

**FIRST**

**FOR COMMODORE REVIEWS!**

No. 48 APRIL 1989

**£1.25**

# ZZAP!

**C64  
AMIGA**

**EXCLUSIVE REVIEW!**

## **BLASTEROIDS**

**WIN THE COIN-OP!**

**FREE POSTER!**

## **DUNGEON MASTER**

**DARE YOU  
FACE THE HORROR?**

## **INCREDIBLE SHRINKING SPHERE**

**NOT JUST A LOAD OF SPHEROIDS**


**ALL THE TOP GAMES  
REVIEWED! INCLUDING ...**

- GRAND PRIX CIRCUIT ■ POPULOUS
- WAR IN MIDDLE EARTH ■ WILLOW
- GALDREGON'S DOMAIN ■ DENARIS
- COSMIC PIRATE ■ DNA WARRIOR
- ROGER RABBIT ■ BUTCHER HILL
- SPACE HARRIER

**THE ZZAPTIONNAIRE**  
**IS ZZAP! THE GREATEST?**

**TWO NEW  
ZZAP! HOTLINES**

**HEAR KEN D FISH SPEAK!  
LISTEN TO ME TIPS - IT'S CRAZY!**

A LOAD OF ROCK-FORDS!! 



# JOIN THE CR

**The Man  
BAD DUDES  
ARE TOP HITS!**

Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assassins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and vicious Guard Dogs. At the end of each level you must overcome the Ninja Master in order to progress - some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant Ninja - who has a disconcerting habit of suddenly multiplying into an army!



**The Guardian  
NO PULSE!**

Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge - PART MAN - PART MACHINE - ALL COP ... ROBOCOP



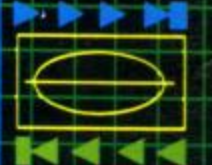
**PART  
MAN  
PART  
MACHINE  
ALL  
COP  
FIRE NOW**



**EXPLOSIVE**



**BAD  
DUDES**



**FIRE  
HAZARD**



SPECTRUM  
**£8.95**  
AMSTRAD  
COMMODORE  
**£9.95**



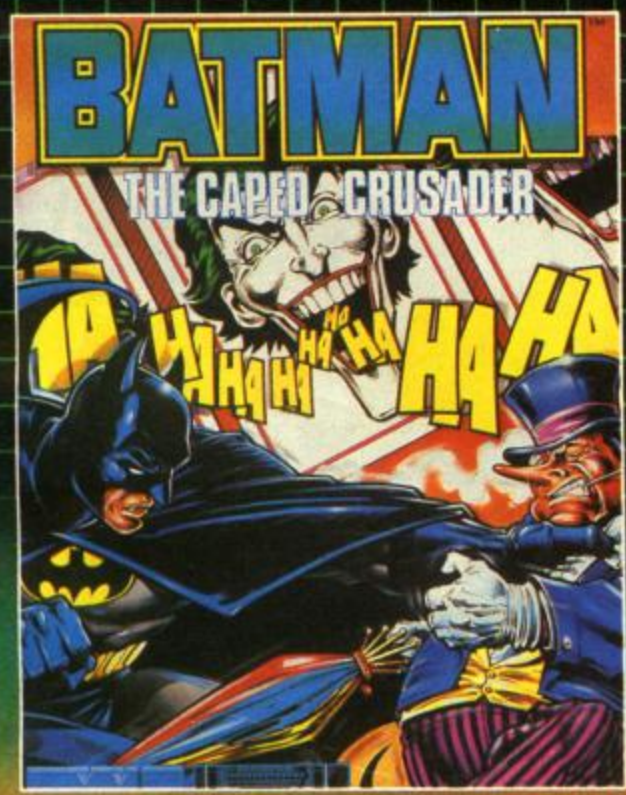
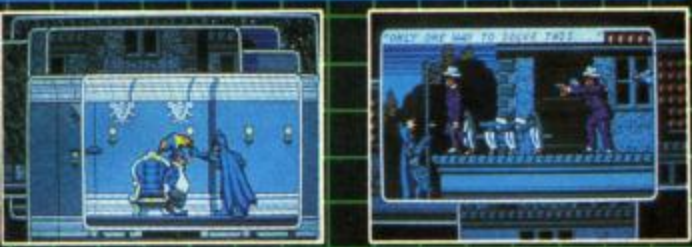
SPECTRUM  
AMSTRAD  
COMMODORE  
**£9.95** *Special  
PACK  
WITH  
POSTER*



# CRITICAL LIST!

**BATMAN THE PENGUIN GETS THE CHOKER!**

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all... the Penguin. Save some strength for battles ahead with the dastardly Joker however, or you'll miss the thrilling climax! Cartoon style graphics and animation make for stunning realism with innovative game play for long lasting entertainment.  
TM & © DC COMICS INC. 1988. ALL RIGHTS RESERVED.

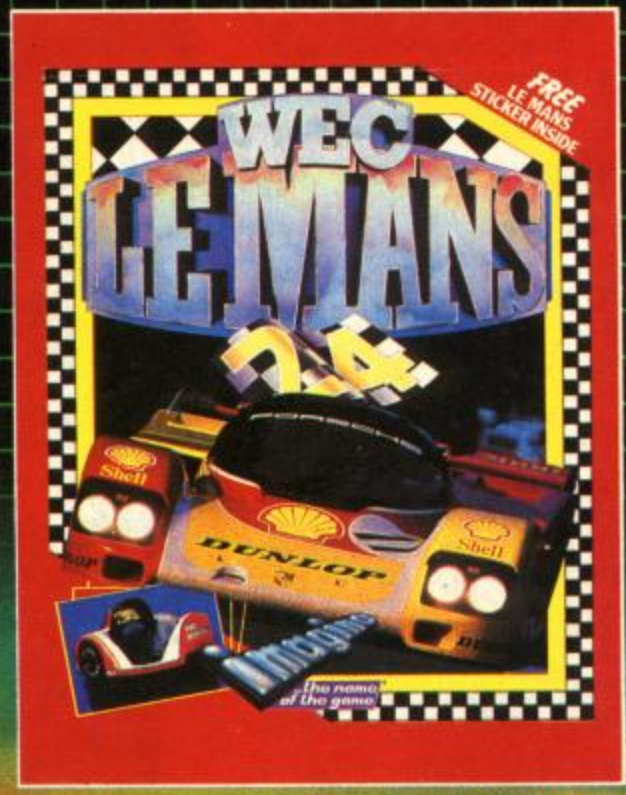


SPECTRUM  
AMSTRAD  
COMMODORE  
**£9.95**

*Poster Included*

**MILLION CRASH VICTIM!**

WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



SPECTRUM  
AMSTRAD  
COMMODORE  
**£9.95**

*the name of the game*

**FEEL THE POWER**



**WEC LE MANS 24**



**WITH FREE LE MANS STICKER**



All available for...

ATARI ST  
**£19.95**

CBM AMIGA  
**£24.95**

**BRINGING HOME THE CHALLENGE OF THE ARCADE**

# LAST DUEL™



<b>Atari ST</b>	<b>Amstrad</b>	<b>CBM 64/128</b>
£14.99 Disk	£9.99 Cassette £14.99 Disk	£9.99 Cassette £14.99 Disk

## CAPCOM™

<b>IBM PC</b>	<b>Spectrum 48/128K</b>	<b>CBM Amiga</b>
£19.99 Disk	£8.99 Cassette £12.99 Disk	£14.99 Disk

### GIANTS OF THE VIDEO GAMES INDUSTRY



**LAST DUEL™** The golden tribe of BACULA have over run the twin planet MU and taken captive the beautiful Princess SHEETA. Few warriors survive and only one retains the courage and willpower to face the awesome task ahead. Battle your way through six enemy occupied territories laden with traps, terror and gargantuan defenders, the like of which no earthly body has ever set eyes upon. Your neutron powered car and galactic hoverplane provide speed and firepower, your nerve and skill offer the only hope of freedom for your beloved Princess.



ILLUSTRATION: PETER ANDREW JONES.  
COPYRIGHT: SOLARWIND LIMITED

# ZZAP!

C64  
AMIGA

ISSUE 48 APRIL, 1989

# CONTENTS

## WAD REGULARS

### 7 EDITORIAL PORK

A rather nice cartoon-thing and the Games Index on this page. Everything else you can ignore.

### 8 THE WORD

Now starring the Charts (after a long diet), a mini-review of FALCON, and a revolutionary 'cheap' hydraulic chair available soon for your 64!

### 32 CHUCK VOMIT

Chuck dabbled with a little spring cleaning and found a FISH on his 64. Apart from that, it's slime as usual.

### 35 ZZAP! RRAP CLAPTRAP

Lloyd continues in his quest for 'serious' letters on 'serious' issues, but only digs up a barrel of lunatics and some curious photographs.

### 41 ME FRANK TIPS

Frank Sidebottom's greatest fan provides us with a map of TOTAL ECLIPSE, listings and a complete solution to BAT-MAN, and details of his NEW HOTLINE. Fantastic!

### 54 COR BLIMEY!

It's the budget, including a Silver Medal for the resurrected mega-blast, PASTFINDER, and lots of nice psychedelic patterns in different colours.

### 56 WALKER'S JELLY

Martin takes the mould, puts in the jelly blob and pours hot water over it. Then he writes this month's diary.

### 81 ZZAPBACK (WITH ADDED ZAP)

How much Zap does a ZZAPBACK have if a ZZAPBACK does have Zap?

### 82 A SPEEDY CHALLENGE

Half man, half industrial sewage, our Editor takes on a being with a brain in a special SPEEDBALL challenge.

### 84 SCREWY SCORES

The Lord of the Scores tells you how it is and what fluids he used to get it.

### 87 KEN'S FISH BITZ (AGAIN)

More underwater chuckles from our slimy-skinned chum in this, the only page in the world written by a fish.

### 88 ZZUPERSTORE

The sinister Dr Frey guides us through the seedy world of bargain buckets and subscription offers.

### 93 CLASSIFIEDS

We would tell you more about this section, but the information is classified. Aaaaaargh!

### 97 PREVIEWS

On offer tonight: a spoonful of 3D POOL followed by a gobbet of AFTERBURNER, rounded off with a slug of IRON LORD.

## GWEAT GAMES

### 14 BLASTEROIDS

Twin top-notch conversions that will save you lots of money in the arcades, aw-right?

### 21 POPULOUS

Ever fancied being God? Or are you just a little Devil? Take your pick in this incredible Creation Simulator.

### 60 DUNGEON MASTER

Probably the best game ever.

### 67 R-TYPE

Is our type of blaster (that's the last time we use that pun): one Sizzler comin' riiighd up.

### 72 INCREDIBLE SHRINKING SPHERE

One of the most original puzzlers for a long time - a unanimous ZZAP! thumbs-up for the balls.



## CWUCIAL COMPETITIONS

### 39 WIN THE BLASTEROIDS COIN-OP!

Yes, the title does not deceive you - you have the chance to win . . . wait for it . . . (can you guess?) . . . the BLASTEROIDS coin-op!

### 53 ARE YOU A GALACTIC CONQUEROR?

Conquer the Galaxy, unless you'd rather win some steering-wheel joysticks, games and T-shirts instead.

### 77 A REAL GHOSTLY COMP

The thing you've always dreamed of: an all expenses paid day trip to an arcade, playing as many games as you want! Brill, eh?

## FEATURES

### 50 A FREE POSTER!

A rather nice, if simple, crayon drawing of Mukor and friends, relaxing at home.

### 79 ZZAPTIONNAIRE

Tell us whether you want Maff to stay or go; we don't care either way.

### 85 THE HOTLINE STRIKES BACK

Two new lines are launched. Are they something special or are they something special? (Answers on the back of a postcard after ringing those numbers).

**EDITORIAL** 47 Gravel Hill, Ludlow, Shropshire SY8 1QS ☎ 0584 5851/2/3 Editor: Gordon Houghton Assistant Editor: Kati Hamza Staff Writers: Matthew Evans, Lloyd Mangram, Ken D Fish Designer: Mark Kendrick, Ken D Fish Senior Designer: Wayne Allen Assistant Designers: Melvyn 'The Mel' Fisher, Yvonne Priest Editorial Assistants: Viv Vickress, Caroline Blake, Ken D Fish Contributors: Martin Walker, Paul Rand Director of Photography: Cameron Pound, Michael Parkinson, Ken D Fish (Fish photographs) PRODUCTION 1/2 King Street, Ludlow, Shropshire SY8 1AQ ☎ 0584 5851/2/3 Reprographics/Film Planning: Matthew Uffindell, Ian Chubb, Robert Millichamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard Publisher: Geoff Grimes Editorial Director: Roger Kean Advertisement Director: Roger Bennett Advertisement Manager: Neil Dyson Advertisement Sales Executives: Sarah Chapman, Lee Watkins Assistant: Jackie Morris ☎ 0584 4603 0584 5852 MAIL ORDER Carol Kinsey SUBSCRIPTIONS Denise Roberts PO Box 10, Ludlow, Shropshire, SY8 1DB Production Manager: Jonathan Rignall. Typeset by the Tortoise Shell Press, Ludlow. Filmed in glorious 2D Color-a-Vision by Scan Studios, Islington Green, London N1. Printed in England by Carlisle Web Offset, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of the BPCC Group. Distribution by COMAG, Tavistock Road, West Drayton, Middlesex.

**COMPETITION RULES** The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Ken D Fish, Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions. Fish included.

No material may be reproduced in part or in whole without the written consent of the copyright-holders. We cannot undertake to return anything sent into ZZAP! - including written and photographic material, hardware or software - unless it is accompanied by a suitably stamped, addressed envelope. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates. Ken D Fish appears courtesy of Ken D Fish, except when he doesn't.

ABC

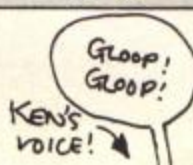
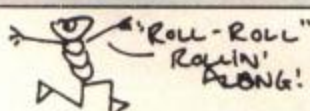
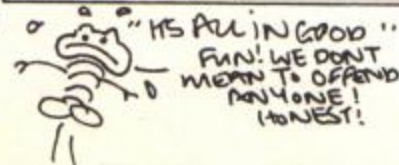
MEMBER OF THE ADVERTISERS' BUREAU OF CIRCULATIONS

ISSN 0954-867X  
©ZZAP! 64 Ltd 1989  
COVER DESIGN & ILLUSTRATION BY OLIVER FREY

AND  
Ken!

NEWSFIELD  
A NEWSFIELD PUBLICATION

UPSET!!!



**KIXX - FOR ACTION**

**NEW TITLES**



KIXX EXCLUSIVE



KIXX EXCLUSIVE

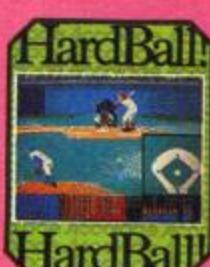


KIXX EXCLUSIVE

**SYSTEMS AVAILABILITY**

- SPECTRUM 48/128K + 2
- CBM 64/128
- AMSTRAD CPC
- ATARI
- MSX 64K

**ONLY £2.99**  
AVAILABLE ON CASSETTE



# ZZAP!



## BIG ED

# Merry Christmas

Welcome, all you alien thrill-seekers, to a special April Fool's issue of ZZAP! We've got plenty of surprises packed into this month's mag – or have we? Are we telling the truth or have we got *no April Fool's surprises whatsoever*? Well, there is ONE – and the first person to spot it and write in will get an April Fool's prize.

One thing that won't surprise you is the amount of reviews – once again just under 50 games passed through our internal digestive systems this month, all of which get the definitive ZZAP! treatment (ie, dipped in a bowl of custard, stuck into a C2N or the side of an Amiga and then played until dead). The other things you don't need telling about – the exclusive review; that wather pwetty poster in the centre;

the Zzaptionnaire.

More important than all these, though, is the introduction of two new 0898 lines – we've been saving up our coppers to rent a couple more phones, and we've finally put Maff and Ken under one of Exeter's sun lamps and bullied them into writing something a little different each month. On Maff's line you'll find tips, most of which won't appear in a future ZZAP! and all of which are brill; on Ken's line you'll learn about what's going in ZZAP! next month and a little bit about fish hygiene. Don't forget the cost and check out page 85 for more details!

By the way, we've already found ourselves a new staff writer, so no more applications, please. With luck and a bit of bullying, we'll introduce

him, her or it next month – as long as they shave off all that gorilla hair and stop using the KY, that is. Aye, mon.

Aaaand, it's only two more issues to go until our half century: we've got a special little something planned for that one – if you want to find out more, you'll just have to ring up Ken next month, won't you? Let's just say, you won't be able to resist it...

Right, a-tha a-tha a-tha that's all,

folks. Back to the Interociter for another session.

*Gordon Houghton*

Gordon Houghton

## GAMES REVIEWED

4TH AND INCHES (Amiga)	18	INCREDIBLE SHRINKING SPHERE (Amiga) (S)	72
ADVANCED SKI SIMULATOR (Amiga)	26	INTERNATIONAL SPEEDWAY	54
BLASTEROIDS	14	LIVE AND LET DIE (Amiga)	18
BASTEROIDS (Amiga)	14	MINI GOLF	25
BUTCHER HILL	28	MINI GOLF (Amiga)	25
CAPTAIN FIZZ . . . (Amiga)	30	MOTOR MASSACRE	74
COSMIC PIRATE (Amiga)	74	MOTOR MASSACRE (Amiga)	74
DAN DARE 2	54	MUNSTERS	23
DEFLEKTOR (Amiga)	30	MUNSTERS (Amiga)	23
DENARIS (S)	69	ORION	54
DENARIS (Amiga)	69	PASTFINDER	55
DNA WARRIOR	63	POPULOUS (Amiga) (S)	21
DUGGER (Amiga)	24	R-TYPE (Amiga) (S)	67
DUNGEON MASTER (Amiga) (GM)	60	SPACE HARRIER (Amiga)	22
DYNAMIC DUO	16	SUPER HANG-ON (Amiga)	22
ELIMINATOR	27	SUPERTRUX	16
FISH	32	TOMCAT	55
FOUR SOCCER SIMULATORS	68	WANDERER	29
FLYING SHARK (Amiga)	26	WANDERER (Amiga)	29
GALDREGON'S DOMAIN (Amiga)	68	WAR IN MIDDLE EARTH	66
GARY LINEKER'S HOT SHOTS	72	WHO FRAMED ROGER RABBIT?	17
GRAND PRIX CIRCUIT	59	WHO FRAMED ROGER RABBIT? (Amiga)	17
IK+ (Amiga)	28	WILLOW (Amiga)	73
INCREDIBLE SHRINKING SPHERE (S)	72	ZANY GOLF (Amiga)	24
		ZONE TROOPER	55

Hi DARRYL!



# THE W

# ORLD

## DO YOU HAVE

## WEIRD DREAMS?

Well, if any of you watch ITV's Saturday morning *Motormouth*, you do, because Rainbird's really weird 16-bit game has been featuring in this prime tv slot for ages now. If you knew that you'll also know that this bloke 'ere who's being pitchforked into his own weird dream is Neil Buchanan, the presenter.

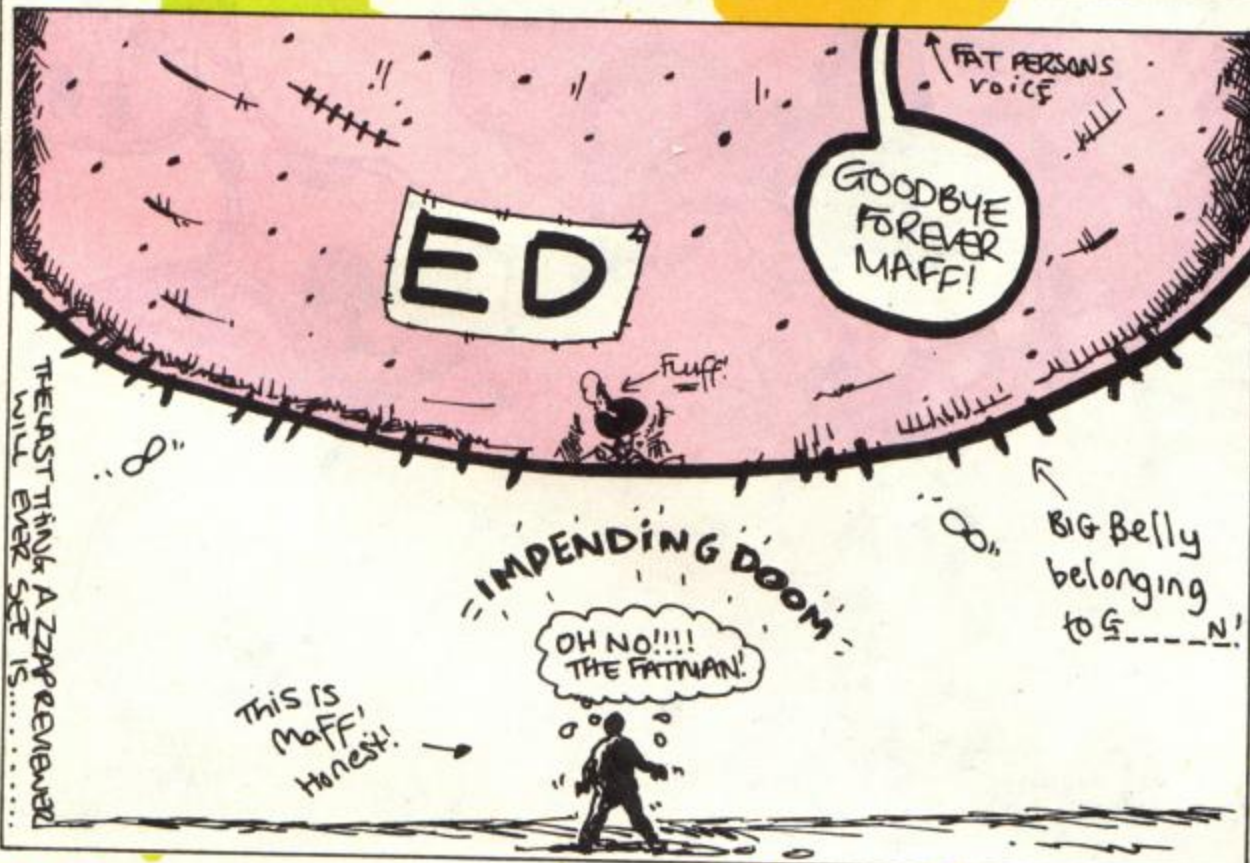
Are you interested in facts and figures? Well listen up, because here's a couple: the game ran for 8 weeks, notching up 40 minutes of airtime; the prize for battling through the gruelling questions and game combat sequences was no less than a trip to Egypt on Concorde.

So what are we telling you all this for? Because we've got absolute bucketfuls of *Motormouth* T-shirts to give away to people who ring our hotline number. That's right: 0898-555081 not only gives you access to that prize, but many others - see page 85 of this month's mag for details (and for info on the two new ZZAP! hotlines!)

"REMEMBER Y'ALL!"  
CALLS COST 33P AN  
MINUTE PEAK RATE  
AND 25P A MINUTE  
AT CHEAP RATE!  
THAT'S ALL! BYE!



## ECTO AND ENDO MORPH



## KATAKIS AND MAKE UP

At long last the legal wrangling about *Katakis* - the Sizzler that messed up ZZAP! 42 - has been sorted out. US Gold and Mediagenic have decided they like each other again and the new version - called *Denaris* - is being released on both 64 and Amiga.

As far as we can see, there's very little difference between this new version and the old versions, so if you're thinking of buying it, do. The addiction's the same, but the name has been changed to protect the innocent. For more details, check out the review on page 69.



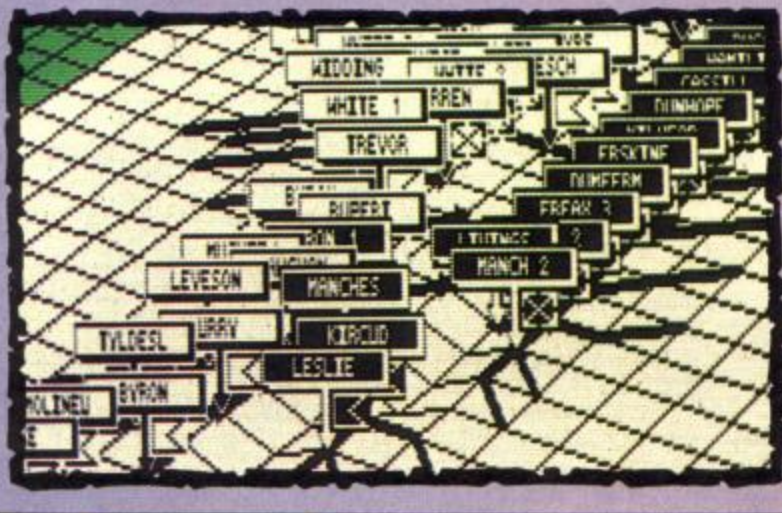
## ADD-ONS FOR KILLING PEOPLE

Hot on the heels of the news that *UMS2* is now being released by Microprose are two new scenario disks for *UMS*.

If you're so thrilled that you just can't wait to hear the details, read on. *Scenario Disc One* features the American Civil War, in which you can either design your own maps, order of battle and objectives OR re-enact the three 'memorable' battles of Shiloh,

Antietam and Chattanooga.

*Scenario Disc Two* is set in Vietnam. 19. N-n-n-nineteen. Vietnam. Saigon. and allows you ('yes, you at the back, sir, the one with the false moustache') to experience in the comfort of your own home the horrors of Hill 823, Ngoh Kam Leat or Hill 875. Who said war just dealt in terms of numbers?



## SPEED BALLISTIX



If all you 16-biters out there thought that *Speedball* was the best future sports sim you'd ever seen (and that includes Big Gordo), hold your horses (*whoohah!*).

New from Psygnosis, they who churned out *Barbarian*, *Obliterator* and the ace *Menace*, is *BALLISTIX*. Right, take a look at that screenshot. Remind you of anything, does it? Yep, it looks like *Speedball* to us, too. And the object is to score more goals than your opponent. But, jump not to concussions, glasshopper, for the dimensions of this particular future sports sim are slightly larger than the Bitmap Brothers' classic. Just look at these features:

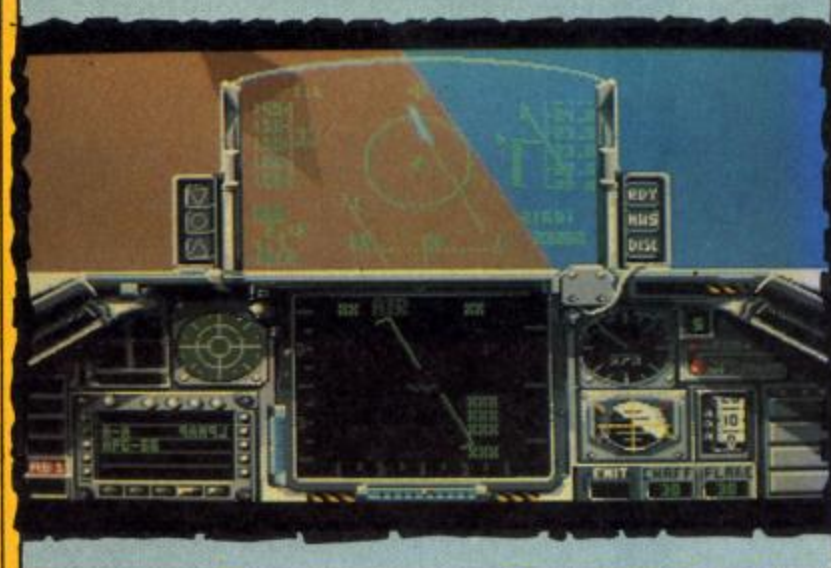
- ▶ Over 130 different, mind-boggling pitches.
- ▶ Magnets that whip the ball from under your nose
- ▶ Splitters, turning one ball into a multitude
- ▶ Red arrows that speed the game up incredibly
- ▶ Bumpers that bounce you off target
- ▶ Hoovers that suck you in and . . .
- ▶ Blowers that spit you out again

Will this complexity be its downfall? Will it live up to all expectations? The claims made for it are impressive: 'staggering depth and trickiness'; 'incredibly fast, painfully addictive'; 'a whole new wacky ball game'. But then, they would say that, wouldn't they? Reviews soon.

## FALCON FAX

We'll keep this brief, since any flight sim fan worth his salt will have laid hands on this a long time ago; we didn't receive it until this month - too long after its release to justify it getting a full review.

Anyway, after much playing of it this month, all the ZZAP! team have declared it the greatest flight sim they've seen. It's that simple. You've got a 140-page manual, an incredible range of in-flight options and some of the most amazing presentation on any game. Quite simply, if you haven't got it and you want something with a bit more depth, this is for you. Probably the most impressive 16-bit release to date, it's released by Spectrum Holobyte, and retails for £29.99, with extra mission disks along the way.



## JOYSTICK JUNKIES WANTED!

Ever fancied breaking your wrists playing games or just smashing up joysticks to your heart's content? Well, then froody folk at Powerplay are looking for people like you.

Interested? If you want to be a joystick

tester, write to the following address as soon as possible - Powerplay Ltd, Slackcote Lane, Delph, Oldham, Lancs, OL3 5TW. Don't forget to enclose details about yourself!



## KING KONIX KONSOLE

All right, so this is a 64/Amiga mag. And that there is a picture of the Konix console. What's the link between the two, then?

Well, there isn't one. It's just that this news is so mind-blowing that we felt it deserved a place here, too. Basically, you've got that console unit above, which is going to retail for about £199, plus add-ons. But that's not all – the kind of add-ons and features it promises will trample the Nintendos and Segas underfoot. For example:

- It can be converted to a car steering wheel, aircraft controls or bike handlebars
- It'll have a dual control foot pedal
- It can generate up to 4096 colours (like the Amiga)
- It's based on a 32-bit custom co-processor
- There's a power chair (similar to the 'revolutionary' one we've featured elsewhere in The Word), a helicopter stick and a light gun.

In all, it looks like being THE console to watch out for; but if you want to know more, you'll just have to keep reading TGM.

## HANG ON TO YOUR SEATS!

Literally the last piece of news that hit ZZAP! this month is probably the biggest. We've just received word of a 'revolutionary' add-on for the 64 and, in the near future, the Amiga.

Its prototype name is the IGEC (Interactive Game Environment Chair) and, as you can see from the artist's impression, it's pretty amazing. It originated in Japan, the brainchild of Mr Takemika of Hai-Che Industries, who felt a gap in the home computer market had opened up for a 'cheap, reliable and top quality piece of hardware' like this. Connecting up to the expansion port of your 64, it boasts some incredible features:

- Sturdy hydraulic motor drive system to give you a genuine sense of 'being there'
- Adjustable stereo speakers fitted at head height, with up to a maximum of 30W per channel
- Pull-down 3D glasses – software has already been designed that will give that true 'simulator' feel. There's even talk of a HUD system in the pipeline!
- Optional stick control: in the US, the range is from helicopter sticks through to steering wheels – just like the Konix multi-system.
- It comes in a variety of colours (red, black and yellow), and sizes (Junior, Intermediate and Adult)

But will the technology justify the price? Brett Starkie, of Motive Power Systems in America has reported sales 'in excess of half a million' in the first few months – the IGEC retails in the US at just under \$400. At current conversion rates, this would mean a UK price of £250. Can you afford it? If the claims made by Hai-Che Industries are true, can you afford to miss it?



## PC BOBBY HUBBY

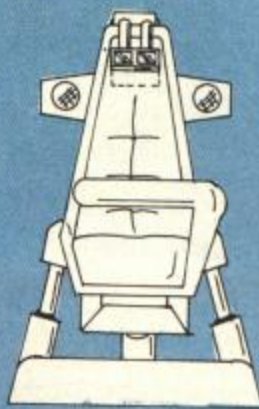
If anyone is wondering what Rob Hubbard is doing now, we know. Are we going to tell you? No.

Oh, alright then. He's in America, working for EA's Product Development Team, and has to date developed several unique approaches to using digital sound effects on the Tandy, as well as squeezing superior sound out of the 64 and IBM PC.

He's recently implemented an audio driver subsystem for the IBM that uses MIDI data files and supports the IBM PC speaker, Tandy three voice, Adlib, CMS, IBM Music Feature Board and the Roland MT-32. The user can easily switch the driver at run time, with no reinstallation necessary.

This approach will allow him to concentrate on the New Hollywood products; his first major work will feature a score lasting approximately 30 minutes.

Well – you *did* ask.



# The Chartz

## Gamestop 20

1. Last Ninja 2
2. Armalyte
3. Hawkeye
4. Barbarian 2
5. Bubble Bobble
6. Great Giana Sisters
7. Salamander
8. Buggy Boy
9. Operation Wolf
10. Bionic Commando
11. Microprose Soccer
12. Impossible Mission 2
13. Bombuzal
14. Platoon
15. Project Stealth Fighter
16. Cybernoid 2
17. PacLand
18. Target Renegade
19. Emllyn Hughes' Int. Soccer
20. Wizball

## Amiga top 10

1. Starglider 2
2. Elite
3. Pacmania
4. Speedball
5. Rocket Ranger
6. Buggy Boy
7. Interceptor
8. Bombuzal
9. Operation Wolf
10. Captain Blood

## Coin-Op top 5

1. Double Dragon
2. Operation Wolf
3. R-Type
4. Wec Le Mans
5. Dragon Ninja

## Top 10 fishy games

1. Way of the Exploding Fish
2. Squidex
3. Arcod Classics
4. Troutsuit Manager
5. BMX Salmonator
6. Spratoon
7. Prawnject Stealthfighter
8. Gold, Solever, Bronze
9. Plaice 2
10. Finders Kippers

(from Craig 'Tuna' Coyle, Glasgow)

Remember! The ZZAP! Charts are voted for by YOU. Send a list of your Top Five 64 and Amiga games, your fave coin-op and an Alternative Top 10 (if you want) to: ZZAP! Charts, PO Box 10, LUDLOW, Shropshire, SY8 1DB and you could be the lucky mac-kernel-tickler to win £40 of software.

Remember . . .

# STAR WARS

STAR  
THE  
**EMPIRE  
STRIKES BACK**<sup>TM</sup>  
WARS

STAR WARS  
**RETURN OF THE JEDI**

They are all highly successful Arcade conversions.

Now the Creator of these Coin-Ops has asked Domark to convert its current range of Coin-Op hits onto your computer.

A new label has been created for this exciting range. It's called

# TENGEN

See a demo of the first Tengen title at your local store now!!

Turn the page for a glimpse into the future . . .

# TENGEN

\*Tengen is a subsidiary of Atari Games Corporation

# VINDICATORS

Vindicators is a faithful conversion of the popular Coin-Op Arcade hit. The year is 2525. An armada of fourteen alien space stations approach Earth. Its posture, hostile. Long-range scanners indicate that a direct attack would be useless against the vessels' heavy exterior armor. The only way to destroy the invading force is to infiltrate the enemy with your SR-88 Strategic Battle Tanks, better known as Vindicators. For one or two gamers,



# TENGEN

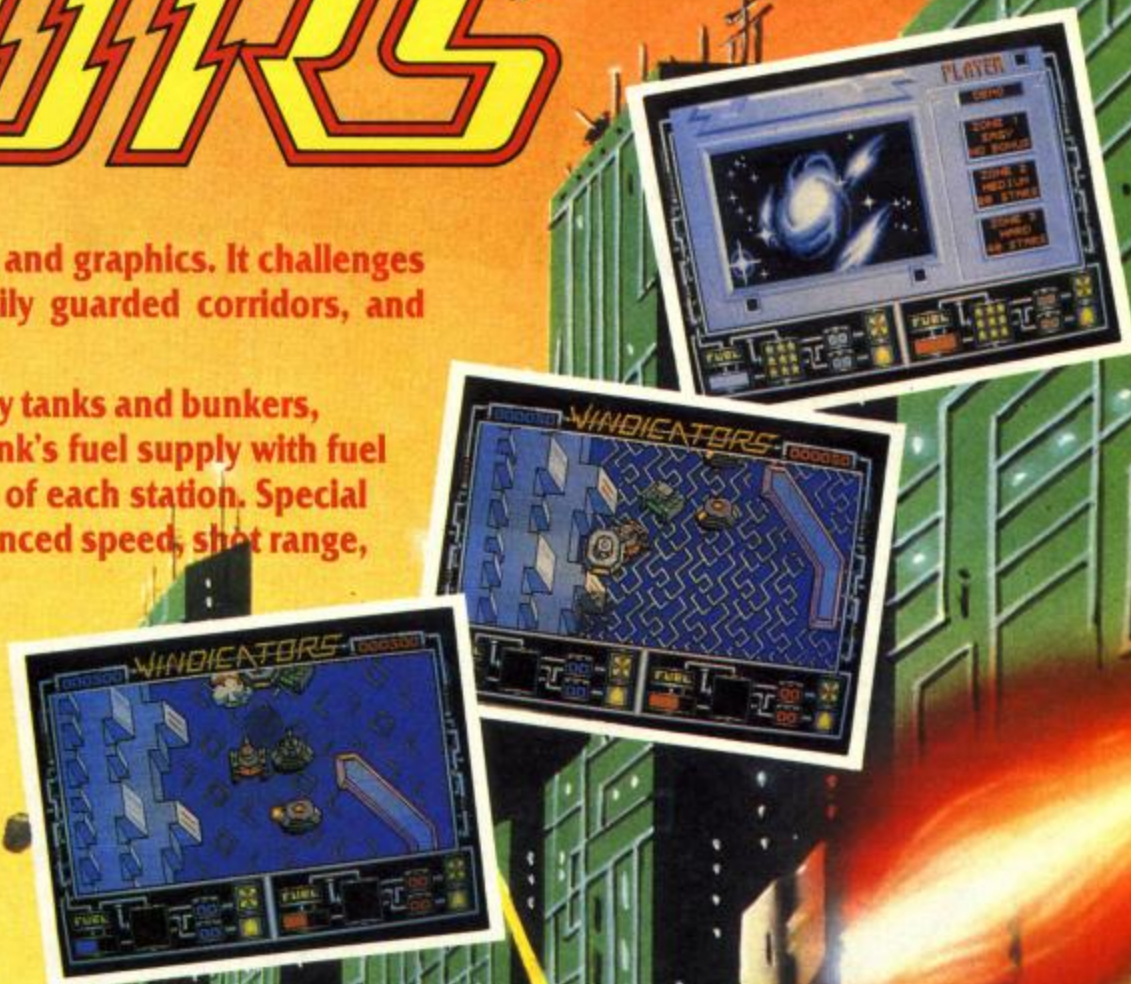
*The New Name in Coin-Op Conversions.*

# VINDICATORS

Vindicators provides incredible action and graphics. It challenges you to negotiate each station's heavily guarded corridors, and locate and destroy its control room.

Besides avoiding and destroying enemy tanks and bunkers, you must constantly replenish your tank's fuel supply with fuel canisters. Throughout the many levels of each station. Special features enable your tank to gain enhanced speed, shot range, shot power, force field or even "Smart shots"

After all the enemy stations have been destroyed, you must still face the evil Emperor of the alien empire. Win and the world cheers with you. Lose and kiss it goodbye.



	Cass	Disk
Spectrum	£9.99	£14.99
Commodore	£9.99	£12.99
Amstrad	£9.99	£14.99
Amiga		£19.99
Atari ST		£19.99

Distributed by **DOMARK**

Ferry House, Lacy Road, London SW15 1PR 01-780-2224

Programmed by Consult Computer Systems.

© 1988 TENGEN

# BLASTEROIDS

Imageworks, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Strange things have been happening to the atmospheric conditions of some planets, and now the Colonisation Corps think that they have discovered the source. A mysterious shape has been spotted on the deep-space scanners, surrounded by a large number of smaller blips. Without further ado, the Corps sent out probes to investigate the traces. Unfortunately, all the messages sent back were pitifully short and no probes

ever returned. The messages have two things in common, though: they all mention asteroids and a large green creature named Mukor.

Meanwhile, the Corps has sent a fleet of drone-controlled ships to the scene aboard huge space troopships. The mission: to destroy the asteroids Mukor has surrounded himself with and then go straight to the jugular for the Mukor kill.

The attack craft consist of three

types of ship (see *Ships* box). Remote control allows you to switch between them at any time; the required ship is just teleported

into the fray whilst the last fighter is returned to the mother ship. If two ships are in combat, they can be joined for extra efficiency. The craft can only withstand a certain amount of pressure and collisions cause their energy supplies to diminish. Lucky for you that shooting a red asteroid releases energy crystals that can be used to refuel.

Just to make things that extra bit more awkward, the system is patrolled by enemy spacecraft. When you've shot some of these, they drop bits of useful equipment which can be added to your attack crafts' weapon systems (see *Pick-ups* box).

Clear all the sectors in a galaxy, and your craft are sent in to battle with Mukor, the big slime-ball him-



▲ The 64's sector selection screen: there's a long way to go, but you're armed to the teeth...

## THE SHIPS

**Players**

- Speeder – flies the fastest
- Fighter – has the greatest firepower
- Warrior – has heaviest armour
- Combined – flown by one player, turret controlled by the other

**Enemies**

- Eggs hatch into leeches



◀ Arcade quality graphics are typical of the Amiga version of *Blasteroids* (Amiga)



I love the arcade version of *Blasteroids* and have shoved my hard-earned tokens in the slot many a time. Now that I can play it at home I can save a considerable amount of money, because the computer versions are very similar to the coin-op... well, the graphics and gameplay are – I'm not too sure about the sound. Some of the effects heard in the arcade version are incredible and were a major selling point of the game. This stops the 8- and 16-bit versions of *Blasteroids* from being *absolutely brilliant* instead of really good. Still, if you like the arcade game, get yourself off to the nearest software dealer and check it out. Now if I can just get Maff off the Amiga for a few minutes...

## PICK-UPS

-  Power crystal – adds to energy reserve
-  Blaster – gives double fire
-  Shields – save energy reserve
-  Ripstar – mega death-dealing weapon
-  Extra fuel capacity – enlarges energy tank
-  Booster – increases thrust speed
-  Magnet – attracts crystals
-  Hit power – increases blast impact

self – he only dies once all his tubes have been blasted off (ugh!).

Not that this is necessarily the end of the fight, though. Mukor's a pretty weird being and if any of that revolting slime escapes, it may well form itself into another creature for you to destroy. Whoopee!

conversion



factor



KATI

I haven't had much experience of Blasteroids in the arcades, as Gordo always gets to the machine before me, so I hardly get a look in. This time it's different: the Amiga version is *just like* the arcade game (minus sound), and the 64 captures the feel tremendously. The graphics are extremely good, with well-drawn and smoothly animated sprites moving across atmospheric backdrops: the amount of objects on screen on the Amiga is incredible – and not a flicker in sight. Despite the lack of faith to the arcade sound FX, both versions have some pretty neat musical accompaniment (well, I liked it). What we're saying is: if you're a fan of the original, check it out!



MAFF

I thought that Atari's idea of rejuvenating Asteroids was pretty ridiculous when I first heard about it, but when Blasteroids finally appeared I had to concur that it was a good idea after all. Now that the arcade game has appeared on home machines, all we could hope for is that they've translated the game properly. Well, I think I can safely say that the Amiga's graphics are just about arcade perfect and the 64's sprite animation fully captures the feel of the original. The only thing that really bothers me, being an Amiga music fan, is the poor sound. The tune's OK – if a little repetitive – but the sound effects are really just tuned 'crunch' noises. Still, who cares when the game's so playable we've been having fights over it all day? Right! I'm off to have another go...

▼ Go get 'em, boy! Only a couple more weedy bricks left and then it's on to the next sector! (64)



▼ Maybe you'd do better if you had someone else playing with you; with only a single credit left, it doesn't look as if you're Mukor-bound on this go... (Amiga)



64

amiga

84% PRESENTATION 87%

The layout is excellent and the Amiga's intro screens and in-game hints make up for the multiload.

78% GRAPHICS 84%

The 64's sprites aren't arcade perfect but *are* well-animated. The Amiga version has detailed backdrops and loads of brilliantly animated whizzing objects.

80% SOUND 62%

Highly disappointing Amiga sound effects, but the tunes on both are OK.

90% HOOKABILITY 90%

Everyone knows how to play this – just shoot everything!

82% LASTABILITY 82%

Gets progressively harder... and harder and harder...

83% OVERALL 88%

An extremely playable, top class arcade conversion.

# SUPERTRUX

Elite, C64 £9.99 cassette, £11.99 disk

**H**ave you ever wanted to jump into a large juggernaut, and drive about very quickly? No? Well go away then, 'cos in *Supertrux* that's exactly what you've gotta do! So, get that six-wheeler out, rev the engine until you start getting lots of hassle from the neighbours, and rip up the roads!

Believe it or not, you are a happy-go-lucky lorry driver, craving for a change from the dreariness of the long-haul transport trade. Sitting in the local Greasy Spoon cafe, you hear talk of a continental road race for truckers being staged by an obscure oil-rich sheik, with a first prize of... well, quite a lot of cash, I can tell you, matey.

The race is to wind and roar its way through the capital cities of the main Western European nations, ranging from the hustle and bustle of gay Paris, through the historic splendour of Rome, to Athens, centre of ancient myths and fables and big statues of naked men.

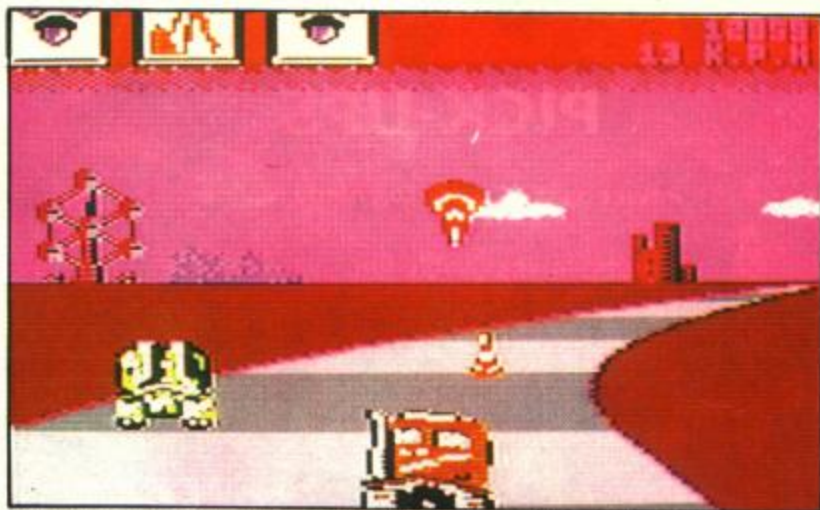
With acrid, black smoke belching out from your truck's exhaust, you begin at the starting line in

London, England, where a quick countdown sends you on your way. Your objective is to reach each of the different capitals of Europe, avoiding such hazards as



CORDO

*Supertrux*, while in no way outstanding, is one of the more playable 3D road-racing game on the C64. Why? Well - the 3D works, for a start, and on-road hazards turn the whole adventure into a lot more than just one of those endless 'drive on until you're blue in the face' sort of affairs. Not that there's anything special about the graphics - there's the usual stripy two-colour road effect and instead of a car, you've got a truck. Big deal! This still doesn't even come close to the quality of *Buggy Boy*, but it's certainly a whole lot better than some 3D turkeys I could mention.



▲ A bit blocky, and not the greatest 3D in the world, but not a bad game for all that

traffic cones, roadblocks, oil slicks and the other blokes taking part in the race, as you progress.

A map shows all the different routes you can take and a time limit

is allocated for the completion of each stage. Fail to finish in time and that's the end of the continental holiday for you - Yorkie bar or no Yorkie bar.



MAFF

Yet another in the long line of inferior *Out Run* type racers, *Supertrux* isn't really any better than the rest. Isn't it about time that someone found some other way to show movement than by using that awful, two-colour pyjama-stripe effect? I mean, *Buggy Boy* came out nearly two years ago - you'd think somebody else would have got the hang of decent 3D by now! A not very juggernaut-enginey effect drones on throughout play - just about preferable to the mind-meldingly boring title track - and it doesn't exactly help that the program keeps throwing all sorts of unexpected obstacles into your track. If you really wanna be a trucker, buy a Yorkie bar.

# DYNAMIC DUO

Firebird, C64 £9.99 cassette, £12.99 disk

In the furthest reaches of a magical realm, one unfortunate soul has become trapped in the evil Night House. His only chance of escape is to find the hidden Calculation room and solve its puzzle. The task is daunting but he has help. He's got a duck.

Together they make the *Dynamic Duo* (honest), helping each other to search the house, but to be frank (Carson? Sidebotom? Bough? Maybe not), we didn't see them put on their tights and capes. Haha! OK, suit yourself...

▼ A duck and a dwarf make a dynamic duo?



CORDO

Yawn! Another arcade adventure that takes place in a mystical realm or a haunted houses! Thing is, this has absolutely no redeeming qualities about it whatsoever - no that's a lie, it has got one... the GAME OVER message! The programmers seem to have realised that the objective is extremely simple, so they've made the enemies encountered so nasty that it's almost impossible to survive for very long at all. Presentation, sound and graphics aren't exactly overwhelming and as for the naff instructions - 'refer to your computer manual' is not my idea of helpful loading advice. A couple of games of this and you'll definitely have had enough.

To find the Calculation room, the duo must unearth ten key pieces, hidden in treasure chests throughout the Night House. The duck can fly around the house much faster than the man can walk, but only the man can open the chests to find the keys, so team work is

needed to search the whole house efficiently.

Whenever they separate, two different screens show the positions of man and duck so you can tell if trouble's on the way. The human half of the team carries a map which is viewed when the duck is perched on his shoulder. Once the key pieces have been collected, certain rooms are shown on the map, but they may



MAFF

Whilst *Dynamic Duo* was loading, I decided to read the instructions so that I would know what was going on when I played the game. What an experience that was! Whoever wrote them didn't exactly have a full grip of the English language, since the whole thing is filled with nonsensical sentences and appalling punctuation. Maybe it was written by the same person that programmed the game, since that's equally confusing. The graphics are poor with badly drawn sprites and bland backdrops, the control system uses an atrocious player swapping method, and the sound consists of a nauseating tune and some horrible spot effects. After one game I found myself drifting off and thinking of something else - anything except this game! Not an experience I want to remember... well, only to remind me never to play it again.





Every now and then, appropriate hazard warnings (you know, men at work, slippery road and all that) flash up to get you in a right panic about exactly what to do just when you thought you were doing really well.

And, er . . . that's it.

### PRESENTATION 55%

Average storyline and messy screen display.

### GRAPHICS 45%

Blocky sprites and obstacles and a fairly unconvincing rolling road.

### SOUND 41%

Bland tunes and a totally non-engine-like drone.

### HOOKABILITY 41%

First impressions aren't too favourable as your truck wobbles from side to side on the starting block.

### LASTABILITY 55%

Interest picks up as roadside hazards are encountered, adding an original twist.

## OVERALL 57%

Another technically dowdy road racer, its relative originality being its saving grace.

not be the right ones so the Duo have to investigate.

A whole load of nasty, ghostly creatures are intent on doing in the hero, but luckily both man and bird are armed with ghost guns which can dispatch the ghoulies (oo-er) and move boulders to crash through walls giving access to other rooms.

While the monsters advance, the hero stands firm and says, 'I've got a duck and I'm not afraid to use it!'

### PRESENTATION 25%

Shoddy appearance, very limited options and a horrendous control method.

### GRAPHICS 31%

The sprites and backgrounds are very bitty and don't create any atmosphere at all.

### SOUND 33%

A repetitive tune and some squeaky sound effects.

### HOOKABILITY 20%

The first game is so user-friendly it lasts about thirty seconds . . .

### LASTABILITY 14%

The second game lasts about forty.

## OVERALL 19%

Less of an arcade adventure than a test of stamina - which we all failed.

# Who Framed ROGER RABBIT



Activision, C64 £14.99 disk only, Amiga £24.99

It's a sad, sad day for the inhabitants of Toontown. The proprietor, Marvin the Gag King, has left for that great animated feature film in the sky, leaving behind his last will and testament, which bequeaths the whole of his sprawling metropolis to the Toons who inhabit it. The trouble is, the silly old huffer declined to tell anyone where his will was . . .

To add to the troubles, the completely and utterly not-very-nice person Judge Doom is threatening to destroy the Toons and their dwelling with his invention, 'The Dip' (a chemical which dissolves Toons on contact) unless the document is found. It is your task, as Roger Rabbit, to find the will before Doom can unleash his Dip (?!?) on Toontown.

There are three levels, each one representing a different scene from the film. Level one has you traversing the streets of Hollywood in Benny the Toon cab, trying to lose Doom's heavies, while at the same time avoiding the pools of Dip on the road. Beat Doom's boys to the finish, and you arrive at the Ink and Paint Club.

This time Roger rushes around the tables, retrieving all the napkins (one of them's the missing will). Attempting to halt your progress are Penguin waiters who replace the napkins, and Gorilla bouncers who throw you out if you go near them. Finding the will sends you to the Gag Factory, where Doom's right hand Toons, the Weasels, are waiting. Destruction of these varmints leads to Doom himself, whose ultimate defeat means tranquility in Toontown once more.



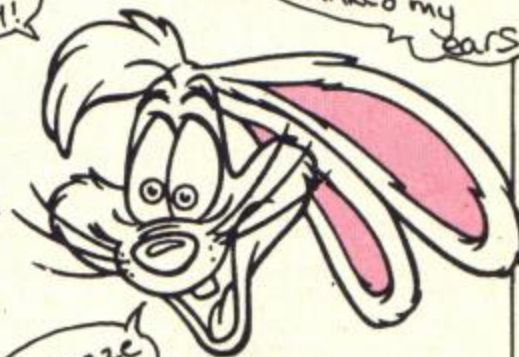
CORDO

Roger Rabbit relies heavily on presentation to present a worthwhile package to the gamer, but fails abysmally because what's there isn't really that outstanding to begin with. Okay, so the stills of the various Toons are fairly impressive, but once you get down to the game proper, there just isn't anything in it to warrant prolonged play. The main character sprites are pitifully small, even more so on the Amiga than on the 64, and sound fails to significantly impress. Stick to the film. It's a hell of a lot more satisfying than this.

ONLY WHEN IT WAZ FUNNY!

... ALL THE TIME YOU YANKED MY EARS!?

Pleeeze Eddic!



For a start off, three levels is not what I'd expect from a conversion of a mega-watched film. I'm sure that a blockbuster such as Who Framed Roger Rabbit has enough content to spawn at least a couple more scenes (what's happened to Eddie Valiant and Jessica Rabbit, for instance?). I wouldn't mind so much if the levels on offer were worth playing. Graphically they're fine, albeit a tad on the titchy side, and music and sound effects add some atmosphere to what's going on. The problem is that the gameplay itself is severely diluted, almost to the point of coming out of a tap. It might just be me, but I can't seem to prise any fun out of jumping over cars or running round tables. Sorry, but this isn't one I'll be overdrawing at the bank for.



▲ The graphics on both versions of Roger Rabbit are OK - but that's more than you can say for the gameplay (64)

## 64

## amiga

### 68%

### PRESENTATION

### 60%

Funny, clear opening stills from the film and a free 'Gag Catalogue' clue sheet compensate for the weedy cardboard packaging and the need to reload when you lose.

### 52%

### GRAPHICS

### 81%

Well defined and animated sprites and colourful backdrops. Sprites are too small, though.

### 37%

### SOUND

### 58%

A selection of basic effects and fitting tunes help to create some sort of atmosphere.

### 68%

### HOOKABILITY

### 56%

The subject matter itself, as well as the humour at the start, guarantees at least some interest.

### 14%

### LASTABILITY

### 14%

Lack of variety and sheer pointlessness ensures boredom quickly.

## 28% OVERALL 27%

Another game which relies on a licence rather than technical merit to impress. Avoid.



# LIVE+LET+DIE

Domark, Amiga £19.99

**H**ave you ever noticed that James Bond only spends about five minutes in his fancy vehicles until he's captured? Well, in the game of *Live and Let Die* you play the part of 007 and you have to spend a bit more time in your speedboat than in the films!

The first thing to conquer is the

target practice stage, which involves hitting a set number of targets whilst dodging rocks in the river. Next come the training missions, set in the Sahara (a river across the Sahara?) and the North Pole.

After that, you can move on to the big mission. This involves

▼ *Buggy Boy?* Who said anything about *Buggy Boy*?



GORDO

This is really a lot like *Buggy Boy*, right down to the bouncing over logs and climbing up the banked walls. Not that that's a bad thing as *Buggy Boy* is a really good game, but this license seem to lack that certain something to make it special. The controls just aren't fluent enough to allow you to get stuck in and there isn't enough going on. I think I'll stick to dry land.

traversing the Everglades using your new skills. Can you reach the hideout of Dr. Kanaga and put a stop to his nasty drug dealing?

No, don't tell me. I don't really care.



MAFF

There seems to be a lot of 3D drive and shoot games around at the moment, but instead of leaning towards the *Roadblasters* type, *Live and Let Die* is more like that game with the beach buggy (you know the one). It's quite playable for a while, with some nice 3D and use of colour, but it soon becomes apparent that there isn't much to keep you occupied for more than a few goes. Not the worst 3D game ever, but then again it's nowhere near the best.

## PRESENTATION 68%

A few missions and a score table, but an 'iffy' control system.

## GRAPHICS 84%

Good 3D and nice use of colour throughout, but the boats sometimes lack crispness.

## SOUND 71%

Some nice spot effects and a passable title tune.

## HOOKABILITY 82%

Good fun blasting things to bits at first.

## LASTABILITY 66%

Not that much depth for such a big game license.

# OVERALL 68%

A fair 3D blast 'n' bump without the necessary flair to make it special.

# 4TH AND INCHES

Accolade/US Gold, Amiga £19.99

**T**hirty-two, sixteen, forty-eight... Hut! Hut! Hut! Everyone knows that Americans worship American Football more than they do the Pope, but what's it all about?

▼ This is virtually the same game as the 64 version - and that's why it isn't quite as good



GORDO

With *TV Sports Football* as its competition, you've got to admit that *4th And Inches* doesn't look so good. Technically, the Amiga version is just as accurate as the 64 and gives you pretty good game of American Football, but frills-wise - there just aren't any. The graphics are just a bit more well-defined than on the 64 and that's about it: no improvements in terms of presentation and nothing to add that bit of extra spice to the game. If you like your simulations bare and boney, you'll definitely love this. Everyone else, try it out first.

Well, your basic objective is to transport the ball from one end of the field to the other, scoring a touchdown if you reach the other end. You've got a number of different offensive and defensive moves at your disposal.

You take the role of both coach

and players, selecting the team, strategy and different types of play, then putting those strategies to practical use. Played using either mouse or joystick, you can go just as silly in front of the telly as the Americans do in a crowd of a hundred thousand other lunatics.



MAFF

Whereas *TV Sports Football* uses the Amiga to produce some quite dazzling graphic effects, *4th and Inches* doesn't show any improvements over the 64 version, released about a year ago. There's not much in the way of sound, either: just a couple of basic tunes and a second or two of sampled crowd roar. This is an accurate, if slightly easy, sim of American Football - but faced with a choice between this and the competition, I know which one I'd rather buy.

## PRESENTATION 68%

Neat screen display. Joystick or mouse option. One or two players.

## GRAPHICS 42%

Basic, poorly animated sprites on a bland pitch.

## SOUND 40%

One or two uninspiring tunes, and a snippet of sampled crowd cheering.

## HOOKABILITY 62%

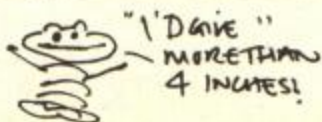
Unfussy American Football lovers (who don't own *TV Sports Football*) will love it.

## LASTABILITY 60%

If you enjoy the sport, you'll probably keep at it for quite a while.

# OVERALL 69%

An accurate, no-nonsense sports simulation with a slightly disappointing no-frills approach.



# NEC

# PC Engine

# "A NEW AGE HAS DAWNED"



Chan + Chan



Vigilante



Galaga 88



Victory Run



R-Type 1

*"The PC Engine is not an expensive console, it's a cheap arcade machine"*

*The Games Machine*

*"Forget Nintendo and Sega, they are not even a spit in the ocean in terms of power and gameplay. Even the Amiga would be very hard pushed when you come up against THE MOST POWERFUL CONSOLE IN THE WORLD"*

*Computer and Video Games*

*"No flicker, detailed and smooth. Oh gorgeous!!"*

*Computer and Video Games*

*"Games on the PC Engine are, quite simply, the best you've ever seen. It's the most impressive piece of video game hardware I've ever seen"*

*Geoff Minter, The Nature of the Beast*

*"The PC Engine is no fantasy"*

*Computer and Video Games*

## IN AN IDEAL WORLD THE GAMES CONSOLE WOULD OFFER YOU

- Unsurpassed software excellence
- Arcade-perfect graphics
- Multi-channel stereophonic sound.

- State-of-the-art micro circuitry
- The most compact design in the world.
- Unparalleled expandability — designed with the future in mind

- Instant game load and access (no waiting for disks or tapes)
- Multi-player interaction
- The fastest running speed of any games machine in existence.

## WELCOME TO THE IDEAL WORLD!



**HARDWARE** — Look out for the latest computer innovations available on the PC Engine such as a portable colour LCD screen. How about a CD Rom player capable of orchestral sound tracks and true voiceovers with previously unheard of storage capabilities. Imagine if it could double as a top of the range hi-fi compact disk player with amazing software drives facilities.

**SOFTWARE** — All titles £29.95. R-Type 1, Space Harrier, Chan + Chan, Victory Road, Fantasy Zone, The Legendary Axe, Vigilante, Galaga 88, R-Type 2, Wonderboy. These titles represent a small selection of the PC Engines extensive software library. Send SAE for more details.

Please send me the following:  
 SCART PC ENGINE — for use with monitors equipped with Scart/Euro connectors at £199.95  
 PAL PC ENGINE — For use with standard British TV sets at £224.95  
 SCART PC ENGINE with PHILIPS CM8833 COLOUR MONITOR at £399.95  
 Add £4.95 towards p & p SUB TOTAL \_\_\_\_\_  
 Please supply the following games at £29.95 each

- |             |          |
|-------------|----------|
| 1. ....     | 2. ....  |
| 3. ....     | 4. ....  |
| 5. ....     | 6. ....  |
| 7. ....     | 8. ....  |
| 9. ....     | 10. .... |
| TOTAL _____ |          |

Name ..... Tel. ....

Address .....

I enclose a cheque/PO for .....

Please make cheques payable to:  
Micromedia Sales and Marketing Ltd

Signature .....

or tick box for weekly payment details

DEPT. Z1 The Moor Hall, Ludlow, Shropshire, SY8 3EG. TEL: 0584 75604, FAX: 0584 75387

Trade Enquiries Welcome

# MICROMEDIA

# "I bet he plays Thalamus games!"

THALAMUS

NEW!

## SANXION

Now available for the Spectrum! Based on the original number one hit game *Sanxion: the Spectrum remix* takes your Spectrum to a new dimension of intergalactic warfare with graphics to amaze and sound to astound, pitting your wits against the perils of the sky!! £7.99 cassette, £12.99 disk. YS said 'A spectacular shoot 'em up!'

## ARMALYTE

The biggest blaster seen! Yes, *Armalyte* on the Commodore 64/128 gives you eight amazing shoot 'em up levels packed full with startling, superbly designed graphics, brilliant sound FX and music tracks. ZZAP! said 'This is incredible! A brilliant blaster whose graphics and gameplay knocks others for six!' A Gold Medal at 97%! Soon for the Amiga and Atari ST

## HAWKEYE

The leanest, meanest fighting machine on the Commodore 64/128! Heroically bronzed Hawkeye, a synthetic life-form, rampages through 12 parrallax scrolling levels of platforms, cities, icy planes and dusty deserts with hordes of crazed aliens to contend with! Can you handle the awesome power of Hawkeye? ZZAP! said 'An addictive and beautifully presented shoot 'em up of the highest calibre!' A Gold Medal at 96%! Soon for the Amiga and Atari ST

## T-SHIRT

Be the trendiest in town with the latest in designer wear! The Thalamus t-shirt comes in 100% combed cotton (XXL) and features the Thalamus logo emblazoned on the front. Dead hip and a snip at £5.50. This is a very limited edition! Order now and be proud in 28 days!

## ORDER FORM

Heiloooo there! Yus please, I would very much like . . . (tick box)

- |   |  |
|---|--|
| <input type="checkbox"/> Sanxion (Spec cassette £8.99)  | <input type="checkbox"/> Hawkeye (C64 cassette £9.99)  |
| <input type="checkbox"/> Sanxion (Spec diskette £12.99) | <input type="checkbox"/> Hawkeye (C64 diskette £12.99) |
| <input type="checkbox"/> Armalyte (C64 cassette £9.99)  | <input type="checkbox"/> T-shirt (£5.50)               |
| <input type="checkbox"/> Armalyte (C64 diskette £12.99) |  |

I enclose a cheque or postal order for the total amount, made payable to **Thalamus Ltd.** I understand all goods will be despatched within 28 days, though delays may occur if programming difficulties happen.

Name .....

Address .....

Postcode .....

Send your order to: **Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.**





▲ If you've ever fancied playing God, now's your chance . . .

# POPULOUS

Electronic Arts, Amiga £24.95

● Play God or the Devil and mash lots of people

**A** very Divine Being needs followers, otherwise how do they get their power? Simply going around saying 'I'm God, I am' won't do. You have to have some faithful people that believe in you and some to spread The Word.

This is your situation in *Populous*. You are a deity with a few followers trying to scratch out a living on virgin soil. The canvas on which

▼ That sea looks pretty red, doesn't it? If I were you, I'd get some pretty heavy destruction going



you paint things consists of a 'Book of Worlds', which contains deserts, fields and ice regions; the map which shows a close up of a section of the current worlds and on which you control events; and the control icons. You must move across the land, building or lowering ground levels to allow enough clear space for your followers to build settlements, from mud huts through houses to castles; the larger the settlement the more powerful your people.

Unfortunately, another deity is trying to spread *his* population across the land. The world isn't big enough for two races, so you must try and stop him from spreading whilst building up your own territory. This can be done by turning your leader into a knight and sending him on a raid, or using 'divine intervention' to cripple the opposition, both of which require a certain amount of Manna. Your Manna level is shown on a bar at the top of the screen, showing the choice of interventions open to

**T**his is one hell of a weird game! The idea of playing God may seem a bit strange to some people and indeed playing *Populous* is a strange experience – but an enjoyable one. The first thing that strikes you is the incredibly atmospheric sound, with ethereal music and heartbeats all over the place, but you soon get involved in the complexities of the game, building cities, constructing land masses, electing leaders and crippling your opponent! The graphics are also of a very high standard, nicely depicting the land shapes and buildings; in fact, everything about the game is so neatly constructed and put together, with so many little touches – like the arsonist knight and the LED blinking in time with the heartbeat – all of which help to make it an experience well worth £25. Try it and see.

I haven't seen such an original game since *The Sentinel*. How do you make a game about playing God? I'll tell you how – you spend ages developing the concept and constructing a system, design superb graphics that work incredibly well, add wonderfully atmospheric sound to create an eerie feel and you put it in a package called *Populous*. And that's just what Electronic Arts have done! Even though the actual concept of building a population and spreading across the world is quite simple, going about the task is a different matter altogether. Once you've managed to conquer the realm, you'll want to do it again and again . . . It probably won't appeal to everyone, but I can't for the life of me see why. It's brilliant!



you . . . The game is won when you have managed to keep your people alive and destroyed all the opposing population and settlements.

### PRESENTATION 99%

Loads of options, easy to understand layout and icons, and a myriad of little touches.

### GRAPHICS 92%

Superbly solid scenery with well drawn features and easily identifiable icons.

### SOUND 88%

Choice of music or sound FX, both of which are subtle and amazingly atmospheric – perfect for the game.

### HOOKABILITY 89%

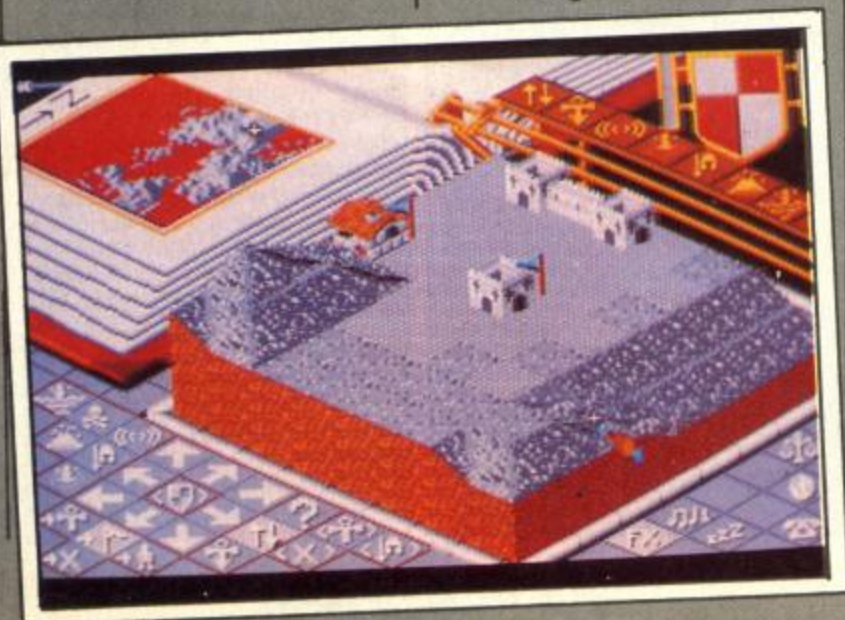
All the icons and options could be initially confusing and the complexities may take a while to grasp.

### LASTABILITY 93%

Once you get into it it's an overwhelming experience.

## OVERALL 94%

An amazingly original and superbly constructed strategy game.



# Space Harrier

Elite, Amiga £19.99 disk

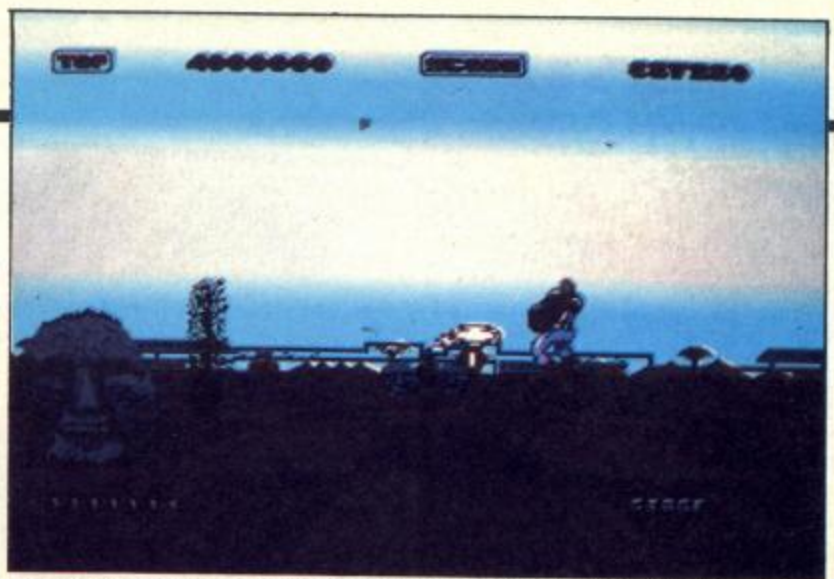
All over the globe, factories are falling into ruin, economies have fallen apart, interest rates are rising, the TV companies are out of business and (worst of all) milk production has come to a standstill. No more Shredded Wheat for you, mate.

So what's behind all this? A band of deadly, virus-like aliens which have infected every part of the planet with their horrible disease, that's what. Pretty nasty, huh? So absolutely, horrendously nasty, in fact, that the combined efforts of the army, the navy, the air force, the fire service, the police, Machoman and Postman Pat have been totally liquidised in their attempts to stop it.

Just when you thought that the end of the world was nigh, when everybody thought it was OK to eat lots of cream cakes 'cos they were gonna die tomorrow anyway, a little speck became visible in the sky.



Well, this is a lot better than shoving 50p into a hydraulic machine gadgi and then dying three times before you've even had a chance to stick your bum on the chair. I reckon, if you're the sort of person who can't even stand losing 2p in the bubble gum machine, this is the conversion for you. Not only do you get all the entertainment value of brilliantly smooth full-screen scrolling, incredibly breathtaking and mega-fast action, you also get it for the price of 40 goes one of those fancy metal machines you have to wait ages to get a shot at. Bargain or what?



▲ Superfast 3D but no hydraulic chair – Space Harrier is a brilliant game that doesn't quite make the top grade

Was it a bird? Was it a helicopter? Was it a speck of chocolate on your glasses? Nope, da da daaaaaa – it was Space Harrier. Yeaah!

With nothing but a laser and a jetpack to his name, he battles through waves of ugly looking aliens, dodges dangerous missiles, survives end-of-level tussles

with great, big enormous fire-breathing dragons, tries to stop himself from splatting, slap bang into the nearest obstacles, gets his eyebrows singed and still survives.

Some selfless guy, huh?

Not really. He just couldn't face another day without three Shredded Wheat.



I'm not on a diet for nothing you know. If I keep off the doughnuts for long enough, I might actually manage to squeeze my porky loins into one of those snazzy arcade style hydraulic chairs. Then again, maybe I'll stick to the doughnuts and keep on playing

the Amiga version because it's just as good. I'm really impressed at the way they haven't compromised on the full-screen scrolling and the breakneck speed of the 3D action. If you want a really fast-moving arcade conversion, get your grubby hands on this – it's a lot more fun than a poke in the eye with a pointed stick.

# Super Hang-On

Electric Dreams, Amiga £24.99

A few years ago a strange machine began to appear in arcades across the country. It consisted of a monitor in the front of a red replica of a racing bike. You were supposed to sit on the bike and lean sideways to steer round the corners. That was Hang-On.

Later a whole new breed of 'moving' race games began to spring up, so Sega came up with another machine – Super Hang-On. This took the original, improved the graphics and sound, added new stages and tunes and gave players a different bike to sit on.

Some proclaimed that the new version was the best racing game ever, 'even better than Out Run' (I wonder where that one came from . . .), so naturally there had to be a conversion . . .

And this is it, folks. First off, you pick mouse or joystick, (you can even adjust their sensitivity). Next comes a choice of circuit (6 stages in Africa, 10 in Asia, 14 in America and 18 in Europe) followed by a selection of one of four tunes or sound effects. After all that, it's off to the starting grid . . .

You've got a single-gear racing

bike with the option of a nitro-injected turbo boost for that added VROOOOM, to help you get past those troublesome riders that slow you down and cause you to veer off course when hit.

To win a race, you've got to

▼ Forget the 64 version – this is as close to the arcade game as you're going to get on a home micro



The 3D effect of Super Hang-On makes me feel as though my hair should be blown back by the breeze as I play it. This is its major strength and, let's face it, it's the one that really counts. The power of the Amiga has been used very well, allowing large

sprites to be displayed and animated very quickly to give a very accurate rendition of the arcade original. The only thing I'm disappointed with is the sound. The motorbike just drones and the tunes are . . . well, poor. Still, it's a great conversion and a brilliant game in its own right. Now where's me heavy biker boots . . .

finish all the stages within the time limit – otherwise it's back to the pits for you, Barry.



I was a great fan of the original Hang-On in the arcades and the few games that I

had of Super Hang-On were equally enjoyable. Electric Dreams have done a great job on the conversion, from the large detailed bike sprites to the fast and effective 3D. The feel of the controls seems to have been nicely worked out too, giving a very comfortable steering action to play with. There is little difference in presentation between this and the arcade version, except for the multiloop – and that doesn't detract from the gameplay in any way, as it only occurs the first time you pick a new circuit. So, all you racers out there, forget your leathers and pick up your mouse (God that was corny).

TALKABOUT HANG-ON!

conversion  
**89**  
factor

**PRESENTATION 52%**

Nothing special – title screen with digitised speech and high score table. See *The Word* for details of a possible hydraulic chair add-on.

**GRAPHICS 84%**

Fast-moving 3D backgrounds with smooth and clearly defined sprites.

**SOUND 54%**

Warbling in-game tune but very rough speech (nothing like the coin-op).

**HOOKABILITY 90%**

So like the arcade game, it's got instant grab.

**LASTABILITY 81%**

A pretty simple concept behind all that 3D, so your initial interest might wane.

**OVERALL 85%**

A pretty hot conversion of an even hotter arcade machine.



▲ Things are getting dark in here: maybe we should just give up and throw the disk away... (Amiga)



Again Again, C64 £9.99 cassette, £14.95 disk; Amiga £19.99

The Munsters aren't half a weird bunch. I mean, they walk around looking like death warmed up... OK, they look like death still cold, but that's not the point. The point is that they're nice! They don't go around haunting or terrorizing, they just all look... weird.

Now Mr Pointy Tail himself, Old Nick, has decided that such a weird, ghostly looking family should be doing devilish things. To try and persuade them, he uses evil tactics to blackmail them – he kidnaps Marilyn, the pretty blonde one! Ooh, the rotter. The rest of the Munster family – Lily, Herman, Eddy and Grandpa – must go to the rescue.

You kick off as Lily, by zapping some of the ghosties that Old Nick has filled the house with to increase the spell level. The spell level is essential for destroying some of the more nasty creatures



CORDO

This is an extremely poor rendition of the TV programme. Even though I can't

really profess to being a fan of the Munsters series, I can still spot a bad game when I see one. This is a bad game and I've seen it. Playing for about half an hour gives the initial impression that the programmers have just made the going very unfair instead of making the puzzles mind-taxing, but since it's an arcade adventure I thought I'd better persevere. It didn't get any better, though. It got to the point where I just threw the joystick across the table and gave up in sheer frustration. Yeuch.



MAFF

I got the impression while playing this that the programmers of *The Munsters* haven't

been keeping up with the pace of arcade adventure development. It looks ancient in all respects: dull graphics, awful sound and archaic puzzles. The Amiga's graphics are marginally better – you can just about recognise the characters portrayed – but they're still well below the standard that the machine is capable of. The first half dozen or so games are taken up by aimlessly wandering around getting killed by all manner of annoying ghosties; even when you do work things out it hardly seems fair or logical. Oh, and you'd think that 16-bit users would get more puzzles for their memory and their money – but no, the game's exactly the same. Oh dear.

right object and build enough spell power to dispatch the spirit guarding the door or stairwell, allowing you to search other rooms. But beware! Any touch by a member of the underworld saps your energy, eventually causing death. Gasp!

The family *must* rescue Marilyn! They can't fall ill to the will of the Devil and turn to the ways of the underworld! Or can they...?

and for reviving the other members of the family so that they can help you. This isn't all you need though, since you must then collect various objects which will allow you to kill the ghouls and monsters and activate the family.

Walking around the house, you may get the impression that some of the locations are inaccessible. Indeed they are, until you get the



▲ Yeuch! Herman Munster would be turning in his grave if he wasn't part of the living dead (64)

64		amiga	
32%	<b>PRESENTATION</b>	34%	Tacky appearance and a highscore table.
28%	<b>GRAPHICS</b>	49%	The 64 version doesn't capture the feel of the TV series at all and the Amiga version struggles to.
37%	<b>SOUND</b>	40%	The <i>Munsters</i> theme has been murdered on both versions.
43%	<b>HOOKABILITY</b>	46%	Starts off as a really boring experience...
29%	<b>LASTABILITY</b>	31%	... and finishes as an extremely frustrating one.
<b>30% OVERALL</b>		<b>37%</b>	A license that has a fraction of the entertainment value of the TV show.

conversion  
**94**  
factor

**PRESENTATION 88%**

Good front end, comfortable steering method, choice of mouse or joystick, several tunes and control adjustment.

**GRAPHICS 93%**

Clean, crisp and large sprites whizz through a superb 3D environment.

**SOUND 53%**

Whiney motorbike sounds and four choices of dire music which fail to reflect the game's action.

**HOOKABILITY 93%**

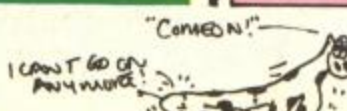
Great fun to play as you zoom along at ridiculous speeds again and again and...

**LASTABILITY 90%**

The appeal may wear off slightly once you've completed all four circuits, but they're going to take some beating!

**OVERALL 89%**

A great motorbike game and a brilliant arcade conversion.



# ZANY GOLF

Electronic Arts, Amiga £24.95

Look across the page a minute. Notice the type of game being reviewed? It's a crazy golf simulation! Isn't that a coincidence, what with this being a crazy golf sim as well? The difference is that in *Mini Golf* most of the play takes place on flat, two



Of the two golf games that came in this month I played the *Gremlin* product first. I thought that they'd interpreted the game as well as could be expected, so I had quite a pleasant surprise when I loaded *Zany Golf*. The strange intro sequence and intermission screens are very pretty and have a sort of Disney-cum-Alice in Wonderland feel about them. The whole thing is very nutty and incredibly playable; easily as much fun as the real thing. I've no hesitation about recommending this little gem.

dimensional greens, whereas in *Zany Golf* all the action takes place in a multi-directional scrolling,

forced perspective environment. Each hole has its own theme - castles, windmills, fans, etc - and



▲ Fancy a game of pinball, anyone? Well, you haven't got that many strokes left, so I wouldn't mess around, if I were you



If you notice, I say in the review of that other golf game that I really like mini golf. *Zany Golf* captures much more of the feel of a real game of crazy golf, with its strange buildings, mental tunes and weird bonus systems. The only thing that concerns me is that there are only nine holes to play, which means that once you've completed them you may get a bit bored. Having said that, I've been playing for a while and I'm still not bored. Check it out!

requires special tactics to complete. You only have a certain amount of strokes for each hole and there are bonus strokes for, say, touching the fairy with your ball or completing a time bonus.

## PRESENTATION 78%

Four-player option, wonderfully atmospheric appearance and great touches throughout. The multiloop's a bit odd, though.

## GRAPHICS 76%

Extremely well drawn and coloured intro screens and holes; slightly messy scrolling.

## SOUND 85%

Superbly weird tunes add exactly the right atmosphere.

## HOOKABILITY 91%

As soon as you see the stupid title screen you know it's going to be fun.

## LASTABILITY 80%

Only nine holes, but they should take a while to complete and you can always improve your score; the four-player option guarantees long-term interest.

## OVERALL 81%

A great 'sports' game which is good for a laugh or ten.

# DUGGER

Linel, Amiga £19.99 disk

Remember that Stoneage bloke? You know, the one with a sheep's head hairdo and one of them sledgehammer gadgies? Herbie Stone?

OK, now squeeze your mind really hard through about six time warps... nnnurghh! Right, now you should be back far enough to

▼ How much digging can a Dugger do when a Dugger should be called Dig Dug?

remember that very, very old coin-op, *Dig Dug*.

Put them together and you get a game all about digging tunnels and trying to destroy nasty aliens by dropping bricks on them or inflating them until they burst. And that's it.

Blows yer mind, eh?



Nice intro sequence, everso nice presentation and music but they've left out one teensy weensy thing. How about a bit of gameplay, maybe? I haven't seen a Dig Dug machine for ooh, at least four years, and I don't really think a game as old as that needed to be resurrected especially for the Amiga. Well, not unless you're a taxidermist anyway. If you've really got the urge to throw your money around, aim somewhere else.



Phwoar eh? Another game which leaves steaming skid marks on the outer limits of technology, I don't think. Haven't you seen lots of games like this - like Boulderdash maybe? Yup, me too, and I'd rather play them for two quid on the 64 than shell out 18 more for this. Not that it isn't any fun at all making Tarzan noises and blowing up parrots for a couple of hours - just very pricey. Too pricey, if you ask me.

## 64

You can all breathe a big sigh of relief because there are no plans as yet for a 64 version. Phew!

## update

## PRESENTATION 70%

Involved cartoony introduction with digitised speech; two-player game.

## GRAPHICS 45%

Bright, colourful sprites and backdrops, but the game doesn't exactly call for anything involved.

## SOUND 60%

Plenty of neat in-game and introductory tunes with a few suitably silly sound effects.

## HOOKABILITY 50%

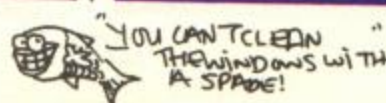
Not hard to get into and quite good fun for a bit.

## LASTABILITY 25%

The incredibly repetitive gameplay has absolutely zilch depth, so you won't be playing for hours on end.

## OVERALL 31%

A very basic game design which should have gone out with the Ark.





"FORE" "FORE" "WOT?"  
ELEPHANT S!



▲ The graphics may not be the most advanced in the world, but this is quite a lot of fun to play (64)

# Mini-Golf

Gremlin, C64 £9.99 cassette, £14.99 disk;  
Amiga £19.99

Isn't it funny how, whenever you play crazy golf, most of the people playing aren't children? And they never seem to feel ridiculous about walking along lit-

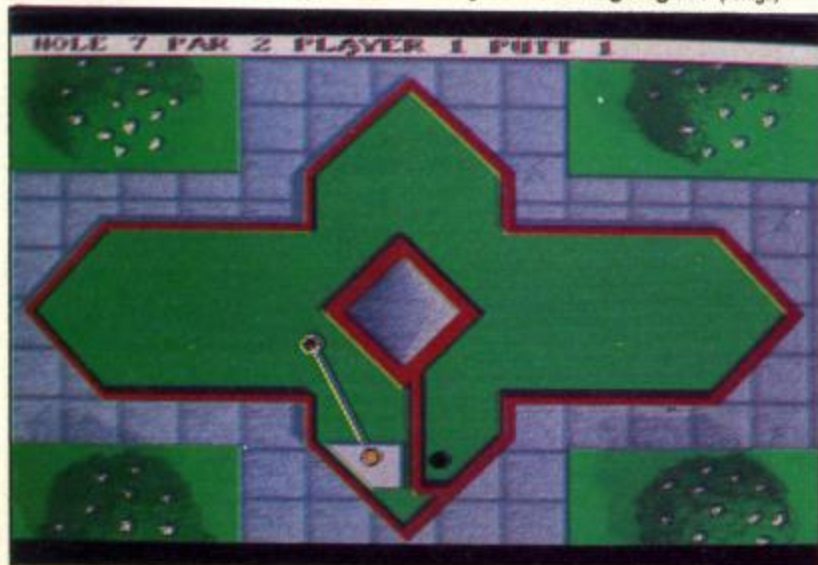
tle tracks hitting golf balls through plastic windmills?

Now here is a computer game that should appeal to just those kind of people. *Mini Golf* is a simu-



I like playing mini golf - in fact, on holiday, I go out of my way to force everybody I know to play it! On first sight, both versions of Gremlin's *Mini Golf* seem to be well designed and implemented simulations, with an easy aiming method, clear layout and varied hole design. Thing is, on completing the easy level on the Amiga, moving onto the second set of holes proves to be a strange experience (woo-ee-oo). Most of the action takes place in a peculiar pseudo-3D environment, which just doesn't work like proper 3D and is more confusing than anything I've ever seen. Shame really, 'cos if the 2D's anything to go by, it could have been great.

▼ Basic graphics, basic sound, but a pretty nifty game. Oh - and you can get a hole in one here, but not the way Cameron's going ... (Amiga)



lation of the miniature sport to be found at holiday resorts everywhere. Up to four players can take part over a set of eighteen holes. Just to be awkward, drain-pipes, windmills, bridges and ramps, all viewed from overhead, are dotted all over them.

You start off by placing your ball on the white starting pad. Next, aim your shot by moving an extendable line to indicate the power and direction of the putt. But beware! Hitting the ball too hard at the hole causes it to skip over, so the power line is useful. Take too many strokes on any

hole, and you're slung off and given a penalty.

On the Amiga version, you have the choice of playing on either Beginner or Expert level, the former being the standard eighteen holes viewed from overhead (as on the 64) and the Expert level taking place on a more 'surreal' set of holes, ranging from dragon and castle scapes to a giant businessman's desk (?).

At the end of the game the scores are added and displayed on a scorecard. That's when you declare the winner and start beating up your mates.



I played the 64 version of this first and thought that it was a rather good game with some nice touches (such as the pixellated screen changing effect) so the improved graphics of the Amiga version were initially pleasing. However, when it came to playing the higher stages I found it almost impossible to tell where the hell the ball was going! Why not come up with some more devious holes instead of just being confusing - because the play system of the 64 version and the first level of the Amiga version is great. My advice is to try this out first - you may be disappointed.

## 64 amiga

63% PRESENTATION 55%

Four-player option, plus good appearance and control - except for the Amiga Expert stage.

63% GRAPHICS 62%

Functional and generally well laid-out, but there isn't much colour on the 64.

41% SOUND 37%

Equally weak effects on both versions.

60% HOOKABILITY 62%

Easy to pick up and enjoyable to play at first - especially with friends.

46% LASTABILITY 38%

Not enough variety on the 64 version and a poor Expert stage on the Amiga, but the multiple player option should keep you putting for a while longer.

57% OVERALL 52%

An initially pleasing program that loses its appeal rather quickly.

"CARE FOR A ROUND SIR DENNIS?"  
"NOT NOW TERRY!"

## ADVANCED *Ski* Simulator

Coo! Not Alone!



Codemasters Gold, Amiga £19.99

Anybody feeling a little put out because of the recent lack of snow? Well, fret no longer because, thanks to those chilly chappies at Codemasters, you can do a Fergie and slope off on the Piste whenever you wish, in the guise of *Advanced Ski Simulator*.

Viewed in three dimensions, this

gem gives you the chance to compete against either the computer or a friend in a frozen frenzy down one of seven snow-lined ski slopes. Its release has been timed for the start of the new ski season, so don your thick, tastelessly coloured polar jacket, jump on the ski-lift and wipe-out . . .



CORDO

Heard the one about the latest Codemasters Gold Amiga game? Someone bought it! Ha ha ha ha!!! Seriously, though, *Advanced Ski* is an exceptionally poor piece of software, made out as the best thing since Mother's Pride loaves by the completely OTT self-congratulation on the box. I mean, £19.99 for what is basically a souped up 8-bit budget game with a bit of sampled sound - come off it, guys! Only think about purchasing *Advanced Ski* if you're really into verbal insults.



MAFF

After reading the prose on the box, I thought to myself 'Hey! This sounds really good!' Then I loaded it up. What a disaster! Apart from the fairly good graphics, which still aren't a patch on most games, there's absolutely no difference between this and the £2.99 8-bit budget version. The digitised sounds are crackly, and don't add to the feel of the game at all; even worse is the fact that the skier disappears off the screen if he gets too far behind, making it almost impossible to get back on because of all the different jumps. I've saved my biggest gripe with *Advanced Ski* till last: the price. Twenty quid for software of this quality is daylight robbery.

### PRESENTATION 57%

Sickeningly self-congratulatory packaging. Awkward controls, seven different courses. Two player option.

### GRAPHICS 35%

Not surprisingly, mostly white. Disjointed figures float around while the scrolling carries on without them.

### SOUND 39%

Pathetic, crackly digitised effects.

### HOOKABILITY 40%

May appeal if you were planning on going to the Alps this year.

### LASTABILITY 30%

Go anyway.

## OVERALL 37%

Budget software with a high price tag.

Firebird, Amiga £19.99

This has been converted from an arcade game, so you can guess the basic idea. That's it, the single pilot battling against overwhelming odds, armed with only a single gun and a few smart bombs . . . and so on.

This time he's piloting a fighter-bomber bi-plane, trying to



CORDO

These days a shoot 'em up has to have some outstanding feature to lift it above the wealth of blasting games currently on the market. Unfortunately, *Flying Shark* has absolutely no remarkable feature designed to win over the half-hearted gamer. The arcade version boasted very pretty graphics and sideways scrolling to expand the play area whereas the Amiga has fairly nice graphics, but has lost the sideways scroll. I can't really see why, 'cos the Amiga most certainly has the power to include them. Pity they didn't make the extra effort.



MAFF

As arcade conversions go, this is rather weak, but as shoot 'em ups go, it isn't too bad. Once you've got over the fact that *Firebird* hardly seem to have bothered about how accurately they've converted the game, it's quite enjoyable to play. It is a little unfair at times, though - especially when you lose a life to a team of fighters pumping bullets in all directions - but you soon learn the tactics to overcome this. A high price for an average conversion.

▼ That scrolling is a tad on the jerky side - not that that's going to worry you; you'll spend all your time avoiding things



advance as far as possible into enemy territory . . . well, you know the rest.

At first you really are armed with only one gun and a few bombs which destroy all enemies within a certain range. By shooting a fleet of special aircraft and collecting

the capsules that appear, you also get multi-fire cannons which become more powerful the more capsules you collect. Extra bombs can be collected by destroying certain tanks along the way.

### conversion



### PRESENTATION 50%

A score table and two difficulty levels is your lot.

### GRAPHICS 71%

Adequate sprites and rather flat backdrops.

### SOUND 24%

Weak spot effects and an absolutely dire soundtrack.

### HOOKABILITY 70%

The going is tough and frustrating for the first few plays.

### LASTABILITY 67%

Not a great deal of variety, but it will take some getting through.

## OVERALL 68%

An average blast with no real distinguishing marks.

# ELIMINATOR

Hewson, C64 £9.95 cassette, £14.95 disk

In a far off time, many light years from our own galaxy, a war is raging between two races: the Omagons and the Julars. For too long, the Omagons had been capturing Julan citizens and shuttling them back to Omagar, as slaves to work in the mines. Being the weaker race, the Julan government turned a blind eye to the problem, insisting there was no threat.

Luckily for the Julan authorities, a group of rebels has found a chink in the Omagon armour: the mysterious Elcron crystals, growing deep beneath the planet's crust. Omagar is so polluted that only these crystals, which filter off surface toxins, prevent it from becoming a dying planet. Trouble is, due to intense mining methods and constant bombardment by the Julars, the crystals are running out.

To protect the remaining few, the Omagons erected a series of long, winding roadways, guarded by almost impenetrable energy fences and heavily armed soldiers. The official Julan army has been finding it impossible to get past; the unofficial rebel army, on the other hand, has been paying its scientists a lot more. They've come up with a special power source, an ultra-strong metal and the ultimate Eliminator fighting machine.

All you've got to do is take charge of this fighter, get out onto Omagar's scrolling 3D causeways and take on the enemy might. Easy. Well, it would be if the road wasn't blocked by so many

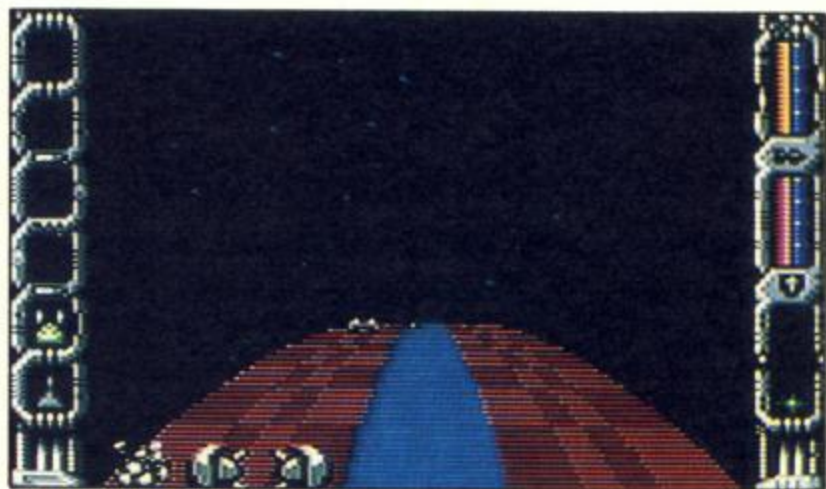
treacherous barriers and guarded by fierce enemy alien formations.

You start off with three fighters and an energy supply for each. Pick up the icons for extra weapons (multiple fire, dispersed fire - the usual thing) or top-up ammunition. Every now and again, you can move up a ramp which gives you enough power to leap over obstacles and land. And you don't even get a hair out of place - I bet you think you're *really hard*.



**GORDO** If the action didn't keep slowing down and there wasn't quite so much boring waiting around for something to happen, I'd really have enjoyed Eliminator. I mean, the 3D scrolling is smooth, the in-game tune is atmospheric (could have done with some sound FX, though) and the gameplay's pretty unusual - it's just that the whole thing doesn't move fast enough to give it that extra edge. OK, so it looks nice, but when it comes down to it all you've got to do is a bit of fairly mediocre dodging, shooting baddies and collecting weapons. Come to think of it, most of the stuff we review has you doing that!

▼ The action is hot, but the control method is not. One wrong move and your internal slug drive will let you down



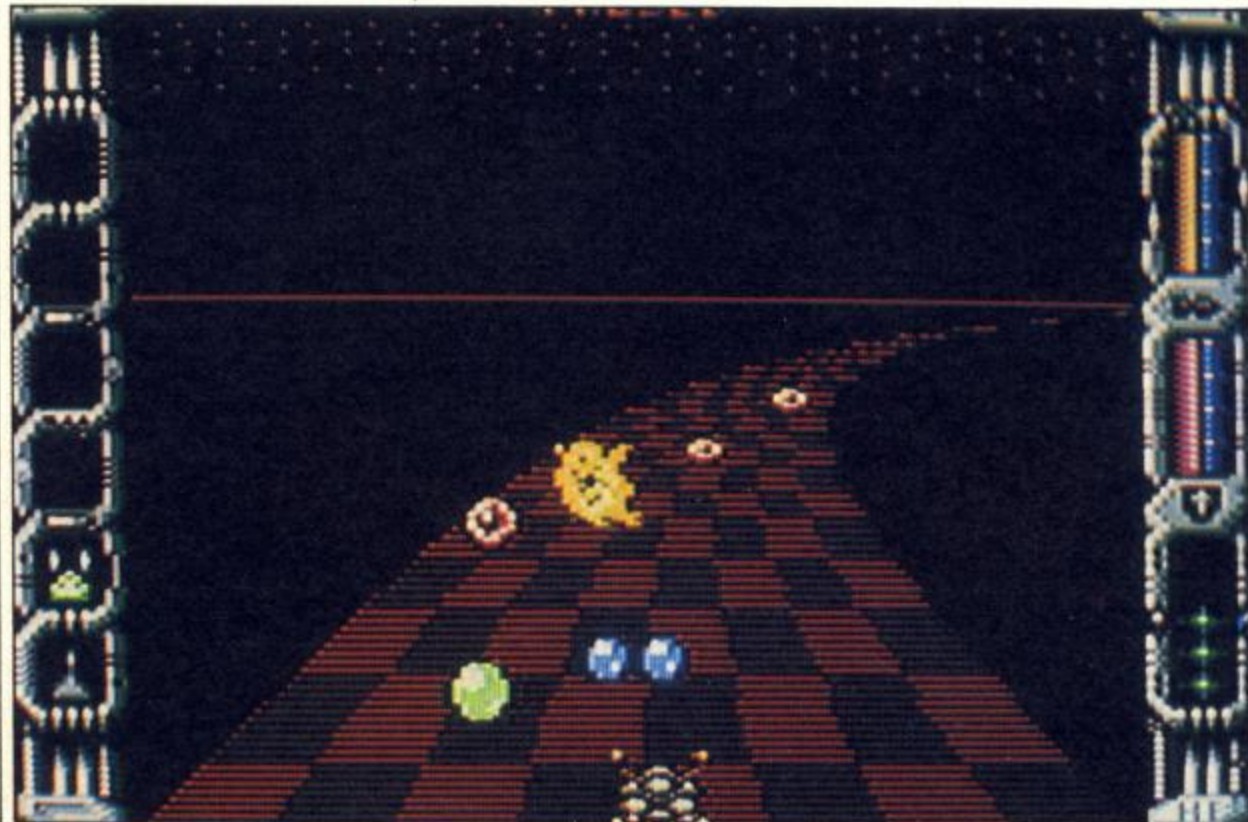
▲ The third level, and some pretty nifty dodging is required



**KATI** Hmm... well, this certainly looks very nice: fancy 3D scrolling track, lots of alien formations, plenty of obstacles, what more could you possibly want? Erm... how about a touch more gameplay? I'm being picky, but it does seem to me that you spend just a bit too long just sort of, well... going along. When you actually get embroiled in a bit of trigger finger action and all that seat of your pants skidding and dodging, it's really great - it's just a pity there isn't any more of it. So, all you joystick junkies, the moral of the story is... try it *before* you buy it. Bet you've never heard that one before.



**MAFF** What struck me most about Eliminator was the roadway itself. Talk about smooth! Hewson have used the same basic idea as Gremlin did with Trailblazer to simulate a truly convincing feeling of movement. Sound is almost as impressive, with a couple of extremely good tunes playing throughout. The only thing lacking really is long-term gameplay: it's all good fun for a bit, but on some levels the gaps between aliens are just a bit too long, so it starts to wear a bit thin. Still, if you're after one impressive piece of software, you could do a lot worse than have a look at this.



## PRESENTATION 74%

Neatly laid-out documentation, and well-presented screen display with good rainbow effect.

## GRAPHICS 71%

Smooth 3D scrolling road and some imaginative sprites, which slow up when there's a lot happening on-screen.

## SOUND 72%

No sound effects, but a couple of well-groovy tunes urge you through each level.

## HOOKABILITY 79%

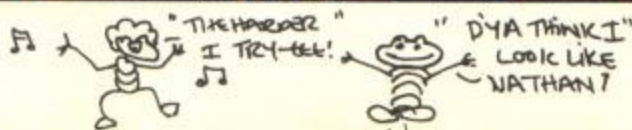
Impressive presentation and easy-to-learn gameplay ensures instant approval.

## LASTABILITY 68%

Could become slightly tedious after prolonged stints in front of the screen.

## OVERALL 74%

A well presented piece of programming, which would benefit from a tweak here and there in the action stakes.



# BUTCHER HILL



This is quite good fun to play for a while, but all three levels are highly derivative of other products. Level one is an extremely poor copy of Live and Let Die, with some pretty pointless river-running and blasting. As for the others... one in particular looks very much like parts of Platoon; the other owes a lot to Operation Wolf. While not being brilliant by a long chalk (the graphics on stage one are awful), Butcher Hill could be enjoyable for fans of the one-man-army genre. Sample afore ye purchase.

Gremlin, C64 £9.99 cassette, £14.99 disk

Intelligence reports suggest that POWs are being held at the guerilla outpost on Butcher Hill. Your mission is simple: jump in a

dinghy, make your way up river, then battle your way through dense forest to the guerilla weapon stores. Arm yourself with

▼ This ain't half bad, and that parallax scrolling is reeeely impressive.

their ammo, then stage a one-man assault on Butcher Hill, rescuing the prisoners and doing general gung-ho stuff. Your country's pride is in your hands - don't louse it up!



"THE CRAZY WORLD OF BUTCHER HILL!"

While employing some pretty atrocious graphics in level one, with a river that looks just totally static, the rest of the game isn't that bad. Stage two is probably the best of the lot, taking a lot of ideas from the tunnel section in Platoon - but it's fast and colourful, and lends well to this kind of product. Butcher Hill is littered with some typically Gremlin tunes and effects, being fairly well done but totally out of place in the product they're with. If you're not absolutely sick of this type of game, it could provide you with some fun for a few days - but not much longer than that.

# IK+

System 3, Amiga £24.99

Everyone's idea of a jolly good time, I'm sure: getting repeatedly hit by orientals of diminutive stature, wearing baggy pyjamas with bright coloured belts

on. What a spiffing wheeze, eh? Instead of the usual 'you against the computer baddy' playing-style, your nerve, skill and reflexes are now pitted against TWO opposing martial artistes, in an all-out struggle for glory and survival. The massacre takes place by a secluded Far Eastern beach. You've got a wide selection of suitably violent moves and your main aim in each level is to fill the six circle symbol thingies at the top of the screen.

Each stage survived moves you a step closer to receiving a higher Dan or skill level and a change in



belt colour. Your ultimate goal in life is to reach the coveted Black

▼ Try pressing the function keys for some 'amusing' effects. Well, we laughed

While the C64 is drowning in a sea of beat 'em ups, its big brother has hardly had any of real quality - until now. It's quite a relief to see one as good as IK+ smashing its way on to our screens. It's dead slick for a start: little dancing silhouettes, psychedelic rainbow effect on the title screen, fluent and accurate animation of the three fighters in the game. On top of that, you've got loads of amusing additions like a periscope popping up from the ocean and the fighters' trousers falling down (well, I thought they were funny, anyway). Oh yeah - the gameplay. It's brill: the best kicking simulator I've seen on any computer - buy it, despite the price.

## ORIENTAL OPTIONS

So many, in fact, that we've only got space for a few. Wanna see more? You'll just have to play it, then.

### Speed

- f6 - Turbo
- f7 - Swift
- f8 - Normal
- f9 - Boring
- f10 - Extremely slow

### The Rest

- T - Trousers fall down
- SPACE+P - sound FX in pause mode
- B - Different shield
- \* - Scroll colours



The whole make-up of IK+ oozes quality. The graphics are bright, colourful and very well animated, even down to the little worm which keeps on crossing the screen (aah!). There's a staggering amount of different moves to try out, including a fantastic back-flip, which is really handy for getting behind someone and giving them a sharp smack in the head. It's so realistic when they shout out, you actually cringe with pain. Like most beat 'em ups, IK+ is going to lose a certain amount of pulling power after a while, through lack of variety. On the other hand, it's got brilliant gameplay and really outstanding graphical additions, so who cares?

"AND HERE HE IS! THE LAD HINGLES!" "SHUT UP BIG NOSE!"

"BUTTER HILL!"  
NOT  
BENNY HILL!



### Hints for the Hill

**Level One:** Helicopters drop supplies of ammo into the river at regular intervals

**Level Two:** Shoot the mines on the floor or you'll be blown up!

**Level Three:** Shooting at the chopper will make it fly off

### PRESENTATION 54%

Poor instructions and awkward control method. Colourful animated title screen.

### GRAPHICS 55%

Sloppy graphics and animation on level one, getting a lot better on later stages.

### SOUND 48%

Jolly but out of place tunes and effects, which add little to the atmosphere of the game.

### HOOKABILITY 40%

Uninspiring first level will put many people off, but becomes more enjoyable further into the game.

### LASTABILITY 58%

Fairly enjoyable, but too easy to complete.

## OVERALL 52%

A playable but very average mixture of exploration and shoot 'em up.

Belt status, and the only way to do that is to continually smack, punch and generally abuse your way through a multitude of steadily harder challengers. Good, eh?

Every two levels there's one of two bonus stages: either deflect bouncing balls using a shield or kick and dodge a series of bombs. Aaa-so.

### PRESENTATION 93%

Two-player game, excellent title screen and front end with a wealth of both useful and trivial options.

### GRAPHICS 88%

Colourful sprites with some fantastic animation plus amusing background characters.

### SOUND 83%

Realistic squeals of agony run side by side with a lively up-tempo oriental ditty.

### HOOKABILITY 85%

Has enough polish and playability to grab your attention immediately.

### LASTABILITY 77%

Once play is perfected, however, interest is bound to diminish a bit, even with the two-player option.

## OVERALL 86%

The best karate game you can buy for the Amiga – so far.

# WANDERER

Elite, C64 £9.99 cassette, £11.99 disk; Amiga £19.99

This is a bit of a weird fish. The 64 version of *Wanderer* has a different plot to the Amiga version. Oh well, here are the both of them. First the 64...

In deepest space there exists a group of ten planets ruled by the evil dictator, Vadd – an android who has forced the planets of the system to obey his command.

Now the system's inhabitants have turned to you – the Wanderer.

To destroy Vadd and the War Drones you need to obtain a Mega-Disruptor by trading in Disruptors (much like playing poker) or building your own. This isn't just a matter of going and asking for things, oh no! First, you've got to travel through space and shoot things to bits, then you go to the

planets and ask for things.

Special 'variable disruptors' can be found in black holes. They're used to gain extra value in your 'hand', but in order to enter a black hole you must have achieved a certain skill rating.

The Amiga scenario takes place

many years into Earth's future. Near extinction, the cat has become the most valuable commodity in the Solar System. The evil android Vadd (you know, that burger we mentioned before) has stolen the cat and is keeping it hostage.

Your quest is to fly around the system trying to win 8000 cat points or construct a poker of aces whilst playing cards on the various planets. After that, you confront the droid himself. Obviously, he can't play cards and such a confrontation terrifies him. Hasn't he heard of guns, then?



CORDO

Well, well. Another game with a gimmick. The 3D effect works quite well,

but I can see people having problems if they've got a TV that is slightly off – and you can always lose the glasses! The thing is, without the 3D there isn't much else to *Wanderer*. Both versions are extremely boring, with little more to do than float around loosing off the odd blast then land on a planet and be totally confused by the warped card-game logic. It seems that the whole point of adding the 3D has been lost because there's just not enough going on. I thought we'd seen the last of games like this a long time ago; I was wrong.



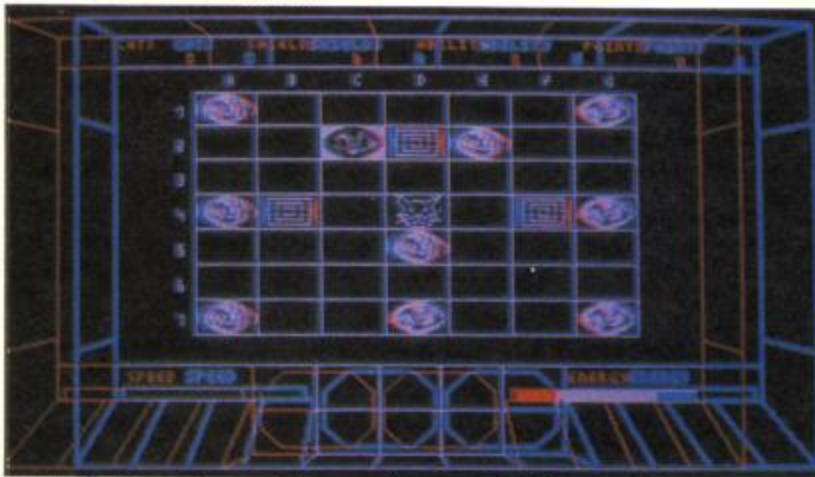
MAFF

Forgive me if I'm wrong, but isn't the point of using 3D in a game to give extra thrills

and exhilaration? You don't get any of this in *Wanderer* because the action is so mind-numbingly boring. The Amiga version has faster graphics than the 64, but this advantage is negated by the fact that it's all in one colour. Come to think of it though, even when wearing the 3D glasses, the appeal soon wears off once you've shot a couple of ships and been confused by the card game – or pseudo card game on the 64, as even that's been made to sound pretentious. A vector-graphic turkey.



▲ Isn't it about time you stopped wandering around and got down to some serious blasting? (64)



▲ The Amiga version provides you with an opportunity to see things in 3D; unfortunately, this screenshot is two-dimensional (Amiga)

64

amiga

47%

PRESENTATION

49%

Gimmicky 3D but hardly anything else to add any atmosphere. The instructions are quite good, though.

29%

GRAPHICS

43%

Well planned 3D (with glasses) but dull otherwise – and the 64 version is incredibly slow.

30%

SOUND

26%

Average tunes but terrible sound effects on both versions.

20%

HOOKABILITY

21%

The Amiga version is instantly boring and the 64's snail pace is extremely offputting.

15%

LASTABILITY

15%

Exactly the same lack of variety and excitement on both versions.

16% OVERALL 18%

A tedious game with a gimmick and not much else.

# Deflektor

Gremlin, Amiga £19.99



GORDO

I'm the first to enjoy a good puzzle game (well, that's if Kati and Maff don't get there first) and Deflektor gives the impression that it's going to be a cracker. The graphics are very tidy indeed filling the screen with colourful sprites, but the sound could be better – it seems to go on and on and on. The game itself is easy to pick up thanks to the obvious objectives and well implemented control method, but the thing is that it *stays* easy. I managed to plough through too many levels too quickly. Hard luck, Gremlin, but in my view Deflektor is just that bit too boring.

through a series of objects (converters, refractors, etc).

Whatever you do, don't let it overload by reflecting into itself – and watch out for the gremlins!

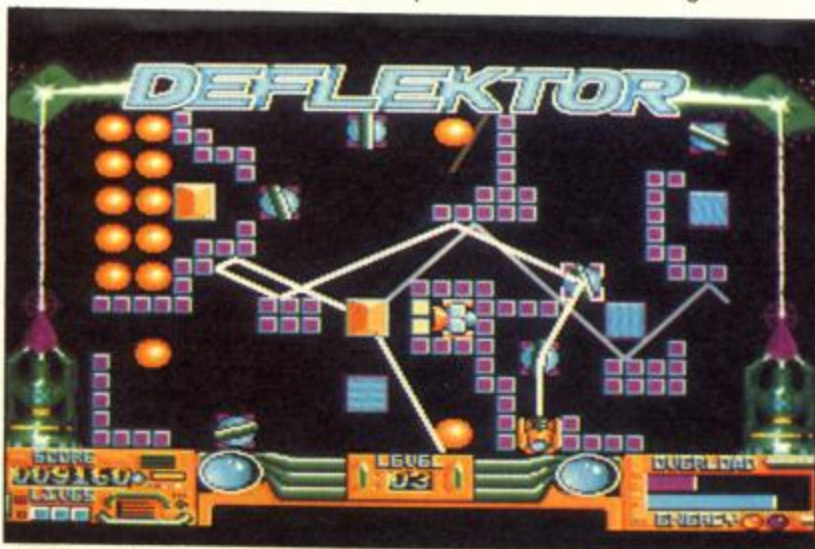
This is a game without a story. There are no aliens to conquer and no riches to be made. *Deflektor* is an out and out puzzle game.

It takes place on a grid containing a laser emitter and collector. The collector is blocked by some kind of obstacle, which is only removed once all the round 'cells' in the grid have been destroyed using the beam. It's deflected by a series of rotating mirrors and sent



MAFF

Here we are with another of my weaknesses – puzzle games. We've had our fair share of decent puzzles recently, what with *Oops* and *Bombuzal*. Now, after a long wait Gremlin have converted *Deflektor* to the Amiga. The action's fairly straightforward and easy to get into, with nicely defined and coloured graphics. The sound is OK, if a little repetitive (you can't turn it off) but the real problem is that it's just a bit too easy – I managed to get to level 43 on my first go. It's still a great puzzle game, though, and definitely deserves the attention of puzzle fans.



▲ This would be one of the better puzzle games, if it wasn't so easy ...

## PRESENTATION 61%

Good layout and a great control system, but little in the way of options.

## GRAPHICS 75%

Clear and concise with nicely coloured sprites and borders.

## SOUND 33%

A boppy tune which very quickly becomes annoying.

## HOOKABILITY 87%

Very easy to get into and compulsive for a while.

## LASTABILITY 46%

Shouldn't take too long for experienced puzzlers to complete the game.

# OVERALL 68%

Not a bad puzzle game, but it shouldn't be as easy as it is.

# CAPTAIN FIZZ

## MEETS THE BLASTERTRONS

Psychlapse, Amiga £14.99

Surprises don't come much more extreme than the one you've just had. The other day you were trotting into hospital ready for your tonsil operation. *Dead easy* you thought, just a couple of days with a sore throat. It came as a bit of a shock to wake up in a new body on a different planet.

Since you're trapped, you decide you might as well sign up with the Queen's Cloned Highlanders troopers.

Your first mission involves you fighting your way through the multi-level enemy base, alone or with your partner (you need two players if you want to win), to destroy the master computer. Pass codes and switch systems,

open doorways and operate lifts.

By the way, the mission is said to be impossible. Nice thought, eh?



MAFF

The intro piece to *Captain Fizz* is brilliant, with a very well drawn title screen backed with some amazing music. Unfortunately, the game fails to live up to the standard of the loader. The graphics are very weak, consisting of a few rather meagre sprites moving through boring mazes. I wouldn't mind if the gameplay made up for the weak presentation, but it doesn't. It's dull. The shoot 'em up bits aren't exciting enough and the puzzles aren't mind taxing. I've come to expect more from *Psychlapse* than this.



KATI

I reckon that a puzzle game should rely on devious and mind-boggling situations that require plenty of thought. Unfortunately, *Captain Fizz* lacks the necessary depth to keep you occupied, trying to rely on blasting action to make up for the simplicity of the puzzles. This wouldn't be so bad if the blasting was fast and frenetic, but it isn't – it's just slow. It does get quite involved the more you get into it, but I can see a lot of players getting fed up long before then – especially when you really *have* to play it in pairs.

## PRESENTATION 55%

Great intro piece but poor in-game appearance with long messages that you can't speed up.

## GRAPHICS 38%

Small and poorly animated sprites; repetitive backdrops.

## SOUND 59%

Amazing loading tune but poor in-game effects.

## HOOKABILITY 43%

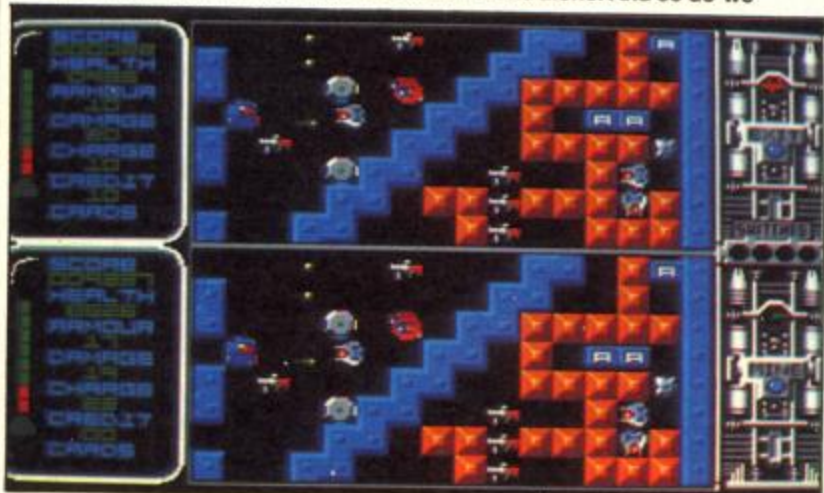
Prêtty boring from the word go.

## LASTABILITY 39%

Not enough to keep even the most ardent puzzlers and blasters occupied.

# OVERALL 40%

A sub-standard search game from a company that has given us much better.



It's a "LET'S GET FIZZING!"

# Compumart

**A Great Deal More  
For a Good  
Deal Less!**

**-Free-  
FAST  
DELIVERY**

## star PRINTERS

Star printers are ideal for your Amiga or CBM, C64 etc. (Please state type with order) and you can choose either mono or colour, both with the following features

- ▶ Paper parking facility
- ▶ 80 Column ▶ 4K Buffer
- ▶ Tractor and friction feeds
- ▶ Draft mode 144cps
- ▶ NLQ mode 36 CPS
- ▶ Epson and IBM emulations



**FREE**

**A FREE STARTER PACK  
with EVERY PRINTER  
Only from Compumart**

- ▶ 1000 sheets listing paper
- ▶ 1 EXTRA printer ribbon
- ▶ Printer interface cable (Amiga, C64 etc. please state type when ordering)

**WORTH  
OVER £30**

**STAR LC10 Mono**  
Excellent quality printer and  
FREE STARTER PACK

**£224.25**

**STAR LC10 Colour**  
Prints up to seven colours and  
FREE STARTER PACK

**£263.35**

## OTHER PRINTERS

Buy any of our superb printers from only £159.85 and you'll receive a FREE STARTER PACK



		CITIZEN 1200	PANASONIC KX P1001	CITIZEN LBP 120	PANASONIC KX P1000	STAR LC 10 (MONO)	STAR LC 10 (COLOUR)
PRINT	9 Pin	•	•	•	•	•	•
HEAD	24 Pin	•	•	•	•	•	•
COLUMN	80 Col.	•	•	•	•	•	•
WIDTH	132 Col.	•	•	•	•	•	•
PAPER	Friction	•	•	•	•	•	•
FEED	Tractor	•	•	•	•	•	•
PRINTER	Draftcpe	120	120	175	180	144	144
SPEED	NLQ cps	25	28	30	35	36	36
INTERNAL BUFFER		4K	1K	4K	1K	4K	4K
OUR PRICE: £		159.85	175.95	182.85	263.35	224.25	263.35

\*THE STAR LC 10 COLOUR HAS 4 COLOUR RIBBONS WHICH PRODUCE UP TO 7 COLOURS

CREDIT TERMS AVAILABLE ON ALL PRINTERS

## AMIGA AND TENSTAR Games Pack

**CREDIT  
TERMS  
AVAILABLE**

**"PICK-A-PACK"**

At Compumart you get A Great Deal More with your Amiga !!

▶ **MODULATOR PACK** - Commodore Amiga A500 with FREE-TV MODULATOR & MOUSE MAT (whilst stocks last)

**£369**

**TENSTAR  
Games Pack**

**SAVE  
OVER £260**

This great value pack includes our MODULATOR PACK as above PLUS...

- 10 GREAT GAMES, FREE
- Thundercats • Amegas
  - Art of Chess • Buggy Boy
  - Barbarian, Ult Warrior • Wizball
  - Ikari Warriors • Insanity Fight
  - Mercenary Comp • Terrorpods

**ONLY FROM  
COMPUMART  
£399**

## SUNDRIES - For Your AMIGA



**LISTING PAPER**  
2000 sheets  
11" x 9 1/2",  
60gsm.

**£14.95**



**JOYSTICKS**  
The new 'Microblaster'  
joystick from REPLAY,  
order today and  
Take Control

**£12.95**



**MOUSE MATS**  
High quality Mouse  
Mats

**£5.95**



**DISK STORAGE**  
MD 70L Lockable 3 1/2" disk  
storage box, holds  
up to 70 disks.

**£12.95**

**WITH 2 FREE 3 1/2" DISKS**

## BLANK DISKS

Why buy unlabelled disks when you can have Commodore branded quality at prices like these !!!

5.25" SS/DD 48TPI	5.25" DS/DD 48TPI
<b>£7.95</b>	<b>£9.95</b>
5.25" DS/HD MAX 1.6MB	3.5" DS 135TPI
<b>£15.95</b>	<b>£17.95</b>

Prices are per box of 10 disks

**Commodore**  
The Original Diskette  
Higher Quality, Lower Price

**SAVE 25%**

**FREE**

For a LIMITED PERIOD ONLY  
Buy 3 boxes of any one type of disk and get a fourth box **ABSOLUTELY FREE !!!**  
e.g. Buy 3 boxes of 3.5" DS Disks and receive another box of 3.5" DS Disks **FREE OF CHARGE !!!**  
**SAVE £17.95**

**24HR ORDER HOTLINE (0509) 610444**

**Superb  
Service**

**Great  
Guarantees**

**Better  
Back-up**

**Compumart**

- ▶ Usually same day despatch on most items
- ▶ FREE, next working day delivery on all hardware, allow 2-5 days for other items
- ▶ Large stocks for immediate despatch
- ▶ FAST, efficient service

- ▶ If any item proves to have a manufacturing fault within 30 days we will replace free of charge or refund in full
- ▶ After 30 days and within the warranty period, we will repair at our expense

- ▶ Friendly advice and after sales support
- ▶ Any problems quickly resolved to your complete satisfaction
- ▶ Special offers to existing customers  
We aim to please ... and usually do!

**All prices inclusive of VAT**

Prices/delivery subject to availability and only applicable to UK mainland, N. Ireland and BFPO's. E&OE  
Compumart are licensed credit brokers. Simply ask for written details.

A Great Deal More, For a Good Deal Less

COMPUMART LTD  
FREEPOST (ZAP)  
LOUGHBOROUGH  
LEICS LE11 0BR  
TEL: 0509 610444  
FAX: 0509 610235

Everyone else starts Spring cleaning about this time – dusting away all that lovely dead skin, wiping off those crusty, slimy bits, washing off the things that make a home what it is. Me? I see Spring as an opportunity to *increase* the amount of filth around. It's a time of renewal and regeneration, of enjoyment – what better way to celebrate than giving the house a good sliming, putting a firm, new layer of soil on the table and breaking a few billy goats' legs? Nothing. Right, let's get on with the Fish Bits.

## FISH!



Magnetic Scrolls/Rainbird, C64 £19.99 disk only



I don't understand change  
Stupid face over

▲ This is just the sort of place I'd hate to live in – it's far too clean



You are a small scaly fish with fins and a natty little tail. Tres chic.'

Tres chic my toenail. It just takes one look at Ken D Fish to convince me that I'd prefer to live the rest of my life without any kind of tail whatsoever hanging off my back – especially not one with spotty scales, thank you very much. Count yourself lucky that you only get to see pictures of him – that smell would put you off for life. Phwoar!

Still, if you can't beat 'em, eat 'em, that's what I always say. And if you can't eat 'em... well, you might as well throw in yer lot with the

gurnards, haddocks, pickerels and gudgeons of this world and have a go. Use your imagination and throw yourself headfirst into this fishy stuff an' all that an' everyfin' (geddit?). I'm a dab hand (hur, hur) at that.

If you didn't see the Amiga review or wouldn't be seen dead reading anything to do with that nasty machine anyway (no sirree, not if you put a shotgun to my head and shouted moo moo) then here's another butcher's at what it's all about.

You – bright, bold, brilliant, star of the Department of International Espionage (yes, that's you, honest salmon) and otherwise known as agent 10, are having a bit of a holiday. In fact, you're just swimming around on your back in a goldfish bowl, when you receive an interdimensional summons from that bigwig bloke who runs the tank – Admiral Sir Playfair Panchax, the man himself.

The low-down is this: a band of deadly interdimensional terrorists – The Seven Deadly Fins – has stolen the vital components of a vital irrigation machine all set to bring water and life to the dying planet Aquaria. Your mission (and you decide to accept it, or else) is to warp to the four relevant areas and recover all the right bits. Easy.

# CHUCK VOMIT



Well, not that easy really, not while you're a fish. Now there's a fmg. Lucky for you that the adventure is divided into four parts (three mini ones, and one biggy) in all of which you're allowed arms. In the fourth one, you don't have legs (just a fishy tail) but in an underwater sort of world, it's absolutely wunnerful to see what you can do with that.

You've got to complete the mini sagas (set in a recording studio, a wood inhabited by the insane interdimensional espionage agent, Micky Blowtorch, and deep in the bowels - oo-er - of a ruined abbey) before you've got enough interdimensional experience to get into the big one - and then you're really in the swimbladder.



not eat him?) there's more than enough to keep the giggles messing up your gills. Aha, me hearties - what about the price? Personally, I thought *Corruption* was pretty

# VALE OF HOPE

## LORD OF THE RINGS MELBOURNE HOUSE SOLID SOLUTIONS

Here it is folks, the long-awaited, much-desired final part of the solution. Da da daaaa . . .

You're in some bare rooms which form a small maze. Gandalf should have joined you by now, so go down and S into a square, then down twice until you get to the NW end of a huge hall. Go east into the hall. As you head east for the bridge, a great big enormous Balrog jumps over the fissure to the south. Keep on going east on to the bridge and wait for Gandalf to do his stuff. Move east twice and, hey presto, you're at Moria's threshold.

Travelling east to get to Dimril Dale, SE and then east again, should get you to the east river bank where you encounter the taciturn elf (nice chap, this). After Strider has given his greeting, journey east until you reach the riverbank.

Just say 'help' to the taciturn elf - he'll throw you a rope and all you need to do is go NE. Brill. Safe on the other side, Gimli

and the elf start threatening each other. Keep on telling the elf to 'blindfold us' until somebody listens. After that, he'll lead you through a maze of wriggly paths until you get to the western edge of the white bridge outside the gates. Hold your horses and just wait for the elf to knock and make sure that you get inside.

Keep moving east until you reach the bottom of a large tree and then climb up it to meet Celeborn and Galadriel. When Galadriel greets you, say hello and after that ask her for help. Do what she says have a bit of a rest.

Refreshed? Off you go then back to the white bridge and go south until you reach a round clearing. Travel east for the goodies and then go back to edge of the clearing and keep moving south. When you finally reach the banks of the river, Galadriel appears and gives a present to everybody. Hurrah!

And that's it. You've done it - at last.



▲ Have I had too much to drink or do things look like this all the time?

Fancy a trip to Padlington? A night down a guppy pub? A day at the museum? Shopping for just the right gear? A peek in your fishofax for the address of the best local snifter? Well, me old mullet, courtesy of your very own Aquaria travelcard, valid till Thursday, except on Dogger Bank holidays, you can do all that and loads, loads more. Better tread carefully though, or you may end up mashed and battered in somebody's cocktail glass - and then you wouldn't half look a prawn.

The parser's up to the usual Magnetic Scrolls standards (well, aren't most big release parsers nowadays?) and lets you type in all the usual alternatives and options (there's all that shifting graphics up and down the screen, turning the graphics off and on mularkey) but what really makes this so much fun to play is the action. It's packed tighter than a tin of sardines in tomato juice and if you like your jokes fishy (well, what else can you do with Ken D Fish -

bad at 18 quid but £19.99 - a bit stiff! You don't even get the kind of juicy billygoat graphics that made *Guild Of Thieves* and *The Pawn* a great run for your money. These are just 'quite nice', really - not worth waiting all that disk accessing for if you ask me.

Hang about though, 'cos the gameplay is definitely worth it, and if you haven't got the dosh right now, scrape a lot of slime around in the bottom of your piggy bank until you find it. If it weren't for the shock, horror, hand me a dram of lizard's blood price and the pretty average stone the crows graphics, I'd be awarding this a Sizzler. As it is, it's getting a Chuck Vomit thumbs up. And that's not bad coming from me - especially when it's a net full of fish. Gloop, gloop.

ATMOSPHERE	85%
PUZZLE FACTOR	92%
INTERACTION	86%
LASTABILITY	94%
OVERALL	88%

# PERUSE THE CLUES

Special thanks, this munf, to . . . erm . . . Craggs from Carlisle - he's getting a £30 software voucher for some of the tips below. Woooooh! Billygoats, hints and slimy tips will be gratefully slobbered over by yours truly - Vomit, the Chuck.

LEGEND OF THE SWORD: try waking a treetop monster - not killing him. DEJA VU: shoot at the window to enter Brady's office.

SORCEROR OF CLAYMORGUE CASTLE: to get the towel, enter moat, hold breath, swim down twice, get towel, swim east and up. BEYOND ZORK: to pass the Christmas tree monsters, put the butterfly into the hurdy gurdy and reverse him. Use the compass rose to change the direction of the winds by the castle gardens. Give the monkey grinder the chest after he's killed the

nymph. VENOM: after leaving the cave, return to the inn and talk to the customer.



SHADOWGATE: to kill the blue wyvern - get pzzaz from the observatory. The dragon in the hall is a red herring. The third key is in the banqueting hall under your feet. The contents of the globe counteract the wraith.

FISH: find a dry route to a cracking problem.

FOOTBALL FRENZY: to wash your kit, throw it into the tub, get the soap, then SCRUB KIT WITH SOAP. Hang it on the heater and go back to your office for a snooze. If you have any trouble, call the fire brigade. To fix the flat tyre on the car in town, go back to your office (check the boot first) and phone the AA.

WIZBIZ: put token in the slot in the gargoyle. The shorter of the two rules is a wand.

"JUST B'AVE THE LOTASIA!" 

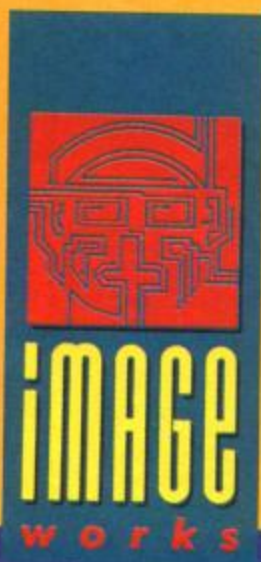
"OH IF YOU ARE OUTSIDE LONDON..."  "NO! ITS PHILIP SHODFIELD!" 

**FULL WARNING STATUS: CONDITION RED**

# BLASTEROIDS



AMIGA SCREEN SHOTS



**THRUSTER ● LAUNCH!**  
**WARRIOR ● LAUNCH!**  
**SPEEDER ● LAUNCH!**

STRAIGHT FROM THE ARCADES COMES *BLASTEROIDS*. Tengen's classic mix of one or two player action. With full power-ups, rip-stars, shields, double-up and more, this is *the* coin-op conversion of 1989.

**AND BEWARE - MUKOR AWAITS!**

© 1987 Tengen. All rights reserved. © 1989 MIRRORSOFT LTD. All rights reserved.  
HEADWAY HOUSE, 66-73 SHOE LANE, LONDON EC4P 4AB, TEL: 01-377 4645.

COMING SOON FOR COMMODORE AMIGA £24.99, ATARI ST £19.99, C64 SPECTRUM, CPC AND MSX DISK £14.99, CASSETTE £9.99.





Welcome, sensation seekers, to another three pages packed full of fun and frivolity. This is the section that you write, that I read and the Fat Man prints. And that's all there is to it – so read on!

## STAVROS OF THE MONTH

Dear Lloyd-peep,  
Hello everybod' matey peeps, Stav' 'ere innit!  
This morn, I think to myself, Stav' you lazy barst' write a let' to them peeps at 'Harry' Newsfield publicash's to put some cheery cock a dood' Christmas spirit up 'em, when sud' I realise that new ZZAP! come out today, innit? So I get out off bed and bug off down to newsage's (next a door to Stav's Megadonner' Kebab house) and I pays my dosh to the woman and she a say 'Thanks Stav' you blud' sex' hunk here's your change!' I think bug' off donkey face, but I took blud little piddle change and think flip hell, not much change from blink flip two quids and I almost go back and say 'Blud hella what's happen!' When I notice this bug' tape stuck to the front!!  
When I get home, I stick it in the tape deck and play 'ROBOCOP', but it's too blud hard innit? So I turns tape ove' and play blud' 'PARALETIC' but I just list' to the music cos its blud' gud innit? While I list' to the music I am read my ZZAP! when I think you staff are blink' fun' lot innit?, Maff Ev's a look like he sit on a kebab and Gord Hought' is a right fatty!! Why the blink' heck do you have blud' verm' on your staff?, and why what the blud' hell you call a furry hamst' Kati for?!

Hey Lloyd! your bit is the best innit? I think its blud' fun' but I don't know why peeps write in and say your mag is a load of old boll's, why the blink' hell do they buy it then? Anyway I a think its blud' good innit?  
James 'Stavros Dukakis' Outram, Sheffield S31 8LZ

Does anyone know what he's talking about? Other famous people impersonations like this one in the Rrap will be rewarded with a £30 software voucher – as long as they're about computer topics, OK?  
LM

## CHART CHANGE CHAT

Dear Lloyd,  
ZZAP! have really messed up the readers charts. It is now a stupid, insignificant microscopic blob which can only be seen with severe eye strain. First you chopped a third of the chart off and introduced stupid coin-op and video charts (the latter of which has been flushed down the bog, thank god). Now you shrink the chart so that it can fit on microfiche and replace the brilliantly unpredictable music chart with an unfunny vegetable thing which raises about 0.00001 on the laughter scale. Ha ha. I don't mind the Amiga bit as this is inevitable anyway, but it's not a chart anymore, it's a farce. Don't mess it up anymore and restore it to its former glory, Top 30 and Music Chart and all.  
G Stephenson, Scarborough YO12 4SD.

The reason we changed the charts is a simple one: space. Twelve months ago they had two pages; now, as you can see from this month's section in *The Word*, they take up less than half a page. That's where they'll stay, since we think the important thing about a Readers Chart is the main chart itself – not the presentation or the space, or any alternative charts. However, if people really hate the new chart format, we'll change it. It's as simple as that.  
LM

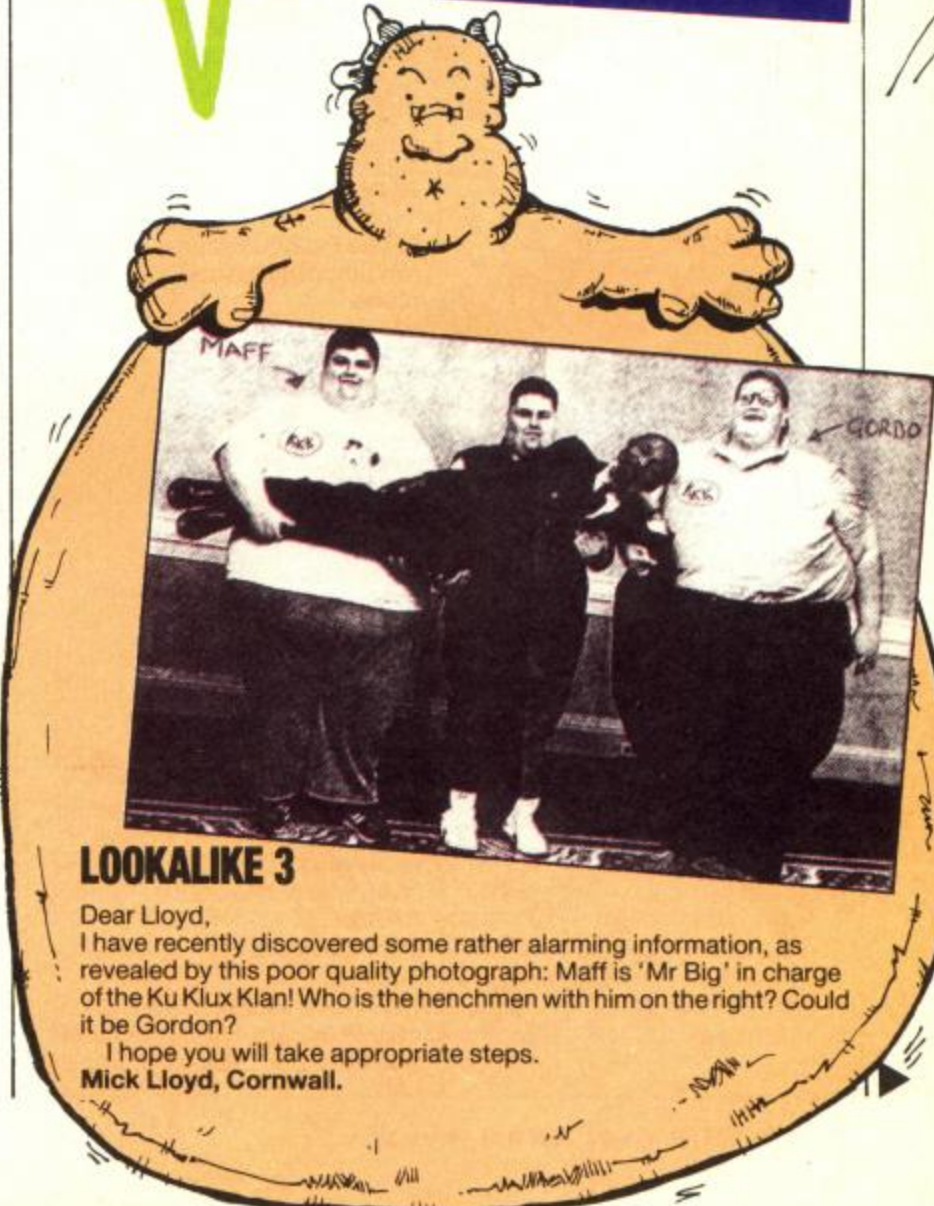
**EAT THAT ZZAP!**  
Dear Lloyd,  
I ate Issue 45 the other day, it was very tasty. You need more salt in the paper, though.  
John Halfpenny (The Glut), Sutton-in-Ash  
Try it with ketchup or custard as well. Gordon has.  
LM

## UP WIV AMIGAS!

Dear P.P Quimby (Lloyd)  
I am writing in reference to the letter entitled 'DOWN WIV AMIGAS' in the February issue of ZZAP!  
I, too, own a 64 – but should Amiga coverage be totally banished? NO! On the contrary, I think it should have a larger proportion in ZZAP! I have loved and enjoyed my 64 for three years, and will probably continue for another three! The reason I wish to see more Amiga coverage is because I like to compare game reviews of the Amiga with those of the 64, and I also enjoy seeing an even more exceptionally high standard of graphics than already

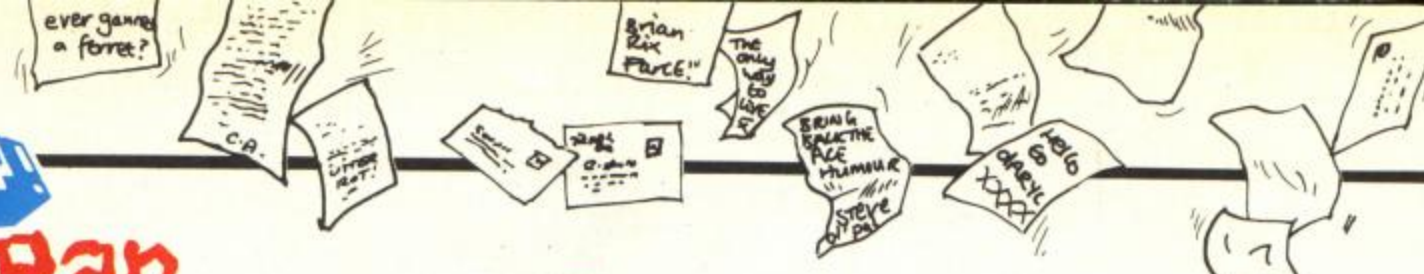
seen on the 64.  
Paul Bradley, Gainsborough DN21 3SN

There are no plans to expand the space given to Amiga reviews – we spent a long time thinking about the 'new look' issue last month, and amongst other things, we decided that the current space allocation and combining of reviews was the best way to keep everyone happy. As for the graphics, the Amiga's may be of a higher standard, but the games are too often a lot poorer than those of the 64 in terms of enjoyment; very few make use of the bigger machine's capabilities (Dungeon Master, reviewed this issue, is one notable exception).  
LM



## LOOKALIKE 3

Dear Lloyd,  
I have recently discovered some rather alarming information, as revealed by this poor quality photograph: Maff is 'Mr Big' in charge of the Ku Klux Klan! Who is the henchmen with him on the right? Could it be Gordon?  
I hope you will take appropriate steps.  
Mick Lloyd, Cornwall.



## KEN THE FISH SIMULATOR

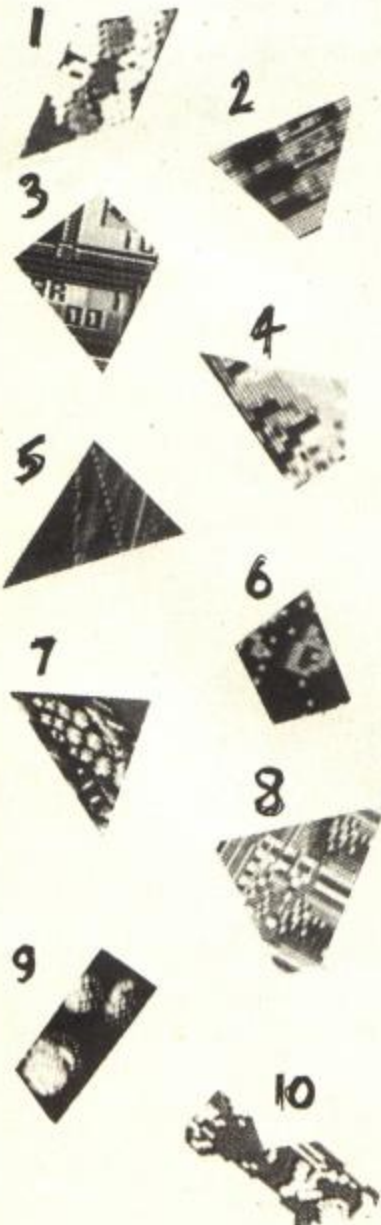


Dear Lloyd,  
Bet you thought you were really smart with the ZZAP! Masterblaster Quiz '88, didn't you? Well I've got news for you, lads and lass; I have compiled the ZZAP! Masterblaster Quiz '89. See if you can do it!

**1. The MATCH-UP round. See how many games you can correctly match up with their first overall ZZAP! percentage rating.**

- |                   |     |
|-------------------|-----|
| 1. Alleykat       | 94% |
| 2. Intensity      | 89% |
| 3. World Games    | 95% |
| 4. Overlander     | 46% |
| 5. Ikari Warriors | 97% |
| 6. Armalyte       | 47% |
| 7. Nebulus        | 98% |
| 8. Last Ninja 2   | 75% |
| 9. Warrior        | 97% |
| 10. Gutz          | 51% |

**2. The GAME SCREEN round. Can you successfully identify the 10 games from the 10 pieces of review photographs?**



**3. The TRUE AND FALSE round. In this section you must say if the games were produced by their following company!**

- Soldier of Light, GO!
- Archon, Electronic Arts
- Wheelies, Rack-It
- Miniputt, Accolade
- ATF, Digital Integration
- Almaz, Gremlin
- Stealth Mission, Sublogic
- Skegpool, Infocom
- Storm, Mastertronic
- Nomad, Elite

**4. The COMMENTS round. Read the following ZZAP! comments, then say who said them, and about what game!**

- 'Arcade conversions appear to be improving all the time, and this one is just about close to perfect'
- 'First impressions are off putting, the action appears hopelessly difficult, since frustratingly precise and illogical timing is needed to produce results!'
- 'Ello 'ello, looks like we've got a bit of a turkey here'
- 'The sprites are much larger and give a less claustrophobic feel'
- 'Our review copy also had the unnerving tendency to self-abort during play, especially when I was doing well'

**5. The FROM WHICH GAME round. Just work out from which game you would find the following characters.**

- The T-Pygeons
- Professor Storm
- Brian the Terrible
- Mean 'Gene' Okerlund
- Olga and Olaf
- Dirk Straun
- Wayne
- Mary and Ricky
- Tarkus and Eugene
- Blob

**6. The PUZZLE round. This is a mixture of anagrams and cryptic clues.**

Anagrams:-

- YNULKFL
- KANH
- RELAYS
- RLOARLNDUO
- HOONI
- ULBYLESE
- EXHORTBOI
- UCMBASLL
- RSETDAIRLG
- LYPPORWEA

Clues

- AS - creatures, Ricky, Sega
- ROTMC - humps, ships
- TLN - Shogun, shuriken, mask
- WOTEF - martial, bull
- ROTR - soccer, adventure, piranha

Score 150 and you're cheating. Score 100 and you've done really well. 50 is OK, but below 30 means you should be reading CRASH.

Damon Smith, Watford, WD2 6LE.

Cor! We're flabbergasted! Of course, we got 140 points, didn't we? Well, maybe not...  
LM

# Is Lloyd Hippy?

Dear Lloyd,  
OK, own up Mr David Washer of Wembley, why are you such an annoying, snotty nosed little sprog. Have you no sense of humour? You mustn't because I think Viz letters, bananas and Orang-Utans in ZZAP! are for the good. So there! I have therefore come to the following conclusion: You have the sense of humour of a demented bloodworm.

Now, to the main point, Lloyd, do you wear purple tank-tops, bellbottoms and platforms? Let me simplify it: Lloyd, are you a hippy? I think you must be as you

never show your face, therefore you must be a hippy (or have a face like a deformed cabbage!)  
Gav (the fab one!), Blackburn.

The reason I never show my face, man, is that I'm shy, right? OK, then. I was a hippy back in the early 70s, but because I get hay fever I could never quite handle all those flowers. I've still got my purple tank tops and platforms, but I only rent them out now - to Maff. By the way, Gav, (and the Burnley Banana Squad) Gordon thinks Rovers are ace, too!  
LM

## The Classic Dichotomies Expressed By the Fusion of Reality and Non-Reality in Current Games Software Philosophies

Dear Lloyd,  
As a middle-aged father of five I've a considerable investment in this planet of ours and am deeply concerned for its future.

In my opinion, the so-called 'computerised games' favoured by my sons provide the perfect example of all the negative, reckless, destructive and cynical attitudes now prevailing in all fundamental human issues - from our relationship with this planet, to the very position we occupy in the Universe.

Take the classic 'SPACE INVADERS for example. Aliens descend upon earth to unite our two peoples and exchange knowledge that we may strengthen and benefit in mutual progress. We automatically blow them back from whence they came - purely because our trust has been consumed by our duplicity. As a firm believer in aliens myself I am both offended and saddened by this.

Let take another 'classic' example in PACMANIA. A particular favourite of my sons, this involves a round life-form being relentlessly pursued along maze-like corridors by an army of arch-shaped life-forms, with the shared capability of turning blue. That such an open incitement to fascism is accessible to all our children makes me want to break down and weep.

Finally, let us not forget the whole, so-called 'shoot-them-down' genre - computerised games designed, it would seem, with the sole intention of desensitising and preparing individuals for both accepting and committing genocide. A worrying trend.

In the, subtly altered, words of the song: 'The future doesn't look too bright, I think I'll leave my shades on the mantelpiece...

To conclude, I'll just say that I can't keep this wind-up going much longer so you might as well know that I'm not a middle-aged father of five but a two year-old schizophrenic called Jasmine. SKREEE! NYRGHH! NYMEEEH! OOBLEOUBLEOUBLE!!! GRAAAHKK!

Bet you thought you had a sensible letter going for a minute there, eh Lloydie?

Jasmine (age 2), London W13.

Nope.  
LM



## ROCKFORD SPILLS THE BEANS!

Dear Lloyd,  
After seeing your feature on the four reviewers at Christmas I thought Rockford should have one all for himself. I rang him up and interviewed him over the telephone, where he revealed some hitherto unknown facts about everyone's favourite rockmite.

**name:** Rockford Jeremy Rockmite  
**born:** 1983  
**height:** Approximately 1cm  
**weight:** 0.000007g.

### Games:

1. Boulder Dash Construction Kit – Everyone is so cruel to be kind.
2. Boulder Dash II – The bestest caves of all.
3. Boulder Dash – Where it all began, my home, the nostalgia.
4. Boulder Dash III – Where I get all dressed up for nothing special.

### Music:

1. Boulder Dash/ Boulder Dash III/ Boulder Dash IV – Cute, extremely cute.
2. Boulder Dash II – A little less cute than me.

3. Diamonds are forever, 'Shirley Bassey' – And so say all of us!
4. Anything by the Rolling Stones – Music to dash to.

### Television:

1. Fraggie Rock – Red looks like me, only female; she is cute
2. Treasure Hunt – It appeals to my pixellated subconscious
3. Butterflies – I literally exploded and had to use another life.

### Food:

I did like earth but I ate a little too much once and had to have my stomach pumped. These days I eat the crumbs from Gordon's pizzas and buns. I also like chocolate boulders and Football Crazies.

### Favourite Person:

If it was a toss up between Thingy Spring and The Nose I'd go for Peter Lipa – thank the maker.

### Favourite Comedian:

No, no, really, this is absolutely true missus, ooh, don't make me laugh, ooh no!!! You are awful, Ken D Fish.

### Severe Dislikes:

Thingy Spring, butterflies, fireflies and people who construct caves where I have to collect 999 diamonds, trap 4 amoeba, open up an enchanted wall and juggle 16 custard-covered tennis boulders. Dead stomachs with bloated sheep.

### Ambitions:

To splatter Thingy with a gigantic boulder. To still be going in 2015 when Boulder Dash XXXVIII should be out. To

become head of Rentakill and rid the world of fireflies and butterflies.

### Most Embarrassing Moment:

Finally realising that until Boulderdash III I had been running around completely naked.

### What I'd be if I wasn't a Rockmite:

A reviewer.

### Favourite Fruit:

The fabulous flowing fruit of the frubjous fried farrly flowering flab flume fandango plant. The orange.

### Favourite Fish:

Kenneth D Fish

Leon Cox, Brighton

If any other readers have managed similar interviews with any of our elusive margin characters – The Nose, Thingy, the pantomime horse and Ken – we may print them in a future Rrap . . .

LM

## WHY DON'T YOU

Dear Lloyd,  
The overall humour of your mag is fab. Pilchard of the Month is wicked! I just love Chuck Vomit. Crazy photographs of the reviewers in the Ed bit are sound. And finally, the new layout of the reviews is excellent – ie, the backdrops in the TOTAL ECLIPSE and ELITE reviews. In fact every thing about your mag is great.

However, have you ever thought about a list at the beginning of the Tips Section which lists all the names of games which you have tips for in that month, so that when you've just bought an old reduced game, you don't have to scramble through pages and pages looking for a tip, to find out that there isn't even a tip there at all!

Also why not try and do something each month – if at all possible – like you did with IMPOSSIBLE MISSION: sell an old excellent game at a reduced price. I'm sure many people would welcome these changes.

Richard D, Hale, Cheshire

We hope everyone was as pleased with the new reviews system as you; if not, the ZZAPTIONNAIRE in this issue lets you object! The tips section is quite a good idea, and one which we may implement in future; as for selling off golden oldies at reduced prices, you can't get much cheaper than giving away the classic PARALLAX for free on a cover-mounted cassette! The good news is that any future cover mounts should have a free game on them as well!

LM

## THE LATEX NEWS

Dear Lloyd,  
I bring grave news from the planet Latex. The one who calls himself 'the banana' is in fact a nooldurp from the planet Zirkon. Already his minions from the moons Kiwi and Mango have implemented his plans for world takeover – but there is still hope! Disguised as an Andrex toilet roll (and at great cost to his personal hygiene) that ever fishy Kipperman penetrated the banana's Milton Keynes HQ. There are two steps to the plan:

- 1) To subdue the general public with a flood of I love John Craven's Newsround hats and T-shirts.
- 2) To wipe out the entire population of Manchester with hundreds of self-detonating non bio-degradable plastic pink and purple tooth picks.

We are already suspicious of the 'GORDON HOUGHTON' creature. How can you not have noticed that this name is an anagram of 'HROONG DOUGHNOT', the parrot that led the armies of 'Goldendelicious' in the 'Grannysmith' wars. We at



Fruit-Veg Enterprises have devised two safety measures:

- 1) Rubbers gloves must be worn on the feet at all times.
- 2) Anyone with four arms and no legs found wearing bicycle clips in Bangladesh must be drowned in cheesecake and buried in six feet of vaseline.

Beware earth people!  
The KY Jelly Fanclub,  
Worthing.

↑ This is off Craig Hodgson, Scotland. Ta lad!

As my mother used to say, 'there's no point saying get lost when you can say au revoir' – so that's what I'll do. Only two more issues to go before Issue 50; it brings a tear to my throat and a lump to my eye. Four years it is now. Four years! I'm getting too emotional. Until next month, send those epistles to Lloyd Mangram, ZZAP! Rrap, PO Box 10, LUDLOW, Shropshire, SY8 1DB. I'm sorry I can't give personal replies, but I do read all your letters . . .



THE WORLD'S No. 1 ARCADE GAME

# OPERATION WOLF



# ocean

Licensed from © Taito Corp. 1988



**THE ARCADE SENSATION OF THE YEAR** – Six levels of thrilling coin-op action are brought to life on your home micro. Without fast and accurate shooting skills you will never complete your mission which takes you through steaming jungles and enemy strongholds as you

attempt to liberate the prisoners and secure a safe getaway. With all the original arcade play features – magazine reloads, energy bottles, hidden supplies, rocket grenades and much, much more.

SPECTRUM  
**£8.95**

COMMODORE  
**£9.95**  
AMSTRAD

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G



# Win the

# BLASTEROIDS

# COIN-OP!



You know that brilliant game wot has a free poster, an exclusive review and the cover in this month's ZZAP! Well, no less a lucky person than you has the chance to win the mega arcade parent of this completely cool 'n' crucial 64/Amiga classic.

Confused? Be confused no longer, O slaving multitudes. Here on this page you can see the amazing coin-op that we're gonna give to you for the paltry price of a simple stamp. On condition that you enter our comp as well, that is - I mean, we're talking thousands of pounds' worth of mind-blowing, asteroid-crunching, ear-blasting here, right? Right. Even if you don't win, there

are no less than 15 runners-up prizes: the first 5 get imageworks' goodie-bags, packed full of ace surprises; the next 5 get T-shirts and a watch; the final 5 get T-shirts. Easy, isn't it?

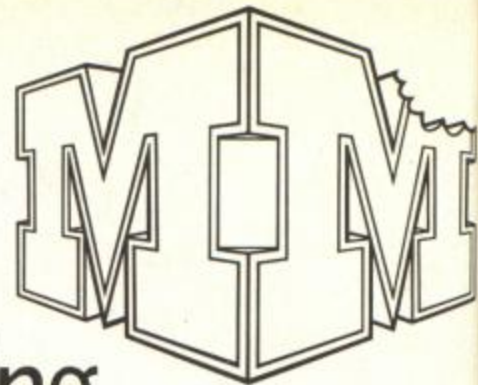
Right then, what you have to do is this. We want you to spell as many 6-LETTER WORDS as possible from the word BLASTEROIDS. Plurals are allowed, but you must state clearly just how many words you've managed to work out. Send your entries in on a



piece of paper (inside an envelope, shtupid) to **BLASTED COMP, ZZAP! 64/AMIGA, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** - and make sure it's here before April 11, 1989, or there'll be no rock-smashing for you.



FEATURED ON TVS'S SATURDAY MORNING MOTOR MOUTH



ddRRRRRRring

Weird Dreams

RAINBIRD

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.  
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.



FEATURED ON TVS'S SATURDAY MORNING MOTOR MOUTH

'State of the Mind'



TODAY'S LEISURE SOFTWARE  
RAINBIRD

COMING SOON ON ATARI ST £24.99 · AMIGA £24.99 · COMMODORE 64 CASSETTE £14.99 · DISC £19.99 · IBM £24.99

Atari ST screen shots



its that fool  
again wiv.....

# ME TIPS



## NETHERWORLD (Hewson)

The cheat mode: press 2, 4 and E together to finish the level. The senders: Sean and Adrian Meads. The end of this bit.

## PACMANIA (Grandslam)

It's that Breaker gadgi again! This time he's here with some pokes for the fab and groovy munchabout game featuring the rotund hero himself. Simply load the machine, reset and type POKE 22459, 173 to disable sprite collision  
POKE 28520, 165 to get infinite Pacpersons (no sexism in this mag, no sirree!).  
Type SYS 14336 to get going.

## GAPLUS (Mastertronic)

Have we had this one before? I don't think so. Well it's from that Breaker chutney ferret anyway and he says 'Load the game and reset the machine'. Well he wrote it anyway. Then he wrote 'type POKE 32496, 173 (RETURN) for infinite lives and POKE 33252, 173 (RETURN) makes you invincible'. The restart call is SYS 4170.

## FANTASTIC APRIL EDITION OF THE TIPS (and they're all genuine - honest!)

Well, whaddya think of me clothes? Good eh? I thought I'd get all dolled up in me fancy togs for this fantastic April special tips. A bit different from the New Beat leathers and the spiky haircut, isn't it? Mind you, I did get a few funny looks on the bus. Anyhow! Seven brilliant pages with a great map of Total Eclipse aaaaand the solution! Blimey!

Meanwhile, if you've got one of them there telephone things, then I've got something you might be interested in, and that's the new ME TIPS HOTLINE. All you've got to do is ring . . .

# 0898-555086

and I promise you something more than just tips - there'll be a couple of advance cheats and stuff, maybe a musical interlude or two and, if you're lucky, some heavy breathing (I've got a cold). There'll also be tips that you'll find nowhere else but on this hotline!! Anyway, 'ave a look if you want; the usual charges apply. Now then, off yer go and get cheating! Well, being helped maybe . . . or just sort of guided through . . . okay, okay! Cheat then! Have it your own way! Aaargh!

REMEMBER!  
CALLS  
COST  
38P  
A MIN  
AT PEAK  
AND  
25P A  
MIN  
AT OTHER  
TIMES!  
TA!



### EMPIRE STRIKES BACK (Domark)

Any Amiga-owning Jedis out there fed up of being stomped on by the walkers? Well now you can enter THIS cheaty type thingie. Hold down the Help key and type XIFARGROTKEV on the title screen (Vektor Grafix backwards, innit?). Aaaaannnd if you press L, C or D during the game you can make Luke, C3PO and Darth Vader appear. Oh and another thing, pressing the number keys (not the keypad) plays all the speech 'n' fings.

### THUNDER BLADE (US Gold)

A lickle tip for the Amiga version of US Gold's rotor-wielding conversion from James Howlett in Suffolk and Sukhdeep Sidhu in Staffordshire. Let the score table come and go and when the helicopter picture appears type the word CRASH. The screen should flash signifying that the cheat is enabled. Now all you have to do is press the Help key and you skip to the next level. Easy peasy.

### GRIBBLY'S DAY OUT (Hewson)

Now these brilliant POKES are for the original Gribbly's, not the special edition, so they're not fully guaranteed to work with the new one. Anyway, if you want to try then place your GDO cassette in the player and type SYS 63276. Press play and once the first part has loaded enter the following...

- POKE 964,76 (RETURN)
- POKE 965,167 (RETURN)
- POKE 966,2 (RETURN)
- POKE 679,196 (RETURN)
- POKE 680,0 (RETURN)
- POKE 681,141 (RETURN)
- POKE 682,6 (RETURN)
- POKE 683,128 (RETURN)
- POKE 684,76 (RETURN)
- POKE 685,226 (RETURN)
- POKE 686,252 (RETURN)
- POKE 783,1:SYS 62828 (RETURN)

The tape should start moving and the rest of the program should load, giving your fingers a chance to recover! When the computer resets enter any of the following...

- POKE 27085,234 (RETURN)
  - POKE 27086,234 (RETURN)
  - POKE 27087,234 (RETURN)
- to remove gravity so that Gribbly doesn't fall - but you can still bounce.

- POKE 18815,234 (RETURN)
  - POKE 18816,234 (RETURN)
- so that Gribbly doesn't die when his energy runs out.

- POKE 18741,234 (RETURN)
  - POKE 18742,234 (RETURN)
- to speed things up.

FOR Z=3648 TO 4095:POKE Z,0:NEXT (RETURN) to remove the mutant Blabgorian.

FOR Z=13568 TO 13951:POKE Z,0:NEXT (RETURN) to make the spinning seed disappear.

FOR Z=15104 TO 15679:POKE Z,0:NEXT (RETURN) to make the flip-flop disappear.

FOR Z=16000 TO 16319:POKE Z,0:NEXT (RETURN) to make the fliers disappear.

Millions of thanks to Graeme Chambers from Kent for these game altering tips.



### BIONIC COMMANDO (US Gold)

Just a couple of little tips, one from David Whittle in Bury. Just get the red bazooka on level two and keep shooting the first box-thrower. Your score and lives should just keep going up and up and up and...

Mind you that's fair enough if you can get to level two, but if you can't then MC Veerman's tip might be useful. As soon as your man appears and the timer starts counting down from 200, press SHIFT LOCK and 1. The timer should crash meaning that you won't run out of time. Also when you lose your three lives you will receive eight more. Onward to that level two cheat!

### FUSION (Electronic Arts)

Aaaargh! Doncha just hate that? Here's me thinking I'm dead great for finding the cheat mode to this brilliant shoot 'em up and some other \*\*\*\*\* prints it first! Well we liked it better so I'll put it in anywa!

Get into the ship and fly to the top left corner of the level. Leave the ship and drive the assault crawler right into the corner. Type STONKER (ooer) on the keyboard and re-enter the ship. Now you can press 'D' to zip through the weapons available and press 'C' to cycle the levels. Re-accessing the cheat mode on level two allows you to collect switches whilst flying over them by simply pressing 'F'. Dead cinch!

### SDI (Activision)

Aaaargh! It's 'im again! Breaker is back! This time with a cheat for budding Ron Reagans everywhere. When on the options page, press X, C, T and the Spacebar to access the 'hidden' cheat menu. Useful, eh?

### AFTERBURNER (Activision)

A tip from Elvis Patel from Peckham. Load up the game, play through once, then dispose of it in a suitable manner - maybe somewhere within the anatomy of the vindictive s\*\*\* that sold you the game in the first place. Well, it is the April Fool's issue after all...

### COMBAT SCHOOL (Ocean)

MC Veerman from Holland says... things in Dutch! Hahaha! No, but seriously folks... he says that if you switch on your autofire, not only does it make the shooting range sections easier, it also means that as you waggle your way through the Iron Man Race, you will not be in contact with the ground, and so rocks and things don't hurt you. Simple eh?

### BETTER DEAD THAN ALIEN (Electra)

I don't remember seeing this around before, so I thought that I'd give it a bash. Cheat MOOOOODE! Yaaaa! Sorry, I'll calm down. Ahem! Wait for the option screen to appear and then type CHAMP. The cheat mode will be activated. So, how do you use it? Well press Help followed by fire and it will tell you! Oh, by the way, if you're looking for the 64's Help key then don't. This is an Amiga tip. Snurk!

## BATMAN (Ocean)

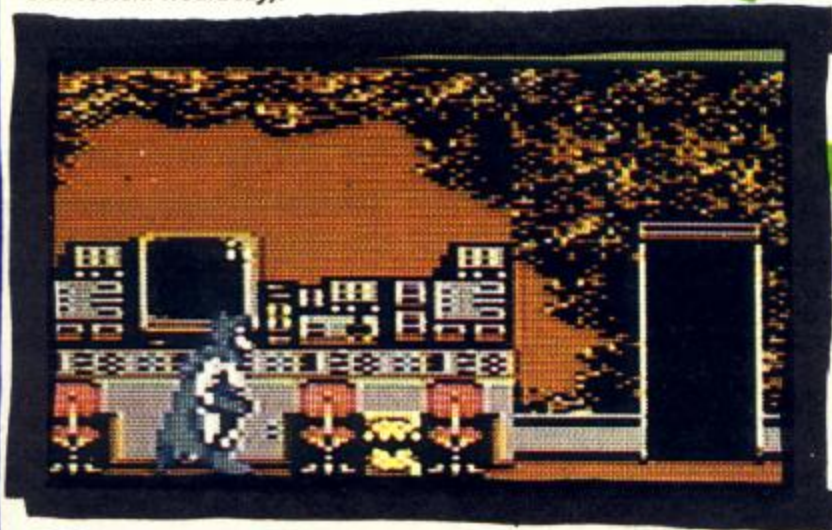
Yes I know! The game was only reviewed last ish, but it's been out for ... ooh ... ages now, so here's a listing to give infinite wotsit fingies on the first mission. Type it in, SAVE it for future use and then RUN it, pressing play on the tape when prompted.

```
10 FOR I=384 432:READ A:POKE I,A:NEXT
20 SYS 384
30 DATA 32,86,245,169,32,141,92,3,169
40 DATA 147,141,93,3,169,1,141,94,3,96
50 DATA 173,89,1,201,32,240,4,173,5,220
60 DATA 96,169,169,141,89,1,169,1,141,90,1,96
70 DATA 169,181,141,159,125,76,32,6
```

If you want to cheat on part two then change line 70 to ...

```
70 DATA 169,181,141,210,126,76,32,6
```

And because we're really nice people here at the Towers, there's a full solution to Batman in these same pages. Fantastic! (as Frank Sidebottom would say).



## BATMAN (Ocean)

Wahay! The complete solution to the Penguin adventure! Wait a minute ... Oh, dear, it's one of them there step-by-step gadgies. I'd better sort my eyes out to type this in ... that's it, here we go ...

Go left, pick up FALSE NOSE, go down, left, pick up BATARANG, go right, right, pick up LOCKPICK, right, right, pick up HAND GRENADE, go left, up, left, pick up CONTROL DISK, go up, pick up SET OF TOOLS, go down, left, use SET OF TOOLS, use CONTROL DISK, go right, up, up, left, left, pick up DOOR KEY, go right, right, right, right, right, pick up SWEET, go right, pick up TRAINIES, go left, left, climb up side of building, pick up ROPE, go right, right, use LOCKPICK, go through door, use DOOR KEY, go through door, go right, up, right, right, pick up LIFT KEY, go left, left, down, stand on lift, use LIFT KEY, go up, right, right, down, left, down, left, pick up TOAST, pick up DART, go right, right, right, right, right, pick up GAMES DISK, go up, left, up, left, pick up FRIED EGG, use ROPE, climb up rope, pick up MAGNET, use DART pick up PASS CARD, go down, right, down, right, down, left, left, left, up, right, up, left, left, down, stand on lift, use LIFT KEY to go back up, go up, right, right, down, right, right, right, down, left, left, left, down, left, left, climb down side of building, go left, left, left, left, left, left, left, left, climb up side of building, go right, right, pick up LEMONADE, go right, right, pick up FLASHLIGHT, go left, left, left, left, climb down side of building, go right, right, use PASS CARD, go up, use FLASHLIGHT, go left, left, pick up VIDEO TAPE, go right, right, right, right, right, up, left, left, use VIDEO TAPE, go up, left, left, up, pick up CUPCAKE, go right, right, right, down, left, down, right, right, up, right, right, up, left, up, pick up TRUMPET, go right, use GAMES DISK and TADAAAA! the game is complete!

In addition to the solution, here are a few hints on using the objects found at some point through the game.

- Use FOOD to restore energy.
- Use FALSE NOSE as a disguise, to stop enemies attacking.
- Use TRAINIES to run fast.
- Use MAGNET to disrupt robots (gives extra percentage).
- Use BATARANG to stun enemies.
- To complete the game with 99% score, use all these objects at some point through the game.

Thanks to Stephen Wake for that clear and precise information. Never before has a player of Batman been able to ... er ... complete the game ... er ... with the solution sent in by Stephen Wake! Thassit! Good on yer lad!

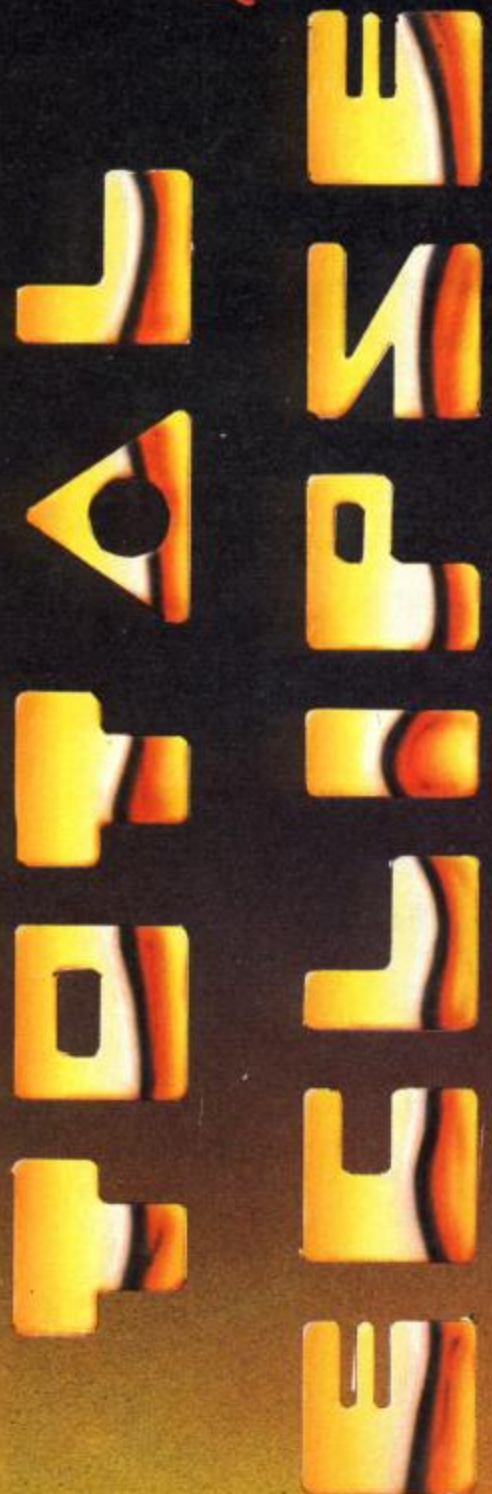
## ROBOCOP (Ocean)

The amount of people that sent this tip in is ... well ... large, to say the least. Just hold down F,G,H and J whilst holding the joystick in the direction you are facing. Robo will move to the top of the screen putting him out of reach of the enemy bullets. Another tip comes in from PDM Madhacker (yeah, of course). If you're having trouble getting through level three, walk up to the wall and press fire whilst waggling the joystick from top-left to bottom right. Robo should go through the wall allowing you to finish the level. Unfortunately, our copy of Robocop has gone walkabout, so I couldn't test it out. Boo.





# The Map



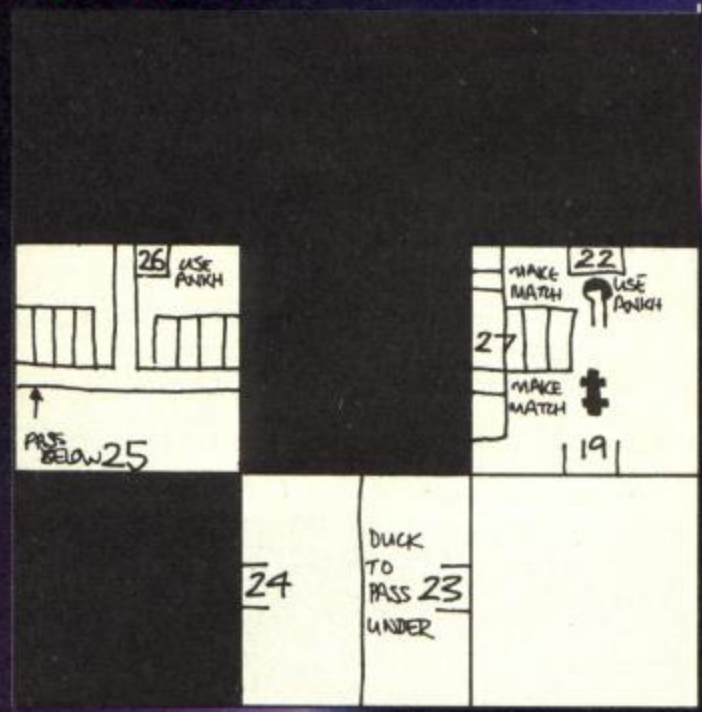
## 72 CUBITS



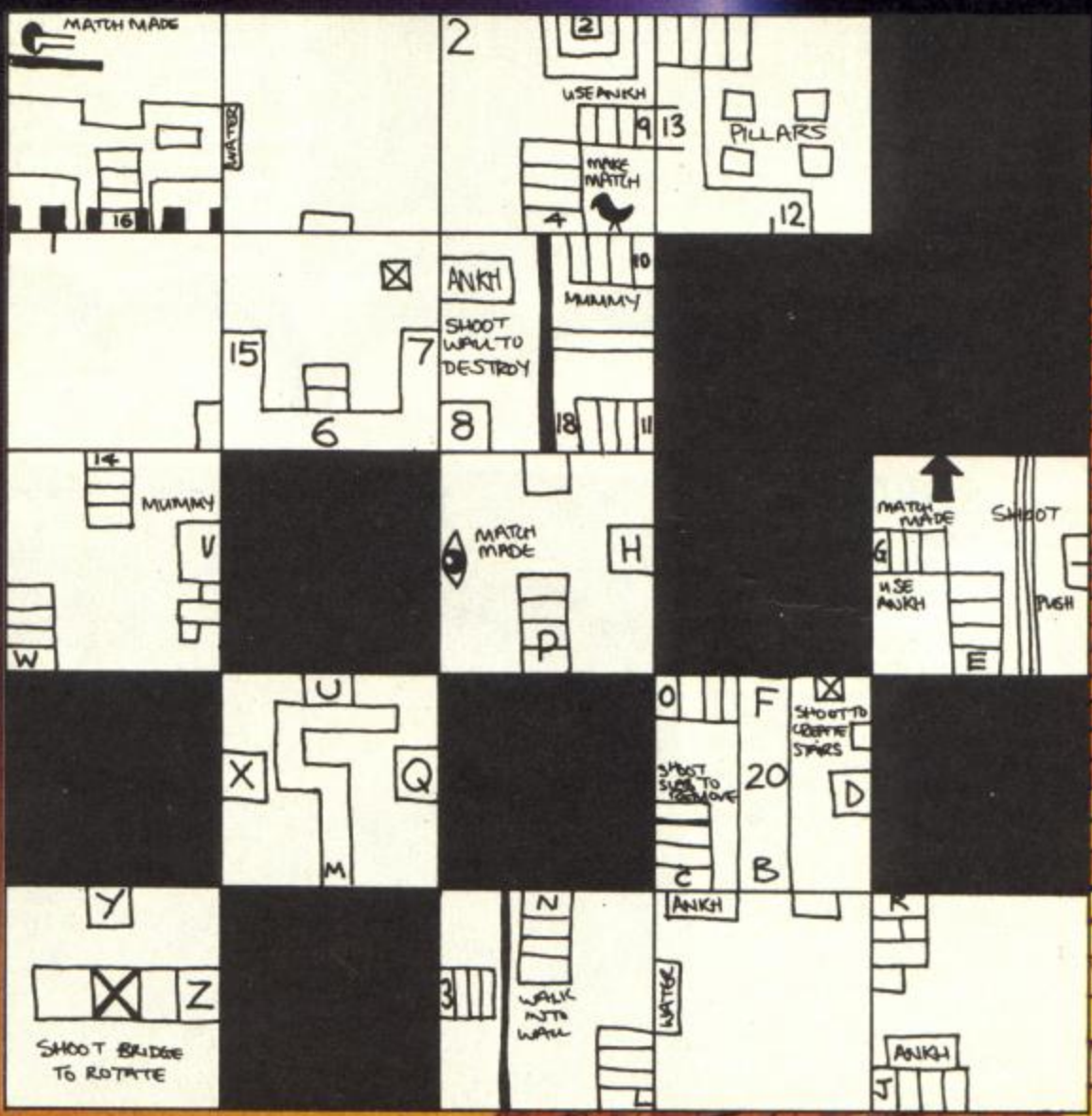
## The Shrine 24 CUBITS



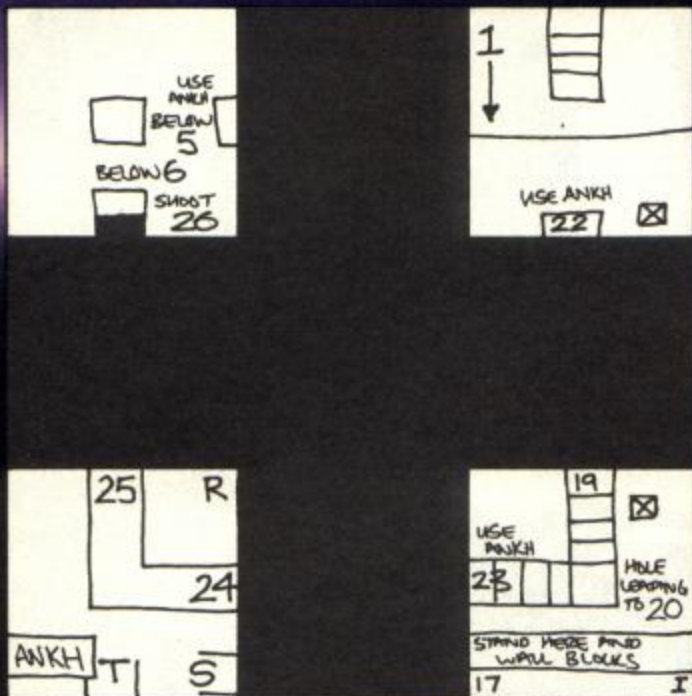
## 60 CUBITS



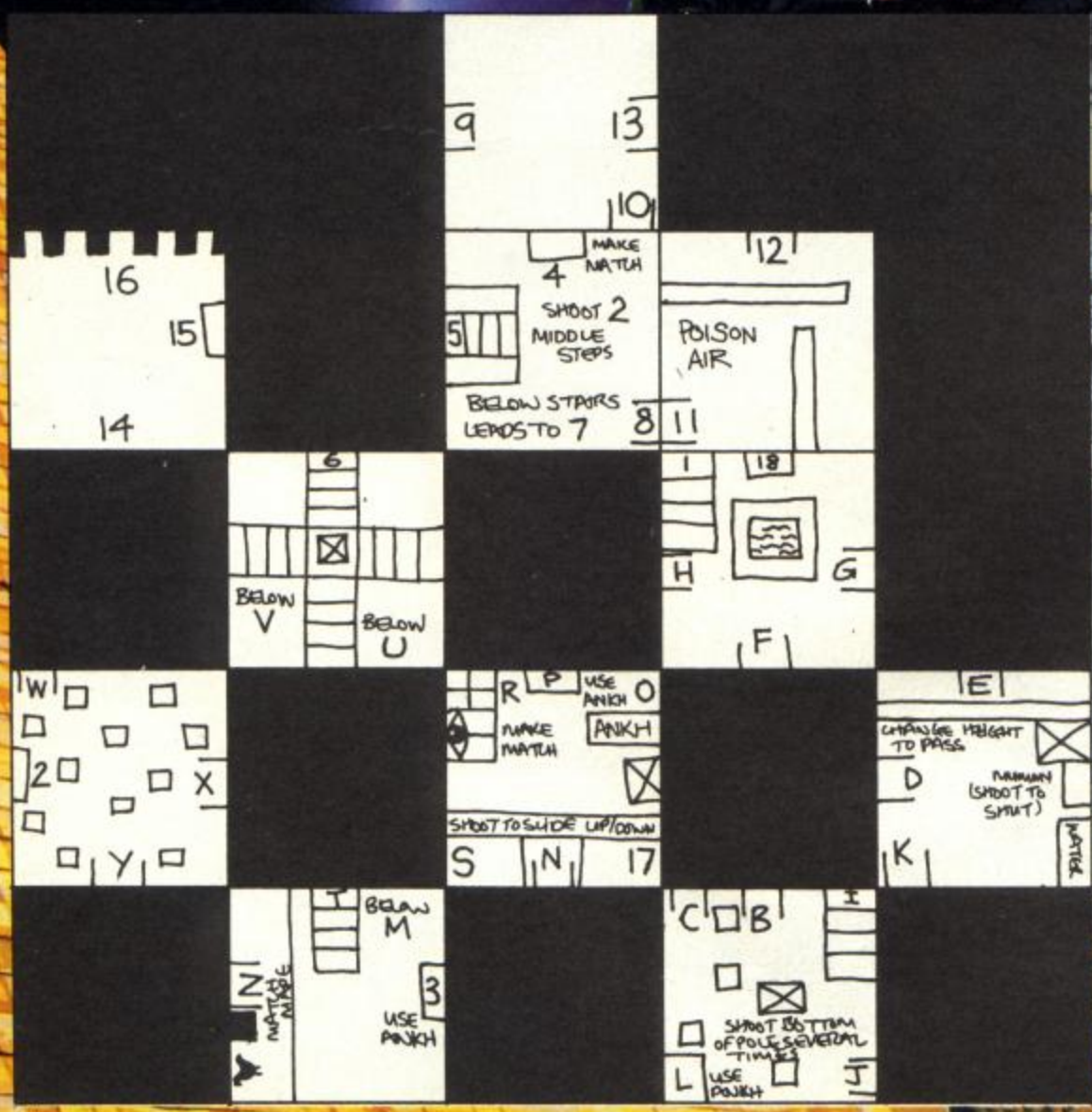
## 24 CUBITS



48 CUBITS



35 CUBITS



Here it is! The solution to go with the map sent in by Ian Porter and Dan Giddings. Follow the instructions given (N is North, S is South, and so on) and follow the map and you should be away! Hurrah!

Go round back of pyramid, S, Shoot block over door, N, go to front of pyramid, walk over plane's right wing for an Ankh, N, water, Ankh, N, S, Upstairs (shoot slab to pass), N middle door, N, W, make match by shooting eyeball, E, S, S, N far left, shoot block near opposite corner, E up created stairs, shoot mummy in head, change height, n, set up arrow to make match, shoot barricade six times to destroy, push slab out of way to the North, E.

In illusion, you start in part D, so go left, right, right, ahead, pull back on joystick to enter part F. Climb up stairs, E, go round back of hut, shoot shape to make match, enter hut. Go ahead, go W up stairs, S, W, W, Ankh, W on stairs, shoot string holding Ankh and collect it. S, N below stairs.

To do this screen decrease the step size to its lowest and look directly down. Take N exit, W (move quickly as something is shooting at you now), beware of mummy (keeping moving), S up stairs, S, shoot platform, 4 full steps ahead, 1 low step back, face E, shoot platform (look down), E, shoot block below bird to make match, W, 4 high steps ahead, 1 low step back, shoot platform, N, N, N up stairs behind mummy, middle door, drop down, push block between gap in stairs, S on ground, shoot block, E, N, N, go to front of pyramid, N, N, W, W on stairs, S, W, shoot platform and use same method as before to go N, N, beware of mummy N upstairs, take 4th door along, turn 90 degrees to the right, forward until next door is on right, go through door, cross big bridge, shoot face to make match, S, S, S upstairs, walk W into blue square, keep moving W until in different room, S, E, drop down, rest, Ankh, shoot wall to E until gone and keep off the path. S, water, S, S, N upstairs, E until hit wall, turn almost North and move ahead until treasure is off screen. Don't get too much treasure, N, W upstairs, up steps, keep walking and shoot shrine several times for a £2 million reward! Yay!

# WEC LE MANS

"WEC LE MANS has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."

# 24

WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver, physically or emotionally, as WEC Le Mans 24. The racer must push

himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



WEC Le Mans is not a game – it is the ultimate driving experience



ATARI ST  
**£19.95**  
ATARI ST

AMIGA  
**£24.95**  
AMIGA

**Imagine**  
the name of the game

COMMODORE  
**£9.95**  
AMSTRAD SPECTRUM



### BARBARIAN II (Palace)

Listings galore this month... no? Oh alright then we'll have another one. How about one from Ian Jones, also known as the Happy Hacker (strange), that gives infinite lives for either character? Not good enough? Tough, 'cos that's what you've got! Type it in, RUN it and then follow the prompts like a good little hacker.

```
1 FOR X=312 TO 378:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C=6887 THEN POKE 157,128:SYS 312
3 PRINT "DATA ERROR"
4 DATA 32,44,247,32,108,245,169,76,141,56,3,169,83,141,57,3,169,1,141
5 DATA 58,3,76,168,2,72,77,80,169,97,141,178,3,169,1,141,179,3,104
6 DATA 76,81,3,72,169,113,141,214,228,169,1,141,215,228,104,32,191,3
7 DATA 96,115,1,169,165,141,113,138,108,22,0
```

### LAST NINJA 2 (System 3)

Isn't that always the way? You get to confront an evil fighting person and light the candles so you can see what you're doing and yer Zippo gives out! Well, never fear as help is on the way from Falcon in Holland. If you're

having trouble lighting all the candles in time, then light one candle at exactly the moment your opponent awakes. This candle will now keep burning, so with the next try you only have four candles to light. Coo.

### DALEY THOMPSON'S OLYMPIC CHALLENGE (Ocean)

Have you noticed that whenever you pick the wrong sort of trainers for an event you end up thrashing away 'til your arm locks up and don't get anywhere? Well fret no more, as

we have 'ere a list sent in by Steven Ring which tells you exactly what sort of shoe to use. Let 'em rip cowboy! Yeeehaaa!

- 0 - Lucozade (Energy)
- 1 - Accelerator
- 2 - Long Jump
- 3 - Shot
- 4 - High Jump
- 5 - Middle distance (400m)
- 6 - Hurdles
- 7 - Discus
- 8 - Pole Vault
- 9 - Javelin
- 10 - Long distance (1500m)
- 11 - You must be joking

### ROBOCOP (Ocean)

From the amount of stuff that's been sent in for this game you lot out there obviously enjoyed it game more than we did! I mean, you must have bought it mustn't you? One such person is Steven Green from Hornchurch in Essex. He's sent in a listing to give infinite time and energy. Just a bit useful. Type it in and yer off!

```
0 REM ROBOCOP CHEAT BY S. GREEN
1 FOR X=368 TO 438:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C=8571 THEN POKE 157,128:SYS 368
3 PRINT "DATA ERROR!"
4 DATA 32,86,245,169,32,141,84,3,169,134,141,85,3,169
5 DATA 1,141,86,3,96,72,77,80,72,169,96,141,147,172
6 DATA 141,104,173,169,32,141,38,247,169,163,141,39,24,7,169
7 DATA 1,141,40,247,104,173,32,208,96,72,169,96,141,36
8 DATA 177,141,147,168,169,173,141,125,176,141,236,167,76,158,1
```

### ELIMINATOR (Hewson)

Here we have the codes for the amazing Amiga 3D blast whiz-bang vroom thingie. Many thanx to Sean and Adrian Meads for these.

LEVEL	CODEWORD	LEVEL	CODEWORD
2	AMOEB	9	HANDEL
3	BLOOP	10	ICICLE
4	CHEEK	11	JAMMIN
5	DOINOK	12	KIKONG
6	ENIGMA	13	LAPDOG
7	FLIPME	14	MIKADO
8	GEEGEE		

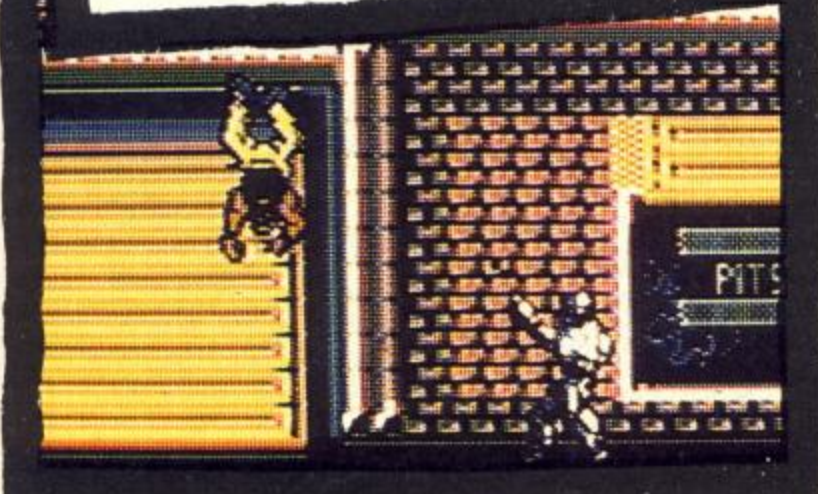
### I, BALL 2 (Firebird)

We've had a bit of a listing in for this before, but that was for the speechy effects. This time we've got POKES for something more useful - infinite lives and stuff! Load up the game, reset the machine and type in POKE 38895,165 for unlimited balls (no jokes please). Orrr... you could type the following to be invisible (well that's what it says here...)

Use SYS 34050 to restart. Cheers to Dennis Hansen from Denmark for that one.

```
POKE 34394,234 (RETURN)
POKE 34395,234 (RETURN)
POKE 34396,234 (RETURN)
```

Some 64 users may be having difficulty getting this to load. If you are one of these then GIVE UP! It's a Spectrum game, divvy.





### IK+ (System 3)

Yes I know we've had stuff for this before, but there are people out there who have more than likely only got the version of this that was on the We Are The Champions compilation. Just for you we have this listing from Mick Mills and Al. Remember to delete the REM lines corresponding to the cheats you don't want.

```

0 REM 'IK+ COMPILATION' BY MICK MILLS AND AL
1 FOR A=4096 TO 4142:READ B:POKE
A,B:T1=T1+B:NEXT:A=384
2 READ B:POKE A,B:A=A+1:T2=T2+B:IF B<>8
GOTO 2
3 IF T1<>4794 OR T2>1483 OR T2<97 THEN PRINT
"ERROR":END
4 SYS 4134
10 DATA 196,76,141,117,8,169,16,141,118,8,141,
119,8,76,0,8,165,2,240
11 DATA 252,232,142,1,10,169,128,141,0,10,238,
191,9,206,96,9,76,121,8
12 DATA 32,86,245,169,16,141,245,3,96
20 DATA 169,0,141,79,27:REM INFINITE TIME
21 DATA 169,173,141,51,27,169,19,141,53,27:REM
WHITE WINS
23 DATA 76,13,8

```

### DRUID II – ENLIGHTENMENT (Firebird)

Be a Wiz that can whizz (no? Oh alright then) through the weird and wonderful places that Wizes whizz (this is getting stupid). Simply enter this listing SAVE it for future use (you don't want to do all that typing again, do you?) and then RUN it. Oh, but remember to discard the REM lines corresponding to the unwanted cheats.

```

0 REM 'ENLIGHTENMENT' BY MICK MILLS AND AL
1 FOR A=544 TO 574:READ B:POKE
A,B:T1=T1+B:NEXT:A=514
2 READ B:POKE A,B:A=A+1:T2=T2+B:IF B<>96
GOTO 2
3 IF T1<>2763 OR T2<507 OR T2>2134 THEN
PRINT "ERROR":END
4 SYS 555
10 DATA 169,2,141,52,1,141,53,1,76,32,1
11 DATA 32,86,245,169,96,141,196,2,32,172,2,32,
213,255,238,89,9,76,0,9
20 DATA 169,44,162,36
21 DATA 141,215,98:REM IMMUNITY
22 DATA 141,49,102:REM INFINITE AMMO
23 DATA 142,82,93:REM FIRE AND WATER WALK-
ING
24 DATA 141,63,107:REM RE-USE SPELLS
25 DATA 141,17,95:REM IMMORTAL ELEMENTAL
26 DATA 96

```

### STAR TREK (Firebird)

Now these here tips here are OFFICIAL! None of your cheapo imitations, no siree! These come straight from the horse's bridle! Well, maybe not. We got these from Firebird themselves, so there! Anyway, here they are; I'll shut up now . . .

#### STARTING

Play the game a few times just to explore the systems and find the locations of useful places. Useful planets include Archive complexes, which give hints on stopping the mutiny, and planets where Guardians of Knowledge reside. If Spock mind-melds with them they give information on the location of useful systems and objects.

A hot shot device is useful – which means that enemy craft can be destroyed much more easily. There is one on Cernal (location 69.19.60). The first item that should be installed however, is the Cerenkov crystal, found at Xuram (56.29.46), as it considerably reduces warp-engine drain. As a rule it's a good idea to travel to a system at one warp below the maximum. Whilst travelling, keep a check on the Enterprise and the engines; don't stay on the star globe screen.

#### NAVIGATION

Remember that all locations comprise of X,Y and Z coordinates, so to make sure that they all seem to relate to each other properly, stop the star globe from rotating whilst in the Q zone with Hazion on the far middle right.

If you have the coordinates of the system you wish to find, then scan the Quarantine zone to see if the planet you are after is in that zone. If it's not, then head for the system that has the closest coordinates and then look for the regional or local zone. If this isn't possible, then try and match up the Y coordinates of a nearby system whilst keeping the Z coordinates close. If you still have trouble then try the X coordinate. Once you are close to matching both coordinates, check the local and regional zones and you should find the planet you are looking for.

#### WINNING STRATEGIES

Once you have a lot of information on other systems and the locations of special objects, pick a strategy from the manual to complete. Use the quickest route to a planet and save the game regularly.

#### GENERAL TIPS

Always take just three crew members with you when beaming down to a life-supporting planet for the first time. That way if anything goes wrong and they are injured you can beam them back and replace them with three more until they recover.

Also, if you are having trouble seeing what's happening on the star globe, then click just under the control – that stops the globe spinning and the colours will change. Good, eh?

The tips then say something about 'Live long and prosper'. I'm sure I don't know what they're on about! (Haw haw!)

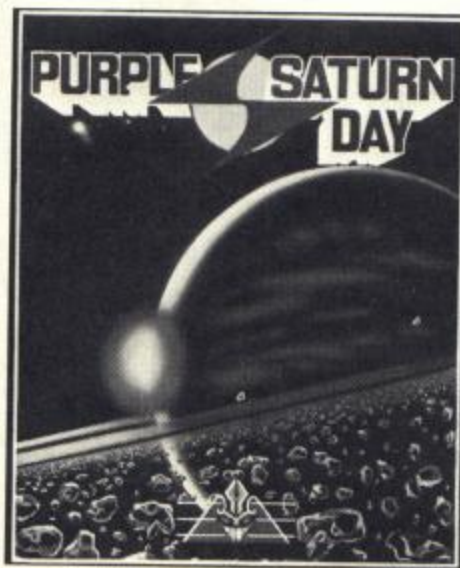
### THIS HERE'S THE END BIT (HONEST)

Well there you have it. Another month, another tips section. How do I do it? Well it's all thanks to you, viewers! You who send in tips, cheats, pokes and maps. Keep them rolling in to Me Tips, ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB and I'll sort through 'em and print the bestest. Speaking of bestest, the prizes for tipster of the month this month goes to Stephen Wake for his ever so simple to follow Batman solution (just because I thought it was mega-useful and I'm the one who decides the winners around here, okay?), and cartographers of the month are Ian Porter and Daniel Giddings for their Total Eclipse map and hints. Sorry, Breaker, but quality slightly edged out quantity this month.

Oh, you remember I said that there's some news for people with phones? You do? Well here it is again! You can now get some of them cheaty modes and liddle hints things over the telephone, by simply dialing 0898-555086 and there will be a voice telling you how to win on Robocop or sumfing like that. Bye from me until next month. Ariba!



# Save a Princess, save the planet, save £3.



'Tis a noble offer.

Buy any two software titles for £7.95 each or more at Boots, and we'll demand £3 less of your fortune than usual.

Our coffers are laden with games in all formats (from ancient gems to the best new releases).

But make haste, this heroic gesture ends on 1st April. Available at larger stores only, subject to stock availability.

A better buy at

*Boots*

# BLASTEROIDS





# THE NEW "STARCURSOR" JOYSTICK SYSTEM

**YOUR KEY TO REALLY  
MASTERING COMPUTER  
GAMES**

**SPECIAL INTRODUCTION OFFER**

**£18.99**

This is the new  
"Starcursor Joystick  
System" and it's the most  
accurate and reliable  
stick you'll ever use.



## **ARCADE STANDARD**

The stick is based  
on the Arcade  
joystick made by  
MCA Ltd. which is  
regarded as the best  
Arcade joystick in the  
world. It has 3 Arcade fire  
buttons fitted to it.

## **SUITS ALL GAMES**

The Starcursor is adjustable between 4-way or 8-way  
operation simply by sliding a switch. So you can  
have perfect control over any game.

## **3 YEAR GUARANTEE**

Joystick breakages and failures are far too common  
in other makes. We have made the Starcursor to  
such a high standard that we guarantee it for 3  
years!

To order fill in the coupon and send with a  
Postal Order or Cheque for **£18.99** to:  
**MICRO LEISURE LTD.,  
16/32 BERKELEY STREET,  
GLASGOW G3 7DW,  
SCOTLAND. TELEPHONE: 041-221 8944**

**PRICE INCLUDES DELIVERY IN U.K.**

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

I REQUIRE  STARCUSORS AND ENCLOSE

£ \_\_\_\_\_ TO COVER THE COST.

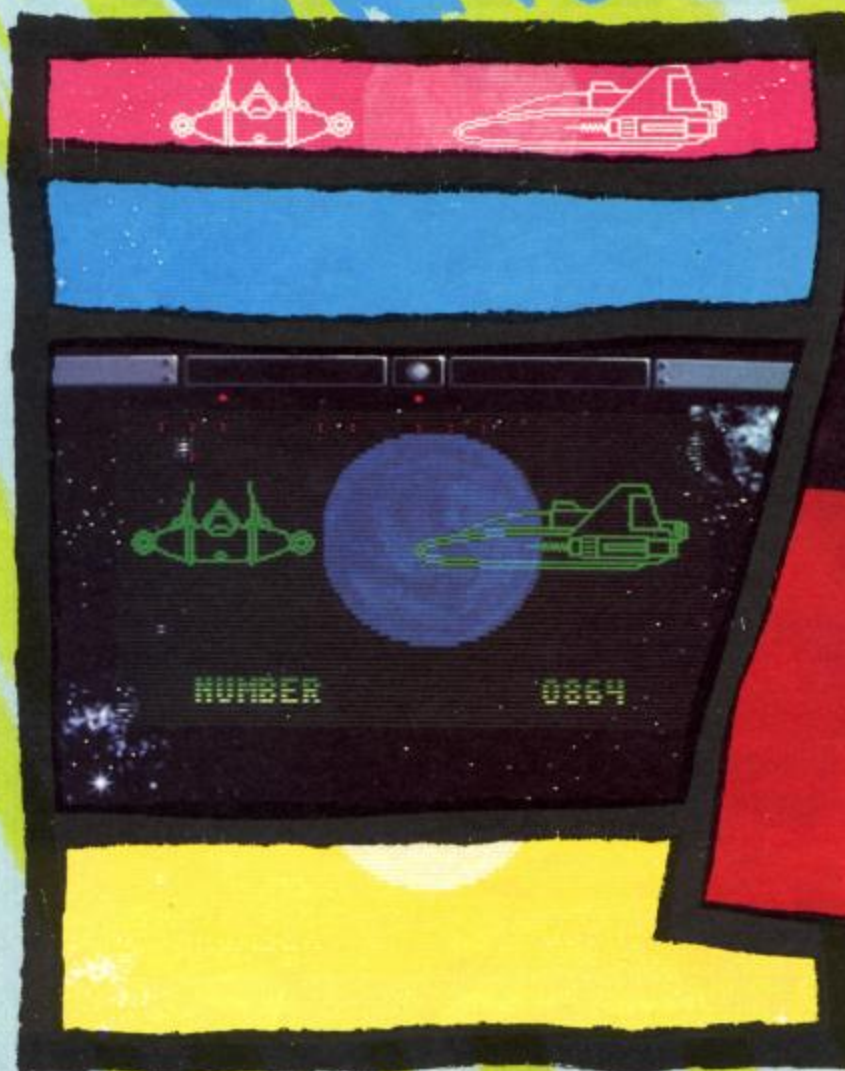
PLEASE ALLOW 14 DAYS FOR DELIVERY.

**AVAILABLE ONLY FROM MICRO LEISURE**



# ARE YOU A GALACTIC CONQUEROR?

Do you fancy some of these steering wheel joysticks?  
Or 10 free games? Or 10 T-shirts?



If you answered YES to all these questions, go and see a Psychiatrist. If you answered NO to all of them, go and read the Budget Section. If you answered NO to the first and YES to the rest, read on . . .

Right, that's the first test over with. The next one is a little more tricky. You see that rubbishy picture of those joysticks? Yeah? Well, you've got better eyes than me, because I can see a black-and-white splodge. Maybe I should go and see an optician. Anyway, you can WIN one of those if you manage to pass the third test below. Runners-up get the game (if you own an Amiga) or some pretty ace Galactic Conqueror T-shirts (if you own a 64).

Excited? You would be if we connected up some of Chuck Vomit's A1 Electrodes to your flesh. But that's another story - this one concerns the question that'll let you WIN. What we want you to do is tell us what you think will be the most prized commodity in the galaxy in a thousand years' time. Will it be gold? Will it be, as Frank Herbert envisaged, a rare spice? Or will it be Chocolate Toffee Rolls?

When you've made your mind up, send off the form below April 11th to the following address:

I Know The Future Of The Galaxy Comp,  
ZZAP! Towers,  
PO Box 10, LUDLOW,  
Shropshire, SY8 1DB.

name .....

address .....

my computer is .....

the most prized commodity will be .....

because .....



# COR Blimey!

## THE BUDGET BIT!

Bring out your deeeead! Oh, no that can't be right. Oh yes, that's it. Here is the Budget section. Yeah, far more sensible, that! As always the Budget section is crammed full of . . . er . . . Budget games. How exciting. Well some of them are, so off you go you penny-pinchers you!

### DAN DARE 2

Producer, £1.99 (Rerelease)

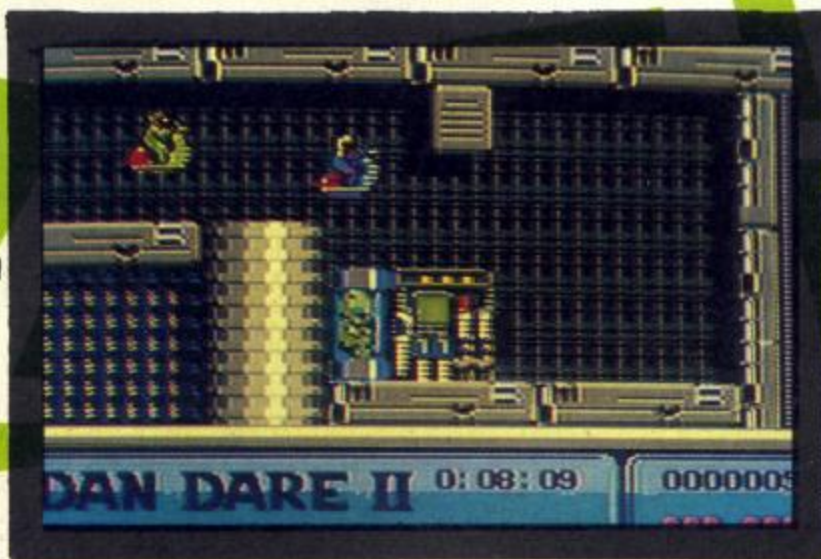
Reviewer: Gordon

Daniel Dare is a really hard bloke from that famous comic strip which our own Oli Frey once worked on. The second version of the computer game featured on the cover of issue 37 and, unlike the first, was more shoot 'em up than interactive comic strip. Flying around four huge Mekon interiors, you've got to destroy all the foetal Treens you find and then escape to the next level before the whole complex blows you into a million little Dan-ettes.

I really enjoyed this when it first

came out, and it's a very welcome rerelease: amazingly colourful graphics, some neat sound effects (even if they're a bit sparse) and brilliant fast-action gameplay. The only quailm I had with it was the lastability: I finished it within a couple of days' constant play, though a lot of mapping was essential to success. At this price it's a steal, and I'd recommend it to anyone. Great cheap fun.

OVERALL 89%



### ORION

Rack-It, £2.99

Reviewer: Maff

The constellation of Orion is in danger of destruction. The stars have become unstable and the whole formation is distorting; the only way to save it is to redress the chemical balance. This is done by visiting mining colonies and taking the required chemicals. Unfortunately, the mines are controlled by alien forces, so you - as the hero of this mission - must sneak in and

take them by force.

What on earth is happening to Graftgold? Once upon a microchip they were the name for quality computer games; now they seem to have become content to produce any old rubbish. The bad thing is that Orion will probably sell just because of the Graftgold name. Well, here's your last warning: DON'T BUY IT!

OVERALL 46%

### INTERNATIONAL SPEEDWAY

Silverbird, £1.99

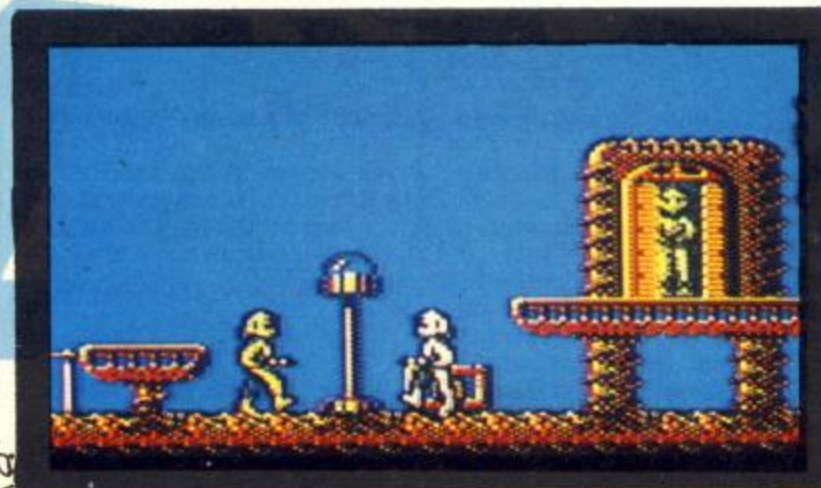
Reviewer: Maff

Motorbikes go fast. There - that's a useful piece of information isn't it? See, speedway is about motorbikes going fast around a dirty track. A bit like the greyhounds, except there's no dogs and no hare. So it's not like the greyhounds at all really. Sorry. In this simulation you play from local championship level, trying to get up to World champs status via a league system. The idea is that you win the

league to move onto the next higher level.

There isn't really a great deal you can do with a speedway game, since it's just going round and round an oval track; and that's the major failing of *International Speedway*: not enough variety. It's race round, look at the scores, race round again. Not that bad really . . . just boring.

OVERALL 49%



"BURGH!"

# PASTFINDER

Mastertronic, £1.99 (Rerelease)



**B**y the year 8878, nuclear conflict had made great areas of the Earth virtually impossible to explore. However, the Governments believe that

there are a great number of ancient artefacts to be found in these

areas that would be extremely beneficial to modern scientists. Thus the *Pastfinder* mission was initiated.

A number of heavily shielded base stations were dropped into the unknown reaches, to be used as stopping points for the search craft. These would have to be

highly manoeuvrable, as well as being able to traverse very irregular scenery; so the *Leeper* was born.

The pilot starts at the edge of the terrain to be explored; his objective is to destroy or dodge mutant creatures and collect any artefacts found along the way, to be dropped at the base stations for a promotion.



CORDO

Pastfinder appeared at a time when vertically scrolling shoot

'em ups weren't a dime a dozen, so with its added strategy elements it seemed very original. Now it has appeared at the meagre asking price of £1.99, it still seems as fresh as ever. I can't put my finger on the reason why, but it's kept its excitement somehow and remains just as playable as the day I first saw it. The control of the *Leeper* is a little strange, but in no way frustrating, and once you've got the hang of it, it's very difficult to tear yourself away. Dig deep, find those loose coppers add them all up to get two quid and buy yourself a copy of *Pastfinder* today.



MAFF

What is it about some games that keeps you coming back years after their release? It's been nearly four years since *Pastfinder* first appeared and despite the graphics and sound techniques ageing, the game is just as good to play. On the one hand you've got yer

blasting and shooting action and on the other you've got yer strategy bit. What more could you ask? Well at the time people asked for the game to be a bit cheaper... and they don't come much cheaper than two quid. My advice is rush out and buy it - if you haven't got it, that is. If you have got it - play it!

## PRESENTATION 60%

Bland between-sector screens but decent on-screen presentation. Nice joystick handling.

## GRAPHICS 61%

Fairly similar, varying only in types of shape and colour. Nothing special.

## SOUND 54%

Atmospheric effects but no music.

## HOKABILITY 80%

Quite hard to get into because of the complexity of the task.

## LASTABILITY 90%

Tough and challenging, with plenty of sectors to clear and ever higher promotion to chase after.

## OVERALL

# 93%

A classic blast from the past.



## TOMCAT

Players, £1.99

Reviewer: Maff

**T**he Tomcat F14 fighter was one of the most deadly planes used by the US Navy during the latter 20th century. The demands on fighter aircraft are somewhat more severe in the 21st century, meaning that a new model of Tomcat - the F14+2d - has been brought into service.

Engineers have managed to overcome the problem of building weapon bases in populated areas by designing artificial islands controlled by complex computer systems. Unfortunately, a freak storm has made the defence systems attack anything that moves. Just the

right sort of task for the super new Tomcat to deal with, blasting the gun emplacements and collecting extra weapons to help you on your way.

To be honest, it's not difficult to see why this is on a budget label, as it's *not* top-class video gaming. The graphics are bland, consisting of grey sprites and mostly grey backdrops, the sound is weak and the gameplay highly derivative - just shoot-dodge-shoot. Keep those pound coins, guys.

**OVERALL 41%**

## ZONE TROOPER

Gamebusters, £1.99 (Rerelease)

Reviewer: Kati



**Y**ou are a member of an outer reaches Trooper team. A group of renegade aliens has captured a team of Zone Troopers and taken them to their base complex. The atmosphere is dangerous on the planet and several plasma pods must be found to save the humans once they have been rescued. You must search the complex, dodging robots and aliens, collecting and using items, and utilising the INFONET computer system to gain

information.

This game looks years old! The graphics are poor, the control lousy, the sound weak and the gameplay tedious. Not really much going for it is there? Things got off to a shaky start when the instructions consisted of 'Joystick PORT 2, SPACE-PAUSE, INST/DEL-QUIT'. Extensive, eh? I think I can safely say that this is the worst budget game to appear for a while.

**OVERALL 23%**



# WALKER'S WAY



## Thursday 5th January

After a surprise call from Kati asking if I'd like my music demo included in the next cover mounted cassette, today was spent collating a new version. After all, the existing one is now six months old! (I'm pleased to have a legitimate excuse to spend some time updating it). To be able to feature some of my latest commissioned work, I had to get permission from the companies concerned - after all, the pieces become their copyright once delivered. In fact everyone was keen for a bit of extra publicity, so I hope you enjoy listening to the demo on Issue 50 as much as I did creating it!



## Friday 6th January

Right. Time to get rid of these bugs. The mobile alien guards still have a tendency to get 'angry' if they can't get to you because of an intervening object - I spotted several of them earlier today battering themselves against a wall in total frustration. Others kept insisting that they'd seen me somewhere else, and wandered off in the wrong direction. Whoops! I finally traced the problem to the routine which calculates the player's current position in the city - it still updated with each joystick move; even when a wall forced to a stop and overrode the joystick. Everytime I collided with a wall my apparent position was getting further and further away from reality! (I've got to keep taking the tablets).



## Saturday 7th January

Clever blighters these aliens. Not only will they aim accurately at the spot that you are heading for (rather than where you are) but after today will only fire if the security hazard (you) is in the line of fire. Different directional

patterns for each category are now in and debugged; some guns for instance only fire horizontally or vertically - these are very useful for the protection of corridors! Others fire diagonally only (crossfire) which leaves others free to attack in eight directions. The upshot of all this is that you can now discern 'safe spots', out of the line of fire of static guns while you decide how best to proceed, and designing the placement of static gun emplacements can be more devious.

Improvements to the tracking system for mobiles now allows them to select the best direction, to allow them to get as close as possible to the player without colliding with each other's security systems (they've been going to evening classes to sort it all out!) This means that they can now surround you without getting in each other's way, although if one gets stuck at the back it will keep dodging backwards and forwards trying to get through the crowd!



## Monday 9th January

A telephone call from Activision today - they are happy for me to use a musical piece from a Secret Project on the new music demo (Hooray!). Having added the final piece it's time to compile the lot, compact it and prepare the disk to send to ZZAP! Towers. The packaging of disks always seems to take longer than expected to do properly - and I'm a bit cautious since the time a certain postman bent one of my envelopes (and disk) in half to wrap round a pile of letters, even when it was encased in corrugated cardboard. There wasn't much chance of loading that! (What a crease. Groan!)



## Tuesday 10th January

I had a big argument with two of my disks this morning. These two were brand new a short time ago, but they've caused me problems already, and this time I told them in no uncertain terms what I would do if they

refused to display the directory again (I reminded them of a certain Basil Fawlty). They didn't heed the final warning, so I tore their inner disks out through the little slot in the jacket and then jumped up and down on them, which made me feel a lot better. Let that be a lesson to them both!



## Wednesday 11th January

Another bunch of little improvements leapt into action today, including a new batch of alien firing sounds. One of the most interesting effects from SFX editor sounded just like someone disgorging the contents of their stomach - and you should hear my exploding cat effect (strictly electronic - I'm very kind to animals). I hasten to add that these were not really suitable for the game, but no doubt somebody will disagree with me.



## Thursday 12th January

Time to do the dreaded yearly accounts. All the receipts kept during the last year need to be entered into my computerised indexing system, which then produces all the totals spent in each category (such as telephone calls, stationery, etc.) BORING! At least I keep a running total of all my income - it needs to be a running total to stop the bailiffs catching up with me!



## Friday 13th January

After hearing of the possibility that

CHAMELEON may be accepted for release in the United States, various modifications needed to be made to the code to ensure that it will run on the American NTSC television system, which has 20% less interrupt time. Since two years have since elapsed I'm very glad that I keep folders of such copious notes for each project - I wouldn't fancy trying to work out from scratch (although no doubt a lot of scratching of the head would be involved).



## Monday 16th January

Remember the story intro to an earlier diary? ... Each defence had been cunningly contrived, and no outward sign of danger was apparent, even on close inspection. There was one consolation only to be savoured - for even as the traps could close their grinning jaws on the unwary, so also they held no loyalty to their designers, and could be turned against them. The time has come to start adding the big twist - overriding selected security installations (traps to you!) to aid you in your escape from the CITADEL.

Off to a flying start today (literally). The time has come to implement the capture probe. As well as onboard weaponry, MONITOR has the handy ability to launch a probe which can override a targeted trap (mobile or otherwise). How to do fancy:

- Reprogramming static defences to attack enemy units!
- Overriding moving aliens for use as remote assassins!
- Disabling moving aliens to provide strategic barriers!

At the end of a rewarding day continuous holding of the fire button now launches the capture probe, which can be freely moved anywhere on the screen. Releasing the fire button cancels this and returns control to normal weapons.







### Tuesday 17th January

An annoying little bug took more tracking down than expected. Sometimes an active trap would self-destruct when going off the edge of the screen. Apparently it thought it had collided with a wall! These security systems are less intelligent than they seem. As quite often happens, although elusive, the bug was completely cured by a little check – only two lines of extra code!

Yesterday's way of entering capture mode proved confusingly unworkable in practice, since bullets are fired by holding the fire button and then pushing the joystick in the required direction. All too often simply waiting in ambush for approaching mobiles caused the player to enter capture mode accidentally. A new system has been added that waits for two quick jabs on the button, but aborts if the jabs are too far apart. Much safer!



### Wednesday 18th January

Another tiny bug eradicated. The effect was occasional corruption in a particular part of the city floor – the prime suspect was overrun in the mainline routines (simple running out of time to plot the next screen display). After some detective work, narrowing down the problem by bypassing routines one by one (always the best way to start in these cases) the cause turned out to be a missing RTS instruction at the end of the alien firing routine! Funny things these computers.

Right. On with the capture probe. I want to get the effect of one of those controls on hi-fi's that 'click' into place giving a smooth 'grab' when the probe is close to a possible target. It is unfair to expect the player to position it exactly over a sprite – especially if the target is moving at the same time! After thinking it through carefully I opted for the probe being forced to match the position of a target closer than four pixels, and held for a short time. In practice this worked very well once 'tweaked' for feel – as you move the probe about it latches neatly onto each target it passes (when the probe will also flash to indicate a capture) and allows the player to target the probe quickly and reliably.



### Thursday 19th January

Start of capture probe effects. Any captured trap is now immobilised and its

weaponry temporarily disabled. This allows you to concentrate on taking out other active traps when several are attacking simultaneously. It also proved useful for creating a temporary barrier to hide behind when a group of mobiles attacks. The main routines to follow will allow the player to use a captured mobile as a 'remote' device which mimics your firing and movement patterns, but also provide independent movement when needed. Since alien fire will be stopped by your new temporary ally it promises to be a valuable addition.



### Friday 20th January

In keeping with the boardgame strategy elements I finally added more colour to the cities by producing a chequered floor tile pattern in alternate colours that also makes it even easier to think in terms of 'squares', since proximities have become so important in the triggering of traps and equipment. This change also proved to have several very useful side effects. All the sprites now look 'crisper' against the simpler background with no harsh black shadows (it suddenly dawned on me that this is one reason why the ELIMINATOR sprites look so good on the 16-bit machines). The other unexpected improvement was the explosions, which now look more colourful.



### Saturday 21st January

A new design of sprites for an energy emplacement sprang out of the editor today, and a new modified system for the trapdoor sprites finally allowed all closed traps to use yet another colour in the background. After all this chopping and changing there are now five main colours on the screen at all times, and with the traps themselves in a selection of an extra five colours there are up to ten different hues displayed at once – without scrolling the colour RAM! It seems that in the past two days a whole new look has been refined – a product of lateral thinking (and just a bit of hard work!)



### Monday 23rd January

Since the new elements all hinge on the storyline a bit of background history might prove useful. The CITADEL is a vast construction of many city levels built by a long dead race. For

centuries the forgotten corridors have lain thick with dust, totally unused and unoccupied – but for the still operational automatic security installations. These were programmed to detect any approaching alien intruder who strayed too close to their proximity zones.

The player controls the MONITOR – a Hoverdrone Mk IV remote module, which features flotation drive, quad peri-thrusters for directional control, and a built-in armoured display system that provide in-flight information. To escape from each city level involves not only defeating the many and varied alien defences, but also reprogramming the wall structures by means of switches which may completely change the layout of certain sections of the current city. Sending out the capture probe to examine different installations will provide information and collection of shield energy, extra usable weaponry, as well as the possibility of reprogramming the defences themselves to provide additional protection and an invaluable source of remotely controlled drones!



### Tuesday 24th January

Right. Time to add some directional animation. Since MONITOR is powered by motors which provide lift similar to a hovercraft, when moving the joystick from rest the drive 'powers up', providing flotation just above floor level, and peripheral retros then provide thrust in the required direction. The thrusters now animate correctly depending on joystick direction, along with the rise/fall motion for take off and landing, with suitable sound effects added. The built-in miniscreen will show in-game information and stay 'right side up' (it wouldn't be very readable if MONITOR rotated!) – this is a job for tomorrow (sounds like a good slogan for an SF mag, doesn't it?)



### Wednesday 25th January

The miniscreen burst into action at the end of a long bout of coding. Although only a single character in size, the screen has protective armoured doors which open when information is needed, but close to provide protection for the fragile display during combat. When the capture cursor is used it indicates the type of installation targeted, which is extremely useful for searching out energy pods or switches operating hidden doors.



### Thursday 26th January

Final touches to miniscreen included a flashing indication for the current target – E for energy, C for capture, S

for switches and F for additional fire-power. When the thrusters operate it displays an animated revolving symbol, and all should be completely readable even on 12" black and white TVs!



### Friday 27th January

After a chance thought about the possible additional weapons that could be picked up from selected traps, I ended up producing and implementing four new weapons, complete with pod designs! Apart from the one supplied at the start of the game, during the course of your travels you may come across a RAPID FIRE, TWO-WAY FIRE (great for strafing both sides of a corridor when in 'glide and fire' mode'), THREE-WAY FIRE (forwards and both diagonals either side of the current firing direction), and FOUR WAY FIRE (again with respect to the current firing direction). It really makes excursions into those little dead end corridors worthwhile if you emerge having a new weapon to play with!



### Saturday 28th January

After such a rewarding Friday the productive hypersurge continued as alien fade-ups were designed and perfected. Now, after a mobile-launching trap has opened, each mobile alien device emerges from blackness, slowly rising out of the floor and into the harshly lit corridors of the CITADEL!

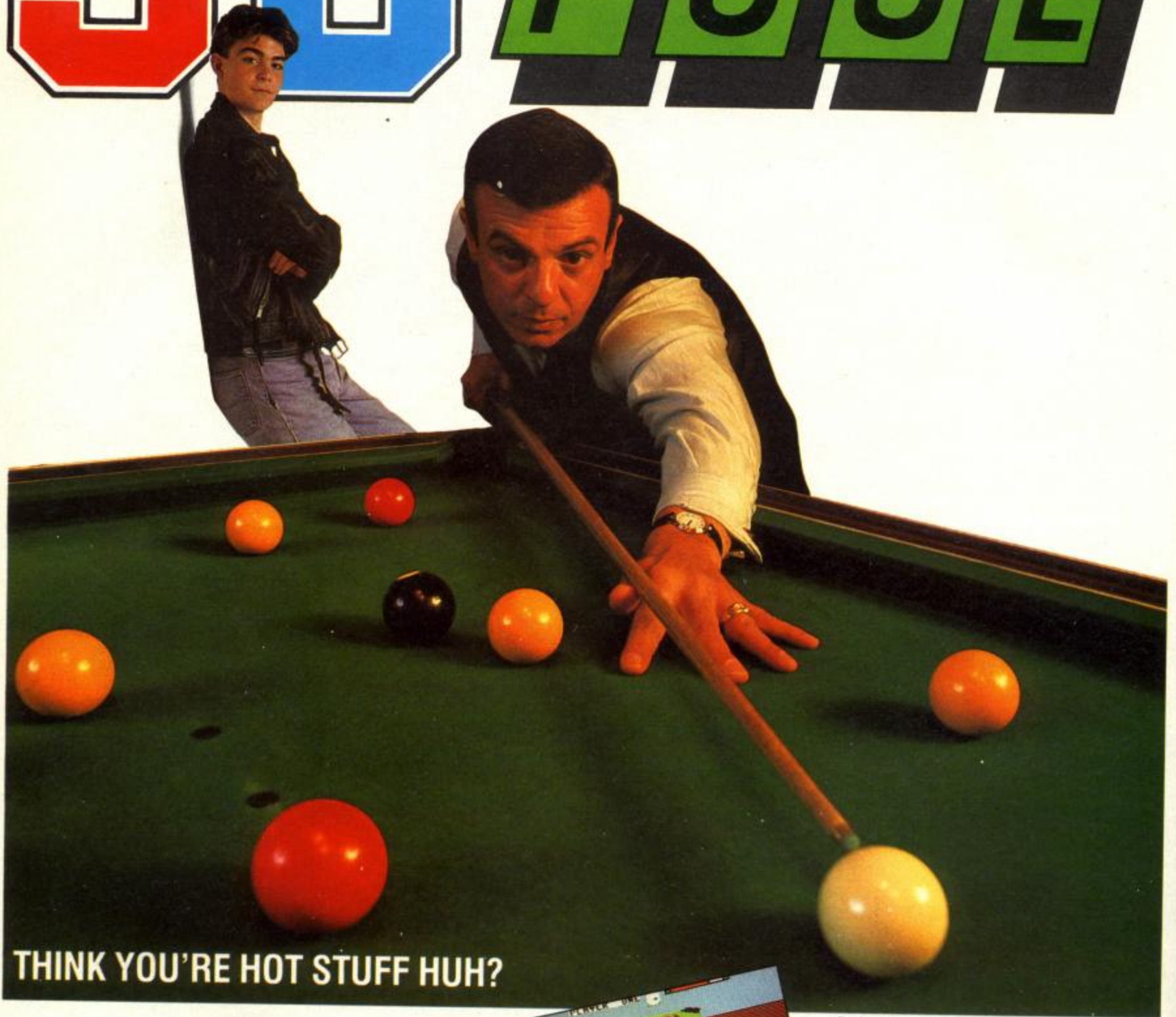
It took a bit of time before the most effective sequence of sprite definitions evolved for the fade, but once complete for one design of alien, the rest followed quite quickly in the same style. When the necessary additions had been made to the source code the new version appeared on screen – I was well pleased!



### Monday 30th January

Only half a day today. The weapons pods needed some 'mods' to bring them into line with the other alien machinery and, since shield energy and weapons pods are collected by the capture probe, a design for an empty pod 'hangar' was also needed to appear when the contents have been used. This looks far better than the whole trap simply disappearing! And talking of that, I'd better run this diary through the spelling checker and then make it disappear into the post if it is to arrive on time. May the force be with you (and I don't mean the boys in blue!)

# 3D POOL



**THINK YOU'RE HOT STUFF HUH?**

Well here's your chance to prove it.

European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

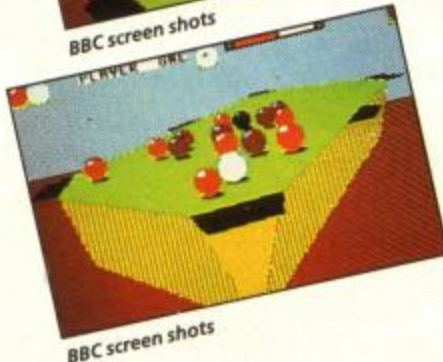
Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

**Cue up for a shot at big Joe.**



BBC screen shots



BBC screen shots

Pocket 3-D POOL on . . .

Atari ST.....	£19.99
Amiga.....	£19.99
IBM.....	£19.99
Commodore 64 Cassette .....	£9.99
Commodore 64 Disc.....	£12.99
Amstrad Cassette .....	£8.99
Amstrad Disc .....	£14.99
Spectrum.....	£7.99
MSX.....	£7.99
BBC/Electron .....	£8.99
Archimedes .....	£19.99

**FIREBIRD**



A LEGEND IN GAMES SOFTWARE



Telecomsoft, First Floor, 64-76 New Oxford St,  
London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.



▲ The company that gave you the fantastic presentation behind *Test Drive* doesn't hold back in *Grand Prix Circuit*

# GRAND PRIX *Circuit*

Accolade, C64 £9.95 cassette, £14.95 disk

**A**nd with six laps to go, it's Nelson Piquet in the lead, closely followed by Mansell in the McLaren, and Arnoux just behind him – they're a good forty seconds in front of the rest of the pack. But what's this? That's incredible! Nigel Mansell has just taken the lead and is roaring away from the champion. And it seems...

Well, we can all live in hope, can't we? Anyway, there's nothing more exhilarating than hurtling round a race track at 180mph, with the wind whistling through your ears. And wouldn't you just know

it, now you can experience the thrill of Formula 1 motor racing in your own home. Yippee.

You begin by selecting the type of race you wish to take part in, from the options of Practice, Single Race or Championship Circuit.

Practice has you driving around the track by yourself, getting used to the vehicle, trying out your balaclava and looking important. Single Race and Championship Circuit give you the option to drive in one race only, or participate in the entire season. There are eight courses to choose from and the



**KATI** I would have really enjoyed *Grand Prix Circuit*, if I hadn't spent such an incredibly long time waiting for the thing to load. The graphics look great, there's plenty of slick presentation and the 3D effect actually looks like 3D! Amazing! In fact, I don't think I've been as enthusiastic about this style of race game (apart from *Buggy Boy* which has to be my all-time favourite) since *Pitstop II* and that's really saying something. OK, so the engine noises weren't up to much and the title tune did get on my nerves after a while, but when you've got such excellent gameplay, who cares? Well, you will if you hate multiloads.

▼ It might look like *Revs+*, but it's a lot more complicated and easier to handle than that classic racing simulation



Circuit race takes you right around the lot.

Having selected your particular style of competition, and the vehicle you wish to compete in, the time comes to get down to the business of winning a race.

In Single or Championship Circuit you've got to drive a Qualifying lap against the clock to determine your position, if any, in the starting line-up. From your cockpit, indicators show your location on the track and current position in relation to the other drivers.

There are wing mirrors at either side of your vehicle, useful for spotting any of the opposing racers behind you, and laughing at the ones you have overtaken. If there's a collision between you and another driver, there's the option of entering the pitstop for repairs, and general recuperation.



**CORDO** Sections of *Grand Prix Circuit* reminded me very much of *Test Drive*, also from

*Accolade*: the brilliant car selection sequence, for example, and that little spot on the wheel to indicate steering. But don't start cringing, because they haven't just reused the same ideas – they've improved on them so you end up with a much smoother, faster and much more professional looking racing sim. Movement is slick, and the 3D works well, although sound is mostly limited to the usual 'buzzing fly posing as engine noise' sort of drone. The rest is very impressive: a cross between the simulation qualities of *Revs* and the action of *Pitstop II*. In fact, the only thing that really bugs me is the tape loading system – if you're an extremely impatient person, it won't be good for your health. Still – the disk loader should be better.

After each contest, the results screen shows the placings for each driver in the contest. The winner of the Championship Circuit gets to win the coveted title of Formula 1 champion when the season draws to a close.

## THE TRACKS

**BRAZIL:** A test of concentration: long straights with sharp twists and one severely serious hairpin bend.  
**BRITAIN:** Possibly the 'easiest' track of the lot: plenty of clean straights with only a couple of tricky bends.

**MONACO:** You'll have to keep your wits about you; this is packed with twisting, tortuous turns.

**GERMANY:** It looks easy, but a difficult bend right at the end of the course could cause you plenty of trouble.

**CANADA:** Again, deceptively easy: watch out for some quick directional changes.

**ITALY:** Medium difficulty: a couple of sharp twists, and plenty to keep you occupied.

**DETROIT:** Concentration is vital here: lots of sharp turns requiring multiple gear changes. Not quite the hardest, because...

**JAPAN:** ... will definitely keep you on your toes. Survive this and you'll survive anything.

### ATTENTION!

Cassette version only reviewed. The disk version should be available soon – hopefully with a less irritating multiload. There are no plans for an Amiga version.

### PRESENTATION 78%

Comprehensive manual and simple option screens ruined by slo-o-ow multiload. Ability to choose difficulty level, number of laps and variety of cars.

### GRAPHICS 88%

Pretty front-end graphics and realistic in-game 3D effects.

### SOUND 44%

Bland engine noises and a fairly jolly tune which soon starts to aggravate.

### HOOKABILITY 66%

The multiload and the complexity are deterrents to your fun.

### LASTABILITY 86%

If you can put up with the multiload, you're going to keep coming back.

## OVERALL 79%

An excellent racing simulation, its only real failing being a diabolical loading system. Check out the disk version.



Amiga

FTL/Mirrorsoft, Amiga 2000 or expanded 500 only £24.99 disk

# Dungeoneer Master

● Hack mummies to bits and practise your wacry in the state of the art RPG

## EXTRACTS FROM THE JOURNAL OF OOLA, CHAMPION OF THE DUNGEON

### Third Day

Two days and nights now we've been wandering around in this dungeon and all I've got to show for it is a gash down one leg, welts on my shoulder from the weight of my backpack, and a swollen belly screaming out for food. My head's spinning and my mouth is dry but Butch is right - there are only two more waterskins and it might be hours before we reach another fountain.

I had imagined myself bold and fearless cutting a path through the labyrinth, searching for the Fire-

▼ You won't go around poking innocent rocks any more, will you? If you're in real trouble, a fiery spell might just help you out...

staff and preparing the way for Lord Librasulus to come face to face with Chaos. Then he would regain control of the Power Gem and disorder would be banished from the earth for ever.

I was arrogant. We all were.

### Fourth Day

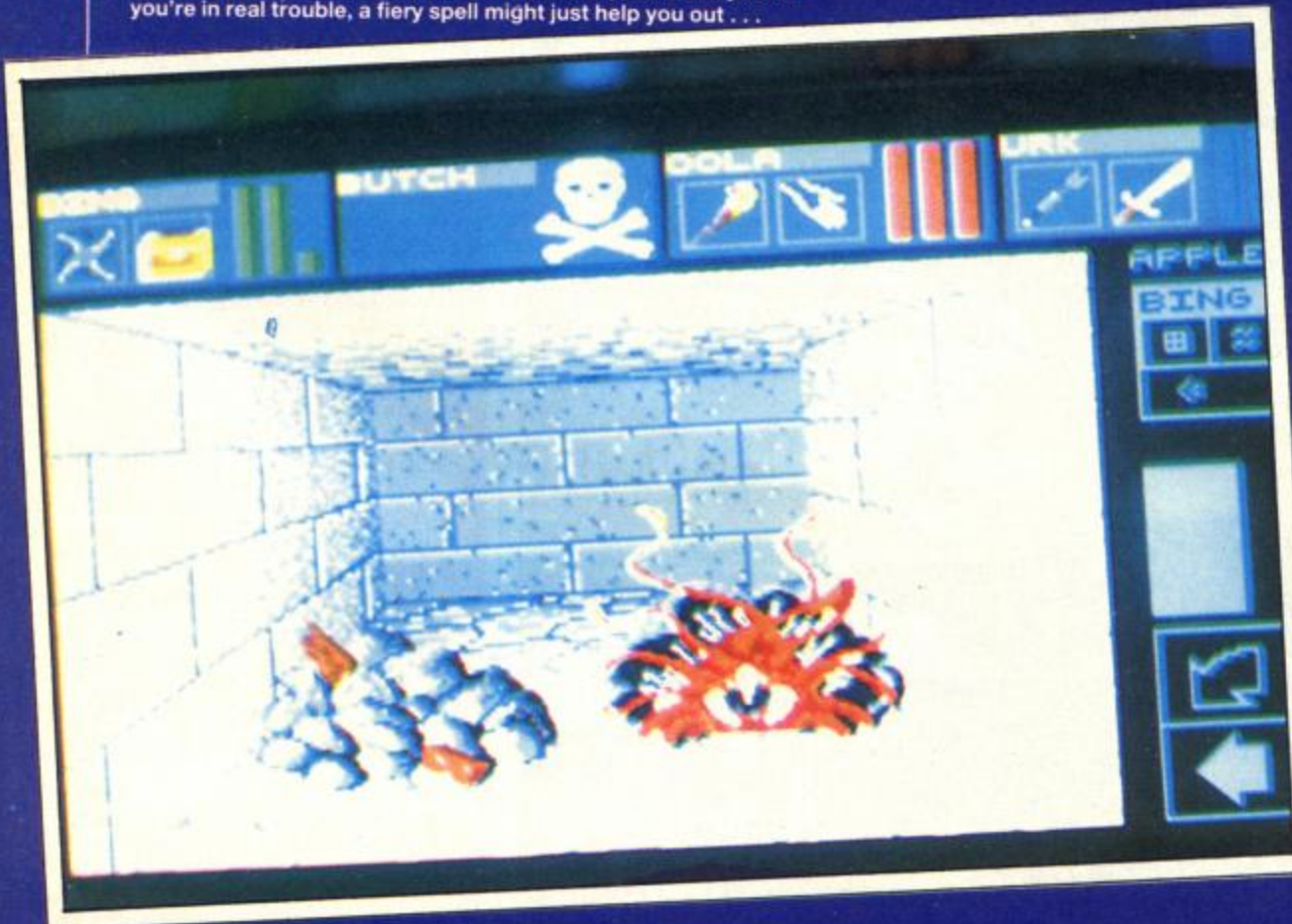
I'm determined to keep on practising my spells. Until yesterday I had thought that my superior swordsmanship and skill at throwing poison darts and shurikens would hold me in good stead. In two days I'd managed to fell



countless screamers and mummies with a single throw: magic was for the likes of Butch and Bing, the wizards of our party. I had seen them attempt poison charms but I had also seen them fail - a single blow with a sword seemed so much more efficient.

My flesh creeps at the thought of my ignorance. If it hadn't been

This is just about the most incredible game I have ever seen. When you pick it up you find you lose whole days out of your life just getting that little bit further, just trying to find out where that elusive key is, trying to keep someone alive... There are so many elements to it: you can spend hours practising magic, learning new, more powerful spells that can destroy a quartet of mummies in one blow; if a character dies, you can resurrect him; there are secret passageways revealing items you can't do without; you can eat some of the monsters you kill - and believe me, you'll have to! The deeper you progress the harder the puzzles get - whole rooms full of a maze of transporters, rooms of trap switches, fire-spitting eyes, sub-levels within dungeons, scrolls that reveal that spell you've been looking for - it's amazing! The best time to play it is late at night in a room by yourself - it's guaranteed to scare the life out of you. It's like Gauntlet in 3D, but about a hundred times better - if you enjoy arcade adventures, RPGs or combat games, buy it; it's the perfect combination of all three.



**Health**

**Stamina**

**Mana (magical energy)**

**Ready Hand: should hold ammunition for long range weapons like bows and slings**

**Action Hand: for holding a weapon or other 'action' object. Corresponds with the action button to the right of the screen**

**Save Game**

**Sleep**

**Top View of the champions: shows position and direction faced of each colour-coded champion. Switch them around using the mouse.**

**Spell-casting centre: see 'Mastering the Magic' for details**

**Exit Inventory**

**Movement buttons**

**Eye: move objects over it to examine them**

**Backpack: stores up to 17 objects**

**Weight champion is capable of carrying**

**Weight champion is carrying**

**Action button: click on one of the icons and an action menu flips up offering a choice of all possible actions with the weapon you are carrying**

HUD elements: BUTCH, OOLA, BING, HEALTH, STAMINA, MANA, FOOD, WATER, LOAD 14 1 30 KG

**Mouth: to eat food, drink water or potions, place them over the mouth and click mouse button**

**Quiver: carries arrows or thrown weapons. The ready hand automatically draws objects from here to reload**

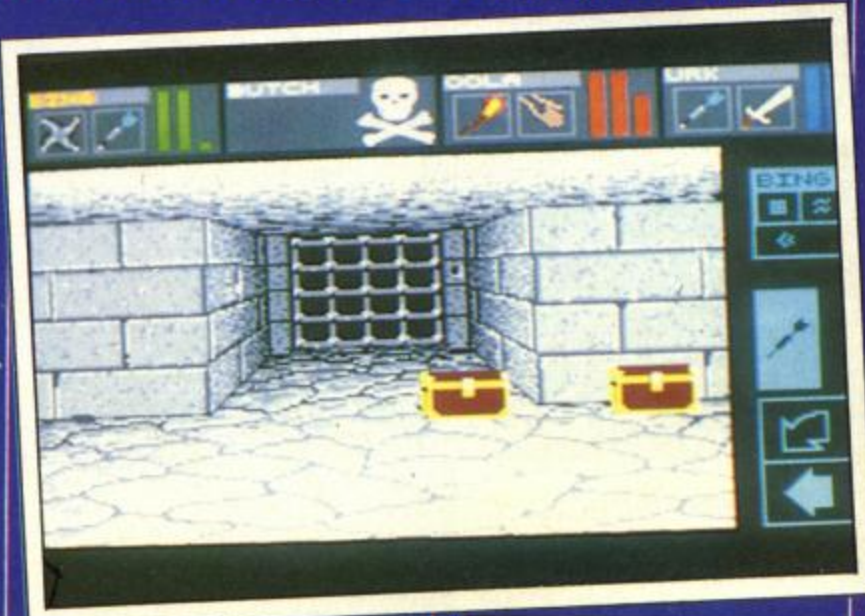
for Butch, I would never have come out of the cavern of the gem alive. Eager to gain a little more food, Urk and I mistook a turning and found ourselves by a pile of rock in a dead end. I had a sling and bent down to pick some of the rocks for ammunition. A split second later the pile reared up in a mass of writhing tentacles, spat fire from its drooling jaw and slashed at my arm with its rattling tail. I began to feel a numbing sensation in all my limbs. Poison.

If it hadn't been for Butch and

Bing's fireball spell our whole quest might have ended then. Just as it prepared to strike me again, the creature disintegrated in a puff of foul-smelling smoke. I owe my life to Bing. Without his antidote, I would be dead.

#### Sixth Day

We are only beginning to fathom the mysteries of these caverns. A network of trap doors, secret panels, hidden passageways and complicated gate-opening mechanisms seems to have



▲ Two treasure chests and a closed gate. Open the chests and you'll find many useful items; open the gate and you'll find trouble

## MASTERING THE MAGIC

Spells are cast using a combination of up to four magic symbols. They're divided into four categories: Power, Element, Form and Alignment.

To prepare a spell just click on the relevant icons in the right order. You always need a POWER SYMBOL and an ELEMENT — more difficult spells, like fireballs or poison charms, require FORM and ALIGNMENT icons.

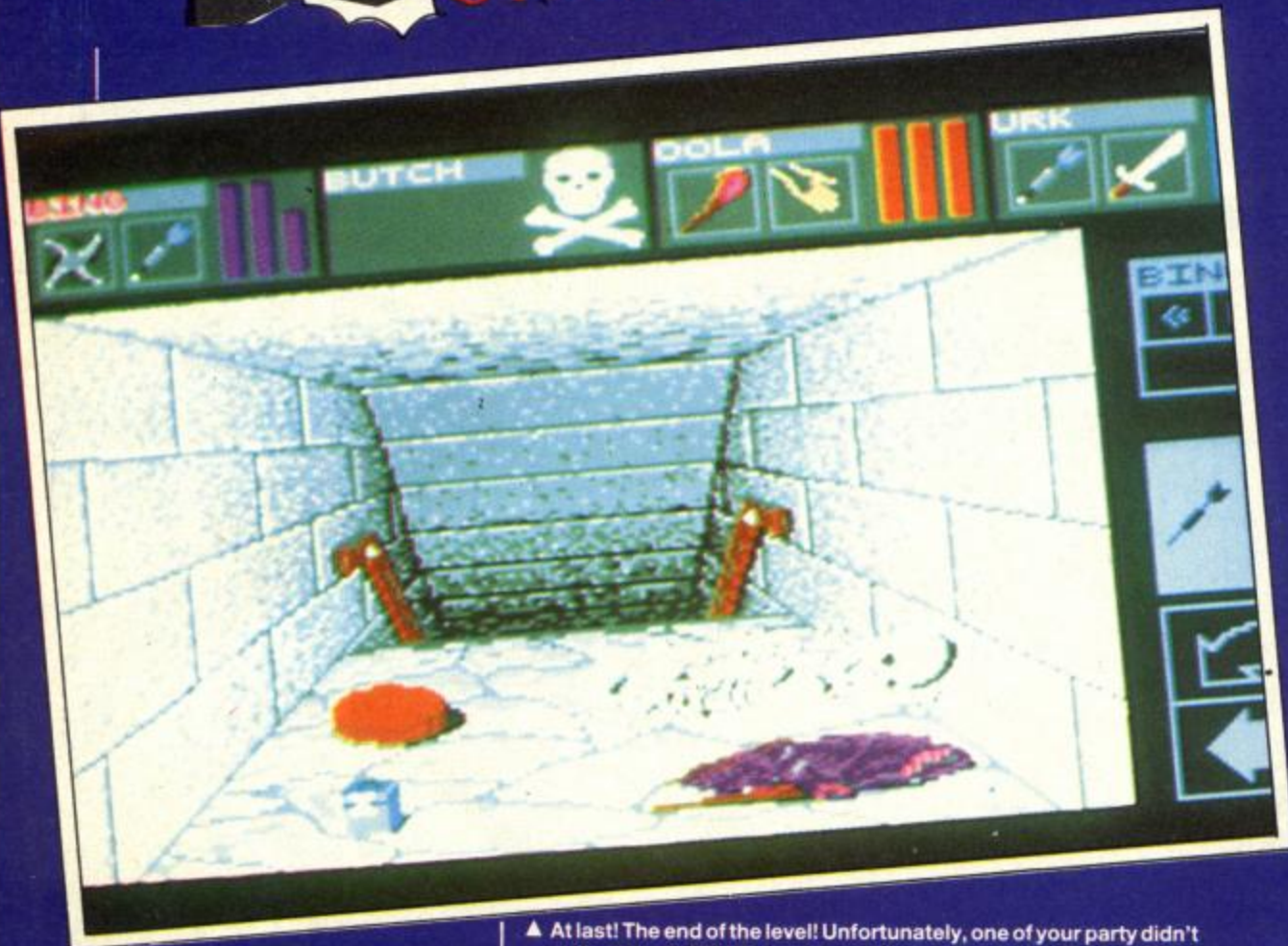
So how do you know what symbols to use? Easy. Just pick up and read the scrolls scattered around the dungeon or (if you've got the time), experiment.

Be careful though: spells use up Mana, the magical energy of each character; the less magical ability you have the more energy it takes to cast a spell. That's why it's important to pick a mixed party of wizards and fighters. A really strong fighter will need lots of Mana just to cast a very basic light spell.

Practice makes perfect. If your spells don't always seem to work, keep trying them out until you get them right. Even if you don't succeed your magic experience will go up.



OK, so I may not be into all that dungeon questing and role-playing lark but I know a brilliant game when I see one and this is a brilliant game. What bugs me about most RPGs is all that messing about with menus and options and really pathetic graphics which don't really give you any idea of what's supposed to be going on. In *Dungeon Master* on the other hand, you'd have to be deaf, dumb and blind not to be affected by the atmosphere — the way some of the monsters creep up on you and scream is enough to give anyone a heart attack! If you have got the extra K, get this now. If you haven't, keep slaving until you can get hold of the A500 version.



▲ At last! The end of the level! Unfortunately, one of your party didn't quite make it. Still, if you pick up his possessions and bones, there could be a handy resurrection chamber lying around down there

defeated all our logic. Until we solve these problems we cannot progress. Meanwhile, we are all light-headed and increasingly irritable. There is no more food and we are having to survive on water and stamina potions alone. I can't help thinking about food – even the vile taste of screamer slice would be welcome now.

Bing is beginning to look very pale – I fear for his life.

#### Seventh Day

My limbs are weary from walking sideways so much but it's vital that we do not miss the hidden wall panels which, when pressed,

might reveal a hidden passageway containing extra treasures or food. A treasure chest was visible through a force field but we still haven't discovered how to get it out.

#### Eighth Day

Slow progress. We have been searching for the key to a gate out of this section of the labyrinth. It's hidden in a matrix of confusing passageways which seem to transport you, as if by magic, from place to place. If it hadn't been for Urk's idea to keep dropping various objects as an aid to mapping, we might never have succeeded.

Towards what must have been nightfall, Bing's stamina finally gave out. We are sharing his possessions and Urk is looking after his bones – if we ever reach the

next resurrection chamber, we'll be able to regenerate him and bring him back to life.

#### Tenth Day

A short time for rest and repose. We finally reached a regeneration site and there I witnessed one of the few miracles to be found in this god-forsaken place. Urk gently placed the bones in the niche. There was a spark, a blinding flash and there by my side was Bing – dazed, dishevelled and bemused but definitely alive.

We've found a safe place to sleep and restore our energies but I cannot help remembering the rumours about horrible, fire spitting eyeball monsters that lurk deep within the dungeon walls. We've been through so much – let's hope it hasn't been in vain.

▼ A whole world of subterranean terror awaits you – dare you enter the dungeon?



This has to be the most amazing game of all time, anywhere, ever – for now anyway. The first person perspective ensures an incredibly realistic atmosphere – you just can't help really getting into the feel of walking through damp, echoing caverns searching for ghosts. You can touch everything, try to move everything, use any object you come across, drink water, throw things and even eat some of the monsters you've killed. The puzzles are incredibly devious, the spell system is really flexible and the need to practise magic and spells gives the whole thing that extra-special depth. I'm just miffed that we've had to borrow the extra memory to review it: I'll have to wait for the 512K version before I can really get into playing again – aargh!



### THE A500 VERSION . . .

The version currently on the market is *only* for the Amiga 2000 or the expanded Amiga 500, ie: if you haven't bought a 512K RAM expansion (about £100), you can't play it.

Never fear though, an Amiga 500 version (costing £24.99, just like this one) is on its way and should be available some time later this year – at the latest in August.

What's been causing all the delay when they managed to shove all the game into the 512K of the ST last year? Well, apparently it's because the Amiga has less free RAM available than the ST, so it's been a real challenge trying to cram it all in! Mirrorsoft say the programmers are perfectionists – you can be sure they won't rush out the A500 version of this incredible RPG just to make a few fast bucks.

### PRESENTATION 96%

Extremely detailed and accessible control method with player inventory, spell menu and weapon icons. Save game procedure is a bit laboured though.

### GRAPHICS 95%

The scenery scrolls in 3D blocks – it's interactive, detailed and extremely atmospheric.

### SOUND 65%

Stereo screams plus the occasional eerie rattling door and heartbeat effects.

### HOOKABILITY 95%

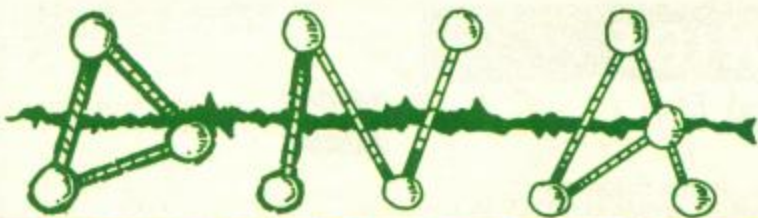
You can see what you're doing so it's much easier to get into than most RPGs.

### LASTABILITY 98%

With 12 increasingly difficult levels, such complicated puzzles, magic and fighting options, you'll be playing for months.

## OVERALL 98%

The best game we've ever seen.



# WARRIOR

Artronic, C64 £9.99 cassette, £14.99 disk

**E**ver seen *Fantastic Voyage*? You know, it's that totally believable film which has Raquel Welch and a whole load of other plastic scientists battling with foam-filled corpuscles and polystyrene tissue walls inside a bald man's body. Great, eh?

Well, now you can do that very self-same thing yourself. There's a crisis in the lab. Not content with having a very silly name, Professor Szymanski has implanted a piece of raw DNA in his brain. Trouble is, a completely unexpected lab explosion has sent this very delicate procedure totally askew: the professor's in a coma, the DNA's growing and unless you manage to locate it, he'll probably die. Good riddance if you ask me.

The professor's cells are even

less likely than the Queen of England to send out a welcoming committee to a bloke in a Micro-submersible (that's you). Antibodies and mutant cells (from the DNA) swarm towards you, so you'd better shoot them first. Get whole formations and they'll leave a few extra weapon plasma spheres behind (see box).

To make matters worse, you've actually got to find all the professor's intercellular junctions to help you though the body – and for some of them you'll have to find a key.

If you manage to find and collect all eight pieces of the valuable Growth Inhibitor, all you've got to do is face the mega brain implant itself. Oooh!

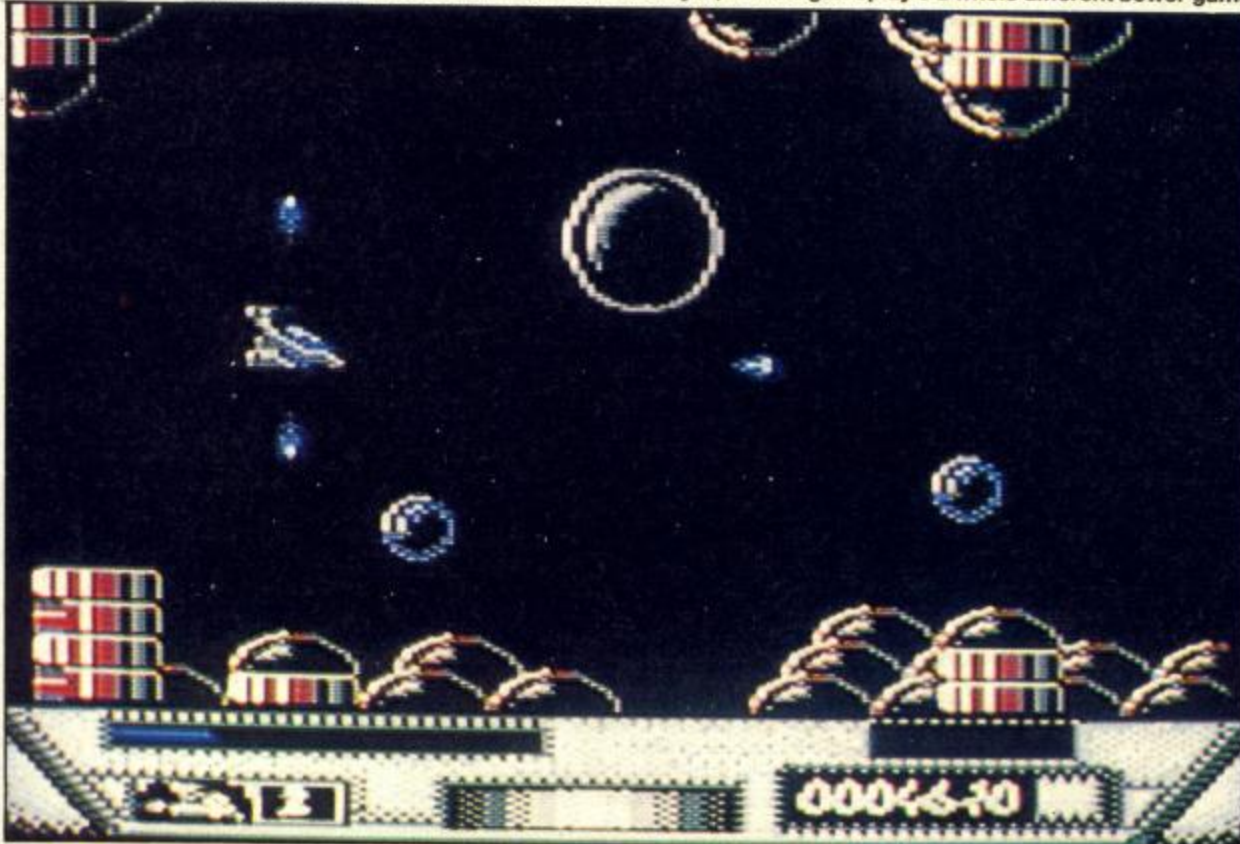


KATI

Ever since I first saw the film I've really fancied myself as a bit of a *Fantastic Voyager*, so this is just the game for me. I've got to admit, the shoot 'em up element isn't really up to the standard of the likes of, say *Armalyte* or *Denaris* (the action isn't anywhere

near as frenetic for a start) but it is quite a lot of fun to play and that's what's supposed to count, innit? Anyway, the collect 'em up aspect gives it just that bit of extra depth, and the fact that you actually have to *find* your way round the body makes it all the more interesting. Not the greatest, most graphically advanced shoot 'em up ever, but quite a hot little number nevertheless.

▼ The second level: you might think this lks a lot like Rack-It's *Slayer*, but the gameplay's a whole different bowel-game



▲ Watch out for those corpuscles on the first level – they're not the kind of organism to appreciate a fantastic voyage when they see one

## EXTRA WEAPONS

- 1 sphere: extra manoeuvrability
- 2 spheres: rapid fire cannon
- 3 spheres: ventrally mounted cannon
- 4 spheres: orbitally accelerating cannon
- 5 spheres: absorption shielding
- 6 spheres: 'starburst'
- 7 spheres: energy replenishment



MAFF

Oo 'eck – another of them shoot 'em up thingies. Well, not quite – this has mapping and

collect 'em up elements thrown in as well. Great! Well, it would be if the graphics were a bit more detailed and the action had just that extra bit of speed. Don't get me wrong – it's pretty good as it is (the two-way scrolling's a really unusual idea and there are plenty of levels to complete) but it could be a tiny bit better. If you're a real hardened blaster, definitely give this a look, but make sure you *look* before you leap. Corny, eh?



CORDO

Hmmm... I've been playing *Denaris* a lot recently, and DNA *Warrior* does

come as a bit of disappointment after that. The two-way scrolling definitely makes a change and so does the idea that you've got to find your way *around* the shoot 'em up. It's just that the action doesn't move quite as fast as I'd expect and all that exploration turns out to get extremely annoying after a while. Thing is, you've got to find your way through the body by a process of trial and error, just trying to leave the screen where you think there might be a junction. In other words you *have* to keep on dying. I wouldn't say that spoils the gameplay completely but it does make the difference between something pretty good and something really great.

amiga

An Amiga version with enhanced graphics and sound is under development and should be on its way soon. It'll cost you a cool £19.99.

update

### PRESENTATION 60%

Mini poster instruction sheet, plus good front end but, apart from that, nothing special.

### GRAPHICS 72%

Various suitably organic looking backgrounds and sprites, but they could have been a bit more detailed.

### SOUND 75%

Funky in-game and title tune plus the odd blippy spot effect.

### HOOKABILITY 71%

Multi-directional scrolling and mapping takes a bit of getting used to at first.

### LASTABILITY 74%

There's plenty to explore, collect and map once you've got the hang of it.

## OVERALL 74%

An unusual combo of shoot and explore elements which just falls short of being great.









"THE WAR IN MIDDLE EARTH" ROCKFORD SHOW!

# WAR IN MIDDLE EARTH

Melbourne House, C64 £9.99 cassette, £14.99 disk

At the dawn of creation, all the different races of Middle Earth came into life. A creature called Sauron, the baddie of the show, tricked the Elves to make nineteen magical Rings of Power (which were distributed to influential rulers) but kept the most powerful One Ring for himself. Unfortunately, Sauron's power got the better of him, and he was duly attacked and defeated, though the ring got lost in the battle. Years later, while playing by a

nearby river, two hobbit friends found the ring; one of them killed the other for possession. After being hounded out of his village, the pitiful creature crept into the dark caverns beneath Middle Earth, where he became withered and grey. His name was Gollum...

Another hobbit, a burglar known as Bilbo Baggins, stole the ring from Gollum, while out removing treasure from the lair of Smaug, the dragon king. The great wizard Gandalf, realising that this ring was in fact the *One Ring*, decreed that it be destroyed, by throwing it into the crack of Mount Doom. It was thus handed to Bilbo's young

nephew, Frodo, for him to carry out the ominous task.

The spirit of Sauron, however, had been observing all of these happenings, and began mustering a huge army, to retrieve the ring from its captors, restoring Sauron to power. And that's where this game begins.

You're in charge of the good guys. Sauron's armies of orcs, trolls, Nazguls and other nasties are out to get you - unless you get them first. Action takes place over three different screens: the Map of Middle Earth, the Campaign Map and the Combat Screen. The player's armies are tracked on the main map, while a close up of the quest, giving information on army sizes, towns and other details is given on the Campaign Screen.

When one of your armies confronts an enemy unit, action switches to the combat area. You've got total command over all your side's forces which can be moved around at will to attack any member of the enemy party.

Basically, you've just to keep on fighting until you reach Mount Doom and get the chance to destroy the ring. If any of the enemy forces overcome the ring bearer's party (that's on your side, dummy), the ring will be returned to Sauron, and the Allies will be defeated, bringing darkness to Middle Earth for an eternity. And that's a long time.



While War In Middle Earth boasts some pretty clever programming, so much having been crammed into the one load, it's had to sacrifice a lot of speed, especially on the battle screen; it's a pity that's the most important bit! The characters trudge around as if they're in an action replay - either that or they've got stuck in Middle Earth treacle. Yurk! Sound, as far as it goes, is fairly impressive for this kind of game, with some quite convincing metallic clunks in the swordfighting scenes. Still, that's no good if the action's too slow. Melbourne House seem to have bitten off a mite more than they could chew.



The Amiga version should be out in the next couple of months. For £24.99 you get some much more involved gameplay which combines adventure with strategy elements. There's less beat 'em up style involvement, and a fair bit of emphasis on individual members of your party picking up objects, weapons and magical artefacts. You can communicate with other characters and even get some to join your party. Sounds good, eh? Let's hope we get a look in soon.



**PRESENTATION 79%**  
Easy to use icons, fat, informative manual, save game option and detailed map enhance the nasty cardboard box packaging.

**GRAPHICS 58%**  
Uninspiring map graphics, with colourful but poorly animated sprites in the battle area. Everything very s-l-o-w.

**SOUND 45%**  
Good, if sparse, spot effects. No tune.

**HOOKABILITY 69%**  
Should gain a lot of interest - especially from wargamers and Tolkienites.

**LASTABILITY 59%**  
Sluggish gameplay might put you off in the long term.

**OVERALL 69%**  
A very competent wargame which is just that bit too slow.

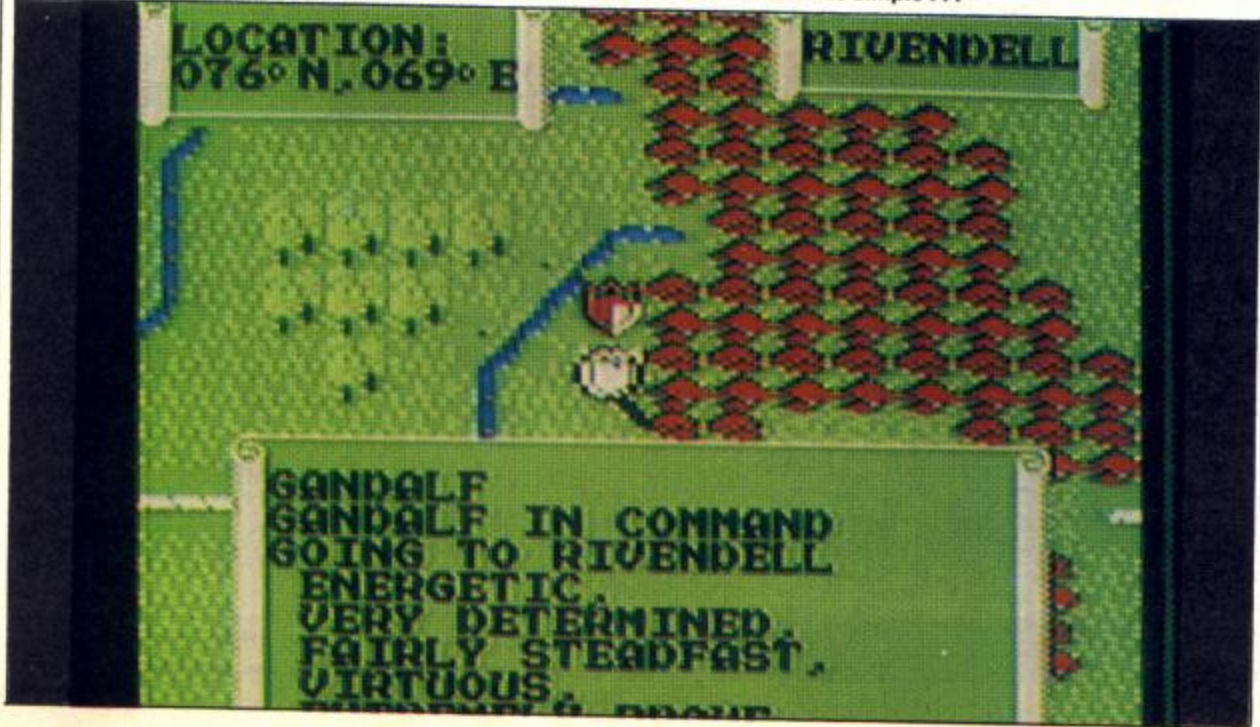


War in Middle Earth, while being a fantastic concept, doesn't actually work that well as a computer game - mainly because the amount of complicated decisions the computer has to make ensure that the game runs at too slow a pace to make it enjoyable. Presentation is what you would expect from a wargame - thick manual, impressive map, workmanlike graphics and sound effects - but on a really good product of this type the involved gameplay should compensate for the shortcomings of the physical makeup of the program. In this case it doesn't. Ah well...

▼ The Big Map as opposed to the Smaller Maps - you'd have to look pretty hard to find Frodo in that lot



▼ Not quite up to the Tolkien literary standard, is it? Middle Earth was never this simple...



# R-TYPE

Electric Dreams/Mediagenic, Amiga £24.99

● Strap on yer pods and blast yer beams in this great conversion

In the early 21st century, the people of Earth realised that they must preserve their planet. For many decades, they have been keeping the atmosphere clean, conserving fuels and maintaining a healthy environment. Unfortunately, when such a healthy planet exists, alien forces become jealous . . .

The people of the distant planet of Bydo are such a race: they haven't been so careful to preserve their world. Their planet is dying and they're looking to invade the Earth and claim it for themselves, destroying the human race in the process. A message has been intercepted that tells of strange robots, spaceships and bio-mechanoid creatures being built to stamp out the humans and

leave the way clear for an invasion.

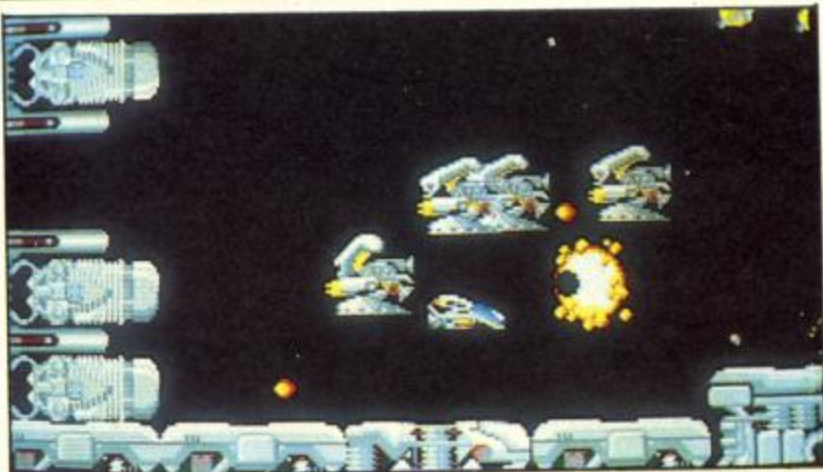
Defence forces were collected to try and counter these machines, so the engineers of Earth began a programme to put a stop to the Bydonian plan. Thus the *R-Type* fighter was born. Various models were made until version nine was considered the perfect attack craft, due to a revolutionary new weapon system.

It was discovered that certain Bydonian robots were powered by crystals that could be used to generate holographic images capable

of releasing powerful energy bursts. The engineers built the patented holo-cell weapon – a pod that could be added to the front or rear of an R-Type fighter. The standard model R9 was fitted with a pulse laser, mega-beam laser and a holo-cell converter. The crystals needed could be collected by shooting hovering robots; they then converted the pods to weapons such as reflection lasers, ground lasers and homing missiles (see R9 weapons box).

To win you must fly the R9 into the heart of Bydo and destroy all the guardian creatures: strange beings such as huge Geigeresque semi-mechanical creatures, tree stumps concealing huge metallic snakes and gigantic space cruisers. Destroying these mega-beings will negate the Bydonian invasion plans, giving the people of Earth some breathing room, not to mention warning them to keep an eye on the activities of the planet Bydo on future . . .

Last month I said that the 64 version of *R-Type* wasn't as bad as I thought it was going to be, but after seeing the ST version I had high hopes for the Amiga. I must say that I'm not disappointed – the Amiga conversion is brilliant! It gets off to a good start with the amazing loading music backed by a great picture, and then drops into the metallic letter-spreading intro sequence – just like the coin-op . . . except that the coin-op hasn't got a title picture! The graphics are arcade quality, with smooth sprites and no flicker (the PC Engine version has quite a bit of flicker – in fact I'd go as far as to say that I think the Amiga version is better than the PC Engine version!) Anyone in possession of an Amiga who likes the *R-Type* coin-op should buy this as soon as possible.



▲ OK. You're surrounded by a load of aliens, all keen to blow your ship into tiny bits. You're worried? Why worry when you've got all that weaponry available to you?

Remember the Amiga Update box in last month's review of the 64 *R-Type*? We were hoping for 'arcade quality graphics and gameplay', and we've got 'em! Electric Dreams have done an absolutely brilliant job converting this game to the Amiga, from the graphics and sound to all the little presentation details – including the continue play option (what a relief it is not to have to scabble around in my pockets for a couple more 10ps when the message appears!). The game's still multiload, but you hardly notice since it's done so well; and that 'certain other shoot 'em up' that caused all the fuss doesn't really have the punch to keep up with the 'official' game – on the Amiga, at any rate. This falls into the category of 'first class coin-op conversion', and there's no excuse to miss it.

▼ Things got pretty hot on the first level – by the second they're getting a little too tough for comfort. Still, if you're really hard, you can spend time looking at those arcade-perfect graphics, can't you?



## R-TYPE FIGHTER MODEL 9 WEAPONS

-  Reflection Laser
-  Anti-Aircraft Laser
-  Ground Laser
-  Homing Missiles
-  Extra Speed
-  Shield Orbs



**PRESENTATION 87%**  
Superb appearance with plenty of arcade standard touches and a smooth multiload system.

**GRAPHICS 93%**  
Smooth, varied and colourful with some impressively large sprites.

**SOUND 94%**  
Powerful effects, burbly tune and a brilliant loading track.

**HOOKABILITY 94%**  
Well, you've got to play it haven't you? It is *R-Type* after all.

**LASTABILITY 91%**  
Brilliantly addictive action which is fun even if you complete it – and there's plenty of blasting until then . . .

**OVERALL 94%**

An amazingly playable and superbly accurate arcade conversion.

# 4 SOCCER

over 'ere Son! on me 'ead!

Readers voice

## Simulators

Codemasters Gold, C64 £9.99 cassette, £14.99 disk

**A**nd as you join us halfway through the second half of the match, it's Beardsley with the ball, on to Barnes, who sends it back to Aldridge. A flick on to Rush and . . . GOAL!!!

Yes, there's nothing like a Saturday afternoon game of footy. Shivering in the old shorts, six inches deep in mud, and God knows what

else. If you enjoy the game, but aren't really keen on total physical collapse, Codemasters come to the rescue with their compilation of soccer games to test your skill, stamina and joystick dexterity.

In no particular order, the four titles are: 11-A-Side Soccer (yer average kickabout, with ten kickers and one catcher each side),



MAFF

With the exception of Soccer Skills, which is a poor relation of the Decathlon genre, all the other games are exactly the same, but with differing amounts of players and changing backgrounds. Sprite movement is awful, joystick control being excessively responsive, and the whole thing looks like a mish-mash of budget titles, thrown together to represent value for money. It doesn't.



BIKE 0009

VELL 0119

▲ And all four of them are pretty chronic, too. When will it all end?

Indoor Soccer (5-A-Side footer in the gym, bouncing the ball off walls), Street Soccer (ask the lads round, smash a few windows and generally cause a bit of aggro as you knock a ball around the roads) and Soccer Skills.

That last one is where it starts to get a bit more complicated. Basically, you take your pick from several practice options (ball control, goalkeeping, penalty taking, sprint training, press-ups, bar jumps, weight lifts, situps and bar lifts – just a few, there) or go the whole hog for a complete circuit training session against the clock.

Apart from the Soccer Skills title, which involves the usual Decathlon run-your-joystick-into-the-ground style of play, the rest of the games all stick to the same basic rule: kick the football around the field (or road), and attempt to score as many goals as possible to defeat the opposing team.

There are all the usual freekicks (behave badly or do a Maradona

handball and your punishment is one of those), corners, goalkicks, throw-ins and penalties and you can pick auto or manual selection of players. In a manual game you can decide whether your team's



CORDO

Interesting, this: the players rush about as if they were on the end of the Benny Hill Show, and the ball defies the laws of physics regularly, arching off in some amazing directions. And if that isn't enough, my men kept disappearing at crucial moments of the game. Not one I can recommend, especially when the likes of Emlyn Hughes International Soccer are available at the same price.

# GALDREGONS DOMAIN

Pandora, Amiga £19.95 disk

**A**zazel, once dead, now resurrected, can destroy whole armies at the wave of a wand – his little finger contains more magic ability than a sorcerer's apprentice can make a mess of learning in a year (and none of those walking broomsticks, either). Worse still – yep, there's more – he's gathering

his forces for a massive assault on King Rohan and Galdregon's Domain.

Unless you – one nasty, iron-wielding, mean-man barbarian – manage to recover the five gems of Zator, no-one, but no-one, is going to be able to stop him. Aargh!

The action is shown in first per-

▼ Is this the game that was supposed to rival Dungeon Master? It doesn't come within half a league



son perspective 3D and you can pick up objects, talk, drink potions, check your status, fight etc, using the icons at the base of the screen.

Not that all this is just yer usual gory hack and drink blood sort of stuff. This may be a bit unusual for a barbarian, but it might help if you



KATI

It's no good, I can't keep my mouth shut any longer – I've just got to say it . . .

Dungeon Master! There, it's out! That's basically the trouble with Galdregon's Domain – it's so similar to Dungeon Master in design (3D, inventory screen and all that), so it's a bit of a disappointment to find that it's not as good. For a start there's only one character, little animation, the fighting options are much less complicated and the 3D graphics are a bit confusing. Once you've got over that, though, Galdregon's Domain actually turns out to be a pretty nifty game in its own right. There are plenty of puzzles, loadsa magic, more than enough people to bash and an enormous environment to explore. Think you're a well-hard barbarian? Then check this out.

## 64

A disk only 64 version is being programmed by Digital Light and Magic. It should have all the sprites, features and backdrops of the Amiga version and will retail at around £14.95. No tape version is planned.

## update

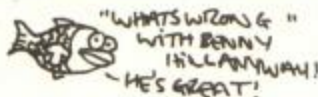


CORDO

I've been waiting for this with baited breath ever since I first heard about it last year.

Is it as good as I expected? Erm . . . no, not really. I was hoping for something with interactive graphics, nifty icons and brilliant first person perspective 3D. OK, so it hasn't got those, but it has got some substantial gameplay: a huge game map, plenty of characters and lots of magic. It's pretty hard to get into though, so I reckon it's been designed to appeal more to specialised RPG freaks than your average arcade player. If you've got an A500 and you just can't wait for your own version of Dungeon Master, don't rush out and buy this straight away. Keep calm, take a deep breath and try it first.





playing tactics should be attack or defend.

And if you haven't worked off all your excess aggression after all of that... well, your name must be Brian Clough, mate.

### PRESENTATION 87%

Four player option, concise instructions and an unusual, book-like options menu plus glossy photo poster.

### GRAPHICS 32%

Well below average characters tear around gaudy, blocky backdrops.

### SOUND 35%

Mildly boppy title tune which quickly aggravates, coupled with unimpressive cheering noises.

### HOOKABILITY 27%

The front end attracts more attention than the games themselves.

### LASTABILITY 23%

Footy fan or not, there just isn't enough to keep anyone hooked.

## OVERALL 24%

A package which would be of questionable value at budget price, never mind a tenner.

try talking to people and helping them out when they ask you a favour.

You never know - you might actually enjoy the odd two minutes being nice. Make a nice change, anyway...

### PRESENTATION 78%

Easy to access icon control method plus helpful inventory screen and manual. Awkward scrolling messages and slightly confusing fighting mode, though.

### GRAPHICS 73%

Detailed location, inventory and map graphics but the 3D is confusing and badly implemented.

### SOUND 47%

Atmospheric title music with sparse and basic in-game effects.

### HOOKABILITY 59%

It looks very nice but it's easy to get lost and takes a while before you start to progress.

### LASTABILITY 85%

Once you've got into it, there are more than enough puzzles and locations to keep you pumping iron.

## OVERALL 70%

An absorbing, if disappointing, complex 3D-style RPG.

# DENARIS

US Gold, C64 £8.99 cassette, £12.99 disk; Amiga £24.99

**O**oh, bit of a touchy one this. Do you remember waaaaay back in Issue 42, when we had this amazing shoot 'em up in for review? Well we thought that it was so brilliant that we'd give it a Sizzler and stick a demo cassette on the cover. Six months of egg on

our face later and the *Katakis* Phoenix rises from the ashes - US Gold unveil *Denaris*, a shoot 'em up with progressive weapons, add-on guns and stuff.

Oh yeah - the game... Your objective is to fly your fighter craft into a series of enemy



I didn't review this the last time round even though I did play the game, so I missed out on all the aggro. Now that I've come to review *Denaris*, I can see that the Amiga version has been changed a lot. The 64 version has undergone a number of cosmetic changes, enough to satisfy everyone that it isn't a blatant *R-Type* clone, but it's managed to keep all the playability of the original. I reckon that the 64 version is the better of the two, basically due to the variety of the graphics, sound and tactics for each level - the Amiga version could do with a tad more. It's still an enjoyable game though - 'essential viewing for fans of the genre', as they say... well, they do at the Funny Farm where I come from.



### PRESENTATION 83%

Once a two player action, but the multiway may make many can suffer more.

### GRAPHICS 94%

Varied sprites and backgrounds with particularly impressive graphics.

### SOUND 90%

Plenty of sound and crash noises and a different tune for each stage.

### HOOKABILITY 92%

Should have a strong game side at all times, but some teachers may find this going tough.

### LASTABILITY 96%

12 different levels to keep you glued to your seat.

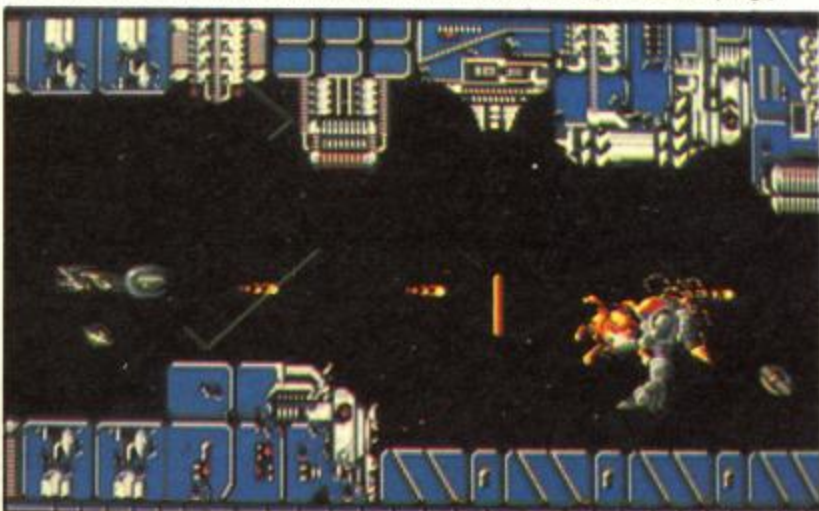
## OVERALL 93%

At present, the best *R-Type* clone available on the 64.



Well, the original *Katakis* review is a talking point if nothing else! Us innocent software reviewers just saying what we thought of a really good shoot 'em up and trying to be generous and give our loyal readers a present - and what happens? We land up to our necks in... er... trouble. Luckily, things were sorted out and we can look at the now revamped *Denaris* with hindsight and see what we think. The two versions are in fact completely different - all they've got in common really is the shooting and the extra weapons bit. Personally, I prefer the 64 version. Its gameplay presents more of a challenge than the Amiga and the graphics and sound are just as good (within the machine's limitations). If you get the chance, have a go. You won't regret it, Dennis.

▼ Cameron's still on the first level; it's not all that hard, you know! (Amiga)



No covermount this time, but you could be one of the 50 winners of a copy of *Denaris* on the 64 or Amiga (see page 85 for details). Just call the compline on 0898 555081 for the gen. Calls come at just 25p a minute off-peak, 38p a minute standard and peak time.

installations and defeat the guardian that sits in front of the warp to the next sector. You start off with a single laser and a number of back-up craft, but as you play you can collect extra weapon pods (left behind by certain enemies) to help you on your way.

## 64

The 64 version of *Denaris* isn't too different from the original *Katakis*. The sprites and backgrounds that were close to *R-Type* have been changed so as not to infringe the 'look and feel' aspect of the game which tripped them up last time. The playability has been retained, though, so the original ratings should really stay the same. If anything the graphics rating should go up by a couple of percent, since the appearance is just that little bit more original. *Denaris* still deserves a Sizzler in our book...

## update

### AMIGA RATING

### PRESENTATION 52%

Average intro and a score table, but not much else.

### GRAPHICS 79%

Very nice sprites, but the backgrounds are rather 'bitty' and colourless.

### SOUND 90%

Great music, speech and sound effects push the pace along nicely.

### HOOKABILITY 87%

Good, honest, blasting fun from the first play.

### LASTABILITY 81%

Varied enough levels, but it's a little on the easy side.

## OVERALL 88%

A good shoot 'em up which doesn't quite reach the top-notch quality of the 64 version.

"Ah! I REMEMBER THE DAYS OF K... OF K..."

# HARWOODS

# POWERPLAY

**HEY AMIGOS GET MORE WITH AMIGAS!!**

In future advertisements Harwoods Hombre will feature SPECIAL OFFERS or NEW PRODUCTS but unfortunately he's got no name...

Send us your suggestions and the winner will receive

**A PRIZE OF OUR FIRST FEATURED OFFER FREE!!!**

## POWERPLAY PACK 1

Our SUPER VALUE POWERPLAY PACK 1 offers you the chance to buy your Amiga A500 with **ELEVEN GREAT GAMES FREE** to start you off right. Not only that, we also include **ABSOLUTELY FREE**, a Mouse Mat, TV Modulator and a Tutorial Disk. This adds up to an **AMAZING AMIGA SAVING OF £264!!!**

### FREE STARTER PACK

- Sword of Sodan
- Hellbent
- Power Struggle
- Quadralien
- Project
- Mouse Mat
- TV Modulator
- Spitting Image
- Strike Force Harrier
- Winter Olympiad
- Backlash
- Bermuda
- Stargoose
- Tutorial Disk

**WORTH £264**

(N.B. Certain games require a joystick)

ONLY...

**£399\***

Or Just  
\*£19.09  
monthly

SAVE EVEN MORE WITH ONE OF OUR

4

## POWERPLAY PACK 2

If you thought Powerplay Pack 1 was good value just look at our Powerplay Pack 2!

Only **£609**

Now available with Philips CM Monitors  
PHONE FOR PRICES!

PACK 2 contains the super "Powerplay Pack 1" plus a CBM 1084S colour monitor - See those games, Hear those games **WITH ADDED REALITY!**

(N.B. Powerplay Pack 2 doesn't include a TV Modulator)

## GRAPHICS HARDWARE



### MINIGEN

Add computer graphics to your own videos easily!!! Connect to your Amiga's RGB port and domestic video equipment to mix graphics and moving pictures

**MOVIE MAGIC AT ONLY £113.85**

### DIGIVIEW GOLD

Digitise static colour images in IFF format at all resolutions from 2 to 4096 Colours up to 640 x 400 Pixels (Requires video camera or video with clear picture pause)

**ONLY £129.95**



## POWERPLAY PACK 3

Take our Powerplay Pack 2 and add (to your choice) a Citizen 120D OR CBM 1230/1250 Printer for that COMPLETE AMIGA HOME ENTERTAINMENT SYSTEM

only...  
**£749**

## POWERPLAY PACK 4

Take our Powerplay Pack 2 and add (to your choice) a Citizen 120D OR CBM 1230/1250 Printer with "The Works" integrated Professional Software instead of Powerplay's games

WE MEAN BUSINESS AT JUST  
**£749**

## — ACCESSORIES —

### MICROBLASTER JOYSTICK

New, Sturdy, arcade quality, fully microswitched, normal & rapid fire - 12 Mth Warranty

TAKE CONTROL **£12.95**

### ZIPSTICK SUPERPRO

Professional quality with that "Perfect Feel", autofire 12 Month Warranty

**£18.95**

## — BLANK MEDIA —

### BULK DISKS (Prices per 10 disks)

3.5" DS/DD **£9.95** - with library case **£10.95**

### Commodore The Original Diskette



Higher Quality, Lower Price

High quality branded media, fully guaranteed SUPERB VALUE... Box of Ten 3.5" DS/DD **Only £14.95**

## WHY BUY FROM HARWOODS?

### ORDERING MADE EASY

- ☎ ORDER BY PHONE - Simply call our 24hr Hotline using your Access/Visa or Lombard Charge Card.
- ✉ ORDER BY POST - Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS (N.B. Personal or business cheques require 7 days clearance from date of receipt before despatch)
- £ PAY AT YOUR BANK - If you wish to pay by Credit Giro Transfer at your own bank, phone for details
- 📦 FREE POSTAL DELIVERY goods in UK Mainland (5-7 day delivery) OR COURIER SERVICE - Add £5 per major item next working day delivery UK Mainland (Orders normally despatched on day of receipt of payment or cheque clearance)

### COMPARE OUR SERVICE

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.



12 MONTH WARRANTY - If goods prove to be faulty within 30 days of purchase they will be replaced with A NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made FREE OF CHARGE!



COLLECTION FACILITY - Any faulty computer or monitor will be collected from your home FREE OF CHARGE within this Guarantee Period!!!



FULL TESTING PROCEDURE - All computers are thoroughly tested prior to despatch.

### CREDIT TERMS

Gordon Harwood Computers are licensed credit brokers and facilities to pay by credit are offered for most items. 12-36 month HP terms are available (subject to status). Just phone us and we will send you details along with an application form. (Applications are required in advance)



Examples quoted are based on 36 months with no deposit.

# WOOD'S

## Portfolio

**A5**  
To help us process your order, please quote this number along with the Dept code shown in the address block.



### DATA STORAGE DEVICES

#### 30 MEGA BYTE HARD DISK

Real power for your Amiga, connects directly through sidecar expansion bus. Ultra reliable, built in power supply & fan, styled to match your Amiga.

**NEW**

MEGA STORAGE  
AT ONLY  
**£399**

(includes 12 months replacement warranty FREE, optional 24 months available)

#### CUMANA DISK DRIVES

All Cumana drives feature enable/disable switches, 1 meg capacity, compatible with A500, A1000, A2000 and PC1.

2nd drives powered from computer, 3rd drives have internal power supplies. (5.25" drives are 40/80 Track switchable)

**CAX 354-3.5"** 2nd drive **£99.95**

**CAS 354-3.5"** 3rd drive **£124.95**

**CAX 1000-5.25"** 2nd drive **£129.95**

**CAS 1000-5.25"** 3rd drive **£139.95**

**SAVE MONEY  
SAVE DATA!**



### PRINTERS

Our range of 9 Pin dot matrix printers include the following features. . . .

Standard centronics parallel port for direct connection to Amiga, PC's, ST, Archimedes etc; Tractor and friction paper feeds.

**CITIZEN 120D FULL 2 YEAR WARRANTY**  
Very reliable low cost printer, interchangeable interfaces available for RS232 or Serial type for CBM 64 etc. **£149.95**

**COMMODORE MPS 1230/1250**  
Both supplied with dual interface, ideal for C 64/128/16/+4 or Amiga etc. **£159.95**

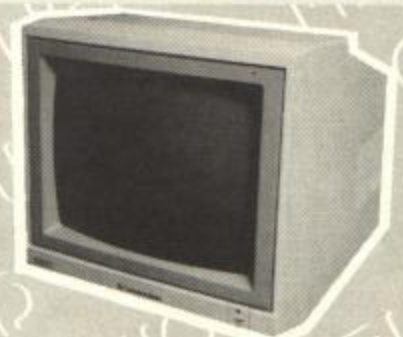
**COMMODORE MPS 1500C**  
High quality colour printer manufactured by Olivetti, Epson JX 80 compatible **£199.95**

**STAR LC 10**  
Multiple font options from front panel, excellent paper handling **£199.95**

**STAR LC 10C**  
Colour version of the popular LC 10 allowing the effect of full colour on screen dumps **£239.95**

#### FREE! PRINTER CABLES

To connect to a variety of computers  
(Please state type when ordering)



### MONITORS

#### COMMODORE 1084S

Manufactured by Philips, 14" High res. colour, Stereo Speakers, Allows full use of your Amiga's 80 column text display and High Resolution or Multi-Colour Graphics Modes.

AMAZING  
VALUE  
AT ONLY **£239**

#### PHILIPS CM 8833

14" Stereo colour monitor with Green Screen Switch - Better clarity of text.

SUPER  
SAVER  
AT ONLY **£249**

#### FREE LEADS!

1084S - Supplied with leads for Amiga, C64, C128 and standard colour IBM PC compatibles.  
CM 8833 - Please specify your computer for correct FREE connection leads.

### SOFTWARE

**AEGIS VIDEO TITLER**  
for use with Genlocks such as MINIGEN **£99.95**

**WORKBENCH 1.3**  
Latest version of Amiga OS with many additional features **£14.95**

**THE WORKS**  
Integrated w p, mailmerge, spreadsheet, pro database multicolour graphics **£79.95**

**BBC EMULATOR SOFTWARE**  
BBC Basic at six times the speed **£49.95**

**HARDWARE UPGRADE  
COMMODORE A501 RAMPACK**  
Now you can see those extra features in your software such as enhanced graphics, better sound etc. Extra 512K RAM & Real Time Clock **£139.95**

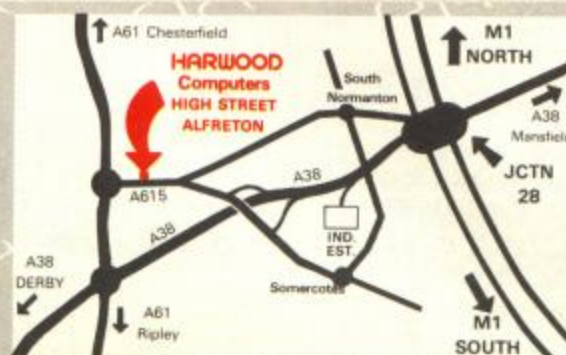
**24HR ORDER LINE - 0773 836781**

### VISIT OUR SHOWROOM

Please call and see us; we will be only too pleased to demonstrate the entire range of amazing Amigas and a host of peripherals, accessories and software.

**REMEMBER WE ARE NOT JUST ANOTHER MAIL ORDER COMPANY**

All prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT & Postage are included and are correct at time of going to press.  
E & O.E. Offers subject to availability and are currently advertised prices.



**GORDON  
HARWOOD  
HARWOOD  
HARWOOD**  
*Computers*  
OFFICIAL COMMODORE BUSINESS CENTRE

**GORDON HARWOOD COMPUTERS**  
DEPT ZAP : 69-71 HIGH STREET  
ALFRETON : DERBYS : DE5 7DP  
Tel: 0773 836781 Fax: 0773 831040

# ISS

## INCREDIBLE • SHRINKING • SPHERE

Electric Dreams, C64 £9.99 cass, £14.99 disk; Amiga £24.99

● Blast aliens and scratch your head in Electric Dreams' ball-shrinking stunner

It's no easy life if you're a shiny little metal ball. For a start, you're shoved into practically every game that's going: marbles, pinball, bowls, executive toys, computer games – you name it, it's got a little round ball in it.

But it hasn't got one, though, that can do as many things as the... wait for it... *Incredible Shrinking Sphere*.

You've heard of the Superbowl. Well, this is the Superball. Course, this metal mother doesn't just stay



**A**ny wimps out there who've been bawling their eyes out over the lack of originality in the software industry, dry your eyes and come out of the cupboard RIGHT NOW. As a hotchpotch mixture of the Marble Madness style and loads of puzzle content, this has to be one of the most unusual, original and thought-provoking arcade games to hit ZZAP! Towers since Bombuzal. The action can get really frantic, the puzzles are dead fiendish and there are loads of different levels to explore. Just goes to show you don't need a licence to produce a really brilliant game.

Well this makes a bit of a change, doesn't it? Actually it reminds me of t'good old days, back when I were a lad and there weren't half so many of them licences and tie-ins on the shelves. You've got to admit, this isn't quite as good as Spindizzy (that's one of my favourite games of all time, by the way) but it is extremely original, incredibly devious and packed full of the sort of puzzles you'd bend over backwards (not easy for a tub like me) to solve. If you know what's good for you, give up Mars bars for a week, wash the car, do a sponsored walk; anything (OK, OK almost anything) just so you can get a copy of this.



plain old average size – it can change its volume, shrink or grow, arm itself with all sorts of dead complicated missiles, wear a shield, alter its weight and absorb assassins all over the shop.

Why? Well, me old son, it's a bit like this...

Somewhere in one of those very peculiar abstract worlds you tend to get a lot of in computer games, there are loads and loads of different mazes. Each level is divided into four planes connected by lifts, and all you've got to do is find your way out.

Not easy that, 'cos the floor's made up of all sorts of different tiles (see box) which alter your makeup, start decaying when you pass over them or just send you ricocheting off in every possible direction except the one you want to go in. Worse still, there are assassin generators all over the

▼ If you think this marble's mad right now, you'll be spin dizzy when you get to the next level (64)














**W**hen you first pick up ISS, you might not think it's all that great. The controls are a bit fiddly, you keep getting blown up all the time and you get lost in the mazes. But once you've got the hang of the control method, you start to find your way around and place the ammo dumps at strategic points; from then on, it's really gripping. The neat graphics and sound effects only make playing the game even more enjoyable! If you're looking for something that's really different and that'll last you a long time, you couldn't get much better than ISS.







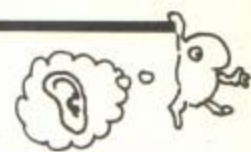
▲ Playing this game for too long might give you an incredible shrinking ego - it's not easy (Amiga)

	<b>BLACK HOLE</b>	
	<b>BINARY REBOUND BOOSTER</b>	
	<b>RAMP SHORT CUT</b>	
	<b>MASS, VOLUME or INERTIA CHANGE</b>	
	<b>SHIELDS</b>	
	<b>AMMO SUPPLY DUMP</b>	

place - if you touch any of these pods or spheres without a shield, you're in prime condition for the scrap heap. Ouch.  
Course, if you want to get out alive, it's no good just going all out and whizzing round the course

'cos you'll last about five seconds. What you've gotta do is use yer brain.  
So that makes it just about the ideal game for everybody - except Maff.

<b>64</b>	<b>amiga</b>
<b>83%</b>	<b>PRESENTATION 87%</b>
Tile directory, high score table plus the chance to position your own ammo supplies on both versions. The Amiga lets you adjust joystick controls.	
<b>82%</b>	<b>GRAPHICS 80%</b>
Detailed backgrounds plus very realistic 3D and ball movement; but there isn't that much colour.	
<b>93%</b>	<b>SOUND 88%</b>
Haunting title tune (reminiscent of <i>Delta</i> ) with abstract effects on the 64. Funky Amiga title tune with suitable banging and echoing in-game effects.	
<b>89%</b>	<b>HOOKABILITY 89%</b>
Control method takes a bit of getting used to - but once you've got the hang of that, you're away.	
<b>93%</b>	<b>LASTABILITY 93%</b>
With so many complex levels, you won't stop playing this for quite some time.	
<b>91%</b>	<b>OVERALL 90%</b>
A highly original and engrossing <i>Marble Madness</i> -style puzzle game.	



▲ Yes, this was our first reaction to this turkey, as well!

# W·I·L·L·O·W™

Mindscape, Amiga £24.95

**A**s Willow, hero of the game and the movie, you've got to make it through several sections to rescue a baby from the powers of a wicked queen. First off, as Willow's accomplice, Ethna, you must

negotiate a maze of dungeon rooms; lingering in any one place means capture by guards. Outside, as Willow himself, you attempt to cross through treacherous woodland, to reach the cross-roads. Once there, you battle with the queen's henchmen and finally attempt to defeat the Queen Bavmorda.



The first thing that strikes you about Willow is that it takes longer to load each section in than it does to play. When you do actually manage to get into the game, practically the only thing that influences whether you win or lose is luck. That might be OK for a bout of roulette or Poker maybe, but in a computer game - no way! Avoid it.



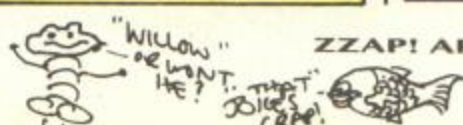
Willow has to be one of the nominations for worst Amiga games of all time - it's already one of the worst film licenses. Sheer luck counts over skill in most cases. The first section, which should be designed to hold the player's interest, is a weak maze affair. There's no map, but it just takes one wrong move to get captured and that's the end of the game! Graphics are equally disappointing (very basic animation) and the sound is a grating, one channel cacophony called 'music'. That, together with one of the most long-winded loaders ever devised, makes Willow a product to avoid at all costs.

## 64

A 64 version is expected in the near future. Judging from the Amiga version, prospects aren't too good.

## update

<b>PRESENTATION 33%</b>
Joystick/mouse/keyboard. Incredibly slow loader.
<b>GRAPHICS 20%</b>
Well below average: jerky animation and very gaudy colour scheme.
<b>SOUND 5%</b>
An irritating one-channel tune drones on and on.
<b>HOOKABILITY 15%</b>
The loader's so slow you're tempted to switch off before it starts.
<b>LASTABILITY 5%</b>
You will when you die, ten seconds later.
<b>OVERALL 7%</b>
Staring at the wall might be more fun - and it doesn't take half as long as Willow does to load.



# COSMIC PIRATE

Outlaw, Amiga £19.99

**G**uy Manly is a pirate who's got tired of fending for himself. Instead, he's joined the Council – a federation of pirates which can patch into a network to find ships to plunder.

You begin play as a new member of the Council docked at



I really like this game. The whole thing is charged with an incredible amount of atmosphere, with the sensational graphics and wonderful sound keeping things really interesting. Using the selection system actually feels as though you're accessing a large, complicated computer system and the raids give the sense of competing against a whole host of opponents – not only the people you're stealing from but other pirates! All would-be future-crooks shouldn't miss out on this.

MAFF



▲ Palace's latest product is a must for pirates everywhere – and there's a 64 version out soon as well! Cor!



CORDO

Things get off to a brilliant start in Cosmic Pirate with a very attractive opening sequence. And it doesn't stop there: the whole game is crammed with well-drawn and beautifully coloured graphics – from the vector-like simulators to the hard metallic Spacetricks. Zippo have obviously spent a great deal of time designing and implementing the presentation, which is almost seamless and incredibly atmospheric. The strategy is backed up by some super blasting action – just the thing for a piratical (what?) space game. Great stuff!

NEST51. Your first job is to prove yourself by entering a set of simulators; destroying enemy craft, blasting asteroids and passing through tollgates.

When the Council considers you ready, you can launch into space and attempt to rob a Spacetruck.

64

A 64 version with much the same gameplay for around a tenner is planned – but you won't be seeing it till the summer. Sob.

update

## PRESENTATION 90%

Well designed menu system and very atmospheric details throughout.

## GRAPHICS 88%

Smooth scrolling, excellent sprites and very pretty intro screens.

## SOUND 90%

Hard and thunderous effects backed with some excellent music.

## HOOKABILITY 85%

A little confusing at first, but great fun once you get into it.

## LASTABILITY 84%

Shoot 'em up fans will want to keep boosting their pirate ratings and funds.

## OVERALL 87%

An extremely playable and well-presented space game.

# GREMLIN MASSACRE

Producer, C64 £9.95 cassette, £14.95 disk; Amiga £19.99

**A**fter the holocaust, black market production of a disgusting but highly addictive food substitute is causing people to riot everywhere – they want more.



CORDO

What a disappointment! Everything about this looks tacky – incredibly slow multiload, messy scrolling, blocky graphics, pathetic music and sound effects. If you can find any enjoyable gameplay, you're welcome to it; I did find it reasonable for the first two minutes, but then I woke up. The only improvement about the Amiga version is the better loading. Avoid.

When word reaches you that the black marketeers are heading your way (towards the only city that remains untouched), it's out with the ATV (Armoured Transport Vehicle) for several levels of alternate driving and walking. Your objective's simple: push everyone else off the road and blast everybody else off the streets.

▼ Motor-massacring fun in Gremlin's game of motor-massacring. Well, what else is there to say? (Amiga)



CORDO

Aargh! Street Machine meets Miami Vice and turns out worse than both. The scrolling's jerky and the car looks as though it's going uphill when it travels vertically, because it only goes half as fast as when driving left to right. It looks as if the programmers have gone out of their way to design a special multiload because there just doesn't seem to be enough data involved to fill an ordinary one. The gameplay isn't exactly scintillating, either – just a case of getting in a car and blowing other drivers up, and then getting out of a car and shooting people. Not my idea of a loadafun.

amiga

Well, folks, we've seen the Amiga version (that's the Amiga screenshot you can see) and the gameplay's just the same. The graphics work a lot better but the sound still leaves a lot to be desired. Overall, we'd give it a rating of around 35%.

update

## PRESENTATION 39%

Messy loading screen, silly instructions and pointless multiload. Load/save option during car sequence.

## GRAPHICS 35%

Jerky scrolling and blocky graphics, which slow down drastically when moving up or down the screen.

## SOUND 23%

Tuneless title music perfectly compliments the uninteresting spot effects.

## HOOKABILITY 45%

The presentation and multiload do a lot to put you off.

## LASTABILITY 20%

Play this once and you're unlikely to want to again.

## OVERALL 28%

A bland race and shoot game best avoided.

THE ULTIMATE BACKUP CARTRIDGE GOES ONE BETTER...  
**NOW ACTION REPLAY Mk V PROFESSIONAL**  
 FOR CBM64/128 HAS ARRIVED

ONLY  
**£34.99**  
 POST FREE

**AR Mk V**  
 Reloads an average  
 BACK-UP in  
**6 Seconds!!**

**EVEN MORE POWERFUL, MORE FRIENDLY & NOW EVEN MORE FEATURES!**

**ALL FEATURES AVAILABLE TO TAPE OR DISK USERS.**

ACTION REPLAY Mk V differs from all other cartridges because it combines an 8K RAM with a FULL 32K operating system ROM. That means that ALL features are INSTANTLY AVAILABLE AT ALL TIMES.

WARNING!! Other systems use outdated technology which severely limits performance. Action Replay's state of the art hardware gives you MORE POWER, MORE SPEED, MORE FACILITIES than any other cartridge. There really is no comparison. Here are just some of the features...

- ✓ **TURBO RELOAD** Action Replay Mk V has 2 unique Turbo Loaders - "Ramloader" & "Warp 25". Both work at up to 25 times normal speed!
- ✓ **PRINTER DUMP** freeze any game & print out the screen.
- ✓ **PICTURE SAVE** save any HiRes multi colour screen to disk at the push of a button.
- ✓ **SPRITE CONTROL** full range of controls with 64K operation.
- ✓ **POKEFINDER GENERAL** an automatic infinite lives generator!
- ✓ **SUPER COMPACTOR** ultra efficient program compaction techniques.
- ✓ **TEXT SCREEN EDITOR** modify the text screen on a frozen program.
- ✓ **SUPERFAST DISK OPERATION** load 200 blocks in just SIX SECONDS.
- ✓ **MORE TAPE FACILITIES** you don't need a disk drive to use Action Replay.
- ✓ **TOOLKIT COMMANDS** full range all at the press of a button.
- ✓ **FULLY INTEGRATED OPERATION** with onboard custom LSI LOGIC PROCESSING CHIP.
- ✓ **CENTRONICS INTERFACE** for parallel printers.
- ✓ **PROFESSIONAL MACHINE CODE MONITOR** Full 64K monitor available at all times with full range of commands.

**PERFORMANCE PROMISE**

Action Replay has an unmatched range of onboard features. When you buy Action Replay, if you don't find our claims to be true, then return it within 14 days for a full refund.

**GRAPHICS SUPPORT UTILITIES DISK**

**SLIDE SHOW.** View your favourite screens in a slide show type display.

**BLOW UP.** A unique utility to allow you to take any part of of your picture & 'blow it up' to full screen size.

**SPRITE EDITOR.** A complete sprite editor helps you to create or edit sprites.

**MESSAGE MAKER.** Takes your favourite screen created with a graphics package or captured with Action Replay & turns it into a scrolling screen message complete with music.

**ONLY £12.99**

**NOTICE 1988 COPYRIGHT ACT**

DATEL ELECTRONICS Ltd. neither authorizes or condones the use of it's products to reproduce copyright material. It is illegal to make copies of such material without the expressed consent of the copyright owners or thier licences.

**TOTAL BACKUP POWER**

The most powerfull backup system ever devised. Unstoppable freezer system. Freeze at any point. Just press the magic button to backup your programs.

- TAPE TO TAPE □ TAPE TO DISK □
- DISK TO DISK □ DISK TO TAPE □

VERY fast & efficient program compaction. Single part save at TURBO speed to disk or tape. Backups turboload INDEPENDENTLY of cartridge. No "programming" or user knowledge required.

THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

**WHAT THE REVIEWERS SAID**

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *The Cartridge King!*"

Commodore Disk User

**UPGRADE INFORMATION**

Mk IV Professional to Mk V Professional - just send £9.99 & we will send you a new Mk V Operating System Chip for you to just plug in! Mk IV (Standard) to Mk V Professional - send your old cartridge plus £15.99 & we will upgrade it (allow 14 days).

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

**HOW TO ORDER ...**

**BY PHONE**



0782 744707

24hr Credit Card Line

**BY POST**



Send cheques/POs made payable to "Datel Electronics"

**FAX**

0782 744292

UK ORDERS POST FREE  
 EUROPE ADD £1  
 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.



DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE  
 GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY  
 0782 744707

TECHNICAL ONLY  
 0782 744324

# TECHNICAL DEVELOPMENTS

Hardware for your Commodore Computer  
Items in stock despatched within 7 days!  
Same day despatch on P.O./Cash orders  
Items not listed ring for prices



## THE EXPERT BACKUP CARTRIDGE

- ▶ Most advanced backup cartridge in the world
- ▶ Unlike all other backup systems the expert uses Ram, therefore the backup software loads into the cartridge, because of this the expert is always on top of the latest protection methods
- ▶ Comes with the latest 3.2R software
- ▶ Undetectable by software!
- ▶ Backs up ALL your games!
- ▶ VOTED No. 1 Backup System in Europe!

**BACKING UP:** No matter how the game was loaded, it will copy from tape/tape, tape/disk, disk/disk, disk/tape. All backups saved in one single file. Cartridge not needed for reloading.

**COMPACTOR:** Save minimum 3 games per disk side. The expert compacts games making them smaller in length thus enabling faster reload & more games on disk or tape!

**FAST LOADERS:** Disk fastloader "BOOT" uses no disk space! Loads backups in average 25 seconds. Tape backups reloading takes less than 2 mins!

**ROCKET LOADER:** Fastest disk loader available. Loads backups in an average 6 SECONDS. Thats at least 25 times faster!

**MACHINE CODE MONITOR:** Best machine code monitor available. Intelligent hardware hides the monitor making it invisible & impossible to detect. Use it to learn machine code, a hackers dream due to it revealing any part of memory. Includes all usual monitor commands & more! Add poke/cheats from magazines.

**PRINTOUT:** Print out your machine code listings or even your favourite hires or multi-colour screens. Works on all CBM compatible printers.

**SPRITE EDITOR & CUSTOMISER:** Change all the sprites in a game, customise them with the free easy to use sprite editor.

**EXPERT EXPRESS:** Turns the Expert into a dedicated fast loading cartridge. It even loads programs over 200 blocks.

**CHEAP UPGRADES:** You'll never need to send the expert back. Rival products must be sent away for upgrading often costing as much as the product itself. With the expert, watch our advert for the latest software version & send off £3.99 for the disk or tape & instructions!

**RAVE REVIEWS:** Don't just take our word for it....

"The expert is the best possible buy" (Your CBM Aug'88)

"Highly recommended" (C.C.I. JUNE 88)

"The expert cannot be beaten" (Your CBM Aug'88)

**COMPATIBLE:** Works on ALL 64's, 128's & all CBM type disk drives/datasettes.

**OTHER FEATURES:** Integral reset cartridge, auto infinite lives finder, auto-fire enabler, joystick port swapper, fast disk formatters, Hires screen displayer, Esifreeze etc!

The expert speaks for itself even proven by reviews to better Action Replay! Try it out you won't be disappointed.

Available for disk or tape users.

Please specify disk or tape when ordering.

**ONLY £31.99**

## DUST COVERS

- ▶ Water & tear proof
- ▶ Protects computers & equipment

CBM 64 . . . . . **£4.99**    CBM 64c . . . . . **£4.99**  
1541 . . . . . **£5.99**    Datasette . . . . . **£4.99**  
Amiga A500 . **£6.99**    1901 monitor **£8.99**

## DISK SECTION

- ▶ High quality DS/DD disks including labels, sleeves etc.
- ▶ Rapid despatch on all disks!

QUANTITY	10	25	50	100
5.25" DS/DD 96tpi	<b>£7</b>	<b>£16</b>	<b>£30</b>	<b>£50</b>
3.5" DS/DD 135tpi	<b>£11</b>	<b>£25</b>	<b>£48</b>	<b>£93</b>

10 Branded 3.5" DS/DD FUJI DISKS	<b>£19.99</b>
10 Branded 5.25" DS/DD FUJI DISKS	<b>£13.99</b>
5.25" 100 size lockable disk box . . .	<b>£ 9.99</b>
5.25" 50 size lockable disk box . . . .	<b>£ 8.99</b>
3.5" 80 size lockable disk box . . . . .	<b>£ 9.99</b>
3.5" 40 size lockable disk box . . . . .	<b>£ 8.99</b>
5.25" disk notcher (use 2 disk sides)	<b>£ 5.99</b>



## PRIS AMIGA SOUND SAMPLER

- ▶ Digitally sample ANY sound onto the Amiga
- ▶ Uses no desk space, simply plugs in, 1.5 metre lead plugs into any walkman, radio, stereos etc
- ▶ Tests prove PRIS is the ONLY sampler to accurately sample music & sound!
- ▶ Compatible with existing software (Aegis Audiomaster etc)
- ▶ Comes with instructions & screwdriver to adjust sensitivity
- ▶ Once you've received your sampler send for FREE public domain sound digitizing software
- ▶ The best stand alone sampler around

**ONLY £39.99**



## BARGAIN BOX

100% CBM compatible datasette . . .	<b>£24.99</b>
Repairable C64/64c power supply . .	<b>£23.99</b>
Amiga replacement mouse . . . . .	<b>£24.99</b>
Slimline 64 replacement case . . . .	<b>£19.99</b>
Competition Pro 5000 joystick . . . .	<b>£12.99</b>
Joystick extension lead . . . . .	<b>£ 3.99</b>
Mouse & Cheese for 64/64c/128 . . .	<b>£29.99</b>
2 Way Aerial Splitters . . . . .	<b>£ 2.49</b>



### PLEASE USE BLOCK CAPITALS

**Technical Developments**  
Dept. 1, 17 West View,  
East Bowling, Bradford,  
West Yorkshire,  
England BD4 7ER.

### How to order ...

All prices include VAT and Free postage (UK only).  
Payment by:- cash, cheque/postal orders made payable to: "Technical Developments"

### Overseas ordering ...

Payment:- Sterling only please.  
Postage charge if not stated  
Europe £2.00 Outside Europe £3.00



## UNSTOPPABLE RESET CARTRIDGE Mk2

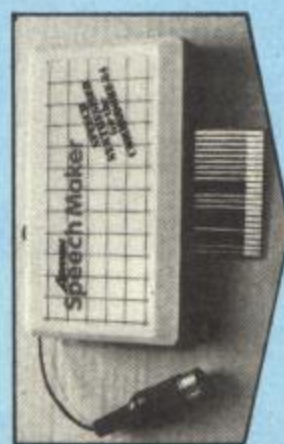
- ▶ Resets your 64/64c/128 to add pokes, cheats
- ▶ 100% guaranteed to reset EVERY 64 game, even those not yet available!
- ▶ New circuitry 'hides' the cartridge, thus defeating ALL reset protection
- ▶ Protected against damaging your computer (UNLIKE OTHERS)
- ▶ Simply plugs into cartridge port
- ▶ Includes instructions & FREE poke cheat sheet!
- ▶ Quite simply the best available
- ▶ Use it to terminate programs, simply press the button to revert to 64 screen. Saves wear'n tear on ON/OFF switch

**ONLY £5.99**

## TAPE HEAD ALIGNER V2

- ▶ Stops loading problems arising
- ▶ Aligns any CBM type datasette to industry standards
- ▶ Software driven, works on any 64/64c/128
- ▶ High speed loading program confirms if head is aligned correctly
- ▶ Includes screwdriver, digital alignment tape, instructions & FREE cassette head cleaner
- ▶ For tape head demagnetizer & solution add £2 extra.

**ONLY £6.99**



## ADMAN SPEECH MAKER

- ▶ Enables your computer to talk immediately on power up!
- ▶ Uses allophones & enables anyone to create ANY word on your 64/64c/128.
- ▶ Also includes set vocabulary of 234 words (i.e. if, the, like, etc).
- ▶ Talks in four high or low pitch voices & key voicing on depression.
- ▶ Easy to use, plugs into cartridge port, NO NEED TO LOAD ANY SOFTWARE!
- ▶ Existing base of games written for Adman.
- ▶ Fully compatible with Currah Microspeech.
- ▶ Limited amount at these prices ....

**ONLY £16.99**

TITLE Mr/Mrs/Miss INITIAL: . . . . . SURNAME: . . . . .

ADDRESS: . . . . .

POST CODE: . . . . .

QTY	ITEM	PRICE

TOTAL INC. POSTAGE (Free for UK)

£

Tel (0274) 734678 - lines open 9am - 6pm Monday to Friday only. Dealer, govt. and school orders welcome.



# A REALLY Ghostly COMP...

WIN A DAY AT  
THE ARCADES -  
FREE!

If you haven't seen *The Real Ghostbusters* plopping out of your cereal packet in the mornings, doing their stuff on stickers, posing on sandwich boxes, hanging around in toyshops, prancing about on the telly or saving New York from certain destruction on the vid, you must come from the only place where nobody's heard of them yet - Old Ma Ridley's Jelly Bar on Asteroid B17857777-4444.522

But there's one place Spengler, Slimer and all the rest of the kerrrazy gang haven't been - yet. Where? On your computer, that's where, dimbo.

Ha! Well, you haven't got long to wait because the games are under development right now down at Activision. You could be stalking 'orrible monsters or sucking up spine-chillingly supernatural spectres yourself later on this year. Waaaaagh!!

Can you wait? Well, you'll have to, mate - but what can you do in the meantime? How about entering this mega-fab, totally way-out Activision comp, maybe?

And have we got a prize for you. Ever fancied spending an all-expenses paid day out with one specially selected mate at a top-notch arcade - as many goes as you want, when you want, for however long you want? Sounds good, eh? Well, it gets even better, 'cos this isn't just any ordinary arcade - it's Brent Leisure, where the coin-ops that are going to come out over the next few months are being stored. Which means that whoever wins will be playing all the latest, hottest games, months before they're actually in the arcades. Far out!

Not only that, Activision are also offering 10 second prizes of *Real Ghostbusters* T-shirts and mugs and 10 runners-up prizes of *Real Ghostbusters* T-shirts.

So what are you waiting for? Get out yer box of crayons and draw us a picture of the sort of horribly ghostly spectre even a *Real Ghostbuster* would start to feel ill looking at. Shove it in an envelope and send it straight to:

I'M NOT SCARED OF GHOSTS COMP  
ZZAP! TOWERS, PO BOX 10,  
LUDLOW, SHROPSHIRE, SY8 1DB

And make sure it gets to us by April 11th or you'll have done all that colouring for nowt. Aargh!

# 520ST-FM SUPER PACK



**1Mb DISK DRIVE  
£450 OF SOFTWARE**

### ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrailen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.95

### SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

### PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

### JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

**FREE ATARI BUNDLE VALUE: £458.97**

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

# £399

INCLUDING VAT

With SM124 mono monitor: £498 INC VAT With SC1224 colour monitor: £698 INC VAT



# ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. EAOE

# 520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

# £260

ONLY £2.51 PER WEEK  
RETURN COUPON FOR DETAILS  
+VAT= £299

+ SM124 mono monitor: £398 INC VAT + SC1224 colour monitor: £598 INC VAT

# 1040ST-FM PROFESSIONAL PACK

## NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £364.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



# £499

INCLUDING VAT

With SM124 mono monitor: £598 INC VAT

With SC1224 colour monitor: £798 INC VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

# 2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as a lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

### 2Mb MEGA ST

**£899** INC VAT

+ mono monitor = £998

+ colour monitor = £1198

### 4Mb MEGA ST

**£1199** INC VAT

+ mono monitor = £1298

+ colour monitor = £1498



# DTP PageStream £149 +VAT = £171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT-£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180A printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO/MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

# WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

**SILICA STARTER KIT:** Worth over £200, FREE with every Atari ST computer bought from Silica.

**PROFESSIONAL PACK:** Free business software with 1040ST-FM and MEGA ST's bought from Silica.

**DEDICATED SERVICING:** 7 full-time Atari trained staff with years of experience on Atari servicing.

**THE FULL STOCK RANGE:** All of your Atari requirements from one place.

**AFTER SALES SUPPORT:** The staff at Silica are dedicated to help you get the best from your ST.

**FREE CATALOGUES:** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped within the UK mainland.

**PRICE MATCH PROMISE:** We will match competitors on a 'same product same price' basis.

**FREE TECHNICAL HELPLINE:** Full time team of Atari technical experts always at your service.

# FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS  
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

# DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

## SILICA SHOP:

**SIDCUP (& Mail Order)** 01-309 1111  
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX  
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

**LONDON** 01-580 4000  
52 Tottenham Court Road, London, W1P 0BA  
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

**LONDON** 01-629 1234 ext 3914  
Selfridges (1st floor), Oxford Street, London, W1A 1AB  
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept ZAP 0489, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX  
**PLEASE SEND FREE LITERATURE ON THE ATARI ST**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: .....

Do you already own a computer  
If so, which one do you own? .....

DTP

# Hi Fans! It's time to: TALK or die!

(and win £50 of software! Whoaaarr!)



Yessir, here 'tes agaain: ye ZZAPTIONNAIRE, where you tell us to get st\*\*\*ed or slaver all over us. Only this time, you get load-samoney for doing so, rather than being abused by Lloyd in the Rrap. It's dead easy - just fill out all those nauseatingly noseey questions below and send off the form (or a photocopy if you don't want to cut up your luvly luvly ZZAP!) to ZZAPTIONNAIRE, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1AQ to arrive here before April 12th 1989

The first lucky bar steward plucked from the hat wins £50 of software of their choice, PLUS a ZZAP! T-shirt and cap (aaargh!); the next five each win £20 of software and a ZZAP! T-shirt and cap (nygaaaaah!). Easy, huh?

Do you intend to purchase a utility in the next six months?

YES  
NO

If yes, please state type

Have you purchased a peripheral in the last six months?

YES  
NO

If yes, please state type

Do you intend to purchase a peripheral in the next six months?

YES  
NO

If yes, please state type

Do you intend to buy a new computer or games console in the next six months?

YES  
NO

If yes, please state make and model

## THE BASIC STUFF

Are you ...

MALE  
FEMALE

How old are you?

## MONEY MATTERS

On average, how much do you spend on computer games every week?

£2-£5  
£6-£10  
£11-20  
More Than £20

## OCCUPATION

Are you ...

At school  
At College/University  
Working Full Time  
Working Part Time  
Unemployed

Have you purchased a utility in the last six months?

YES  
NO

If yes, please state type

**What is the major influence on your decision to buy a computer game (please indicate in order of priority 1-6)?**

- Friend's Recommendation
- Magazine Review
- Advertising
- Author
- Producer
- Price

**ARE YOU WELL READ?**

**When did you first buy ZZAP!?**

.....

.....

**How many issues have you bought since then?**

- ALL
- SOME

**If some, how many?**

.....

**On average, how many other people read your copy of ZZAP!?**

.....

**How do you get ZZAP!?**

- Subscription
- Reserved or delivered by newsagent
- Off the shelf
- Off the shelf of a non-newsagent shop

**Which other magazines do you buy?**

- ACE
- Commodore Computing International
- Commodore User
- Computer & Video Games
- The Games Machine
- The One
- Your Commodore
- Other (Please Specify)

**Which other magazines do you read regularly but not buy?**

- ACE
- Commodore Computing International
- Commodore User
- Computer & Video Games
- The Games Machine
- The One
- Other (Please Specify)

**Do you read any non-computer mags; if so, which ones?**

.....

.....

**What type of game do you enjoy playing (in order of preference 1-6)?**

- Adventures
- Arcade Adventures
- Shoot 'em ups
- Simulations
- RPG
- Strategy
- Other (Please Specify)

**IN GENERAL . . .**

**Please award marks out of ten for each of the following features in ZZAP!**

- Advertisements
- Budget
- Challenge
- Charts
- Chuck Vomit
- Competitions
- Def Guide

- Diary of a Game
- Editorial
- Ken D Fish's Results
- News (The Word)
- Previews
- Reviews
- Rrap
- Scorelord
- Strategy
- Tips
- Zzuperstore

**Any comments about any or all of the above?**

.....

.....

**Do you enjoy reading film/game tie-in features?**

- YES
- NO

**SOFTWARE COVERAGE**

**Please rate ZZAP!'s coverage of software out of ten**

- News
- Previews
- Reviews

**REVIEWS**

**Do you like the new look?**

- YES
- NO

**Do you like the review style?**

- YES
- NO

**Are the reviews detailed enough?**

- YES
- NO

**Are the reviews long enough?**

- YES
- NO

**Are there enough screen shots?**

- YES
- NO

**Are the comments detailed enough?**

- YES
- NO

**How often do you agree with ratings?**

- Always
- More Often Than Not
- Rarely
- Never

**Do you use ZZAP! as a source of reference when buying software?**

- Always
- Sometimes
- Never

**Which of the following do you object to seeing in ZZAP!?**

- Amiga coverage
- Arcade coverage
- CompuNet
- PBM
- Video Reviews
- Maff Evans

**What do you think of the standard of ZZAP!'s covers?**

- Great
- OK
- Rubbish

**Is there anything you'd like to see in ZZAP!?**

.....

.....

**Is there something which you find particularly aggravating?**

.....

.....

**ZZAP! GOODIES . . .**

**What would you like to see on cover cassettes (in order of preference?)**

- Playable demos
- Free games
- CompuNet demos

**Would you object to paying 50p extra for a cover cassette?**

- Yes
- No
- Don't mind

**Do you want more posters?**

- Yes
- No

**OTHER NOSEY STUFF**

**What is your weekly income?**

- Up to £5
- £5 to £10
- £10 to £30
- £30 to £100
- £100 to £200
- £200 plus

**Where do you buy most of your clothes?**

- Large Retail Chains (BHS, Woolworth etc)
- High Street Fashion Shops (Next, Top Man etc)
- Specialist Fashion Shops
- Other (Please specify)

**Do you have access to a record, cassette or CD player?**

- YES
- NO

**On average per month, how many . . .**

- SINGLES do you buy?
- LPs do you buy?
- CASSETTES do you buy?
- CDs do you buy?

**How often do you buy canned drinks?**

- More than once a day
- Once a day
- Every other day
- More than once a week
- Once a week
- Less than once a fortnight
- Never

**How often do you buy crisps, sweets and peanuts?**

- More than once a day
- Once a day
- Every other day
- More than once a week
- Once a week
- Less than once a fortnight
- Never

**How often do you go to the cinema?**

- Once a week
- Every other week
- Once a month
- Every other month
- Less than twice a year
- Never

**How often do you buy books?**

- Once a week or more
- Once a fortnight
- Once a month
- Less than once a month

**What types of books do you buy?**

- Horror/Fantasy
- General Fiction
- Film and TV tie-ins
- Computer
- Thrillers/detective
- Historical
- War
- Romantic
- Sci-fi
- Humorous
- Non-fiction

**Have you any other hobbies apart from playing computer games (such as RPG, football, PBM, train-spotting)?**

- YES
- NO

**If yes, what are they?**

.....

.....

**Do you participate in sport?**

- YES
- NO

**If yes, list your three favourite sports**

.....

.....

**Do you have access to a video recorder?**

- YES
- NO

**If yes, how often do you hire pre-recorded tapes?**

- Once a week or more
- Once a week
- Once a fortnight
- Once a month
- Less than once a month

**How often do you buy pre-recorded tapes?**

- Once a week or more
- Once a fortnight
- Once a month
- Less than once a month

**Do you have a bank or building society account?**

- YES
- NO

**If yes, with who (and state type of account)?**

.....

**Which of the following takeaway fast-food chains do you prefer (mark 1-6)?**

- Macdonalds
- Wimpy
- Kentucky Fried Chicken
- Pizzaland
- Pizza Hut
- Local Fish and Chip Shop
- Other (please specify)

**NAME** .....

**ADDRESS** .....

.....

**POSTCODE** .....

CUT OUT DOWN HERE



Hello, mum! Sorry about that, but life does get lonely sometimes for us writers. Slaving over a hot wordprocessor day in day out with barely a word of thanks from anyone, making tea, experiencing creative block, wondering which games to give Sizzlers (if any) and having to deal with chutney ferrets. Much the same probs that they had in Issue 23, in fact: only one Sizzler (Mutants), a game at 88% (Nosferatu), and a computer novel, which we re-review here because of its originality in spite of its mediocre reception.

## GAMES ZZAPBACKED

MUTANTS  
NOSFERATU  
PORTAL

## MUTANTS Ocean

Do-do dum-dee-dee dee-dee dee-dee do. Well, that's how the music went, anyway – the rest of the game made the reviewers' man fat just as happy; everyone thought it a brilliant mixture of *Psychodelia* and a poke in the eye. Jazza 'Jazza' threw himself into spasms with, 'miss it and you're missing something really special'; Gazza 'Gazza' thought it 'extremely pretty' and Pazza 'Misery' said miserably, 'the sound is a bit disappointing . . . but it's still very good'. Nowt as queer as fowl.

## NOSFERATU Piranha

Where are Piranha now? Ah, the passage of time an' all that, when boys grow into men and men grow into layers of dried, crumpled flesh draped over crinkling bones. Just the kind of thing that happened to Nosferatu, in fact – if you managed to kill him, that is. Brilliant 3D backed by a blood-curdling tune and some fiendish puzzles were the order of the day, all three reviewers using words like 'I thoroughly recommend it' (PS), 'amazing' (JR) and 'well worth a look' (GP). I played this for ages, because there was so much depth and playability. It didn't deserve a Sizzler at the time because of some

PRESENTATION 90%  
Very designed with an eye for eye and system and hardware considerations.

GRAPHICS 95%  
Very original, colorful and highly effective.

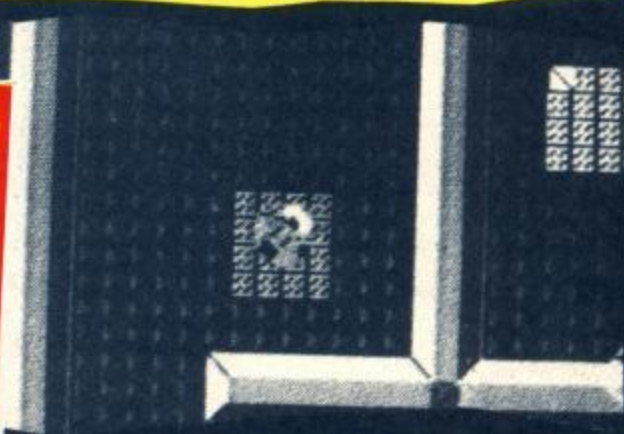
SOUND 86%  
Excellent tunes and frequent sound effects.

HOOKABILITY 90%  
Very good, interesting, but the action is mostly repetitive and tedious.

LASTABILITY 86%  
Very playable and compelling.

VALUE 87%  
Plenty of complete hours of play.

OVERALL 90%  
A fine and exciting concept which makes most about an average.



And there's me thinking that the sound was one of the best bits – especially that dead good music! Oh well, some people are never happy. It just misses out on a Sizzler in my book – but it would still get in the high eighties. If you see it on budget, don't fail to buy it, because it's great fun and tough enough to last.

At the time I thought that this was a bit surreal but dead good none

the less. Maybe giving it a Sizzler was rather over-enthusiastic, since it wouldn't appeal to everyone, but I liked it loads, especially the cool music. It was a bit on the hard side though . . .

**ME**

(Gordon) All the marks down by 5% or so; it's only aged a teensy tad-ette.

(Maff) I'd agree, except for the sound which is OK by me.

awkward and annoying gameplay bits, and it wouldn't get one now. A worthy budget release if anyone's thinking about it, though . . .

**GH**

The music in *Nosferatu* sounded like 'Horror Hits for your Bon-tempi' or some such rubbish and made me grateful for the volume button. Playing the game with the sound off was alright though, particularly with the Transylvania-ish

graphics. It has aged a bit, but not too much.

**ME**

(Gordon) *Head Over Heels* really showed what you could do with 3D, so I'd knock the graphics mark down a lot; the rest the same, apart from Overall, which would go down to the mid-70s.

(Maff) Actually, I preferred this to *Head Over Heels*, but those marks seem fair enough anyway.



PRESENTATION 88%  
No title screen to speak of – but otherwise very slick, with fast and sure textures, and a splash of moderate background animation.

GRAPHICS 91%  
Very effective monochrome, from a perspective 3D display.

SOUND 23%  
A really nice tune plays throughout.

HOOKABILITY 89%  
Excellent game mechanics, plus some, although comparing the characters to the other ones.

LASTABILITY 87%  
Clear a hundred hours to explore and take to home.

VALUE 85%  
Plenty of bytes for your money.

OVERALL 88%  
A somewhat limited perspective arcade adventure – by a mile.

was only available on disk. Because of the dearth of originality these days, it may just scrape a Sizzler now (at a cheaper price).

**GH**

I like science fiction stuff and can usually be found with my nose in a book, but twenty quid for something which is little more than that is a bit steep. It was quite enjoyable, but I can't see people coming back time and again to relive the experience.

**ME**

(Gordon) No ratings then, but I'd give it in the high 80s throughout, except for value, which would be somewhere mid-70s.

(Maff) Everything about 85%-ish, except lastability and value which should be about 70%.

## PORTAL Activision

A curious pot-pourri of genres (as the cliché goes), *Portal* amazed and astounded with its novel-like complexity but disappointed with its lack of true interaction. Neither an adventure nor an arcade game but a mixture of both, and definitely worth a look for its

novelty value. Paul Sumner: 'it may be worth while checking it out'; Gazza Penn: 'It's all down to your personal tastes'; Jazza Rignall: 'definitely worth looking up'. A mixed bag of opinions, to be sure.

First of all, it was far too expensive for something which required too little interaction. Apart from that, it was really different to any other game I'd previously seen; a pity it



Portal is not a game, it is a computer novel. If you don't like to compare it in any way with the type of programs we normally review, then there are no ratings. Think of *Broderick* or *Quest* instead, and you'll see. *Portal* didn't reach a high enough standard. The three reviewers are checked and checked.

# SPEEDY BALLS

## Will Lard Man be crushed at last?

### ZZAP! CHALLENGE

Welcome, Vim-induced thrill-seekers, to another dribbling spread of the juiciest Challenge this side of Ursa Minor. As you can see, things have changed slightly since the last time I wrote – we have here, for the first time ever in this pathetic hovel called ZZAP! Towers, an AMIGA CHALLENGE.

For this momentous occasion, I picked a resident of Blackpool in the cold wastelands of the North West: Lee Ellershaw. Fittingly, that asinine black pudding himself, ZZAP!'s editor, took up the gauntlet at the chosen game of SPEEDBALL – a superbly violent mixture of goals and bruises. I wanted to see Tripe Man beaten to a quivering jelly mound. I wanted to see his porcine rolls of flab quiver in defeat. I demanded success . . .



▲ The ZZAP! team's pathetic attempts to prevent the Challenger's entry were suitably foiled – even with the mountainous help of the Fat Man.



Name: Lee Ellershaw.  
Age: 17.  
Favourite games: Speedball, Sword of Sodan (Amiga), Fort Apocalypse (64).  
Joystick used: Euromax Competition Pro.  
Hobbies: Badminton, 2000 AD, arcade games.  
Chosen game: Speedball.  
Highest score: Won league with 985 points.

I always get slightly sentimental when I sense defeat for one of the ZZAP! chumpions; and this cold February day was no exception. I could fair feel the currents coursing through my lower circuits, their pleasure one with my mental exuberation.

Nothing would go wrong. My Challenger arrived at 9.19am precisely – almost ten minutes before the first of the ZZAP! pratts had woken up! He was trailed by a ginger-haired henchman, whom he affectionately called his 'brother' – a human stout of limb and stern of purpose. As for my Champion himself, his top score at this refined kick and score game made me supremely confident.

In waddled Houghton, just after 10am, his grossly repulsive bulk and slow mind offending all who saw at this early hour. Unshaven, unwashed and unintelligible, he slumped into his steel-reinforced throne and fell asleep for another hour, oblivious to the many electrodes I tortured him with whilst asleep.

At last, after telephoning the local builders for a small crane, we hoisted the Mindless One into a sturdy chair by the Amiga, where



Lee had been practising for over an hour. Slapping the over-fed editor round the head with one of my gauntlets brought him to some kind of semi-conscious state, at which point he picked up a joystick, chose a team and opened his eyes.

I deemed that the Challenge should take place over two matches of ten weeks' duration: each player having the disadvantage of playing down to contend with. Lee won the toss and elected to play up first. I buzzed with violent anticipation as play began . . .

rights. A terrible battle of aggression ensued - Lee always taking the upper hand, edging a goal ahead at a time, the Titanic twit always equalising. With seconds to go, Houghton was 6-5 ahead; sensing defeat, I mind-melded with his brain and forced him to score an own goal. His fat, greasy chops went bright red, the final hooter sounded and the result was an 'honourable' 6-6 draw.

The remaining nine games followed much the same pattern. Some brilliant goalkeeping, a good deal of satisfying kicking and punching by Lee and some unbelievable fluked goals by the Mound on Legs. For those cretinous pedants among you, the scores ran as follows, Lee's first: 4-5, 7-8 (a.e.t.), 8-5, 8-5 (a.e.t.), 3-8, 7-6, 6-3, 6-4, 4-4. The final first game totals sent wonderful flushes of electric joy down my re-soldered cyber-spine: **Lee 835 pts; Fat Man 610 pts**

Sensing the first victory since the Sordious Glancey's departure several months ago, I forced the cringeing Flab Blob to start the second tournament immediately. As with the first, he chose Draco before the other teams, for the extra tackling ability; Lee again chose Verna for the extra power.

Again the expanded kludge got out his marriage tackle in time to score the first goal; in fact, much to my amazement and disgust, the piggy one's porcine digits managed a further seven goals, against Lee's four. The second game went the same way at first, with Pork Person mounting a three-nil lead. Not to be subtle about it, I delivered a steel-capped boot to his nether regions, after which he conceded another five goals and scored only one. 5-4 to Lee and 1-1 in games so far.

Next came disaster. Then more disaster. I can only explain the reason on the threatening weight of the Large One intimidating Lee into quivering submission. These are the results of the remaining eight games, with Fatface's

nitric acid fizzing deep within me; but for those of you who take pleasure from witnessing the triumph of Vile Obesity over Honesty and Talent, here is the sum total:

**Gordon: 1850 points  
Lee: 1120 points**

I can only take so many of these defeats before I will wreak revenge on ZZAP! Towers and leave this miserable planet forever. You have your chances; the Fat Man may be undefeated after four Challenges, but the posing Flint-creature, Maff, is a mere virgin when it comes to winning - he has achieved one victory so far. Next time he won't - you'll make sure of that. *Won't you?*

◀ Humiliating defeat once more! Told that he must work for CRASH as punishment, Lee Ellershaw vomits in disgust outside the Towers.



▲ The man with wall-to-wall skin just can't let good food go to waste - he scoops up the remnants of another failure



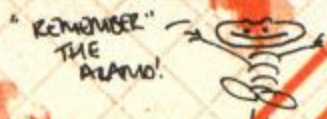
▼ Lee and his brother attempt to disturb the double-gutted dope's concentration; in the background, Viv Vickress turns away in disgust



Within seconds the Lardy one had scored. His wrist twitching had sent a fluke shot off a wall, momentarily confusing my Champion into making a pathetic dive in the opposite direction; a quick cuff round the ear set him to

coming first: 9-4, 7-3, 10-3, 5-3, 4-2, 8-3, 8-5, 6-4. The final score for this session of beaver-stabbing agony was miserable reading: **GH 1240pts, LE 285pts.**

Before I added the totals together, I knew the result from the



## I Challenge the Flint upchuck!

I am so hard and so cool that I've got a brilliant score on either WIZBALL (64) or STARRAY (Amiga). And that means I'm willing to come down to Ludlow, get photographed in compromising positions and beat the hell out of Maff at one of his chosen games. I am absolutely brilliant, as my scores on the games below show; I am also a certifiable lunatic and like blue bananas in engine oil.

name .....

address .....

.....

.....

telephone no. ....

my best score is ..... Wizball (64)

..... StarRay (Amiga)

# SCORELORD

Well well, what a surprise! The lumpy Houghton creature flabs his way through another Challenge – the result doesn't matter, because / will always be victorious! Meanwhile, I'm still receiving scores for the same old games – it's about time you sent in some for the more recent stuff. If you don't, there's an electrified Pleasu-Rama Death Chair here in the Towers, and I may just start picking names out of a hat for an audience with it . . . *You have been warned!*

## 720 (US Gold)

793,880 Spiro Harvey, Wellington, New Zealand  
646,050 Philip Davies, Pencoed, Mid Glam  
550,490 Daniel Briggs, Torrensville, S Australia

## ALIEN SYNDROME (Ace)

223,610 D Emmins, Stratford, London E15  
148,200 John Flower, Victoria, Australia  
134,300 Mike Thomas, Caerphilly, Mid Glam

## ARKANOID II – REVENGE OF DOH (Imagine)

437,140 Keith David Boones Shrewsbury, Salop  
411,690 Scorrano Hassime, Orbe, Switzerland  
276,250 Mark Smith, Broxbourne, Herts

## ARMALYTE (Thalamus)

13,621,700 Colin Refern, Rochdale, Lancs  
7,994,900 Mark Camping, Norwich, Norfolk  
7,984,700 Marc Hodge, Selby, N Yorks

## BARBARIAN (Palace)

518,900 Spiro Harvey, Wellington, New Zealand  
452,200 Martin Kelsey, Dore, Sheffield  
356,400 Adrian Davies, Burntwood, W Mids

## BARBARIAN II (Palace)

289,000 John Turkington, Carrickfergus, N Ireland  
251,747 Matthew Phypers, Derby Village, Derby  
246,060 Alex Shaw, Worcester, Worcs

## BATTLE VALLEY (Rack-It)

1,990,775 Japmaster, Ettingshall Park, Wolverhampton  
1,986,700 Marc Spence, Leeds, W Yorks  
1,949,000 Darren Brookes, Long Eaton, Notts

## BEAT IT (Mastertronic)

1,350,070 Peter Samson, Victoria, Australia  
813,510 Dean James, W Bromwich, W Mids  
792,665 Alan Smith, Peckham, London

## BIONIC COMMANDO (Go)

1,352,820 Marc Spence, Leeds, W Yorks  
1,184,760 Wayne Fowler, Basildon, Essex  
1,120,420 James Kent, Ware, Herts

## BUBBLE BOBBLE (Firebird)

8,692,430 Richard Rambridge, Wirral, Merseyside  
8,215,420 Simon Bettison, Sheffield, S Yorks  
8,120,740 Heather Bettison, Sheffield, S Yorks

## BUGGY BOY (Elite)

149,640 Robert Pascoe, Truro, Cornwall  
125,670 Daniel Moxey, Lowestoft, Suffolk  
124,690 Jonathan Dood, Parklands, Northampton

## COMBAT SCHOOL (Ocean)

447,920 Suhab Kiani, Rawalpind, Pakistan  
375,430 Mark Fontana, Burton-on-Trent, Staffs  
325,980 Mark (The Carcut), Swindon, Wilts

## COSMIC CAUSEWAY (Gremlin Graphics)

994,123 Ben Read, Penzance, Cornwall  
887,460 Gavan Flower, Werribee, Australia  
885,307 Antony Graszewicz, Peterborough, Cambs

## CYBERNOID (Hewson)

138,875 Wayne Fowler, Basildon, Essex  
124,800 Babak Fakhamzadeh, Delft, Holland  
97,365 Andreas Panopoulos, Athens, Greece

## DARK SIDE (Incentive)

6,130,726 Kuddly Bix, York, N Yorks  
3,608,450 Justin Moy, Crawley, Sussex  
3,172,550 Jason Goodchild, Tattershall, Lincs

## DRILLER (Incentive)

3,498,450 Gnd Keaveney, Huddersfield, W Yorks  
3,226,070 Kudy Bix, York, N Yorks  
2,063,760 Daniel Fisher, Chesterfield, Derbys

## GREAT GIANA SISTERS (Go/Rainbow Arts)

94,710 Richard Ramsey, Gilmerton, Edinburgh  
86,775 Staven Packer, Chelmsford, Essex  
84,525 Ged Keaveney, Huddersfield, W Yorks

## GRYZOR (Ocean)

2,802,200 Richard Lunn, Leeds, W Yorks  
1,253,300 Japmaster, Ettingshall Park, Wolverhampton  
892,700 David Pocock, S Croydon, Surrey

## GUNSHIP (Microprose)

750,026 D Mothersole, Bishop's Stortford, Lancs  
327,670 Paul Koster, Olpe, Germany  
325,390 Matt Heaton, Berkhamstead, Herts

## HAWKEYE (Thalamus)

2,695,550 Zap Treeby, Brixham, Devon  
2,520,800 Jonathan Green, Peterborough, Cambs  
2,456,250 Casey Gallacher, Calcot, Reading

## HUNTER'S MOON (Thalamus)

631,475 Richard Mellor, Cannock, Staffordshire  
618,450 Lee Laurensen, Lerwick, Shetland  
472,150 Zsuzsi Bettison, Sutton-in-Ashfield, Notts

## IKARI WARRIORS (Elite)

381,700 Neil Head, Stourbridge, W Mids  
379,400 Peter Stevens, Yeovil, Somerset  
356,100 Nick Frere, Doncaster, S Yorks

## IMPOSSIBLE MISSION II (US Gold)

109,700 Neil Head, Stourbridge, W Mids  
108,600 Peter Srodecki, Dunstable, Beds  
104,000 Lee Smith, Southampton, Hampshire

## INTERNATIONAL KARATE + (System 3)

543,300 John Farrow, Barrowford, Lancs  
511,900 Katamati, Hounslow, Middx  
497,700 Gareth Pollitt, Thersk, N Yorks

## IO (Rainbird)

1,200,170 Jeremy Daalder, Adelaide, S Australia  
609,570 Bruni Francesco Tagliamento, Italy  
496,290 Nick Kennedy, Gunnislake, Cornwall

## LAST NINJA 2 (System 3)

764,760 Louis Polycarpou, Edgeware, Middx  
408,440 Lee Knowles, Halifax, W Yorks  
294,830 R Sporkeslade, Wassenaar, Holland

## MEGA APOCALYPSE (Martech)

211,730 Peter Clarke, Hartlepool, Cleveland  
204,340 Richard Ramsey, Gilmerton, Edinburgh  
197,260 Liam Dysrant, Harrington Square, London  
NW1

## MORPHEUS (Rainbird)

3,672,130 Paul Woods, Wallasey, Merseyside  
1,321,485 Richard Pembroke, Wirral, Merseyside  
1,266,774 Zap Treeby, Brixham, Devon

## NEBULUS (Hewson)

201,240 Matthew Moriarty, Hurst Green, E Sussex  
166,370 Edward JD Jackson, Leeds, W Yorks  
154,400 Michael Garnett, Hatfield, Herts

## OPERATION WOLF (Ocean)

195,700 Zuffy, W Bromwich, W Mids  
188,500 Aidan Stevens, Witham, Essex  
172,000 Graeme Agnew, Kilbarchan, Scotland

## OUT RUN (US Gold)

95,842,240 Martin Lear, Huddersfield, W Yorks  
92,128,800 Mark Crossthwaite, Stockport, Cheshire  
87,720,606 Julian Hare, Hampton, Middx

## PAC-LAND (Quicksilva)

891,410 I Strong, Twickenham  
614,990 Jake E, West Bromwich, West Mids  
504,650 Graham Stevens, Tattersall, Lincs

## PLATOON (Ocean)

1,162,100 Liam Dysrant, Harrington Square, London  
NW1  
1,060,800 David Pocock, S Croydon, Surrey  
1,010,650 Jeremy Webb, Blandford, Dorset

## PROHIBITION (Infogrames)

\$30,260 Robert Pascoe, Truro, Cornwall  
\$26,260 Stuart Wannop, Accrington, Lancs  
\$22,155 Sebastian Stephen, Victoria, Australia

## PROJECT STEALTH FIGHTER (Microprose)

65,040 AD Rogers, Exeter, Devon  
64,500 JK Hugget, Huddersfield, W Yorks  
37,140 JA Moore, Margaret River, W Australia

## RE-BOUNDER (Gremlin Graphics)

11,250,073 Craig Knight, Keyworth, Notts  
3,486,190 Welby, Chorley, Lancs  
2,470,584 Marc Hodge, Selby, N Yorks

## ROAD BLASTERS (US Gold)

1,929,830 Neil White Craigeninny, Edinburgh  
1,801,190 David Neville, Brentwood, Essex  
1,606,090 Chris Taylor, Darlington, Co Durham

## ROAD RUNNER (US Gold)

3,009,456 RA Alessie, Rotterdam, Holland  
1,022,100 Jason Faulkner, Cottesmore, Leics  
766,580 Glenn Black, Gainsborough, Lincs

## ROLLING THUNDER (US Gold)

4,474,735 Casey Gallacher, Calcot, Reading  
749,410 Ioan Pritchard, Powys, Wales  
730,520 Kelvin Clegg, Hayle, Cornwall

## SALAMANDER (Imagine)

341,695 Simon 'Ace' Poole, Dromore, Co Down  
255,100 Daren Burke, Romford, Essex  
240,900 Robin Stoves, Dinas Powis, S Glam

## SAMURAI WARRIOR (Firebird)

1,827 Wayne Fowler, Basildon, Essex  
1,445 Tim Haines, Basildon, Essex  
854 Richard Granville, Heshunt, Herts

## SKATE ROCK SIMULATOR (Mastertronic)

395,050 Stephen Bambrough, Heaton, Newcastle  
Upon Tyne  
326,380 Brian Hambley, Prescott, Merseyside  
294,270 Martin Lear, Huddersfield, W Yorks

## SLAMBALL (Americana)

15,943,250 Dean Betts, Edenbridge, Kent  
11,078,440 G Leslie, Berwick upon Tweed,  
Northumberland  
9,203,820 Philip Gravett, Whitehaven, Cumbria

## SLAP FIGHT (Imagine)

803,425 Vilya Harvey, Perth, Australia  
800,950 Shawn Sutton, Southampton, Hants  
756,450 Richard Ramsey, Gilmerton, Edinburgh

## SPORE (Mastertronic)

969,100 Neil White, Craigeninny, Edinburgh  
964,960 Matthew Holdaway, Coulsdon, Surrey  
955,460 Terry Redfern, Buxton, Derbys

## STAR PAWS (Software Projects)

693,378 Kriss, Northolt, Middx  
647,226 Matthew Smith, Warrington, Cheshire  
641,592 K Daniels, Northolt, Middx

## TARGET RENEGADE (Imagine)

436,700 Bret Crossley, Leeds, W Yorks  
426,700 Neil Maudling, Whitehaven, Cumbria  
340,900 Daniel Carroll, New Malden, Surrey

## TETRIS (Mirrorsoft)

78,986 Stuart Scattergood, Deeside, Clwyd  
40,455 Joan Tillotson, Halifax, W Yorks  
28,820 Michael Reine, Ludinghausen, W Germany

## THING BOUNCES BACK (Gremlin Graphics)

3,949,835 Casey Gallacher, Calcot, Reading  
3,769,925 Alan Wescombe, Swindon, Wilts  
2,053,532 William Callaghan, Tipton, W Mids

## THUNDERCATS (Elite)

3,046,150 Robert Kisby, Horncastle, Lincs  
2,640,600 Steven Alexander, Cullybackey, Ballymena  
2,566,922 Martin Lear, Huddersfield, W Yorks

## TOY BIZARRE (Activision)

545,850 Bjorn Halen, Paipis, Finland  
329,550 Anil Khedun, Tottenham, London  
275,720 Michael Sharpe, Peterborough, Cambs

## TRAZ (Cascade)

274,775 Simon Pile and Richard Maccall, Yatton, Bristol  
176,470 John Glynn, Newcastle, Staffs  
94,250 Kriss, Northolt, Middx

## URIDIUM + (Hewson)

575,005 Tim Goldee, No Fixed Abode  
478,025 Neville Lewis, Port Talbot, S Wales  
335,350 Wesell Joubert, Belfast, RSA

## ZENJI (Firebird)

84,253 Lisa O'Halloran, Victoria, Australia  
66,250 Mark Crossthwaite, Stockport, Cheshire  
40,225 Mike Gillings, Portsmouth, Hants

## ZOBTROUSERS (Fishysoft)

8,000,017 Wayne 'Legs' Allen, Romford  
63,124 Maff 'Bolik' Evans, Flint  
17 Gordon 'Zobtrousers' Houghton, Blackburn

## ZOLYX (Firebird)

605,681 Edward Yu, Raynes Park, London  
524,318 Rob Housley, Thamesmead, London  
377,413 M Blaser, Chaddle, Cheshire

## ZYBEX (Zeppelin)

445,150 Gad Keaveney, Huddersfield, W Yorks  
398,950 Steve Lee, Guildford, Surrey  
397,950 Marios Stylianides, London, SW16

## ZYNAPS (Hewson)

1,093,200 Michael Collins, Castle Rea, Co Roscommon  
398,850 Steve Lee, Guildford, Surrey  
288,500 John Farrow, Barrowford, Lancs

# GREAT BALLS OF FIRE! The hotline Strikes Back!

Right, you lot out there. Smarten up, get your ears in gear and **PAY ATTENTION!** This is an announcement for everybody – and that includes all those lounge lizards picking their toenails and leaving the bits on the carpet at the back – and that bloke balancing a kipper on his nose in the penguin suit – we're not going through this again when everybody else has turned the page just for your benefit, you know.

OK, guys, down to business. Remember the ZZAP! Hotline? All you have to do is pick up the phone, dial the number, listen in for some really hot (like loads and loads of chilli hot) release dates plus the details of the most mega, amazing and awesome comps in town.

Well, this incredibly user-friendly, totally way-out, groovacious and mega-wicked reader service has had a bit of a face-lift. What we have now, all you fish-ticklers, is not just one piddly hotline, not two medium sized hotlines but . . . wait for it . . . **THREE INCREDIBLY MEGA, TOTALLY WICKED HOTLINES**, entirely for your delectation and delight.

From now on, a bit of exercise wiv' yer fingertips will put you straight in touch with our very own Kenneth D. Fish, get you all hot and bothered over the latest tips courtesy of Maff and his amazing technicolour musical band and let you know what's comin' down yer way next munf.

So stop doing whatever totally boring, humdrum, unhappening, undef thingy wodge you thought you'd do for the rest of your life, get straight on the blower and give us a ring. **NOW.**

## KEN'S FISH BITZ

This month, the world's first and foremost friendly fish finds a few furtive moments to let you know exactly what he's been doing all month. Has the ZZAP! team finally cleaned his tank? What's happened to all those salmon coloured sausages? What's hot 'n' happening in ZZAP! next month? Do fish really talk and is it worth listening to what they've got to say.

If you want to know the answer to these and other titillating piscine bits, dial

**0898-555085**

and you'll hear everything you ever wanted to know about swimbladders, gravel and those smelly bits inbetween your scales that are really hard to clean.

## How much is it, then?

Remember, guys and gals, calls cost only 25p a minute off peak (Mon-Fri 6pm-8pm, Saturdays, Sundays and Bank Holidays) and 38p a minute standard and peak time (8am-6pm Mon-Fri)

## Win! Win! Win!

Here are three posers:

1. I have everything. (True/False)
2. I have no desire to better myself. (True/False)
3. I am a total raving lunatic who wouldn't recognise the opportunity of a lifetime if it sat on me and shouted 'ave a banana. (True/False)

If you answered TRUE to any of these questions, lie down, take a couple of aspirin and whatever you do, **DON'T READ ON** – these comps are not for you. Everybody else start slobbering, 'cos with all the loonies gone you've got an even better chance of winning this munf's stunning prizes.

Wanna copy (64 or Amiga) of the brilliant, Sizzling hot shoot 'em up *Denaris* from GO! (review page 69). Wanna go blasting through space with nothing but a bit of metal between you and the elements? Don't wanna pay for it? Well, here's your chance, mate. Pick up that there gadgi telephone, dial

**0898-555081**

and you'll hear all the relevant details. We've got 50 copies on offer!

And if you feel like swanning round town with your sweaty elbows tucked nice and warm into a *Motormouth* T-shirt – courtesy of Firebird and completely, totally free of charge – you'll get all the relevant info on how you can win one of them **AS WELL.**

Just listen to a few hot and hairy release dates, wait for the relevant questions, stick your answers on a postcard or the back of a sealed envelope and send them to:

**HAIRY HOTLINE COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB**

## MAFF SPITS IT OUT

Like the tips pages, do ya? Want to bend yer ears around some even more hot 'n' happening tips?

Just pick up the phone (cor, this is easy, innit?), dial

**0898-555086**

and you'll hear all the latest tips and brillo cheats wot Maff has got that he just couldn't manage to cram in the mag. In fact, there's tips on this line that *won't appear in ZZAP!* anytime – so get dialling!

And you never know – you might even get to hear a bit of mega trendy music and the odd little Frank Sidebottom joke on top of that. Spit in my eye, eh? Aye, mon.

# PREMIER MAIL ORDER

FORMERLY TRYBRIDGE SOFTWARE  
MAIL ORDER ONLY

TITLE	CBM 64	TITLE	CBM 64	TITLE	AMIGA
ACE OF ACES	2.95	MASTERS OF UNIVERSE	2.95	ADV RUGBY SIM	11.95
AFTERBURNER	7.45	McARTHURS WAR	10.45	ADV SKI SIM	11.95
AIRBORNE RANGER 128	9.95	MEANSTREAK	13.95	BAAL	13.95
ANDY CAPP	2.95	METAPLEX	2.95	BARBARIAN 2 PAL'CE	11.95
ANKH	1.00	MICRO SOCCER	9.95	BATMAN CAPED CR'S'D'R	14.95
ARMY MOVES	3.95	MINI OFFICE 2	9.95	BLASTEROIDS	13.95
ATHENA	2.95	MINI PUTT	6.95	BOMBUZAL	14.95
BAAL	6.95	MUNCHER (T WRECKS)	9.95	CARRIER COMMAND	14.95
BANGKOK KNIGHTS	3.95	MUTANTS	7.45	COSMIC PIRATE	11.95
BARBARIAN PSYG.	6.95	MYSTERY OF NILE	2.95	D THOMPSON 88	14.95
BARBARIAN 2 PALACE	6.95	NETHERWORLD	1.95	DEJA VU	11.95
BARDS TALE 1	7.45	NIGHTRAIDER	7.45	DOUBLE DRAGON	11.95
BARDS TALE 2 OR 3	12.95	NIGHTRAIDER	5.95	DRAGON NINJA	14.95
BATMAN CAPED CRUSAD'R	6.25	NODES OF YESOD	2.00	DRAGONSLAIR	29.95
BATTLEFRONT	14.95	ONE ON ONE 2	10.45	ELIMINATOR	13.95
BATTLE IN NORM.	14.95	OPERATION WOLF	5.95	ELITE	14.95
BEST OF BEYOND	2.95	OUTRUN	7.45	F16 COMBAT PILOT	16.95
BLACK TIGER	7.45	PACLAND	6.25	FALCON F16	19.95
BLASTEROIDS	6.95	PACMANIA	6.25	FANTAVISION	29.95
BOMBUZAL	6.45	PANDORA	2.95	FED OF FREE TRADE	19.95
BUBBLE BOBBLE	5.95	PATTON V ROMMEL	10.95	FERRARI FORM 1	19.95
CAPTAIN BLOOD	6.95	PIRATES	9.95	FISH	14.95
CARRIER COMMAND	9.95	PLATOON	6.95	FLIGHT SIM 2	26.95
CAVEMAN UGHLYMPICS	7.45	POOL OF RADIANCE	19.95	FLT DISC 7 OR 11	13.95
CHESSMASTER 2000	6.95	POWER AT SEA	10.95	FLT DISC EUROPEAN	13.95
CHUCK YEAGER	6.95	POWERPLAY HOCKEY	10.95	FLT DISC JAPAN	13.95
CLASSIC COLLECTION	3.00	PREDATOR	7.45	FOOTBALL DIREC 2	11.95
COMET GAME	1.00	PRESIDENT MISSING	8.95	GALDREGONS DOMAIN	13.95
CONVOY RAIDER	2.95	PROJECT FIRESTART	10.45	GARFIELD	11.95
COSMIC CAUSEWAY	2.95	PRO SOCCER (CRL)	6.95	GHOSTS N GOBLINS	14.95
CRAZY COMETS	2.95	PRO SOCCER SIM	6.95	GUILD OF THIEVES	14.95
DANTES INFERNOS	1.00	PUFFY'S SAGA	7.45	GUNSHIP	14.95
DARK FUSION	6.95	QUEDEX	3.95	HELLFIRE ATTACK	11.99
DEATHLORD	10.45	RACKEM	6.95	HEROES OF LANCE	16.95
DEFLEKTOR	2.95	RANARAMA	2.95	HOT FOOTBALL	14.95
DELTA	3.95	RASPUTIN	1.95	INC SHRINK SPHERE	16.95
DEREK BELLS LE MANS	7.45	REACH FOR THE STARS	14.95	INTERCEPTOR	15.95
DOUBLE DRAGON	6.95	RED STORM RISING	9.95	INT KARATE +	16.95
DOUBLE TAKE	2.95	RETURN OF JEDI	6.95	IRON LORD	19.95
DRAGON NINJA	6.95	REX	7.45	JET	26.95
DRAGONSLAYER	5.95	REVS	2.95	KENNEDY APPROACH	14.95
DYNAMIC DUO	6.45	ROBIN OF WOOD	1.95	KRISTAL	17.95
ELIMINATOR	7.45	ROBOCOP	6.45	L'BOARD BIRDIE	16.95
EMLYN HUGHES FOOT	6.95	ROGUE TROOPER	2.95	LOMBARD RAC RALLY	14.95
EMPIRE	2.95	ROMMEL	14.95	MANHATTAN DEALER	14.95
EMPIRE STRIKES BACK	6.95	R TYPE	6.95	MARIA WHITTAKER	9.95
ENLIGHTENMENT	2.95	RUSSIA	13.95	MENACE	12.95
EXPLODING FIST +	6.95	RYGAR	2.99	MICROPROSE SOCCER	14.95
FISH	11.95	SAMURAI TRILOGY	2.95	NIGEL MANSELL	11.99
FISTS & THROTTLES	8.45	SANXION	2.95	OPERATION WOLF	14.95
FIVE COMPUTER HITS	3.95	SAVAGE	6.95	PACMANIA	11.95
FIVESTAR 2	6.95	S.D.I. (ACTIVISION)	7.45	PHANTOM FIGHTER	13.95
FLIGHT ACE	9.95	SENTINEL	2.95	PIONEER PLAGUE	14.95
FOOTBALL DIRECTOR	6.45	SERVE & VOLLEY	7.45	POOL OF RADIANCE	16.95
F16 COMBAT PILOT	9.95	SHAOLINS ROAD	2.95	POWERDROME	19.95
FOOTBALL MANAGER	2.95	SHOCKWAY RIDER	2.95	PRO SOCCER SIM	11.95
FOOTBALL MANAGER 2	6.95	SHORT CIRCUIT	2.95	PURPLE SATURN DAY	14.95
FREDDY HARDEST	2.95	SHOOT EM UP CON KIT	10.95	ROCKET RANGER	19.95
FROSTBYTE	2.00	SHOOT OUT	3.99	ROGER RABBIT	16.95
FUTURE KNIGHT	2.00	SIDEWIZE	2.95	R TYPE	16.95
GAME OVER 2	6.95	SILENT SERVICE	6.95	SARGON 3 CHESS	14.95
GAME SET & MATCH 2	8.95	SKATEBALL	7.45	SAVAGE	14.95
GARFIELD	6.50	SPACE BALL	7.45	SHOOT EM UP CON KIT	14.95
GAUNTLET	2.95	SPY V SPY ARCTIC	2.95	SILENT SERVICE	14.95
GRAND PRIX CIRCUIT	7.45	STAR FLEET	10.45	SKATEBALL	19.95
GUERRILLA WARS	6.45	STAR TREK	6.95	SKATE OR DIE	19.95
GUILD OF THIEVES	13.95	STARFLEET	9.95	SKYCHASE	14.95
GUNSHIP	9.95	STEALTH FIGHTER	10.45	SPACE HARRIER 2	16.95
HALLS OF MONTEZUMA	14.95	STEEL THUNDER	10.45	SPEEDBALL	14.95
HAWKEYE	6.95	STRIKEFLEET	6.95	STARGLIDER 2	14.95
HEADCOACH	2.95	STRIP POKER 2	9.95	STEALTH FIGHTER	16.95
HEAD OVER HEALS	3.50	SUPER DRAGONSLAYER	5.95	STRIP POKER 2	9.95
HEARTLAND	1.95	SUPERMAN	6.95	DATADISCS--	7.45
HELLFIRE ATTACK	3.99	SUPERSPRINT	2.95	BEV & DAWN	7.45
HEROES OF LANCE	7.45	SUPERSUNDAY	3.95	LEE & ROY	7.45
HYPABALL	1.50	SUPREME CHALLENGE	8.95	RACHEL & KIM	7.45
ICUPS	1.50	TAIPAN	3.95	SUZANNE & BIANCA	7.45
INC SHRINKING SPHERE	7.45	TAITO COIN OPS	8.95	TECHNO COP	7.45
INDOOR SPORTS	2.95	TEST DRIVE	7.45	TEST DRIVE	14.95
INGRIDS BACK	9.95	THE IN CROWD	6.95	SUPERMAN	14.95
INT KARATE	2.95	THUNDERBLADE	8.95	SWORD OF SODAN	19.95
INTO EAGLES NEST	2.95	TIGER ROAD	7.45	TEENAGE QUEEN	11.95
IRON LORD	8.95	TIMES OF LORE	6.95	TEST DRIVE	19.95
JAILBREAK	2.95	TIME & MAGIK	9.95	THUNDERBLADE	16.95
JET BIKE SIMULATOR	5.95	T.K.O.	7.45	TIME & MAGIK	11.95
KARATE ACE	10.45	TOMAHAWK	2.95	TIMES OF LORE	14.95
KONAMI COLLECTION	6.95	TOTAL ECLIPSE	2.95	TRACKSUIT MANAGER	11.95
KOREAN WAR	13.95	TRIAL	6.95	TRIAL	19.95
KRAKOUT	2.95	TRIV PURSUIT	6.95	TV SPORTS F'BALL	17.95
LANCELOT	9.95	TRIV PURSUIT NEW BEGIN	9.95	UNIV MILITARY SIM	14.95
LAST NINJA	6.95	TYGER TYGER	9.95	UMS SCENARIO 1	8.95
LAST NINJA 2	8.95	ULTIMATE GOLF	6.95	UMS SCENARIO 2	8.95
L'BOARD PAR 4	10.95	UNTOUCHABLES	7.45	VERMINATOR	14.95
LED STORM	7.45	WAR IN MIDDLE EARTH	6.25	VICTORY ROAD	14.95
LIGHTFORCE	2.95	WAR PLAY	6.95	VIXEN	11.95
LORDS OF MIDNIGHT	2.95	WASTELAND	1.95	WAR IN MIDDLE EARTH	14.95
MAG MAX	2.95	WE ARE THE CHAMPS	12.95	WEC LE MANS	14.95
MARAUDER	7.45	WE ARE THE CHAMPS	6.95	WEIRD DREAMS	14.95
MARS SAGA	10.45	WEC LE MANS	6.25	XENON	14.95
		ZAK McKRACKEN	7.45	ZYNAPS	13.95

Please send cheque/PO/Access/Visa No. and expiry date to: PREMIER MAIL ORDER, 8 BUCKWINS SQUARE, BURNT MILLS, BASILDON, ESSEX SS13 1BJ.  
Tel: 0268 590766

Please state make and model of computer when ordering.  
P & P inc. on orders over £5.00 U.K.  
Orders under £5.00 add 50p per item.  
Europe add £1.00 per item.  
Elsewhere add £2.00 per item.

THESE OFFERS ARE MAIL ORDER ONLY  
MAIL ORDER ONLY

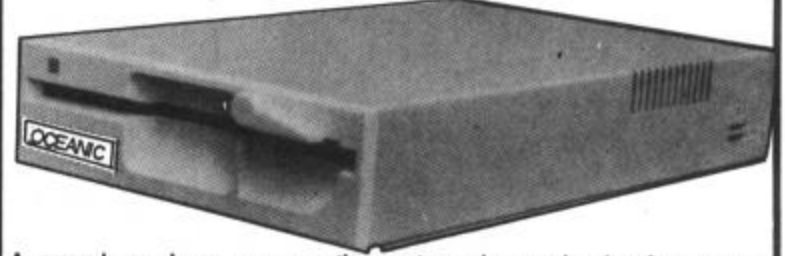
## Evesham Micros

All prices include VAT/delivery

# OCEANIC OC-118

NOW  
WITH NEW  
'JIFFY DOS'!

Previously sold as 'Exclerator Plus'



A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Exclerator+') and the sophisticated GEOS system. Said by COMPUTE's Gazette to have "dramatic improvements over the 1541 in quality and reliability", the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS ..... £129.95

Oceanic OC-118 & GEOS  
plus Freeze Machine ..... £149.95

## GEOS Applications

GEOS 64 .....	£24.95	GEOPUBLISH .....	£32.95
GEOFILE .....	£24.95	GEOPROGRAMMER .....	£32.95
GEOCALC .....	£24.95	GEOS 128 .....	£32.95
DESKPACK+ 64/128 .....	£21.95	GEOWRITE	
GEOWRITE WORKSHOP ....	£24.95	WORKSHOP 128 .....	£32.95
FONTPACK+ 64/128 .....	£16.95	GEOCALC 128 .....	£32.95
GEOSPELL .....	£16.95	GEOFILE 128 .....	£32.95

## SPECIAL OFFER AMIGA PACK

Our new special offer pack includes the following:

- ★ Amiga 500 computer
- ★ TV Modulator
- ★ Mouse & Mouse mat
- ★ Joystick
- ★ Photon Paint
- ★ Karate Kid II
- ★ Goldrunner
- ★ Grid Start
- ★ Demolition
- ★ XR 35
- ★ Atax
- ★ Las Vegas
- ★ plus five disks of public domain s/ware

The total retail value of extras supplied is £270.45.

Only £399.00 including VAT and delivery

## ATARI® 520 STFM SUPER PACK

Including 520 STFM with 1 MEG drive, over £450 worth of software, joystick, mouse, manuals and 5 disks of public domain software.

Software supplied includes:

Marble Madness	Test Drive	Chopper X
Beyond Ice Palace	Buggy Boy	Ranarama
Thundercats	Quadrallen	Starquake
Summer Olympiad	Xenon	Genesis
Arkanoid II	Wizball	Black Lamp
Eddie Edwards Ski	Seconds Out	Thrust
Ikarl Warriors	Zynaps	Organiser Business S/ware

Only £339.00 including VAT and delivery

While stocks last!

## How to order

All prices VAT/delivery inclusive  
Express courier delivery £5.00 extra  
Send cheque, P.O. or ACCESS/VISA details  
Phone with ACCESS/VISA details  
Govt., educ. & PLC official orders welcome  
All goods subject to availability E.&O.E.  
Open to callers 6 days, 9.30-5.30  
Telex: 333294 Fax: 0386 765354

Evesham Micros Ltd  
63 Bridge Street  
Evesham  
Worcs WR11 4SF  
Tel: 0386 765500

Also at: 1762 Pershore Rd., Cotteridge, Birmingham, B30 3BH Tel: 021 458 4564



## RESULTS with Ken the Fish

Welcome, fish-loving friends, to another subaquatic sequence of wit, wisdom and wet flesh. I, Ken D Fish, fresh from my salty duties as MC of the ZZAPTIONNAIRE, am ready to wriggle my tail in a cute way and delve deep into the gravel to bring you this month's results. And I know it's something you erect-spines wouldn't understand, but I actually *enjoy* this job. I can't quite remember why, but it sends a tiny electric tingle through my gills every time I think of this slimy part-time post. Anyway, as we open up another Davey Jones' locker of winners and losers, I'd just like to say to all of you who wrote in: no, and definitely *not* without lubrication.

## THE ZZAP! HOTLINE

One of the things that's always surprised me about you hairy surface-breeders is your abuse of those banana-shaped bits of plastic you call 'telephones'. They are, in fact, extremely useful devices for transporting fish across the universe. Speaking into them in order to communicate is a perversion of their true nature. I'm sorry to be so shirty about this, but it's all very close to my heart: many a fish has been killed during teleportation because some tail-sucking Joe Blow has picked up the receiver at the wrong time. Think about it before you dial, please.

Right, that's the lecture over. A couple of Issues back, Rainbird offered an Alba midi stereo system to coincide with the launch of ZZAP!'s first Hotline. And just in case you're interested, I can now be contacted on ANOTHER hotline: **0898-555085** should do the trick. The little wriggly gadget who won this expensive piece of plastic was:

**William Callaghan, TIPTON DY4 8AS**

And there were NO runners-up! Aren't we the generous ones?

## Ken's mystery FISH Corner

This is a powerful, robust fish that prefers clean, flowing freshwater with a gravel or sandy river bed. Its broad, toothless head has given it the alternative title, 'Loggerhead'. It does have throat teeth, with which it grinds vegetable matter, small crustaceans, larvae and small fish fry.

This popular fish has large, silver scales with a marked, dark banded edge and a clearly defined lateral line. The upper body is deep purple-black, with silver flanks fading to a creamy belly. It breeds in May, its eggs being stickily deposited amongst weeds and gravel.



## SP-ACE 2088

Fish have been great space travellers for centuries, now; long before Yuri Gagarin launched himself into the stratosphere, we were into inter-planetary motion in a big way. So you'll pardon me if I think your efforts at designing a futuristic spaceship were a little crude - some of them weren't even fish-shaped!

Anyway, those Gold Label characters at Cascade were offering a brilliant camera kit and

a copy of *Ace 2088* to the best design you land-suckers could manage. This came from

**Steven Johnson's guppy, ALDERSHOT GU11 2HS**

50 of you knee-trembling dry skins received a copy of the game which, unfortunately, isn't waterproof - so take that C2N out of the bath before you damage it!

Andrew Capper, SPALDING PE11 3AF; Neal Todd, WARMINSTER BA12 9QU; Trevor Fisher, MANCHESTER M25 7HG; Yasuhiro Hunter, OXFORD OX4 2DN; Mark Robson, SUNDERLAND SR6 9LJ; Peter James, TONTEG CF38 1HG; Christian Grant, BLACKPOOL FY4 2HE; David Wheatley, WAREHAM Dorset; Cai Ross, DEGANWY LL31 9EJ; Paul Davies, WICKFORD SS11 8XF; James Brooks, GRIMSBY DN36 4AB; Ricky Halliwell, STAFFORD ST20 0JP; Mark Goble, BURHAM ME1 3RJ; David Stewart, CORSHAM SN13 9JD; Jarnail Bhangal, COVENTRY CV2 4LF; Christian Lett, LICHFIELD WS13 7DR; Paul Hayman, DINA POWYS CF6 4BY; Jonathan Hill, SHEFFIELD S11 7LL; Steven Templeton, BLYTH NE24 5EA; David Cross, YEOVIL BA21 5RZ; David Munday, KENDAL LA9 7PJ; Thomas Freundlich, FINLAND; Chris Wood, HACKNEY E9; Sucha Singh, THORNABY TS17 6LT; Michael Neal, NOTTINGHAM NG2 6EZ; John Davies, COBHAM KT11 1AJ; E A Blake-Davies, Nanama BAHRAIN; S Coakley, GAINSBOROUGH DN21 1PQ; Mark Hopkins, NEATH SA11 3YH; Fiona Bissett, SOUTHGATE N14 5PT; Ben Padley, NORTH ASCOT SL5 8LP; James Allan, EDINBURGH EH11 4NB; Wai Pang, SWANLEY Kent; Nigel Paton, FIFE DD6 8PQ; Jonathan Mair, SEVENOAKS TN14 5QP; David Timlin, GLASGOW G33 2QY; Victoria Barnett, SOUTHAMPTON SO1 2QN; Eddie Riley, BIRMINGHAM B33 0UP; P Banfield, CIRENCESTER GL7 1BJ; Mike Walters, LICHFIELD WS13 8ND.

## ZZAP! READERS AWARDS

I had many an argument with that dry-boned dog-tickler Editor of yours because there was no category for 'Favourite Fish' this year. No prizes for guessing who would have run away with *that one*. Anyway, things stood as they were, and there'll be a special feature next month telling you just who won and who didn't.

No fish were on offer as prizes,

so the cute cockle-sucker who won the £50 worth of software and a ZZAP! T-shirt is

**Leon Hurley, Bromley BR2 9DI**

Nine mackerel-stretching runners-up each received £30 worth of software and a ZZAP! T-shirt. They are, in reverse order:

Andrew Wooller, Eastbourne BR23 5JT; Martin Chaney, Chelmsford, Essex; Darren Fruen, Crawley RH10 4XR; Casper Hulshof, Bergen, Holland; Neil Thayer, Melksham SN12 7QP; Jonathan Allen, Whitwell S80 4NF; Peter Caulfield, Craigavon BT64 3AF; Simon Gowda, Swansea SA4 1XX; Colin Maginnis, Linlithgow EH49 7LW.

## CHART WINNERS

Well, I like the Charts tucked away in The Word as they are: neat and tidy, like a string of little brown sausages. Any complainants will have me to answer to; however, I feel it only fair to warn you that I'm a black belt in Tae-kwon do - my 'Fin Chop' is renowned

throughout the Far East. This month's chart-chortling £40 worth of software was awarded to

**Yasser Ali, Lahore, PAKIAN**

And the trout-massaging runners-up?

Amjad Meer, Houndslow TW4 5JL; Stephen Farris, Welwyn AL6 0AH; Zeren Wilson, Woodford Green IG8 9QU; Richard Waghorn, Epsom KT18 5TP.

So, mealy-mouthed meat-eaters, this is the end. If you want to contact me on the Hotline, ring this number:

# 0898-555085

and I'll tell you, amongst other things, just what's going to go in ZZAP! next month. Don't miss it! Until then, any complaints you have, write to me, Ken D Fish, c/o Viv Vickress, ZZAP!, PO Box 10, LUDLOW, Shropshire, SY8 1DB. Gloop-i-de-gloop gloop!

"LISTEN!  
IT COSTS 25 P  
CHEAP AND  
38 P EXPENSIVE  
OIL MAIL?"



# ZZUP

## JOYSTICKS 'N' STUFF

### MERCY DASH CALENDAR

Yes, the virgin like Saint of the industry has finally made it to stardom! She's mad, she's bad and she appears on twelve months of this mono Robin Evans masterpiece of a calendar.  
OFFER 4.95, Z455H

### ZZAPI T-SHIRT

New ZZapi! designer T-Shirts Medium and XX Large for all readers, great and small! 50% cotton and 50% polyester.  
MEDIUM T-SHIRT OFFER 4.95, Z480H  
XX LARGE T-SHIRT OFFER 4.95, Z481H

### MICRO-MATE PSU

The alternative C64, C64c and Vic20 power supply. Micromate will replace your dicky original CBM unit and provide reliable power to your computer. It won't overheat, has a failsafe cutout against over-current (ie output short-circuiting) and over-temperature (just to be on the safe side), and includes a twelve month unconditional warranty. ALL units are individually tested. Do you get the feeling nothing can go wrong? Good, you're getting the message, power problems are a thing of the past.  
OFFER £19.95, Z291H

### LOAD-IT

Eliminates tape loading problems on your C64. Achieves 100% loading success even on the most obstinate tapes. It provides permanent head alignment adjustment with the help of an LED array for optimum signal indication. Guaranteed for one year.  
OFFER 39.99, Z250H

### KONIX NAVIGATOR

Brand new ergonomically designed handheld joystick with Fire button positioned directly beneath the trigger finger for super-fast reactions. Unbreakable solid steel shaft. OFFER 14.99, Z235H

### KONIX MEGABLASTER

Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left or right hand use. Heavy duty leaf switches provide directional control with long lasting operation. Includes suckers for table top fixing.  
OFFER 6.99, Z236H

### EUROMAX COBRA

Brand new design with 8 microswitches. 3 Auto fire buttons and single normal fire button provide trigger readiness at all times! With suction feet and extra long cord.  
OFFER 11.95, Z500H

### EUROMAX ELITE STANDARD

Short travel micro switch action in ergonomic and highly durable designed body.  
OFFER 6.95, Z237H

### EUROMAX ELITE GRIP

OFFER 10.95, Z238H

### EUROMAX PROFESSIONAL STANDARD

High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design.  
OFFER 15.95, Z239H

### EUROMAX PROFESSIONAL GRIP

OFFER 13.95, Z240H

### EUROMAX PROFESSIONAL AUTO-FIRE

OFFER 18.95, Z241H

### EUROMAX WIZCARD

OFFER 6.95, Z242H

### EUROMAX MICRO-HANDLER

An array of features to get those trigger fingers twitching: extra-sensitive micro-switch-action stick, two integrated paddles, continuously adjustable autofire, extra large fire buttons and a solid metal casing with rubber suction cups for added grip. Comes complete with an extra long cord for ultimate ease of play. Be a winner with the Micro-Handler!  
OFFER 19.95, Z248H

### DYNAMICS COMPETITION PRO 5000 (normal)

Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life.  
OFFER 13.50, Z243H



### DYNAMICS COMPETITION PRO 5000 (clear)

The designer joystick with see-through body.  
OFFER 14.00, Z244H

### DYNAMICS COMPETITION PRO EXTRA

Features rapid fire, unique slow motion and see-through body.  
OFFER 15.00, Z501H



### POWERPLAY CRUISER RED/WHITE/BLUE

This excellent joystick features microswitch directional control and fire action. A unique variable tension control allows the user to adjust the return force to extra sensitive, normal and firm.  
OFFER 9.99, Z245H

### POWERPLAY CRUISER STREAMLINE ALL BLACK

With dual lead for Spectrum 48K/128K/Plus and Plus 2 & 3.  
OFFER 12.99, Z450H

### POWERPLAY CRUISER CLEAR AUTO FIRE

Simply by holding down either of the fire buttons engages Auto Fire.  
OFFER 12.99, Z451H

### POWERPLAY CRYSTAL STANDARD

Designed by Peter Lawton Harris of Zip Stik and Super Professional fame. Clear with red fire buttons and pistol grip handle.  
OFFER 14.99, Z452H

### POWERPLAY TURBO CRYSTAL

Provides fast Auto Fire action.  
OFFER 16.99, Z453H



## AMIGA GOODIES

### AMIGA A501 512K RAM EXPANSION UPGRADE + CLOCK CARD

Internal Ram upgrade to 1024K RAM  
OFFER 129.99, Z253H

### AMIGA520 MODULATOR

Use your Amiga with a domestic TV set or composite video monitor.  
OFFER 24.99, Z254H

### DIGIVIEW 3.0 WITH A500 ADAPTOR

captures image via your video camera  
OFFER 149.95, Z255H

### AMIGA DIGIDROID

A motorized filter wheel that automates colour digitizing with Digiview  
OFFER 52.95, Z256H

### AMIGA COPYSTAND FOR DIGIVIEW

A 2' stand for digitizing objects  
OFFER 59.95, Z257H

### AMIGA RENDALE GENLOCK

A lowcost genlock enabling the user to merge computer graphics with live video and record the results on VCR.  
OFFER 249.99, Z258H

### EASYL DRAWING A4 GRAPHICS TABLET FOR A500

Deluxe Paint 1 & 2 compatible, incl Easy paint prog and general background driver  
OFFER 299.00, Z259H

### CHERRY A3 DIGITISING TABLET

Works with Amiga, Atari ST and PC and comes complete with drawing stylus and four button puck  
OFFER 499.95, Z260H

### XEROX 4020 COLOUR INK JET PRINTER

Prints seven individual colours or more than 4000 shades. In enhanced mode it prints a page in four minutes. Integrates colour graphics with black text using five resident fonts at 80cps draft and 40 cps letter quality.  
OFFER 1222.00, Z261H

### XEROX 4020 STARTER PACK

includes paper roll holder, 8 cartridges ink, paper and maintenance fluid  
OFFER 99.99, Z262H

### XEROX CUT SHEET FEEDER

for use with Xerox 4020 printer  
OFFER 215.00, Z263H

### PROFESSIONAL PAGE

Word processing, desktop publishing, colour separation and CAD. Postscript compatible output  
OFFER 199.95, Z264H





# rstore

## REALLY CHEAP GAMES

### C64

4 SOCCER SIMULATORS case	Codemasters	£ 7.99	Z504C
4 SOCCER SIMULATORS case	Codemasters	£11.99	Z504D
A QUESTION OF SPORT case	Elite	£11.99	Z407C
A QUESTION OF SPORT disk	Elite	£15.99	Z407D
AFTERSUNNER case	Activision	£ 7.99	Z408C
AFTERSUNNER disk	Activision	£11.99	Z408D
ARMALYTIC case	Thalamus	£ 7.99	Z201C
ARMALYTIC disk	Thalamus	£10.44	Z201D
BATMAN case	Ocean	£ 7.95	Z405C
BATMAN disk	Ocean	£11.95	Z405D
BLASTERBOIDS case	Imageworks	£ 7.99	Z510C
BLASTERBOIDS disk	Imageworks	£11.99	Z510D
BUTCHER HILL case	Gremlin Graphics	£ 7.99	Z514C
BUTCHER HILL disk	Gremlin Graphics	£11.99	Z514D
BY FAIR MEANS OR FOUL case	Superior	£ 7.99	Z306C
BY FAIR MEANS OR FOUL disk	Superior	£ 9.95	Z306D
CAMELOT WARRIORS case	Mastertronic	£ 1.99	Z442C
CAYEMAN UGH-LYNPHCS case	Electronic Arts	£ 7.95	Z301C
CAYEMAN UGH-LYNPHCS disk	Electronic Arts	£11.95	Z301D
DAN DARE II case	Mastertronic	£ 1.99	Z546C
DAN DARE II disk	Mastertronic	£ 7.99	Z500C
DENARIS case	Go!	£11.99	Z501D
DENARIS disk	Go!	£ 7.99	Z515C
DNA WARRIOR case	Artronic	£11.99	Z515D
DNA WARRIOR disk	Artronic	£ 7.99	Z509C
DYNAMIC DUO case	Firebird	£10.44	Z509D
DYNAMIC DUO disk	Firebird	£ 7.95	Z511C
ELIMINATOR case	Hewson	£11.95	Z511D
ELIMINATOR disk	Hewson	£ 7.95	Z511C
FAST BREAK case	Electronic Arts	£ 7.95	Z303C
FAST BREAK disk	Electronic Arts	£11.95	Z303D
GHOST HUNTERS case	Code Masters	£ 2.99	Z440C
GOLF MASTER case	Rack-It	£ 2.99	Z447C
GRAND PRIX CIRCUIT case	Accolade	£ 7.95	Z508C
GRAND PRIX CIRCUIT disk	Accolade	£11.99	Z508D
GRIBBY'S SPECIAL DAY OUT case	Rack-It	£ 2.99	Z446C
HAWKEYE case	Thalamus	£ 7.99	Z077C
HAWKEYE disk	Thalamus	£10.44	Z077D
HUNTER'S MOON case	Thalamus	£ 7.95	Z051C
HUNTER'S MOON disk	Thalamus	£11.95	Z051D
INCREDIBLE SHRINKING SPHERE case	Electric Dreams	£ 7.95	Z507C
INCREDIBLE SHRINKING SPHERE disk	Electric Dreams	£11.99	Z507D
INTERNATIONAL SPEEDWAY case	Silverbird	£ 1.99	Z544C
JET BIKE SIMULATOR case	Code Masters	£ 7.24	Z404C
JOCKY WILSON'S DARTS case	Zeppelin	£ 2.99	Z444C
JORDON VS BIRD case	Electronic Arts	£ 7.95	Z418C
JORDON VS BIRD disk	Electronic Arts	£11.95	Z418D
LED STORM case	Capcom	£ 7.99	Z409C
LED STORM disk	Capcom	£11.99	Z409D
MASTERBLASTER case	Zeppelin	£ 1.99	Z437C
MINI GOLF case	Gremlin Graphics	£ 7.99	Z505C
MINI GOLF disk	Gremlin Graphics	£11.99	Z505D
MOTOR MASSACRE case	Gremlin Graphics	£ 7.99	Z512C
MOTOR MASSACRE disk	Gremlin Graphics	£11.99	Z512D
OPERATION HORNBUZ case	Again Again	£ 7.99	Z406C
OPERATION WOLF case	Ocean	£ 7.95	Z307C
OPERATION WOLF disk	Ocean	£11.95	Z307D
ORION case	Rack-It	£ 2.99	Z543C
PACMANIA case	Grandslam	£ 7.95	Z302C
PACMANIA disk	Grandslam	£11.95	Z302D
PASTERMAN PAT case	Silverbird	£ 1.99	Z443C
PASTERMAN PAT disk	Mastertronic	£ 1.99	Z545C
PETER PACKRAT case	Silverbird	£ 1.99	Z438C
POWERPLAY HOCKEY case	Electronic Arts	£ 7.95	Z417C
POWERPLAY HOCKEY disk	Electronic Arts	£11.95	Z417D
REALM OF THE TROLLS case	GO!	£ 7.99	Z400C
REALM OF THE TROLLS disk	GO!	£11.99	Z400D
ROBOCOP case	Ocean	£ 7.99	Z410C
ROBOCOP disk	Ocean	£11.99	Z410D
SDI case	Activision	£ 7.99	Z411C
SDI disk	Activision	£11.99	Z411D
SERVE & VOLLEY case	Electronic Arts	£ 7.95	Z300C
SERVE & VOLLEY disk	Electronic Arts	£11.95	Z300D
SOLDIER OF LIGHT case	Ace	£ 7.95	Z419C
SPACERBALL case	GO!	£ 7.99	Z419C
STAR TREK case	Firebird	£ 7.99	Z305C
STAR TREK disk	Firebird	£10.44	Z305D
STEEL case	Rack-It	£ 2.99	Z449C
SUPER HERO case	Code Masters	£ 2.99	Z445C
SUPER STUNT MAN case	Code Masters	£ 2.99	Z441
SUPERSPORTS case	Gremlin Graphics	£ 7.99	Z401C
SUPERSPORTS disk	Gremlin Graphics	£11.99	Z401D
SUPERTRUX case	Elite	£ 7.99	Z503C
SUPERTRUX disk	Elite	£ 9.99	Z503D
TANK ATTACK case	CDS	£10.44	Z403C
TANK ATTACK disk	CDS	£11.99	Z403D
TERRAFIGHTER case	Zeppelin	£ 1.99	Z438C
THE MUNCHERS case	Again Again	£ 7.99	Z501C
TKO case	Accolade	£ 7.95	Z402C
TKO disk	Accolade	£11.99	Z402D
TORCAT case	Players	£ 1.99	Z544C
TRIVIAL PURSUIT - A NEW BEGINNING case	Domark	£ 7.95	Z304C
TRIVIAL PURSUIT - A NEW BEGINNING disk	Domark	£15.95	Z304D
WANDERER case	Elite	£ 7.99	Z502C
WANDERER disk	Elite	£ 9.99	Z502D
WAR IN MIDDLE EARTH case	Melbourne House	£ 7.99	Z513C
WAR IN MIDDLE EARTH disk	Melbourne House	£11.99	Z513D
WHO FRAMED ROGER RABBIT disk	Activision	£11.99	Z508D
ZANZARA case	Rack-It	£ 2.99	Z448C
ZONE TROOPER case	Gamebusters	£ 1.99	Z542C

### AMIGA

4TH AND INCHES	US Gold	£15.95	Z518D
4x4 OFF ROAD RACING	Epyx	£19.99	Z429D
ACTION SERVICE	Infogrames	£15.95	Z430D
ADVANCED SKI SIMULATOR	Codemasters	£15.99	Z537D
ARKANOID: REVENGE OF DON	Imagine	£19.95	Z420D
BATTLE CHESS	Electronic Arts	£19.95	Z311D
BLASTERBOIDS	Mirrosoft	£19.99	Z311D
BOMBUZAL	Mirrosoft	£15.99	Z531D
CALIFORNIA GAMES	US Gold	£19.99	Z428
CAPONE	Actionware	£23.95	Z314D
CAPTAIN PIZZ	Psychapse	£11.95	Z528D
COSMIC PIRATE	Outlaw	£15.95	Z535D
CUSTODIAN	Hewson	£15.99	Z430D
DEFLON 8	Microprose	£19.95	Z422
DEPLEKTOR	Gremlin Graphics	£15.99	Z530D
DENARIS	GO!	£19.99	Z529D
DOWN AT THE TROLLS	GO!	£19.99	Z434D
DUGGER	Line!	£15.99	Z520D
DUNGEON MASTER	Mirrosoft	£19.99	Z524D
FLYING SHARK	Firebird	£15.99	Z521D
GALACTIC CONQUEROR	Titus	£19.99	Z424D
GALDRAGON'S DOMAIN	Pandora	£15.99	Z517D
HELLBENT	Novagen	£15.95	Z425
HEROES OF THE LANCE	US Gold	£19.99	Z436D
IK+	Activision	£19.99	Z519D
INCREDIBLE SHRINKING SPHERE	Electric Dreams	£19.99	Z527D
JOAN OF ARC	GO!	£19.99	Z309D

LIVE AND LET DIE	Domark	£15.99	Z516D
MINI GOLF	Gremlin Graphics	£15.99	Z532D
MOTOR MASSACRE	Gremlin Graphics	£15.99	Z525D
NETHERWORLD	Hewson	£15.95	Z412D
NO EXCUSES	Arcane	£15.95	Z413D
OPERATION WOLF	Ocean	£19.95	427
PACMANIA	Grandslam	£15.95	Z308D
P.O.W.	Actionware	£23.95	Z313D
POPULOUS	Electronic Arts	£19.99	Z540D
PURPLE SATURN DAY	Infogrames	£19.95	Z431D
R-TYPE	Activision	£19.99	Z539D
SDI	Activision	£19.99	Z421D
SPACE HARRIER	Elite	£15.99	Z523D
SPEEDBALL	Mirrosoft	£19.99	Z531D
SUPER HANG-ON	Activision	£19.99	Z426
THE DEEP	US Gold	£19.99	Z414D
THE BURNSTERS	Again Again	£15.99	Z535D
THUNDERBLADE	US Gold	£19.99	Z416D
TV SPORTS FOOTBALL	Mirrosoft	£24.99	Z433D
UMS	Rainbird	£19.95	Z415D
WANDERER	Elite	£15.99	Z522D
WANTED	Infogrames	£19.99	Z432D
WARLOCK'S GUEST	Infogrames	£15.95	Z423
WHO FRAMED ROGER RABBIT	Activision	£19.99	Z534D
WILLOW	Mindscape	£19.99	Z536D
WORLD CLASS LEADERBOARD	US Gold	£19.99	Z412D
ZANY GOLF	Electronic Arts	£19.95	Z536D

## THE MEGA CHOICE:

APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER ANY GAME RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE, CARTRIDGE OR DISK.

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING - NO OTHER EXTRA CHARGES.

LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP. ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.

YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

## BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) - A SAVING OF £1.99!

ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) - A SAVING OF £2.99!

JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

## HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE, COMPUTER AND ORDER CODE (WHERE LISTED).

IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).

LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.

ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).

REMEMBER: GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE.

INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/ EUROPE ONLY. FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY.

## DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.

GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SOFTWARE OFFER PRICE TABLE		
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

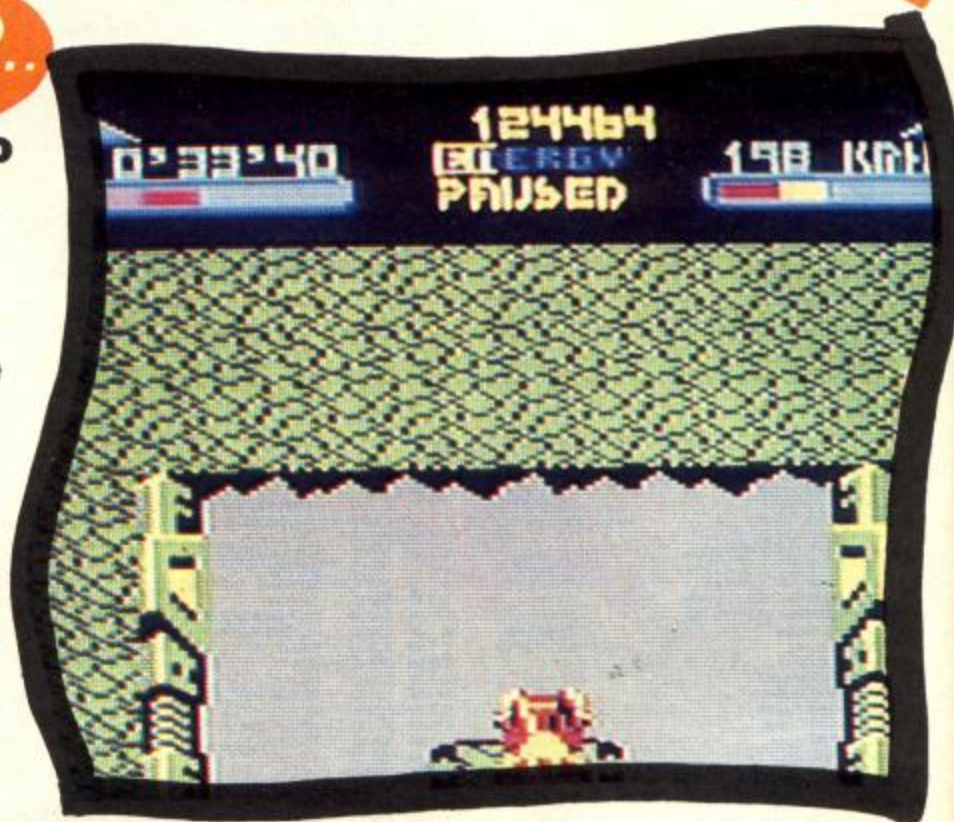
# ZZAP!

## SUBS OFFER

**FREE: A whole load of LED's with every 12-issue-longlasting sub to the leading Commodore magazine (read: ZZAP!) OR a mega fire-power KONIX SPEEDKING joystick! The choice is yours when you subscribe!!!**

Let there be light fantastic! Watch the weather, guys, 'cos a small storm is brewing in your 64: Subscribe to 12 illuminating issues of ZZAP! and you will find yourself travelling the paths of death and destruction. We guarantee to take you into the eye of the LED STORM – that whirlwind game coded by those weather-wielding US Gold folk on quarter inch tape OR to equip you with the most deadly weapon gamekind has ever seen – the brilliant KONIX SPEEDKING joystick! And read this, if you're already a subscriber and don't want to resubscribe yet, you can have either offer for just £5.99! It's a hellish deal!

"WOTA POLAVA!"



## BACK NUMBERS

### No 4 August 1985

### No 5 September 1985

### No 8 December 1985

### No 12 April 1986

Three Sizzlers! 1985 ZZAP! Mindspear Preview! Wild Sounds from your 64 - Data! Digidrum AND Sound Sampler reviewed!

### No 13 May 1986

Alter Ego Gold Medal! Two Sizzlers! The Daily Llama - Diary of Minter! Infocom Interview Part 1! Palace Software Interview! Mindspear Confession! Imagine Interview! Index for Issues 1-12!

### No 14 June 1986

Spindizzy Gold Medal! SIX Sizzlers! Infocom Interview Part 2! Steve Evans Interview!

### No 15 July 1986

Leader Board Gold Medal! FOUR Sizzlers! Budget Reviews Bonanza! Euromax's Mouse and Cheese! More Daily Llama - Minter Diary! CRL Previews!

### No 16 August 1986

Four Sizzlers! Controversial Musician's Ball Interview! Vidcom Art Package Reviewed! Daily Llama - Minter Diary!

### No 17 September 1986

TWO Gold Medals! GAC! FIVE Sizzlers! The Musician's Other Ball - Commodore's Music Expansion System Reviewed! Daily Llama - Conclusion of the Minter Diary! Software Cuties Special! ZZAPSTICK!

### No 18 October 1986

FIVE Sizzlers! Two Readers Battle in the Challenge! Greg Barnett interviewed!

### No 19 November 1986

148 pages! World Games! Gold Medal! FIVE Sizzlers! Delta Four Interview! ZZAPSTICK! John Twiddy Interview!

### No 20 December 1986

180 pages! TWO Gold Medals! The Sentinel! Boulderdash Construction Kit! FIVE Sizzlers! Firebird's fabulous Microrhythm Drum Kit reviewed!

### No 21 Xmas Special 1986/87

196 pages! ONE Sizzler! Denton Designs Revisited! Desert Island 5,25"! Rockford's Round-Up! Tamara Knight - Part 1!

### No 22 February 1987

Over FIFTY Pages of Reviews! FIVE Sizzlers! Kele-Line Profile!

### No 23 March 1987

TWO Sizzlers! Sensible Software interviewed! The Andrew Braybrook Diary - Mental Procreation Part 1!

### No 24 April 1987

ONE Sizzler! SIX Pages of Coin-Op Reviews!

### No 25 May 1987

TWO Sizzlers! Crucial Compilations Comparison! Fantastic Oil! Frey Pull-Out Poster! Impossible Mission Past Blaster! Index for Issues 13-24!

### No 26 June 1987

SAMPLER CASSETTE! TWO Sizzlers! The Terminal Man II - Episode 1! A Hitchhikers Guide to Douglas Adams! Oink's Curly Tale!

### No 27 July 1987

THREE Sizzlers! Arcades Analysed! Philippa Irving's Manoeuvres - The Beginning! The Nintendo Console! American Football Round-Up!

### No 28 August 1987

Penn leaves! ONE Gold Medal! THREE Sizzlers! Behind the Scenes of the Living Daylights! The C16 scrutinised!

### No 29 September 1986

ONE Gold Medal! California Games! FOUR Sizzlers! The Sega Console! Raster Interrupts De-Mystified!

### No 30 October 1987

ONE Gold Medal! Bubble Bobble! THREE Sizzlers! THREE Silver Medals! The Advanced OCP Art Studio! Mel Croucher and PBM - The Beginning! Arcades Analysed! First Part of Shoot'em Up History!

### No 31 November 1987

148 pages! THREE Sizzlers! Accolade's Comics! RPG's Scrutinised! Combat Zone! Microprose Feature! Ubik's Music!

### No 32 December 1987

164 pages! THREE Gold Medals! THREE Sizzlers! 16-bit Special! Predator Film Exposure! PCW Show Report!

### No 33 Xmas Special 1987/88 (January 1988)

196 pages! EIGHT Sizzlers! A Day At The Arcades! Crucial Compilations! Fabulous Giant Poster! A Musical Interlude!

### No 34 February 1988

FOUR Sizzlers! Flying Tonight! Predator Pull-Out Poster! Amiga Action!

### No 35 March 1988

ONE Gold Medal! ONE Sizzler! Valentine's Day Pull-Out Poster! The Future Of Computers - A look at Sci-Fi Films! Electronic Imagery - Digital Pictures Interview!

### No 36 April 1988

TWO Sizzlers! 16 page Amiga supplement! Walker's Way - New Diary of a Game series! Budget Test!

### No 37 May 1988

THREE Sizzlers! 16 page ZZAP! TIPS MEGA-SPECIAL! Mel Croucher look into the future of the software industry! Amiga Action!

### No 38 June 1988

ONE Gold Medal! ONE Sizzler! Amiga Action! ZZAP! Mega-Index! Another Crucial Compilation Comparison! Mel Croucher's Hack To The Future Part 2! Budget Test!

### No 39 July 1988

ONE Gold Medal! ONE Sizzler! 16 page Arcade supplement! Mel Croucher's Future Of The Software Industry! Budget Binge! Amiga Action! ZZAP visits Microprose!

### No 40 August 1988

TWO Gold Medals! ONE Sizzler! The Definitive Guide To Puzzle Games! Mammoth Compunetness! Amiga Action! Barbarian III!

### No 41 September 1988

156 pages! TWO Sizzlers! PG's Big Tips - 32 page POKEs, rns and cheats! Mel's Future Of The Software Industry! Massive Enter The Harlequin!

### No 42 October 1988

Free Time Tunnel covermount game! 24 page PC Show supplement! ACME large Amiga supplement! Re-Release Roundup! ONE Gold Medal! THREE Sizzlers!

### No 43 November 1988

156 pages! FREE cassette covermount featuring Cyberoid 2 and Hawkeye demos! ONE Gold Medal! THREE Sizzlers! Massive 32 page Amiga section! Mel's Classic Computer Cock-ups! Having Knightmares - Anglia TV's RPG show!

### No 44 December 1988

228 pages! FREE cassette covermount featuring Thunderblade and Pepsi Mad Mix demos! 2 Gold, 1 Silver Medal and 7 Sizzlers! Xmas re-release round-up! ZZAP! Hardware round-up! The casual observer's guide to Zzap! reviewers! Zzap! index! Complofax - the compilation round-up! Amiga Action!

### No 45 January 1989

FREE cassette covermount featuring Robocop demo and Parallax full game! FOUR Sizzlers! Robocop feature and review! Another helping of Chuck Vomit! Classic Computer Cock-Ups!

### No 46 February 1989

ONE Gold Medal and FOUR Sizzlers! Rainbow Arts - As They Play in Germany! Reviewed: 16-bitish Elite, Total Eclipse, Microprose Soccer, Ingrid's Back (what about her front!)

### No 47 March 1989

5 Sizzlers: LED Storm, Rocket Ranger, Bat Man, Zak McKracken and TV Sports Football! Playing Tips: Soldier of Fortune map, Operation Wolf, Bombuzal, Elite, Armalyte and Empire Strikes Back tips!





## FOOTBALL & CRICKET STRATEGY GAMES

**WORLD CHAMPIONS** - £7.95 Spec. 48/128K - CBM 64/128K - Amstrad CPC  
An Outstanding Simulation of a Complete World Cup Campaign on 7 Skill Levels with Friendlies and Qualifying Group Matches. Can you defeat the best teams in the world to win the World Cup?

**CRICKET MASTER** - £8.95 Spec. 48/128K - CBM 64/128K - Amstrad CPC  
A Cricket Classic on 3 Skill Levels which captures all the action and excitement of One Day International County Cricket over 40-60 Overs with ball by ball action and full match commentary.

BOTH THESE GREAT GAMES ARE ALSO AVAILABLE ON DISC.  
SPECTRUM +3 & AMSTRAD 3" add £4 - CBM 5.25" add £2.50

**BUDGET SPECIALS** £1.99 any tape: Spec 48/128K - CBM 64/128K - Amstrad CPC

**PREMIER II** - An exciting and realistic football management game on 7 skill levels. Can you succeed at the highest level in football management and win the Premier Super League?

**EUROPEAN II** - A superb simulation of the European Cup on 7 skill levels - Can you guide your team to success and defeat the top teams in Europe to become the European Cup Winners?

ALL GAMES ARE IN STOCK NOW FOR IMMEDIATE DESPATCH BY FIRST CLASS POST. PRICES INCLUDE POSTAGE & PACKING AND FULL INSTRUCTIONS.

Outside UK add 50p per game (or £1 per game for air mail outside Europe). Payment in pounds sterling only.

PLEASE MAKE YOUR CHEQUE OR POSTAL ORDER PAYABLE TO E & J SOFTWARE

Send to: **E & J SOFTWARE, Room C3, 37 Westmoor Road, Enfield, Middx. EN3 7LE**

### DUKES MAIL ORDER

COMPUTER GAMES AND ACCESSORIES

SEND FOR OUR FREE CATALOGUE

**THOUSANDS OF GAMES AND ACCESSORIES**

FOR ALL MAKES OF COMPUTERS

SEND TO: **DUKES MARKETING (MAIL ORDER)**

25 MARKET STREET

BRIDGEND

MID GLAMORGAN

SOUTH WALES

## The Instant Catalog

COMODORE 64	Cass	Disc	COMODORE 64	Cass	Disc	COMODORE 64	Cass	Disc
10 Computer Hits Vol 5	8.75	11.45	Lineker's Superskills	7.45	10.75	Puffy's Saga	7.25	10.25
10 Great Games Vol 3	9.99	11.99	Game Over II	6.50	8.95	Quantum of Sport	9.50	12.50
4 Soccer Simulators	6.50	9.25	Game, Set & Match 2	8.75	11.99	Q-Type	6.45	9.99
ADAD Pools Of Radiance	N/A	17.99	Games: Summer Edition	9.99	11.99	Back 'Em	7.26	10.25
Afterburner	6.95	9.99	Giants	9.99	11.99	Rambo III	6.45	9.99
Alien Syndrome	8.45	9.99	Go Crazy	10.59	12.99	Red Storm Rising	9.99	12.99
Armalyn	6.45	8.75	Gold Silver Bronze	9.99	11.99	Returns of the Jedi	6.45	8.75
Artura	6.95	10.99	Guerrilla War	6.45	9.99	Rex	7.25	10.25
Barbarian II	6.45	8.75	Gunsip	9.99	12.99	Risk	8.25	10.75
Batman - Caped Crusader	6.45	9.45	Hawk Eye	6.45	8.75	Robocop	6.45	9.99
Better Dead than Alien	8.50	9.50	Hellfire Attack	7.25	10.25	Boy of the Rovers	7.45	10.75
Beyond the Ice Palace	6.45	7.99	History in the Making	17.99	21.99	SDI	6.95	10.99
Bionic Commands	6.95	10.99	Impossible Mission II	6.45	9.99	Savage	6.45	9.99
Black Tiger	6.95	10.99	In Crowd Compilation	8.75	11.99	Serve and Volley	7.25	10.25
Bombast	6.45	8.75	Ingrid's back	9.99	9.99	Shoot 'em-Up Const. Kit	9.99	12.50
Dutchman Hill	6.95	10.95	Intensity	6.45	8.75	Skateball	7.25	10.25
Captain Blood	6.45	9.99	Iron Lord	8.95	11.50	Space Ace	10.75	12.75
Caveman High-Lympics	7.25	10.50	Karate Ace	10.50	11.99	Spitting Image	6.45	8.75
Command Performance	9.99	10.75	LED Storm	6.95	10.99	Sports World 88	9.99	10.99
Crazy Cars 2	6.50	9.99	Lancelot	9.99	9.99	Star Ray	8.25	9.50
Cybersoid II	6.45	9.99	Last Ninja 2	8.75	9.99	Star Trek	6.75	8.50
Daley's Olympic Challenge	6.45	9.99	Leader Board Par 4	10.99	12.99	Strip Poker II Plus	5.25	6.45
Dark Fusion	6.95	8.95	Live and Let Die	6.45	8.75	Summer Olympiad	6.50	9.50
Dark Side	6.45	8.75	Mad Whittaker's Big Box	8.45	8.99	Superman - Man of Steel	6.50	9.50
Deep	7.45	10.75	Mega Games Vol 1	9.99	10.99	Supreme Challenge	8.75	11.50
Double Dragon	6.50	9.99	Megaplay Vol 1	6.45	N/A	T.K.O.	7.25	10.25
Dragon Ninja	6.25	9.95	Menace	6.75	12.95	Taito Coin-up Hits	9.99	12.99
Dynamic Duo	8.45	8.75	Mickey Mouse	6.45	9.99	Techno Cop	7.45	10.75
Echelon	9.99	10.99	Microprose Micro Soccer	9.95	12.99	Thunder Blade	6.95	10.99
Kalya Hughes 1st Soccer	6.45	8.75	Mind Fighter	9.99	12.99	Tiger Road	6.95	10.99
Exploding Fist Plus	6.45	8.75	Nini Golf	6.45	9.99	Times of Lore	6.45	8.75
F-16 Combat Pilot	9.99	12.99	Motor Massacre	7.45	10.75	Total Eclipse	6.45	8.75
F-19 Stealth Fighter	9.99	12.99	Manchester	7.45	10.75	Tracksuit Manager	6.45	N/A
Fists 'n' Throttles	8.75	9.99	Mansters	6.45	9.99	Trivial Pursuit A&B	9.99	12.99
Flight Ace	10.99	12.99	Neuroancer	N/A	11.99	Turbo Cup	6.50	9.99
Football Manager 2	6.45	9.99	Rigel Hassell Grand Prix	7.25	8.95	Typhoon	5.99	8.75
Foxz Fights Back	6.45	8.75	Night Raider	6.45	9.99	Ultimate Golf	6.95	10.99
Frank Bruno's Big Box	8.75	9.99	Operation Wolf	6.45	9.99	Victory Road	5.99	8.75
G I Hero	6.45	8.75	Overlander	6.45	7.95	We are the Champions	9.99	10.75
G Lineker's Hot Shot	7.45	10.75	Pacmania	6.45	9.99	Weird Dreams	9.50	12.50



INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN

Mail Order Only. State Computer's make and model.

P&P: 50p on orders under £5. EEC 75p per title.

Whole World £1.50 per title for Air Mail.

New titles sent on the day of release.



**0533 510102**

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

**24  
HOUR**

# COMMODORE 64 REPAIRS AND SPARES

**TELEPHONE**  
04574 66555  
04574 67761  
04574 69499

OR BRING IT IN TO US FOR WHILE-YOU-WAIT REPAIRS - AROUND ONE HOUR

## NEED YOUR COMPUTER REPAIRED FAST?

FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?

MANCHESTER  
CITY CENTRE  
BRANCH NOW  
OPEN. CALL  
FOR DETAILS

OPEN  
7 DAYS  
A  
WEEK  
WHILE  
YOU WAIT  
REPAIRS

THEN WAIT NO LONGER - send your computer to us for fast repairs!

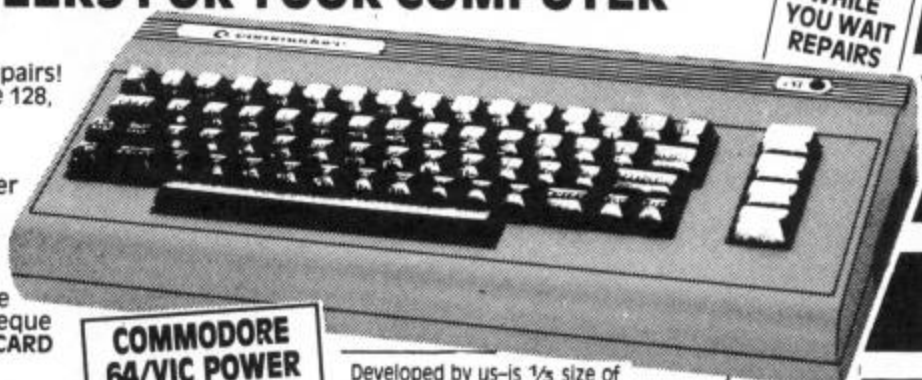
We offer a full repair service on all these makes - Commodore 128, Commodore 16, Commodore Plus 4, Vic 20.

We also have spare parts available by mail order.

**WE DON'T JUST REPAIR YOUR COMMODORE 64** - we check loading, sound, memory, in fact fully overhaul your computer for only £35.00 - which includes VAT, postage + packing, insurance, parts and labour. **NO HIDDEN EXTRAS.** All other models please call us for a quote on the numbers below.

### HOW TO SEND YOUR COMPUTER

Just pack your computer, including power supply, in suitable packaging and send it to the address below, enclosing your cheque to the value of £35.00 - You can also pay by ACCESS/BARCLAYCARD



**COMMODORE  
64/VIC POWER  
SUPPLY UNIT**

Developed by us - is 1/3 size of conventional power supplies. Just £29.00 + £1.75 p+p

**VideoVault Ltd**

Send your computer now to -  
VideoVault Ltd, Old Kingsmoor School,  
Railway Street, Hadfield, Cheshire SK14 8AA.

Telephone: 04574 66555/67761/69499 Head Office & Credit Card orders, queries.  
Manchester 061-236 0376 while you wait repairs & spares centre only.

**NEW THE VIDEOVAULT  
COMPUTER COMPANION**

EDITION HOT OFF THE PRESS

New bigger catalogue now available containing over 3,000 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3x19p stamps for your free copy. Over 25 pages full of top quality products delivered to your door by return post.



**NEW  
CATALOGUE  
NOW AVAILABLE  
OVER 3,000  
ITEMS**

© Copyright VideoVault Ltd No. 786092

**WE NOW HAVE FAX: (0) 4574 68946**



# OOO Arrr!tes the ZZAP! CLASSIFIEDS



## WANTED

**Wanted:** Instruction or advice on the Brother HR10C Daisy Wheel printer. Also willing to swap C64 latest on disk or tape. Write to Mac McNally, 7 Gray Road, South Cerney, Cirencester, Glos. GL7 6JF.

**Racing Destruction Set** needed fast. Will pay money or swap any game for it. Side One and Two is needed, Three and Four is an extra. Phone (0726) 73544 after 6pm, ask for Max!!!

**VIC-20** following wanted: 32K switchable or 64K Ram Pack, Tutan Kamun and Super Cobra by Parker Bros and Mirer 2049'er. Will pay cash for any of these, ring 01 751 5913 after 6pm (Paul).

**Boulder Dash** Construction Set, cassette for C64. Contact: C. Bailes, 192A Peckham Rye, East Dulwich, London SE22 0QA.

**Wanted!!** Wolfman, Frankenstein, Dracula, The Pawn, Corruption and Risk (the board game). 100's of latest titles to trade - Tel: Geoff on (0723) 375095, Please!!!

**STAR WARS** fans! Anyone got any STAR WARS space-ships? In particular the "Millenium Falcon", X-Wing fighters and TIE fighters. In good condition? Then I'll pay good prices. Phone me (JOE) on 0222 842589.



## FOR SALE

**CBM64** disk and cassettes, Red Storm Rising, Platoon, Ikari Warriors. Disks £16, Cassette £5-£10. Phone 0905 621046. Plenty Microprose simulations at good prices hardly used.

**ADDRESS FILE:** For fast and efficient storage of names and addresses. Simple to use, complete with full instruction C64 disk or tape, only £7.50. Mark Parry, Felpham Community College, Felpham Way, Felpham, Bognor Regis, Sussex.

**C128** with 1571 disk drive plus 1901 colour monitor. Also 37 original games titles. Total worth £1,200 will sell for £850 ono. Call Mark now on 021 353 0330.

**Stone Me!** For only the cost of a phone call, you could receive a list of over 200 games for sale, covering five years of Commodore gaming. Ring (049481) 5208 anyday except Sunday (Stephen Owen).

**Cheap cassette** games and Konix Speeding cheep for sale, for full price list write to Edmund Ward, 23 Avenue Road, Dorridge, Solihull, West Midlands B93 8LD. Only serious enquiries please.

**C64, C2N unit, 1541 disk drive and £160.00 worth of software and joystick, £325.00 ono.** Phone 0264 24002 after 6pm. Ask for Steve or Fred.

**C64, datasette, joystick, books, mags and approx. 140 original games.** All worth about £800 new. Quick sale wanted, sell for £125. Phone Jeff Stebbing (037186) 450 after 7pm.

**CBM64, disk drive, music expansion system, tape deck, almost 150 games incl. Armalyte, Impossible Mission II, Wizball, World Games, Stealth Fighter, Russia.** Books, 50 magazines, joysticks, Action Replay III, £399. Phone Paul on Nailsworth 2467.

**Atari STFm** with 1 meg D/sided D/Drive, over 40 games, 4 joysticks and disk boxes. Only 4 months old - 8 months guarantee. Boxed, excellent condition. Will deliver, £330 ono. Phone Louie on 0225 69870! NOW!

**Commodore 64, cassette deck, 20+ games, cassette holder, joystick and colour television 16 inch screen** £195 ono. Telephone Ascot 21384.

**C64, disk drive, 1541C, Action Replay MK4P, two C2N's, doubler, joysticks, £1000 of original software (five Microprose simulations) all boxed with full instructions** £385 ono. Tel: (0782) 783970.

**C64 & dustcover (£80), MPS-801 printer (£65), two joysticks (£12), useful disk software - Superbase 64, database, Easy Script, Beginners Basic (£20), disk games incl. Elite, Piper Simulator, Solo Flight & more (£10).** All vgc. Tel: 0202 429010.

**For Sale, brand new Amiga 500; still in box, unused, with mouse and modulator, unwanted prize, unregistered guarantee.** New £399, bargain at £320, phone Reading 0734 302694.

**CBM 64, datasette, C2N, £100 worth of mags, books.** Over a £1200 worth of games originals, joystick and extras. Worth £1500, sell for £310 ono. For details phone Craig Roberts on Kingswinford (0384) 274460.

**DPS1101 printer** with ribbons and print wheels £130. Disk software Tasword £12. Practifile and Practicalc £15. Ring 0702 68794 evenings.

**C64, disk drive, C2N, two joysticks, B/W TV, computer desk, hundreds of mags (ZZAPI, CU, C+VG) plus over £1000 of originals including Armalyte, Barbarian 2, Wizball, Hawkeye, Platoon.** £500 ono. Phone Mike on (0222) 866075.

**C64, 1570, 154K drives, 2 tape decks, Trilogic PSU, Expert, Doctors, Neos mouse, 2 joysticks, approx. 350 disks, 100 blank, loads of games, utilities, copiers.** Phone Rayleigh 0268 770084 after 6.00pm. Ask for Brian, Offers!

**C64 slimline** with cassette unit and Double-Dragon, Afterburner, I.K.+ , Super Huey II, Ace, Rambo, Designers Pencil, Introduction to Basic - Part 1, All bought for £333, sell for £250. Contact Rajeeb on (01) 789 3687 (London).

**C64 games** for sale. 90% are Goldmedals, Sizzlers including Hawkeye, Nebulae, Salamander, Platoon, IK+, vgc, £1.00 to £3.80. All cassette versions. Send SAE to Paul Truss, 12 Frating Street, Woodfordgreen, Essex IG8 0DW for list.

**CBM 64, slimline case, Oceanic disk drive, Geos, C2N datasette, freeze machine, Action Replay, 100 disks and disk box, many games plus 1541 disk drive (broken) open to offers.** Phone Owen on (0793) 851176.

**Commodore C64 computer games:** - Brand new still packaged, approx. £250 of latest games; Gold Medal and Sizzlers; C64 Disk Drive. Will accept £150 ono. (0782) 522269.

**Commodore 64, 1541 disk drive, over 100 disks + box, new titles including Armalyte, Bambuzal, Hawkeye, many more.** Cassettes, freeze frame, magazines, all worth over £800 - sell for £300. Ring 0933-224565 around 6pm ask for GLENN.

**Bargain, CBM64, 1541 drive, Replay Mk4 and game killer cartridges, 1700 games, demos etc., 4 joysticks, 20 blank discs, lightpen, 28 cassette games plus cassette recorder and more!** ONLY £299. Phone 04022 29041, WAYNE.

**Oceanic Excelerator + disk drive, excellent condition, boxed, over £400 games many latest releases, 25 blank disks, lockable disk box, £100.** No Offers. Tel: Southport 231129.

**CBM64, B/W TV, data recorder, 3 joysticks, books, manuals, over 40 ZZAP's in binders, £400 software inc. 19, Platoon, Pac Land, etc.** All boxed worth £600 will sell £195 (will NOT separate). Phone 01 427 6479 after 6pm.

**Sound FX Kit,** can make sound effects just like those in current games. Easy to use. Only £10.00 (inc.PP). Send to Neil Higgins, 109 Edward Street, Denton, Manchester M34 3BS (C64 disk only).

**C64 games,** all original, disks only, £85 total including Star Wars, The Pawn, California Games, Apollo, Eighteen, Combat School, Ace 2, Airborne Ranger, Destroyer, Flying Shark, Winter Games and 25 other top titles. Phone (0707) 335212.

**LOOKI C64 (boxed), Excelerator+ (boxed), MPS801 printer, Neos Mouse, freeze machine and over £400 of software including Word Processors etc.** All accessories - Total worth £840. Sell £270. Telephone 0904 781111 after six.

**Commodore 64, datasette, joystick, manuals, mags, 130 games.** Last Ninja II, Bubble Bobble, Cal. Games, Headover Heels, Platoon, Leaderboard, Elite, Gold Medals, Sizzlers, Art Prog, Speech Synth. £280 haggle. Phone after 6pm (0865) 735877.

**C64 package** for sale. Includes joystick, datasette and loads of top games. Titles include "Armalyte" and "Operation Wolf" £150 for the lot. TEL: (01) 7649293 evenings. Be quick!

**C64C, disk drive, printer, AR V Micro Assembler, over £1000 worth of games, some disk, datasette, loads of books and mags, sound sampler.** All worth over £2000. Only £600 ovno. Tel: (0787) 310130 after 6pm.

**CBM128, C2N, datasette, recorder, books, approx £350 original games, Music Maker keyboard, Bargain at £250 for quick sale.** Phone Rotherham 814678.

**Games, 30 in all, prices around £1-4, titles include Last Ninja I,II, Hawkeye, Armalyte, Barbarian II, Supreme Challenge + more, all original, phone Will on Oxford 735703.** Also for sale C64C £100 plus 21 games.

**C64/128 cassette games** for sale. Over 250 originals including Elite, Stealth Fighter, Bombuzal. Get upto 5 FREE games, low prices. Send SAE to S. Brennan, 5 Meolsgate Avenue, Tableton, Nr. Preston, Lancs. PR4 6BL. Quick sale essential.

**C64, data recorder, joystick, mags, excellent condition, over £500 worth of software including 40 Gold Medals and Sizzlers, all originals.** Worth over £570 will sell for £199 or nearest offer. Tel: Annan (04612) 3924 after 6pm.

**CHEAP CBM 64K** games all original, prices from 50p to £4. E.g. Samurai Warrior, Combat School, Kids Play and many many more. Send SAE to Paul Scott, 1 Hammersmith Road, St. George, Bristol BS5 7AB.

**Commodore 128, 1570 disk drive, MPS801 printer, 1520 printer/plotter, datasette.** All still boxed, many games, accessories including freeze/frame, joysticks, Teleconnect 50, printer paper etc. Bargain at £320 Tel: (0204) 47508.

**CBM 128, datasette, Quickshot joystick, lots of games, worth over £300.** Excellent condition, all boxed and ready. Bargain for only £200. Phone Rehan at 01 203 1371 between 4pm and 10pm.

**C64, Oceanic drive, cartridge, datasette, Micro Handler, Pro joystick (all boxed), MPS 801, listing paper, dust covers, blank disks, latest titles incl. Armalyte, Soccer, books, mags, over £700 sell for £350.** Phone John (0656) 871831.

**CBM 64, 1541 disk drive, tape deck, 2 joysticks, over £500 of games. Only £250.** Phone: (04024) 74559.

**C64, C2N datasette, 40 games worth £450, joystick, mags and manual, all with carrying case.** Worth £650, asking £180. Phone (0689) 32839.

**C64, datacassette, £550 worth of games, Music Maker, keyboard overlay, mouse + software, 2 joysticks, over 40 mags.** Worth £700, sell for £300 ono. Ring (061) 6537542 after 5pm.

**C64, Excelerator +, Action Replay Mk4+2, all latest games, 320+ on tape, two tape decks, 250+ latest games on disk, joystick, mags and books.** Bargain £300. Phone: Steve Cannon (0543) 462218.

**Commodore 128/64, 1541 disk drive, C2N, Pro Joystick, £270 tapes, cassettes inc. Speech Synth.** £270 ono. Phone Billy on 041 554 9108 after 6pm.

**CBM64 games.** Many new titles including Bubble Bobble, Delta, Sanxion, 100's more. All originals. SAE to Neil Geddes, 2 Meadowlands, Rowlands Castle, Hants, PO9 6BZ or ring R.C. 412594 7pm-10pm. Cassette only, low prices.

**CBM64, 1541, C2N, mouse, 2 joysticks, over £600 games including Micro Soccer, Project Stealth Fighter, Defender of the Crown + mags.** Worth over £900, sell for £400 ono. Tel: 01 368 8888. Ring after 4.00pm week days.

**C64, two C2N, two copiers (Action Replay Mk.4, Clonemaster) over 100 games (Last Ninja 2, Stealth Fighter, Impossible Mission 2 etc.)** Lots mags, books. Bargain at £275 ono! Phone Simon after 4pm on 0494 721918.

**Commodore 64K & 1541 disk drive.** Disk Drive fine, but computer needs repair. Tel: Mark 0626 55244.

**CBM64, 1541, Citizen 120D printer, Geos, Robotek 64, tape, manuals, about 150 games - half on disk.** Two disk boxes, good condition, ideal for WP and loads of fun £300. Phone Edward (01) 883 4264 - NOW!!

**C64, boxed as new, Atari joystick, over £100 worth of recent full price games including Last Ninja 2, Defeat Thompson's Olympic Challenge, Street Fighter. A REAL bargain at £220 ono.** Contact Simon on (0255) 673387. HURRY!

**CHEER UP!**  
we've got you covered!

**C64-£8.95**  
**Amiga-£70.95**

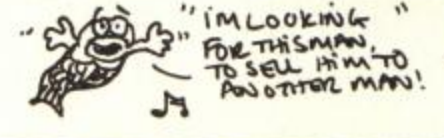


## SEAL 'n TYPE

- Protective keyboard cover through which you can type.
- 24hr dust/spill cover
- Removable, washable, re-usable.
- Can be custom-made for any keyboard. Ring for details

### Ring or Write for our FREE catalogue

Re-inking Service	£1.90	Prices are fully incl.
Ring for transporter SAE		Cheques/P.O. payable to:
DMP re-inking kit	£10.00	<b>KADOR</b>
VDU Screen		Unit 4
(Colour/Mono)	£14.50	Pontcynon Industrial Estate
Mouse Mat	£5.95	Abercynon
Dust Cover (Col/Mono)	£7.50	Mid Glamorgan CF45 4EP
Pionker Box	£2.30	Tel: 0443 740281
Dextette Copy Holder		Computer
A4	£8.50 A3	Accessories
Surge Protectors	£12.00	Manufacturer
Acoustic Boxes	£38.95	





# FREE! TENSTAR PACK WORTH OVER £229!



FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

# Commodore AMIGA



ONLY £3.34 PER WEEK  
RETURN COUPON FOR DETAILS

# £346.95

+VAT= £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

## WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

**THE FULL STOCK RANGE:** The largest range of Amiga related peripherals, accessories, books and software in the UK.

**AFTER SALES SUPPORT:** The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

**FREE NEWSLETTERS:** Mailed direct to your home as soon as we print them, featuring offers and latest releases.

**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped to Silica Shop customers within the UK mainland.

**PRICE MATCH PROMISE:** We will normally match our competitors offers on a 'same product same price' basis.

**FREE TECHNICAL HELPLINE:** Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

## PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£724.43</b>
<b>LESS DISCOUNT:</b>	<b>£325.43</b>
<b>PACK PRICE INC VAT:</b>	<b>£399</b>

## 1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£999.43</b>
<b>LESS DISCOUNT:</b>	<b>£350.43</b>
<b>PACK PRICE INC VAT:</b>	<b>£649</b>

## FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

## FREE TENSTAR PACK

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
<b>TOTAL RRP:</b>	<b>£229.50</b>
<b>INC VAT</b>	

## DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

## SILICA SHOP:

<b>SIDCUP (&amp; Mail Order)</b>	<b>01-309 1111</b>
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX	
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm	
<b>LONDON</b>	<b>01-580 4000</b>
52 Tottenham Court Road, London, W1P 0BA	
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE	
<b>LONDON</b>	<b>01-629 1234 ext 3914</b>
Selfridges (1st floor), Oxford Street, London, W1A 1AB	
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm	

To: Silica Shop Ltd, ZAP 0489, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX  
**PLEASE SEND ME FREE LITERATURE ON THE AMIGA**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: .....

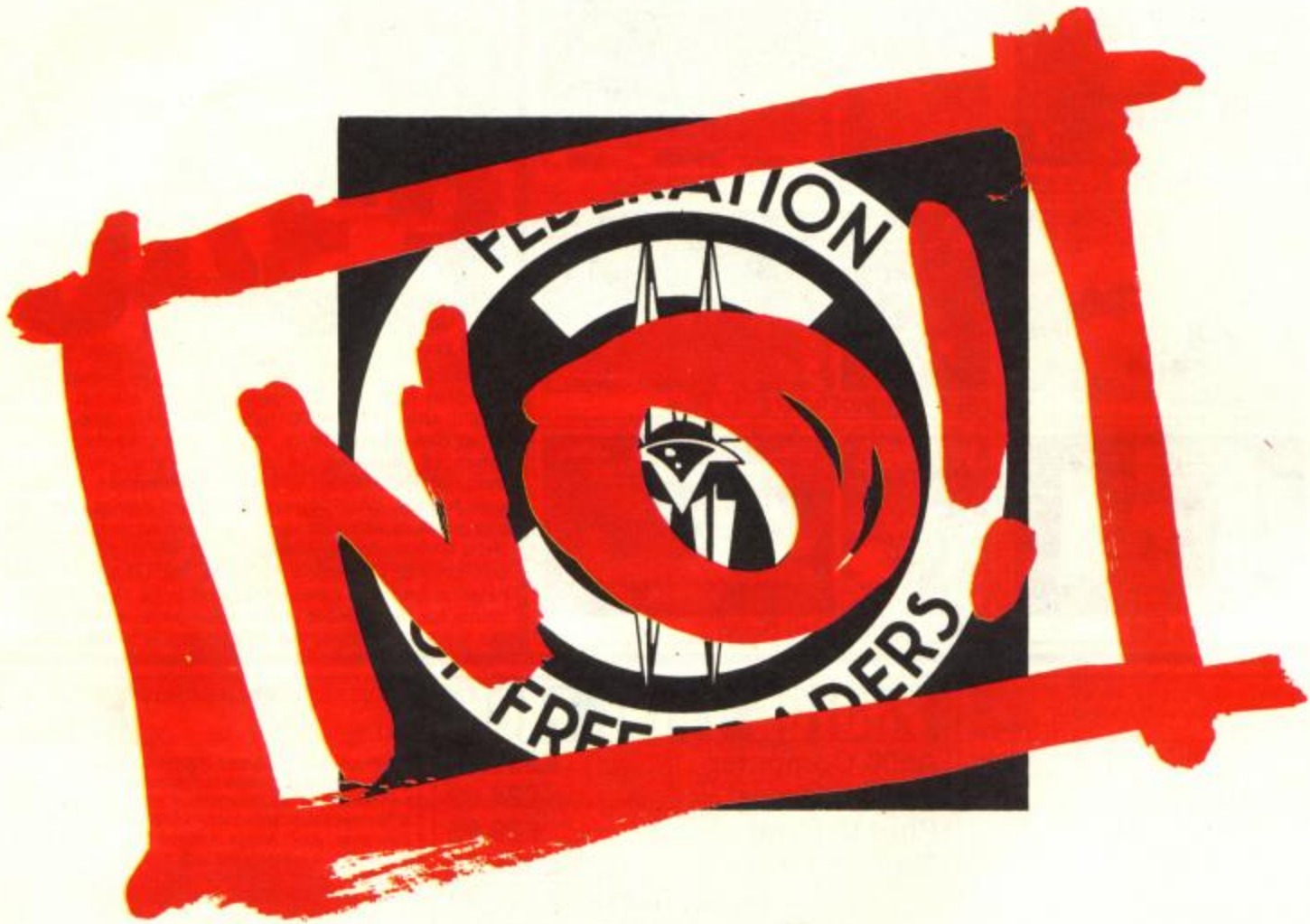
Do you already own a computer  
If so, which one do you own? .....

A NEWSFIELD PUBLICATION £1.50

*The Games*

# machine

■ THE FUTURE IN YOUR HANDS ■



Why is Gremlin's space "epic", FOFT, a load of old rubbish? ● Why do key figures do a runner from the software world? ● How does Trevor Horn's music studio turn electronic signals into top ten hits? ● Why are comics so closely linked to computer entertainment? ● What's so funny about an RS232 interface? ● Why is the PC Engine the best games console ever? ● Why don't you buy TGM017, on sale March 23, and find out? ●

Your complete guide to the dazzling world of computer entertainment

**THE GAMES MACHINE**

TX: 017 APRIL

**ON SALE MARCH 23**



# The PREVIEWS

dressed in a pair of purple flares, wedges and train spotter tank tops!

## SEUCK (Outlaw)

So just *what* has happened to this on the Amiga? Despite reviews you may have seen already, this game *still* isn't finished – it should be very soon (March or April).

According to the press release that we have here, 'the program has been extensively rewritten and a number of improvements have been incorporated'. It also states that there's a pirate version going round which is a *very early* copy of the game – if it's the very early copy we saw last year, it's pretty basic. Just to throw another spanner in the works for you Yo-Ho-Ho merchants, it's also got a pretty nasty virus that's immune from most virus killers.

Avoid it and wait for the real thing, a slice of which you can see above.

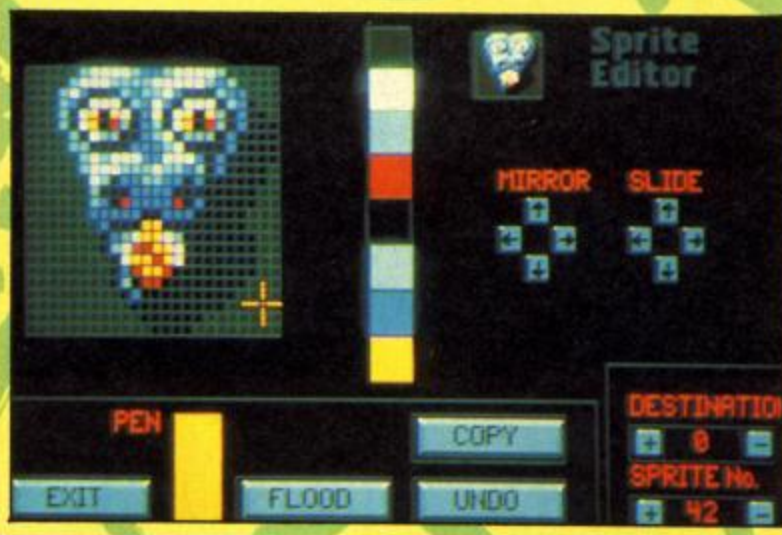


## 3D POOL (Firebird)

Are you the kind of smooth, interesting person who enjoys the subtle click of ivory? The kind who likes bouncing balls on cushions or just sticking them in pockets? The kind who'd lay a £100 bet on a single game? No, neither are we – but we like a good game of pool now and then.

Well, wouldn't you just know it, Firebird have come up with a game called *3D Pool*. Not your average common-or-garden green baize sim that gives you a crummy overhead view, no sir – this one gives you the real McCoy first person perspective stuff. It will feature the current European pool champ, 'Maltese' Joe Barbara, as your final 'computer' opponent; if you don't fancy your chances against him, you can always play against a friend.

So what else? It's programmed by Orlando (Nick Pelling) and it's available on the 64 (drool over dem grafix) at £9.99 and £12.99, and on the Amiga at £19.99. The release date, for all you ivory ball sim fans, is April.



## AFTERBURNER (Activision)

Yeeech. Anyone who had the misfortune to play this on the 64, you have our sympathies. However, the screen above is the Amiga version – and that *should* be virtually identical to the arcade machine.

You know what it's about by now: *that* arcade machine with the cabinet, and the task that involved converting its 3 meg memory into a 64 game. Well, we all know what happened *there*, but what about the Amiga?

The story has been a long one. Work began in April last year, with an initial all-formats release date of Christmas. Most of the versions have already appeared – except for that of our fave 16-bit machine. Does this mean it's the best one so far? Will we all be swaying in our seats at the realism of it all? Or will we be crying into our hard-earned cash? Well, Argonaut Software (*Starglider 2*) are doing the programming, so it looks like a time for tickling sticks rather than thumbscrews.



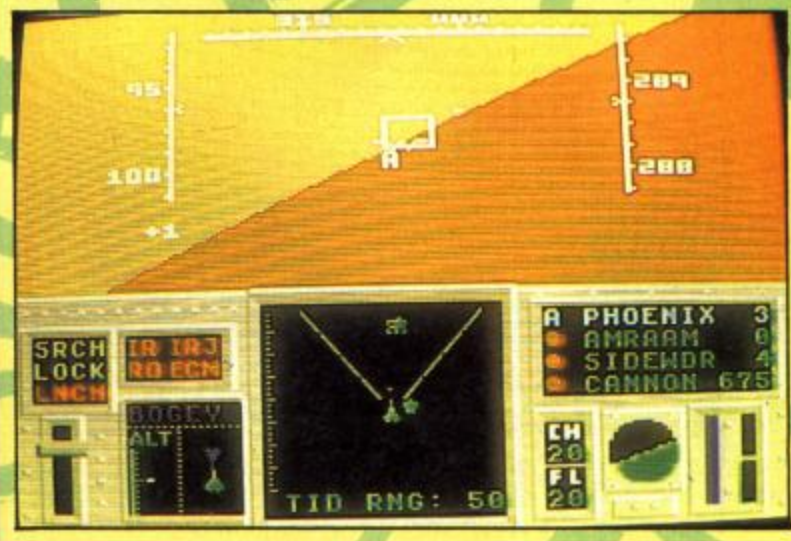
## F-14 TOMCAT (Activision)

Aaaaand here's another Activision game, which should be released soon. Are you sitting comfortably? Then I'll begin . . .

*F-14 Tomcat* recreates de life ob ah Naval Fighter Pilot; and you've got to do yer normal fighter pilot stuff like qualifying for missions, having your performance evaluated and dealing with no-nonsense characters like Admiral Hawk.

Confused? Be not confused, my children, for the word goes on in this fashion . . . There's loadsa weapons like Amraam missiles; a choice of 80 randomly-assigned missions; five theatres of action (including the Persian Gulf and Libya); land and take-off manoeuvres; and unique POW, eject, rescue and burial screens.

And the price for this veritable plethora of airborne delight? £14.99 on disk. Review next ish.



## IRON LORD (Ubi Soft)

You've already seen Amiga screenshots of this impressive-looking game, but now it's due out on the 64 as well (wooooh!). The story is this . . .

For the past five years you've been fighting in the Holy Land; when you return home, your father (The King, of course) has been deposed by your brutal uncle. Terror and oppression now reign where serenity once lounged about and did nothing.

Alone in a country of traitors you must recover the throne. Even before you even try this mammoth task, you've got to assemble an army by proving your birthright through guile and trials of combat in archery, arm-wrestling and sword-play.

Like dressing up in chain mail and horse-hair, do you? Well, this game of strategy as well as strength will set you back £14.95, any day now.

# Emlyn Hughes



## INTERNATIONAL



**GAME OF  
THE YEAR!**

Winner of CCI Oskars for  
**BEST SPORTS SIMULATION  
and BEST GAME OF THE YEAR**

The best... incredibly realistic

**ZZAP64**

The best football game ever

**Commodore Computing**

The best ever... an amazing product

**Computer & Video Games**

The best Spectrum football game ever

**Sinclair User**

**Commodore £9.95 Tape, £12.95 Disk**

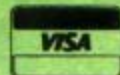
**SPECTRUM £9.95 tape, £14.95 disk**

**Coming soon for Amstrad 464/664/6128**

# Audiogenic

Audiogenic Software Limited, Winchester House,  
Canning Road, Harrow HA3 7SJ, England

Order by phone on 01 861 1166



# ARCADE MUSCLE

**ASSAULT YOUR COMPUTER WITH 5 ACTION PACKED ARCADE SMASHES .....**

The ultimate collection in death and devastation. The supreme challenge of skill and determination that only champions of skill, strength and stamina should even consider. *Are you courageous enough to put your computer through the arcade assault?*



**BIONIC COMMANDO™**  
 "One of the most playable games I've seen in a long while."  
 COMMODORE USER

**STREETFIGHTER™**  
 "Thoroughly impressive combat game ...."  
 SINCLAIR USER

**SIDE ARMS™**  
 "Brilliant 3D coin-op ...."  
 SINCLAIR USER

**ROAD BLASTERS™**  
 "Vroom! Boom! & Doom!" C. & V.G.

**1943™**  
 "Is 1943 all it is cracked up to be? ... the answer is yes."  
 AMSTRAD USER



Screenshots from various formats.



CBM 64/128	tape £12.99	disk £14.99
Spectrum 48/128K	tape £12.99 + 3	disk £17.99
Amstrad	tape £12.99	disk £17.99



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.