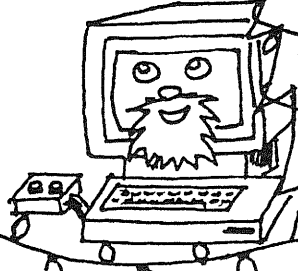


PLAYMATES

NO. 10



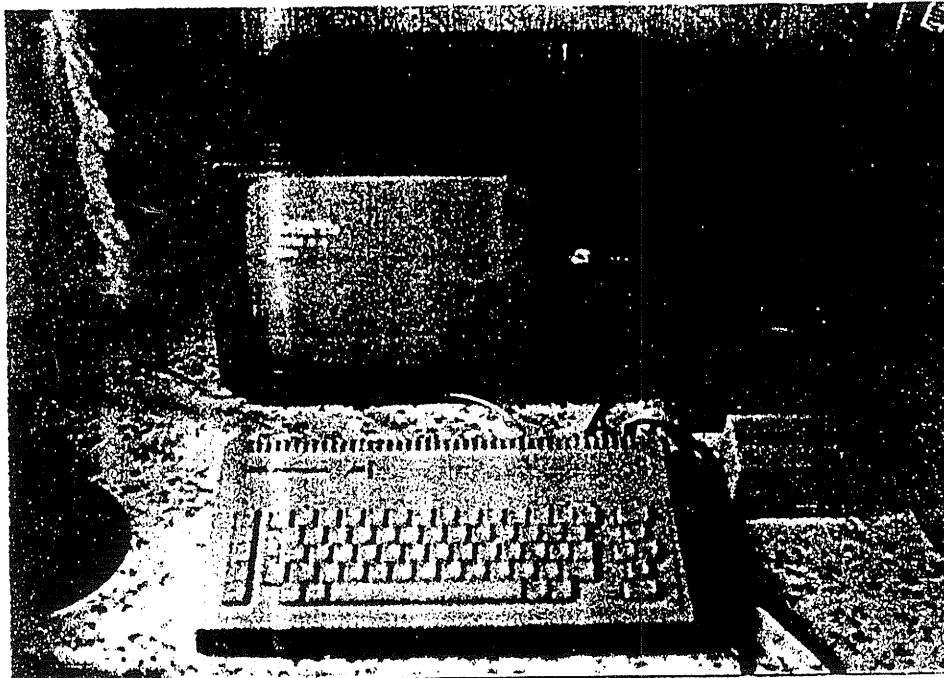
A Merry Christmas
and Happy New Year
to all readers of
Play Mates



CPC

WHAT IS THIS ??? READ MORE ABOUT IT INSIDE !

AN ADVERT FOR PLAY MATES ??



ENCLOSED WITH THIS ISSUE OF PLAY MATES YOU SHOULD FIND A SMALL ADVERT I PUT TOGETHER. NOW AS SOME ONE WHO KNOWS ALL ABOUT PLAY MATES YOU MAY WONDER WHY I'M ADDING IT WITH THE FANZINE. WELL I WANT YOU TO PASS IT ON FOR ME. IF YOU HAVE A PEN FREIND WHO HAS A CPC AND DOESN'T GET PLAY MATES COULD YOU SEND THE ADVERT TO THEM FOR ME?? OH GO ON !

PLAY MATES

run by Carl Surry

Play Mates is a fanzine for people who like to play games on their CPC. It has reviews of games which are written by the readers of Play Mates. Also there are the odd page or two of games tips and pokes.

One of the main sections of Play Mates is called the "Bonzo Letter Tray". This section is for the users of the Bonzo Super Meddler and Bonzo Blitz discs. These discs will transfer over 1000 tape games to disc (please note that multi-load games will only transfer the main file, levels will still have to be loaded from tape) for faster loading and ease of use. In the Bonzo Letter Tray section I pass on any news of new transfers or sometimes a new type-in to get a game to disc. Plus we sometimes get new games loaders that have pokes in them so you can load and poke the game at the same time.

How if you fancy a copy of Play Mates and want to know how to get yourself a copy read on. Play Mates comes out every month, on the 1st of March, June, Sept and Dec. It costs £1.98 an issue, this price includes postage. Send your orders to:

Carl Surry

37 Fairfield Way, Barnet, Herts, EN5 2DP

How Play Mates has been called one of the best CPC fanzines around, that may or may not be true, I leave that for you to judge. But I will say this, it is only as good as it is because of the contributions from its readers. They write most if not all the reviews, pokes, pokes and games tips, plus of course any Bonzo news. So I would just like to thank them and you, if you fancy being a reader of Play Mates and fancy your hand at reviewing a game and wish to see it printed in Play Mates.



Bonzo News

Do you want to transfer your tape games to disc? If you do try the Bonzo discs from Microstyle. Here are just a couple of well known games that will transfer:-
Welltris via Option 1
Silkworm via Blitz SX

PLAYMATES

For CPC games reviews

PLUS BONZO NEWS

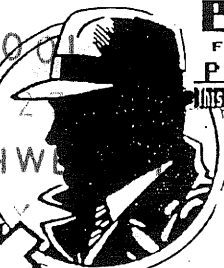
THIS ADVERT WAS PUT TOGETHER WITH PAPERBACK VALUE AVAILABLE FROM ALAN SCOTTY



Damn ! I forgot to order issue 10 of Play Mates

INTERPOL
PO BOX 2
88475 SCHW
GERMANY

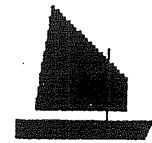
DICK TRACY



Part 2 of the Football games round-up

BUT WHY THE ADVERT ?

IF YOU WANT TO FIND OUT WHY I'M HAVING TO ASK YOU TO HELP ME GET MORE READERS, FIND AND READ THE ARTICLE CALLED "THE FUTURE OF PLAY MATES".



A LITTLE BIT OF THIS AND A LITTLE BIT OF THAT

CONTENTS

WHERE SHALL I GO KNOW ?

WHERE SHALL I GO CONTINUED

HELLO ONCE AGAIN PLAY MATES TO WHAT I HOPE IS A FUN AND INTERESTING READ.

SO WHAT YOU MAY ASK IS IN THIS ISSUE THAT WILL MAKE YOU GO "WOW, I CAN'T WAIT TO GET THE NEXT ISSUE" ? OH COME ON I KNOW YOU ALL TALK LIKE THAT.

WELL THERE IS PART TWO OF THE FOOTBALL GAMES REVIEW DONE BY THE BROTHERS WILLIAMS. OTHER REVIEWS INCLUDE THE GAMES PIK N PILE, GUNSHIP, ARKANOID 2, X-OUT, SPITTING IMAGE AND OPERATION THUNDERBOLT PLUS A FEW OTHERS. THERE IS ALSO A REVIEW OF ALAN SCULLY'S DTP PROGRAM PAGEMAKER DELUXE.

THERE IS ALSO A LOOK AT THE FUTURE OF THE CPC AND A LOOK AT THE 6128 PLUS AND THE KC COMPACT COMPUTER. THERE IS ALL THIS AND MUCH MUCH MORE !

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

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

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

UNITED AMSTRAD USER GROUP, CHAIRMAN TONY BAKER, 26 UPLANDS CRESENT, FAREHAM, HANTS, PO16 7JY. A GENUINE USER GROUP, RUN BY A COMMITTEE. PRODUCES A BI-MONTHLY CLUB FANZINE CALLED CPC USER. THEY ALSO RUN A TAPE AND DISC PD LIBRARY AND CPC BOOK LIBRARY. YOU CAN GET A SAMPLE ISSUE OF CPC USER FOR JUST £1.50.

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

SCULL PD LIBRARY, RUN BY ALAN SCULLY. THIS MUST BE ONE OF THE BIGGEST CPC PD LIBRARIES AROUND. 119 LAUREL DRIVE, EAST KILBRIDE, GLASGOW, G75 9JG.

WACCI, 9 SOUTH CLOSE, TWICKENHAM, TW2 5JE. THEY RUN A MONTHLY FANZINE AND VERY LARGE PD LIBRARY. BEST WAIT TO SEE ABOUT THEIR FUTURE BEFORE YOU SEND ANY MONEY !

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 11 AND 12 NOW. CONTAINS BONZO TAPE TO DISC TRANSFER NEWS AND MUCH MORE.

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 602180 (AFTER 2PM)

HOW TO GET ISSUES 11 AND 12 OF PLAY MATES

YOU CAN ORDER YOUR COPY OF ISSUES 11 & 12 NOW. THEY WILL COST £1.30, WHICH INCLUDES P&P OR IF YOU SEND A LARGE 34P STAMPED ENVELOPE THEY WILL COST £1.00 EACH. I AM TRYING TO DO AN ISSUE EVERY 3 MONTHS THE RELEASE DATES WILL BE THE 1ST OF MARCH, JUNE, SEPT AND DEC. IF YOU HAVE ANY REVIEWS THAT YOU WANT TO SEND IN FOR ISSUE 11, I WILL NEED THEM BY THE 31ST OF JAN 1992.

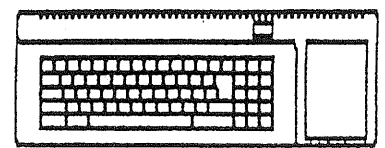
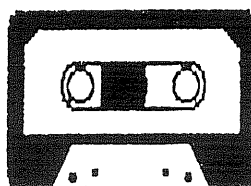
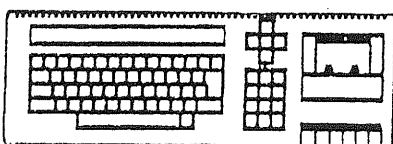
THANK YOU

I WANT TO THANK EVERYBODY WHO HAS SENT IN REVIEWS, POKES, TIPS, OR BONZO TRANSFER NEWS. PLAY MATES COULDN'T BE DONE WITHOUT THEIR HELP. THE LIST OF THANKS SEEMS TO GET BIGGER AND BIGGER EVERY ISSUE. IF I'VE MISSED OFF YOUR NAME I'M VERY SORRY BUT EVEN I MAKE MISTAKES, YES I KNOW SHOCKING ISN'T IT ??

PHIL HOWARD, GARY SMITH, STEVE SMYTH, JOHN BROWN, COLIN HARRIS, MIKE BULLEN, MARTIN COSSINS, MICK & STEVE WILLIAMS, JAMES VERITY, ALAN SCULLY, ANDY PRICE, DAVID BLACKWELL, COLIN MULHOLLAND, DANNY WEBB, ARCHIE FULTON, OMEGA SOFT, GLEN SCOTT, ALEX COCHRANE AND PHIL CRAVEN.

A VERY BIG THANK YOU TO ALL THOSE MENTIONED ABOVE, WITH AN EVEN BIGGER THANK YOU FOR MY WIFE VI, FOR HER HELP AND SUPPORT.

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



EMLYN HUGHES INTERNATIONAL SOCCER (AUDIOGENIC) 47/50

THIS WAS FEATURED IN THE FIRST HALF, BUT IT'S SO GOOD, WE'VE INCLUDED IT AGAIN. LAST TIME IT SCORED A VERY RESPECTABLE 97% AND IT'S DONE WELL AGAIN EVEN THOUGH IT'S BEEN MARKED DIFFERENTLY. BASICALLY, THIS IS THE MOST PLAYABLE GAME EVER FOR THE AMSTRAD. IT'S NOT AS FAST AS ITALY 1990 (SEE LATER) AND THE GRAPHICS AREN'T AS GOOD, BUT THE CONTROL IS BRILLIANT AND IT PLAYS LIKE A REAL MATCH. THE SPRITES ARE GOOD, THE SCROLLING IS SMOOTH, CONTROL IS GREAT AND THE MARKS ARE HIGH... HAVE A NICE DAY!!!

4 SOCCER SIMULATORS (CODEMASTERS) ALL MARKED SEPERATELY



11-A-SIDE SOCCER 37/50

WELL, WE EXPECTED CODEMASTERS GRAPHICS, AND THAT'S WHAT WE GOT!! THIS IS JUST A NORMAL GAME OF FOOTY BUT WITH LOTS OF FUN. FOULING IS DIFFICULT TO AVOID AND THIS DOES SLOW THINGS DOWN, BUT YOU CAN TURN REALLY QUICKLY WITH THE BALL AND, WHEN ALL IS SAID AND DONE, IT'S LOADS OF FUN.

INDOOR SOCCER 30/50

VIRTUALLY IDENTICAL TO 11-A-SIDE BUT NOWHERE NEAR AS PLAYABLE. BASICALLY, IF YOU'VE GOT THE BALL, YOU'LL SCORE, IF YOUR OPPONENT HAS THE BALL, HE'LL SCORE! THIS IS REALLY FRUSTRATING AND VERY DISAPPOINTING. DEFINITELY THE WORST OF THE COLLECTION.

STREET SOCCER 39/50

MORE OF THE SAME, BUT MUCH, MUCH MORE PLAYABLE AND EVEN MORE FUN. YOU PLAY FOOTBALL IN THE ROAD, AROUND CARS, OVER MANHOLES, IN FACT ANYWHERE YOU LIKE REALLY !! THERE ARE NO RULES, SO IF YOU GO DOWN INJURED TOUGH! BAGS AND BAGS OF FUN...REALLY FUN..A FUN GAME...ABSOLUTELY FUN.....

SOCCER SKILLS 42/50

THIS IS A KIND OF DALEY THOMPSON'S FOOTBALL OLYMPICS!! YOU'VE GOT WEIGHTS, SITUPS, PUSH UPS, PENALTIES, DRIBBLING (??), CIRCUIT TRAINING, DUMB BELLS (DER...I FINK I'M A BELL) AND LOADS MORE. ONCE AGAIN, THE MAIN WORD IS FUN...MUCH KEYBASHING TO BE DONE!!

SUMMARY...

THE GOOD MARKS ARE DUE MAINLY FOR EXCELLENT VALUE FOR MONEY, BUT INDOOR SOCCER ASIDE, ALL THESE GAMES ARE GREAT FUN (YOU GUESSED, RIGHT?). THE GRAPHICS ARE NORMAL CODEMASTERS STUFF AND THE PLAYABILITY READING JUST SHOT OFF THE METER. A DEFINITE MUST.



ITALY 1990 (U.S. GOLD) 47/50

NOW THIS IS A FOOTBALL GAME!! I'VE ALREADY DONE A FULL REVIEW FOR THIS IN A PREVIOUS ISSUE, BUT WE HAD TO TRY IT AGAIN UNDER THE NEW MARKING SYSTEM TO SEE FOR OURSELVES IF IT COULD BEAT EMLYN HUGHES. WELL THE RESULT IS PERFECTLY HONEST WITH STEVE AND MYSELF MARKING SEPERATELY AND THEN ADDING TOGETHER SO THAT THERE COULD BE NO 'FIXING'. AS YOU CAN SEE, BOTH GAMES SCORED 47/50, EMLYN DROPPING POINTS ON GRAPHICS AND ITALY 1990 ON SOUND. THIS IS STILL MY PERSONAL FAVE THOUGH, WITH PERFECT GRAPHICS, EXCELLENT CONTROL AND IT'S SO FAST (IN ACTUAL FACT, AFTER PLAYING SO MANY FOOTY GAMES LATELY, IT TOOK US A FEW GAMES TO GET USED TO THE SPEED AGAIN!). THERE'S A FULL TEAM SELECTION FROM ALL OF THE TEAMS WHO TOOK PART IN THE WORLD CUP AND TACTICAL DECISIONS TO MAKE AS WELL. THE ONLY FAULT I COULD FIND IS THE EASINESS OF SOME OF THE COMPUTER TEAMS. HOWEVER, PICK YOURSELF AS A SMALLER TEAM (U.A.E. OR COLUMBIA) AND YOU'LL SOON HAVE YOUR HANDS FULL!!!

PETER BEARDSLEYS SOCCER (GRANDSLAM) 33/50

THE CONTROL IN THIS GAME IS ONE OF THE BEST SO FAR...THE BALL COULD BE GLUED TO YOUR FEET!!! HAVING SAID THAT, IT MAKES THE GAME INCREDIBLY EASY AGAINST THE COMPUTER AND IT'S NOT UNUSUAL TO WIN 10-0. THE SPRITES, ALTHOUGH WELL DEFINED, ARE COMPLETELY SEE-THROUGH, THE COMPUTER GOALIES ARE ABSOLUTELY USELESS AND EVERYTHING GETS BORING AFTER A WHILE. THE HALF DECENT MARKS ARE DUE TO THE CONTROL AND THE TWO PLAYER LEAGUE...THE ONLY PLACE YOU'LL GET DECENT COMPETITION.

GARY LINEKERS HOTSHOT (KIXX) 38/50

AN OVERHEAD VIEW OF THE PITCH, A-LA MICROPROSE SOCCER (SEE LATER) GIVES THIS GAME A GOOD ATMOSPHERE. THE BALL CONTROL IS QUITE GOOD ALTHOUGH TURN QUICKLY AND THE BALL STAYS THERE WHILE YOU RUN OFF !!! THE GRAPHICS ARE VERY GOOD AND GAMEPLAY IS FAIRLY COMPETITIVE AND PASSING IS AIDED BY THE SMALL BOX AT THE BOTTOM OF THE SCREEN (LIKE GAZZA 2). ALL IN ALL, THIS IS VERY SIMILAR TO MICROPROSE BUT ABOUT £10 CHEAPER !!

MATCHDAY 2 (HIT SQUAD) 31/50

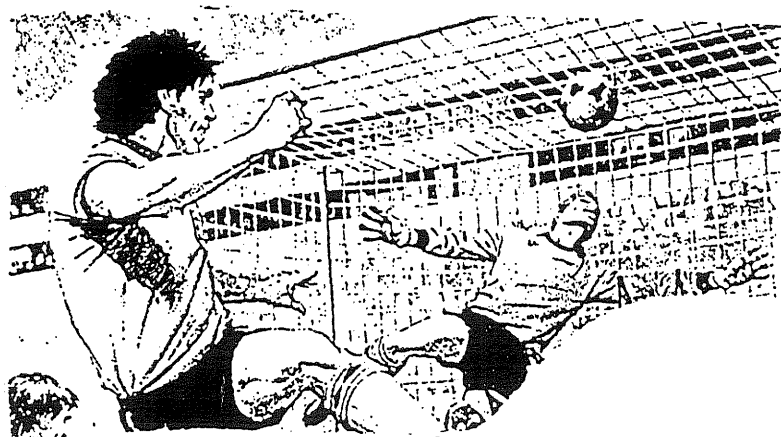
THIS IS A CROSS BETWEEN EMLYN HUGHES AND ITALIA 1990. THE GRAPHICS ARE VERY CARTOONY, WHICH GIVES THE GAME ITS FUN ELEMENT, BUT GAMEPLAY IS DREADFULLY SLOW. ON THE GOOD SIDE, THE GOALKEEPERS ARE EXCELLENT. THEY ARE COMPLETELY CONTROLLABLE AND DIVE ABOUT ALL OVER THE PLACE. WITH PRACTICE, YOU'RE ABLE TO GET A DECENT GAME, BUT AS WE'VE SAID BEFORE... GOOD GRAPHICS MAKETH NOT A GOOD GAME!! THIS ONE, LIKE ITALIA 1990, IS JUST TOO SLOW.

GAZZAS SUPER SOCCER (EMPIRE) 12/50

WELL I'VE PLAYED SOME DROSS IN MY TIME, BUT THIS JUST ABOUT TAKES THE BICKIE !! THE SCROLLING IS TERRIBLE, CONTROL PATHETIC AND, GET THIS, THE DIRECTION OF SCROLLING CHANGES WHEN YOU GET INTO AN ATTACKING POSITION!!! CONFUSING? YOU BET IT IS!! YOU FIND YOURSELF RUNNING AT 90 DEGREES FROM THE BALL. IF THAT DOESN'T TURN YOU OFF ENOUGH, THERE'S AN ANNOYING BUG THAT ALLOWS THE COMPUTER PLAYER TO STAND IN FRONT OF THE GOAL POST HAMMERING THE BALL INTO THE WOODWORK...AND IT SOUNDS LIKE WOODY WOODPECKER ON ACID. VERY ANNOYING. GAZZA WAS OBVIOUSLY NEW TO THE GAME WHEN HE ENDORSED THIS PILE OF TRIPE. GIVE IT A MISS!!!

KICK OFF (ANCO) 30/50

AN AVERAGE OFFERING REALLY, AND VERY MUCH OVER-HYPED. HOWEVER, DESPITE DODGY CONTROL AND DIRE GRAPHICS, KICK OFF IS FAIRLY ADDICTIVE. THE CONTROL DOES TAKE SOME GETTING USED TO AND YOU WILL RUN AWAY FROM THE BALL A FEW TIMES BEFORE YOU SUSS IT BUT IT'S REASSURING TO KNOW THAT THE COMPUTER CONTROLLED TEAM SUFFER THE SAME PROBLEM (UNLESS YOU'RE THE PROGRAMMER OF COURSE!!). IT'S NOT BAD AT ALL AS A BUDGET GAME, BUT IT'S SAD TO THINK THAT SOME POOR FOLK PAID A TENNER FOR THIS.



KICK OFF 2 (ANCO) 15/50

'BLISTERING PACE - PIXEL PERFECT PASSING - SUPERB TACTICAL PLAY - GREAT FUN TO PLAY - ACCURATE - REALISTIC'...IN YOUR WILDEST DREAMS, ANCO !! THE ORIGINAL VERSION IS POSITIVELY BRILLIANT COMPARED TO THIS. GRANTED, THE GRAPHICS ARE A LITTLE MORE SOLID THAN THE FIRST BUT THE CONTROL IS JUST IMPOSSIBLE AND YOU FIND THE BALL BOUNCING AROUND ALL OVER THE PLACE AND LANDING EVERYWHERE EXCEPT AT YOUR FEET. THE SOUND IS A CONSTANT, ANNOYING BEEPING EVERYTIME THE BALL IS KICKED OR WHENEVER IT BOUNCES. AND PIXEL PERFECT PASSING ??? HA-HA-HA-HA OOPS GET UP OFF THE FLOOR STEVE!! AVOID AT ALL COSTS...

NOTE: WE PLAYED THE CASSETTE VERSION. NOW WE DO REALISE THAT THERE IS A 128K DISC VERSION AVAILABLE WHICH WE HAVEN'T SEEN, SO WE WON'T TAP BOTH GAMES WITH THE SAME BRUSH...IF ANY PLAYMATES OUT THERE OWN THE DISC VERSION AND IT DOES PLAY BETTER THAN THIS THEN, FOR ANCO'S SAKE, LET US ALL KNOW!!

MICROPROSE SOCCER (MICROPROSE) 28/50

THIS IS ACTUALLY TWO GAMES IN ONE...YOU GET THE USUAL 11-A-SIDE AND THEN 6-A-SIDE AS WELL, BUT DOES THIS WARRANT PAYING BETWEEN £10 - £15 FOR A GAME THAT HAS BEEN SO WELL COPIED IN GARY LINEKERS HOTSHOT FOR A MERE £3 ? WELL IN OUR OPINION, NO IT DOESN'T. THE CONTROL IS VERY GOOD AND TIGHT TURNS WITH THE BALL ARE VERY EASY, BUT SHOOTING AND BANANA KICKS ARE ANOTHER THING AND YOU'LL NEED TO PRACTICE A LOT. TELLING THE PLAYERS APART IS ANOTHER PROBLEM ALTHOUGH IN THE 6-A-SIDE VERSION IT IS A BIT EASIER. THERE IS NO SOUND WHATSOEVER, WHICH IS WHERE THIS GAME LOST A LOT OF MARKS, BUT ALL IN ALL, IT'S AN ABOVE AVERAGE GAME WITH A VERY HIGH PRICE TAG. IF YOU LIKE GARY LINEKER'S AND YOU'D LIKE MORE OF THE SAME BUT A BIT MORE INVOLVED, THIS WILL PROBABLY BE YOUR CUP OF TEA, BUT I CAN THINK OF BETTER THINGS TO SPEND THE EXTRA £7 ON!!!

EUROPEAN SOCCER CHALLENGE (PLAYERS) 31/50

STEVE LOVES THIS. YES, NO DOUBT ABOUT IT, THE LAD'S IN LOVE ! PLAYERS HAVE A KNACK OF BRINGING OUT ABOVE AVERAGE GAMES FOR BELOW AVERAGE PRICES AND THEY'VE DONE IT AGAIN HERE. THE GRAPHICS ARE QUITE GOOD, THE CONTROL IS VERY GOOD, AND YOU CAN'T ARGUE ABOUT VALUE FOR MONEY...BUT THERE'S NO SOUND. WHAT IS IT WITH SOFTWARE HOUSES, HAVEN'T THEY PLAYED EMLYN HUGHES ? THE SOUND IN THAT GAME ADDS TREMENDOUSLY TO THE ATMOSPHERE OF THE WHOLE THING, YOU'RE ACTUALLY THERE ETC ETC. I DON'T KNOW WHAT THIS WOULD HAVE SCORED WITH SOUND. ANYWAY, BACK TO THE GAME. IF YOU WANT A CHALLENGE, THIS IS IT...WE'VE SCORED GOALS ON THIS BUT THE COMPUTER IS A VERY GOOD OPPONENT. WELL WORTH THE MONEY YOU SAVED BY BUYING GARY LINEKERS!!!

SUMMARY:

WELL THAT'S IT PLAYMATES, FOOTY ROUND UP COMPLETE. WE'RE BOUND TO HAVE MISSED SOMEONE'S FAVOURITE GAME, SO IF WE HAVEN'T MENTIONED YOUR FAVE, OR YOU THINK WE HAVEN'T DONE IT JUSTICE, PUT PEN TO PAPER/FILE TO PROCESSOR AND LET US KNOW. WRITE IN TO CARL WITH YOUR VIEWS/OPINIONS ETC SO THAT OTHERS MAY SHARE YOUR PLEASURE (??!!). IN OUR OPINIONS, THERE'S NOTHING IN IT BETWEEN EMLYN HUGHES AND ITALY 1990...IF YOU OWN NEITHER, GET OUT THERE NOW!!!

FINALLY, I'D JUST LIKE TO THANK STEVE AGAIN FOR HIS TIME AND ALSO CARL FOR THE LOAN OF QUITE A FEW GAMES...I'M GOING TO HAVE TO POST THESE BACK NOW...ANYONE LEND ME A FEW QUID????

I WOULD JUST LIKE TO THANK MICK AND STEVE FOR ALL THEIR EFFORT OVER THE LAST TWO ISSUES PUTTING TOGETHER THIS FOOTBALL GAMES ROUND UP..... THANKS GUYS !

I HAD A LETTER FROM MARTIN COSSINS THE OTHER WEEK AND BELOW ARE JUST A COUPLE OF EXTRACTS FROM IT, THAT MAY INTEREST YOU. (AND MAY BE NOT!!)

A FEW THINGS TO REPORT THIS TIME. FIRSTLY IN THE REVIEW OF FUN SCHOOL 3 FOR 5 TO 7 YEAR OLDS (PLAYMATES No9) I MENTIONED THAT ONE OF THE PROGRAMMES HAD A BUG IN IT. SINCE WRITING THE ARTICLE I CONTACTED EUROPRESS SOFTWARE AT THEIR MACCLESFIELD NUMBER (0625 859333), EXPLAINED THE PROBLEM AND THEY ADMITTED THEY WERE AWARE OF THIS. THEY FIRSTLY SENT ME A REPLACEMENT WHICH PROVED TO BE WORSE THAN THE ONE I HAD, THE SECOND REPLACEMENT WAS WORSE STILL BUT EVENTUALLY THEY GOT IT RIGHT THE THIRD TIME. YOU MIGHT LIKE TO PASS THE INFO ONTO THE READERSHIP (CONSIDER IT DONE -CARL).

FINALLY, IN THE NEXT ISSUE COULD YOU ASK FOR ME IF "ANYONE OUT THERE" HAS THE SECOND 100 SCREENS OF A GAME CALLED KRAKOUT, I'VE BEEN TRYING TO GET HOLD OF IT FOR A LITTLE WHILE NOW BUT NOBODY SEEMS TO KNOW (OR WANT TO KNOW!) WHERE, WHO OR HOW TO OBTAIN THEM.

ADDITIONALLY DOES ANYONE KNOW OF ANY GAMES THAT ARE RELATIVELY EASY OR SUITABLE FOR A 5 YEAR OLD BOY AS MY LAD, PHILIP DOES GET A BIT FED UP JUST PLAYING THE FUN SCHOOL STUFF MOST OF THE TIME. I HAVE FLIMBO, T TANK, POSTMAN PAT ETC OR IN OTHER WORDS THE OBVIOUS STUFF BUT EVEN THESE CAN BE DIFFICULT FOR A 5 YEAR OLD. I'VE TRIED ORDINARY GAMES WITH CHEAT MODES IN BUT THEY DON'T REALLY PROVIDE MUCH OF A CHALLENGE. THE BEST ONES I'VE FOUND SO FAR ARE KWIK SNAX & FAST FOOD DIZZY AS THEY ARE EASY ENOUGH FOR HIM TO FEEL HE'S GETTING SOMEWHERE AND THE DIFFICULTY LEVELS DON'T INCREASE IN LEAPS AND BOUNDS.

ANYWAY, I BEGIN TO WAFFLE, IF THERE IS SPACE COULD YOU JUST GIVE IT A MENTION PLEASE OR IF ANYONE WANTS TO SWAP SOME EDUCATIONAL STUFF (OR KNOWS OF ANYONE) THEY CAN GET ME AT THE USUAL ADDRESS. MANY THANKS. BELOW IS MARTIN'S ADDRESS FOR THOSE WHO MAY NEED IT.

100 COTTINGLEY APPROACH, COTTINGLEY, LEEDS, YORKSHIRE, LE11 0HH.

GUNSHIP (MICROPROSE)
REVIEWED BY MICK WILLIAMS (ASSISTED BY COL. PAUL SHAW V.C.)

Once in a while, something happens that makes you take out that old simulator. I don't know about you, but after watching Top Gun I just have this amazing urge to dig out FIGHTER BOMBER and take to the skies, destroying all of the Russian 'bogies' I can find.

Now after the Gulf war, there was some incredible footage screened showing U.S. aircraft bombing strategic sites with precision accuracy using laser guided bombs etc, and also shown was the best fighter of all...the AH64A APACHE HELICOPTER GUNSHIP.

Waaaay back in good ol' 1988 (when mortal man paid RATES!!), MICROPROSE released the award winning simulator GUNSHIP which, as you may have guessed, copied the AH64 APACHE. To say that this game is accurate would be an incredible understatement...don't get me wrong, I've never flown a helicopter, but when you're flying this thing 10 feet off the floor, the whole thing shakes with the turbulence AND YOU CAN ALMOST FEEL IT!!!.

I won't have anywhere near enough room in PLAYMATES to tell you all about GUNSHIP...the manual uses 84 pages and I can't see Carl giving me that much space !!...but I'll attempt to summarise what you can do and who you can do it to (???). When first loaded, the screen defaults to Pilot Darrell Dare (really!!) flying training missions over the U.S. with the 'enemy' firing blanks, the weather is normal and if you crash land then Uncle Sam will patch you back together again! Right...I'll give you the bad news first. GUNSHIP is one of those games that you will need to learn. There's no jumping in the 'copter and whizzing off to Vietnam to kick *!£ in this game! Oh no, you'll spend a few hours as Darrell Dare flying training missions because there is just so much to do to keep the thing in the air let alone shoot some poor unfortunate sprite that just got in the way. Microprose have crammed everything into this and it does take time to get used to all of the functions (and the keys). However, and this is the good news, once training is over, change the pilots name to Fred Smith or whatever, and then go to the menu...it's time to meet the bad guys.

Your aim in this game is to win promotion and medals. Now I've asked Col. Paul Shaw V.C., a Speccy version veteran to give me a hand with this bit...he's won ALL of the medals and gone all the way up the ladder (I think he's in an air-conditioned room somewhere with a big cigar and a map of Kuwait behind him now!!). The menu presents you with four types of mission starting with joining 1st Air Cavalry Division in Southeast Asia. Here you'll be digging out anti-aircraft guns and infantry situated in Vietnam. This is reasonably easy - the enemy have primitive weaponry and are easy to find, and just as long as you don't go flying into the sides of hills you should emerge alive!! For the next mission you find yourself in Central America with the 82nd Airborne Division (who actually served in the Gulf!). Here you'll be dealing with 'Contras' in Nicaragua, Commies in Grenada and all manner of nasty man and beast! The going gets tough here but you know the old saying! So out you go with 30mm cannon and Hellfire missiles blazing (if missiles blaze that is!). You'll also meet enemy helicopters here and so a bit of dogfighting may be called for. Next, you're away to the Middle East, and it's here that the wotsit really does hit the rotor blades!! The enemy are very well equipped with modern Soviet weaponry and there are loads of armoured vehicles for you to pick off.

Enemy helicopters buzz over you and missiles buzz under or at you ! You'll need to be reasonably skilled to complete this one but I'd better mention that there is a way to make life a little easier. On the menu screen you can change which line of enemy you go up against. If you want a nice collection of Campaign medals, fly each mission against the 3rd line three times and you'll get less hassle and a nice medal. If you want promotion and V.C.'s fly against the 1st line and be a bit gung-ho and if you survive you'll end up Colonel with a cushy office job in no time! The final mission is with the 3rd Armoured Division in Western Europe. As your Sergeant Major says..."Well sir, this is the big time. We're up against the first team here. They've got everything including the kitchen sink and they're going to use it!" He's damn right too. Everything happens here with tanks, AA guns, Surface to Air missiles and enemy helicopters galore. Once inside enemy lines you'd better be ready on the trigger because if you're not quick enough you're out of the game...and there's no early bath either !!! This is the Warsaw Pact and they're armed to the back teeth and waiting for you.



Like I said, there isn't enough room here to tell you all about GUNSHIP. There are enough options to last you a lifetime and the gameplay is fast and furious...at least once you've learned to fly, and it's this that will decide the game for you. Be patient and read the manual because there is a lot to this simulation and once you've got it sussed, you'll be hooked for hours. Now before I hand you over to Colonel Shaw, I'd better point out to those of you who already own this game that you can't win the V.C, I only used it as an example !!!

TIPS FROM COL. SHAW!!!

1) Try to fly at about 10 feet or thereabouts...this way enemy radar won't pick you up until you're on top of them..and then it's too late!

2) To conserve fuel on long flights, shut one engine off (sounds like common sense, but Mick never thought of it !) The same rule applies if you're low on fuel and flying home.

3) A couple of pilots I know couldn't get the Purple Heart medal...well here's how. Fly a mission in Vietnam. Complete primary and secondary objectives and then fly back home. When you're very near a friendly base, gain height until you get spotted by the enemy. Get shot up quite badly and then land the helicopter quickly. Provided you land and you're injured (but alive), you'll be awarded the Purple Heart.

Many thanks to Paul for his help and also to K&M Computers for changing my tape version for disc. Considering there is approx 3 between tape and disc, get the disc...it's quite a load!

SUMMARY:

GUNSHIP is an excellent game and thoroughly recommended for sim fans...but make sure you persevere with training !!!

The Gary Smith Game Awards

Way back in issue 5 Gary Smith designed some awards to be added to his games reviews. These awards were called Merit (for 70% - 80% overall score), First Class (80% - 90%) and Honour (90% - 100%). I did offer to add these awards to reviews done by anybody else if they wanted them, but as no one did I left them off because they were quite big and took up too much room. I have now re-done the awards so they are a bit smaller and I will add them to all reviews that have enough room for them. Although they are the Gary Smith / Play Mates awards they are awarded by the overall score of the reviewer of the game in question.

Merit
Award



70% - 80%

1st Class
Award



80% - 90%

Honour
Award



90% - 100%

The future of the CPC !!!!!?????????

While sitting on my sun-kissed beach the other day I was browsing through the latest issue of New Computer Express (This was written in September by the way and I was on a rain-battered tube train, but who cares). While scanning the pages for things to read (yes I can read - thank you!) I came across an interesting survey I thought you'd be interested in. Now due to copy right I can't just copy the article, so what I will do is do a quick summary of the other machines and do the CPC section word for word (I hope Future Publishing won't mind - You won't tell them will you Rod?). Basically it compared the sales of software over the last year to the previous year and then gave a brief view on how each machine was doing and a comment on its future.

PC - The PC market seemed to be selling about the same as it used to do.
THE FUTURE: Looks brilliant



AMIGA - Out selling all its rivals, sales growing an average 30% a month
THE FUTURE: Looking good

ST - Although sales are up the ST has lost its percentage of total sales, about 30% down.
THE FUTURE: Wait for the STE to take off!

C 64 - Sales down by a quarter but still selling more than other 8 bits and ST(non-budget)
THE FUTURE: Keep buying those titles - all year!

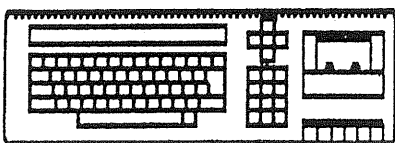
SPECTRUM - Sales are down a third overall and down 42% in the budget market.
THE FUTURE: Times are changing.

CPC - Sales this June were nearly 45% down on July last year, despite the launch of the new machines. So just reconcile yourself with the fact that these figures are inaccurate. You and your mates are still buying at least half a million units a year - and that's just from 14 companies - so things can't be all bad. On the bright side your presence in the budget market is better than the C64's and Speccie's. Every game you buy makes it's publisher about £6.25 (Full price games that is - Carl) and that's to cover everything from coding to promotion. The rest goes to the shop you bought it from, its distributors and Her Majesty's coffers.

THE FUTURE: Hang on in there!

WHAT AMSTRAD SHOULD DO: Start pushing the cartridge format more.

Well like I said it is only a summary of the article but still quite interesting (I hope). As for my views on the future of the CPC, not that you want to know of course but I'll tell you any way. When I got my 6128 about 4 or 5 years ago there were rumours of the death of the CPC and it's still around today. But and it's a big but, I think it's only just holding on. Most all format magazines have dropped coverage of a lot of 8 bit games and some have dropped the CPC altogether. Even shops are starting to stop selling CPC games. I went into Smith's the other day and they had a few C64 and Spectrum games but not 1 single CPC game was on the shelf.



CPC

I'm not impressed with the way magazines like Amstrad Action and ACU support the CPC market either. Fanzines like Play Mates must surely help and support interest in the CPC market and so help sales of Amstrad magazines. But what support do fanzines get from the magazines, very little. I send copies of Play Mates to both the editor of ACU and Amstrad Action (who also does the CPC column in New Computer Express) and all I ask is they tell folk when each issue has been released. I've released 10 issues and I think had mentions for issue 5 and 7 (wow). I sold more of those issues just because of the small mention I got in a major magazine. I and other fanzine editors, are not after full A4 glossy adverts for free each issue (it would be nice though), we just want a mention a bit more often. Sorry about the moan, but it does get me down sometimes. So much so I sometimes feel like giving it all up, it just doesn't seem to be worth all the effort.

 * THE SJS REVIEW : ARKANOID TWO : HIT SQUAD : £2.99 *

WELL IT'S TIME ONCE AGAIN TO GET YOUR BATTING AVERAGE HEADS ON, AND SEE IF YOU CAN RETURN THAT BALL IN THIS FRANTIC SEQUEL TO ARKANOID. IF LIKE MOST PEOPLE YOU THOUGHT THE ORIGINAL WAS TOO HARD, THEN MAYBE THIS IS WHAT YOU HAVE BEEN WAITING FOR, BUT THEN AGAIN...

IN THIS VERSION YOU HAVE ALL THE USUAL THINGS COMING DOWN AFTER HITTING THE OLD BRICKS FOR SIX, THAT IS AN EXTENDED BAT, A LASER, AN ESCAPE TO THE NEXT LEVEL, EXTRA LIFE, A CHANGE OF ANGLE AND ONE THAT TURNS THE BALL INTO 3. BUT WITH THIS ONE YOU ALSO GET, TWO BATS, A 5 WAY BALL SPLITTER (OUCH), A REDUCED BAT, AND A RANDOM ONE THAT MAKES THE BALL GO STRAIGHT THROUGH ALL THE BRICKS WITHOUT RETURNING UNTIL IT HITS THE TOP OF THE SCREEN. VERY HANDY THAT. THIS SOUNDS LIKE YOU CAN'T LOSE WITH ALL THAT AVAILABLE. THE ONLY TROUBLE IS THEY ARE DROPPING SO FAST THAT JUST AS YOU GET THE BEST ONE FOR THE SCREEN'S TACTICS, YOU END UP HAVING TO COLLECT SOMETHING LIKE THE REDUCED BAT, SO YOU CAN HIT THE BALL BACK. IT ALL GETS VERY CONFUSING, ESPECIALLY WITH THE ALIENS ROAMING ABOUT TO GET IN YOUR WAY AS WELL.

THE BAT BEHAVES SLIGHTLY DIFFERENT TO THE ORIGINAL AS WELL. THERE ARE NOW 3 ANGLES TO DEFLECT THE BALL WITH. THE MIDDLE OF THE BAT IS A NICE EASY REGULAR ANGLE, (DON'T ASK ME THE DEGREES THOUGH) A LITTLE TO EITHER SIDE AND THE ANGLE GETS A BIT MORE OBLIQUE, BUT IF YOU CATCH THE SIDE OF THE BAT (ORANGE IN COLOUR) THE BALL GOES AT A HORRIBLY FLAT ANGLE AND BECOMES VERY DIFFICULT TO RETURN.

TO REALLY MASTER THE GAME, WHICH HAS 32ISH LEVELS OF FURIOUS BATTING, YOU WILL REALLY NEED TO BE ABLE TO TELL WHAT IS FALLING AND WHEN TO TRY FOR IT. AND ALSO TO MASTER THE DIFFERENT BATTING ANGLES. OF COURSE THE MAIN THING IS TO RETURN THE BALL.

UNLIKE THE ORIGINAL IT SEEMS TO BE FREE OF BUGS. THERE WAS NOTHING WORSE THAN GETTING TO SHEET 8 WITH 9 LIVES THEN HAVING YOUR BALL GET STUCK IN A LOOP AND HAVING TO ABORT THE GAME (DOUBLE OUCH). ALTHOUGH I HAVE NOTICED THE ODD BRICK THAT WILL NOT GO WHEN YOU HIT IT.

THE ACTUAL SCREEN LAYOUTS ARE GOOD AS WELL, SOME OF THE BRICKS WILL VANISH FOR A SHORT TIME BEFORE COMING BACK TO HAUNT YOU, WHILE OTHERS HAVE TO BE HIT WHAT SEEMS LIKE 50000 TIMES BEFORE THEY FINALLY GO. THE BEST ONES (OR WORST) ARE THE ONES THAT START MOVING AFTER YOU HIT THEM. THEY REALLY MAKE YA MAD.

OVERALL IF YOU LIKE THE ARKANOID/BREAKOUT STYLE GAMES THEN THIS IS WELL WORTH GETTING. IT'S NOT EASY BUT IT SEEMS A BIT EASIER THAN THE ORIGINAL WHICH WAS ALMOST IMPOSSIBLE TO FINISH WITHOUT CHEATING.

1st Class
Award

GRAFIX 90% VERY CLEAR.
 SONIX 60% PINGS PONGS AND A TERRIBLE TUNE.
 VALUE 90% LOTS OF GAME FOR LITTLE OUTLAY.
 ADDICTION 90% IF YOU LIKE THAT SORT OF GAME THAT IS.
 OVERALL 85% GREAT STUFF.



80% - 90%

 * THE SJS REVIEW : X-OUT: BY RAINBOW ARTS: *

PREPARE FOR THE ULTIMATE IN UNDERWATER SHOOT OUTS, OR IN THIS CASE X OUTS. YOU TAKE CONTROL OF SOME VERY HIGH TEC ALIEN WEAPONRY AS YOU ATTEMPT TO DESTROY 8 LEVELS OF VERY STIFF OPPOSITION.

FIRST STOP IS THE LOCAL 7-11 TO PURCHASE YOUR HARDWARE. A DELIGHTFUL CHOICE OF MURDEROUS WEAPONRY IS ON SALE, UNFORTUNATELY YOU CAN'T AFFORD A LOT OF IT UNTIL YOU HAVE BUILT UP YOUR SCORE. HOWEVER THERE IS A BUILT IN CHEAT (MADE PUBLIC BY M. KREMENSTEIN & S. BISHOP IN AA 59) THAT IS TO LIFT THE SHIPS AND GIVE THEM TO THE MELOB IN THE BOTTOM RIGHT HAND CORNER, HE PAYS YOU FOR THEM AND THAT BOOSTS YOUR CASH FLOW.

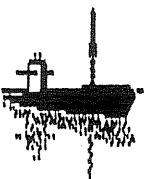
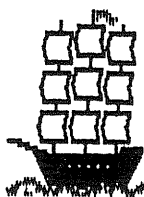
AFTER YOU HAVE LOADED AS MUCH WEAPONRY AS POSSIBLE ON THE AVAILABLE SHIPS/SUBS/WHATEVER IT'S TIME TO GO A BLASTIN. AND I MEAN A BLASTIN. THE GAME STARTS OFF HARD AND GETS MUCH MUCH HARDER AS YOU GO ALONG. BUT WITH THE CHEAT YOU CAN GET TO LEVEL 3 OR 4 WITHOUT TOO MUCH HASSLE.

THE GRAPHICS ARE TRULY AMAZING WITH THE END OF LEVEL BEASTIES BEING SOME OF THE BEST I HAVE SEEN. SOME AMBITIOUS SOUND EFFECTS ADD TO THE THRILL OF IT AS WELL.

IT DOES HOWEVER HAVE A COUPLE OF DRAWBACKS THOSE BEING YOU HAVE TO REARM AT THE END OF EACH LEVEL WHICH CAN BECOME A TRIFLE TIRESOME. BUT AT THE SAME TIME YOU NEED THE REST AS THE FIRING YOU NEED TO DO CAN CAUSE SOME SERIOUS CRAMPS IN THE THE OLD FIRE BUTTON ARM (OK SO I'VE GOT THE WORLDS OLDEST LIVING JOYSTICK .. SO WHAT). THE OTHER REAL PAIN IS THE WAY THE MULTI LOADER WORKS. THE SHOP IS IN A STUPID PLACE ON THE TAPE AND HAS TO BE RELOADED AFTER EACH LEVEL. THIS LEADS TO A LOT OF CHECKING ON TAPE COUNTS ETC, ETC, ETC. I BOUGHT THE TAPE AND FOUND IT UNPLAYABLE, BUT AS THE GAME LOOKED SO GOOD I EVENTUALLY BOUGHT THE DISC. MY ADVICE HAS TO BE DO NOT BUY THIS GAME ON TAPE. SO FOR ALL YOU 464 OWNERS OUT THERE, TOUGH. MULTI LOADERS ARE A PAIN AT THE BEST OF TIMES, BUT BADLY ORGANISED ONES ARE TRULY DREADFUL, AND CAN DESTROY A GREAT GAME.

THIS ONE'S GETTING ON A BIT NOW, SO IT MAY NOT BE AS FREELY AVAILABLE AS IT ONCE WAS, BUT ITS OUT ON A COUPLE OF COMPILATIONS, AS WELL AS ON ITS OWN. I RECOMMEND IT FOR A GREAT CHALLENGE, ESPECIALLY IF YOU DON'T CHEAT.

PRICE VARIABLE NOW AS IT'S GETTING OLD. (AH)
 GRAFIX 95% VERY COLOURFUL AND VERY CLEAR.
 SONIX 70% AMBITIOUS.
 VALUE 70% DISC VERSION. 10% TAPE VERSION.
 ADDICTION 50% A GREAT BLAST BUT DON'T CHEAT TOO SOON.
 OVERALL 68% DON'T GET THE TAPE.



HOW DOES ETERNAL SLAVERY SOUND, EARTHLING ?

THAT'S THE CHEERY MESSAGE THAT WELCOMES YOU TO THIS WELL PACKAGED AND VERY WELL ADVERTISED STRATEGY/SHOOT 'EM UP.IT'S BASICALLY A CROSS BETWEEN ELITE AND ASTEROIDS BUT WITH A GOOD PLOT AND UP TO DATE GRAPHICS (ALTHOUGH I'D SAY THE GRAPHICS IN ELITE GIVE A LOT MORE ATMOSPHERE...AND IT'S SEVEN YEARS OLD!!!).

THE PLOT IS THIS...THE ONCE PEACEFUL UNIVERSE HAS NOW COME UNDER THREAT BY THE UR-QUAN HIERARCHY, A NASTY BUNCH OF REPTILEALIENTHINGS A BIT LIKE THE KLINGONS OUT OF STAR TREK! THE PEACEFUL RACES HAVE COME TO US TO ASK FOR ASSISTANCE AND, JUST LIKE IN THE REAL WORLD, WE DIVE IN WITH EVERYTHING WE'VE GOT! WHAT THEN FOLLOWS IS A BATTLE BETWEEN THE UR-QUANS AND THE NEWLY FORMED ALLIANCE SPANNING THE WHOLE UNIVERSE WITH A FAIR SELECTION OF SHIPS INVOLVED.

THAT ALL SOUNDS GREAT, I HEAR YOU ASK, BUT HOW DOES THE GAME PLAY? WELL UNFORTUNATELY, QUITE EASILY. THERE ARE THREE OPTIONS AVAILABLE, PRACTICE, MELEE AND FULL GAME. THE PRACTICE SPEAKS FOR ITSELF WITH YOU PILOTING ANY OF FOUR SHIPS TO FIGHT AGAINST ANY FOUR OF THE OPPOSITIONS SHIPS. THE MELEE IS MORE OF THE SAME BUT SHIPS ARE PICKED RANDOMLY AND I THINK YOU'RE SUPPOSED TO FIND YOURSELF UP AGAINST STIFF OPPOSITION BUT AS I SAID, EVERYTHING IS REALLY TOO EASY. THE FULL GAME IS WHERE STRATEGY COMES INTO IT. AT EACH END OF THE SCREEN IS A STARBASE (YES, YOU HAVE ONE EACH!) AND THE ULTIMATE AIM IS TO TAKE YOUR OPPONENTS STARBASE. YOU START THE GAME WITH A SET AMOUNT OF STARBUCKS TO PURCHASE CRAFT TO SEND OUT INTO THE FIGHT. ONCE OUT THERE, THEY CAN MOVE ABOUT, MINE AND COLONIZE PLANETS, BUILD FORTIFICATIONS AND OF COURSE FIGHT. IT'S WORTHWHILE COLONIZING AND MINING ETC BECAUSE, MORE OFTEN THAN NOT, A STRAIGHT OUT ASSAULT ON THE COMPUTERS' STARBASE RESULTS IN AN EASY AND VERY QUICK VICTORY. IN TWO PLAYER MODE THINGS DO GET A LITTLE MORE INVOLVED AND FIGHTING SIMPLY CAN'T BE AVOIDED. THIS IS WHERE THIS GAME FALLS DOWN. WHEN TWO OR MORE SHIPS LAND ON THE SAME PLANT, A BATTLE ENSUES. THE SCREEN CLEARS AND SPLITS INTO TWO. ON THE LEFT IS A BLACK SQUARE WITH LITTLE WHITE DOTS (I THINK THAT'S MEANT TO BE DEEP SPACE) AND ON EITHER SIDE ARE THE TWO SHIPS INVOLVED. ON THE RIGHT ARE GAUGES FOR THE FUEL IN EACH SHIP AND THE AMOUNT OF CREW MEMBERS STILL ALIVE. BASICALLY BOTH SHIPS THRUST AND ROTATE AROUND THE SQUARE A LA ASTEROIDS SHOOTING AT EACH OTHER UNTIL THE CREW MEMBERS OF THE OPPOSING SHIP ARE ALL DEAD. ONCE FINISHED, THE WINNER GAINS CONTROL OF THAT PLANET AND MOVES EVER CLOSER TO CONTROL OF THE GALAXY. THRILLING STUFF, I DON'T THINK!!!

TO BE HONEST, IN THE SHORT TERM, STAR CONTROL IS QUITE GOOD IF A LITTLE EASY! HOWEVER, ONCE MASTERED, THE COMPUTER IS A FEEBLE OPPONENT AND THE ONLY SATISFACTION YOU'LL GET IS IN TWO PLAYER MODE. CONSIDERING THE HYPE THIS GAME GOT, IT IS VERY DISAPPOINTING AND STRATEGY FANS WOULD BE WELL ADVISED TO STEER CLEAR UNLESS THEIR TWIN BROTHER LIKES THE SAME GAME AND IS AT HAND CONSTANTLY TO PAIR UP!! SHOOT 'EM UP FANS WILL BE DISAPPOINTED TOO BECAUSE BATTLES ARE VERY BASIC AND THERE ARE PLENTY OF ASTEROIDS CLONES ABOUT FOR MUCH LESS MONEY. YOU'RE ALSO LEFT FEELING LET DOWN BY THE GRAPHICS. ALTHOUGH EVERYTHING IS CLEAR AND WELL LAID OUT, MUCH MORE COULD HAVE BEEN MADE OF THE GRAPHICS...IN FACT THE BEST GRAPHICS IN THE GAME ARE THE TITLE PAGE..A GILBERT LOOK-A-LIKE WHO LOOKS A BIT TOO CUTE TO SHOOT!

ALL IN ALL, A BIT OF A TURKEY FROM ACCOLADE. YOU'D BE MUCH BETTER OFF SPENDING YOUR PENNIES ON LASER SQUAD OR PRINCE OF PERSIA.

GRAPHICS	60%	DISAPPOINTING, BUT CLEAR ENOUGH FOR THIS GAME
SOUND	45%	A FEW BLIPS, BUT BUDGET GAME STUFF, REALLY
PLAYABILITY	68%	FUN TO START WITH, BUT SOON WEARS OFF
ADDICTIVENESS	68%	AS ABOVE!!!
VALUE	60%	NICE MANUAL, BUT A WASTE OF MONEY OTHERWISE
OVERALL	65%	VERY DISAPPOINTING, WE ALL KNOW ACCOLADE CAN DO MUCH BETTER

Where are they now !!??

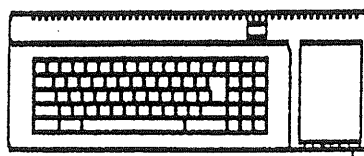
* I have been having a lot of trouble
* getting an answer from First Choice
* Software of Littleborough, Lancs. My
* letters go un-answered and I can't
* even get them on the phone. In fact I
* got the operator to check the line
* not once but twice, I was promised
* that I would be informed why the
* their phone line wasn't working, I'm
* still waiting BT.

* I can only guess that First Choice
* has folded and I can say goodbye to
* my software and the money. If you
* have an order with them I think you
* will have to do the same. They have
* not advertised in any Amstrad
* magazine for months.

* While I'm on the subject of folk not
* advertising any more, another company
* that may also be in trouble is Medway
* King, the makers of the Stop Press
* utility X-Press. I checked, and the
* last time they had an advert in
* Amstrad Action was in issue 63 (Dec
* 90 issue). They may well still be
* trading but I find it odd that a
* company that had adverts in every
* issue suddenly stops advertising !

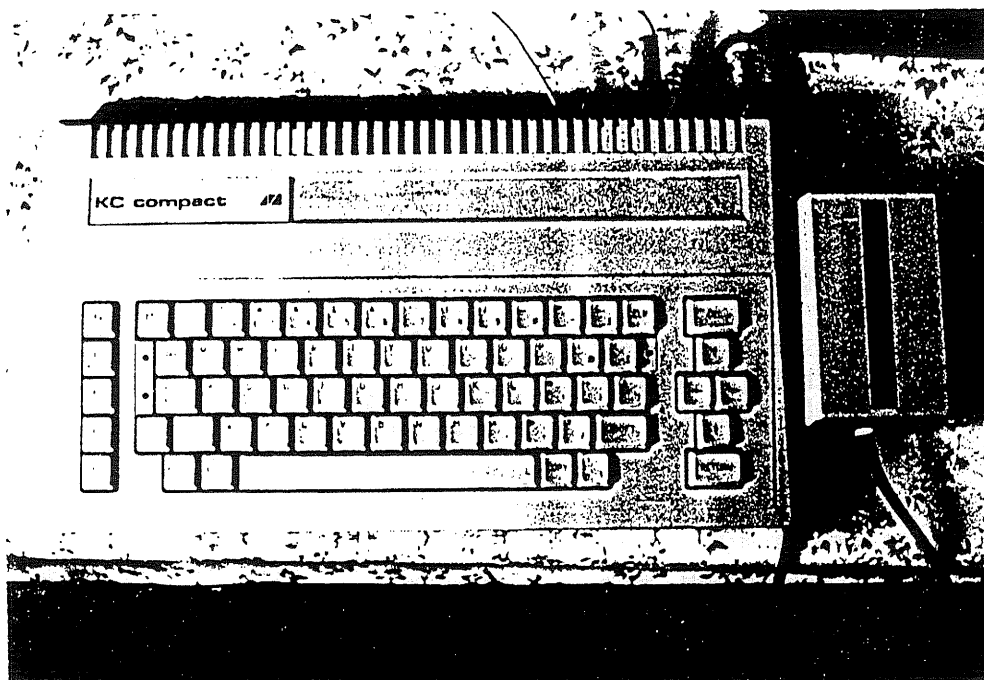
Kick Off or Rip Off

* While glancing through the advert
* leaflet for The Home Computer Club
* that was inside my copy of ACU. I
* noticed a collection called the Kick
* Off Collection. It had 3 games, Kick
* Off 1 and 2 plus World Cup 90. As
* part of the introduction offer you
* could get the collection on disc for
* £11.50. As all the other games on
* offer were around the £3.00 mark I
* looked a little closer. The full
* price of the collection was set at
* £59.99, That surely can't be right.
* And if it is who in their right mind
* would pay that price? They must have
* all 3 games on a disc each and
* charging full price for each disc. A
* real con, I'm sure all 3 games would
* fit onto 1 disc. It wouldn't be so
* bad if the Kick Off games were good !



A NEW CPC ?????

I HAD A LETTER FROM GERMANY FROM SOME ONE WANTING TO BE KNOWN AS OMEGA SOFT AND WITH THE LETTER WERE SOME PHOTOGRAPHS. THESE PHOTOS WERE OF A COMPUTER CALLED THE KC COMPACT. IT IS A CPC CLONE (SORT OF) KC STANDS FOR KLIEN COMPUTER OR SMALL COMPUTER. APPARENTLY IT WAS BUILT IN THE FORMER GERMAN DEMOCRATIC REPUBLIC IN 1989 AND THE FIRST FEW MONTHS OF 1990. IT HAS MOST OF THE WORKINGS OF A CPC 664 EXCEPT IT HAS NO DISK DRIVE AND ONLY 5 F-KEYS (F0 - F4). IT ALSO CAN'T RUN EVERY GAME AS IT CAN'T HANDLE ALL FORMS OF PROTECTION OR SOME FIRMWARE ROUTINES, BUT MOST CPC SOFTWARE WILL RUN ON IT WITH NO PROBLEMS. NO MONITOR IS SUPPLIED WITH THE KC COMPACT SO A NORMAL TV SET HAS TO BE USED. SOME GAMES AND UTILITIES HAD THERE COPYRIGHT NOTIFICATIONS ALTERED AND THEN WERE THEN SOLD AS KC COMPACT ORIGINALS IN EVERY TECH SHOP IN GERMANY. THIS HAPPENED TO SPEED KING AND HI-SOFT PASCAL TO NAME BUT TWO.



OMEGA SOFT ALSO SENT IN HIS OWN FANZINE CALLED CPC CHALLENGE. IF YOU CAN READ GERMAN AND FANCY A COPY SEND 10 ONE PENCE COINS. NOTE. NOT A CHEQUE, A 10P COIN OR STAMPS IT MUST BE 10 X 1P COINS. DON'T ASK ME WHY HE WANTS THEM IJUST DON'T KNOW. THE COPY OF CPC CHALLENGE THAT WAS SENT TO ME WAS ISSUE 2 (30/6/91) AND IS FULL OF VERY BRIEF GAME REVIEWS AND REVIEWS OF DEMOS AND OTHER BITS OF NEWS. WELL I GUESS IT'S NEWS, I CAN'T READ GERMAN. HERE ARE JUST A RANDOM SAMPLE OF THE OVERALL SCORES GIVEN TO SOME OF THE GAMES REVIEWED IN THE ISSUE SENT TO ME. SHADOW DANCER 75% - SWITCHBLADE 85% - SKULL & CROSSBONES 45% - NARC 28%. OMEGA SOFT ALSO SENT IN A COUPLE OF (SMALL) REVIEWS TO BE USED IN PLAY MATES AND THEY ARE REVIEWS FOR DICK TRACY AND PREDATOR 2.

DICK TRACY BY TITUS.

THERE IS LITTLE TO SAY ABOUT THE GAME DICK TRACY, WHICH IS A FEATURE FILM LICENCE. OTHER THAN TO SAY THAT ONE SHOULD URGENTLY REFRAIN FROM BUYING THIS PIECE OF SOFTWARE. YOU HAVE TO COVER ONE ROOM AFTER ANOTHER (THERE IS NO SCROLLING) AND DODGE SHOTS AND KILL SOME GUYS HANGING AROUND....THATS IT ?...SNORE! DURING THE GAME NEARLY NOTHING HAPPENS. TO ELIMINATE OR BY-PASS OPPONENTS IN EACH SCREEN IS LAUGHABLY EASY. EVEN THE TECHNICAL SIDE OF THE GAME IS ALL BUT A MASTER PIECE (PARDON ? -CARL). WHERE'S THE DUSTBIN ??

GRAFFIX: 5/10 ANIMATION: 4/10 SOUND:4/10 GAMEPLAY: SLACK! OVERALL 2/10

PREDATOR 2 BY IMAGE WORKS.

TAKE YOUR CROSSWIRES (HA HA HA) AND SHOOT DOWN NEARLY EVERY THING THAT IS MOVING. PREDATOR 2 IS AGAIN A CONVERSION OF A MOVIE AND IS IN THE OP WOLF STYLE, BUT IT'S AN ACTION GAME WITHOUT ANY CLIMAX. THE ANIMATION IS BETTER THAN THOSE IN LINE OF FIRE, BUT SLOWER AND FAR LESS SMOOTH THAN THOSE OF OP WOLF. TAKE ONE LOOK AT THE DEMO GIVEN WITH AMSTRAD ACTION TO SEE WHAT I MEAN. IF YOU LIKE THIS SORT OF GAME GET OP WOLF.

GRAFFIX: 6/10 ANIMATION: 4/10 SOUND: 5/10 GAMEPLAY: 5.5/10 OVERALL: 5/10

Contact Omega Soft at this address:- PLK 124 105 C, 2300 Kiel 1, Germany.



90% - 100%

SPITTING IMAGE

HIT SQUAD £2.99 Cass.

REVIEWED FOR PLAYMATES BY COLIN MULHOLLAND

Honour Award

AT LAST!, THOSE UTTERLY STUPID AND REVOLTING PUPPETS ARE NOW ON YOUR OWN COMPUTER SCREEN. THE ONES THAT HAVE BEEN ON YOUR T.V. SCREEN A ZILLION TIMES HAVE NOW GOT A GAME OF THEIR OWN. SPITTING IMAGE IS A NON-PROGRESSIVE, NO RULES (WELL THERE'S NONE THAT I KNOW OF ANYWAY) FIGHTING GAME. FIRST YOU CHOOSE AN OPPONENT THEN YOUR CHAMPION FROM THE MOTLEY CREW OF WORLD LEADERS (EX-WORLD LEADERS - ED). IT EVEN PLAYS THE SPITTING IMAGE THEME TUNE WHILE YOU'RE PICKING THEM - SUPER !!!

THESE WORLD LEADERS INCLUDE FOLK LIKE MAGGIE AND RONNIE (NO NOT CORBETT) AND YOU MUST BEAT EACH OTHER HEADS IN, BY KICKING AND PUNCHING. THERE IS EVEN A SPECIAL MOVE AND A SIDE-KICK FOR EACH WORLD LEADER. YOU CAN EITHER PLAY AGAINST THE COMPUTER OR ONE OF YOUR FRIENDS, SO IF HE BEATS YOU AT THE GAME YOU CAN ALWAYS KICK HIS HEAD IN, HA HA HA. (NOT VERY NICE COLIN, NOT VERY NICE AT ALL - ED).

THE IDEA OF THE GAME IS TO KICK AND PUNCH THE C**P OUT OF YOUR OPPONENT AND LAST FIVE ROUNDS WITH HIM OR HER (MAGGIE IS A WOMAN I BELIEVE ??), NO SYMPATHY IS SHOWN. THE WORLD LEADERS YOU CAN CHOOSE FROM IS AS FOLLOWS MAGGIE (EX-PM OF BRITAIN), RONNIE (EX-PRESIDENT OF THE USA), KHOMENI (THE DEAD LEADER OF IRAN), GORBY (STILL THE LEADER OF THE USSR - JUST), BOTHA (EX- LEADER OF SOUTH AFRICA) AND THE POPE (HEAD OF THE CATHOLIC CHURCH - IS HE A WORLD LEADER ??).

THE QUEEN IS ON THE STAMP IN THE RIGHT HAND SIDE OF THE SCREEN, WHICH TELLS YOU WHAT TO DO. THE MISSION OF THE GAME IS TO BE THE LAST PERSON STANDING, AND AS YOU BEAT EVERY ONE UP YOU SLOWLY TAKE OVER THE WORLD. WHEN YOU BEAT YOUR OPPONENT (3-0) ON THE TITLE SCREEN THE HEAD OF YOUR OPPONENT WILL BE REPLACED BY A SKELETON. IF YOU GET ALL 5 SKELETONS IN THE PLACE OF THE OPPONENTS YOU HAVE WON THE GAME (I'VE NEVER SEEN WHAT HAPPENS AT THE END OF THE GAME AS I'VE NEVER COMPLETED THE GAME BOO HOO !)

THERE IS ONE MORE THING ABOUT THE GAME WHICH IS QUITE GOOD, INSTEAD OF HAVING THE SAME BACK-GROUND, WITH EACH OPPONENT IT CHANGES TO YOUR OPPONENTS HOME GROUND. FOR EXAMPLE IF YOU FIGHT MAGGIE YOU FIGHT OUT SIDE 10 DOWNING STREET AND IF YOU FACE THE POPE IT'S AT A STADIUM IN ROME. BUT YOU NEVER SEEM TO FIGHT AT HOME BUT WHO CARES ? THIS IS A BRILL GAME, GOOD GRAPHICS, PLENTY OF SOUNDS AND A COOL THEME. IF YOU ASK ME THIS GAME IS CERTAINLY A BIG HIT!.....

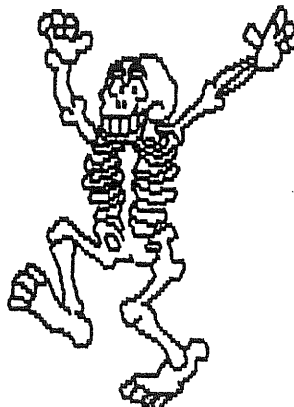
VERDICT.....

COMMENTS.....

GRAPHICS 97%	PLENTY OF COLOURFUL BACK-GROUNDS AND SPRITES
SOUND 96%	A BRILL THEME TUNE ON TITLE SCREEN AND PLENTY OF EFFECTS
GRAB FACTOR 98%	A GOOD ADDICTIVE GAME WHICH YOU'LL HAVE PLENTY OF FUN WITH
STAYING POWER	... 95%	A FULL PACKED FIGHTING GAME THAT HAS A GOOD DEAL OF CHALLENGE
OVERALL RATING	.. 98%	DEFINITELY A BRILL GAME FROM THE WORD GO, PITY IT'S A MULTI - LOAD THOUGH.

SPITTING IMAGE X 2

YES FOLKS THAT'S RIGHT THERE ARE TWO REVIEWS FOR THE SAME GAME THIS ISSUE. THE GAME IS SPITTING IMAGE. I HAVE DONE BOTH BECAUSE OF ALL THE EFFORT EACH REVIEWER PUTS INTO PLAY MATES AND BECAUSE IT GIVES YOU AN IDEA OF HOW PEOPLES VIEWS VARY SO MUCH. ALTHOUGH BOTH LIKE THE GAME THEY DON'T AGREE ON IT'S SCORE. THAT IS WHY THE GAME HAS TWO DIFFERENT AWARDS.

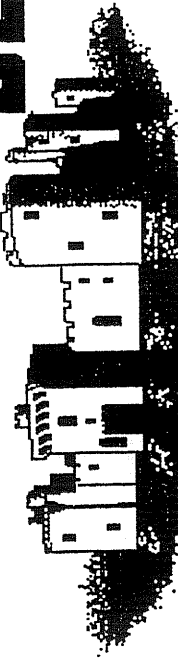


Go on please !!!!

- * CPC Domain issue 4
- * I got in the post the other day the August issue of Alan Scully's own fanzine "CPC Domain". I have mentioned it before in past issues of Play Mates but feel it deserves another mention.
- * CPC Domain is a monthly, A5, 40+ paged fanzine that is aimed at the more serious side of the CPC and mainly at PD which is not surprising as Alan runs just about the largest PD library there is.
- * Issue 4 has the low down on the future of ACU magazine, a column for Comm's users, an adventure column and of course the complete Scull PD List. Special features include a comparison review of Pagemaker Deluxe Vs Advanced Desktop Publisher and the first part of a round up of other CPC (and some non CPC) fanzines, including Play Mates, which got a good review (thanks Alan - money is in the post OK ?)
- * You get all that plus regulars like Post Bag, News, Cartoons and discounts from a few companies. I think it is worth the asking price just to read the Editorial which has a blistering attack on Robot PD (ouch !!). So what you are asking is the asking price ?? It's just £1.25 an issue or you can subscribe for six months or a year and get special deals. Contact Alan for more details, his address is 119 Laurel Drive, East Kilbride, Glasgow, G75 9J6 or you can ring him on (03552) 24795
- * One last thing about this issue of CPC Domain, it contains a readers survey which you are asked to fill in and return. Now I would love to know how well Play Mates does in question 8. I know you will all give it the thumbs up, you will won't you ????

WRITTEN BY ALAN SCULLY
119 Laurel Drive
East Kilbride
Glasgow G75 9JG

PAGEMAKER VERSION 4 DELUXE



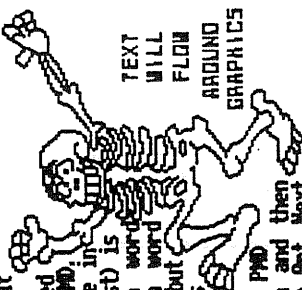
REVIEWED BY

SCULLY

I sat back to relax, thinking to my self "well done". I'd just finished the review of PageMaker Deluxe version 3, when Alan sent to me version 4. Which meant I had to scrap all my hard work and start again—THANKS ALAN!
In issue 8 of Play Mates I reviewed Alan Scully's program "PageMaker Plus"(PMP) which he sold as PD in his own library (Scully PD). It was and still is a good program for the price, but it is lacking a few things that would make it a real Desk Top Publisher (DTP). The main one being it couldn't load in graphics known as Clip Art. So Alan then sat down and wrote his new master piece, that could load in Clip Art and is called PageMaker Deluxe (PMD). Which I must point out is not PD so must not be handed around as if it was.

Another good feature of PMD is that ASCII text files can be used to write the main body text of a page and then loaded into PMD. Why you may ask would you want to do that if you can just type in direct to the program its self? The main reason (for me at least) is that it is much easier to correct any mistakes from within a word processor than from within a DTP program. If you don't own a word processor like Tasword or Protext don't worry there is a simple but very good one supplied on the disk. In fact I used it to do this review and found it quite easy to use.
Other files on the disk include programs to compress and uncompress saved PMD pages. This will mean you can get more pages on a disk. There is a program to load in a mode 2 screen and then you can cut out a section of the screen to load into PMD as Clip Art. Next is a program to convert Stop Press Clip Art so that it can be saved and used in PMD. This can take a while, it took me two minutes to save the castle and one minute to save the football both used in this review. There are a couple of other programs but I either didn't get the time to test them or couldn't get them to work.

On the disk you will also find there are the large font cut outs that I used to do the heading of this review. You can either load them as normal cut outs or from the CLIP menu, let you position it on screen, draw it on screen and then wait for the next letter to be typed. Much easier than loading them in one at a time as cut outs.
There are 4 menus and all are loaded in separately which means that with the many things you may need to complete your master piece there'll be a lot of disk accessing and or swapping. If you have two drives it can be made easier as PMD can load or save to either drive. The 4 menus are GRAPHICS from which you can draw lines, boxes, ellipses and fill in an area of screen. TEXT from which you can type directly on to any place of the screen, change the style of the text ie bold, underlined, inverted or a combination of all 3. Change fonts, you will find a few fonts on the disk plus there is a font designer program on the disk (one of the ones I didn't get time to test). Plus from the TEXT menu you have an option called BIG, from this option you type in a word or line of text and then you can stretch it to almost any size you want.



There are some screens of Clip Art on the disk, that you can cut out this smashed window effect is just one of them. Also on the disk are many single cut outs and varied fonts.

This is Hi-tech font
THIS IS DRAFTOR FONT
This is Expanded font
THIS IS NETWORK7 font
This is Hierd font

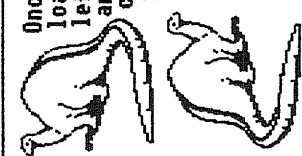
The next menu is CLIP/EXTRA menu from this you can load in or save Clip Art, you also have the Headline option mentioned earlier. You can also invert and/or flip an area of the screen. The next menu is MP-IMPORT from this the ASCII text files are loaded into PMD, you can customise how the text will load as well, if done right, over graphics.

There is one option that is a must for all DTP programs and that is to be able to print out all your hard work. You can select to print your pages from any of the 4 menus but do save the page first as you can't return to PMD from the print option. Like PMP you need to have continuous paper to a get good quality copy of your page. There are 5 print options, these are Draft, Quality, Super1, Super2 and Poster. Draft and Quality speak for themselves, so I won't bother with them. Super 1 & 2 are options for worn printer ribbons and by using either option all makes of printers should be catered for. I found that Super2 suited my Star LC10 best. With the Super options each line is printed 6 times so does take a long time to complete a print out (1 hour per page). All pages will be printed in A5 size but if you want the larger A4 size use the Poster option. I didn't test this as Alan freely admits it takes forever to do and I just didn't have the time (Sorry Alan).

With the disk of PMD you will get an instruction book that is well put together and easy to follow but a bit of knowledge of DTP programs may help you to get to grips with PMD a bit faster. The instructions do warn you to save your page regularly in case mistakes are made, be they human or computer error. Take this warning too lightly and you will ruin or lose all your hard work. I found that if for any reason there is a disk error ie disk missing or wrong file names given when loading in clip art or fonts. The position pointer (which by the way is an arrow) will draw its self permanently to the page. I always make a point to place the arrow on a clear piece of screen just in case! I mean you don't want an arrow drawn over your text or Clip Art now do you?

Graphically PMD is very good, it is easy on the eye, except when the disk is accessed then the screen rolls and shakes, it can make your heart stop as you assume all your work is being ruined. Rest assured though all will be ok. Menus are chosen by just pressing one key, in fact once you've played around with PMD for a while it all becomes very easy to use. I have not used any other budget DTP program (apart from PMP of course) so I can't really compare it with any thing. But I would guess that you'd be hard pressed to find a better cheap DTP program.

You can get a copy of PMD as part of your yearly subscription to Alan's own CPC fanzine "CPC Domain" or else it will cost you £5.00 or £3.50 and your own disk. PLEASE NOTE..... The last paragraph of page one of this review was not done with proportional spacing. So I tried it without Proportional spacing and it loaded with no trouble at all. It does give you an idea of how each form of spacing will look like. P.S. I also had trouble loading the text files for this page as well, I didn't use Proportional spacing again.



Once a cut out has been loaded flip it right to left, upside down, both and if you want to you can even inverse it. ie: Black background



Big Text

Play Mates

Honour
Award



90% - 100%

THE GREAT ESCAPE

HIT SQUAD £2.99 Cass

REVIEWED FOR PLAY MATES BY COLIN MULHOLLAND

Honour
Award



90% - 100%

A CLASSIC AMSTRAD GAME ! WHAT MORE CAN I SAY ? WELL O.K. THATS ONLY 9 WORDS AND I NEED 300 I'D BETTER SAY SOME MORE ABOUT THE GAME! THE GREAT ESCAPE IS A CLASSICAL 3D GAME AND OCEAN MADE A REALLY GOOD JOB OF PUTTING THIS TOGETHER. IT'S GOT A BRILLIANT STORY LINE, LOTS TO WORK OUT AND DO.

THE SETTING IS GERMANY IN 1942, YOU'VE BEEN CAPTURED AND PUT IN A HIGH SECURITY POW CAMP. YOUR ONLY HOPE IS TO ATTEMPT TO ESCAPE USING OBJECTS DOTTED AROUND THE CAMP. THIS WOULD OF COURSE BE EASY IF THE PLACE WASN'T SURROUNDED IN BARBED WIRE, SWARMING WITH GERMAN GUARDS AND THEIR FIERCE GUARD DOGS, WHO'D RIP YOUR LEG OFF RATHER THAN LICK YOUR HAND !

THE GRAPHICS GIVE THE GAME AN AMAZING SENSE OF REALISM. YOU FEEL AS IF YOU'RE LOOKING DOWN ON THE CAMP FROM ABOVE, PLAYING GOD BY CONTROLLING ONE OF THE PRISONERS AND WATCHING THE CONSEQUENCES OF YOUR ACTIONS - BRILLIANT !

YOU JUST CAN'T WALK AROUND THE WHOLE CAMP, UNTIL YOU FIND THE CORRECT OBJECTS TO ESCAPE. YOU HAVE DAILY ROUTINES TO FOLLOW ALONG WITH THE OTHER POW'S. THIS INVOLVES ATTENDING ROLL CALL, BREAKFAST AND EXERCISING. ALL THIS IS SUPERVISED BY GUARDS AND IF YOU MISS ANY OF THESE EVENTS YOU'LL SOON BE CAUGHT AND PUT INTO SOLITARY CONFINEMENT.

YOU CAN GET HOURS OF FUN OUT OF THE GREAT ESCAPE, JUST GOING THROUGH THE DAILY ROUTINE WITH THE OTHER PRISONERS. BUT WITH ALL THE PUZZLES YOU NEED TO SOLVE TO ESCAPE ADDED, YOU CAN BE OCCUPIED FOR HOURS. TAKE IT FROM ME THIS GAME IS BRILLIANT !!!

VERDICT	COMMENTS.....
GRAPHICS ... 91%	NICE MOVING CHARACTERS BUT THERE ISN'T MUCH COLOUR.
SONICS ... 60%	NOT MUCH INFAC, JUST ALARMS RINGING WHICH IS A BIT IRRITATING.
GRAB FACTOR ... 97%	A BIT SLOW AT THE START BUT AFTER YOU'VE PLAYED IT A WHILE YOU'LL NOT WANT TO STOP.
OVERALL RATING . 99%	ONE OF THE BEST GAMES I'VE PLAYED. IN FACT IT'S IN MY COLIN'S CLASSICS PILE. THERE'S PLENTY TO SOLVE AND DO, TRUST ME IT REALLY IS WORTH GETTING. GO ON BUY IT AND SEE WHAT I MEAN 'ARRY!!

COLIN HAS ALSO SENT IN THE SOLUTION FOR THE THE GREAT ESCAPE, I WILL ADD IT LATER. I WOULD JUST LIKE TO THANK COLIN FOR THIS AND OTHER REVIEWS HE HAS SENT IN .



CPC NETWORK
PRESENTS

TEARAWAY



NOW EVEN BETTER...

NOT ONLY DOES TEARAWAY OFFER YOU...

- * Z80 Disassembler which includes all undocumented mnemonic opcodes.
- * Search Routine which allows you to search for text and mnemonic opcodes etc. and also includes TEARAWAY's unique NULL byte option.
- * Display System Information about the Z80 registers, Pallette, CRTG registers and interrupt status, Rom status, mode etc.
- * Output from Screen can be sent to any Epson compatible Printer.
- * View Memory as text, Numbers or as a Graphic Image.
- * Copy Memory from one address to another and on screen Memory Editor.

ALSO NOW INCLUDES...

Extra Help for Novices and Experts alike. NOW ANYONE can find cheats, step by step examples from A.A. cover cassettes, plus many more. help covers how to find Extra Lives, Energy, Weapons and Time cheats.

NEW PRODUCTS...

Using SUPER WIMP you can add a real Wimp system to your Software. Fully Joystick, Keyboard and Mouse compatible.

Includes Demo program, and 4 Designers. (Icon, Printmaster, Tas-Print and Character designer) Full instructions on all SUPER WIMP commands and Designers are supplied on disk which can be sent to screen or printer.

M-DOS is a simple to use menu driven utility that allows you to alter the Read Write/Read Only, System/Directory status of files on your disks. It can also format your disks to Data and Vendor formats. You can Rename, Erase, Unerase and also KILL files this will make them uneraseable. M-Dos is compatible with Amxdos and those big drives using Romdos and the D1 format.

POKES LIST covers well over 250 games with lots of pokes file is over 50K in size. Pokes are to be used with the MULTIFACE II and do not work without it. This list is supplied on your disk and can be sent to screen or printer.

TEARAWAY or SUPERWIMP on our disk £12.50 or £11.50 on your disk

POKES LIST or M-DOS on our disk £5.50 or £2.50 on your disk

or All 4 programs on our disk £25.00 or £22.00 on your disk(2)

Note: your own Disk(s) must be Maxell or Amsoft only

DESTRUCTO FROM BULLDOG / MASTERTRONIC SOFTWARE
REVIEWED BY CARL SURRY

NOW THIS GAME IS VERY OLD, VERY OLD INDEED ! IN FACT AMSTRAD ACTION REVIEWED IT BACK IN ISSUE 25 (OCT 87) AND THEY GAVE IT 77%. I GOT THIS FROM OUR LOCAL TOYS' R ' US STORE SO EITHER IT'S BEEN RE-RELEASED OR IT WAS NEVER WITHDRAWN.

SO WHY YOU MAY ASK AM I BOTHERING TO REVIEW SUCH AN OLD GAME?? WELL BECAUSE I ENJOYED IT AND I WANTED TO TELL YOU ABOUT IT IN CASE YOU MISSED IT FIRST TIME ROUND OR WERE NEVER AROUND TO MISS IT, IF YOU SEE WHAT I MEAN. IF AMSTRAD ACTION ARE LOOKING FOR GAMES FOR THEIR COVER TAPES, THIS WOULD BE A GOOD CHOICE.

SO WHAT IS THE GAME ALL ABOUT ??

WHEN THIS GAME WAS FIRST RELEASED IT WAS CALLED DR DESTRUCTO, BUT IT JUST SEEMS TO BE CALLED DESTRUTO NOW. IT IS THE EVIL DR DESTRUCTO THAT IS TRYING TO TAKE OVER THE WORLD AND YOU ARE OUT TO STOP HIM. WITH A PLOT LIKE THAT YOU KNOW IT'S A SHOOT EM UP DON'T YOU!!? TO BE ABLE TO TAKE OVER THE WORLD HE HAS AMASSED A HUGE FLEET OF AIRCRAFT CARRIERS, BATTLESHIPS ETC ETC AND A FEW ISLAND FORTS. YOU HAVE JUST 7 DAYS TO DESTROY THE FLEET AND FORTS. AND TO DO THIS YOU FLY WHAT LOOKS LIKE A WORLD WAR 2 AMERICAN FIGHTER/BOMBER THAT HAS UNLIMITED BULLETS AND 1 BOMB. YOUR JOB IS TO BOMB AND SINK THE SHIPS AND THE ISLANDS (YES THE ISLANDS DO SINK).

SO NOW YOU WANT TO KNOW HOW DO YOU SINK ALL THAT HARDWARE WITH JUST 1 BOMB ? WELL YOU DON'T. YOU HAVE TO SHOOT DOWN THE VAST AMOUNT OF OTHER AIRPLANES, HELICOPTERS AND SPACE SHUTTLES. THESE WILL FALL AND CRASH INTO YOUR TARGET AND WILL SLOWLY SMASH HOLES IN THE TARGET. WHEN ENOUGH HIT THE TARGET AT THE SAME SPOT YOU WILL SMASH THROUGH THE BOTTOM OF THE SHIP (OR ISLAND) AND A GEYSER OF WATER WILL SPRING UP THROUGH THE TARGET. WHEN YOU HAVE 3 GEYSERS OF WATER AN ALARM WILL SOUND AND THEN A SHORT TIME LATER THE TARGET WILL SINK. YOU THEN MOVE ONTO THE NEXT TARGET.

THE TARGETS THEM SELVES ARE NO THREAT TO YOU, IN FACT YOU CAN FLY RIGHT THROUGH THEM. IT'S SOME OF THE OTHER AIRCRAFT YOU HAVE TO WATCH OUT FOR. MOST ARE QUITE HARMLESS AND ARE VERY EASY TO GET. THE FIRST SCREEN IS MADE UP OF THIS TYPE OF AIRCRAFT SO YOU WON'T LOSE A LIFE AT ALL TO START OFF WITH. IN FACT YOU WILL GAIN A LIFE BECAUSE FOR EVERY TARGET DESTROYED YOU GET AN EXTRA LIFE. THIS MAY SEEM A BIT SILLY, BUT BELIEVE ME YOU WILL SOON BE GLAD OF ALL THE EXTRA LIVES YOU GET.

THIS IS BECAUSE FROM SCREEN 2 ONWARDS THE GOING GETS TOUGH AND THEN TOUGHER. SOME PLANES WILL KILL IF YOU JUST TOUCH THEM AND OTHERS DROP BOMBS ON YOU. HELICOPTERS ARE REALLY MEAN THEY DROP MISSILES. THIS IS JUST A FEW OF THE DANGERS THAT AWAIT.

.....

GRAPHICS	70%	CLEAR AND COLOURFUL EVEN IF THEY DO LOOK A BIT DATED.
SONICS	60%	NOTHING MAJOR JUST A FEW EFFECTS BUT OK, YOU CAN EVEN ALTER THEM SLIGHTLY.
PLAYABILITY	85%	EASY TO CONTROL THE PLANE AND VERY EASY TO LEARN THE GAME.
VALUE	90%	AT IT'S BUDGET PRICE YOU CAN'T GO FAR WRONG.
ADDICTIVNESS	85%	VERY MOREISH. AN EASY START BUT SLOWLY GETS HARDER AND HARDER. EVEN MORE SO IN TWO PLAYER MODE AS ONLY 1 PLAYER CAN GET THE EXTRA LIFE. SO YOU TRUELY HELP AND COMPETE AT THE SAME TIME.
OVERALL	85%	WITH 21 TARGETS TO DESTROY IT WILL KEEP YOU BUSY FOR QUITE A WHILE. IT'S A SHAME YOU CARRY ONLY THE 1 BOMB PER TARGET AND NOT PER LIFE, BUT APART FROM THAT IT'S HARD TO FAULT THE GAME.

1st Class
Award



80% - 90%

BONZO NEWS ... HACKPACK TRANSFER
***** SEE LATER THIS ISSUE FOR POKES AND CHEAT *****

OPERATION THUNDERBOLT BY TAITO CONVERTED BY OCEAN REVIEWED BY GARY SMITH SEQUEL TO OPERATION WOLF BY TAITO CONVERTED BY OCEAN

OPERATION WOLF...

IF YOU REMEMBER BACK TO THE BIZ REVIEWS, IT GOT 71%. I SAID THAT, ALTHOUGH A GOOD CONVERSION, IT WASN'T RECKLESS ENOUGH. NOW LETS SEE IF THE SEQUEL IS ANY BETTER...

THE FIRST MAJOR DIFFERENCE IS A) THE INTO THE SCREEN VIEW RATHER THAN SCROLLING, AND B) THE TWO PLAYER MODE!

THE SCENARIO IS THIS. TERRORISTS HAVE HIJACKED A JET AND PLAN TO KILL THE HOSTAGES. YOU HAVE BEEN CALLED TO RESCUE THEM BY RUNNING AROUND AND KILLING LITERALLY THOUSANDS OF PEOPLE. THE TWO PLAYER GAME ALLOWS THIS TO INCREASE AND MASS CARNAGE AND DESTRUCTION IS INEVITABLE. CERTAIN GOODIES DROP DOWN THE SCREEN AND THESE CAN BE SHOT TO BE COLLECTED, SUCH AS EXTRA AMMO, GRENADES, BULLET PROOF VESTS AND LASER SIGHTS. WHEN ANY OF THESE PRIZED ITEMS APPEAR, IT CAN BE ONE MAD RUSH TO GET THEM AS THEY CAN MEAN THE DIFFERENCE BETWEEN LIFE AND DEATH.

LEVEL ONE HAS YOU RUSHING UP A STREET, LEVEL TWO SCROLLING SIDWAYS WITH THOUSANDS OF ROCKETS BEING LAUNCHED AT YOU! LEVEL THREE IS BACK TO THE LEVEL ONE MODE WITH JETS SWOOPING IN AND FIRING MISSILES AT YOU. DO YOU SURVIVE? YES! BUT ONLY WITH THE ENERGY YOU'VE GOT. YOU DO GET CREDITS, MORE IF YOU DO BADLY BUT IT'S STILL A TOUGHIE. I CANNOT GET TO END OF LEVEL 3, NEVER MIND DEFEAT THE GUARDIAN WHICH IS SUPPOSED TO BE THERE!

THE GRAPHICS ARE GOOD, BEING VERY COLOURFUL AND FAST, IF A LITTLE JERKY AND THE WHOLE THING IS FULL OF EXPLOSIONS AND GUNFIRE. THE TUNE IS CREEPY, BUT COULD HAVE BEEN BETTER. HOWEVER THIS GAME HAS THE INGREDIENT THAT IT'S PARENT MISSED OUT ON. RECKLESS CARNAGE! I PUT THIS DOWN TO THE FACT THAT IF YOU WAIT FOR A SECOND, THE WHOLE SCREEN IS FILLED WITH BADDIES WHICH YOU CAN GLEEFULLY MOW DOWN. AND THE TWO PLAYER MODE GIVES IT AN EVEN BIGGER EDGE. I WOULD SAY THIS IS THE ONLY SHOOT 'EM UP THAT EVER GETS ANYWHERE NEAR ARCADE STANDARD ON OUR LOWLY CPC. AN ARCADE SHOOT EM UP IS A CASE OF HITING THE FIRE BUTTONS EXTREMELY FAST AND BEING IN THE RIGHT PLACE AT THE RIGHT TIME. NO OTHER GAME GETS CLOSE TO THIS THAT I KNOW OF, NOT EVEN CYBERNOID OR IT'S ILK. THIS IS THE DEFINITIVE SHOOT EM UP ON THE CPC AND NO MURDER FREAK SHOULD BE WITHOUT IT. WHY IT NEVER GOT AN AA MASTERGAME I'LL NEVER KNOW!

RATINGS*****

GRAFIX	90 %	GOOD BUT THEY COULD HAVE BEEN SMOOTHER
SONIX	89 %	AH! THE SOUND OF WAR!
PLAYABLE	94 %	INSTANT CARNAGE WITH A FAIRLY EASY LEVEL ONE
LASTABLE	88 %	8 ROCK HARD LEVELS. WILL GET REPETITIVE
VALUE	95 %	GREAT FOR WHEN FRIENDS COME ROUND AND GOOD LONG LASTING GAME, EVEN THOUGH IT IS A TENNER
OVERALL	92 %	WHAT I CONSIDER THE GREATEST SHOOT EM UP ON THE CPC. IT IS THE MOST FRENZIED BLAST AROUND!

Honour Award

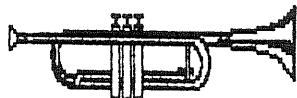


90% - 100%

RUMOURS AND GOSSIP BY MICK WILLIAMS

GOOD NEWS AND BAD NEWS THIS ISSUE FOR THOSE AMONGST US WHO LOVE CORPORAL JONLAN AND CO FROM LASER SQUAD. AFTER MANY ENQUIRIES I FOUND THAT MYSON SOFTWARE, THE COMPANY RESPONSIBLE FOR THE EXPANSION KIT, WERE WORKING ON LASER SQUAD 2 (THE WHOLE WORLD ERUPTS INTO RAPTUROUS APPLAUSE) TO BE READY IN TIME FOR CHRISTMAS...THE BAD NEWS IS THAT IT WILL BE FOR 16-BIT MACHINES ONLY. I RANG MYSON TO PROTEST AND WAS TOLD THAT THE REASON WAS TO SEE HOW WELL THE NEW GAME FAIRED ON THE MORE POPULAR FORMATS (!!!) FIRST AND THEN, IF DEMAND WARRANTS IT, IT WILL BE RELEASED ON CERTAIN 8-BIT MACHINES AT A LATER DATE. TO COUNTERACT THIS, THEY HAVE IN THE PIPELINE ANOTHER EXPANSION FOR 8-BITTERS TO BE IN THE SHOPS ALSO AROUND CRIMBO...ALL I CAN SAY IS, WE NEED TO SHOW MYSON THAT THERE IS STILL A DEMAND FROM 8-BIT OWNERS AND SO HERE IS MYSON'S TELEPHONE NUMBER. DEMAND AWAY!!!!

MYSON SOFTWARE.....0279-430128



LIFE SAVERS



YES FOLKS WELCOME ONCE AGAIN TO THE POKES, TIPS AND CHEATS SECTION OF PLAY MATES, YOU KNOW THOSE LITTLE THINGS THAT SAVE LIVES AND MAKE THE GAME LAST LONGER. DON'T FORGET THAT POKES MARKED WITH A * NEXT TO THEM WILL NEED THE * KEY PRESSED AFTER YOU GET TO THE POKE ADDRESS BUT BEFORE YOU ENTER THE POKE.

FIRST UP IS THE MULTIFACE POKES AND CHEAT FOR DESTRUCTO (REVIEWED THIS ISSUE).

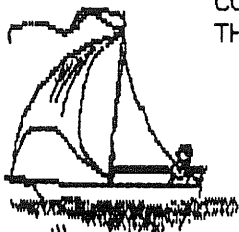
5166,00 INF TIME (IE DAYS)
 *3DAA,00 INVULNERABLE
 4D8C,FF 255 LIVES PLAYER 1
 *354F,FF 255 LIVES PLAYER 2
 4DA0,0F EXTRA DAYS
 *3F4F,C3 MORE POWERFUL BOMB



THE CHEAT FOR DESTRUCTO IS THAT YOU PRESS P TO PAUSE THE GAME THEN HOLD DOWN THE SHIFT KEY AND TYPE CAVE CARNEM THEN RETURN TO THE GAME. THE NEXT TIME YOU PAUSE THE GAME YOU CAN PRESS Z TO SKIP A LEVEL.

ALEX COCHRANE HAS SENT IN A FEW MULTIFACE POKES, (THANKS ALEX) AND HERE THEY ARE.

SLAPFIGHT (DIXONS 10 PACK)
 4F32,XX XX= NO. OF LIVES
 NEMESIS (IMAGINE)
 9D74,00 INF. LIVES
 9B9F,18] INVULNERABLE
 9BA0,05] DO BOTH POKES
 KILLER GORILLA (SUPERIOR)
 5118,00 INF. LIVES
 BATTY (ENCORE)
 4518,00 INF. LIVES
 4527,00 INF. LIVES BOTH PLAYERS
 IN 2 PLAYER MODE
 CRACK-UP (ATLANTIS)
 1233,A7 INF. LIVES
 RAMBO 2- FIRST BLOOD (OCEAN)
 8E99,C9 INF. ENERGY
 827E,00 MACHINE GUN WILL FIRE
 ROCKETS, IF YOU MAKE
 THE POKE 35 IT WILL
 FIRE KNIVES.



THIS NEXT BATCH I FOUND BUY WORKING OUT OLD TYPE-IN POKES OR BY ACTUALLY FINDING THEM MY SELF.

FINDERS KEEPERS
 *20CE,00 INF. LIVES
 ENERGY WARRIOR
 *3019,90 90 BLITZ BOMBS
 UN SQUADRON (DISC)
 1C1B,00 INF. CREDITS
 FE07,A6 TURNS OFF MUSIC
 MEGA PHOENIX
 ODE2,00 INF. LIVES
 LOOPZ (DISC)
 2A6F,A6 INF. LIVES

RIGHT THEN NEXT WE HAVE A FEW POKES FOR SHADOW DANCER. THE TAPE POKES WERE SENT TO ME BY ALEX COCHRANE (AGAIN), THEY DIDN'T WORK ON MY DISC VERSION. SO WITH A BIT OF COMMON SENSE AND A BIT OF MATHS I FOUND THE DISC POKES.

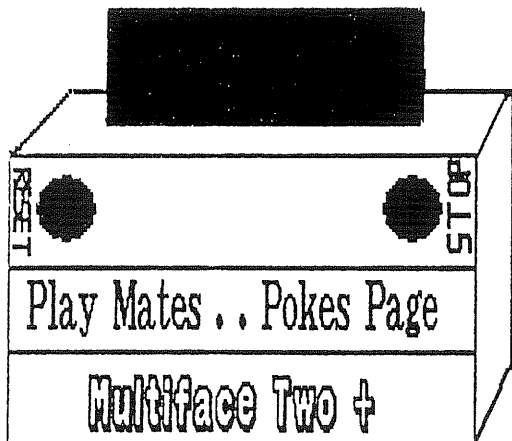
TAPE 41F0,00 NO WALKING ENEMY
 470E,A7] ENEMY DON'T SHOOT OR
 4729,C9] THROW KNIVES
 DISC 4178,00 NO WALKING ENEMY
 4696,A7] ENEMY DON'T SHOOT OR
 46B1,C9] THROW KNIVES

HERE IS YET MORE STUFF FROM ALEX COCHRANE. THE PASSWORDS FOR GAME C OF LOOPZ ARE:-

LEVEL 6= EASY 11= ARTY 16= FOXY
 21= CRAS 26= WHET 31= POLL
 36= ZUIS 41= VEST 46= EMMA

AND TO FINISH OFF ALEX'S FINE OFFERINGS HERE ARE FEW MORE MULTIFACE POKES

TIME SCANNER (ACTIVISION)
 1211,00 INF. BALLS
 XEVIOUS (FULL PRICE VERSION)
 0454,XX XX= NO. OF LIVES



NARC CHEAT WRONG !!??

IN ISSUE 74 OF AMSTRAD ACTION THERE IS A CHEAT FOR THE GAME NARC. IT SAYS THAT YOU HAVE TO DEFINE THE KEYS G,R,U,N,T,S TO START THE CHEAT.

WELL I HAVE BEEN INFORMED BY UNCLE PHIL THAT IT WAS PRINTED WRONG. IT SHOULD HAVE READ. YOU HAVE TO DEFINE THE MAIN KEYS (IE LEFT,RIGHT,UP,DOWN AND FIRE) AS G,R,U,T,S. THIS WILL GIVE YOU INFINITE CREDITS. OR PUT ANOTHER WAY MAKES A BAD GAME LAST LONGER !



The Great Escape - solution

 from Colin Mulholland



DAY ONE: Collect the key from under the watchtower and open the door where the tool kit is found. Drop the key and pick up tool kit. Open the door where the spade is found, then collect the torch and papers, then take them to the room where the spade is and drop them down the tunnel. Return to normal duties.....

DAY TWO: Open Red Cross parcel and drop the contents on to the floor. Return to normal duties.....

DAY THREE: Do the same as day two.



DAY FOUR: The wire cutters should be in the Red Cross parcel. Take them to the room where the spade is and drop them down the tunnel. Return to normal duties.....

DAY FIVE: Open Red Cross parcel and drop the chocolate on the floor. Return to normal duties.....

DAY SIX: The compass should be in the Red Cross parcel. Take it to the room where the spade is and go down the tunnel. Pick up torch and take the compass to the other end of the tunnel. Drop compass and return for the wirecutters. Return to where you dropped the compass, drop torch and pick up compass then wait a few seconds. Now run up to the wire and cut it. Drop the compass outside, then return to the tunnel. Drop the wirecutters and pick up the torch. Now go and get the papers and take them to where you dropped the wirecutters. Wait down the tunnel till the next morning.

DAY SEVEN: Wait until you hear the alarm for roll call. Now run up to the wire and cut it. Drop the wirecutters and pick up the compass then run off screen and you've escaped.

well thank you Colin for that info on The Great Escape. Now here are a couple of things that I found in a Spectrum magazine but they do work on the CPC versions as well.

IK+ If you get knocked down, press ESC to pause the game, then press ESC to un-pause the game. You will be back on your feet and ready to fight once more.

X-OUT There is already a well know cheat for this game, where by you can select your underwater craft or weapons and place them bottom right under the money counter and press fire. The craft/weapon will disappear and it's cost will be added to your money. This can be done any time you go into the shop. This newer cheat only seems to work once the game has loaded. Select the cheapest craft (thats the green one that is at the top of the pile) place it onto the grid. Then select single shot and place it over the shop keepers face, when you press fire the single shot will disappear and you money will rocket up to £500,000. Like I said this only seems to work before you start the game, but you can always keep it topped up with the other cheat.

>>>>>>>>><<<<<<<<<<<<<<<

HERE ARE A FEW MULTIFACE POKES FOR ALL YOU FOLK OUT THERE THAT NEED ALL THE HELP THEY CAN GET. IS IT ME OR ARE GAMES GETTING HARDER ????????????????

- | | | | |
|-----------------|------|-------------|----------------|
| SHADOW DANCER | DISC | * 2106,A7 | INF. TIME |
| SHADOW DANCER | DISC | 06A2,A7 | INF. CREDITS |
| SHADOW DANCER | DISC | 07C0,A7 | INF. MAGIC |
| TARGET RENEGADE | DISC | 0F28,C9 | INF. TIME |
| DEFLEKTOR | DISC | * 251A,00] | INFINITE..... |
| DEFLEKTOR | DISC | * 215B,00] |ENERGY |
| DEFLEKTOR | DISC | * 251C,00] | DO ALL 3 POKES |
| DEFLEKTOR | DISC | 07CF,00 | INF. LIVES |





HANDY HINTS AND TIPS



RAINBOW ISLANDS BY GLEN SCOTT

RAINBOWS (AND HOW TO USE THEM).....

1 ... WHEN EXTRA HEIGHT IS REQUIRED, MAKE A RAINBOW STAIRWAY AND WALK UP IT. THIS COMES IN HANDY ON LATER ISLANDS WHICH ARE PLATFORM STARVED. BUBBY'S HEIGHT OF JUMP IS INCREASED WHEN HE LEAPS OFF A RAINBOW. JUMPING OFF A RAINBOW IS WORTH 10 POINTS.

2 ... SHOOT RAINBOWS AND BREAK THEM ALMOST SIMULTANEOUSLY BY JUMPING INTO THE RAINBOW AS SOON AS IT'S THROWN. THIS IS USEFUL WHEN IT COMES TO DEALING WITH A BOSS, AS IT COUNTS AS TWO HITS - ONE FROM THE MAGIC STAR AND THE OTHER FROM THE BROKEN RAINBOW.

3 ... THE MAGIC YELLOW STAR WHICH PRODUCES THE RAINBOW CAN BE USED TO HIT CREATURES OR COLLECT OBJECTS. HITTING THE CREATURES WITH THE RAINBOW PRODUCING STAR, RESULTS IN A BONUS OBJECT BEING LEFT BEHIND.

4 ... JUMPING ON A RAINBOW CAUSES IT TO CRUMBLE AND FALL, CRUSHING OR COLLECTING ANYTHING BELOW. ANY RAINBOWS CONNECTED TO IT WILL ALSO FALL. THIS QUIRK ALLOWS BUBBY TO ATTACH A FUSE OF SORTS TO FORM A RAINBOW BOMB. EACH RAINBOW CRUSHED IS WORTH 10 POINTS.

.....
THANKS GLEN FOR THOSE TIPS FOR RAINBOW ISLANDS, I LOOK FORWARD TO ANY MORE TIPS YOU MAY HAVE TO PASS ON ! ONE TIP I COULD DO WITH IS HOW TO TURN THE TERRIBLE MUSIC OFF !!!!

TARGET RENEGADE BY DAVID BLACKWELL AND CARL SURRY

IF YOU WANT TO PUNCH SOMEONE WHO IS LAYING ON THE GROUND, STAND JUST ABOVE THEM AND PULL DOWN ON THE JOYSTICK AND KEEP PRESSING FIRE. AS YOU PASS OVER THEM YOU SHOULD KNEEL DOWN AND START HITTING THEM. MAKE SURE THEY HAVE BEEN KNOCKED DOWN AT LEAST 2 TIMES FIRST THOUGH OR YOU WILL BE THROWN OFF.

ON THE LEVEL WITH THE LADIES OF THE NIGHT (LEVEL 2) TRY AND KEEP ONE LADY TO YOUR LEFT. FOR WHEN HER PIMP COMES ON SCREEN AND FIRES HIS GUN, SHE WILL BE THE ONE THAT IS KILLED AND NOT YOU.

ONE MOVE YOU NEED TO MASTER IS THE BACK KICK. ON LATER LEVELS THE BAD GUYS ARE NOT ONLY TOUGHER THEY ARE SMARTER. THEY DUCK WHEN YOU DO A FLYING KICK, SO USE THIS FLYING KICK TO JUMP OVER THEM AND AS THEY COME TO GET YOU BACK KICK THEM (TWICE). YOU CAN STAY THERE AND BACK KICK THEM AGAIN WHEN THEY GET UP.

IF A WEAPON HAS BEEN DROPPED, THE BAD GUYS THAT CAN USE WEAPONS WILL STOP FIGHTING YOU TO GO AND PICK UP THE WEAPON. USE THIS TIME TO WAIT NEAR THE WEAPON AND FLYING KICK THEM AS THEY GO TO PICK IT UP, BUT BE READY TO MOVE AWAY STRAIGHT AWAY IN CASE YOU MISS OR IF THEY DUCK. AS THEY WILL USE THE WEAPON ON YOU, THEY SHOW NO MERCY. MAY BE BEST NOT TO TRY THIS ON THE LAST TWO LEVELS AS THE BADDIES ARE FAR TOO GOOD AT DUCKING. IF YOU DO GET THE WEAPON YOUR SELF, USE IT AS YOU GET QUITE A FEW POINTS FOR DOING SO.



PHIL CRAVEN SPEAKS

AFTER THOMAS DEFOES ARTICLE IN THE LAST ISSUE ABOUT UP-GRADING A 464 TO A 6128 I GOT THIS LETTER FROM PHIL CRAVEN WHO RUNS THE COMPANY MICROSTYLE.

UPGRADING A 464 TO A 6128 (REVISITED)

I would like, if I may, to clear up a few points that Thomas Defoe raised in his excellent article about upgrading the 464 to the 6128 specification (issue 9).

The first one is that I (MicroStyle) didn't mention re-introducing the Romboard Xtra in my advertising. I think that Thomas confused it with the ACU Romchanger. I did mention the possibility of producing that if I had sufficient 6128 roms left to make the cost of printed circuit boards worthwhile. At the time of writing this, it is still a possibility but I have to say that it is unlikely.

Speaking of the ACU Romchanger, I am hurt that the author and designer didn't get a mention <sniff...sob>. Just joking. A lot of people made it and it's good to see that it is still on the go. How about offering people copies of the d.i.y. Romboard, Thomas (or may I call you Tom?), but please give the writer a mention. <grin>

Thomas' third alternative method of upgrading the 464 can be done that way but deslodering the 464 rom is messy and unnecessary. It is far better to piggyback the 6128 rom onto the 464 rom. 27 of the 6128 rom's 28 pins are simply soldered to the equivalent 27 pins of the 464 rom below. The 28th is kept seperated and is dealt with differently. A switch to change between the 464 and 6128 roms can also be included when the rom is fitted internally. The only extras that are needed are a switch, 2 resistors and some wire. I have advertised it before and I'll repeat it here. If anybody wants full and free fitting instructions (the same as I supply with the 6128 rom), then send me a stamped addressed envelope (small is OK) and ask for them. I will repeat Thomas' warning - fitting the 6128 rom internally *will* invalidate the guarantee.

One last thing to mention. Thomas was wrong about Amstrad's plans to stop producing the DDI-1. *They stopped producing it a long time ago.* The reason that we were selling them so cheaply was that Amstrad sold them off very cheaply. Unless a warehouse is found with a load more inside, there will be no more cheap DDI-1s and no more at the normal £159.95 price either. If you haven't got one and you want one, look in the Micro Computer Mart (ask W.H.Smiths for it). You will sometimes find a second hand one for sale at something under £100. If you do - grab it!

You might be interested to know that Amstrad cancelled all orders for the 6128 Plus' 3" drive (it was a new model of disc drive) some months ago. I interpret that to mean that they have either stopped producing the 6128 Plus or that they have plans to do so.

Apart from that, and that the cheapest place to get a DkTronics 64k ram pack is MicroStyle, I have nothing more to say. Don't view this as criticism of Thomas' article - it isn't. It is a supplement to it. I applaud all such articles as Thomas' that help people to get more from their computers. Keep it up.

Address for free rom fitting instructions:-

Phil Craven, 28 Belmont Ave., Low Moor, Bradford, BD12 0PA.

 * SHADOW DANCER BY US GOLD *
 * TAPE 12.95 DISK 16.95 *

JOE MUSHASHI IS A MASTER NINJA WHOSE HANDS AND FEET ARE LETHAL WEAPONS. IN THE CITY CENTRE A GROUP OF TERRORISTS ARE COMMITTING EVERY IMAGINABLE ATROCITY KNOWN TO MAN, INCLUDING THE PLANTING OF TIME BOMBS THROUGHOUT THE METROPOLIS. WITH HIS SHURIKENS (NINJA STARS), SHINOBI SABRE AND CANINE COMPANION HE WILL BE VIRTUALLY UNSTOPPABLE. HE COURAGEOUSLY SETS OUT TO GATHER UP ALL THE EXPLOSIVES PLACED BY THE EVIL GANG AND ANNIHILATE THE SYNDICATE THAT MANIPULATES THEM.

THUS BEGINS SHADOW DANCER, SEQUEL TO SHINOBI. IT IS A FOUR WAY SCROLLING SHOOT 'EM UP WITH THE EMPHASIS ON ACTION. A VARIETY OF THUGS COME AT YOU FROM ALL ANGLES JUST WAITING TO BE KILLED. YOU MUST COLLECT A CERTAIN NUMBER OF 'GLOBES' TO COMPLETE EACH STAGE IN TURN UNTIL YOU REACH THE END OF LEVEL GUARDIAN. THE GUARDIANS AREN'T EXACTLY HARD, JUST TIME CONSUMING.

YOU HAVE AT YOUR DISPOSAL A DOG. NOT JUST ANY DOG, THOUGH. A NINJA DOG(!). FOR THE PURPOSE OF THIS REVIEW, WE'LL CALL HIM ROVER. HE CAN ONLY BE USED TO STOP THE ENEMIES MOVING ABOUT AND FIRING THEIR GUNS. HE FOLLOWS YOU AROUND AND CAN BE USED BY PRESSING DOWN AND FIRE.

YOU, YOURSELF, CAN FIRE AN INFINITE AMOUNT OF SHURIKENS, JUST LIKE THE ORIGINAL SHINOBI....AND THAT'S IT! THERE'S NO FIGHTING MOVES AT ALL. ALTHOUGH THIS DOES NOT ACTUALLY DETRACT FROM THE GAMEPLAY, IT IS A BIT ANNOYING.

THE GRAPHICS FOR THE GAME ARE EXCELLENT, WITH THE 16 COLOUR MODE BEING USED TO THE FULL. THE ANIMATION OF YOUR SPRITE IS VERY LIFELIKE, WHICH IS MORE THAN COULD BE SAID FOR ROVER! THE SCROLLING IS SMOOTH, BOTH HORIZONTALLY AND VERTICALLY. SOUND CONSISTS OF POOR IN GAME EFFECTS AND A NICE TITLE TUNE. OVERALL, THIS IS A GREAT GAME. SHOOT 'EM UPS HAVE BEEN DONE TO DEATH IN THE PAST BUT SHADOW DANCER HAS GIVEN THEM A NEW LEASE OF LIFE. BUY IT NOW, AND WORRY ABOUT THE PRICE LATER!

THE MARKINGS:

- | | |
|------------------|-----------------------------------------------------------------|
| GRAPHICS: 92% | - COLOURFUL BACKDROPS AND LIFELIKE CHARACTERS. |
| SOUND: 70% | - NICE TITLE TUNE BUT POOR EFFECTS. |
| PLAYABILITY: 89% | - EASY TO GET INTO, HARD TO GET OUT OF. |
| LASTABILITY: 92% | - YOU'LL NEVER TIRE OF THIS ONE. |
| OVERALL: 91% | - THE KING OF SHOOT 'EM UPS (WELL, UNTIL TURRICAN 2 COMES OUT!) |



98% - 100%

REVIEWED BY GLEN SCOTT

SECOND OPINION BY CARL SURRY

THIS GAME IS VERY MUCH A SHINOBI SEQUEL. IN THAT THERE ARE 3 OR SO SECTIONS PER LEVEL (ALL MULTI-LOADED), THE GAME PLAY IS VERY SIMILAR, YOU GET SHURIKENS AND NINJA MAGIC AS YOUR MAIN WEAPONS, AFTER EACH LEVEL GUARDIAN YOU HAVE TO KILL AN ARMY OF NINJAS FOR AN EXTRA LIFE. THAT SAID IT IS STILL A VERY GOOD GAME BUT I MUST ADMIT I PREFER SHINOBI'S GRAPHICS, SO I WOULD ONLY RATE THIS GAME OVERALL AT 85%. IF YOU LIKED SHINOBI YOU WILL LIKE SHADOW DANCER.

A New Award

After re-doing the Gary Smith Awards, I thought it would be good to have an award for bad games as well. So here is the new Turkey Award.

Turkey Award



0 - 40%



WHERE ARE THEY NOW PART 2

><><><><><><><><><><>

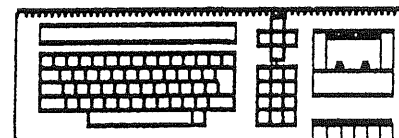
I HAVE HAD AN ORDER WITH TURBOSOFT FOR AGES NOW AND AT THE TIME OF WRITING I CAN'T GET HOLD OF THEM AT ALL. I'VE WRITTEN AND PHONED THEM WITH NO LUCK. I ALSO NOTE THAT THEY HAVE STOPPED DOING ADVERTS IN AMSTRAD ACTION AND ACU. IF YOU KNOW HOW TO GET HOLD OF THEM LET ME KNOW.

Honour Award

IN ISSUE 9 I RAN A RATHER LARGE FEATURE ON WACCI. I JUST HOPE NO ONE SENT OFF ANY MONEY TO THEM! AS I LATER FOUND OUT (FROM PHIL CRAVEN AND ALAN SCULLY) THAT WACCI ARE HAVING MAJOR TROUBLES. SO IF YOU WERE GOING TO JOIN, HOLD YOUR HORSES UNTIL YOU HEAR THAT EVERY THING HAS BEEN SORTED OUT.

AMSTRAD

CPC



... BONZO NEWS ... BONZO NEWS ...

WELL THERE IS NOT THAT MUCH NEWS TO PASS ON ACTUALLY. I DO HAVE ONE SLIGHT AMENDMENT TO A TRANSFER LISTED LAST ISSUE. SHADOW WARRIORS WAS LISTED AS BLITZ 6! WELL SOMEONE SENT ME THEIR COPY OF THE GAME TO SEE IF I COULD GET IT TO TRANSFER. IT DID TRANSFER A SMALL PART OF THE MAIN FILE (ABOUT 20 K'S WORTH) BUT BY NO MEANS A TRUE MAIN FILE TRANSFER. MAY BE THIS IS BECAUSE ON A 6128 ALL THE LEVELS ARE LOADED IN ONE GO, BUT I THINK IT SHOULD BE SCRUBBED AS A TRANSFER FROM THE DATABASE ??

SO WITH OUT FURTHER DELAY HERE IS THIS ISSUES BONZO NEWS.

OPTION 1

SHARKEYS MOLL BY ZEPPELIN .. MONUMENT BY ZEPPELIN .. LOOPZ BY AUDIOGENIC .. BATTLE OF THE BULGE BY CCS .. TEENAGE MUTANT HERO TURTLE WORLD TOUR BY MERIT .. LEARN TO READ WITH PROF (LEVEL 1 PART 2) BY PRISMA ..

OPTION 2X

EDD THE DUCK BY IMPULZE ..

OPTION 8X A NEW OPTION THIS ONE
PRO MOUNTAIN BIKE SIM BY ALTERNATIVE ..

OPTION 9 EXPANDED MACHINES ONLY
PASSING SHOT BY IMAGE WORKS ..

OPTION 10

INDIANA JONES AND THE LAST CRUSADE (SKIP FIRST 2 FILES TO DO TRANSFER) MAIN FILE ONLY

OPTION 11A

SUPER TED BY ALTERNATIVE .. JAHANGIR KHAN WORLD CHAMPIONSHIP SQUASH BY KRISALIS (BOTH PARTS) ..

HACKPACK

DESTRUCTO BY BULLDOG .. SHOGUN BY VIRGIN (USE HP2) ..

BLITZ 5

GEMINI WING (MAIN FILE ONLY)



Blitz



HERE IS SOME NEWS OF TRANSFERS OF SOME GAMES FROM THE COLLECTIONS "SIX APPEAL" AND "ULTIMATE COLLECTION" BOTH FROM UBI SOFT.

SIX APPEAL

PIK N PILE ... OPTION 2X
RICK DANGEROUS ... OPTION 1
SATAN (BOTH PARTS) HACK PACK
P47 THUNDERBOLT .. BLITZ 6 (MAIN FILE)
PUFFYS SAGA ... NO GO
TWINWORLD ... NO GO

ULTIMATE COLLECTION

SKATE WARS ... OPTION 1
STUNT CAR RACER ** ... OPTION 1
PRO TENNIS TOUR ** ... OPTION 1
ZOMBI ... OPTION 1
AMC ... NO GO
AFTER THE WAR ... NO GO

THE TWO GAMES FROM THE ULTIMATE COLLECTION MARKED ** WILL NEED A NEW LOADER TO MAKE THEM RUN, IF LIKE ME, YOU CAN'T WRITE A NEW LOADER FOR YOURSELF USE THE BBPATCH FILE FROM THE BLITZ DISC. I WILL ADD THE TYPE IN FOR THIS FILE LATER. IT WILL COME IN HANDY NOW AND AGAIN FOR OPTION 1 TRANSFERS THAT WON'T LOAD. IT WON'T ALWAYS WORK BUT THERE IS NO POINT IN NOT TRYING IT, NOW IS THERE ??



Bonzo's Litter Tray...



THE RETURN OF OPTION 8X

Well, not really. It's just that Carl discovered this thingy called PRO MOUNTAIN BIKE SIMULATOR, which has the exciting prospects of a REALLY LONG TITLE NAME. I discovered that the loader was a cross between an old 8X, and the very new 11 - so I decided that the easy way to fix it was to create a new OPTION 8X which actually loads in and modifies the NEW OPTION 11. It is important to note that 8X only works with the latest OPTION11, and that is checked by loading it and checking that LINE 40 includes CALL &5AC. If it doesn't then you haven't got the latest, and there is no point in typing in the following OPTION8X. Same applies if you haven't a 6128 or an expanded 464/664. Otherwise go ahead and save this to your BSM disc:



```
10 CALL &bbff:REM COPYRIGHT NEMESIS 1991/OPTION8X-AUG.
20 POKE &7fff,71:POKE &4500,83:OUT &7f00,197:IF PEEK(&7fff)<>71 OR PEEK(&4500)<>83 THEN 40
30 PRINT"SORRY ! 6128's or expanded machines only":END
40 ;DISC:OPENOUT"D":MEMORY &4000:CLOSEOUT
50 N=&a2c8:GOSUB 130:INK 0,26:INK 1,2:BORDER 26
60 IF PEEK (&a000)<>&21 THEN PRINT"RE-INSERT BSM DISC, then PRESS A KEY":CALL &bb18:RUN 50
70 INPUT"ENTER FILENAME FOR THE TRANSFERRED TITLE* MAXIMUM EIGHT CHARACTERS * >",$A$
80 IF LEN(A$)>8 OR LEN(A$)<1 THEN 70 ELSE A$=UPPER$(A$)
90 IF LEN(A$)<8 THEN A$=A$+SPACE$(8-LEN(A$))
100 FOR x=1 TO 8:POKE N,ASC(MID$(A$,x,1)):N=N+1:NEXT:CLS
110 PRINT"OK... Destination disc in drive.....Tape in player"
120 PRINT"Press a key...":CALL &bb18:CALL &bbff:CALL &bb4e:CALL &bd37:CALL &9ff0
130 FOR X=&be80 TO &beb0:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &be80:RETURN
140 DATA 21,a7,be,11,70,41,06,08,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,bc,45,11,f0
150 DATA 9f,01,10,03,ed,b0,21,3a,a0,36,00,23,36,00,c9,4f,50,54,49,4f,4e,31,31,00,00
```



Not only will it solve PRO BIKE THINGY, but I know that there are a good few more that this 8X will fix.

AMSTRAD



SPAGHETTI HOOPADOOPA



On the subject of modify existing OPTIONS, it's easy to do SPAGHETTI WESTERN with OPTION 11 by a quick mod to the very same latest OPTION 11.

- 1) Put your SPAGHETTI tape (!) in player and CAT until just past the first basic file.
- 2) LOAD "OPTION11" from your BSM disc. Put your destination disc in drive A.
- 3) Enter the following DIRECT COMMANDS [NO LINE NUMBERS !] to modify OPTION 11,

```
POKE &5ee,&e5: POKE &5ef,&cd: POKE &5f0,&83: POKE &5f1,&bc
```

just 4 pokes - OK ? Now just type RUN [helps to press RETURN after] and away it goes.

You probably want to know why you should have to modify it anyway - and the answer is that there are simply so many different ways our beloved "protection writers" can arrange that code that we can't think of them all. Some are close, but not quite close enough to my original "guess", hence modify when required.

If all that sounds like the ramblings of a deranged pregnant monkey then just think of how you'd feel after six years of meddling with intent. The sun's shining, I shall now vacate the tent and catch up with some skin burning.

Col. Now gone west old man.

Bonzo's Litter Tray...

CPC

SIMON DOES HIS STUFF.

CPC

Some time back, when the Bonzo clan decided that 'naff was 'nuff, we made the ultimate sacrifice and pledged ourselves to Canada. Simon was thrilled to think that soon he'd be flying to Canada. As plans were he was to be sent by post, and he was. However, for one exciting day in the life of this spirited carrot-top the future was full of promise.

Imagine our surprise [in the best traditions of the Daily Mirror letter page !], when the next evening we found him sprawled untidily at the doorstep. His face was black and blue, and congealed blood covered him from head to foot.

At first he refused to tell us what had happened, but the threat of replacing his CPC with a Spectrum soon had him mumbling. It seems that he thought it best to get in some flying practice so that he'd be able to make the journey to Canada, and had been launching himself out of his bedroom window to test his skills. As one would with such a young lad, I explained to him that people can't fly, and neither could he ! "Nonsense !", he exclaimed. "I could FLY fine, it was just the landing that was a bit awkward."

Well, we bathed his wounds and bandaged his mouth [nothing wrong with it, it just seemed like a good idea] and put him to bed. Doreen sang to him, his very favourite train-drivers song [Love me Tender], whilst I rocked him to sleep. Eventually I ran out of rocks and settled for chucking a few old shoes at him. Finally he seemed in a deep sleep, and we tip-toed over to him and shut the cage door.

Somehow the lad must've been inspired, for next morning we found he had been hard at work on his CPC using "Kiddieword", and this is what he had written:

MULTIFACE II - My Story.



CLEAR THE BANKS

The most often asked question concerns the use of "C". Many MFACE users don't realise that in the course of using their CPC the extra 64K of ram gets filled with garbage - just booting CPM will do this. If the banks 4 to 7 have anything other than zero for all bytes then MFACE will save them, even though they probably are used by the game that is saved. If they ALL have zero bytes, then MFACE will not save them, resulting in five files for a game instead of nine ! The simplest thing to do is BEFORE loading your game from tape is to press the RED button, then "C", then "R". In this way you ensure that your MFACE is invisible, and that you start with the extra banks "zeroed". When you save the game via MFACE, it will only have more than five files if the extra banks are actually in use. Saves space too ! The vast majority of games only use the regular 64K. This is important to know, as you will discover.

WON'T SAVE FROM MULTIFACE ?

There are games, like RED HEAT and many newer games, that in the course of loading send garbage to the ports that are the property of the "disc controller" chip. When you come to press the button to "save" you hear the drive graunching away forever, and on resetting your machine you find that there is nothing on the disc ! Have you got one like that ? Well, the answer is simple. Whilst it is graunching away slip the disc out of the drive. You will be greeted with a "Disc Missing" error on the MFACE screen area. Just escape to the standard MFACE display, AND START AGAIN ! This time you will find that the game will save ! Why ? 'Cos the MFACE restores standard parameters when presented with an error, without destroying what is in memory.

MULTI-FACE II MYSTERY ?



It is often said that you can only run Multifaced games with the dreaded "black-box" attached to your machine. Nah, not so. If the game is one that doesn't use the extra banks [See "CLEAR BANKS"], AND if you have a 6128 or expanded machine then it is possible. The type-in that follows will write MFMENU.BAS to your disc, try it on few Multifaced games with your Multiface "hidden" or removed. Dunno where this came from originally, but it has been much meddled, but clearly the originator intended as many as possible to be able to use it !!

LUV FRUM SIMON.

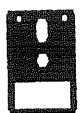
THE TYPE-IN WOT SIMON DUN.



```

10 ;DISC:MODE 1:MEMORY &7FFF:S=&8000:L=70
20 PRINT"DISC IN DRIVE..... PLEASE WAIT..."
30 FOR x=1 TO 55:FOR y=1 TO 22:READ a$
40 num=VAL("&"+a$):tot=tot+num:POKE S,num:S=S+1:NEXT y
50 READ b:IF tot<>b THEN PRINT"ERROR IN LINE No. ";L:END
60 tot=0:L=L+10:NEXT x:CALL &8490
70 DATA 10,00,0A,00,AD,20,0F,01,84,01,BF,01,BB,20,15,00,36,00,14,00,A3,22,1083
80 DATA 4D,55,4C,54,49,46,41,43,45,20,66,69,6C,65,6E,61,6D,65,20,74,6F,20,1822
90 DATA 52,55,4E,20,5B,6F,6D,69,74,20,73,75,66,66,69,78,5D,20,22,2C,03,00,1708
100 DATA 00,EE,20,00,39,00,1E,00,A1,20,FF,0E,28,03,00,00,EE,29,F1,0F,20,EB,1664
110 DATA 20,1E,14,00,20,01,97,20,A1,20,FF,0E,28,03,00,00,EE,29,EE,16,20,EB,1609
120 DATA 20,03,00,00,EE,EF,FF,75,28,03,00,00,EE,2C,15,29,00,4F,00,28,00,0D,1403
130 DATA 00,00,FA,EF,1C,70,04,01,9E,20,0D,00,00,F8,EF,0F,20,EC,20,FF,0E,28,1948
140 DATA 03,00,00,EE,29,01,BE,20,0D,00,00,FA,2C,FF,01,28,AC,28,03,00,00,EE,1561
150 DATA 2C,0D,00,00,F8,2C,0F,29,29,01,0D,00,00,FA,EF,0D,00,00,FA,F4,0F,01,1472
160 DATA B0,01,83,20,1C,48,02,00,08,00,32,00,C5,3A,2A,00,00,00,F3,21,64,02,1175
170 DATA 11,E5,3B,01,00,04,ED,B0,01,01,BC,ED,49,01,00,ED,ED,49,C3,00,3C,00,1978
180 DATA 00,00,F3,21,F4,3B,7E,CB,0F,77,23,7C,FE,3E,C2,E9,3B,12,20,EE,E7,58,2610
190 DATA 49,77,32,C7,EF,D3,2C,CD,17,3D,CD,02,BC,3E,19,01,06,BC,ED,49,04,ED,2452
200 DATA 79,21,06,BB,36,3E,23,36,43,23,36,C9,21,53,3A,22,DB,3D,21,F1,3D,CD,1937
210 DATA 1C,3D,21,24,C0,11,0F,3A,01,00,02,ED,B0,3A,5E,3A,D6,1F,32,5A,3E,16,1535
220 DATA 35,0E,C4,3A,96,3A,32,80,BE,E6,02,3A,A9,3A,20,01,AF,E6,0F,FE,0F,CA,2338
230 DATA 5B,3D,06,04,1E,00,CB,3F,DC,F3,3C,38,01,59,14,0C,10,F4,7B,B7,CA,5B,2018
240 DATA 3D,4B,06,7F,ED,43,5C,3E,ED,49,21,5E,3E,11,00,5F,D5,01,00,05,ED,B0,1970
250 DATA 21,0F,3A,11,0F,7D,01,FA,00,ED,B0,11,E6,7E,01,1A,00,ED,B0,16,32,0E,1826
260 DATA C0,CD,F3,3C,21,53,7D,22,DB,3D,3E,BF,21,FF,FF,32,D4,3D,22,A2,3D,3E,2693
270 DATA 33,CD,EC,3C,CD,71,3D,CD,EC,3C,21,00,C0,11,00,80,01,00,26,ED,B0,11,2271
280 DATA 00,40,01,00,1A,ED,B0,D5,3E,31,CD,71,3D,CD,EC,3C,D1,21,00,C0,01,00,2143
290 DATA 01,ED,B0,D5,11,00,01,01,00,3B,ED,B0,D1,01,00,04,ED,B0,3E,34,CD,71,2177
300 DATA 3D,ED,4B,5C,3E,ED,49,C9,F5,C5,D5,06,7F,ED,49,7A,CD,71,3D,01,C0,7F,2957
310 DATA ED,49,D1,C1,F1,C9,F1,3D,21,F9,3D,CD,67,3D,CD,18,BB,CD,17,3D,18,08,2905
320 DATA 3E,01,C3,0E,BC,22,07,3D,CD,7D,BC,2A,07,3D,E5,21,DD,3D,CD,67,3D,E1,2328
330 DATA E5,06,08,C5,7E,CD,5A,BB,23,10,F9,21,EB,3D,CD,67,3D,C1,E1,11,00,C0,2673
340 DATA CD,77,BC,ED,43,D9,3D,D2,09,3D,21,00,C0,CD,83,BC,30,B4,CD,7A,BC,30,2914
350 DATA AF,C9,21,20,3E,CD,67,3D,CD,18,BB,C3,00,00,7E,FE,40,C8,CD,5A,BB,23,2644
360 DATA 18,F6,ED,5B,DB,3D,D5,2A,5A,3E,19,77,E1,CD,1C,3D,21,01,00,22,44,BE,2274
370 DATA 01,7E,FA,7D,ED,79,3A,DA,3D,FE,40,C8,2A,00,C0,11,00,C0,19,2B,56,2B,2355
380 DATA 5E,ED,53,00,C0,2B,11,FF,7F,4D,44,7E,2B,FE,CB,20,22,7E,2B,FE,ED,20,2577
390 DATA 1C,7E,2B,FE,37,20,16,7E,32,C3,3D,2B,46,2B,4E,2B,EB,36,00,2B,0B,79,1733
400 DATA B0,C2,C2,3D,EB,18,04,69,60,ED,A8,7A,FE,3F,C2,A4,3D,C9,00,00,53,3A,2694
410 DATA 1E,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,20,20,1310
420 DATA 20,20,20,20,20,20,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,1216
430 DATA 40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,1408
440 DATA 40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,1408
450 DATA 40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,40,1408
460 DATA 40,40,40,40,40,40,40,40,40,40,40,40,4F,5A,4E,4F,42,40,00,00,00,F3,31,00,1324
470 DATA 80,21,00,40,11,00,A6,01,00,1A,ED,B0,11,00,00,01,00,01,ED,B0,11,00,1297
480 DATA 3C,01,00,04,ED,B0,01,7E,FA,AF,ED,79,3A,AC,7D,06,DF,ED,79,3A,92,7D,2659
490 DATA 06,7F,ED,79,21,6F,7D,7E,23,F6,40,01,10,7F,ED,49,ED,79,0E,00,16,10,2095
500 DATA 7E,F6,40,ED,49,ED,79,23,0C,15,20,F4,01,00,BC,7E,23,ED,49,04,ED,79,2470
510 DATA 05,0C,79,FE,10,20,F2,3A,6E,7D,06,BC,ED,79,3A,97,7D,06,7F,ED,79,3A,2410
520 DATA 95,7D,B7,20,03,32,1B,60,ED,56,3A,94,7D,B7,20,02,ED,46,3D,3D,20,02,1999
530 DATA ED,5E,2A,F2,7E,22,19,60,2A,68,7D,7C,FE,80,30,03,21,80,BE,22,14,60,2225
540 DATA EB,21,16,60,01,07,00,ED,B0,01,82,F7,ED,49,21,98,7D,06,10,AF,F5,C5,2444
550 DATA 4E,23,06,F4,ED,79,06,F6,ED,78,F6,C0,ED,79,E6,3F,ED,79,06,F4,ED,49,3337
560 DATA 06,F6,4F,F6,80,ED,79,ED,49,C1,F1,3C,10,DA,01,0E,F4,ED,49,01,C0,F6,3109
570 DATA ED,49,01,92,F7,ED,49,01,40,F6,ED,49,3A,A8,7D,06,F7,ED,79,31,E6,7E,3002
580 DATA FD,E1,DD,E1,C1,D1,E1,F1,D9,08,C1,06,7F,3A,93,7D,4F,D1,F1,ED,4F,F1,3759
590 DATA ED,47,E1,F1,ED,7B,FE,7E,C3,00,00,ED,49,01,00,00,FB,C9,20,20,20,20,2600
600 DATA 20,20,21,B0,84,11,00,80,06,06,CD,8C,BC,21,00,80,11,92,04,3E,00,01,1486
610 DATA 00,00,CD,98,BC,CD,8F,BC,C9,00,00,00,4D,46,4D,45,4E,55,00,00,00,00,1738

```



I'm not 100% sure of the legal use of a file such as this, mainly because I'm not sure if the Multiface is 100% legal its self! But Please note, that to use this file to give your non Multiface owning friends a copy of a game IS ILLEGAL !. It is my personal view that back ups of tape games to disc (and to a certain degree disc games to disc as well) is ok, for your own personal use, as you get faster loading from disc. Now this file may border on being just a bit too naughty, but it does have it's uses. If like me (once) your Multiface gives up and dies on you, you will still be able to load in your Multiface saved games. At least until you can get the Multiface fixed.CARL.....

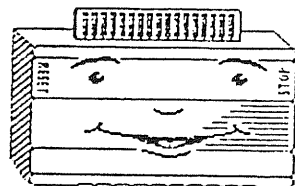
 * References in this publication to transfers that can be made from tape to disc using *
 * the utilities mentioned , or via a type-in , are made on the understanding that where *
 * permission from the Copyright owner of the program to be transferred is required, the *
 * reader/user will seek such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

Infinte Bonzo Bits

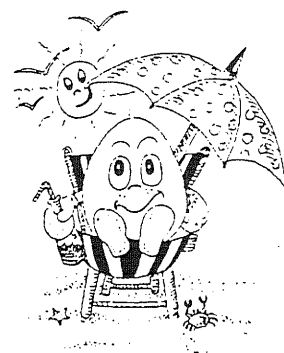
As you all read in the last issue (you did read the last issue - didn't you ??) about the new option to get Codemasters "Panic Dizzy" to disc. Well Mike Bullen has come up with a cheat loader for the game. Note the Multiface poke in line 100 for all folk who can't be bothered to type in this small loader. So without further time wasting here is the said cheat loader. Thanks Mike !!!!!!!!!!!!!!!!!!!!!

```

1 '*****
2 '*** PANIC DIZZY OPTION 12 TRANSFER ***
3 '***** INFINITE BITS BY MGB *****
4 '*****
5 '
10 CLS:PRINT"STOP PISTONS FALLING (Y/N) ?"
15 a$=UPPER$(INKEY$):IF a$="" THEN 15
20 IF a$="N" THEN RUN "panic.bin"
25 IF a$="Y" THEN 30 ELSE 15
30 MEMORY &3FFF:LOAD"panic.bin",&4EF4:POKE &4F1D,&CD:POKE &4F1E,&6B:POKE &4F1F,&BF
35 FOR x=&4F6B TO &4F73:READ a$:POKE x,VAL("&" +a$):NEXT
40 RESTORE 70:FOR x=&4000 TO &400D:READ a$:POKE x,VAL("&" +a$):NEXT
50 CALL &4000
60 DATA 3e,c9,32,d9,62,21,00,c0,c9
70 DATA 21,f4,4e,11,f4,be,01,80,00,ed,b0,c3,f4,be
80 '
90 '
100 REM: MULTIFACE POKE IS &62D9,&C9
  
```

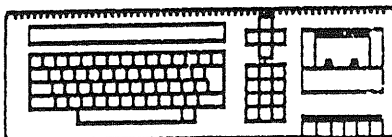


PLAYMATES



Bonzo's Litter Tray...

The Bonzo Bulletin section of Play Mates





More Infinite Bonzo Bits

Yes folks we have yet another cheat loader file for you, this time from Alex Cochrane. It will load and poke the option 1 version of LOOPZ. Please note the Multiface poke is in line 40, which by the way doesn't work on the actual disc version of the game. If I can find it (with the help of Alex) I will add it later this issue.

```

10 'LOOPZ INFY GOES
20 'BY ALEX C. for PLAYMATES
30 'TAPE/OPTION 1 TRANSFER
40 'M/FACE 2A05,C9 or you can use A6 instead of C9
50 MODE 1:BORDER 0:MEMORY &1503:INK 0,0:INK 1,21:INK 2,15:INK 3,26
60 LOAD "!10.cd":CALL &1770
70 LOAD "!11.cd":INK 0,0:INK 1,0:INK 2,0:INK 3,0:LOAD "!12.cd",&C000
80 a=&14FA:FOR c=1 TO 8:READ b:POKE a,b :a=a+1:NEXT
90 POKE &2A05,&C9:CALL &14FA
100 DATA &01,&8d,&7f,&ed,&49,&c3,&04,&15

```



Bonzo

Alex also put me right about my little joke, that Phil Howard was the Master Hacker mentioned in the game Killapede (issue 9). The Master Hacker is Kevin Parker he of Joe Blade, Eagles Nest and Cerberus fame. In fact if you enter into the high score table of Cerberus the name Kevin, the name Master Hacker will be displayed instead.

Well thank you Alex for the new cheat loader and the rest of the Bonzo news that you sent in. Keep up the good work.

THE BBPATCH FILE FROM THE BLITZ DISC

```

5000 FOR X=&C0 TO &16F:READ A$:Y=VAL("&"+A$):POKE X,Y:CS=CS+Y:NEXT:A$="FILENAME"
5010 REM: EXCLUDE FILETYPE. [ EG. USE "FILENAME" NOT "FILENAME.BIN" ]
5020 IF CS<>18850 THEN PRINT"ERROR !":END
5030 K=1:FOR X=&12C TO &12C+(LEN(A$)-1):Y=ASC(MID$(A$,K,1)):POKE X,Y:K=K+1:NEXT:CALL &C0
5040 DATA 21,CE,BC,E5,11,29,01,01,03,00,ED,B0,E1,3E,CD,77,11,EF,00,23,73,23,72,11
5050 DATA 00,90,21,2C,01,06,08,CD,77,BC,CD,34,01,EB,CD,83,BC,E5,CD,7A,BC,E1,E9,E5
5060 DATA D5,C5,F5,3A,4C,BE,CB,47,28,09,21,40,00,22,07,01,22,18,01,2A,42,BE,11,00
5070 DATA 00,19,11,00,BE,01,19,00,C5,D5,ED,B0,CD,29,01,21,00,00,ED,5B,42,BE,19,EB
5080 DATA E1,C1,ED,B0,F1,C1,D1,E1,C9,00,00,00,20,20,20,20,20,20,20,20,F5,D5,E5,C5
5090 DATA 7A,3D,28,08,3D,28,05,C1,E1,D1,F1,C9,CD,7D,BC,21,C0,00,11,C0,A5,01,90,00
5100 DATA ED,B0,21,FF,A5,3E,A6,77,2E,DC,77,24,2E,02,77,2E,16,77,3D,21,D2,A5,77,21
5110 DATA 18,01,22,E2,A5,C3,C0,A5,00

```



ALL YOU HAVE TO DO IS ALTER LINE 5000 TO LOAD THE FILENAME OF THE GAME YOU WISH TO LOAD.

JOHN BROWN'S UTILITIES (AGAIN ?)

IF YOU REMEMBER FROM THE LAST ISSUE I TOLD YOU ABOUT JOHN BROWN'S POKE FINDING UTILITIES. I ALSO TOLD YOU THAT THEY WERE NOT PD. WELL JOHN HAS UP-DATED THEM SLIGHTLY AND HAS DECIDED TO ENTER THEM INTO THE PD SCENE. HE PLACED THEM WITH DARTSMA PD LIBRARY, WHICH IS RUN BY ADAM SHADE. I HAVE ALSO PASSED ON A COPY TO SCULL PD SO YOU CAN GET A COPY FROM EITHER OF THESE PLACES. BUT AS IT'S SUCH A GOOD SELECTION OF UTILITIES I'M SURE ALL PD LIBRARIES WILL HAVE A COPY OF IT QUITE SOON. FOR THOSE OF YOU THAT DIDN'T GET ISSUE 9 (SHAME ON YOU) JOHN'S UTILITIES WILL HELP YOU TO FIND POKES FROM GAMES SAVE WITH THE MULTIFACE OR WITH THE BONZO DISCS.

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CHRISTMAS GOODIES

YOU CAN TELL CHRISTMAS IS ALMOST UPON US, THE BIG GUNS OF COMPUTING IE OCEAN, U.S GOLD ETC ARE GOING ALL OUT TO GET OUR HARD EARNED PENNIES. THERE ARE MANY COMPILATIONS AND MAJOR TITLES BEING ADVERTISED ALMOST AS IF THEY WERE OUT NOW, NOTHING CHANGES AH? MOST I'M ABOUT TO MENTION WERE NOT OUT AT THE TIME OF WRITING BUT SHOULD BE OUT JUST BEFORE CHRISTMAS. THERE DOES SEEM TO BE QUITE A GOOD SELECTION OF COMPILATIONS COMING UP WITH U.S. GOLD SEEMING TO BE TRYING HARDEST TO BE "TOP GUN" THIS CHRISTMAS.

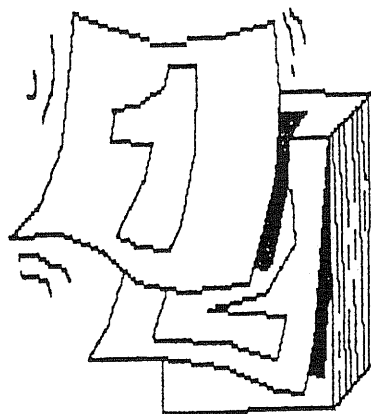
THEY START OFF WITH A COLLECTION CALLED MAX "MAXIMUM ACTION" PACK. THIS CONTAINS ST DRAGON, SWIV, NIGHTSHIFT AND TURRICAN 2. AS YOU CAN SEE SOME REALLY NEW TITLES ON THIS COLLECTION, SO NEW IN FACT I'M NOT EVEN SURE THAT A COUPLE OF THEM HAVE BEEN RELEASED SINGULARLY YET. NEXT OFFERING FROM U.S.GOLD IS CALLED CAPCOM COLLECTION. THIS IS MADE UP OF SOME PRETTY GOOD TITLES AND A COUPLE OF DODGEY ONES. I SEE LED STORM IS INCLUDED, THERE CAN'T BE MANY COLLECTIONS ABOUT THAT IT'S NOT ON. THE OTHER GAMES IN THIS COLLECTION INCLUDE STRIDER 1 AND 2, GHOULS 'N' GHOSTS, U.N. SQUADRON, FORGOTTEN WORLDS, DYNASTY WARS AND LAST DUEL. THE NEXT COLLECTION FROM U.S. GOLD IS CALLED SUPER SIM PACK. THIS COLLECTION CONTAINS INTERNATIONAL 3D TENNIS, CRAZY CARS 2, ITALY 1990 AND AIRBOURNE RANGER. THIS COLLECTION WILL BE WORTH GETTING JUST TO GET ITALY 1990 ON DISC AS IT'S A MULTILOAD AND WAS NEVER RELEASED ON DISC. OTHER OFFERINGS FROM U.S. GOLD WHICH ARE OUT NOW OR WILL BE SOON INCLUDE THE FOLLOWING: OUT RUN EUROPA, G LOC, ALIEN STORM, BONANZA BROTHERS, MEGA TWINS, FINAL FIGHT AND GAUNTLET 3.

FROM ACROSS THE CHANNEL (IE FRANCE) COMES A COLLECTION FROM UBI SOFT CALLED AIR/SEA SUPREMACY. IF YOU ARE A FLIGHT/SUB SIM FAN THIS IS THE COLLECTION FOR YOU AS IT CONTAINS GUNSHIP (REVIEWED THIS ISSUE), P47 THUNDERBOLT (NOT A TRUE SIM), SILENT SERVICE, CARRIER COMMAND AND F-15 STRIKE EAGLE.

OCEAN WHO NORMALLY DO QUITE WELL AT CHRISTMAS SEEM TO BE LESS FORTH COMING WITH THEIR OFFERINGS. AMSTRAD ACTION HAS MENTION THE LIKES OF BATTLE COMMAND AND THE SIMPSONS, BUT OCEAN HASN'T REALLY GONE MAD WITH THEIR ADVERTISING BUDGET. I ONLY REALLY KNOW OF TWO NEW GAMES THAT ARE SOON TO BE RELEASED, WRESTLE MANIA AND SMASH TV. THEY SEEM MAINLY CONTENT TO PLUG THEIR RE-RELEASED BUDGET TITLES ON THEIR HIT SQUAD LABEL.

SO GOING BY WHAT THE COMPANIES ARE PROMISING TO RELEASE THIS CHRISTMAS IT SEEMS THAT U.S. GOLD WILL WIN HANDS DOWN, BUT I'M SURE THAT OCEAN WILL HAVE SOMETHING UP THEIR SLEEVE.

ISSUE 11 WILL BE OUT ON THE 1ST OF MARCH 1992. I DO HAVE SOME REVIEWS (ALREADY) FOR ISSUE 11 AS I COULDN'T FIT THEM INTO THIS ISSUE. THIS DOESN'T MEAN I DON'T WANT SOME MORE. IF YOU HAVE SENT IN A REVIEW AND I HAVEN'T USED IT YET, I'M SORRY, BUT NEVER FEAR IT WILL GET USED.



I HAVE SO FAR GOT REVIEWS FOR THE COLLECTION 100% DYNAMITE, PLUS LOOPZ AND RICK DANGEROUS

OTHER GAMES PLANNED INCLUDE REVIEWS OF THE CARTRIDGES OF PANG AND WORLD OF SPORT. I DO HAVE A COUPLE OF OTHERS BUT AS YET I HAVEN'T HAD THE TIME TO REALLY SORT THEM OUT.

FANZINE UP DATES

** SINCE I WROTE THE ARTICLES ABOUT ALAN SCULLY'S FANZINE CPC DOMAIN AND ** OMEGA SOFT'S GERMAN FANZINE CPC CHALLENGE I HAVE RECIEVED NEW COPIES ** OF BOTH SO I THOUGHT I'D TELL YOU A BIT MORE ABOUT THEM. **

** FIRST OF ALL CPC DOMAIN BY ALAN SCULLY. ALAN'S FANZINE IS QUICKLY ** BECOMING JUST ABOUT THE BEST TO LOOK AT CPC FANZINE AROUND, WHICH IS ** NOT SUPRISING REALLY AS HE USES AN ST AND A TOP OF THE RANGE PRINTER ** TO PRODUCE IT. BUT IT'S NOT JUST PRETTY TO LOOK AT, ITS A RIGHT ** RIVOTTING READ. HE HAS BEEN RUNNING A TWO PART ARTICLE ON HOW TO GET ** THE MOST OUT OF DTP PROGRAMS LIKE STOP PRESS. I LEARNT MORE FROM THAT ** THAN ANY ARTICLE IN AMSTRAD ACTION OR ACU. ANOTHER THING I SHOULD ** POINT OUT IS THAT ALAN WILL NOW ONLY SELL PD (FROM HIS OWN LIBRARY ** SCULL PD) TO SUBSCRIBERS TO HIS FANZINE CPC DOMAIN DUE TO THE LACK OF ** TIME OF RUNNING BOTH. IF YOU WANT A SAMPLE COPY OF CPC DOMAIN SEND ** £1.25 TO ALAN SCULLY (HIS ADDRESS IS ELSE WHERE IN THIS ISSUE). **

** NEXT ON THE STARTING BLOCK IS CPC CHALLENGE BY OMEGA SOFT. I'VE JUST ** HAD ISSUE 3 OF THIS GERMAN GAMES FANZINE SENT TO ME (DATED 9/9/91). ** FIRST THING THAT YOU WILL NOTICE (APART FROM THE FACT IT'S WRITTEN IN ** GERMAN) IS THE QUALITY OF THE COPYING, IT'S VERY BAD INDEED (SORRY ** ABOUT THAT GAS) SINCE WRITING THE LAST BIT ABOUT THIS FANZINE THE ** PRICE HAS GONE UP TO £1 (IT MUST BE A COIN, NO CHEQUES ETC ETC) HE ** ALSO WOULDN'T SAY NO TO SOME 1P COINS AS WELL IF YOU HAVE A FEW TO ** SPARE? I WAS ALSO SENT THE OCT/NOV ISSUE OF THE GERMAN MAGAZINE ** AMSTRAD CPC INTERNATIONAL (FOR CPC AND PCW MACHINES). IF YOU LIKE MEGA ** TYPE-INS AND YOU CAN READ GERMAN YOU ARE QUITE WELCOME TO BORROW IT AS ** LONG AS YOU SEND ME ENOUGH TO COVER THE POSTAGE. IT ALSO HAS GAMES ** REVIEWS, SERIOUS ARTICLES AND A CHEATS SECTION, BUT DON'T ASK HOW GOOD ** IT IS AS I CAN'T READ GERMAN. OMEGA SOFT'S ADDRESS IS ALSO ELSE WHERE ** IN THIS ISSUE. **

LETTERS

** HERE ARE A COUPLE OF EXCERPTS FROM SOME LETTERS THAT I RECIEVED. **

** FIRST ONE IS FROM GEORGE S DYKE OF BOURNEMOUTH. ** HERE ARE A COUPLE OF ODD THINGS I DO WHEN COPYING TYPE-INS OF HEX ** NUMBERS. FIRST I HAVE A SMALL PIECE OF WOOD ABOUT 5" x 1" x 3/16" THAT ** HAS ARROWS MARKED ON IT, THAT LAYS ON THE PAGE TO KEEP MY PLACE. I THEN ** JUST TYPE IN ALL THE HEX NUMBERS AND THEN GO BACK OVER THE LINE AND ** PUT THE COMMA'S IN (ONE TAP ON THE COMMA KEY THEN TWO TAPS ON THE ** RIGHT ARROW KEY) I NEVER HAVE THE ODD FULL STOP TO WORRY ABOUT. **

** SECOND LETTER IS FROM P CURGENVEN OF CORNWALL. ** OVER THE LAST COUPLE OF MONTHS I HAVE BOUGHT SOME UTILITIES FROM CPC ** NETWORK AND GOLDMARK SYSTEMS. I HAVE ALSO BOUGHT A DD1-1 DISC DRIVE ** FROM THE AMSTRAD USER GROUP. THE DISC DRIVE WAS BRAND NEW BUT DIDN'T ** COME WITH AN INSTRUCTION MANUAL. SO MY ADVICE IS TO : ** (1) GET TEARAWAY FROM THE CPC NETWORK AND JOIN US TO HELP FIND ** MULTIFACE POKES. ** (2) GET THE BONZO DISCS (FROM MICROSTYLE) SO YOU CAN COPY YOUR OWN ** PROTECTED TAPE GAMES TO DISC. ** (3) LOOK AT WHAT GOLDMARK HAS TO OFFER (I GOT TRANSPEED, ITS THE SAME ** AS BONZO FOR SPEEDLOCK TRANSFERS BUT NOT AS GOOD). ** (4) JOIN THE UNITED AMSTRAD USER GROUP, GET FREE PD AND A BI MONTHLY ** MAGAZINE (PLEASE NOTE THE U.A.U.G IS NOT THE SAME AS AMSTRAD USER ** GROUP WHICH IS BASED IN SUNDERLAND). **

** I HAVE DONE ALL THE ABOVE AND HAVE LEARNT QUITE A LOT OVER THE LAST ** FEW WEEKS. I SPOKE TO JAMES VERITY (OF CPC NETWORK), GOLDMARK SYSTEMS ** AND RICHARD SERGEANT (PD LIBRARIAN FROM THE U.A.U.G). ALL GAVE ME LOTS ** OF FREE ADVICE AND HELP. BECAUSE I DID NOT GET A MANUAL WITH THE DISC ** DRIVE I COULDN'T EVEN READ A DISC, THE ABOVE PEOPLE GAVE ME WORDS LIKE ** DIR, CAT AND HOW TO USE THE CP/M DISC. A BIG THANK YOU TO THEM ALL AND ** A BIG RASPBERRY TO THE AMSTRAD USER GROUP (SUNDERLAND). **

PICK'N PILE

from UBI SOFT
reviewed by David Blackwell

The idea of the game is to make all the coloured pieces on the screen disappear. To do this you must form columns of only one colour. This is done by one of two methods; moving or swapping. To move, place the cursor onto the desired piece, press fire and then place it on an empty square. To swap select the piece and place it on top of a piece and they will swap.

A simple idea it seems but there are loads of other pieces making life harder or easier for you, these include:-

- EGG TIMER—these can act as a wild piece i.e they can act as any colour
- RED BLOCK and rainbow—these are useful in helping stacking
- SCORE SQUARES—they add their score to yours
- TIMES SQUARES—they multiply the columns score by their value
- FACES—can only be moved by swapping, make an annoying sound when touching bottom, and make time disappear twice as quickly
- FIRE—no real use
- PLANT pot—can not be moved (except by making it fall)
- BOMBS—blow up any surrounding pieces
- DIAMONDS are obtained by forming columns with a value of more than 1000. This is easiest done by including a times square. To make the diamond go into the `bank` it must be included in a pile. When the bank is full it will disappear and give a lot of extra score. The better the pile the more valuable the diamond will be.

The idea of the game is simple but surprisingly enjoyable to play. There are lots of things that can be done to improve your score and I will list these later. As the game goes on the time limit gets shorter and it gets (very) gradually harder. I played the game a couple of times and I soon grasped the many things which need to be done. However, after only a few games I seemed to be invincible and played for several hours before night set in. Even on the harder level the game seems to be too easy, although this does not detract from the playability of the game, as long as you have several hours to spare.

Tips

- 1.To get a diamond put a times square on top of a pile. To make the diamond count put it on top of another pile.
- 2.To get rid of unwanted faces put them on top of a column to be exploded.
- 3.Save score squares until last so you can get rid of single pieces.
- 4.Save bombs until last and they are useful for blowing up the last 7 pieces like so,

piece piece
piece bomb piece
piece piece piece

- 5.Build a tall pile and put the biggest times square on top to get a larger score.
- 6.Use extra pieces to stop a pile exploding whilst you build it.
- 7.Egg timers included in a pile that explodes will increase your time by 200.
- 8.Once a face is on the floor it is important to swap it quickly as the time will soon disappear and a life will be lost.

OVERALL

- Sound - good tunes and spot fx-85%
- Graphics - colourful with good details-80%
- Addictiveness - very at start but gets boring-65%
- Playability - very good-85%
- Overall rating - good if you have a lot of time to spare-80%



1st Class
Award

80% - 90%

At this point I would like to add my highest score but I gave up after several hours and a score of one million +.

.....
Don't you just hate show offs ???
.....

SPITTING IMAGE (HIT SQUAD) REVIEWED BY MICK WILLIAMS

'WITHIN THE NEXT SEVEN YEARS A WORLD WAR WILL TAKE PLACE. A WAR SO GREAT THAT EVEN THE SWISS WILL GET INVOLVED THIS TIME. A WAR SO TERRIBLE THE ITALIANS HAVE ALREADY SURRENDERED. ONE LEADER WILL EMERGE FROM THIS WAR TO RULE THE WORLD. IT IS YOUR TASK TO STOP THIS LEADER AND SAVE THE WORLD.'

THAT'S THE INTRODUCTION TO SPITTING IMAGE, THE GAME BASED ON THE TV SERIES RELEASED RECENTLY ON THE HIT SQUAD LABEL. IT SUMS UP THE PLOT QUITE WELL REALLY AND SETS THE SCENE FOR A GAME FULL OF THE SAME KIND OF HUMOUR. BASICALLY, THE GAME CONSISTS OF ONE ON ONE FIGHTING WITH THE WORLDS GREAT/EX-GREAT LEADERS, THOSE BEING MAGGIE, RONNIE, POPE, BOTHA, KHOMENI AND GORBY, ALL BEAUTIFULLY DRAWN IN THEIR PUPPETS IMAGE AND WITH THE SAME CHARACTERISTICS IE. THE POPE COMES ON WITH HIS SHADES AND FIGHTS WITH A GUITAR; RONNIE IS A CLOWN WHO'S NOSE LIGHTS UP WHEN HIT; MAGGIE APPEARS WITH CIGAR AND BOXING GLOVE ETC ETC.

EACH LEADER ALSO HAS A SIDEKICK WHO WILL COME ON FROM TIME TO TIME TO LEND A HAND. DENNIS THATCHER WILL COME ON AND HELP MAGGIE BY THROWING EMPTY BEER BOTTLES AT HER OPPONENTS AND THE POPE'S SIDEKICK THROWS BIBLES AT YOU FROM THE WINGS. I WON'T SAY WHAT BOTHA'S AND KHOMENI'S SIDEKICKS DO...THERE MAY BE CHILDREN READING!!!

AS WELL AS BASIC FIGHTING MOVES, EACH LEADER HAS A SPECIAL MOVE. RONNIE'S HEAD FLIES OUT AT YOU ON A SPRING, JACK IN A BOX STYLE, TO NUT YOU SQUARLY ON THE HEAD, KHOMENI'S BEARD LASHES OUT TO STRIKE YOU, MAGGIE BLOWS CIGAR SMOKE IN YOUR FACE AND BOTHA...WELL, ONCE AGAIN, THERE MAY BE CHILDREN READING!!!

IF YOU'RE A BIG FAN OF THE TV SERIES, YOU'LL LOVE THIS GAME. ALL OF THE LEADERS ARE IDENTICAL TO THEIR PUPPETS AND THE TREMENDOUS GRAPHICS DO THEM JUSTICE. HOWEVER, AFTER A WHILE WHEN THE HUMOUR DIES OFF, ONE ON ONE FIGHTING DOES GET A LITTLE MONOTONOUS AND EVEN WITH TWO PLAYERS, THE NOVELTY SOON WEARS OFF. HAVING SAID THAT, THIS IS A BUDGET GAME. IT LOOKS AND FEELS LIKE A FULL PRICE GAME AND SO GRIPES ASIDE, IT IS EXCELLENT VALUE FOR MONEY. THERE ARE PLENTY OF GAMES OVER A TENNER THAT ARE NOT A PATCH ON THIS SO IF YOU CAN SPARE THREE OR FOUR QUID, GIVE IT A BASH. I'LL JUST LEAVE YOU WITH A BIT MORE OF THE HUMOUR AS PRINTED ON THE INLAY CARD..

'TO DEFEAT YOUR OPPONENT YOU MUST WIN A 'BEST OF FIVE' SERIES OF FIGHTS. IF YOU LOSE THEN YOU ARE A HUMILIATING FAILURE. THE KID DOWN THE STREET DID BETTER THAN YOU AND HE'S ONLY BEEN PLAYING COMPUTER GAMES A WEEK AND PROBABLY HIS MUM COULD EVEN BEAT YOUR SCORE AND GET TO WRITE HER NAME ABOVE YOURS WHICH WOULD BE REALLY EMBARRASSING IF YOUR FRIEND SAW IT AND YOU'D HAVE TO KEEP MAKING EXCUSES IF THEY CAME ROUND TO YOUR HOUSE AND WANTED TO PLAY THE GAME BECAUSE YOU'D HAVE TO SAY SOMETHING LIKE "OH, IT'S BROKEN" AND THEY'D SAY "IT DOESN'T LOOK VERY BROKEN TO ME" AND SWITCH IT ON AND SEE YOUR FRIENDS MUMS NAME ABOVE YOURS AND YOU'D HAVE TO PRETEND IT WAS A JOKE BUT THEY WOULDN'T BELIEVE YOU AND THEY'D GO AROUND TELLING EVERYONE WHAT A LOUSY SCORE YOU GOT AND YOUR PARENTS WOULD BE SO ASHAMED THEY'D PRETEND TO BE DEAD JUST TO GET YOU PUT IN AN ORPHANAGE WHERE THEY WOULDN'T HAVE TO SEE YOU.. AND IF YOU TAKE OUR ADVICE YOU'D THROW THE GAME AWAY AND PRETEND YOU'D NEVER PLAYED IT.'

DON'T TAKE THEIR ADVICE !!

GRAPHICS	90%	VERY COLOURFUL AND CRYSTAL CLEAR
SOUND	80%	THAT FAMILIAR TUNE RINGS IN YOUR EARS
ADDICTIVENESS	75%	GREAT INITIALLY, BUT IT WEARS OFF AFTER A WHILE
PLAYABILITY	75%	AGAIN, GREAT TO START, BUT NO LONG TERM INTEREST
VALUE	95%	FOR A BUDGET GAME, YOU CAN'T GO WRONG !!
OVERALL	89%	A GOOD GAME YOU'D ALWAYS DIG OUT NOW AND THEN



80% - 90%

1st Class Award

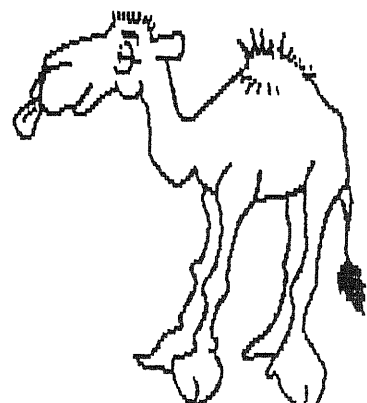


COMPUTER MAGAZINES ARE ZAPPED !

AS YOU HAVE NO DOUBT READ SOME WHERE BY NOW A FEW COMPUTER MAGAZINES HAVE GONE TO THAT GREAT NEWS AGENTS IN THE SKY. TWO MAGAZINES BY NEWSFIELD WHO HAVE GONE UNDER. THESE WERE A SPECTRUM MAG CALLED CRASH (WHICH IT DID) AND A C64 MAG CALLED ZAP (WHICH IT WAS). THE OTHER MAGAZINE THAT IS NO MORE IS ONE OF MY FAVOURITES (AHHHHHHH !) AND WAS PRODUCED BY FUTURE PUBLISHING (THE SAME FOLK THAT DO AMSTRAD ACTION) AND IT WAS A WEEKLY CALLED NEW COMPUTER EXPRESS. THE LOSS OF THE TWO NEWSFIELD MAGAZINES WON'T REALLY AFFECT US A GREAT DEAL, BUT IT DOES SHOW A BAD TREND IN THE 8 BIT MARKET IN GENERAL.



PLAY MATES
THE NEXT GENERATION



AMSTRAD

THE FUTURE OF PLAY MATES ??

ALTHOUGH I DO NOW HAVE A JOB AND CAN AFFORD TO SUBSIDISE THE RUNNING OF PLAY MATES, I CAN'T AFFORD THE AMOUNT OF MONEY I AM LOSING (ABOUT £40 AN ISSUE).

I JUST CAN'T SEEM TO ATTRACT READERS IN ANY GREAT QUANTITY. I HAVE TROUBLE GETTING MAGAZINES LIKE AMSTRAD ACTION TO GIVE THE FANZINE A PLUG. EVEN WHEN I DO GET A MENTION I'M NEVER SWAMPED WITH ORDERS. WHEN YOU CONSIDER THAT AMSTRAD ACTION BOAST A READERSHIP OF 35,000+ I FIND IT HARD TO BELIEVE I CAN'T ATTRACT ABOUT 200 ORDERS. I HAVE THEREFORE DECIDED TO TAKE ORDERS FOR ISSUES 11 AND 12, WHICH WILL TAKE ME UP TO 1/6/92 IF I HAVEN'T GOT ENOUGH READERS TO BE ABLE TO BREAK EVEN I WILL HAVE TO SERIOUSLY THINK ABOUT GIVING IT ALL UP.

BONZO NEWS

AS OVER 90% OF MY READERS ARE BONZO USERS I WOULD THEN JUST RUN A SMALL 3 OR 4 PAGE BONZO NEWS SHEET. I WILL LET YOU ALL KNOW MORE IN ISSUE 12. DO NOT WORRY IF YOU HAVE PAID BEYOND ISSUE 12, YOU WILL GET YOUR MONEY BACK (IF IT COMES TO THAT OF COURSE).

BUT WHY ?

NOW DON'T GET ME WRONG, I DO WANT TO CONTINUE TO RUN PLAY MATES, AS I GET A LOT OF FUN AND ENJOYMENT OUT OF DOING IT. BUT I REALLY CAN'T AFFORD TO LOSE SO MUCH MONEY. I DID TRY AT ONE POINT TO CHARGE MORE FOR PLAY MATES WHAT IT ACTUALLY COST ME TO PRODUCE, BUT THE READERSHIP FELL BY ABOUT HALF. SO I HAD TO LOWER THE PRICE AGAIN TO ATTRACT THEM BACK.

MONEY IS NOT THE ONLY REASON FOR THIS LULL IN MY DESIRE TO CARRY ON. IT'S ALSO THE LACK OF RESPONSE THAT GETS TO ME. I THINK I PUT TOGETHER A FAIRLY GOOD LITTLE FANZINE SO WHY CAN'T I GET MORE FOLK TO PART WITH £1.30 FOUR TIMES A YEAR ?? LIKE I SAID I DO WANT TO CARRY ON SO DO PLEASE ORDER ISSUES 11 AND 12. PLUS HELP ME SPREAD THE WORD ABOUT PLAY MATES BY PASSING ON THE ADVERT I ADDED TO THIS ISSUE.

BEAT THIS !!

IN ISSUE 9 (INSIDE FRONT COVER) I ASKED FOR YOU TO SEND IN YOUR HIGH SCORES, SO THAT OTHER FOLK HAD A TARGET TO AIM AT. THESE HIGH SCORES HAD TO BE GOT WITHOUT THE AID OF A POKE OF ANY SORT, BELOW ARE A FEW I'VE BEEN SENT SO FAR.

THESE FIRST FEW WERE FROM MY NEPHEW DAVID BLACKWELL FROM THE ISLE OF SHEPPEY. HE USED TO HAVE A SPECTRUM BUT HAS JUST GOT HIMSELF A 6128 PLUS. HE CAME TO STAY WITH US THE WEEK AND WE BOTH SPENT MANY HOURS PLAYING JUST ABOUT EVERY GAME I'VE GOT. BUT WE ALWAYS ENDED UP PLAYING "TARGET RENEGADE" 2 OR 3 TIMES A DAY. I POINT THIS OUT BECAUSE THE SCORES FOR THIS GAME THAT ARE IN THE LIST ARE FOR SINGLE AND TWO PLAYER MODE. IN TWO PLAYER MODE POINTS ARE NOT AS FREELY GIVEN OUT. ALSO WE DISCOVERED THAT PLAYER TWO DOESN'T GET AWARDED EXTRA LIVES AFTER REACHING A CERTAIN SCORE. DAVID BEING THE BETTER PLAYER TOOK ON THE TASK OF BEING PLAYER TWO AND AS YOU WILL SEE HIS SCORE IS EVEN MORE IMPRESSIVE AS HE GOT IT WITH JUST THE LIVES HE STARTED WITH. AS I WAS PLAYER ONE I WOULD JUST LIKE TO TAKE SOME OF THE CREDIT FOR HELPING HIM GET SUCH A GOOD SCORE.

GAME	NAME	SCORE	COMMENTS
PIPE MANIA	D BLACKWELL	227100	LEVEL 27
RAINBOW ISLANDS	D BLACKWELL	620850	END OF TOY ISLAND
KLAX	D BLACKWELL	227865	WAVE 8
OPERATION WOLF	D BLACKWELL	272939	AIRPORT
DRAGON NINJA	D BLACKWELL	135325	COMPLETED
CHUCKIE EGG	D BLACKWELL	191710	LEVEL 19
EXPLODING FIST	D BLACKWELL	25800	6TH DAN
CYBERBALL	D BLACKWELL	62100 (DOLLARS)	BEAT COMPUTER 66-6
PRO MOUNTAIN BIKE	D BLACKWELL	15500	GOT TO SECOND LEVEL
AMC	D BLACKWELL	11139000	A NATURAL SHOW-OFF
TARGET RENEGADE	D BLACKWELL	629200	SINGLE PLAYER GAME
TARGET RENEGADE	C SURRY	590400	SINGLE PLAYER GAME
TARGET RENEGADE	D BLACKWELL	439500	TWO PLAYER GAME
TARGET RENEGADE	C SURRY	233300	TWO PLAYER GAME
ROLAND GOES DIGGING	P HALL	£200	A VERY OLD GAME
SWITCHBLADE (DISC)	C SURRY	049870	GOT TO 2ND BOSS
DESTRUCTO	C SURRY	05210	OLD GAME
LICENCE TO KILL	C SURRY	21200	007 AND A HALF
OPERATION THUNDERBOLT	C SURRY	00309800	RAMBO I'M NOT
AFTERBURNER	C SURRY	7990560	TOP GUN ?? GOT TO STAGE 12
AFTERBURNER	M WILLIAMS	10904430	THE REAL TOP GUN
NARC	C SURRY	019500	BAD SCORE IN A TERRIBLE GAME

MORE LIFE SAVERS

ALONG WITH THE INFORMATION ABOUT HIS (GERMAN) FANZINE, OMEGA SOFT SENT IN A FEW MULTIFACE POKES AND A GAME CODE. BEFORE I LIST THEM I WANT TO PASS ON SOMETHING HE ASKED ME THAT I COULDN'T ANSWER, MAY BE YOU CAN ? IN MOST OF EUROPE, DEMOS ARE REALLY BIG IN THE CPC SCENE AND HE WANTS TO KNOW WHY THERE ARE NO BRITISH DEMO MAKERS? SO HIS QUESTIONS ARE :- ARE THERE ANY BRITISH DEMO FANS ? AND WHY DON'T THE BRITISH LIKE DEMOS ? ENOUGH OF THIS LETS GET ON WITH THE POKES.

* THE LIGHT CORRIDOR	* 3ACE,??	?? = NO. OF BALLS (IE, LIVES)
* MYSTICAL	1E3F,00	INFINITE LIVES
* SWITCHBLADE	* 30AB,00]	INVULNERABILITY
	* 30AC,00]	DO ALL 3 POKES
	* 30AD,00]	DOESN'T WORK ON MY DISC VERSION OF THE GAME

CHIPS CHALLENGE - CODE FOR LEVEL 144 (THE LAST LEVEL) IS GYXO

I HAVE ALSO BEEN INFORMED BY DAVE HYDE THAT THE POKE FOR THE COMPILATION VERSION OF MAGICLAND DIZZY THAT WAS FEATURED IN AMSTRAD ACTION ALSO WORKS ON THE NORMAL VERSION OF THE GAME. HE ALSO WANTS TO KNOW IF ANY ONE HAS TRIED A PROGRAM THAT WILL CONVERT FILES FROM A PC TO A CPC, AND IF THEY ARE ANY GOOD.



ALMOST THE LAST PAGE



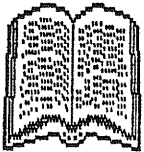
YES FOLKS IT'S ALMOST THE END OF YET ANOTHER FUN PACKED ISSUE OF PLAY MATES. SINCE I STARTED WRITING THIS ISSUE, ACU WITH ALAN SCULLY'S HELP RAN AN ARTICLE ON FANZINES. PLAY MATES GOT A GOOD REVIEW (THANKS ALAN) AND I HAVE HAD A COUPLE OF PEOPLE ASKING ABOUT PLAY MATES ALREADY. THIS REVIEW (FOR WHICH I'M GRATEFUL) DOES NOT ALTER MY EARLIER STATED OPINION THAT THE GLOSSY MAGAZINES DON'T DO ENOUGH TO PROMOTE AMSTRAD FANZINES. THE FEW FANZINES THAT ARE ABOUT DON'T WANT A ONE OFF MENTION ONCE IN A BLUE MOON, WE NEED A SMALL (WELL SMALLISH) MENTION IN THE NEWS PAGES WHEN EVER AN ISSUE IS SENT IN. SO TO THE EDITORS OF AMSTRAD ACTION AND ACU I SAY "COME ON GUYS, GIVE US A BREAK". I KNOW THAT BOTH EDITORS WILL MOST LIKELY SAY I SHOULD PLACE SMALL ADVERTS TO SELL PLAY MATES. I AGREE I COULD BUT HOW MANY PEOPLE READ THE SMALL ADVERTS COMPARED TO THOSE WHO READ THE NEWS PAGES ?

.....
ROMANTIC ROBOT PULL OUT OF THE 8 BIT MARKET

WHILE READING THE LATEST ISSUE OF ACU (DEC 91) I SAW THE NEW ADVERT FROM ROMANTIC ROBOT. IT STATES THAT THEY ARE MOVING AWAY FROM THE 8 BIT MARKET AND ARE SELLING OFF ALL THEIR WARES IN A BIG "CLOSING DOWN SALE". SO IF YOU HAVEN'T YET GOT AROUND TO BUYING A MULTIFACE OR THEIR OTHER PRODUCTS LIKE RODOS AND THE INSIDER, YOU HAD BETTER DO IT SOON. OR ELSE THE ONLY PLACE YOU WILL BE ABLE TO GET HOLD OF ONE WILL BE SECOND HAND. THE NEW "SALE" PRICE FOR THE MULTIFACE IS £34.95. IF YOU WANT MORE DETAILS DIG OUT THE ADVERT IN ACU OR CONTACT ROMANTIC ROBOT DIRECT, THEIR ADDRESS IS 54 DEANSCROFT AVE, LONDON, NW9 8EN. I JUST HOPE THEY WILL STILL BE AROUND TO DO REPAIRS ON EXISTING MULTIFACE'S. MAY BE IF SOMEONE OUT THERE (WHO HAS MORE TIME THAN I) CAN FIND OUT FOR ME, JUST WHAT THEIR PLANS ARE ??

I'VE JUST HAD A LETTER FROM PETER CURGENVEN RAVING ABOUT THE UTILITY TEARAWAY (AGAIN), ALSO IN HIS LETTER WAS A REQUEST FOR ANYBODY TO SELL A COPY OF THE GAME SPHERICAL. IF YOU HAVE THIS GAME AND WANT TO PART WITH IT CONTACT PETER AT THE HOLLYAR, TREVONE BAY, NEAR PADSTOW, CORNWALL, PL28 8QZ. PETER ALSO SENT IN SOME POKES HE FOUND WITH TEARAWAY AND THEY ARE LISTED BELOW.

FLIMBO'S QUEST	TAPE	7724,00	INF LIVES
CAVEMANIA	TAPE	1FD5,00	INF LIVES
CAVEMANIA	TAPE	49C2,00	INF ROCKS

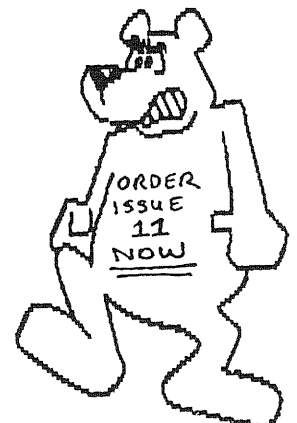


.....
DO YOU WANT TO REVIEW A GAME ??

I HAVE A FEW GAMES THAT I WANT REVIEWED, AND I'M WILLING TO LEND MY COPIES OF THE GAMES TO YOU FOR YOU TO REVIEW THEM. BEFORE YOU ALL PUT YOUR HANDS UP TO VOLUNTEER THERE ARE A FEW GROUND RULES. FIRST OF ALL I WANT THE GAME BACK (SORRY ABOUT THAT), ALSO I CAN'T PROMISE THEY WILL BE GOOD GAMES, BUT I STILL NEED THEM REVIEWED. FELLOW READERS NEED TO BE WARNED OF THE BAD GAMES AS WELL AS THE GOOD. THE MAIN RULE IS YOU MUST NOT HAVE HAD A REVIEW PRINTED IN PLAY MATES BEFORE. I HAVE A HARD CORE OF REGULAR REVIEWERS WHOM I COULDN'T DO PLAY MATES WITHOUT THEIR HELP, BUT I DO WANT TO GET SOME OF YOU OTHER READERS TO TRY YOUR HAND AT DOING A REVIEW. LAST RULE IS I NEED THEM BACK TO ME BY EARLY FEB 92 SO I CAN SORT THEM OUT, PLUS THE REVIEWS MUST BE IN ASCII SAVED TO TAPE OR DISC. YOUR TAPE OR DISC WILL BE RETURNED TO YOU AS SOON AS I CAN DO IT. I WILL LIST BELOW SOME OF THE GAMES I WANT REVIEWED, IT WILL BE A CASE OF FIRST COME FIRST SERVED. ALL YOU HAVE TO DO IS TELL ME IF YOU WANT A TAPE OR DISC GAME.

.....
LIST OF GAMES I WANT REVIEWED FOR FUTURE ISSUES

LINE OF FIRE BY U.S. GOLD	TAPE
ACTION FIGHTER BY FIREBIRD	TAPE
RED HEAT BY THE HIT SQUAD	TAPE
BUTCHER HILL BY GREMLIN	DISC
DYNASTY WARS BY U.S. GOLD	TAPE OR DISC
CYBERWORLD BY MAGIC BYTES	DISC
SKULL & CROSSBONES BY DOMARK	DISC
HAMMERFIST BY ACTIVISION	DISC
EDD THE DUCK BY IMPULZE	TAPE
CHIPS CHALLENGE BY U.S. GOLD	DISC



 + MINI REVIEW + COMPETITION + MINI REVIEW + COMPETITION +

REVIEWED BY STEVE SMYTH

HERE IS A QUICK REVIEW OF A PUBLIC DOMAIN ITEM CALLED THE CROSSWORD COMPILER. WHICH WAS WRITTEN BY K A MORTIMER, AND IS AVAILABLE FROM SCULL PD AT 119 LAUREL DRIVE, EAST KILBRIDE, GLASGOW G75 9JG.

IT IS DISK ONLY AND NEEDS 128K OF MEMORY AS YOU NEED TO USE THE BANKMAN FILE FROM YOUR SYSTEM DISC. THIS FILE IS NOT SUPPLIED AS IT IS NOT PD.

BASICALLY THE PACKAGE ALLOWS YOU TO MAKE A CROSSWORD GRID, ADD THE WORDS TO IT USING ITS OWN DICTIONARY OR ONE YOU CAN CREATE. AS YOUR MASTERPIECE PROGRESSES YOU CAN ASK THE DICTIONARY FOR WORDS THAT CONTAIN THE NECESSARY LETTERS TO FIT THEM INTO THE GRID. THEN YOU CAN WRITE UP THE CLUES. AND PRINT OUT THE WHOLE CROSSWORD.

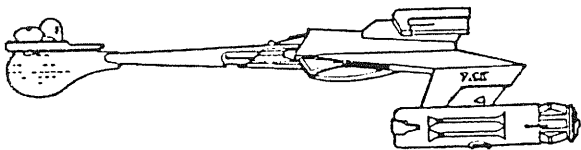
HAVING USED IT I CAN SAY THAT IT REALLY IS EXCELLENT, AND ANYONE WHO HAS AN INTEREST IN CROSSWORDS SHOULD NOT BE WITHOUT IT. THE DISC COMES COMPLETE WITH INSTRUCTIONS THAT CAN BE PRINTED OUT. ALSO ON THE OTHER SIDE OF THE DISC ARE HALF A DOZEN WORD GAMES. INCLUDING A BATTLESHIPS TYPE GAME AND OTHERS. ALL THESE ARE GOOD AS WELL. AND A FEW SAMPLE X-WORDS ARE THROWN IN JUST FOR GOOD MEASURE.

SO, NOW FOR THE COMPETITION. IT IS OF COURSE A CROSSWORD, IT IS ONE I MADE ON THE COMPILER, AND IF I SAY SO MYSELF, ITS NOT EASY. THE CLUES ARE ALL CRYPTIC, SO YOU WILL NEED YOUR THINKING HEADS FIRMLY ON. THE PRIZE IS A COPY OF THE COMPILER PLUS THE WORD GAMES.

FIRST CORRECT ENTRY WINS..... GOOD LUCK.

SEND YOUR ENTRIES TO STEVE AT 94 IVY LEIGH, TUEBROOK, LIVERPOOL, MERSEYSIDE L13 7ER.

WHAT WAS THIS ???



YES FOLKS IT'S COMPETITION WINNER TIME ! LAST ISSUE I ASKED YOU WHAT THE PICTURE (ABOVE) WAS ? THE PRIZE IN THIS COMPETITION WAS THE TAPE VERSION OF LAST NINJA REMIX BY SYSTEM 3.

FIRST OF ALL, I WOULD JUST WISH TO POINT OUT THAT ALMOST NO ONE BOTHERED TO ENTER THE COMPETITION (WHY?).

THE ANSWER IS THAT IT IS A BATTLE CRUISER OF THE KLINGON EMPIRE (FROM THE TV SERIES STAR TREK).

THE PRIZE GOES TO NORMAN STEWART FROM STONEHAVEN. WELL DONE NORMAN.

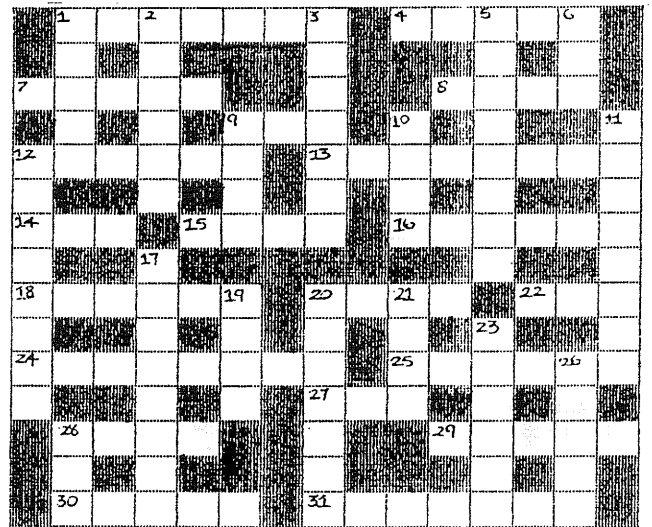
NEXT ISSUE I WILL RUN A COMPETITION FOR TWO GAMES DONATED BY GARY SMITH.

- 1 A sugary firm? (7)
- 4 A second rate bedsit for the cleaner. (5)
- 7 The final frontier. (5)
- 8 Underneath, we hear, it's a hit. (4)
- 9 Retuning almost lost brings the sun out. (3)
- 12 A multiple insect is the occupier. (6)
- 13 The first part taxed a car type to start. (8)
- 14 Half a correspondance will allow. (3)
- 15 A small drink makes some mad rams. (4)
- 16 A force to let down for a stern look. (6)
- 18 Sunny Yorkshire to stop the flow in this method. (6)
- 20 Stage left should find it. (4)
- 22 One actor in a soap, perhaps. (3)
- 24 Noah's boat gets angry we hear for this computer classic. (8)
- 25 An endless teenage muddle will deny the existance. (6)
- 27 Stir your tea to consume. (3)
- 28 A mixed cast supplied by animals. (4)
- 29 Does this card always sleep in? (5)
- 30 The competetive cycle? (5)
- 31 Funny lice surround ma at the junction and create an atmosphere. (7)

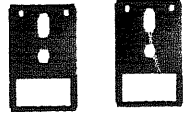
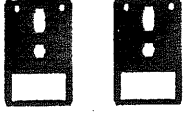
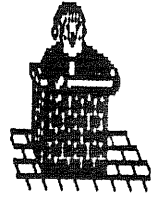
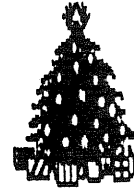


**** DOWN ****

- 1 An edible computer? (5)
- 2 Coils turned around one to form a club ? (6)
- 3 Claimed, but unsure, to cry down. (7)
- 5 Bad smell returns to almost cause anger on course for nowhere. (8)
- 6 Bonds boss hurt to cut the grass ? (3)
- 9 Mad rats found in solar system ! (4)
- 10 Party animal ? (4)
- 11 To grieve after be will lead to resentment. (8)
- 12 Is man after not quite being high lucky ? (8)
- 17 Ocean city ? (8)
- 19 This sattelite has it's phases. (4)
- 20 Local peculiarity to mend ice anew. (7)
- 21 Strange nits say it aint. (4)
- 23 Time funny Dan was on the list. (6)
- 26 The TT Races hold the element. (5)
- 28 Blimey, thats nearly the inner apple (3)



A LOOK AT PD



Play Mates Issue 10 ... News Flash ... News Flash ...

HELLO PLAY MATES..... Two days after I sent this issue to the printers to be copied I got from Alan Scully issue 6 of CPC Domain. Below are two items that I've lifted from that issue which I thought you needed to know about as soon as possible.

THE LAST EVER PRINTED CPC DOMAIN

CPC DOMAIN NOW ON DISK!

This issue of CPC Domain is the last ever to be printed. Instead, future issues of the magazine will be produced on disk only. The reason for this is simple - time! It takes over an hour to produce two pages of the magazine on the desktop publisher, and that is without actually writing the article itself! It takes another day to print and send out the issues, and you know how reliable photocopiers are! So far, five out of the six issues released have been delayed because of the photocopier. Putting the magazine onto disk will cut out photocopying time and the time spent on the desktop publisher, over 50% of my total time spent on the magazine.

There is another reason for the move - money. The guarantee on the photocopier has just run out, to continue printing the magazine I'd need to take out a service contract which would mean increasing the cover price to around £1.75 to £2.

I know most of you will not be in favour of this idea but I'm afraid it cannot be helped. My only other option is to close the magazine down, and no-body wants that! The disk-zine actually has advantages over the printed magazine in that I'm not limited to a certain number of pages, nor do articles have to be a certain length. The disk-zine gives more space for more articles, surely a major advantage. In the end I believe that people buy CPC Domain for its content, not just for the fact that it is professionally printed. I urge you to try the new disk-zine before you dismiss it out of hand.

The disk-zine has another major advantage. I can give programs away FREE with it, a sort of cover disk, something which no other magazine can offer. The programs won't just be any old trash either, next issue (the first on disk) will

come with a FREE BASIC COMPILER, better than the commercial equivalent, according to Artificial Intelligence.

So how will the new disk-zine operate. Very similarly to the printed zine....

TO ORDER A SINGLE ISSUE - send £1.25 plus a disk and stamped SAE

FOR SUBSCRIBERS IN THE UK - we will send you a disk every month with the zine on it, you simply copy the disk and return it within two or three weeks, in time for the next issue (if you don't return the disk we can't send you out the next issue).

FOR OVERSEAS SUBSCRIBERS - you must send enough disks to cover your subscription so that you do not have to return our disk every month. This option is open to subscribers in the UK too, just remember to enclose 1 disk per issue.

WHAT IF I REALLY OBJECT TO THE NEW "DISK-ZINE"?

If, after you have seen the first issue of the disk-zine, you really dislike it then I am willing to refund what is left of your subscription, however I sincerely hope that nobody does object that strongly. After all, as I said earlier, the content of the disk-zine will be the same (well actually there will be more in it) and I hope people subscribe to CPC Domain for its content rather than its look.

Please write to Postbag or myself with your comments on the diskzine, they are appreciated.

**THE FIRST ISSUE OF THE NEW
CPC DOMAIN DISK-ZINE WILL
BE OUT THE SECOND WEEK IN
DECEMBER**

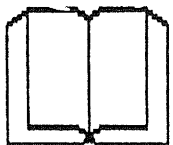
NEWS

WACCI IS DEAD!

WACCI, the biggest Amstrad User Group in the UK (and probably world) has folded. It appears that Steve Williams, proprietor of WACCI and editor of the WACCI magazine, has moved away from 9 South Close, Twickenham to an unknown address. This leaves many WACCI subscribers (and there are rumoured to be over 1500) unsure as to whether their money will be returned. In reality, I very much doubt whether they will ever see any of their cash again; as I understand it Steve stopped producing WACCI because of cash-flow problems. In fact, according to CPC Domain and WACCI subscriber Paul Dweryhouse, Steve was NINE MONTHS behind with the production of the WACCI magazine.

Several of longer running WACCI subscribers are attempting a rescue plan, but without the database of addresses (which I hear Steve has plans to sell) such a plan is impossible. Even with the database, if WACCI is rescued it will no doubt look and feel different to the WACCI we used to know.

* The closing of CPC user group WACCI will leave over 1500 subscribers wondering if they will ever see any of their cash again



Extra Extra --- Read all about it !

