NOT an official Amstrad publication!

BRITAIN'S BEST SELLING MAGAZINE FOR THE CPC 464 • 6128 PLUS GX4000 CONSOLE

ISSUE 61 OCTOBER 1990 £1.95

AMSTRAD ACTION

More CPC reviews than any other mag!

JOIN THE PARTY!

Amstrad Action is five. The new console is here. So celebrate!

- A **completely** brilliant birthday competition!
- An **absolutely** brilliant birthday covertape!
- A **totally** brilliant birthday boardgame!

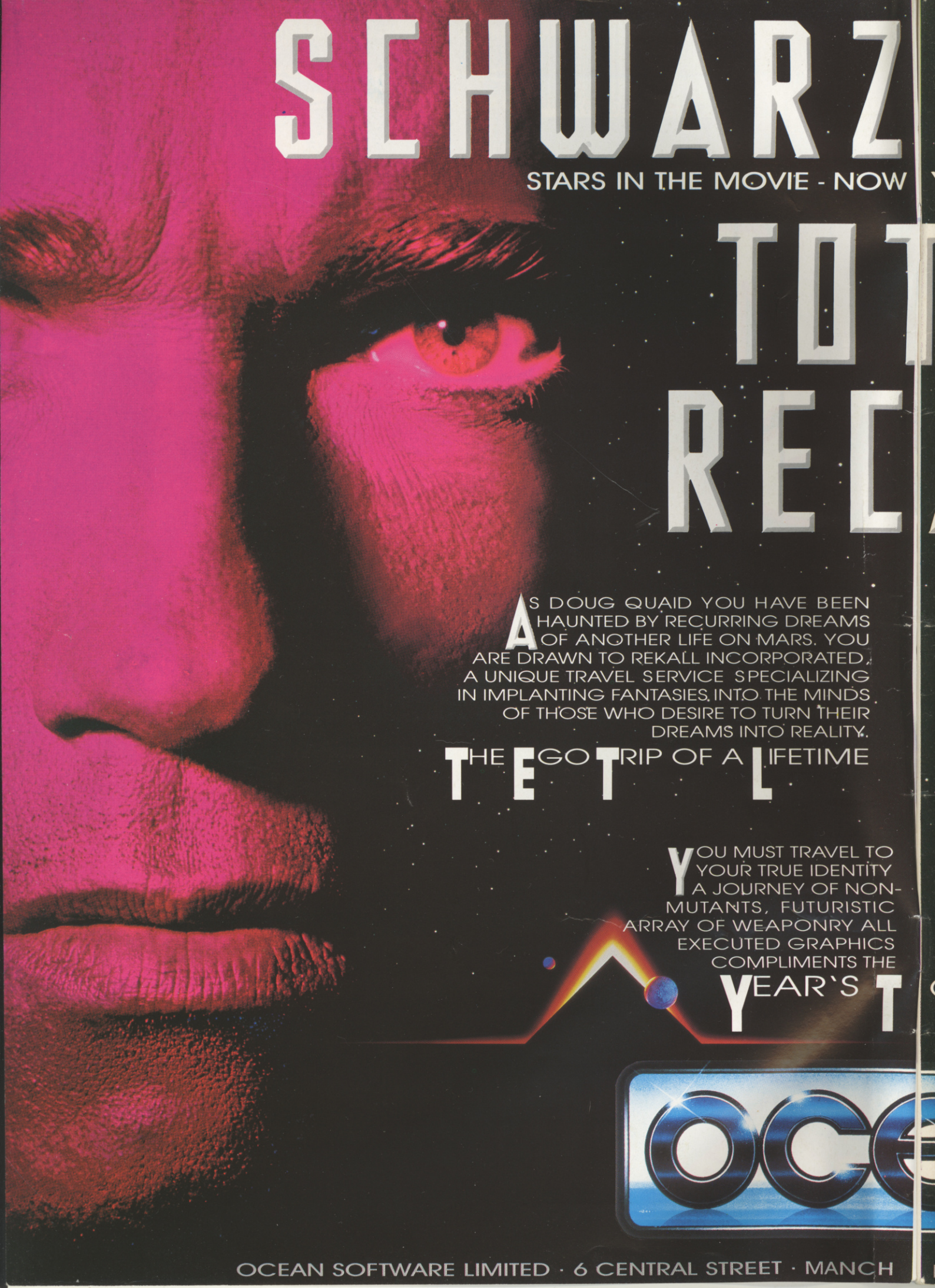


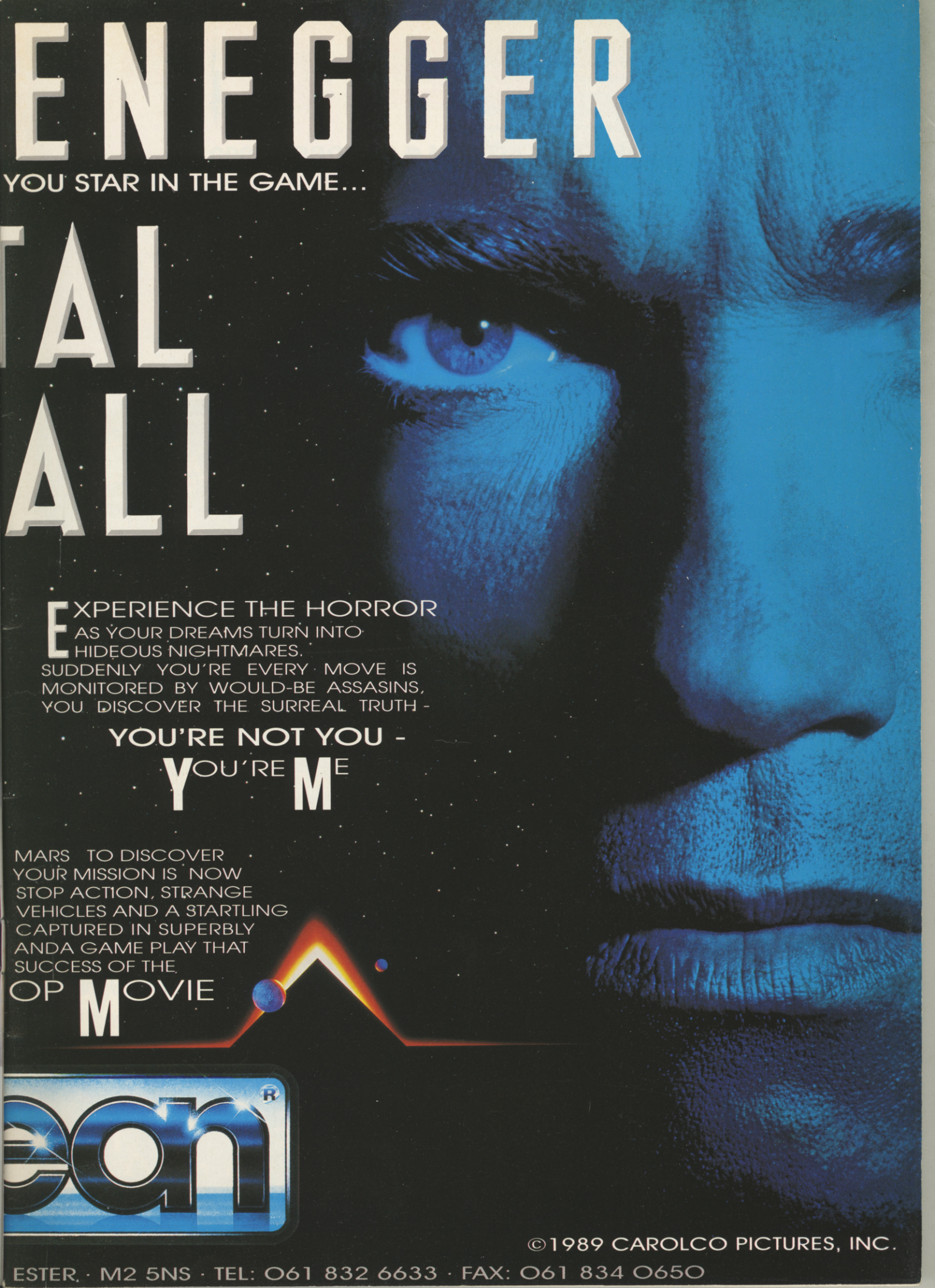
FIRE & FORGET II First console game review!

AND...

- Special *Cheat Mode* games index
- 2-in-1 and Ultrabasic under the microscope
- Day-in-the-life double bill
- *Alan Sugar – the Amstrad Story* book review

Monty Python ★ Iron Lord ★ Night Hunter ★ Skate Wars ★ Battle of the Bulge


SCHWARZ
STARS IN THE MOVIE - NOW
TOT
REC
AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.
THE EGO TRIP OF A LIFETIME
YOU MUST TRAVEL TO YOUR TRUE IDENTITY A JOURNEY OF NON-MUTANTS, FUTURISTIC ARRAY OF WEAPONRY ALL EXECUTED GRAPHICS COMPLIMENTS THE
YEAR'S T
OCE
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCH


ENEGGER
YOU STAR IN THE GAME...
TAL
ALL
EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
HIDEOUS NIGHTMARES.
SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASINS,
YOU DISCOVER THE SURREAL TRUTH -
YOU'RE NOT YOU -
YOU'RE ME
MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE
OP MOVIE
©1989 CAROLCO PICTURES, INC.
ESTER. · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

LINE UP

AMSTRAD ACTION ● OCTOBER 1990

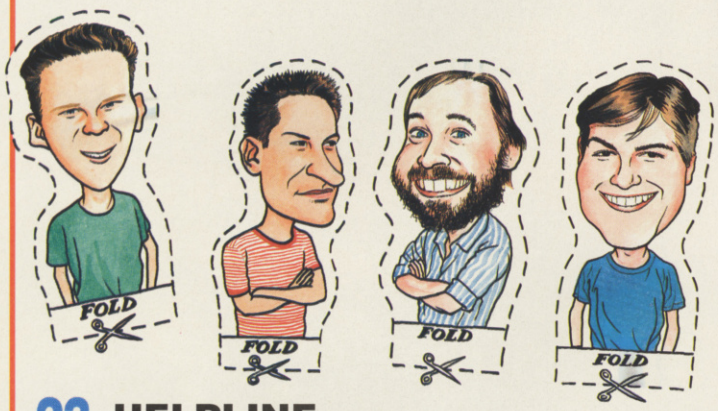
FRONT END
NEWS ● LETTERS

7 AMSCENE
What's new? Find out here...

11 REACTION
The bit where our readers have their say

SERIOUS SIDE
CPC USES ● HARDWARE ● PROGRAMMING

17 Happy Birthday to us!
The *Amstrad Action* potted history, plus a brilliant free boardgame!



23 HELPLINE
Throw that man a lifebelt!

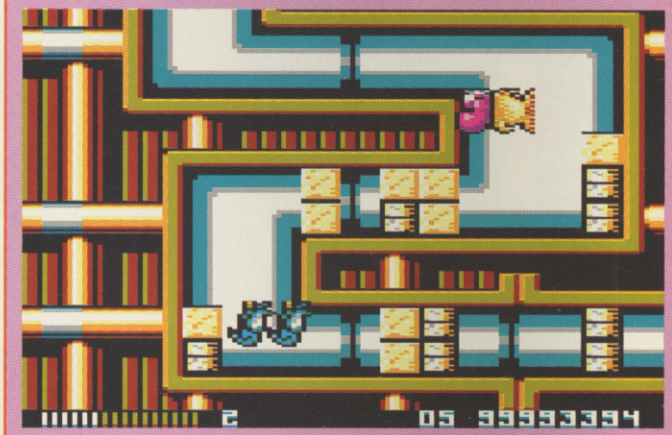
24 FORUM
Four pages of readers' technical troubles tackled

28 FREE FOR ALL
Another visit to the mystical world of the public domain...

31 CHEAT MODE II
What, you haven't got your copy yet?

THE ACTION BEGINS ON 47!

48 MONTY PYTHON
Just too damned stupid for words



50 IRON LORD
Slashing, bashing and strategy in feudal France.



32 HAVE YOU GOT DRIVING AMBITION?
If so, you should cop a load of *AA*'s absolutely stupefying Fifth Birthday compo. Don't miss out!



Future Publishing Limited
Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP

Sorry 'n' all that, but we're so busy putting your favourite CPC magazine together, we just don't have time to take all those calls about cheats, listings, best buys and so on. That doesn't mean we can't help you out, though – 'course not! Just send a letter to *Cheat Mode*, *Type-Ins*, *Forum*, *Reaction* etc and we'll do our

☎ 0225 442244 ● **Fax** 0225 446019 ● **Editor** Rod Lawton ● **Reviews editor** Adam Waring ● **Staff Writer** James Leach ● **Art editor** Ollie Alderton ● **Additional design** Paul Tudor ● **Contributors** Steve Williams, The Balrog, James Pinto, Phil Howard ● **Publisher** Greg Ingham ● **Production** Melissa Parkinson ● **Admin Co-ordinator** Jo Fulton ● **Subscriptions** Christine Stacey ☎ 0458 74011 ● **Mail Order** Clare Bates ☎ 0458 74011 ● **Advertisement**

ABC

MEMBER OF THE AUDIT BUREAU OF CIRCU-

35,064

LATIONS *July –*

© **FUTURE PUBLISHING LTD 1990** *Amstrad Action* is an independent publication. The company producing it – Future Publishing Ltd – has no connection with Amstrad plc. We cannot guarantee to return material submitted to us, nor can we enter into personal correspondence. We take great care to ensure that what we publish is accurate, but cannot be liable for any mistakes or misprints. No part of this publication may be reproduced in any form without our explicit written permission.

ACTION TEST: page 47!

Monty Python p48 ➤ Iron Lord p50 ➤ Satan p52 ➤ Multi-Player Soccer Manager p55 ➤ Night Hunter p56 ➤ Battle of the Bulge p58 ➤ Heroes p60 ➤ Skate Wars p63 ➤ Fire & Forget II (console) p64 ➤ Ace/Ace 2 p66 ➤ Pro Golf Simulator p66 ➤ Lotus Esprit Turbo Challenge (preview) p68

Amstrad's new era?

Good grief! – we've had an absolute flood of letters since last month's issue and the news about the new Amstrads. It seems a lot of CPC owners are really worried that they're going to be abandoned or left behind by the new machines and the software publishers. After all, how can traditional CPC games compete with the new cartridge offerings making use of the extra dedicated hardware in the GX4000 and Pluses? And won't publishers forsake the traditional tape and disk for the (surely?) more lucrative and money-spinning console market?

Not a bit of it! The profit margins on console software are little different to those for tape and disk programs. And there already exists a huge market for tape/disk releases, a market which can only grow further with the sales of the 464 Plus and 6128 Plus.

Most of all, though, *Amstrad Action* will continue to cater for *all* Amstrad owners. That means CPC owners, Plus owners *and* console owners.

"This is not the beginning of the end. This is not even the end of the beginning. It is the beginning of the, er, or rather, er... the end of" (cont on p621) *Winston Churchill*



63 SKATE WARS

And you thought *ordinary* ice hockey was violent...



64 FIRE & FORGET II

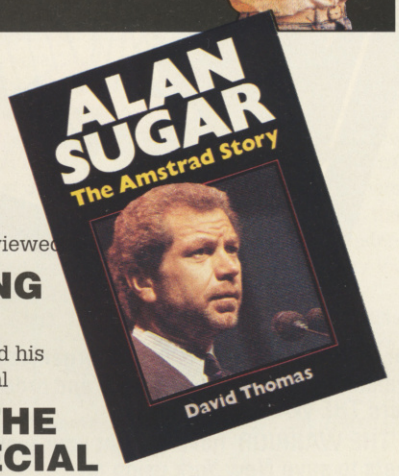
Titus arms up for a battle against international terrorism



36 AA'S FIFTH BIRTHDAY COVERTAPE

A fully-playable level of *Iron Man* and the *COMPLETE Tau Ceti*. What a corker!





39 SUGAR AND SPICE
Alan Sugar: The Amstrad Story reviewed

40 SOUNDING OFF
JAMES PINTO and his sound chip tutorial

42 DAY IN THE LIFE SPECIAL
BMX-ers in New Zealand, Fuzzy Logic and nuclear reactors... Wild!

44 2 INTO 1 WILL GO
A great new PC-CPC file transfer program gets the treatment.

45 BASICALLY BETTER
Will *UltraBASIC* change your life?

71 BALROG
Hack 'n' slash adventuring action with the furry fiend.

74 TYPE-INS
Do-it-yourself code (well, *type*-it-yourself, anyway)

80 SUBS
How to subscribe to the best magazine in the galaxy

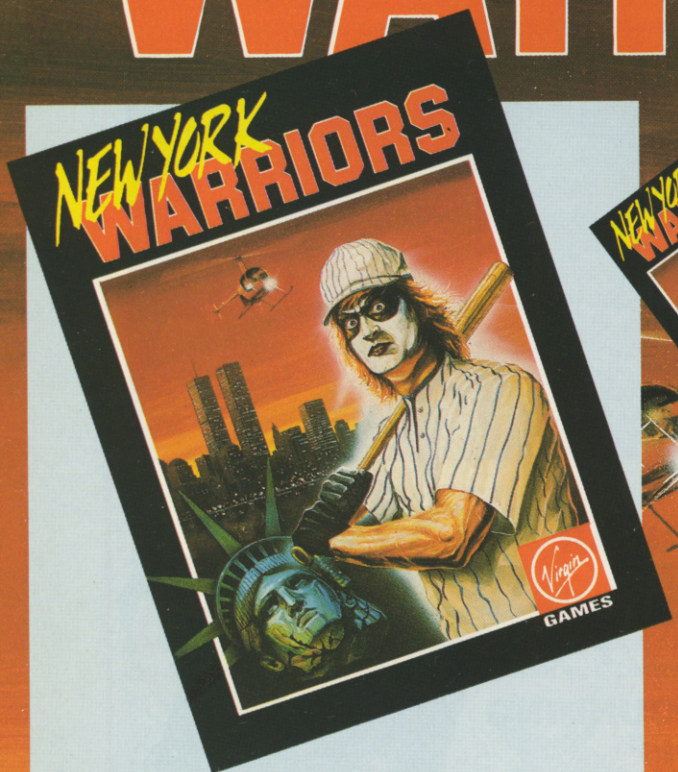
83 CHEAT MODE
New this month: the *AA Cheat Index* – a complete and utterly indispensible guide to the last 12 months' hints, help, maps etc.

90 BUYERS GUIDE
The essential source of reference for Amstrad owners

94 SMALL ADS
A bit like a jumble sale without the grannies

96 SPECIAL OFFERS
We're just too, too good to you

NEW YORK WARRIORS





The Year 2014 – New York is lost to organised crime. Only a valiant few remain loyal to law and order – They are THE WARRIORS.

You, as 'THE WARRIOR' have to fight your way through the streets to save New York using an awesome array of devastating weapons. If you fail, New York will be destroyed by a nuclear device planted in the World Trade Centre.

You cannot, you must not, fail!

SPECTRUM





AMSTRAD

AMIGA



ENGLISH FRANCAIS DEUTSCH ITALIANO



Virgin GAMES

© 1990 ARCADIA SYSTEMS INC.
℗ VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON, W11 4LA

Amscene

releases... updates... previews... new releases... updates... previews...

TAPE, DISK *AND* CARTRIDGE?

The software houses give their reactions to the new Amstrad console and Plus machines

Last month we broke the news about the long-awaited new Amstrad computers – the GX4000 games console, the 464 Plus and the 6128 Plus.

Here at the *AA* offices, we're all pretty excited about the new machines' potential. And many top software houses have pledged their support for the machines, with more and more games being planned. But we wanted to know what the people who are going to count – the software producers – really think about the new machines, and whether it spells the end of the road for the old CPC.

Out with the old, in with the new?

Gremlin Graphics boss Ian Stewart revealed for the first time that his company was actively involved in writing cartridge-based software. "The first product will be *Switchblade*. It should be out in October. We're happy to be developing for the machine, and have no doubt that it's going to be successful."

When asked whether Gremlin had plans to release the same games on cartridge, tape *and* disk, Stewart replied "That is a possibility. It would depend on how successful the cartridge machines are. We will not ignore the existing marketplace out there. What we're more likely to do is produce cartridge products, and at a later date produce the tape and disk-based products." This means, of course, that existing CPC owners will be catered for too.

But would producing the same titles across all three formats discourage Plus owners from buying cartridges in favour of the cheaper tape or disk versions instead? "They [console owners] get an improved product. We aim to ensure that the cartridge title is specifically improved over the software titles. If you've got the facilities you can use them obviously. We're making full use of them."

Widespread interest

Peter Calver, the man behind software house Audiogenic, told us that while the company wasn't currently producing cartridge software it intended to do so in the future. "We're waiting at the moment for Amstrad to say that we're able to develop for it. We're very keen to develop for it. We're keen to develop for all consoles... I would have thought that given that Amstrad are a very well known brand name in this country, that it ought to do well."

Despite the fact that the new Plus range adds only thirty pounds on top of the old CPC prices, however, Calver was sceptical about the new models. "I think that it will find a market, though not until they do start selling it without a monitor. Give it a built-in TV modulator and power supply, and they could get the price down. That would then look a very attractive machine.."



"We can't stop producing cassette software. We won't stop, and we don't have to stop."

Bring on the budgets

Codemasters' Mike Clark had a few things to say about the new machines. "I've approached Amstrad about developing for the console, but we're still waiting to hear from them. The Amstrad console does look like an interesting ball of gum. We want to know more."

We wondered whether the cost of cartridges would be prohibitive for budget games. "There are a lot of diferent ways of looking at it. Budget software is probably out of the question on the Amstrad console. If we have to compete on a full price level then we can do it, I'm sure."

What about the fact that the 6128 Plus doesn't have any built-in tape interface? "Comments ranged from 'You're kidding!' to 'You've got to be joking!' It's a bit of a funny one on Amstrad's part. I can understand them wanting different machines. Considering the higher price point on the 6128, I can't understand why they didn't build in a capability for both. It's not pleasing news. "

Clark remained adamant that the codies will still be producing budget software, though. "We can't stop producing cassette software. We won't stop, and we don't have to stop. There's a huge user base for Amstrad cassette software."

● **The response from the industry has been a very good one. Software houses are very keen to write programs for the new machines, while also realising there is still a huge market out there for tape and disk software. It looks like everyone will be kept happy!**

Compatibility problems

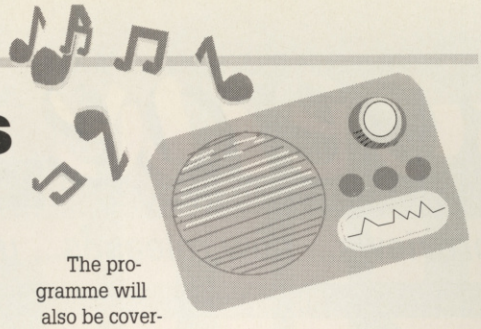
Most of the previously-available CPC peripherals (like external disk drives etc) are incompatible with the new range. The problem lies with Amstrad's choice of interfaces. Instead of the low-quality edge connectors used in the old CPCs, the company has opted for more robust and reliable D-connectors. Certainly a step in the right direction, but you won't be able to connect old peripherals directly to the new machines.

Luckily it is only a physical problem. All that's needed is a simple adaptor to allow connection, and it's likely that third party hardware producers will quickly come up with such a dongle.

Slightly more worrying is the fact that the 6128 Plus has no built-in tape interface. The CPC6128 had a DIN jack socket that allowed direct connection to a cassette recorder, after all, for the loading of tape software. Again, though, someone may well come up with an external tape interface. The program necessary to load tape-based software is already built into the ROM of the new machines.

Very few cases of software incompatibility have been reported. Exhaustive tests, in which over 400 pieces of software were loaded, found only seven which failed to work. Most of the programs that didn't pass the test were 'badly-behaved' utilities. They are suspected of directly accessing the old machines' ROM, instead of using the 'proper' jump block system. Manufacturers of such software are already working on new versions.

VIDEO SPAWNS A RADIO STAR



The recent exciting launch of Radio 5 has not left *AA* unaffected. Apparently there is to be a programme called "Formula 5", broadcast every Thursday night at 8.30pm. This will be co-hosted every other week by one of our best pals, Maff Evans.

Maff is Staff Writer on our sister magazine *Amiga Format*. On the radio, he will be covering all aspects of the home computer world, including, of course, the CPC and console scene. He'll be looking at (and, hopefully talking about) the latest and best games (and serious releases too).

The programme will also be covering sci-fi, fantasy books, comics, environmental issues and anything scientific and interesting. There will be a serialisation of Captain Scarlett (inde-struct-able), too. This shouldn't however, dissuade you from listening.

The show will be hosted by Sue Nelson, an all-round science fan and intellectual. She also has a series on BSB and writes for the *Sunday Times* too.

Maff, on the other hand, doesn't.

Microsnips introduces club

Wirral-based Microsnips, supplier of CPC hardware and software, has introduced the "Microsnips Club". It is aimed at rewarding regular software buyers with generous discounts and bonuses.

Membership is free, with members enjoying a 10 per cent discount on software purchases, in addition to a free blank disk or tape with every order. Other benefits include a priority ordering service and a weekly release schedule.

"Our customers tend to be very loyal indeed", said Managing Director Paul Zabludow, "and we wanted to reward them and show them that we appreciate their custom."

He is expecting a large response to the introduction of the club, and is offering the first 50 people to order through the club a free gift. The philanthropic Mr Zabludow can be contacted on 051 630 3013.

RAM - ROM

Developers of ROM based software could well benefit from a new device from MicroStyle. The hardware company has come up with an innovation it calls RAMROM. It could eliminate all that erasing and re-blowing of EPROMs.

The plug-in widget has 32K of on-board RAM, which acts as ROM when the computer is in operation. Programmers can simply download their code into the unit, and then test it out. It behaves as if it were a completely normal ROM.

Programs stored in the RAM are reset-proof. The unit doesn't require any additional hardware, and shouldn't interfere with any additional peripherals that may be connected up. ROMs normally take up 16K of memory, so the device allows two to be worked on at the same time.

RAMROM is expected to cost just £13.95. Microstyle is at **212 Dudley Road, Bradford, West Yorkshire BD2 3DF**. Or call 0271 636652.

Blitz Blitzed

Programming problems have hampered the production of SPM's Blitz BASIC compiler. The program still suffers from several bugs, but is being sent out to waiting customers as a temporary measure. As soon as the problems have been fixed a finished version will be sent to all existing customers on receipt of their old master disk.

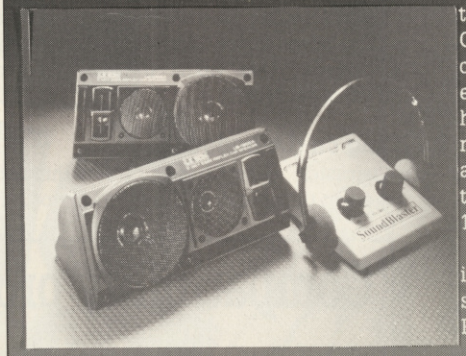
Potential purchasers of SPM's compiler will be pleased to learn *AA* will be carrying a review of the product as soon as a finished, debugged version is available.

SPM Software is at **32a Albert Street, Seaham, County Durham, SR7 7LJ**.

Stereo Soundblasting on the console

The CPC has always sounded better when connected to decent stereo speakers, and Amstrad, quite often ready to listen to its public, has endowed the Plus range with stereo speakers built into the monitor. It sounds very impressive indeed.

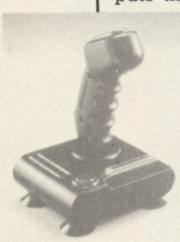
Simon Cobb, the man behind Siren Software, has come to the same conclusions. His Soundblaster device is for those users without the dual speakers of the latest Amstrad monitor. The Soundblaster plugs neatly into your CPC, Plus or GX 4000, and sends the sound output to a pair of 5 watt per channel speakers. These have a 3-inch woofer, a 2-inch honker and a 1-inch tweeter, giving great all-round sound. Volume and balance controls are built in. For those who understand these things, the speakers' frequency response is 100Hz-20kHz.



The Soundblaster costs £52.99, including power supply. Siren is also giving free stereo headphones away with every order. Phone 061 228 1831 for more info.

Quick joy all round

Spectravideo are to reduce the price of their entire Quickjoy range. There are currently eleven Quickjoys in the series, and most will have their prices cut by £1. This puts the cheapest, the Quickjoy Junior, at £4.95. The top-of-the-range Top Star joystick, famed for its blatant and totally unashamed nudity, will now cost £23.95.



Spectravideo is now Europe's biggest selling joystick manufacturer, and it is this success which is being quoted as the reason for the reductions in price.

The company claims to "supply joysticks for just about every taste", and is hoping that the outrageously naked Top Star will be as popular as many of the less provocative joysticks in the range.

Call Spectravideo on 081 900 0024.

Music fair Goes North

The number of people using their CPCs for musical purposes is constantly growing. Thanks to articles in *AA* (ahem), more and more people are utilising the MIDI standard to create tunes and soundtracks.

The British Music Fair is certainly the place to go to find everything musical under one roof. Up until now it has always been held at Olympia in London. But the organisers have wisely decided to hold the next show in a more centrally situated location, to put it in reach of enthusiasts from all parts of the country.

Therefore, the next G-Mex Music fair will be held from the 5th to 7th OCtober 1990 in the Windsor Hall at the Greater Manchester Exhibition Centre. Opening times are 10.00am - 8.00pm Friday and Saturday, and 10.00am - 6.00pm on Sunday. Entrance will be £3 for adults and £2 for under-14s.

Friday 5th October is Schools Day; teachers and musical advisors can gain free admission with either a NUT card or a letter of authority from their school. School parties of twenty or more will be charged only £1 per pupil, with accompanying teachers admitted free.

CPC Cricket Star Bonanza



Challenge Software has secured a major coup with their signing of famous Hampshire and England batsman Robin Smith (*who he? – ed*). The game will, in deference to the great man, be called *Robin Smith's International Cricket*. It will simulate a one-day international with a high degree of detail. This is probably the most exciting kind of cricket to watch, owing to the speed at which it is played.

Robin himself will be overseeing much of the creation of this game and will popping off between programming sessions to notch up a couple of double-centuries once again. Actually, he is the highest placed English batsman in the world ranking, and was the *Daily Telegraph's* Batsman of the Year.

The game will have a TV-style view of the action, with the player having complete control of his team and the playing positions. The game is due to be released in November, just in time for the Ashes in February 1991. More information is available from Mike Clark on 0371 875250.

Compilation Crazy

Domark is gearing up for autumn with a pile of compilations soon to see action on your CPC screens. As well as the *Heroes* compilation reviewed this issue (page 60), another two are planned for release in the coming months.

***TNT* will be available in September, possibly by the time you read this. It's a collection of five arcade games from Tengen - the company which Domark has an exclusive licence with.**

***Hard Drivin'*, *Toobin'*, *APB*, *Dragon Spirit* and *Xybots* are the titles to appear in the compilation. Meanwhile, *Wheels of Fire* promises four high-speed driving games for your Amstrad. It should reach the shelves for October. The games on offer are the Ocean's *Chase HQ*, *Turbo Outrun* from US Gold, *Power Drift* from Activision and *Hard Drivin'* from Domark (yes, again).**

Both packages will retail for £14.99 on cassette and £19.99 on disk.

Gallup Chart

Owing to rather strong, and at times vociferous, demand we've decided to print the top twenty full-priced Amstrad CPC games and the top ten budgets (see the panel this page). Don't say we never listen to our readers. We hear every thing they say, especially when they shout.

GALLUP CHARTS THE BEST SELLING CPC GAMES

FULL-PRICE GAMES

(Software priced over £4.99)

1	Shadow Warriors	Ocean
2	Turrican	Rainbow Arts
3	World Cup Soccer '90	Virgin
4	Football Man. World Cup	Addictive
5	Chase HQ	Ocean
6	Batman - The Movie	Ocean
7	Manchester United	Chrysalis
8	RoboCop	Ocean
9	World Cup '90 Compilation	Empire
10	Italy 1990	US Gold
11	Bomber	Activision
12	Gazza's Super Soccer	Empire
13	Turbo Outrun	US Gold
14	Soccer Spectacular	Beau Jolly
15	Double Dragon 2	Virgin
16	Bloodwych	Mirrorsoft
17	Rainbow Islands	Ocean
18	Italy 1990 Winners	US Gold
19	Heroes Of The Lance	US Gold
20	X-Out	Rainbow Arts

BUDGET GAMES

(Software priced under £4.99)

1	Pro Boxing	Codemasters
2	Paperboy	Encore
3	Big Trouble In Little China	Alternative
4	Temple Of Doom	Kixx
5	Rock Star	Code Masters
6	Jack The Nipper 2	Kixx
7	Match Day 2	Hit Squad
8	World Cup Challenge	Players
9	Vindicator	Hit Squad
10	A Question Of Sport	Encore

This chart is compiled by Gallup Ltd.

© European Software Publishers Association Ltd. 1990

AUDIOGENIC BREAKS SILENCE

After several months of apparent inactivity – we reviewed *Emlyn Huges Soccer Manager* over a year ago – Audiogenic is back with a plethora of new releases.

Autumn launches are planned for at least four major titles – watch out for reviews in the next issue of *AA*.

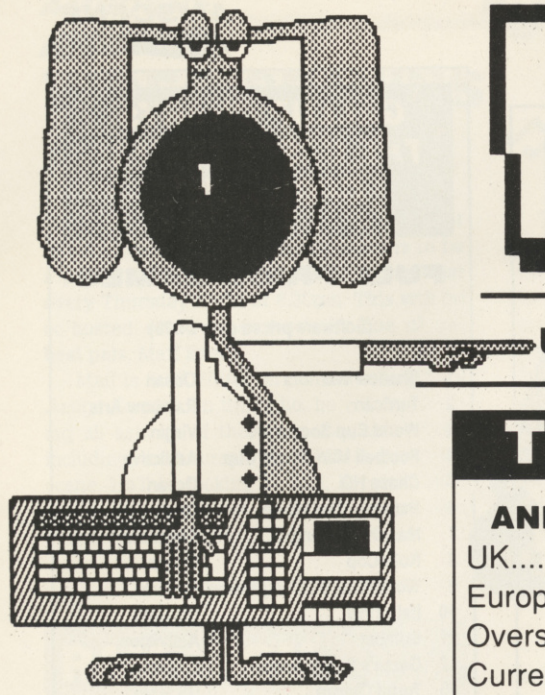
- *Emlyn Hughes Arcade Quiz* features the famous footballer as quizmaster of a trivia quiz. Although licenced from Emlyn, it's not actually based on any of the TV quizzes in which Em has been teamleader. Audiogenic claims that it isn't boring like other general knowledge quizzes can be, and has been specially designed for the computer, rather than converted from an ill-suited format.
- *Loopz* is one of those weird puzzle games. It's a cross between *Tetris* and *Pipe Mania*, and features brain-scratching action against the clock. The player tries to complete as many loops – sorry, loopz – as possible within the rapidly-decreasing time limit.
- *Helter Skelter* is an arcade game where you're in control of a bouncing rubber ball. The idea is simple – you have to bounce around, clonking various creatures on the head. It needs to be done in the right order, though – if not, well, the critters start to multiply...
- *Exterminator* is an arcade licence that's a bit strange, really. You're not out to blat bug-eyed monsters from the forbidden planet, though. Instead, you don your Rentokil overalls, for the life forms you're out to exterminate are insects, and other household pests. Should be interesting...

All these games will be priced at £10.99 on tape, and £14.99 on disk.

Bye-Bye to Buyers Guide

In our unstinting efforts to improve *Amstrad Action*, we have sadly had to bid adieu to the *Buyers Guide*. The rapid expansion of the magazine is being blamed for this change. This issue will be the last time it will appear. The space it occupied will be filled by exciting and varied, er... other things.

We confidently expect a deluge of letters from outraged readers, but will not bend to this pressure unless the total number received exceeds 11 (*don't you mean 1,100? – ed*).



WACCI

unbeatable value, unbeatable service

THE MAGAZINE

ANNUAL SUBSCRIPTION RATES

UK	£18.00
Europe	£27.00
Overseas	£36.00
Current issue	£1.50

* Fully illustrated
* Over 20,000 words per month
* Proper A4 format

Letters, Basic, Comms, Mcode, Hardware projects and much more.

A truly Alternative Fanzine

MULTI FILE UTILITY (MFU)

The CP/M+ program that lets your CPC analyse and format any of the 'large' discs formats (IBM, BBC, Osbourne and many many more) and copy files to and from these formats.

"Head and shoulders above the competition"	AA July 90
"MFU is the fastest of all" Computer Express	Issue 88
ONLY AVAILABLE from WACCI	£29.95

THE PUBLIC DOMAIN SOFTWARE

CPM DISC 1 – MACHINE CODE TOOLS — Price £6.50

Z80 and 8080 assemblers, Z80 to 8080 to Z80 code translator, Debugging monitor and assembler, Reverse assembler, Binary file comparer, plus NewSweep and more.

CPM DISC 2 – COMPUTER LANGUAGES — Price £6.50

Small-C, Prolog, Lisp, EBasic, Small-C-Interpreter plus NewSweep.

CPM DISC 3 – FILE AND DISC MANAGEMENT — Price £6.50

Library utilities, Disc quality checker, Unix GREP command, PCW disc reader, Disc sector editor, Text file sorter, Word counter, plus NewSweep and more.

CPM DISC 4 – AT YOUR LEISURE — Price £6.50

Cave Adventure, Chess, Othello, Golf, Word search, Biorhythms, Maze generator, On-screen calculator, Prolog, Comms utilitiy, plus NewSweep and more.

CPM DISC 5 – THE BUSINESS — Price £6.50

Scrivener spreadsheet, Inventory database, Powerful text editor, Spelling checker with dictionary, Sorter, Word counter, Comms utility, plus NewSweep and more.

CPM DISC 6 and 7 – PASCAL PLUS (Two Discs) — Price £10.00

Pascal, SCI, Cobol, EBasic, Powerful text editor, plus NewSweep.

CPM DISC 8 – MORE COMPUTER LANGUAGES — Price £6.50

Forth, Stoic, Cobol, Expert 86, Powerful text editor, plus NewSweep

CPM DISC 9 – COMMUNICATIONS — Price £6.50

Mex, Kermit, Kermode, Interface and Smart-Modem, overlays, source code, plus NewSweep and more.

CPM DISC 10 - MORE BUSINESS — Price £6.50

VDE 266, Andybase, Newsweep, Filer Sideways, New CCP, Print, Edit

THE LOWEST PRICES ANYWHERE!

CASPELL RIBBON REFRESHER	£7.95
Rombo Rom Box NOW ONLY	£27.00
VIDI-CPC digitiser NOW ONLY	£59.95
5 x Amsoft quality discs	£11.95
10 x Amsoft quality discs	£22.95
20 x CF2 discs	£44.95
DMP 2000/3000 Printer Ribbons (each)	£2.90

THE SPECIAL OFFERS

MasterCalc 128	£24.95
MasterFile III	£29.95
MasterCalc AND MasterFile	£49.95

Protext (CP/M+)	£47.00
Pocket Protext (CP/M+)	£23.25
Protext Office	£27.25
Protext Filer	£19.50
Maxam 2 (CP/M+)	£39.00
BCPL (CP/M+)	£19.50
Arnor C (CP/M+)	£39.00

PLUS ★ PLUS ★ PLUS ★ PLUS ★ PLUS

Public Domain software support available to WACCI subcribers.
Mega-big homegrown library
Send £1.50 for full catalogue and details (E and OE).

WACCI UK, 9 SOUTH CLOSE, TWICKENHAM, MIDDX TW2 5JE

Est. 1986 — Phone 081 898 1090

Reaction

We have some female readers after all! This, and much, much more...

Worth every penny?

I am an easy going kind of guy but there is one thing that really, really annoys me. That is? - BEING RIPPED OFF!!

Take, for instance, the Home Computer Club. I recently turned to the back page of their magazine and to my joy I saw 'Italy 90'. Now after reading your rave review of this game I could hardly wait until it was in my collection. However, when I looked at the 'Released at' price (on disk) it read £19.99 and the 'Club Price' read £14.99. This is a blatant lie! A cheat! Because by the time P&P has been paid, the total price of the game would be more than it costs in the shops. (£14.99)

However, I am forced to pay this price because of the lack of disk games available in the shops. You would think that in Manchester (the home of Ocean Software) and the surrounding area, one of the biggest centres of population in the country, there would be a couple of shops which sold Amstrad games on disk. Not a bit of it! So us 6128 owners are obliged to pay over the odds through mail order. Why are disk games not available?

May I finish by saying to all the software houses reading this that it is about we had more non-licence games like the brilliant 'Fiendish Freddy' instead of the thousands of megabuck licence game which turn out to be such a disappointment.

Chris Holt
Timperley, Cheshire

AA: Ah. Now. There's a reason for this. We don't know where you got the idea that Italia '90 *was only £14.99 in the shops (oh, from our review, oh, er...) – it is, in fact, £19.99, as quoted by the Home Computer Club. So it's not ripping you off at all. In fact, as the club explained to us on the telephone not two minutes ago, it offers a 25 per cent discount on shop prices – just what you're getting off* Italia '90, *in fact, at £14.99. OK now?*

As for the shortage of disk software, we can only sympathise. The trouble is, smaller outlets will shift small numbers of games. And the majority of these will be on tape, so the logical solution is to cut overheads and sell tape games only.

The licence saga just goes on and on, doesn't it? Software houses are convinced that we all want licences, we're convinced we don't (well a lot of our readers, anyway). Now then, if there are any licence fans out there, write it and tell us.

Forsaken by Amstrad?

In a recent issue Matthew Marsden points out that Boots were selling off half price 3-inch disks. The reason for this is that Boots The Chemist Ltd, in their infinite wisdom, have stopped selling Amstrad disks. That's right, the best 8-bit machine on the market is being ignored. That means no more blank 3-inch disks and no more disk software. I was also told by one assistant at the Sound and Vision counter that Boots were going to phase out all Amstrad software a little time ago. I have worked on this counter and I would like to point out that I cannot remember anyone ever buying Spectrum +3 disk software! But they still keep selling this format!

It seems to me that, yet again, the 16-bit computers are getting a better deal than all other 8-bits but in particular, the best – Amstrad. I have used Commodore 64s old and new versions, BBC 128s, Amigas, Atari STs, PCW 8256s and have owned a Spectrum 48K (the old rubber key version) and now own a 464, a 6128 and a BBC B. Out of this vast multitude, the best are the Amstrads. The two 16-bits are extremely unfriendly as there is no reassurance from a greeting when you turn them on. The keyboards are designed for somebody to use but who, I'm unsure, as to type for a long time on them would be extremely awkward and tedious.

Whilst looking through previous issues, I read a letter from someone who said that you are biased towards the 464. This is total dribble. I own a 464 and a 6128 and this statement has no foundation. Of course, if a 6128 has better BASIC and someone writes on it they are

It's all they think about



Thank you, Hilary Sleimann, for the encouraging letter on male images (*AA*56). It's times like these that I really want to scream. Your brill mag is only at fault occasionally (not like some other computer magazines I could mention) but there should be no trace of sexism in it at all. And as for you saying that it is tempting to think that there aren't any female readers at all, that's absolute s**t. After all, I get a copy every month and it is passed around half my class at school (a single-sex school) and all my friends.

Altogether, about 25 people read it, and that's only my copy. And you can't say that women are hopeless at computer-related subjects. After all, how many of your male readers have taught themselves Amstrad BASIC at the age of 8, programmed an adventure game at 10 (which Alternative are going to release), learnt BBC BASIC at that same age, and taught it to their (female) friends at 12? Not to mention inventing a type of art program that doesn't use any kind of program or software, it's just keyed straight into the computer using the SPACE bar, cursor keys and several ink, pen and paper commands (you get neat pictures too)?

It just goes to show that women are the superior sex in anything they turn their hand to, especially computing. I've started a group for women in computing, contact me at the address below.

After all that, your mag is No.1 and I look forward to later copies. Could anyone help me? I've found a cheatish thing in Rainbow Island where, if you press pause and hold down ISLAND, it restarts the game. Is this a cheat or a red herring? I have to find out or I'll turn into a reincarnation of Emma Broadley, come to the AA office and slaughter you all with my killer rabbit.

Thanks for listening to my waffling.

Catherine Dawson
1 Malham Close,
Lancaster,
Lancs LA1 2SJ

AA: The vast majority of our readers are male. This is a fact. The magazine is tailored to our audience, and so naturally reflects this imbalance. We would love it if as many females read the magazine as males, but it is unlikely, let's face it. HAVING SAID THAT, we do try our best to avoid being overtly sexist. We have NEVER said that women are 'hopeless' at computer-related subjects, and we hope we have never implied it. Finally, it's nice to know we do have female readers after all!

going to use the extra commands as the example the person gave said – the command fill. I think that not enough software houses use the extra capabilities of the 6128. This is not to say that they should phase out the 464 but why can they not produce two types of a game, one for the 464 and an enhanced version for the 6128s? I think this would encourage 6128 owners to buy the enhanced software for the enhancements and, therefore increase their profit.

Lastly, I think the problem with companies failing to back Amstrad computers is their maker Amstrad. Amstrad, why have you forsaken us?

Simon Griffiths
Romford, Essex

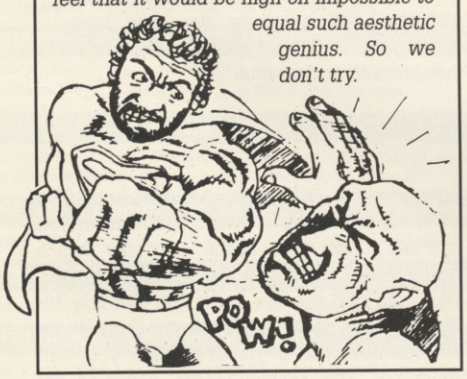
AA: Many publishers already publish 'two versions' of a game. The software will 'sense' which machine it's running on and adjust accordingly. Domark's Klax, *for example, features additional backgrounds on the 6128, and other games offer 128K-ers extra features. As for Amstrad 'forsaking' the CPC, what with the console and all, we rather think that your fears are unfounded. The CPC still has a long life ahead of it...*

Sugarman dissolved

One day, while looking through some of my old *AAs*, I spotted a comic strip of Sugarman and I suddenly realised he's no longer in *AA*. I know you haven't got enough space in your wonderful mag (bootlick, grovel, etc.) but couldn't you put him back in? I mean he didn't take up much space and he was interesting and funny so please please please please please please etc, etc... bring him back.

Peter Hart
Norwich, Norfolk

AA: The artist responsible for Sugarman has moved on to much loftier things. We feel that it would be nigh on impossible to equal such aesthetic genius. So we don't try.



Not a complaint letter?

Well, I am finally writing to you, *AA*! As I have been reading through the *Reaction* sections of your fabbo mag (crawling sentence) I noticed that everybody seems to be riled by something or other. Take games that begin at full prices and then become budgets. Look at it from the software houses point of view. They release a game that sells extremely well. (OK, maybe not). Then a few years on, the best seller is re-released as a budget (if the game is not stunning they release it on the budget label earlier). *Head over Heels* is an excellent example. In 1987, Ocean released it. It sold extremely well (even got *AA Mastergame*) then Hit Squad look back in 1990 and see this game and they think to themselves 'Here, this game named *Head Over Heels* sold well. Why don't we release it as a budget?' (Evil snigger as they think of the poor fools that dished out £10 for it a few years back.)

Another subject that riles me as well is the subject of end of game sequences. I completed *The NZ Story*, OK a picture and a message. I completed *Ghostbusters 2* and got another picture and message. I completed *Little Puff* and *Wizard Willy*. What do I get? Two small sentences about the fact that I have completed the object of the game. Some games make an effort – *Head Over Heels* (yep, I've completed that too), for instance. *Fantasy World Dizzy* (an eggshellent game) also has some small graphic sequences.

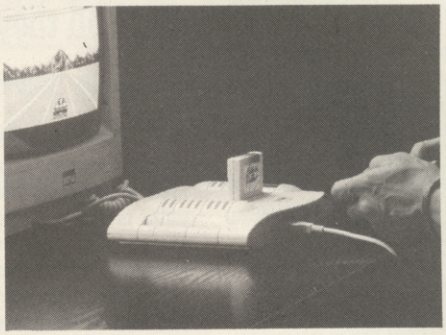
Now a few requests:

1. Keep up the good work at *AA* (another

Console yourself

I recently heard that the new Amstrad console was to be released very soon and received this news with with mixed feelings.

Firstly, the good points. The console will bring a lot of much-needed attention to the CPC scene, which I feel has been neglected in recent times. This will hopefully produce more games and reviews for Amstrads – especially the latter, as in many multi-format magazines, there are usually only one or two reviews.



But there may be a very serious side-effect to this. The 464, 664 and 6128 owners may be in danger of being completely forgotten as everyone goes mad about the console. Companies may churn out games for the cartridge-based users, but eventually phase out the older generation.

This may not turn out to be the case – software companies may wait to see how sales of the console goes before producing games – but I still wait in anxiety for the release.

F Sheikh
Redbridge, Essex

AA: The user base for the existing CPCs is huge, and it would be business suicide for companies to suddenly stop writing games for all these machines. Not everyone who has a CPC will buy, or even want a Console or Plus machine. The consoles and Pluses will reach people new to Amstrad, and will be able to exist alongside the older disk and cassette users. Companies will change their priorities to include the console, and new companies might start to produce solely for it, but no one will ignore all the existing users happy with their present machines.

Cover cassette conundrum

I have just looked at Issue 90 of *New Computer Express* and noticed an article which says that you, Future Publishing, are launching a new magazine specifically for Commodore 64 owners. The article says that the magazine will cost £1.95 and that every month there will be a cover-mounted cassette.

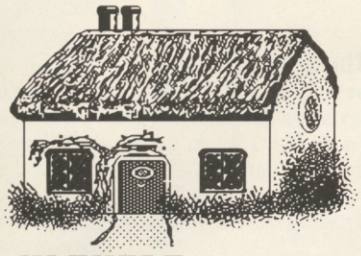
The reason I am writing is that when Amstrad readers have asked you if you could put a cassette on the front of *Amstrad Action* you said that if you did this it would take the price of the magazine up to around £2.95.

Why is it that you can release the Commodore magazine with cover cassette for £1.95 and if you did the same for Amstrad Action it would cost us £2.95?

Keith Grimsditch
Reddish, Stockport

AA: Oh dear. All this is very complicated. AA's budgets, colour split, ad rates etc etc are all set up for no covertape. Commodore Format *has been designed (financially, that is) to accomodate a cover tape right from the start. Lumme, it is a bit complicated, like.*

COTTAGE SOFTWARE



HI THERE,

"As we have been customers of Mail Order companies ourselves, we know just how hard it can be for people to obtain good service. WELL!!!! Look no further. Cottage software is here to change all that and promise a Reliable Friendly and Efficient service, also we offer FREE help and advice to all our customers with Tips, Reviews, Cheats and General Help and Advice whenever possible on any game purchased from us.

We have compiled a database with lots of reviews, tips, cheats and info on past and present games to help you. This service is FREE. It only costs you the price of a S.A.E."

Help us to keep up to date and to help others by sending in to us any tips/cheats or info that you have.

We offer a friendly efficient service supplying leisure and serious software. Overseas orders very welcome. Full back up advice service. If we can help we will. All letters answered A.S.A.P. Please enclose S.A.E. THANKYOU

Find out just why users prefer Cottage Software

Leisure / Serious Software available for:

AMSTRAD CPC. ZX SPECTRUM, COMMODORE: AMIGA 500 & 64/128 Atari ST, IBM, P.C. Compatibles, consoles and other

Just ask we are here to help

ORDER/ ADVICE HOT LINE..

0703 740342

10 A.M. UNTIL 7PM.

ANSWERPHONE AFTER HOURS

OR MAIL TO

COTTAGE SOFTWARE
P.O. BOX 34 ROMSEY
HAMPSHIRE SO518YW

S.A.E. FOR COMPETITIVE PRICE LIST + INTRODUCTORY LETTER

CHEATS/TIPS/REVIEWS AND INFORMATION SENT ON REQUEST JUST WRITE OR PHONE

CHEQUE POSTAL ORDERS AND CREDIT CARD FACILITIES AVAILABLE

VISA Access

7 Genuine AMSOFT CF2 3" Blank Disks

Including 50 FREE Games

for CPC 6128 or CPC464+DD1

NEVER BEFORE available on disk

Five A Side Soccer	Xcel
Ninja	Zub
Storm Bringer	Kane
Grand Prix Tennis	Radzone
Masterchess	The Fear
Speed King 2	Spellbound
Sport of Kings	Terminus
180	Galletron
Alex Higgins Snooker	Apprentice
Alex Higgins Pool	Pipeline
Formula 1 Simulator	Amaurote
Dr Scrimes Spook School	Angle Ball
Nonterraqueous	Storm
Curse of Sherwood	Ball Crazy
One Man & His Droid	Destructo
Energy Warrior	Hyperbowl
Finders Keepers	Flyspy
Knight Tyme	Motos
Kobyashi Naru	Chronos
Back to Reality	Rasterscan
Into Oblivion	Streaker
Hollywood or Bust	Strike
Loco-motion	Trashman
Golden Talisman	Venom
Soul of a Robot	Crazy Golf

Each disk in this box of seven has one blank side for your own use. The other is stuffed with great games for your CPC 6128, previously only available on tape. (These disks were produced for Amstrad to be bundled with the CPC 6128. But due to a cancelled order we can now make this exclusive offer). **Why not order more than one box? Can you buy cheaper blanks??**

Only £14.99

+ £2 Carriage & Ins

SPRITES ALIVE

THE ULTIMATE GAMES DESIGNING SYSTEM

If you want to write professional looking games, then look no further. Sprites Alive is the most advanced and powerful games designing system ever to be written for the Amstrad CPC Computer.

BASIC VERSION ~~£22.95~~.....£19.95

The basic version of Sprites Alive gives you an extra 70 commands which can be used within basic programs.

COMPILER VERSION ~~£29.95~~.....£24.95

The compiler version of Sprites Alive has all the features of the basic version, but also includes the compiler, which will allow your programs to run up to 16 times faster than an equivalent program written using the basic version of Sprites Alive.

BOTH PROGRAMS HAVE THE FOLLOWING FEATURES

- Uses simple BASIC commands
- Works in Mode 0 and Mode 1
- Smooth pixel by pixel movement
- True collision detection
- Comprehensive 75 page manual
- Sprites sizes up to 32 x 32
- 23K program space free
- No machine code required
- Joystick/keyboard control
- Automatic missile commands
- Automatic direction animation
- Automatic maze modes
- 64 super smooth sprites
- Excellent drawing designer
- 70 commands added to BASIC
- 6 Basic demonstration programs

COMPILER FEATURES

- Runs up to 16 times faster than BASIC[1]
- Runs up to 10 times faster than Pandora[1]
- Runs up to 3 times faster than the Laser Compiler[1]
- Simple to use commands
- No knowledge of machine code needed
- 2 additional Compiler demonstrations

We have had a number of letters from existing compiler owners, and with their permission we are printing extracts from their letters.

Mr S. Durham *"The Sprites Compiler is absolutely brilliant", "very easy to use"*

Mr W. Sussex *" The Sprites Compiler package is in my opinion one of the best packages that I have ever used and now enables me to write my own games with absolute ease", "an invaluable games writing tool"*

IF YOU CAN PROGRAM IN BASIC YOU CAN USE SPRITES ALIVE

*EXISTING OWNERS OF **SPRITES ALIVE** BASIC CAN UPGRADE TO THE COMPILER VERSION BY SENDING US THEIR SYSTEM DISC AND A CHEQUE FOR £7.50*

28 day money back guarantee if not completely satisfied.
Please make cheques/postal orders payable to Glenco Software

[1] TESTED USING IDENTICAL SORT ROUTINES

Both programs suitable for Amstrad 6128 or 464 with 64k memory expansion. Supplied on disk only.

GLENCO SOFTWARE, DEPT AA,
15 ALFORD LANE, WHITEHOUSE FARM,
STOCKTON ON TEES, CLEVELAND TS19 0QP
TELEPHONE: (0642) 606358

SENSATIONAL SOFTWARE SPECIALS

	Tape	Disk
Afterburner	£3.99	
Galaxy Force	£2.99	
Pacland	£2.99	
Football Manager II	£4.99	£7.99
Power Drift		£4.99
*** Space Ace Compilation ***	£4.99	

* Venom Strikes Back * Xevious * Cybernoid *
* Northstar * Zynaps * Trantor * Exolon *

Minimum order 2 items
Carriage 95p per order

ALL MAIL ORDER to :-

BARCLAYCARD VISA Access MasterCard

Software Superstores
7A Oldham St.,
Hanley,
STOKE -ON-TRENT.
ST1 3EY.

ORDER HOTLINE :- 0782-204639

Many other Amstrad bargains in store at *Software Superstores* in:-

SHEFFIELD	**6 Waingate**	**0742-721906**
STOCKPORT	**6 Mealhouse Brow**	**061-480-2693**
ST HELENS	**27 Baldwin Street**	**0744-27941**
HANLEY	**Market Square Arcade**	**0782-268620**

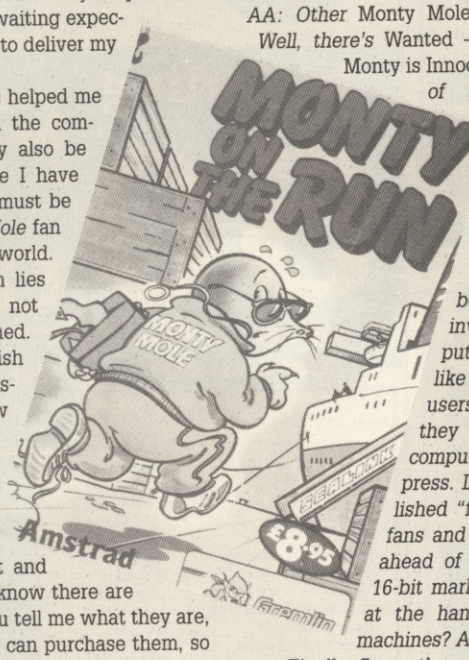
Making mountains out of molehills

Recently I came across your magazine in my local newsagents. Within minutes I was hooked, and went into debt to buy it. Since then I have ordered several of your previous copies, and now I am waiting expectantly for the postman to deliver my precious parcel.

Your magazine has helped me feel more involved in the computer world. You may also be the saviour and guide I have been searching for. I must be the greatest *Monty Mole* fan in the whole world. However, my problem lies in the fact that I am not the most enlightened. Please end my anguish by answering my questions. Firstly, how many *Monty Mole* games are there? I have got *Monty On The Run*, *Auf Wiedersehen Monty* and the latest and best, *Impossamole*. I know there are more. Please could you tell me what they are, and how and where I can purchase them, so that I may complete my precious collection.

Finally, apart from being the greatest *Monty* fan, I also seem to be the only female to be writing to you. So in order to protect your magazine from being sexist, I think you really ought to print my letter and put me out of my misery.

Samantha Hodges
Rugeley
Staffs



AA: Other Monty Mole *games, you say? Well, there's* Wanted – Monty Mole *and* Monty is Innocent. *We can't think of any others. You should be able to buy them in the usual places, or order them through firms advertising in* AA.

And as for becoming more involved with computing generally, we'd like to know how CPC users feel about the way they are treated by the computing industry or press. Does the long-established "friendliness" of CPC fans and user groups put us ahead of the more thrusting 16-bit market, or do we suffer at the hands of the "sexier" machines? And does it matter?

Finally, Samantha, you are certainly not the only Monty *fan, nor are you the only female correspondent. Just look elsewhere in* Reaction *for confirmation of this. So consider yourself put out of your misery.*

crawling sentence), especially the games reviews.

2. Give congratulations to the following companies: Turbosoft (mail order) for excellent and friendly service, US Gold 'cos all their games are fab and those that aren't crash (well, my version of *Ghouls 'n' Ghosts* does – or did), Codemasters 'cos all their games I've got are nearly perfect – their games are not too easy or too hard (except for *Rock Star* which is a teensy bit too hard), Hi Tec for releasing our favourite cartoons and Robot PD for releasing PD on tape.

3. Last but not least, a desperate plea for a poke of *Rick Dangerous* on tape.

Ben Reynolds
Graigfechan,Clywd

AA: Of course, the games companies want to earn a crust too. Actually, the budget system puts many games within the grasp of people not able to afford the new prices. The bad news is the time they have to wait before the games are released, but at least most are prepared to do that rather than pirate the software. Would it be better if the games weren't released as budget titles later? We think not.

A few questions...

1. On some games (tape) it says 'Amstrad/Schneider'. I would like to know what Schneider means.

2. Are the 464 games compatible with the a 6128 and a tape recorder?

3. Why don't you do cover tapes very often? (Some of the Spectrum mags have a tape every month.)

4. I have recently got the Magnum Lightphaser and six games, now I have got five more games for the gun called MegaPlay Two. Do you know if this is the follow-up to the first one?

5. Can you use the Multiface Two Plus to copy copyrighted software (e.g. *Robocop*) from tape to tape or disk to disk for backing up software?

Simon Campbell
Hitchin, Herts.

AA: ***1.*** *Schneider is the company which badged the CPC in West Germany. Vorsprung durch Technik, as we say at* AA.

2. *Yes.*

3. *We're thinking about it. Meanwhile, look on the front. Got it? Good.*

4. *Er..Um.. Yes. We are almost entirely convinced it is, although we haven't actually had seen a copy .*

5. *Yes, solely for back-up purposes. If you use it to pirate stuff, a large policeman will come round to your house and take you away.*

The Greek paradox

I have an Amstrad CPC 6128 and I spend a lot of my spare time drawing some pictures with my computer. I would like to send those pictures to you but I don't know what SAE means – I want my disk back. You see I live in Greece and that's a bit of a problem isn't it?

Costas Tselios
Greece

AA: Well, an SAE is a stamped self-addressed envelope. It enables the recipient of the tape or disk to send it back without having to write out an address on an envelope of the correct size, and stick on a stamp of the correct value. In short, it saves a lot of time. At AA, *we require only that anyone sending in stuff should also send in an envelope with their name and address on it. We'll pay the postage. So, Costas, send in the piccies!*



● Some people who've been to Greece.

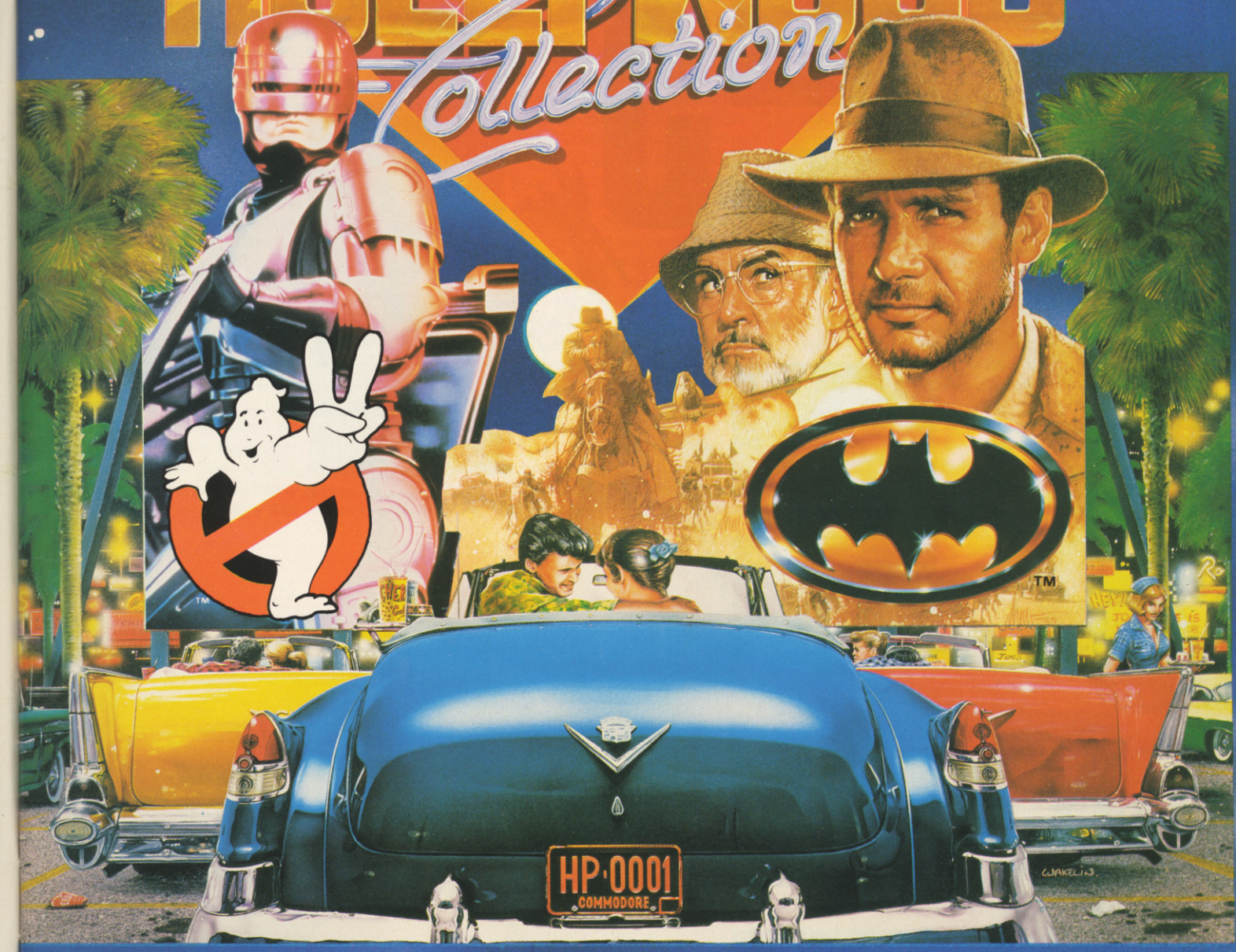
Danish post-tries

Last issue we printed a letter from Torben Jensen concerning the purchase of English stamps overseas. We have since been contacted by D. G. Rule, a Sub-Postmaster in Wokingham, Berkshire. He assures us that people overseas can buy International Reply Coupons from any local Post Office (or whatever passes for a Post Office in their part of the globe). These are simply included with the letter in lieu of the foreign stamp, and are recognised by every country. The only disadvantage is that these coupons allow goods to be sent only as surface mail. So you might have to wait a while.

The cost of International Reply Coupons is approximately £1, or the equivalent in other countries. Couldn't be simpler, eh?

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD Collection



ROBOCOP



ROBOCOP TM & © ORION PICTURES CORP ALL RIGHTS RESERVED.

GHOSTBUSTERS II



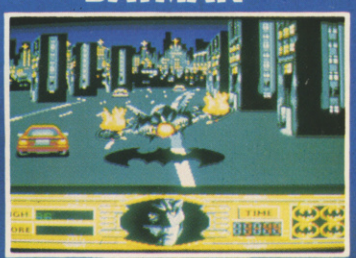
©1989 Columbia Pictures Industries Inc. All Rights Reserved.

INDIANA JONES



TM & COPYRIGHT ©1989 by Lucasfilm Ltd. [LFL] All rights Reserved.

BATMAN



TM & ©1964 DC Comics Inc.

AMIGA ATARI ST

ocean

AMSTRAD SPECTRUM COMMODORE

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

fun school 3

Learning is now even more fun!

Fun School 3 is everything you – and your children – ever wanted from educational software: **SIX** challenging programs in each pack which fulfil the exacting requirements of the National Curriculum. Plus: Stunning graphics; exciting sounds; carefully structured levels so your children can have fun and learn at their own pace. And all are designed by the winning team which created **Fun School 2**, the biggest-selling educational package ever!

On sale at top dealers nationwide. Selected formats available at larger branches of WH Smith and Boots.



Under 5s



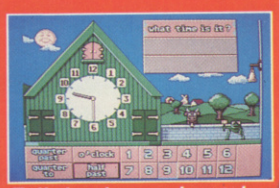
Count up to nine to help teddy get the honey



Pair the large letters at the alphabet fair



5 to 7s



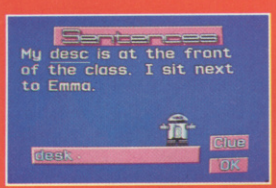
Tell the time and watch the clock come alive!



Guide the frog from log to log to solve the sums



Over 7s



Correct spelling, grammar and punctuation mistakes



Follow the directions to find the buried treasure



• Atari ST • Amiga • PC • Amstrad PCW
£24.99
• Spectrum • C64 • Amstrad CPC
£12.99 (tape) £16.99 (disc)
In the autumn: BBC, Electron and Archimedes

DATABASE EDUCATIONAL SOFTWARE

Format	Under 5s		5 to 7s		Over 7s	
	Tape	Disc	Tape	Disc	Tape	Disc
Atari ST		9490		9491		9492
Amiga		9921		9922		9923
PC 5.25"		5891		5892		5893
PC 3.5"		5894		5895		5896
Amstrad PCW		5211		5212		5213
Spectrum	9084	9085	9086	9087	9088	9089
Commodore 64	9076	9077	9078	9079	9080	9081
Amstrad CPC	6189	6190	6191	6192	6193	6194

Please supply Fun School 3 for the code number(s) circled
☐ Cheque payable to Database Software
☐ Please debit my Access/Visa card no.
Expiry date:
Signed
Add £2 per program for Europe & Eire (£5 Overseas).
Name
Address
Postcode

Send to: *Database Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB. Order hotline:* 051-357 2961

Happy Birthday to us!

At last, the truth can be told – the *facts* behind the launch and run-away success of Britain's favourite Amstrad CPC magazine...

In the beginning was an idea. It was for a magazine. A certain Mr Alan M Sugar was inventing a revolutionary new home computer. It was called the CPC, and it was to create quite a stir. So, in the twinkling of an eye, *Amstrad Action* was born.

The editor in those heady first days was Chris Anderson, the guy who set up the whole shooting match. He appointed Pete Connor after a time, who was eventually superseded by Matt Nicholson, Jim Nagel, Bob Wade and Steve Carey in that order. (These last two are still at Future Publishing. Bob is the Assistant Pot-Plant Waterer on the third floor, and Steve, having narrowly failed the interview for that post, is now editor of something called *ST Format*.)



● Chris Anderson: Future founder and *AA*'s first editor.

But what changes have occurred to the magazine over the years? The first few issues were written on CPCs, the copy saved to disk and taken to a printing house, which would print out the text on long rolls of paper. These were cut up and pasted into page formats in time honoured publishing fashion. This is in sharp contrast to today's desktop publishing system, whereby the pages can now be laid out directly on the screens of Future Publishing's Apple Macintoshes.

In the past few years the content and style of *Amstrad Action* has changed almost beyond recognition. Its highly-skilled team has lovingly crafted the magazine which you are enjoying now.

Inevitably, though, all that talent concentrated in one place has led to hangers-on and freeloaders. These miscreants are responsible for spin-off publications such as *Amiga Format, ST Format, Commodore Format, New Computer Express, S, PC Plus, 8000 Plus* and *Classic CD*. All market leading magazines in their particular fields, but none a patch on *AA*, of course, which is still Future's first magazine and, we reckon (naturally), the best.



And long may it remain so. With the launch of Amstrad's new console and Plus machines, we can look forward to at least another five years of your favourite magazine.

And at the same time, we want to welcome all new Amstrad owners who've been so wowed by the new machines they've immediately had to rush out and buy one.

Just remember, for all the latest and best cartridge, tape and disk reviews, programming tips, game cheats, hardware news etc, *Amstrad Action's* the one you want!

THE TEAM

Rod Lawton • Editor

A tall, mysterious figure with a rather unpleasant beard, Iron Rod, as he's known, controls the production of *AA*, and also finds time to indulge his favourite hobby of frog-spotting. Rod is actually an extremely experienced author, sub-editor and general mag-organising person, and has previously worked on other worthy Future Publishing titles *ACE*, *New Computer Express* and *ST Format*.

Adam Waring • Reviews Editor

It was a chilling Autumn morning in 1989 when a gangling, raw youth entered the *AA* offices by mistake (where is Madam Fifi's Exotic Massage Parlour, anyway?). After several heated conversations and a scuffle he had secured the job of Technical editor. By sheer coincidence, Adam Waring happened to know a vast amount about the CPC. He has been responsible for such epic CPC games as *Lost Caves* and *Ninja Massacre*, so he does know just a tad about machine code.

James Leach • Staff Writer

Not three months ago, a miserable human wreck was found asleep, intoxicated, in front of one of the office 6128s. Such apparent devotion did not go unrewarded, and when the intruder woke up he found himself with the job of Staff Writer and a hangover. James Leach had arrived. His writing skill has since been honed to the point of non-existence and he may well become one of *Amstrad Action's* most valuable assets, possessing five A-Levels (true!) and a three-legged gerbil.

Ollie Alderton • Art Editor

A shy and retiring young lad called Ollie Alderton has been Art Editor on *Amstrad Action* for an amazing four years. Ollie has probably the greatest artistic bent since John Inman.

Paul Tudor • Art Assistant

Paul is the most recent member on the *Amstrad Action* team and, quite frankly, he thinks we are all quite mad. Since he is, after all, an impartial, objective observer, we are inclined to suspect he may be right.

Elaine Brooks • Ad Manager

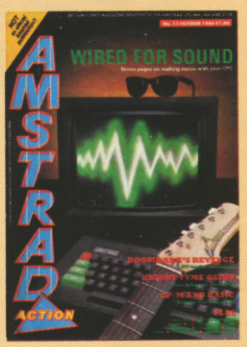
Elaine is *Amstrad Action's* most accomplished diplomat. She possesses enormous communications skills, an immense advantage when working with the rest of us, who frequently have to be reminded of our own names. The second-longest-serving *Amstrad Action* teamster, and all-round good egg.



● The *Amstrad Action* team. Left to right: Elaine, Rod, Paul, Adam, James and Ollie.

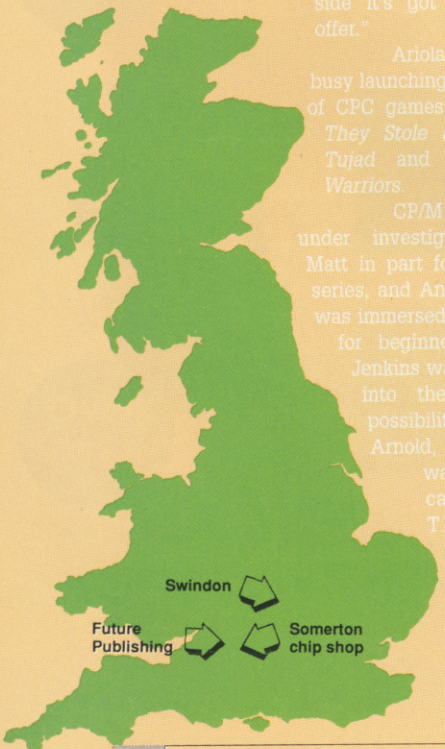
Great Birthdays

On this, our fifth birthday, we thought the time was right to look back over the past five years and pick out the highlights in *Amstrad Action's* illustrious history. In particular, how this worthy organ has grown with each birthday since it first saw the light of day...



FIRST BIRTHDAY ISSUE 13 OCTOBER 1986

Amstrad Action was being Edited by Matt Nicholson in the sleepy Somerset countryside. There was a small advert on the contents page for a Technical Writer. It claimed, "The job will of course be based in Somerton, which is a small country town with little in the way of nightlife or public transport. It cannot compete with the bright lights of London, but if you like fresh air and countryside it's got a lot to offer."

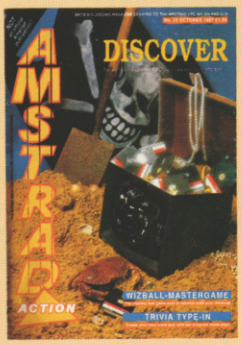


Ariolasoft was busy launching a wealth of CPC games, such as *They Stole a Million*, *Tujad* and *Camelot Warriors*.

CP/M was still under investigation by Matt in part four of his series, and Andy Wilton was immersed in BASIC for beginners. Mark Jenkins was looking into the musical possibilities of Arnold, and MIDI was the catchword. The Amstrad PCW was no longer catered for by the magazine because *8000 Plus* was on its way.

Doomdark's Revenge, written by Mike Singleton, was the Mastergame, and totally brilliant it was too. Pokes for *Classic Invaders* and *Saboteur* appeared in *Cheat Mode*, edited by Bob Wade, and a big map of *Storm* was printed.

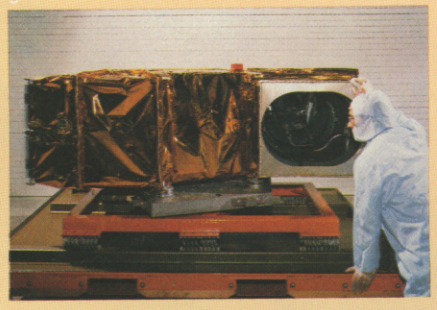
In the news were ugly rumours that Amstrad had stopped production of the CPC. The summer 'quiet period' was the cause for all this nervousness. Amstrad was fairly quick to scotch all the nasty talk. Phew!



SECOND BIRTHDAY ISSUE 25 OCTOBER 1987

First issue to be produced on an Apple Mac SE. *F-16 Combat Pilot* was still being tested in its hangar. Silicon Systems was planning a 20 Megabyte hard drive, to be totally compatible with the CPC. The news pages contained a report that Gatwick airport was using CPC 6128 computers to help monitor the 15 million plus people that wander round looking lost, and their annoying children who cry and scream.

Wizball was the Mastergame, and *Paperboy* was a Rave, as were *Mask*, *Mission Genocide* and *Cholo*. There were a lot of great games around.



● October '87, and the *AA* team pioneers new desktop publishing techniques.

Amstrad started selling its blank 3-inch floppies for £2.99. A brand-new company called Electronic Arts invited the team to its champagne launch. It sent an orange foam squishy bouncing ball to the offices (part of its logo, you see... yes, well, never mind).

Pat McD was investigating Font Design and his pal Richard Monteiro was discovering Rodos, a new disk operating system.

Also the multi-format magazine *ACE* was launched by Future.

THIRD BIRTHDAY ISSUE 37 OCTOBER 1988



A special cassette was issued on the cover jointly with Code Masters! It featured *Dizzy*, with 22 playable rooms, a disk formatter, a micro-assembler, *Smart II*, an art package, and Ollie on the cover, being silly (the clot).

Steve Carey was editing *AA*, and in the news was FAST's (the Federation Against Software Theft) organisation of police raids on warehouses in Glasgow, seizing £100,000 worth of allegedly pirated software. Silverbird, Telecomsoft's budget label, signed a quantity of games to be released at £1.99. *Dynamite Dans I* and *II* were included, as well as Digital Integration's *Fighter Pilot* and *Night Gunner*.

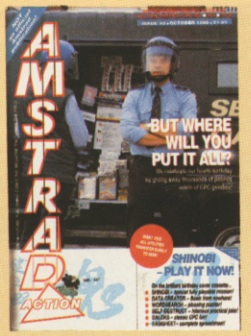
BASIC and CP/M tutorials were still going strong, and Romantic Robot's Multiface II was being dissected by Gary Barrett, the newish Staff Writer. Oh, and *Heroes of the Lance* was the Mastergame.



● F.A.S.T. raided Glasgow software pirates in 1988.

we have known

FOURTH BIRTHDAY ISSUE 49 OCTOBER 1989



Another cover cassette! Fully playable *Shinobi* mission, a complete spreadsheet, Data creator, and *Daleks*. These were just some of the software items on the byte-packed tape.

Thousands of pounds of CPC gear was being given away, in an easy-to-enter competition. It was also easy to win, so you might conceivably have been one of the fortunate ones yourself.

Star Printers was slashing prices, and Paul "Gazza" Gascoigne, that hero of English footie was hurling himself studs first into *Gazza's Super Soccer*, and *The Punisher* was coming. Pretty scary stuff.

Emma Broadley was being scathing and sharp, *The Gallery* was full of your pics, and there were some great games around. *Dragon Spirit* earned itself a Rave, as did *Strider* and *Indiana Jones and the Last Crusade*. Though the man in the hat was back, there was no sign of his dad, unfortunately. And *Laser Squad* was reviewed. (All stand in reverential silence. *Laser Squad* is probably the finest tactical wargame ever to be conceived by the dominant lifeform on the planet – and we don't mean dolphins.) This strategic piece de resistance, an automatic Mastergame, is our absolute fave. We do love it so. In fact, we might just go for a game now...

PARTY GAMES

Think *you've* got what it takes to bring out a successful magazine? Well now's your chance to find out! On the next page you'll find the special *AA* Fifth Birthday game, a slightly tongue-in-cheek exercise in modern publishing (believe that and you'll believe anything!). So what are you waiting for? Full rules, playing board and pieces are overleaf – but be warned: it ain't gonna be easy...

NOW WE ARE SIX*

So, now, at the beginning of our sixth year, we feel it is time for a rousing chorus. All stand.

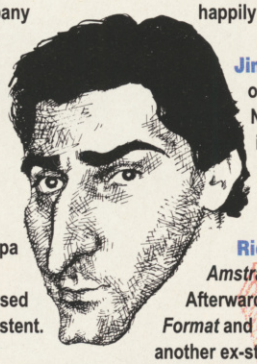
Happy Birthday to you,
Happy Birthday to you,
Happy Birthday, dear AA,
Happy Birthday to you.

Please note: the original 'Happy Birthday' tune is copyright, so the above words must be sung to the tune of 'Jerusalem', which isn't.

* next year

WHERE ARE THEY NOW?

Chris Anderson is now the MD of Future Publishing. Inventor of the now famous 'company lunch' (pat pending), and part time balloonist.

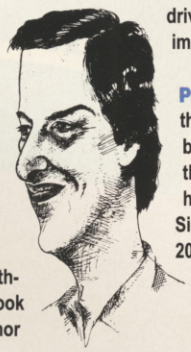


Pete Connor has disappeared off the face of the earth. After editing *Amstrad Action* in its early days, he moved on to co-editing *ACE* with Steve Cooke. Since then he's become a man of mystery.

Bob Wade has taken up pin-selling at Bath Spa railway station. Bob turned his back on the glamourous world of publishing when he realised that the pay was virtually non-existent.



Andy Wilton was *Amstrad Action's* first Tech Ed. Later on he too moved on to *ACE* and thence to *PC Plus*. Now he has left to pursue a career writing PCW software, poor devil.

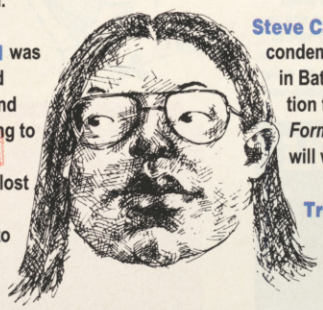


Matt Nicholson was another CPC-er turned PC-er. He took over editorship from Pete Connor and later on moved over to *PC Plus*. He now lives happily as a freelancer.

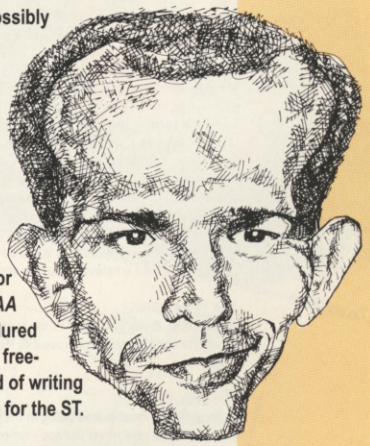
Jim Nagel (who he? – ed) took over the reins from Matt Nicholson for a very short time indeed. Then he disappeared and nobody ever saw him again.

Richard Monteiro was *Amstrad Action's* next Tech Ed. Afterwards he went on to *ST Amiga Format* and then *ST Format*. He is yet another ex-staffer to go freelance and now drives very fast cars and wears an immense suntan.

Pat McDonald was the last Tech Ed before Adam and the biggest thing to happen to *AA*. Since then he's lost 20 stone and moved over to *Amiga Format*.



Trenton Webb was possibly *AA's* most renowned games reviewer. Famous principally for being a complete war mongering psychotic, and thus ideally suited for the role. Sadly missed.



Gary Barrett (alas poor Gary) was yet another *AA* staffer ultimately to be lured away by the promise of freelance riches. Last heard of writing extremely odd software for the ST.

Steve Carey was the first voice to speak out in condemnation against the ban on street-drinking in Bath. Steve has since limited his consumption to three streets a day, and now edits *ST Format*. But we won't hold that against him, will we?)

Trevor Gilham has been Art Editor on almost every single Future magazine since his days on *AA*. He now resides peacefully on *Commodore Format*.

Magmania – the official *Amstrad*

Your job is simple. You have to put together an entire issue of *Amstrad Action*, *and* get it past the publisher's office. The first player to do it wins.

- Your issue has to consist of one Games Review, one Tips article, one Tech article and one News story – in any order you like.
- When you've got them all, you have to get the all the Artwork.
- When you've got all of that, take it all to the printers and voila, one issue of *AA* complete!

You would not believe how realistic this game is. (Nor would anybody with the slightest capacity for rational thought.)



MOVEMENT

Each player rolls a die at the beginning of the game. The player with the highest roll moves first. Play proceeds clockwise. A player moves by rolling the die and moving the number of squares indicated by the roll. A player cannot move diagonally. A player cannot move through the same space twice in one move – nor may he move through a blocked object. Players move off, in the first instance, from the publisher's office, onto any of the squares marked 'P'. If a player moves onto a square marked with a cable, alien or an open envelope etc, they miss their next go.

COLLECTING ARTICLES

Players can collect articles in any order. A player collects an article by landing on one of the shaded squares next to a desk and rolling the die to see if they get the article – see the Article Collection Table.

Every time you successfully collect an article, you should tick it off on your Flatplan. (An example Flatplan is printed on this page for you to copy.)

When all the articles have been collected, move off to the Art desk for the artwork and then head for the Printers. The first player to get there is the winner.

PROBLEMS YOU WILL FACE

There aren't any. Except for the little 'X's all over the board. If your move ends on one of these, roll the die and have a look on your Hazard Table. Make sure it's *your* Hazard Table and no-one else's. (We don't know why it's called a Hazard Table because nothing bad can happen in the wonderful world of publishing, ahem.)

OBSTACLES

Nothing to worry about really. Obstacles are things like the piles of letters in the Tips section, cables strewn across the floor in the Tech department, insane bloodthirsty aliens roaming the corridors between the Games desks and lawsuits floating around the newsroom. If you land on one of these, you miss your next go. You can usually avoid these obstacles, but it could cost you more than simply missing a go to take the long route round. Your choice.

COMBAT

The AA team love each other. However, if your move ends on a square adjacent to another player you can (but you don't have to) forget about love for a second, beat him up and steal things from him. What if he's stronger than you? You'll soon find out. Roll a die to find the answer:

1-2 Oops. You thought this would be easy. You were wrong. Your opponent gently smacks you in the eye and takes one article from you to teach you a lesson. He chooses which article to take.

3-4 Stand-off! You each gently thump each other in the solar plexus and are both too winded to claim victory.

5-6 Got 'im. Your opponent is battered into submission and reluctantly hands over whatever item you want.

THE TEA MACHINE

No problem. If you get called to the machine all you have to do is land on one of the pink squares around it. Next go you can just tootle off again.

THE PUBLISHER

Aaarrggh! The most feared being in the universe. Get caught in his office and you may never escape – unless you throw a 6! (In which case you move out onto the P square of your choice. You can end up in the publisher's office by landing on an X square. You also have to go inside if you land on a P square. As you can see from the board, as you're heading to the printers with your complete magazine, it's going to be pretty difficult to get out without being called in for a proof-read!

ARTICLE COLLECTION TABLE

1 The article's just finished. Pick it up and wait for your next go.

2 The article is ready and waiting for you! Pick it up and take another turn straight away.

3 You have to stay to help finish the article. Miss a go, but pick it up next turn.

4 Grr – not ready yet. Miss a go then roll again.

5 Disaster! The Macintosh has crashed, losing the complete article! You'll have to go away and come back later.

6 You're in such a rush you spill coffee over everything, losing both the article you're collecting and one you've already got. Your opponents choose which one!

HAZARD TABLE

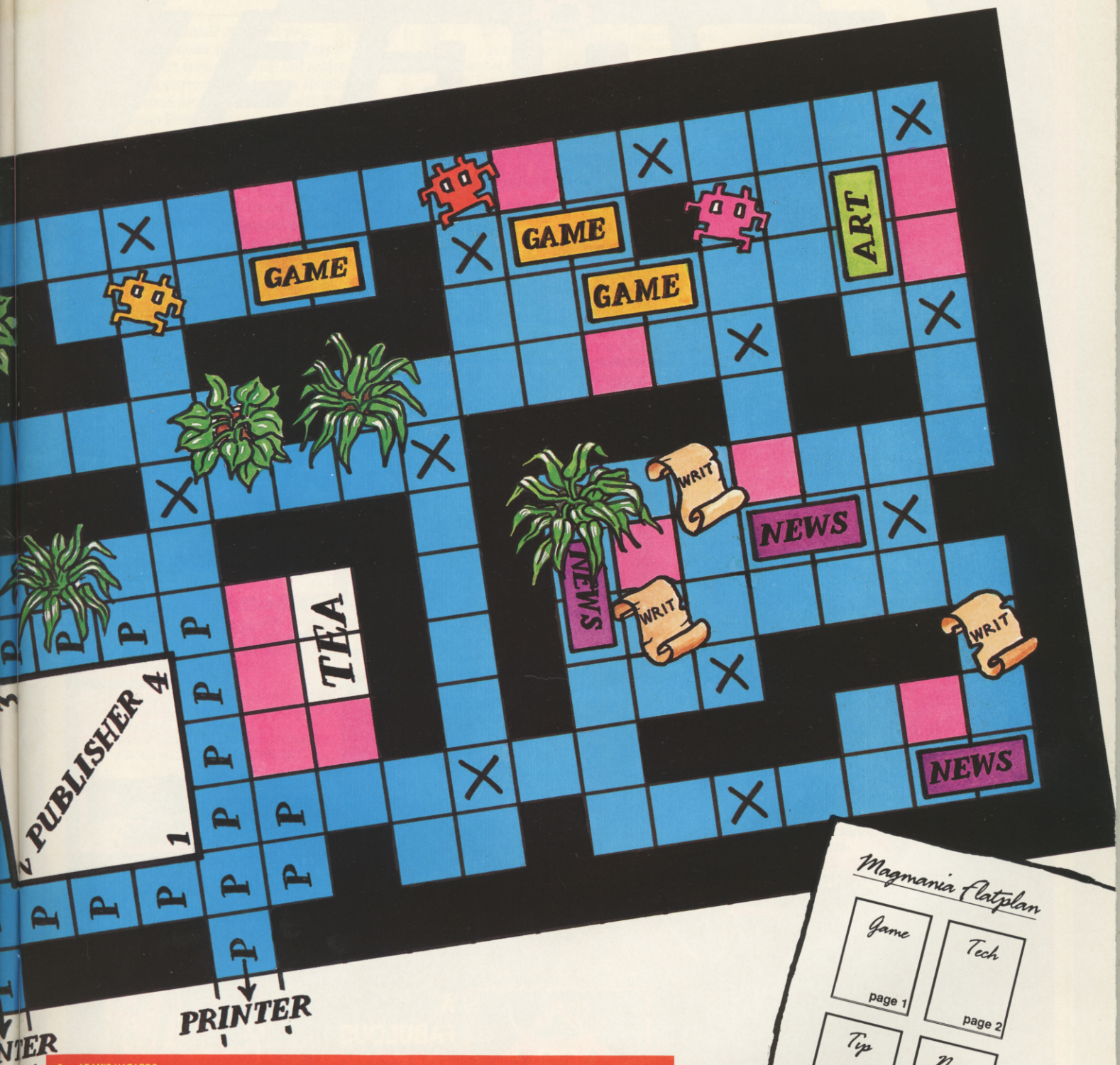
JAMES'S HAZARDS

1 Lock of hair falls over eyes. Trip and miss a go.
2 New receptionist agrees to lunchtime date. Skip gaily ahead, taking another turn.
3 Coffee machine breaks down. Go to machine to fix it.
4 You lose a contact lens, crawl around on the floor and end up at desk of your choice. Excellent!
5 Elastic band flies across the office and hits you squarely on the nose. You drop an article (of your choosing) out of the window.
6 The publisher wants to discuss your verry pore speeling. Go and see him.

ROD'S HAZARDS

1 Beard gets caught in laser printer. Miss a go untangling yourself.
2 Find a mouldy digestive biscuit in a drawer. Go to tea machine to get an accompanying brew.
3 You win a game of *Laser Squad*. In the excitement you take another turn.
4 You get invited to a racing car freebie. Screech to desk of your choice.
5 An unreliable freelancer wrote one of your articles. It's rubbish. Throw the article of your choice away.
6 A blatant libel's been printed in *Amstrad Action*. The publisher wants an explanation. Go to his office.

d Action birthday boardgame!



ADAM'S HAZARDS

1. Your freelance PD Column is late again. Miss a go finishing it off.
2. Your desk is in an appalling state. The publisher wants to see you about it.
3. You look bleary eyed from staring at a monitor all day long. You desperately need a cuppa. Go to the tea machine.
4. You've managed to fix a set of wheels to your CPC. Stakeboard to the desk of your choice.
5. The faulty wiring of your home-made ROM board starts a fire. One of your articles in incinerated. Lose the one of your choice.
6. You write an RSX that speeds you up. Take another turn.

OLLIE'S HAZARDS

1. You find your mountain bike behind the cupboard. Cycle straight to the desk of your choice.
2. You're falling asleep. Go and get a coffee to revive you.
3. You put an article down for a minute, and can't find it again. Lose an article of your choice.
4. The deadline's been brought forward. An extra burst of energy allows you to roll again.
5. The publisher wants to speak to you about the cover. Go to his office.
6. You've stuck the wrong pictures in the wrong places. Miss a turn while you sort them out.

ATARI ST
AMIGA
IBM P.C .AND
COMPATIBLES

THE ARCADE EXPLODES!

AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA

FIRE & FORGET™ II

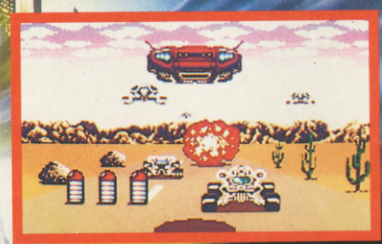
THE DEATH CONVOY

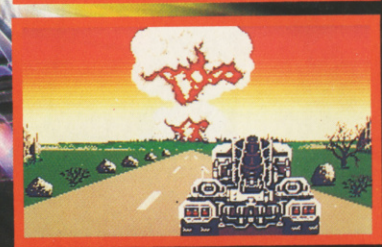
As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques.
The ability to take to the air will be your strength, use this to outmanoeuvre the enemy.
Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.

NUCLEAR threat . . . *Stop.* DESTROYER CONVOY detected. . *Stop.* Wipe out the TERRORISTS . . *Stop.* Scientists in DANGER . . . *Stop.* IMMEDIATE ACTION . . *End of transmission.*











QUICK REFLEXES, SPEED, INGENUITY AND NERVES OF STEEL ARE REQUIRED TO OBLITERATE THE OPPRESSOR.

SUPER FAST 3D ACTION.
15 INGENIOUS MUSICAL SCORES.
50 DIFFERENT TYPES OF ENEMIES.
5 SQUAD LEADERS TO DESTROY.
BONUS LEVELS
A MULTITUDE OF ARMS AND AMMO
LAND AND AIR COMBAT.

Copyright 1990. Titus Software Corporation. All rights reserved. Fire & Forget II, Titus and the Titus logo are registered trademarks of Titus Software Corporation. All other trademarks acknowledged. Product description and screen shots represent Amiga version, others may vary. Titus reserves the right to make modifications to the product at any time and without notice. Made in France

TITUS™
ARCADE

A FABULOUS ADAPTATION OF THE ARCADE GAME



4TH STANNETS. LAINDON NORTH TRADE CENTRE.
BASILDON ESSEX. SS156DJ. PHONE: (0268) 541126

HELPLINE

Feeling helpful? Just send your name, address, phone number (say if you don't want it printed) and subjects on which you're offering help to: *Helpline*, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP. Please write on a postcard or the back of a stuck down envelope and keep it short or you won't get in (or you'll get cut to 'loadsagames').

If you want help contact the appropriate Helpliner – not us. By post include a self-addressed, stamped envelope for the reply – or you won't get one. And phone only in decent hours!

Piracy is not welcome: don't try it, you'll get booted off. Keep it legal. And if you receive SAE's, for heaven's sake return them with some acknowledgement. Finally, if you want to come off *Helpline* just write in and say so.

Help given on all types of BASIC, using CPM, some machine code beating the computer at Chess, Viewdata, Logo and many other things to do with CPCs. Help is also available on Spectrum and BBC but I am mainly concerned with CPC. I would like help on machine code, ROM routines, projects, RSXs and programming CPM. Please send SAE.
Craig Holdstock, 7 Carline Road, Lincoln, Lincolnshire LN1 1HL (0522 529726 except Sundays).

Pen pals wanted 12-14. Preferably male. Must have 464 and be able to swap games and must also have a tape deck.
Richard Westwood, 238a High Street, Chasetown, nr. Walsall, Staffs. WS7 8XH

Will swap Gazza's Super Soccer, LA Swat, Dan Dare, Ghostbusters and ATV Simulator for Operation Wolf. Interested?
Richard Jarman, Forst Dene, Forest Hill, Sandiway, nr Northwich, Cheshire CW8 2AT

Help offered on most war combat and simulation games, and others. Female penpals wanted – over 18 years. All letters answered.
Peter Hall, 138 Craylands, Basildon, Essex SS14 3QY

I am offering free help for Gryzor, Renegade, Robocop, Barbarian, Operation Wolf and Roland In Time. I would also like a penpal.
Chris Tuckley, 20 Farbrook Way, Shortheath, Willenhall, West Midlands WV12 4SG

Please could someone give me the pokes for Operation Wolf and Operation Thunderbolt?
Daniel Comber, Stablehurst, Horstead Lane, Sharpthorne, West Sussex

Has anyone got Double Dragon or Vigilante on tape? To sell or swap.
Nick Lambshead, 59 Kingsdown Crescent, Dawlish, Devon EX7 0HQ

The subject I would like to help people on is pokes and tips on many games.
L C Oakes, 26 Hillcrest, Molescroft, Beverley, HU17 7HS

Has anybody got a copy of Rainbird's advanced Music System which they are willing to part with?
Nicholas Allen, 7 Hawkswood Avenue, Firmley, Camberley, Surrey GU16 5LH

Help needed on Level 2 of Platoon and poke needed for Ikari Warriors (tape) and any hints and tips for Platoon.
Christopher Morris, 11a Kensinton Drive, Woodford Green, Essex IG8 8LR

Cheats wanted for Road Blasters, The Vindicator, Crazy Cars I and II. Please on Amstrad 464 tape only.
Mr M J Williams, 78 St Pauls Road, Chichester, West Sussex PO19 3DB

Pokes for BASIC programs. Graphics and Music demos. Disk manipulation. Keen CPC 6128 users only.
J Woodall, 95 Huntsmans Walk, Acomb, York YO2 3JU

Wanted AA Covertapes. PD software on tape or disk. Plus any homegrown software. Send SAE if you want software returned.
John Wall, 20 Atlantic Avenue, Belfast BT15 2HN

Please can anybody send me the address of Citizen. Also, if you are considering purchasing the new Citizen Swift 9 then I would like to hear from you. All of your letters answered.
Henry Williams, 36 Collum End Rise, Leckhampton, Cheltenham, Glos. GL53 0PB

Cheats and pokes to exchange or buy. Pack of six: BATMAN/AIRWOLF/MIG 29/HACKER II/SPITFIRE 40/COMBAT UNIT (SAIGON) all for £10 or £2.99 each. Also, penpals wanted aged between 14-19. Can have any computer (464/664/6128). Wish to swap programs and games.
I Jones, 14 Marcos Drive, Castle Bromwich, Birmingham B36 9ND

Desperately wanted. Rebelstar (464 tape) by Firebird. Will swap any of these games: Nebulus, Ikari Warriors, Ghosts 'n' Goblins, Nemesis, Captain Blood or Tetris. Or I will buy for sensible price (up to £3.00).
David Mitchell, 1 Manor Close, Ivybridge, Devon PL21 9BQ

Has anybody got Shinobi on disk, willing to buy or swap for Mr Heli, Rick Dangerous or Black Tiger. All disks – all originals.
Gregory Tucker, East Stibb, Langtree, Torrington, North Devon EX38 8LN

Penpals wanted. 464 owners (tapes only). I have Multiface 2+, Myth, Powerdrift, Shinobi, Batman, Ghostbusters 2 and lots more. Send lists of your games. Also games for sale: Giant £6.00, Myth £3.50 and lots more. Very cheap. Send SAEs for pricelist.
Adrian McDonagh, 38 Grasmere Way, Lakes Estate, Milton Keynes, Bucks. MK2 3DZ

Will anyone swap a Multiface 2 for Hackit and £60 worth of games?
Paul Hornsey, 11 Telford View, Linlithgow Bridge, West Lothian, Scotland EH49 7RS

Wanted ! Little computer people 464 tape, will swap for games if I can or buy depending on how old it is.
Steven Kenny, 648 Ormskirk Road, Pemberton, Wigan, Lancs.

Penpal wanted age 9-10. Must have a 6128. I am willing to swap maps, tips, pokes and games. Also help needed on Championship Sprint, Rainbow Islands and Continental Circus. Help given on Dizzy 1,2 &3. AAs needed: 1-6,8-19,22,24,25,27,28,35 and 36.
Jamie Shailes, 3 Dennys Walk, Narborough, Kings Lynn, Norfolk PE23 1TA

OI!

Helpline is for readers wanting help, tips or penpals, or offering any of the above. No money is to change hands, OK? This page is for *free* help only. If you send in an entry asking for money for your services you're wasting your time and a stamp – it'll be straight in the bin. On the other hand, send in a cheque for £5 and you could go in *Small Ads*...

Help ! I need to sell all my CPC 464 games. Many full-price and budget games for sale at cheap prices. Send SAE for full list.
F McIntyre, 14 Poplar Way, Kirk Hallam, Ilkeston, Derbyshire DE7 4NP

I have loads of games to swap only. Not for sale. All originals and in very good order. Send SAE for list.
Mr K Sharp, 93 Somersall Street, Mansfield, Notts. NG19 6EJ

Desperately wanted. Fruity Frank (464 Tape Only). I am willing to swap in exchange for FA Cup Football, Nightmare, Count Duckula or Hacker II. Or I will buy it at a reasonable price. Send SAE for further information.
John Carrahar, 18 Stirling Avenue, Primrose, Jarrow, Tyne and Wear NE32 4JT

Will anybody sell me Tasprint 464, Tascopy 464, Tasword 464 and Easiart for a reasonable price or in exchange for games. Many top titles (all originals) including Cabal, Robocop, Fiendish Freddy etc. Will sell games separately. Send SAE for list.
Andrew Ramsbottom, 12 Carrs Lane, Cudworth, Barnsley, South Yorkshire S72 8EJ

I own a CPC 464 (tape only) and I would like to have penpals from any country. Age 14 to 17. I own loadsagames and cheats.
Robert Grech, St Lawrence, Rinellia Str, Kalkara, Malta

I'm appealing to all 464 owners in the hope of swapping one of the following games for Capcoms Coin-Op hit Blacktiger: Double Dragon, Rastan (the Warrior King), Dragon Ninja (or if you have anymore combat games for swaps)
14 Gerrard Mews, Washingborough, Lincoln LN4 1HB

Elite: Dangerous Commander with 60,000 credits to his name for sale. Just send a SAE, a blank tape and my small fee of 50p.
Stuart Bonar, 70 Treveneague Gardens, Manadon , Plymouth, Devon PL2 3SX

Need any pokes for Wec Le Mans, After Burner, Fast Food, SDI, ISS, The Real Ghostbusters, Vindicators and Renegade ? Just send 50p postal order payable to David Hanmore and send blank tape for poke.
David Hanmore, 10 Lavender Gardens, Enfield, Middlesex EN2 0PT

Desperately want Colossus Chess 4.0. Will swap for any one of these: Vindicators, Metrocross, Hard Drivin', Batman the Caped Crusader, Winter Games or Microprose Soccer. Also want good adventure games, send list and choose a game above or send for another list. Tapes only.
Jan-Fei Li, 26 Kirton Close, Tilehurst, Rading, Berkshire RG3 2NS

If your name is Adrian Forbes or Andrew Wong then contact me because I lost your addresses.
Martin Fan, Flat 6, 251 Brays Road, Sheldon, Birmingham B26 2UL

Penpal wanted – female. Wish to buy tape games, anything considered. All penpals answered.
P Tuohy, Hurlers Cross, Bunratty, Co. Clare, Ireland

I will give a free, original, budget or full-priced game, tape or disk to the first clever soul who sends me the complete solution to the final level on *They Stole a Million*. (A map will make it easier to understand). A list of games to choose from will be sent on receipt of tips; remember your name and address.
P Barone, Martintop Farmhouse, Latimer, Bucks. HP5 1BX

Penpal wanted. Age 10-13 female or male. Exchange games for Amstrad CPC 464 tape not disk. Games like *Black Tiger*, *R-Type*, *Rainbow Islands* and *Italia '90*. Must give games back after swap. Also need a map for *Dan Dare*.
Eamon Scaroni, 909 Wolverhampton Road, Oldbury Warley, West Midlands B69 4RR

Forum

Trouble with your technical bits? Here's the section for you

● Mr Extremely Angry



I am at the point which I was at about two years ago. I am EXTREMELY ANGRY at your *Type-in* section, which gets me so mad!! This section caused me to stop buying *AA* two years ago and it just might have the same effect again.

Why is it that, when all my check-sums are the same as the magazine's listing, I get syntax error messages etc or the stupid program just won't work? Take the August issue (*L. Base* & *Poke-It*). Both of these programs won't work. The *Poke-it* type-in must be printed wrong and, as for the *L.Base* listing, it might be slightly useful to tell us that the program isn't meant for disk owners and from what I can make of it (due to syntax errors at all lines that contain CLEAR INPUT) it is probably for the 6128 only!!

Come on *AA*, buck your ideas up and give us tape users some good utility programs for a change (that work)!!

Andrew Ramsbottom
Barnsley

Keep your hair on Mr Ramsbottom, we do our best you know. We take great care to makie sure that all Type-Ins *work before publication. If an error does creep into the listing, we make sure that we print an explanation in the next possible issue.*

You'll find the explanation for Poke-it *above.* Lbase *was in fact printed correctly. It was a 6128-only program as you surmised, though it is probably possible to make it work with some adaptation.*

We were unable to test that particular type-in on the 464. Our printer (which is also pretty vital for this type-in, for obvious reasons) is connected to a 6128, and so we can only test printer-based programs on that machine.

● Much too much

I started reading your magazine last year and I think it's the best Amstrad mag around. What you might be able to help me with is the problem of expanding my 464 to 128K. I'm going to buy a 64K RAM, so could you please tell me what other software or hardware I will need and how much it will all cost? Another thing I want to know, why do things on ROM cost so much, since buying or manufacturing ROM in bulk is very cheap nowadays.

D D Asante
Leicester

A RAM expansion pack, such as the Dk'Tronics device sold by Datel Electronics, is all you need. They cost around the £50 mark.

ROMs are still relatively expensive compared to tape or disk. storage Anyway, the cost of software isn't really related to the cost of the media it comes on. You pay for the convenience, which is why disk software is around a fiver more than tape, whereas blank disks to the trade cost far less than that. Also, software on ROM tends to be more specialised, fewer copies will be sold, so the development costs must be spread over a smaller number of units and a higher price charged.

● I want to poke

I'm writing about a program I typed in correctly by using *Type-writer*. The one I am having problems with is *Poke-it* by Graeme Rowles of Dartford in Kent.

This program designed to be used instead of a Multiface. I went through it as it told me to, but it wouldn't work. So can you please help me to get the program *Poke-it* to work for me?

David Ward
Stoke-on-Trent

The problem with Poke-it *is that it will only work with certain games. A lot depends on how well the program behaves. If it's heavily protected, then chances are that* Poke-it *will be disabled.*

So, if you have typed it in correctly, you'll just have to bear in mind that it doesn't work with all games. Sorry about that.

● A bit missing

May I offer a few words of assistance to your correspondent, karl Parrish, concerning his Tandy printer and its lack of graphics. (*Forum, AA59*). I use to own a Tandy printer (DMP 105) and discovered that the graphics capability of the printer could not be accessed by my CPC because the CPC has a 7-bit printer port and the Tandy printer requires an 8-bit output. My information came from Tandy in Wolverhampton, and they suggested the use of an 8-bit printer port from KDS Electronics to solve the problem. I never tried this solution so cannot vouch for it.

On a completely different subject, I notice that some beginners in the Public Domain library business (Alan Scully, Helpline) are inviting donations to their libraries, including material from other PD libraries, such as WACCI etc. As many of these established libraries have apparently taken a great deal of trouble with additional documentation, can it really be considered fair or ethical to indulge in this 'secondary' piracy – if indeed that is what it is? Does *AA* have a view on this subject? I hasten to add that I have no connection with any PD library but have several PD programs, most of which are excellent.

G A Doyle
Wolverhampton

KDS does indeed supply an 8-bit printer port for the CPC. It can be contacted on 04853 2076.

The whole point of public domain software is that it can be distributed freely, so that anybody can pass copies on. However, I do agree

● Amstrad going bust?

My friend and I both own Amstrad CPC464 computers. My friend's computer has just been sent for repair, but he was told that they cannot get the parts need because Amstrad are not producing any more parts or computers. To make it worse, he was told that we won't be able to buy software and anything else by the new year as Amstrad are going out of business.

Can you tell me if this is true or were the repairers just trying to get out of doing the work?

Kristian R Desborough
Hull

Cough... splutter... [Waring's coffee goes flying across the room] Amstrad going out of business? Certainly not! The recently-launched console is proof of that. Take your computer elsewhere. There should still be plenty of spares available to make your poorly machine better again.



● Amstrad going bust? If it was, would this man be smiling?

that it is a bit mean directly ripping off other libraries' disks. After all, they've taken time to collate the collection, in some cases even writing the software themselves. Still, that is the whole principle of the thing.

● No man's land

First, a plea for help. I have recently bought a programme called *CP Graph*. It is distributed by a company called 'No Man's Land'. I got it in Deptford Market for just 50p! All well and good, I hear you say, but what's the problem? Well, it's all in German and I don't sprechen die Deutch (?).

I have written to the company in question, an adequately grovelling letter explaining the situation, but as I've now been waiting six months for a reply, I have to assume I'm not going to get one. So, if anyone can assist me with this problem, my gratitude will know no bounds. Well, maybe a few bounds.

Secondly, I have to disagree with your high rating on *Myth* by System 3. I am by no means a brilliant games player, but I managed to complete the game within three days, and after shelling out fifteen quid (on the basis of your review), I was mightily upset by this. Good game, great graphics, average sound, good playability but value for money: not on your nelly! Sorry.

Thirdly, on the excellent game *Klax*, I (and my friend) regularly score well over the million mark. I recently read an update of this game in your ex-publication *ACE* (you really shouldn't have sold it; it has gone downhill!), that the CPC version is REALLY SLOW! Can you comment as to the truth of this statement?

Finally, if Activision have the rights to *Alien vs Predator*, who has the rights to the upcoming *Alien 3* and *Predator 2*? Just curious.

Simon D S Warford
London

Let's get this straight. You bought a German program? No wonder it was only 50p. I'd cut my losses and run if I were you.

You managed to finish a game and you're complaining? You should be proud of such game-playing skills.

Of course ACE *has gone down-hill. What do you expect? After all, it isn't published by Future any more. As for their comments about Klax, we think that's c**bblers. If you're happy with the game then take no notice.*

I haven't heard of any plans for either of those films.

● Barking mad

Processing power. The rate at which a machine can alter the area of memory or perform calculations. Take the Amstrad (very clever machine) and a Commodore 64 (boo, hiss) for example. In processing terms, the CPC wins hands down – its 4MHz Z80A CPU has over two times the power of the C64's 1MHz 6510 – and yet for mainstream games. The C64's are better. Why? (If you know what I mean).

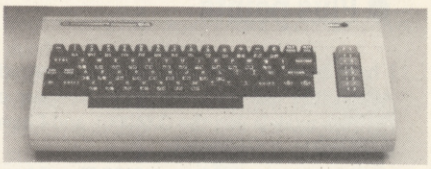
James Barker
175 Barnsley Road
Cudworth,
Nr Barnsley,
South Yorkshire S72 8UL

p.s. Please print my name and address as I would like a penpal age 15 or under!

Who says that C64 machines are better? This business about the speed of processors doesn't really have that much do with the speed of a computer – although it's obviously a very important factor.

The C64 has a lot of of support in the form of sprite hardware. It doesn't have a proper high res screen layout like the CPC either – using a rather clumsy attribute system instead. Fast, but crap.

Some games are very good on the C64, I'll give it that, but for my money, CPC games are generally much better. And just wait until you see some of the new Amstrad cartridge games...



● Are C64 games as good as Amstrad ones? Are they heck!

● Tape to tape

Like many other readers, I have a tape-loading problem, but I think mine's probably a bit unusual, in that I have no problem loading commercial software from tape into my CPC6128, or even tapes recorded on my daughter's CPC464, but what I just can't load are tapes that I recorded on my own machine!

I've spent hours, I've juggled with the volumes, I've disconnected all superfluous leads, I've moved the recorder as far away from the computer as the flex will allow, but it's still no go.

Incidentally, tapes recorded on the 6128 load into the 664 quite satisfactorily. So where do I go from here? Anybody else have the same problem and managed to overcome it? Any ideas would be appreciated.

Jim Palmer
Bournemouth

Sounds like there's something wrong with the recording mechanism of your computer, rather than a loading problem. Get it checked out out by a professional repair company.

● Radio transmission

Regarding the letter from Andrew Snook, MAPLIN electronics sell an RTTY kit which suits his specification. The link to the Amstrad is via RS232.

RTTY stands for 'Radio Teletype', which is a means of transmitting and receiving information by radio-like CB for computers.

Now I have some questions of my own:

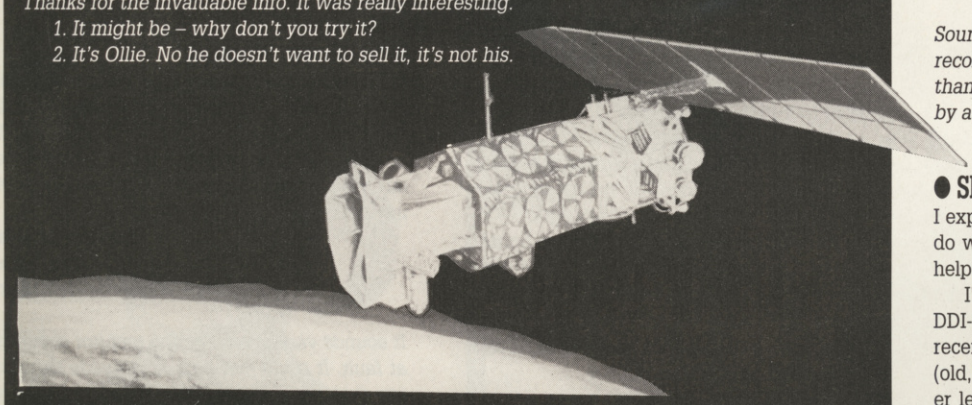
1. Is it possible to have machine code below &500 and be able to have a BASIC program?
2. Who is the guitar hero on Page 36 of *AA57*? Does he want to sell that Fender Mustang?

Marcus Fletcher
Carlisle

Thanks for the invaluable info. It was really interesting.

1. It might be – why don't you try it?

2. It's Ollie. No he doesn't want to sell it, it's not his.



● Short circuit

I expect you're fed up with solving problems to do with printers, but I'd really appreciate your help with this one!

I've got a CPC464 with Multiface II and DDI-1 disk drive attached. A friend of mine recently 'gave' me an OKI Microline 82 printer (old, eh?) with a manual. I've got a PL-1 printer lead and connected the printer to the CPC. I've managed to set the dip switches to effect

some kind of printing using the 'PRINT #8', 'string' format, but something strange is happening to the printed results and/or character sets. Unfortunately, I don't know what's wrong. Can you or any of your army of readers offer any help?

Below is an example of the printed result when the 'string' is:

String	Result
a) 'abcd....xyz'	ijklmnohijklmnoxyz| |xyz
b) 'ABCD....XYZ'	IJKLMNOHIJKLM NOXYZ[/]^_XYZ
c) '1234567890'	9:; <=> ?898

Nigel Caldwell
65 Highfield Road
Kidderminster,
Worcs DY10 2TJ
Home: (0562) 741945
Work: (0384) 400550

Sounds like a wiring problem to me. Try getting your cable checked out to make sure none of the wires are shorting out. It may be worth having your printer looked over, too. If you know someone with another type of computer, try connecting it to that to see if you get the same result.

● Plus points

I have just read the latest ish of *Amstrad Action* (the one with the wicked review of the Plus models and the GX4000), and I have been thinking (very hard).

If I was to upgrade to a 6128 Plus (I have an original 6128), would it be better for word-processing/programming, as I do a lot of both?

I have decided to buy a Magnum Lightphaser for my 6128. Would it work with the 6128+ model?

Would I be able to connect a 6128+ up to a TV, via an Amstrad modulator, or use it with existing mono/colour monitors?



How much will the ROM cartridges cost for the new models?

Would it be worth upgrading to a 6128+, or should I buy a GX4000 console?

I would be more than grateful if you could answer my pleas for help (grovel, grovel, creep). Also I would like to say how much I think your mag has improved over the months, and is well worth the £1.45.

Paul Hinchliff
Ipswich

P.S. Why did the cool dude Trenton leave *AA*?

Gosh, what a lot of questions. I'll do my best; here goes...

The keyboard of the new machines has the same layout as the CPC6128. However, it has angled keys, and definitely feels more responsive.

No. The new Plus machines have a special lightgun socket, whereas the Magnum fits into the expansion port.

No. The socket that connects the Plus to a monitor or modulator is different. It has more pins as it offers stereo sound output via the monitor. You could probably get a lead made up, but you'd lose the sound.

We reckon that the cartridges will be around the £25 region.

Ah, the sixty-four million byte question. One that thousands of CPC owners must be asking themselves.

The actual computer (as opposed to console) side of things is the same in both the CPC and Plus ranges. That is, all tape or disk software will behave identically. It's only when a cartridge is plugged in that the additional hardware is accessed. (Although it remains to be seen whether innovative programmers figure a way to get round these restrictions, and start producing console-style games on tape or disk.)

The point is that owning both a CPC6128 and a GX4000 console gives you the same computing power as owning a 6128+. Obviously, though, you'll need to find a spare TV to plug the console into. (It's a slightly different story for 464 owners. The BASIC has been uprated to version 1.1 in the 464 Plus, the same as in the 6128 machines.)

What you have to consider is the resale value of your current 6128, and whether it's worth shelling out the extra dosh (over the £100 it'd cost you for the console) for a neat, all-in-one unit. Also take into account the new up-to-date design of the Plus range, and for someone who does a lot of typing, such as yourself, the comfort of using a better keyboard.

Only you can make that decision...

I'm glad to hear that you find AA such value for money, 'cos it's going up next month (ouch! – only 20p though).

Trenty left for the lure of bright lights, fast cars and more dosh. Actually, he's only gone round the corner to work on our sister magazine Amiga Format *(available at all good etc...), and still pops round to say hello (and avoid doing any work).*

● Dying for a dump

I sympathise with J Tucker and his little problem with s-t-r-e-t-c-h-e-d *Stop Press* printouts (*AA57*): I too have spent hours battling with my dip-switches trying to persuade my LQ3500 printer to produce an A4-sized page. The A5 version comes out an inch too long as well. My old DMP3160 never failed to come up with the goods (until the motor burnt-out while churning out a long queue of high resolution *X-Press* pages... but that's another story).

Upon reading your response to J Tucker's letter, I scanned every page of my CPC and printer manuals for The Answer, but there is no mention of a 'printer driver' anywhere. What is it? Where is it? If J Tucker and I are using the wrong one, how do we change to the right one?

As other letters to your esteemed publication have shown, the manual for the LQ3500 (and those for other printers) leaves something to be desired in its treatment of CPC users, what with 7-bit data (*AA53*), no pin 14 (*AA55*) and Viking character sets required (*AA56*), we are a very peculiar bunch. so, when I couldn't get my new printer to work, I phoned the Amstrad Helpline (0279 454555) to confirm the default dip-switch settings, mentioning that its umbilical was attached to a CPC. My baby still failed to breathe. "It must be a serious fault", said the confident Helpline Lady, "you'd better return it to the supplier." Not bloody likely! Getting this printer out of Dixons as a replacement for my burnt out DMP only took five months...

The upshot of this trauma is simple: switch 8 must be NOT SENT (i.e. 0), which is contrary to official advice.

Val Robinson
London

A printer driver is a program which is custom-written for a particular make of printer. These programs are not available commercially. Some programs have built-in drivers to support a range of printers. The problem is when they don't, such as in the Stop Press *program.*

When this is the case, your only hope is to write your own patch routine, obviously not a task that everyone is capable of. So, if anyone out there happens to have written a printer driver for Stop Press*/DMP LQ3500, you'll let me know, won't you...?*

● No longer working

My CPC has tragically stopped working. When I switch the monitor on nothing happens. I do not know where the computer was originally bought, so please could you put me onto someone who can fix it, hopefully without bankrupting me.

Stephen Coreless
Tottington
Bury

It sounds very much like the monitor circuit is at fault. It could just be a fuse inside the casing that needs replacing. However, I cannot recommend that you go tinkering inside if you

have no experience of high-voltage circuitry.

Luckily, the monitor is very similar in construction to a television. In fact it was originally based on an Amstrad portable TV set. Any competent TV engineer should be able to at least trace the problem, and more than likely fix it.

Hot tips

I am 14 and have owned a 464 since 1985. Recently I have started to learn the ways of machine code and I am about to buy an assembler. I have been considering buying *Maxam* (464) on tape and am wondering if this would be a good buy. For instance, does it include a source creator?

I have recently restarted buying your magazine and in fact now receive it through subscription. Whatever happened to "Hot Tips"? I always found it useful in the past – below are some discoveries of my own:

(In some cases it is necessary to reset the computer before typing in the instruction.)

a) For rough italics in mode 1 type: CALL &BA45

b) For four colours in mode 2 type (scrambled writing though): CALL &BA45

c) For a weird on-screen display (accompanied by clicking on the tape recorder) type: CALL 19 [enter] then CALL 19 again.

d) For a screen full of fuzz follow the following guide:

i) type: POKE &ba45,1

ii) press your hand up and down on the right hand side of the keyboard (the area surrounding and including the large Enter key) until fuzz the size of one character appears

iii) press the enter key until the whole screen fills with fuzz

iv) an endless maze can now be scrolled through using the arrow keys

e) For anyone creating user-defined characters I find that a chess or draughts board makes a perfect grid.

On a completely different subject, I find some interesting effects can be obtained by 'games mixing'. Simply by loading a game with the loader from another, different colours or a confused display can be obtained.

Finally, I know it's an oldie, but can anyone help me with 'Soul of a Robot' - I have mapped out the whole first level but still cannot work out which is the transporter room!

Allan Barklie
8 Cameron Park
Ballymena
Co. Antrim
BT42 1QJ



No mice

Do you know anywhere I can get a copy of AMX *Stop Press* without the mouse or the interface, as I already have the mouse from AMX *Art* which I presume is the same as the one in *Stop Press*. Please advise?

Ben Ivory
Cheriton
Kent

A mouse-less copy of Stop Press *can be obtained from Database Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP. Tel: 0625 878888.*

We think you're as mad a Middle Eastern country, but thanks for the tips anyway. Hot Tips *still lives on as part of* Forum. *So if you've discovered a tip so hot that the only way to handle it is with asbestos gloves, then please send it in.*

Any kind souls who can help Allan out (and by gum, he needs help), get in touch with him.

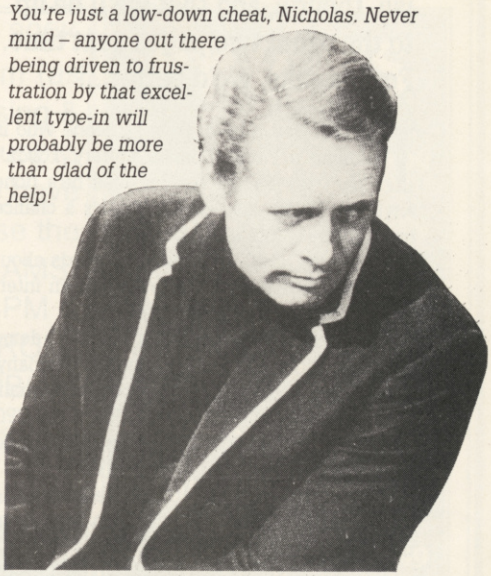
Escape from Priz

A little tip for those people who have typed in PRIZ from the September edition and only looked at it long enough to enter it into the computer – and for those who are going to type it in:

Change line 950 to read thus: 950 inflv=1 and you will get infinite lives.

Nicholas Manville
Corfe Mullen
Dorset

You're just a low-down cheat, Nicholas. Never mind – anyone out there being driven to frustration by that excellent type-in will probably be more than glad of the help!



● Are you being kept a prisoner by PRIZ?

Scanning the Stars

I am the proud owner of a Star LC24-10 which I use with AMX *Stop Press*. After reading the article in *AA58* about Multimedia I am considering getting hold of a Dart Scanner. In the article you said that you need to have an Amstrad DMP range printer in order to be able to operate the scanner. You also said, however, that it may be possible to adapt the 'reader' to fit onto other makes of printer head. As I am not really the sort of bloke who can afford to fork out eighty quid just of the hell of it, I would quite like to know if it is actually physically possible to adapt the device to fit onto my machine.

Or is there anybody out there already using a Dart Scanner on a LC24-10?

Josh Malin
Stream Farm
Panborough
Wells
Somerset BA5 1PN

We had the device fitted to a Citizen 120D printer. Blu-Tac was used to attach the reader to the print head. The results were very satisfactory but I've no doubt that they'd have been better if the scanner had been used properly with a DMP printer.

I can see no reason why the scanner shouldn't work - to a fashion - with your printer. I can't guarantee that, not having tried it out myself. Perhaps other readers can help?



Free for all

Gosh, a bit of an abbreviated *Free for all* this month, folks. Rod assures me that it's only because of the competition for space this ish, though, and that we'll be up to the usual two pages next time. For his sake, we'd better...!

I've received a letter from someone who is running a Public Domain Library. I won't name the person, not because he's done anything illegal but because there's a chance he might be a little bit embarassed.

The letter contains some nice words about *Free for All* (thank you kind sir) and an interesting question concerning copyright.

Mr X hasaccquired quite a few CPC demo programs written by programmers in Germany. The demos themselves are of a very high quality and show off the full capabilities of the CPC and even some things that, technically speaking, it's not supposed to be able to do.

The problem is that most of the demos use music tracks that have been taken from commercially-available games.

"I'd like to put these demos into my Library catalogue", says Mr X, "but will I be infringing copyright, can legal action be taken against me if I do and is there anyway I can get around this situation?"

Good question, Mr X, and one that I've spent the last month searching around for an answer to. I've been on to a few legal experts who specialise in matters concerning computers and finally come up with some answers...

The bottom line on Mr X's question is that yes, it is illegal (either for free or for profit) to pass on copies of programs that contain original, copyrighted sections of code. This encompasses demos that include the the music code from commercial games.

This means that legal action could be taken against any individual or library that began distributing copies of these demos. The type of action taken could range from a simple warning to cease the practice right through to being sued in court for infringement of copyright.

One way around this is to contact the software houses concerned, explain the situation and ask for their permission. If you are successful, make sure you get it in writing! I think that most companies wouldn't object as long as there was a credit inserted explaining that the soundtrack is from their program. In fact they might even consider that it was a nice bit of free publicity for their game.

Another sensible move would be to contact FAST before doing anything – once again, explain the situation and then ask for their advice. Like the *Yellow Pages* they're not just there for the bad things in life, they can be very helpful if you need advice.

Of course you could risk it and carry on regardless but this might not be very wise on two counts. Firstly you might be leaving yourself open to legal action. Secondly (and more importantly) it doesn't actually enhance the public image of Public Domain software libraries.After all, we don't want the 'PD' in PD Library to stand for 'Pirated Duplication'...

You can bank on it

I have also received a couple of very similar letters of complaint from people suffering the same problem with two entirely different programs ordered from two separate PD libraries. They basically say "I ordered the program to use with my CPC6128 but each time I try to RUN" the program it comes back with the message 'BANKMAN.BIN not found' and then it refuses to do anthing else. Am I missing something here? Are these programs defective and if so what legal action can I take?"

Well, legal action is a pretty stern step to take against a PD library which may well be the innocent party. After all, libraries generally simply pass on software rather than originating in (more in a future column).

In the meantime, though, with regard to this particular query, BANKMAN.BIN is a binary file that allows the 6128 to take advantage of the extra bank of memory capacity it has over the 464. Obviously the programs mentioned, use the BANKMAN file to do hoopy things with your CPC6128's memory. Once the program is run it looks around for the file and when it doesn't find it, it gives you the error message 'BANMKMAN.BIN not found.' So where can you get hold of this wondrous and essential little bit of programming?

The bad news is that the Public Domain libraries are not allowed to send you the file because it'scopyrighted, by Amstrad. If they did so, once again, it would be breaking the law. So how will you ever get the program to work? Well, the good news is that you already have BANKMAN.BIN on one of the two CP/M+ disks that came with the 6128 when you bought it. Yes, type in CAT followed by ENTER and you'll see it there on the first disk.

Use *Newsweep* if you have it (see last month's *Free for all* for more details) to transfer BANKMAN onto the relevant disk. If you don't have *NSWP* then you will have to use PIP.COM, which is also supplied on one of your master disks.

WHERE TO GO

• WACCI UK, 9 South Close, Twickenham TW2 5JE. Telephone 01 898 1090. As well as being a public domain library, WACCI is a fanzine of truly singular quality. Bung a quid and a half to 9 South Close and you'll receive a smaple issue with the PD lists contained therein. But do it today, becuase the WACCI library is a CPC-specific library second to none in the UK.

• DW Software, 62 Lascelles Avenue, Withernsea, North Humberside HU19 2EB. DW is the source of the marvellous WIMP environment desktop reviewed last month, as well as an gargantuan grab bag of other quality programs. Six clams will get you a PD disk positively bulging with superior software.

• Got a cassette-based system, and feeling left out of the fun? Tough! No, no, don't shuffle away sulking. Send a blank cassette and 40 new pennies to Robot PD llbrary, 2 Trent Road, Oakham, Rutland LE15 6HF and you'll receive a tape jammed packed with goodies. If you're one of those retiring careful types who consider the idea of sending off *40p!* to an unknown address absolutely outrageous, you can send for a free catalogue by contacting the above address (at least include a stamped addressed envelope, huh?).

• The CP/M User Group, 72 Mill Lane, Hawley, Dartford DA2 7RZ. The best CP/M user group in the UK and they have lots and lots of quality PD. Bung them a few quid for a copy of the latest newsletter.

• TUG II 0905 775191 V21/22/22bis/23 8N1. A bulletin board with a lively CPC section and a large amount of downloadable code. The board operates for 23 hours a day (what's this guy doing for the other hour?), so you should be able to make contact.

• Scull PD Library. A new library run by Alan Scully up in sunny Glasgow. Software is available on both cassette and disk, and although the library's pretty new, there's already an impressive catalogue of wares. Two cassettes-full will set you back 50p + stamped SAE + blank cassettes, £1 + stamped SAE + blank disk will get you two sides of software. Write to Scull PD Library, 119 Laurel Drive, Greenhills, E Kilbride, Glasgow G75 9JG.

• The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.

FREE RAM DISC DRIVE

SIREN SOFTWARE

FREE RAM DISC DRIVE

For a limited period, we will be giving away a set of programs including a RAMDISC DRIVE program with every 3.5" disc drive purchased for your CPC computer. Other programs include a SECTOR EDITOR, DIRECTORY EDITOR & a FAST FORMATTER. This package normally sells for £14.99, but we are giving it away FREE!!

Our 80 track double sided 3.5" disc drive will allow you to store 800K on a single 3.5" disc. The drive is a slimline TEAC mechanism (as used on the Amiga & Atari ST) & comes complete in a steel casing & unlike other drives, it has a custom designed built in power supply, on/off switch & a cable to connect it to your 464/664/6128. We have 3 different operating systems which enable the CPC to recognise the high capacity discs. Ramdos & Romdos both support CPM & AMSDOS and is highly recommended. RODOS does not support CPM & is only recommended if you have a specific use for it. Both ROMDOS & RODOS are supplied on ROM & therefore need a ROMBOX. 464 owners must have a 1st disc drive before our 3.5" drives can be used.

SIREN SOFTWARE has been supporting the CPC market for nearly 6 years. We offer our customers unlimited product support during office hours, NOT JUST AFTER 2pm. All our drives have a 12 months guarantee and we CAN supply a VAT receipt.
SIREN SOFTWARE THE CPC EXPERTS.

PC-TRANS NOW AVAILABLE

Transfer data from your CPC to a PC and vice-versa.
Very easy to use.

Only £24.99

PRICES

3.5" DISC DRIVE	89.99
ROMDOS	29.99
RAMDOS	19.99
RODOS	29.99
ROMBOX	24.99
3.5" BLANK DISCS	1.00
PC-TRANS	24.99

ALL PRICES INCLUDE VAT AND POSTAGE IN THE U.K.

Access VISA

PLEASE SEND ME:- .....

MY COMPUTER IS A CPC 464 664 6128 *Please circle the model of computer.*

I ENCLOSE A CHEQUE/MY CREDIT CARD NUMBER IS .....

NAME:.....

ADDRESS:.....

.....

SIREN SOFTWARE, 84-86 PRINCESS ST., MANCHESTER M1 6NG. TELEPHONE ORDERS ON 061 228 1831. FAX 061 228 1831

BrunWord

Complete Word Processing Package £30

BrunWord 6128 is a complete word processing Package consisting of a word processor, spelling checker and card filing programme. It out performs all other word processors for the CPC6128.

BrunWord uses its own high speed screen routine, giving it a very fast response. The editor features are logically arranged, to be easy to learn and the spelling checker with its dictionary load into memory at the same time as the word processor. The whole system is very convenient and exceptionally fast. It is supplied with an introductory tutor file.

BrunWord Features

*40, 80 or 128 columns. *Typing speed 200 words/min. *True insert or overwrite. *Justify or unjustify paragraph or whole text. *Balanced justification. *Instant word wrap. *Block save, move, copy, insert and delete. *Local editing with word delete/undelete. *Adjustable margins and TABs. *Word count. *Column/Line/Page display with file name. *Find and replace. *Help menus. *Memory files. *Single character embedded printer commands (18 with 3 codes and 21 with 10 codes). *Page throw markers. *Multiple copies. *Odd/even page headers/fpoters with page numbers. *Multi file printing. *Print specified pages. *Use any printer. *True display super/subscript numbers. *User defined characters. *Load/Save ASCII files from/to other word processors. *Files can be encrypted. *Maximum file size about 9 pages.

BrunSpell Features

*Memory resident programme and dictionary. *Checks 4,000 words/min. *30,000 word dictionary. *No American spellings. *Add up to 5,000 of your own words. *Instant lookup. *Helps to find correct spelling. *Automatic correction.

DataFile Features

*Alphabetical, numerical, date sorting. *User defined headings. *Search routine. *Data merging. *Label printing.

Quotes

"It may seem that I have just written a very long advert for BrunWord 6128 but I haven't, I'm just so impressed."
(Phil Craven, ACU Feb 90, page 25).

"One such is Peter Brunning's BrunWord 6128 which is without doubt in my mind, the most powerful and friendly word processor available for the 6128 today, with the possible exception of.... BrunWord Elite!"
(David Dorn, ACU July 90, page 43).

How They Compare

	BrunWord 6128 & BrunSpell	Protext Disc & Prospell	Tasword 6128 & Taspell
Typing into 241 word paragraph	218 w/m	218 w/m	16 w/m
Typing into start of text	218 w/m	218 w/m	150 w/m
Scroll to end, line by line	1 min 27 sec	2 min 2 sec	2 min 25 sec
Justify paragraph of 241 words	1 sec	0·2 sec	34 sec
Change appearance to format	17 sec	17 sec	53 sec
and Appearance to Format	52 sec	6 min 24 sec	18 min 46 sec
Spelling check 3366 words	3883 w/m	526 w/m	179 w/m
Average speed	None	8	3
Disc changes	1 sec	12 sec	Not possible
Spelling help 'NECESERY'	0·5 sec	Not possible	Not possible
Spelling check word at cursor	40, 80, 128	40 or 80	80 only
Screen format - columns	Shown	Not shown	Shown
Page boundaries			

Info-Script

Complete Data Processing Package £50

Info-Script includes BrunWord 6128 and BrunSpell. The word processor and database can be resident together, giving the convenience of access to both programmes with no disc delays.

Info-Script is written around the full BrunWord 6128 word processor, enabling many routines to be common. This makes a very compact combination and allows both programmes, 6 pages of text and 1000 addresses to be in the memory at the same time using a standard CPC6128 (or 6128 plus). The great advantage of this is the speed and convenience of no disc delays.

Database Features

*Very fast (e.g. takes 1 second to search 2000 addresses for surname 'Smith', initial 'B'). *Specific field search and/or progressive general search. *Instant sort on any field, alphabetical, numerical, date or reverse order (zero time as the data does not move). *3 sets of user defined headings for each file. *4 markers for instant selection, plus one temporary marker. *Markers can be cleared or inverted and any pair can be added (allows complex searches to be quickly and easily performed). *No setting up of field type or length. *Efficient storage. *Relational records, Parents, Sons and Daughters. *Field to field arithmetic. *Direct data merging into BrunWord. *Easy direct label printing, 1 or 2 across, left of 2 or right of 2. *Single or multi-step.

Data Merging Features

*Simple intelligent system, &N &A &D construct full name, full address and date. *&1 &2 etc specify individual fields. *Insert or fixed format merging. *Automatic justify after merging. *Single step (see before printing) or multi-step. *Stop any time, go to word processor, restart same place. *Merge data from several records for summary, invoice, purchase order etc. *Arithmetic. *Running total. *VAT total. *Conditional loading. *Conditional printing. *Repeat patterns.

100 Letters £15

100 Letters is a utility for use with Info-Script, enabling pre-written letters to be easily selected and personalised. It is supplied with a library of 50 letters but even the most cautious users will be able to write simple letter patterns to expand the library to '100 Letters'. If multi-purpose patterns are used then the upper limit depends only on the skill of the writer. A third type of letter pattern, aimed at solicitors, doctors, school teachers, estate agents etc, consists of up to ten pre-written paragraphs. The user indicates which of the paragraphs are to be used. 40 separate letters can be added using this style.

BrunWord Elite

Elite Word Processor For CPC6128 £55

BrunWord Elite has a unique advantage over its rivals, it can only be used with dot matrix printers. All other word processors are compromised to drive daisy wheel and dot matrix printers.

In the early days of computing a printer was simply a form of electric typewriter. (High quality printing, noisy and very slow). Then came the dot matrix printers, specially designed for computers. (Medium quality printing, not so noisy and much faster). Over the years, the typewriter style has become the daisy wheel printer and although greatly improved, it has been left far behind with the quality, speed and versatility of modern dot matrix printers.

Most word processors, including BrunWord 6128, can use dot matrix and daisy wheel printers. This creates the need for a style of printer control that is acceptable to two very different types of printers.

BrunWord Elite does not have this restriction as it is specifically written to be used only with dot matrix printers. This gives it a unique advantage over other word processors and as a result it is able to provide much more advanced printer control.

This is taken even further, as BrunWord Elite is supplied with an 8 Bit Printer Status Port which allows the programme to continuously monitor the status of the printer, (as well as providing the missing 8th bit for the original CPC6128). This means that BrunWord Elite is able to respond in a more sophisticated way than normally possible. It will wait for ON LINE or <ESC> if the printer is initially OFF or OUT OF PAPER but automatically returns to the editor if the printer is turned OFF.

24 Pin Fonts

Before we designed the fonts for BrunWord Elite, we studied several good magazines and concluded that the bulk of the text was printed in fonts that derive from two basic themes. Our fonts Fineline and Finetype are variations of these two styles, optimised for dot matrix printers. Fineline is supplied in three sizes and Finetype in two sizes. To these we added a display font in computer style type and a straightforward 'Heavy' font. Altogether there are 7 fonts supplied, four are full 24 pin fonts, two are middle size 21 pin fonts and one is a small size 16 pin font.

BrunWord Elite Features

All the features and speed of BrunWord 6128 and BrunSpell, plus:-

*Print in columns *Specify page layout *Use special high quality proportional fonts *Use advanced micro justification with proportional text *Set printer margins independently *Move print head up or down paper, specified in inches from top *Set micro line spacing within text *Print line or box by specifying size and line thickness *Use absolute TABs with proportional text *Download a file directly from disc during printing. *Can be supplied with Info-Script for data merging.

Headline

Headline is a print enhancement utility specially designed for use with low cost 9 pin printers. It enables virtually all the features of BrunWord Elite, including the 24 pin fonts, to be used with any 9 pin Epson compatible printer. The only requirement is that the printer must have quadruple graphics (all well known modern 9 pin printers). Even printers which do not have double height printing will be able to use all the features of Headline, including micro justification, normal, double and eight times height, and 1 to 9 times width.

9 Pin Elite £55

BrunWord Elite, BrunSpell, Headline, an 8 bit printer status port and 7 'type setting' fonts (fonts are 24 pin in size but only for 9 pin printers). Total price £55.00 inclusive.

9 Pin Elite+Info £92

As above but including Info-Script and a backup disc. Total Price £92.00 inclusive.

24 Pin Elite £90

BrunWord Elite, BrunSpell, Info-Script, back up disc, an 8 bit printer status port and 7 'type setting' fonts for downloading to a 24 pin printer. Total price £90.00 inclusive.

Send cheque/PO/Access number/Visa number to:

Brunning Software
34 Helston Road,
Chelmsford, Essex, CM1 5JF
Telephone (0245) 252854 (24 Hours)



BrunWord 6128 with BrunSpell & DataFile. . . £30.00
Info-Script with BrunWord 6128 & BrunSpell. . £50.00
9 Pin BrunWord Elite £55.00
9 Pin BrunWord Elite with Info-Script. £92.00
24 Pin BrunWord Elite with Info-Script. £90.00
100 Letters (needs Info-Script). £15.00

Supplied on 3in Disc for CPC6128 or CPC6128 Plus.
You must state which computer.

All prices are inclusive for UK. Overseas orders sent insured air mail - Europe add £2.50 : Rest add £7.50

CHEAT MODE BOOK

You've seen the covermount (*AA*56), you've read the blurb – now buy the book! *Cheat Mode II – The Revenge* is here...

All you old timers out there *must* remember *Cheat Mode 1*, the collected hinting, tipping and poking wisdom of *Amstrad Action*'s first sixteen issues. This magnificent 92-page epic was snapped up in its thousands by eager *AA* readers looking for a way to take the sting out of their fave games...

Well you ain't seen nuthin' yet. *Cheat Mode II* takes the best cheats from the last three years of *Cheat Mode* and crams it into 130 pages of absolutely essential info.

And as if that wasn't enough, we've gathered together *150* previously unpublished listings from such poking giants as Phil Howard, Mike Wong and Graham Smith.

Mind you, typing in all those listings is OK for practiced BASIC-bashers, but can be fraught for the rest of us... which is why *Cheat Mode II* is also available with cassettes containing all those pokes!

Cheat Mode II costs £9.99 on its own, and £11.99 with the two cassettes. Postage and packing in both cases is £1.45. All you have to do is fill in the order form below and send it off to the address printed – and you'll become the proud owner of the most important new work since... since... well, since *Amstrad Action* itself, dammit!



READ THE SMALL PRINT!

Important: Do you have any of the following games...?

1942 • 1943 • 2088 • 3D Starfighter • 3D Starstrike • 720 Degrees • Academy • Activator • Advanced Pinball Simulator • Afterburner • Airwolf • Airwolf II • Alien Highway • Aliens • Amaurote • Anarchy • Android II • Angleball • Arctic Fox • Arkanoid • Armageddon Man • Army Moves • Asphalt • Asterix • ATF • Auf Wiedersehen Monty • Avenger • Back to Reality • Bad Dudes vs Dragon Ninja • Ball Breaker • Ballcrazy • Barbarian • Barbarian II • Bards Tale • Basil the Great Mouse Detective • Batman • Battlefield Germany • Batty • Bedlam • Beyond the Ice Palace • Bigfoot • Biggles • Bionic Commando • Biospheres • Blood Valley • BMX Simulator • BMX Simulator II • Bobsleigh • Bombscare • Boscorian • Boulderdash • Boy Racer • Brainache • Bravestarr • Breakthru • Bubble Bobble • Cauldron II • Caves of Doom • Challenge of the Gobots • Championship Sprint • Cholo • Chronos • Chuckie Egg • Classic Muncher • Climb-it • Cobra • Cobra Force • Combat Lynx • Continental Circus • Contraption • Cop-Out • Crazy Cars • Crazy Cars II • Critical Mass • Curse of Sherwood • Cybernoid • Cybernoid II • Dan Dare • Dark Side • Death Wish III • Deep Strike • Desolator • Dizzy • Dominator • Doomdark's Revenge • Doomsday Blues • Doors of Doom • Dr Destructo • Dragon Ninja • Dragon's Lair • Dragon's Lair II • Driller • Druid • Druid III • Duet • Dun Darach • Dynamic Duo • Eagle's Nest • Eilodon • Elite • Empire! • Enduro Racer • Enlightenment • Equinox • Exolon • Fairlight • Fast Food • Fernandez Must Die • Fued • Firelord • Firetrap • Fly Spy • Flying Shark • Football Manager • Forgotten Worlds • Four Smash Hits • Freddy Hardest • Frost Byte • Galactic Plague • Galletron • Game Over • Game Over II • Gauntlet • Gauntlet II • Gemini Wing • Get Dexter II • Ghost Hunters • Ghosts 'n' Goblins • GI Hero • Glider Rider • Go Loader • Golden Talisman • Gothik • Grand Prix Rally II • Grand Prix Simulator • Green Beret • Gryzor • Gunship • Gunstar • Hacker II • Harrier Attack! • Head over Heels • Heartland • Heavy on the Magick • Herbert's Dummy Run • Heroes of the Lance • Highway Encounter • Hive • How to be a Complete... • Hunchback • Hunchback II • Hunt • Hydrofool • Icon Jon • Ikari Warriors • Impact • Impossaball • Incredible Shrinking Sphere • Indiana Jones and the Temple of Doom • Infiltrator • Inheritance • Inside Outing • Into the Eagle's Nest • Jack the Nipper • Jack the Nipper II • Jackie and Wide • Joe Blade • Joe Blade II • Karnov • Kat Trap • Killapede • Killer Gorilla • Knight Tyme • Krakout • Last Ninja II • Leaderboard • Licence to Kill • Lightforce • Little Computer People • Live and Let Die • Living Daylights • Mad Max • Manic Miner • Mask • Masters of the Universe • Match Point • Mazie • Metal Army • Metaplex • Miami Vice • Mickey Mouse • Mikie • Mission Genocide • Mission Jupiter • Monty on the Run • Moon Cresta • Moonbuggy • Motor Massacre • Moto • Moving Target • Mr Freeze • Mutant Monty • Navy Moves • Nebulus • Nemesis • Netherworld • Night Raider • Nightshade • Ninja Scooter • Ninja • Nodes of Yesod • Nomad • Northstar • Nosferatu • Oh Mummy • On the Run • Operation Gunship • Operation Wolf • Outrun • Palitrorn • Paperboy • Parabola • Pipeline • Platoon • Predator • Prohibition • Pyramydya • Questor • R-Type • Radius • Radzone • Rambo • Ramparts • Ranarama • Rasputin • Rasterscan • Rebelstar • Red Heat • Red LED • Red October • Reflex Power • Renegade • Renegade III • Rick Dangerous • Road Blasters • Road Runner • Robocop • Rocky Horror Show • Roland in the Caves • Roland in Time • Rygar • Saboteur II • Sacred Armour of Antiriad • SAS Combat Simulator • Savage • Scooby Doo • Scuba Kidz • SDI • Sentinel • Shanghai Karate • Shark Tape • Shockway Rider • Short Circuit • Silkworm • Skweek • Solomon's Key • Soul of a Robot • Space Harrier • Space Hawks • Speed King • Spellbound • Spiky Harold • Spindizzy • Spindrome • Split Personalities • Spooked • Spy Hunter • Spy vs Spy • Star Wars • Starfox • Starglider • Stormbringer • Stormlord • Strangeloop Plus • Streethawk • Strider • Strike Force Cobra • Super Hang-On • Super Hero • Super Robin Hood • Super Stuntman • Supertest Day 1 • Sweevo's World • Sword Slayer • Swords and Sorcery • Tanium • Tankbusters • Target Renegade • Tempest • Tenth Frame • Terra Cognita • Thanatos • The Duct • The Fear • The Fourth Protocol • The Real Ghostbusters • The Train • The Trap Door • They Stole a Million • Thing Bounces Back • Thrust • Thrust II • Thunderbirds • Thunderblade • Thundercats • Total Eclipse • Tour de Force • Trail Blazer • Trantor • Trap • Treasure Island Dizzy • Triaxos • Turbo Esprit • Typhoon • Uridium • Vampire • Venom • Victory Road • Vindicator • Vixen • Voodoo Rage • WEC le Mans • Who Dares Wins • Who Dares Wins II • Wizard's Lair • Wizball • Xcel • Xor • Xybots • Yabbadabbadoo • Yogi Bear • Zarkon • Zoids • Zub • Zynaps

Yup, you've guessed. Every single one of these games gets the Cheat Mode *treatment in* Cheat Mode II: The Revenge. *Unbelievable, isn't it!*

Can you afford to be without it?

ORDER FORM

Yes please! Send the following right away:
(Tick the appropriate box)

☐ Copy/copies of the indescribably spiffing *Cheat Mode II* at £9.99 each
(Remember to add £1.45 for p & p)

☐ Copy/copies of the even more fabulous *Cheat Mode II* plus tapes at £11.99 each
(You haven't forgotten the £1.45 p & p, have you?)

Name .....

Address .....

.....

.....

Telephone number .....

I enclose a cheque/postal order for .....

Made payable to "Future Publishing Limited"

I wish to pay by Access/Visa. Card number .....

Expiry date .....

Signed .....

(Please allow 28 days for order processing and delivery)

Send your payment to-

Amstrad Action Cheat Mode Book Offer
Freepost
Somerton
Somerset
TA11 7BR

TELEPHONE HOTLINE

If you simply can't wait for the post, you can order your copy of *Cheat Mode II* by credit card. Simply phone 0458 74011...

COMPETITION

Amstrad Action's mega Fi

This was a tricky one. How on earth do you top something like the *Amstrad Action* Fourth Birthday Competition we ran last year? No way, we thought. Instead of more goodies than you could possibly imagine, like last year, we would have to come up with something that was more *fun* than you could possibly imagine...

And what we came up with was a day out kart racing at Castle Combe motor racing circuit near Bath for *six* lucky prizewinners.

And that's not all! We're presenting this treat in conjunction with software house US Gold, which is also providing goodie bags for all the winners at the end of the day.

The *AA* team will be there in force too, of course – do you think we'd miss out on the fun, and the chance to go charging round a track at 200mph in a 650bhp turbocharged... (well, something like that)

So what are you waiting for? If you want to win a place at the biggest fun event in 1990, read on...

Imagine the thrill, the excitement, the speed...! Man and machine in perfect harmony... the smell of hot oil... the drifting clouds of rubber smoke... the pungent pong of fried onions... (well there's always a hot dog stand at these things, isn't there?)

Could this be your chance to start your glittering motor racing career? This year karts at Castle Combe, next year, who knows, Ferraris and Formula One, maybe? (Mansell is retiring, after all – they'll be advertising in the paper soon.)

We'll be holding our own little championship at Castle Combe, which could be just the chance you need to make a name for yourself. The winner will be crowned with glory, and probably be featured in all the national newspapers (well, we'll give them a mention in *AA*, anyway) as well as being presented at the end of the day with either a jeroboam of champagne (600 litres), 4cwt of Beluga caviar or 1lb of Milk Tray, whichever is the cheapest.

And to think that all you have to do (as ever) is answer a few, teensy-weensy little questions...

THOSE PRIZES IN FULL

- **6 first prizes!**
  – a day out karting at Castle Combe plus a US Gold goodie bag & ceremonial cake-cutting
- **50 runners-up prizes!**
  – your very own piece of *Amstrad Action* birthday cake delivered to your doorstep

Who wants a piece of birthday cake?

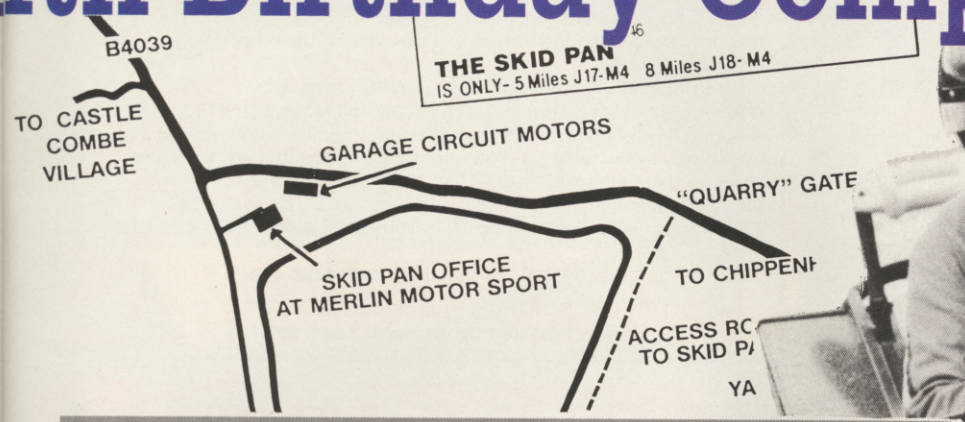
We don't do things by halves, you know. Even now, plans are afoot for a special celebratory birthday cake from those wonderful people at Ocean, which will be wheeled out at Castle Combe on November 3rd. All the winners of the Karting Compo will get a slice (us too, of course, ahem) naturally, but we reckon there's going to be some left over too. So...

So as a special consolation prize for those who didn't win the karting day out, we'll be sending out pieces of the *AA* birthday cake to 50 runners-up. Just think – you'll be able to have it mounted on a special marble plinth, use it as a doorstop, have it incorporated into the foundations of nextdoor's patio – or simply scoff the lot as soon as it drops through the letter box. Yum yum.



● A cake, earlier today.

ifth Birthday Competition!





THE RULES

- Five winning entries will be selected at random from a large box after the closing date. The sixth winner will be the one who sends in the most unusual, entertaining or otherwise gob-smacking postcard.
- No employees of Future Publishing, US Gold or Castle Combe motor racing circuit are eligible for entry.
- Only one entry per person is allowed.
- Prizewinners must make their own transport arrangements to and from Castle Combe – maps will be provided!
- One parent or guardian may accompany any prizewinner – who knows, they might even get a go in a kart themselves...
- Bribes, threats or anguished telephone calls will make no difference to the judges' decision, which will be absolutely final and no mistake.
- The final closing date for this competition is Thursday, October 18th. Any entries received after this date will be converted back into trees and planted in South America.

KARTING KOMPO KRAZY KWESTIONS

OK, so you want to win a place on *Amstrad Action's* super-brillo day out karting at Castle Combe, eh? Well, first of all, you've got to demonstrate a profound knowledge of (a) *Amstrad Action*, (b) motor racing and (c) home economics. (Well c'mon on now, these are important issues.)

OK then, motor racing first. Two questions for you here. All you have to do is pick the right answer:

1. Which of the following is NOT a famous racing driver?

(a) Ayrton Senna
(b) Gerhard Berger
(c) Marcel Proust

2. What is the Nurburgring?

(a) A racing circuit
(b) An opera by Wagner
(c) A shopping centre in Hamburg

OK, and now for the *Amstrad Action* questions. Yup, we want to make sure you know all about Britain's best Amstrad mag:

3. Which of the following has NOT been an *Amstrad Action* editor? (There may be more than one.)

(a) Chris Anderson
(b) Vlad the Impaler
(c) Bob Wade
(d) Archduke Ferdinand
(e) Steve Carey
(f) Rod Lawton

4. *Amstrad Action* is published in Bath. What is the name of the river which runs through this elegant Georgian city, this cultural nexus, this gleaming jewel nestling... (oh, sorry) *PS, it's the river that joins Avonmouth and Bradford-on-Avon.*

(a) The Avon
(b) The Danube
(c) The Orinoco

Finally, since we're arranging for a special *Amstrad Action* birthday cake to be made, we want to make sure you know one end of a gateau from another...

5. Which of the following is NOT a small, dried fruit used in the manufacture of cakes and other comestibles? (Again, there may be more than one.)

(a) Guatemala
(b) Raisin
(c) Marrow
(d) Sultana
(e) Iguana

6. Marie Antoinette once said of the French peasantry, "Let them eat..."e

(a) "...sweet 'n' sour, fried rice twice, mate"
(b) "...cake"
(c) "...a small village in Cumbria"

Right then, think you know all the answers, do you. Well, write them down on a postcard (e.g. 1a, 2b, 3c etc) and send it to us at the following address:

KARTING COMPO
AMSTRAD ACTION
BEAUFORD COURT
30 MONMOUTH STREET
BATH BA1 2AP

Now then, don't forget to include the following:

1. Your name (very important this)
2. Your address (well, just as important really)

And don't forget that the closing date is October the 18th.

PLUS...
The sixth winner of the competition will be the entrant who submits the BEST postcard (most original/amusing/unusual etc). Not bad, eh?

So you know what you've got to do, don't you? Well then, get going...!

DATEL ELECTRONICS



dk'tronics 64K AND 256K MEMORY EXPANSION

- Simple plug in memory expansion gives instant extra memory.
- Features bank switching software for easy use by the programmer or for use as a data storage area.
- The software also features some extra BASIC commands.
- 64K unit expands 464 to 128K. The 256K unit takes your 6128 to 320K!!
- 64K unit brings 464 up to CPC 6128 memory configuration making a much larger software base available. Will work straight off with many programs designed for this unit (including OCP Art Studio - see Ad.).
- Ideal for use with the CPM 2.2 etc.
- Bank switching done automatically by software (cassette 464 - disk 6128).

ONLY £49.99 64K FOR 464
ONLY £99.99
256K FOR 464 OR 6128 (PLEASE STATE)

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER



RAM MUSIC MACHINE

- It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

ONLY £49.99
FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE AMSTRAD

AMDRUM



- **Now you can turn your Amstrad into a real Digital Drum Machine.**
- AmDrum from Cheetah Marketing is a superb plug in device that produces "real" drum sounds via its unique digital system.
- On screen menu driven drum kit makes composing drum sounds easy for anyone to do!
- Just plug the output into your Hi-Fi, cassette player, etc. and that's it - your Amstrad is a drum kit!!
- Comes complete with DrumKit Sound plus extra DrumKit and Kit Editor Program (worth £9.99) absolutely FREE!!

ONLY £14.99

SPEECH SYNTHESISER & STEREO SOUND BOOSTER

- This easy to use Speech Synthesiser includes a powerful Stereo Amplifier and two pod speakers which are an enormous improvement on the sound supplied by the internal mono speaker.
- Speech output is monorial but directed to both speakers. Booster gives stereo to computer internal sound output.
- Using the SPO/256 Speech Chip the unit has almost infinite vocabulary.
- Text to speech software is provided in ROM to make speech output simplicity itself.
- Voicing is transparent to the user and the computer can carry on with other program tasks as necessary.



ONLY £29.99
464 OR 6128 (Please state which)

dk'tronics LIGHTPEN/GRAPHICS SYSTEM

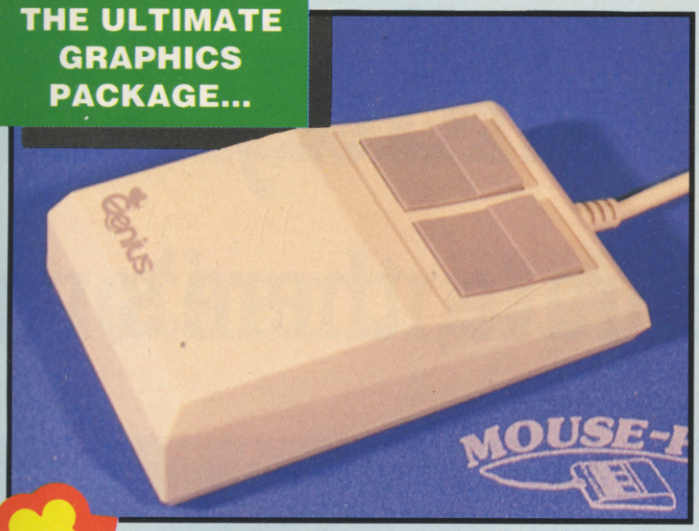


- Complete Lightpen and graphics system lets you create a whole range of effects on screen.
- It can magnify, shrink, colour fill and create circles, rectangles, lines and curves.
- Pictures can be edited at pixel level using a scratch pad which is magnified to a full screen.
- Picture storage and retrieval, and a pen calibration feature.
- Printer dump utilities for Epson/Amstrad printers supplied (on cassette).
- Complete package - no more to buy.

ONLY £14.99 CASSETTE
OR £24.99 WITH SOFTWARE ON ROM - NOTHING TO LOAD 464 OR 6128 (Please state which)

DATEL ELECTRONICS

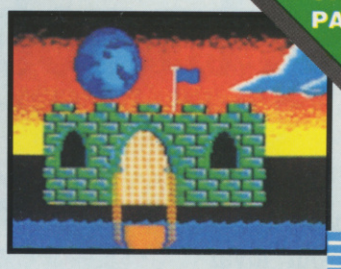
THE ULTIMATE GRAPHICS PACKAGE...







SPECIAL OFFER PACK!





Genius Mouse

COMPLETE WITH

ADVANCED ART STUDIO™

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

TAPE OR DISK FOR 464 OR 6128 (PLEASE STATE WHICH REQUIRED) N.B. 464 NEEDS DK' 64K RAM PACK

ONLY £49.99

TOTAL PACKAGE INCLUDES MOUSE, INTERFACE, ADVANCED ART STUDIO, MOUSE MAT AND HOLDER

- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Advanced Art Studio simply the best graphics package.



COMPLETE WITH MOUSE INTERFACE

- The Genius Mouse Graphics System comes complete with the special Mouse Interface to allow super smooth control.
- Attractively styled to match your 464 or 6128 design and colour.
- Simply plugs into Expansion/ Joystick Port.



FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99)

WITH EACH PACKAGE

ONLY WHILE STOCKS LAST

A TOTAL GRAPHICS PACKAGE

SAVE OVER £25

- **NO OTHER GRAPHICS PACKAGE CAN OFFER SO MUCH AT SUCH A PRICE!!**
- **OCP ADVANCED ART STUDIO ALONE NORMALLY RETAILS FOR £25.00. THE MOUSE SYSTEM HAS A NORMAL PRICE OF £39.99. NOW YOU CAN BUY BOTH FOR ONLY £49.99 AND GET A MOUSE MAT AND HOLDER (worth £12.99) ABSOLUTELY FREE.**
- **WE HAVE LIMITED NUMBERS OF THESE PACKS - SO BUY NOW!**

WHAT THE MAGAZINES HAD TO SAY...

AMTIX "CLASSIC"

C.T.W. "PICK OF THE WEEK"

AMSTRAD COMPUTER USER "BEST UTILITY OF THE YEAR"

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	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

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

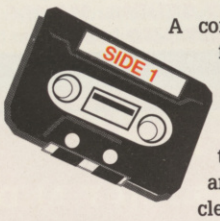
Happy Birthday to

And just to celebrate, there's yet

We're celebrating in style! So come on and join in the fun. We have a present for all our loyal readers. You'll find it stuck onto the front of this issue...

On the A side of our fabby birthday cassette we have an entire, exclusive level from Virgin's forthcoming off road racing game, *Iron man*. And if that wasn't enough, side B sports the complete game *Tau Ceti*! (We're still arguing about how to pronounce it.)

So, slam the cassette in the tape deck, press play, and get ready for the action...



A complete playable level from Virgin's brilliant *Iron Man*! Due for release soon, *Iron Man* puts you behind the steering wheel of an off-road racing vehicle. It's converted from an arcade machine, and very good it is too.

Race against three other vehicles across the muddy, pit-filled, rock-strewn courses. Luckily the cars are built for punishment, and can withstand much ill-treatment.

One or two players can partake in the rough, tough race. The computer takes control of the remaining cars. The first to complete five laps of the gruelling course wins.

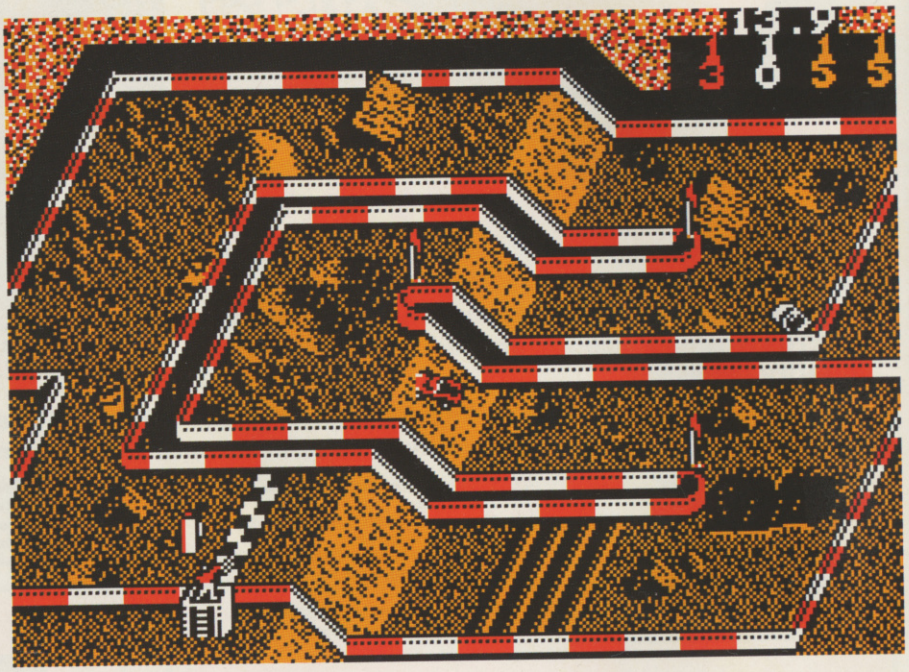
A limited supply of nitro gives you that extra boost when you need it. Press Fire and the car rockets around the course like nobody's business.

Extra goodies can be picked up on your high-speed travels around the track. There's cash for the taking, which is added to the prize money won at the end of each race. Nitro refills can be collected too, which could mean the difference between seeing the chequered flag, and retiring to the pits.

You can steer either via the joystick or keyboard. Simply select the control method from the options on the menu.

As you'll soon discover, the controls are wickedly sensitive. It really is a challenge, not only keeping up front, but staying on the course itself! The ramps, bumps and pits knock you all over the place – and the other cars are pretty serious obstacles too.

So fasten your seatbelts – you're in for the ride of a lifetime!



● High speed jinks with *Iron man*.

LOADS OF TROUBLE

If, no matter what you try, you just can't get the blasted games to load then don't despair, simply return the tape to our duplicators, who will return a working copy to you as soon as humanly possible. Send the tape and an SAE to:

AA Cover tape Returns
Ablex Audio Video Ltd
Harcourt, Halesfield 14, Telford TF7 4QR

● Don't send faulty tapes to us. We don't have any replacements here, and can only pass them on to Ablex, delaying the whole process.

CONTROLS FOR IRON MAN

Left = steer left
Right = steer right
Up = accelerate
Down = brake
Fire = Nitro boost

But I've got a disk drive...

If you're a disk user, then no doubt you could do without the hassle of loading from tape every time you'd like to play one of the special give-away games.

Luckily, it's easy to transfer *both* the programs on the *AA* cover cassette to disk. Simply follow the step by step instructions for each game.

First of all though, make sure that you have a freshly-formatted disk ready. Put it into the disk drive. Have fun!

IRON MAN TAPE TO DISK

```
|TAPE.IN:|DISC.OUT
LOAD"IRONMAN"
SAVE"!IRONMAN"
MEMORY &18FF
LOAD"SCREEN":SAVE"!SCREEN",B,&C000,&4000
LOAD"IRONMAN1":SAVE"!IRONMAN1",B,&1900,&6700
LOAD"IRONMAN2":SAVE"!IRONMAN2",B,&C000,&3F30
```

TAU CETI TAPE TO DISK

```
|TAPE.IN:|DISC.OUT
LOAD"TAUCETI"
SAVE"!TAUCETI"
OPENOUT"D":MEMORY 1529:CLOSEOUT
LOAD"TITLE":SAVE"!TITLE",B,2000,4708
LOAD"PART1":SAVE"!PART1",B,1530,33798
LOAD"PART2":SAVE"!PART2",B,35328,7185
```

Amstrad Action!

another brill *AA* covertape...



We wanted to make our fifth birthday tape really special, and what better way than giving you a complete game, in its entirety!

It's true. We bring you the complete and unadulterated *Tau Ceti*, courtesy of Mastertronic, a game which scored a very respectable 88% back in issue 7 of *Amstrad Action*.

It's a pretty complicated game, with lots to do, lots to see, and lots to obliterate!

And such a complex game requires lenghty instructions. So you should first of all relax in your favourite armchair. Sitting comfortably? Good, then we'll begin...

In 2050 the world of *Tau Ceti* was colonised and the new inhabitants built 30 cities across the planet. All was well until, in 2150, a vicious plague swept across the planet killing everyone and leaving the planet to the robot maintenance systems. A cure for the disease was found but at the same time a massive meteor smashed into the planet.

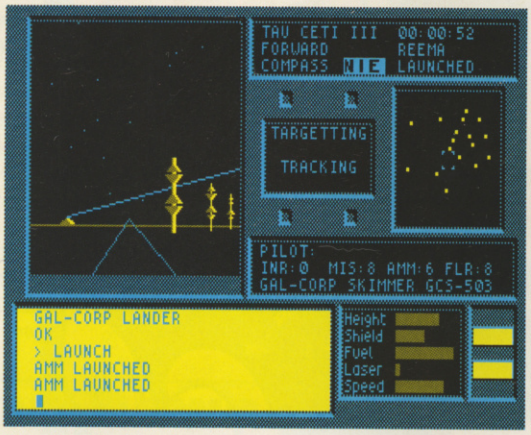
In 2164 the first expedition left for *Tau Ceti*, landed safely and then minutes later a garbled mayday message was received, followed by a total silence. Experts have now decided that the meteor impact must have caused the robotic defence systems to run amok, slaughtering the expedition team. The only way to stop the defence systems without destroying the very expensive buildings is to send in an armed ground skimmer to shut down the massive fusion reactor in the planet's capital city, Centralis.

A single skilled pilot might be able to succeed where 50 would surely fail and, like a fool, you volunteered...

Controlling your skimmer

The Gal-Corp armed skimmer is a powerful and dangerous craft, and challenging even for the most experienced pilots. The skimmer is equipped with:

- A single mounted ruby laser
- Defensive shields
- Eight heat-seeking missiles and targetting system
- Eight anti-missile missiles (AMMs)
- Infra-red night sights
- A Hoffman 360 degree scanner and 4-way selectable viewscreen to avoid blind spots.
- Planetary compass and computer ADF (automatic direction finding) beacons
- A JCN command computer (guaranteed fully unbugged for normal use)



● Look out for those laser beams!

The skimmer operates in two modes: flight and ground. In flight mode, control of the craft is via keys or the joystick. In ground mode you are in direct communication with the computer via the computer window. The commands available are listed below:

- HELP – Lists the commands below
- RODS – Allows you to assemble cooling rods found throughout your mission
- EQUIP – Allows access to buildings for repair, refuelling and rearming facilities (if any)
- SAVE – Saves a game to tape
- LOAD – Loads a game from tape
- KEYS – Redefine keys
- SIGHTS ON – Turns the infra red sights on
- SIGHTS OFF – turns 'em off again

To start the mission, type LAUNCH and then press ENTER. Your skimmer will leave the safety of the lander and venture on to the surface of the planet. Exploration of the planet is carried out in FLIGHT MODE. When first loaded the following keys are used:

Left	**O**
Right	**P**
Increase thrust	**S**
Decrease	**X**
Fire Laser	**SPACE**
Fire Missiles	**M**
Fire Flare	**F**
Fire AMM	**A**
Change view	**V**
Status report	**R**
Infra red on/off	**I**
Increase height	**H**
Decrease height	**G**
Jump (near pad)	**J**
Land	**L**
Pause	**ESCAPE**
Restart	**FIRE**

Navigating

The planet has a system of jump pads allowing easy access to and from adjacent cities. Your ship's computer has a complete map of the jump network. To move from one city to the next simply find the correct jump pad (they are located directly north, south, east and west of each city) and press J when next to one.

Defences

Many of the cities will be defended by late-model robot hunters and land-based guardian crawlers, while heavily armoured fortresses may be found in larger cities. Radar scans also detect the presence of proximity mines.

HOW TO LOAD

To load either side of the tape simply place the cassette in the tape recorder, and press [CTRL] and the small [ENTER] key. Then just wait a couple of minutes for the game to load. It's as simple as that!

TAU CETI TIPS

- Avoid wanton destruction. Gal-Corp are not going to be too chuffed if you end up reducing their lovely colony to a pile of smoking rubble.
- Don't move around too much to start with or you'll end up getting jlost. You will need to remember exactly where everything is, so try to map the area mentally – and use the compass.
- Take on opponents one at a time – don't just wade in willy-nilly.
- Don't plant your roses in September. There is a very real danger of frost. (*What idiot put that in? – ed*)

Apprentice



Zolo, an apprentice to the Master of the Guild of Magicians, is young, talented and wise beyond his years. Though he has another 400 years of apprenticeship to serve,

Zolo has given glimpses of brilliance. His reward is a chance to enter the Guild provided he can cross the bewitched and dangerous world of Fumo, the dragon. The world of Fumo is colourful and full of cute but intelligent inhabitants. There are many hidden levels and rooms which can only be entered after solving different puzzles.

Zolo will need all his guile, wit and mastery of his craft to solve the complex puzzles. His youth and agility will be an asset as he journeys through the bewitching colourful land of Fumo. An arcade adventure full of colour, superb graphics and intrigue, to grip your attention from start to finish.

© 1990 RAINBOW ARTS

Rainbow Arts

DISTRIBUTED IN UK
BY SOFTGOLD 7-8 BURNHAM
TRADING ESTATE LAWSON
ROAD, DARTFORD, KENT
DAI SBM TEL 0322 92513/18







AMIGA AND ST 19.99 CBM 64 - SPECTRUM -AMSTRAD CASSETTE 9.99 - DISC 14.99

Sugar and spice?

Sugar and spice! Scandal and vice! This could be it – all the dirt dished on everyone's favourite entrepreneur! The definitive story has arrived. JAMES LEACH puts on his reading specs...

ALAN SUGAR THE AMSTRAD STORY

Century ● £14.99 ● 366pp

In the late '60s there was a young lad selling car aerials and other small electrical goods from the back of a van. At the time he was just another trader scratching a living on tiny profit margins, but he was to become what Rupert Murdoch called "probably Britain's greatest entrepreneur".

At that time, the electronics industry was expanding rapidly, and there was great business potential for the right people. Sugar was there at the right time, and he knew the streets, the contacts and the prices. He was born to sell.

As a boy, Alan was fascinated by money. He would carry deposit-bottles back to the shops to earn a few shillings. He would make ginger beer to sell off to his friends at lower prices than factory-bottled pop. He would earn pennies by taking photographs of people's grandchildren for them. As a boy, as a teenager and as a young man, Alan Michael Sugar was always making money.

GOOD NEWS

Fascinating insight into Amstrad the company

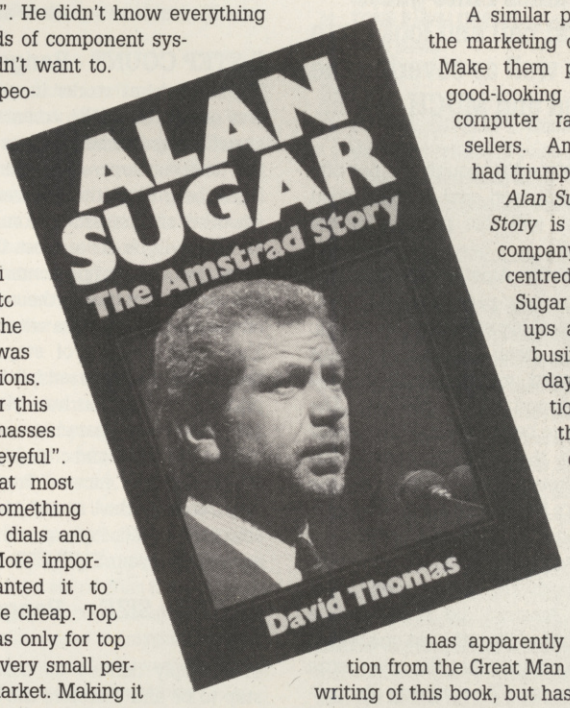
BAD NEWS

A homage rather than a critique

His roots were in the East End of London. The Sugar family were not well off, and considered themselves working class. They all lived together, one of many Jewish families in Hackney. Money was not the most important thing in their lives, but they looked after their cash. Alan was different. He promised himself that he would own a big house in a nicer area of town. He wanted to succeed, and he worked for it.

In the early days of hi-fi, plastic "dust covers" were sold for record players. The cost of these seemed too high to Sugar. He invested in injection moulding equipment, and was soon mass producing covers at a far lower price. The Amstrad philosophy was being born.

Later on, Sugar looked at the new electronics and hi-fi industry with the eye of a "working class punter". He didn't know everything about the innards of component systems and he didn't want to. He knew what people would buy. Putting all the different parts of a music system together, Sugar invented the hi-fi Tower. It was to revolutionise the industry, and it was to sell in its millions. Sugar's name for this appeal to the masses was "a mug's eyeful". He believed that most people wanted something that had lights, dials and features on it. More importantly, they wanted it to work well and be cheap. Top range quality was only for top range buyers, a very small percentage of the market. Making it *look* good was the important thing.



Alan M. Sugar TRADing, or Amstrad, was slowly becoming a household word. He was producing equipment at a fraction of the cost of his competitors, with similar specifications, and it was proudly British.

The qualities that brought Sugar to the position he now occupied stayed with him. He refused to have too much to do with the technical side of the business. He knew what he needed to know to get people designing, supplying or modifying at the pace (and price) he wanted. He firmly believed he stood for the no-nonsense British consumer.

This often led him and Amstrad down rocky paths; he started selling twin cassette decks, obviously for copying tape-to-tape. A court case ensued, with Amstrad versus the music industry, and Sugar stuck to his guns. Not to put too fine a point on it, he won.

In 1983, Sugar started looking at computers. He decided that a major prerequisite was to have as few cables and leads as possible. Put the cassette unit in the same case as the computer, have only one plug, give it a proper keyboard and a solid look – and there it is. The CPC machine we all know and love.

A similar philosophy dictated the marketing of the PCW range. Make them powerful, integral, good-looking and cheap. All his computer ranges were best-sellers. Amstrad's approach had triumphed once more.

Alan Sugar The Amstrad Story is a book about a company which is securely centred on one man. Alan Sugar *is* Amstrad. The ups and downs of the business from it's first days through its flotation to its troubles in the '80s (and subsequent recovery) are chronicled. The book is an interesting and factual history of Amstrad.

David Thomas has apparently had full cooperation from the Great Man himself during the writing of this book, but has been very careful to preserve his privacy. If Alan Sugar's personality fascinates you, you will only be teased by references to the non-Amstrad side of his life. There is little about what he is really like.

Can he permanently be the bluff businessman? Does he really spend all his waking hours at work?

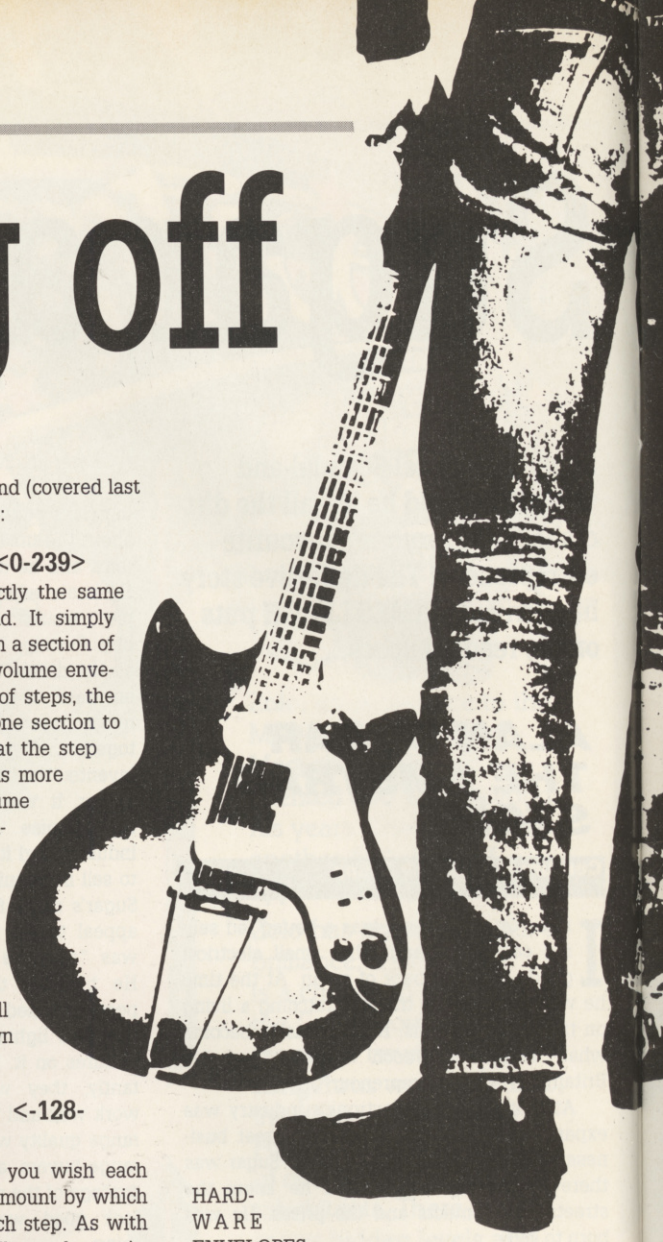
His family aren't often mentioned. His houses merit more lines than his wife and children! (Perhaps it's because they're bigger). A searing and painful past-raking biography would not be appropriate, however, (when is it ever?) but a little more of the man himself would have been welcome. More information about his upbringing, his attitudes and his personal life might lead to a greater insight into his success, and that of his company.

Amstrad is a truly remarkable organisation. It has achieved much and diversified with amazing success. And much, if not most, of the credit has to go to Sugar himself. This book is really a tribute to him and his company.

However, David Thomas does occasionally become a tad obsequious. You get the feeling that, in his eyes at least, Sugar can do no wrong.

Nevertheless, the history of Amstrad itself is reviewed with excellent clarity, great detail and an occasional spark of dry humour. It's certainly a good read, this one, and you'll learn a lot about a fascinating company and the style in which it's run.

Sounding off



This month James Pinto gazes into his crystal ball and looks into the future, as well as covering the ENT command and MUCH more...

Well, the new CPC (even though it's not officially a CPC!!) has arrived, and so what great sound possibilities will this provide for the Amstrad musician?

Well, none actually. Amstrad has used the same sound chip as was used in the old CPC. Although there is nothing wrong with this chip (as I have, I hope, been showing with this series), an upgraded machine should have included a newer sound chip in its design. The old chip should have been present to maintain compatibility with the old CPCs (as it has been), but an improved sound chip, along the lines of the Amiga's PAULA, or the Archimedes should have been added. This could have been "switched in" with the rest of the new machine's extra hardware when a game ROM is inserted. Why Amstrad did not include a new sound chip (rather than the old one with a new controller) to complement the other extra bits is a mystery to me. The company obviously has its reasons, but I think it would have been a bonus to see a totally new chip, purely for the possibilities it would have allowed.

ENT-er at your peril (sorry)

Anyway, back to the good ol' chippy, the AY38912, the sound chip we all know and love...

Last month we looked at the ENV command in depth. Now it's time to look at the other envelope command on the Amstrad: the ENT command.

This works along very similar lines to the ENV command in that its function is to build the shape of the sound. However, whereas the ENV command determines the way the sound's volume is shaped, the ENT command shapes the pitch of the sound. What this means is that it allows us to create both subtle pitch effects such as vibrato and tremolo and unsubtle effects such as a Spitfire doing a loop-the-loop in a custard factory...

Once you have covered the ENV command, the theory behind the ENT command seems much simpler to grasp.

2) ENT- The tone envelope

Once again this envelope takes the same parameters as the ENV command (covered last month). Just to recap, these are:

i) STEP COUNT - Range <0-239>

The step count works in exactly the same way as in the ENV command. It simply specifies the number of steps in a section of the tone envelope. As in the volume envelope, the greater the number of steps, the smoother the transition from one section to another will be. The effect that the step count has on the final sound is more noticeable than that of the volume envelope. If you have a reasonably small number of steps, the sound will raise or fall in pitch (depending on how you set the next parameter...) quite quickly and visibly, whereas if you have a large step count, the sound will smoothly bend up or down according to your STEP SIZE.

ii) STEP SIZE - Range <-128-127>

This simply defines the size you wish each step to be and therefore the amount by which the pitch will change over each step. As with the volume envelope, the smaller each step is, the more subtle the change in pitch will be. As with the volume envelope (except that this time it involves pitch rather than volume), if the pitch exceeds its range, due to the setting of the step size, the pitch will return to 0 and carry on from there. The pitch ranges from 0-4095, so some rather large step sizes would be needed to force this "folding" of the pitch!!

iii) PAUSE TIME - Range <0-255>

As in the ENV command, this parameter specifies the length of time (in 100ths of a second) between each step in a section. If you give the pause time a value of 0, this will be treated as 256 (i.e. another "folding" parameter).

As you cannot have failed to notice, the similarities between the parameters of the volume envelope and those of the tone envelope are clear. In one way, this makes envelope design easier, because once you have learnt how to master one envelope, you can then apply the theory to the other type of envelope. However, the identical structure of both envelopes can also be confusing. It's just a matter of practice, really. Experiment with your own envelopes or those provided and then you will understand more than a thousand sheets of paper could ever explain! (besides which, my finger muscles would need treatment long before that!)

HARD-
WARE
ENVELOPES

This must be one of most badly-documented subjects involving the CPC in existence. This is a pity, as hardware envelopes are not only more convenient (only having two parameters) than the standard envelopes, they also offer possiblities not catered for by the normal sound envelopes.

You can use normal envelope sections in the same envelope as a hardware one, but you must always include a pause section when defining hardware envelopes unless you are the type of person who prefers listening to records without a record player (because otherwise you will hear nothing). As a test of what you have learnt so far, I'll leave you to work out how to construct a pause section, but I will give you a clue: "that parameter which is found neither left nor right must be the one that is zero" (Answer next time...)

There are 16 different hardware envelopes to choose from, but as several are simply copies of other envelopes, in reality there are only 8 different envelopes, numbered from 8 to 15 inclusive.

Each envelope is shaped very differently and, although, the basic shape has been defined by the hardware, there is still some flexibility in each envelope's use which will be shown soon. It would be pointless to describe the sound of each one and it would also be

rather like trying to squeeze toothpaste from a tube with a hole in either end – in other words, impossible without getting in a mess!

Experimentation is the key to hearing the subtle tonal qualities of each envelope!

For clarity, we'll call the hardware ENV, Hardenv and the hardware ENT, ToneyHard (hello, Morph!...sorry Mr Bennett!)

3) Hardenv - the Hardware volume envelope

As mentioned, this only takes two parameters as opposed to the normal three as in the software envelopes.

i) ENVELOPE NUMBER – Range, in theory, <0-15> (8-15 in reality)

ii) STEP SIZE – Range <-32768 - 65535>

This simply specifies the size of the steps of the specified hardware envelope. If you imagine that the first and last stages of the normal envelope construction process have been done for you (which they have, in a way) then it makes sense that the middle stage, the STEP SIZE, is left for the user to specify.

Format of the command: =ENVELOPENUMBER,STEP SIZE(+thepause section)

for example, =8,5400,pause section (3 parameters)

4) ToneyHard – the hardware tone envelope

As in the hardenv command, ToneyHard only takes two parameters, this time concerning pitch rather than volume.

i) PITCH – Range <0-4095)

This is simply a pitch number (as in the list contained within the Appendices of your manual)

ii) PAUSE TIME – Range <0-255>

This is identical to the PAUSE TIME parameter in the standard software ENT. It usage is the same, so refer to the afore mentioned parameter for more details.

I hope that helps to clear up any problems or difficulties you may have had with Hardware envelopes, which is mainly due, I suspect, to the lack of any decent documentation in the User Guide.

DRUMMING IT IN

The James "keys" Pimentel-Pinto guide to building a drum kit using only a magnetic disk and a magazine...

● Requirements: 1 copy of Rainbird's Music System + £23,500 cheque made payable to me.

Nowadays, with most chart stuff relying heavily (if not totally!) on a solid drum track, the desire for good percusion sounds is increasing. Of course, if you owned a Fairlight (expensive Australian Sampling/sequencing system) and you wanted a really Funky House snare sound or that infernally annoying TR808 bassdrum sound (you know, the one that thuds continuously from people's car radios), then all you would have to do is get a sample disk off some other user and load up the required sample.

However, that requires absolutely no imagination whatsoever. Who wants to just load in a sample that's been sourced by someone else when you could be sitting at home creating that funky sound from scratch? *Everyone*, I hear you say. Well, that's probably true at the moment, when people like "Jive Money and the Fingertwisters" can get a number one hit by sampling loads of old records and sticking a stupid drum track on top and then telling everyone how difficult it was to produce... What's happened to creativity? What's happened to the days when if you wanted a sound, you had to create it yourself from nothing? (*Oh, get on with it! – ed.*)

Er yes, well, you'll be pleased to know that those days can be yours once again if you own a copy of *AMS*. On the humble CPC we don't have time for stupid samples (well, actually, we also don't have enough memory or enough chip power) and therefore we have to resort to the old fashioned "experiment as you go" technique.

If you have a piece of music that has percussion in it (be it original or by someone else), you first need to decide on how many envelopes (out of the seven available on the *AMS*) you can afford to spare for drum sounds. As a general rule, I try to limit myself to three drum sounds, thereby leaving four envelopes free for instrument sounds. In most cases this should be adequate, but you can always add a new drum sound when you need it anyway.

In most pieces that require drums, you can usually get by with the following sounds:

a) Bass Drum
b) Snare
c) Closed Hi-hat (or Toms)

(If you don't know what these sounds are, you should not be reading this part of the article!!)

I'll leave it up to you to define the envelopes, as everyone's requirements will be different. I will give you some general hints for creating different sounds, though:

ELECTRONIC TOM:

a) VOLUME ENVELOPE: Quick attack, quite short release
b) NOISE: About 7 or 8 (depends on personal preference)
c) TONE ENVELOPE: Loop on, smooth pitch bend down

SNARE:

a) VOLUME ENVELOPE: Quick attack, reasonably short release (if you want more "reverb" increase the release time)
b) NOISE: 4 or 5 (sounds strange at first, but it works!)
c) TONE ENVELOPE: Loop off

N.B. When creating the tone envelope for this, switch the noise off and then experiment until the pitch is so high that it is inaudible (you should hear a crack or a pop) – then switch noise back on. This makes the drum sound less like just another instrument. However, you must keep the same note throughout the piece for that sound. For example, if you start off on E (so that you hear the crack and no pitch) you must use E throughout the piece for the chosen sound (in this case SNARE).

Another major choice to make is whether to take a whole channel up purely with the drum track or to make the drums operate under a sort of pseudo-interrupt where you arrange the piece so that the snare drum or whatever only plays on the beat you want it to, and then another instrument plays straight afterwards and so on.

Although this may all sound rather daunting and confusing for the beginner, I'm sure people familiar with *AMS's* use will have no problem grasping what I have said. And as my old Uncle Jim and Auntie Bev used to say, "There's nothing better than trying out a tutorial for yourself". (*Then they must be insane – ed.*)

So, with those immortal words(?)
I leave you, for the present
But never fear, I'll be here
In time with something pleasant!

Anon. circa. 1990



● This month add a drum kit to your synthesised ensemble.



Kiwis on BMXs

Confused? You will be! These are just two fields of human endeavour where the trusty CPC has proved to be worth its weight in gold. Two *Amstrad Action* readers explain...



The Easter holiday – a brilliant, sunny weekend with a mild nor-easterly wind in Christchurch, New Zealand. Perfect for the New Zealand National BMX Championships. Six hundred children aged from four to 'over-forty' have gathered from all over the country for the final showdown to find the year's best BMX riders in a riot of kids, bikes, helmets and logo-besplattered uniforms.

For months they have been racing in the National Qualifying Rounds, stacking up their scores on the points tables, in preparation for this weekend. Now all that training, the merciless raids on Dad's wallet to feed the bikes, and the hours spent fine-tuning them, come together for three days of hectic racing.



There are 34 different racing groups catering for all combinations of age, sex and bike type from 'five-and-under' to 'forty-and-over'. With up to six heats plus quarters, semis and finals in each group, the pressure is really on and it is rare for there to be more than two minutes between the start of one race and the next.



Thirty metres beyond the finish line, the panting riders slam their front wheels against a large log as they line up in their finishing order in front of the scoring booth. Discs on the fronts of their bikes carry their club and bike numbers, which are logged on the scoring sheets. Minutes later, a young Australian visitor runs to her father.

"Dad! Dad! I won my race and I'm running 6th overall!"

"Don't be silly, kid, they won't know your overall position for hours yet!"

"But they do, they do!" It's all on the big notice board over there!" She points to a 20-metre-long score board, partly obscured by dozens of competitors and spectators poring over the lists. Father's gast is flabbered... How do they do it?

The pace may be frantic on the track, but in the caravan beside the scoring booth two Amstrad CPCs – a 664 and a 6128 – are cruising. On Easter Friday, practice day, a database of each entrant in the competition was built up, on software developed specially for the NX













So who needs a PC?

Who indeed? Certainly not M J Parkins BSc, a Mechanical Engineer back at college to get his MSc. He reckons the CPC is as good as any IBM clone. Here is his view of the prospects and credibility of the CPC...

The 464 I own was bought second-hand to write one of the papers needed to apply for Chartered Engineer status. With the previous owner adding double disk drives, it could run Tasword 464(D), which suited me fine. I'd had an extensive grounding in computing in my degree, but I bought the 464 for the best reason anyone should have for buying any machine – the previous owner promised to help out if I got into operating difficulties. (For 'previous owner' read 'good local dealer' for a new machine – and once you find him, support him.)

Two years of letter-writing and database-using later, I got the chance to try for the above mentioned MSc. The return to an academic environment showed that the world of computing I had left six years before had changed somewhat. The multi-megabyte mainframe was much bigger, with many more users on the net. VAX and IBM machines had sprouted everywhere and a lot of the modern young men owned Ataris and Amigas.

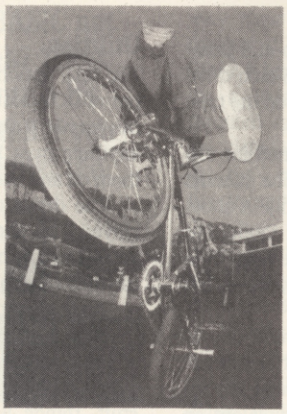
I quietly knocked out a 2-4000 word report every two weeks, writing them up at home in the evenings. The contents were highly technical, with a full greek alphabet and an infinite variety of line spacings required. All in a day's work with an 8-bit printer port and the easy customisation inherent in all the CPC software – but especially the word processors.

The data in Annexes eventually resolved itself into several format types which could all be saved in special files, and even whole customised programs were available if necessary. The purchase of micrograph and light pen solved the display and line diagram problems, though you do have to put the page through the printer three times, running a different program each time – not such a spectacular use for the CPC, you may think, until you see the trouble my colleagues were having getting the same results on the PCs. Learning that terrible interface MS-DOS, having no short-cut because they all used the same program and couldn't customise them, and no chance of owning their own machine because of the cost.

All simple stuff so far, but the big break came when I started my project and moved my CPC into the college. You do get a bit defensive about your 64K of memory, until you realise that the Voyager got to the edge of the solar system on about a quarter of the useful memory you have available. The IBM boys find it rather amusing that you flash up in BASIC – until you write a routine to handle

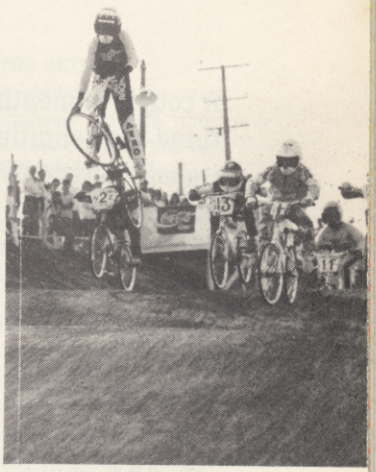
and nuclear reactors

BMX Association by Mark Rogers of Hamilton (NZ). The computers have, on disk, each competitor's name, club name, bike type and number and their three best scores from the National Qualifying Rounds. On the race days, runners bring the scoring sheets over, the numbers are keyed in and the printer zips out up-to-the-minute results for posting before the riders have stopped panting.



After two days of this, the keyboard operators, Ruth Hutchinson and Karen Rose, admit to being a tad frazzled, but the CPCs are not finished yet. While the humans unwind and get ready for the prize-giving and evening disco, the computers crunch the numbers to finally combine the competition results with the NQR scores to find the overall champions. Up to two years ago, mere mortals had to beaver away from 5pm until 9:30pm before the prize-giving could start, and the last results may not have been available until 11pm. This tended to shoot a hole in the festivities. With so many young children feeling like bed by then, the disco had all the aerodynamic qualities of a housebrick.

This Easter weekend, the Amstrad CPCs had the Grand Final Results, giving the New Zealand ranking for all 640 riders, off the printers by 5:30pm and the humans were left to enjoy the rest of the evening, boogie-ing the night away – and all thanks to the trusty Amstrads.



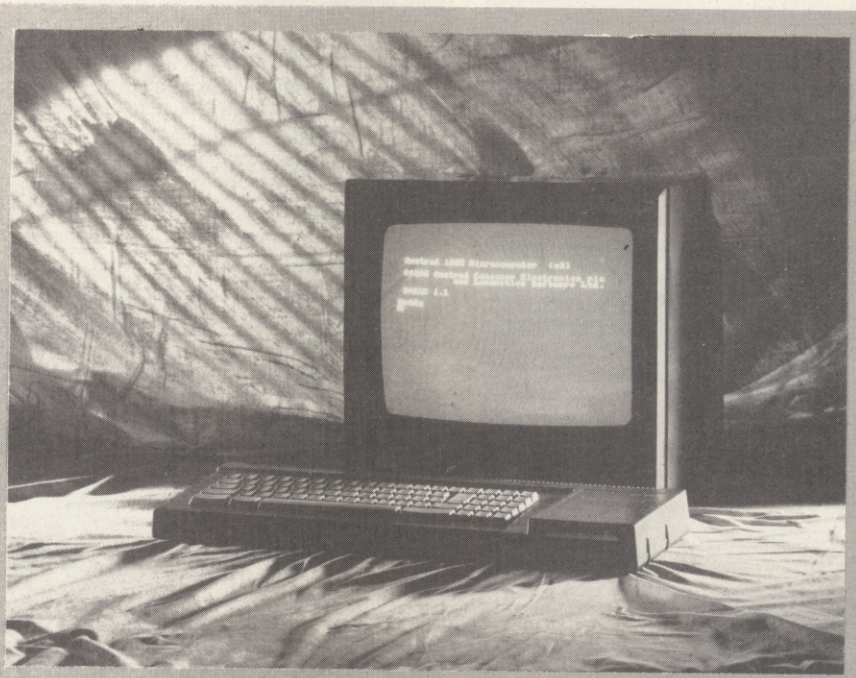
● **N.B. Any BMX enthusiasts interested in finding out more about this software should contact: Tim Hutchinson, 37a Hazelwood Ave, Hamilton, New Zealand.**

three calculations on 500 pieces of data in the time it takes them to load a spreadsheet from disk. Sure, they have the advantage once their software is loaded, but they can't pack up and move the machine to work at home for a week when they feel like it.

Now the clever bit. I have written a piece of Fuzzy Logic on the CPC. Of course, it is a strange name, but anyone working in the artificial intelligence field will have read papers on the subject. It is all about human models on computers, and this type of logic is so sophisticated it is enabling companies like Hitachi to develop the washing machine with only one user control. Once you have operated the ON button, the logic works out every other parameter the human normally needs to input. The key is in the logic's ability to deal with terms such as "quite big" and "a bit low" in the same was as normal logic copes with on/off states.

I personally am working on a monitoring system for a nuclear reactor, because I wouldn't bring it down to the washing machine level! I have stuck with the CPC for all the development stages because with BASIC you can read what the code does and edit it so easily. Why make things difficult for yourself by putting even more layers of operating system between you and the chip? (Another dig at IBM users, I'm afraid.)

Eventually, I will write it into the mainframe in PASCAL, because the world expects you to use big computers for MSc projects. The PASCAL is necessary to do what they call "justify" the software for safety-critical applications. (Similar to autopilots for aircraft, for those who haven't heard the term before.) Here is the final beauty of the CPC – I can even get PASCAL for my CPC from a PD library, not even paying a fraction of the commercial price my friends would be facing.



● Who needs an IBM when they could use a CPC?

So there you have it – one of the frontiers of the computer human modelling effort being coped with quite easily on a humble CPC. Computer buffs want megabytes and operating systems with more layers than a wedding cake. Real engineering wants simple programs on cheap chips, written in a way everyone can understand and with predictable performance. Sound familiar?

As for my CPC's future, I need my thesis printed on a laser printer, so I have to choose some hardware. MGT's lifetime drive would be ideal to get my text onto IBM-compatible disks and the AA review on the subject was most helpful. However, my sense of humour dictates that an RS232 interface and some comms software would let me convert the PC into the most useful peripheral my 464 could ever need – a third external disk drive!

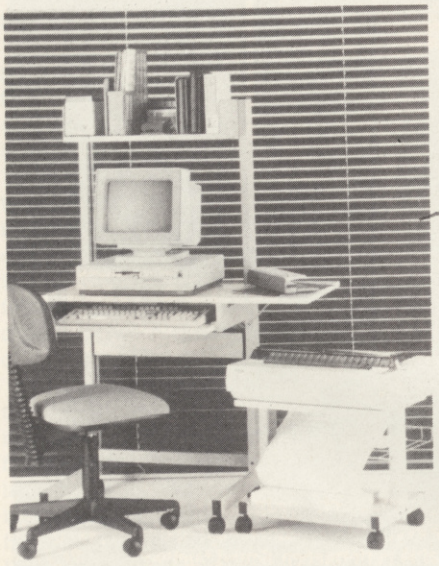
Two into one will go!

A couple of months ago *AA* featured the definitive CPC-to-PC transfer article. Well, it was almost definitive. Another similar program has appeared on the scene – just too late for a place in that review. But we think it's good enough – as you'll discover – for a review of its very own...

2 IN 1

£24.95 disk ● Microstyle ● 212 Dudley Hill Road, Bradford, West Yorkshire BD2 3DF. Tel: 0274 636652

The program in question is *2 in 1*. Being sold now by Microstyle, it originally came from Moonstone software. If you cast your mind back to the previous round-up, you'll recall that the best of the bunch then was another Moonstone product, the *Multi-File Utility*.



In fact the two programs are very similar, basically working from the same core. *MFU* was really a CP/M transfer utility, designed to port CP/M software between the CPC and other CP/M disk formats. The PC transfer bit was almost an extra, a single option within a program designed for another purpose. This is where *2 in 1* is different. It is designed solely to make file transfer between the two machines a doddle.

To use the software you'll need a second drive plugged into the back of your CPC and, of course, a PC to transfer the data to and from! You can fix either a 3.5-inch or 5.25-inch drive to the back of your CPC, depending on the type of disks your PC uses.

The program was in fact designed for use with the PCW in mind. Indeed, the manual makes reference to that machine only. A sheet of paper accompanies the package, though, to remind you that the machine you have is a CPC, not a PCW, and not to worry too much about it!

It also tells you how to get round one or two of the quirks caused by the differences in the machines. For a start, the Escape key on the PCW doesn't have a direct equivalent on the CPC. The addendum shows you how to put get round that.

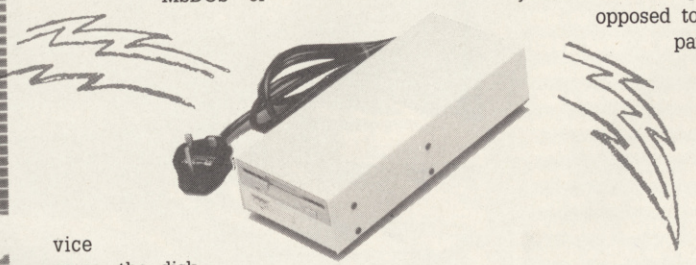
The program works in the CP/M environment. You need to boot CP/M from one of your master disks supplied with the machine, then insert the *2 in 1* disk. The program is then started simply by typing 2in1 at the prompt.

You're presented with a menu of choices on the main screen. There's File Transfer, Dual Format, Utilities and, of course, an Exit option. We'll look at them one at a time.

File transfer

File transfer works by transferring data between the 3-inch disk in drive A to the 3.5 or 5.25-inch PC format disk in the B drive.

Once you've chosen whether to transfer from your CPC disk to MSDOS or vice versa, the disk drives whirr for a few moments, and the operation is complete. It's a fast, friendly and very efficient system.



Dual format

Dual format is next on the list. It's this option that really makes the program. It allows you to use the same data disk on both the CPC and the PC! All that you need to do before using the disk in a different machine is update it using the option in the *2 in 1* program.

The disks have to be formatted to the standard 360K format first, then prepared with the dual format section of the program. After that it's a case of slamming it into the drive of either machine, remembering to update it whenever you switch computers.

Utilities

The final option is a bunch of utilities. A number of DOS-related functions are available. You can format a disk to a variety of DOS formats – anything from 160K to 720K. You can then use them on any standard PC.

The disk's directory can be read and displayed. This shows you all the files on the disk, as well as any hidden files, sub directories, and the disk's name.

And real propeller-heads may be interested in looking at all the bits of techie information about a disk. Analysing a disk shows you the parameter block for that disk. It's involved stuff, things like the amount of sectors per cluster, and not likely to be of much use to the average user – but the curious may like to take a peek.

In practice

There are one or two restrictions. The MSDOS disk can't have any sub directories, though this isn't usually a problem. The majority of PCs have a hard drive, and anything that needs transferring has usually got to be saved onto a blank disk first. The dual format option will only work with a couple of disk format sizes, luckily the most standardized ones.

If you want a program purely and simply to transfer information between your CPC and a PC, then *2 in 1* is the utility to do it. Consider *MFU* only if you want to transfer between different types of CP/M machines as well as to your PC. The low price of *2 in 1*, just £25 as opposed to the fifty notes you'd be paying for it a year ago, gives you the best features at a good price. Quite simply, it knocks the competition into a cocked waste paper basket.



BASICally better

Ordinary Locomotive BASIC not good enough for you, eh? Think you need something with a bit more power, do you? Well if you do, *Ultrabasic* could be just the program to get...

ULTRABASIC

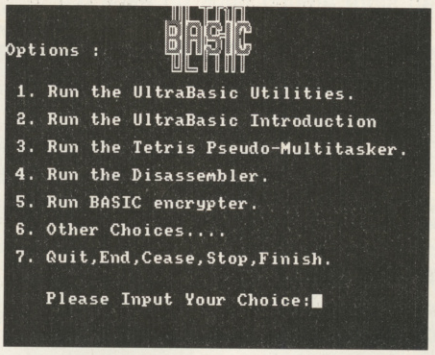
£6.00 disk ● Michael Scott ● 83 Patrick Allan – Fraser Street, Arbroath, Angus, Scotland DD11 2LX

Everyone knows that the CPC's Locomotive BASIC is one of the best around, with a comprehensive set of powerful commands and functions. However, there are always those specialist needs that it can't fulfil.

Luckily, however, one of the most useful features of Locomotive BASIC is its ability to define easy-to-use external commands. These have to be written in machine code, but can be accessed from BASIC easily with a simple keyword.

Ultrabasic essentially tacks fifty or so of these extra commands onto BASIC for use in your own programs. It will work on the 464 and 664 to a limited fashion, but only 6128 owners will reap the full benefit of the software, as the extra memory available on this machine is needed by many of the commands. (Though 464/664 owners will be able to use them if they have the necessary ROM/RAM upgrade.) In addition to *Ultrabasic* itself, there are one or two (or three or more!) extra goodies included on the disk.

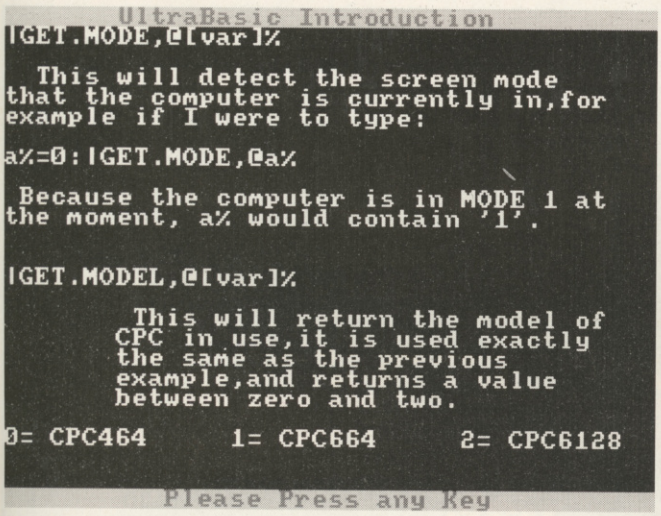
Documentation consists of a few sheets of paper stapled together. All the information is very clear and well presented, and looks like it's been printed on a laser printer. Detailed instructions are included for most of the commands, but in any case you can run a tutorial program that takes you through the extra functions.



● All the programs can be accessed from the menu.

There are a fair number of extra commands available, too. Some, it has to be said, are rather less useful than others. For instance, there's the |SILLY.SAYINGS command. Every minute, no matter what you're doing, the computer will come up with some ridiculous comment or proverb. Amusing for a while, but not exactly a vital function.

There are plenty of real goodies, though. The cassette motor can be switched on and off, useful for re-winding the tape on external cassette recorders, for example. And |HEADER,"filename" will read the header information of a file, and display the contents. There are various commands for loading and de-protecting BASIC programs, too.



● All the commands are described in the introduction program.

Many of the commands are screen tricks. The screen clearing command |FADE dissolves the screen, a very nice effect. You can |AND, |OR, and |XOR the display. Characters can be printed at twice the normal size, and can be inverted. Extra fonts, bold and italic are available, as well as up to eight defined by yourself.

While there's no question that the extra commands are easy to use, a package of this sort must be genuinely handy. Many of the additional commands in *Ultrabasic* have their uses, but they're not necessarily going to transform your BASIC programs. Some come in very useful as utilities – for instance, finding out disk header information is a valuable function – but are unlikely to be used in an everyday program. Indeed, a lot of the commands don't actually achieve that much that couldn't be done via normal programming. For instance there are commands to increase and decrease integer variables – a task easily accomplished with standard BASIC techniques.

Free extras

In addition to the main *Ultrabasic* program, there are lots of other bits and pieces on the disk. Some of the programs are almost good enough to stand alone on their own, and they should certainly be taken into account when considering the purchase of the package.

Bar Tetris is a special utility for players of the famous lateral thinking game, *Tetris* – the supreme challenge. It allows you to play the game in an instant, without the bother of saving your work. On boot-up, the *Tetris* code is stored in the second bank of memory. All that needs to be done to play is to type |TETRIS. Your BASIC program 'flips' places with the game, and you can play away. When you think it's about time you got on with some work again, the program you're working on can be brought back with similar ease.

A font editor allows you to design your own character set for use in the program. *Ultrabasic* allows you to make use of these custom characters in your own programs.

A Silicon Disc program allows you to use the memory as a temporary disk drive. You can save and load programs and data very quickly – just don't forget to save any valuable work onto a real disk at the end of the day!

Added to this are such treasures as a Mandelbrot set generator, a utility that allows disks to be examined, and a disk-to-tape archiver. A lot of these programs are extremely useful or interesting, but it's difficult to see them as saleable products in their own right. As part of a compilation, however, they're most welcome.

Ultrabasic is quite a mixed-up program. There is the feeling that a the majority of the commands aren't all that useful. One or two however, are worth their weight in, if not gold, then certainly in carbon steel. (*Er, yes – ed.*)

Added to this are all the other bits and pieces on the disk. It should really be viewed as a compilation of programs and, in that light, you do get an awful lot for your money. All things considered, six quid for a disk crammed full of programs ain't bad.

GOOD NEWS

A good selection of programs for £6

BAD NEWS

The extra commands aren't always that useful

3½" DISC DRIVE ONLY £79.95

800K STORAGE PER DISC

PLUS £3 CARRIAGE

We take the best (TEAC) drive available, house it in our sleek 4" x 6.75" x 1" high off-white steel case, we add a power supply and cable to offer you the most compact, sturdy and reliable, ready-to-use 2nd drive for your CPC. When used with ROMDOS, RAMDOS or RODOS you can store around 800k on each 3.5" disc - without turning it over!

But we don't just offer you the best drives, that would not be good enough for us - *we offer you the best price too!* No other 3.5" drive even gets close.

Please state CPC model. Trade enquiries welcome.

PC-CPC-PC FILE TRANSFER

Moonstone's 2 IN 1, the Rolls Royce of PC/CPC file transfer utilities, not only allows the transfer of files between the CPC and PC by copying to and reading from PC discs but it also allows the same data discs to be used in both machines. Format, copy, cat, etc. PC discs on your CPC. Full range of utilities - fully menu driven.

now only £24.95

MAXIDOS disc utility

Full compatible with ROMDOS, RAMDOS and ALL standard formats

Does all this and more:-

SECTOR EDITOR	FILE COPYING
DIRECTORY EDITOR	DISC COPYING
FORMATS	FILE MAPPING
FORMAT IDENTIFY	FILE STATUS EDITOR
STRING SEARCH	Rename
BYTE SEARCH	Erase
FILE RE-ORGANISE	Unerase
KILL ERASED FILES	Set Status

only £13.75

64k DKtronics RAM PACK	38.99
RAMDOS (disc)	24.95
ROMDOS (rom) - includes Ramdos	29.95
3.5" DISCS	10 for 7.50
	or 30 for 20.00
3" DISCS (Maxell)	10 for 20.00
3.5" DISC BOX lockable, holds 40	7.00
PRINTER LEAD 6'	8.00

FANTASTIC REDUCTIONS!

DDI - 1 - 464 1st disc drive	£69.95
FD1 - 2nd drive all CPCs	£64.95

Please add £3 carriage. While stock last.

NEW 32k RAMROM - £13.95!!

The latest addition to our range is a little gem. It is 32k of RAM which can be loaded with 1 or 2 (yes two!) ROM programs. After which it behaves exactly like 1 or 2 ROMs. It plugs onto the computer so a romboard isn't needed. You can select a rom slot for each 16k bank or choose to have both banks on the same slot switching between them at will. Complete with through connector and type-in software, it is now available for an amazing £13.95. Send s.a.e. for fuller details or a cheque to get yours now.

UPGRADE YOUR 64K RAM TO 256K ONLY £29

Now your 64k Ram can contain a massive 256k. Just send us your pack with a cheque for £29 and in a few days we will return it to you with a full 256k inside. Your exisiting software will operate the increased memory.

EPROM PROGRAMMER

only £30 inc. p&p

Transfer your favourite programs (Basic/Machine code) onto rom. Programs 8k, 16k; 21v and 121/2v eproms. Powerful but easy to use software, rom to rom copy, editing, verification, single byte or block programming.

Blank 16K eproms ... £3.50 each or 5 for ... £15.00

MICROSTYLE

DEPT. AA, 212 DUDLEY HILL ROAD, BRADFORD, W. YORKS BD2 3DF. Tel: 0274 636652 (after 2pm).

Prices include VAT and carriage unless otherwise stated.

Happy Birthday Maxam

It is the 5th anniversary of the release of Maxam, the first ROM based program for the CPC.
To celebrate this occasion Arnor are having a sale of CPC products for the first time.
Everyone knows that our ROM software is the best business and utility software for the CPC, so we will just give you the prices :-
All 7 Arnor ROMs are available at special prices and additional savings may be made by buying more than one program. The programs are:

Protext	Maxam
Prospell	Maxam 1.5
Promerge Plus	BCPL
Utopia	

The ROMBO ROM box can also be supplied at an additional cost of just £20 if one or more program is being purchased. We are unable to supply the ROMBO separately.
Please note that if Maxam 1.5 and Protext are purchased then Maxam is not needed.

Number of ROMs	price without Rombo	price with Rombo
1	£25	£45
2	£40	£60
3	£60	£80
4	£75	£95
5	£90	£110
6	£100	£120

ORDER FORM - Send to: Arnor (AA), 611 Lincoln Road, Peterborough, PE1 3HA

Please send me (indicate where applicable):

- ❑ ROMBO
- ❑ PROTEXT
- ❑ PROSPELL
- ❑ PROMERGE +
- ❑ UTOPIA
- ❑ MAXAM
- ❑ MAXAM 1.5
- ❑ BCPL

I enclose Cheque / Postal order for £ _____ or debit my

Access/Visa card no. _____ Exp. ___/___

Name .....

Address .....

.....

.....

Postcode .....

Releasing your micro's potential...

ARNOR

Arnor (AA), 611 Lincoln Road, Peterborough, PE1 3HA. Tel: 0733 68909 (24hr) Fax: 0733 67299

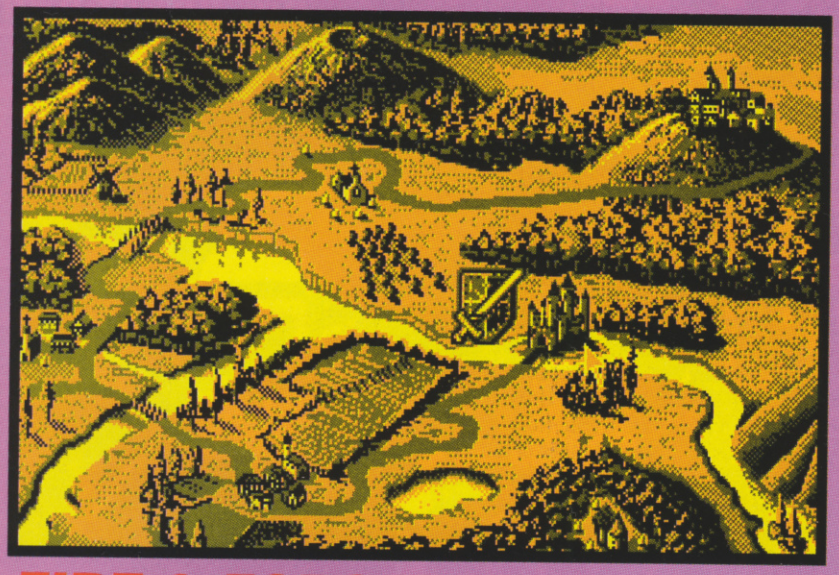
All prices include VAT, postage and packing. Credit card orders will be despatched by return of post. If paying by cheque please allow 10-14 days for delivery.

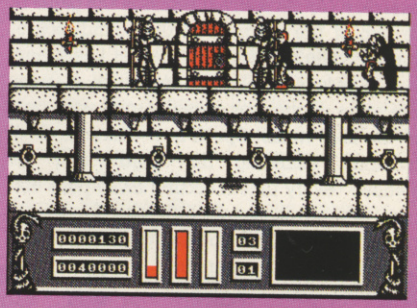
ActionTest

First console release from Titus and three Ubi Soft crackers!

IRON LORD

Four disks full of great gothic graphics in Ubi Soft's fairytale epic. (p50)





● Suck your way to success with *Night Hunter*, on page 56...

FIRE & FORGET II

Can you save the world from nuclear oblivion in this ferocious console blast? (p64)





● Demonic Dinamic gameplay. The devilish goings-on start on page 52...



● Can you stop Hitler's panzers in the *Battle of the Bulge*? War breaks out on page 58...



● No, I'm sorry, this is just too silly. If you can get past the 16-ton weights, head for page 48...

Also reviewed

Pro Golf Simulator p55

Ace 1 & 2 p55

Heroes p60

Skate Wars p63

Multi-Player Soccer Manager p66

Turbo Esprit Challenge (preview) p68

MONTY PYTHON'S FLYING CIRCUS

Virgin ● £9.99 cass, £14.99 disk
joystick/keys



● "I'm a lumberjack an

And now for something completely different. The true love story of Ken Shabby and Rosemary. No! Actually, it'sssssss the game of the film of the program of the soundtrack of *Monty Python's Flying Circusssssss*! Learn how to recognise several different types of trees from quite a long way away! Argue with people! Do silly walks! Speak in a whining, nasal monotone, changing the word "and" to "swollen" every time it occurs! Sit in pubs and quote the parrot sketch with your friends for hours! Yes. It's time to don your silly hat, lock the door and put down that Cabinet Minister: you're about to enter an extremely surreal world...

You are Mr D P Gumby, complete with knotted hankie on head, the picture of sartorial elegance. But, as so often happens, your brain has split into four parts and run away.

Don't ask why – we didn't expect a kind of Spanish Inquisition ...*Whoosh! "Nobody expects the Spanish Inquisition! Our main weapon is fear and surprise... our* two *main weapons are..."*

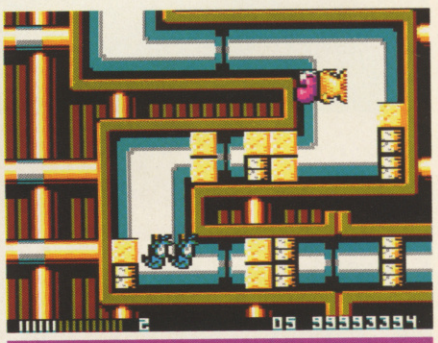
Anyway, brainless Gumby must undertake to find the missing parts. He walks off and becomes a fish. He swims off into the pipes and tubes of the TV programme's opening sequence, shooting at tins of beans and eggs and lumps of cheese, as well as encroaching nasties such as Eric the Half-a-bees, dead parrots and flying feet. Hidden in all this are tins of spam. *"Spam spam spam spam. Lovely spam, wonderful spam."* Yes, you need this spam. Collect sixteen tins of it and you progress to Level Two, having enticed a quarter of your brain back.

Level Two sees Gumby (no relation to E J Gumby, or L D Gumby the famous playwright) back in his body. Still firing at nasties, collecting food for his energy levels, and probably summarising Proust, he must find more spam. Ranged against him are Ministers of Silly Walks, moving mouths and of course, exploding cats. Obviously. The idea of this level is exactly the same; collect sixteen tins of spam, *("spam spam spam spam... shut up! Bloody Vikings")* and you gain another part of the brain. Fail, and you may as well nail your head to a coffee table.

On Level Three you will come up against the Spanish Inquisition... *Whoosh! "Nobody expects the Spanish Inquisition! Cardinal Biggles, get the comfy chair!"*

And Level Four? Not one person working on any magazine in the entirety of Future Publishing has ever got that far, so you'll have to find out for yourselves...

As you may have gathered, the gameplay may be daft, but it ain't stupid. Indeed, it's pretty tough right from the start. Some of the



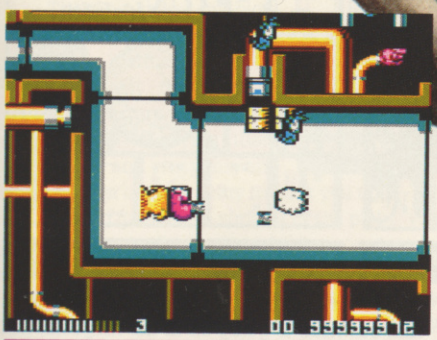
● Lend us a quid 'til the end of the week, will ya?

baddies are intelligent, and follow you around, sapping your energy unless you can kill them quickly, while the coveted spam tins are hidden around the place, requiring you to be careful about finding and collecting them; some are booby-trapped and require a touch of lateral thought as well as deft joystick movement.

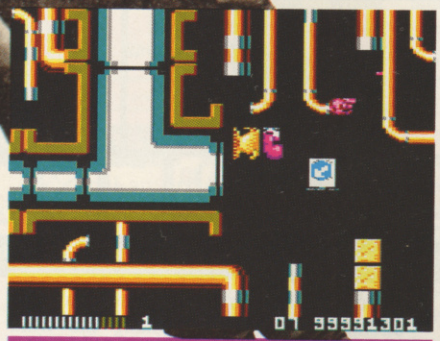
There are many cunningly-hidden screens on all the levels, with seemingly impossible exits, entrances and 16-ton weights suspended precariously above. You can explore these and get extra points. If you live in Leeds or Sheffield, you could also tie a piece of string to your toe and go *"Bong!"*



● Get the egg! And that Spam!



● Mr Gumby is currently appearing in the Thames.



● This game is still in the pipeline (ha ha).

For a probably very good reason, your score at the start of the game is 99,999,999. As you progress, it gets lower, so you are continually aspiring for the day's lowest score. You gain an extra life for every 10,000,000 points lost.

SECOND OPINION

"The Larch." AW

Strange, but not as strange as a man with a tape recorder up both his and his brother's nose.

Gumby's motivation for all this manic-ness (*manicitude – ed*) is simple. He wants to be a Chartered Accountant. We understand his dilemma. We didn't want to be games reviewers. We wanted to be lumberjacks. Leaping from tree to tree in British Columbia... But enough dreaming – Back to Gumby. He fondly believes his brain would be an asset in his chosen profession, so must retrieve the pieces without losing his three lives. And spam is the key. (*"Spam spam spam sp..." yes, yes, all right – ed.*)

Monty Python is a very slick game. The intro screen is that famous logo roughly hewn from giant rock, and a boppy version of the theme music plays in the background. The graphics for the game are as near to Terry (not Jones) Gilliam's animations as the CPC will allow, and they move well with no flickering or jerkiness. The screens change bit by bit, rather than scrolling smoothly, which fits in quite well with the exploratory nature of the game. The backgrounds are detailed, but not messy, and the nasty ex-parrots and so on that attack are nicely drawn.

During the game you hear the sounds of the little fishes that Gumby uses as offensive weapons being fired, as well as the other nasties being blown up. They often make little sounds to announce their appearance, too. The net result being a satisfying cacophony of blasting, squidging and appearing noises.

Initially, the game is a bit overwhelming, and the Pythonesque humour so concentrated that you sit and laugh at it all, because it is very silly indeed. But as you progress further and further, you realise that it is a very real challenge. This is not a game you will master easily. However, there is a possibility that, unless you are an incredibly dedicated fan of Messrs. Cleese, Palin et al, or have an incredibly short memory, you will cease laughing at the humour, and start to notice that each level of the game has exactly the same objectives. The graphics differ, as do the movements of the sprites, but the essential similarities remain.

It's a very good game, though, and is pitched at just the right difficulty level to make it compelling as you try to get further and further towards that accountancy job. The Monty Python idea is certainly a good one, and is done well. You do need to be acquainted with the programmes to understand a lot of it, but it is funny, and you can have a great time avoiding the Spanish Inquisition (*"Nobody expects..."*) and looking for all that spam. (*Lovely spam, wonderful spam spam spam...*)

Actually, it really is about time they showed *Monty Python's Flying Circus again* on TV. *"Hello, is that the BBC? I wish to register a complaint..."*

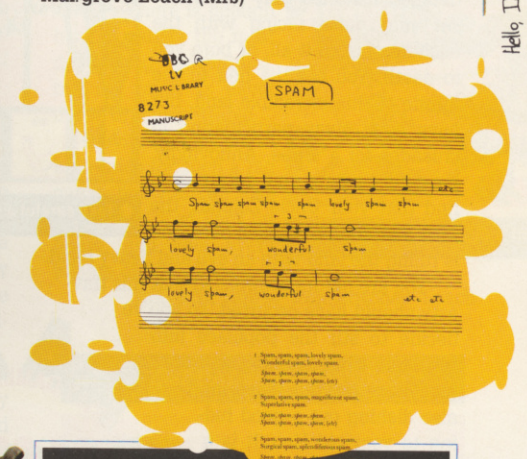
Wing Cdr James Telescope
Vole-Strangler
Mangrove Leach (Mrs)



I'm talking, of course, about hamsters.



Hello, I'd like to have a word with you about a problem that many people, like yourself, are probably unaware of.



FIRST DAY TARGET SC

Complete the first level

The Verdict

GRAPHICS 88%
☐ Great Gilliamesque animation.

SONICS 81%
☐ Well, how *does* a dead parrot sound?

GRAB FACTOR 87%
☐ You'll chuckle a good deal.

STAYING POWER ... 82%
☐ Python fans will never get tired.

AA RATING 84%

☐ It's a real goer (nudge nudge, wink wink, say no more).



IRON LORD

Ubi Soft ● £19.99 disk only
joystick



It's another place and another time. A land of mystery and adventure, good and evil, lies before you. A land you must travel from end to the other, for you have a quest to perform. And the very future of your country is at stake.

The scenario for *Iron Lord* relies on one of those very detailed histories that will either set your pulse racing with the enchantment of it all, or bore you to death. You are the heir to the throne of this incredible land, but have been away participating in crusades for a while. Annoyingly, however, when you return you find that your Uncle Zolphar, the King's brother, has taken over, and is ruling the land with an evil and heavy hand.

You are naturally appalled that this travesty should have occurred, so you've decide to stir the populace into rebellion, thus enabling you to take your rightful place, and also dishing out a good hiding to your old Unc. It is a time of fear and turmoil.

Your base during the game is in the ruins of your ancestors' castle. One tower stands intact, and it is here that you make your strategic decisions. You must leave it, though, to ride around the kingdom proving to your people that you are fit to lead them into open revolt. To show your true mettle, you must complete several tasks. These can be attempted in any order, depending on where you wish to ride first.



● This looks like a rather heavy Knight on the tiles.

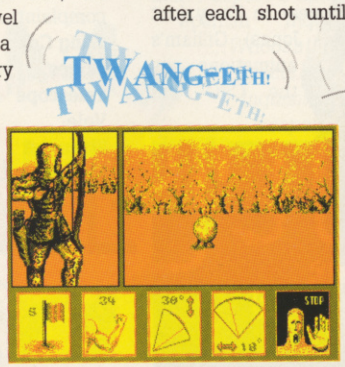


● Arm-wrestling in the tavern.

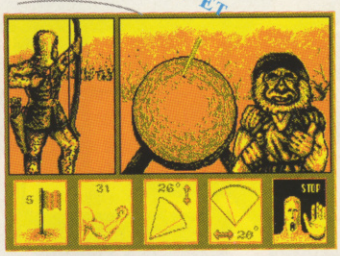


● A quiet church. (Your position is shown inset.)

The biggest test is the archery competition taking place in a nearby village. You have several rounds in which to hit a target getting progressively further away. Your best shot of four is the only one that counts, so you can correct after each shot until you're on the bullseye.



● Take careful aim, pull back slowly...



● Not bad. Missed the old guy, though.



● Aim a bit lower, and bullseye (almost)!

You adjust the direction, elevation and strength of each shot, taking the wind speed and direction into account. It isn't easy. If you get through each round, though, you gain enormous respect and prestige; this is what it's all about.

In another village you will find a games-house full of people playing dice, arm-wrestling and drinking heavily. It's another chance to prove yourself a man. If you take part in the arm wrestling, you must waggle the joystick very quickly and smoothly to overpower your opponent. Beat nine opponents consecutively and more prestige is heaped upon you.

You might then decide to move to the gaming table. You can play a game of chance, betting on the outcome of dice-rolling. If you are persistent and lucky you can double your stash of pieces of gold. This money is needed when interacting with other characters, of which there are many. When you enter a building you meet the people inside. You can have conversations with them, buy things from them or even give things to them.

These other characters are the key to the game. You must find out what is going on in the kingdom, and also persuade them to join you in your fight against the naughty Zolphar.

However, we could only get our hands on an early hot-off-the-presses French version of the game, so we can't be, er, too exact about the conversations. However, as you select the phrases you wish to speak this wasn't too much of a problem – Ubi-Soft has wisely steered clear of text inputting, choosing instead a multiple-choice interface.

That's not to say, of course, that you'll find all the characters in the game are as chatty and amenable as you are. Some, like the gorgeous, pouting etc barmaid in the games house, just don't succumb to flattery, and couldn't care less about the war for supremacy. Others are actually on old Zolly's side, causing you to make a swift exit.



● You're arriving on horseback at Torentek village.



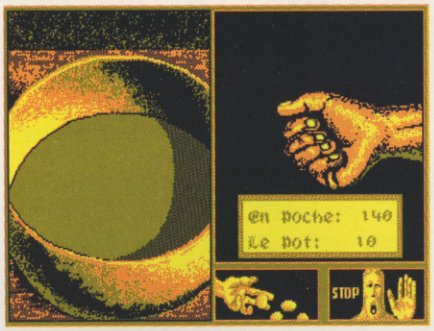
● The overall map. That shield marks your position.



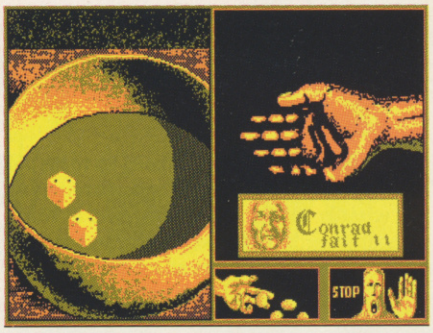
● Another village. Head off straight to the pub...



● This serving girl has valuable information.



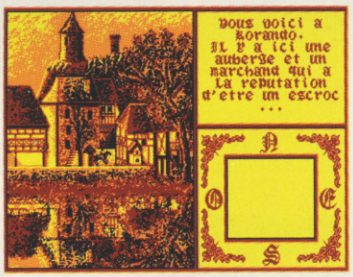
● Decide on your bet. Roll under 7 with two dice...



● ...and you lose it all. Conrad, your opponent,

Gradually, as you travel round between the locations on your trusty black steed, doing good and wronging rights, you build up a following. But the enemy are active, and an assassin could spring upon you as you leave the safety of a village. You must parry his sword strikes until you grab the chance to skewer him viciously. If you lose a fight, it's game over, so it pays to be ready.

There are many sub-plots for you to discover. Some require distinctly lateral thinking and the help of other characters. But nurture your acolytes, plying them with gifts and weapons, and they'll form a whole army to back you up.



● Korando – a town full of crooks?

Having gained the support of the plebs, you must return to the castle and mass your troops. The scene shifts to a battle map, upon which you move your forces. This stage is a fairly simple strategy game which wouldn't really stand up on its own, but is fine as an advanced section in the game. If your armies achieve success here, there is an arcade section to complete. It takes place in Zolphar's labyrinth, which has six levels infested by acid-bearing monsters which must be killed if you are to progress further. Like the battle, this should really be seen as a bonus rather an arcade game in its own right.

Iron Lord is a really big game, using all four sides of two disks. There is a deal of disk swapping to put up with during play, but it is all quite quick, and is certainly is worth it.

The graphics are simply breathtaking. Many of them are static, but they look like illustrations in a children's book, the whole land bathed in a russet glow, enhancing the fairy-tale atmosphere of the game. And there are plenty of graphics, too. All the characters are displayed with wonderful artistry and detail, and their eyes and mouths move beautifully as they speak. Many of the locations are shown with the same attention to detail, and an overall map of the land is viewed during every journey. (A little horse and rider are seen galloping furiously along the winding lanes, and a close-up picture of you on your steed is seen as well. The animation is magnificent.)

Sound is well up to the usual very high French standard. Vaguely medieval, very evocative tunes play at certain points, and action sequences, such as the dice-throwing and archery have spot effects. Although the music adds to the fun, you can switch it off – useful if you've been playing for hours and it's starting to grate.

As *Iron Lord* is such an epic game, you can save and reload your position. Unfortunately, to do this you must return to your castle and access the save menu there. But then this does stop those irritating "save?" messages from clogging up other menus and phases.

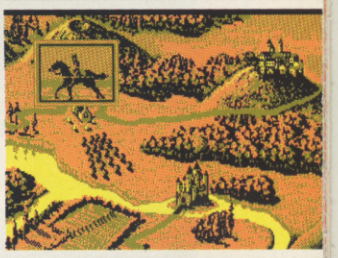
Control is entirely by joystick. Icons and pointers are used extensively, and these work as well as with a real mouse. The displays, excellent graphics notwithstanding, are very smooth and well-finished. Each screen scrolls neatly away, with new screens sliding into place as they're called up. For the level of detail, it all works very quickly and puts a great many other games to shame.

The quest you are sent on is varied enough to avoid repetition of certain tasks, but all the aspects seem 'right' in the context of the storyline; the gambling and archery sequences also fit in nicely. *Iron Lord*, simply, has amazing style.

However, the quest idea either appeals to you or it doesn't. There have been many 'travelling round and saving the kingdom' type games, and *Iron Lord* itself isn't new, having been around on other machines for a long time. Nevertheless, it stands head and shoulders above the others in the genre. It is fun to play, and wonderful to look at. There is enough here to satisfy the most demanding adventurer, but the game is never dense or impenetrable.



● Another helpful character, perhaps.



● The horse indicates your travelling.

Inevitably you pay a high price for such a big game, but you can lose yourself in *Iron Lord* for hours, and love every minute of it.

Brave Sir James 'Iron-Britches' Leach

SECOND OPINION

"As James says in the review, you either like the old swords-and-sorcery genre or you don't. I'm afraid I don't. The whole thing is beautifully put together and quite unique on the CPC, but... yuk!" **RL**



● Click on the activity which tickles your fancy.

FIRST DAY TARGET SCORE

Win the archery competition

The Verdict

GRAPHICS 95%
- ☐ Story-book pictures.
- ☐ Seriously artistic!

SONICS 88%
- ☐ Wonderfully atmospheric tunes.

GRAB FACTOR 91%
- ☐ Easy to get to grips with.
- ☐ But full of detail.

STAYING POWER ... 92%
- ☐ You'll want to keep playing until you complete it.

AA RATING 92%

- ☐ *Iron Lord* is a beautiful, varied fantasy game.

SATAN

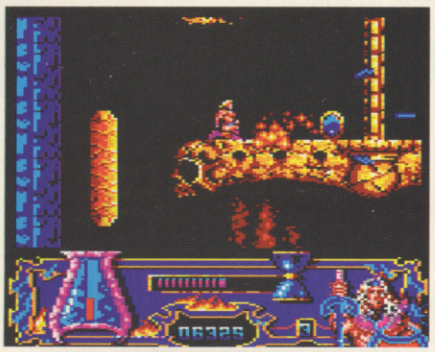
Dinamic ● £9.99 cass, £14.99 disk
joystick/keys

The old devil! Beelzebub has been up to his old tricks again. He's only gone and converted all the wizards to his evil cause. And a World without wizards, well doom gloom and general unpleasantness all round I'm afraid.

There's only one thing for it. To send the bravest strongest warrior around to fight his way through the hellish underworld to become a wizard, and eventually to do battle with Satan himself. Well, it seemed to be a good plan at the time.



● Enough firepower to down the deadliest oponent.



● You've wasted the nasty, and there's your reward.

But who's the best man for the job? Well with Sid the Skull-Crusher down with a nasty cold, and Brian Bloodaxe with his sprained ankle, there's only you left. So you set out on your long journey, to teach old Satan a lesson or two.

Satan is like football in the sense that it's a game of two halves. You have to finish the first section before the computer allows you access to the second level. A password is given on completion, so do it once and you'll be able to play the second half any time you like.



The first part concerns you making your way across the Land of Lost Magic, where you need to collect three magical papyrus rolls. It's these mystical items that give you the power to transform from Warrior to Wizard.

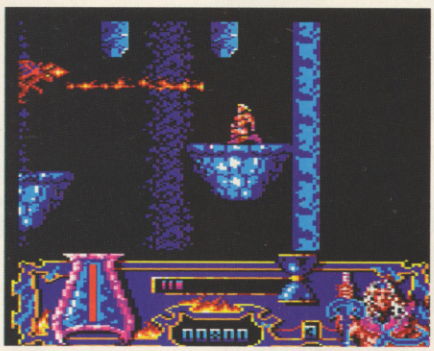
Of course, it's not simply a case of strolling into the Land of Lost Magic, slipping the artifacts into your pocket, and catching the number ten bus home again.

For a start, it's not called the Land of Lost Magic for nothing, you know. Those three things so vital to your cause are strewn about a land so big, that even if there weren't any monsters they'd be pretty hard to find. And there are monsters. Lots of them.

If you manage to locate all three scrolls, then it's on to the second part. Things don't get any easier. You've got to rescue as many wizards as you can from the Palace of Clouds, and then there's the matter of forever destroying the forces of evil. Could be tough...

Satan bears more that a passing resemblance to the arcade game Black Tiger. However, the Amstrad version of Black Tiger was not one of the best games around, being a direct Speccy port, so Satan's lack of originality is, perhaps, excusable.

The game is constructed from horizontal platforms which you run along, and vertical pillars that you can cling on to in mid leap, and climb to gain height. Jumps have to be judged quite carefully. It's easy to miss and plummet downwards for several levels. Luckily falling large distances doesn't hurt our hero. It does waste time however, which is in short supply, and the three rolls need to be found before it's too late.



● Duck! - Or you'll get a hair cut you'll never forget!

Plenty of Hell-spawned baddies inhabit the first level. The flying Gargoyles are the worst. You're never safe as one of these monsters get reach anywhere that you can. The fact that they are equiped with flame throwing breath doesn't help either.



● A big, bad beastie. Kill it and you've got a scroll.

You're not exactly helpless though. You have unlimited firepower, and can floor the enemy with ease. Killing a nasty usually reveals a coin, but sometimes hide specials, which aid you in your mission. Power-ups improve your fire power, vials restore your energy, and sand clocks credit you with oh-so valuable extra minutes.

Eventually you'll meet the first of the scroll guardians. Here you've got to blow his head off and then shoot him in the heart. Do it three times and you're through to level two...

As you'd expect from a Dinamics game, the graphics are big, bold and brilliant. The backgrounds are drawn in atmospheric hues. Ice cool blues contrast with the warm looking yellows and reds that make up the majority of the platforms and scenery. The monsters are especially well done. They really do look mean and menacing. The only slightly disappointing graphic is the main character. He looks decidedly wimpy compared to the opposition. A pity as most of the time, he's what you're looking at.

Sound is reasonable. There's no title music, and sonics consist entirely of spot effects. There's plenty of explosions as the baddies bite the bullet, keeping the loudspeaker busy for most of the time.

Satan is tough, challenging and very playable. The scrolling is smooth and graphically the game rates very highly. Just be careful that Old Nick doesn't get you...

Adam Waring

FIRST DAY TARGET SCORE

Collect two scrolls

SECOND OPINION

"Fast, furious and fun. Satan is one hell of a game" JL

The Verdict

GRAPHICS 89%
☐ Beautifully drawn backdrops and sprites.

SONICS 77%
☐ FX OK.
☐ No tune.

GRAB FACTOR 84%
☐ Lots to kill.

STAYING POWER ... 83%
☐ Two tough games in one.

AA RATING 83%

☐ A devil of a game!

Clive Barker's

THE NIGHTBREED

THE ACTION GAME

THE NIGHTMARE



TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO

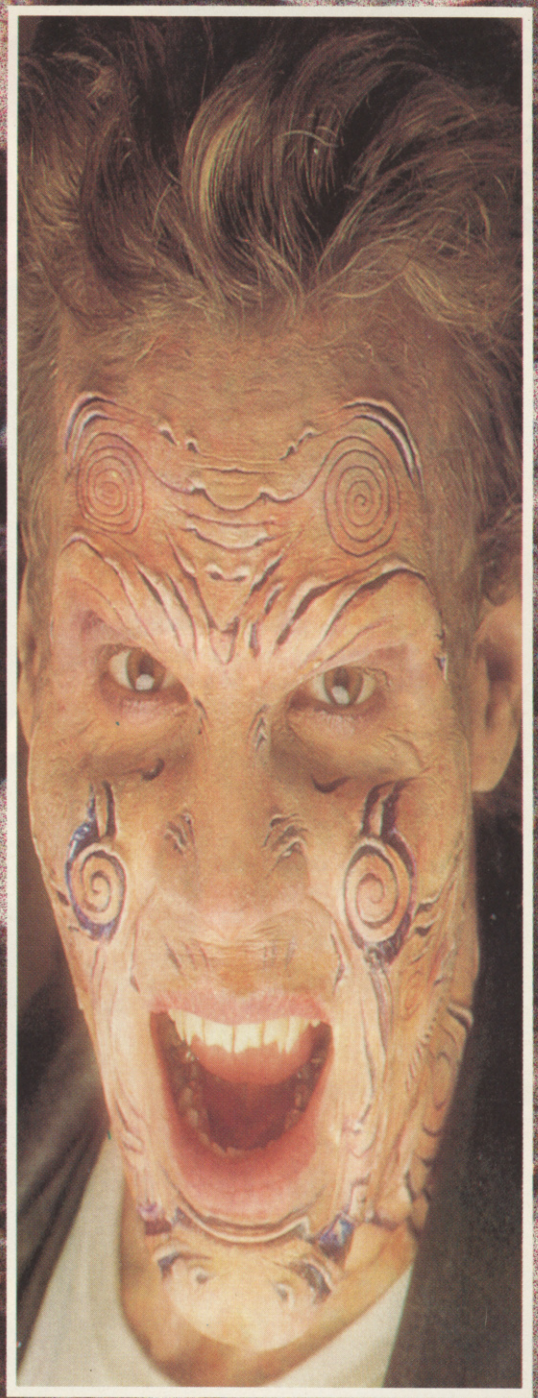
HAS



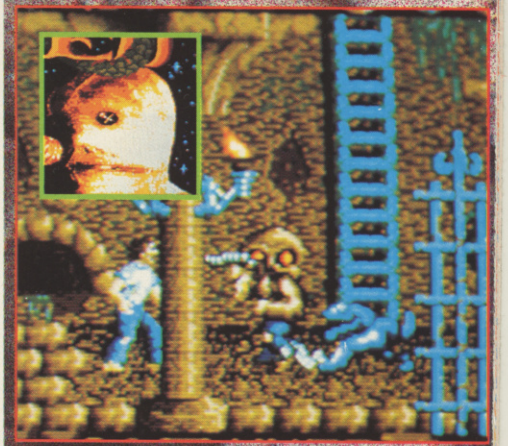
THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE INHUMANITIES OF MAN. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT



YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ABOVE-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS "THE MASK".



BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE ALLOWS YOU TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTBREED.

© 1989 MORGAN CREEK PRODUCTIONS. ALL RIGHTS RESERVED.
COPYRIGHT © CLIVE BARKER 1988.

AVAILABLE FOR COMMODORE SPECTRUM - AMSTRAD ATARI ST AND CBM AMIGA.

ocean®

THEY'RE COMING SOON!!!

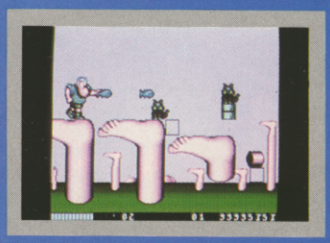
MONTY PYTHON'S FLYING CIRCUS

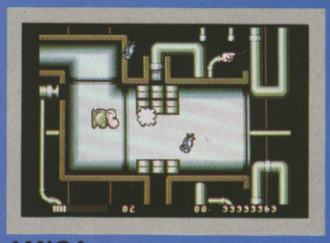
THE COMPUTER GAME



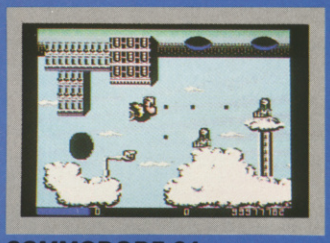
"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". *Zero 89%*

"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". *The One 85%*


ATARI ST


AMIGA

SPECTRUM


COMMODORE 64

IBM PC

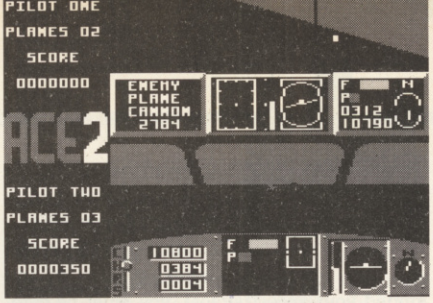

AMSTRAD

Virgin GAMES

©Python Productions 1990
℗Virgin Mastertronic Limited, 16 Portland Road, London, W11 4LA

ACE/ACE 2

Encore ● £2.99 cass
joystick/keys



● Flying through the air with the greatest of difficulty.

Two flying games on one cassette! Although both *Ace* and its sequel involve air-to-air combat, neither is really a simulator.

Ace is a one-player game, placing you in the cockpit of a anonymous modern fighter. Just choose a skill level, select your weapons and take off.

Targets include tanks, helicopters, other jets and the occasional warship. They all look pretty much the same, though, as they jerk past. Closer up, they do improve, but the game still isn't much to look at, with simple graphics and pedestrian gameplay, so there is no sense of speed or excitement as you fly around, navigating with the simple strategic map display. This also displays other airfields and air-to-air refuelling tankers. The refuelling is done quite well, if very simply. Options also exist to select day/night or the season. Winter is recommended for green screens.

Ace 2 has a split screen, allowing two players to dogfight. Again, it is jerky and slow, with the horizon rolling in 30-degree chunks. The update for each screen is such that evasive action doesn't register on the opponents' screen for a few seconds, giving ample time to fire. The 3D effects also seem shaky, so many skilful Tom Cruise manoeuvres are useless. Being able to see the enemy's cockpit display doesn't improve the cat-and-mouse aspect either. As in *Ace 1*, you should use cannon to down the foe. You also have missiles, but these seem useless and only slow up the screen even more.

Both games will be frustrating to the sim buff, owing to their overpowering simplicity and lack of atmosphere, but together their cheapness might appeal, possibly as a diverting, if slow, dip into old-fashioned three dimensional arcade games. The dogfighting in *Ace 2* is a novel touch, making it much better.

James 'Biggles' Leach

SECOND OPINION

"My word, flight sims have come a long way since this one first saw the light of day! Can you go wrong for £2.99, though. (Yes, probably.) **RL**

ACE FIRST DAY TARGET SCORE

Destroy any target

ACE 2 FIRST DAY TARGET SCORE

Shoot down your mate!

Ace Verdict

GRAPHICS	36%
SONICS	30%
GRAB FACTOR	31%
STAYING POWER	34%
AA RATING	**33%**

■ Oh dear. It will crash and burn.

Ace 2Verdict

GRAPHICS	43%
SONICS	31%
GRAB FACTOR	44%
STAYING POWER	40%
AA RATING	**40%**

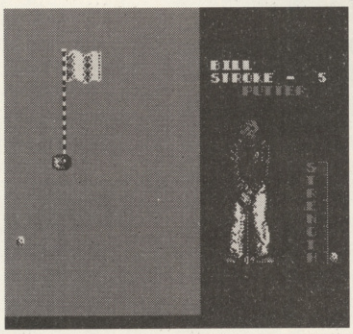
■ Better – you get one-on-one dogfighting.

PRO GOLF SIMULATOR

Codemasters ● £2.99 cass
joystick/keys

Fore! There's all the fun of the golf course to be had without all that walking around for miles and miles. And of course there's no danger of shelling out for windows broken en route.

Pro Golf Simulator is a lot simpler than the other golf games we have seen. There's no 3D perspective views of courses such as those seen in *Leaderboard* and *Jack Nicklaus Golf*, but then again those were full price and this is a budget offering.



● No problem! (We'll see...)

All eighteen holes are on a single course, which can be scrolled around so that you can suss out the lay of the land. It's very much a two-dimensional layout. You have a birds-eye-view of the whole course. The land is made out of various surface features of the type you might expect to find on a golf course. Trees, bunkers, water and of course, lots of grass.

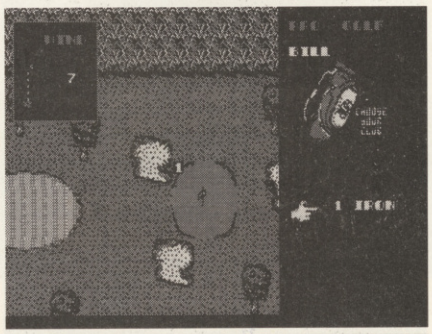
Up to four players can join in the fun, taking turns to hack the little white ball around the place. You can choose from a variety of clubs, each having different properties on the ball when it hits it. The terrain too has an effect on the ball, which bounces off trees, gets stuck in sand, and sinks in water.

Players take it in turns to hack their way around the course. The control system is easy to master. Choose your club, set your direction, strength and spin, and hit away.

The graphics are small but detailed. A jolly tune plays throughout, but fortunately can be turned off.

The control system makes the game easy to pick up and fun to play. Tactical decisions take the place of arcade skills, and with a golf-playing chum or two, makes for a hotly-contested hour or so of fun.

Adam Waring



● Going for a 1 iron? Hmm... up to you...

SECOND OPINION

"Unassuming and unambitious, but extremely well executed and simply great fun." **RL**

FIRST DAY TARGET SCORE

Complete the course on par

The Verdict

GRAPHICS	68%
☐ Small, but they work well together.	
SONICS	67%
☐ Jolly tune that soon gets irritating.	
GRAB FACTOR	70%
☐ It's easy to hit it off.	
STAYING POWER	71%
☐ A fairway to go.	
AA RATING	**70%**

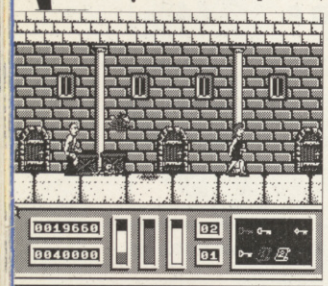
☐ Good multi-player fun.

NIGHT

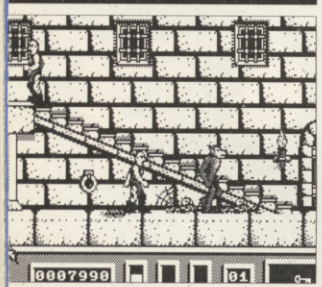
Ubi Soft ● £14.99 disk (6128 only) joystick/keys



It's a gloomy, moonless night. Deep in Transylvania there is a dark castle with guttering torches and candles to light its cold, old passageways. Rats and mice skitter around, but only brave or foolhardy humans dare to wander the dank corridors. A clammy fear grips all those who enter through those tall portals, into that atmosphere of evil malevolence. Birds don't sing in the forest below the castle. The sun doesn't shine here. People disappear for ever. And some return, hideously changed, living and yet not living.



Winging along in bat-mode.

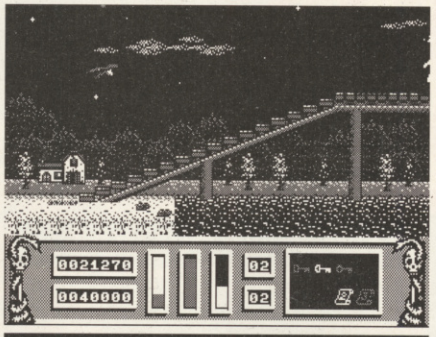


A quick change into old wolfie...

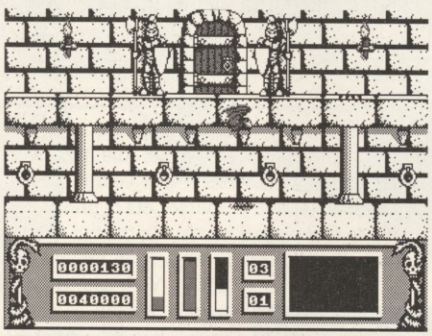
For this is the domain of Vlad Dracula – the Lord of the Nosferatu, the undead. You are Dracula, and this is your castle. Everyone who comes here is unwelcome except, perhaps the odd defenceless virgin from the village. Ahhhh... but never mind that now. Something has gone very wrong indeed. A Vampire hunter called Van Helsing is after your blood, which makes a refreshing change. He has an arsenal of anti-undead weaponry, such as Bibles, crucifixes, garlic, stakes, holy water, hand grenades, Sidewinder missiles and silver bullets (well, most of those, anyway). He also has a band of fearless nutters, who believe you need to be vanquished once and for all. They'll need all their weaponry (except perhaps the missiles) to track down and kill you. (Kill you? But you're already dead. This could get very confusing later.)

However, your aim is clear. On each level (each consisting of 20 screens) you must collect three pieces of parchment and five keys. These will allow you to progress to the next level within your ancient pad. Ultimately, you must try to escape from the hordes of vampire-hunters, priests and old Van Helsing himself. He is indestructible, (and you thought you were the only one) so you must evade him at the end of each level.

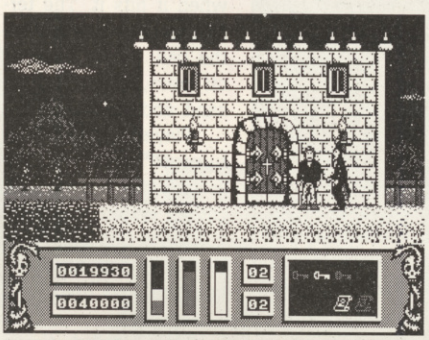
Although the action is taking place in and around your ancestral seat, you must be careful as you move around the castle and, on later levels, the village nearby. The first thing you discover is that there are holes in various parts of the floor. If you step on these, you disappear into the underworld (or somewhere equally nasty) and you lose a life (it's not really a life, more of an existence). To avoid the holes, it is necessary to become a werewolf (obviously) and, by crouching and pressing fire, jump over them. All very complicated, but nice to know, because at lot is at stake (ha ha).



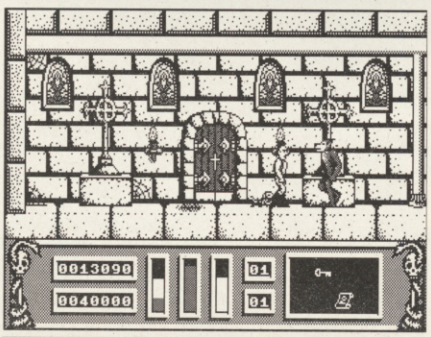
● That black stuff is water – so keep flying!



● Flying's the fastest way of getting from A to B.

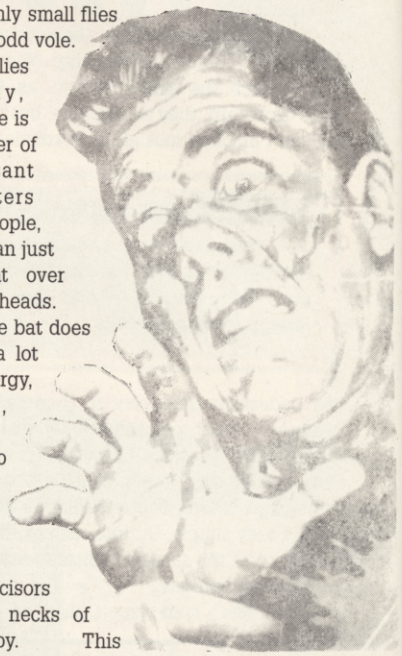


● Level Two, and a whole new set of victims.



● Wolfman's about to bash that bloke to bits...

The only way to move around safely is to become a bat. You have to power to transmogrify from human form to bat or the werewolf. Each has its advantages: in the human state you are able to pick up objects and suck the blood of those poor mortals that cross your path. The werewolf is much stronger and has the constitution of a, well, an extremely large wolf walking around on two legs. The wolf is great at thumping people, killing them with a few good smacks to the head. The bat is best for moving around, but is hopeless at combat, killing only small flies and the odd vole. It flies quickly, and there is no danger of unpleasant encounters with people, as you can just zip right over their heads. Being the bat does use up a lot of energy, though, so you'll need to keep landing and sinking your incisors into the necks of passers-by. This replenishes your blood and energy levels, so is not done in vein (ha ha).



The collectable objects are scattered at random around each level, and some do require a bit of forethought and planning to reach.

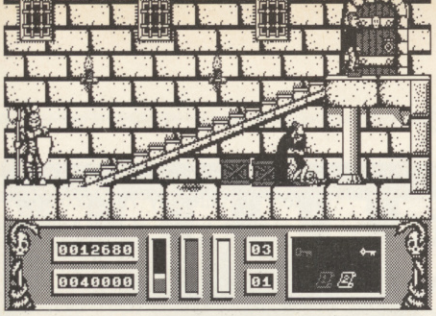
Exploring the levels is not difficult. This isn't a tough platform game, and you can generally suck the plasma out of anybody getting in the way. Occasionally you are beset by a gang of what look like skinheads but surely aren't. They punch you violently, forcing you to turn into the werewolf and scare them to death. Also, a surprising number of unattached women wander about. Several carry crucifixes, but if you're thirsty, this shouldn't halt you for long. The blood-sucking sequence is done beautifully. You must time the initial grab of the victim just right, then go for the throat. There is a queasy, slurping noise, and once the essence is extracted, the body turns to a skeleton and the bones tinkle into a heap on the flagstones. It's brilliant.

As with many French games, *Night Hunter* has a lovely sense of style. The graphics are cartoon-like, with a definite feel for the Dracula genre. The human-bat-werewolf transforma-

SECOND OPINION

"Great graphics and not too frantic action guarantee an entertaining little game. The bloodsucking sequences are brilliant." *RL*

James 'The Impaler' Leach



● Just a quick top-up now...

tions look very neat indeed, and each moves nicely around the castle. Each room is different, with suits of armour, staircases, and other medieval bric-a-brac.

The sound is fine. There's a fabulous tune which plays during the intro screen which could have been written by Jean-Michel Jarre himself. There isn't a continual tune during the game, but the sound effects work well – the best definitely being the blood-sucking. At the

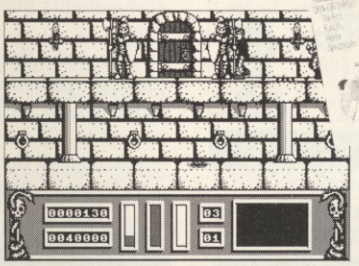


● Watch out for the archers – those arrows hurt!

end of each game there's a different tune, also of high quality. Very thorough, the French.

The game is not too difficult at first. There are only the holes to contend with, plus well-drawn witches that fly past, causing you to duck wildly. Mortals abound, so you need never run out of blood, and the keys and parchments are not too hard to find. Further levels lead you to take moonlit excursions outside the castle walls, and you can also meet the dangerous people armed with anti-vamp kits, axes and arrows. Turn into a bat, and flap out of the way. It's your best chance to remain safely undead. The complexity of the game increases as you get further into it. One annoyance is that when you lose a life (or a death or whatever) you start at the beginning of that level. If you happened to be fifteen screens away, you can only gnash your fangs in frustration, mutate into the bat and flap off through the passageways again.

Overall, *Night Hunter* is a good game to play. It has many elements of a platform game, plus a touch of exploratory adventuring, and also simplistic beat-em-up and suck-em-dry sequences. It all takes place in two dimensions, but scrolls smoothly, and the collision detection is accurate, as is the movement. Big graphics capture the feel of the castle, and of old Vlad himself with his flapping cape and his bat or wolf alter-egos. The enemies are also up to the same standard.

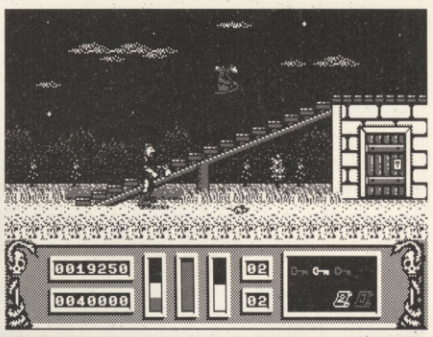


● Watch out for that trapdoor just ahead.

The pace of the game is not furious, nor does it require constant, split-second timing, but the playing doesn't suffer for the lack of it. Arcade game standard it ain't but if you like the idea of a nicely drawn atmospheric romp around a big castle, with a bit of thought and a bit of difficulty, give *Night Hunter* grave consideration.



● A few of the world's greatest on-screen bloodsuckers. More of it, we say!



● Only two keys and a parchment to go!

THE TRUTH FROM BEYOND THE GRAVE...

Vampire stories have been around for centuries. They originally emanated from the highly superstitious peoples in central and eastern Europe, such as Transylvania in Hungary. One theory is that during times of plague, many sufferers lapsed into narcolepsy, a coma, in which they gave all appearances of being dead. They were duly buried, but could sometimes wake up afterwards. All it would take was for someone to see a dishevelled figure emerging from a shallow grave at night, and panic would quite naturally ensue.

Diseases at the time such as scurvy would cause the sufferers gums to recede, making their teeth look much larger and fiercer. Conjunctivital symptoms meant that the sensitvity of their reddened eyes would not permit them to go out of doors in daylight.

The effects of the full moon on some animals and the deranged have long been known about, and this is another quite separate factor which has become enmeshed in the legends and superstitions.

And Vlad the Impaler really existed. He ruthlessly controlled a large tract of land from his forbidding castle in eastern Europe. Enemies and those in disfavour were speared on long wooden poles. These were placed into the ground, and the dead and dying would hang high in the air. Legend has it that Vlad would often eat his meals in the garden with guests amidst the poles when the weather was nice.



FIRST DAY TARGET SCORE

Get to Level Two

The Verdict

GRAPHICS 78%
☐ Certainly not a pain in the neck.

SONICS 72%
☐ Stealthy, silent stalking and squishy, sucking sounds.

GRAB FACTOR 73%
☐ Get your cape on and get exploring.

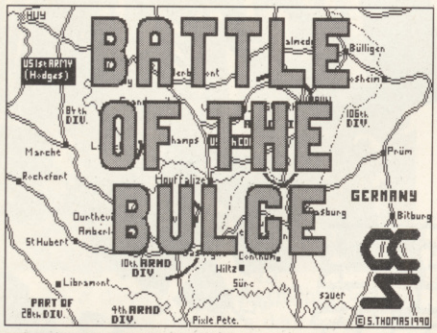
STAYING POWER ... 72%
☐ Two levels of difficulty help.

AA RATING 73%

☐ Nice version of an immortal legend.

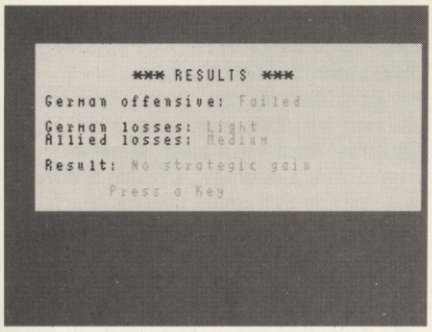
BATTLE OF THE BULGE

Cases Computer Simulations ● £12.95 cass, £14.95 disk joystick/keys

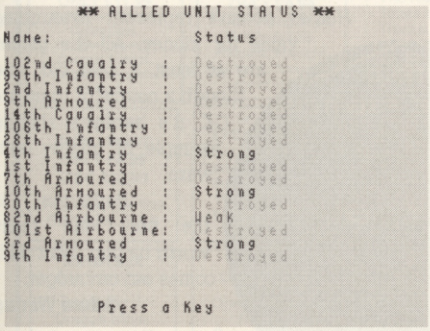

BATTLE OF THE BULGE
GERMANY
USA
Malmedy
Bastogne
Bitburg
Prüm
Marche
Rochefort
St Hubert
Libramont
Houffalize
Clervaux
Vianden
Echternach
Diekirch
Wiltz
Sûre
Sauer
Trier
Arlon
Neufchateau
Bastogne
Bitburg
Prüm
Malmedy
Stavelot
Vielsalm
St Vith
Monschau
Eupen
Aachen
Düren
Euskirchen
Bonn
Koblenz
Cologne
Liège
Verviers
Spa
Huy
Namur
Dinant
Givet
Charleroi
Mons
Tournai
Ypres
Lille
Valenciennes
Maubeuge
Sedan
Reims
Metz
Nancy
Luxembourg
Thionville
Longwy
Verdun
Rethel
Laon
Soissons
Compiègne
Amiens
Abbeville
Boulogne
Calais
Dunkerque
Ostend
Bruges
Ghent
Antwerp
Brussels
Leuven
Tienen
Hasselt
Maastricht
Liège
Eupen
Monschau
St Vith
Malmedy
Stavelot
Vielsalm
Houffalize
Bastogne
Wiltz
Clervaux
Vianden
Echternach
Diekirch
Arlon
Neufchateau
Libramont
Marche
Rochefort
St Hubert
Dinant
Givet
Namur
Huy
Spa
Verviers
Liège
Aachen
Düren
Euskirchen
Bonn
Koblenz
Cologne
Trier
Metz
Nancy
Luxembourg
Thionville
Longwy
Verdun
Sedan



▲ Scenes from the film "Battle Of The Bulge"...



● Donner und Blitzen! Ve haff failed, mein Führer!



● But the Allies still lost a great many units.

Combat occurs when opposing units meet each other. You aren't given battle reports; you must select each unit afterwards to determine the amount of damage done to it. Severely damaged units retreat automatically, usually losing sight of the enemy. These units then need fresh orders.

Road, rivers and bridges are the features which dominate the landscape. Using roads speeds up your armour's movement dramatically, but lays you open to ambush and interception. Bridges are strategically vital, so they tend to be the location of most of the battles. The Allies can blow up bridges to delay or halt the evil Nazi menace, who generally retaliate by blowing up the Allies.

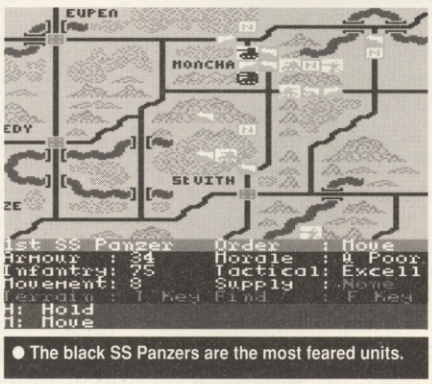
Everything is done by turns, or phases. This takes quite a long time and involves a lot of 'press any key' operations. You are asked if you want to save the game every turn, which soon gets slightly tedious.

The graphics are clear, but not very special. The little symbols are simple, and the map is lurid green with, big black roads, many at 90 degrees to each other. Sound is limited to popping machine-gun noises during combat turns, and whee-bang artillery effects. They don't add much at all. Combat noises in wargames often jar, and this is the case here. The sounds merely alert you to which phase the computer is currently processing.

The computer plays a competent game on hard level, and a rather simple one on easy. It's far better to play another organic life-form; this is true of virtually all such games.

Historical wargames should be loaded with atmosphere, and should capture the feel of the conflict. While *Battle Of The Bulge* is accurate in detail, the presentation and somewhat pedestrian gameplay spoil the excitement. It lacks the slickness that allows the player to concentrate on wielding his (or her) tank divisions to maximum devastating effect, and just doesn't have the evocative feel of the snow and mud being churned up under the tracks, and the smell of burnt diesel and cordite drifting through the forest.

Oberstürmbahnführer James Leach



● The black SS Panzers are the most feared units.

...and winter 1944. The real thing.▼

SECOND OPINION

"As with many 'serious' games, the graphics are uninspiring, and tend to put you off right away. Stick at it though, and a pretty solid litte game appears. It could have been so much better though." RL

FIRST DAY TARGET SCORE

Halt the German advance on the easy level

The Verdict

GRAPHICS 40%
- ■ Clear enough, but very basic.
- ■ A larger scale map is needed.

SONICS 31%
- ■ They merely signify various phases.

GRAB FACTOR 57%
- □ Not overly complicated.
- □ Controlling four SS Divisions is heady stuff!

STAYING POWER ... 63%
- □ Enough variations to keep fans amused.

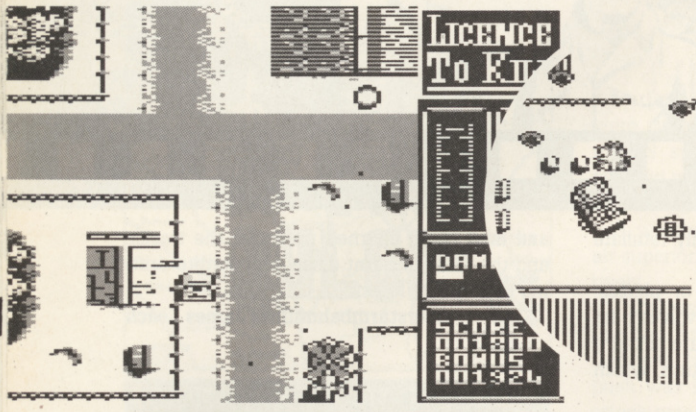
AA RATING 61%

- □ This might not put a Tiger in your tank.



HEROES

Domark ● £14.99 cass, £19.99 disk
joystick/keys



● James Bond is on the warpath in *Licence to Kill*.

Ever wanted to be a hero? To risk life and limb doing the impossible – and somehow surviving against all odds? It may work that way in the films, of course, but out in the real world it's a different matter...

Heroes is a compilation of four Domark titles all staring a central character, or hero. The heroes in question are James Bond, The Running Man, Luke Skywalker, and The Barbarian. The latter is the only one not to appear from a film/arcade licence.



Bond stars in *Licence to Kill*. The game sees James in pursuit of an evil drugs baron known as Sanchez. It's a multi-parter, all of which can be completed reasonably easily.

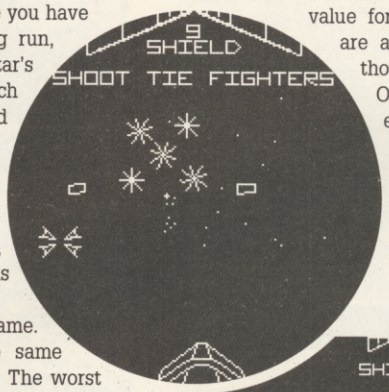
First of all, 007 is up in the air. He flies a helicopter blowing up drug factories and dodging enemy fire while he's at it. The height and speed of the copter are inter-related, so avoiding enemy fire over tall buildings is perilous indeed. Then he's down on the ground, hot in pursuit of the fleeing crime king. There's only one thing between them – Sanchez's bodyguards! James has to go fairly slowly here, since there are plenty of armed and dangerous henchmen to dispose of as he progresses. After that, James is airbourne again. He has to follow a Sanchez bearing plane, and perform a daring mid-air leap to overpower the escaping bad guy.

And that's just the first part! There are two more to go. Overall, *Licence to Kill* is a bit simplistic, but there's plenty of variety and it's quite an enjoyable game.

Star Wars is a fairly accurate translation from Atari's arcade smash. You are Luke Skywalker – Red Five. You have to make your way in your X-wing fighter towards the Empire's secret weapon, the Death Star.

As ever, things aren't quite as easy as they could be. You're intercepted by a squadron of TIE fighters, lead by the evil overlord Darth Vader himself.

On reaching the Death Star it's a case of skimming along the surface, shooting the tops of towers and evading enemy fire. Eventually you come to the trench, where you have to make the famous bombing run, dropping your torpedo into Star's weak link – the vent – which will cause a chain reaction and blow the star to smithers.



Star Wars is, again, fairly easy. You'll have no trouble blowing up the Death Star time and time again. It does, however, get more difficult as time goes on.

It's a fairly repetitive game. You continuously repeat the same missions over and over again. The worst thing is the speed of the thing. It plods along with the speed of a hibernating tortoise.

Barbarian II is a hack and slay affair. You fight your way through various levels, either in the guise of the mighty Barbarian or a scantily-clad Princess. Many different types of monsters aim to put a premature end to your quest. Defeat them, and work your way through the third level, and you will face the dreaded Drax himself!

Graphics are large and well defined. Fighting moves are fairly basic – not over-complicated, but varied enough to keep you interested. The death scenes are pretty gruesome, too. *Barbarian II* is definitely the best of the bunch.

Running Man is the bad apple in the barrel.

SECOND OPINION

"Compilations are all a sort of half-way house to a budget re-release, that's the trouble. A lot of money, for a handful of old games, basically." **RL**





● Hack 'n' slash action in *Barbarian II*

The film it came from was pretty naff, but the game is terrible. It's a beat-em-up, where our hero has to overcome four bad guys who each have specialised fighting skills.

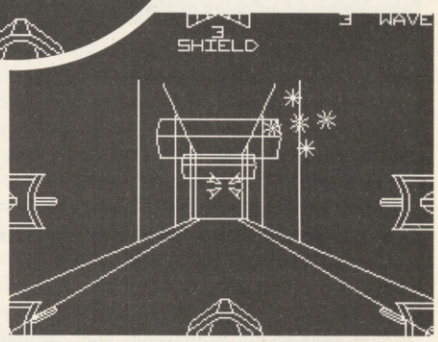
First there's the hockey-stick-wielding Subzero who fires pucks at you to halt your progress. Then you'll meet Buzzsaw – who's armed with a chainsaw. Dynamo and Fireball are similarly well-armed, guaranteeing a tough fight to the end. However...

The graphics are shoddy. The scrolling slow and flickery, and as for the gameplay – well it's a cross between being tediously easy and downright boring. Don't say you haven't been warned.

At twenty quid on disk and fifteen for tape, *Heroes* doesn't represent astounding value for money. All the games are at least a year old, and though a couple of them are OK, it's hardly a shining example of quality software.

Barbarian is the only one really worth having. Wait till it comes out on budget.

Adam Waring



● Ah, *Star Wars'* vector graphics. Remember those?

The Verdict

Licence to Kill	AA49	76%
Running Man	AA49	29%
Barbarian II	AA44	92%
Star Wars	AA29	44%
AA RATING		**57%**

☐ A very mixed bag

POWERDRIFT CASS £4.99 DISC £7.99

TUSKER CASS £3.99 DISC £6.99

TURBOSOFT

LASER SQUAD + EXP. KIT BOTH ONLY CASS £7.99 DISC £11.99

MYTH CASS £4.99 DISC £7.99

SPECIALS CASSETTE

	RRP	SRP
A. P. B.	9.99	3.99
Altered Beast	9.99	3.99
Annals of Rome	9.99	4.99
Bards Tale I	--.--	2.99
Big Sleaze	9.99	1.99
Blasteroids	9.99	0.99
Bob's Full House	9.99	4.99
Brian Cloughs Football Fortunes	14.95	4.99
Bubble Ghost	9.99	2.99
Cholo	14.99	2.99
Continental Circus	9.99	4.99
Dragon Spirit	9.99	3.99
Elite	14.95	4.99
Fernandez Must Die	9.95	2.99
Fighter Pilot	9.99	2.99
F-15 Strike Eagle	9.95	5.99
Galaxy Force	9.99	0.99
Hunt for Red October	14.95	6.99
Mr Heli	9.99	4.99
Ninja Warriors	9.99	4.99
P-47 Thunderbolt	9.99	4.99
Pacland	9.95	4.99
Pacmania	9.95	4.99
Passing Shot	9.99	3.99
Running Man	9.99	4.99
Shinobi	9.99	4.99
Super Scramble Simulator	9.99	2.99
Super Wonderboy	9.99	4.99
The Train	9.99	1.99
Time & Magik	14.99	4.99
Toobin	9.99	3.99
Trivial Pursuits	14.99	6.99
Trivial Pursuits New Beginning	14.99	5.99
Warlock	9.99	1.99
Xybots	9.99	3.99

Game Set & Match 2
Only £9.99 Disc £13.99
Matchday II, Ian Bothams Test Match, Basket Master, Super Hang On, Track 'n' Field, Superbowl, Winter Olympiad, Steve Davis Snooker, Nick Faldo's Open

CECCO COLLECTION
Cass £9.99
Disc £13.99
Exolon, Cybernoid, Cybernoid II, Stormlord

IN CROWD ONLY £11.99
Barbarian, Gryzor, Crazy Cars, Predator, Karnov, Combat School, Target Renegade, Platoon

TAITO COIN OP ONLY £9.99
Rastan, Flying Shark, Bubble Bobble, Arkanoid, Slapfight, Arkanoid II, Renegade, Legend of Kage

SUPREME CHALLENGE ONLY £4.99 DISC £10.99
Elite, Ace, Sentinel, Starglider, Tetris

SOCCER SPECTACULAR
Only £4.99 Disc £10.99
Football Manager, Peter Beardsley's Soccer, World Champions, Handball Maradonna, Soccer Supremo

MEGA MIX ONLY £11.99
Barbarian II, Dragon Ninja, Operation Wolf, The Real Ghostbusters.

THE BIZ ONLY £11.99
Operation Wolf, R-Type, Batman Caped Crusader, Double Dragon

30 RED HOT HITS ONLY £6.99
Ghostbusters, FA Cup, Agent X 2, Kane, LA Swat, Ninja Master, Rasputin Ollie and Lissa, Ricochet, Zolyx, Way of Exp Fist, Dan Dare, Formula 1 Simulator, Brian Jack's Superstar Challenge, Tau Ceti, Park Patrol, Thrust, Harvey Headbanger, War Cars, Tarzan, Ninja Hamster, Enlightenment - Druid II, The Boggit, Mystery of the Nile, Mega Apocalypse, Endurance, Activator, Catch 23, Dark Sceptre

AMSTRAD TOP 30 HITS

	CASS	DISC
A.M.C.	6.99	10.99
Batman the Movie	6.99	10.99
Bloodwych	6.99	10.99
Bomber	10.99	13.99
Castle Master	6.99	10.99
Chase HQ	6.99	10.99
Dragons of Flame	7.99	12.99
Dr Dooms Revenge	5.99	9.99
Double Dragon II	6.99	10.99
Dynasty Wars	6.99	10.99
E-Motion	6.99	10.99
Fiendish Freddys Big Top Fun	6.99	10.99
Ghouls 'n' Ghosts	6.99	10.99
Hard Drivin	6.99	10.99
Hostages	7.50	11.99
International 3D Tennis	6.99	10.99
Klax	6.99	9.99
Laser Squad Exp Kit	4.00	6.00
Lords of Chaos	5.99	9.99
Man Utd	5.99	9.99
New Zealand Story	6.99	10.99
Operation Thunderbolt	6.99	10.99
Pipemania	5.99	9.99
Rainbow Islands	6.99	10.99
Shadow Warriors	7.50	11.99
Southern Belle/Evening Star	10.99	13.99
Stormlord II	6.99	10.99
Stunt Car Racer	6.99	10.99
Turrican	6.99	10.99
X-Out	6.99	10.99

AMSTRAD CLASSICS

	CASS	DISC
Ancient Battles	10.99	N/A
Airborne Ranger	10.99	13.99
Cabal	6.99	10.99
Chuck Yeagers (AFT)	6.99	10.99
Colossus Bridge	8.99	11.99
Colossus Chess 4	7.99	11.99
Cricket Master	6.99	10.99
Dragon Ninja	6.99	10.99
Emlyn Hughes Int Soccer	6.99	10.99
Football Director	6.99	N/A
Football Director II	N/A	13.99
Football Manager II	4.99	9.99
Gazzas Soccer	5.99	9.99
Ghostbusters II	7.99	10.99
Gunship	10.99	13.99
Heroes of the Lance	7.99	14.99
Jack Nicklaus	6.99	12.99
Microprose Soccer	10.99	12.99
Operation Wolf	6.99	10.99
Robocop	6.99	10.99
Quarterback	7.99	11.99
Silent Service	6.99	10.99
Strider	6.99	10.99
Tank Attack	9.99	12.99
Test Drive II	6.99	12.99
The National	6.99	N/A
Times of Lore	6.99	10.99
Tracksuit Manager	6.99	N/A
Treble Champions	6.99	10.99
Untouchables	6.99	10.99
Vendetta	7.50	11.99
War in Middle Earth	6.99	10.99
Wild Streets	5.99	9.99
World C/ship Boxing Manager	6.99	10.99

FORTHCOMING ATTRACTIONS

	CASS	DISC
Action Service	6.99	10.99
Adidas Golden Shoe	6.99	10.99
After the War	6.99	10.99
Back To The Future II	6.99	10.99
Beach Volley	6.99	10.99
Dark Century	6.99	10.99
Dick Tracy	6.99	10.99
Driving Force	6.99	10.99
Escape from Planet of the Robot Monsters	6.99	10.99
European Super League	6.99	10.99
F-16 Combat Pilot	10.99	13.99
Fighting Soccer	6.99	10.99
Golden Axe	6.99	10.99
Hot Rod	6.99	10.99
Iron Lord	6.99	10.99
Midnight Resistance	6.99	10.99
Night Breed	9.99	13.99
Onslaught	6.99	10.99
Oriental Games	6.99	10.99
Pinball Magic	6.99	10.99
Player Manager	6.99	10.99
Puffy's Saga	6.99	10.99
Saint Dragon	6.99	10.99
Satan	6.99	10.99
Sim City	7.50	11.99
Sly Spy	6.99	10.99
Snow Strike	6.99	10.99
The Champ	6.99	10.99
Tie Break	6.99	10.99
Time Machine	6.99	10.99
Tin Tin on the Moon	6.99	10.99
Twin World	6.99	10.99
Welltris	6.99	10.99
Xenophobe	6.99	10.99

Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hours of release subject to availability.

UTILITIES

	CASS	DISC
Mini Office II	10.99	14.99
Protext	14.99	19.99
Hisoft Pascal 80	N/A	37.99
Hisoft C	37.99	37.99
Hisoft Devpac 80	N/A	37.99
Hisoft Knife Plus	N/A	14.99
Hisoft Forth	N/A	14.99
Tascopy	10.99	10.99
Tasword 464/6128	18.99	22.99
Prospell	N/A	18.99
Masterfile 3	N/A	29.99
Tasspell	N/A	14.99

EDUCATIONAL

	CASS	DISC
Answer Back Junior	7.50	10.99
Better Maths12-16	8.99	13.99
Better Spelling 9-14	8.99	13.99
Fun School II Under 6	6.99	9.50
Fun School II 6-8	6.99	9.50
Fun School II 8+	6.99	9.50
French Mistress A+B	12.99	14.99
General Science	N/A	7.99
Magic Maths 4-8	8.99	13.99
Spelling	N/A	7.99
Three Bears	N/A	14.50
World Wise	7.99	10.99

LOOK! MEGA OFFER LOOK!

For every £10 spent you can choose a free gamefrom the list below
Mr Weems and the She Vampires, Mega Apocolypse, Dandy, High Frontier, Hijack, Sailing, Ball Breaker, , Prodigy, Mandragore, Split Personalities, Warlock, Ballblazer, Death Or Glory, Explorer,Guadal Canal
(CASS ONLY)
All the above available @ £1.99 each

SPECIALS DISC

	RRP	SRP
Afterburner	14.99	5.99
Altered Beast	14.99	6.99
Annals of Rome	14.99	6.99
Bards Tale I	14.99	6.99
Beyond the Ice Palace	14.99	2.99
Blasteroids	14.99	3.99
Colossus Mah Jong	14.99	6.99
Dark Sceptre	14.99	4.99
Druid II Enlightenment	14.99	4.99
Fair Means or Foul (boxing)	14.99	5.99
Firezone	14.99	3.99
Galactic Games	14.99	4.99
Galaxy Force	14.99	1.99
Ghostbusters II	14.99	6.99
Gryzor	14.99	4.99
Hunt for Red October	14.99	9.99
Ikari Warriors	14.99	6.99
Knightmare	14.99	5.99
Led Storm	14.95	1.99
Pacland	14.99	6.99
Pacmania	14.99	6.99
Passing Shot	14.99	2.99
Pegasus Bridge	14.99	6.99
Question of Sport	17.99	3.99
R-Type	14.99	5.99
Sentinel	14.99	3.99
Shinobi	14.99	6.99
The Train	14.99	3.99
Thundercats	14.99	2.99
Time and Magik	14.99	9.99
Vindicators	14.95	5.99

MIND-STRETCHERS CASS OR DISC £13.99
Monopoly
Scrabble
Cluedo

MAGNIFICENT 7 Only £7.99 Disc £13.99
Head Over Heals, Cobra & Arkanoid, Short Circuit & Wizball, Frankie Goes to Hollywood, Great Escape & Yie Ar Kung Fu

WORLD CUP COMPILATION 90 Cass £8.99 Disc £11.99
Kick Off, Gary Lineker's Hotshot, Tracksuit Manager.

FLIGHT ACE CASS ONLY £6.99
A.T.C., Ace, A.T.F., Spitfire 40, Tomahawk, Strike Force Harrier.

COMPUTER HITS VOL 5 ONLY £4.99 DISC £8.99
Dark Sceptre, Tarzan, Catch 23, Mystery of the Nile, Endurance, Mega Apocalypse, Ninja Hampster, Activator, The Boggit, Druid II

DYNAMITE Only £11.99 Cass Only.
Afterburner, Last Ninja II, WEC Le Mans, Double Dragon

TOLKIEN'S TRILOGY Only 8.99 Disc £11.99
The Hobbit
Lord of the Rings
Shadows of Mordor

LEADERBOARD PAR 3 Only £11.99 Disc £14.99
Leaderboard, Leaderboard Tournament, World Class Leaderboard

WINNERS ONLY £10.99 DISC £14.99
Thunderblade, Led Storm, Indy Jones & Temple of Doom, Blasteroids, Impossible Mission II

COIN OP HITS ONLY £10.99 DISC £14.99
Outrun, Thunderblade, Road Blasters, Spy Hunter, Bionic Commando

UNIT 6&7, ACACIA CLOSE, CHERRYCOURT WAY IND. EST., STANBRIDGE ROAD, LEIGHTON BUZZARD, BEDS, LU7 8QE
(PERSONAL CALLERS WELCOME) TEL: 0525 377974 FAX: 0525 852278

ORDER FORM Access Access MasterCard VISA

Please supply me with the following for

Computer .....

Titles	Price

DATE: .....
NAME: .....
ADDRESS: .....
.....
.....
.....Post Code.....
TEL: .....

AMSTRAD ACTION OCT '90

Please make cheques & PO payable to ***Turbosoft***

Orders under £5 please add 50p per item. Over £5 p&p ***FREE*** *in UK. Elsewhere please add £1.50 per item.*
N.B. Please state clearly mode of computer & also cassette or disc when ordering

K & M COMPUTERS

THE LEADING AMSTRAD MAIL ORDER SPECIALISTS

ADVENTURE	CASS	DISC
Hitchhikers	--.--	Phone
Gnome Ranger	£9.90	£13.90
Tolkien Trilogy	£10.50	£13.90
Mindfighter	--.--	£6.99
Lancelot	£9.90	£13.90
Gnome 2 Ingrids Back	£9.90	£13.90

COMPILATIONS

Cecco Collection	£10.50	£13.90
Heroes	£9.90	£13.90
100% Dynamite	£9.90	
The Biz	£9.90	
Megamix	£9.90	
Coin Op Hits	£9.90	£13.90
In Crowd	£9.90	
Mindstretchers	£13.90	£13.90
Taito Coin-Op	£9.90	
We Are The Champions	£6.90	£13.90

STRATEGY / SIMULATION

Lords of Chaos	£6.90	£9.90
Battle of the Bulge	£8.90	£9.90
Fighter Bomber	£9.90	£13.90
Int. 3D Tennis	£6.90	£9.90
Pro. Tennis Tour	£6.90	£13.90
Dragons of Flame	£8.90	£13.90
Bloodwych	£6.90	£9.90
Southern Belle/Evening Star	£10.50	£13.90
Pirates (6128)	--.--	£13.90
Gunship	£9.90	£13.90
Manchester United	£6.90	£9.90
E. Hughes Soccer	£6.90	£9.90
Gazza Soccer	£6.90	£9.90
Jack Nicklaus Golf (6128)	--.--	£13.90
Ancient Battles	£9.90	£9.90
Bards Tale (PHONE)	£2.75	£6.25

EDUCATIONAL

Answer Back Junior	£7.95	£11.95
Fun School (U5, 5-8, 8-12)	£5.50	£7.95
Fun School 2 (U6, 6-8, 8+)	£7.99	£9.99
Dragon World (6128)	--.--	£20.95
Granny's Garden (6128)	--.--	£16.95
Three Bears (6128)	--.--	£13.90
Physics GCSE	£11.90	£14.95
Chemistry GCSE	£11.90	£14.95
Biology 1	£8.50	£12.95
Physics 1	£8.50	£12.95
Chemistry 1	£8.50	£12.95
Magic Maths (4-8)	£8.50	£12.95
Maths Mania (8-12)	£8.50	£12.95
Maxi Maths (Geometry 12+)	£8.50	£12.95
Better Maths (12-16)	£8.50	£12.95
French Mistress	£12.95	£13.90
Iankey Typing Tutor (6128)	-.--	£19.90

ARCADE	CASS	DISC
Shadow Warrior	£6.90	£9.90
Chase HQ	£6.90	£9.90
Klax	£6.90	£9.90
Vendetta	£6.90	£9.90
Batman the Movie	£6.90	£9.90
Robocop	£6.90	£9.90
Turrican	£6.90	£9.90
Dr. Dooms Revenge	£6.90	£9.90
X-Out	£6.90	£9.90
Astro Marine Co.	£6.90	£9.90
Pipemania	£6.90	£9.90
Black Tiger	£6.90	£9.90
Cabal	£6.90	£9.90
Rainbow Island	£6.90	£9.90
Knightforce	£6.90	£9.90
E-Motion	£8.90	£9.90
Puffy's Saga	£6.90	£9.90
Castle Master	£6.90	£9.90
Impossamole	£6.90	£9.90
Stunt Car Racer	£6.90	£9.90
Esc. Robot Monsters	£6.90	£9.90
Dragon Ninja	£6.90	£9.90
Hostages	£6.90	£9.90
Oriental Games	£9.90	£13.90

COMING SOON

The following games were not released at 22.08.90 but are due soon. Please phone for availability and other new releases.

Midnight Resist	£6.90	£9.90
Stormlord 2	£8.90	£9.90
Back to Future 2	£6.90	£9.90
Kick Off 2	£6.90	£9.90
Sly Spy	£6.90	£9.90
Adidas Football	£8.90	£9.90
Golden Axe	£6.90	£9.90
Welltris	£6.90	£9.90
Murder	£6.90	£9.90
Sim City	£6.90	£9.90

BUDGET CASS. £2.50 EACH

Arkanoid	3D Pinball
Winter Games	Army Moves
Dragons' Lair	Sidearms
Rastan	T-Bird
Salamander	Predator
Live & Let Die	Rygar
Buggy Boy	Matchpoint
Ruff & Ready	720
Tr. Island Dizzy	Avenger
Supertrux	Fast Food
Quatro Adventure	Mig 29
Question of Sport	1943
Run the Gauntlet	Star Wars

AMSTRAD GX4000 CONSOLE

£97.00

Please phone for availability
ALL NEW CARTRIDGES WILL BE STOCKED

KDS Electronics Special Offers

Rombox	£24.95
8 Bit Printer Port	£18.75
Serial Interface	£44.95
Printer T Switch	£24.95
Screen Master	£14.95
Ramdos (Disc)	£23.95
Romdos (Eprom)	£27.95

Mini Office 2
Cass £9.90 Disc £13.90

Amsoft/Maxell 3" Discs

One	£2.50
Five	£12.00
Ten	£23.50

3.5" BULK DISCS
ONLY 40p EACH

Arnor Products

	DISC	EPROM
Protext	£18.45	£28.45
Promerge	£18.45	---
Promerge +	---	£23.45
Prospell	£17.45	£23.45
Maxam	£18.45	£28.45
Maxam 1.5	---	£21.45
Utopia	---	£21.45

STOPPRESS £38.95
AMX ART £59.95
STOPPRESS & MOUSE £69.95

DMP 2000/2160/3160
RIBBONS £3.00 EACH
£5.50 FOR 2 - £13.00 FOR 5

OVERSEAS INC. EIRE
PLEASE ADD £1.00 PER ITEM OF SOFTWARE.
PAYMENT MUST BE IN STIRLING

ACCESSORIES

Rombo Rombox	£34.95
464 Keyboard Ext. Leads	£6.99
6128 K.Board Ext. Leads	£7.99
464 Cover Set Col/Mono	£7.50
6128 Cover Set Col/Mono	£7.50
DMP 2160/3160 Cover	£4.50
DDI-1/FD1 Dust Cover	£3.50
3" Drive Cleaner	£4.99
Multiface 2+	£44.95
Cassette Player & leads	£19.99
6128 Cassette leads	£3.50
Lockable 3" disc box	£9.99
AMS 30L Disc Box	£12.50
Printer Stand	£10.99
Ribbon Re-Fresh	£7.95
Mouse Mats	£4.95
Screen Filters	£14.95
Turnable Monitor Stand	£15.95
Printer Lead	£9.99

BUSINESS/UTILITIES	DISC
Advanced Art Studio	£19.99
Tasword 6128	£20.95
Masterfile 3	£32.95
Mastercalc 128	£28.95
Qualitas+ v.2	£13.90
Miraprint	£22.95
Miracopy	£11.95
Qualitas Font Pack	£13.95
Money Manager CPC	£24.95
Spites Alive	£19.99
Sprites Alive Comp	£27.99

HARDWARE

Star LC10 Printer	£179.00
MP2 Modulators	£29.99
Amiga Fl. of Fantasy	£379.00
Atari STFM Discovery	£285.00
Atari STE Power Pack	£379.00
MP3 TV Tuner	£29.99
DDI-1 Disc Drive	£159.95
FD1 Second Drive	£99.95

JOYSTICKS

Jetfighter	£14.95
Konix Speedking	£9.99
Ergostick	£17.75
Pro 5000	£13.95
Turbo 3	£9.99
Amstrad JY2	£9.99
Cruiser	£9.50

ALL ITEMS ARE SUBJECT TO AVAILABILITY

ALL PRICES INCLUDE VAT
PLEASE ADD £1.00 TO YOUR TOTAL ORDER FOR P&P

K & M Computers (AA)
140, Sandy Lane Centre
Skelmersdale,
Lancashire, WN8 8LH

PHONE 0695 29046
FAX 0695 50673
24 HOURS

VISA Access

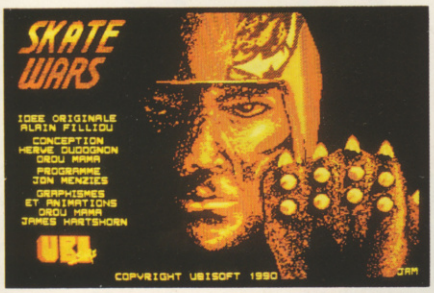
Prop. K. Fairhurst

SKATE WARS

Ubi Soft ● £9.99 cass, £14.99 disk joystick/keys

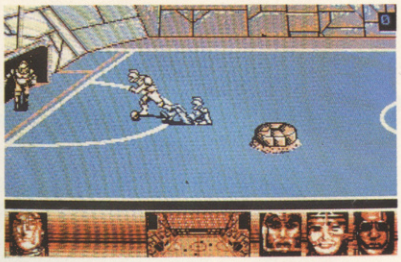
In the steel drome, two evil cyborg mutants face each other. The arc lights glint off their armour plated bodies. Between their steel skates is a ball bearing the size of a football. *Skate Wars* is not just a game. The (misshapen) lives of the players are at stake.

The bout starts. The silver player, Remistar, slams into his opponent, Mandrax. Both are sent flying. Mandrax is up first, and gets to the ball. He slides across to the enemy goal. He is hit from behind with sickening force, but manages to slam the ball in before he meets the steel wall. It's a goal!



● Yup, you're up against some pretty tough cookies.

What they are playing is a sort of football on ice. There are no rules, and the play can get as violent and physical as you want it to be. Each team has three players and a goalkeeper. Only one player per team is in the rink at any one time, so it's one-on-one combat for possession of the ball. You have three-dimensional control of your player, who can also kick, using the fire button. Kicking is not just reserved for the ball. You must bump and barge your opponent to get to his goal, frequently knocking him off his feet. He does the same to you. Slam the ball past the armoured keeper into the steel chute, and your already hysterical supporters go berserk.



● Yes! The enemy's down and you've an open goal.

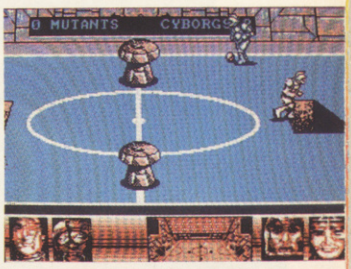
Five goals gets you to the next level. Here the rink has obstacles to bounce off, rather like a bar-billiards table. It is very satisfying to slam your opponent's face into one of these, and watch him collapse onto the floor. So far, you'll have been playing to win. Later rounds introduce the struggle for your very survival. The rink has large rectangular holes in the floor. If your player falls, or is knocked dowm one of these, he dies.

If your remaining men survive they get to fight (rather than play) on a rink with touch-sensitive mines on it. These spiky objects kill you just as efficiently as the holes. Often during these later matches you end up fighting and kicking your opponent nearer and nearer to a mine or hole; the ball forgotten somewhere else on the rink...

Those who have seen it will certainly be thinking of the movie *Rollerball*. The idea is very similar, but without the large teams or mopeds. Even the idea that it starts off with just nasty fouls and ends up with complete on-rink armageddon is mirrored. The futuristic cyber style of the game is certainly reminiscent of the film. You can play against the computer or another player. The computer sometimes lacks the killer instinct that makes us humans so superior when it comes to inflicting destruction, so it is usually possible to win by playing dirty. By far the most enjoyable scenario is when you play against another human. The distinctly aggrieved feeling you get when your friend (enemy?) has just knocked you down to get the ball back right outside his goal can only be matched by the feeling of savage elation you get when you smash him into a mine, killing him instantly. Brilliant!



The graphics are great. Large, smooth-moving characters who look as though they mean business. There is an echo of gladiatorial combat with the game, and the armour worn by the assailants heightens this. The movement is fine, with the joystick being a distinct advantage over the keyboard in two player-mode. Steel plates line the sides of the arena, and the goals look indestructible. At the bottom of the screen the remaining players are depicted, just waiting for the current combatants to die.



● Ach! Look out for that bottomless pit...!

Each player has a name, like Mandrax, Genghis or Zaxx, which adds to the atmosphere. They have differing toughness levels too – some are easier to bash into submission than others. The option also exists to change the names of the teams, so if you have a favourite cyber-name, you can use that.

Unfortunately, sonics let the game down slightly; no incessant tunes or silly noises, but no hard and brutal thumps either. There is well over-the-top cheering for goals, however.

The only other fault with *Skate Wars* is that it might not offer enough variety in the long run. The rink itself doesn't change, even though more and more deadly furniture is added. Also, it is necessary to play through the first three or four levels in which no one is killed to get to the real bloodthirsty action. That aside, though, it's a goodie.



James 'Moonpie' Leach

FIRST DAY TARGET SCORE

Kill your first opponent

SECOND OPINION

"Excellent graphics, and oodles of playability. Not much variety, but the range of hazards on successive levels added to the sheer fun factor makes up for all that. A great little game." RL

The Verdict

GRAPHICS **83%**
■ Nice and fierce.

SONICS **61%**
■ Bit of a let-down.

GRAB FACTOR **88%**
■ Super fun, as only wanton violence can be.

STAYING POWER ... **74%**
■ Play it when you're in a violent mood.

AA RATING **80%**

■ Nicely styled game of GBH and ball-bearings.

Fire & Forget II

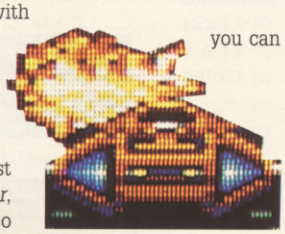
Titus ★ £29.95



This is it! The first console game (apart from *Burnin' Rubber*) to fall into our grubby little mitts! Eagerly we plugged it into the console. An incredible screen instantly appeared, then, unable to contain our collective excitement we went straight into the game (no tiresome loading or waiting anymore!)

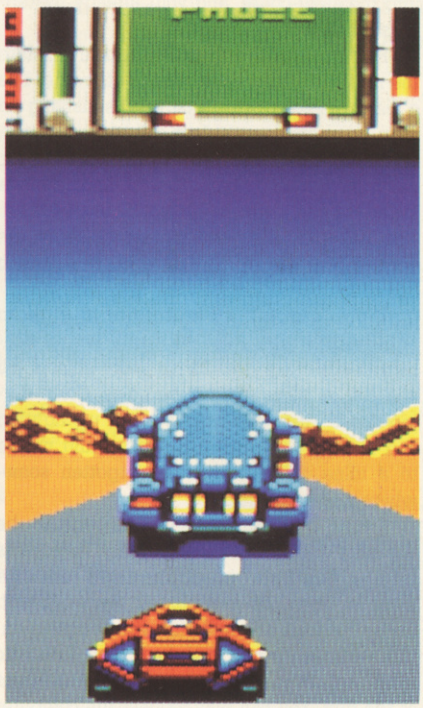
It's another 3D driving game, but a very different one to *Burnin' Rubber*, the game bundled with the GX4000 console. You're on a winding road, heading at 240mph towards the city of Megapolis. The reason is clear; a dangerous group of terrorists has decided to gatecrash the Third International Conference for Peace, being held in the city. It's almost a pity to try and stop them; these Peace conferences are so boring. But anyway, stop them you must, and you have a pretty potent weapon to help you.

You're commanding the Thunder Master II. It's a car. No, it's a plane. No, it's both. Whatever it is, it certainly has 850 horsepower, and is able to convert itself into a genuine airborne attacker, equipped with both ionic phasers and a missile launcher. You'll need both to stop the terrorist convoy from livening up the Conference.



Flying and driving this beast is easy. Unlike *Burnin' Rubber*, you can't come off the road, so you can cruise at speeds approaching those of Royals on the M4. There are a great many technologically advanced opponents who must be avoided or destroyed. The ionic blaster, button one on the joypad, is fine for blasting most of the nasties, but for heavy duty firepower, you can press buttons one and two simultaneously. This launches a missile, which homes in on the biggest target in front of you.

The variety of enemies which confront you is amazing. There are dozens of different machines, any one of which could theoretically destroy you. Destroying some of the enemy is a formality, because they are pretty hopeless at evasion techniques. Others are evil to the core, and might be armoured heavily enough to take almost all you can throw. Perseverence and brute force will see them reduced to blackened lumps of steel, though.



● What a target! But the tanker is well armoured.



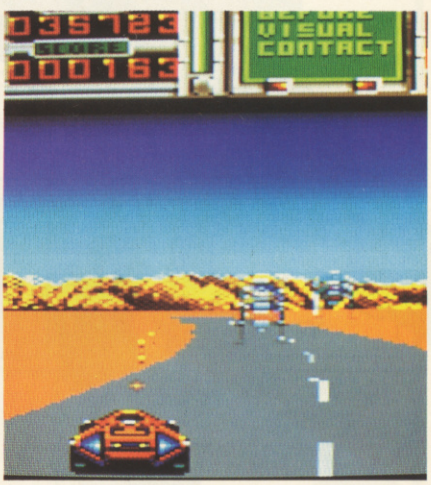
Many of the terrorist craft are airborne, and in order to kill them you must leave the ground too. Press button two and the car lifts off, if you're going fast enough. You only have a limited flying time, so it's best not to linger in the sky for too long. All the weapons systems operate in the same way, but the battle is now in a third dimension.

If you avoid the road mines and destroy the droid craft buzzing in your direction, you get to have a crack at an end-of-level guardian. This is a large, well-armoured truck, which will absorb your worst efforts for quite a while. Keep at it, though and *boom* – destruction, and on to stage two.

You're getting nearer to the city now. You can see it on the horizon. The terrorists are upping their efforts to stop you intercepting their nuclear warhead. This is the firework they are planning to let off at the party. And they are very determined to do it. The hard-



● Take out those annoying droids with quick bursts ofyour ionic gun thingy.



● Oh, the open road. But there's trouble up ahead.

ware ranged against you is getting larger and more sophisticated, and your flying and driving skills had better be up to it. It is safer to fly for much of the way, but you must be quick to dive and cash in on extra fuel pods and missiles situated on the road. Running out of fuel is the most ignominious way of ending your mission.



Fire and Forget II is a thoroughbred arcade game. Everything about it smacks of coin-op. If you aren't careful, you'll be trying to put 20p pieces into the ports of your console to get another game.

The introductory screen is excellent. During the break between stages, the leader of the terrorists appears, and taunts you for not killing him (yet). It's another great piece of artwork, and fires you up even more to go and get him.

The game's graphics are as fast and as smooth as *Burnin' Rubber*. You see the back and occasionally the sides of your Thunder Master II as you manoeuvre, avoiding the enemy craft – which whizz towards you with a great sense of speed and realism. The cartridge system appears to be excellent at displaying large, beautifully detailed sprites with amazing speed. And there are so many of them! As you progress through the levels, it seems as if you are meeting a different set of enemy vehicles with each encounter.



As with many coin-ops there is a tune which burbles to itself quite happily. It's fine. It's not intrusive and detracts nothing. The game sounds are excellent. Decent noises for the car, and the terrorist craft and the violence. There's also some nice stereo effects to be heard on the new monitors. Check it out.

The difficulty is pitched just right. It's possible to progress at a satisfactory rate, without finding things too easy. You can tailor your playing style to suit your temperament. Survival by avoidance is not as much fun as wanton, indiscriminate violence, though! The joypad is perfectly acceptable as a control method, and the ability to use fire button one, two, or both together adds quite a few possibilities for the firing of different weapons.

So, overall, the first cartridge game we've seen is a good 'un. It isn't a revolutionary idea for a game, nor does it have the imagination of many current and recent software releases, but it plays beautifully and it looks good.

The only thing left to worry about is the price. Nearly £30 is one hell of a lot compared to the £15 or so of traditional disk-based CPC software. But if that's the price you gotta pay for console games, that's the price you gotta pay!

James 'Fired and Forgotten' Leach

VERDICT

FIRST DAY TARGET SCORE
Get to Level Two

GRAPHICS 88 %

SONICS 84 %

GRAB FACTOR 84 %

STAYING POWER 82 %

AA RATING 94 %

A race-em-up with violence!



● All sorts of small nasties litter the roads.



● And robot laser towers stand guard at the sides.



● So head for them and fire at will.



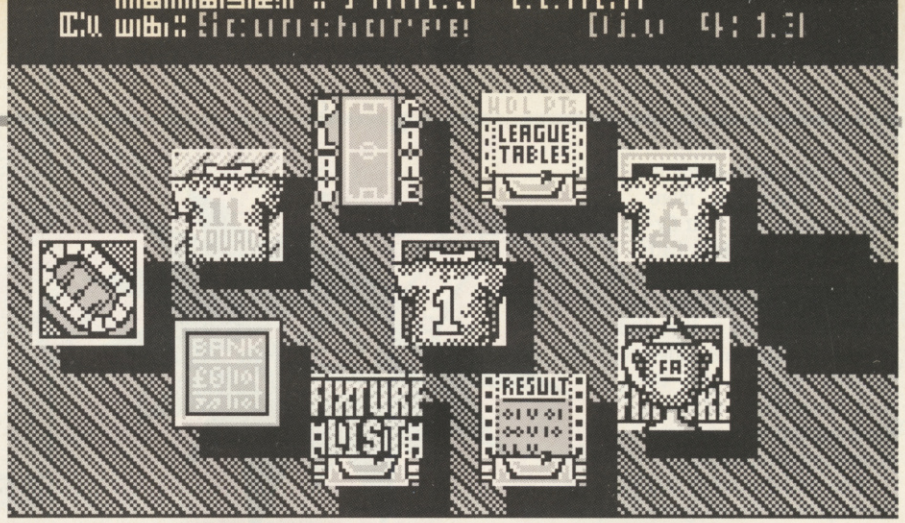
● In fact, destroy anything you see whizzing past.



● But collect the fuel or missile units in the road.

MULTI-PLAYER SOCCER MANAGER

D & H Games ● £9.99 disk joystick/keys



● The main menu is where you chose your strategy.

If there are any confirmed football fans left still standing, *Multi-Player Soccer Manager* might be just the thing to ease them gingerly into the new season. As its name suggests, you and up to three like-minded friends (if you can find three like-minded friends) can each control a national team.

The game is run from a icon menu, with all the available options clearly displayed. Each player takes it in turn to deal with the running of his team. There are a multitude of decisions to make, ranging from extracting finances from the bank to altering the size and safety of your stadium. Your squad members have skill ratings which rise and fall. You must give them adequate training in the skills you think they should acquire. You could teach your goalie to head the ball, for example, or give your defenders long-range shooting skills.

There is also a transfer market in which you can purchase any ace players available, or flog off your burnt-out has-beens to raise a few quid. As well as the team, you can pay through the nose for a better Coach, Scout or Physio. All will improve your chances in both the league and the cup. The only limit is your dosh. Buying one decent player will seriously reduce your wad, so tight-fistedness might be wise to start off with.

There really are a whole host of options available to the diligent player. When playing with human managers as well as computer ones it can take quite a while for each player to make all the changes he feels are necessary. Once everybody is happy, you can play the next game. Unfortunately, there is no running commentary, or half-time status reports, so there isn't time for excitement to build during the game. The results of the four divisions are displayed page by page until you see how your lowly team has done.

The game has 64 teams, up to four of which can be run by human players. Any of the team names can be changed, as can any of the players names. It is possible that you can get carried away with this option, and start renaming everything and everybody. This results in positively surreal league tables and team lineups; *Amstrad Action* was beaten by the *Ninja Turtles*, with a last minute goal by Donatello.

Playing the game is made easy by the use of the joystick and the minimum of fiddly text inputting, but actually progressing up the league is tough. It is difficult to whip your team into shape without spending hours and hours trying, and you come to dread the results table. Yes, there you are, still at the bottom of Division Four. Luckily you can save and load from the main menu, so you can return time and time again to find that, yes, you are still at the bottom of Division Four.

The Cup is periodically vied for and, with huge cash incentives at stake, your pitiful players seem to do better than in standard league games.

Despite the slowness of the game when more than one player is involved, it is more fun. It tends to degenerate into a battle between the human players, which can be very entertaining. Crowd violence also erupts occasionally, and fines are slapped on the clubs involved.

The level of detail is high, with a great many variables to consider. There are a lot of potential surprises to spice up the proceedings too, such as retirements, sackings, grants and even resignations (you always have this option, remember).

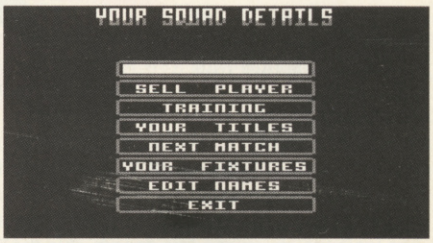
Graphics are OK. A rather trendy space-age font is used throughout, and there are many colours for various parts of the text. Nevertheless, it isn't awe-inspiring. You will need enthusiasm in fairly large doses to keep going, but if you have other people to play along with, it might make all the difference.

The sound is limited to beeps when you have clicked on items or made your selections. Nothing else would really be appropriate and might even be obtrusive.

Overall, *Multi-Player Soccer Manager* is a competent and thorough attempt at a classic old idea, one which alas really is getting a bit tired these days. It all works well, and is quite challenging and difficult to play successfully, making promotion a possibility rather than a certainty. You must address all the factors if you want your team to beat their rivals.

The soccer atmosphere is really left up to the player(s), because all that appears on the screen is text and the ocasional icon. Having said that, if managing a rather drab Fourth Division club up to Division One, with a stab at the FA Cup thrown in appeals to you, this could be just the ticket.

James 'Stanley Matthews' Leach



● There are lots of ways to improve your squad.

SECOND OPINION

"Definitely one for the strategists – arcade action fans need not apply. Which seems rather daft for a game where for most people action is everything." RL

FIRST DAY TARGET SCORE

Try not to lose all of your first ten games!

The Verdict

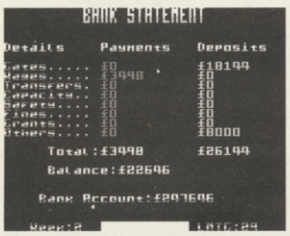
GRAPHICS 48%
■ Not much to see at all.

SONICS 46%
■ And not much to hear, either.

GRAB FACTOR 63%
☐ Fairly easy to learn.

STAYING POWER ... 67%
☐ But difficult to master.

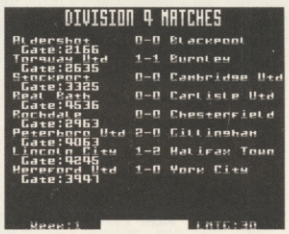
AA RATING 65%
☐ Better than watching Luton Town at home.



● The bad news. Now where's the black horse?



● All the forthcoming clashes are documented.



●Another rather embarrassing result.

HOT SHOTS FROM THE HIT SQUAD



HIT NAMES • HIT GAMES • HIT SQUAD

ALL AVAILABLE **NOW** FOR: SPECTRUM · COMMODORE · AMSTRAD

THE HIT SQUAD · PO BOX 350 · MANCHESTER · M60 2LX

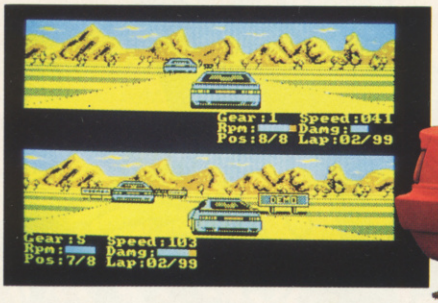
Lotus Esprit Turbo Challenge

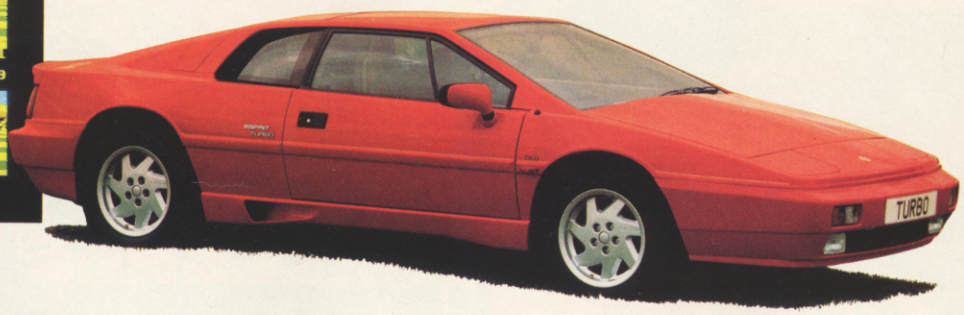


What have Gremlin Graphics, Lotus Cars and the CPC got in common? Rod Lawton finds out...

It's a hard life being a journalist, you know. I mean, no sooner had I arrived at the office at half past ten than I found this press release landing on my desk. Oh no, I only had to go on an all-expenses-paid trip to Norwich! I read further... wined and dined in an exclusive hotel overnight... taken on a tour of the Lotus Car factory at Hethel in the morning... taken round the Lotus test track by a Lotus driver then handed the wheel of a £45,000 car for a couple of laps...

Damn. Still, there was no way round it. You have to be dedicated to be a journalist, you know.

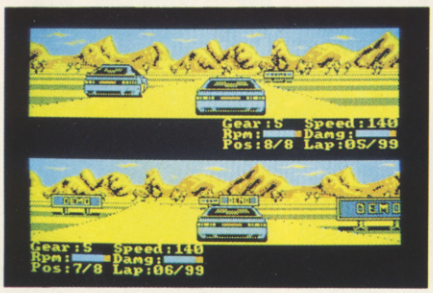




● At the wheel of a Lotus Esprit Turbo. Almost as much fun as the real thing...

What's it all about?

This little bash was staged jointly by Gremlin and Lotus to publicise Gremlin's major new licence. Basically, Gremlin gets to use Lotus's name, logo and car in its new game, due out in a month or so. Called *Lotus Esprit Turbo Challenge*, it's a split-screen, two-player car racing game that Gremlin reckons will be the best driving game out.



Rules of the game

In *Challenge* the two human drivers (one of them can be substituted by the computer) race against up to 20 computer-controlled opponents on a series of courses featuring hills, valleys and vicious bends. You can play on three Levels, according to ability. Level One has 7 courses, Level Two has 10 and Level Three has 15. That makes for a grand total of 32 different circuits! On any level, to qualify for the next race in the series you have to finish in the top ten. In two-player mode, if just one of you qualifies the other gets to go through too.

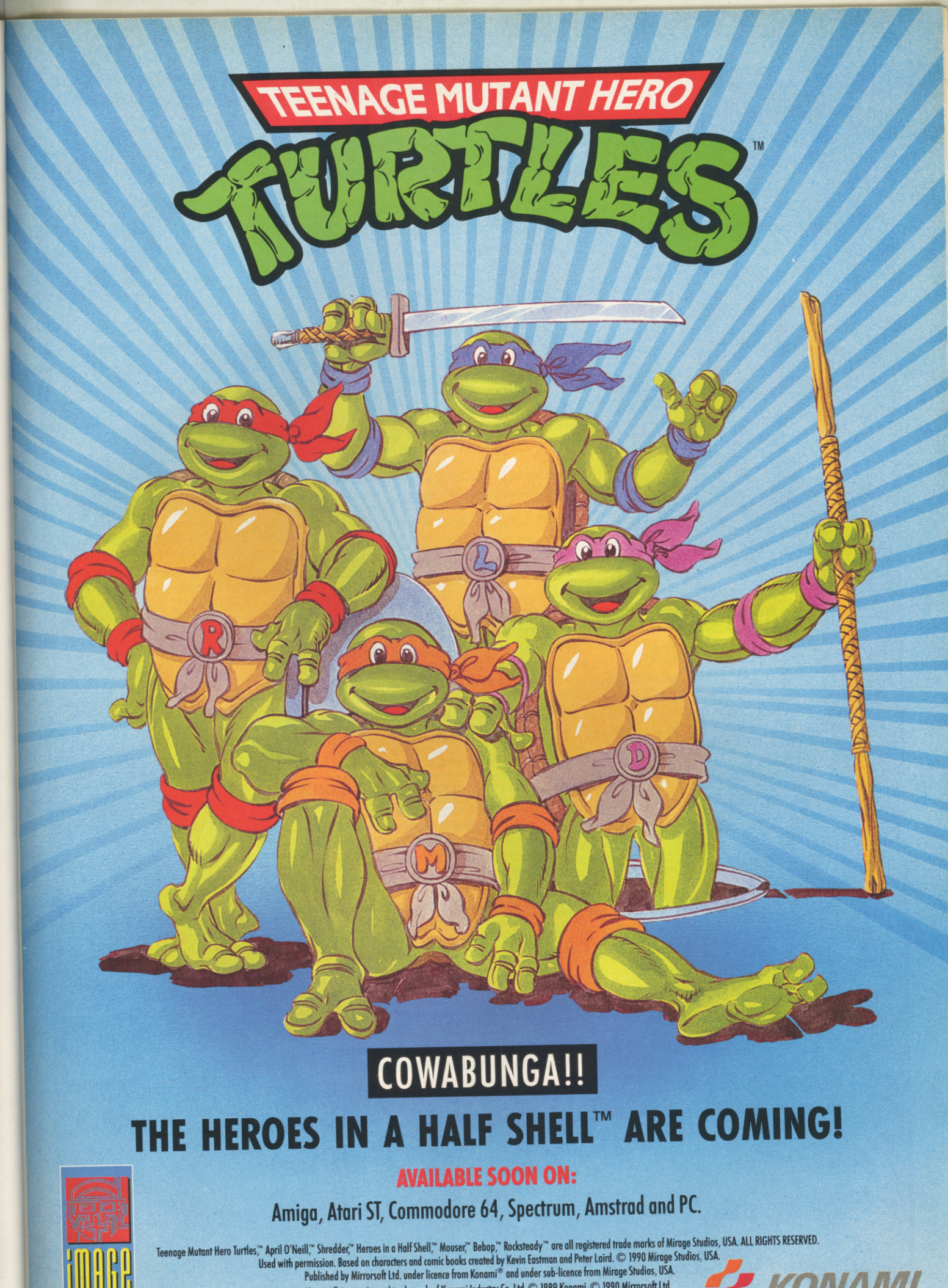
The gameplay doesn't end there, though. Mechanical neanderthals can go for automatic gears, while real masochists can race with a manual 'box.

Add the extra dimension of pitstops – where you have to gauge how much fuel you hang around taking on against how much time you're losing – and you've got a game that tests more than just your reactions.

Gremlin only had the Amiga version up and running at the Lotus factory, but judging by that and the CPC screen shots, we're in for one hell of a hot game...






TEENAGE MUTANT HERO
TURTLES
COWABUNGA!!
THE HEROES IN A HALF SHELL™ ARE COMING!
AVAILABLE SOON ON:
Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.
Teenage Mutant Hero Turtles,™ April O'Neill,™ Shredder,™ Heroes in a Half Shell,™ Mouser,™ Bebop,™ Rocksteady™ are all registered trade marks of Mirage Studios, USA. ALL RIGHTS RESERVED.
Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1990 Mirage Studios, USA.
Published by Mirrorsoft Ltd. under licence from Konami® and under sub-licence from Mirage Studios, USA.
Konami® is a registered trademark of Konami Industry Co. Ltd. © 1989 Konami. © 1990 Mirrorsoft Ltd.
Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071 928 1454. Fax: 071 583 3494.
iMAGE WORKS
KONAMI

DISCOUNT SOFTWARE

from M.J.C. SUPPLIES

DISC GAMES

MJC SPECIAL
SIM CITY
RRP £14.95 **Our Price £9.95**
Offer ends 31st October 1990

Bloodwych 10.95
Castle Master 10.95
Cycles 12.95
Dan Dare 3 ..... 10.95
Double Dragon 2 ..... 10.95
Dragons of Flame 14.95
E-Motion 10.95
Fighter Bomber 14.95
Ghostbusters 2 ..... 10.95
Heroes 14.95
Impossamole 10.95
International 3D Tennis 10.95
Jack Nicklaus Golf 12.95
Klax 10.95
Lords of Chaos 10.95
Oriental Games 10.95
Pipe Mania 10.95
Rainbow Islands 10.95
Scrabble De Luxe (6128 only) 11.95
Shadow Warriors 10.95
Tolkein Trilogy 12.95
Turrican 10.95
Tusker 10.95
World Cup Italia 90 ..... 10.95
X-Out 10.95

EDUCATIONAL

Learn to read with prof 17.95
Animal, Mineral, Vegetable 11.95
Answerback Junior Quiz 11.95
Factfile's (*require Answerback Quiz*)
Arithmetic (6-11 yrs) 7.95
Spelling (6-11 yrs) 7.95
Sports (6-11 yrs) 7.95
Fun School 1 *10 programs per disc*
For 2-5 years 7.95
For 5-8 years 7.95
For 8-12 years 7.95
Fun School 2 *8 programs per disc*
For 2-6 years 9.95
For 6-8 years 9.95
For 8-12 years 9.95
French Mistress (*12-adult*) 15.95
German Master 15.95
Spanish Tutor 15.95
Italian Tutor 15.95

CASSETTE BASED

Mini Office 2 ..... 9.95
Maxam 464 ..... 15.95
Protext 464 ..... 15.95
Tasword 464 ..... 15.95
German Master 464 ..... 14.95
French Mistress 464 ..... 14.95
Answerback JNR Quiz 8.95
Italian Tutor 14.95
Spanish Tutor 14.95

DISC SERIOUS

Protext 17.95
Prospell 16.95
Promerge 16.95
Tasword 6128 ..... 23.95
Tasword 464-disc (*464/664*) 23.95
Taspell 14.95
Tasprint 11.95
Tascopy 11.95
Tasdiary 11.95
TasSign (*6128*) 23.95
Qualitas Plus v2 ..... 14.95
Qualitas Font Library 11.95
Qualitas CPM+ disc 8.95
MiraPrint (*24 pin Qualitas*) 19.95
MiraCopy (*24 pin screen dump*) 14.95
Masterfile 3 (*Database*) 29.95
Mastercalc 128 (*Spreadsheet*) 25.95
Matrix (*Spreadsheet*) 29.95
Stockmarket (*share analysis*) 25.95
Money Manager (*home accounts*) 24.95
Stop Press Desktop Publisher 34.95
Extra! Extra! 19.95
X-Press v1.3 ..... 18.95
X-Press v2.0 ..... 22.95
Sprites Alive! 18.95
Sprites Alive! Compiler Version 24.95
Maxam Assembler 18.95
Mini Office 2 ..... 13.95
Advanced Art Studio 19.95
ColourDump 2 ..... 12.95

CPM BASED

Protext CPM (inc Spell & Merge) 39.95
At Last Plus 24.95

Supercalc 2, *special price* **£29.95**

Arnor C Compiler 39.95
Hisoft C Compiler 39.95
Maxam 2 ..... 39.95
Hisoft Devpac 80 version 2 ..... 39.95
Nevada Fortran compiler 39.95
Nevada Cobol compiler 39.95
Hisoft Pascal 80 ..... 39.95
Iankey Two Finger Typing 19.95
Iankey Crash Course 19.95

CF2 DISCS
Maxell: 5 for £12.00
10 for £21.95
Amsoft: 5 for £13.00
10 for £23.95

ROM BASED

Protext 27.95
Prospell 22.95
Promerge + ... 22.95
Maxam 27.95
Maxam 1.5 ..... 20.95
Utopia 20.95
BCPL 21.95
Rombo (if purchased with ROM) ... 28.95

ACCESSORIES

Mastering Machine Code Book 8.95
Programming the Z80 book 23.95
DKT 64K Memory Expansion 45.95
Multiface 2 Plus 42.95
KDS 8 bit Printer Port 18.95
CPC-Centronics Printer Lead 9.95
464 Keyboard-Monitor Ext Lead 6.95
6128 Keyboard-Monitor Ext Lead 7.95
FD1 Disc Drive Lead (664/6128) 7.95
Monitor & Keyboard Dust Covers 7.95
(state Colour/Mono & 464/6128)
3" disc drive head cleaner 6.95
1000 Fanfold address labels 7.95
Quickjoy 2 Turbo Joystick 9.95
Cheetah 125 Plus Joystick 7.95
Cruiser Joystick 9.95
Competition Pro 5000 Joystick 13.95
AMX Mouse & interface 34.95
Advanced Art Studio & Mouse 49.95
AMX Art software & Mouse 59.95
Stop Press & Mouse 64.95

NEW 3.5" DISC DRIVES

Quality CUMANA branded 3.5" disc drives enabling your CPC to use the cheap 3.5" discs in either standard 178k format or with Ramdos formats up to 800k can be used, The drives come complete with built in power supply, on/off switch, cable, and even a 3 pin plug. Suitable for all CPC's, although 464 owners must have a DDI-1 before these drives can be used.

3.5" Disc Drive (complete) 79.95
Ramdos (big format software) 19.95
ROMdos (as above, with ROM) 24.95
10 3.5" blank discs 6.95
20 3.5" blank discs 10.95

AMSTRAD DISC DRIVES

DD1 first drive (for 464) **CALL FOR**
FD1 second drive (all CPC's) **PRICES**
(cable required for 664/6128)

RIBBONS

Printer	Quantity 1	2	5
DMP 2000/3250	3.00	5.50	12.95
Panasonic KXP1081	3.95	7.00	15.00
Citizen 120-D	3.95	7.00	15.00
Star LC-10 Black	3.95	7.00	15.00
Star LC24-10	4.95	9.00	18.00
Panasonic KXP-1124	5.95	11.00	---
Star LC-10 Colour	5.95	11.00	---
Heat Transfer Ribbons (for iron-on transfers)			
Citizen 120-D	12.95	25.00	
Star LC-10 Mono	13.95	27.00	
Star LC-10 Colour	19.95	37.50	

ALL ABOVE PRICES INCLUDE VAT, POSTAGE & PACKING IN THE U.K.
THE ABOVE SOFTWARE IS ONLY FOR THE AMSTRAD CPC RANGE

Quali Pack V.2

The Print Enhancement Package
Qualitas Plus V.2
KDS 8 Bit Printer Port
R.R.P £36.90
Package Price £31.95

Quali Pack Extra V.2

Qualitas Plus V.2
KDS 8- bit printer port
Qualitas font library
RRP £51.85 Our Price £41.50

PRINT COLOUR GRAPHICS!

At last it is possible to get colour screen dumps from a 6128!
Colourdump 2 *is available exclusively from M.J.C Supplies. Will take a standard screen file from the Advanced Art Studio or created with AMX Art, and Prints out in full colour on a Star LC10 colour printer. Also works on Epson compatibles (inc. DMP 2000/2160) with coloured ribbons.*

Colour Dump 2 £12.95
Advanced Art Studio £19.95
Star LC-10 colour printer £219.95

PRINTERS

All prices include cable, ribbon, VAT, and postage and packing. Courier service available, add £5
FEEL FREE TO CALL FOR ADVICE

CITIZEN 120D
A cheap, Epson FX compatible, giving a range of text sizes and effects in draft mode, and a limited range in Near Letter Quality.
£139.95

PANASONIC KXP - 1081
Well built and reliable, offers all the sizes and effects of the Citizen 120-D, but offers NLQ in all combinations.
£159.95

STAR LC-10 Mk 1
On a par with the Panasonic for build, speed and NLQ combinations, but offers 4 different NLQ styles and double height as well as double width text. Great value for money
£169.95

PANASONIC KXP-1180
Offers 4 NLQ fonts, and fast printing. A direct competitor for the LC-10 mark 2
£179.95

STAR LC-10 Mk II
Identical to the Mk1 but 25% faster.
£189.95

STAR LC-10 COLOUR
Based on the LC-10 Mk 1 but offers seven basic text colours. If you require colour graphics, please call first for advice.
£219.95

STAR LC 24-10
24 pin version of the LC-10, offering great text output in one of five letter quality styles, available in combination with all the usual sizes and effects. Two additional effects, Outline and Shadow are also available. Call first for advice if you require graphics output.
£249.95

PANASONIC- KXP 1124
Excellent text quality, build quality, paper handling and control panel. Best value 24 pin. Please call for advice if you require graphics output
£259.95

Overseas Orders Welcome - Please write for details

WE ARE NOW IN OUR FIFTH YEAR OF SPECIALISING IN AMSTRAD MAIL ORDER, OUR POLICY IS TO PROVIDE THE WIDEST RANGE AT DISCOUNT PRICES WITH A FAST TURN AROUND TIME - TRY OUR SERVICES WITH CONFIDENCE

CALLERS WELCOME: Mon-Fri 9 to 5 Sat 10 to 4

PLEASE SEND CHEQUES/POs TO:

VISA

M.J.C SUPPLIES, (AA)

Access

40a Queen Street, Hitchin, Herts. SG4 9TS.
Tel: (0462) 432897, (0462) 420847 or 421415 for enquiries & Credit Card orders

Proprietor M J Cooper

Balrog

The Balg has a fifth birthday compo for all AA adventurers!



NEWS... NEWS... NEWS...

WoW!

Joan Pancott HPilg, the veteran adventuress, has started her own software company. 'WoW Software' will produce budget re-releases as well as some new titles. For more information contact Joan at the address in this month's *Lords & Ladies*.

PD Adventures available

Scull PD Library can supply a disk full (348K) of adventures if you send £1, a 3-inch disk and an SAE. The adventures on the disk are:

Raider – An interactive role-playing adventure (over 60K of files)

Blue Raider – A two-part adventure by Matthew Roberts

Can I Cheat Death? – An adult adventure by Simon Avery

Adult two – Simon Avery's second adult adventure (the follow-up to *Can I Cheat Death?*)

Doomlords – A three-part adventure by Simon Avery

Firestone – Another superb adventure by Simon Avery

Spacy – A sci-fi adventure by... SIMON AVERY!

Welladay – The last adventure on the disk, by (all together now) Simon Avery

Alan Scully, who runs Scull PD, goes on to say that if anyone would like to donate adventures to the library, then send them to him on a 3-inch disk with an SAE and he will return the disk with the adventures above or, if you send them on cassette with an SAE, he will send a few of the above adventures (some are disk-only).

Alan also has some more PD adventures in stock, so get in contact with him at **Scull PD Library, 119 Laurel Drive, East Kilbride, Glasgow G75 9JG** or telephone 03552 24795.

Confidential drops 8-bits

Bad news this month as the gaming club, *Special Reserve*, and the adventure club, *Confidential*, drop coverage of the 8-bit machines. In the past, *Special Reserve* was the place to buy those old adventures that weren't available elsewhere. No worries, though, as *The Adventurers Club Ltd* still supports the Amstrad and has a large catalogue of games available. For more details talk to Henry Mueller on 071 794 1261 or write to him at **64c Menelik Road, London NW2 3RH**.

Birthday Competition

OK, you all know that this is the birthday issue so, to celebrate, the Balrog has organised the biggest CPC adventure competition ever...!

And there won't be just one winner, either! In fact, a total of ten lucky readers stand to win themselves a whole mountain of adventuring software. Each prizewinner will receive the following:

- **Castle Master:** The Incentive/Domark *Freescape* adventure romp through a castle was given a Mastergame and rated an amazing 91%.
- **Lords of Chaos:** Bladesoft's role-playing/ strategy game – rated 84% and awarded an *AA* Rave.
- **Bloodwych:** The epic role-playing game – the CPC's own version of *Dungeon Master* – another Mastergame, rated at 92%.
- **Computer Adventures – The Secret Art:** This book is a guide to writing good adventure games and is a must for the serious programmer.
- **One year's subscription to the Adventurers Club Ltd:** (including reference book and binder). *ACL* is one of the largest and oldest of the adventure clubs. Henry Mueller, the editor, has given the club a fine reputation.

On top of all this, the first name out of the hat (well, shoebox) will also receive:

- *An Adlan ROM from Graduate:* See review in *AA60* and a year's subscription to the fabulous **Adventure Coder** and **Adventure Probe**.

To stand a chance of being one of the ten winners of these brilliant prizes (worth over £800 in total) you just have to answer four simple questions...

1) *Bloodwych* and *Lords of Chaos* are role-playing games – name another CPC role-playing game.



BALROG

Clue Sniffing with the Balrog!

The Balg stirs up another heady brew this month with a whole cauldron-full of tips...

Don't forget these clues are almost all sent in by valiant adventurers like yourselves, so why not join them? Send in your clues to **The Clue Pot, The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP**.

This month's clues come to you courtesy of the following adventurers: Joan Pancott HPilg, Weymouth; Antcrusher, The outer planes; Howard Swains and Ian Howlett; Simon Netherwood, Brighouse; Adrian Forbes, Gourock; Ken Stokoe; Wendy Watters, Bacup.

Apache Gold

Horse Enclosure: Enter wagon, flick reins, fill bottle, N, cut cactus, fill bottle, N, examine anthill, get nest, Sx2, enter wagon, flick reins, W (you jump and grab jewel), drop nest, E, enter wagon, flick reins.

Ballyhoo

- (To get helium balloon): Get the pole from under the white caravan, then go up the rope ladder in the ring. Balance pole, then go east.
- (To find the ticket for midway): Wait until you have overheard the conversation between Rimshaw and the detective, then go back to the ring. Look under the bleachers, and examine the junk.

Classic Adventure

Bridge and Troll: Throw eggs, cross bridge, NE, E to Fork, SE, S, E, feed bear, unlock chain, get bear, get chain, Wx2, N to Fork, NE, E to small chamber, get spices, W, S to Fork, W, W to Bridge and Troll, drop bear, cross bridge, SW, D, SEx2, Wx2, D, climb, W, FEE FIE FOE FOO, get eggs.

Imagination

- "I SCREAM!?!"- "ICE CREAM!!" get it!
- Use yoyo to get key from hole.
- Give map to lady in tower.
- Paint pyjama cord to get past Karate Man.

Lord of the Rings

- Make sure to close your house door.
- Eat Tom's grub.
- Throw jewel from flower pot at Barrow-Wight.
- Knock at gate of Bree.

Mindfighter

To complete Part 3: Make sure you have what you were wearing at the start of Part 1 (make sure you have the lighter and 10p in your pocket) and nothing else. Go "upstairs", sleep 3 times, inhale, hold, exhale. To become eagle: Inhale, hold, exhale and metamorph to eagle.

Never Ending Story

Light branch in the fire then run to the bush (NE, Ex6, D) and light bushes.

Pawn

- Shine light on the shapes.
- Point the shapes to the dragon.
- Throw the bottle at Kronos and wear his clothes.
- Buy the whiskey and beer from Honest John and give the whiskey to the gatekeeper at hell and the beer to J.Lee Lewis.
- Say "Cast spell on book"
- The Alchemist wants the rice and lead.

Times of Lore

- When talking to people, always stand with your sword facing away from the subject – one false move and the whole village is against you.
- Get magic boots, as these help you get around much faster.
- Kill the robber to get axe and thus save money.
- Always fight for a while to build up food and gold reserves, because without these you will die.

Venom

Ride east when leaving cave. Haq will get the heabal orb. Get orb to examine arrell. Arrell needs to wear tinans clothes. Lock door before untying arrell.

Very Big Cave Adventure

Take the log to the chasm by: W, drop lantern, E, get log, W, drop log, get lantern, D, and so on.

Dracula

Mrs Paulette Thompson comes to the rescue of **Mark Cassell's** blood curdling problem...

- Buy paper from general store, get whatever is in compartment 'S' at post office, open and read newspaper – this will disclose both the name and place of J.H.'s company.

Roy of the Rovers

Ben Robinson has been saved by **Alec Hay**...

BALROG'S POST

I was really glad to see your mention of Blade's latest project in the adventure column (*Lords of Chaos* – Balg). Does this mean that you'll be reviewing strategy software as well? If not, why not? The two do go well together, being a way of using the computer without blasting or kicking everything in sight.

Dave Harvard
Fareham

At the moment the Balg has no plans to review strategy games, as there are still enough text adventures and role-playing games around. But the Balg must move with the times – many software houses nowadays do not release text adventures; instead they produce role-playing or strategy games (such as Lords of Chaos *or* Castle Master*) which, although not adventures as such, allow you to explore other worlds by using your computer, solve puzzles and pick up/drop and manipulate objects – in fact all the things 'traditional' adventures let you do.*

The text adventure does unfortunately seem to be nearly extinct – apart from home-brew games and the work of a few companies (e.g. Topologika), the only games available are these role playing/strategy/exploration games. Magnetic Scrolls, Level 9 and Infocom have all moved on to pastures new... In future, the Balg may follow other adventure columnists in reviewing these 'thinking' games, but at present I'm happy to say that I have enough traditional adventures to review to last quite a while!

Dave also volunteered to convert Spectrum adventures to the Amstrad. So, if you know of anyone who has written a game on the Spectrum and wants to make some extra money, get them in touch with Dave at ***21 Belvoir Close, Fareham, Hants PO16 OPJ.***

Fishing for info...
Was *Fish* ever released for the CPC?

Simon Netherwood
Huddersfield

No, Fish *was never released for the Amstrad even though the Pilgrim previewed it in issue 39. For some reason (probably economic) Magnetic Scrolls decided never to finish the Amstrad version ,which is a great shame.*

Help wanted with new mag...
Calling all adventurers! I need your help to launch a new magazine, "Adventure Quest 2000" which will cost £1.50 and be monthly. I need you to send any home-brew adventures for review, no matter how bad! These will also be advertised, so please include telephone number and price. Also needed are hints, tips, solutions and reviews of the latest adventures. Also news articles etc.

Adrian Harper
Douglas

Great news Adrian! The Balg wishes you all the luck with your new venture. For more information write to Adrian at ***Adventure Quest 2000, 28 Harcroft Avenue, Douglas, Isle of Man*** *or ring him on 0624 25886.*

▪ To rescue the player in the supermarket: When you come to the locked door, keep going. You will see you can move up or down into a grey room. Go right. Show the man guarding the fuse box the membership card. Play with the fuses until you switch off the security alarm. If you switch the lights or freezers off, you will be thrown out. Repeat until you find the security alarm. When you do, walk back to the supermarket and walk into the player to free him.

Wolfman
Ben Isba has come to aid **Simon Avery** with his howling problem – you must close eyes repeatedly.

HELP!

Roy of the Rovers
Alec Hoy is stuck in – he can't find the fourth player! He has found the ones at the burger bar, building site and supermarket.

Spool Times
Ben Isba is desperately looking for any tips for this game, by Hektik software.

NEXT ISSUE

Reviews of Topologika's latest game, *Last Days of Doom*, and an adventure-writing guide book entitled *Computer adventures – the Secret Art*, plus all the regular features.

BARD'S TALE CLUB

David Melville has been nearly everywhere in the game except Mangars Tower, and asks, "Could somebody please help me get in?" He has an excellent party including one named after the Balrog! He is offering help to all other Bardists.
52 Alison Street, Kirkcaldy, Fife, Scotland KY1 1TT.

James Grant would also like to join the club – his party of characters average about 250 in levels and his warrior has 3562 hit points! His Archmage has 1561 spell points! He has completed the game seventeen times (!!) and uses the Demon Lord, Archmage or Mangar as his Special Character. Seventeen times is a very impressive score, and the amazing thing is that James did not use any maps!
James Grant, 53 Aldershot Road, Guildford, Surrey GU2 6AE. Tel: 0483 32369.

Simon Avery has discovered a useful tip for speeding up combat in *TBT* – the cursor keys can be used to increase or decrease the speed of fights – very useful when you've just MIBLed 99 berserkers!
'Marden Farm', Old Exeter Road, Chudleigh, South Devon, TQ13 0DR.

MULTIFACE POKES

Adrian Lewis of Aylesbury has written in with a list of Multiface pokes to make your quest to thwart Mangar much easier:

to change level	exps	hits	spell cond	points	money	
character 1	1257 to ?	1242 to 1	1270 to 9	1272 to 9	1274 to 9	1258 to 9
character 2	1358 to ?	1343 to 1	1371 to 9	1373 to 9	1375 to 9	1359 to 9
character 3	1459 to ?	1444 to 1	1472 to 9	1474 to 9	1476 to 9	1460 to 9
character 4	1560 to ?	1545 to 1	1573 to 9	1575 to 9	1577 to 9	1561 to 9
character 5	1661 to ?	1646 to 1	1674 to 9	1676 to 9	1678 to 9	1662 to 9
character 6	1762 to ?	1747 to 1	1775 to 9	1777 to 9	1779 to 9	1763 to 9

Go to the advancement centre and get all of your statistics up to 18 and then change level to 255. Magic users should be given 13th level, the spells gained for that class and then 13th level for the next class etc. When magic user is an arch mage then give him level 255 for his level.

Lords & Ladies of adventure

Well, what can we say? Every month kind-hearted people write in with help for the rest of us wallies. And are we grateful? Do we reward them with everlasting fame and adoration? No, we just phone them up, write to them, pester them, badger them, and generally drive them up the wall with our requests for help...

But here they are again, and the reason's simple – offering help to other adventurers is one of the best ways of making friends around the world. To join this famous band, write your details on a postcard and send it to: **The Balrog, Amstrad Action, Future Publishing Ltd, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2AP.**

Acheton • Apache Gold • Arnold Blackwood Trilogy • Atalan • Avon • Base • Black Knight • Boggit • Bored of the Rings • Brawn Free • Case of the Mixed-Up Shymer • Castle Blackstar • Castle of the Skull Lord • City for Ransom • Classic Adventure • Colour of Magic • Countdown to Doom • Crystal Theft • Cursed Be the City • Dodgy Geezers • Dracula • DAA • Enchanter • Escape from Khosima • Espionage Island • Fantasia Diamond • 4th Protocol • Guild of Thieves • Heavy on the Magick • Hitchhiker's Guide • Hobbit • Hollywood Hijinx • Hunchback • Imagination • Inca Curse • Infidel • Island • Jinxter • Kentilla • Kingdom of Hamil • Kobyashi Naru • Lost Phirious 1 & 3 • Mindshadow • Mordon's Quest,Mountains of Ket • Necris Dome • Never Ending Story • Not a Penny More Not a Penny Less • Nova • Panic Beneath the Sea • Pawn • Philosopher's Quest • Planet of Death • Project Volcano • QOR • Questprobe 3 • Return to Doom • Rigel's Revenge • Robocide • Scary Tales • Seabase Delta • Seas of Blood • Smashed • Smuggler's Cove • Sorceror • Souls of Darkon • Spellbreaker • Spytrek • Star Wreck • Subsunk • Sydney Affair • Terrormolinos • Top Secret • Vera Cruz Affair • Very Big Cave Adventure • Village of Lost Souls • Zork I • ALL Level 9 and Interceptor games!
Joan Pancott HPilg, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Tel: (0305) 784155 Any day – 1pm to 10pm.

Adventure Quest • Beer Hunter • Boggit • Classic Adventure • Colossal Adventure • Colour of Magic • Cricket Crazy • Dracula • Dungeon Adventure • DAA • Escape from Khosima • Fantasia Diamond • Football Frenzy • Forest at World's End • Frankenstein • Heroes of Karn • Hunchback • Imagination • Inca Curse • Ingrid's Back • Island • Jewels of Babylon • Kingdom of Speldom • Knight Orc • Kobyashi Naru • Lifeterm • Lords of Time • Message from Andromeda • Mordon's Quest,Necris Dome • Never Ending Story • Planet of Death • Price of Magik • Project Volcano • Questprobe 3 • Rebel Planet • Redmoon • Return to Eden • Rigel's Revenge • Scary Tales • Seabase Delta • Ship of Doom • Smashed • Snowball • Souls of Darkon • Star Wreck • Subsunk • Terrormolinos • Warlord • Wizbiz • Worm in Paradise.
Mr H Higgs, 20 Naworth Close, Highbury Vale Estate, Bulwell, Nottingham NG6 9EL.

Colour of Magic • DAA • 4th Protocol • Gems of Stradus • Not a Penny More Not a Penny Less • Return to Eden • Scary Tales • Vera Cruz Affair.
William Conlon, 171 Mulvey Park, Dundrum, Dublin 14, Ireland.

Type ins

Doctor Waring (M.Sc. C.P.C. A.A. Zzzz. plus Hons) presents...

CHARACTER DESIGN PROGRAM

Dan Pidock from Lymm, Cheshire has come up with a listing that will make designing your own character sets as easy as can be.

Press f0 for instructions on how to use the program. After the characters have been designed they can be saved as data or as basic symbol statements.

```
{DtAw} 1·'Character·Design·Program
{KnAo} 2·'Dan·Pidcock
{GkAr} 3·'1989·-·August·1990
{DlBm} 10·GOSUB·50:'setup·variables,·inks,·pens,·
       windows.
{KjAt} 20·GOSUB·200:'setup·graphics
{IkAw} 30·GOSUB·460:'main·program·loop
{OlAl} 40·GOTO·10
{OvAu} 50·INK·1,12:INK·2,3:INK·3,9:ZONE·1
{PoBj} 60·DIM·bi(24,11),tot(256,11),sbl(256):MODE·1
{EkBt} 70·SYMBOL·AFTER·32:SYMBOL·143,255,255,255,255,
       255,255,255,255
{OtBs} 80·SYMBOL·144,0:SYMBOL·145,255,129,129,153,
       153,129,129,255
{OuBo} 90·SYMBOL·252,254,130,190,160,190,130,254
{GiAx} 100·SYMBOL·253,248,132,178,170,178,132,248
{MmBj} 110·SYMBOL·254,248,132,178,132,184,160,224
{CrBm} 120·c$=CHR$(252):d$=CHR$(253):p$=CHR$(254)
{OoAm} 130·chr=255
{OsAx} 140·GRAPHICS·PEN·2:INK·0,0:BORDER·0
{AoAx} 150·WINDOW·#1,1,40,25,25:PEN·#1,1
{LwBi} 160·WINDOW·#2,32,40,1,10:PEN·#2,3
{MxBk} 170·WINDOW·#3,1,40,12,24:PEN·#3,3
{GtAw} 180·CLS:GOSUB·820:sbl(chr)=99
{AtAm} 190·RETURN
{KpAp} 200·'set·up·graphics
{EtBj} 210·LOCATE·1,1:PEN·2:PRINT·"··"c$d$p$
{JwBp} 220·PEN·1:PRINT·"·"c$d$p$:PEN·3:PRINT·c$d$p$
{FkAt} 230·INK·1,12:INK·2,3:INK·3,9
{KrCi} 240·PLOT·239,238:DRAW·239,368:DRAW·368,368:
       DRAW·368,238:DRAW·239,238
{JwBn} 250·PEN·1:LOCATE·18,1:PRINT·"Character";chr
{HoAr} 260·LOCATE·#2,1,10
{KkAr} 270·PRINT·#2,"f0·help"
{AsAs} 280·PRINT·#2,"f1·load"
{PoAs} 290·PRINT·#2,"f2·save·D";
{PvAs} 300·PRINT·#2,"f3·save·B";
{CkAt} 310·PRINT·#2,"f4·print"
{PqAq} 320·PRINT·#2,"f5·char"
{DjAr} 330·PRINT·#2,"f6·show"
{KpAm} 340·PRINT·#2
{JtAn} 350·PRINT·#2
{HkAs} 360·PRINT·#2,"f9·quit"
{GsAu} 370·INK·1,24:INK·2,6:INK·3,18
{OtAm} 380·RETURN
{KrAq} 390·'character·number
{DlAs} 400·WHILE·INKEY$()"":WEND
{CkBq} 410·INPUT·#1,"What·number·for·character·(32-
       255)";chr
{LuBj} 420·IF·chr(32·OR·chr)255·THEN·410
{BnBr} 430·PEN·1:LOCATE·18,1:PRINT·"Character";chr:
       CLS·#1
{BiAo} 440·RETURN
{PmAp} 450·'Main·Loop
{GkBi} 460·PEN·1:x=16:y=3:oldx=x:oldy=y
{GpBm} 470·IF·INKEY(8)=0·AND·x)16·THEN·x=x-1
{ErBm} 480·IF·INKEY(1)=0·AND·x(23·THEN·x=x+1
{KpBk} 490·IF·INKEY(0)=0·AND·y)3·THEN·y=y-1
{PpBj} 500·IF·INKEY(2)=0·AND·y(10·THEN·y=y+1
{KnBj} 510·IF·INKEY(18)=0·THEN·GOSUB·790
{DnCi} 520·IF·INKEY(47)=0·THEN·bi(x,y)=1·XOR·bi(x,y):
       GOSUB·690
{OoBr} 530·IF·INKEY(39)=0·THEN·bi(x,y)=0:GOSUB·690
{LiBp} 540·IF·INKEY(31)=0·THEN·bi(x,y)=1:GOSUB·690
{FnBo} 550·IF·INKEY(13)=0·THEN·GOSUB·1310:'f1·load
{BvBw} 560·IF·INKEY(14)=0·THEN·GOSUB·1000:'f2·save·D·
       (save·as·data)
{ApCi} 570·IF·INKEY(5)=0··THEN·GOSUB·1160:'f3·save·B·
       (save·as·basic)
{HuBo} 580·IF·INKEY(20)=0·THEN·GOSUB·930··'f4·print
{HuBn} 590·IF·INKEY(12)=0·THEN·GOSUB·1510:'f5·char
{GiBn} 600·IF·INKEY(4)=0··THEN·GOSUB·1840:'f6·show
{HrBm} 610·IF·INKEY(3)=0··THEN·GOSUB·870···'f9·quit
{KwBp} 620·IF·INKEY(15)=0·THEN·GOSUB·1680:'f0·help
{EsBj} 630·IF·oldx=x·AND·oldy=y·THEN·670
{OvBp} 640·PEN·1:LOCATE·oldx,oldy:PRINT·CHR$(144-
       bi(oldx,oldy))
{NoAp} 650·oldx=x:oldy=y
{MvBl} 660·IF·space=0·THEN·FOR·n=1·TO·40:NEXT
{NrBn} 670·LOCATE·x,y:PEN·2+bi(x,y):PRINT·CHR$(145)
{OwAr} 680·space=0:GOTO·470
{AtAu} 690·'recalculate·character
{InAn} 700·sbl(chr)=99
{JnAn} 710·space=1
{AkAu} 720·xa=x:tot(chr,y)=0
{ArCj} 730·FOR·x=16·TO·23:tot(chr,y)=tot(chr,y)+(bi
       (x,y)*(2↑(23-x))):NEXT·x
{DnAl} 740·x=xa
{EiDk} 750·SYMBOL·chr,tot(chr,3),tot(chr,4),tot(chr,
       5),tot(chr,6),tot(chr,7),tot(chr,8),tot(chr,9),
       tot(chr,10)
{KwBi} 760·PEN·1:LOCATE·16,1:PRINT·CHR$(chr)
{NiBk} 770·LOCATE·25,y:PRINT·USING·"###";tot(chr,y)
{MxAm} 780·RETURN
{FlAr} 790·'Clear·character
{IvAu} 800·FOR·x=16·TO·23:FOR·y=3·TO·10
{OvBn} 810·bi(x,y)=0:LOCATE·x,y:PRINT·"·":NEXT·y,x
{JxBj} 820·PEN·1:FOR·y=3·TO·10:tot(chr,y)=0
{JwAu} 830·LOCATE·25,y:PRINT·"··0":NEXT
{JxBm} 840·SYMBOL·chr,0:LOCATE·16,1:PRINT·CHR$(chr)
{FjBi} 850·PRINT·CHR$(chr):sbl(chr)=0:x=16:y=3
{AlAp} 860·x=16:y=3:RETURN
{NiAl} 870·'quit?
{DxAs} 880·WHILE·INKEY$()"":WEND
{DiBo} 890·INPUT·#1,"You·sure·you·wanna·quit··Y/N";a$
{EtBn} 900·IF·a$()"Y"·AND·a$()"y"·THEN·CLS·#1:RETURN
{JxAp} 910·PEN·1:MODE·2
{CsAl} 920·END
{FpAn} 930·'print
{HoAr} 940·FOR·a=33·TO·255
{JjAv} 950·IF·sbl(a)<99·THEN·980
{M1As} 960·PRINT·#8,"symbol·";
{KvCt} 970·WRITE·#8,a,tot(a,3),tot(a,4),tot(a,5),tot
       (a,6),tot(a,7),tot(a,8),tot(a,9),tot(a,10)
{EoAk} 980·NEXT
{FtAn} 990·RETURN
{PpAp} 1000·'save·as·data
{GjAs} 1010·WHILE·INKEY$()"":WEND
{GmBp} 1020·INPUT·#1,"What·d'ya·wanna·save·as·";f$
{LtAt} 1030·INK·1,12:INK·2,3:INK·3,9
{DoBk} 1040·IF·LEN(f$)>8·THEN·f$=LEFT$(f$,8)
{NtAm} 1050·OPENOUT·f$
{BuAr} 1060·FOR·a=33·TO·255
{DwAx} 1070·IF·sbl(a)<99·THEN·1120
{OwAo} 1080·WRITE·#9,a
{EjAo} 1090·FOR·y=3·TO·10
{PoAq} 1100·WRITE·#9,tot(a,y)
{N1Ak} 1110·NEXT
{JpAl} 1120·NEXT·a
{BmAr} 1130·CLOSEOUT:y=3
{IxBj} 1140·INK·1,24:INK·2,6:INK·3,18:CLS·#1
{FsAn} 1150·RETURN
{GrAq} 1160·'save·as·basic
{FpAs} 1170·WHILE·INKEY$()"":WEND
{OuBo} 1180·INPUT·#1,"What·d'ya·wanna·save·as·";f$
{NnAt} 1190·INK·1,12:INK·2,3:INK·3,9
{BoBk} 1200·IF·LEN(f$)>8·THEN·f$=LEFT$(f$,8)
{CiAv} 1210·OPENOUT·f$+".bas":l=10
{EmAr} 1220·FOR·a=33·TO·255
{OrAv} 1230·IF·sbl(a)<99·THEN·1270
{CnBi} 1240·PRINT·#9,STR$(l)+"·SYMBOL·";
{CqDj} 1250·WRITE·#9,a,tot(a,3),tot(a,4),tot(a,5),
       tot(a,6),tot(a,7),tot(a,8),tot(a,9),tot(a,10):l
       =l+10
{CxAo} 1260·WRITE·#9
{NoAl} 1270·NEXT·a
{AnAp} 1280·CLOSEOUT
{PkBj} 1290·INK·1,24:INK·2,6:INK·3,18:CLS·#1
{MxAn} 1300·RETURN
{LjAp} 1310·'load·from·data
{BmAt} 1320·WHILE·INKEY$()"":WEND
{IwAt} 1330·INPUT·#1,"Load·y/n·",a$
{LoBk} 1340·IF·LOWER$(a$)()"y"·THEN·RETURN
{OrAs} 1350·WHILE·INKEY$()"":WEND
{KjBn} 1360·INPUT·#1,"What·d'ya·wanna·load·from·";f$
{KxAt} 1370·INK·1,12:INK·2,3:INK·3,9
{OiBj} 1380·IF·LEN(f$)>8·THEN·f$=LEFT$(f$,8)
{BjAo} 1390·OPENIN·f$·
{KoAq} 1400·WHILE·NOT·EOF
{LmAn} 1410·INPUT·#9,a
{OnAm} 1420·sbl(a)=99
{PtAm} 1430·FOR·y=3·TO·10
{LvAp} 1440·INPUT·#9,tot(a,y)
{K1Ak} 1450·NEXT
{JqAk} 1460·WEND
{AxAq} 1470·CLOSEIN:y=3
{CjCj} 1480·PEN·1:LOCATE·18,1:PRINT·"Character";chr:
       CLS·#1:GOSUB·1530
{FsBi} 1490·INK·1,24:INK·2,6:INK·3,18:CLS·#1
{P1Am} 1500·RETURN
{IxAv} 1510·'change·character·number
{NqAn} 1520·GOSUB·390
{EvBi} 1530·'calculate·binarys·from·totals+draw
{GjAm} 1540·PEN·1
{BrAo} 1550·FOR·y=3·TO·10
{PtAq} 1560·otot=tot(chr,y)
{EkAq} 1570·FOR·x=16·TO·23
{A1Bi} 1580·tot(chr,y)=tot(chr,y)-2↑(23-x)
{EvCt} 1590·IF·tot(chr,y)<0·THEN·bi(x,y)=0:tot(chr,
       y)=tot(chr,y)+2↑(23-x)·ELSE·bi(x,y)=1
{IoBl} 1600·LOCATE·x,y:PRINT·CHR$(144-bi(x,y))
{JxAm} 1610·NEXT·x
{HqAq} 1620·tot(chr,y)=otot
{DnBl} 1630·LOCATE·25,y:PRINT·USING·"###";tot(chr,y)
{DpAm} 1640·NEXT·y
{AxDk} 1650·SYMBOL·chr,tot(chr,3),tot(chr,4),tot(chr,
       5),tot(chr,6),tot(chr,7),tot(chr,8),tot(chr,9),
       tot(chr,10)
{ImAv} 1660·LOCATE·16,1:PRINT·CHR$(chr)
{LvAp} 1670·x=16:y=3:RETURN
{ErAm} 1680·'help
```

```
{FrAt} 1690 INK 1,12:INK 2,3:INK 3,9
{HrAo} 1700 CLS:PEN 3
{NnBn} 1710 LOCATE 3,5:PRINT ")..................
       set pixel to on"
{IoBo} 1720 LOCATE 3,7:PRINT "(..................
       set pixel to off"
{CmBs} 1730 LOCATE 3,9:PRINT "space..............
       change pixels state"
{NvBq} 1740 LOCATE 3,11:PRINT "return.............
       clear character"
{IoBr} 1750 LOCATE 3,13:PRINT "f2 save D.........
       save as a data file"
{BkBu} 1760 LOCATE 3,15:PRINT "f3 save B...
       save as a BASIC program"
{GnBq} 1770 LOCATE 3,17:PRINT "f6 show.........
       show used characters"
{GsBw} 1780 PEN 1:LOCATE 8,21:PRINT "press any key
       to continue"
{JjAv} 1790 INK 1,24:INK 2,6:INK 3,18
{GvAw} 1800 CLEAR INPUT:CALL &BB18
{LrAt} 1810 INK 1,12:INK 2,3:INK 3,9
{HrAx} 1820 CLS:GOSUB 1530:GOSUB 200
{AuAo} 1830 RETURN
{CiAw} 1840 'Show used characters
{AnAt} 1850 WHILE INKEY$<>"":WEND
{ApBr} 1860 INPUT #1,"Show on screen(s) or printer
       (p)";a$
{FoCs} 1870 IF LOWER$(a$)="s" THEN n=3 ELSE IF LOWER$
       (a$)="p" THEN n=8 ELSE GOTO 1860
{XiAu} 1880 INK 1,12:INK 2,3:INK 3,9
{BwAv} 1890 IF n=3 THEN CLS #3
{BoAq} 1900 FOR a=32 TO 255
{NpBi} 1910 IF sbl(a)=99 THEN PRINT #n,a,
{KoAk} 1920 NEXT
{KuBj} 1930 INK 1,24:INK 2,6:INK 3,18:CLS #1
{ApAn} 1940 RETURN
```

HEADER READER

Michael Beckett of Antrim, Northern Ireland, has come up with a very useful utility indeed. It gives you all those nitty gritty details about a file on tape or disk. You know the sort of thing – start address, file length, entry address and file type etc. All the things you wanted to know, but were too afraid to ask.

When the program is run, an RSX is set up. It is used slightly differently on the 464 and 6128:

464: **a$="filemane":\|HR,@a$**
6128: **\|HR,"filename"**

When searching for a file on tape you can use an empty string. This will tell you about the first file the computer comes across.

```
{HmAm} 10 '.HEADREAD
{GnAp} 20 '.PUBLIC DOMAIN
{AnAr} 30 '.By Mike Beckett
{HlAm} 40 '.July 1990
{HuAi} 50 '
{OxAr} 60 '.SAVE before running
{NwAi} 70 '
{MjAr} 80 MEMORY HIMEM-2300
{LiAp} 90 addr=HIMEM+1
{CrAm} 100 st=addr
{AuAo} 110 FOR a=1 TO 25
{LoAo} 120 READ a$,c$
{FxAl} 130 cs=0
{CoAs} 140 FOR byte=1 TO 20 STEP 2
{LvAw} 150 b=VAL("&"+MID$(a$,byte,2))
{BoAn} 160 POKE addr,b
{CsAo} 170 addr=addr+1
{AmAn} 180 cs=cs+b
{BiAk} 190 NEXT
{BkBj} 200 IF cs=VAL("&"+c$) THEN 230
{NvAx} 210 PRINT"Error in line";370+(a*10)
{CnAl} 220 END
{GqAk} 230 NEXT
{OoAk} 240 cs=0
{OiAn} 250 FOR a=1 TO 13
{PiAn} 260 READ c,d
{FrAr} 270 a$=HEX$(st+d,4)
{CrBi} 280 POKE st+c,VAL("&"+RIGHT$(a$,2))
{CjBi} 290 POKE st+c+1,VAL("&"+LEFT$(a$,2))
{DlAo} 300 cs=cs+c+d
{EmAl} 310 NEXT
{BpAu} 320 IF cs=&954 THEN 350
{MjBi} 330 PRINT"Error in relocation data"
{KiAk} 340 END
{GrAn} 350 CALL st
{PpAw} 360 PRINT"HEADREAD is installed."
{BuAj} 370 NEW
{GsAw} 380 DATA 210980010D80C3D1BC00,.388
{KvAv} 390 DATA 0000001280C3158048D2,.304
{OrAw} 400 DATA 003DC0AFCD6BBCDD6601,.4E4
{EtAx} 410 DATA DD6E0046235E2356EB11,.387
{JiBi} 420 DATA F880CD77BCE5CD7ABC11,.671
{JmAx} 430 DATA AA801A13B72805CD5ABB,.41D
{DoBi} 440 DATA 18F6E1D5E5E5E5111500,.599
{NxBi} 450 DATA CD7B80E1111A00CD7B80,.49C
{ArBi} 460 DATA E1111800CD7B80CD5ABB,.4B4
{BjAx} 470 DATA E111120019 7EFE043802,.2D7
{MpBj} 480 DATA 3E04E1110A00B728043D,.25E
{GtAw} 490 DATA 1918F9060A7E23CD5ABB,.3BD
{OsAv} 500 DATA 10F9C9193E26CD5ABB4E,.47F
{BlAx} 510 DATA 234678CD918079CD9180,.516
{KrAu} 520 DATA 3E20C35ABBF50F0F0F0F,.367
{EmAx} 530 DATA CD9A80F1CDA080C35ABB,.69D
{HvAx} 540 DATA E60FC630FE3AD8C607C9,.591
{OlAu} 550 DATA 0D0A5374617274204 56E,.2F8
{PmAw} 560 DATA 747279204C656E677468,.3E1
{FqAx} 570 DATA 2054797065 0D0A004261,.27C
{GpAx} 580 DATA 7369632020202020205072,.2A1
{BmBi} 590 DATA 6F74204261736342 69,.390
{NrAx} 600 DATA 6E617279202020204269,.2E5
{GjBi} 610 DATA 6E617279202020204173,.2EE
{KjBi} 620 DATA 6369692020202020000 ,.1D5
{KsAr} 630 'Relocation data
{LrAv} 640 DATA 1,9,4,&D,&D,&12,&10,&15
{ClBi} 650 DATA &28,&F8,&32,&AA,&47,&7B
{DjAx} 660 DATA &4E,&7B,&55,&7B,&86,&91
{NjAx} 670 DATA &8A,&91,&97,&9A,&9B,&A0
```

FLAG

Jan Andersen is flying the flag for his country. Jan comes from Herlev in Denmark. His program displays a flag from a number of countries with colder climes. It then animates them with startling results...

```
{KqAu} 1 '.SCANDINAVIAN FLAG DEMO
{BwAt} 2 '.by Jan B.Andersen 1990
{FsAj} 3 '
{HuBj} 100 DATA AF,32,B8,40,32,B9,40,21,1F,41
{EqBi} 110 DATA 22,B4,40,21,00,42,22,B6,40,06
{GpBk} 120 DATA C1,11,22,40,21,BA,40,CD,19,BD
{JxBk} 130 DATA CD,D7,BC,C9,06,FF,10,FE,06,FF
{DrAx} 140 DATA 10,FE,06,FF,10,FE,06,FF,10,FE
{NuBj} 150 DATA 06,20,10,FE,ED,5B,B4,40,2A,B6
{HxBj} 160 DATA 40,3E,C0,F5,01,00,7F,1A,ED,49
{JmBm} 170 DATA ED,79,0E,10,ED,49,ED,79,01,02
{IlBk} 180 DATA BC,7E,ED,49,04,ED,79,13,23,06
{JjAx} 190 DATA 02,10,FE,00,00,00,F1,3D,20,DB
{NsAx} 200 DATA 00,00,00,01,00,7F,3E,54,ED,49
{IsBm} 210 DATA ED,79,0E,10,ED,49,ED,79,01,02
{AmBn} 220 DATA BC,ED,49,01,2E,BD,ED,49,2A,B4
{NwBk} 230 DATA 40,2B,3A,B8,40,3C,FE,20,20,04
{AlBm} 240 DATA 21,1F,41,AF,22,B4,40,32,B8,40
{OvAx} 250 DATA 2A,B6,40,23,3A,B9,40,3C,FE,68
{HxBj} 260 DATA 20,04,21,00,42,AF,22,B6,40,32
{HmBl} 270 DATA B9,40,C9,21,BA,40,CD,DD,BC,C9
{DjAj} 280 '
{FkAx} 290 DATA 68,85,87,83,75,83,87,85
{EoBi} 300 DATA 68,92,76,78,74,75,74,78
{NiBi} 310 DATA 76,92,88,77,79,75,79,77
{FkAv} 320 DATA 88,86,94,82,75,82,94,86
{CoAj} 330 '
{JqBj} 340 DATA 46,46,46,47,46,46,47,46,47,46
{MuBm} 350 DATA 47,47,46,47,47,47,48,47,47,48
{MjBk} 360 DATA 47,48,47,48,48,47,48,48,48,47
{MmBl} 370 DATA 48,48,47,48,47,48,47,47,48,47
{MtBk} 380 DATA 47,47,46,47,47,46,47,46,47,46
{JqBi} 390 DATA 46,47,46,46,46,45,46,46,45,46
{DrBl} 400 DATA 45,46,45,45,46,45,45,45,44,45
{AlBm} 410 DATA 45,44,45,44,45,44,44,45,44,44
{KvBl} 420 DATA 44,45,44,44,45,44,45,44,45,45
{NvBj} 430 DATA 44,45,45,45,46,45,45,46,45,46
{HiAr} 440 DATA 45,46,46,45
{DmAk} 450 '
{MqAo} 460 MEMORY &3FFF
{FqAs} 470 FOR a=0 TO 179:READ a$
{MsBj} 480 POKE &4000+a,VAL("&"+a$):NEXT a
{KqAu} 490 FOR a=0 TO 6:RESTORE 290
{MmAt} 500 FOR b=0 TO 31:READ z
{OlAw} 510 POKE &4100+b+a*32,z:NEXT b,a
{CkAt} 520 FOR a=0 TO 2:RESTORE 340
{BvAt} 530 FOR b=0 TO 103:READ z
{JuAx} 540 POKE &4200+b+a*104,z:NEXT b,a
{FsAj} 550 '
{PxBk} 560 MODE 1:BORDER 0:INK 0,0:INK 1,26
{KkBr} 570 LOCATE 6,5:PRINT"<<< SCANDINAVIAN FLAG
       DEMO >>>"
{MvAw} 580 LOCATE 13,10:PRINT"1. DENMARK"
{EkAv} 590 LOCATE 13,11:PRINT"2. SWEDEN"
{FjBi} 600 LOCATE 13,12:PRINT"3. FINLAND"
{EkBj} 610 LOCATE 13,13:PRINT"4. NORWAY"
{OsBi} 620 LOCATE 13,14:PRINT"5. ICELAND"
{JwBi} 630 LOCATE 13,15:PRINT"6. FAROE ISLANDS"
{PoBm} 640 LOCATE 12,20:INPUT"CHOICE OF FLAG :",flag
{EsAx} 650 IF flag(1 OR flag)6 THEN 560
{DqAq} 660 MODE 1:GOSUB 740
{LtBo} 670 IF flag=1 THEN INK 1,6:INK 2,26:GOSUB 780
{DvBo} 680 IF flag=2 THEN INK 1,11:INK 2,24:GOSUB
       780
{LrBq} 690 IF flag=3 THEN INK 1,26:INK 3,11:GOSUB
       850
{IxCi} 700 IF flag=4 THEN INK 1,6:INK 2,2:INK 3,26:
       GOSUB 850:GOSUB 780
{KpBx} 710 IF flag=5 THEN INK 1,2:INK 2,6:INK 3,26:
       GOSUB 850:GOSUB 780
{MiCi} 720 IF flag=6 THEN INK 1,26:INK 2,6:INK 3,11:
       GOSUB 850:GOSUB 780
{GsBq} 730 CALL &4000:CALL &BB18:CALL &40AD:RUN 560
{JwAx} 740 x=200:y=366:z=100:c=1:GOSUB 920
{ItAx} 750 x=0:y=266:z=236:s=400:GOSUB 950
{NoAx} 760 x=240:y=146:z=98:GOSUB 980
{BpAm} 770 RETURN
{AtBi} 780 x=120:y=326:z=20:c=2:GOSUB 920
{IuAx} 790 x=80:y=306:z=398:s=80:GOSUB 950
{AxBi} 800 x=480:y=106:z=18:GOSUB 980
{GpAw} 810 x=332:y=300:z=20:GOSUB 920
{GqAx} 820 x=292:y=280:z=160:GOSUB 1010
{FnAw} 830 x=136:y=198:z=18:GOSUB 980
{OmAn} 840 RETURN
{LxBj} 850 x=132:y=332:z=32:c=3:GOSUB 920
{HoAw} 860 x=68:y=300:z=372:s=128:GOSUB 950
{JmAw} 870 x=444:y=112:z=30:GOSUB 980
{NtAv} 880 x=320:y=306:z=32:GOSUB 920
{MjAv} 890 x=256:y=274:z=136:GOSUB 1010
{LxAv} 900 x=124:y=204:z=30:GOSUB 980
{ItAm} 910 RETURN
{PwAq} 920 FOR a=0 TO z STEP 2
{DlBi} 930 PLOT x-a*2,y-a,c:DRAW 2+x+a*2,y-a
{OtAo} 940 NEXT a:RETURN
{IwAq} 950 FOR a=0 TO z STEP 4
{MiBj} 960 PLOT x+a,y-a/2,c:DRAW 2+s+x+a,y-a/2
{DrAo} 970 NEXT a:RETURN
{JsAq} 980 FOR a=0 TO z STEP 2
{GmBj} 990 PLOT x+a*2,y-a,c:DRAW x+z*4+2-a*2,y-a
```

```
{CtAo} 1000·NEXT·a:RETURN
{EnAr} 1010·FOR·a=0·TO·z·STEP·4
{EoBi} 1020·PLOT·x-a,y-a/2,c:DRAW·2+s+x-a,y-a/2
{NwAo} 1030·NEXT·a:RETURN
```

MACE ● 664/6128 Only

Bit weird, this one. There's this multi-coloured mace-type thingy, and you have to swap and turn all its bits so that they are the same colour. Told you it was strange.

Mace comes from Monty Remon of South Kelsey. You may have seen adverts in *AA* for another program of his called *Trance*, which is a bit like this, only more so.

The objective is to make at least five coloured stars, each star made from adjacent coloured faces. Altrernatively, you can try to match all the opposite faces of the same colour. These are achieved by turning and swapping the parts.

To turn the 12 pieces clockwise, use keys '1' to '9', '0' for 10, '-' for 11 and '^' for 12. To turn anti-clockwise press the '<' key first.

To swap pieces press 'S' followed by the two numbers.

'Space' toggles the front and back view.

'M' reflects the hidden faces. Use this for checking the opposite sides without affecting the puzzle.

'H' gives options to save, load and start a new game.

```
{KpAo} 1·ON·BREAK·CONT
{PoAv} 10·'·*·MACE·*·for·Remonstration
{ArAu} 20·'·******·Monty·Remon·*******
{PuDw} 30·DIM·c(12,6),s(5):BORDER·16:INK·0,16:INK·
       1,0:INK·2,5:INK·3,10:INK·4,17:INK·5,21:INK·6,2
       6:INK·7,3:INK·8,6:INK·9,2,20:p%=0:MODE·0
{NqEm} 40·SYMBOL·250,254,140,44,60,44,140,254:
       SYMBOL·251,120,204,6,6,6,204,120:SYMBOL·252,66
       ,198,66,66,66,66,66,231:SYMBOL·253,70,205,73,6
       7,70,76,73,239
{ImDk} 50·LOCATE·4,1:PEN·6:PRINT"-*·M·A·C·E·*-
       ":LOCATE·9,3:PEN·1:PRINT"by":LOCATE·5,5:PRINT"
       Monty·Remon":GOTO·1850
{InBm} 60·CLS:ft%=-1:GOSUB·270:GOSUB·590:GOSUB·850
{CpAn} 70·WHILE·-1
{GwBu} 80·IF·INKEY(47)=0·THEN·ft%=NOT·ft%:GOSUB·250:
       GOSUB·850
{IpBi} 90·IF·INKEY(44)=0·THEN·1830
{EiBr} 100·IF·INKEY(64)=0·THEN·no=1:GOSUB·1250:
       GOSUB·870
{CoBs} 110·IF·INKEY(65)=0·THEN·no=2:GOSUB·1250:
       GOSUB·900
{EpBr} 120·IF·INKEY(57)=0·THEN·no=3:GOSUB·1250:
       GOSUB·930
{KoBp} 130·IF·INKEY(56)=0·THEN·no=4:GOSUB·1250:
       GOSUB·960
{MnBs} 140·IF·INKEY(49)=0·THEN·no=5:GOSUB·1250:
       GOSUB·990
{InBs} 150·IF·INKEY(48)=0·THEN·no=6:GOSUB·1250:
       GOSUB·1020
{HoBq} 160·IF·INKEY(41)=0·THEN·no=7:GOSUB·1250:
       GOSUB·1050
{OrBt} 170·IF·INKEY(40)=0·THEN·no=8:GOSUB·1250:
       GOSUB·1080
{PmBr} 180·IF·INKEY(33)=0·THEN·no=9:GOSUB·1250:
       GOSUB·1110
{IvBt} 190·IF·INKEY(32)=0·THEN·no=10:GOSUB·1250:
       GOSUB·1140
{PjBr} 200·IF·INKEY(25)=0·THEN·no=11:GOSUB·1250:
       GOSUB·1170
{CqBu} 210·IF·INKEY(24)=0·THEN·no=12:GOSUB·1250:
       GOSUB·1200
{KlBq} 220·IF·INKEY(60)=0·THEN·GOSUB·1320:GOSUB·840
{EjBl} 230·IF·INKEY(38)=0·THEN·GOSUB·2070
{EpAk} 240·WEND
{GtAx} 250·IF·ft%·THEN·GOSUB·590:RETURN
{HrBj} 260·IF·NOT·ft%·THEN·GOSUB·710:RETURN
{NxAm} 270·'new·game
{IqAw} 280·n$="1234567890-^":cn$=n$:nn$=n$
{IqAo} 290·FOR·no=1·TO·12
{MrBv} 300·j=1+INT(RND*LEN(n$)):MID$(nn$,inc+1,1)=
       MID$(n$,j,1)
{LwCr} 310·ON·INSTR(cn$,MID$(n$,j,1))GOSUB·350,370,
       390,410,430,450,470,490,510,530,550,570
{IsAw} 320·FOR·f=1·TO·5:READ·c(no,f):NEXT·f
{KxBn} 330·n$=LEFT$(n$,j-1)+MID$(n$,j+1):inc=inc+1
{HtAp} 340·NEXT·no:RETURN
{PjAt} 350·RESTORE·360:RETURN
{HuAq} 360·DATA·4,3,2,1,5
{EjAs} 370·RESTORE·380:RETURN
{GqAo} 380·DATA·1,2,4,3,5
{HsAt} 390·RESTORE·400:RETURN
{ElAp} 400·DATA·5,3,2,6,1
{EoAs} 410·RESTORE·420:RETURN
{LoAp} 420·DATA·6,2,5,1,4
{JsAt} 430·RESTORE·440:RETURN
{FwAr} 440·DATA·6,3,1,4,2
{OwAt} 450·RESTORE·460:RETURN
{GiAo} 460·DATA·4,6,1,2,3
{EkAt} 470·RESTORE·480:RETURN
{OpAo} 480·DATA·5,2,3,6,1
{FnAt} 490·RESTORE·500:RETURN
{FoAq} 500·DATA·3,5,4,6,1
{DtAt} 510·RESTORE·520:RETURN
{GwAp} 520·DATA·4,1,6,3,5
{JlAu} 530·RESTORE·540:RETURN
{CnAr} 540·DATA·2,1,4,6,5
{OtAu} 550·RESTORE·560:RETURN
{PtAq} 560·DATA·3,4,6,5,2
{ElAt} 570·RESTORE·580:RETURN
{NxAq} 580·DATA·2,5,3,4,6
{FqAn} 590·'draw·front
{DvAs} 600·CLS:RESTORE·620
{NlCi} 610·FOR·dat=1·TO·20:READ·xm,ym,xd,yd:MOVE·xm,
       ym,8:DRAW·xd,yd:NEXT·dat
{OiCj} 620·DATA·202,202,202,398,202,202,392,264,202,
       202,320,38,202,202,84,38,202,202,12,264
{IxCs} 630·DATA·320,364,12,140,84,364,392,140,320,
       364,202,0,84,364,202,0,12,140,392,140
{HpEr} 640·DATA·202,398,246,340,392,264,348,198,320,
       38,246,62,84,38,84,116,12,264,84,286,158,340,2
       02,398,320,286,392,264,320,116,320,38,158,62,8
       4,38,54,202,12,264
{PkAw} 650·RESTORE·670:MOVE·200,326
{PlBr} 660·FOR·dat=1·TO·10:READ·xd,yd:DRAW·xd,yd:
       NEXT·dat
{FuCp} 670·DATA·320,364,320,240,392,140,274,100,202,
       0,128,100,12,140,84,240,84,364,202,326
{FsFw} 680·MOVE·320,286:DRAW·626,358:DRAW·638,330:
       DRAW·638,320:DRAW·348,202:MOVE·330,286:FILL·1:
       MOVE·370,230:DRAW·530,290:MOVE·356,276:DRAW·51
       8,320:MOVE·488,326:DRAW·518,320:DRAW·530,290:D
       RAW·518,272
{BiFq} 690·GOSUB·820:GOSUB·840:LOCATE·17,1:PEN·6:
       PRINT"MACE":PEN·1:LOCATE·15,23:PRINT"back·";:L
       OCATE·8,1:PRINT"1";:LOCATE·12,3:PRINT"2":LOCAT
       E·14,8:PRINT·CHR$(24);"3";CHR$(24)
{MjFj} 700·LOCATE·13,15:PRINT·"4":LOCATE·11,24:
       PRINT"5":LOCATE·8,25:PRINT"6":LOCATE·3,24:PRIN
       T"7";:LOCATE·1,18:PRINT·"8";:LOCATE·1,8:PRINT"
       9";:LOCATE·2,2:PRINT"10";:RETURN
{HpAp} 710·'draw·back
{DoBj} 720·CLS:RESTORE·740:MOVE·202,398,8
{LqBs} 730·FOR·dat=1·TO·15:READ·xd,yd:DRAW·xd,yd:
       NEXT·dat
{PrDt} 740·DATA·320,38,10,264,392,264,82,38,200,398,
       274,302,392,264,320,160,320,38,200,76,82,36,82
       ,160,10,264,128,302,202,398
{OjAu} 750·MOVE·202,202:RESTORE·770
{LsCi} 760·FOR·dat=1·TO·15:READ·xm,ym,xd,yd:MOVE·xm,
       ym:DRAW·xd,yd:NEXT·dat
{LwGo} 770·DATA·202,202,320,364,202,202,392,140,202,
       202,202,0,202,202,12,140,202,202,82,364,246,34
       0,320,364,348,202,392,140,246,62,200,0,82,116,
       12,140,82,286,82,364,320,364,320,286,392,140,3
       20,116,202,0,158,62,12,140,54,200,82,364,158,3
       40
{BlFw} 780·MOVE·320,286:DRAW·626,358:DRAW·638,330:
       DRAW·638,320:DRAW·348,202:MOVE·330,286:FILL·1:
       MOVE·370,230:DRAW·530,290:MOVE·356,276:DRAW·51
       8,320:MOVE·488,326:DRAW·518,320:DRAW·530,290:D
       RAW·518,272
{CtHs} 790·GOSUB·820:GOSUB·840:LOCATE·17,1:PEN·6:
       PRINT·CHR$(251);CHR$(250);"AM":PEN·1:LOCATE·15
       ,23:PRINT"front";:LOCATE·8,1:PRINT"1";:LOCATE·
       12,3:PRINT"·";:LOCATE·11,2:PRINT"10":LOCATE·14
       ,8:PRINT·CHR$(24);"9";CHR$(24):LOCATE·13,15:PR
       INT·"8"
{DiEl} 800·LOCATE·11,24:PRINT"7";:LOCATE·8,25:PRINT
       "6":LOCATE·3,24:PRINT"5";:LOCATE·1,18:PRINT·"4
       ";:LOCATE·1,8:PRINT"3";:LOCATE·2,2:PRINT"·
       2";
{CrAo} 810·RETURN
{FlGw} 820·LOCATE·14,22:PEN·6:PRINT"[";:PEN·1:PRINT
       "SPACE";:PEN·6:PRINT"]":LOCATE·15,17:PRINT"[";
       :PEN·1:PRINT"H";:PEN·6:PRINT"]";:PEN·1:PRINT"e
       lp";:LOCATE·13,25:PEN·6:PRINT"[";:PEN·1:PRINT"
       M";:PEN·6:PRINT"]";:PEN·1:PRINT"irror";
{PiBx} 830·p%=-1:LOCATE·14,19:PEN·6:PRINT"[·]";:PEN·
       1:PRINT"wap?":RETURN
{CsDu} 840·LOCATE·15,19:PEN·1:PRINT"S":LOCATE·14,20:
       PRINT·USING"##";a:LOCATE·17,20:PRINT"&":
       LOCATE·19,20:PRINT·USING"##";b:RETURN
{FpAm} 850·'**·fill
{JkDw} 860·GOSUB·880:GOSUB·900:GOSUB·930:GOSUB·960:
       GOSUB·990:GOSUB·1020:GOSUB·1050:GOSUB·1080:GOS
       UB·1110:GOSUB·1140:GOSUB·1170:GOSUB·1200:
       RETURN
{FrAk} 870·REM·1
{CrCl} 880·IF·ft%·THEN·MOVE·236,340:FILL·c(1,1):
       MOVE·198,330:FILL·c(1,2):RETURN
{JiCt} 890·MOVE·264,302:FILL·c(1,3):MOVE·240,266:
       FILL·c(1,4):MOVE·184,372:FILL·c(1,5):RETURN
{EuAl} 900·REM·2
{GqCu} 910·IF·ft%·THEN·MOVE·318,248:FILL·c(2,1):
       MOVE·314,354:FILL·c(2,2):MOVE·300,354:FILL·c(2
       ,3):RETURN
{KvBs} 920·MOVE·140,338:FILL·c(2,4):MOVE·118,300:
       FILL·c(2,5):RETURN
{LtAl} 930·REM·3
{ItCk} 940·IF·ft%·THEN·MOVE·380,256:FILL·c(3,1):
       MOVE·376,260:FILL·c(3,2):RETURN
{NmCp} 950·MOVE·22,266:FILL·c(3,3):MOVE·150,260:
       FILL·c(3,4):MOVE·126,178:FILL·c(3,5):RETURN
{CsAl} 960·REM·4
{FlCu} 970·IF·ft%·THEN·MOVE·380,138:FILL·c(4,1):
       MOVE·252,144:FILL·c(4,2):MOVE·280,224:FILL·c
       (4,3):RETURN
{JnBu} 980·MOVE·72,164:FILL·c(4,4):MOVE·76,138:
       FILL·c(4,5):RETURN
{JrAl} 990·REM·5
{GkCi} 1000·IF·ft%·THEN·MOVE·250,62:FILL·c(5,1):
       MOVE·280,98:FILL·c(5,2):RETURN
{AqCr} 1010·MOVE·84,100:FILL·c(5,3):MOVE·88,52:
       FILL·c(5,4):MOVE·88,40:FILL·c(5,5):RETURN
{JsAm} 1020·REM·6
{CjDk} 1030·IF·ft%·THEN·MOVE·132,100:FILL·c(6,1):
       MOVE·160,138:FILL·c(6,2):MOVE·214,20:FILL·c(6,
       3):RETURN
{AoCi} 1040·MOVE·162,60:FILL·c(6,4):MOVE·206,60:
       FILL·c(6,5):RETURN
{GwAk} 1050·REM·7
{NsCj} 1060·IF·ft%·THEN·MOVE·88,112:FILL·c(7,1):
       MOVE·94,44:FILL·c(7,2):RETURN
{HrCp} 1070·MOVE·204,90:FILL·c(7,3):MOVE·204,126:
       FILL·c(7,4):MOVE·280,168:FILL·c(7,5):RETURN
{EkAl} 1080·REM·8
{GmCt} 1090·IF·ft%·THEN·MOVE·28,154:FILL·c(8,1):
```

```
      MOVE 20,144:FILL c(8,2):MOVE 152,138:FILL c(8,3
      ):RETURN
{GtBs} 1100 MOVE 324,138:FILL c(8,4):MOVE 328,164:
      FILL c(8,5):RETURN
{JiAl} 1110 REM 9
{EvCl} 1120 IF ft% THEN MOVE 80,282:FILL c(9,1):
      MOVE 80,238:FILL c(9,2):RETURN
{MrCr} 1130 MOVE 370,244:FILL c(9,3):MOVE 380,262:
      FILL c(9,4):MOVE 252,266:FILL c(9,5):RETURN
{FjAm} 1140 REM 10
{GjDm} 1150 IF ft% THEN MOVE 198,326:FILL c(10,1):
      MOVE 198,278:FILL c(10,2):MOVE 120,230:FILL c(1
      0,3):RETURN
{GnBw} 1160 MOVE 318,304:FILL c(10,4):MOVE 314,360:
      FILL c(10,5):RETURN
{AuAm} 1170 REM 11
{AiFl} 1180 IF NOT ft% AND NOT m% THEN MOVE 160,
      260:GOSUB 2230:FILL c(11,1):MOVE 204,202,,0:FIL
      L c(11,2):MOVE 270,176:FILL c(11,3):MOVE 198,19
      8:FILL c(11,4):MOVE 134,182:FILL c(11,5)
{OoAn} 1190 RETURN
{PtAl} 1200 REM 12
{FtFn} 1210 IF ft% AND NOT m% THEN MOVE 204,212:
      FILL c(12,1):MOVE 270,228:FILL c(12,2):MOVE 220
      ,144:GOSUB 2240:FILL c(12,3):MOVE 132,220,,0:FI
      LL c(12,4):MOVE 138,226:FILL c(12,5)
{KpAn} 1220 RETURN
{JmBr} 1230 LOCATE 19,20:PEN 1:PRINT USING"##";b;:
      'swap a/b
{AmBx} 1240 FOR f=1 TO 5:s(f)=c(a,f):c(a,f)=c(b,f):
      c(b,f)=s(f):NEXT f:RETURN
{FqAm} 1250 'clk
{DwBj} 1260 IF INKEY(39)=0 THEN 1290
{PmDk} 1270 c(no,6)=c(no,5):c(no,5)=c(no,4):c
      (no,4)=c(no,3):c(no,3)=c(no,2):c(no,2)=c
      (no,1):c(no,1)=c(no,6)
{OnAn} 1280 RETURN
{LtAm} 1290 'a/clk
{JlDk} 1300 c(no,6)=c(no,1):c(no,1)=c(no,2):c
      (no,2)=c(no,3):c(no,3)=c(no,4):c(no,4)=c
      (no,5):c(no,5)=c(no,6)
{BoAo} 1310 RETURN
{MkAm} 1320 'a keys
{JtDi} 1330 SOUND 1,200,40,15:LOCATE 14,20:PRINT
      "..":LOCATE 19,20:PRINT"..":LOCATE 15,19:PEN 9:
      PRINT"S"
{NnAm} 1340 WHILE-1
{CnBs} 1350 IF INKEY(64)=0 THEN a=1:GOSUB 1490:
      GOTO 870
{MiBs} 1360 IF INKEY(65)=0 THEN a=2:GOSUB 1490:
      GOTO 900
{NoBs} 1370 IF INKEY(57)=0 THEN a=3:GOSUB 1490:
      GOTO 930
{CsBq} 1380 IF INKEY(56)=0 THEN a=4:GOSUB 1490:
      GOTO 960
{DwBr} 1390 IF INKEY(49)=0 THEN a=5:GOSUB 1490:
      GOTO 990
{DxBs} 1400 IF INKEY(48)=0 THEN a=6:GOSUB 1490:
      GOTO 1020
{NpBr} 1410 IF INKEY(41)=0 THEN a=7:GOSUB 1490:
      GOTO 1050
{PjBs} 1420 IF INKEY(40)=0 THEN a=8:GOSUB 1490:
      GOTO 1080
{OlBs} 1430 IF INKEY(33)=0 THEN a=9:GOSUB 1490:
      GOTO 1110
{GlBu} 1440 IF INKEY(32)=0 THEN a=10:GOSUB 1490:
      GOTO 1140
{LrDp} 1450 IF INKEY(25)=0 AND ft% THEN SOUND 2,
      1000,30,15:RETURN ELSE IF INKEY(25)=0 THEN a=11
      :GOSUB 1490:GOTO 1170
{FiDs} 1460 IF INKEY(24)=0 AND NOT ft% THEN SOUND
      2,1000,30,15:RETURN ELSE IF INKEY(24)=0 THEN a=
      12:GOSUB 1490:GOTO 1200
{HjAk} 1470 WEND
{CrAo} 1480 RETURN
{AlFq} 1490 LOCATE 14,20:PEN 1:PRINT USING"##";a;:
      WHILE INKEY(60)<>0:WEND:LOCATE 17,20:PEN 9:PRIN
      T"&";:SOUND 1,200,10,15:FOR de=1 TO 200:NEXT:SO
      UND 1,200,10,15:WHILE-1:REM swap keys b
{BkCo} 1500 IF INKEY(64)=0 THEN b=1:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 870
{DiCp} 1510 IF INKEY(65)=0 THEN b=2:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 900
{MrCo} 1520 IF INKEY(57)=0 THEN b=3:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 930
{KiCo} 1530 IF INKEY(56)=0 THEN b=4:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 960
{DpCo} 1540 IF INKEY(49)=0 THEN b=5:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 990
{OxCr} 1550 IF INKEY(48)=0 THEN b=6:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 1020
{HqCp} 1560 IF INKEY(41)=0 THEN b=7:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 1050
{IlCr} 1570 IF INKEY(40)=0 THEN b=8:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 1080
{GoCr} 1580 IF INKEY(33)=0 THEN b=9:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 1110
{AwCr} 1590 IF INKEY(32)=0 THEN b=10:IF a=b THEN
      RETURN ELSE GOSUB 1230:GOTO 1140
{NtBv} 1600 IF INKEY(25)=0 AND NOT ft% AND a=11
      THEN b=12:GOTO 1230
{LvBt} 1610 IF INKEY(24)=0 AND ft% AND a=12 THEN
      b=11:GOTO 1230
{BmCl} 1620 IF INKEY(25)=0 AND NOT ft% THEN b=11:
      IF a<>b THEN GOSUB 1230:GOTO 1170
{ElCn} 1630 IF INKEY(24)=0 AND ft% THEN b=12:IF
      a<>b THEN GOSUB 1230:GOTO 1200
{JsAl} 1640 WEND
{HoAn} 1650 RETURN
{FiAm} 1660 'save
{OvDj} 1670 IF NOT p% THEN RETURN ELSE CLS:LOCATE
      3,12:PRINT"Enter your name":LOCATE 4,14:LINE IN
      PUT"...";name$
{EnDi} 1680 name$=UPPER$(name$):IF name$="" OR LEN
      (name$)>8 THEN 1670 ELSE OPENOUT name$+".hit"
{HnAp} 1690 WRITE #9,ft%
{EqBs} 1700 FOR no=1 TO 12:FOR f=1 TO 6:WRITE #9,c
      (no,f):NEXT f,no
{MoAo} 1710 CLOSEOUT
{KlCw} 1720 CLS:LOCATE 1,12:PRINT"Your record is
      saved":LOCATE 2,14:PRINT"[SPACE] to return."
{AnBl} 1730 WHILE INKEY$<>".":WEND:CLS:RETURN
{HnAl} 1740 'load
{HnCl} 1750 CLS:LOCATE 3,12:PRINT"Enter your name":
      LOCATE 4,14:LINE INPUT"...";name$
{CwCi} 1760 name$=UPPER$(name$):IF name$="" OR LEN
      (name$)>8 THEN 1750
{GvBn} 1770 CLS:LOCATE 4,12:PRINT"Loading now..."
{BoAv} 1780 OPENIN name$+".hit"
{CoAp} 1790 INPUT #9,ft%
{ArBs} 1800 FOR no=1 TO 12:FOR f=1 TO 6:INPUT #9,c
      (no,f):NEXT f,no
{BjAo} 1810 CLOSEIN
{PoAt} 1820 p%=-1:CLS:GOTO 1960
{KvAl} 1830 'menu
{PsAw} 1840 CLS:WHILE INKEY$<>"":WEND
{DqAn} 1850 WHILE-1
{OjBk} 1860 LOCATE 5,10:PRINT"1. New game."
{OoBi} 1870 LOCATE 5,12:PRINT"2. Save."
{ErBk} 1880 LOCATE 5,14:PRINT"3. Load."
{KsBj} 1890 LOCATE 5,16:PRINT"4. Info."
{EsBi} 1900 LOCATE 5,18:PRINT"5. Return."
{DnAx} 1910 LOCATE 5,20:PRINT"6. Quit."
{GnBi} 1920 i=VAL(INKEY$):IF i=0 THEN 1920
{NvBm} 1930 ON i GOSUB 60,1660,1740,1990,1960,1950
{CqAk} 1940 WEND
{LtBm} 1950 CLS:LOCATE 6,12:PRINT"GOODBY":END
{DiBk} 1960 IF NOT p% THEN RETURN'return
{KoBm} 1970 IF ft% THEN GOSUB 590:GOSUB 850:GOTO 70
{KmBo} 1980 IF NOT ft% THEN GOSUB 710:GOSUB 850:
      GOTO 70
{PsAl} 1990 'Info
{NxAl} 2000 MODE 1
{KtDv} 2010 PRINT"1 Form at least 5 single
      coloured stars.(There may two stars of the same
      colour)":PRINT"2 Match ALL opposite coloured f
      aces.":PRINT
{OsGt} 2020 PRINT"The visible part Nos 1-
      12, can be turnedby using keys 1 to 9 and '0','
      -' and 'f' but if selected AFTER [S] is
      then one ofa pair to be swapped. The centre p
      iececan be replaced by the hidden one
      whenselected twice."
{AkAt} 2030 WINDOW#1,7,34,13,21
{CjGv} 2040 PRINT#1,"[SPACE].....front/back
      [H].....here[S] 1st.....
      ....swap?[S] 2nd.....with?[(]+No....
      .....turn a/clk[M].....reflect hidden faces
      (Use when matching opposite faces-
      no colour change OK!)";
{FsAx} 2050 LOCATE 17,25:PRINT"[SPACE]"
{FmBl} 2060 WHILE INKEY(47)=-1:WEND:MODE 0:RETURN
{KqAl} 2070 'mirror
{CnBi} 2080 LOCATE 14,25:PEN 9:PRINT"M"
{EtAu} 2090 m%=-1:IF NOT ft% THEN 2160
{OmBp} 2100 MOVE 236,340:FILL c(2,4):MOVE 198,330:
      FILL c(10,5)
{AqBt} 2110 MOVE 380,256:FILL c(4,4):MOVE 376,260:
      FILL c(2,5)
{HlBp} 2120 MOVE 250,62:FILL c(6,4):MOVE 280,98:
      FILL c(4,5)
{NrBp} 2130 MOVE 88,112:FILL c(8,4):MOVE 94,44:
      FILL c(6,5)
{OvBs} 2140 MOVE 80,282:FILL c(10,4):MOVE 80,238:
      FILL c(8,5)
{BoAo} 2150 GOTO 2210
{FnBp} 2160 MOVE 140,338:FILL c(1,1):MOVE 118,300:
      FILL c(3,2)
{InBs} 2170 MOVE 72,164:FILL c(3,1):MOVE 76,138:
      FILL c(5,2)
{IlBs} 2180 MOVE 162,60:FILL c(5,1):MOVE 206,70:
      FILL c(7,2)
{LrBr} 2190 MOVE 324,138:FILL c(7,1):MOVE 328,164:
      FILL c(9,2)
{CiBq} 2200 MOVE 318,304:FILL c(9,1):MOVE 314,360:
      FILL c(1,2)
{CsAv} 2210 WHILE INKEY(38)=0:WEND
{DqBt} 2220 GOSUB 850:m%=0:LOCATE 14,25:PEN 1:
      PRINT"M":RETURN
{JmCo} 2230 PRINT CHR$(22);:MOVE 188,256:TAG:PRINT
      CHR$(252);:TAGOFF:PRINT CHR$(22);:RETURN
{JrCm} 2240 PRINT CHR$(22);:MOVE 188,162:TAG:PRINT
      CHR$(253);:TAGOFF:PRINT CHR$(22);:RETURN ●
```

JUST IN CASE YOU DIDN'T KNOW...

Just in case – after all, it's always possible – you don't know what those funny dots in the listing are for, here's the answer. They're there to indicated spaces – sometimes it's hard to tell how many spaces there are in a line containing text, say. (Getting the number of spaces wrong may not stop the program working, but it'll give you some funny check-sums when you run it through *Type-Writer*.)

AND THAT'S NOT ALL. Also in case you didn't already know, you can earn yourself vast amounts of cash by sending us *Type-Ins*. (We have to think they're good enough to publish, of course. And make sure you enclose an SAE so that we can send your tapes/disks back.)

Just to give you an idea, some *Type-Ins* can earn their authors between £15 (for some really weedy dozen-liner) to £40 for a truly colossal (no bigger than 10K, though), stupendous masterpiece (it really does have to be good to warrant that amount of space though).

So what're you waiting for? Get those listings in!

FRENCH TEST

For beginners and advanced alike

ONLY £15.95

Relieve the stress of GCSE or simply have fun doing homework - either way you cannot fail to learn using this colourful and flexible program

- Over 2500 words are organised into more than 80 different topics and 40 dictionary tests.
- The program works on two levels - a Quick Test for rapid revision and a Full Test for language learning.
- Simple menus and colourful graphics using flags and other symbols to guide you through the program.
- Enjoy the flexibility of merging and selecting from preset topics or add your own vocabulary and merge a term's homework to revise for your school exams.
- Standard GCSE topic areas are provided with all the necessary vocabulary plus some useful phrases - you just select which level you require : BASIC or HIGHER
- Charts recording the number of times a Test is done together with the last score achieved assist in the organising of a revision timetable.
- The inbuilt PROGRESS ASSESSMENT together with a sophisticated marking system will prove to you that this method of learning really works.

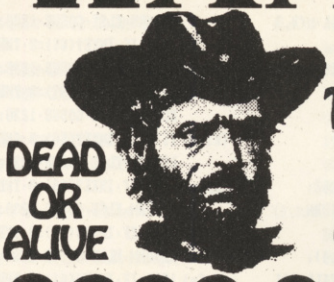
NOTE: Using this program ensures success at GCSE - pass or we guarantee to refund your money in full.

PLUS *LA GUILLOTINE - Hangman with a difference! Keep your head when guessing the translation.*

All CPCS - DISCS ONLY

cheques/P.Os to: **GMF Programs, Dept AA.**
21 Northwick Park Road,
Harrow, Middx. HA1 2NY Tel: (081) 861 2891

WANTED



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

CASH PRIZES

0898 31 35 78

INFODIAL POBox 36 LS1 4TN Call charges 33p Per Min Cheap 44p Per Min All Other Times

MAKE YOUR AMSTRAD EARN!

Yes making money with your Amstrad becomes incidental when you know how. Your micro is, if only you knew it, a gold mine. The size and make is irrelevant. Make the initial effort **NOW** by starting your own

HOME BASED BUSINESS

This may be the most important move you will ever make!

REMEMBER: You'll never get rich by digging someone else's "ditch". Anyone in the country, including YOU, can become very rich in a relatively short period of time just by doing a few basic things! It's more rewarding than playing games. The benefits are many and varied. Full or part time. For FREE details send S.A.E. to:



HOME BASED BUSINESS

31, PILTON PLACE (AA 13)
KING AND QUEEN STREET,
WALWORTH, LONDON SE17 1DR

COURSEMASTER

The Computer Horseracing Program

- RATES ANY RACE IN SECONDS - ANY DAILY NEWSPAPER IS ALL YOU NEED
- NEVER out of date - Both N. Hunt & Flat - Fast Data Entry
- AMAZING ACCURACY!! - Now you CAN BEAT THE BOOKIE!!
- Works on the simple principle that FAST HORSES BEAT SLOW ONES!!
- Clearly identifies best selection in every race plus these AMAZING features:-
- First, Second and Third choice shown for Forecasts & Tricasts, etc. Recommends most suitable type of bet.
- Actually works out your WINNINGS on most popular bets including SINGLES & DOUBLES, win and each way. PATENTS, YANKEES, CANADIANS, HEINZ etc. GOOD EACH WAY and LONG ODDS bets clearly shown.
- Will PRINT out your BETTING SLIP for you.
- Maintains a BANK ACCOUNT - BET like PROFESSIONALS do! Records all your bets in any number of accounts. Keep a complete record of your betting or compare COURSEMASTER against your favourite tipster.
- PLUS!!!! - The AMAZING COURSEMASTER SYSTEM. This superb betting system is included in the program. A system which regularly produces huge wins from small stakes. Try it! It can pay for itself many times over on the first day!
- Supplied with 20 Page BETTING GUIDE and MANUAL

FREE HOT TIP OF THE MONTH TO EVERY PURCHASER
@ £17.95 tapes, £19.95 discs, inc P&P + VAT

PERM-MASTER

If you are one of those pools punters who regularly uses the perm plans for entering your weekly coupon, (as we at Intraset recommend). Then it is often difficult to assess whether or not you have actually won. PERM-MASTER puts an end to that. With it you simply enter the number of points obtained for each of your selections, and PERM-MASTER does the rest. The program is supplied already with some of the top plans built in, but if your favourite is not there, then you can simply create your own, using the unique perm editor.

- FAST and SIMPLE to use.
- UNIQUE PERM EDITOR allows you to add plans not supplied (Simply edit the X's)
- For most BLOCK PERMS and SINGLE LINE plans. (Up to 25 selections)

Available as for POOLSMASTER @ £17.95 inc P&P + VAT

£ PROFIT FROM YOUR MICRO

- WHATEVER your MICRO is you can use it to make a good income!
- Even if you only have a couple of hours to spare each week.
- We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro.
- No computer expertise required!!
- Earn £££'s from home doing what you enjoy doing - using your COMPUTER!! It dosen't matter which model.
- You probably already have all you need to start earning.
- THOUSANDS of potential customers in your area who will GLADLY pay for your services. We will show you how to find them!
- Full step by step guide to EARNING MONEY FROM YOUR MICRO. FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY

£12.95 inclusive

All progs available for all PCW's, all IBM PC's + compatibles, Amstrad PC's, Atari + Amiga + CPC 6128. Coursemaster + Poolsmaster also available for Spectrums, Commodore 64+128, CPC 464+664.

POOLSMASTER

(Formerly 'Pools Predictor' by Conven Computer Systems)

The Computer Football Pools Predictor

The amazing POOLSMASTER program is by far the best Pools Predictor we have ever seen. In just 10 weeks of trying this program ourselves, we won no less than 12 dividends, the largest being nearly £300. Mr F. C. Hammond from Essex won nearly £10,000.00 in just 16 weeks. In his own words 'It's a licence to print money.' POOLSMASTER is simple to use and requires only that you keep the league tables up to date using your usual newspaper.

The result of many years research into the Football Pools by the programmer Martin Evans of C.C.S., the program is a materpiece of expertise, and is simplicity itself to use.

- Predicts Homes, Aways and Draws
- No fiddly typing in of teams names etc and no redundant databases.
- Instant read-out or Hardcopy if you have a printer.
- Uses scientific formula based on recent form home and away, league position, goals scored etc. It has long been realised that certain combinations of these factors return a much higher than average of draws than the laws of average would expect. POOLSMASTER looks for these factors and analyses their significance to give you the best possible chance of a win.
- Also has a 'Sequence Predictor' option. Many people believe that certain numbers on the coupon come up more often than others, and over a season patterns do seem to develop. The program analyses these patterns and predicts the numbers most likely to come up next. Certainly more scientific than sticking a pin in, or family birthdays etc.

If you do the POOLS then this is the program for you.
@ £17.95 tapes, £19.95 discs, inc P&P & VAT

+++SPECIAL OFFER+++

SPECIAL COMPENDIUM DISKS: *Please state British or Australian version*
CONTAINING BOTH POOLSMASTER AND PERM-MASTER - £36.95
CONTAINING POOLS, PERM and COURSEMASTER - £49.95
BUY ANY THREE DISKS (OR TWO INCL COMPENDIUM) AND RECEIVE PROFIT FROM YOUR MICRO ABSOLUTELY FREE

THE GRAPHOLOGIST

This program is a must for anyone interested in analysing their handwriting, or analysing other peoples. It is also very useful for analysing prospective employees handwriting. To use the program, a sample of handwriting is obtained, perferably in ink. From the main menu of the program you will be prompted and guided to examine each detail of the sample. You will then be taken through deeper and deeper sets of sub menus, all prompting you for relevant details of the writing, and the points to watch for, and add to the file if applicable.

Upon completion you are left with a disk file up to 15 pages long (depending on the depth of detail you choose), this file can then be edited within your word processor to produce a full report for the writer.

Fully experienced Graphologists can charge almost what they like for a full analysis, so this could prove a very lucrative business venture for you.

We must however stress, that unless you are experienced in graphology, then we can in no way guarantee the accuracy of the information that the program provides. If you are an enthusiastic amateur or just curious, then this program could provide hours of entertainment, whilst teaching you the finer art of this fascinating subject.

The text within THE GRAPHOLOGIST was researched and written by a top London graphologist/criminologist James Woodward. The software was written by Martin Evans our consultant software writer.

@ £49.95 inc P&P + VAT

CASHMASTER

Master your own finances. There is now no need to be frightened by accountancy software. CASHMASTER provides you with the easiest method yet invented to keep track of all your finances. Be you a business or professional individual, you are sure to need to know where your money is going. CASHMASTER will allow you to input all the necessary information per transaction in one simple operation, whilst allowing you to extract the absolute maximum from it all again with an array of statements and reports.

- Features VAT analysis
- Easy, natural data entry - Just like a handwritten ledger
- Any amount of ledger files
- Ledgers can span any time period, there is no one year limit
- Reports can be produced over any time span (1 day to 100 years)
- 90/99 Class Codes (User definable) per ledger file
- 30/99 Accounts per ledger file
- Detailed statements showing balances (Selected accounts & classes)
- Profit & Loss Statements (Selected accounts & class totals)
- Tagging of entries for extra report selectivity
- Items can be Inclusive, Exclusive or Zero VAT or VAT can be just ignored
- VAT element automatically calculated and displayed
- Pop up running total calculator
- Entries can repeated with just one key press (Standing Orders etc) Weekly, Fortnightly, Monthly, Quarterly, Half Yearly or Yearly
- Entries can be edited or deleted at any time
- Insert enteries anywhere, CASHMASTER puts them in chronological order for you.
- Reports directable to Screen, Printer or Disk file
- Detailed selectivity for reports
- Reference field for each entry (Invoice No, Desp Note No etc)
- 10,000 entries PC version, 2,200 PCWs
- No need for sorts, always in correct order
- All functions and operations available from main program screen
- Most functions operate from a single key press
- Scan through the ledger a line, or page at a time if required
- Split and merge file
- Class and Account code descriptions visible at all times. Scroll through pages of codes with one key press
- FREE seperate running total calculator for adding up those cheques, useful for those quick sums

WE APOLOGISE TO ALL OTHER SOFTWARE WRITERS AND TO ANYONE ELSE WHO HAS BOUGHT THE OTHER SO CALLED 'EASY TO USE' PROGRAMS. CASHMASTER REALLY DOES BLOW THE LID OFF COMPUTERISED ACCOUNTING.

THIS IS HOW IT SHOULD BE DONE

Not only superior to the competition, it's far cheaper too!
@ £29.95 inc P&P + VAT



INTRASET LTD, (DEPT AA)
FREEPOST
No 10 WOODSIDE AVENUE,
CLAYTON-LE-WOODS,
CHORLEY, LANCASHIRE PR6 7QF
Tel: **0490 3284** *9am - 6pm* or
02572 76800 *24hr ordering*
ORDER BY FAX 02572 74753

Diners Club International® VISA

GOT A 64? GET A COPY!

100

pages packed with unmissable reviews, tips, guides, previews, cheats and news



Get the most out of your 64!

Games *explained* - not just described

Free cassette!

Every issue has at least one complete game and a fistful of demos!

The world's best guide to 64 gaming

Put some LIFE into your machine

Commodore Format: It'll be quite good. Probably.

FIRST ISSUE ON SALE SEPT 20th * TELL THE WORLD THE GOOD NEWS!

STRATEGY SOFTWARE
Strategy games for the Amstrad CPC

- THE FALL OF FRANCE - 10th May to 25th June 1940	- BATTLE OF THE BULGE - 16th December to 16th January	OPERATION BARBAROSSA - 22nd June 1941 to 9th May 1945
10 German Army Group B invades Low Countries 13 Rommel's Panzers cross the Meuse 14 Rotterdam bombed 15 Dutch sign capitulation 16 German troops penetrate Maginot Line BEF retreat from Belgium 17 Germans enter Brussels 18 Antwerp falls 20 von Kleist's Panzers reach English Channel 21 BEF counter-thrust at Arras halted 23 Arras, Amiens and Boulogne fall 25 Allies retreat to Dunkirk 26 Calais surrenders. Evacuation of Dunkirk starts 28 Belgian Army surrenders 29 Germans take Ostend and Ypres	16 German artillery bombard weakly held American lines in Ardenne sector. German Panzer divisions force major breakthrough. 80km salient created 17 German units held up at St Vith and Bastogne by US units 21 German units attack St Vith forcing American units to pull back 22 German Advance stopped. US and British reserves brought forward to push Germans back 26 US Sends 3rd Army to relieve Bastogne	22 Germany invades Soviet Union 28 Germans take Minsk JULY 1 Germans take Riga SEPTEMBER 15 Seige of Leningrad begins 18 Germans take Kiev NOVEMBER 3 Kursk falls DECEMBER 5 German offensive on Moscow halted MAY 1942 28 Battle of Kharkov. Soviets suffer heavy casualties JANUARY 1943 18 Soviets relieve Leningrad 31 Germans routed at Stalingrad
Disk £12.00 Tape £10.00	Disk £12.00 Tape £10.00	Disk £12.00 Tape £10.00

State machine type. Outside UK add £1.00. Cheques or Postal Orders Payable to STRATEGY SOFTWARE
Send to - STRATEGY SOFTWARE (AA), 32 Albert Street, Seaham, Co Durham SR7 7LJ

ONLY POOLS AND HORSES

FOOTBALL BOXFORM £14.95 cass £17.95 disk
Not a gimmicky plaything but a genuine statistical analysis of football form the sole objective of which is to improve the chances of winning on the pools or fixed odds. **Written by a pools expert the program has forecast over 50% more draws than would be expected by chance.** Homes, aways & draws are shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Separate AUSTRALIAN POOLS program included in the price.

POOLS PLANNER £14.95 cass £17.95 disk
The perm book on a computer. Gives details of and checks 369 easy to enter block perms ranging from 9 to 73960 lines and from 12 to 56 selections.

RACING BOXFORM & HANDICAP WINNER £14.95 cass £17.95 disk
Two programs for the price of one. **BOXFORM** weighs up a race by considering the many facets of form. Easily amended to suit the user's ideas. **HANDICAP WINNER** shows the value for money bets. Over 1000 winners every year and ON DERBY DAY 1990 THE PROGRAM GAVE THE WINNERS OF 7 OUT OF 9 HANDICAPS. 20/1 10/1 7/1 11/2 4/1 4/1 6/4. **PROBABLY THE BEST DAY'S RESULTS EVER ACHIEVED, WITH OR WITHOUT A COMPUTER.**

SPECIAL OFFERS: Any 2 of the above £24.95 or £34.90 for all 3 (+£5 for discs in either case). Both offers include **FREE** program to work out almost any bet. So good it's used by bookies.

Why pay inflated prices? **BOX**oft **CLEVER get the BEST**
Advertised for five years in the sporting and computer press
BOXOFT (A/A), 65 Allans Meadow
Neston, South Wirral. L64 9SQ
Cheque/P.O./Access/Visa TEL: 051 - 336 - 2668 (24 hrs)

BLITZ BASIC COMPILER

AT LAST A FULL COMPILER FOR AMSTRAD LOCOMOTIVE BASIC

Blitz can convert your BASIC programs into fast running machine code and so help you to achieve a more professional product. Blitz is the fastest and most comprehensive BASIC compiler ever seen on the Amstrad CPC and will transform your programs within a few minutes.

With speed increases of up to 20 times Blitz will allow you to produce much quicker running programs whether they are graphical or just computational. It might well turn your slow running unplayable megablaster game into a fast running supergame that will amaze you.

An example of a typical speed expected is demonstrated by a graphical benchmark program called "Night Sky" which is used by a well known Z80 assembler to show the speed code it produces:-

BASIC 150 secs, PASCAL 22 secs, Blitz 15 secs, Z80 code 8 secs.

- ✱ Few restrictions and majority of Locomotive BASIC supported
- ✱ Large size programs as it compiles to disc and not to memory
- ✱ Integer / Real / String / mathematical functions
- ✱ Protect your ideas by converting algorithms to machine code
- ✱ RSX's supported allowing machine code routines to be linked in
- ✱ Many compiler options allowing efficient use of memory
- ✱ RSX commands giving more flexible access to the Bankmanager
- ✱ RSX commands to create and read files including headers
- ✱ Detailed information and demonstration programs included
- ✱ Backups allowed and no royalties payable

The Blitz compiler works ONLY on the CPC 6128 but the machine code it produces can be transferred to ANY of the 464 / 664 / 6128 computers
Blitz BASIC Compiler - £19.95 incl P&P, Outside UK add £1.00
Cheques or Postal Orders Payable to SPM Software

SPM SOFTWARE
Dept AA, 32a Albert Street, Seaham,
Co Durham, SR7 7LJ.

BACK ISSUE SERVICE

Few in stock, selling out fast

– get your copies while they last!



ISSUE 33 • £1.25
packages reviewed.



ISSUE 34 • £1.25
at simulators - Helicopters, planes and subs!

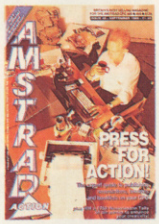


ISSUE 46 • £1.45
Good book guide, memory expansions explained plus Phil Howard's Insider Dealing and Emma Broadley.

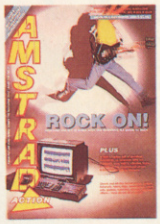


ISSUE 47 • £1.45
Lightgun and its games reviewed, Pandora games writing pack examined.

SORRY SOLD OUT!

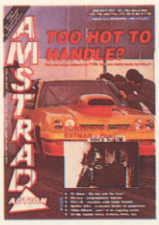


ISSUE 48 • £1.45
DTP special, 'How to'
Purple Saturn day and Rick Dangerous.



ISSUE 50 • £1.45
Midi series begins
Zealand Story and Continental Circus.

SORRY SOLD OUT!



ISSUE 51 • £1.45
Batman and Powerdrift get the treatment, PC Show report, RSX LIB, Nirvana and Sprites Alive reviewed.



ISSUE 52 • £1.95
Codemasters CD

SORRY SOLD OUT!



ISSUE 53 • £1.45
EPROMs feature, PD column begins plus an awesome Batmap.



ISSUE 54 • £1.45
Comms explained, RSXs laid bare, weather satellites and CRTC chip tips.



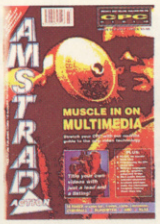
ISSUE 55 • £1.45
Education special, Heart research, Phil Howard takes over Cheat Mode with Myth Mastergame.



ISSUE 56 • £1.45
Free 'Cheat Mode' book, French scene explored, Mega game series begins.



ISSUE 57 • £1.45
Joysticks round-up, ECT show report, gallery and TWO Mastergames.



ISSUE 58 • £1.45
Mutli media on the CPC, PC - CPC transfers, Accounts and Fantasy World Dizzy map.



ISSUE 59 • £1.45
Four Raves and a Mastergame! *Naked Video* and *Blockbuster* series concluded.



ISSUE 60 • £1.45
Amstrad's new console and Plus machines under the microscope. Exclusive analysis.

ABOVE PRICES FOR UK ONLY ● OVERSEAS PRICES: EUROPE £5 ● REST OF WORLD £7
TO ORDER BACK ISSUES USE THE SUBSCRIPTIONS ORDER FORM OPPOSITE.

SORRY SOLD OUT!
ISSUES 1-30, 32, 35-45, 49

DON'T MISS OUT!

CHOOSE ONE OF THESE TOP THREE TITLES -YOURS FREE

FREE GAME!

WHEN YOU SUBSCRIBE TO AMSTRAD ACTION

LORDS OF CHAOS



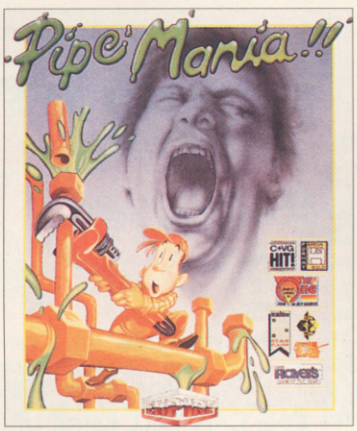
rt £9.95

RAVE!

Lords of Chaos **is the magical sequel to*Laser Squad* one of *AA*'s all time favourite strategy wargames.**

PIPE MANIA

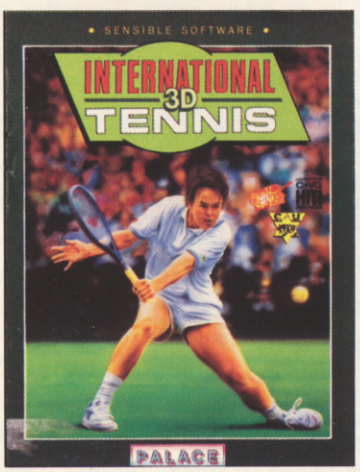
Incredibly addictive two player plumbing game. You'll never curse a U-bend again!



Worth £9.95

INTERNATIONAL 3D TENNIS

Tennis at its most realistic. Smashes, lobs and spin all in 3D for a whole season of on court action.



Worth £9.95

YOUR NO RISK GUARANTEE

You can cancel your subscription at any time and we will refund you for all unmailed issues.

PLUS...

You guarantee yourself a regular copy of Britain's leading magazine for the Amstrad, absolutely jam-packed with all the information you need to get the most out of your machine - delivered direct to your door.

12 ISSUES OF YOUR FAVOURITE MAGAZINE PLUS FREE GAME...

ALL THIS FOR ONLY £17.95

Simply complete the coupon below and return to us ASAP!

CAN'T WAIT? Then phone our **CREDIT CARD HOTLINE** on **0458 74011** and ask for Clare Bates for a fast and friendly service.

YES! **Please enter/renew my subscription to *Amstrad Action* and send me my free game.**

My choice of game is as follows *(pleae tick one only)*

☐ LORDS OF CHAOS ☐ INTERNATIONAL 3D TENNIS ☐ PIPE MANIA

My choice of subscription is as follows *(tick as appropriate)*

☐ UK (12 issues).....£17.95
☐ Europe (12 issues).....£32.95
☐ Rest of World (12 issues) £47.95

To ensure you get the best possible service all overseas subscriptions are sent Air Mail

Please also send me the following back issues *(see opposite page for prices)*

(circle) **46 47 51 52 53 54 55 56 57 58 59 60**

Name _____

Address _____

_____

Post Code _____

Total payment £ . **My method of payment is** *(tick your choice)*

☐ **Cheque** *(make payable to Future Publishing Ltd)*

☐ **Visa** ☐ **Access** **Expiry date** _____

Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Enclose this coupon (together with your cheque if applicable) in an envelope to:

Amstrad Action Subscriptions, FREEPOST, Somerton, TA11 7BR

25% or more off all non-budget software RRP

1st Choice for fast friendly service

EDUCATION

	Tape	Disc
Answer Back Quiz (6-11)	7.45	10.45
Fact Files for above *		
* Arithmetic (6-11)	3.70	6.70
* English Words (12 -)	3.70	6.70
* Gen. Know. (12 -)	3.70	6.70
* Gen. Science (14 -)	3.70	6.70
* Nat. History (10 -)	3.70	6.70
* Spelling (6-11)	3.70	6.70
* World Geog. (11 -)	3.70	6.70
Better Maths (12-16)	8.20	12.70
Chemistry GCSE	10.95	14.95
Early Maths (4-8)	6.70	10.95
Early Words (3-6)	6.70	10.95
French Mistress (A - B)	12.70	14.95
Fun School (2-5)	4.45	6.70
Fun School (5-8)	4.45	6.70
Fun School (8-12)	4.45	6.70
Fun School 2 (Under 6)	7.45	9.70
Fun School 2 (6-8)	7.45	9.70
Fun School 2 (Over 8)	7.45	9.70
FUN SCHOOL 3	see panel	
Geog. Map Quiz (9 -)	8.20	12.70
German Master (A - B)	12.70	14.95
Happy Letters (3-6)	7.45	10.95
Happy Numbers (3-5)	7.45	10.95
Happy Writing (3-6)	7.45	10.95
Map Rally (7-13)	7.45	10.95
Maths Mania (8-12)	8.20	12.70
Micro English (8-17)	17.95	17.95
Micro Maths (8-17)	17.95	17.95
Physics GCSE	10.95	14.95
Primary Maths (3-11)	17.95	17.95
Three Bears (5 +) 6128 only		12.70
Timeman One (4-9)	7.45	10.95
Timeman Two (4-10)	7.45	10.95
Word Hang (5 -)	7.45	10.95

BUSINESS

	Tape	Disc
Mini Office (Budget)	2.99	-
Mini Office 2	10.95	14.95
Promerge	-	18.70
Prospell	-	16.95
Protext	13.95	17.95
Sprites Alive (Req. 128k)	-	17.20
Sprites Alive - Compiler	-	22.45
Tasprint	10.95	10.95
Tassign	-	22.45
Tasspell	-	13.95
Tasword464 (or 6128)	17.95	19.95

LEISURE & SPORT

Adidas Cham. Football	9.70	10.95
Colossus Bridge	8.95	10.95
Colossus Chess 4	7.45	10.95
Complete Ent. Centre	7.45	9.70
Cycles	7.45	12.70
E. Hughes Int. Soccer	7.45	10.95
International 3D Tennis	7.45	10.95
Italy 1990 Winners	9.70	13.45
Kenny Dalglish Soc. 2	7.45	10.95
Kick Off 2	7.45	10.95
Manchester Utd.	7.45	10.95
Oriental Games	7.45	10.95
Tie Break	7.45	10.95
World Cham. Box Man.	7.45	10.95

BARGAIN BUYS

Adventure Quest	2.99	-
After Burner	-	5.99
Beyond The Ice Palace	2.99	5.99
Dark Fusion	-	5.99
Dragon Spirit	4.99	-
Dynamic Duo	3.99	6.99
Dynamite Dux	-	7.99
Empire Strikes Back	3.99	-
Fire Trap	3.99	5.99
Flunky	2.99	6.99
Future Knight	2.99	-
Galaxy Force	2.99	5.99
Hopping Mad	3.99	5.99
Howard The Duck	2.99	-
Karnov	2.99	5.99

ARCADE

	Tape	Disc
4th Dimension	9.70	13.45
Back to the Future 2	8.20	10.95
Bloodwych	7.45	10.95
Castle Master	7.45	10.95
Cyberball	7.45	10.95
Dan Dare 3	7.45	10.95
Dark Century	7.45	10.95
Defenders of the Earth	7.45	10.95
Dragons of Flame	8.20	10.95
Dr Doom's Revenge	7.45	10.95
Dynasty Wars	8.20	10.95
Escape P. Robot Mons.	7.45	10.95
E-Motion	7.45	10.95
Exploding Wall	7.45	10.95
Fighter Bomber	10.95	14.95
Impossamole	7.45	10.95
Klax	7.45	10.95
Ninja Spirit	7.45	10.95
P-47 Thunderbolt	7.45	10.95
Pipe Mania	7.45	10.95
Puffy's Saga	7.45	10.95
Rainbow Islands	7.45	10.95
Robocop	7.45	10.95
Scapeghost	10.95	14.95
Scramble Spirits	7.45	10.95
Shadow Warriors	7.45	10.95
Snow Strike	8.20	10.95
Sonic Boom	7.45	10.95
Spherical	7.45	10.95
Stunt Car Racer	7.45	10.95
Untouchables	7.45	10.95
Vendetta	7.45	10.95
X-Out	7.45	10.95
Zombie	7.45	10.95

BARGAIN BUYS

Licence to Kill	3.99	-
Moonwalker	3.99	-
Myth	-	6.99
Pacmania	3.99	-
Power Drift	3.99	6.99
Price of Magic	2.99	-
Pyraword *	2.99	*
Scramble Spirit	3.99	-
Tusker	3.99	6.99
Time Scanner	-	5.99
Toobin	5.99	5.99
Spitting Image	2.99	-

*Transfers to disc

BUDGET

	Tape	Disc
4x4 Off Road Racing	2.99	
Archon Collection	2.99	6.99
Arctic Fox	2.99	6.99
Bards Tale 1	2.99	6.99
Buggy Boy	2.99	
Fantasy World Dizzy	2.99	
Gary Linaker Hot Shot	2.99	
Ghosts N Goblins	2.99	
Guardian 2	2.99	
Ikari Warriors	2.99	
Joe Blade 3	2.99	
Little Puff	2.99	
Pegasus	2.99	6.99
Postman Pat 2	2.99	
Pro Tennis	2.99	
Pub Trivia	2.99	
Quatro Adv. (inc. Dizzy)	2.99	
Question of Sport	2.99	
Rockstar ate Hamster	2.99	
Space Harrier	2.99	
Spaghetti Western	2.99	
Spooky Castle	2.99	
Super Stock Cars	2.99	
Supertrux	2.99	
Thomas Tank Engine	2.99	
Thriller Pack	2.99	
Treasure Island Dizzy	2.99	
Wonderboy	2.99	
World Soccer	2.99	
Yes Prime Minister	2.99	
Yeti	2.99	
Yogi's Great Escape	2.99	
Air Wolf (1 or 2)	1.99 each	
Bomb Jack (1 or 2)	1.99 each	
Bronx St. Cop (L. Gun)	1.99	
Classic Arcadia	1.99	
Dan Dare	1.99	
F16 Falcon (L. Gun)	1.99	
Ghostbusters	1.99	
G. Gooch Match Cricket	1.99	
Jungle Warfare (L. gun)	1.99	
Pool	1.99	
Postman Pat	1.99	
Super Nudge 2000	1.99	
Steve Davis Snooker	1.99	

SUMMER SAVER

Buy any 2 items* and **save £1.**

Just deduct £1 for every 2 items ordered.

* Offer excludes blank CF2 discs.

Offer ends 30th September 1990.

Tape £2.99 CHEAT Disc £4.99

Ready to use cheats for your games.

CHOICE CHEATS 1

Cheats for 12 games including:Operation Wolf, Cybernoid, Joe Blade 2, and Shanghi Karate.

CHOICE CHEATS 2

Cheats for 12 games including: Tr. Island Dizzy, Batman Cap. Crus. Dragon Ninja and Arkanoid.

CHOICE CHEATS 3

Cheats for 12 games including:Thunder Blade, After Burner, Robocop, Skweek, Thunderbirds, Yabba Dabba Doo and Yogi Bear.

JOYSTICKS

Quickshot 3 Turbo	£8.95
Megablaster	£6.45
Delta 2000	£8.95
Star probe	£13.95
Quickjoy 2	£5.95
Q'joy 3 S. Charger	£8.95
Q'joy 5 Superboard	£14.95
Q'joy 6 Jet Fighter	£12.50

FUN SCHOOL 3

Under 5, 5 to 7 or 7 +

Tape 9.70 Disc 12.70

RIBBON REFRESH

Ribbon Restorer

Only £7.95

MAGNUM LIGHT PHASER

Complete with 6 games Only £29.95

BLANK DISCS

Maxell CF2 3" discs

£20.95 for 10

£10.95 for 5

£2.35 each

Prices include VAT and P & P subject to availability. UK only

To order, state name, address, computer, tape or disc and send it with a cheque or P O to

PHONE 0706 72728

1st Choice Software Ltd., Dept AA10, 4 Paul Row, Summit, Littleborough, Lancashire. OL15 9QG

Access VISA

1ST CHOICE SOFTWARE LTD

RIBBONS

MADE IN THE UK BY SWALLOW

Amstrad . . .

PCW 8256 Fabric LONGLIFE		2741LL	£4.95	Band C
PCW 8256 Fabric colours	*	2741Col	£4.95	Band C
PCW 8256 Multistrike Films		2741MS	£3.95	Band B
PCW 9512 Fabric LONGLIFE		2746LL	£4.95	Band C
PCW 9512 Fabric colours	*	2746Col	£4.95	Band C
PCW 9512 Multistrike Films		2746MS	£3.95	Band B
DMP 2000/3000/3160		2482FN	£2.95	Band A
DMP 4000		2426FN	£5.95	Band D
LQ 3500		2741LL	£4.95	Band C

Others . . .

Brother M1009/1109/1209	2412FN	£4.95	Band C
Commodore MPS-803	2412FN	£4.95	Band C
Canon PW1080A	2223FN	£4.95	Band C
Citizen 120D/180E/LSP-10	2488FN	£3.95	Band B
Citizen MSP-20/40/50	2477FN	£4.95	Band C
Citizen HQP-45	2478FN	£6.95	Band E
Citizen Swift 24 pin	2488DN	£4.95	Band C
Epson FX/MX/RX-80/LX-800	2273FN	£3.95	Band B
Epson LX/GX-80/LX-86/90	2454FN	£4.95	Band C
Epson LQ-400/500/800/850	2477FN	£4.95	Band C
Epson EX-800/1000	2774FN	£4.95	Band C
Epson MX/FX-100/1000/1050	2320FN	£4.95	Band C
Juki 6100 Daisywheel	2563MS	£3.95	Band B
Mann/Tally MT80/81	2698FN	£4.95	Band C
Mann/Tally MT85/87	2739FN	£4.95	Band C
Mann/Tally MT86/88	2740FN	£5.95	Band D
NEC PinwriterP1/P2/P6	2254FN	£4.95	Band C
NEC PinwriterP2+/P2200	2844FN	£4.95	Band C
NEC P6+/P7+	2870FN	£5.95	Band D
Panasonic KXP 1081/1090	2228FN	£4.95	Band C
Panasonic KXP 1180	2905RD	£4.95	Band C
Panasonic KXP 1124	2904RD	£4.95	Band C
Seikosha GP 100	2317FN	£3.95	Band B
Seikosha SL 80/SP 1000/1200	2741FN	£4.95	Band C
Seikosha GP 500/550	2236FN	£4.95	Band C
Shinwa CP-80	2698MS	£4.95	Band C
Star LC-10/NX 1000	2861FN	£3.95	Band B
Star LC-10 4 colour	2869Col	£5.95	Band D
Star LC-24 10	2868FN	£3.95	Band B
Star NL-10	2761FN	£4.95	Band C

★ new! COLOURS ★

CITIZEN 120D/180E/LSP-10	2488Col	£4.95	Band C
EPSON FX/MX-80	2273Col	£4.95	Band C
EPSON LX/GX-80/86/90	2454Col	£4.95	Band C
NEC P6+/P7+	2870Col	£6.95	Band E
SEIKOSHA GP 500A/550A	2236Col	£5.95	Band D
STAR LC-10/NX 1000	2861Col	£4.95	Band C
STAR LC-24 10	2868Col	£5.95	Band D

★ COLOURS AVAILABLE ARE - Blue/Brown/Red/Green

Buying more than one ?	2 - OFF	5 - OFF
Price Band A	£5.75	£12.95
Price Band B	£7.45	£16.95
Price Band C	£8.95	£19.95
Price Band D	£10.95	£22.95
Price Band E	£12.50	£27.80

If your ribbon is not listed - please enquire

WE CARRY RIBBONS FOR 800 DIFFERENT PRINTERS

---

cost effective computing starts here. . .

CASPELL computer

order line ☎ 0202-666155

fax line: 0202 - 668208

PAPER

BEST QUALITY white, wood free - LOW DUST specification

11x9.5"	60gsm FANFOLD LISTING	2000	£13.95
11x9.5"	70gsm MICROPERFORATED	2000	£15.95
11x9.5"	85gsm LETTER QUALITY	1000	£10.95
A4 size	70gsm MICROPERFORATED	2000	£19.95
A4 size	85gsm LETTER QUALITY	1000	£11.95
11x9.5"	NCR 2-PART PLAIN	1000	£21.95
11x9.5"	NCR 3-PART PLAIN	700	£24.95
...and of course there's our own UNIQUE A5 continuous paper			
A5 size	80gsm LETTER QUALITY	1000	£11.95

CARRIAGE:- PLEASE ADD £5.00 TO ANY ORDER FOR PAPER

DISKS

branded quality

BENCHMARK - SENTINEL "Need we say more!"

Superior disk for all applications - we use these ourselves

* High clip level and high magnetic coercivity
* High performance with reliability

	DS/DD	HD 1.2MB
5.25"	25 for just £13.95	10 for just £11.95
	50 for just £24.95	25 for just £24.95
	100 for just £47.95	50 for just £47.95
3.5"	DS/DD	HD 1.44MB
	10 for just £11.95	10 for just £23.00
	25 for just £24.95	25 for just £47.95
	50 for just £47.95	50 for just £89.95

...and for the AMSTRAD CPC:

3" maxell CF2 suits all 3" drives, single or double density

The very best HIGH GRADE disks

5 for just £11.50 10 for just £21.95

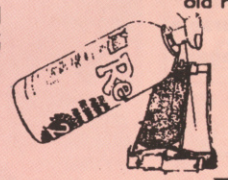
20 for just £43.90 plus FREE. . .

LOCKABLE DISK BANK (holds 20+) WORTH £9.95

Introducing **Re-ink**

FABRIC RIBBON RE-INKING FORMULA

still throwing your old ribbons away?



simple, easy re-inking at home

Here it is . . . new Re-ink

an OFFICE 21 product

for the 1990's

ONE CAN WILL Re-inK UP TO 100 RIBBONS!

Completely ozone friendly contains NO propellants or harmful solvents. Recyclable aluminium can.

only £12.95 inc vat

All fabric ribbon cassettes have lift off tops. Just lift off the top, spray a little ink and leave to dry. CLEAN, CLEAR BLACK PRINT again and again and again . . . .

ACCESSORIES

RIBBON REFRESH still only. . . . £8.95

Fanfold LABELS from AVERY

Standard address size available 1 or 2 across

3.5" x 1.5" . . . . £3.75 per 1000

many other sizes stocked - please enquire

CARRIAGE:- PLEASE ADD £2.50 TO ANY ORDER FOR LABELS

ALL OUR PRICES INCLUDE VAT

same day despatch + 1st class delivery

ALL ITEMS FREE DELIVERY except Paper and Labels

HOW TO ORDER

order by FREEPOST . . . or In PERSON

CASPELL COMPUTER
Dept AA
FREEPOST
Poole
Dorset BH15 2BR

OPEN 9 to 5pm MON/SAT

Unit 2A
Sterte Industrial Est
Sterte Road
POOLE Dorset
BH15 2AF

☎ 0202 - 666155
4 lines - 24 hrs

DELIVERY UK MAINLAND	PAPER + ENVELOPES	LABELS	EVERYTHING ELSE
3/5 DAY SERVICE	£5.00	£2.50	£ FREE
NEXT DAY SERVICE (orders placed by 3:00pm)	£10.00	£10.00	£10.00

PERSONAL CALLERS Free of Charge (of course!)

OVERSEAS (optional insurance) Surface shipping at cost

PAYMENT CHEQUES - made payable to CASPELL COMPUTER VISA and ACCESS POSTAL ORDERS

COPIES OF OUR TERMS OF TRADING ARE AVAILABLE UPON REQUQEST. ALL OFFERS ARE VALID FOR 28 DAYS

Cheat mode

PHIL HOWARD wades in with a terrifying tirade of, er, tips

Buggy Boy

Buggy Boy has always been a great game, but just that bit too difficult, until now. Good old Graham has sorted it for the Encore game, and provides us with that bit of extra time to cheat the chequered flag.

```
{AoAr} 1·'·Buggy·Boy···-tape-
{HvAq} 2·'·By·Graham·Smith
{FuAo} 3·'·More·time
{JsAm} 4·'·Method·1
{FuAj} 5·'
{JkAv} 10·DATA·21,36,05,22,41,01
{AvAv} 20·DATA·7c,32,7e,4e,c3,88
{AqAt} 30·DATA·4c,21,ed,9a,22,75
{HiAp} 40·DATA·9b:z=39661
{HnAr} 50·FOR·j=0·TO·18:READ·a$
{NqAs} 60·x=VAL("&"+a$):y=y+x
{AxAr} 70·POKE·j+z,x:NEXT·j
{NpAt} 80·IF·y()1963·GOTO·110
{NmAq} 90·MEMORY·z-1:LOAD"
{DwAo} 100·CALL·z+13
{HuAq} 110·PRINT"data·error
```

● Multiface poke for ***Buggy Boy*** tape:

ADDRESS	POKE	EFFECT
4E7E	85	
8141	36	More time
8142	85	

Pipe Mania

Graham has plumbed the depths (OK, so I used it a couple of months back – how many jokes are there about pipework anyway?) to stop you going 'round the bend with your ***Pipe Mania*** disk. Just one thing – save the poke to, and then run it from, disk or you will get a disk missing error!

```
{XmAt} 1·'·Pipe·Mania!!···-disc-
{HvAq} 2·'·By·Graham·Smith
{MqAq} 3·'·Slows·countdown
{FtAj} 4·'
{MnAv} 10·DATA·21,e4,07,22,e5,c7,c3
{EuAv} 20·DATA·d0,c7,e5,21,f9,25,36
{JvAt} 30·DATA·cd,23,36,f4,23,36,07
{PuAu} 40·DATA·e1,c3,68,bc,dc,ec,25
{HoAw} 50·DATA·3a,ff,25,ee,8a,32,ff
{CrAv} 60·DATA·25,c9,0,2,13,15,11,20
{AwAv} 70·DATA·24,3,6,16,22,18,4,8
{GiAr} 80·DATA·26,9:MODE·1
{HlAs} 90·FOR·j=0·TO·36:READ·a$
{BlAt} 100·x=VAL("&"+a$):y=y+x
{FoAt} 110·POKE·j+2011,x:NEXT·j
{BkAr} 120·IF·y()5042·GOTO·200
{JnAs} 130·OPENOUT"d":MEMORY·2000
{MnAx} 140·PRINT"Insert·game·disc·";
{DjAw} 150·PRINT"then·press·any·key"
{FlAs} 160·CALL·&BB18:MODE·0
{LmAu} 170·FOR·j=0·TO·15:READ·x
{MmAo} 180·INK·j,x:NEXT·j
{HjAv} 190·LOAD"screen.scr":CALL·2011
{BtAq} 200·PRINT"data·error
```

● No Multiface poke for this one!

Double Dragon

If you've ever looked at the "official" Amstrad mag. (obviously I'm not allowed to) you will know the name John Girvin of Belfast. He has been helping them out for quite a while now...

So what's he doing here in *AA*? That's for him to know and ***Double Dragon*** tape owners to theorise about! Hiya John, infinite thanks.

```
{GuAr} 1·'DOUBLE·DRAGON·hacks
{LnAp} 2·'By·John·Girvin
{OsAl} 3·'June·1990
{FtAj} 4·'
{EmBj} 10·MODE·1:CALL·&BC02:CALL·&BD37
{OxAx} 20·OPENOUT"d":MEMORY·&6AAB:CLOSEOUT
{OlAr} 30·LOAD"!double",&6AAC
{CwAq} 40·addr=&BE80:RESTORE
{HmAn} 50·READ·byte$
{ElBm} 60·IF·byte$="DRAGON"·THEN·CALL·&BE80
{JjAs} 70·POKE·addr,VAL("&"+byte$)
{BmAr} 80·addr=addr+1:GOTO·50
{OuAv} 90·'***·LEAVE·ALL·LINES·IN·***
{EvAw} 100·DATA·f3,21,ac,6a,11,ac,9a,01
{InAx} 110·DATA·3f,0f,ed,b0,21,9a,be,3e
{CmBj} 120·DATA·c3,32,16,bd,22,17,bd,c3
{DmAx} 130·DATA·ac,9a,cd,37,bd,21,00,00
{AnAx} 140·DATA·22,54,a6,21,ac,be,22,57
{DqAw} 150·DATA·a6,c3,10,a6,dd,21,c1,a8
{GmAv} 160·DATA·11,84,00,cd,50,a8,21,bf
{NtAx} 170·DATA·be,22,43,a9,c3,f8,a8,21
{KqAw} 180·DATA·c8,be,22,09,0a,c3,c4,09
{DlBj} 190·DATA·af,32,eb,4c,c3,e4,0c,c0
{PjAo} 200·DATA·DRAGON,4a
```

● Multiface poke for inf lives *Double Dragon*:

Address = 4CEB Poke = 00

Klax



Fed up of running out of space, time and just about everything else? Get further than you dreamed possible on the mega-addictive tablet-positioning (sounds dreadful put that way) game, ***Klax***. Thanks to Mike you need no longer say "Just one more go!"– you've got just as many as you can cope with.

```
{AmAr} 1·'·KLAX·disc·poke
{AsAq} 2·'·by·Mike·Wong
{GoAs} 3·'·Infinite·credits
{FtAj} 4·'
{EwAl} 10·MODE·1
{GoAp} 20·FOR·n=&40·TO·&5C
{AvAu} 30·READ·a$:a=VAL("&"+a$)
{CpAu} 40·POKE·n,a:c=c+a:NEXT
{AkAv} 50·IF·c()1962·THEN·130
{JvAr} 60·PRINT"Insert·KLAX..."
{PoAu} 70·CALL·&BB18:CALL·&40
{BxAt} 80·DATA·21,00,01,11,00,00
{OnAt} 90·DATA·0e,41,e5,df,5a,00
{NrAu} 100·DATA·21,53,00,22,05,01
{HwAt} 110·DATA·c9,af,32,ef,0b,c3
{CiAs} 120·DATA·00,04,3c,c0,07
{HmAr} 130·PRINT"Error..."
```

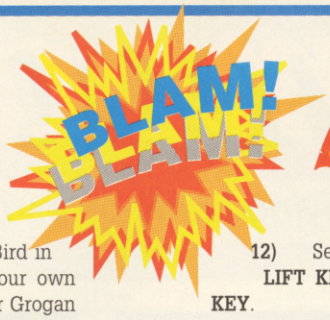
● Multiface poke for inf credits on *Klax*:

Address = 0BEF Poke = 00

SPOT THE DOT

Yep, you guessed it, the new system of replacing spaces in programs by a dot (Chr$ 144) has infected *Cheat Mode* (what will they think of next?), don't panic, though, they're not entirely terminal. "Got a dot?.. Replace with a space!" (I ought to be in advertising!).

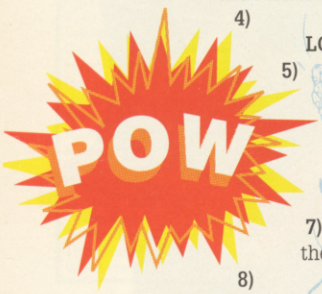
BATMAN: CAPED CRUSADER

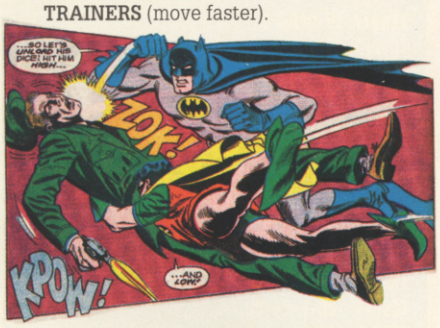




Batman: Caped Crusader game "A Bird in the Hand" gets solved in style by our own dynamic duo, Wayne Power and Peter Grogan (both 11 years old) of Waterford, Ireland. Did you know the word Penguin derives from the Welsh language Pen meaning Head and Gwyn – White...? No, neither did I.

1) Search for and get the **RED NOSE** (makes you invisible).
2) Find and collect the **SPANNER** (fixes broken machine).
3) Look for and collect the **BATARANG**, use the **BATARANG**.
4) Search for and get the **LOCKPICK**.
5) Find and collect the **BOMB**.
6) Get the **BAT-DISK**, insert the **BAT-DISK**, then make your way out.
7) Keep going right, collect the **SWEET** and **TRAINERS**.
8) Go back to the **LADDER** and climb it. 9) Get the **ROPE**. (used in room two halves)
10) Use **LOCKPICK** in room **TAKE YOUR PICK**.
11) Go into **WAREHOUSE**, use **RED NOSE** and **TRAINERS** (move faster).





12) Search for and collect **LIFT KEY**. Find **LIFT** and use **KEY**.
13) Find and get **DART** and **BREAD**.
14) If your energy is low use food (**TOAST** etc).
15) Search for and get the **GAME DISK**.
16) Look for and collect the **FRIED EGG**.
17) Move into room **TWO HALVES** and use the **ROPE**.
18) Climb the **ROPE**.
19) Get the **MAGNET** (makes the penguins bounce off).
20) Use the **DART** and collect the **PASS**, then climb down the **ROPE**.
21) Go back to the **LIFT ROOM** and use the **LIFT KEY**.
22) Leave the **WAREHOUSE**.
23) Move right until you come across the **LADDER**, climb the **LADDER**.
24) Keep moving right collect the **POP** and **TORCH**.
25) Climb down the **LADDER**. Go right and get the **KEY**.
26) Move left to the room **DON'T PASS GO**.
27) Use the **PASS** and go through the door.
28) Use the **TORCH**.
29) Use the **MAGNET**.
30) Search for and collect the **VIDEO TAPE**.
31) Use the **VIDEO TAPE** in the room with the TV turned off.
32) Search for and collect the **CUPCAKE**.
33) Check energy level and if low eat food. (**CUPCAKE**)
34) Find room **OPEN HALL DOOR** and use the **KEY**.
35) Go through the door and find the room **3 STEPS TO HELL**.
36) Go through the door and find the room **THE BIG TURN OFF**
37) Insert **GAME DISK** and the game is complete.

Rogue

Jonathan Nurse, an old friend of mine from Long Ashton, Bristol, has provided a poke for *Rogue* which gives you a head start over the competition. 100 strength to begin with on the tape game is yours for the typing.

```
{JqBj} 1·'100·strength·on·rouge·to·start·with
{CpAs} 2·'By·Jonathan·Nurse
{FsAj} 3·'
{AnAm} 10·a=&BEFF
{IwBk} 20·READ·a$:IF·a$="end"·THEN·GOTO·90
{AkAm} 30·a=a+1
{OqAq} 40·POKE·a,VAL(a$)
{MnAk} 50·GOTO·20
{PoAv} 60·DATA·&21,&40,&20,&11,&40,&00
{KwAx} 70·DATA·&01,&30,&79,&ed,&b0,&c3
{HtAq} 80·DATA·&40,&00,end
{NoAl} 90·MODE·1
{HvAq} 100·BORDER·0:INK·0,26
{DpAt} 110·INK·1,0:INK·2,6:INK·3,0
{JnAr} 120·LOAD"!scr",&C000
{HnAq} 130·MEMORY·&203F
{DrAq} 140·LOAD"!",&2040
{HsAq} 150·POKE·&838A,100
{BsAo} 160·CALL·&BF00
```

● Multiface poke for *Rogue* 100 strength:

Address = 838A Poke = 64

Slug

Jonathan Wilson from Loughgilly has a key-press for Alternative Software's budget game *Slug* – by pressing "L", "*", ">", "?" and SPACE you can move to the next level. Jon also tells me that he would have sent this cheat to the "other" magazine, but they are rubbish (or words to that effect)... is that a compliment or what?

Pro Boxing Simulator

You know, boxing's a funny old sport. In case your're in any doubt *Pro Boxing Simulator* is in fact *By Fair Means or Foul*, of a couple of years back. Not a bad game, but it's a bit of a nuisance if you already own the original. Anyway, Andy's cheat gives you any number of lives for each player.

```
{PiAu} 1·'·Pro·Boxing·Simulator
{MvAs} 2·'·Cheat:·ANDY·PRICE
{FsAj} 3·'
{NpAs} 10·DATA·2A,38,BD,E5,AC
{OwAr} 20·DATA·E1,22,2A,BE,AD
{ArAt} 30·DATA·21,37,BD,3E,C3
{JjAt} 40·DATA·77,23,3E,23,77
{CoAu} 50·DATA·3E,BE,23,77,21
{FoAq} 60·DATA·40,00,E3,11,00
{GuAr} 70·DATA·BB,00,C3,4A,3A
{PiAs} 80·DATA·21,09,07,22,21
{MrAp} 90·DATA·15,CF,00,00
{FxAr} 100·FOR·ad=&BE00·TO·&BE2B
{GvAu} 110·READ·a$:a=VAL("&"+a$)
{GkAt} 120·POKE·ad,a:x=x+a:NEXT
{BkAv} 130·IF·x=&F15·THEN·150
{KoAt} 140·PRINT"DATA·error":STOP
{JwAq} 150·MEMORY·&3000:LOAD""
{MrAt} 160·PRINT"Number·of·lives:"
{NoAs} 170·INPUT"Player·1:·";p1
{CmAt} 180·INPUT"Player·2:·";p2
{CnAv} 190·POKE·&BE24,p1:POKE·&BE25,p2
{IiAo} 200·CALL·&BE00
```

● Multiface pokes for *Pro Boxing*:

ADDRESS	POKE	EFFECT
1521	No.	lives Player 1
1522	No.	lives Player 2

Powerdrift

Garret Flynn from Milford, Co. Donegal, has drifted in with a really poweful poke for that erstwhile (peculiar word that!) Mastergame *Powerdrift*.

Now you too can drive yourself to distraction – it allows you 255 credits on the tape game.

```
{EjAw} 1·'Powerdrift·Cheat·-·255·Credits
{AvAo} 2·'By·Garret·Flynn
{PnBj} 3·'Multiface·Addr·=·2AA1··Poke·=·FF
{GiAp} 4·'Tape·method·1
{FuAj} 5·'
{HiAv} 10·DATA·21,16,bd,36,c3,23,36,0e
{PwAv} 20·DATA·23,36,be,c3,98,9a,21,17
{IrBi} 30·DATA·be,22,4f,a6,c3,08,a6,dd
{DmBi} 40·DATA·21,b9,a8,11,ab,00,cd,48
{EjAx} 50·DATA·a8,21,2a,be,22,62,a9,c3
{OvAt} 60·DATA·e3,a8,3e,ff,32,a1,2e,c3
{InAm} 70·DATA·00,44
{DiAo} 80·MEMORY·&5000
{JsAq} 90·FOR·addr=&BE00·TO·&BE31
{PrAs} 100·READ·a$:n=VAL·("&"+a$)
{OjAt} 110·POKE·addr,n:chk=chk+n:NEXT
{BkAx} 120·IF·chk()&157F·THEN·150
```

```
{PuAm} 130·LOAD"pd
{JpAo} 140·CALL·&BE00
{DpAw} 150·PRINT"Mistake·in·data!!!!
```

Blade Warrior

OK... OK! I know the gremlins crept into this infinite lives number last time we tried to print it, but let's face it when you say something like ***Blade Warrior***... Rest In Peace, you really are just asking for trouble! Thanks once again Graham.

```
{CjAs} 1·'·Blade·Warrior·-tape-
{HvAq} 2·'·By·Graham·Smith
{GwAx} 3·'·Infinite·lives·&·time
{JsAm} 4·'·Method·1
{FuAj} 5·'
{EtAt} 10·DATA·2a,38,bd,22,2a,be
{GpAt} 20·DATA·21,37,bd,36,c3,23
{NjAt} 30·DATA·36,1b,23,36,be,21
{LiAt} 40·DATA·40,00,e3,11,00,bb
{KpAs} 50·DATA·c3,4a,3a,af,32,1b
{CrAt} 60·DATA·03,3e,18,32,5c,62
{Kl4u} 70·DATA·3e,c9,32,a1,77,cf
{JwAq} 80·FOR·j=0·TO·41:READ·a$
{GtAt} 90·x=VAL("&"+a$):y=y+x
{KpAt} 100·POKE·j+48640,x:NEXT·j
{GiAr} 110·IF·y()3710·GOTO·140
{JjAr} 120·MEMORY·14900:LOAD"
{AmAp} 130·CALL·48640
{DkAq} 140·PRINT"data·error
```

● Multiface poke for ***Blade Warrior***:

ADDRESS	POKE	EFFECT
031B	00	Inf life
625C	18	Inf time
77A1	C9	R.I.P.

Space Harrier II

Yet another poke from the ever-present keyboard of the savior from Street. How does he do it? The disk version of ***Space Harrier II*** gets infinite lives thanks to the very prolific Graham Smith.

```
{MpAu} 1·'·Space·Harrier·II·-disc-
{HvAq} 2·'·By·Graham·Smith
{EwAs} 3·'·Infinite·lives
{FtAj} 4·'
{CtAu} 10·DATA·84,af,32,46,07,c3,00
{JvAu} 20·DATA·06,cd,ff,bb,21,d7,00
{FuAx} 30·DATA·cd,d4,bc,79,22,60,00
{LvAv} 40·DATA·32,62,00,11,00,00,21
{PkAw} 50·DATA·00,01,0e,41,df,60,00
{KtAt} 60·DATA·21,d8,00,22,05,01
{FsAr} 70·FOR·j=0·TO·40:READ·a$
{DsAt} 80·x=VAL("&"+a$):y=y+x
{BuAu} 90·POKE·j+215,x:NEXT·j
{GqAr} 100·IF·y()3272·GOTO·140
{MpAw} 110·PRINT"Insert·game·disc";
{AkAv} 120·PRINT"·then·press·a·key"
{CmAu} 130·CALL·47896:CALL·223
{DkAq} 140·PRINT"data·error
```

● Multiface poke for ***Space Harrier II*** (disk):

Address = 0476 Poke = 00

HEROES OF THE LANCE



It's been a long time coming, but then it's had a long way to come. The complete solution to ***Heroes of the Lance*** has arrived, courtesy of Grahame Welsh, who lives around the other side of the world in Maryborough, Australia.

"Good on ya, Cobber!" (Is that how it goes...?)

● Level 1

1) When you start go to the first door and push up.
2) Go right, until you reach the end of the corridor and push down.
3) Go right, pick up the **POUCH**, move right until you reach the second archway and push down.
4) Go left, kill the **SKELETON**, pick up the **GEM**, move left until the path widens between 2 walls, then push up.
5) Go right, miss the first door, pass the second, when you reach the third there should be a **STATUE** in front of you, then push up.
6) Go right, kill the DRACONIAN, go to the circle in the wall, a few metres in front of you, then push up.

● Level 2

1) Go right and push down.
2) Go left until you reach a sizeable gap, swap character to **RAISTLAN** (wizard), then jump over the pit.
3) Go left until you see a **TROPHY** type object, move the character on top of the object and pick it up.
4) Go left until the screen stops scrolling, go to the last door on the left and push up.

● Level 3

1) Go right until you come to what looks like an entrance to a temple, then push up.
2) Go right until you see **2 SHIELDS** on the wall, pick them both up and give the spare shield to another character (they need one to survive).
3) Go left until you see **3 SHIELDS** on the wall, take all 3 and give spares to other characters.
4) Keep moving left until screen stops scrolling and go to the door closest to the edge of the screen and push up.
5) Go right until you come to another temple entrance and push up.
6) Go right, kill the **SPIDER**, then kill the **WRAITH** (careful, they drain energy).
7) Move to the part of the screen where there is only ground, and push up.

● Level 4

1) Change character to **RAISTLAN**, then jump the pit, kill the **DRACONIAN**.
2) Keep going right to the end of the screen where there is a door, push up.
3) Go left, be careful of falling blocks (chose **TASSLEHOFF** – he dismantles traps).
4) Keep moving left until the black patch appears and push up.
5) Go left until you see a door next to 2 columns, miss the first door, push up.
6) Change to **RAISTLAN**, jump to the block in the middle of the screen, jump to the next block, then jump until you reach firm ground.
7) Walk towards the edge of the screen until you come to the door between the last 2 columns, then push up.

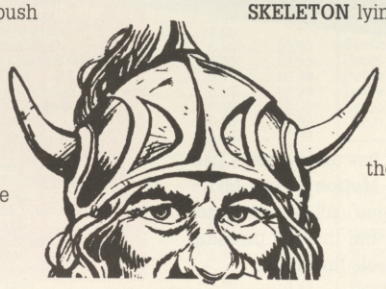
● Level 5

1) Kill the **SPIDER**, then move off left, to a ditch in the ground, and push down.
2) Go right to the last circle in the wall, then push up.
3) Go right to the end of the screen, then push up.
4) Go right until a circle on the wall is just in front of you and push up.
5) Go right, push up when you reach the circle at the end of the screen.
6) Go left, push up when at a circle just in front of you.
7) Go right, kill **SPIDER**, push up when you reach circle at end of screen.
8) Go left, push up when you reach a circle at the end of the screen.
9) Go right, pick up **COINS**, kill the **SPIDER**, push up when at the third circle.
10) Go left, kill final guardian (**TROLL**), then push up when at a circle.

● Final Level (Fight with Khisanth)

1) Quickly move out of sight of the **DRAGON** and change to **GOLDMOON**.
2) Cast the **PRAYER** spell, then go back and fire at the **DRAGON** to kill her.
3) Go right until you come to the very last **SKELETON** lying on the floor, go to the menu, select **TAKE**. The **DISKS** should then appear, so simply press Fire to take them.

Game completed!



Grand Prix Simulator 2

Jonathan Nurse of Bristol again here with a tip for ***Grand Prix Simulator 2*** – change the name of player 1 to INTEGRA and it will stop you being knocked out of the game, or, for a laugh, try COMPUTER.



1



2

Jungle Warfare

Mastertronic's ***Jungle Warfare*** gets the treatment now, by Mark Griffiths of Haverfordwest – press SHIFT + P to pause the game then press the keys A, S, Z, X, C, U, J, M and SHIFT down simultaneously, when you return to the game you will have infinite lives (not to mention dislocated fingers!).



Italy '90

I bet you never thought there would be a cheat for a football game in *Cheat Mode*, but believe it or not Richard (undecipherable second name but it looks like it might be Hunt) of Clwyd, Adam Docherty of Chiswick and Paul Williams of Abertillery have found one. If you press Function key "6" during play in U.S. Golds ***Italy '90*** the ref blows the whistle and you move straight into the penalty shoot-out (then, just like the real thing, you can boot it over the bar!).

MULTIFACE MADNESS

The game was afoot, weary superslueths Anthony Jones of Bletchley, David Aird of Waterthorpe, Stephen Troup of Kings Lynn and Garret Flynn of Milford, stalked increasingly elusive numbers through the failing light of evening. Lighted candles spread misty shadows across familiar keyboards. Suddenly, a blinding flash pierced the stillness, and a shriek was heard deep in the night...

NAME	ADDRESS	POKE	EFFECT
Savage part 1 (t)	033C	FF	255 lives
part 2 (t)	2611	00	256 lives
part 3 (t)	0C3B	00	256 lives
Wriggler (t)	8018	00	256 lives
Bigfoot (t)	1016	A7	Inf. lives
Subterranean Stryker (t)	7D36	A7	Inf. lives
Goonies (t)	465F	FF	255 lives
Cholo (t)	8316	A7	Invulnerability
Krakout (t)	7B3A	00	Inf. lives
Ball Crazy (t)	1C6F	A7	Inf. lives
Metal Army (t)	7362	00	Inf. lives
Dan Dare (t)	7C58	C9	Inf. lives
Ultima Ratio (t)	31D9	00	Inf. lives
Xcel (t)	33A4	00	Inf. lives
Mask (t)	8B16	3A	Inf. damage
Strider (t)	2BDE	A7	Inf. energy
	2BE9	A7	Inf. lives
Thunderbirds (t)	5E48	A7	Level 1 time
	5FFC	A7	Level 2 time
	57C6	A7	Level 3 time
	5746	A7	Level 4 time
Indianna Jones and the Last Crusade (t)	2249	A7	Inf. Whips
	31A7	A7	Inf. lives
Rolling Thunder (t)	4720	00	Inf. lives
	4740	00	Inf. energy
Rastan (t)	2353	00	Inf. lives
Garfield (t)	1EAC	00	Don't fall asleep
Druid (t)	4566	00	Inf energy

KER-BLAM



THE MULTIFACE WAY

The (t)s and (d)s before the address indicate whether the poke was written for a tape or disk game (they might work on both – it's worth a try). Just in case you don't already how to put in these BLACK BOX POKES, here are the steps to success.

a) Load the game as normal.
b) Press the RED button on the MULTIFACE.
c) Press "T" for tool.
d) Press "*" to make sure you select the code.
e) Press "H" for HEXADECIMAL input.
f) Press "SPACE" for input.
g) Type in the ADDRESS (4 characters, e.g. 3A7C)
h) Type in the POKE (2 characters, e.g. A7)
i) Press "RETURN"
j) If there is more than one poke goto (f)
k) Press "ESC" back to the menu.
l) Press "R" return to the game. rn to the game.

E-Motion

Justin Clarke of Holbrook has discovered a particularly fine cheat for ***E-Motion*** – type MOONUNIT (didn't Frank Zappa call his daughter that?) on the title screen and then by pressing "F" you can re-start 10 levels further on.

Exclusive! Multiface 2 espionage shock!

ROMANTIC ROBOT IN A SPY SCANDAL

By our own intelligent correspondent

A Third World diplomat was expelled from Britain last week for engaging in industrial espionage on behalf of an unnamed East European country, Foreign Office officials confirmed in London early this morning.

The diplomat was caught red-handed, using a unique computer add-on, known in the business as **MULTIFACE 2**. The device is used to **freeze, inspect and back-up** running CPC programs, sources familiar with the case said.

Magic button

Although seemingly just a small black box, it is apparently full of hi-tech wizzardry and even sports a so called **MAGIC BUTTON**.

Some sources suggested **MULTIFACE** could have been embargoed from exports to any non-NATO country, but Cocom officials could neither confirm nor deny the instrument had been included on the **list of banned equipment.**

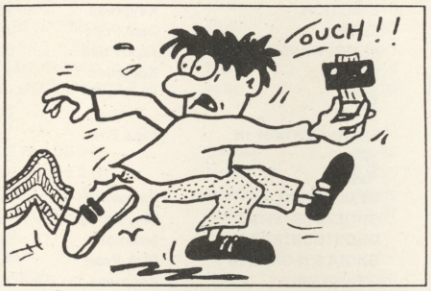
Cocom is a Paris based inter-governmental agency set up to monitor trade in **strategic goods** and create lists of such equipment whose **sale to potential enemy countries is prohibited.**

The unorthodox use of **MULTIFACE** by the diplomat, whose identity and country of origin remain hidden for fear of reprisals against British nationals, had been detected when a nurse in the envoy's Kensington Gardens estate reported a change in the man's habits to her Foreign Office contact.

"He visited a computer outfit, called **ROMANTIC ROBOT**, came back with a black box and has been spending every free minute in his den ever since," the 30-year-old woman, whose identity is protected under the Official Secrets Act, said.

"I've even heard him screaming '**Multiface, oh, Multiface**' in his sleep," the nurse added.

Contacted in his office at **ROMANTIC ROBOT**, a company spokesman said the question had put him on the spot.



"There's a saying one oughtn't believe any rumours until they have been officially denied, so I can neither confirm nor deny your story. I personally think it is utterly preposterous, but it's up to you to decide," the spokesman said.

He said he would rather not comment on reasons for the diplomat's strange behaviour.

"He seemed perfectly normal. He was, obviously, **very keen** to get the **MULTIFACE**, in fact he also bought the **Insider** disassembler and **RODOS** System, which we have on special offer of £9.95 and £19.95 respectively. But nobody at Romantic Robot has ever detected anything out of the ordinary in the envoy's manners."

"Your readers might find it interesting to **try Multiface themselves**," the spokesman said. "I hope their reaction would be just as ecstatic. Obviously they should excersise some degree of self-control - in their own interest!"

Not an advert

"Of course, I'd rather not if this were to sound as an advertisement but I am given to understand **MI5** are considering seeking an injunction on the sales of our device, so it might be wise to **send for a Multiface now**, before they find a co-operative judge. At **£37.95** (£10 below RRP) plus £1 p&p it is a real bargain - some may say it is even **more than one bargained for.**"

Foreign Office officials declined to comment, saying they would not debate cases where a judicial decision might be pending.

The Romantic Robot spokesman said his company could not accept responsibility for any mishaps occurring to anyone visiting its premises at 54 Deanscroft Ave, London NW9 8EN.

"**We seem to be getting most orders through the post, anyway,**" he added.

He said also those who'd rather use their **ACCESS/VISA** cards and order by telephone, at **081 200-8870**, should be extremely cautious in their choice of words.

"You never know who's listening in," he observed.

STAR SOFTWARE

29A Bell Street, Reigate, Surrey RH2 7AD. Tel: 0737 223869. FAX: 0737 246733

100% DYNAMITE
ONLY £10.99 CASS
Last Trail, Double Dragon, Wec Le Mans, After Burner

TOLKIEN TRILOGY
ONLY £7.99 CASS £11.99 DISC
The Hobbit, Lord of the Rings, Shadows of Mordor

10 COMPUTER HITS VOLUME 5
ONLY £4.99 CASS £9.99 DISC
Samuru Warrior, Morpheus, Tarzan, Traz, Mega Apocalypse, Magnetron, Ninja Hamster, Mystery of the Nile, Frightmare, Enlightenment Druid II

SUPREME CHALLENGE
ONLY £4.99 CASS £9.99 DISC
Elite, Ace II, Sentinel, Star Glider, Tetris

MEGA MIX
£10.99 CASS ONLY
Operation Wolf, Dragon Ninja, Real Ghostbusters, Barbarian II

★ FIVE STAR ★ VOLUME 3
CASS £5.99 DISC £7.99
Tempest, The Way of the Exploding Fist, Trapdoor, Tau Ceti Aliens, The Lord, Strike Force Harrier

TOP 30 AMSTRAD

	CASS	DISK
Batman The Movie	6.99	10.99
Beach Volley	6.99	10.99
Black Tiger	6.99	10.99
Bloodwych	6.99	10.99
Bomber	10.99	14.99
Cabal	6.99	10.99
Chase HQ	6.99	10.99
Cloud Kingdoms	6.99	10.99
Dan Dare 3	6.99	10.99
Double Dragon II	6.99	10.99
Escape Robot Monsters	6.99	
Ghostbusters II	6.99	10.99
Heavy Metal	6.99	10.99
Heroes	9.99	14.99
Int 3D Tennis	6.99	10.99
Klax	6.99	10.99
Laser Squad	6.99	10.99
Lords of Chaos	6.99	10.99
Ninja Spirit	6.99	10.99
Pipemania	6.99	10.99
Rainbow Islands	6.99	10.99
Rick Dangerous	6.99	10.99
Shadow Warrior	6.99	10.99
Sonic Boom	6.99	10.99
The Biz	10.99	
Turrican	6.99	10.99
Vendetta	6.99	10.99
X-Out	6.99	10.99

COMPUTER HITS VOLUME 2 ONLY £5.99
3D Starstrike, Superpipeline, Technician Ted, Android 2, Mutant Monty, Codename Mat, Moonbuggy, World Cup, Gauntlet, Fantasia

IN CROWD
ONLY £9.99 CASS
Karnov, Gryzor, Barbarian, Crazy Cars, Predator, Cowbat School, Platoon, Target Renegade

COMPUTER HITS VOLUME 4 ONLY £5.99
Bride of Frankenstein, Spindizzy, Pulsator, Sacred Armour of Antiriad, Revolution, Triaxos, Deactivators, Uchi Mata, City Slicker, Starquake, Elektraglide, Dandy

COMPUTER CLASSICS ONLY £3.99
Zynaps, Into The Eagle's Nest, Dynamite Dan, Aliens, Cauldron II

20 CHART-BUSTERS
ONLY £4.99 CASS
Ghostbusters, FA Cup Football, Agent X2, Kane, La Swat, Ninja Master, Rasputin, Ollie & Lisa, Ricochet, Zolix, Way of the Exploding Fist, Dan Dare, Formula I Simulator, Brian Jacks Superstar Challenge, Tau Ceti, I-Ball, Park Patrol, Thrust, Harvey Headbanger, War Cars

COMPUTER HITS VOLUME 3 ONLY £5.99
Herberts Dummy Run, Hi Rise, On the Run, Devils Crown, Wriggler, Dynamite, Elidon, Juggernaut, Geoff Capes, Strongman, Cauldron

NEW RELEASES COMING SOON

	CASS	DISK
Adidas Championship Football	6.99	10.99
Back to the Future II	7.99	10.99
Beach Volley Zombie	6.99	10.99
Boxing Manager	6.99	10.99
Dragons of Flame	6.99	10.99
Driving Force	6.99	10.99
F-16 Combat Pilot	10.99	13.99
Flimbo's Quest	6.99	10.99
Golden Axe	6.99	10.99
Oriental Games	6.99	10.99
Scapeghost	10.99	13.99
Secret Agent / Sly Spy	6.99	10.99
Sim City	6.99	10.99
The Champ	6.99	10.99
Tom & Jerry II	6.99	
World Cup Soccer	6.99	10.99

PLEASE NOTE: ORDERS FOR THESE ITEMS WILL BE DESPATCHED WITHIN 24 HOURS OF RELEASE

AMSTRAD FULL PRICE

	CASS	DISK
3D Pool	6.99	10.99
After the War	6.99	10.99
Astro Marine Corps	6.99	10.99
Battle of the Bulge	10.99	13.99
Black Tiger	6.99	10.99
Blockbusters	5.99	
Cabal	6.99	10.99
Coin Op Hits	6.99	10.99
Crackdown	7.99	10.99
Crazy Cars II	6.99	10.99
Cycles	6.99	10.99
Double Dragon	6.99	10.99
Dr Dooms Revenge	6.99	10.99
Dragon Spirit	6.99	10.99
E-Motion	7.99	10.99
EPYX2 I	10.99	14.99
Fiendish Freddy	6.99	10.99
Fourth Dimension	10.99	13.99
Games Summer Ed	6.99	10.99
Garfields Winter Tale	6.99	10.99
Gunship	10.99	14.99
Hard Drivin'	6.99	10.99
Heavy Metal	6.99	10.99
Impossamole	6.99	10.99
Kick Off	6.99	10.99
Knight Force	6.99	10.99
Laser Squad	6.99	10.99
Maze Mania	6.99	10.99
Mindstretchers	14.99	
Moonwalker	6.99	10.99
New Zealand Story	6.99	10.99
Op Wolf	6.99	10.99
Op Thunderbolt	6.99	10.99
P47 Thunderbolt	6.99	10.99
Pacland	6.99	10.99
Pacmania	6.99	10.99
Pipemania	6.99	10.99
Power Drift	6.99	10.99
Rick Dangerous	6.99	10.99
Shinobi	6.99	10.99
Sonic Boom	6.99	10.99
Strider	6.99	10.99
Test Drive II	6.99	10.99
Tusker	6.99	10.99
Untouchables	6.99	10.99
Vigilante	6.99	10.99
We Are The Champions	6.99	10.99
World Boxing Manager	6.99	
Xenon	6.99	10.99

EDUCATIONAL

Better Maths (12-16)	7.99	13.99
Fun School 2 (8+)	6.99	8.99
Fun School (5-8)	4.99	6.99
Fun School (Under 5)	N/A	6.99
Fun School 2 (6-8)	6.99	9.99
Spelling	N/A	6.99
Happy Writing	6.99	10.99
Better Maths (12-16)	8.99	
Better Spelling (9-14)	7.99	12.99
Biology I (12-16)	7.99	12.99
Geography Quiz (10+)	7.99	12.99

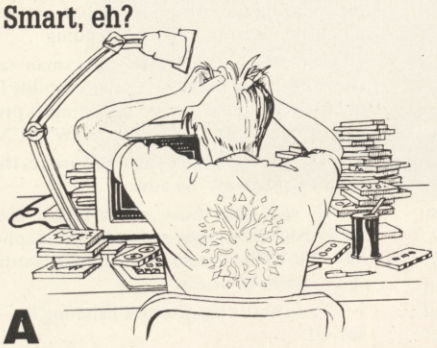
JOYSTICKS

Quickshot Turbo 3	9.99
Comp Pro 5000	14.99
Comp Pro Clear Extra	16.95
Arcade Joystick	14.99
Quickjoy Junior	6.95
Topstar Joystick (new)	23.95
Zipstick Joystick	14.95

+ MANY MORE

Cheat Mode Index

To save agonised phone calls to the *AA* office demanding the wereabouts of pokes, hints and tips for all the latest games, we've put together this definitive *Cheat Mode* index for the last twelve issue of *Amstrad Action*. Next to the game name you'll find the type of help offered (e.g. password, poke, map, solution etc) and then the issue it appeared in. Smart, eh?



A

AFTER THE WAR	Password	AA 60
AGENT X 2	Password	AA 53
AIRBORNE RANGER	Tape Poke	AA 58
AIRBORNE RANGER	Disk Poke	AA 59
ALTERED BEAST	Playing Tip	AA 57
ARMY MOVES	Password	AA 53
ASTRO MARINE CO	Keypress	AA 60
ASTRO MARINE CO	Password	AA 60

B

BARBARIAN 2	Disk Poke	AA 49
BATMAN	Tape Poke	AA 50
BATMAN (CAPED CRUS)	Solution	AA 61
BATMAN 3D	Disk Poke	AA 59
BATMAN THE MOVIE	Keypress	AA 53
BATMAN THE MOVIE	Map	AA 53
BATMAN THE MOVIE	Disk Poke	AA 57
BEDLAM	Keypress	AA 57
BEYOND ICE PALACE	Tape Poke	AA 56
BLACK TIGER	Disk Poke	AA 60
BLADE WARRIOR	Tape Poke	AA 58
BLADE WARRIOR	Tape Poke	AA 61
BOMBFUSION	Tape Poke	AA 58
BOULDERDASH	Tape Poke	AA 50
BOUNTY HUNTER	Keypress	AA 59
BUGGY BOY	Tape Poke	AA 61

C

CABAL	Tape Poke	AA 53
CASTLE MASTER	Disk Poke	AA 59
CASTLE MASTER	Solution	AA 59
CHASE HQ	Keypress	AA 56
CHOLO	Password	AA 53
CLASSIC ARCADIA	Tape Poke	AA 56
COMMANDO	Disk Poke	AA 50
COMMANDO	Tape Poke	AA 50
CONTINENTAL CIR	Disk Poke	AA 57
COUNT DUCKULA	Tape Poke	AA 60
CYBERNOID	Keypress	AA 55
CYBERNOID 2	Keypress	AA 55

D

DAN DARE	Tape Poke	AA 50
DIZZY 3	Solution	AA 54
DIZZY 3	Map	AA 58
DOMINATOR	Tape Poke	AA 49
DOUBLE DRAGON	Tape Poke	AA 61
DRAGON NINJA	Tape Poke	AA 49
DRAGON SPIRIT	Tape Poke	AA 57
DRAGONS LAIR 2	Tape Poke	AA 60
DRUID	Keypress	AA 55

E

E-MOTION	Keypress	AA 61
ELITE	Disk Poke	AA 49
ELVEN WARRIOR	Tape Poke	AA 56
EXOLON	Keypress	AA 55

F

FRANKENSTEIN JN	Tape Poke	AA 56

G

GEMINI WING	Password	AA 50
GHOSTBUSTERS 2	Playing Tip	AA 54
GHOSTBUSTERS 2	Solution	AA 55
GHOULS'N GHOSTS	Disk Poke	AA 58
GRAND PRIX 2	Keypress	AA 61
GRAND PRIX SIM	Keypress	AA 58
GRID IRON	Keypress	AA 60

H

HARD DRIVIN'	Tape Poke	AA 54
HARD DRIVIN'	Disk Poke	AA 58
HARD DRIVIN'	Playing Tip	AA 60
HARRIER ATTACK	Tape Poke	AA 50
HEROES OF LANCE	Solution	AA 61
HOPPIN' MAD	Tape Poke	AA 58
HOTROD	Disk Poke	AA 60
HUMAN KILLING MACH	Keypress	AA 60

I

IKARI WARRIORS	Tape Poke	AA 58
IMPOSSAMOLE	Keypress	AA 60
INDY JONES (LC)	Keypress	AA 52
INDY JONES (LC)	Keypress	AA 55
INTO EAGLES NEST	Disk Poke	AA 50
INTO EAGLES NEST	Keypress	AA 55
INTO EAGLES NEST	Keypress	AA 57
ITALIAN SUPERCAR	Tape Poke	AA 59
ITALY '90	Keypress	AA 61

J

JINKS	Keypress	AA 57
JOE BLADE 3	Tape Poke	AA 55
JOE BLADE 3	Playing Tip	AA 58
JUNGLE WARFARE	Keypress	AA 61

K

KLAX	Disk Poke	AA 61

L

LASER SQUAD	Playing Tip	AA 56
LAST NINJA 2	Keypress	AA 60
LICENCE TO KILL	Disk Poke	AA 50
LITTLE PUFF	Keypress	AA 58
LITTLE PUFF	Solution	AA 60
LOST CAVES	Tape Poke	AA 54
LOST CAVES	Tape Poke	AA 55

M

MONTY ON RUN	Tape Poke	AA 50
MR HELI	Disk Poke	AA 53
MUTANT FORTRESS	Tape Poke	AA 55
MYTH	Playing Tip	AA 57
MYTH	Disk Poke	AA 60

N

NAVY MOVES	Tape Poke	AA 51
NETHERWORLD	Tape Poke	AA 49
NEWZEALAND STORY	Tape Poke	AA 53
NEWZEALAND STORY	Keypress	AA 55
NUCLEAR HEIST	Keypress	AA 59

O

OLLI AND LISSA3	Tape Poke	AA 57
ONE MAN AND DROID	Password	AA 53
OPERATION GUNSHIP	Tape Poke	AA 52
OPERATION WOLF*	Keypress	AA 56

P

P47 THUNDERBOLT	Keypress	AA 56
PIPE MANIA	Password	AA 59
PIPE MANIA	Disk Poke	AA 61
PIRATES	Playing Tip	AA 59
POWERDRIFT	Tape Poke	AA 61
PRO BOXING SIM	Tape Poke	AA 61
PSYCHO HOPPER	Tape Poke	AA 59

R

RAINBOW ISLANDS	Playing Tip	AA 61
RAMBO 3	Tape Poke	AA 60
RANARAMA	Tape Poke	AA 50
REAL GHOSTBUSTERS	Disk Poke	AA 49
REAL GHOSTBUSTERS	Keypress	AA 57
RED HEAT	Tape Poke	AA 49
RENEGADE 3	Keypress	AA 51
RENEGADE 3	Keypress	AA 52
RICK DANGEROUS	Disk Poke	AA 49
ROGUE	Tape Poke	AA 61

S

SAIGON COMBAT UNIT	Tape Poke	AA 55
SHINOBI (DEMO)	Tape Poke	AA 52
SILKWORM	Tape Poke	AA 49
SKWEEK	Disk Poke	AA 50
SOLDIER OF LIGHT	Tape Poke	AA 59
SPACE HARRIER	Tape Poke	AA 56
SPACE HARRIER 2	Disk Poke	AA 61
SPINDIZZY	Keypress	AA 60
STARION	Password	AA 53
STORMLORD	Keypress	AA 55
STRIDER	Keypress	AA 59
STUNT BIKE SIM	Keypress	AA 57
SUPER STUNTMAN	Keypress	AA 55
SUPERTANK SIM	Keypress	AA 56
SUPERTANK SIM	Tape Poke	AA 56

T

TEMPEST	Keypress	AA 57
THRUST	Keypress	AA 59
THUNDERBIRDS	Disk Poke	AA 50
THUNDERBIRDS	Password	AA 50
THUNDERBIRDS	Map	AA 51
THUNDERBIRDS	Playing Tip	AA 51
THUNDERBIRDS	Solution	AA 58
THUNDERCATS	Tape Poke	AA 50
TOOBIN'	Disk Poke	AA 57
TOTAL ECLIPSE	Disk Poke	AA 49
TURBO BOAT SIM	Keypress	AA 57
TURBO CHOPPER SIM	Keypress	AA 58
TYPHOON	Tape Poke	AA 55

U

UNTOUCHABLES	Keypress	AA 55
UNTOUCHABLES	Keypress	AA 57

V

VAMPIRE	Tape Poke	AA 54

W

WAR MACHINE	Tape Poke	AA 52
WHO DARE WINS (C)	Tape Poke	AA 52
WIZARD WILLY	Tape Poke	AA 54
WONDER BOY	Tape Poke	AA 60
WONDERBOY	Playing Tip	AA 60

X

XENON	Tape Poke	AA 51
XOUT	Keypress	AA 59
XYBOTS	Disk Poke	AA 49

Y

YOGI'S GREAT ESCAPE	Tape Poke	AA 60

MULTIFACE POKE INDEX

A		
AFTER THE WAR (t)	Lives	AA 58
AIRBORNE RANGER (t)	F.aid	AA 58
AIRBORNE RANGER (d)	F.aid	AA 59
APPRENTICE (t)	Mult	AA 59
ARMY MOVES (d)	Lives	AA 59
ARTURA (t)	Energy	AA 58
ATF (-)	Lives	AA 59
B		
BALL CRAZY (t)	Lives	AA 61
BARBARIAN 2 (t)	Lives	AA 58
BATMAN (3D VERS) (d)	Mult	AA 59
BATMAN THE MOVIE (-)	Grenad	AA 55
BATMAN THE MOVIE (-)	Grenad	AA 56
BATMAN THE MOVIE (d)	Mult	AA 57
BATTLE OF BRITAIN (t)	Fuel	AA 60
BATTY (t)	Lives	AA 55
BATTY (t)	Lives	AA 56
BEYOND THE ICE PAL (t)	Mult	AA 56
BIGFOOT (t)	Lives	AA 59
BIGFOOT (t)	Lives	AA 61
BIONIC COMMANDO (-)	Lives	AA 59
BLACK TIGER (d)	Lives	AA 60
BLADE WARRIOR (t)	Mult	AA 58
BLADE WARRIOR (t)	Mult	AA 61
BOBBY BARING (t)	Helps	AA 58
BOMBFUSION (t)	Mult	AA 58
BOMBJACK (t)	Mult	AA 57
BOMBJACK 2 (t)	Lives	AA 57
BRIAN BLOODAXE (t)	Lives	AA 58
BRONX STREET CO (t)	Mult	AA 60
BUBBLE BOBBLE (d)	Lives	AA 58
BUBBLE BOBBLE (t)	Lives	AA 58
BUGGY BOY (t)	Time	AA 55
BUGGY BOY (t)	Time	AA 56
BUGGY BOY (t)	Time	AA 61
C		
CHASE HQ (d)	Mult	AA 55
CHASE HQ (t)	Mult	AA 55
CHASE HQ (d)	Mult	AA 56
CHASE HQ (t)	Mult	AA 56
CHICAGO 30S (t)	Lives	AA 60
CHOLO (t)	Invuln	AA 61
COBRA (t)	Shots	AA 57
COMBAT SCHOOL (t)	Timer	AA 55
COMBAT SCHOOL (t)	Timer	AA 56
CONTINENTAL CIRC (d)	Contin	AA 57
COUNT DUCKULA (t)	Enemy	AA 60
CRAZY CARS (t)	Time	AA 58
CRITICAL MASS (t)	Craft	AA 60
D		
DALEY THOMPSON (t)	Lives	AA 58
DAN DARE (t)	Lives	AA 61
DEFLEKTOR (t)	Mult	AA 57
DESOLATOR (-)	Lives	AA 59
DIZZY 3 (t)	Lives	AA 58
DOODLEBUG (t)	Lives	AA 58
DOUBLE DRAGON (t)	Lives	AA 61
DRAGONS LAIR (-)	Lives	AA 59
DRUID (t)	Energy	AA 61
DYNAMITE DUX (d)	Credit	AA 58
E		
ELITE (-)	Mult	AA 53
F		
FAST FOOD (t)	Lives	AA 55
FAST FOOD (t)	Lives	AA 56
FINDERS KEEPERS (t)	Lives	AA 59
FIRETRAP (t)	Lives	AA 57
FORGOTTEN WORLD (-)	Mult	AA 53
FRANKENSTEIN JN (t)	Mult	AA 56
FUTURE KNIGHT (-)	Lives	AA 59
G		
GAME OVER (t)	Lives	AA 55
GAME OVER (t)	Lives	AA 56
GAME OVER 2 (d)	Lives	AA 60
GARFIELD (t)	Sleep	AA 61
GHOULS 'N' GHOST (d)	Lives	AA 55
GHOULS 'N' GHOST (d)	Lives	AA 56
GLIDER RIDER (t)	Mult	AA 60
GOONIES (t)	Lives	AA 61
GUNSMOKE (t)	Lives	AA 60
H		
HEAD OVER HEELS (t)	Mult	AA 60
HOPPING MAD (t)	Lives	AA 58
HOTROD (d)	Fuel	AA 60
I		
I BALL (t)	Lives	AA 58
IKARI WARRIORS (t)	Mult	AA 57
INDIANA JONES (t)	Mult	AA 61
INSIDE OUTING (t)	Mult	AA 58
ITALIAN SUPERCAR (t)	Mult	AA 59
J		
JOE BLADE 3 (t)	Baddie	AA 55
JOE BLADE 3 (t)	Mult	AA 55
JOE BLADE 3 (t)	Baddie	AA 56
JOE BLADE 3 (t)	Mult	AA 57
K		
KANE (t)	Helps	AA 58
KARNOV (t)	Lives	AA 59
KLAX (d)	Credit	AA 61
KNIGHT FORCE (d)	Mult	AA 58
KRAKOUT (t)	Lives	AA 61
L		
LICENCE TO KILL (t)	Lives	AA 59
LICENCE TO KILL (d)	Mult	AA 60
LOST CAVES (t)	Level	AA 55
M		
MASK (t)	Damage	AA 61
MEGA APOCALYPSE (t)	Lives	AA 58
MEGA APOCALYPSE (t)	Lives	AA 59
METAL ARMY (t)	Lives	AA 61
MIG 29 SOVIET F (t)	Mult	AA 57
MIKIE (t)	Invuln	AA 57
MYTH (d)	Mult	AA 60
N		
NINJA SPIRIT (d)	Credit	AA 60
NODES OF YESOD (t)	Lives	AA 59
O		
OLLI AN LISSA 3 (t)	Mult	AA 57
OPERATION GUNSHIP (t)	Mult	AA 56
OPERATION THUND (t)	Lives	AA 55
OPERATION THUND (t)	Lives	AA 56
OUT RUN (t)	Time	AA 60
P		
PALITRON (t)	Energy	AA 58
POWERDRIFT (t)	Credit	AA 61
PRO BOXING SIM (t)	Lives	AA 61
PSYCHO HOPPER (t)	Mult	AA 59
PSYCHO PIGS UXB (-)	Lives	AA 59
R		
R-TYPE (-)	Credit	AA 55
R-TYPE (-)	Credit	AA 56
R-TYPE (-)	Mult	AA 59
RAINBOW ISLAND (d)	Restar	AA 57
RAMBO 3 (t)	Cont	AA 60
RASPUTIN (t)	Health	AA 58
RASTAN (t)	Lives	AA 61
RED HEAT (t)	Mult	AA 59
RICOCHET (t)	Lives	AA 58
ROADBLASTERS (t)	Mult	AA 58
ROGUE (t)	Energy	AA 61
ROLLING THUNDER (t)	Mult	AA 61
S		
SAIGON COMBAT U (t)	Mult	AA 55
SAVAGE (t)	Lives	AA 61
SCOOBY DOO (t)	Ghosts	AA 58
SCOOBY DOO (t)	Lives	AA 59
SDI (t)	Lives	AA 58
SHADOW SKIMMER (t)	Lives	AA 58
SHINOBI (-)	Lives	AA 55
SHINOBI (-)	Lives	AA 56
SIDEARMS (-)	Lives	AA 59
SLAP FIGHT (t)	Lives	AA 60
SOLDIER OF LIGHT (t)	Lives	AA 59
SONIC BOOM (d)	Credit	AA 60
SPACE HARRIER (t)	Fire	AA 56
SPACE HARRIER 2 (d)	Lives	AA 61
SPLIT PERSONALITY (t)	Mult	AA 58
STORMLORD (t)	Invuln	AA 60
STRIDER (t)	Energy	AA 61
SUBTERANEAN STR (t)	Lives	AA 61
T		
TAU CETI 2 (-)	Mult	AA 52
TECHNO COP (t)	Mult	AA 60
THE HIT SQUAD (t)	Lives	AA 56
THUNDERBIRDS (t)	Lives	AA 61
THUNDERCATS (t)	Lives	AA 60
TIMESCANNER (d)	Balls	AA 59
TOOBIN' (d)	Credit	AA 57
TURBO ESPRIT (t)	Lives	AA 55
TURBO ESPRIT (t)	Lives	AA 56
TURBO OUTRUN (-)	Credit	AA 59
TWIN TURBO V8 (-)	Mult	AA 58
TYPHOON (t)	Lives	AA 55
U		
ULTIMA RATIO (t)	Lives	AA 61
UNTOUCHABLES (t)	Times	AA 55
UNTOUCHABLES (t)	Times	AA 56
V		
VICTORY ROAD (t)	Lives	AA 60
VIGILANTE (-)	Lives	AA 55
VIGILANTE (-)	Lives	AA 56
VINDICATOR (-)	Mult	AA 55
VINDICATOR (-)	Mult	AA 56
VIXEN (-)	Lives	AA 59
W		
WARLOCK (t)	Lives	AA 58
WEC LE MANS (t)	Time	AA 55
WEC LE MANS (t)	Time	AA 56
WIZARD WILLY (t)	Lives	AA 56
WONDER BOY (t)	Lives	AA 60
WRIGGLER (t)	Lives	AA 61
X		
XCEL (t)	Lives	AA 61
XEVIOUS (-)	Lives	AA 59
Y		
YABBA DABBA DOO (t)	Lives	AA 59
YIE AR KUNG FU (t)	Energy	AA 57
YOGIS GREAT ESC (t)	Mult	AA 60
Z		
ZOLYX (t)	Lives	AA 58



BUYERS GUIDE

This is the place to find what software and hardware is available for your CPC. We list programs by category, and provide producer; phone number; price; issue in which the item was reviewed; and last but not least, a brief description of the program's features and, where appropriate, shortcomings.

But don't take our word for it: if you're in doubt read the original review before you splash out, and make sure by asking the person you're buying from that it meets your particular needs. Best of all is a try-out, if you can find a friend who has what you're thinking of buying.

BUYERS GUIDE WORD PROCESSING

Brunword

Brunning Software ☎ 0245 252854
£30.00 (6128) disk, £25 (464) disk ● AA24
Complete word processor package with spelling checker, 30,000-word dictionary and card filing program. Spell checker and dictionary loaded with the main program. 40, 80 and 128 column screen modes and fast screen response. Tutotrial file makes learning the system easy.

Tasword

Tasman Software ☎ 0532 4388301
464, 464D, 6128, £19.95 tape, £24.95 disk ● AA1

464 is the tape-based version (the same as Amsword). 464D has enhancements for a disk drive. 6128 makes full use of a 6128's extra memory. The latter pair include mailmerge facility. Easy to get to know: comprehensive help screens. Screen operations are slow, but may be customised for greater speed.



Protext

Arnor ☎ 0733 68909
£19.95 tape, £26.95 disk, £39.95 ROM ● AA3
Lightning fast on all tasks involving screen. True merging from separate files and disks to the cursor position is easy, and *Protext* supports standard CPC RSXs like DISC, TAPE, CAT etc. ROM version is excellent. Bad points: maximum file space limited to machine memory – about 22K on disk, 38K for the ROM version. As used by *AA*, if that's any recommendation (don't answer that).

BUYERS GUIDE PRINTERS

Manufacturers' recommended retail prices are listed as guidelines, but heavy discounts are offered by retailers. Printers require an additional lead for connection to the CPC. You'll need an Amsoft PL-1, which should be available from your local computer stockist.

Citizen 120D

☎ 0800 282692
£199 + VAT ● AA43
Dimensions: 3.7 kgs, and 370mm x 90mm x 238mm. Draft quality is 'dotty,' and poor, but NLQ is sharp and simple. A quiet beast, with cable to the computer connected on the side. Manual includes a complete written breakdown of all the printer control commands and their effects.

Mannesmann Tally MT81

☎ 0734 788711
£149 + VAT ● AA43
Dimensions: 70mm x 100mm x 265mm; weight, 4.5 kgs. Prints Epson and IBM graphics. Draft mode print quality is good: square printhead pins put ink onto greater areas. The printed output is more ornate than the Citizen. Manual is superb, but falls down in failing to explain control codes: for that you have to buy the applications manual. Certainly a very good buy.

Panasonic KXP1081

☎ 0753 73181
£219 +VAT ● AA29
Similar to DMP2000/2160: chunky, 9 pins, 10 inch carriage and compatible with Epson codes. Thorough A4 manual, good NLQ mode – better than DMP – and condensed, draft and NLQ modes.



Star LC-10

☎ 0494 471111
£199/259 + VAT ● AA32
First price is for standard dot matrix printer. Fonts selected by button, rather than typing in fiddly control code. Second price is for relatively inexpensive colour model. Uses multi-colour ribbon to produce different mixes, though there are currently few commercial programs which can take advantage of this capability.

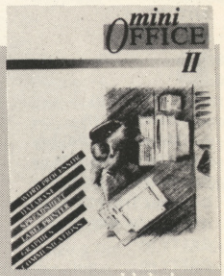
BUYERS GUIDE INTERGRATED PACKAGES

Info-Script

Brunning ☎ 0245 252854
£50 disk ● 128K only ● AA35
Billed as the "complete database with word-processor and spelling checker", it's best with 256K. Well set up, easy to use and allows for changes in layout and content. Recently 'supercharged'.

Mini Office II

Database ☎ 0625 878888
£14.95 tape, £19.95 disk ● AA6



Astonishingly cheap word processor, database, spreadsheet, graphics, comms and label printer all-in-one, it's continued to sell, and sell, and sell... Not full specification, but at this price who's complaining?

Protext Filer/Office

Arnor ☎ 0733 68909
£24.95/£34.95 disk ● AA34
Database that works comfortably with *Protext*, has powerful sorting options and comprehensive invoice printer. Can be slow, but good value.

BUYERS GUIDE EDUCATIONAL PROGRAMS

Amstrad Selection

Fernleaf Education ☎ 0474 359037
£25.95 disk/tape ● AA32
For age range 7 to 12+: Seven programs – including *Fletcher's Castle, Market Stall, The Perfume Hunter, The Raiders, Ferry Captain, Treasure*, and *Thorn Sea*.

Arc Master Pack Plus

Arc Education ☎ 0472 812226
£48 disk ● AA32
A massive pack of 90 programs: Junior; Primary; a parent/child adventure; DR Logo and word games. Each set available at £10 tape and £12.50 disk. Well presented with good graphics, reasonable musical ditties and plenty of options.

Kosmos

Kosmos ☎ 05255 3942
£9.95 tape, £13.95 disk ● AA32
Answer Back Junior Quiz lets you either answer the question, make a choice from a number of options or say whether something is true or false. There's also *Factfile 500*, sets of additional questions for the program: arithmetic, spelling, sport and natural history.

The other range from Kosmos: vocabulary tutors in French, Spanish, German and Italian.

Play School

School Software ☎ 010 353 6149477
£9.95 tape, £14.95 disk ● AA32
Six different utilities including *Counting, Find It, Paintbox, Shapes, Match-up* and *How Much? Paintbox* is the best. Other programs in the range are also worth a look, including *Biology, Chemistry* and *Physics* for older students.

Funschool 2



Database Software ☎ 0625 878888
£9.95 tape, £14.95 disk ● AA43
So rare is it that educational software gets into the charts that it made the news pages of the weekly computer press. Actually there are three great packages here: under sixes, six to eights and over eights.

Wordhang

Bourne Education ☎ 0794 523301
£9.95 tape; £14.95 disk ● AA32
One of Bourne's range of ten programs. Others include *Happy Letters*, *Numbers* and *Writing* (all Infant); *Timeman One/Two* and *Map Rally* (all Junior); and the excellent *Chemistry* and *Physics Revision* (Senior).

BUYERS GUIDE BUSINESS ACCOUNTS

Protext Office

Arnor ☎ 0733 68909
£34.95 ● CPM+, 6128 only ● AA34
Requires *Protext* and *Promerge* to run. Information inputted using *Protext*. Mail merge templates included, and very well implemented invoice printing feature. A genuinely useful business system.

SD Microsystems range

SD Microsystems ☎ 0462 422897
General Ledger ● £19.95 ● AA32 Souped up 6128 version £29.95
Small Traders Pack/Invoicer ● £29.95 ● AA26
Stock Accounting System ● £39.95 ● 6128 only ● AA32
SD Microsystems has a range of quality small business systems. Consult original reviews for in-depth explanations of what each does and how it differs from the others – or better still, ring and ask.

BUYERS GUIDE DATABASES

Masterfile III

Campbell Systems ☎ 0378 77762
£39.95 CPM + ● AA30
With parent/child records – enabling tying together of records, saving space and time. Screen layouts and reports menu selected; not for faint hearts, but good results.

Random Access Database

Minerva Systems ☎ 0392 437756
£29.95 disk ● AA6
40 or 80-column screen. Good mathematical and string operations . Random disk accessing gives speed and power.
● See also *Info-Script* in 'Integrated Packages'

BUYERS GUIDE SPREADSHEETS

AtLast Plus



Rational Solutions ☎ 056681 511
£39.95 ● CPM+, 128K machines only ● AA30
Powerful: developed into user's requirements. Data capacity restricted only by disk size, and splitting fields into smaller elements possible. Printed output impressive. Beefy processing.

Mastercalc 128

Campbell Systems ☎ 0378 77762
£33 disk ● 128K machines ● AA4
Can show two parts of spreadsheet at once. Includes notepad and calculator. Easy to use, but the mathematical formulae can only consist of the four basic arithmetic options. Slows down as more data is entered.

Matrix

Audiogenic Software ☎ 081 861 1166
£29.95 tape, £34.95 disk ● AA18
Uses disk to store data – so good capacity on the plus side, poor speed on the minus side. Graphic options excellent. Onscreen prompts rare, making it hard at first. Calculating power good.

Supercalc II

Amsoft/Sorcim ☎ 0277 230222
£49.95 CPM + ● AA4
First class documentation. Calculations can be determinative – performed on whether or not cell's contents match given value. Excellent help prompts and arithmetic functions.

Cracker

Newstar Software ☎ 245 265017
£49.00 disk CPM + ● AA9
Spreadsheets must be created from scratch. Documentation good, command sequences soon learned. Mathematical functions well done, with random numbers catered for. Files limited to 17K – and formulae programming not well implemented.

BUYERS GUIDE SOUND

Amdrum

Cheetah ☎ 0222 555525
£34.95 ● AA13
Digital drum machine. Editor comprehensive. Not MIDI-compatible: to hear output you plug it into amplifier.

DHCP MIDI Interface

DHCP ☎ 0440 61207
£69.95 interface, £34.95+ disk s'ware ● AA33
DHCP produces MIDI software for various MIDI interfaces for CPC, which are incompatible with each other.

MIDI Interface

Silicon Systems ☎ 061 848 8959
£59.95 interface, £59.95 software ● AA26
Useless alone, but software you can use with it – DX7, FB01, MT32, D50 and CZ101 – is diverse. Software prices vary, and lack presentation of EMR sequencer. High performance.

Miditrack Performer

EMR ☎ 0702 335747
£49.95 interface, £79.90/£89.90 tape/disk s'ware ● AA13
MIDI interface plus sequencing software to drive MIDI-equipped instruments. Records each instrument then plays them all at once. On-screen layout similar to multi-track recorder. Excellent.

Ram Music Machine

RAM Electronics (Datel) ☎ 782 744707
£49.99 tape, £59.99 disk ● AA17
All in one music package: MIDI interface, sound sampler and music editor. Sampler can handle one sample of just over a second. MIDI controller software and music editor comprehensive. No through port, though, so 464 users must use tape version. And you can't edit live played MIDI compositions.

Sound Blaster

Siren Software ☎ 061 228 1831
£34.99 ● AA23
Amplifier and pair of loudspeakers that plug into CPC for maximum 2 watts sound effects.

Foundation Step-Time Sequencer

Foundation Software ☎ 0252 543945
£34.95 disk
Quite simply the only step-time sequencer you can buy for your CPC.

BUYERS GUIDE VISION

Advanced Art Studio



EEC ☎ 0753 888866
£24.95 disk ● AA21
Recently revitalised, this is the user-friendliest, best and most powerful art package: works in all three modes. Can cycle through inks, and cut and paste different areas, transformations and reflections. Fill routines in coloured patterns needs 128K memory. Available as a standard version for £15.95.

AMX Art

Database ☎ 0625 878888
£69.95 disk (includes mouse) ● AA7
User friendly, if little unsophisticated compared to *Advanced Art Studio*, but mouse helps greatly. Colour, spraycans, textures, circles and host of other features.

Cherry Paint

Siren Software ☎ 061 228 1831
£9.99 disk ● AA20
WIMP controlled – i.e. mouse moves pointer to

SMALL BUSINESS ACCOUNTS

A SIMPLE WAY TO RECORD AND DETAIL ALL FINANCIAL TRANSACTIONS

** VERY EASY TO LEARN AND USE WITH ON SCREEN INSTRUCTIONS **

** UP TO 300 TRANSACTIONS MAY BE ENTERED PER FILE **

** PROVIDES FULL PRINTED REPORTS AND TOTALS FOR ALL ENTRIES **

** AUTOMATIC GENERATION OF ALL V.A.T. CALCULATIONS AND REPORTS **

INTRODUCTORY OFFER **£23.00** INC. VAT **COSTMASTER** **£27.60** INC. VAT

AN INVALUABLE TOOL FOR ALL ESTIMATING AND COSTING WORK

** UPDATES AND DISPLAYS ALL TOTALS WHILST COMPILING A COST FILE **

** 200 ENTRIES PER FILE CLASSIFIED INTO 26*10 SUB-SECTIONS **

** BUILT IN PRICE INDEX FOR TRANSFERRING INTO THE COST FILE **

** DESIGNED TO DO A JOB OF WORK IN A SIMPLE AND POWERFUL WAY **

A.B.C. SOFTWARE 31 MAGDALEN WAY WORLE
WESTON-SUPER-MARE AVON BS22 0PG
"SPECIALIST SOFWARE FOR 6128 ONLY"
TELEPHONE - 0934 516714 ANYTIME - FOR INFORMATION



HAPPY BIRTHDAY

RSX - LIB (1.0)

SPECIAL OFFER

The RSX library utility

One year old and still as good as ever, with many users around the world. To celebrate RSX LIB's 1st birthday, we are offering a £5 discount - just quote "Happy 1st Birthday" when ordering.

AN ESSENTIAL TOOL FOR BASIC PROGRAMMERS OF ALL LEVELS

- Central, menu-driven access to all your machine code routines.
- Turn them into RSXs (bar commands) at the touch of a few buttons
- Create custom sets of RSXs for specific programs, as free-standing commands (a LOAD and a CALL installs them all)!
- Give each RSX command a name of your choice (short and snappy, or long and meaningful).
- RSX's can be made fully relocatable (the m/c routines need not have been written as position - independent!!) and can be placed anywhere in the central 32K of memory! Self-altering at installation time.
- Really simple to use - no m/c knowledge required.
- 36 page comprehensive and friendly manual to guide you through using RSX-LIB.
- Starter pack of 52 RSXs supplied free - enhance your BASIC programs from day one!

NEW COMMANDS CAN BE ADDED TO RSX-LIB's LIBRARY (eg. from magazine type-ins) VIA EASY-TO-USE MENU OPTIONS, AND CAN BE SPLIT OUT OF EXISTING RSX FILES!!!

RSX-LIB is suitable for all CPC machines BUT IS SUPPLIED ON DISC ONLY!!

Send cheques/UK POs for discount price of £14.95★ (UK sterling) to **Smogware Systems (Dept AA), 20 Grove Avenue, New Costessey, Norwich NR5 0HN.** 24 hour answerphone service for credit cards orders **(0603) 749132**

★ Please add £1.50 (Europe)/ £2.00 (Rest of world) to cover airmail postage

VISA

£ £ £ £ BANK BALANCER V1.03 £ £ £ £

Software to manage any type of Home Accounts. (464/664/6128) Please state

Menu driven from 12 menus with up to 10 choices each (f0. to f9.)
Capable of storing 7000 transactions on one disc
Each entry has No., Date, Description, Code, Debit/Credit, Balance.
Coding facility allows thousands of codes for each account category.
Automatic balance calculation and triggering of standing orders.
Standing order definitions for 1 week, 2 week, 4 week, 1 month, 4 month, 1 year
Global Search and display facility. eg. Find and display all CHEQUES etc.
Password protection of stored data. (Up to 20 characters long).
User definable colours and key definitions.
Autorun facility will load and display any file of your choice on start up.
Browse through transactions page by page.
Print page, section, file or control codes to Epson compatible printer.
Uses two disc drives if required.
Disc management from within program. Erase, Cat, User, Drive etc.
Status screen shows Date, Last date, Balance, Drive, Title, Edit No. etc.
File handling includes Edit, Insert, Remove, Search, Exchange, Browse.
Change amount, preset balance, running totals for all standing orders.
Custom alarm system traps all illogical inputs and user mistakes.
Example files on disc, comes complete with full user manual.
Telephone helpline available if needed.

CHEQUE/PO payable to: OSPREY SOFTWARE
Allow 28 days delivery

DISCOUNT FOR BULK
TRADE ORDERS WELCOME
TEL: (0742) 696863

£16.50 from...
Osprey Software
11 Medlock Road,
Sheffield, S13 9AY

A SMALL SELECTION FROM OUR WAREHOUSE

HARDWARE & PERIPHERALS (OFFERS WHILE STOCKS LAST)	RRP	WAVE	
Romantic Robot Multiface 2+ - CPC	47.95	34.76	E
MP-2 Modulator/Power Supply - CPC464/664/6128	29.95	23.96	C
MP-3 Modulator/TV Tuner - CPC464/664/6128 with CTM644	49.99	34.99	C
PL1 Lead, Printer Centronics Parallel 2M - CPC/+3/+2A	14.95	7.48	F
DL-2 Cable - FD-1 to CPC6128/+3	6.95	5.56	E
Genius Mouse & Adv. Art Studio Disc + Mat & Mouse - CPC	49.99	39.99	D
RAM/DK'Tronics 64K RAM Expansion - CPC464/664	£49.99	38.99	C
User Manual CPC6128 (As supplied with machine)	– ...	16.43	D

AMSTRAD DDI-1 DISC DRIVE
CPC464 FIRST DRIVE
R.R.P. £159.95
WAVE SPECIAL **£89.95** + £4.60
If you see this item being sold cheaper ring us

DISC BANK
YU-DS40L
Storage box holds
30 x 3" & 40 x 3.50"
R.R.P. £6.95
WAVE **£4.17** + £2.30

DISC BANK
YU-DS80L
Storage box holds
60 x 3" & 80 x 3.50"
R.R.P. £23.77
WAVE **£5.99** + £2.30

HIGH QUALITY 100% CERTIFIED 3.50" DISCS
DS/DD WABASH/VERBATIM BULK + LABELS
PKT 10 FOR ONLY **£4.25** + £1.15 P&P

CPC464/664/6128 TO VIDEO RECORDER 1.5M
WITH PHONO OR BNC, PLEASE STATE
WAVE PRICE **£6.99** + 58p P&P

3.50" SECOND DISC DRIVE, USE WITH RODOS OR RAMDOS TO GIVE 800K FORMATTED DISCS INCLUDING P.S.U. PLEASE STATE 464 OR 6128 R.R.P. £89.95 - WAVE SPECIAL **£75.00** + £4.60

DO YOU WANT TO SAVE MONEY? THEN SEND FOR OUR TRADE PRICE LIST
STATE FOR WHICH PRODUCTS AND ENCLOSE 3 20p STAMPS

BLANK DISCS & SOFTWARE				
Romantic Robot Insider - for use with Multiface 2 & 2+		14.95	10.47	E
OCP Advanced Art studio disc - CPC		22.95	16.07	E
Rodos Rom - Robot Disc Operating System (ROM based)		29.95	26.95	E
Ramdos enables 5.25" Disc Drive to be formatted to 800k, 3" disc		24.95	22.45	E
6128 CP/M Plus system disc		22.34	16.75	E
C15 Eagle Blank Data Cassettes, in plastic box of 5		2.45	1.47	E
C10 Blank Data Cassettes, brand new software house bulk	PKT 10	5.50	1.90	E
CF2 Amsoft/Maxell Ex S/W houses, easy re-formatted + labels	BOX 10	29.90	14.80	E
Amsoft 3" Discs DS/ALL 3" drives + free price list	BOX 10	29.90	20.18	E
Verbatim 5.25" DS/DD 40/80T Bulk Discs C/W labels	PKT 25	27.27	7.36	D

ENG. MAINLAND post & ins.: (A) £5.75 (B) £4.60 (C) £3.45 (D) £2.30 (E) £1.15 (F) £58p
(ANC) 3 Day £10.35 Next Day £13.80, COD+£2.30, Max. UK post chg. £6.90 per 20kg/£500.
ALL PRICES INCLUDE VAT. All sales subject to our Trade Terms of Trading.

WAVE BARGAINS

AMSTRAD FD-1 SECOND DISC DRIVE
For CPC464/6128, (6128 requires DL-2 cable, see panel on left)
R.R.P. £99.95 WAVE SPECIAL **£49.99** + £3.45

AMSTRAD SUPERCALC 2
For use on CPC and PCW with CPM+
R.R.P. £69.95 WAVE SPECIAL **£24.95**

STAR LC-10 PARALLEL PRINTER
Friction & Tractor, NLQ. CPC requires PL-1 cable
R.R.P. £297.85 WAVE SPECIAL **£151.00** + £5.75

17 TOP GAMES ON DISC FOR AMSTRAD CPC
As supplied with some CPC6128
R.R.P. £135.05 WAVE SPECIAL **£19.99** + £1.15

TEACH YOURSELF AMSTRAD BASIC
Part 1 - **£1.99** + £1.15 Part 2 - **£1.99** + £1.15

MAXELL 3" CF2 BLANK DISCS
For all 3" Disc Drives
R.R.P. £29.90 WAVE SPECIAL **£15.99** + £1.15

W.A.V.E. (Trade Dept, AA 990) **WALNEY AUDIO VISUAL & ELECTRICAL DISTRIBUTION**
1 Buccleuch Street, Barrow-In-Furness, Cumbria, LA14 1SR
Tel: 0229 870000 (6 lines) Hours: Mon.-Fri. 10.00-5.00

various icons to pull-down menus. B/W mode 2 only, but fun. Curves are difficult, but this is a bargain.

CRL Image System

CRL ☎ 01 533 2918
£19.95 tape, 24.95 disk ● AA12
Boasts range of picture manipulations and distortions, but lacks art options. Best on finished pictures – like a mini Quantel box.

DART Scanner

Dart Electronics ☎ 0502 513707
£79.95 ● AA22
Attach reading device to your DMP2000, 3000 or 3160. Feed in picture to printer: device reads in picture as B/W image. Quality on-screen isn't amazing, but it works and it's fun.

Electric Studio Light Pen

Electric Studio ☎ 0462 420222
£19.95 cass, £29.95 disk ● AA1
Excellent drawing software, including rubber-banding shapes and lines, filling areas, spray-can etc. Accepts software written for it.



The Informer

Treasure Island Software ☎ 0492 593549
£29 disk ● AA33
For creating animated displays, suitable for classroom and shop window: takes text, graphics and animated displays and produces slide show. Works best, but not only, with *Parrotry Plus* (see below).

Parrotry Plus

Treasure Island Software ☎ 0492 593549
£19.95 disk ● AA30
Rather than lots of effects used anywhere and at any time, *Parrotry Plus* 'remembers' every alteration and plays through the list to create animation. Note: can't dump pictures to printer without external program.

Vidi Digitizer

Rombo Productions ☎ 0506 414631
£89.95 ● AA15
Grabs picture from video recorder or camera and puts it on CPC screen, allowing you to alter it with an art package. Easy to use. Software on tape, disk or ROM includes superb printer dump routine.

AMX STOP PRESS

Database ☎ 0625 878888
£79.95 disk. 128K only
The Desk Top Publishing package for the CPC. Expensive, but the price includes a mouse. A very powerful package that offers features that you'd find on many of the vastly more expensive Apple Macintosh DTP packages. If you're serious about DTP then consider no other.

BUYERS GUIDE DESK TOP PUBLISHING

Page Publisher

SD Microsystems ☎ 0462 422897
£24.95 disk £19.95 tape 128K only ● AA45
If you can't afford *Stop Press*, then *Page Publisher* is the second best option. Quicker and easier to use than *Stop Press*, but has fewer features. The package to use for DTP on a budget.
The utilities in this section that offer the facility of BACKING UP disks and files should be used only for that purpose. They are not designed to be used to pirate software, and anyone who uses these products for that purpose is breaking the law.

BUYERS GUIDE UTILITES

Nirvana

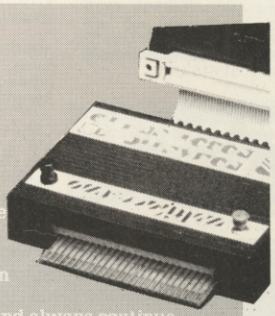
Goldmark Systems ☎ 0707 271529
£15 disk, £26 ROM ● AA51
Excellent disk utility that allows you to copy files and disks easily. Uses all the computer's memory to minimise disk swapping. Includes disk editor and powerful archiving software that allows you to back up entire disks to tape - rather like a tape streamer on business computers. Once you have used *Nirvana* then you'll never go back to using CP/M to copy files again!

Hackitt

Siren Software ☎ 061 228 1831
£34.99 ● AA52
Similar in operation to the Multiface, but aimed at the more dedicated hacker. Has a built in mini assembler and lots of useful hacking utilities. Not really suitable for the novice, as a working knowledge of machine code is required.

Multiface II

Romantic Robot ☎ 01 200 8870 ● £47.95
Extremely popular dongle that allows you to freeze software in its tracks. You can save entire memory to disk or tape. Very useful for cheats – you can save a game when you finish a level and always continue from that point. Memory can be examined and altered, so it's handy for hunting out those extra lives.



RSX-LIB

Smogware Systems ☎ 0603 749132
£19.95 disk ● AA51
A neat piece of software that allows you to compile a library of RSXs from machine code routines. It can re-locate machine code and automatically set up RSX tables, making it ideal for compiling custom-designed extended BASICs.

Speedking

Konix ☎ 0495 350101 ● £ 11.95
Strangely-shaped joystick moulded to fit in your hand. People tend to be polarized in their opinions about this one – they either love it or hate it. Design makes it not much use for left handed people.

BUYERS GUIDE JOYSTICKS

Competition Pro

Dynamics ☎ 061 626 7222
● £14.95, £15.95
Old favourite joystick loved by many. Sturdy and well-built microswitch design that will outlast years of waggling. Trendy see-through version available for a pound extra.

Navigator

Konix ☎ 0495 35010 ● £14.99
Handheld joystick that follows Konix's usual strange design convention. The stick is held at the bottom with the control lever on top. Comfortable, once you get used to it.

Quickshot Turbo

Spectravideo ☎ 0235 555455 ● £10.95
The best of the 'aircraft-style' joysticks. The fire button is on the 'yoke' itself, making it a favourite for shoot-em-ups. At its best when used stuck to a desk with its suction pads.

BUYERS GUIDE COMMS

Micronet starter pack.

☎ 0800 200 700 ● £138
Contains all you need to get started in comms, including a year's subscription to Micronet. The Modem is a very basic model, but the overall package is great value for money.

Pace Linnet

☎ 0274 488211 ● £174.80
Medium-priced Hayes-compatible modem that offers good features for the money. Supports the V21 and V23 standards, which should cater for most people's needs.

Amstrad SM2400

☎ 0279 454555 ● £286.35
Expensive, but everything that you're ever likely to need in a modem. Auto-everything, supporting V21/22/22bis/23 baud rates and both pulse and tone dialing, this Hayes-compatible modem is a top-notch product.

DD-1 BUYERS GUIDE DISK DRIVES

Amstrad ☎ 0279 454555 ● £149.95
Essential for 464 owners who want to upgrade to using a disk system. The package includes an interface that contains the disk operating system, and an FD-1 Disk drive.

FD-1

Amstrad ☎ 0279 454555 ● £99.95
Second 3-inch drive to add to your system. Two drives are more convenient for data transfer between disks, and improve the user-friendliness of certain programs.

3.5-inch second drive

Siren Software ☎ 061 228 1831
● £109.99 -£119.99
High-capacity second drive that can store 800K of data on a single 3.5 inch disk.

Owners of the 464 must already have a DD-1 in order for it to work on their machine. The standard disk operating system cannot make full use of the extra capacity of the drive, and an extended operating system is needed. The price depends on whether the new DOS is on disk or ROM, the latter, naturally, being the more expensive.

AA SMALL ADS

For Sale

ORIGINAL program for flat/n hunt racing, not protected for you to change recent data and full listing £5. Pinpoints clearly best rated horse. Cheques/PO's to A. Vassallo, 14 Ipswich Road, Colchester, Essex, CO1 2YD.

"SIREN" megadrive, 800K (unformatted) 31/2" second disc drive for CPC464, virtually unused, with RAMDOS and (latest) Maxidos discs with handbooks. Genuine bargain at £75.00 Phone Tom (091) 2661280 evenings and weekends.

DDI disc drive and interface complete with cable and CP/M DOS software £95.00. Phone (0752) 346052.

AMSTRAD CPC6128 green monitor, modulator, Multiface 2+, tape recorder, loads of games on disk and tape, magazines, blank disks, and manual. Buyer collects. £350. Phone 0458 42977.

AMSTRAD for sale very good condition also has colour monitor and 13 games as well. If interested phone Philip 081 675 6404. Sell for £230 worth £400.

PROTEXT CP/M for CPC 6128. Manuals etc £30 ono. Or part exchange Protext Amsdos disc version. Jan Droyd, 47 Woodside Gardens, Sittingbourne, Kent ME10 1SG. Tel 0795 425519.

AMSTRAD LQ3500 printer and Mini Office. Two hardly used boxed £280.00. Also 22 games. Titles, discs and cassettes worth £150 going for £100 the lot. Phone 0245 491827 evenings.

MULTIFACE MKII. Recently upgraded to ST. Trying to get rid of Multiface and loads of original tape games. Multiface £20 ono, games from only 25p. Tel Robert, Colchester (0206) 298900 after 6pm.

AMSTRAD 464 colour monitor, clock radio, TV tuner, loads of games including Robocop, Double Dragon, few months old, excellent condition plus joystick for £450. Telephone (0734) 576055

AMSTRAD 6128, green screen, modulator, mouse and art packages, cassette player £320. 150 tape games £75, Multiface + 100 discs half games £75 or £400 the lot. Ring Ware (0920) 467982.

AMSTRAD 464 CPC green monitor, DDI-1 disc drive, DMP2160 printer, auto-fire interface, joysticks, dust covers, 100+ games, manuals, good condition £300 ono. Tel Hayes, Kent 081 462 8538 ask for Graham.

SWIVEL "absolutely brilliant", the Undertakers and Gravediggers Chronicle, "Ok Yah" the Yuppie Gazette. Send blank disc or tape plus £2.00 to Rebus Software, 27 Fairfoot Road, Bow, London E3 4EG.

CPC 464 tapes, games £200+ of which £100+ are unused, like Magnum Light Phaser. All for £100 or £200 with colour monitor. Phone 0425 653251 for more details.

AA BACK issues, good condition issues 16-25, 26-35, 36-45, 46-55 £10 each bundle including postage and packing. Phone 0203 636586.

CPC 6128 colour monitor, excellent condition. Disc software worth over £200. Mouse, LIghtpen, Multiface II, Cassettecorder with leads, filter screen. Altogether worth £700, will sell £399. Telephone Matthew Sice, evenings Stourbridge 378801.

SUPER Quiz - A general knowledge quiz for CPC (tape only) £6.99. Plus: £100 competition. P Thomas, 66 Huntingtower Road, Sheffield S11 7GT (please mark Super Quiz) extra data tapes available soon!

MIDI interface and software (EMR) £90, Tasword, Tasprint, Tascopy £30, the lot, Amdrum plus tapes £15, Protext CPM word processor (includes mailmerge, dictionary) £50. Arthur Marshall 051 645 1917.

CPC 464 with colour monitor, disc drive, joystick, Light Pen, 50 programs on disc and tape (both serious and games) also some magazines and books £200 ono. Phone 0457 873080.

CPC 6128, green screen with 30 blank discs: £110 phone 081 950 1568.

CPC464 plus mono monitor, DD1 disc drive, memory expansion, Romboard, 6128 ROM, speech synthesiser, CP/M, Maxam and lots of software. Worth over £600. Sell for £300 ono. Andrew Price, 48 Lockington Crescent, Dunstable, Beds LU5 4SU. Tel 0582 609533.

ARE you brain dead? Find out by going into a Trance. Numb your fingers not your mind. Win the prize now £100! Disc only £14.99 excludes Asprin. Phone 06527 584 Monty.

AMSTRAD colour CPC464 with 6128 chip DD1 64K RamPack, Fleet Street Editor software and manuals. Phone Mark Gidney 081 653 5557. Evenings or 081 688 7777 ext 173 daytime. Price £150 ono the lot.

CPC 6128 mono, colour adaptor, RS232 DD1 extra drive, also 51/4 inch drive plus software, Light Pen £250 total. Will split. Ring 0243 787970 any time. Buyer collects Bleep 594.

CPC 6128 colour monitor, Multiface 2, Insider, 16 big title games, AMX, Stop Press and mouse, 18 discs, excellent condition with dust covers and mags £375 ono 0458 251607 (Somerset).

CPC 464 colour monitor, joystick, speech synthesizer 220 quality games including Batman the Movie, Chase HQ, Ghostbuster II, Italy 1990 and GAC Amstrad mags, altogether worth £750 sell for £500 ono 0302 859626.

CPC 464 colour monitor, over £400 worth of games including Castle Master 1 and 2, Laser Squad, Rainbow Islands, X-Out, E-Motion. Selling for £300 ono. For more information phone Ben (0264) 51927.

CPC 464 monochrome monitor, excellent condition £440+ worth of games including Ghostbusters 2, Chase HQ, Robocop, Shinobi, Batman (movie) and billions more! Also joystick, altogether worth £650+. Sell for £290. Phone Douglas on (081) 341 9637

CPC Viewdata Comms package. Amsters cage Rom (for original Amstrad RS232 interface) and modem, handbooks, modem cable £27.50 ono or exchange CPC serious software, expansion hardware Tel 0823 270822.

HUNDREDS of games for Amstrad computers. Send SAE for list to Frank Robinson, 72 London Road, Slough Berkshire SL3 7HR.

CHEATS Handbook 2: stuffed with cheats and tips for tons of games. Eg Turrican, Man Utd, Italia 90, also cheats handbook 1 eg Kickoff, Wildstreets £2.99 each £5.00 for 2. P.O/Cheques to Y Pang, 12 Rheingold Way, Wallington, Surrey SM6 9NA.

Services

FIRE HORN worn out? No Gold? Bards Tale parties for tape version with gold, spare Fire Horns, Free with beginners guide £4.00 cheque or P.O to Angela Allum, P.O Box 116, Bracknell RG12 4PQ.

PRINTER ribbons for the Amstrad DMP reinked. £2.00 per ribbon. For more than two it is £1.50 per ribbon. Send your ribbons to A.P.B. Enterprises, Tweedmount, Lower Road, Hartlip, Kent ME9 7ST.

OVER 360K of yet unseen Amstrad programs for ony £2.50 (to pay for tape, copying, postage) Send cash and own address to TS, 13 Meadow Close, Cononley, W. Yorks BD20 8LZ.

Other

EARN £3-4 per hour from home part-time distributing leaflets by post, age, experience unimportant. Must be trustworthy. Also overseas employment guides for sale. Send SAE. Y Pang, 12 Rheingold Way, Wallington, Surrey SM6 9NA.

EARN good money in your own home business, easy enjoyable and very profitable send SAE for free details to Firtree Products, 50 Firtree Grove, Boldmere, Sutton Coldfield, Birmingham B73 5UN Dept 21.

MONEY from your micro, turn your PC into a profitable home based business. Do not delay! Send SAE for exciting free details to: Capital Marketing, 11 Uxbridge Street, Kensington, London W8 7TQ.

FED up with playing games? Find manual perplexing? Try Basic beginners course by experienced lecturer for cost of magazine. Well tested. Full details send 9" x 4" SAE to ABC, 68 Northfields, Clowne, Chesterfield.

PRINT-OUT (issue 5) contains 46 pages of articles which cover all aspects of serious CPC computing. Including Machine Code and BASIC tutorials, programs, CPM, Homebrew, Public Domain, hints and tips, news and views, and much more. cost is 70p + A4 SAE (28p stamp) from Print-Out, 8 Maze Green Road, Bishop's Stortford, Herts CM23 2PJ.

This section offers you a really cheap and effective opportunity to speak direct to 35,000 CPC owners – or would-be owners. Users report excellent results.

You can place an ad up of up to 30 words for just **£5**.

So you could use it to sell a printer, launch a user group or advertise a piece of software you've written.

One thing you can't advertise is the sale or swap of software. Such ads can be misused by pirates.

Fill in the application form and send it to us together with payment.

We'll place the ad in the next available issue (published 2-7 weeks after we receive your order).

ORDER FORM

SEND TO AA SMALL ADS, FUTURE PUBLISHING LTD, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2AP

Please place the following advertisement in the next available issue of *Amstrad Action*

Name _____

Address _____

_____

_____

Telephone _____

I enclose payment of £5.00 by Cheque/ P.O/ Access/ Visa

Credit Card number

_____

Credit Card expiry date

_____

Classification. Tick box: ❑ For sale ❑ Wanted ❑ Services ❑ User Groups ❑ Other

Write your advertisement here, one word per box. Include your name and phone number if you want them

Software for serious sports enthusiasts

POOLSWINNER II

THE ULTIMATE POOLS PREDICTION PROGRAM



- MASSIVE DATABASE Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available - 22000 matches over 10 years.
- PREDICTS Not just SCOREDRAWS, but NO-SCORES, AWAYS and HOMES too. Predictions are based on many factors ... recent form, the massive database, current league standing, goal scoring rates, and draw averages (each factor is independently switchable by the user).
- SUCCESSFUL Selec guarantee that Poolswinner performs significantly better than chance.
- LEAGUE AND NON-LEAGUE matches are covered.
- FULL LEAGUE TABLES are automatically generated as results are entered.
- FULL PRINTER SUPPORT
- AUTOMATIC FIXTURE GENERATION : Fixtures for English and Scottish League matches are generated automatically by Poolswinner's sister program FIXGEN...

FIXGEN 1990/91

- No need to struggle for hours to get the fixture list into the computer - just type in the date, Fixgen contains the complete fixture list for the whole year's league soccer. *(Published under licence from the Football League, and the Scottish Football League).*

£26.50
Poolswinner with Fixgen.

COURSEWINNER V3

THE PUNTERS COMPUTER PROGRAM



- The ORIGINAL, and still the BEST computer punter's aid.
- Coursewinner V3 uses all the most important form pointers (past form, speed ratings, prize money, course statistics, jockey form, trainer form etc) to give a detailed assessment of every runner's chances, not just a tip.
- Vital statistics of all British courses (Draw advantage, Top Trainers and Jockeys etc) are included in the database.
- Includes both FLAT and NATIONAL HUNT versions.
- Full Printer support

£24.00

Available for.. *IBM (5.25", 3.5") Amstrad CPC AMIGA BBC Atari ST Commodore 64/128 Amstrad PCW Spectrum*

State TAPE or DISC **(Add £2.00 for Disc).**

Send cheque / PO for return of post service to ....

Selec Software (Est. 1984)
62 Altrincham Rd, Gatley, Cheadle, Cheshire SK8 4DP
(send for full list of our software)

VISA
Tel 061-428-7425
phone 24 hrs

LOWEST PRICES GUARANTEED! INC VAT

	5	10	20	50	100
Unbranded 3" discs	£9.95	£17.99	£35.50	£87.50	£170.00
Maxell 3"	£10.95	£18.95	£37.75	£94.00	£185.00
Amsoft 3" discs (uncased)	£11.95	£21.95	£43.50	£107.95	£213.00
Cased 3" Maxell	£11.95	£22.45	£44.50	£109.95	£215.00
Individual plastic cases	£2.50	£4.95	£9.45	£21.95	£39.95
3" Disc Labels	£0.35	£0.65	£1.20	£2.75	£4.00
3 1/2" discs	£5.50	£8.95	£17.45	£39.95	£79.00
5 1/4" discs	£2.50	£4.95	£9.50	£21.95	£39.95

ORDER WITH CONFIDENCE ALL DISCS GUARANTEED

DON'T THROW AWAY USED FABRIC PRINTER RIBBONS - REINK THEM FOR £1.15 EACH

DISC BOXES; INC 2 KEYS, DIVIDERS ETC. A QUALITY LOCKABLE BOX FOR 3" OR 3 1/2" DISCS

CAPACITY
5 CF2 .....£2.75 (5 CAP BOX NOT LOCKABLE)
HOLDS 35 ..£7.95 HOLDS 70 ..£11.95
STAR LC10 RIBBON, black £3.25, colour £9.95

BOX & MAXELL CF2S
5 MAXELL & BOX.....£12
BOX 35 cap + 10 CF2.....£26.50
BOX 70 cap + 20 CF2 .....£49.00

DISC FORMAT TRANSFERS £5.95 (plus Media)/ DISC SAVE £££'S TRANSFERS
BETWEEN 500 FORMATS 3"‹›3 1/2"‹›5 1/4"CP/M‹›MSDOS‹›APPLE/MAC‹›BBC

WE ARE PUBLIC DOMAIN SPECIALISTS. 150 DISKS IN OUR LIBRARY, S.A.E. FOR FREE CATALOGUE.

PCW-WORLD COTSWOLD HOUSE, CRADLEY HEATH, WARLEY, WEST MIDLANDS B64 7NF
TELEPHONE OR FAX 0384 66269 ANYTIME
All prices include VAT. Please add £1 P&P per order.
VISA

PRE-SCHOOL, PRIMARY, JUNIOR

ARC Education

Designed by
Experienced Teachers
For use in School and Home

Wide range of programs
For AMSTRAD CPC - PCW - PC1512
- ATARI ST - SPECTRUM +3, +2

CASSETTE £10.50 per set
DISC £13.00 per set
Send SAE for List. Stating Amstrad model and child's age.

ARC (ACT10), 51 Coniston Crescent, HUMBERSTON, SOUTH HUMBERSIDE DN36 4BA. (0472) 812226

VIEW : Stop Press or Crammed Pages can be Viewed : combined Altered and Swapped.

Five high speed 7 pin printer modes. High Resolution, High Resolution Condensed, Draft, Draft Condensed, & Proofing.

Cram : Reduces disc space required by compacting single or combined Pages

Build : Reconstructs Crammed Stop Press pages, for editing by Stop Press. Pages may be Built as single pages, or as combined pairs. This feature enables you to extend pages.

Queue : Up to 8 Crammed pages to Printer at a time.

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

X-PRESS
© 1989 MEDWAY - KING

MK
Medway King

X-Press Version 2.0
£ 19-95
X-Press Version 1.3
Only Available from Medway / King
£ 15-95

Version 2.0 - Now has extra pages & utilities. X-Press 2.0 now offers eight page frames from Extra Extra by Database. Build the one you want and start work on a ready framed Page.

Modecut - Takes modes 1 or 2 CPC screens and makes four Cutouts for Stop Press. The four pens used in mode 1 have four shade patterns from white to black Now print your favourite Colour Loading Pics with X-Press's fabulously fast and accurate printer modes.

Page Ruler - A Crammed Combined Page with a ruler of Stop Press Page pixels. 0 - 511 across and 0 - 709 down Print it and you get a set of page rulers to fit your copy or Cutouts.

Big Fonts are sixteen LARGE clean FONTS made into Cutouts for display fonts on posters etc On Disc - £9-95

MUSIC FONT - (Separate Disc) Manuscript Combined Pages. Keyboard Location Chart + Fonts and samples £9-95 (Requires X-Press)

Great Value **Bundle**
Stop Press with AMX MOUSE By Database
AND X-Press By Medway King
only £ 79-95

Upgrades to X-Press Version 2.0 - £ 4-00
Includes post & packing On your original disc

MEDWAY KING
77 Maldon Rd Bitterne Southampton SO2 7AF

Soccer Management Simulator *for the CPC6128*

SMS is probably the most realistic football strategy game available for any home computer. This is because SMS is purely and simply a strategy game, it doesn't try to be an arcade game or a graphical masterpiece. The CPC market is flooded with football manager games that sacrifice realism and strategy to appeal to arcade game fans, or limit gameplay by wasting memory on detailed graphics to catch the eye of reviewers. SMS uses sound and graphics only where they are necessary leaving more memory for important things.

SMS lets you manage any of the 92 clubs in the English League or one of the 38 in the Scottish League. All the clubs are realistic representations of their real counterparts, each has its own ground capacity, level of support, and degree of ambition. Every club has a first team squad containing 17 players, most of whom were present at the end of the 1989-90 season. All the Divisions contain the correct number of teams and play the correct number of league matches each season.

The League and FA cups are included as are the three European competitions. In addition to the 130 British clubs there are 100 foreign clubs, so that there are over 3800 players to buy and sell.

The players in SMS have the following attributes - age, form, position, and overall skill which is made up of the following abilities - ball control, passing, shooting, goal scoring, tackling, work rate, and speed. There are ten player positions, goalkeeper, and left-right-central defence, midfield, and attack. The manager can use any formation he wants and can tell his players which positions to pass to.

Very briefly, other features of SMS are -
concise manual, disk not copy protected, save/load facility, league program, record of league results, financial accounts, youth squad, substitutions, two-leg matches, intelligent opposition, etc.

SMS works only on the Amstrad CPC6128.
Price £15.00 including P/P. (Overseas add £3.00)
Cheques/postal orders payable to Serious Games.
***Send to* - Dept AA10, Serious Games, PO Box 6, Seaham, Co Durham, SR7 7EE**

CPC BUSINESS SOFTWARE

GENERAL LEDGER 6128...£29.95
Simplified book-keeping system for small firms/clubs or self-employed. Handles Receipts, Payments, V.A.T., Bank/Cash and Profit/Loss account.

STOCK ACCOUNTING SYSTEM ..£39.95
Integrated stock control/invoicing package for the CPC 6128. Produces invoices from a built-in price list.

SMALL TRADERS PACK £29.95
Budget business disc with sales and purchase ledgers, mail list, stock file and more! Runs on 464/664/6128.

PAGE PUBLISHER £24.95
DTP for 128K CPCs with disc drive. Ideal for producing letterheads, posters and all kinds of leaflets. Type text in several styles/sizes with word-wrap and justification. Multiple columns. Powerful design commands using joystick/keyboard. Requires Epson-compatible printer with quadruple-density graphics. £29.95 with Extra fonts/clip art.

CPC/PCW PAYROLL £49.95
PAYE/HIC/Weekly/Monthly. Prints payslips and reports. Easy to use.

AUSTRALIA: CUE 3, Tel 002 535 318

To order: Send cheques, POs or SAE for catalogue stating computer/printer:

Access
SD Microsystems (Dept AA)
P.O. Box 24 Hitchin Herts.
0462 422897
VISA

MONTY PYTHON

1

Virgin
Ideal for everyone who's always wanted to be a lumberjack or enjoys toad-sexing. Help Grumby on his scrolling search for spam, cheese, spam and spam. Fire fish to kill the baddies.

Description	Price	Order No
M. Python Cass	£7.99	AA623AC
M. Python Disk	£10.99	AA623AD

CRUISER

2

Powerplay
The games reviewer's favourite joystick. Pick the winner and "shoot-em up" every time. *"You can even hit people with it too!"* Trenton W.

Description	Price	Order No
Cruiser Joystick	£9.99	AA618

IRON MAN

3

Virgin
Ivan 'Ironman' Stewart's Super Off-Road Racer. A super sprint style racer for up to three players. Collect icons, upgrade your truck and burn some rubber!

Description	Price	Order No
Iron Man Cass	£7.99	AA624AC
Iron Man Disk	£10.99	AA624AD

SPRITES ALIVE

4

Glenco
For programmers on the CPC. This latest version comes complete with compiler to "turbocharge" your programs. **(Disk only)**

Description	Price	Order No
Sprites Alive	£24.95	AA620

AMSTRAD ACTION

THE LATEST AND GREATEST PRODUCTS AT THE BEST POSSIBLE PRICES!

1



HOW TO ORDER... JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM OPPOSITE... OR RING OUR HOTLINE NUMBER ON 0458 74011

2



5



6



HOTLINE 0458 74011

9



10



PRICES INCLUDE POSTAGE, PACKING AND VAT NO HIDDEN EXTRAS

SEE OUR AMAZING SUBSCRIPTION OFFER OF FREE SOFTWARE ON PAGE 80/91

PIPE MANIA

8

Ent. Int.
Drive yourself insane with this looney game of pipes and plumbing! *"36 levels of piping hot fun"*. Trenton Webb.

Description	Price	Order No
Pipe Mania Cass	£7.99	AA623AC
Pipe Mania Disk	£10.99	AA623AD

IRON LORD

9

Ubi Soft
Superbly detailed gothic fantasy where you must raise an army and rid your kingdom of it's evil ruler. Graphics are amazing.

Description	Price	Order No
Iron Lord Disk	£14.99	AA625AD

AA T-SHIRT

10

Are you one of the many loyal CPC owners who avidly reads *Amstrad Action*? If Yes, then spread the word by wearing this superb American T-Shrit.

Description	Price	Order No
Med T-Shirt	£4.99	AA361R
XL T-Shirt	£4.99	AA362R

AA BINDER

11

Keep your valued *Amstrad Action* magazine collection together in this bright red binder.

Description	Price	Order No
One Binder	£5.99	AA417R
Two Binders	£9.00	AA4172R

E-MOTION

5

US Gold
Enter the world of molecule tugging and towing and face the hard challenge of level 50. You have been warned!
"E-Motion is A-Mazing" Trenton Webb.

Description	Price	Order No
E-Motion Cass	**£7.99**	**AA621AC**
E-Motion Disk	**£10.00**	**AA621AD**

TURRICAN

6

Rainbow Arts
Take *Turrican* into battle in this full-blooded shoot-out game. A massive game to keep you going for a very long time.

Description	Price	Order No
Turrican Cass	**£7.99**	**AA622AC**
Turrican Disk	**£10.99**	**AA622AD**

STOP PRESS & MOUSE

7

Database Software
If you're serious about DTP then consider no other. Powerful features and a superb mouse make it excellent value for money.

Description	Price	Order No
S/P & Mouse	**£64.95**	**AA606**

MAIL ORDER

3



4



7



8



11



12





BACK ISSUES

Want to complete your collection of the ultimate CPC magazine? Why not buy the following issues, for the same price as newsstand, we pay the postage!

BUY ANY FIVE FOR ONLY £5!

ISSUE	PRICE	ORDER NO
ISSUE 46	£1.45	AA46
ISSUE 47	£1.45	AA47
ISSUE 51	£1.45	AA51
ISSUE 53	£1.45	AA53
ISSUE 54	£1.45	AA54
ISSUE 55	£1.45	AA55
ISSUE 56	£1.45	AA56
ISSUE 57	£1.45	AA57
ISSUE 58	£1.45	AA58
ISSUE 59	£1.45	AA59
ISSUE 60	£1.45	AA60

FUN SCHOOL 2

12

Database Software
Bumper packages of educational software for infant and primary school age children.
Three complete suites of eight programs.
Teddy Bear Under 6's/Frog 6-8/Robot Over 8's

Description	Price	Order No
Teddy Bear Cass	£6.95	AA292AC
Teddy Bear Disk	£8.95	AA292AD
Frog Cass	£6.95	AA293AC
Frog Disk	£8.95	AA293AD
Robot Cass	£6.95	AA294AC
Robot Disk	£8.95	AA294AD

AMSTRAD ACTION MAIL ORDER

Name

Address

Postcode

Phone number

Description	Price	Order No

Method of payment (please circle) Access • Visa • Cheque • PO

TOTAL ORDER

Credit Card No

Expiry date

Please make all cheques payable to Future Publishing Limited

● **For overseas orders call Clare for prices on 0458 74011**

SEND THIS FORM TO: Clare Bates, **Amstrad Action**, The Old Barn, Freepost, Somerton, Somerset, TA11 7PY

No stamp required if posted in the UK, Channel Islands or the Isle of Man

AAFTERTHOUGHT

Well, another Skirmish has come and gone, and it's time for the battle honours to be awarded to those brave (read *stupid*) souls who went charging, weapons in hand, through the Warminster Woods. *AA* was represented by Ollie, James and Adam (Rod stayed at home – coward), all of whom covered themselves in mud, if not glory.

James kept getting shot by Adam, and eventually settled for following Trenton around, trying to pick up tips from the master... and still getting shot by Adam.

Adam kept following Trenton around because he knew that's where James would be. Displaying an astonishing grasp of woodland warfare, Adam is also a keen gardener, able to recognise many different kinds of twig.

Ollie followed himself around a lot of the time, but still managed to shoot six enemies, three larches, forty-six clods of earth and a marshall. He gets a special award for sprinting through the woods uttering his fearsome battle cry half an hour after everyone had gone home.

● For all those who haven't got the faintest idea what we're talking about (*nor me – pub*), Skirmish days out are organised by a company which specialises in pandering to the tastes of latent psychos. Each day out consists of a dozen or so "wargames" whereby the forty or so attending are split into two teams, equipped with paint-pellet guns and given different scenarios to act out. Funny, they always end up with a lot of shouting, running, falling down and sulks.

JAMES PIQUET STRIKES AGAIN

Our James is a bit of a tearaway, you know. Not only is he a keen skirmisher, he's also not long back from a karting bash in Andover with Trenton. "It was nothing really", he observed correctly, "I mean either you've got it or you haven't", he added regretfully. "I once got offered a job at Lotus you know." (That's the *Lotus Chinese Takeaway* in Chorley, by the way.)



● Trenton (mine's a red one) Webb and James (what's wrong with Morris Minors?) Leach.

DIGITIZER COMPETITION

Rod donned his poshest tuxedo and dinner jacket (well, he had to hire it from Moss Bros actually) to announce the winner of our sooper dooper Rombo Digitizer competition. The lights dimmed. The conversation ceased. After fumbling around in his pocket for a minute or two he produced a crumpled silver envelope. In a booming baritone voice he made the announcement that we'd been waiting for so long to hear...

"The winner is John Titmus from Morton in Marsh!"

Well done John! You prize is being wrapped up and sellotaped at this very moment.

Oh yes, the answers.

1. John Logie Baird.
2. VHS.
3. Oh yes, No doubt about it. Really I could.

FANTASY OR REALITY!

Are you interested in expanding your adventuring skills?
If so, why not enter the world of the play by mails?
Where you as a player pit your wits against other players.
The game "LORDS OF SILRAYIA" is a medieval based computer moderated scenario with just under one hundred players.

For Your FREE Starter Pack And First Turn
(Future turns only £1)

Write to:
TOTAL AND ABSOLUTE CHAOS GAMES
DEPT AA, PO BOX 86, COLCHESTER, ESSEX, CO4 4DW

Advertisers Index

ABC Software	92	Mirror Soft	69
ANCO Software Ltd	IBC	MJC Supplies	70
ARC Education	95	Ocean	IFC, 3, 15, 53, 67, OBC
Arnor Ltd	46	Osprey	92
Boxoft	80	PCW World	95
Bruce Everiss	92	Romantic Robot	87
Brunning Software	30	SD Microsystems	95
Caspell Computers	82	Selec Software	95
Cottage Software	13	Serious Games	95
Database Software Ltd	16	Siren Software	29
Datel	34, 35	Smogware	92
First Choice Software	82	Soft Gold International	38
Glenco Software	13	SPM Software	80
GMF Programs	78	Star Software	87
Home Based Business	78	Strategy Software	80
Instamec	78	TAC	98
Intraset	78	Turbosoft	61
K & M Computers	62	Virgin	6, 54
Medway King	95	Wacci UK	10
Microstyle	46	Wave	92



Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

★ 1 to 4 players option (Amiga & ST)
★ Kit Design (Amiga, Atari ST & IBM)
★ Facility to load Player Manager teams and designed tactics.
★ Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
★ Two players teams mode against the computer.
★ After touch controls to bend or dip the ball.
★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
★ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - *Ultimate soccer simulation.* **96%.**
THE ACE - *Brilliant. Buy, Boy, Buy.* **930.**
AMIGA FORMAT - *Best footy game to have appeared on any machine.* **94%.**
ST FORMAT - *What a game! Gem to play. Magic.* **90%.**
C & VG - *Championship winning material.* 95%.
GAMES MACHINE - *Probably the best sports game ever.* **92%.**
COMMODORE USER - *No other footie game can touch it.* **90%.**
AMIGA ACTION - *Surpasses all other football games.* **93%.**
POPULAR COMPUTING WEEKLY - *Nothing short of brilliant.*
NEW COMPUTER EXPRESS - *Computer football event of the year.*

AMIGA & ATARI ST	£19.99
IBM	T.B.A.
CBM 64, SPECTRUM & AMSTRAD	£9.99 Cas.
CBM 64, SPECTRUM & AMSTRAD	£14.99 Disc
KICK OFF 2 & WORLD CUP(AMIGA & ATARI ST)	£24.99
KICK OFF 2 (Expanded Amiga)	£24.99

ANCO



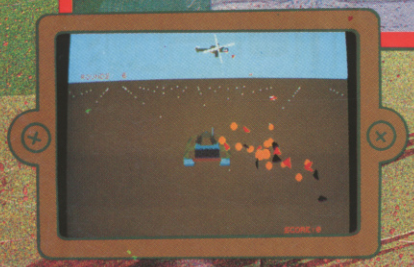
ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
Telephone No.: 0322 92513/92518. Fax No.: 0322 93422.

ENTER FIRST INTO BATTLE... LAST TO LEAVE

Battle COMMAND

Battle







ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ocean

Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650



KEYPRESS CHEATS, PASSWORDS, HINTS, TIPS AND SOLUTIONS FOR

DOZENS

OF YOUR FAVOURITE GAMES...

Batman – the Caped Crusader • Bedlam • Bloodwych • BMX Freestyle • Bounty Hunter • Bubble Ghost • Chase HQ • Dynasty Wars • Eagles Nest • E-Motion • Equinox • Grand Prix Simulator 2 • Heroes of the Lance • Italy '90 • Jinks • Jungle Warfare • Knightmare • Laser Squad • Mega-Buck$ • MiG29 Soviet Fighter • Myth – History in the Making • Ninja Massacre • Nuclear Heist • Operation Wolf • P-47 Thunderbolt • Pipe Mania • Pirates • Pro Powerboat Simulator • Rastan • The Real Ghostbusters • Ricochet • Strider • Super Stunt Bike Simulator • Supertank Simulator • Tempest • Three Weeks in Paradise • Turbo Boat Simulator • Turrican • X-Out

WELCOME...

To the *Amstrad Action* tips book, given away free with the October edition of *AA*! The book's been put together from the pages of *Cheat Mode*, *Amstrad Action's* gamesbusting section, which is edited every month by champion cheat-finder Phil Howard.

No experience necessary!

There are no pokes or Multiface cheats in this booklet – just passwords, keypress cheats, hints, tips and solutions.

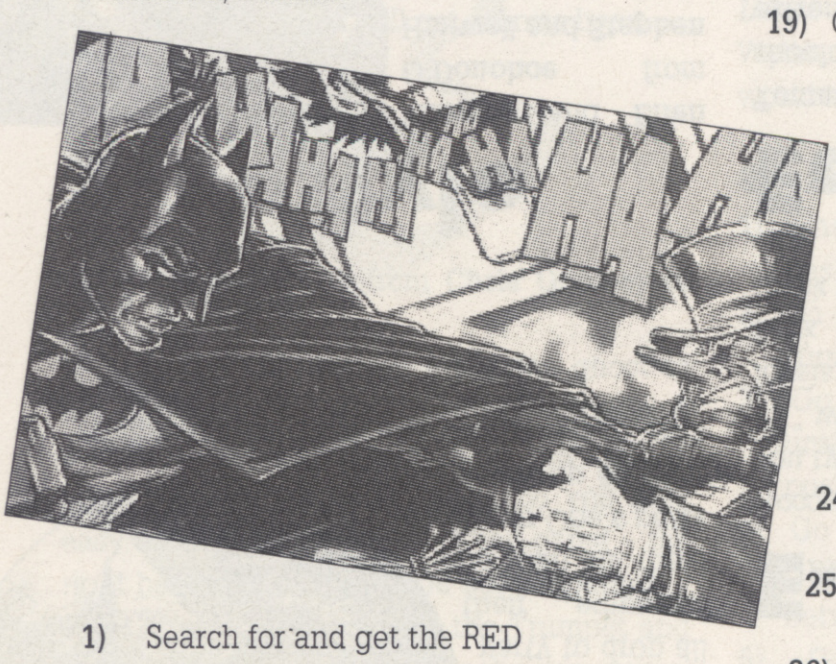
The AA roll of honour...

The following readers get an honourable mention for their hard work and dedication in supplying the tips for this book:

Wayne Power ▪ Peter Grogan ▪ Paul Whitton ▪ Robert Melody ▪ Stephen Matthews ▪ Jason Falcus ▪ Chris Godfrey ▪ Samir Al-Amar ▪ Paul Hinchcliff ▪ Kirk Marshall ▪ Tien Tran ▪ Paul Williams ▪ Gregory Janiec ▪ Paul Turner ▪ Asif Chaudhry ▪ James O'Hara ▪ Ben Owen ▪ Dan Irving ▪ Andy Price ▪ Peter Tilcock ▪ Darren Adams ▪ Tomasz Sztuka ▪ Jonathan Nurse ▪ Grahame Welsh ▪ Richard Hunt ▪ Adam Docherty ▪ Paul Williams ▪ Mark Griffiths ▪ Vinay Poran ▪ J Chan ▪ John Hillier ▪ Geoff Legouais ▪ Chris Martin ▪ Keven Hoy ▪ Sam Walker ▪ Adam Waring ▪ Alex Cochrane ▪ Stephen Smith ▪ David Higgins ▪ John Hillier ▪ P Watkins ▪ Colin Kinsella ▪ Carl Surry ▪ David Melville ▪ Jody Elston ▪ Lee Mills ▪ Graham Shaw ▪ Martin Kremenstein ▪ Sean Bishop ▪ Mark Smalls.

Batman – the Caped Crusader

Batman – Caped Crusader game "A Bird in the Hand" gets solved in style by dynamic duo **Wayne Power** and **Peter Grogan** of Waterford, Ireland:



1) Search for and get the RED NOSE (makes you invisible).
2) Find and collect the SPANNER (fixes broken machine).
3) Look for and collect the BATARANG, use the BATARANG.
4) Search for and get the LOCKPICK.
5) Find and collect the BOMB.
6) Get the BATDISK, insert the BATDISK, then make your way out.
7) Keep going right, collect the SWEET and TRAINERS.
8) Go back to the LADDER and climb it. 9) Get the ROPE. (used in room two halves)
10) Use LOCKPICK in room TAKE YOUR PICK.
11) Go into WAREHOUSE, use RED NOSE and TRAINERS (move faster).
12) Search for and collect LIFT KEY. Find LIFT and use KEY.
13) Find and get DART and BREAD.
14) If your energy is low use food (TOAST etc).
15) Search for and get the GAME DISK.
16) Look for and collect the FRIED EGG.
17) Move into room TWO HALVES and use the ROPE.
18) Climb the ROPE.
19) Get the MAGNET (makes the penguins bounce off).
20) Use the DART and collect the PASS, then climb down the ROPE.
21) Go back to the LIFT ROOM and use the LIFT KEY.
22) Leave the WAREHOUSE.
23) Move right until you come across the LADDER, climb the LADDER.
24) Keep moving right collect the POP and TORCH.
25) Climb down the LADDER. Go right and get the KEY.
26) Move left to the room DON'T PASS GO.
27) Use the PASS and go through the door.
28) Use the TORCH.
29) Use the MAGNET.
30) Search for and collect the VIDEO TAPE.
31) Use the VIDEO TAPE in the room with the TV turned off.
32) Search for and collect the CUPCAKE.
33) Check energy level and if low eat food. (CUPCAKE)
34) Find room OPEN HALL DOOR and use the KEY.
35) Go through the door and find the room 3 STEPS TO HELL.
36) Go through the door and find the room THE BIG TURN OFF
37) Insert GAME DISK and the game is complete.

Bedlam

Press COPY on the title screen to start on the level you died on – thanks to **Paul Whitton** of Coventry.

Bloodwych

Here is a slightly unethical tip for ***Bloodwych*** from **Robert Melody** of Purley, who suggests that you should select a two-player game and choose parties for both players. When the game starts get Player Two's party to drop all their eqipment and then kill them (!), Player One's party can then pick up all their equipment and sell everything which isn't needed.



BMX Freestyle



Thomas and **Ellen O'Donohoe** from Hanwell and **Stephen Matthews** of Kings Lynn have found a cheat for ***BMX Freestyle*** – type TAEHC (that's CHEAT backwards – clever, eh?) into the hi-score table, and guess what happens?

Dynasty Wars

Here's a nice keypress cheat for ***Dynasty Wars*** from James O'Hara of Selby – Press SHIFT and ZERO when playing and you go to the next level.

Eagles Nest

Ben Owen, Dan Irving, Andy Price, and Peter Tilcock say that you can type DAS CHT into the hi-score table for infinite energy, DAS MAP for map mode, MAP OFF to turn it off again, and DAS NME to play without enemies.

E-Motion

According to **Darren Adams** of London, if you type MOONUNIT on the title screen then "R" will advance 1 level, "F" will advance 10 levels, "T" moves back 1 level, "G" moves back 10 levels and "V" will self destruct (back to level 1).

Equinox

Tomasz Sztuka from London says you should collect the PETE object, move to the extreme top left of the start screen then press "R", "N" and "C" keys together for infinite lives.

Grand Prix Simulator 2

Jonathan Nurse of Bristol has a tip for ***Grand Prix Simulator 2*** – change the name of player 1 to INTEGRA and it will stop you being knocked out of the game, or, for a laugh, try COMPUTER.

Bounty Hunter

Jason Falcus of Optimus Software not only does he writes some pretty fine games, but he also builds some pretty cunning keypress cheats into them – including Codemasters' ***Bounty Hunter***. For those in search of paradise, press ESC to pause the game then type FIZBANG – you will get infinite lives.

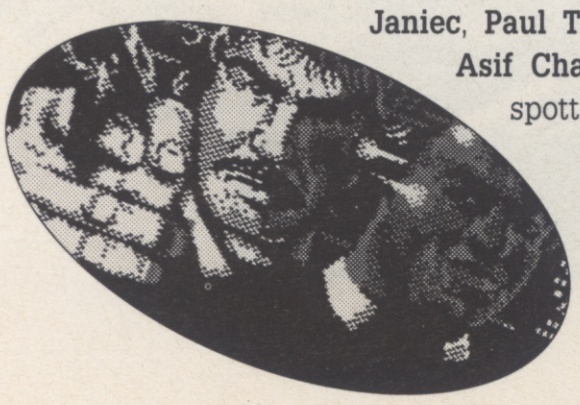
Bubble Ghost

Here are a few tips from **Chris Godfrey** of Basingstoke:

- On the start screen move the ghost to the ERE sign and blow the right hand side. A secret passage will appear on the right – take the bubble through and you will gain easy access to other parts of the game – the right hand exit will lead you out altogether.
- Other tips are to blow the Trumpet and explode the Head. Also, blow the Fan control to turn it off... see if you can find any more.

Chase HQ

Lots of people have discovered a built-in cheat for Chase HQ. Re-define the keys as S,H,O,C,K,E,D and "TEST" will appear at the bottom right. At any time during play, press "1" to restart level, "2" to move to the next level, "3" to see the end game display, and "4" to get an extra life. Thanks to **Samir Al-Amar**, **Paul Hinchliff**, **Kirk Marshall**, **Tien Tran**, **Paul Williams** and **Gregory Janiec**, **Paul Turner** and **Asif Chaudhry** for spotting it.



Heroes of the Lance

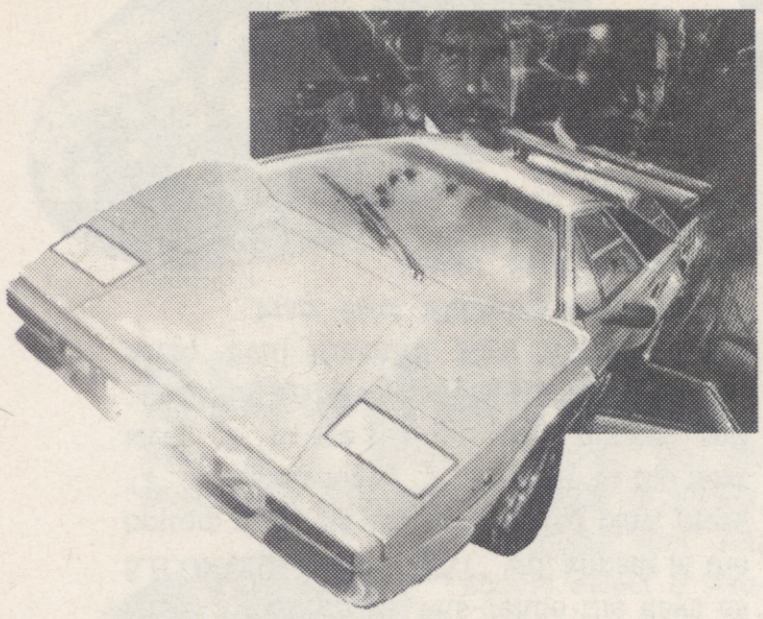
The complete solution to ***Heroes of the Lance*** has arrived, courtesy of Grahame Welsh, who lives around the other side of the world in Maryborough, Australia:

● *Level 1*

1) When you start go to the first door and push up.
2) Go right, until you reach the end of the corridor and push down.
3) Go right, pick up the POUCH, move right until you reach the second archway and push down.
4) Go left, kill the SKELETON, pick up the GEM, move left until the path widens between 2 walls, then push up.
5) Go right, miss the first door, pass the second, when you reach the third there should be a STATUE in front of you, then push up.
6) Go right, kill the DRACONIAN, go to the circle in the wall, a few metres in front of you, then push up.

● *Level 2*

1) Go right and push down.
2) Go left until you reach a sizeable gap, swap character to RAISTLAN (wizard), then jump over the pit.
3) Go left until you see a TROPHY type object, move the character on top of the object and pick it up.
4) Go left until the screen stops scrolling, go to the last door on the left and push up.



● *Level 3*

1) Go right until you come to what looks like an entrance to a temple, then push up.
2) Go right until you see 2 SHIELDS on the wall, pick them both up and give the spare shield to another character (they need one to survive).
3) Go left until you see 3 SHIELDS on the wall, take all 3 and give spares to other characters.
4) Keep moving left until screen stops scrolling and go to the door closest to the edge of the screen and push up.
5) Go right until you come to another temple entrance and push up.
6) Go right, kill the SPIDER, then kill the WRAITH (careful, they drain energy).
7) Move to the part of the screen where there is only ground, and push up.

● *Level 4*

1) Change character to RAISTLAN, then jump the pit, kill the DRACONIAN.
2) Keep going right to the end of the screen where there is a door, push up.
3) Go left, be careful of falling blocks (chose TASSLEHOFF – he dismantles traps).
4) Keep moving left until the black patch appears and push up.
5) Go left until you see a door next to 2 columns, miss the first door, push up.

Italy '90

Richard Hunt of Clwyd, **Adam Docherty** of Chiswick and **Paul Williams** of Abertillery have found a cheat for this football game from US Gold:

If you press Function key "6" during play the ref blows the whistle and you move straight into the penalty shoot-out (then, just like the real thing, you can boot it over the bar!).

Jinks

Paul Whitton of Coventry says to press ESC to play the level you died on again.

Jungle Warfare

Mastertronic's ***Jungle Warfare*** gets the treatment from **Mark Griffiths** of Haverfordwest – press SHIFT + P to pause the game then press the keys A, S, Z, X, C, U, J, M and SHIFT down simultaneously.

When you return to the game you will have infinite lives (not to mention dislocated fingers!).

Knightmare

Vinay Poran of Leeds supplies the information to get you past the first couple of screens:

- Go to the dripping wall and TAKE WATER, give the water to the old man.
- Take the food and give it to the old man, he will give you a magic spade.
- Move into the second room using OPEN DOOR and use the spade, then you can then carry on with the journey.

6) Change to RAISTLAN, jump to the block in the middle of the screen, jump to the next block, then jump until you reach firm ground.
7) Walk towards the edge of the screen until you come to the door between the last 2 columns, then push up.

● *Level 5*

1) Kill the SPIDER, then move off left, to a ditch in the ground, and push down.
2) Go right to the last circle in the wall, then push up.
3) Go right to the end of the screen, then push up.
4) Go right until a circle on the wall is just in front of you and push up.
5) Go right, push up when you reach the circle at the end of the screen.
6) Go left, push up when at a circle just in front of you.
7) Go right, kill SPIDER, push up when you reach circle at end of screen.
8) Go left, push up when you reach a circle at the end of the screen.
9) Go right, pick up COINS, kill the SPIDER, push up when at the third circle.
10) Go left, kill final guardian (TROLL), then push up when at a circle.

● *Final Level (Fight with Khisanth)*

1) Quickly move out of sight of the DRAGON and change to GOLDMOON.
2) Cast the PRAYER spell, then go back and fire at the DRAGON to kill her.
3) Go right until you come to the very last SKELETON lying on the floor, go to the menu, select TAKE. The DISKS should then appear, so simply press Fire to take them.

Game completed!

Laser Squad

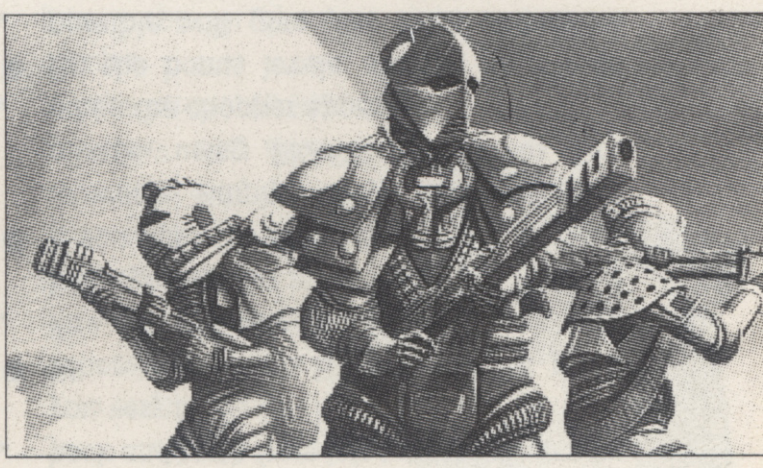
Struggling to thrash your CPC on ***Laser Squad***, the epic and very wonderful *AA* master-war-game? You will be probably be pleased to have a peek at J. Chan's tactics:

1) The Assassins

Deploy three men on the left of the house, and two on the right as near to the doors as possible. As soon as you can, let off a grenade at the right side of the house, this should take out two combat droids. Do the same with the left side. Make sure you have a rocket launcher with lots of rockets available on the left and give Sterner & co. a fine firework display. Use snap shots so that you can re-load the same go, but aim if you see Sterner. It's advisable to have a Marsec gun handy on the left for opportunity fire.

2) Moonbase Assault

Split up into two groups of four, each having one bloke with a Marsec auto-gun and the remainder full of grenades. Start at the middle top and bottom right. Open the first doors you see, and clear the rooms with grenades. Nick the weapons from the dead enemies, especially the Marsec auto-guns. Use grenades to guarantee a killing (if there



are several enemy together). Take care , and stop before going around each corner, especially if you are near the centre. It's easier to wipe out the enemy than it is to wipe out the databanks, so, if there is only one of them left, hunt him down.

3) Mine Rescue

Deploy two on the left and three on the right. Don't worry too much about the rescuing, just lead the Mettalix boys into extinction, it's much easier. Free as many prisoners as you can along the way, however, as extra men are very useful. Have lots of grenades, a little explosive, and a rocket launcher. Pinch weapons and use the video key (found on one of the enemy) in the video room to see where they are. The rocket launcher makes loads of rubble which will slow down the enemy's movement (and yours, if you go over it).

4) Cyber Hordes

Tricky little number this. Play on the lower levels first, or the higher ones are virtually impossible.

Equip your men with the best stuff you can. Good armour is the most important, followed closely by several auto-cannons. Leave about half your men with no weapons, and deploy a man near to the open casket on the right. Get the orange key, and go around unlocking the orange caskets, looting all that's inside (except the green keys). Position the armed men either at the end of a corridor, or inside rooms which the enemy have been known to have walked past – leave the door open and ambush them.

Remember you are defending, so don't chase them around.

5) Paradise Valley

Compared to this, the previous levels are easy! Equip with the most destructive weapons available, but make sure one or two men are armed to wipe out the enemy at close range, without destroying the entire party. It's worthwhile carrying lots of grenades.

The best way across, as far as I can see, is to flatten the valley with sprayings from the auto-cannon, and a few grenades. The splodges are strong, taking an average of two auto-cannon/grenade hits to finish. The water dwellers, though they cannot fire, are dangerous to touch but concentrated explosions will finish them.

Don't use the underground, just cross the valley, but watch out for aliens in the rocks, it's a bit risky using the auto-cannons there. Once past that, clear as much as you can from the left side of the river with copious cannon fire, then make a mad dash.

Mega-Buck$

John Hillier and **Geoff Legouais** have provided the telephone numbers for ***Mega-Buck$***, just in case there are any gamesters out there still tearing their hair out.

Max's office	**58629**
Mansion	**16349**
Dog and bone	**38312**
Tower	**59112**
Tunnels	**87327**
Church	**68495**

Mig29 Soviet Fighter

How about some tips for Codemasters' ***MiG 29 Soviet Fighter*** from Chris Martin of Horley:

- Fly as low as possible and keep moving back and forth from left to right. This way you very rarely get blown up.
- When you get an H-Bomb, do not press Fire immediately, but save it until the helicopter comes into view.
- If you miss the H-bombs there's no need to worry, simply change the weapon to missile, using SPACE then press Fire when the chopper appears.
- On the bonus levels, staying as low as possible will give you more chance of picking up parachutes.

Myth

Kevin Hoy of Bootle in Merseyside has produced the complete solution to this absorbing game:

Stage 1 The Road to Hell

- Kick the two jars on either side at the start and collect the contents.
- Go left, select FIREBALL and shoot the hanging corpses
- Smash the jars and collect the contents.
- Skeletons will drop from above, shoot them and collect the skulls.
- Go left and immediately shoot the GARGOYLE, use HEART to protect yourself.
- When defeated, shoot the ORB until it falls, then collect it.
- Go right shooting corpses and collecting articles.
- Use the HEART when confronted by the GARGOYLE and move directly underneath.
- Select FIREBALL then jump in between him spitting and shoot him.
- Fire at the ORB until it falls then collect it.
- Go left and drop down.
- Go right, shoot the hanging corpses, go right and collect the ORB.
- Go left, shooting kicking and collecting all you find, and drop down.
- Make sure you have collected ten SKULLS then go left.
- Select SKULLS and throw ten into the fiery pit, select FIREBALL
- The DEVIL will rise – shoot him repeatedly until he explodes.
- A platform will appear, collect the TRIDENT and the ORB.
- Go right collecting, and at a second fiery pit a platform will appear.
- Select the TRIDENT and go right, shoot the DRAGON repeatedly.
- Collect The KEY and move left, climbing upwards to the DOOR.
- Select the KEY. The door will open – move through the DOOR.
- Select the HEART, drop from the ledges and collect the ORB.
- Go right out of the door and drop from the ledge.
- Go to the right, collect the MASTER ICON.

Return to the start position (teleport pad) and select the MASTER ICON.

Stage 2 Greece 400 Years BC.

- Destroy the STATUE with your sword and collect the FIREBALL and ORB
- Ignore the jar then go right collecting articles.
- Hit the statue of Achilles on the heel six times and collect the bag. (Now is this Achilles or is it Perseus?)
- Go right break the jar and chase the dove (extra life)
- Go right and cautiously move forward



– the lady will transform.
- When she does, hide behind the pillar and wait for her to rise.
- Move left off the screen and back again she will have gone.
- Go right and collect a DOVE and an ORB, then right again and collect a third.
- Move right and jump to the TEMPLE and kneel (left + fire + Sword Icon)
- You are transported to MEDUSAS. Protect yourself with your SHIELD.
- Move forward, cut off her head with the sword, select the BAG.
- Collect MEDUSA HEAD then the ORB.
- Go left then right to encounter the HYDRA and select the MEDUSA HEAD.
- Destroy the heads, collect the ORB and return to TEMPLE and kneel.
- Collect the MASTER ICON and return to the teleport pad.

Stage 3 Scandinavia 500 Years AD
- Kill all the Vikings until one leaves a FIREBALL, select it.
- Go right, collect the ORB and get transported ashore.
- Jump up to the jar and collect the contents.
- Go left, shoot the TROLLS and collect the KNIVES
- Keep moving left and collecting until you find the ORB
- Collect the LIGHTNING and the ORB.
- Go right and climb the platforms to collect the SCROLL
- Go right and use the SCROLL to make rain and put out the FIRE
- Release the LADY and she will reveal a KEY – collect it.
- Go right and collect the ORB.
- Go right collecting and you will confront the DRAGON
- Select the KNIVES, get close between fiery breaths and destroy it.
- Move right and collect the ORB.
- Go right and select the KEY to lower the DRAWBRIDGE.
- Enter the Castle and use the LIGHTNING to destroy ODIN. Shoot his feet.
- Collect the ORB, go left, collect the MASTER ICON in the forest.
- Return to the Teleport pad.

Stage 4 Egypt 3,000 Years BC
- Don't enter the water. Select the GUN, go right and shoot twice.
- Enter the Pyramid, go down the steps and drop off the ledge.
- Below there are four doors (1 nearest the wall and 4 farthest away)
- Enter door 3 first by crouching (same as kneeling in Greece).
- Jump across the pit and collect the MASK from the chest.
- Jump over the spikes, kick the jar and collect the GUN.
- The floor is boobytrapped, so jump right and collect the ANKH.
- Move to between the two sarcophagus's and select the ANKH (extra lives)
- Return to the four doors and select door 2
- Watch out for falling slabs, collect the FIREBALL and the GUN
- Move to the next screen and collect the ORB.
- Move to the next screen and jump the pit – don't land on the first slab.
- Collect the EYE from the chest, go to the next screen and get the JAR.
- Return to the doors and enter number 1. Watch out for falling slabs.
- Collect the GUN, move to the next screen and collect the ORB.
- Carry on to the next screen, collect the FIREBALL and the SECOND JAR.
- Return to the doors, enter number 3 and then jump left.
- Go to the next screen, collect the ORB, and on to collect the THIRD JAR
- Return to the doors and select number 4
- Avoiding spikes and falling slabs, go to the next screen and collect the ORB.
- Carry on walking right to the end of the room and collect the FOURTH JAR.
- Return to the doors and the EYE under door 5 should now be flashing.
- Select the EYE and you will transport to a corridor.
- Shoot the MUMMIES with your GUN and walk right to the SARCOPHAGUS
- Put down the JARS, then enter the next room and select the MASK.
- Fire at the face of KING TUT and he will be destroyed.
- Collect the final ORB, go back to the teleport and THAT'S IT.

Ninja Massacre

Here are the password entries to every 5th level:

5) RAIN 10) PINK 15) YEAR 20) ROCK 25) WARD 30) HULL 35) STAG 40) BEER

Nuclear Heist

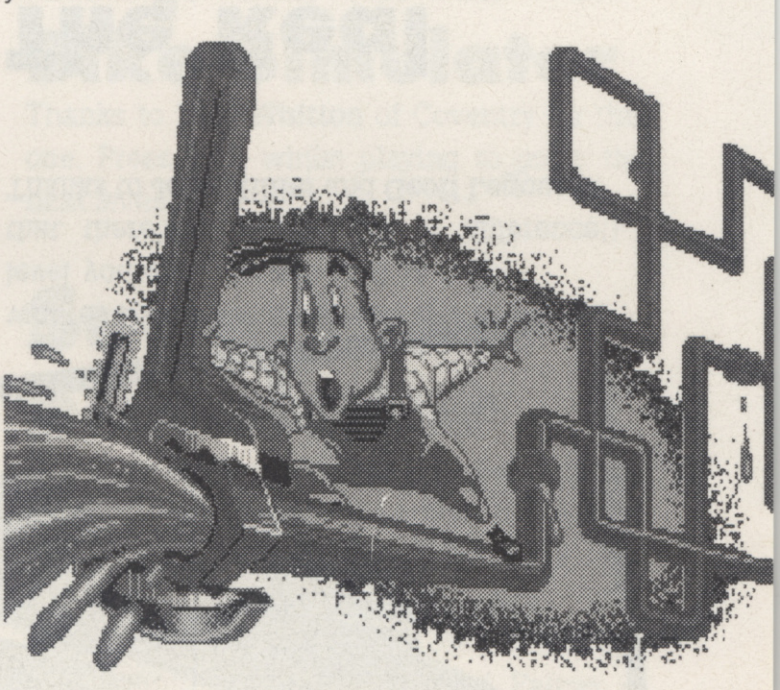
Players' game ***Nuclear Heist*** gets the treatment by Alex Cochrane of Wishaw and Martin Porter of Norwich. Both have discovered that if you type EGDIROLE (or is it EGDIRDLE?) into the hi-score table you get infinite lives.

Operation Wolf

Stephen Smith of Peterborough suggests that if you're lucky enough to own the Light Gun version of ***Operation Wolf***, all you have to do is hold down the CTRL SHIFT and ESC keys and you will move to the next level.

Pipe Mania

Plumbing the depths of despair with ***Pipe Mania***? If you don't happen to be into central heating then here are the passwords which will raise the level of play and help you keep your head above water – for a while:



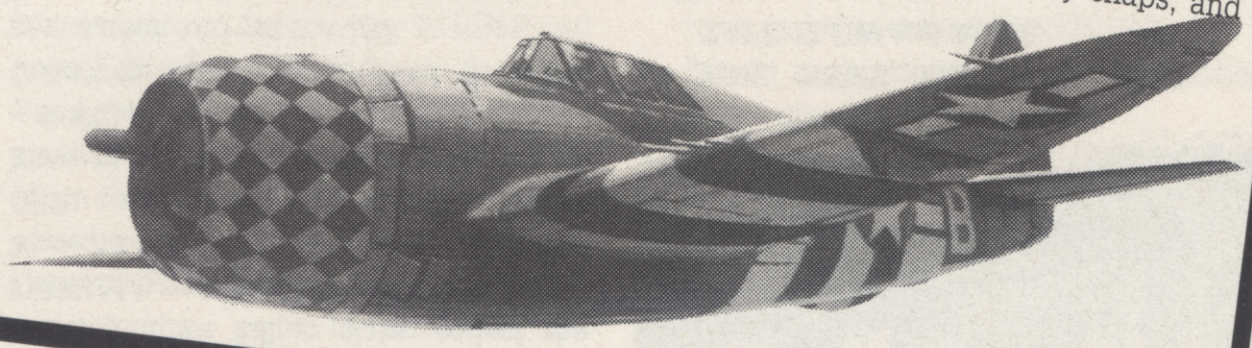
FINE, NEWS, FAIL, SAIL, ERIC, TAPE, SLOW and ACHE.

Pirates

Microprose's game ***Pirates*** has been around for some time, but I have never seen any playing tips for it – until now, that is. Sam Walker from Minchinhampton has spliced

P-47 Thunderbolt

With the glorious graphics of ***P-47 Thunderbolt*** who needs an Amiga? (who wants to be a millionaire?). What's more, they get better and better. To view all that parallaxed technicolour, type ZEBEDEE into the hi-score table, then its chocks away chaps, and into the sunset.



the mainbrace and run up the Jolly Roger!

- Always choose fencing as skill, as losing fencing fights with the enemy will always end up with you in prison.
- Try to get extra ships as soon as possible. An ideal combination is a War Galleon (for power in battle), a Merchantsman (for cargo space), and a Pinnacle (for manoeuvrability and speed in light winds).
- In early stages, if a pirate ship is captured, always hold the pirate captain for ransom. In general, the pirate should be taken to the governor whose nationality is the same as the area where he was captured – i.e. if the pirate was captured in English waters, he should be taken to the English govenor.
- Try to amass a large crew – it is advantageous in battle. The only problems are the need for greater amounts of food, and the proportion of plunder is less. They tend to become angry more quickly if gold is on the short side.

whatever level you wind to will load in (not that there's a terrible lot of difference!). Thanks to **John Hillier** and **Geoff Legouais**.

The Real Ghost busters

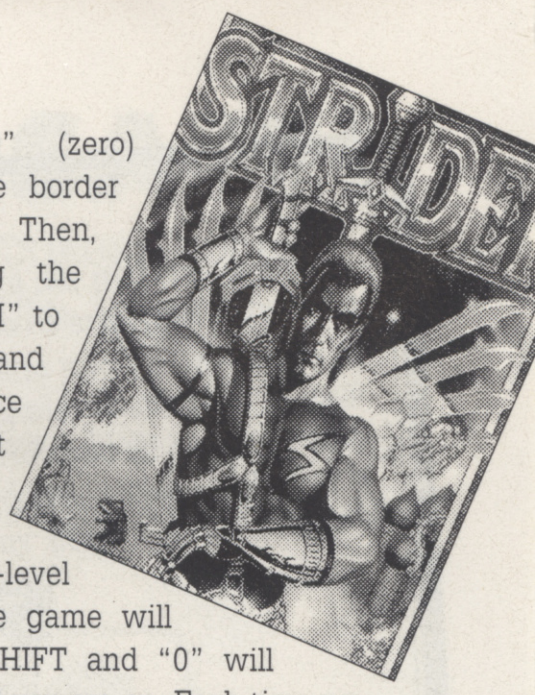
According to **P Watkins** of Peterborough, if you Press the keys C H E A T at any time during play and you will advance to the next level and get infinite lives.

Ricochet

Colin Kinsella of London says that on ***Ricochet*** pressing TAB will move you to the next stage and you will have infinite lives.

Strider

Carl Surry from Barnet has found a great cheat for ***Strider***. On the title screen, press "Z" and "0" (zero) together – the border will flash. Then, whilst playing the game, press "H" to pause, SHIFT and "1" will advance you to the next stage. (but don't try to skip the end-of-level guardian – the game will crash). Also, SHIFT and "0" will restart the level you are on. Each time you use the cheat your lives and time are reset.



- Look for enemy towns with no forts on the cities list, as these are very easy targets in battle.
- Some towns have a large number of forts but few soldiers. These are best attacked on foot.
- Look for enemy towns that have been attacked by indians, as their attacks will decrease the soldiers' numbers.
- If a damaged ship is captured, the speed of your whole fleet will be slowed down. It might be best to plunder then sink her, rather than keep her.
- When fencing with an enemy having only a small number of men, choose a cutlass, as it does the greatest damage.
- If the men's morale decreases, they will start to desert at port. Remember that the crew attaches no value to ships, goods etc, just the amount of gold. Selling some ships or goods to get more gold will cheer them up.

Pro Powerboat Simulator

David Higgins of Ballygluimin Co. Galway has discovered the keypress cheat for Codemasters' – Press ESC to pause the game then by pressing the keys "1","2","Z","X",and "SPACE" you get infinite lives.

Rastan



Tape owners can use the old trick of winding the tape forward instead of loading the next level. Yup, it seems that

Super Stunt Bike Simulator

Thanks to **Paul Whitton** of Coventry for this one. Press TAB whilst playing to go to the next level.

Supertank Simulator

Got ***Supertank Simulator*** but don't like to type in long pokes? Then this is for you. Press ESC to pause the game then type STANK (that's the name of the game, not a comment on it!) then ESC to return, and you have infinite lives. Thanks to **J Falcus** of Optimus software.

Tempest

Press "Q" and "A" on the "Enter to Start" screen to raise or lower the start level. Thanks to **P Watkins** of Peterborough for that one.

Three Weeks in Paradise

Get killed, then immediately press the keys "K", "A", "T", "H" until you obtain infinite lives. Thanks to **Tomasz Sztuka** from London.

Turbo Boat Simulator

David Melville, Jody Elston, Lee Mills, and Graham Shaw all suggest that to advance a level in ***Turbo Boat Simulator***, press PAUSE and CLR together.

X-Out

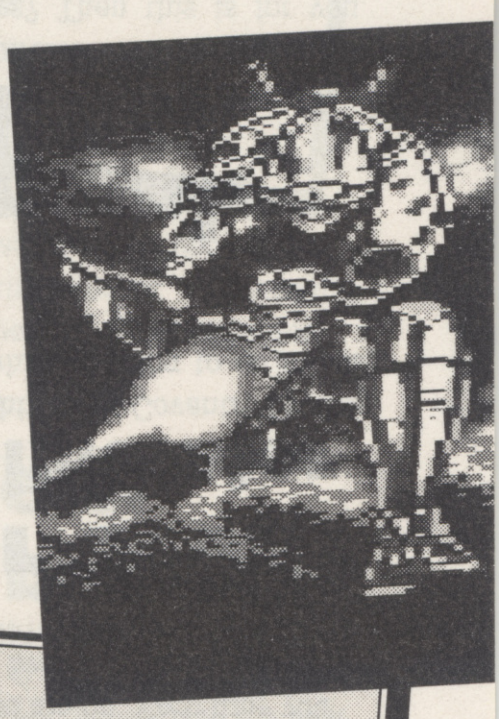
Some of the more eagle-eyed among you have noticed either a built in cheat, or a very fortuitous slip-up in the explosive Rainbow Arts game ***X-Out***.

Basically, to get as much money as you like, simply take a ship etc and, instead of buying it, give it to the Melob (bottom right of the select screen) – your score will increase each time you do so. Having done this a few times you can buy as much as you like, but keep an eye on your score.

Many thanks to **Martin Kremenstein** of Maidenhead, **Sean Bishop** of Salisbury and **Mark Smalls** of Northampton.

Turrican

This ***Turrican*** tip is from **Colin Kinsella** of Luton – when the game starts move to the extreme left and jump to reveal an extra life, you should also now have infinite credit



MULTILOAD TAPE GAMES

Johnathan Hadfield, David Melville and Philip Tricklebank have all contributed a similar method to advance a little further on multiload tape games. The games suggested are ***The Untouchables*** and ***Altered Beast*** but the method may well work on others. What you need to do is make a note of the tape counter at the start of each level (listen to the tape). Then instead of allowing the game to load the next block of code, (after it says "FOUND" on *Untouchables*) wind the tape on and allow it to load a higher level. It's a bit of a tricky method, but certainly worth a try! It may save a bit of typing too!

NO GAME IS SAFE!

Read *Cheat Mode* every month for pokes, solutions, maps, passwords and cheats for all the latest games *and* many of the old classics.

Assembled using cheats from the top Amstrad games experts, it could mean the difference between finishing a game and tearing your hair out!



● Got any cheats yourself that you want to pass on? Send them in to: **Cheat Mode, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW**. There are £25 mail order vouchers up for grabs to the month's best contributions!