO BE. THE DIFFERENT THINGS (MAINLY GIANT INSECTS ON LEVEL ONE) THAT YOU HAVE TO KILL ARE DEAD EASY AND USUALLY ONLY TAKE ONE HIT. BUT IF YOU MISSTIME IT, THEN SAY GOODBYE TO ONE OF YOUR 12 LIFE POINTS. AFTER MUCH WANDERING ABOUT UNDERGROUND YOU COME ACROSS SOME VERY WELL DRAWN MONSTERS, AND PUZZLES TO SOLVE. THERE IS ALSO A BOTTLE OF LIFE GIVING FLUID IN THERE SOMEWHERE, SO TRY TO GET THAT BEFORE YOU FACE THE END OF LEVEL BADDIE.

THE ONE BIG PROBLEM WITH THE GAME IS THAT AS SOON AS YOU DIE, YOU HAVE TO START AT THE VERY BEGINNING. THIS GAME IS IN SERIOUS NEED OF A POKE. ESPECIALLY FOR SOMEONE LIKE ME WHO SOON GETS FED UP DOING THE SAME OLD STUFF JUST TO POP MY CLOGS IN THE SAME PLACE YET AGAIN ARRRHHH!!!

WITH A BIT OF LUCK BY THE TIME YOU READ THIS REVIEW SOME CLEVER CHAP OR CHAPPETTE?? WILL HAVE SOLVED THE MEANING OF THE UNIVERSE, RE-INVENTED THE WHEEL AND WHILE THEY WERE AT IT POKED THE HELL OUT OF THIS ONE.

TO SUM UP THEN (GOD HE SOUNDS LIKE A BLEEDIN' LAWYER) IF YOU LIKE MASSIVE GAMES WITH LOADS TO SORT OUT THEN THIS IS WELL WORTH GETTING, BUT GET IT ON DISC OR YOU WILL NO DOUBT GO SPARE RELOADING IT ALL THE TIME.



I'VE JUST FOUND THIS MULTIFACE POKE FOR THE DISC VERSION OF SHADOW OF THE BEAST IT WILL GIVE YOU INF ENERGY, EXCEPT AGAINST LEVEL GUARDIANS.
 * 2920.00 CARL

PRICE	£10.99 TAPE.	£14.99 DISC
GRAPHICS	95%	SMART AS OUT LAD. (YOU WHAT ? - Ed)
SONICS	80%	GOOD TUNE IF YOU LIKE TUNES THAT IS.
VALUE	90%	MASSIVE GAME. SERIOUS MULTI LOADS.
ADDICTION	70%	YOU SOON GET SICK OF STARTING AT THE START.
OVERALL	90%	COULD BE A GREAT GAME.

.....

EXTREMELY HARD

MICK WILLIAMS WAS GOING TO REVIEW EXTREME BY DIGITAL INTERGRATION FOR PLAY MATES, BUT SAYS IT'S FAR TOO HARD TO GET INTO. HE IS BEGGING FOR ANYONE WITH A CHEAT, POKE OR GAMES TIPS FOR THE GAME, TO SEND THEM IN.

.....

CARTOON FUN

HI-TEC WHO SEEM TO HAVE BOUGHT THE RIGHTS TO JUST ABOUT EVERY CARTOON CHARACTER GOING. ARE VERY SOON GOING TO RELEASE A WACKY RACES GAME, BASED ON THE CARTOON OF THE SAME NAME. THE CARTOON AND I GUESS THE GAME FEATURE SUCH CLASSIC CHARACTERS AS DICK DASTARDLY AND HIS SIDE KICK MUTLEY, PLUS PENELOPE PITSTOP AND MANY MORE. OTHER CARTOON CHARACTERS HI-TEC HAVE SIGNED UP INCLUDE BUGS BUNNY, WILE E COYOTE AND YOSEMITE SAM. WACKY RACES WILL BE OUT THE END OF MAY AND THE OTHERS SOMEWHERE AROUND AUGUST AND WILL COST £3.99.



Super Wimp from CPC Network

Reviewed by John Brown

SUPER WIMP (SW) IS A MACHINE CODE UTILITY WHICH EXTENDS THE BASIC LANGUAGE TO ALLOW USERS TO PROGRAMME THEIR OWN WIMP (WINDOWS, ICONS (PRETTY PICTURES), MENUS AND POINTERS (NORMALLY AN ARROW)) ENVIRONMENT. THIS ENVIRONMENT IS MAINLY SEEN ON PC'S BUT WITH THE 19 RSX'S ADDED IT IS NOW POSSIBLE FOR THIS TO BE SEEN ON A CPC WITH AT LEAST 128k OF MEMORY.

SW IS SUPPLIED ON DISC AND THOSE WITH TEARAWAY WILL INSTANTLY RECOGNISE THE PRESENTATION AND GRAPHICS OF JAMIE VERITY. THE SIGN ON SCREEN PRESENTS A MENU WITH THE CHOICE OF SELECTING A DEMO, HELP FILE, DESIGNER MENU (MORE LATER) OR ALLOWS YOU TO INSTALL THE MACHINE CODE RSX'S. THE MANUAL IS AN ASCII FILE ON DISC WHICH CAN BE DUMPED TO SCREEN OR PRINTER. IF YOU USE THE PRINTER THE TWO HELP FILES, ONE FOR SW AND ONE FOR THE DESIGNERS, WILL TAKE UP A TOTAL OF 14 PAGES. ANYBODY WITHOUT A PRINTER IS ADVISED TO ASK CPC NETWORK TO PROVIDE A HARD COPY OF THE COMMAND SYNTAX FOR SW AS THIS IS INVALUABLE WHEN FIRST USING THE PROGRAMME.

The Demo

SELECTING THIS LOADS A BASIC FILE AND RUNS DEMONSTRATIONS OF WHAT SW IS CAPABLE OF IN MODE 1. IT QUICKLY SHOWS HOW PULL DOWN WINDOWS AND MENUS CAN BE USED, OPENING AND CLOSING THEM TO SHOW THAT THE BACKGROUND IS NEVER DESTROYED, AND IS A NICE INTRODUCTION TO THE COMMANDS AVAILABLE.

Super Wimp

SW NEEDS TWO MACHINE CODE FILES LOADED INTO MEMORY, INSTRUCTIONS OF HOW TO DO THIS ARE PROVIDED, ONE FOR THE INSTALLATION OF THE RSX'S THE OTHER HOLDS THE INFORMATION FOR THE ICONS. THE FREE MEMORY FOR THE PROGRAMMER IS REDUCED TO BELOW 8000 BUT THIS SHOULD BE SUFFICIENT FOR MOST APPLICATIONS.

ONCE INSTALLED YOU HAVE ACCESS TO 19 COMMANDS SUCH AS !ICON AND !MENU WHICH ARE FOLLOWED BY PERIMETERS TO ALLOW THEM TO BE PLACED ON THE SCREEN. I WAS PLEASANTLY SURPRISED TO FIND HOW QUICKLY I WAS ABLE TO UNDERSTAND THE USE OF THE COMMANDS; THIS BEING DUE TO THE COMMAND NAMES SELECTED BY THE PROGRAMMER. FOR EXAMPLE !POW IS THE COMMAND TO PRODUCE A PULL DOWN WINDOW AND !MENU PRODUCES A PULL DOWN MENU WHICH AUTOMATICALLY ALLOWS YOU UP TO NINE SELECTIONS. YOU ARE ABLE TO SAVE AND LOAD WINDOWS UP TO FULL SCREEN SIZE WHICH CAN BE HANDY FOR SCREEN SWITCHING. YOU CAN ALSO DEFINE ANY SIZE WINDOW, JUST LIKE THE BASIC WINDOW INSTRUCTION, USING THE STREAM NUMBER (0 TO 7 .. REMEMBER STREAM 8 IS THE PRINTER) WHICH ALLOWS UP TO 8 WINDOWS ON SCREEN AT ONCE.

IF YOU WISH TO RESTORE THE SCREEN HIDDEN BY EACH WINDOW IT IS FIRST NECESSARY TO SAVE THE INFORMATION USING THE !STORE COMMAND WHICH WILL SAVE IT TO THE EXTRA BANKS. THE !RPOW COMMAND WILL THEN RESTORE THIS INFORMATION AS IT CLOSES THE WINDOW. BE WARNED THAT IF YOU FAIL TO USE THE STORE COMMAND STRANGE THINGS HAPPEN ON THE SCREEN AND IT BECOMES A REAL MESS. TO HELP THERE IS A COMMAND (!WSIZE) WHICH WILL CALCULATE THE AMOUNT OF MEMORY NEEDED TO STORE THE SCREEN BEHIND THE WINDOW, THIS A NICE TOUCH AS IT ENABLES YOU TO MAKE EFFICIENT USE OF THE MEMORY WITHOUT TOO MUCH BRAIN STRAIN.

COMMANDS ARE PROVIDED TO ALLOW CUSTOMISATION OF THE KEYS SW USES AND ALSO TO SET UP THE SPEED AT WHICH THE POINTER MOVES. THE SPEED COMMAND AFFECTS BOTH THE MENUS AND THE POINTER AND IF YOU SELECT TOO HIGH A SPEED THEN IT BECOMES IMPOSSIBLE TO STOP THE SELECTOR WITHIN A PULL DOWN MENU. I FOUND IT BEST TO SET THE SPEED OF THE POINTER TO 12 AND THE SPEED OF THE MENU SELECTION TO 100. AS A COMPROMISE A SINGLE SPEED SELECTION OF 60 SEEMED TO SUFFICE FOR BOTH.

I HAD MANAGED TO WRITE A DISC MANAGEMENT UTILITY USING SW WITHIN A COUPLE OF DAYS OF RECEIVING A COPY OF SW AND I THINK THAT ANYBODY WITH A LITTLE UNDERSTANDING OF THE WINDOWS COMMANDS WILL BE ABLE TO PRODUCE A USEABLE PROGRAMME QUICKLY. I HAVE SINCE IMPROVED ON MY FIRST ATTEMPT AND NOW HAVE A HANDY LITTLE UTILITY WHICH ALLOWS ME TO AUTOMATICALLY CARRY OUT THOSE EVERYDAY DISC CHORES, IT ALL LOOKS VERY EFFICIENT AS WELL.

The Designers

SW PROVIDES ICONS AND CHARACTERS ALREADY DESIGNED BUT THE DESIGNER PROGRAMMES MAKE IT POSSIBLE TO ALTER THESE TO YOUR OWN. THE DESIGNER IS SELECTED FROM THE MAIN MENU AND THE SCREEN LAYOUT AND CONTROLS ARE EXPLAINED IN THE HELP FILE.

IT IS POSSIBLE TO USE 2 DRIVES WHICH IS USEFUL AS YOU CAN SAVE ALL YOUR FILES TO DRIVE B WHILE KEEPING THE MASTER DISC IN DRIVE A. IT IS ALSO POSSIBLE TO CUSTOMISE THE KEYS, INKS ETC TO SUIT YOUR NEEDS FROM WITHIN THE PROGRAMME, ANY CHANGES CAN THEN BE SAVED. IF YOU HAVE A PRINTER ATTACHED THEN YOU CAN ALSO DUMP THE ICONS/CHARACTERS TO IT.

THE SAME SCREEN LAYOUT IS USED FOR ALL THE DESIGNERS AND I FOUND THEM SIMPLE TO USE. I PARTICULARLY LIKED THE WAY THE CHARACTER OR ICON IS SELECTED FOR CHANGE, SIMPLY PRESS THE SELECT KEY WHILE POINTING TO THE ICON/CHARACTER THEN MOVE IT TO THE ICON BOX; PRESS EXECUTE AND THE ICON/CHARACTER APPEARS IN THE DESIGN MATRIX READY FOR CHANGE. ONCE SELECTED IT IS POSSIBLE TO INVERT, FLIP, ROTATE, EDIT OR CLEAR THE ICON/CHARACTER.

I DID HAVE TROUBLE WITH THE DESIGNERS AT FIRST BECAUSE THEY WILL NOT READ THE DISC IN EITHER DRIVE IF THEY ARE WRITE PROTECTED. JAMIE PUT ME RIGHT ON THIS POINT BUT IT NEEDS TO BE REMEMBERED WHEN USING THE DESIGNERS.

I WAS NOT ABLE TO USE THE TAS-FONT OR PRINT MASTER DESIGNERS AS I HAVE NEITHER OF THESE PROGRAMMES.

Conclusions

SW IS A WELL WRITTEN AND PRESENTED LANGUAGE EXTENSION ALLOWING EASY ACCESS TO A WIMP ENVIRONMENT FOR YOUR PROGRAMMES. THERE ARE A FEW MINOR SPELLING ERRORS IN THE DEMO AND ASCII FILES BUT AS MY COPY IS REALLY A PRE-PRODUCTION MODEL THESE WILL PROBABLY HAVE BEEN CORRECTED EVEN AS I WRITE. I HAVE SEEN OTHER PROGRAMMES IN MAGAZINES OFFERING SIMILAR ABILITIES BUT FROM MY EXPERIENCE THEY DO NOT COME CLOSE TO SW FOR QUALITY AND EASE OF USE.

CPC NETWORK
PRESENTS

SUPER WIMP



SW WILL GIVE YOU THE ABILITY TO PRODUCE PROFESSIONAL LOOKING PROGRAMMES BUT REMEMBER THAT SW AND ITS ASSOCIATED PROGRAMMES ON THE DISC ARE COPYRIGHT OF CPC NETWORK. THIS MEANS THAT THEY CAN NOT BE OFFERED FOR SALE OR TO MAGAZINES. IF YOU DO WRITE A PROGRAMME USING SW WHY NOT OFFER IT TO CPC NETWORK AND IF SUITABLE MAYBE JAMIE WILL BE ABLE TO MAKE UP A UTILITIES OR SW PROGRAMMES DISC AT A LATER DATE.

SUPER WIMP IS AVAILABLE FROM .. CPC NETWORK, 3 THE COTTONS, OUTWELL, WISBECH.

COST .. 10:50 OR 7:50 PLUS BLANK DISC.

☐ A LOOK AT PD ☐



Large fonts for Stop Press
from Scull PD



If you own the Desk Top Publishing program Stop Press, you may be interested in Disk 87 from Scull PD. It has a selection of large fonts that are very good indeed. When I ordered my copy I thought that as it was PD it may not be perfect but at least it is much cheaper than some other large fonts that are about. I must admit that I was pleasantly surprised by the quality of the fonts. The fonts are too large to load in as normal fonts so will have to be loaded one at a time as cut outs.

Apart from Large font which is already cut out for you, all the others are in four long cut outs, each cut out has about eight letters or numbers in it. You will have to cut out each letter for yourself, it is a long job with much disc swapping, but worth it in the end. I will add below the letter A from each font so you can see what they look like. There are two which I can't see a single difference in, these are Hole and Hollow. This though is the only bad thing I can really find to say about this collection of fonts.



Block font



Hole font



Shad font



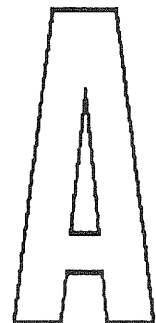
Holl font



Yank font



Bold font



Large Font

As you can see they are all quite good and very good for making that page heading that will grab your readers attention. If you want a copy of the disk, Scull PD's address is : 9 Barra Wynd, Broomlands, Irvine, KA11 1DB.

Other Stop Press disks from Scull PD include disk 58 which has Clip Art and page compress/uncompress utility. On disk 79 is 1 page and 1 screen of Clip Art plus some fonts. Disk 83 has 2 pages of Clip Art from James Garside.

PAGEMAKER PLUS from SCULL PD
9 Barra Wynd, Broomlands, Irvine, KA11 1DB.

If you are thinking of producing a fanzine of any kind you really need a word processor or desk top publishing program, or better still both. Desk top Publishing (DTP) is by no means cheap, the best in just about everybodys opinion is Stop Press which costs about £35 or £65 with a mouse, but these prices will vary from one company to another so shop around. So once you have decided to try and do a fanzine, be it for a pop star, football team, computer or whatever. You really don't want to fork out large amounts of cash and then find you don't like the hard work involved in doing a fanzine. So to try out the fanzine idea you look to the PD market for a cheap DTP.

Scull PD is the place to look, they have a DTP that will get your fanzine up and running and look quite good as well, see the sample sheet I've done and have added to this issue. It will produce A5 text only sheets, if you want graphics you do need something like Stop Press. As you load the program you can choose which font you want to work in, and there are quite a few to choose from. I found Spectrum font easiest to read on screen but like ST font to do the print outs in. I'll deal with the print out options later.

The cursor is positioned in the centre of the screen when the program has loaded and is moved around the screen with the cursor arrow keys. The first thing you will notice is that the cursor wraps around the screen ie if you go off the left side of the screen you return on the right side of the screen, the same goes for the top and bottom of the screen. Along the bottom of the screen there are 6 boxes marked A to F, like all the best contests I'll do them in reverse order. In Box F it tells you which type of text you are working in. This can be Normal height, Double height, Normal Inverse and Double Inverse.

Box E will tell what Mode you are working in (Mode 1 or Mode 2). Box D tells you what area of the page canvas you are working in. The canvas is 72 lines deep by the width of the screen. Only 24 lines can be displayed at any one time and to move about the canvas you use the cursor arrows plus Shift or Control. Shift + arrow will move the canvas up or down 1 line at a time, Control + arrow will move you 16 lines at a time.

Boxes A, B and C are used to get the ASCII characters (that you get when you press Control and a key) to screen, characters like the pound sign or the arrows. The characters can be scrolled across all 3 boxes, pressing COPY will put whatever is in box B into the cursor position.

There are two menus that can be got by pressing TAB and from these you can CAT a disc, Load or Save a page or screen, select to Load or Save to drive A or B, Preview a page, Cut and Paste lines of text, change Modes, change type of text, Clear the present canvas, and load in a 17K screen and dump to a printer.

Pagemaker Plus is really quite good for a BASIC program, a bit slow at times, but still very good. Even more so when it only costs you a £1. My main gripe is that the text will not justify when you get to the end of a line. It takes some careful planning to make each line justify with the others.

Because of memory limitations the print out of your pages is done by a separate program. Again when loading you are asked which font you want to be used, this is how you can work in one font and print out in another. You can print out in Draft or Quality, the only trouble is Quality mode will need the printer to do reverse line feeds. My Star LC 10 will only do that on continuous paper and not single sheets, which is a bit annoying as I very rarely use continuous paper. It took about 8 minutes to print out in Draft mode and about 15 minutes in Quality mode.

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Of course you can use Pagemaker Plus and any DTP to do other things besides fanzines, you can do posters, advert leaflets, letter headings and much more. The only limitation really is your own imagination. On the disc there are a few ready made screens and pages, so you can get some idea of just what can be done with Pagemaker Plus.

WELL HERE IT IS AT LAST, MUCH TO THE RELIEF OF CHILDREN AND PARENTS, THE LATEST OFFERING FROM THE FUN SCHOOL TEAM, TITLED NOT UNSURPRISINGLY, FUN SCHOOL 3.

THIS PARTICULAR PACKAGE CONSISTS OF 6 PROGRAMMES EACH WITH A VARYING DEGREE OF EDUCATIONAL VALUE.

THE FIRST THING THAT BECOMES APPARENT UPON LOADING ARE THE GRAPHICS. WITH NICELY DRAWN, CLEAR, COLOURFUL AND CUTE CHARACTERS WHO ARE DESTINED TO BECOME YOUR CHILDRENS FAVOURITES. IT'S QUITE AMAZING TO SEE JUST HOW FAR THESE PACKAGES HAVE COME SINCE THE ORIGINAL SERIES, INDEED THIS NEW PACKAGE IS WORTH BUYING FOR THE GRAPHICS ALONE.

IN ADDITION TO THIS IMPROVEMENT IN THE GRAPHICS THE IRRITATING WHINE OF "BOYS & GIRLS COME OUT TO PLAY" HAS BEEN REPLACED WITH A VARIETY OF TUNES MUCH MORE FRIENDLY ON THE EAR. THE CONTROLS HAVE ALSO BEEN IMPROVED WITH THE EFFECT THAT EVEN THE YOUNGEST CHILD CAN PICK THESE UP ALMOST IMMEDIATELY. MOST OF THE GAMES ARE MENU DRIVEN BY A BOX SELECTION SYSTEM SO THAT THE CHILD PRESSES THE SPACE BAR TO MOVE A HIGHLIGHTING BOX ACROSS A SERIES OF OPTIONS AVAILABLE, UPON REACHING THE REQUIRED CHOICE PRESSING THE RETURN/ENTER KEY WILL CONFIRM THE CHOICE. IT REALLY IS THAT SIMPLE! ALL "GAMES" HAVE DIFFICULTY LEVELS WHICH FOLLOW ON FROM THE PREVIOUS ONE IF THE CHILD HAS SUCCESSFULLY COMPLETED IT. THEY ARE ALSO ACCESSED BY PRESSING THE F9 KEY IF YOU WISH TO START AT ONE OF THE HIGHER LEVELS. TAKING THE PROGRAMMES IN ALPHABETICAL ORDER WE HAVE :

1. ACTIONS

HERE WE ARE GREETED BY TEDDY STOOD AT THE BOTTOM OF HIS GARDEN PATH. THE BOTTOM OF THE SCREEN CARRIES A HOST OF ACTIONS FOR TEDDY TO PERFORM, E.G. WAVE, JUGGLE, SLEEP, DANCE ETC. SPACE BAR MOVES THE "SELECTION BOX" ACROSS THESE AND RETURN/ENTER MAKES TEDDY PERFORM.

THE IDEA BEING THAT THE CHILD CAN ASSOCIATE CERTAIN WORDS WITH CERTAIN ACTIONS.

IN THE HIGHER LEVEL, HAVING SELECTED THE ACTION FOR TEDDY TO PERFORM THE CHILD IS THEN ASKED "WHAT IS TEDDY DOING" AND MUST THEN SELECT THE ANSWER FROM THE MENU BELOW, IF SUCCESSFUL PART OF TEDDY'S HOUSE WILL BE BUILT BEHIND HIM.

ALL IN ALL, A VERY ENTERTAINING PROGRAMME (AND THE SIGHT OF TEDDY BOPPING IN HIS SHADES WHILST LISTENING TO HIS WALKMAN IS A FALL OFF THE CHAIR LAUGHING JOB!!!!)

2. COUNTING

THE TEDDY BEARS PICNIC HAS ARRIVED AND WE MUST COUNT THE VARIOUS BITS AND PIECES ON SCREEN I.E. CUPS, TREES, CLOUDS, BUNS ETC. WHEN SUCCESSFUL WE FADE TO A SUB-GAME WHICH SEES TEDDY AT THE FOOT OF SOME STEPS TUMBLING UP THEM TO REACH A POT OF HONEY.

INCREASING THE DIFFICULTY LEVEL MEANS TEDDY HAS MORE STEPS TO COVER BEFORE GETTING TO THE HONEY.

THE EDUCATIONAL VALUE IS OBVIOUS.

3. GALLERY

AT THE ART GALLERY SOMEONE HAS LEFT THE TITLE OFF THE PAINTINGS THERE. USING THE CURSOR KEYS WE MUST MOVE THE SIGHTS TO ONE OF THE TITLES, PICK IT UP (ENTER/RETURN) AND MOVE IT TO UNDERNEATH THE APPROPRIATE PAINTING.

DIFFICULTY LEVELS INCREASE THE NUMBER OF PAINTINGS FROM 1 TO 4. THE PAINTINGS INCLUDE COWS, HENS, TRACTORS ETC.

4. LETTERS

TEDDY HAS GONE TO THE FUN-FAIR. UNFORTUNATELY HE HAS FORGOTTEN HIS ALPHABET ON THE WAY SO WE ARE ASKED TO REMIND HIM OF IT.

ON SCREEN WE ARE SHOWN A LETTER AND WE SHOULD MOVE THE "SELECTION BOX" ACROSS THE ALPHABET LETTERS SHOWN UNTIL WE REACH THE MATCHING LETTER.

IF WE AREN'T CORRECT TEDDY'S FRIENDS WILL SHAKE THEIR HEADS, IF WE ARE THEY WILL NOD AND TEDDY WILL TRY WITH ALL HIS MIGHT TO SWING THE HAMMER AND MAKE THE BELL RING, BUT TO ACHIEVE THIS WE MUST BE CORRECT A FEW TIMES FIRST.

DIFFICULTY LEVELS ALTERNATE THE LETTERS FROM LOWER CASE TO UPPER CASE OR MATCH THE TWO I.E. WE ARE SHOWN AN UPPER CASE LETTER AND MUST FIND ITS LOWER CASE VERSION.

ONCE AGAIN, OF OBVIOUS EDUCATIONAL VALUE.

5. MATCHING

WE FIND TEDDY SAT IN FRONT OF A LARGE DRESSER WHICH HAS (UP TO) 18 CUPBOARDS. INSIDE THE CUPBOARDS ARE TRIANGLES, SQUARES AND CIRCLES OF VARYING COLOURS. WE HAVE TO MATCH UP THE CORRECT COLOURED SHAPE WITH ITS "TWIN". SPACE BAR MOVES THE "SELECTION BOX" ACROSS EACH CUPBOARD AND ENTER/RETURN SELECTS THE COLOURED SHAPE. REPEAT THE ABOVE TO SELECT ITS TWIN AND BINGO, TEDDY'S FRIEND WILL CLIMB THE ADJACENT TREE TO (EVENTUALLY) REACH THE PENNY THAT IS SAT ON THE BRANCH, KNOCK IT OFF SO THAT IT FALLS INTO THE UNDERNEATH PIGGY BANK.

HAVING SELECTED THE CORRECT PAIR THEY WILL BE SHUT BEHIND THEIR CUPBOARD DOORS.

DIFFICULTY LEVELS INCREASE THE NUMBER OF CUPBOARD DOORS OPEN FROM 6 TO 12 OR 18. ADDITIONALLY TEDDY'S FRIEND HAS TO CLIMB HIGHER UP THE TREE TO REACH THE PENNY (THEREFORE NEEDING MORE CORRECT ANSWERS).

A SIMPLE IDEA FOR YOUNG CHILDREN TO RECOGNISE SHAPES AND COLOURS THAT HAS BEEN EXCELLENTLY PRODUCED.

6. PAINTING

A BASIC FARMYARD SCENE IS WHAT IS ON OFFER HERE. THE CHILD IS ASKED SIMPLE QUESTIONS LIKE "WHAT COLOUR WOULD YOU LIKE THE GRASS TO BE..." MOVING ACROSS THE OFFERED COLOURS AT THE SCREEN BOTTOM (USING SPACE BAR) AND SELECT THE COLOUR REQUIRED. REPEAT THE PROCESS FOR THE SKY, BARN, BARN DOORS, FARMHOUSE, COWS, SHEEP ETC AND A NICE FARMYARD SCENE IS STEADILY BUILT UP.

THE CHILDREN WILL OF COURSE EXPERIMENT WITH THE COLOURS, I MEAN THE SKY IS MUCH BETTER A GREEN COLOUR AND THE COWS JUST HAVE TO BE BLUE DON'T THEY, DON'T THEY!!!! PERHAPS THE PROGRAMME WITH THE LEAST EDUCATIONAL VALUE BUT PROBABLY THE MOST ENJOYABLE FOR THE LITTLE ONES (CERTAINLY MY SONS FAVOURITE).



WELL THERE WE GO, ANOTHER OUTSTANDING PACKAGE AND WELL WORTH ANYONES MONEY. GAMES/PROGRAMMES FOR THE VERY YOUNG ARE SO RARELY PRODUCED THAT IT IS INDEED A WELCOME RELIEF THAT WHEN ONE DOES COME ALONG IT IS OF SUCH A HIGH STANDARD.

DO I HAVE ANY QUIBBLES? WELL, IF I WAS TO REALLY "NIT-PICK" I WOULD SAY THAT I WOULD HAVE PREFERRED THE SUB-GAME IN COUNTING TO HAVE BEEN TEDDY WALKING UP A HILL OR SIMILAR, RATHER THAN HIM TUMBLING UP THE STEPS (DON'T WANT TO GIVE THE KIDS ANY IDEAS DO WE).

ADDITIONALLY I'D LIKE TO HAVE HAD SOME SORT OF SCREEN DUMP AVAILABLE FROM THE PAINTING PROGRAMME, IT WOULD HAVE BEEN NICE FOR THE KIDS TO BE ABLE TO SIT DOWN AND CRAYON IN THEIR "MASTERPIECES".

ONE THING THAT IS WORTH POINTING OUT IS THAT IT REALLY IS RECOMMENDED TO HAVE THESE SORT OF PROGRAMMES ON DISC. THE CHILDREN SOON GET QUITE FED UP OF HAVING TO WAIT FOR EACH DIFFERENT GAME TO LOAD AND MINE LIKE TO JUMP ACROSS FROM ONE TO ANOTHER AT AN ALARMING RATE.

THE CASSETTE VERSION READILY TRANSFERS TO DISC VIA BONZO OPTION ONE.

YOU MAY ADDITIONALLY LIKE TO KNOW THAT IF YOU SKIP THE "MENU" PROGRAMME ALL THE OTHER FILES WILL FIT ONTO ONE SIDE OF A DISC IF YOU USE THE BIG BONZO FACILITY. YOU CAN ALWAYS DESIGN YOUR OWN SIMPLE MENU OR ADAPT THE PROGRAMME MENU CREATOR AVAILABLE FROM ALAN SCULLY'S EXCELLENT P.D. LIBRARY OR ALTERNATIVELY JUST RUN THE FILES DIRECTLY.

WHEELS OF FIRE : DRIVING SIM' COMPILATION

FOUR DRIVING GAMES RECENTLY RELEASED AT FULL PRICE HAVE BEEN REPACKAGED AND RE-RELEASED AS THIS COMPILATION AT A PRICE OF £14.99 FOR TAPE & £25.99 FOR THE DISC VERSION. LOOKS LIKE GOOD VALUE FOR MONEY BUT WHAT DOES A ROAD TEST (BAD PUN, SORRY !) REVEAL.

WELL, THE GAMES INCLUDED ARE CHASE H.Q., HARD DRIVIN', POWER DRIFT & TURBO OUT RUN.

FIRST THE BAD NEWS, ALL EXCEPT HARD DRIVIN' ARE MULTI-LOADERS (BOO, HISS).

TAKING THEM IN ALPHABETICAL ORDER :



CHASE H.Q.

1. CHASE H.Q.

YOU ARE A COP AND IN YOUR TRUSTY SPEEDY CAR YOU MUST CHASE AFTER A DESPICABLE VILLAIN WHO HAS MANAGED TO EVADE EVERYONE SO FAR. WHEN YOU HAVE HIM IN SIGHT YOU MUST RUN INTO HIS REAR END (OF THE CAR, SILLY) A NUMBER OF TIMES BEFORE YOU HAVE BEEN DEEMED TO HAVE ACTUALLY CAUGHT HIM. IF YOU MANAGE TO LEAP ON TOP OF HIS CAR YOU GAIN DOUBLE POINTS ON THE "BUMPOMETER" AT SCREEN LEFT. YOU ARE ALSO PROVIDED WITH A "TURBO" FACILITY SO THAT WHEN YOU FALL TOO FAR BEHIND YOU CAN HAVE A CHANCE OF CATCHING THE BADDIE UP. THAT'S ABOUT IT AS FAR AS THE GAMEPLAY GOES.

CONTROLS ARE THE USUAL JOYSTICK ONES WITH THE SPACE BAR PROVIDING THE TURBO BOOST.

IN PRACTISE THE CONTROLS AND CAR RESPONSE ARE ADEQUATE BUT BE PREPARED TO HAVE MANY HOURS OF WRIST ACHE AS THE GAME ITSELF IS FAR FROM EASY AND MUCH DRIVING SOON SHOWS ON THE WRIST JOINTS.

THE GRAPHICS ARE GOOD WITH NICELY DEFINED ROADS, BUILDINGS ETC .

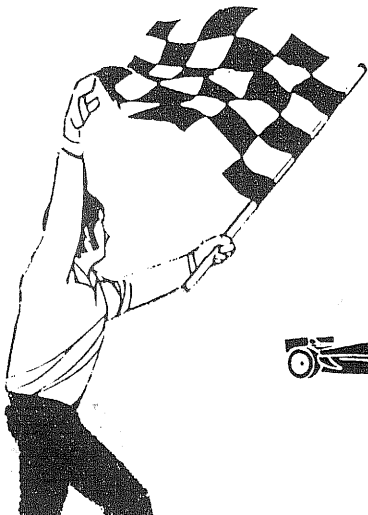
SONICS ARE AGAIN ADEQUATE WITH ENGINE ROARS, BRAKES AND BUMPS AND CRASHES APPARENT.

DURABILITY IS FAIR IN THAT AS THE GAME ITSELF IS NOT PARTICULARLY EASY YOU MAY BE TEMPTED TO JACK IT IN BEFORE FINISHING THE GAME.

ANOTHER BIRD IS THAT IF YOU REACH THE HIGHER LEVELS AND FAIL YOU HAVE TO GO ALL THE WAY BACK AND GET THROUGH THE EARLY LEVELS AGAIN, WHICH IS A BOG-OFF AT ANY TIME BUT ON A MULTI-LOADED IT'S A !?!?!?? (INSERT YOUR OWN EXPLETIVE)

SO ALL IN ALL :

GRAPHICS : 80% - PRETTY GOOD.
SONICS : 70% - ADEQUATE.
PLAYABILITY : 70% - MAY BE TOO HARD FOR SOME.
DURABILITY : 75% - PROVIDING YOU PERSIST.
VALUE : 75% - NOT BAD AS PART OF THE PACKAGE.
OVERALL : 75% - WOULD BE HIGHER IF IT WAS JUST A LITTLE EASIER.



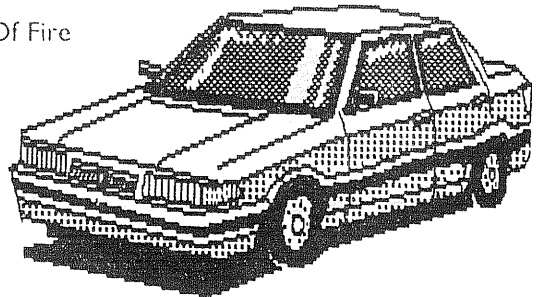
2. HARD DRIVIN'

IF EVER THERE WAS A GAME APTLY NAMED THIS IS IT. REGARDLESS OF THE COMMENTS MADE ABOUT CHASE H.Q. THIS ONE IS JUST IMPOSSIBLE TO PLAY. MYSELF & THREE OTHER MATES HAVE ALL HAD SEVERAL ATTEMPTS AT GETTING "INTO" THIS GAME BUT TO NO AVAIL. THE CONTROLS BY THE JOYSTICK ARE SO FINE THAT THE SLIGHTEST TOUCH TAKES YOU OFF COURSE AND HEADING FOR A CRASH. HAVING CRASHED YOU CAN NOW SEE A "WONDERFUL" ACTION REPLAY OF HOW BADLY YOU DID, WHICH AT FIRST SEEMS QUITE NOVEL BUT WHICH RAPIDLY BECOMES EXTREMELY TIRESOME.

WITH VERY FEW COLOURS AND VERY "BLOCKY" GRAPHICS THE GAME LOOKS SUSPICIOUSLY LIKE A SPECCY PORT, WHICH YOU COULD POSSIBLY LIVE WITH IF THE GAME ITSELF WAS ANY GOOD, UNFORTUNATELY IT IS (FOR US) JUST IMPOSSIBLE TO PLAY. SO, THE (VERY) LIMITED REVIEW RATINGS ARE :

GRAPHICS : 40% - SPECCY TYPE STUFF
SONICS : 70% - NOT TOO BAD IN THE CRASH SEQUENCE
PLAYABILITY : 0% - IMPOSSIBLE
DURABILITY : 0% - IF I CAN'T PLAY THE DAMN THING IT'S BOUND TO STAY ON THE SHELF.
VALUE : 0% - IF YOU COULD PLAY IT, AND I SUPPOSE SOMEONE MUST BE ABLE TO, YOU COULD RATE IT.
OVERALL : 0% - WORTH NOTHING TO ME & MY MATES.

Wheels Of Fire



POWER DRIFT



3. POWER DRIFT

BOASTS 27 COURSES (THERE'S ACTUALLY 25) OF VARYING DIFFERENT TERRAINS. YOU, IN YOUR GO-CART MUST COMPETE AGAINST FELLOW COMPETITORS OVER THESE TRACKS AND TO CONTINUE TO THE NEXT ONE YOU MUST FINISH THIRD OR BETTER. ONCE THE MAIN FILE HAS LOADED YOU ARE ASKED TO SELECT A SECTION OF 5 TRACKS TO RACE (LABELLED A TO E), YOU ARE ALSO ASKED TO SELECT YOUR DRIVER FROM A CHOICE OF A DOZEN FACES AT THE TOP OF THE SCREEN. ONCE DONE THE GAME THEN LOADS IN THE SECTION YOU SELECTED.

INITIALLY YOU WILL FIND THAT THE FIRST COURSE IS RELATIVELY EASY TO COMPLETE BUT THAT THE FOLLOWING COURSES BECOME INCREASINGLY DIFFICULT. THE TRACKS ARE FAIRLY NARROW AND A GOOD START IS IMPERATIVE ON THE HIGHER NUMBER TRACKS. CONTROLS ARE (AGAIN) THE USUAL JOYSTCK ONES WITH THE FIRE BUTTON CHANGING GEARS FROM LOW TO HIGH AND VICE-VERSA. CONTROL OF THE CART ITSELF IS PASSABLE BUT THE GENERAL PRESENTATION DOESN'T QUITE GIVE THE IMPRESSION OF SPEED. CORNERING AT FIRST SEEMS TRICKY BUT YOU SOON GET THE HANG OF THINGS (DON'T "OVER STEER"). GRAPHICS AREN'T TOO BAD BUT DON'T QUITE MAKE IT, THE SNOW SECTION CAN QUITE BOGGLE THE EYES AT TIMES. THE TRACK, AT TIMES, JUST VEERS OFF INTO THE SKY (COMMONLY KNOWN AS THE "STAIRWAY TO HEAVEN") WHICH IS INITIALLY ALARMING BUT YOU SOON GET USED TO. WITH SIX "LIVES" TO PLAY WITH YOU DO MANAGE TO PROGRESS AT A REASONABLE RATE. COMPLETING THE 5 TRACKS TAKES YOU BACK TO THE MAIN MENU TO LOAD IN YOUR NEXT SECTION.

SONICS CONSIST OF THE ODD BEEP AND A CONSTANT DRONE TO REPRESENT THE ENGINE.

PLAYABILITY AND DURABILITY AT FIRST SEEM QUITE GOOD BUT YOU SOON LEARN THAT ONE SECTION OF 5 TRACKS IS VERY SIMILAR (IF NOT THE SAME) AS ANOTHER AND IT BECOMES A LITTLE PREDICTABLE ONCE YOU GET THE HANG OF IT.

GRAPHICS : 60% - JUST ABOUT BEARABLE.
 SONICS : 30% - BEEPS AND DRONES ONLY.
 PLAYABILITY : 75% - QUITE ENJOYABLE AT FIRST.
 DURABILITY : 65% - EASY/DIFFICULT TO KEEP YOU INTERESTED BUT TOO PREDICTABLE.
 VALUE : 70% - AS PART OF THE PACKAGE.
 OVERALL : 65% - NOT BAD BUT WITH A LITTLE EXTRA THOUGHT IT COULD HAVE BEEN MUCH BETTER.



4. TURBO OUT RUN

YOUR MISSION IS TO RACE ACROSS THE U.S.A. OVER 20 SECTIONS E.G. NEW YORK, WASHINGTON, DALLAS ETC. UNFORTUNATELY EACH SECTION HAS TO BE LOADED SEPERATELY AND UNLESS YOU HAVE A MULTI-FACE YOU'D BETTER MAKE SURE THAT YOU HAVE AT LEAST AN HOUR SPARE BECAUSE THATS HOW LONG IT'S GOING TO TAKE YOU TO COMPLETE THE GAME.

UPON LOADING YOU ARE PRESENTED WITH THE CAR YOU ARE DRIVING BUT, DUE TO THE WAY THE GRAPHICS ARE USED, YOU ARE CONSTANTLY WANTING TO RISE OUT OF YOUR CHAIR TO SEE OVER THE TOP OF IT BECAUSE IT'S VERY DIFFICULT TO SEE WHAT IS DIRECTLY IN FRONT OF YOU. CONTROLS BY JOYSTICK GIVE ABSOLUTELY NO IMPRESSION OF SPEED AND CONTROLLING THE CAR IS LIKE DRIVING A LIMP LETTUCE. TO COMPLETE EACH LEVEL YOU MUST FINISH WITHIN A CERTAIN TIME LIMIT. IF YOU FAIL YOU LOSE A CREDIT BUT ARE GIVEN ANOTHER CHANCE WITH A LONGER TIME LIMIT. YOU START WITH 6 CREDITS. OBSTACLES ON THE WAY GENERALLY SLOW YOU DOWN BUT AS THESE APPEAR ONLY ON SOME LEVELS THE GAME IS RIDICULOUSLY EASY. A MATE AND MYSELF FINISHED THE GAME AT THE SECOND ATTEMPT WHICH CAN BE NO GOOD THING.

THE SONICS CONSIST OF A CONSTANT TUNE, NO BRAKES, NO ENGINE REVVING UP, NO NOTHING.

THE BEST THING ABOUT THIS GAME ARE THE GRAPHICS. NOT PARTICULARLY THE RACE TRACK GRAPHICS (WHICH ARE O.K.) BUT THE DISTANT GRAPHICS WHICH ARE TRULY EXCELLENT, E.G. AS THE TRACK BENDS THE IN PICTURE SUN OR MOON WILL ALTER IN RELATION, YOU ALSO DRIVE THROUGH SUNRISSES, SUNSETS, DAY & NIGHT-TIME (IF ONLY WEC LE MANS HAD BEEN LIKE THIS)

GRAPHICS : 85% - MAINLY FOR THE "DISTANT" GRAPHICS.
 SONICS : 15% - ANNOYING TUNE ONLY.
 PLAYABILITY : 50% - ALWAYS TRYING TO LOOK OVER YOUR CAR MAKES IT A PEST. LIMP LETTUCE DRIVING.
 DURABILITY : 50% - DURABLE IN THAT YOU'LL NEED AN HOUR TO DO IT, BUT HOW MANY ATTEMPTS WILL YOU NEED !?
 VALUE : 50% - AS PART OF THE PACKAGE.
 OVERALL : 50% - JUST TOO EASY.



SO IN ORDER OF MERIT THE GAMES ARE

1. CHASE H.Q.
2. POWER DRIFT
3. TURBO OUT RUN
4. HARD DRIVIN'

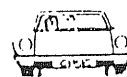
ALL IN ALL, IS THE PACKAGE WORTH THE ASKING PRICE ? WELL, CERTAINLY NOT FOR THE DISC VERSION AND THE CASSETTE PACK IS DEBATABLE VALUE AS YOU ARE ONLY REALLY GETTING TWO GAMES BECAUSE HARD DRIVIN' IS IMPOSSIBLE AND TURBO OUT RUN IS A DODDLE, PERHAPS IT MAY BE BETTER VALUE TO TRY SOME BUDGET DRIVING SIMS' (WEC LE MANS RECOMMENDED IF YOU CAN LIVE WITH GREEN & GREY GRAPHICS BUT EXCELLENT DRIVING CONTROL).



MARTIN COSSINS : APRIL 1991



PLAY MATES



COMPLAINTS DEPT Pt.2

It seems I can't do any thing right nowadays, else where in this issue is a review of a PD Disk of Large Fonts from Scull PD. I sent it to Alan so he could possibly use it in his new PD fanzine (also mentioned this issue), he wrote back with these comments.

1) Disk 87 is advertised as one 2 inch font and five 1 inch fonts. Therefore your comments about the Hole and Hollow being the same are unjustified since you still get five 1 inch fonts. As a matter of fact they are the same font saved under 2 names by accident.

I just reviewed the disk as it was sent to me, I only said as far as I could see they were the same. For all I knew there could have been a very subtle difference in the fonts.

2) You do not need to save the letters as individual cut outs. They are supplied the way they are because you can only get 64 filenames in a disk directory. When I use them I do it straight from the grouped cut outs, as I suspect you will very rarely use the big fonts. It makes little sense to tie up disk space !

I understand and agree that the smaller fonts must be supplied as a cut out of a group of letters to save disc space. I do not agree that you don't need cut out each letter and save to a new disc. May be not every font but at least the one or two you like the most. If you are to be using them the most, it seems pointless to keep mucking about with the large strip cut outs.

3) Using paint you can fill the Large font with black giving a Large "Block" font. You can also overlay the Large Block font onto the original Large font (in Transparent mode) giving a Large Shad font, so with a bit of work, you can actually make more big fonts.

I don't deny that using paint or overlay you can make more of the Large font, but the review was only of the fonts on the disk. I only had a limited space for the review and only just managed to fit in what I did, with out adding in bits about using paint and overlay. Infact with paint you can not only make Large font into block but you can using Edit paint patterns into both Hollow and Large font, see examples below. Please note I know that A and G are the same pattern thats an error on my part

A B C D E F G H I J

STOP PRESS - THE END !

THE DTP PROGRAM STOP PRESS WILL NO LONGER BE MADE BY DATABASE SOFTWARE AS IT IS NOT SELLING AS WELL AS IT USED TO. SO IF YOU WANT A COPY OF THIS PROGRAM YOU'D BE ADVISED TO BUY IT SOON. BECAUSE ONCE ALL COPIES HELD BY MAIL ORDER COMPANIES AND COMPUTER SHOPS ARE SOLD, THEN THE ONLY PLACE TO GET HOLD OF A COPY WILL BE SECOND HAND. STOP PRESS IS HAILED BY MANY AS THE BEST DTP PROGRAM ON THE CPC AND HAS BEEN USED IN PART OR TOTAL MAKE UP OF MANY A CPC FANZINE, INCLUDING PLAY MATES. I DON'T USE IT AS OFTEN AS I USED TO, BUT I DO STILL USE IT TO DO THE ODD REVIEW LIKE THE SCULL PD LARGE FONTS REVIEW THIS ISSUSE. PLUS I USE IT TO DO THE SMALL PICTURES (KNOWN AS CLIP ART) THAT I DOT AROUND THE PAGES TO FILL UP GAPS. MANY FOLK DON'T LIKE IT BECAUSE OF IT'S VERY SLOW PRINT OUT SPEED, BUT THE PROGRAM X-PRESS BY MEDWAY KING CAN BE USED TO INCREASE THE SPEED OF PRINT OUTS OF STOP PRESS PAGES. ALSO SOME DON'T LIKE THE AMOUNT OF SPACE THE LARGER FONTS TAKE UP. ALL THE SAME IT WILL BE A SHAME TO SEE ANOTHER VERY GOOD PROGRAM BEING WITHDRAWN FROM THE CPC MARKET.

MORE SEQUELS !

NOWADAYS COMPUTER GAMES ARE GETTING MUCH LIKE FILMS, IN THAT IF IT'S A SUCCESS THEY RUSH OUT A SEQUEL. WE'VE HAD THINGS LIKE CYBERNOID 1 & 2, RICK DANGEROUS 1 & 2 AND BARABARIAN 1 & 2 TO NAME JUST 3 EXAMPLES. NOW THERE IS NEWS OF 3 MORE SEQUELS BUT THIS TIME WITH A DIFFERENCE. THE DIFFERENCE IS, THESE SEQUELS HAVE TAKEN YEARS TO FOLLOW UP THE ORIGINAL AND ARE NOT MADE BY THE ORIGINAL SOFTWARE HOUSE. FIRST OF ALL WE HAVE TWO GAMES ORIGINALLY DONE BY ELITE, SCOOBY DOO AND PAPER BOY. HI TEC'S SCOOBY & SCRAPPY DOO GAME IS OUT NOW AND COSTS £3.99 AND MINDSCAPE HAVE WON THE RIGHTS TO PAPER BOY 2 FROM TENGAN, BEATING DOMARK WHO NORMALLY DO TENGAN GAMES. MINDSCAPE HOPE TO HAVE PAPER BOY 2 READY ON ALL MAJOR FORMATS BY SEPTEMBER OR OCTOBER. ANOTHER CLASSIC TO GET A DUSTING OFF AND RE-VAMP IS SPACE INVADERS. DOMARK HAVE THE RIGHTS TO SUPER SPACE INVADERS-91 AND AGAIN SHOULD BE OUT ON ALL MAJOR FORMATS, NO IDEA OF A POSSIBLE RELEASE DATE THOUGH.

DESERT ISLAND DISCS

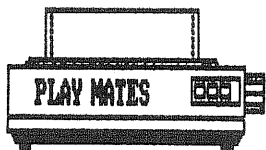
WHILE SITTING ON THE BEACH SOAKING UP THE MOON DAY SUN, I GLIMPSED A BOTTLE OR TWO WASHED UP ON THE SHORE. I FOUND INSIDE EACH A LIST FROM OTHER FOLK STRANDED ON A DESERT ISLAND AS WELL. AT FIRST I THOUGHT IT WAS THEIR SHOPPING LISTS, BUT NO. IT WAS THEIR PICK OF 2 SERIOUS CPC TITLES AND 5 CPC GAMES. BEFORE I USE THE LISTS TO START TONIGHTS FIRE I THOUGHT I'D BETTER TELL YOU WHAT WAS ON THEM FIRST. THE FIRST ONE WAS FROM MICK WILLIAMS FROM STOKE ON TRENT (FUNNY NAME FOR A TROPICAL ISLAND - ED)

- 1) BONZO SUPPER MEDDLER.. I WOULDN'T BE WITHOUT IT NOW AND IT'S SAVED ME HOURS OF LOADING TIME. MANY THANKS TO THAT FINE MAN PHIL CRAVEN (MICROSTYLE)
- 2) MINI OFFICE 2.. THE ONLY OTHER SERIOUS DISC I OWN, BUT SO FAR IT'S DOING THE BUSINESS AND THE WORD PROCESSOR IS JUST SOO EASY.
- 3) LASER SQUAD.. AS YOU SAY CARL, JUST ABOUT THE BEST GAME I'VE EVER BOUGHT.
- 4) ELITE.. ENDLESS FUN, SHOOT PIRATES, SMUGGLE DRUGS AND SAVE THOSE CRED\$!!
- 5) STRIDER.. SO MUCH IMAGINATION IN ONE GAME, WITH EXCELLENT GRAPHICS TO BOOT (SHAME ABOUT THE SEQUEL).
- 6) EMLYN HUGHES INT. SOCCER.. GLAD I TOOK YOUR ADVICE CARL, EXCELLENT BALL CONTROL (?) AND I CAN SCORE GOALS AS WELL.
- 7) PUZZNIC.. HOW CAN A FEW COLOURED SQUARES BE SO DAMN ADDICTIVE?

NEXT LIST I CAME ACROSS WAS FROM MARTIN HACK FROM THE DESERT PARADISE KNOWN AS SUTTON COLDFIELD, (SOUNDS A NICE PLACE !!?).

AS YOU POINTED OUT THE CHOICE IS VERY DIFFICULT AND IN MY CASE IS NOT MADE EASIER BY THE FACT THAT I DO NOT BUY A LARGE NUMBER OF GAMES, SO THE LIST TO CHOOSE FROM IS RATHER SMALL TO START WITH. NONE THE LESS, MY ESSENTIAL UTILITY DISCS WOULD HAVE TO BEGIN WITH "PROTEXT CPM" - IT MAY BE SLOW TO LOAD BUT IS IDEAL FOR THAT MESSAGE IN A BOTTLE. NEXT WOULD HAVE TO BE "ADVANCED ART STUDIO" SO THAT I COULD NOT ONLY WRITE THAT BOOK, THAT I HAVE ALWAYS MEANT TO, BUT ILLUSTRATE IT AS WELL.

MY NUMBER ONE CHOICE OF GAME MUST BE "ELITE" BECAUSE IT JUST GOES ON FOR EVER AND YOU CAN'T RELY ON PASSING VESSELS FOR A LIFT BACK TO G.B. NEXT WOULD BE "CONFUSION" WHICH MAY BE OLD, BUT HAS MORE LEVELS THAN AN NCP CAR PARK, AND IS COMPLETELY ADDICTIVE. MY THIRD DISC WOULD BE "TRIVIAL PURSUIT" - AT LEAST THE CPC DOESN'T GIGGLE AT MY GUESSES TO QUESTIONS, WHICH EVERYONE AND THEIR DOG KNOWS THE ANSWER TO ! FOURTHLY, I WOULD WANT "TARGET RENEGADE" AS I WOULD HAVE NO OTHER WAY OF GETTING RID OF ANY PENT UP AGGRESSION. FINALLY, "DEACTIVATORS" WOULD BE ABSOLUTELY ESSENTIAL BECAUSE IT WOULD GUARANTEE I HAD NO SLEEPLESS NIGHTS... JUST THE SIGHT OF THE INLAY CARD MAKES ME YAWN. ANY WAY, I'D BETTER STOP DREAMING ABOUT MALIBU ON THE ROCKS, AND GIRLS IN GRASS SKIRTS, AND GO AND EMPTY THE BINS.



WELL THANKS CHAPS FOR THOSE LISTS OF GAMES YOU'D WANT TO ESCAPE TO A DESERT ISLAND WITH. ANY ONE WISHING TO SEND ME THEIR LIST, JUST POP IT IN A BOTTLE (WITH A FIVE POUND NOTE) AND CHUCK IT IN THE SEA. ON SECOND THOUGHTS, BETTER NOT, THERE IS ENOUGH RUBBISH IN OUR SEAS AND OCEANS AS IT IS. I THINK IT BEST TO USE THE POST OFFICE AFTER ALL, EVEN IF THEY DO CHARGE SO MUCH FOR SO LITTLE. DON'T GET ME WRONG I THINK HIGHLY OF THE POOR OLD LOCAL POSTIE, IT'S JUST THE COMPANY THAT NEEDS A KICK UP THE BACK SIDE NOW AND AGAIN. "SO HERE ENDITH CARLS MOAN OF THE ISSUE"



SCULL PD FANZINE

YES THAT'S RIGHT, ALAN SCULLY IS TO RELEASE HIS OWN FANZINE. TO DEAL MAINLY WITH THINGS PD (OF COURSE) BUT I WILL ASSUME CARRY NEWS AND VIEWS ON ALL THINGS TO DO WITH THE CPC. ISSUE 1 IS DUE OUT IN EARLY MAY AND WILL COST £1.25 (WHICH INCLUDES P&P). THIS FANZINE WILL BE CALLED CPC DOMAIN AND WILL BE MONTHLY. IT WILL BE A5 IN SIZE WITH 30 TO 40 PAGES. ALAN IS ALSO HOPING TO GET SOME COMPANYS TO GIVE DISCOUNTS TO CPC DOMAIN READERS. YOU CAN ALSO SUBSCRIBE FOR 12 MONTHS FOR JUST £15.00. ALAN ALSO WANTS FOLK TO WRITE ARTICLES AND REVIEWS FOR EACH ISSUE, THOSE CONTRIBUTING WILL GET A FREE ISSUE OR VOUCHERS TO SPEND IN HIS PD LIBRARY. IF YOU WANT MORE INFORMATION CONTACT ALAN SCULLY DIRECT. I SEEM TO HAVE DONE NOTHING ELSE THIS ISSUE, THAN TELL YOU SCULL PD'S ADDRESS. SO FOR THE LAST TIME HERE IT IS AGAIN.

9 BARRA WYND, BROOMLANDS, IRVINE, KA11 10B.

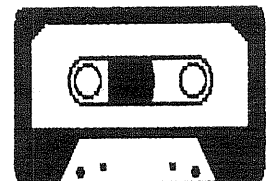
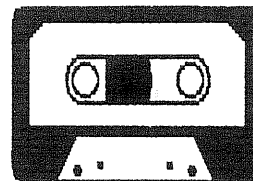
A-OK FANZINE

ISSUE 2 AND 3 OF THIS FANZINE (WHICH I TOLD YOU ABOUT LAST ISSUE) HAVE NOW BEEN RELEASED EACH ISSUE COSTS 60P (INCLUDES P&P) AND FEATURES GAMES REVIEWS, TYPE-INS AND MUCH MORE. A-OK CAN BE CONTACTED AT..

31 COLEBROOK ROAD, SHIRLEY, SOLIHULL, WEST MIDLANDS, B90 2LB.

INSTANT GAMES COLLECTION

IF YOU ARE NEW TO THE CPC OR JUST DON'T BUY THAT MANY GAMES, AND YOU WANT TO CATCH UP ON SOME OLDER RELEASES. THEN LOOK NO FURTHER THAN A NEW COLLECTION FROM BEAU-JOLLY CALLED BIG BOX. BELIEVE IT OR NOT THERE ARE 30 GAMES IN THIS COLLECTION AND ALL FOR ABOUT £17.00, BUT SHOP AROUND YOU MAY GET A FEW GOOD DEALS FROM MAIL ORDER COMPANYS. IT'S A TAPE ONLY COLLECTION, WHICH IS NO SURPRISE AS IT WOULD TAKE QUITE A FEW DISCS TO FIT 30 GAMES ONTO. SO WHAT GAMES DO YOU GET FOR YOUR MONEY? WELL RATHER A VARIED SELECTION REALLY, THERE ARE SPORT SIMS, STRATEGY, ADVENTURE AND ARCADE GAMES. THERE ARE A FEW DUFF GAMES IN THE COLLECTION, (IN MY OPINION ONLY) MAINLY SUPER SPRINT AND INCREDIBLE SHRINKING SPHERE. BUT THERE ARE ALSO A COUPLE OF GAMES THAT SCORED HIGHLY IN AMSTRAD ACTION WHEN THEY WERE RELEASED. GAMES LIKE SPINDIZZY AND BARRY MCGUIGAN'S BOXING. SOME GAMES ARE MULTI-LOADERS, FOR EXAMPLE SUPER HANG ON AND KARNOV, BUT I THINK MOST ARE SINGLE LOAD GAMES. OTHER GAMES OF NOTE IN THIS COLLECTION INCLUDE ENDOURO RACER, RAMPAGE, WONDER BOY, DANDY, GHOSTBUSTERS AND REAL GHOSTBUSTERS. I'VE NOT ACTUALLY GOT THIS COLLECTION AS I HAVE ALMOST ALL OF THE GAMES ALREADY. BUT I THINK IT IS A GOOD WAY TO SEE A NOT TOO BAD SELECTION OF OLD CPC GAMES.



TROUBLED COMPANIES

TWO SOFTWARE HOUSES HAVE FALLEN ON HARD TIMES AND ALMOST WENT UNDER (THEY STILL MIGHT!). THE FIRST ONE WAS HEWSON, WHO GAVE US SUCH CLASSICS AS CYBERNOID'S 1 & 2, EXOLON, AND STORMLORD'S 1 & 2. THE OTHER COMPANY WAS PALACE WHICH GAVE US BARBARIAN'S 1 & 2. BOTH COMPANIES HAVE HAD SOMEONE STEP IN TO TRY AND KEEP THEM GOING, LETS JUST HOPE THEY CAN PULL IT OFF.

FANTASY WORLD DIZZY BY CODEMASTERS REVIEWED BY GARY SMITH SEQUEL TO TREASURE ISLAND DIZZY AND DIZZY, ALSO BY CODEMASTERS

WHILST WALKING WITH YOUR SWEETHEART IN THE ENCHANTED FOREST, YOU ARE JUMPED AND TAKEN TO THE DEEP DUNGEON AND POOR DAISY IS TAKEN TO THE WIZARD WIERDS CASTLE, WAITING TO BE RESCUED.

SO THERE YOU ARE, STUCK IN THE DUNGEON WITH NOWT BUT AN APPLE TO YOUR NAME AND AN EVIL TROLL GUARDING THE WAY. INVESTIGATION OF THE DUNGEON SOON SHOWS THAT TWO OBJECTS ARE CLOSE AT HAND AND WITH A BIT OF BRIBERY THE GUARD WILL GIVE YOU A CLUE. THEN JUST GET THE OBJECT LEFT AND LEAVE. THEN YOU ARE FACED BY A HUNGRY RAT AND SEEING AS YOU SHOULD HAVE IN YOUR POSSESSION A LOAF OF BREAD THIS CAN BE USED TO ESCAPE. THEN YOU EXPLORE THE LAND AS THE ADVENTURE HAS REALLY BEGUN. THERE'S A CASTLE TO EXPLORE, THE DOCKS, THE TREE VILLAGE, A BEANSTALK AND THE CLOUD CASTLE. THE PUZZLES ARE EVEN THICKER AND FASTER AND START STRAIGHT AWAY. THERE ARE ONE OR TWO WHERE YOU HAVE TO DETERMINE WHICH ARE PLATFORMS AND ONE OR TWO TIMING PUZZLES. NONE ARE DIFFICULT, IT'S JUST A CASE OF TRIAL AND ERROR. SOME ARE LOGICAL AND SOME ARE GIVEN CLUES BY THE ROOM NAMES. NOW EACH ROOM HAS A NAME, SUCH AS THE FOURWAY WAREHOUSE, AND TO GIVE THE GAME AWAY, YOU CAN GO OFF THE SCREEN FOUR WAYS ALTHOUGH TWO ARE OBSCURE, ONE PARTICULARLY SO.

AS IN THE SECOND DIZZY EPISODE, YOU CAN COLLECT COINS ALONG THE WAY AND ALTHOUGH IT IS NOT REVEALED UNTIL THE END, AS IN DIZZY 2, THESE COINS ARE NEEDED TO KEEP DAISY IN LUXURY.

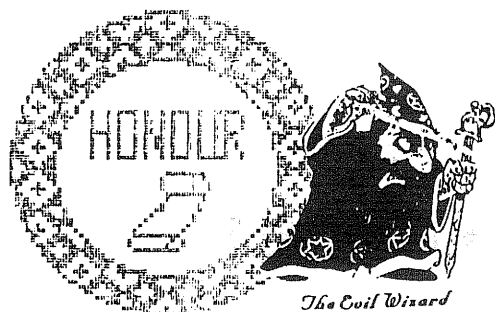
ALONG THE WAY ARE FOES SUCH AS DRAGONS AND DINOSAURS WHICH DO NOT ATTACK BUT CAN KILL IF YOU TOUCH THEM BUT YOU ALSO HAVE HELP. CHARACTERS FROM THE YOLK FOLK LIBRARY MAKE THEIR DEBUT IN THIS GAME. DAISY, OF COURSE AND GRAND DIZZY, DOZY, DENZIL AND DYLAN. THESE ALSO APPEAR IN THE NEW FAST FOOD GAME, KWIK SNAX AND IN THE LATEST DIZZY GAME WHICH I HAVE YET TO OBTAIN. QUESTIONING THESE CHARACTERS OBTAINS SLIVERS OF INFORMATION AND OBJECTS, VALUABLE TO YOUR QUEST, SUCH AS ROPE AND A SLEEPING POTION. AS YOU ENGAGE THESE CHARACTERS YOU ENTER INTO TEXT CONVERSATIONS WHICH CAN BE ENTERTAINING ALTHOUGH NEEDLESS.

HOWEVER, THE BEST CHANGE FROM DIZZY 2 IS EXTRA LIVES. THESE ENCOURAGE EXPERIMENTATION AND ALSO, IF ANY MISTAKES ARE MADE, YOU CAN STILL CARRY ON.

THE GRAPHICS ARE SADLY THE SAME AS EVER, BUT A FEW EXTRA POINTS SHOULD BE AWARDED FOR THE CREATURES WHO ARE WELL DRAWN. SONIX IS NOT AS GOOD, AND ALTHOUGH THE INCLUSION OF A FEW SPOT EFFECTS HELPS, THE TUNE IS POOR AND OFTEN SOUNDS DISTORTED. BUT THE CHARACTERS AND CONVERSATIONS AND THE GREAT PUZZLES MORE THEN MAKE UP FOR THE POORER SOUNDS AND SIGHTS. A WINNER AND NO-ONE SHOULD BE WITHOUT THIS GAME. AND REMEMBER, IT'S ONLY £2-99!

RATINGS*****

GRAFIX 57% SAME AS PREDECESSOR BUT A FEW POINTS FOR GOOD CREATURES
 SONIX 63% COULD BE BETTER
 PLAYABLE 89% WELL KNOWN AND EASY PUZZLES TO START
 LASTABLE 96% IT'LL KEEP A GAMER GOING FOR AGES
 VALUE 97% AN EXCELLENT GAME FOR ONLY THREE QUID!
 OVERALL 93% IT'S SO PLAYABLE WITH A STRONG HOOK-WHAT A CORKER!



Grand Dizzy



FAST FOOD BY CODEMASTERS

IF THE DIZZY GAMES WERE THE ONLY GAMES THE OLIVER TWINS HAD WRITTEN, THEY WOULD STILL PROBABLY BE A HOUSEHOLD NAME. BUT THEY DIDN'T. BUT YET THAT IS THE POWER THAT DIZZY HOLDS. AND THE OLIVER TWINS REALISED THIS AND SO SET ABOUT THE SPIN OFF, FAST FOOD. IT'S RATHER LIKE PAC-MAN IN THAT YOU MUST RUN AROUND A MAZE EATING FOOD. HOWEVER TO SPICE IT UP THERE ARE A FEW DIFFERENT ENEMIES, A FEW BONUSSES AND DIZZY RUNNING AROUND INSTEAD OF PAC-MAN. THERE ARE FEATURES LIKE WALLS THAT CAN BE BROKEN, AND SOME ONLY DIZZY CAN PASS THROUGH, AS WELL AS POTIONS WHICH SLOW BADDIES OR DESTROY THEM ALL. ALSO, EVERY THIRD LEVEL YOU GET AN EXTRA LIFE WITH A CARTOON. THESE CARTOONS ARE ONLY FOR DECORATIVE VALUE BUT ARE QUITE FUN TO WATCH, SHOWING DIZZY FOILING HIS FOES.

THE GRAPHICS ARE COLOURFUL AND CLEAR, THE MUSIC IS EXCELLENT AND THERE ARE MORE THAN A FEW DIFFERENT TUNES. THE GAMEPLAY IS EASY TO PICK UP BUT IT'S A DIFFICULT ONE TO COMPLETE. WATCH OUT FOR IT!

RATINGS*****

GRAFIX 83% CLEAR AND COLOURFUL
 SONIX 97% THREE HIGH STANDARD TUNES, SOME SAMPLED SPEECH. EXCELLENT
 PLAYABLE 83% EASY TO PICK UP
 LASTABLE 79% 30 HARD LEVELS
 VALUE 82% THIS GAME FOR £3.00 YET PACMANIA WAS A TENNER FOR A SIMILAR GAME!
 OVERALL 80% GOOD GAME, NOT PERFECT BUT EXCELLENT FOR LIGHT RELIEF



KWIK SNAX BY CODEMASTERS, SEQUEL TO FAST FOOD, ALSO BY CODEMASTERS REVIEWED BY GARY SMITH

THIS GAME IS SIMILAR TO THE ABOVE BUT HAS ISLANDS. FOUR, TO BE PRECISE AND A YOLK FOLK CHARACTER IS TRAPPED ON EACH ONE AND TO RESCUE A CHARACTER YOU MUST COLLECT THE FRUIT ON EACH ISLAND. HOWEVER THERE ARE EXTRA BONUSSES AND ENEMIES, BUT THIS GAME HAS TWO ESSENTIAL DIFFERENCES. FOR ONE, IT HAS A WRAP-AROUND SCREEN, MEANING, IF YOU GO OFF ONE SIDE OF THE SCREEN, YOU COME BACK ON THE OPPOSITE SIDE. THE SECOND DIFFERENCE IS THAT CERTAIN, IN FACT MOST BLOCKS CAN BE PUSHED, EITHER TO SQUASH BADDIES, BLOCK THEM IN OR TO GET TO THE FRUIT, AND THIS VALUE IS THE MAIN KEY TO WINNING THE GAME.

GRAPHICS ARE GOOD WITH BETTER AND MORE VARIED ENEMY SPRITES, BUT SADLY SONIX IS NOT AS SUCH, THE MUSIC IS POOR COMPARED TO IT'S PREDECESSOR. BUT THE GAMEPLAY IS EXCELLENT FUN. HOWEVER, IT'S TOO EASY. I COMPLETED ON MY SECOND GO, BUT MY OTHER TWO FRIENDS WHO HAVE GOT THE AMSTRAD VERSION CANNOT. THEREFORE THAT MEANS THAT IT IS ME, OR USING THE MOVING WALLS IS THE KEY TO SUCCESS. PERSONALLY, I GO FOR THE WALLS.

RATINGS*****

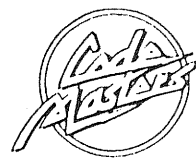
GRAFIX 85% GOOD ENEMY SPRITES
 SONIX 55% OKAY I SUPPOSE
 PLAYABLE 93% THIS GAME GETS ITS HOOKS IN QUICK!
 LASTABLE 51% A FEW GOOD LEVELS, BUT TOO EASY!
 OVERALL 64% IT'S SO PLAYABLE IT BREAKS MY HEART AS IT'S TOO EASY
 VALUE AT £2-99, IT'S GOOD VALUE AND PERHAPS THE MOST PLAYABLE GAME I KNOW BUT IT'S SIMPLE TO COMPLETE



Daisy



DIZZY



DIZZY BY CODEMASTERS - PART OF THE QUATTRO ADVENTURE COMPILATION
2.99 TAPE ONLY. REVIEWED GARY SMITH

THE "AVAWIFFOVEE POTION" IS THE ONLY THING THAT CAN DEFEAT THE EVIL WIZARD ZAKS, AND DISSOLVE HIS EMPIRE OVER THE LAND. ALSO IT'S A CURE FOR ATHLETES FOOT BUT THATS BY THE BY. ANYWAY THE RECIPE FOR THE POTION IS COVERED BY DUST FOR MANY YEARS. BUT ONE DAY YOUNG DIZZY (AN EGG !?) UNCOVERS THE RECIPE AND REALISES IT'S HIS DESTINY TO FIND THE INGREDIENTS AND DESTROY ZAKS ONCE AND FOR ALL.

WELL THERE YOU HAVE IT, YOUR TASK IS TO SOMERSAULT AROUND THE KINGDOM AND FIND THE INGREDIENTS THEN COOK THEM, PUT THE POTION IN A FLASK AND DROP IT NEXT TO EVIL WIZARD.

YOU ARE ONLY A THE SMALL EGG IN QUESTION, BUT YOU HAVE AN AMAZING POWER OF EXTRA HIGH JUMPS FOLLOWED BY CUTE LITTLE ROLLS (EGG ROLLS ?? HA HA -ED), PRESUMABLY TO BREAK THE FALL AND NOT HURT YOURSELF. TO STOP YOUR PROGRESS THERE ARE CREATURES FLYING AROUND FALLING STALACTITES (OR IS IT STALAGMITES ?), WATER AND APPLES, WHICH ALL IMPEDE THE HERO'S PROGRESS AND TAKE ONE OF OUR HERO'S VALUABLE LIVES. HOWEVER SOME OF THESE CAN BE DESTROYED, SUCH AS THE SPIDERS WITH INSECTICIDE, BATS WITH GARLIC AND BIRDS WITH ACME BIRD SEED, LIKE THE STUFF IN THE ROAD RUNNER CARTOONS. ALSO ALONG THE WAY ARE PUZZLES TO SOLVE, (NOT MANY THOUGH), MANY SPLIT SECOND JUMPS AND SUCH THINGS THAT NEED TIMING AND ACCURACY.

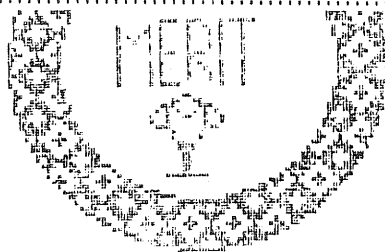
HOWEVER IF THE MAIN PART OF A GAME CALLS FOR ACCURACY THEN THE CHARACTER MUST BE CONTROLLABLE, AND HE IS. HOW THIS IS ACHIEVED WITH ALL THOSE ROLLS, I'LL NEVER KNOW BUT THE END RESULT IS VERY IMPRESSIVE. THE PUZZLES ARE NOT VERY NUMEROUS REALLY, INCOMPARISON TO LATER GAMES, BUT THEY ARE HARD AND WELL THOUGHT OUT. BASICALLY SOLVING THEM, IS DOWN TO WORKING OUT WHAT DROPS WHERE, THE INCLUSION OF THREE LIVES ENCOURAGES EXPERIMENTATION, WHICH IS NEEDED TO PROGRESS. HOWEVER, THE WHOLE THING TAKES AGES TO COMPLETE, EVEN WHEN YOU KNOW WHAT TO DO, BECAUSE OF THE OBJECT HANDLING SYSTEM. THE PROBLEM WITH THIS IS, THAT YOU CAN ONLY CARRY ONE THING AT A TIME AND MANY TRIPS BACK AND FORTH WILL BE TAKEN TO GET WHAT YOU NEED.

THE GRAPHICS ARE A SPECCY PORT, AS, I SUPPOSE, IS THE SOUND BUT THE MAIN PROBLEM IS THE LENGTH OF TIME IT TAKES TO DO ANYTHING, AND IN THE FIRST OF THIS PRESTIGIOUS SERIES OF ADVENTURES IS NOT DIFFERENT ENOUGH TO OTHER PLATFORM GAMES OF ITS TIME. IF YOU LIKE THEM, GET IT, BUT IF YOU LIKE MORE PUZZLES WAIT FOR No. 2.

RATINGS*****

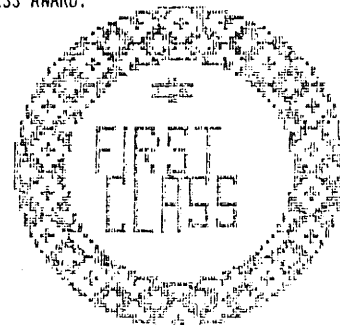
- GRAPHIX 54% WELL DRAWN, BUT SPECCY PORTS (BOO!)
- SONIX 62% TUNES OKAY, BUT TINNY
- PLAYABILITY 73% OKAY BUT ITS A LITTLE TOO DIFFICULT TO START
- LASTABILITY 79% LOTS OF GAME BUT IT TAKES TOO LONG
- VALUE 69% THATS NON COMPILATION VALUE
- OVERALL 75% NOT ENOUGH TO RAVE ABOUT, UNLESS YOU ARE A HARDENED PLATFORM FAN, BUT NONE THE LESS, IT'S NOT TOO BAD AND EARNS MY MERIT AWARD.

SINCE THIS REVIEW WAS WRITTEN THIS GAME HAS BEEN GIVEN AWAY FREE ON THE COVER OF AMSTRAD ACTION, SO IS EVEN BETTER VALUE - CARL.



DIZZY

Dizzy



TREASURE ISLAND DIZZY-CODEMASTERS REVIEWED BY GARY SMITH SEQUEL TO DIZZY ALSO BY CODEMASTERS

AFTER HIS RICHES REAPED IN AFTER THE DEFEAT OF ZAKS, DIZZY DECIDED HE NEEDED A HOLIDAY AND USING HIS WEALTH HE BOOKED A WORLD CRUISE. SO OFF HE WENT ON THE CRUISE AND ENJOYED HIMSELF AT FIRST, WITH A FEW MINOR QUIBBLES BUT ALL WENT WRONG AS HE DECIDED TO HAVE A GAME OF CRICKET. HOWEVER, USING THE CAPTAIN'S SPARE LEG COLLECTION WAS NOT A GOOD IDEA AND HE WENT BESERK AND VERY SOON POOR DIZZY WAS WALKING THE PLANK! AND SO HE FOUND HIMSELF ON THE DESERT ISLANDS IN THE MIDDLE OF NOWHERE AND KNEW HE HAD TO GET BACK TO HIS HOMETLAND TO LODGE A COMPLAINT. BUT HOW...?

SO YOU TAKE OVER FROM HERE AND MUST FIND A BOAT, A MOTOR, A KEY AND SOME PETROL. THE FIRST THING YOU MAY NOTICE IS THE NEW OBJECT SYSTEM WHICH, WHEN YOU PICK SOMETHING UP, THE OBJECT ON THE BOTTOM OF THE LIST IS LOST AND THE NEW ONE APPEARS ON THE TOP. THEREFORE SOME CAREFUL OBJECT HANDLING IS NEEDED. YOU CAN HOLD THREE THINGS AT ONCE BUT COINS YOU CAN COLLECT AS YOU PLEASE.

SO, THE FIRST THING YOU NOTICE IS THAT THERE IS A LARGE CLIFF WHICH CANNOT BE JUMPED UP SO YOU MUST DROP A NEARBY CHEST BELOW IT AND PROCEED AS YOU MAY. THE DIZZY SPRITE IS THE SAME, AS ARE ALL THE GRAPHICS BUT NEW ENEMIES ARE ADDED. WATER STILL KILLS BUT IF YOU COLLECT A SNORKLE, YOU CAN SWIM! THERE ARE NO BADDIES EXCEPT IN THE SEA AND THESE DON'T MOVE VERY MUCH BUT CAN BE TRICKY AS YOU WILL HAVE TO JOURNEY THROUGH THE SEA MANY TIMES. ALSO THERE IS FIRE WHICH FRY UNSUSPECTING EGGS AND IN THE OLD TREEHOUSE ARE TRAPS WHICH FALL DUE TO PRESSURE PADS. BUT ALL OF THESE CAN BE OVERCOME.

THIS IS THE SECOND GAME IN THE SERIES AND THE ONE WHICH SETS THE STANDARDS. THE GAME IS FULL OF PUZZLES SUCH AS DROPPING THE AXE ON THE WOODEN BRIDGE TO GET UNDERNEATH AND MANY OTHER SUCH ADVENTURES. SOME OF THESE PUZZLES, IF NOT SOLVED, MAY LEAD TO DEATH. AND THAT IS THE PROBLEM WITH THIS GAME AS IT HAS ONLY ONE LIFE AND IF YOU HAVE COME SO FAR ONLY TO MAKE A SMALL MISTAKE THEN YOU'LL BE TEARING YOUR HAIR OUT IN FRUSTRATION!

BUT ALL SAID AND DONE IT IS AN EXCELLENT GAME, VERY PLAYABLE, THE GRAPHICS HAVE NOT CHANGED BUT THE TUNE! WOW! IT'S LONG, TUNEFUL, NOT IN THE LEAST TINNY AND TAKES A LONG TIME TO GET SICK OF IT. NOT ONLY IS IT TECHNICALLY IMPRESSIVE BUT GOOD TO LISTEN TO. BUT ALL THIS IS MARRED BY THE GAME ONLY HAVING ONE LIFE. BUT BELIEVE ME IT IS POSSIBLE TO COMPLETE WITH A CHUNK OF PATIENCE AND IT IS A HELL OF AN OUTSTANDING PLATFORM GAME.

RATINGS*****

- GRAFIX 54% SAME AS PREDECESSOR, NO CHANGE REALLY
- SONIX 93% YOU'LL HAVE TO LISTEN A LOT, TO THE TUNE TO GET SICK OF IT, BUT YOU SHOULD REALLY HAVE AN OPTION TO SWITCH IT OFF
- PLAYABLE 84% DAUNTING AT FIRST AND EXPECT TO DIE A LOT
- LASTABLE 74% A LOT OF GOOD PUZZLES BUT ONLY ONE LIFE!
- VALUE 88% AT THREE QUID FOR A GAME LIKE THIS, WHO'S COMPLAINING?
- OVERALL 83% IF ONLY THERE WAS MORE LIVES AND SLIGHTLY BETTER GRAPHICS THIS WOULD BE NEARER MY HONOUR AWARD, BUT AS IT STANDS, IT'S NEARER MY FIRST CLASS AWARD.

FISTS OF FURY ED. 2 (VIRGIN GAMES)
 REVIEWED BY MICK WILLIAMS

I DON'T KNOW WHAT IT IS ABOUT COMPILATIONS, BUT THEY NEVER SEEM TO PLEASE ME. THERE ALWAYS SEEMS TO BE ONE OR TWO GEMS OF GAMES HIDDEN AMONGST A PILE OF RUBBLE (IF YOU KNOW WHAT I MEAN). LET'S TAKE THIS PARTICULAR COMPILATION AS AN EXAMPLE. THERE ARE FOUR GAMES INCLUDED AND AT THE TIME I GOT THE GAME I OWNED TWO OF THEM (ONE WHICH HAPPENS TO BE THE BEST ONE...TYPICAL!). THE GAMES INCLUDED ARE THE NINJA WARRIORS, SHINOBI, DYNAMITE DUX AND THE EAGERLY AWAITED DOUBLE DRAGON II. I'LL GIVE YOU A BRIEF RUN DOWN ON WHAT EACH GAME IS ABOUT (OTHER THAN FISTS AND FURY OF COURSE) AND THEN I'LL TELL YOU ABOUT THE SLIGHT HICCUP I ENCOUNTERED.

I'LL START WITH MY FAVE...DYNAMITE DUX. IF YOU HAVEN'T SEEN THIS GAME, KICK YOURSELF AND THEN GO AND GET IT...NOW! THE GRAPHICS ARE COMPARABLE WITH THOSE I'VE SEEN ON 16 BIT MACHINES AND THE GAMEPLAY IS FANTASTIC. YOU PLAY A WELL HARD DUCK NAMED BIN. AS USUAL IN BEAT EM UPS, YOUR MISSUS HAS BEEN NICKED BY THE DASTARDLY ACHACHA, AND IT'S UP TO YOU AND YOUR INCREDIBLE FIST TO GO AND GET HER BACK. THIS IS WHERE THE GAME IS GREAT. YOU DON'T FIGHT MEN...OR EVEN DUCKS! I'LL ONLY GIVE YOU A SMALL LIST OF WHAT YOU FIGHT NOW, AND THEN HOPEFULLY YOU'LL GET THE GAME YOURSELF...SUMO PIGS, CROCS THAT FIRE FALSE TEETH AT YOU, ROLLERSKATING CATS AND MANY MORE. YOU ARE EQUIPPED INITIALLY WITH A FIST (??) BUT YOU CAN COLLECT WEAPONS ON THE WAY AND YOUR SECRET WEAPON IS THE KERPOW PUNCH. HOLD THE FIRE BUTTON AND THEN RELEASE IT FOR A PUNCH THAT MIKE TYSON WOULD RUN FROM! ALL IN ALL, AN EXCELLENT GAME, AND DEFINITELY THE BEST OF THIS SORRY BUNCH! MARKS 10 OUT OF 10

NEXT UP IS THE NINJA WARRIORS. ADVERTISED AS THE BEST COIN-OP CONVERSION OF ALL TIME IN SOME MAGS, I WAS LEFT WONDERING IF THEY'D ONLY SEEN THE IBM VERSION! FAIR ENOUGH, THE LOADING SCREEN IS QUITE GOOD, BUT THE GAME ITSELF IS ONLY AS GOOD AS A HALF DECENT BUDGET GAME. AS FAR AS GAMEPLAY GOES; AS A ONE PLAYER GAME IT'S JUST TOO DARNED HARD! I'VE PLAYED ENOUGH BEAT EM UPS TO KNOW THE ROPES, BUT THIS JUST WIPES ME OUT. HOWEVER, AS A TWO PLAYER GAME, THINGS IMPROVE AND YOU CAN ACTUALLY PROGRESS! I SUSPECT OUR LANDLORD AND MENTOR CARL 'RENEGADE' SURRY IS A STRONG BEAT EM UP FAN, SO MAYBE HE'LL HAVE A CRACK AT IT AND GIVE YOU HIS OPINION.
 MARKS 5 OUT OF TEN

SHINOBI IS A GAME I'VE HAD IN MY COLLECTION FOR A WHILE, BUT I MADE THE FATAL MISTAKE OF BUYING LASER SQUAD SOON AFTER. GUESS WHAT, SHINOBI TOOK A BACK SEAT FOR THE NEXT FEW MONTHS WHILE LASER SQUAD TOOK OVER (LASER SQUAD HAS BEEN REVIEWED IN AN EARLY ISSUE OF PLAYMATES...DIG IT OUT, READ IT AND THEN BUY IT). SO GETTING SHINOBI IN THIS PACKAGE RE-UNITED ME WITH THE GAME AND I HAVE MIXED FEELINGS FOR IT. THE BEST PART IS THE READ UP ON THE INSIDE SLEEVE, ALL ABOUT HOW YOU ATTEND A NINJA GRADUATION WITH THE SCHOOL PRINCIPAL AND HIS FAVOURITE CONCUBINE!!!. WHILST THERE, THE BADDY BWAH FOO APPEARS AND KIDNAPS ALL OF THE CHILDREN...OF COURSE IT'S YOUR MISSION TO GET THEM BACK. THE GRAPHICS LEAVE A LITTLE TO BE DESIRED, BUT THE GAMEPLAY IS QUITE GOOD. YOU MAKE YOU WAY THROUGH FIVE MISSIONS, EACH DIVIDED INTO THREE OR FOUR SECTIONS AND YOU ALSO FIGHT THE INEVITABLE END OF LEVEL BADDIES. ALL IN ALL, A GAME WORTH PLAYING. MARKS 7 OUT OF TEN

FINALLY TO MY LITTLE HICCUP. THE LAST GAME ON THE COMPILATION IS DOUBLE DRAGON II. I WAS REALLY LOOKING FORWARD TO THIS, BUT IT SEEMS IT WILL ONLY LOAD ONTO A MACHINE WITH 128K (I ONLY HAVE A MEASLY 64K...ANY GIVEAWAY EXPANSIONS GRATEFULLY ACCEPTED!!) THEREFORE I'VE ASKED MR RENEGADE HIMSELF TO HAVE A CRACK AT IT AND THEN TAG HIS REVIEW ON THE END (HOPE HE SAYS YES NOW!!) ALL YOURS CARL....!

MICK SENT HIS DISC OF DOUBLE DRAGON 2 TO ME TO SEE IF I COULD GET IT TO LOAD INTO MY 6128. IT WAS OK, BUT I NOTICED SOMETHING VERY ODD INDEED, MORE ON THIS LATER. I SENT IT BACK TELLING HIM IT LOADED ALRIGHT HE MUST HAVE LEFT HIS MULTIFACE ON AND THAT WAS WHY IT HADN'T LOADED. MICK WROTE TO ME AGAIN SAYING, THAT HE HADN'T EVEN GOT A MULTIFACE. HE HAD ALSO GONE TO HIS LOCAL SHOP AND WAS TOLD THAT ON DISC IT IS A 128 K GAME ONLY AND THE SAME WENT FOR GUNBOAT BY ACCOLADE AND GOLDEN AXE BY VIRGIN. NOW I DON'T KNOW IF IT'S TRUE ABOUT THOSE GAMES BUT IT DOES SEEM TO BE TRUE OF DOUBLE DRAGON 2.

NOW TO THE ODD THING I NOTICED, I DON'T HAVE THE FISTS OF FURY 2 COLLECTION BUT I DO HAVE ALL THE GAMES. BOUGHT WHEN THEY WERE ORIGINALLY RELEASED, ALL BUT DOUBLE DRAGON 2 ARE ON DISC. ORIGINALLY DOUBLE DRAGON 2 WAS ADVERTISED AS A TAPE AND DISC GAME BUT THE DISC VERSION NEVER SAW THE LIGHT OF DAY. THE ODD THING IS THAT MY TAPE LOOKS AND FEELS TOTALLY DIFFERENT TO MICKS DISC VERSION. I DON'T KNOW IF THIS IS WHAT MAKES THE DISC VERSION 128 K ONLY OR IF VIRGIN HAVE UP-DATED BOTH THE TAPE AND DISC VERSION AND ADDED IT TO THE FISTS OF FURY 2 COLLECTION.

MY ORIGINAL TAPE LOOKS AND PLAYS LIKE THE THE FIRST DOUBLE DRAGON, BUT IS A BIT FASTER AND MUCH MORE ENJOYABLE TO PLAY. THERE ARE NO END OF LEVEL GUARDIANS, JUST MINI LEVELS WITH 1 OR 2 NORMAL SIZED BADDIES TO BEAT. AT THE END OF THE GAME IS THE LARGER GUN CARRYING BOSS. ALL IN ALL NOT A HARD GAME (I COMPLETED IT SECOND GO) BUT QUITE FUN FOR A WHILE. IT IS MAYBE WHAT DOUBLE DRAGON SHOULD HAVE BEEN LIKE.

NOW MICK'S DISC VERSION IS BETTER GRAPHICALLY AND IS A MUCH HARDER GAME. THERE ARE END OF LEVEL GUARDIANS, REAL BIG SO AND SO'S THEY ARE TOO. NOT HARD TO BEAT BY THEM SELVES BUT THERE IS ALWAYS SOME OTHER BADDIES AROUND TO GET YOU WHEN YOU RELAX. EVEN THE SMALLER BADDIES HAVE NEW TRICKS, ONE BUNCH FLYS ACROSS THE SCREEN DOING CARTWHEELS. AT OTHER TIMES YOU ARE ATTACKED BY ABOUT 7 OR 8 BADDIES, NOT AN EASY THING TO ESCAPE FROM. I'VE NO IDEA HOW THE GAME ENDS, BECAUSE FOR THE DAY OR SO I HAD IT BEFORE RETURNING IT TO MICK, I ONLY GOT AS FAR AS LEVEL 3.

IT'S HARD TO COMPARE THE TWO GAMES AND GIVE THEM A RATING AS THEY ARE ALMOST DIFFERENT GAMES, THE SAME IN NAME AND STYLE ONLY. BUT SCORE THEM I MUST, SO HERE GOES...

	TAPE VERSION	*	DISC VERSION
GRAPHICS	60 %	*	75 %
SOUND	40 %	*	40 %
PLAYABILITY	55 %	*	65 %
OVERALL	60 %	*	73 %



AS FOR MY SCORES FOR THE OTHER GAMES IN THIS COLLECTION, I WOULD GIVE DYNAMITE DUX 85 % OVERALL, NINJA WARRIARS 35 % AND SHINOBI 75 %. AS A COLLECTION I WOULD RATE IT AS 70 %, WOULD HAVE BEEN A BIT HIGHER BUT FOR NINJA WARRIORS. ALSO IF THE TAPE VERSION OF THE COLLECTION HAS THE SAME VERSION AS MY DOUBLE DRAGON THE SCORE FOR THE COLLECTION WOULD THEN HAVE TO BE 60 %.





Bonzo's Litter Tray...



Well hello once again Play Mates to the Bonzo section of this over priced CPC fanzine. We kick off this issues bundle of goodies with news of some collections. Before I jump in the deep end I just want to thank all those who answered my plea for more Bonzo news. Thanks guys, you all know who you are (don't you ??)

First out of the goodie bag is the Hewson Collection called 4th Dimension, it has 4 games and these are Battle Valley, Anarchy, Herobotix and Supercup. Battle Valley is as the original version (Option 1) but doesn't need the USER 7 loader. Anarchy was originally an Option 6 transfer but this version goes with Hack Pack. Side 2 of my tape is so naff I can't get the other two games to load, but by the looks of the screen as they load (ie the same as Anarchy) they may also be Hack Pack transfer, although Herobotix is of the two the most likely to be this option.

Next we come to the collection called Wheels of Fire which has 3 nasty multi-load games so they will be main file only.

Hard Drivin'	Option 2X
Power Drift	Blitz 5 (main file)
Turbo Outrun	Option 10b (main file)
Chase HQ	No go.. not the same as original release (Blitz 6)

We now come to the Codemasters Quatro collections. The Quatro Power and Firepower collections are as listed in the BSM or Blitz database, except for ATV sim. which for some reason is a no go. The Quatro Adventure collection's version of Dizzy is an Arglock transfer and Vampire and Ghosthunters are as already listed. Super Robin Hood is as yet an unknown. Although the original was an Option 1 transfer that needs a small loader added to make it load from disc. For some reason it is not in the BSM database, although a game called Robin Hood is listed as a Hack Pack, may be it is the same game. Below I will re-do the original's new loader may be it will work on the Quatro version as well, either way let me know so I can pass it on to others.

```
1 REM Super Robin Hood Loader
2 REM from Bonzo Bulletin No.8
3 REM
10 OPENOUT"D":MEMORY &3FFF:CLOSEOUT
20 LOAD"ROBIN",44032:CALL 44033
```

I also want to point out that the Alternative release of Meganova The Weapon will transfer with Option 4Y (main file only) but you must skip the first file "MEGANOVA.BAS". Also I couldn't get the Amstrad Action Predator 2 demo to transfer with the tape to disc file on the tape, so I used Option 1 instead. All the other programs on the demo disc went with the file on the demo tape, it just didn't like Predator 2 (well he is an ugly sod).

Next up is the Collection called " 4 MOST ACTION " by Alternative. Keith Miller has sent in this bit of news, so it is him you thank. 3 of the games are as listed in the BSM database and these are.....

Combat Zone - Option 1
Gun Boat - Option 2X
Dead Or Alive - Option 1

The other game is Strike Force Cobra which Keith says is a Hack Pack transfer.

Neil Barrett of Leeds has sent in quite a bit of news which has been added to the main list below. But these two have already been listed before and Neil reckons his versions transfer by different Options than the ones listed. These two games are CRACK UP by Domark/Tengen's ESCAPE FROM PLANET OF ROBOT MONSTERS which is listed as Option 9 and Neils version is Option 11A.

Byte Back have re-released A.T.F. and it is still the same option as the original release. Only thing is my database just says it's an Option 10, and not if it's an Option 10A or 10B. All I can say is that the Byte Back version is an Option 10B only transfer.

Kixx have grouped together all 3 of the Leaderboard games on a collection called GOLF MULTIMIXX. The games in the collection are Leaderboard, Tournament Leaderboard and World Class Leaderboard. I am told that all 3 will transfer as the originals and are listed in the Blitz database.

Right then, this is all you've been waiting for isn't it? So with out further delay here is this issues Bonzo news.....Three cheers for Colin Harris.. Hip Hip...

Option 1

Kenny Dalglish Soccer Manager [Cognito] ... Fire Zone [PPS] ... Fun School 3 under 5's [Database] ... Balloon Buster [Blue Ribbon] ... Welltris [Infogames] (takes up 83K) ... Battle Valley [Hewson] ... Super Robin Hood [Codemasters] (needs loader) ... Great Gurianos [Encore] (alter BBPATCH file on the Blitz disc to make a new loader, why isn't this file on the BSM as well ??) ... Fun School 3 Under 6's [Database] ... Word Perfect [Supersoft] ... Laser Compiler [Ocean] ... Cyberball (main file only) [Domark/Tengen] ... Skate Wars [Ubi Soft] ... European Soccer Challenge [Players]

Option 2X

Cavemania [Atlantis] ... Spitting Image (main file only) [Hit Squad] ... Turbo Kart Racer [Players]

Option 4

Soccer Challenge [Alternative] ... Real Ghostbusters [Activision] doesn't work on my Hit Squad version though! (main file)

Option 4Y

Meganova The Weapon [Alternative] (skip loader first) ...

Option 11A

Scooby and Scrappy Doo [Hi Tec]

Hack Pack

Maze Mania [Hewson] ... World Cup Carnival (use HP2) [US Gold]

Blitz 6

Puzznic [Ocean] ...

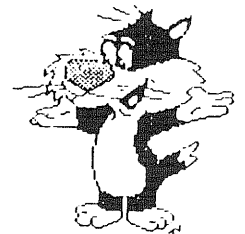
Please note that the Codemasters game Supertank Sim is listed as Blitzold, I couldn't get a working copy with this option so used BLOLDXL and now have a good working copy.

AND FOR THOSE THAT WANT TO BACK UP YOUR DISCS

8K Sector Copier/Decoder as featured in last Bonzo Bulletin.
Puzznic [Ocean] only takes up 29K of disc space, very neat.



Bonzo's Litter Tray...



* References in this publication to transfers that can be made from tape to disc using *
* the utilities mentioned, or via a type-in, are made on the understanding that where *
* permission from the Copyright owner of the program to be transferred is required, the *
* reader/user will seek such permission BEFORE attempting the transfer. Disc back-ups *
* are for use of the owner of the ORIGINAL tape only. NEMESIS/PLAY MATES 1991 *

INFINITE BITS

Mike Bullen from Cornwall has sent in these pokes for games that have been Bonzoed to disc. There is also a file to transfer Ball Crazy to disc and then another to load and poke it. Ball Crazy is listed as a Hack Pack transfer, I don't know if they will work on the original version only or any re-released versions that might be about, you will just have to try it and see. I just want to thank Mike for his efforts and I hope for many more Bonzo pokes in the future.

```

5 ' TYPE IN PROG AND RUN IT
6 '
10 '*****
20 '*** BALL CRAZY TO DISC BY MGB ***
30 '*****
40 '
50 OPENOUT "D":MEMORY &7FFF:CLOSEOUT:LOAD"!",&A000
60 POKE &A05A,&C3:POKE &A05B,&0:POKE &A05C,&80
70 FOR n=&8000 TO &8040:READ a$:POKE n,VAL("&" +a$):NEXT
80 CLS:PRINT"ENSURE FORMATTED DISC IN DRIVE. PRESS A KEY":CALL &BB18:CALL &A000
90 DATA 0E,07,11,40,00,21,FF,9F,CD,CE,BC,21,40,00,11,00
100 DATA 24,CD,20,80,21,00,30,11,3B,42,CD,20,80,CD,00,00
110 DATA E5,D5,06,05,21,3C,80,34,11,00,90,CD,8C,BC,D1,E1
120 DATA 01,00,00,3E,02,CD,98,BC,CD,8F,BC,C9,30,42,41,4C,4C
    
```



```

1 ' TYPE IN AND SAVE FOLLOWING PROG
2 '*****
3 '*** BALLCRAZY LOADER BY MGB ***
4 '***
5 '*****
10 MODE 1:OPENOUT"d":MEMORY &8FFF
20 FOR n=&9000 TO &9036:READ a$:POKE n,VAL("&" +a$):NEXT
30 PRINT" INFINITE LIVES (Y/N)? ":GOSUB 100
40 IF x=1 THEN 50 ELSE POKE &9011,0:POKE &9012,0:POKE &9013,0
50 PRINT:PRINT" INFINITE BULLETS (Y/N)? ":GOSUB 100
60 IF x=1 THEN 70 ELSE POKE &9014,0:POKE &9015,0:POKE &9016,0
70 CALL &9000
100 a$=UPPER$(INKEY$):IF a$="" THEN 100
110 IF a$="Y" THEN x=1:RETURN
120 IF a$(">"N" THEN 100 ELSE x=0:RETURN
130 DATA 3e,01,cd,0e,bc,cd,1e,90,cd,1e,90
140 DATA 21,ee,bd,36,c9,af,32,6f,1c,32,85
150 DATA 11,fb,cd,09,b9,c3,40,00,06,05,21
160 DATA 32,90,34,11,00,00,cd,77,bc,eb,cd
170 DATA 83,bc,cd,7a,bc,c9,30,42,41,4c,4c
    
```



```

1 '*****
2 '*** E-MOTION OPTION 10 TRANSFER ***
3 '***
4 '*** INFINITE LIVES BY MGB ***
5 '*****
10 MODE 1
20 PRINT" INFINITE LIVES (Y?N)? "
30 a$=UPPER$(INKEY$):IF a$="" THEN 30
40 IF a$="N" THEN RUN"e-motion.bin"
50 IF a$(">"Y" THEN 30
55 MEMORY &9FF0:LOAD"e-motion.bin",&A050:POKE &A0BC,&C3:POKE &A0BD,0:POKE &A0BE,&B0
60 RESTORE 90:FOR x=&A000 TO &A009:READ a$:POKE x,VAL("&" +a$):NEXT
70 RESTORE 100:FOR x=&9FF1 TO &9FFF:READ a$:POKE x,VAL("&" +a$):NEXT
75 CALL &9FF1
90 DATA cd,7a,bc,f5,af,32,87,2a,f1,c9
100 DATA f3,21,00,a0,11,00,b0,01,00,01,ed,b0,c3,50,b0
    
```



```

1 '*****
2 '** CYBERNOID 2 OPTION 2X TRANSFER **
3 '**
4 '** INFINITE BITS BY MGB **
5 '*****
10 CLS:LOAD"back1.bin",&A000
20 FOR n=&BEB0 TO &BEBB:READ a$
30 POKE n,VAL("&" +a$):NEXT
40 POKE &A08F,&B0:POKE &A090,&BE:POKE &A122,&3
50 PRINT" INFINITE WEAPONS (Y/N) ? "
60 a$=UPPER$(INKEY$)
70 IF a$="Y" THEN 100
80 IF a$(">"N" THEN 60
90 POKE &BEB0,0:POKE &BEB1,0:POKE &BEB2,0
100 CLS:PRINT" INVINCIBILITY (Y/N) ? "
110 a$=UPPER$(INKEY$)
120 IF a$="Y" THEN 150
130 IF a$(">"N" THEN 110
140 FOR n=&BEB4 TO &BEB8:POKE n,0:NEXT
150 CALL &A000
160 DATA af,32,2f,16,3e,c9,32,d6,2a,c3,42,00
    
```

```

1 '*****
2 '*** KWIKSNAK OPTION 4 TRANSFER ***
3 '***
4 '*** INFINITE LIVES BY MGB ***
5 '*****
10 MODE 1:MEMORY &9FFF:PRINT" INFINITE LIVES (Y?N)? "
20 a$=UPPER$(INKEY$):IF a$="" THEN 20
30 IF a$="N" THEN RUN"kwiksna.bin"
40 IF a$(">"Y" THEN 20
50 LOAD"kwiksna.bin",&BF0C:POKE &BF3D,&CD:POKE &BF3E,0:POKE &BF3F,&0
60 FOR n=&C100 TO &C10A:READ a$:POKE n,VAL("&" +a$):NEXT
70 CALL &BF14
80 DATA f5,3e,a7,32,fe,29,f1,21,00,c0,c9
    
```

```

1 '*****
2 '** MISSION JUPITER BLITZ TRANSFER **
3 '**
4 '** INFINITE BITS BY MGB **
5 '*****
10 MODE 1:LOAD"miss.bin"
20 PRINT" 1 or 2 player option ? "
30 a$=INKEY$:IF a$="" THEN 30 ELSE choice=VAL(a$)
40 IF choice<1 AND choice>2 THEN 30
50 IF choice= 2 THEN POKE &BEE4,&18:POKE &BEE5,1
60 CLS:PRINT" Infinite Fuel (y/n) ? ":GOSUB 130
70 IF x=1 THEN 80 ELSE POKE &BEE4,&18:POKE &BEE5,1
80 CLS:PRINT" Infinite Ammo (y/n) ? ":GOSUB 130
90 IF x=1 THEN 100 ELSE POKE &BEF0,&18:POKE &BEF1,1
100 CLS:PRINT" Rapid Fire (y/n) ? ":GOSUB 130
110 IF x=1 THEN 120 ELSE POKE &BEF5,&18:POKE &BEF6,1
120 CALL &BED4
130 x=0:a$=UPPER$(INKEY$):IF a$="" THEN 130
140 IF a$="Y" THEN x=1:RETURN
150 IF a$(">"N" THEN 130 ELSE x=0:RETURN
    
```

MORE FROM THE BSM DATABASE

BELOW IS SOME MORE FROM THE BSM DATABASE, THAT I'VE BEEN DOING SINCE ISSUE 6. NONE OF THE LATEST TRANSFERS HAVE BEEN ADDED YET TO THIS LIST. SO IT IS A BIT OUT OF DATE ALTHOUGH NOT BY MUCH. I'M HOPING TO FINISH OFF THE LIST NEXT ISSUE AND THEN POSSIBLY START THE LIST FROM THE BLITZ DATABASE (HINT- NIGEL ?)

ITALIAN SUPERCAR.3*	ITS A KNOCKOUT...3	JACK & BEAN.....HP*	JACK NIPPER II...9	JACK'NIPPER.....4	JACKLE & WIDE....1
JAILBREAK.....2	JAMMIN.....1	JET SET WILLY...3	JET SET WILLY II.1*	JET SKI SIMULATORPIC	JETBOOT JACK....HP
JEWELS BABYLON...HP	JINKS.....1*	JOCKY WILSON DART1	JOE BLADE.....5	JOE BLADE II.....5	JOE BLADE III...5
JOHNNY REB.....1	JOHNNY REBII...HP	JUGGERNAUT.....3	JUMP JET.....HP	JUNGLE JANE.....1	JUNGLE WARFARE...6*
KANE.....1*	KENTILLA.....HP	KENTUCKY RACING..2X	KETTLE.....1	KEY FACTOR.....HP	KIKSTART II.....6
KILLAPEDE.....HP	KILLER GORILLA...1	KINETIC.....HP*	KING TUT.....1	KING TUTS PYRAMIDHP	KINGDOM SP'DME...1
KLAXX.....9	KNIGHT LORE.....1*	KNIGHT ORC.....2X*	KNIGHT TYME.....1	KNIGHTMARE.....5	KOBYASHI NARU...HP
KOKOTONI WILF...1	KONG STRI/BK...3	KRAKOUT.....9	KUNG FU.....2*	KUNG FU IN LAS VE1	KUNG-FU MASTER...6
KUNGFU MASTER...3	KWAH!.....4X*	KWIK SNAX.....4	LASER BASIC.....1	LASERWAR.....HP	LAST DUEL.....10A
LASTV8.....1	LAZER TAG.....10	LEADERBOARD.....BUN	LEAGUE CHALL....1	LED STORM.....10*	LEGEND OF KAGE...BUN
LEGIONS'DEATH...HP	LICENCE TO KILL..5X	LIFETERM.....1	LIGHTFORCE.....HP	LITTLE PUFF.....3P	LIV'DAYLIGHTS...4
LIVE & LET DIE...1*	LOCOMOTION.....HP	LORDS OF TIME...1	LOST CAVES.....5	LUCKY FRUITS....1	MACADAM BUMPER-PS1*
MACROCOSMICA...HP	MAD FLUNKY.....1	MAGIC CLOCK.....1	MAGIC MATHS.....1	MANIC MINER.....1	MAP RALLY.....1
MARAUDER-Main fill0*	MARBLE MADNESS...HP*	MARSPORT.....HP*	MARTIANOIDS.....1	MASTER CHESS....1	MASTER O'LAMPS...1
MASTERCALC.....HP	MASTERS UNIVERSE.9*	MATCH POINT.....HP2*	MATCHDAY.....3	MATCHPOINT.....3*	MATHS MANIA.....1
MAZIE.....1	MEGABUCKS.....HP	MELBOURNE DRAW..1	MELTDOWN.....1	MESS FROM ANDR...HP*	METAL ARMY.....5
METALYX.....2	METAPLEX.....2X*	METROPOLIS.....1*	MIAMI DICE.....1	MICRO MAN.....1	MICROBALL.....2
MIG 29 SOVIET FTR3P*	MIG BUSTERS.....5	MIKIE.....BUN	MILK RACE.....4X	MINDER.....3	MINDSHADOW.....BUN
MINDSTONE.....1	MINDTRAP.....1	MISS'N JUPITER..3	MISSION OMEGA...1	MOLECULE M.....6*	MOLECULEMAN.....1
MONOPOLY.....3*	MONST CHASE3D...1	MONSTRS'MRDAC...HP*	MONTE CARLO CASIN3PX*	MOONBUGGY.....HP	MOONCRESTA.....2*
MOORS CHALL....1	MORDON'S QUEST...1	MOTOR CROSS SIM..3*	MOTOS.....M2*	MOUNTAINS O'KET..1	MOUNTIE MICK....HP
MOVING TARGET...5	MR FREEZE.....HP2	MUNCH IT.....HP	MUNCHER(BBUS)...1	MUNSTERS.....9	MURAL.....1
MURDER OFF MIAMI.1	MUSIC BOX.....HP	MUSIC MAESTRO...1	MUSIC MAKER.....HP	MUTANT FORTRESS..5*	MUTANT MONTY...HP
MYSTERY NILE...HP*	NAKAMOTO.....1	NAVY MOVES (1 & 2)0*	NECRI'S DOME....1	NEIL ANDROID....1*	NEMESIS.....1
NETHERWORLD...2X*	NEXOR.....4	NEXUS.....2	NIGHT RAIDER...9	NIGHTSHADE.....1	NIN'SCOOT SIM...HP
NINJA COMMANDO...HP	NINJA HAMPSTER...1	NINJA MASSACRE..3P*	NINJA MASTER...HP	NOCTURNE.....1	NOMAD.....3*
NONAMED.....6	NONTERRAWOTSIT...HP	NORTH STAR.....9	NOVA/HAUNTEDHSE..1	NUCLEAR HEIST...1	NUMBER PAINTER...1
NUMBER1.....2*	OBSIDIAN.....HP	OCEAN CONQUEROR..2X*	OCTOPLEX.....6	OFF SHORE WARRIOR1	OH MUMMY.....1
OLYMPIADB6.....1	ON T'RUN.....4	ON THE BENCH....1	ON THE OCHE.....1*	ONE MAN&ROID...1	OPERATION GUNSHIPPIC
OPERATION HANOI..1*	OPERATION HORMUZ.2X*	OUTLAW[PLAYERS].1	OVERLANDER.....1*	PACIFIC.....HP*	PACHANIA.....9
PALITRON.....HP*	PANDA SPRITES...1	PANDORA [SWIFT].1	PANZADROME.....1	PAPERBOY.....1	PARA ASSAULT CSE.HP2
PARABOLA.....HP	PARK PATROL.....HP	PASSENGERS/WIND..2X*	PASTEMAN PAT...1	PAWS.....HP	PEGASUS BRIDGE...HP2
PENALTY SOCCER...1	PETER BEARDSLEY..9	PETER PACKRAT...HP	PHM PEGASUS.....1*	PINBALL WIZARD...1	PINGPONG.....3
PIPELINE.....1	PIPEMANIA.....1	PITHAN TYP/TUT...1	PLANET'DEATH...1	PLANIT.....2	PLOT.....1
PNEUMAT/HMMR...HP	POGO OLYMPICS...HP	POKE EASY.....1	POOL.....6*	POPEYE.....HP*	PORT STANLEY...1
POSTMAN PAT.....2X*	POSTMAN PAT II...2X*	POWERPLAY.....1*	PREMIER 2 [E&J].1	PREMIER II SUP.L61	PRESIDENT.....1
PRICE'MAJIK.....2	PRINTPAC(PRDE)...1	PRISON RIOT.....1	PRIZE.....HP	PRO BOXING SIM...3PX	PRO POWER BOAT S13*
PRO PWR BOAT SIM.3PX*	PRO SKI SIM.....3P*	PRO SNOOKER.....2	PRO TENNIS.....7	PRO TENNIS SIM...3P*	PRODIGY.....5
PROGOLF [ATLANTIS]	PROJECT FUTURE...1	PROTECTOR.....2X	PROTEXT.....HP	PSYCHEDELIA.....1	PSYCHO CITY.....5X*
PSYCHO PIGS UXB..10B	PUB GAMES.....1	PULSATOR.....2*	PULSOIDS.....6	PUNCHY.....1	PYJARAMA.....HP

DON'T FORGET IF YOU HAVE TRANSFER NEWS OR ANY THING TO DO WITH THE BONZO DISCS SEND THEM TO NIGEL MELLS OR MYSELF. ALSO IF YOU HAVE ANY QUERYS ABOUT THE DATABASES OR JUST WANT THEM UP-DATED CONTACT NIGEL DIRECT. HIS ADDRESS IS "SHENDALE" 51 AVONDALE ROAD, ASHFORD, MIDDLESEX, TW15 3HP.

A BIT OF LATE NEWS

THE KIXX RERELEASE OF SUPER CYCLE IS THE SAME AS THE ORIGINAL LISTED IN THE BLITZ DATABASE



Bonzo's Litter Tray...

Just a little bit more Bonzo

Mike Bullen has at the last minute sent me these two pokes. One for the Option 11a version of Magicland Dizzy and the other for the Amstrad Action freebie Hydrofool. Mike has also promised some more goodies in the future, all I can say is thanks and keep up the good work.

```
4 '***** OPTION 11A TRANSFER *****
5 '***** INFINITE BITS *****
6 '***** BY MGB *****
7 '
10 MODE 1:PRINT" INFINITE LIVES (Y/N) ? "
15 a$=UPPER$(INKEY$):IF a$="" THEN 15
20 IF a$="N" THEN RUN"dizzy4.bin" ELSE IF a$<>"Y" THEN 15
30 MEMORY &7FFF:LOAD "dizzy4.bin",&8EF7:POKE &8F17,&CD:POKE &8F18,&8E:POKE &8F19,&BE
40 FOR x=&BE80 TO &BE9A:READ a$:POKE x,VAL("&"a$):NEXT
45 CALL &BE80
50 DATA 21,f7,8e,11,f7,be,01,80,00
55 DATA ed,b0,c3,f7,be,af,21,4b,3e
60 DATA 77,23,3e,c3,77,01,01,bc,c9
```



```
4 '***** HYDROFOOL AA FREEBIE *****
5 '***** INFINITE BITS *****
6 '***** BY MGB *****
7 '
10 MODE 1:BORDER 0:INK 0,0:INK 1,6:INK 2,24:INK 3,20:PRINT" INFINITE BITS (Y/N) ? "
20 a$=UPPER$(INKEY$):IF a$="" THEN 20
30 IF a$="N" THEN 120
40 IF a$="Y" THEN 50 ELSE 20
50 FOR n=&BE80 TO &BEA5:READ a$:POKE n,VAL("&"a$):NEXT
60 CALL &BE80
70 DATA 0E,07,11,40,00,21,FF,AF
80 DATA CD,CE,BC,06,02,21,A4,BE
90 DATA 11,00,40,CD,77,BC,EB,CD
100 DATA 83,BC,E5,CD,7A,BC,3E,C9
110 DATA 32,FD,69,C9,4D,43,FF,FF
120 RUN"mc
```



.....

Some folk have asked me about the codes you may need to use with possible Option 11 games. So far there has only been one game that needs them "F1 Tornado". So I asked Colin Harris if he could explain briefly about these codes, this is what he had to say about them.

THE CODES IN OPTION 11. The code that is used in the one game that needs them (so far) simply sets the area to which a sixteen Byte patch is sent during the loading/transfer routine. This is normally 0000, but in this case that address is overwritten. So the codes set the address to &c000. I can't really think of any way one could know what was happening, unless you can dis-assemble and read much of the preliminary loading code. As ever, if you are able to do this then you would soon figure out what was going on any way. Perhaps it's best left that OPTION 11C using the codes as in the one example MAY be an alternative to try in cases where DETECT indicates a possible OPTION 11 !

Colin also has some news of the Players release of Action Service. It's no go as far as Bonzo goes, but it will Multiface, sort of. The game will go to disc but the screen colours will most times upon re-loading be messed up, Colin quoted about 1 in 10 times it will load as it should. But if after you load the game you press the STOP button on the Multiface and then return to the game (by pressing R) the screen colours will have altered. Keep repeating until the colours are right.

EVEN MORE LATE NEWS

PARA ACADEMY by ZEPPELIN is an Option 11A transfer

SONIC BOOM

By ACTIVISION.

DISC: £14.99 TAPE: £9.99

JOYSTICK/KEYS

REVIEWED BY ROB SEARS

IN THIS ONE PLAYER ONLY SHOOT-EM-UP, YOU AND YOUR TRUSTY PLANE MUST WHIZZ THROUGH MILES AND MILES OF BREATHTAKING SCENERY (AT LEAST THAT'S WHAT IT SAYS ON THE COVER) SHOOTING DOWN HORDES OF POWERFUL TANKS AND ENEMY PLANES WHO WILL TRY THEIR UTMOST TO BLOW THE HELL OUT OF YOU. APPARENTLY YOUR PLANE IS THE FASTEST AND MEANEST MACHINE KNOWN TO MANKIND. DESPITE THE FACT THAT IT ONLY TRAVELS HALF THE SPEED OF A SNAIL ON NARCOTICS IT SEEMS THAT THE OTHER PLANES AREN'T QUITE AS FAST AS YOU ARE. THEY MOVE GRACEFULLY THROUGH THE AIR AND THEN RELEASE A VOLLEY OF LETHAL BULLETS THAT YOU MUST DODGE OR YOU LOSE A LIFE. EVERY SO OFTEN A FLEET OF RED OR YELLOW PLANES ZIG-ZAGS DOWN TOWARDS YOU FIRING MISSILES STRAIGHT IN YOUR FACE. YOU MUST LET LOSE STREAMS OF DANGEROUS LASERS AND IF YOU MANAGE TO DESTROY THEM ALL A RED OR YELLOW PARACHUTE MOVES ITS WAY DOWN THE SCREEN. COLLECT THIS AND YOU GAIN EITHER A 'WING', A MINI AIRCRAFT TO FLY ALONGSIDE YOU GAINING EXTRA FIREPOWER BUT MAKING YOU EASIER TO HIT, OR AN EXTRA SUPERSHOT. SUPERSHOTS ARE BIG BALLS OF FLAME WHICH MOVE OUT FROM YOUR PLANE AND BLOW UP EVERYTHING THEY TOUCH. YOU HAVE THREE OF THESE DEATH DEALING WEAPONS AT THE START OF EACH LEVEL ALTHOUGH YOU CAN GAIN MORE. IF YOU HAVE ANY LEFTOVER SUPERSHOTS AT THE END OF A LEVEL YOU WILL GAIN EXTRA POINTS FOR EACH ONE HELD. TO COMPLETE THE GAME YOU MUST FIGHT THROUGH 5 LEVELS OF PAINSTAKING COMBAT WITH SAM'S, TANKS AND STANDARD FIGHTER PLANES. AT THE END OF EACH LEVEL YOU ENCOUNTER A BIG BADDY. THESE ARE NORMALLY NOT TOO HARD TO DEFEAT UNTIL YOU GET TO FURTHER LEVELS WHERE YOU WILL NEED ALL THE FIREPOWER YOU CAN GET TO BLOW UP THE LEADERS WHO HURL ENDLESS SUPPLIES OF BULLETS AND ON ONE OCCASION WHOPPING GREAT LASERS AT YOU. ON THE LAST LEVEL YOU MEET SOME STRANGE ROUND THINGS WHICH I THINK ARE SUPPOSED TO BE HELICOPTERS ALTHOUGH THEY LOOK MORE LIKE FROZEN PEAS WITH A CURIOUS SKIN DISEASE.

IF YOU HAPPEN TO LOSE A LIFE; WHICH YOU MOST CERTAINLY WILL, YOUR PLANE APPEARS FROM THE BOTTOM OF THE SCREEN AND YOU CONTINUE. WHEN YOU LOSE THREE HOWEVER YOU GET THE OPTION TO USE A CREDIT. YOU WILL PROBABLY NEED THESE. ON THE FOURTH LEVEL YOU COME TO A VARIETY OF STRANGE LOOKING OBJECTS WHICH REMAIN MOTIONLESS AT THE SIDE OF A RIVER. IF YOU DON'T SHOOT THESE, LATER ON IN THE LEVEL YOU ARE FACED WITH AN ELECTRIC BARRIER WHICH WILL BLOW YOU UP IF YOU RUN INTO IT. UNFORTUNATELY YOU DO NOT HAVE AN OPTION AS IT COVERS THE SCREEN WIDTH. THE BIG BOSS AT THE END IS HARD. THIS GAME IS QUITE ADDICTIVE ALTHOUGH IT WILL NOT KEEP YOU UP ALL MORNING (UNLESS YOU HAVE THE AWFUL SOUND ON AT FULL BLAST)

- GRAPHICS:- 80% CLEAR AND COLOURFUL BUT THE BULLETS ARE TOO HARD TO SEE AGAINST THE BACKGROUND. SPRITES ARE WELL ANIMATED APART FROM YOU.
- SOUND:- 45% NORMAL EXPLODING NOISES AND AN IRRITATING TUNE AT THE BEGINNING.
- PLAYABILITY:- 86% GREAT FUN ALTHOUGH FIRING AT PLANES CAN GET A LITTLE TEDIOUS AFTER A WHILE.
- VALUE:- 79% GOOD VALUE FOR MONEY.
- OVERALL:- 82% WORTH BUYING ESPECIALLY IF YOU'RE A PLANE FANATIC.

BUY IT NOW. WHAT HAVE YOU GOT TO LOSE? 'MONEY!' I HEAR YOU CRY. SHUDDUP!

LITTLE BITS OF INTEREST

.....

* ANY ONE WHO WANTS CLEAR *
 * PLASTIC CASES FOR THEIR *
 * THREE INCH DISCS, OR WANTS *
 * SOME THREE INCH DISC *
 * LABELS. LOOK NO FURTHER *
 * THAN PCW WORLD, AS THEY *
 * SELL BOTH. THEY DO ALSO *
 * SELL MAXELL AND AMSOFT *
 * THREE INCH DISCS, CASED AND *
 * UN-CASED, BUT AS THESE *
 * ITEMS ARE WIDELY AVAILABLE *
 * I'LL NOT TELL YOU WHAT THEY *
 * SELL FOR. I'LL JUST TELL *
 * YOU ABOUT THE CASES AND *
 * LABELS.



No.	CASES	LABELS
5	£3.50	£0.45
10	£6.45	£0.85
20	£11.45	£1.50
50	£25.00	£2.50

* PCW WORLD'S ADDRESS IS *
 * COTSWOLD HOUSE, CRADLEY *
 * HEATH, WARLEY, B64 7NF.

.....

* YOGI CHEAT UP-DATE *
 * IN THE LAST ISSUE OF *
 * AMSTRAD ACTION (NO.68), IN *
 * THE CHEAT MODE SECTION *
 * THERE IS A KEY PRESS CHEAT *
 * FOR THE GAME YOGI'S GREAT *
 * ESCAPE. I WOULD JUST LIKE *
 * TO POINT OUT THAT IT IS *
 * WRONG. YOU DON'T REDEFINE *
 * THE KEYS I C E, BUT YOU DO *
 * PRESS THOSE KEYS ON THE *
 * OPTION SCREEN, TO TURN ON *
 * THE INF. LIVES CHEAT. YOU *
 * HAVE STILL THE TIMER TO *
 * BEAT, BUT AT LEAST YOU NOW *
 * STAND A CHANCE.

ACU REVIEWS ?

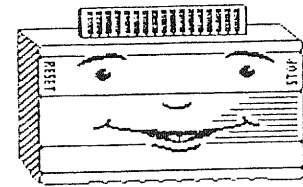
I DON'T KNOW ABOUT YOU BUT I FIND THE REVIEWS BY ACU TO BE VERY DISTURBING. THEY ALMOST NEVER GIVE A GAME A BAD REVIEW, EVEN WHEN MANY OTHER REVIEWS HAVE CRUCIFIED THE GAME. I KNOW EVERY REVIEWER MUST HAVE HIS OWN OPINION OF A GAME, BUT SURELY ACU MUST REVIEW GAMES IT DOESN'T LIKE ONCE IN A WHILE. OR IS IT JUST ME BEING PARANOID !!!!!?

Here is yet another Andrew Price master piece, I'd be lying if I said I really know what it does. But I'm sure the clever folk will work out what it will do and why you'd want to do it.

```

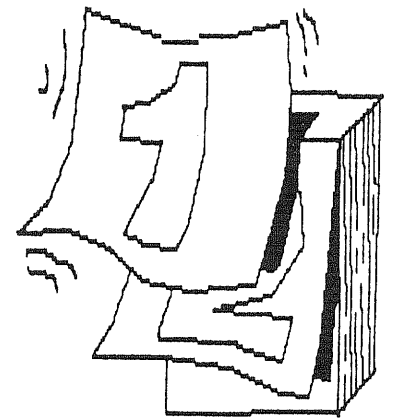
1 ' MULTIRAM program
2 ' by Andy Price
3 ' Extra commands:
4 '
5 ' ;MULT,start address,length
6 ' Moves code at start address into
7 ' Multiface RAM
8 ' ;MRON - pages in M2 RAM
9 '
10 DATA 21,11,90,01,09,90,C3,D1,BC,3AC
11 DATA 15,90,C3,1E,90,C3,78,90,00,3E1
12 DATA 00,00,00,4D,55,4C,D4,4D,52,261
13 DATA 4F,CE,00,DD,6E,00,DD,66,01,3AC
14 DATA 22,65,90,DD,6E,02,DD,66,03,3AA
15 DATA 22,5F,90,CD,06,B9,F3,AF,01,440
16 DATA E8,FE,ED,49,3C,32,00,30,01,3EB
17 DATA EA,FE,ED,49,CD,09,B9,3A,00,4E7
18 DATA 30,F5,CD,06,B9,F1,B7,20,33,4AC
19 DATA 11,08,00,ED,52,01,E8,FE,ED,42C
20 DATA 49,22,0B,37,21,00,00,11,12,0F1
21 DATA 3B,01,00,00,ED,B0,21,12,3B,247
22 DATA 22,00,20,01,EA,FE,ED,49,FB,45C
23 DATA C3,09,B9,AF,3C,01,EA,FE,ED,546
24 DATA 49,11,A8,90,18,0A,01,EA,FE,39D
25 DATA ED,49,11,97,90,18,00,1A,B7,357
26 DATA C8,CD,5A,EB,13,18,F7,4D,75,48E
27 DATA 6C,74,69,66,61,63,65,20,69,361
28 DATA 73,20,6F,66,66,00,4D,75,6C,2FC
29 DATA 74,20,52,41,4D,20,70,61,67,2CC
30 DATA 65,64,20,69,6E,00,00,00,00,1C0
31 n=9:a=&9000:l=10:WHILE l<220:GOSUB 230:WEND:GOTO 270
32 cs=0:FOR x=1 TO n:READ v$:v=VAL("&"+v$):POKE a,v
33 cs=cs+v:a=a+1:NEXT:READ c$:c=VAL("&"+c$)
34 IF c<>cs THEN PRINT"Data error in line ",l:END
35 l=l+10:RETURN
36 CALL &9000:MODE 2:PRINT"Commands ready"

```



PLAYMATES

DON'T FORGET ISSUE 9 IS DUE ON



THE 1ST OF SEPTEMBER

WHAT'S IN ISSUE 9 ?

SO WHAT YOU WANT TO KNOW IS, JUST WHAT WILL ISSUE 9 HAVE TO OFFER ? WELL TO TELL YOU THE TRUTH, I'M NOT THAT SURE MYSELF. AS THIS ISSUE HAS ALMOST USED UP ALL THE REVIEWS I'D HAD SENT IN. WITH THE EXCEPTION OF TWO FROM GARY SMITH, THESE ARE BATMAN THE MOVIE AND OPERATION THUNDERBOLT. IF I GET TIME I WOULD LIKE TO REVIEW AND COMPARE THE CARTRIDGE AND DISC VERSIONS OF SWITCHBLADE, ALTHOUGH I CAN'T PROMISE I WILL HAVE THE TIME. PUTTING PLAY MATES TOGETHER GETS MORE AND MORE TIME CONSUMING EVERY ISSUE. THAT IS WHY I WANT AND NEED YOU THE READERS TO WRITE REVIEWS AND ARTICLES FOR ME. WHILE I DO BITS OF NEWS, THE BONZO SECTION, POKES & GENERAL PAGE LAY OUT. ALSO IF ENOUGH PEOPLE LIKE THE IDEA OF SCREEN SHOTS BEING AVAILABLE ON DISC, I WILL DO ANOTHER DISC OF SCREEN SHOTS FOR ISSUE 9. SO DON'T FORGET PLAY MATES IS ONLY AS GOOD AS THE THINGS SENT IN. SO GET WRITING YOUR MASTER PIECE NOW.



YET MORE SEQUELS

I DON'T KNOW IF THESE GAMES WILL EVER APPEAR ON THE 8 BIT MARKET OR WHEN THEY ARE TO BE RELEASED. BUT SEEING HOW POPULAR THE ORIGINALS WERE, I'D BE VERY SURPRISED IF THE SOFTWARE HOUSES CONCERNED DON'T RELEASE 8 BIT VERSIONS. TITUS ARE PLANNING CRAZY CARS 3 AND MIRRORSOFT IS PLANNING A TEENAGE MUTANT HERO TURTLES 2 GAME....COWABUNGA

ITALY 1990 (U.S. GOLD) REVIEWED BY MICK WILLIAMS

Forget handballs, fouls, red cards and Gazza, the real thing is here. U.S. GOLD's ITALY 1990 is THE football game to have. Slightly different in the fact that the game scrolls vertically instead of horizontally, and also different because the graphics are EXCELLENT: clear, accurate and definitely FAST.

As soon as the game is loaded you have the option to either play in the World Cup against the computer, or play friendlies against a human opponent. You also decide how long the games will be and of course, which team you control. You then pick your team from the players listed bearing in mind their various qualities, (the usual things like studs usage and handball ability if you control Argentina) and then it's away you go.

Now for the bad bit. Every time you play a match you have to load in a huge block of data and on cassette this gets very time consuming, (for the record, U.S. GOLD only released a limited number of ITALY 1990 on cassette, and I've yet to see a disc version... also the cassette version is completely BONZO proof!!!), so patience is the name of the game (I thought the game was called FOOTBALL?? Ed). However, once loaded, the game kicks off and it is well worth waiting for. As I said the graphics are the best I've seen and the gameplay is of the highest order. Reviews in certain other mags state the game as easy but I defy anyone to play themselves as the United Arab Emirates and the computer as West Germany and then win by two clear goals (anyone who can, apply in writing to WEMBLEY FOOTBALL STADIUM, LONDON, ENGLAND).

All in all, a first class footie game, better even than EMLYN HUGHES and a worthy addition to any sports fans collection, buy this and you will never watch "The Match" again...and if you BONZO it, tell me IMMEDIATELY !!!!

PRICE 9.99 TAPE

GRAPHICS 93% CLEAR, COLOURFUL AND FAST
SONICS 75% BASIC CHEERING AND STUFF
VALUE 90% YOU'LL BEAT ITALY EVENTUALLY, BUT IT'S FUN GETTING THERE
ADDICTION 88% AS I SAID, IT'S FUN GETTING THERE
OVERALL 90% THE FOOTIE GAME TO OWN...BUY IT NOW!!!!

Foot note from Carl

U.S. Gold withdrew ITALY 1990 after a short time and then released an up-dated version called ITALY 1990 WINNERS EDITION. It is still a multiloader and still not available on disc. I have this version and I think the only real difference between the versions is that no matter which team you play you will meet the teams you should in all the rounds and the final, also there is no in game sound at all in the newer version.

ISSUE 7 WINNER

IN ISSUE 7 I OFFERED MY OLD LIST OF MULTIFACE POKES AND KEY PRESS CHEATS, TO THE FIRST NAME OUT OF THE HAT. WELL I'M PLEASED TO ANNOUNCE THAT THE WINNER IS ARCHIE FULTON FROM SHETLAND. QUITE A FEW FOLK WANTED A COPY OF MY OLD LIST, IN FACT IT HAD THE BEST RESPONSE TO ANY COMPETITION I'VE RUN. SO WHEN I UP-DATE MY PRESENT LIST, WHICH GOING BY THE AMOUNT I'VE GOT TO ADD, WON'T BE LONG. I WILL MAKE ANOTHER PRIZE OF IT. KEEP READING PLAY MATES FUTURE ISSUES FOR DETAILS.

MORE DOUBLE DRAGON !!

IF YOU HAVE READ THE FIST OF FURY REVIEW (AND IF NOT, WHY NOT ??) YOU WILL HAVE SEEN THE TROUBLES MICK WILLIAMS HAD WITH DOUBLE DRAGON 2 AND HIS 464. WELL I'VE JUST HAD MY COPY OF ACU DELIVERED AND WITH IT COMES THE AMSTRAD USER CLUB MAGAZINE AND PRICE LIST. IN THE PRICE LIST IT HAS THE DISC VERSION OF DOUBLE DRAGON 2 LISTED WITH THE COMMENT "INCOMPATIBLE WITH CPC 464". IT ALSO HAS SIM CITY DOWN AS "INCOMPATIBLE WITH CPC 6128" BUT AS I HAVE THE DISC VERSION AND A 6128 I THINK THEY MEAN THE 6128 PLUS. GOING BACK TO DOUBLE DRAGON FOR A WHILE, IN NEW COMPUTER EXPRESS I SEE THAT THERE IS TO BE A DOUBLE DRAGON 3 BY STORM (THE PEOPLE WHO DID SAINT DRAGON). IT WILL BE OUT ON ALL FORMATS LATER IN THE YEAR.....I CAN'T WAIT !

LIFE SAVERS AND OTHER THINGS TO MAKE LIFE EASIER

WELL NOW THAT IS ONE HELL OF A SILLY TITLE FOR A COLLECTION OF POKES AND TIPS. WHAT I NEED IS A SNAPPY TITLE, LIKE "CHEAT MODE" BUT AMSTRAD ACTION ALREADY HAVE THAT COVERED. SO IF YOU FEEL UP TO NAMING THE PLAY MATES CHEAT SECTION DROP ME A LINE WITH YOUR IDEAS. THE ONE I PICK COULD WIN THEMSELVES A COPY OF ONE OF THESE GAMES (TAPE VERSIONS ONLY) ARTURA, DANDY OR SAI COMBAT. JUST TELL ME WHICH GAME YOU WOULD PREFER.



PLEASE NOTE ANY MULTIFACE POKES MARKED WITH A "*" WILL NEED THE * KEY PRESSED AFTER YOU HAVE MOVED TO THE ADDRESS TO BE POKED AND BEFORE YOU ENTER THE POKE. IF YOU DON'T YOU WILL BE PUTTING THE POKE INTO THE MULTIFACE AND NOT THE GAME.

RIGHT THEN TO START OFF THIS SECTION WE HAVE JAMES VERITY'S POKES FOR THE AMSTRAD ACTION DEMO OF TOTAL RECALL, MAY ALSO WORK ON THE GAME ITSELF BUT I CAN'T PROMISE THAT IT WILL.

FIRST OF ALL YOU CAN ALTER THE LOADER FILE "TOTAL.", JUST LOAD IT IN TO MEMORY AND ADD THESE LINES.

```
55 POKE &1ec3,0: REM INF SHOTS
56 POKE &25e8,0: REM INF TIME
```

THEN RE-SAVE THE FILE AND USE THE NEW LOADER TO RUN THE GAME.

OR YOU COULD JUST USE THE MULTIFACE TO ENTER THE POKES, ALTHOUGH THE ADDRESSES ARE A BIT DIFFERENT. JAMES ALSO WANTS ME TO POINT OUT THAT THE POKES WERE FOUND USING TEARAWAY HIS VERY GOOD DISC UTILITY. THE MULTIFACE POKES ARE AS FOLLOWS.

```
1bc3,00 INF SHOTS
*22e8,00 INF TIME
```

THANKS JAMES

A LITTLE BIRD HAS TOLD ME THAT THERE IS A CHEAT FOR THE FULL GAME OF TOTAL RECALL. IF YOU ENTER THIS INTO THE HIGH SCORE TABLE "THE END IS HIGH" (WITH OUT THE " OF COURSE", THEN WHEN YOU START THE GAME. IF YOU PRESS F4, F6 AND THE DOWN ARROW YOU WILL SKIP LEVELS.

THANKS LITTLE BIRD

HERE IS YET ANOTHER PLEA FOR HELP, PETER CURGENVEN FROM CORNWALL WANTS MULTIFACE POKES FOR INF. AXES IN WONDERBOY PLUS INF. LIVES AND ANY WEAPONS IN SUPER WONDERBOY.

```
480 ' ROBOCOP
490 ' by ANDY PRICE
500 ' Merge with HYPERLOCK
510 '
520 DATA FD,E5,FD,21
530 DATA E0,3E,FD,36
540 DATA 12,00,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,&A5:POKE &BE06,&99
610 CALL &BE04
```



LIFE SAVERS AND OTHER THINGS

TO MAKE LIFE EASIER

NEXT WE COME TO SOME I HAVE FOUND, AGAIN USING TEARAWAY (CHEAP PLUG FOR JAMES VERITY AGAIN). THERE WAS SOME POKES FOR LASER SQUAD IN AMSTRAD ACTION 67, IN FACT THERE WERE QUITE A FEW OF THEM. SOME LIKE THE ACTION POINTS HAD TO BE REDONE AFTER EVERY TURN, BUT ALL TOOK A LONG TIME TO ENTER, IF YOU WERE DOING ALL THE MEN IN YOUR SQUAD. SO I FOUND THESE POKES SO THAT YOU ONLY HAVE TO ENTER 1 SET OF POKES AND THEN ALL MEN IN THE SQUAD WILL BE GIVEN THE SAME POKE. THE POKES WILL HAVE TO BE DONE BEFORE YOU CHOOSE WHICH ARMOUR SETTING TO HAVE FOR EACH MAN. I WILL USE THE SAME "START POINT" STYLE AS IN THE POKES MENTIONED ABOVE.



	DISC OR TAPE
IF ARMOUR SETTING 0 START POINT = 6409	6408
IF ARMOUR SETTING 1 START POINT = 6410	6412
IF ARMOUR SETTING 2 START POINT = 6417	6419
IF ARMOUR SETTING 3 START POINT = 641E	6420
IF ARMOUR SETTING 4 START POINT = 6425	6427

START POINT + 00 = 00-FF	ARMOUR FRONT
+ 01 = 00-FF	ARMOUR LEFT
+ 02 = 00-FF	ARMOUR RIGHT
+ 03 = 00-FF	ARMOUR BACK
+ 04 = 00-FF	WEIGHT

I STILL CAN'T FIND WHERE THE OTHER SETTINGS ARE TO BE FOUND, SO IT WILL MEAN ENTERING THEM INTO EVERY MANS ADDRESSES AS STATED IN AMSTRAD ACTION (UNLESS YOU KNOW DIFFERENTLY ??).

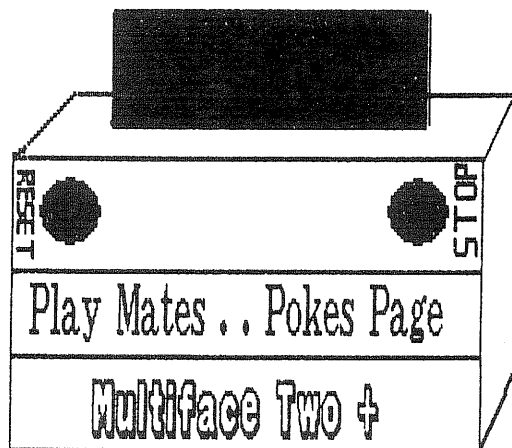
THE ONLY OTHER POKES I HAVE FOUND SO FAR ARE FOR SOME RATHER OLD GAMES, BUT YOU NEVER KNOW SOME ONE MAY WANT THEM. THE DIZZY POKES WORK ON THE AMSTRAD ACTION FREEBIE AND I CAN'T CLAIM TO HAVE FOUND THEM BUT I'M SURE YOU WON'T MIND THAT.



VIXEN	TAPE	* 3514,a7	INF. LIVES (ALL PARTS)
SARACEN	TAPE	6e51,00	INF. LIVES
MAZE MANIA	TAPE	* 2576,00	INF. LIVES
DIZZY	TAPE	751b,c9	INVULNERABLE
DIZZY	TAPE	953a,00	INF. LIVES
COBRA FORCE	TAPE	6fc2,00	INF. LIVES
COBRA FORCE	TAPE	4c94,00	INF. ENEMY HOLDS(PRESS RETURN)
COBRA FORCE	TAPE	454c,09	9 ENEMY PAUSES (HOLDS)



RIGHT THEN PLAY MATES THAT IS ALL FOR NOW, I HOPE IT HAS BEEN OF SOME HELP TO SOMEONE. IF YOU WANT TO PASS ON ANY POKES,CHEATS OR GAMES TIPS SEND THEM IN TO ME. EVEN MORE SO IF YOU KNOW THE MULTIFACE POKE FOR CRAZY CARS 2, PETER HALL NEEDS IT BADLY. JUST SEND THEM TO PLAY MATES, CARL SURRY, 37 FAIRFIELD WAY, BARNET, HERTS, EN5 280.



MAGICLAND DIZZY TIPS

I NOW HAVE SOME TIPS FOR YOU, FROM THOMAS (DON'T FORGET TO PLUG PRINT OUT) DEFOE.

- | | |
|-------------------|--|
| DAGGER | CUT ROPE HOLDING GOAT; CUT LEAF OF BUSH (DYLAN) |
| LEAF | GIVE THIS TO GLENDA TO USE IN THE POTION |
| BLACK CAT | GIVE THIS TO GLENDA SO THAT SHE WILL HELP |
| BACK DOOR KEY | USE THE KEY TO GET INTO THE CASTLE |
| BUCKET | FILL THIS WITH HOT WATER FROM THE GEYSER; USE THE FULL BUCKET TO FREE DENZIL FROM THE ICE |
| BAG OF RUBBISH | DOES NOTHING |
| EMPTY MILK BOTTLE | DOES NOTHING |
| A BIG STICK | HIT THE GOAT ON THE TROLL BRIDGE WITH IT |
| DORA FROG | TAKE DORA TO THE PRINCE |
| 'DRINK-ME' POTION | GIVE THIS TO DAISY |
| 'EAT-ME' CAKE | DO NOT GIVE THIS TO DAISY |
| POISONED APPLE | GIVE THIS TO GLENDA TO USE IN THE POTION |
| HANDLE | USE THIS TO WIND UP BUCKET IN THE WELL |
| LIGHTNING ROD | DROP THIS NEXT TO DOZY |
| ANCIENT LAMP | TAKE THIS TO THE SCREEN WITH DOZY (YOU CAN ONLY PICK IT UP IF YOU DO NOT HAVE THE CLOTH DUSTER) |
| CLOTH DUSTER | USE THIS TO RUB ANCIENT LAMP ON SCREEN WITH DOZY |
| GOLD CROSS | USE THIS TO WARD OFF THE VAMPIRES |
| POWER PILL | USE THIS TO KILL GHOSTS IN THE SWAMP |
| PERSONEL STEREO | GIVE TO THE BARD AND HE WILL GIVE YOU THE PIPES |
| BURNING TORCH | PULL THE TORCH IN ZAKS DUNGEON TO REVEAL SECRET ROOM; THEN USE TORCH TO LIGHT GLENDA'S CAULDRON |
| STICKY THING | USE THIS TO GET EXCALIBUR |
| EXCALIBUR | IF YOU HAVE EXCALIBUR YOU CAN KILL THE QUEEN IN THE MIRROR WORLD BY JUMPING INTO HER |
| TRIDENT | GIVEN TO YOU BY THE DEVIL; USE TO KILL ZAKS |
| RING | FOUND WHEN YOU KILL ZAKS; GIVE TO THE DEVIL |



PLAYING HINTS

1. YOU CAN CROSS THE MOAT BY JUMPING ONTO THE SHARK IF YOU TIME IT RIGHT
2. TRY JUMPING OUT OF CASTLE WINDOWS !
3. WHEN ON CLOUDS, KEEP JUMPING OTHERWISE YOU WILL SINK THROUGH
4. IN ZAKS TOWER, TRY JUMPING THROUGH THE WALL INTO THE UPPER PASSAGE
5. YOU CAN JUMP THROUGH MIRROR IN ZAKS TOWER
6. WHEN YOU HAVE FREED ALL YOUR FRIENDS, YOU WILL BE ABLE TO MAKE A PACT WITH THE DEVIL AND KILL ZAKS
7. YOU NEED 30 DIAMONDS TO FINALLY ESCAPE MAGICLAND
8. WHEN YOU COLLECT A DIAMOND, YOUR ENERGY LEVEL RISES ; SO PLAN CAREFULLY

I JUST WANT TO THANK THOMAS DEFOE VERY MUCH FOR THESE HINTS AND TIPS.



DIZZY

<p>VIEW</p>	<p>View : Stop Press or Crammed Pages can be Viewed : combined Altered and Swapped.</p>	<p>PROFESSIONAL PRINTING X-PRESS © 1989 MEDWAY - KING</p>	<p>Version 2.0 - Now has extra pages & utilities. X-Press 2.0 now offers eight page frames from Extra Extra by Database. Build the one you want and start work on a ready framed Page.</p>
	<p>Five high speed 7 pin printer modes. High Resolution, High Resolution Condensed, Draft, Draft Condensed, & Proofing.</p>	<p>MK Medway King</p>	<p>Modecut - Takes modes 1 or 2 CPC screens and makes four Cutouts for Stop Press. The four pens used in mode 1 have four shade patterns from white to black. Now print your favourite Colour Loading Pics with X-Press's fabulously fast and accurate printer modes.</p>
	<p>Cram : Reduces disc space required by compacting single or combined Pages</p>	<p>X-Press Version 2.0 £ 19-95 X-Press Version 1.3 Only Available from Medway / King £ 15-95</p>	<p>Page Ruler - A Crammed Combined Page with a ruler of Stop Press Page pixels. 0 - 911 across and 0 - 709 down. Print it and you get a set of page rulers to fit your copy or Cutouts.</p>
	<p>Build : Reconstructs Crammed Stop Press pages, for editing by Stop Press. Pages may be Built as single pages, or as combined pairs. This feature enables you to extend pages.</p>	<p>Big Fonts are sixteen LARGE FONTS. made into Cutouts. for display fonts on posters etc. On Disc - £9-95 MUSIC FONT - (Separate Disc.) Manuscript Combined Pages. Keyboard Location Chart. + Fonts and samples. £9-95 (Requires X-Press).</p>	
	<p>Queue : Up to 8 Crammed pages to Printer at a time.</p>	<p>Great Value Bundle Stop Press with AMX MOUSE AND X-Press By Database © By Medway King only £ 79-95 Upgrades to X-Press Version 2.0 - £4-00. Includes post & packing. On your original disc. MEDWAY KING 77 Maldon Rd. Bitterne. Southampton. SO2 7AF.</p>	

This Ad. was set using Stop Press and X-Press.

HOP ON THE SLOW BOAT TO CHINA OR THE EXPRESS OR WHICHEVER, BUT YOU MUST MAKE YOUR WAY TO THE ORIENTS BECAUSE THE GAMES ARE ON AND MULTI-TALENTED MARTIAL ARTISTS LIKE YOURSELF ARE ALL MEETING FOR A BIG FIGHT. THAT'S RIGHT, THE ORIENTAL GAMES ARE HERE, SO GET YOUR DRESS ON (???), PICK UP YOUR STICK AND OFF WE GO.

ONCE THE GAME HAS LOADED AND YOU'VE GONE PAST THE VERY COLOURFUL LOADING SCREEN, YOU ARE PRESENTED WITH FOUR OPTIONS. THE FIRST IS HOW MANY PLAYERS WOULD YOU LIKE, AND YOU CAN GO FROM ONE TO FOUR. NEXT IS ENTER HUMBLE NAME (JEAN CLAUDE VAN DAMME WON'T FIT BUT BRUCE LEE FITS EXACTLY!!). THEN, WHEN YOU'VE CHOSEN THE CONTROLS, YOU ENTER THE GAMES.

THE GAMES THEMSELVES ARE SPLIT INTO FOUR SEPERATE CONTESTS. FIRST OFF IS KUNG FU. THIS IS BASICALLY AN AVERAGE BEAT EM UP BUT WITH QUITE A VARIETY OF MOVES. THE GRAPHICS ARE EXCELLENT (THEY ARE THROUGHOUT THE GAME) AND EVERYTHING MOVES VERY SMOOTHLY. THE CONTESTS ARE IN A KNOCKOUT BASIS AND THE GOOD THING IS THAT EVEN IF YOU LOSE ONE CONTEST, YOU STILL GET ENTERED FOR THE NEXT (UNLIKE CERTAIN GAMES WHERE YOU HAVE TO WIN THE FIRST ONE TO PROCEED). THE NEXT IS KENDO. THIS SECTION REMINDS ME OF THE RUNNING MAN. THE FIRST AND SECOND LEVELS OF THE GAME ARE QUITE EASY TO BEAT, BUT THE OTHERS ARE DARN NEAR IMPOSSIBLE! THE KENDO SECTION IS INCREDIBLY EASY AND IT'S POSSIBLE TO COMPLETE THE WHOLE CONTEST USING JUST ONE MOVE. ONCE AGAIN, GRAPHICS AND MOVEMENTS ARE EXCELLENT, BUT IT'S JUST TOO EASY.

AFTER YOU'VE WON THE KENDO CONTEST, YOU DON YOUR T-SHIRT AND JEANS AND BEGIN THE FREESTYLE SECTION. AS I SAID, THIS ONE IS QUITE DIFFICULT AND I'VE PERSONALLY ONLY BEATEN THIS ONCE, BUT IF YOU CAN MASTER ALL OF THE MOVES, YOU CAN GIVE AS GOOD AS YOU GET. FINALLY COMES THE SUMO. TWO GIANT HULKS OF MEN WOBBLING AROUND A RING TRYING TO PUSH EACH OTHER OUT. THIS IS INCREDIBLY DIFFICULT AND PROBABLY THE WORST CONTEST. THANKFULLY IT'S THE LAST CONTEST AND SO, IF YOU'RE LIKE ME, YOU LOSE QUITE CONVINCINGLY AND THEN WAIT FOR THE MEDAL PRESENTATION. MEDALS ARE PRESENTED AT THE END OF EACH CONTEST AND THEN THE OVERALL WINNERS ARE SHOWN AT THE END.

ORIENTAL GAMES IS REALLY JUST A BEAT EM UP BUT WITH EXCEPTIONAL GRAPHICS AND VERY GOOD MOVEMENT. THERE ARE ONE OR TWO NICE TOUCHES THOUGH THAT I FEEL I MUST TELL YOU ABOUT.

HAVE YOU EVER SEEN THE HORROR FILM HELLRAISER (NO?? GO AND RENT IT NOW, MISTER!!!). IF YOU HAVE SEEN IT, YOU'LL KNOW WELL THE MAIN CHARACTER, ONE MR. PINHEAD. WELL, IN THE ORIENTAL GAMES, THERE IS A MR. PINHEAD ON THE TOP TWO CORNERS OF THE SCREEN AND WHILE THE CONTEST IS BEING PLAYED, EVERY TIME YOU GET HIT, YOUR MR. PINHEAD SCREAMS AND THE SAME GOES FOR YOUR OPPONENT (I THINK THAT MR. PINHEAD IS SUPPOSED TO BE THE HUMAN PLAYER, BUT THE LIKENESS IS INCREDIBLE!) ALSO, IN THE FREESTYLE AND THE KUNG FU SECTIONS THE RANGE OF MOVES IS VERY BIG AND IT ACTUALLY TAKES QUITE A WHILE TO MASTER THEM ALL.

WHEN ALL IS SAID AND DONE, ORIENTAL GAMES IS QUITE GOOD. I WON'T GIVE MARKS FOR VARIOUS CATEGORIES BECAUSE BASICALLY THE GAMEPLAY IS GOOD, THE GRAPHICS ARE VERY BRIGHT AND WELL DEFINED BUT THERE IS HARDLY ANY SOUND. HOWEVER, AS GAMEPLAY GOES, THIS GAME IS DIFFERENT IN THAT FOUR PLAYERS CAN TAKE PART AT ONCE. THAT IS WHEN IT COMES INTO ITS OWN. GET IT CHEAP FROM A MAIL ORDER COMPANY AND FIGHT AWAY...BUT DON'T FORGET YOUR NAPPY FOR THE SUMO!!



* ARE YOU INTO GAMES THE LIKE OF TETRIS AND PUZZNIC? DO YOU FEEL THE URGE TO BE ADDICTED TO VALIUM AND TO BE REDUCED TO A SHIVERING WRECK IN THE CORNER OF THE ROOM? IF THE ANSWER IS YES TO EITHER OF THESE QUESTIONS, THEN GET OUT THE SPONDOOLICKS AND BUY WELLTRIS.

* I THINK MOST OF US HAVE PLAYED ITS PREDECESSOR TETRIS EITHER AT HOME OR IN THE ARCADE AND IF YOU THOUGHT TETRIS WAS WELL HARD, WELL, AS BRUCE WILLIS MIGHT SAY, WELLTRIS IS WELL HARDER! TO HELP THOSE OF YOU WHO HAVEN'T EXPERIENCED EITHER, HERE ARE THE BASICS. TETRIS HAD YOU MOVING VARIOUS SHAPED PIECES ABOUT AS THEY FELL DOWN A 'WALL' AND ALL YOU HAD TO DO WAS ARRANGE THEM AT THE BOTTOM OF THE WALL IN SOLID LINES. ONCE A LINE WAS FORMED IT DISAPPEARED, LEAVING YOU MORE SPACE TO MANOEUVRE THE SHAPES BEFORE THEY REACHED THE BOTTOM. OBVIOUSLY, IF YOU DIDN'T COMPLETE THE LINES, THE PILE OF SHAPES BUILT UP THE WALL UNTIL THERE WAS NO SPACE LEFT. WHEN THERE WAS NO SPACE LEFT THE GAME ENDED (AND SO DID YOU IN MOST CASES !!). SOUNDS COMPLICATED? TAKE A SEAT AND I'LL TELL YOU ABOUT WELLTRIS.

* THE PRINCIPLE IS THE SAME (IT'S WRITTEN BY THE SAME RUSKI) ONLY INSTEAD OF MOVING SHAPES AROUND A WALL, YOU NOW GET FOUR WALLS...THAT'S RIGHT BOYS N GIRLS, FOUR, COUNT 'EM, FOUR WALLS!! THE SCREEN IS BASICALLY IN THREE PARTS. ON THE LEFT IS THE MAIN GRID. IT ACTUALLY LOOKS AS IF YOU'RE LOOKING DOWN A WELL IN 3D AND THE WALLS AND THE BASE ARE MADE UP OF SQUARES. VARIOUS SHAPES FALL DOWN THE WALLS (RANDOMLY OF COURSE..NOTHING EASY HERE!) AND YOU ARE ABLE TO MOVE THEM AROUND THE SIDES OF THE WELL. THE THING IS THOUGH, THAT THE SHAPES BEHAVE AS IF THEY WERE FALLING DOWN A WELL AND WHEN THEY REACH THE BOTTOM, THEY SLIDE TO THE FAR SIDE AND THEN THEY STOP. AGAIN, AS YOU COMPLETE A LINE IT DISAPPEARS. ABOVE THE MAIN GRID IS YOUR LIFELINE. YOU ARE ABLE, AT THE SACRIFICE OF A PERCENTAGE OF YOUR SCORE, TO SEE THE NEXT SHAPE THAT WILL DROP...THE ONLY PROBLEM THEN IS WHICH WAY UP IT WILL FALL AND ON WHICH WALL! THE RIGHT OF THE SCREEN IS TAKEN UP BY A NICELY DRAWN PICTURE. THE ONLY ONE I'VE SEEN SO FAR IS THE MAIN SQUARE IN RUSSIA (CAN'T THINK WHAT IT'S CALLED!) BUT I CAN ONLY GUESS THAT THE FURTHER INTO THE GAME YOU VENTURE, A DIFFERENT PICTURE CROPS UP BECAUSE THERE'S ONE OF MR.PAJITNOV, THE AUTHOR AND THE MAN TO BLAME, PRINTED ON THE SLEEVE. NOTE FROM CARL.. THE SQUARE IS CALLED RED SQUARE AND THE TAPE VERSION (WHICH MICK AND I HAVE ONLY HAS THE ONE SIDE PICTURE. IF YOU WANT THE OTHERS BUY THE DISC VERSION.

* THE OTHER THING I'D BETTER TELL YOU IS WHAT HAPPENS IF YOU CAN'T FIT A PIECE IN, AND BELIEVE ME, UNLESS YOU HAVE A DEGREE IF GEOMETRY, PHYSICS AND ORIGAMI, THEN THIS WILL HAPPEN. YOU KNOW HOW I SAID YOU CAN MOVE THE PIECES AROUND THE SIDES OF THE WELL AS THEY DROP, THIS MAKES THINGS EASIER, RIGHT? WELL WHEN A PIECE DOESN'T FIT, IT STAYS UP THE SIDE OF THE WALL AND YOU THEN LOSE USE OF THAT WALL. IT'S GETTING HARDER? I THINK SO! THE GAME ENDS WHEN ALL FOUR WALLS ARE BLOCKED OFF AND BY THEN, YOU'RE NORMALLY GLAD!

* THE ONLY PROBLEM I FOUND WITH WELLTRIS IS THE LOADING TIME. THE TAPE VERSION TAKES TWENTY MINUTES TO LOAD...STILL LOOK ON THE BRIGHT SIDE, IF YOU DON'T LIKE THE GAME YOU CAN TAPE YOUR FAVOURITE LP ON THE TAPE!!

* GRAPHICS 75% THE WELL IS EASY TO FOLLOW, AND THE PICCIES ARE NICE..
 * SONIX 40% A FEW BEEPS AS LINES ARE COMPLETED (BUT THEN WHAT DO YOU EXPECT, A SPLASH?)
 * VALUE 88% NOT A MULTI-LOADER...AND WHAT A LOT OF TAPE YOU GET!
 * ADDICTION 98% THIS IS WHERE IT GETS YOU...YOU'LL NEVER BEAT IT!!
 * OVERALL 92% A VERY ADDICTIVE, SHARP LOOKING GAME THAT WILL HAVE YOU SCREAMING FOR HOURS AFTERWARDS, AND AS USUAL, INFOGRADES COME UP WITH THE GOODS CHECK OUT HOSTAGES! (AND NORTH AND SOUTH.. IT'S FANTASTIC - CARL).

BONZO NEWS...WELLTRIS IS AN OPTION 1 TRANSFER !!!

Phil Howard (again !)

Colin Mulholland from Belfast is rather a late comer to the delights of Play Mates and missed out on asking Phil Howard some questions. I asked Phil the questions Colin wanted answers to and Phil kindly answered them. I've passed on Phil's answers to Colin but I'll put a few of them in Play Mates for the rest of you. Oh yes, for those of you who have been asleep for the past year or so, Phil Howard runs the Cheat Mode section of Amstrad Action.

Q - How many games do you have ?

A - I have at my disposal about 600 games, but only about 100 of them actually belong to me. The rest are review copies from Amstrad Action so I can check out cheats & pokes.

Q - What was the first game you cheated at ?

A - The first game I cheated on was Jet Set Willy on the Sold a Million tape. Back in AA No.6 Bobby Wade (who did the cheat pages then) was asking for a cheat for this game. After spending an entire Christmas finding out about the protection system used, I thought I'd show off and send in the cheat. At the same time I sent it to Amtix (another Amstrad magazine), Amstrad Action used it and Amtix didn't so I stuck with the boys from Bath.

Q - Whats your favourite games producer, Ocean, Gremlin, Codemasters, etc etc ?

A - I like Codemasters, you generally get a good game for a reasonable price, but they never produce the quality that you get from Ocean. I dislike US Gold their games aren't usually up to scratch at the price.

Well there you go, just a small selection of Colin's questions.

.....
Complaints Dept 3

I've been getting a few letters from people complaining about the service from various companies, mainly Microstyle, WAVE, Amstrad User Club and the Home Computer Club. As I told these people I have little or no dealings with these companies, so can't help. Believe me I have no influence with any company, if I did I wouldn't still be waiting 7 months for software from one mail order company. I really don't want to turn the pages of Play Mates into a slagging off of mail order companies. It is after all meant to be a fun fanzine. The only company I have dealings with is Microstyle, and Phil Craven does admit that there has been some delays on some products. But these are being sorted out and even as you read this they may already be sorted out. Plus if any one is still not happy they are quite welcome to have a refund.

.....
THE END

Well all good things must come to an end, and Play Mates is no exception. I would just like to point out that any views stated in any of the reviews or articles not done by me, are just personal view of the reviewer.... Late News - James Verity has slightly up-dated the search routine of Tearaway. Contact him direct for more details, his address is inside the front cover. I hope you liked this issue and look forward to issue 9 in September.

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

PLAY MATES



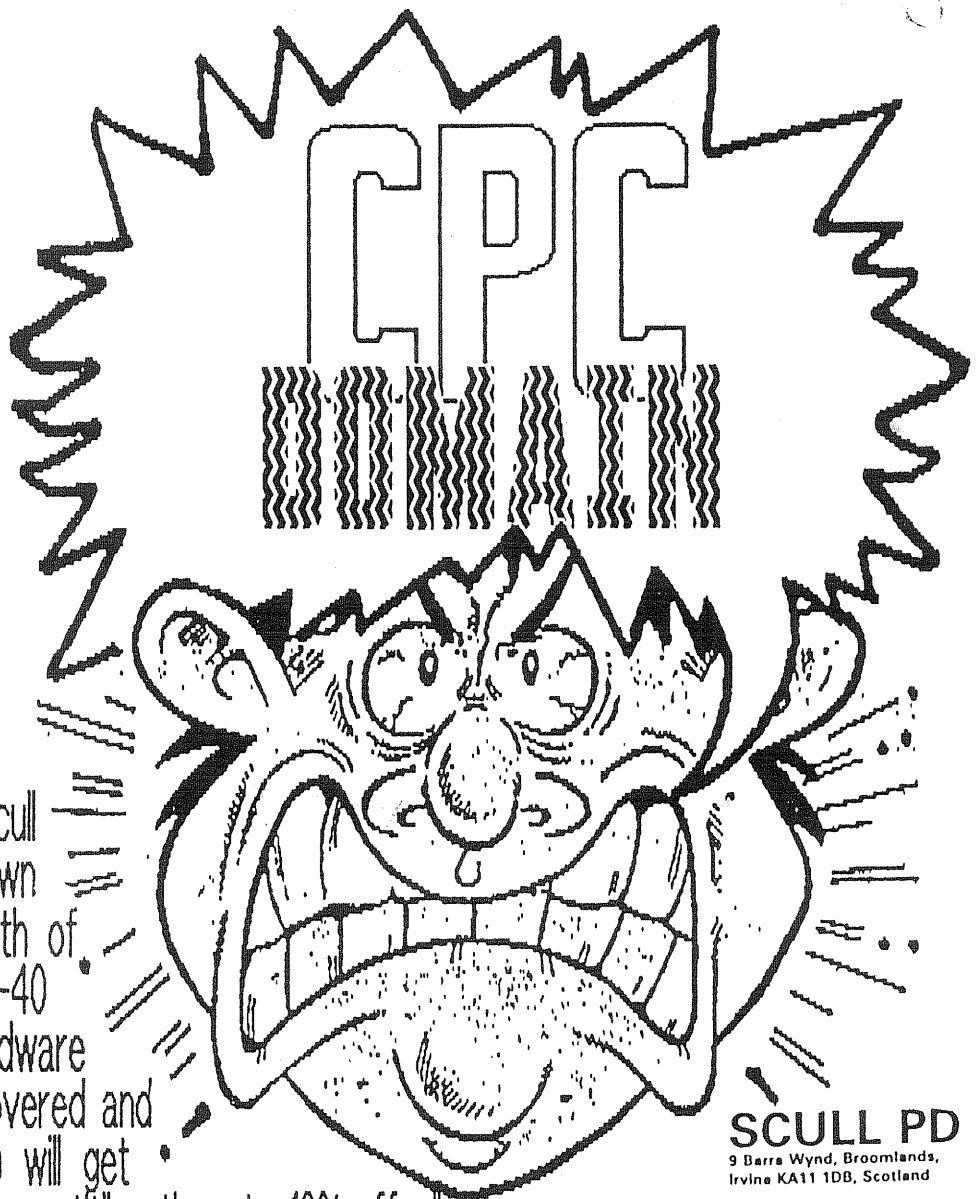
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