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BRITAIN'S BEST-SELLING MAGAZINE FOR THE AMSTRAD

CPC | GX4000 | PLUS





ISSUE No. 66
MARCH 1991
£1.60

ROBOCOP 2 ON THE CONSOLE




# AMSTRAD ACTION

More CPC reviews than any other mag!

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# SPARKS O




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**Re-fight the American Civil war the Infogrames way!**

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**The absolutely exclusive and completely authoritative *Amstrad Action* guide to games-playing**

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**Ocean's game-of-the-film hits the console – and hits it hard! Is this the best cartridge game yet?**



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● **WIN, WIN, WIN! A CD ghetto-blaster worth £200 is up for grabs, plus 5 *Robocop* videos and 15 copies of *Robocop 2* on the console. We're just too good to you!**


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Tel: 0225 442244 ● Fax: 0225 446019 ● **Editor** Rod 'Roughneck' Lawton ● **Reviews Editor** Adam 'Brains' Waring ● **Staff Writer** Frank 'Hoots Mon' O'Connor ● **Contributors** Alex van Damm, Stuart Whyte, Phil Howard, Caroline Lamb ● **Art Editor** Paul 'Captain' Morgan ● **Additional design** Paul 'Tenpole'Tudor ● **Advertisement Manager** Phil Davenport, tel: 0225 442244 ● **Publisher** Jane Richardson ● **Publishing Assistant** Michele Harris ● **Production** Melissa Parkinson ● **Subscriptions** Christine Stacey, tel: 0458 74011 ● **Mail Order** Claire Bates, tel: 0458 74011 ● **Circulation Director** Sue Hartley, tel: 0225 442244



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Sorry and all that, but we're so busy putting your favourite Amstrad mag together that we don't have time to take all those readers' 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, Forum, Reaction, Ask Alex* etc and we'll do our darndest to sort you out!


Member of the Audit Bureau of Circulations

**30,156**

January-June 1990

NEWS

# Amscene

## PLUS PRICES SLASHED!

Huge post-Christmas savings are to be had on Amstrad's new range of Plus computers and the GX4000 console. Dramatic price cuts have been made on all of Amstrad's newest models by major electrical chains such as Dixons and Comet. Other retailers are likely to follow this lead soon.

- Bargain hunters will save £20 on the price of the GX4000. It's been reduced from £99.95 to £79.95.
- Even better savings are to be had on the Plus computers, with £50 being lopped off the price of these machines across the board. This means the top-of-the-range 6128 Plus with colour monitor can be yours for just £375.95. The entry-level 464 Plus with mono screen, meanwhile, can be picked up for just £179.95.

The reductions are seen as Amstrad's response to disappointing Christmas sales. It is thought that the machine may have been pitched at to high a price against the higher spec, but monitor-less 16-bit computers.

The console, particularly, faces stiff competition from the Sega Master System and Nintendo Entertainment System. The low-end console marketplace has become very cramped thanks to the arrival of Amstrad's GX4000 and Commodore's own 64GS console, and the well-established Sega and Nintendo machines have taken the lion's share of the Christmas sales. Amstrad may take some comfort from the fact that the technically inferior 64GS console has fared even worse. Amstrad's decision to offer improved hardware specifications over the standard machines was clearly a good move, but it may take several months for the machines to make their impact.



**● Bargains galore are to be had on all new Amstrad machines, thanks to some aggressive price-cutting over the Christmas period.**

The price cuts are not official, and all of Amstrad's range retains the original RRP. (Although Amstrad did increase the dealer profit margins, which is seen as giving the go-ahead for price reductions, *without* making it official.)

Look out for further bargains in the shops, and especially from mail-order suppliers.

### WHAT'S NEW?

**Have you got any product news you think we should know about? Basically, if you've got a new widget or piece of software, we don't know until you tell us! Or maybe there's some scoop news story you think we ought to know about...? Either way, write to: Amscene, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW**

## Stickalicious!

Famous joystick manufacturer Cheetah has launched a couple of spooky new products at the January CES in Chicago.

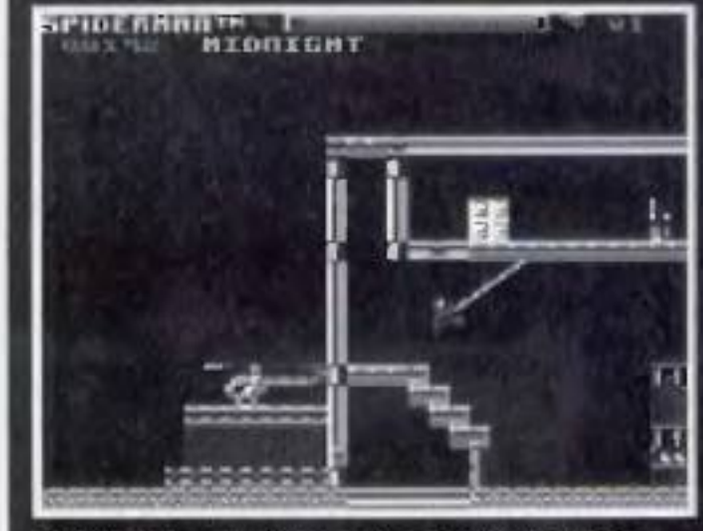
- The first is a fairly conventional stick, but extremely durable and very ergonomic. (Left-handed wagglers will be pleased to note that the microswitched device is equally suited to them.)
- Cheetah's second product, however, is a little more bizarre... called Aeroskate, it is a control device which can be attached to a skateboard (straight up!), allowing you to perform rad stunts and bodacious manouevers in the privacy of your own home. The device will be used in the near future as a control device to play skateboard, driving, ski-ing, surfing games etc, and all in your front room...
- Meanwhile, Spectravideo, the equally famous joystick manufacturer, has released the Stingray joystick. This is a hand-held affair, resembling some kind of space gun. Microswitches again are the order of the day, and Spectravideo describes the Stingray as being the BMW of the joystick world. Hmmm... Prices start at £14.95 for the standard 'stick, and £15.95 for the autofire version.
- And there's more! A new name has emerged on the joystick scene – Krackin has been founded by a group of ex-Konix dudes, and their first release is a stick called the Converta. A novel idea – the 'stick's suckered base can be folded into a comfortable grip allowing it to be hand-held or table-top mounted.




**● The Sting-ray and Converta – two new joysticks from Spectravideo and new boys Krackin respectively.**

### AA SCOOPED?

**AA's principal rival (we're not mentioning any names) has reviewed Empire's *Spiderman* in its March issue! "But we thought there was only a preview version ready!" we complained bitterly. "That's because there is!" explained our sources. Ho ho ho... And the moral of this tale? READ AMSTRAD ACTION – we only review *finished* games!**




**● When is a review not a review? When the game's not even finished yet, that's when! Still, we said we'd mention no names...**

# CARTRIDGE CRISIS?

Where are all the games? Console and Amstrad Plus owners are becoming increasingly miffed at the lack of availability of cartridge-based software for their machines. Although the in-store demonstrators show twelve games up and running, as few as half a dozen of these are actually freely available.

*Robocop 2*, *Fire & Forget II*, *Batman – the Movie*, *Operation Thunderbolt*, *Switchblade* and *Crazy Cars II* can be picked up at most decent outlets, but retailers are pleading ignorance of (and even disinterest in) the various other titles promised by Christmas.

Hopefully, the shortage will be a short-term one. Amstrad and the publishers must get their act together quickly, though, if the punters out there in the High Street are not to become disillusioned with the whole thing.

Amstrad, however, is coming in for the bulk of the criticism because the company has exclusive manufacturing rights, in that while software houses program the games in-house, cartridge manufacture and duplication is handled entirely by Amstrad itself. Many publishers are blaming Amstrad for the current mdelays.



● **Where are all the cartridge games? Despite early promises, the console games are appearing in the shops late.**

## 3.5-inch blues?

Microstyle has come up with the ideal solution for CPC owners looking to buy a 3.5-inch disk drive. As you may or may not know, in order to use the full capacity of 800K per disk on the 3.5-inch drives, an expensive software addition is also required, and can add as much as £25 to the cost of the upgrade.

However, Microstyle is currently flogging drives with a side switch enabling owners to use the full 800K, and allowing them to be used as a standard B drive, and all for the bargain price of £79.95, with nothing else to pay (except postage and packing, that is).

Microstyle can be found at: **212 Dudley Hill Road, Bradford, West Yorkshire, BD2 3DF. Tel 0274 636652.**

## All Formats Computer Fair

**Bargain-hunters can get their regular dose of cheap computer swag at the next All Formats Computer Fair. It's held this time at the New Horticultural Hall in Westminster, London on March 23rd, and admission is a snip at £3.**

**Bargains will include new and second-hand computers, monitors, printers, disk drives and lots more besides. The real bargains at this show will be shop-soiled, or ex-demonstration models, and the consumer can expect to pick up some real gems.**

# WAVE Widget

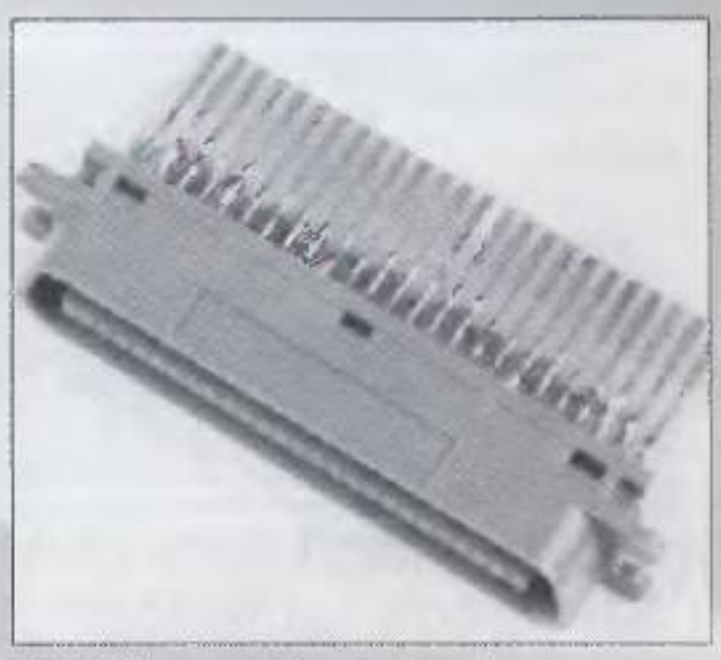
Mail-order supplier WAVE has redesigned its Plus expansion adaptor to be more robust and cheaper too.

The adaptor converts the Plus's new-style 'D' socket into the edge conector found on earlier CPC machines and allows the newer models (compatibility permitting) to use all the peripherals designed for the CPC.

The expansion socket was redesigned by Amstrad when the company brought out the new range. It's more hard-wearing than the old-style connections, and offers less radio interference into the bargain. European contries, where Amstrad hoped to make significant sales, are far stricter on acceptable radio interference emissions from domestic equipment.

The interface costs £9.20 plus £1.15 carridge. (The old price was £11.50 plus P&P.)

Contact: **Wave, 1 Buccleuch Street, Barrow In Furness, Cumbria LA14 1SR.** Tel 0229 870000.



● **WAVE's new-style adaptor allows owners of new Plus machines to plug in existing CPC peripherals.**

NEWS

# Amstrad Action's new look for '91

From the April edition of *Amstrad Action*, on sale March 21st, the magazine will feature a cover mounted cassette with every issue. The cassette will be boxed in a proper case, and comes complete with full colour inlay.

- The tape will contain complete games, playable demos, and more serious programs. At least four programs will be given away on each cassette.
- Unlike other computer magazines that come with cover-mounted software, *AA* intends to make all the programs transferrable to disk. This is because of the high concentration of disk drive owners – much greater than on other 8-bit machines.
- Console owners or other cartridge users will get a special money-off offer on the latest cartridge games – an offer that's guaranteed to save them more than double the cost of buying the magazine in the first place!
- The proportion of colour in the magazine will be rising drastically. Currently, approximately half of *AA* is in colour. In future, this ratio will be nearer two-thirds. One result is that all of *Action Test* will be in glorious colour!
- The increase in colour will be accompanied by a change of paper. *AA*'s old paper was fine for mono pages, but the new paper will be much better at 'taking' colour, leading to an even brighter-looking magazine.

Unavoidably, the inclusion of a regular tape and the insertion of more colour will mean a price rise. This reflects the increased cost of boxing the covertape, obtaining the software and increasing the colour content. The old price of a covertape-mounted issue was £1.95, while the new price is £2.20. We regret the need to bump the price up, but the result will be a magazine which offers better value for money than ever, with free software and cartridge offers that may save you £££s per month.

The decision to include a tape every issue comes from the high demand from readers. Previously only the Christmas (January) and Birthday (October) issues carried a tape, but these did lead to a huge increase in demand. And overwhelming reader demand as reflected by the *AA* mail bag shows that a regular covertape is right at the top of the wants list.

***As ever, Amstrad Action is responding to the wishes of it's readership. AA is, always has been and always will be, YOUR magazine...***

# K & M COMPUTERS

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| Batman the Movie | 23.50 |
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# Reaction

*Welcome to Amstrad Action's regular four-page letters section, the place where you get to air your opinions and the ed replies. We want to know your views on sotware, hardware, piracy, sexism – in fact anything at all! What's more, we're sending a £25 mail order voucher to the best letter we receive each month. If you've got something to say, write to: Reaction, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW.*

## Deep breath now...

This is really three or four letters in one.

1 I have just purchased a new 464 Plus just before Christmas. In last month's *Reaction* there was an article about serious software. Well I feel that it would be a very good idea to make serious software and that it would sell very well. So please, please, please Amstrad, make some serious software – it's a good investment.

2 The next thing I would like to talk about is this sexism stuff. Why can't it just end? The argument could go on for years and years. Let's just leave it at the fact that male and female are equal. It's pointless going on.

3 The next point is the new logo. What's wrong with it, Mark Baxter? People have got to move with the times, expect changes. And as for the title "464, 664, 6128, 464 Plus, 6128 Plus, GX4000 console", what a load of crap! That would look pathetic on the magazine. That's like calling a school "a place to learn maths, English, science etc etc". There is nothing wrong with the present title and it's much quicker to read.

4 My last comment is about the magazine on the whole. I think *AA* is a great magazine and I'm glad a good part of it is devoted to games as well as serious matters. I will continue to buy your magazine as long as I have my computer. Which should be a long time as it takes four years to pay for it...

**Martin Williams**
**Sandy**
**Bedfordshire**

*AA: 1 I agree one hundred per cent about the serious software. I'm afraid, however, that Amstrad has made its mind up that the range is now strictly for games only.*

*2 Sexism. Yes, why can't it just end? I wish I'd never started it the whole blinking debate, really I do...*

*3 I'm glad you like our logo. We thought the old one was getting a bit square. (Even if it is a triangle, which is to say... oh, never mind...)*

*4 Thanks for your support, Martin, it's much appreciated. The Amstrad range is put to a huge variety of uses, and we try to cater for all of them.*

## Is we robbed?

Once upon a time, up at my friend's house (*I hate these – ed*), I flicked through one of his Speccy mags. *Your Sinclair* to be precise. I said: "Ho, ho, ho. My Amstrad mag is far superior to this whinging dribble!" "That may be", replied my friend, "but every month I get at least four games with my mag." I walked home with a suspicion in my mind. (*Bet it didn't leave room for much else – ed*)

When I got home I looked at the contents page of *Amstrad Action* and my suspicion was confirmed... *Amstrad Action* and *Your Sinclair* are both made by Future Publishing. So I wish to know why all of us Amstradiers and Amstradettes don't get free games *every month* and not just three times a year?

P.A. What is a PD library and where can I get some of one's software?

P.P.S. What sort of software is it?

**Mark Finch**
**Wigan**

*AA: A PD library is a company that stores numbers of public domain programs, i.e. programs that are entirely free and can be distributed at will. Although the programs are free, there may be a small copying charge. To find out where to get them, take a look at the WHERE TO GO BOX in the Free for All section this issue.*

*Public domain software comes in all types – games, databases, word processors – you name it, somebody's written it.*

● *If you've every played a Speccy game you'll know why YS gives four away every month.. HOWEVER, don't say we never listen to our readers....*

*Who would like a covertape every month – hands up now...*

*ALRIGHT, alright – you win! Starting next month, there will be a covertape every issue! Can't believe how good to you we are? Aw, it's nothing... but if you do feel compelled to slip a few notes into an envelope...? No, well, it was just an idea...*

*See Amscene for the full story.*




**● Do you want an *AA* covertape every month? Hmm, I dunno, well now, let's see...**

## Tin helmets on, lads!

It seems us women are letting them male pigs (*oh dear, here we go – ed*) get away with criticising the superior sex... yes, us women. Damn that Adrian Forbes (*Reaction, AA64*) and his male bull sh*t... (*hmm, yes – let's just go for the highlights, shall we?*) ...so of course we are much better at computers than those male sh*ts... I myself learnt BASIC fully in three years... do wonderful art and use my CPC in the school band... hairy ape males... letter of ultimate bull cr*p... fighting for our rights... you make me sick... show you that I am number one... Bull with a capital B (*that was for AA, by the way*)... Oh, a message to all you other dirty males – you know where you can stick your joystick up and spin on it with the autofire button on.

**Jane Marie**
**London**

***AA: Well, what a complete load of ranting cobblers! And there we were, criticising the male readers for reacting like a bunch of rabid lemmings! I give up, I really do. And here, folks, ends the debate.***

*By they way, Jane Marie, you spell it 'ciao', not 'chow'.*

# LETTERS

## Twice as good?

I read with interest the letter in February's issue from William Huddleston requesting more colour in the magazine's game reviews. Your reply was that would add an extra 5p to the cost of the magazine.

I have an excellent idea how you could save much more than 5p a copy. Simple, really – the 32 pages of the magazine which you printed twice last month could be axed and this would save you an absolute fortune!

Come on, *AA*, own up – you've made the odd mistake here and there in the past with type-ins etc, but you've got to admit this is your biggest cock-up yet!

Dave Smith
Hastings

***AA: Oh yeah, a wise guy eh? Just for your information, that wasn't us it was the printers – so there! Anyway, we have put all the games in colour this month, and we haven't even put the price up 1p. That's because we're trying out a brand new flat-plan arrangement. So stick that in yer pipe 'n' smoke it.!***

## Mutant myopia

I purchased the disk version of the *Teenage Mutant Hero Turtles* for my young son. The centre pages of the instruction booklet list the codes, of which one has to be inputted according to the coordinates which appear on screen and which therefore allows the game to be played. My 55-year-old eyes are not what they used to be and to find that the codes were printed on a red/brown background did nothing to enhance readability. My son's 10-year-old laser-sharp eyes were also defeated.

Earlier today I phoned Mirrorsoft who said they would supply an updated booklet. Please find enclosed my printout and the original. You will have to supply your own magnifier, eyepatch...

Mr W.J.Duxbury
London

***AA: I'm surprised that Mirrorsoft is supplying an updated booklet – those sheets are designed to be impossible to photocopy – they represent the program's copy protection, the intention being that no-one without the original packaging will be able to play the game. Anyway, Mr Duxbury, the piece of paper you sent us was completely blank. I mean, there's nothing on it at all. Hang on, though...***

## Froggy rules, OK?

Could you ask Adam why *Space Froggy* is more enjoyable than his Speccy game.

D.Catchpole
Scunthorpe

***AA: I assume you're referring to the Xmas covertape. I asked Adam why Space Froggy was more enjoyable than Lost Caves and he went a very strange colour, jumped up and down rather a lot and demanded your address before going out to buy a 5lb claw hammer. We haven't seen him since.***

## Keep talking, keep talking!

May I say what a wonderful magazine I think you produce. This is not an 'it's grovelling, so I'll get it printed' type of letter (*no, but it's working – ed*), I mean what I say. Up until a year ago my Amstrad CPC6128 was near obsolete. I t sat in a corner of my room taking up valuable space and gathering dust. Everyone at school was raving on about how good their Amigas and Ataris were, and quite honestly I even considered selling my Arnold and buying one of these 'superior' machines. That was until I saw last year's Christmas issue of *Amstrad Action*. Attracted by the free covertape, I bought a copy of the magazine and really haven't looked back since. Due to your magazine my software collection has doubled within the last year and at the moment I am waiting for copies of *Turrican* and *Monty Python's Flying Circus* to arrive. (I bought these games because of the excellent revies in your magazine). Secondly (*keep going, keep going! – ed*), I now own a printer and a copy of *Mini Office II*, both of which have been bought because of articles in your magazine. I have used the printer for a recent project at school and received a very high mark for it, "due to extremely good presentation"!

'So what am I trying to say?', I can hear you asking yourselves. Every month it seems as though someone writes in to complain about something in your magazine, but personally I think that you have managed to produce the best magazine for the Amstrad and, for any computer for that matter. So, people who slag *Amstrad Action* off, take heed and be thankful that you don't have to rely on another Amstrad magazine to bring you all the best reviews, news, covertapes, type-ins etc, because after I looked at a recent issue of this other magazine you simply wouldn't get the brilliant service you have come to take for granted with *AA*.

Eric Ellicock
Chorleywood

***AA: Well, thanks very much for that. We produce the very best magazine we can, but if someone's got a gripe we'll listen to it. It's always nice, though to get a pat on the back!***

## Give me a Lancia any day

I have one major plea to all software houses Gremlin Graphics are in the process of making

## Credit where it's due

I am writing to complain BITTERLY that while you published my totally superb "Day in the Life" contribution (*AA61 – Kiwis on BMXs*) you forgot to identify the author (me) and none of my friends at AMSTRAD CANTERBURY, the best little Amstrad club east of Suez, will believe me when I say that it was I, Little Knobbly Kneez of the Antipodes wot dun it.

Never mind, such is my loyalty to your knoble publication (and let's face it, you kneed all the friends you can get) that I am prepared to overlook this omission JUST THIS ONCE and even now am donning my best deerstalker hat*, meershaum pipe and magnifying glass to write the definitive "Day in the Life" on the subject of a Detective Agency who use a CPC.

* I don't know what Holmes's hat was like but it definitely doesn't pay to get downwind of the average New Zealand deerstalker's hat, especially if he is wearing it.

Jan Orchard
Christchurch
New Zealand

***AA: Sorry about that, JAN. You can show this to all your friends just to prove that Day in the Life piece WAS written by none other than their very own JAN ORCHARD.***

***P.S. As a matter of interest, Sherlock Holmes never actually wore a deerstalker in the original books.***



**● We printed the Day in the Life about Kiwis on BMXs, but we didn't credit the author himself – Jan Orchard. Let's hear it for Jan!**

## Looking for an old game, help etc?

Write to *Helpline* – you'll get your plea for assistance printed free...

## Problems with an advertiser?

Our trouble-shooting advertising manager Phil Davenport is your man – drop him a line at our address

## Technical troubles?

You want *Forum*, where Adam 'Prof' Waring will sort you out. (Or if you're a beginner struggling with the basics, write to *Ask Alex*.)

***● We want to keep Reaction as the place where you, the readers, can get your views and opinions printed, as well as providing specialist sections in the magazine for all those other enquiries.***

***Keep those letters coming in...!***

games on the Lotus Esprit Turbo and the Toyota Celica. But what about the Lancia Delta Integrale 16V?

The Celica is but an insignificant fly on the wall in comparison to the Lancia, I believe. Lancia have won the World Rally Championship in 1987, 1988, 1989 and 1990. The Delta Integrale 16V is the most successful rally car in history. The car speaks for itself! I hope to be able to buy a Lancia game in the forseeable future.

Back to your fabulous magazine. I have several questions for you:

1 Will you bring back the Green Screen report? I miss it.
2 Do you know when Fire & Forget II will be released?
3 Would it be possible to do another joystick round-up in the near future?
4 Will there be a Cheat Mode 3?
5 What do you expect the average price for console games to be?
6 Last but not least, could you advise me as to how to subscribe to Amstrad Cent Pour Cent, the French Amstrad mag?

**Graham Hennessy**
**Kildare Town**

***AA: Lancia Delta Integrale 16V? Pah – that's a weed's car. Give me a Skoda any day! Now, as for your questions...***

1 *The Green Screen entry was OK, but how many people play games on a Green Screen? Apart from that, we got tired of simply saying 'OK in green' or 'green is fine'. Most of the time games look how you'd expect them to look – green! Much better, we decided, to mention it only if there were major problems.*
2 *F & F II will be out on tape/disk just about now, we're told. We've already reviewed the console version in AA61!*
3 *Another joystick round-up? Hmm... well, maybe when there are a few more new models out there.*
4 *We'll do Cheat Mode 3 (a) when we have enough material and (b) once we've decided if the demand is there.*
5 *Console game prices so far have been either £25 or £30, depending on the publisher. We reckon the average is likely to be £25.*
6 *To subscribe to Amstrad Cent Pour Cent you could try writing to the mag at: 31, Rue Ernest Renan 92130 ISSY-LES-MOULINEAUX. Or just have a little word with your friendly local newsagents, and see what they can sort out.*

## Wot, no cassette PD?

I couldn't help feeling a bit sorry for Jon Pogson (*Reaction, AA63*). Not because he was being treated unfairly but because he seems to be getting himself worked into a lather over nothing. Jon's letter was complaining that cassette-based PD software is badly catered for in the CPC world. In particular he cited WACCI as one of the guilty parties:

Who told you that cassette PD is not going to be available for much longer? There are lots of libraries that support cassette users. Just because a few don't there's no need to panic!

It's the same as your point about people knocking the CPC 464... which people? I've not seen anyone around here lambasting the 464, it's a nice little machine and as you quite rightly point out, very versatile. Admittedly, if you are going to want to carry out serious applications with a 464, like using a spreadsheet, database or word-processor on a very frequent basis then you would be wise to stick a disk drive on the back to help speed things up a touch.

Following on to your next point, are you suggesting that PD Libraries should be forced to cater for cassette users? After all it is a service they are providing. It's almost as silly as complaining about the fact that the cassette-only libraries (and there are quite a few) don't provide software on disk! Does that imply that they are not supporting the CPC 6128 or indeed 'knocking' it? Should they be forced to go out and buy a disk-drive and absorb the cost?

Let's think about this rationally. It's an evolutional process that's going on here not a death scenario. 464 owners need have no worries because. All this natural progression is a healthy sign for the Public Domain scene not a sinister one. The more libraries that start up the more new software that will be around.

A final couple of points. Jon, along with other 464 owners, may not be aware of this but CP/M programs only work with disk-based systems. There would be very little point in libraries supplying CP/M programs on tape.

Lastly, WACCI's full-page advert in *AA* and quite clearly states that the selection of Public Domain software comes on disk. I mean you can't get any clearer than "CP/M Disc 1 – Machine Code tools." I make that out to mean that the software needs CP/M to work and is on a disk which has machine code tools on it, what's confusing about that?

**Steve Williams**
**WACCI**

## Seriously impractical

I think there are good practical reasons for not using cartridges for serious software (*AA64*).

Firstly, most of the present 'serious' ROMs – *Protext, Maxam, Utopia* – are intended to be used side-by-side and would need to be all on a 'serious' cartridge to avoid having to swap cartridges between applications. If one had to do this, one would be better off with a ROMbox.

Secondly, unless the code can be further compressed, neither *Mini Office* nor Newword's spelling checker – not large by PC standards – would fit on a cartridge. CP/M and its main utilities would be an attractive option but probably more expensive than the present ROMing service from Graduate Software.

However, one viable use for a 'serious' cartridge might be CP/M Plus, a hard disk controller and software to distinguish whether a 720K disk in drive B: was a CP/M or MS-DOS disk and read it/write to it accordingly. One could then swap between a games playing 6128 Plus with 'no' hard disk and a business 6128 Plus with fully-functioning hard disk by plugging in one cartridge.

**John R.Hudson**
**Huddersfield**

***AA: I don't agree about Protext, Maxam and Utopia having to be used together. Certainly, Protext is fine as a stand-alone product. As for the 128K maximum cartridge size versus 175K on disk, it would be easy enough to put space-hungry utilities such as a spell-checker on a disk to be used in conjunction with the cartridge software. Not a terribly neat solution, admittedly, but hardly any great disaster.***

***Your idea about putting CP/M on a cartridge is an excellent one. How about it, Amstrad? (I think we know the answer to that one.)***

## Where is Iron Lord? (Don't ask...)

Way back in the October issue of *AA* you reviewed *Iron Lord*, giving it a great write-up and making it a Mastergame. I emptied my money box and got on the phone to K & M Computers straight away only to find it was not yet released!

Please save me the cost of yet further loads of phone calls and let us all know when this Mastergame will be available.

**M.J.Bett**
**Tenterden**
**Kent**

***AA: Blast, blast and double blast! I've been on to Ubi Soft to find out what's going on, and those Frenchies aren't going to do Iron Lord in English after all! When we reviewed it we were assured than an English version was on the way, but I'm afraid it's been shelved. I pointed out what a wonderful review it got and how many people wanted copies, but Ubi Soft won't relent. Sad news indeed, and we shall have to remove the game from our list of all-time greats... Sorry folks – don't blame us, blame Ubi Soft.***



● ***Iron Lord*** **scored a Mastergame in *AA* and it was all set for a UK launch. And then Ubi Soft went and cancelled it! *Arrrrggggghh...!***

# LETTERS

## Home Study extra

Thank you for the review of our *Home Study* program featured in the February edition of *Amstrad Action*. Due to an error on my part it was not explained that the *Home Study Disk* comprises three programs, *Home Study*, *Home File* and *Home Finance*. We are also including a disk manager program, so making it even better value at £11.95 for the four programs.

Any previous purchaser can upgrade free by returning their original disk to us.

**M.J.O. Software**
**45 Station Avenue**
**Tile Hill Village**
**Coventry CV4 9HR**

## Z80 fan

I am writing to make a plea for some machine code articles to be included in your magazine. You no doubt keep an eye on the antics of XXX (*sorry, can't print that name – ed*) and will have noted that the "Auntie John" series has stopped as from the Feb '91 issue. This series was the *only* reason I bought the magazine. Some of the articles and listings were complex, some not so. I am struggling to get to grips with Z80 and found that by studying the Z80 listings my knowledge was increased and my enthusiasm boosted.

If I have one criticism of *AA* it would be the lack of a regular Z80 spot. I realise that many of your readers would complain that any articles were too complex or too simple, so pitching the tone of any such item would be tricky.

If this idea is not viable from your point of view, could you not ask readers to send in listings with full explanations included and publish these?

**Mark Riley**
Leicester

***AA: The trouble with teach Z80, or even BASIC for that matter, is that it's nearly always done best in a textbook, where readers can keep referring back to previous chapters, checking Appendices and so forth. We could invite readers to send their own listings/explanations in, I'm afraid it's comparatively rare for ace chip-bashers to be over-endowed with the same level of journalistic skill – or do you lot out there know different? If you reckon you can turn out nice simple Z80 code and explain simply enough for beginners to understand just what you did and how you did it, we'd like to hear from you.***

## More games please!

Just a few comments on your magazine. I mainly use 'Arnold' for games. All my best games (such as *Turrican* or *Laser Squad* (*good man! – ed*)) have been highly recommended in your magazine and so I now know that I can trust your reviews. The only thing is, there's not enough of them!

When I say 'games', I don't mean 'adventure games'. Personally, I can't understand why anyone would want to spend hours reading through screens of text (did I say text? Sorry, text and a few trashy pictures). Yes, I'll probably be attacked by hordes of screaming adventure fans, and maybe even sent an executioner's note from the Balrog, but isn't it the truth? (*I'm not saying anything – ed*)

Finally, I'd just like to say **keep type-ins short and simple!** And what is a 'mandelbrot' anyway? Is it really worth 1.5 pages?

**Marcus Kasumba**
Sheffield

***AA: A mandelbrot is a variety of fresh-water fish found only in the lower reaches of Alpine rivers.***

## Karting kalumny!

I am writing this note mostly to clear my name, as some of my pupils or ex-pupils may well read your description of my driving and wish to have nothing to do with such a wimp.

I want to point out that I didn't come last in any of the heats, I came fourth. Every time! However, in coming fourth I defeated on at lease one occasion both James (call me Ayrton) Leach and Rod (it's my party so I'll cheat if I want to) Lawton. I only began to pull over after a certain member of the art department shunted my cart up the back *three times* in one heat, and gave me a headache! (Pause for sympathy.)

Anyway, I had a splendid time. It was the best prize I've won for a long time – at least since I won a string of onions in the church raffle. (Come to think of it, it's the *only* prize I've won since then, and that was thirty-ahem years ago!) And Adam (*my* Adam) is dead chuffed that his beloved Land Rover got its picture in, even if he didn't.

Thank you again for a great day out.

**Lesley Hawes**

Worton
Wiltshire

***AA: Lesley was one of the prize winners of our Amstrad Action Karting Kompo, whereby six winners spent the afternoon karting at Castle Combe race track.***

*Sorry about getting the facts wrong, Lesley. Overenthusiastic reporting on the part of our race commentator led to some rather lurid exaggerations. James Leach (yes, it was him) has since been given a good telling off and sent to work on Your Sinclair. (What a fate!)*



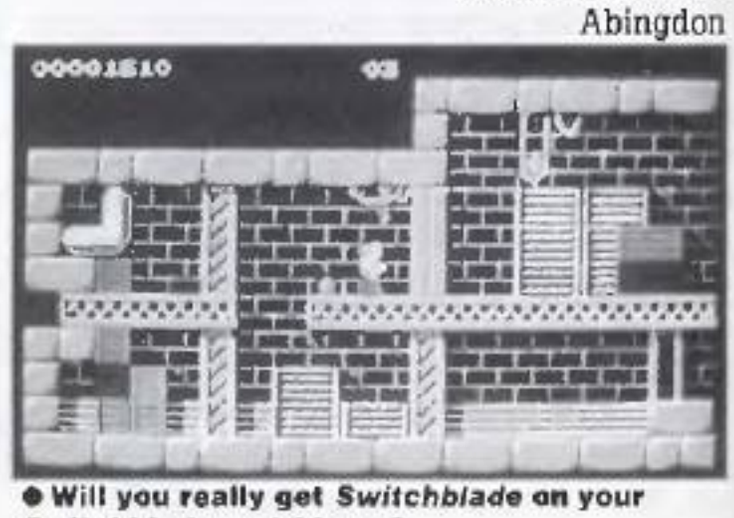

**● Slandered! Lesley Hawes didn't come last in all the heats of *AA*'s karting day out after all. James Leach, eat your words...**

## Switchblade switched!

After reading your review of *Switchblade* I decided that it had to be in my software collection as soon as possible. The packaging looked fine and there was even a fancy sticker on the cartridge. But the game wasn't *Switchblade* at all. The cartridge contained a copy of *No Exit*.

How on earth did this happen? Dixons say a whole batch of them have the wrong program on them.

**David Woodward**
Abingdon



**● Will you really get *Switchblade* on your *Switchblade* cartridge...?**

***AA: Really? How amazing! We hope you took your cartridge back and got it changed. Not that there's necessarily anything wrong with No Exit... I mean, it's probably a very good... oh dear.***

## Console questions

I have some questions about the GX4000 console:

1. Can you use any joystick on the GX4000 console?
2. Will the following games be released on the GX4000: *UN Squadron*, *Toyota Celica GT4*, *Puzznic* and *Rainbow Islands*?

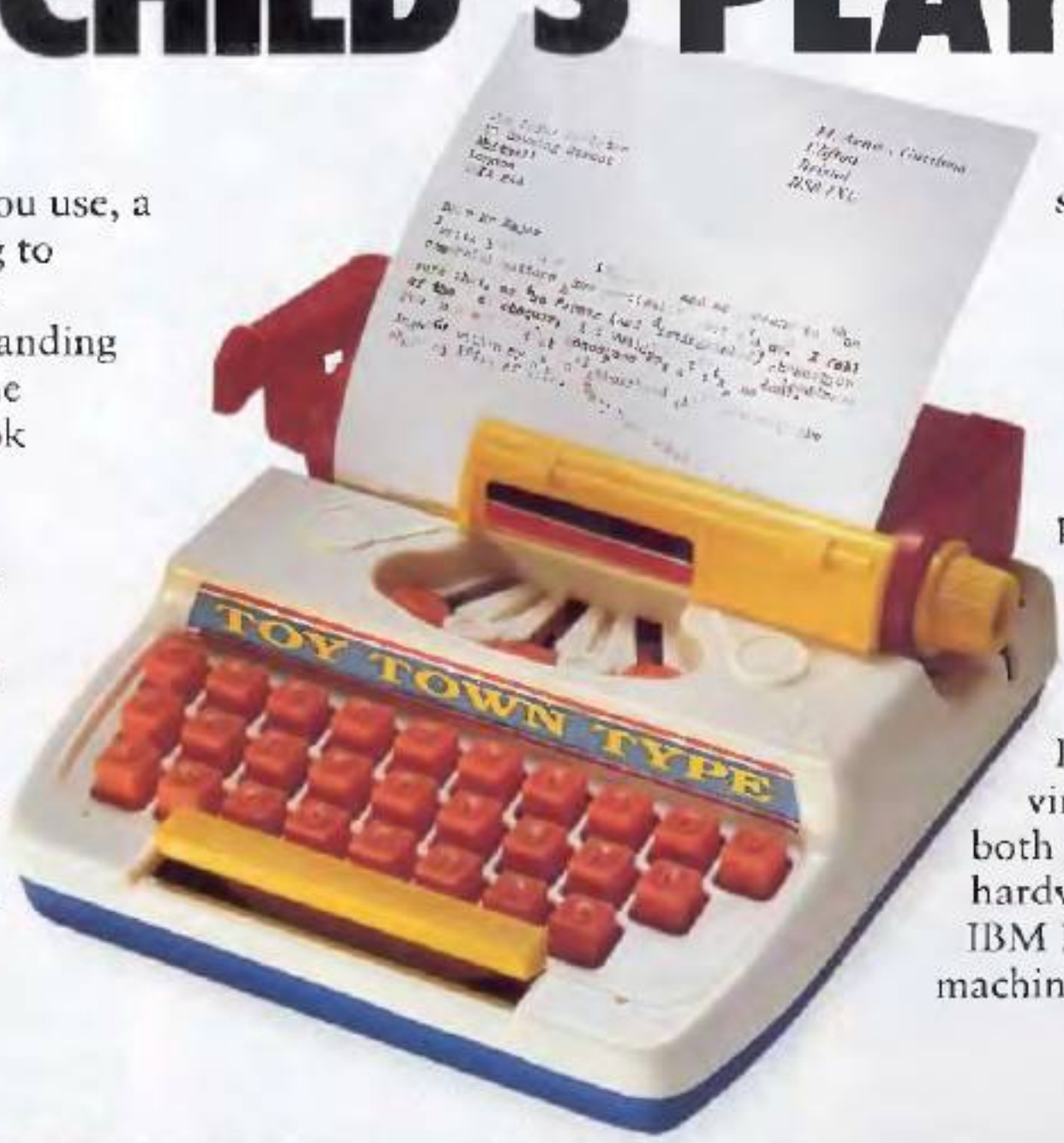
**Philip Jones**
Camarthen

***AA: Yes, you can use any joystick, but some games may require two independent Fire buttons. As far as we know none of the games you mention are earmarked for the console.***



**● Can you use any joystick with the Amstrad console?**

# SOME PRINTERS CAN BE CHILD'S PLAY...




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AA/02

# GameBUSTERS!



**Maddened by monsters? Frustrated by phantoms? Exasperated by extraterrestrials? Now, at last, the AA team can present the full, unexpurgated gamesters guide to alien-bashing. Maps, cheats, pokes – the entire arsenal of gaming ploys is exposed in our 6-page exposé of the arcane art of gaming. WARNING: No game is safe...**

There are many, many different types of game. One of the most fundamental differences is whether it is actually possible to complete the game – some games have an ultimate goal, once you've done it the game is finished; others can never be finished – they get more and more difficult as they go on, continuing indefinitely.

The techniques for beating each individual game differ, but general guidelines can be applied to all shoot-em-ups, all adventures etc.

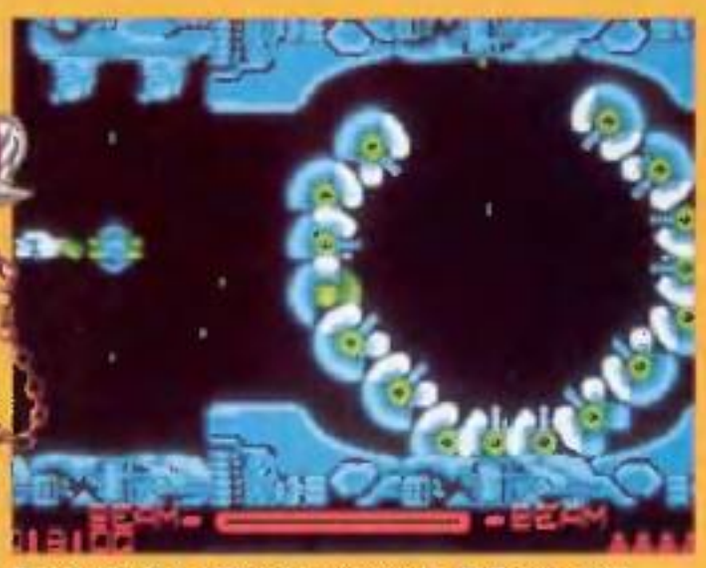
We've lumped game styles into categories. Some games won't fit into any category, others will be covered by more than one. The tips we've compiled are relevant for all sorts of gaming situations, and can be applied to many different types of game.



## SHOOT-EM-UPS

There are literally hundreds of shoot-em-ups. Each has some new twist or turn to try and make it a little bit different from everything else. Despite this though, they all follow a very similar format. Generally they scroll either from top to bottom or from right to left. Aliens attack in waves, each wave consisting of a particular type of baddie. The games tend to be split into levels, and you can bet your bottom credit that the end of each level will be guarded by some sort of 'super-monster'.

- **Learn how the aliens attack.** It'll be the same each time you play.
- **Perfect positioning is necessary in shoot-em-ups.** Often you'll need to place yourself with pixel perfect precision, such as in *R-Type*, where the massive mother-ship threatens to crush your little craft.



**● Learn the attack waves in *R-Type*, and get ready to blast them to kindom come! Good postioning is vital to making progress.**

- One feature shared by virtually all shoot-'em-ups is the power-up. The way that these collectables are added to your arsenal varies – you may collect them as you fight your way through space, or it may be a case of purchasing them from an in-between level 'shop'. Find out what *all* of them do, and what's the best for each particular situation. There's no point in collecting everything going if you're replacing a superior weapon with something less suitable for the job in hand.
- **Plan ahead - spot the best routes as they appear.** If experience shows that one way is more dangerous than another, bear it in mind the next time you play.



**● One of the best shoot-em-ups on legs, *Turrican* has plenty of power-up weapons to master. Find out what they all do.**

- **Shoot-em-ups tend to scroll at a steady rate.** That means that you only have a limited amount of time while a certain area of the screen is visible. Use the time to your advantage, and don't waste it. Prioritise your actions. Be prepared to cut your losses if it looks like you plainly don't have the time to shoot down all the bonus targets.
- **The end-of-level guardian is always a tough character.** He will have his weak points, though. Also, a multitude of direct hits may be required to destroy him, so keep firing. Often they need to be concentrated on one spot, such as the head. A visual signal, such as the body flashing white, is given to indicate that a hit has been scored.

Don't concentrate only on shooting him at the expense of everything else, though. The baddie won't necessarily just sit there soaking it all up – it may be trying to destroy you too!



**● It may be underwater rather than outer-space, but the principles are still the same. You'll beat *X-out* if you learn from mistakes.**

## Read those instructions!

One of the most obvious ways to make good progress in games, but one that few people bother with, is reading the instructions!

Many games seem straightforward enough. After all, it's just left, right and fire... but what does the strange symbol that keeps appearing in the corner mean? You'd find out a lot sooner if only you'd take the time to sit down and read all about it. It's even more important with more complex games. They're virtually impossible to do well at when you don't know what the weapons are, what you can do with them or where to find them!

As soon as you get home with your spanking brand new copy of *Megadeath on Planet Tharg*, the temptation is to rip off the cellophane and get the game loaded for instant gameplay. Everyone's guilty of this – including the *AA* team (*no, surely not? – ed*). At some stage you're simply going to have to sit down and read through the manual...

## The art of cartography

Mapping is crucial when it comes to adventure games – after all, how else are you going to find your way out of the gloomy forests of Gr'nbgg'barfo and find the magic sword to defeat the evil minion of the arch-mage Thr'ggo Nogob who has... (cont on p2,981). Surprisingly, though, mapping can be equally useful for other types of game too...

That good old combination of pen and paper is needed. Graph paper is probably the best, as it's easy to draw consistently-sized boxes, and should help keep the map reasonably clear!

Always start in the middle of the paper – you have no way of knowing what direction the map's going to take! Draw a square or rectangle big enough to fit a couple of words in it (not too big though – you don't want too find yourself running out of paper). Each box relates to a location in the game. Write the room's name in each one, with lines representing exits to neighbouring locations. (While you're at it, you could use arrows to indicate one-way routes, if appropriate, to save time-wasting.)

Note the location of problems, or parts of the *Shattered Sword of Sardon*, or whatever. Use either a symbol or a key if there's no room to write down a full explanation.

Sooner or later your map will resemble a blueprint of Spaghetti Junction – there'll be lines and scribbles all over the place (*just like the real thing – ed*). You'll probably have to tidy it up at lease once as you get towards a final version – and take the opportunity to centre the map on the paper.



# SIMULATORS

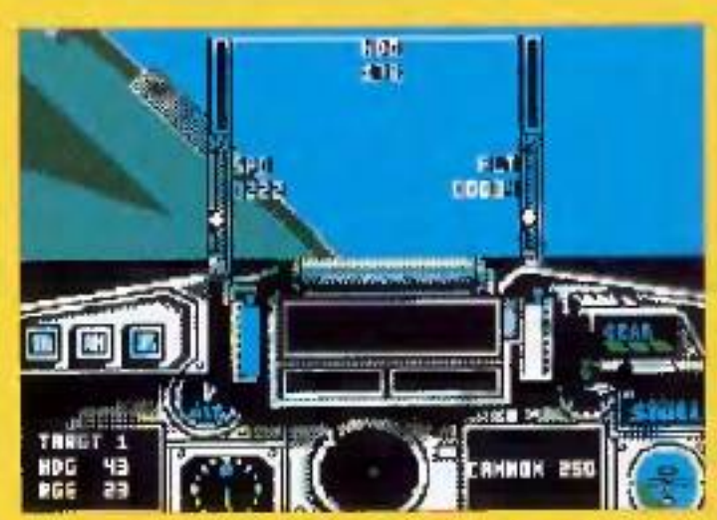
Simulators cover anything that reconstructs 'real' situations. So a flight simulator will take on board the characteristics of the aeroplane it represents. A driving sim hopefully conveys the thrills and spills of belting around a racing around a track at 180 Mph.

Though vehicles are the most popular subject for simulators, it's certainly not restricted to that. War-games are simulations of historical battles. You can even simulate things that do not exist! *Laser Squad* is a war-game set in the future, simulating futuristic combat in a 'realistic' sense.




● ***Sim City* is exactly that – a simulator based on running a town. Careful budget balancing is needed to keep the citizens happy.**

● **A true simulation will accurately mirror the real thing, but that's not always the case.** Will putting down the flaps at 600mph rip off your wings, or can you get away with it, and use it as a mechanism to slow you down? Do you need to take the proper racing line around the circuit, or can you get a faster time by hogging the inside of the bends? Just how realistic is your aeroplane/car? Learn its limitations, find out what it's capable of.




● **The four types of aircraft to fly in *Bomber* each have their different capabilities and limitations. Learn to fly them all!**

● **Discretion is almost always the better apart of valour!** You may be able to zoom around the circuit flat out, but you risk crashing. Better to take it easy in the dangerous bits, and put your foot down in the right places, where there's little danger of coming a cropper.

Then again, you're immortal in your aircraft. Daring stunts can be performed that you'd have to be clinically insane to try in real life. Slamming your Cessna into the side of a mountain is a mild annoyance as you have to restart the game, rather than the last thing you'll ever do. You can figure out a lot about a game by living dangerously.

● **Patience is a virtue.** You cannot expect arcade action in a sim. It may take an age for your plane to reach the next port of call – just as it would do in real life.




● **Futuristic racing skills are necessary in *Stunt Car Racer*. You'll need to learn every bend of those tortuous tracks to win.**

● **If you find yourself crashing again and again for no apparent reason, don't automatically assume it's the program that's at fault.** It could be you doing something wrong. Search the manual for inexplicable failures.




● **You'll have to take driving lessons to become proficient at *Hard Drivin'*. One degree off course and you'll be making craters in the tarmac.**

## Saving time and trouble

Many of the more involved, more complex games have a 'Save Game' feature. This is because it would be ridiculous to expect you to complete the game in one sitting. It gives you the opportunity to save the game onto tape or disk (don't use the original, though!) when you've finish the playing session and resume it at a later date.

This offers tremendous advantages to those after a high score: if you do badly, or get killed, then it's easy to reload the game and simply pick up from where you left off, and not have to go right back to the beginning again.

However, this can be taken a step further...

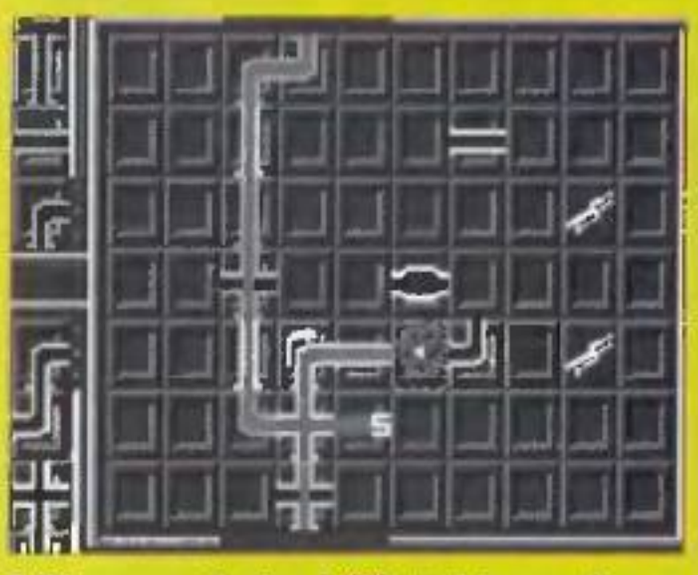


# PUZZLE GAMES

Puzzle games are so diverse, and can only be very loosely lumped together as a theme. Some are like arcade games, requiring lightning reactions, as well as offering brain teasers to solve. Old classics *Boulderdash* and *Spindizzy* are examples, but just look at how different the games are from each other!

Some rely on reaction and instinct, rather than logic. In *Tetris* and *Klax*, for instance, there are no tricky puzzles to solve, just the ability to recognise shapes or colours and manipulate them rapidly. Still, there are a number of points to be observed that are common in many games.

- **Try to 'get inside' the mind of the programmer.** The game is the product of someone's deranged imagination, and if you can figure out they way they think, then you'll be able to look at the puzzles with a new perspective, and hopefully it'll help you solve them.
- **Look for patterns in problems.** They're sure to be repeated throughout because of the way that these games are structured. Puzzle games tend to be based on simple concepts, which create very complicated game-play. As the game is based on a small number of fundamental 'building blocks', a certain amount of repetition is inevitable. Apply a standard approach to these puzzles, and you'll solve them sooner.
- **In puzzlers which count on you reaching high scores, make sure you're familiar with the high scoring opportunities.** In *Klax*, for instance, a certain amount of points need to be scored to complete some levels. You'll get through faster knowing that diagonal 'Klaxes' are worth ten times as much as vertical ones!
- **Only act as fast as you have to!** If the action is fast and frantic, then sure, you won't have time to think. Use every spare second though to work out what you're doing – try to plan ahead as far as possible.
- **Most importantly – keep your cool!** When there's a million things happening at once, it's too easy to panic. Just concentrate on the task in hand – otherwise you really will get into trouble!



**● There are plenty of different types of puzzlers. In *Pipe Mania* you have to place your pipes with care – it could be critical!**

# PLATFORM GAMES

Platform games are one of the oldest established game formats. The game world has gravity and perilous leaps need to be performed between platforms. In many of these games the only way to get to the higher reaches is by jumping from platform to platform. In others you can get to higher levels by the use of lifts, or by climbing ladders.

The objective of these games tends to be one of two things. Static screen games tend to have you collecting a number of objects to clear each level. Multi screen platform games usually require you to work your way from the beginning to the end.

- **Timing is crucial.** You need to be able to act instinctively when coming across a problem for the first time. Baddies often run in set patterns, from left to right say. Precise timing is required to bound over them. You'll need to be able to choose your moment and go for it.
- **There are often several possible routes through platform games.** It's useful to learn the best one – whether that means the safest or fastest.
- **If you're to make the best of the game then it's important that you become familiar with your character's abilities.** Make sure you know exactly how far he/she/it can jump – missing a platform because it's too far is inconvenient at best, and at worst fatal.
- **Be wary of time limits, but if there isn't one, don't rush!** It's a much better plan to take your time, and sus out each level or section, rather than storming in, getting killed unnecessarily. If possible, look for 'safe spots', where you're in no danger from other on-screen baddies. It'll give you time to think!



**● Perilous platform problems abound in the *Rick Dangerous* games. You'll need to time those jumps perfectly.**



**● *Rainbow Islands* might be the cutest game of them all, but it's still very tough! Quick reflexes are needed to beat the rising water.**

Every time you successfully complete a mission, or get through a particularly difficult section of a game, save it! That way you'll be able to advance rapidly through even the most troublesome areas of a game. (Even if you have to play it 30 times to do so...)

But what if your game doesn't have a Save option? Well, hardware devices like Romantic Robot's Multiface allow you to save the game at any time you like – see the section on cheating for details!

## Lessons to be learnt

A general point applicable to all kinds of game is that you should learn from your mistakes! Every game has a 'right way' to do things (or at least, most definitely has a 'wrong way'!). Make sure you can remember exactly what you did to survive a level, beat the guardian, or whatever, even if it means taking notes.

The first thing to learn is how to play the game. This may sound obvious, but make sure you know exactly how your character/vehicle responds to the controls, and what you can get away with doing.

The way the baddies do things is something else to take into account. What governs their movement? Do they always appear from the same place? Do they have a fixed 'patrol', do they follow you about? Are there any special ways which you can out-fox them?

You need to know what help, and what perils lie ahead. Are there any special objects to pick up, and what sort of effect do they have? What should be avoided at all costs?

Note-taking is a particularly good idea for the more complex games. For instance, in a trading game such as *Elite*, keeping a rough note of the prices you can expect different goods to fetch may help your profits soar much more quickly than guesswork. And jotting down diagrams of difficult sections or puzzles in a game can be helpful when you come back to it at a later date. Much easier than trying to remember exactly what you did. A list of directions and actions could help you get to the last point you got to quickly and without having to think too much (don't get complacent though – you don't want to get killed as a result of being brainless!).

## Revenge is sweet

Computer games are diabolical things designed by fiends to torment games players everywhere. But with the help of the general rules above and the specific hints and tips described in the panels on these pages, you can start to get your own back.

And for the gamester's secret weapons – the Multiface and the Poke – turn to pages 20 and 21 for the complete low-down...



# ADVENTURES

Adventures put you in an imaginary environment where you take on the role of a character and have to work work your way through the game, solving puzzles as you progress. Traditionally, adventures had fantasy scenarios, where you played a warrior, and had to defeat trolls, overcome evil wizards etc. Adventures can be about anything, though, and the plots vary enormously.

You communicate with your character with words. Commands are typed in via the keyboard, and you're informed of your progress through text messages on the screen. For the most part, you have to imagine the picture of what's happening in your mind's eye – but more recent games include graphics to represent the surroundings.

Taking things a step further, recently we've seen 'active adventures', such as *Bloodwych*. Here you play in an arcade style environment, moving around with a joystick, but still have to solve puzzles in the traditional way.




● **A cross between simulator and adventure, Incentive's *Castle Master* needs to be mapped or you'll get lost.**

● **Mapping is an absolute must!** You move by typing in directions, such as 'Go North', etc. Remembering huge strings of these is impossible. It's far harder than remembering simple routes in arcade games. Taking the time to draw a map to go along will be of great benefit, and will actually save time later. See the box on mapping elsewhere.

● **Always collect objects, or at least make a note of their location.** Many adventures will




● ***Iron Lord*, from French software house Ubi Soft, involves much strategy in your quest to become ruler.**

only allow you to carry a small number of objects. In this case, it may be best to leave them in a central location that is visited often. Then you can easily return to pick up the items you need without massive effort.

When it comes to a toss up between taking one object or another, ditch something that you've already used – you'll find that most items have just a single use.

● **Adventures always have a save game facility – so use it!** There's no way that an adventure can be solved in one sitting, so you have to save it when you switch off your computer.

You can also save the game before any possibly fatal moves, or after completing any tough puzzles. That way, if you get killed, you can easily resume the game just prior to the moment of death. Some games have a 'RAM save' facility. Here you can 'save' the situation to memory, rather than continuously saving to tape or disk, and restore the state of the game just as easily.

● **There's a certain 'logic' that adventurers must learn to think with.** If it's dark, then you need to find a torch. These are standard adventuring riddles. You can apply the same principles to different adventures. It's a bit like learning to do crosswords – once you become proficient at them then you will know the sort of thing required in other puzzles.

It may be a good idea to start on a fairly basic adventure, so you can learn the ropes, before embarking on more challenging quests.

● **More than any other game format, adventures have their completely dedicated fans.** (Avoid sitting next to them on long train journeys!) They're a helpful breed too, and are more than willing to lend a hand a fellow player in distress. If you need help, then get some therapy! You can get in contact via *Helpline*, *Balrog*, etc.



● ***Bloodwych* takes adventuring into the arcade realm. It may take a while to learn the tricks of survival.**

# Cheating Gits!



***It's so damned frustrating! You've been at it all night, frantically waggling your joystick. You've followed all the top tips, but you're still not getting anywhere. It has to be said – the game has you beaten...***

***But wait! Don't toss the blasted thing into the cupboard just yet. If all else fails, there is one option left. If at first you don't suceed... Cheat!***

After all, it's not really cheating as such, more like helping yourself through a difficult patch! Of course, once you've used the cheat to overcome the bit that was troubling you, you'd resort to fair play again... (Yes, of course you would.)

Cheating involves a variety of underhand methods. They can vary from figuring out the passwords to get further in the game, to physically changing the way the game works by tinkering with the program code itself.

There's one valuable mine of information when it comes to finding cheats. *Cheat Mode* is our monthly guide of hints, tips, pokes and solutions of the kind described on these pages. It's compiled by professional cheat, Phil Howard, with material from a nationwide network of contributors.

So, how exactly *do* you cheat, then? Here is the definitive *Amstrad Action* guide to cheating – and beating – the stubbornest of games...

● **AA recommend that you only cheat at games that really have you stumped! Once you've seen all there is to see in a game by cheating, there'll be little incentive to play it fairly and squarely again!**

**CHECK OUT CHEAT MODE!**

*Cheat Mode is Amstrad Action's regular games help section. Each month we cram six pages full of cheats, maps, hints, solutions and listings to help you through the toughest and the latest games. Starting on page 76...!*

## WHAT'S THE PASSWORD

Sometimes the programmers decide to make it easier for us. When a game consists of several levels, a password system may be implemented to allow you to reach previously visited screens without having to play through all the earlier sections again.

If you're useless at an early level, but wouldn't mind seeing more, just think how handy it'd be to know these codewords!

Typically, these are to be found every four or five levels, so if can find out what they are, you can zoom past those problem screens with ease.

Indeed, knowing the passwords can add to the playability of a game. When you have a number of different starting points, you can easily move to another level when you get sick of one that's foxing you. Then you can go back to the earlier one to try it again after your break.

You can find these passwords out either by hunting through the computer's memory for the answer (you need to be an expert 'hacker'), or by finding out from someone else who's already passed the level by legitimate means. The other alternative is to try to guess what the codes might be. Not recommended, really, as even a four-letter password could possess several hundred thousand combinations!

## YOUR CHEATIN' HEART

Some programs have built-in cheats. These are the easiest to use, once you know exactly what to do – it's simply a case of tapping in the word, or holding down the keys at the right time. Much less hassle than typing in those pokes.

The are a couple of reasons why such cheats are sometimes found in games. Firstly, they can be hangovers from the programming phase, where they were left in to help the programmers as they developed the game – and then simply never taken out. The game's programmer won't want to have to play through every screen to get to the correct one for testing. So instead a secret system of getting to hard to get to areas is often implemented.

The other reason is that the cheats are put in deliberately. This is done by the programmer as yet another challenge to the gameplayer. They are intentionally difficult to find, but the reward is an easier passage through the game...

It's a help to know a bit about the programmer when hunting down these cheats. Knowledge of previous projects they've worked on may give a vital clue, for instance.

There are a number of methods used to enter these cheats. You may have to type a code into the high-score table, or hold down a combination of keys, or draging a pointer to an unusual area of the screen.

These are the sort of cheats most likely to be found by accident, or by logical trial and error. But still the most common way to find these is from others who've spotted them by purposeful and thourough examination of the program's code.

This is done by dedicated hackers – who, more often than not, then send in their findings to *Cheat Mode* for the good of gamesplayers everywhere. (And for a substantial reward too, of course...)

# ALL THIS, AND MULTIFACE TWO!

The Multiface (Multiface II in its current incarnation) is a black box that plugs into the expansion port of the computer. It's an invaluable device for the cheat. At the press of a button it will 'freeze' the actions of the computer. The state of the memory is retained, however – in effect you've stopped the game dead in its tracks!

This is where the fun really starts. Inside the Multiface is a special built-in program. This is executed the instant the button is pressed, and allows you to perform various operations on the game, from within the game itself.

From here you are able to examine the memory, alter parts of it, save it to disk, and then restart the game as if nothing had happened!

This offers tremendous cheating oportunities! Let's take the steps one by one...

● **Examining the memory allows you to search through the entire contents of the computer's memory.** You can view it in hex codes or text modes, and is particularly good for hunting down passwords or looking for 'giveaway' combinations of codes.

● **Imagine that each level is guarded by a 'codeword' that prevents unauthorised access.** If you're able to just 'read' the contents of memory, you can scan through it until, hey presto, the password pops up on screen as clear as day!

● **Altering the memory means that you can alter the way the game works!** Somewhere in the program the amount of lives the player is given must be stored. If you could change that from 3 to 30 (or 300!) then that's obviously going to help you in your game-busting efforts.



● ***Shadow of the Beast*** **is one tough game – but by using the Multiface to 'save' your game position just before tricky moments, your chances are much better.**

● **By altering different sections of code, many factors can be modified.** Time limits can be stopped, lives made infinite, and invulnerablity can be given to your character.

● **Unless you're rather technically minded, you'll be unable to find these for yourself, though.** It involves hunting through a lot of almost indecipherible codes and recognising specific sequences of numbers that translate into the machine code program.

● **However, our Cheat Mode section is packed full of these 'Multiface Pokes' as they're known, ready for you to tap in.**



● **Romantic Robot's Multiface will 'freeze' most programs and let you examine and even alter the code to give yourself a fighting chance!**

● **The Multiface allows you to save the entire contents of the computer's memory to disk or tape.** This is an absolute godsend to the cheat. It means that you can save the game at any point. Indeed, any 'save game' option (where it exists at all) available in computer games often restricts you to certain 'safe' points – such as when docked with a space station in the space trading game *Elite*.

● **Getting past a difficult section can be achieved by saving the game beforehand.** The you repeatedly attempt to get through that section. You're bound to suceed eventually with this 'brute force' method. When you do, save the game at that point and you'll be able to continue in your efforts from there onwards.

# A POKE IN THE EYE...

If a game's just too damned hard, why not make it easier? It's possible, you see, to change the game code in order to make it more 'playable'...

A game program is made up from a list of instructions in the computer's memory. Change the instructions, and you change the way the program funtions. Very useful indeed if you're altering the bit that decrements the number of lives you have, for example.

To spot these you'll need to be a bit of a whizz when it comes to programming. It takes a lot of messing around with assemblers, and requires more than a smidgeon of technical know-how.

For the rest of us 'normal' people, these alterations can be put into a simple BASIC program that can do the dirty work for you – and all it takes is simply running a listing.

These listings are known as 'Pokes'. The definition comes from the BASIC 'POKE' command that changes the computer's memory a byte at a time.

In fact, they're very similar to Multiface pokes. The actual 'bit' that pokes the memory is very short. However, in practice the listings may be quite long. This is because the computer has to get round the game's protection before it can wreak havoc with the code. (Software houses always have to guard against unscrupulous 'pirates' aiming to copy their programs onto blank disks/tapes and sell them afterwards.) *Cheat Mode* is of course the place to find these little gems...

● **The listings are typed in, and saved. To hack your favourite game simply run the poke, and then insert your game disk or cassette, whereupon it will load as normal.** The difference being that the poke then goes into action, so you can get on with the business of getting further than ever before...

```
1 ' SAIAN Cheat *Disc*
2 ' by ANDY PRICE
3 '
10 DATA 21,00,01,11,00
20 DATA 00,0e,41,df,83
30 DATA 00,21,00,01,11
40 DATA b0,a8,01,c0,01
50 DATA ed,b0,21,6c,00
60 DATA 22,7c,aa,21,65
70 DATA 00,22,c0,aa,c3
80 DATA be,a9,21,6e,00
90 DATA 22,4e,03,c3,00
100 DATA 00,3a,df,6f,fe
110 DATA 3d,20,07,af,32
120 DATA df,6f,c3,84,03
130 DATA af,32,ae,6c,c3
140 DATA 84,03,3c,c0,07
150 FOR a=&40 TO &85
160 READ x$:x=VAL("&"+x$)
170 POKE a,x:y=y+x:NEXT
180 IF y()&1850 THEN 210
190 PRINT"Press any key"
200 CALL &BB18:CALL &40
210 PRINT"DATA error"
```

● **This is an example of a 'poke' – the work of an expert 'hacker' who's been looking at the program code.**

**This particular listing gives you an infinite number of lives in the Dinamic game *Satan*.**

**All you have to do is type it in and then load the game as normal.**

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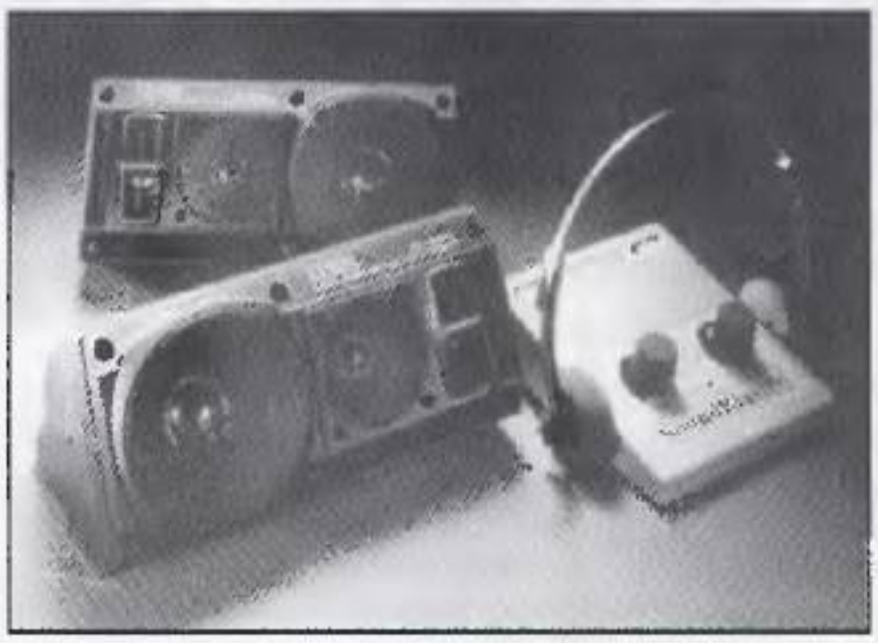
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.....

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# Forum

*Got any technical queries? Are you stumped by your computer? AA's very own technical wizard ADAM WARING will attempt to sort it out for you. Or maybe you want to pass on some tip you've discovered to the rest of us? (Send us a good 'un and you could be in line for a £25 mail order voucher!) Write to:* ***Forum, Amstrad Action, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW***

## Disk dilemma

Can you help? When I obtained my DDI-1 disk drive to improve my Amstrad CPC 464, I then managed to transfer all of my cassette-based programs, including the commercial ones that I had paid a lot of good money for.

However, two of these, *Master Chess* and *Gemini Database* will run OK on disk except for the Save and Load facility.

I am a pensioner who enjoys computing, but am no great expert, although I do have some programs such as *Code Machine* and *Dedit* etc. Can you tell me how to change the programs to make them save and load to disk? I have tried entering **|DISC** before loading the programs, but no luck.

I have taken your magazine since issue one. I still have them to refer to and have recently cancelled a certain other mag. The *Type-Ins* of the earlier issues had more utility type programs than the magazine today, but it's still the best.

**A Sheldon**
**Nottingham**

*Bad news, I'm afraid. Unless you're an extremely dedicated hacker, it's unlikely that you'll be able to change the programs do do what you want.*

*The saving and loading routines will be buried deep within the program's code, and will be dedicated to working with tape only. To modify them would entail finding these routines, and then adapting them to work with your disk drive. It's a tremendously complicated task, and to be perfectly honest, probably more trouble than it's worth.*

## Plug problem

I recently bought *Nirvana 1.1* from Goldmark Systems, ordering the ROM version. I was expecting something to plug into the back of my CPC, like the Multiface II, but instead got a ROM chip. I don't want to send it back but I don't know what to do with it. I opened up the back of my 6128 but there didn't seem to be any room for one ROM, let alone several (as I've read some have). Can you please help me with this?

My next problem is of a similar nature. I'm planning on buying the *Maxam 1.5* assembler on ROM but as before I wouldn't know where to put it. Also, does it have to use source code made from *Protext* or would *Tasword* or *Pyraword* do just as well? Lastly, is this assembler suitable for beginners in machine code programming?

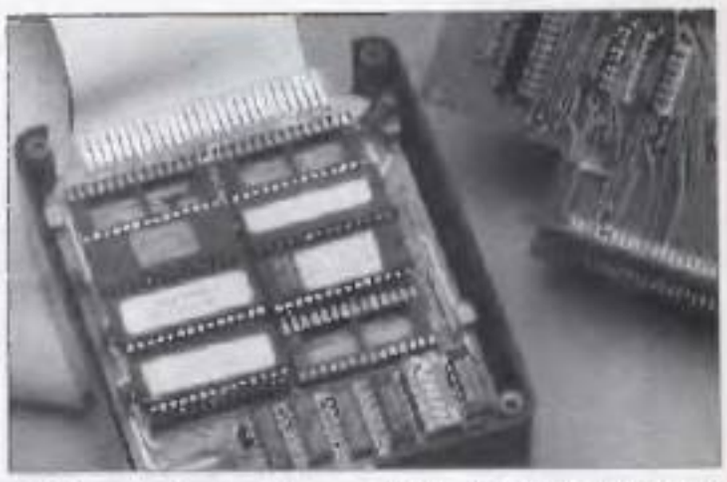
**Russell Curnutte**
**Northants**

*I don't know how to tell you this, Russell... There is no way to plug the ROM into your CPC directly. Urgh!*

*What's required, m'lad, is a ROM box. This is an interface that plugs into the back of your machine, and allows you to plug the ROM chips into it.*

*You could write a nice letter to Goldmark explaining your mistake. The company also supplies Nirvana on disk, so that might be far more suitable for your needs.*

*However, as you say that you are considering buying Maxam the assembler, I think it may be a good idea to get yourself a ROM box. It'll set you back around £25 or so.*



**● You can't plug those ROMs directly into your computer – you need a ROM box**

## B-drive bonus

Here is something that may be of interest to readers of your great mag. If you have *ROMDOS* (NOT *RAMDOS* and *Advanced Art Studio* you may have noticed that the program is unable to load files from the external B-drive when formatted greater than 178K. This is due to the fact that *Art Studio* initializes only ROM 7, which is the internal Disk ROM. This modification to the disk will allow *Advanced Art Studio* to operate with a large format B drive.

1 Load in a Disc-Mapping utility such as that supplied with the *Oddjob* set of programs.

2 You should find the file **STUDIO.BIN** with its Track/Sector positioning on the disk.

3 With this info... load in a sector editing program e.g. *Oddjob* again, and go to the track specified and the SECOND sector whatever that may be (eg Tr.8 Sct C7).

4 The fifth byte of that Sector should be CE. Change this byte to be a CB, and then save the Sector.

The Disk is now OK to run with *ROMDOS*. Points to note are that the *only* ROM switched on must be *ROMDOS*. Using **|ROMOFF** or the internal to RODOS ROM commands (**|ZAP** or **|ROMS**) cannot be used, they must either be turned off on the board or unplugged entirely.




**● It's not possible to load *Art Studio* from your large capacity B drive – until now, that is!**

When using the file commands of *Advanced Art Studio* the **Bytes Free** of Drive B will be incorrect. This has no bearing on how this configuration works and files can be loaded as normal.

Because *ROMDOS* can have 256 files and the internal buffer for the filing system of *AAS* can only contain 54, it is suggested that you limit your files to this amount, not forgetting that Drive A also eats up this buffer.

This may seem a bit long-winded, but the effort is definitely worth it, and saves a hell of a lot of disks!

If anyone doesn't have the facilities available to do this then you can print my name and say that I will do the mod if they send me an SAE, a copy of **STUDIO.BIN** on Disk and one 20p piece to cover costs.

**Chris Davies**
**13A Hythehill**
**Lossiemouth**
**Elgin**
**Morayshire**
**IV31 6RF**

*Well done Chris! A clever solution to a problem that many users will have found annoying. Here you are, have 25 quid. No, go on, take it. You deserve it...*

# TECHNICAL HELP

## Cat and mouse

In *Reaction AA65*, Mr Colin Rimington of
Birmingh

## Spelling it out

The following is a useful two-liner for

my problem is how do you use it? I load it, select option 1, type 40000, but it does it by itself, how can I type in code? I have purchased *Mastering Machine Code on Your Amstrad 464/664/6128* by Clive Gifford & Scott Vincent, and would like to be able to use the free assembler to type in the programs from the book.

I have a few more problems and queries that I would like you to sort out. Firstly can I use *Protext* on a 464 with disk drive, or do I need a RAM pack, and if I buy a RAM pack, do you get CP/M+ with it, if not does CP/M+ work with it.

What is a *Firmware Guide*, and how much are they? (I have a *DDI-1 Firmware Book Soft 158A*. Is this the same thing?)

Also which PD library can you get *Newsweep* from?

**Daniel Robinson**
**Cumbria**

*A Mandelbrot, or The Mandelbrot Set to give it its full title, is a mathematical model that graphically demonstrates the fundamental nature of the laws of chaos. You really should watch more programs like Channel Four's Equinox. They're well into that sort of thing.*

*That covertape was before my time, I'm afraid, Dan.*

*Protext will operate quite happily on a 464 with disk drive – no memory expansion is required.*

*You won't get CP/M+ with a memory expansion, but I see no reason why CP/M+ shouldn't work with such a device.*

*The* Firmware Guide *is a now extinct volume that details the internal workings of the machine. It contains invaluable information to the serious programmer. What you have is the equivalent of the* Firmware Guide, *but for the disk operating system. It tells you all you need to know about the disk drive, which may, or may not be useful to you.*

*Wacci can supply* Newsweep. *Call 081 898 1090.*

## Memory full

I'm a relative newcomer, having bought a CPC 6128 last Christmas for my five and seven-year-old children. I rarely get the chance to use the machine, though I understand the basics. I haven't got enough hours to get the most from the manual supplied so I use *AA*, a very helpful publication. Could you sort out a few problems I have encountered?

**1** Sometimes when loading a tape the machine throws out the error message Memory Full. This has happened on *Thomas The Tank Engine* and the October coverape. Does the machine need servicing?

**2** The October covertape has been loaded to disk but I can't find a command to make it run and none is published in the magazine.

**3** Has *AA* reviewed any cricket games? I would like to buy one, preferably on disk, but would want one that you recommend to be playable by myself and my 7 year old son. I am considering *Graham Gooch Test Cricket* and *Cricket Master*.

**S Hirst**
**Sheffield**

*There's nothing I'd like better than to try and help...*

*1 Trying to load a program after the machine has processed certain instructions will sometimes result in a Memory Full error to be thrown at you. The computer has a 'pointer' indicating where it's safe to store machine code; the lower the pointer, the less room there is for BASIC. If this is made too low by one program, there may not be room to load others. Switching the machine off and on again will sort it out as it resets this pointer.*

*2 The programs can be loaded by typing RUN"TAUCETI" and RUN"IRONMAN".*

*3 We rated Graham Gooch test cricket at 70% in issue 11, but that was over four years ago...*

## Monitor for Amiga

Can you help me? I own a CPC 6128 with colour monitor. I am thinking of buying an Amiga but I don't really want to buy another monitor for it. I don't want to get rid of my Amstrad as I find it easy to use and some of the games I have are very good. Is it possible to buy a cable or interface to plug the Amiga into the Amstrad's monitor?

Secondly, can a program that has been transferred onto disk by the CPC version of the Multiface II then be run on the Plus computers with its own version plugged in?

Thirdly, do you know the maximum amount



**● If you *must* buy an Amiga, rest assured that you'll be able to link it to your CPC's monitor with the appropriate lead.**

of memory the CPC 6128 can handle without having to take the computer to bits to insert a chip?

Last of all, what do you think of the Star LC200 colour printer? Is it good value and is there another printer on the market for round about the same price and if so is it any good?

I hope you can help me.

**Duncan Styles**
**Kent**

*You'll find that Lightwave can supply a suitable cable for you. Give 'em a ring on 061 639 5050.*

*You won't get a program grabbed with one Multiface to work with a different Multiface. Each Multiface has a serial number built in, and this is checked when loading 'grabbed' programs. If the numbers don't match, then the game won't load. This is a device was built in to help combat piracy.*

*With clever use of bank switching, you could theoretically expand your machine as high as the sky. The biggest that we know of is the 256K memory expansion available from Datel Electronics, tel 0782 744707.*

*The Star LC200 is a damned fine colour printer.*

## Career opportunities

I am wondering if you could be kind enough to answer a few questions I have. I own an Amstrad CPC 464 and would like to know how to go about programming games of my own, I just don't know where to start, I am also worried about the new Amstrad CPC 464 Plus. If I learnt programming would I be able to do the same things on the old Amstrad as on the new Plus? If I became good at programming, what directions for a possible career could I take?

**Darren Curtis**
**Portsmouth**

*Probably the best way to learn to write your own games is to examine sections like Type-Ins, and try altering lines in the listings to see what effect it has. Experimentation is the way forward.*

*Your Plus fears are unfounded as far as writing games is concerned. The only difference comes about when you plug a games cartridge in.*

*As for your career options, there are many different fields in which computer knowledge is a valuable asset. Becoming a games programmer can be tough, though, because – not surprisingly – there are plenty of others with the same ambition!*

*So unless you're very dedicated (and very good), you may find a less dramatic career to be more up your street.*

## Dump the Citizen

Could you or any of the readers write a colour screen dump for a Citizen Swift 9? All I know is that the Swift 9 supports software commands used by the Epson EX and Epson JX printers, and the IBM colour printer. The command used to select the ribbon colour is as follows:

| | |
|---|---|
| ASCII | ESC r n |
| BASIC | CHR$(27)"r"CHR$(n) |
| HEX | 1B 72 n |

The value of n is the colour to be printed: n – colour, o – Black,
1 – magenta (red), 2 – Cyan (blue), 3 – violet (purple), 4 – yellow, 5 – orange, 6 – green.

I am sure that if such a program was written and printed in you truly wonderful mag (grovel, grovel) that many readers would benefit from it, as the Citizen Swift 9 is a popular printer judging from the response to my *Helpline* entry a couple of months back.

**Henry Williams**
**Cheltenham**

*Sounds like a challenge to me, Henry. Should anyone come up with such a listing, appropriate recompense will be made available...*

# Ask Alex

**Hi! And welcome to the column where problems, puzzles, and posers run away screaming! That's right. If you're a beginner to all this computing business and you're absolutely stuck, then I'll do what I can to help.**

**Mind you, I wish someone had given *me* some advice, especially concerning winter breaks! I'm just recovering from the aftermath of my skiing holiday in Bulgaria! I went over there with a couple friends. The skiing was good, but the food was terrible! One of them wound up with food poisoning – it really was that bad!**

**Anyway, I'm glad to be back on these shores, and what a lot of mail was waiting when I arrived home! I've read through every single letter that I've been sent, and have answered as many as I could too!**

**That brings me to another thing. A lot of the mail I received hasn't really been anything I could help with. I'm unable to give hints on finishing games, or answer those really technical questions - those should be addressed to *Forum* or *Cheat Mode* instead! I can help with beginners' problems only!**

**And another thing! DON'T enclose SAEs with your letters! I'm a busy girl (I have all my college work to do, you know), and cannot respond personally to your letters. I will try to answer as many of your queries as I can in the permitted space.**

**This month we have yet more tape troubles, a couple of printer problems, and find out just why the CPC has only one joystick port...**

**Catch you again next time round!**

*Alex*



## RAM and ROM

"What do ROMDOS, RAMDOS and ROMboxes do? What is ROM software? What does the 'K' in 64K stand for? What would be the best book for learning BASIC and where would I get it from?" So asks Andrew Wynn from Essex. Inquisitive little fellow, aren't you Andy? Well, I think I should be able to tell you what's what...

ROMDOS and RAMDOS are different versions of the same thing. They are replacement Disk Operating Systems. A Disk Operating System (DOS for short) is a program that controls all operations of the computer's disk drive. The 6128 has one built in, while on the 464 it resides in the interface that sits between the computer and the optional disk drive.

So why would anyone require another disk operating system? After all, the built-in one should be perfectly adequate, shouldn't it?

Yes! For most people's purposes anyway. Problems occur when you have a bigger capacity disk drive than the ones available from Amstrad. Many drives are available that have a possible storage capacity many times greater than the 3-inch disks. Normal Amstrad disks have 178K of storage space, while some drives have something approaching 800K available.

But the standard DOS only expects the smaller disks to be used. It was never designed to work with anything larger than the 178K format, so anyone who should purchase one of these high capacity second disk drives would lose out on a large section of potential disk space.

So new Disk Operating Systems were developed in order to cater for these bigger drives. And that's exactly what RAMDOS and ROMDOS are. The difference between the two is that one comes on ROM, and so acts almost without you noticing it, and the other has to load into memory from disk, which must be done before it can be used.

Which brings us rather neatly onto what on earth ROMs and ROMboxes are. A ROM is a memory chip that keeps the information programmed into it – even when the power is switched off! These have the advantage of accessing the programs instantaneously. There's no waiting for it be be loaded from tape or disk. A simple instruction typed into the computer will 'load' that program in an instant. There are other advantages, too. Because the program comes on its own memory chip, it doesn't take up large amounts of the computer's memory. So you have more room to work with.

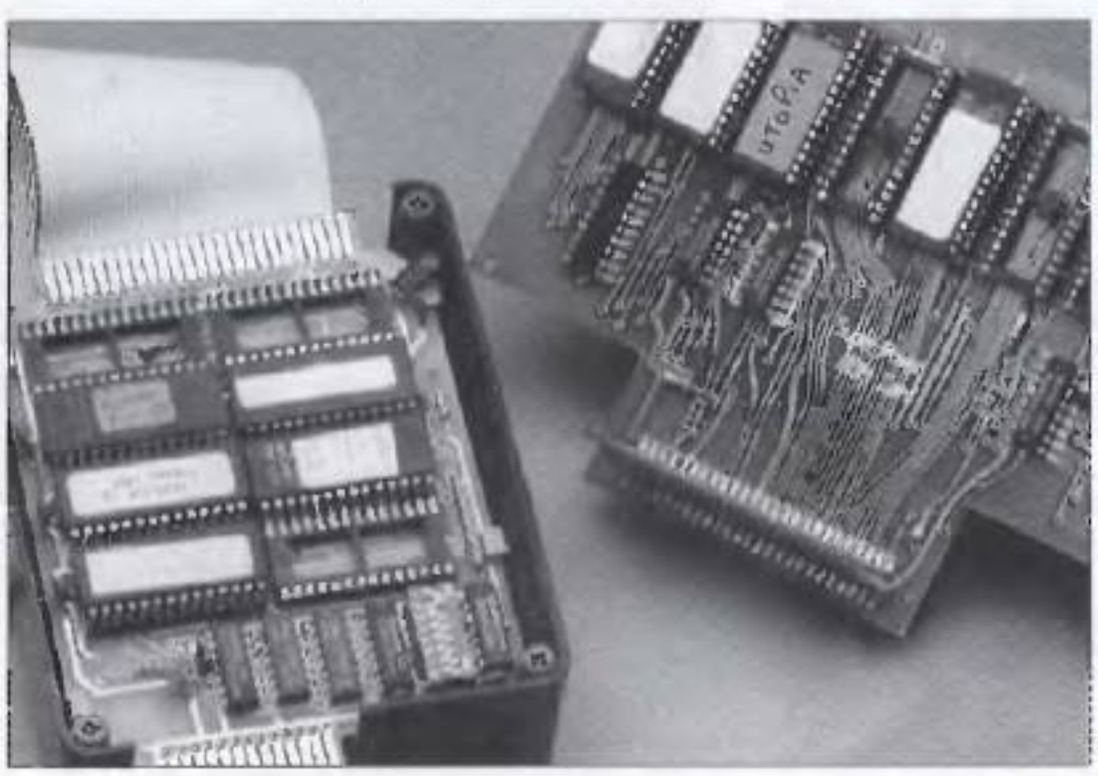
The only problem is, there's nowhere to plug the ROM in! The Amstrad has no facility to plug these ROMs in directly. Instead an interface needs to be used. And that's exactly what a ROMbox does – it connects to the expansion socket in the back of your machine, and has a number of sockets to plug the ROMs into. There's usually space for six or eight ROMs, so there's plenty of room for all the programs you might want to buy!

'K' is the shortened term for *Kilobyte*. The computer's memory consists of a number of locations, each of which can store a single number. (That's what the computer works in, numbers, which are translated into the text and graphics you see on screen.) These locations are called *Bytes*. A *Kilobyte* is 1,024 bytes grouped together. (You may expect 1,000 to be the more logical number, but computers don't work like that. Anyway, without getting technical and out of my depth, that's how it is.)

Many computer-related things are measured in Kilobytes. The capacity of a disk, for instance. A 178K disk has 178 Kilobytes, or 182,272 Bytes of storage space.

What's the best book for learning Basic with, eh? Well, it's been a long time since any such thing was published! You may find something suitable in your local computer store or large bookshop. Try giving **Computer Manuals** a ring on **021 706 6000**. They may be able to help.

But help is at hand – through this very page! From the next issue, Rod's letting me have my very own section for teaching BASIC for beginners (we haven't decided what to call it yet!). Look out for it next month!



**● A ROM box is required to plug ROMs into. Most allow you to plug six to eight ROMs, which can be accessed instantly with simple commands typed into the computer.**

## RUN AWAY!

"My son is a new user of a CPC6128 and cannot work out how to load from the cassette." Says Antony Broomfield, "We can load games from the tape, but do not know what to do next to run them..."

When you load a game, or any other program for that matter, the computer copies the information on the tape into its memory.

Typing **LOAD"** does just that. However, as soon as the program has loaded the computer returns straight back to command mode, and waits for you to type something in. Typing **RUN** would then normally start the program (unless it's a protected program, in which case you cannot loaded it in this way at all).

A far better way is to use **RUN"** instead. This has the effect of LOADing and RUNning the program with a single command. All commercial tapes should be loaded in this way. A short-cut way of getting **RUN"** is to hold down the CTRL key and tap the small ENTER key near the keypad. Hey Presto! The word appears as if by magic!

Disk drive users should note that to load from tape they first need to put the machine into tape-loading mode. This is done with the **\|TAPE** command. (That funny \| character is obtained by holding SHIFT and pressing the @ key.)



● Why do some games offer a two player joystick mode when there's only one socket to plug it into?

# JOYSTICK JINX

"Why has the Amstrad CPC only got one joystick port?" is the question on Darren Gregory's mind.

It is a little strange, isn't it? Many games have a two-player option, allowing both joysticks to be used. But with only one socket, how can this be? The fact is that wiring exists inside the machine for two joysticks, but is terminated with the single joystick socket. A standard joystick will work perfectly as joystick number one, but for it to operate as joystick two, it would need to be re-wired.

The reason for this is that Amstrad sold a pair of 'official' joysticks at the time of the machines' launch. One had a socket to plug the other one into. Of course these joysticks were complete rubbish, and everyone wanted to buy 'real' joysticks instead!

The other way to get two joysticks in your machine is to buy a joystick splitter. This plugs into the port, and has two sockets coming out of it. Enabling you to play with both sticks. Hurrah!

You should be able to get hold of a joystick splitter from any good mail order supplier.

# LOADS OF LOADING

W.I. Neill, who bought her (or his!) first full-priced game recently was disappointed. It wasn't necessarily anything to do with the game itself (though I think the game *is* rubbish!), but more the way the game loads.

"The game played for a couple of minutes, and if you fail to reach Level Two, the game tells you to re-wind and reload. With none of our family able get this far the Staying Power is zero! Is the game correctly programmed?"

'Fraid so, W.I.! The game in question is what's known as a multi-loader. When a game is to big to fit into the computer at once, a common technique is to split the game into sections, which are loaded as they're needed. The disadvantage is the annoying length of time that it takes to get to load the sections – especially when you have to keep winding the tape back to the start every time. However, this way you get more game for your money...



● Multi-load games mean that you get more for your money, but is the hassle of waiting for the game to load worthwhile...?

## STUCK ON THE BASICS?

Queries? Questions? Conundrums? Why not **Ask Alex**? She'll do her best to help you out. Write to her at: **Ask Alex, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath BA1 2BW.**

# PRINTER PROBLEMS!

A couple of readers have some printer queries. Miss A Howlett from Leeds wants to know what type of printer to buy, and what kind sort of leads she'll need.

The good news is that you can attach any standard printer to your computer. Just make sure that it has a Centronics interface, which they virtually all do anyway. And yes, you will need to get yourself a lead. The type you need is an Amsoft PL-1 or equivalent. See last month's feature on word-processing, which has a page devoted to printers.

Meanwhile, Mathew White wonders whether he can buy a coloured ribbon for his Seikosha printer, enabling colour printouts to be achieved.

Sorry Matt, but the answer has to be no. Colour printers work by having a four-coloured ribbon, with the colours arranged in strips along the length of the ribbon.

The printer has an in-built mechanism whereby the different parts of the ribbon can be struck by the print head. By alternating the ratios of the inks, a wide range of colours can be obtained.

So the answer is, you do need a special colour printer, and not just colour ribbon, I'm afraid.



● You need to buy a colour printer in order to use colour ribbons. Buying a colour ribbon for your standard dot-matrix printer simply will not work! Oh, and make sure that you have the proper lead!

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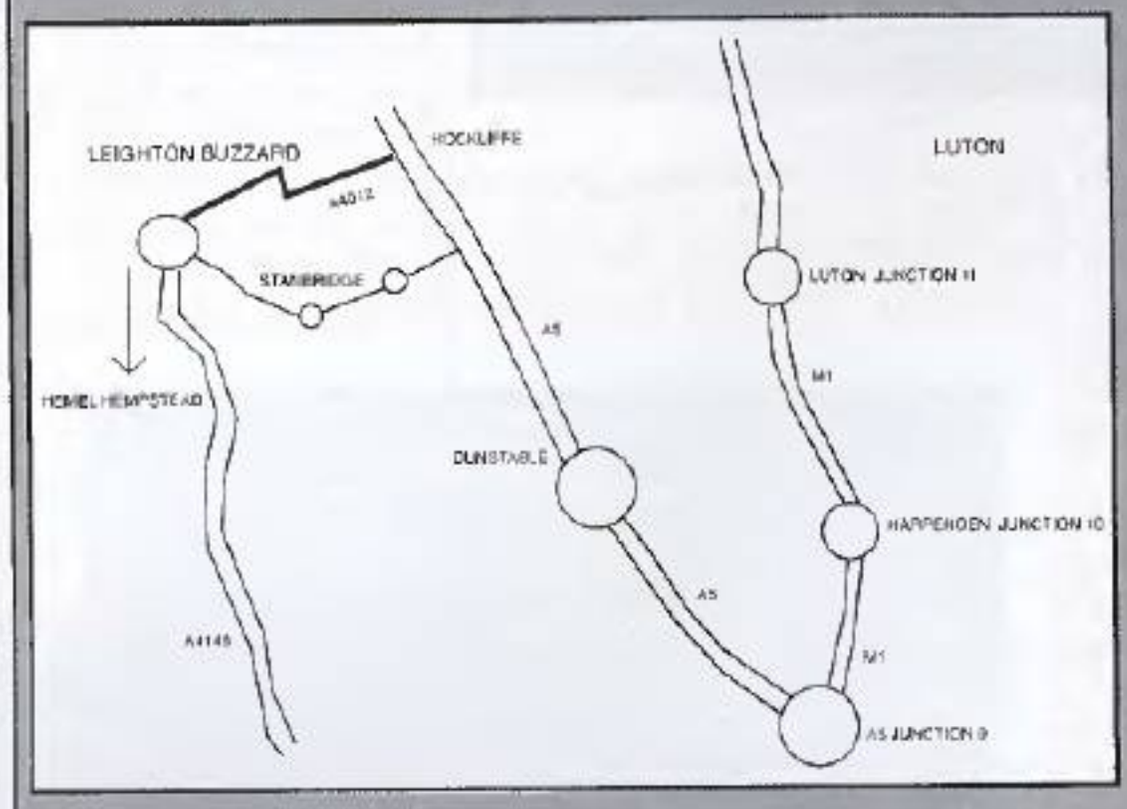
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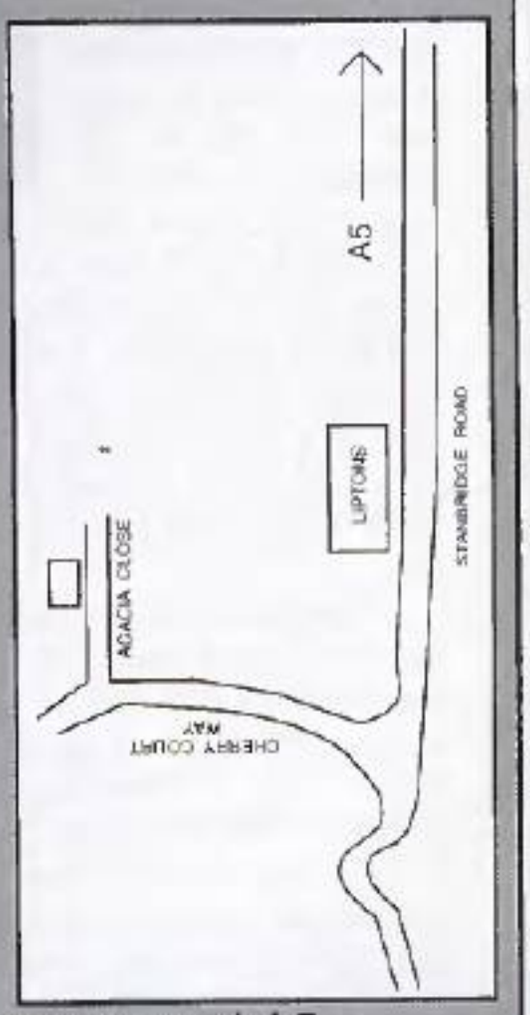
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REVIEW

*The big problem with BASIC is that it can be so blinkin' slow! Could Power Basic give your programs the boost they need? AA finds out...*

# Power Basic

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**● SPM SOFTWARE ● 32a Albert Street, Seaham, County Durham SR7 7LJ**

BASIC was only ever intended as a beginners' language anyway. It stands for Beginners' All-purpose Symbolic Instruction Code, and is designed to be relatively straightforward for the newcomer to computing to use. But as practically everyone learns to program in BASIC, it has become the standard for home computers.

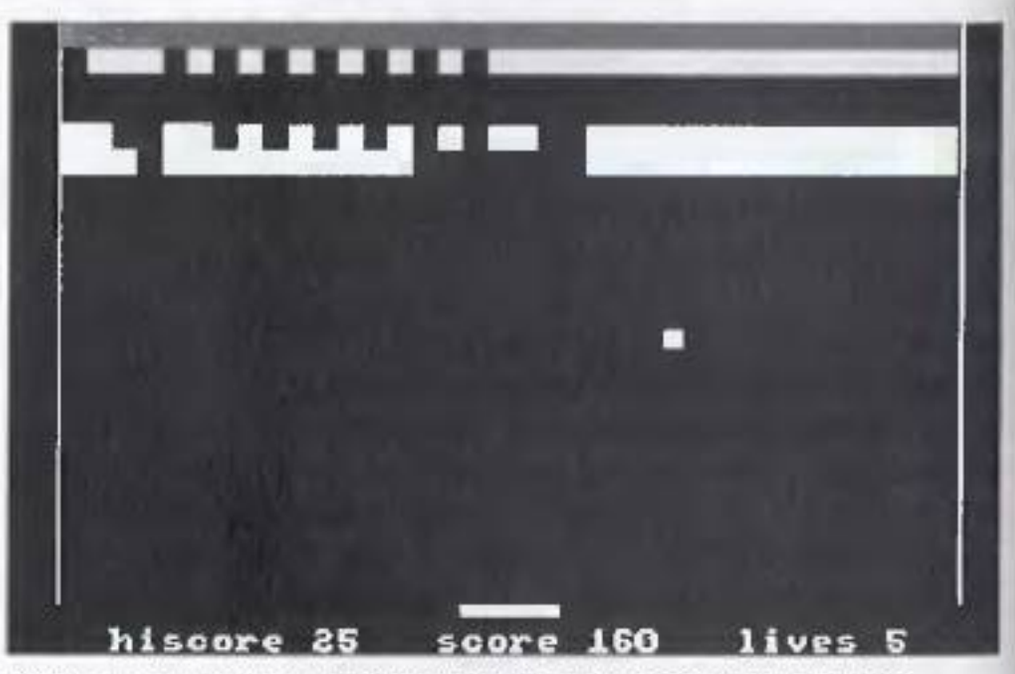
The price paid for BASIC's flexibility is a dramatic reduction in speed when compared to more structured languages. One of the main reasons is that BASIC is an 'interpreted', rather than a 'compiled', language. Interpreted languages have to translate the program into machine code (which is all the computer understands) as they go along, whereas compiled languages convert the program all in one go, before it is run.

*Power Basic* is a compiler that will translate normal BASIC programs into machine code before they are run. Programs are developed in BASIC as normal, and then, when you're happy with the program, it's run through the compiler and converted into a much faster version. The compilation process is fairly fast, and easy to use. You simply run the compiler, bung in your work disk, tap in the filename you wish to convert, and leave the computer to it. If there are any problems, a results file is created which can be examined and errors pinpointed. Assuming there are no problems, a machine code file is produced. To use it, a small (provided) BASIC loader has to be run, which clears memory space and loads the binary file.

*Power Basic* only works on 6128 machines as it needs the extra memory and a disk drive in order to function. The code it creates will run on any of the computers in Amstrad's CPC/Plus range.

The amount that any program is speeded up depends very much on the type of operations being processed. Programs that make heavy use of screen access show little increase, while number crunching operations are handled rather more quickly.

It's unlikely that you'd be able to take any old BASIC program that you've written previously and compile it without a certain amount of re-working. *Power Basic* works only on a subset of commands – a large subset, but still, it doesn't cover all the instructions available. In addition, the syntax of those instructions it does permit is often restricted.




● **The game may be dull, but it sure is fast! Several demonstration programs accompany the *Power Basic* package, and by running the Compiled and Uncompiled versions against one another, you can see just what improvements have been made.**

## GOOD NEWS

- Certain operations are carried out much more quickly.
- Easy to use – compiling BASIC programs is a doodle.
- Flexible. Machine code and RSXs can be incorporated.

## BAD NEWS

- Little improvement in the speed of screen access operations.
- Integer only – floating point numbers not allowed.
- Limited subset means that you'll have to re-work many programs.

Floating point numbers are not supported. Integer numbers can be in the range -32768 to +32767, and the majority of mathematical functions are not available. Arrays can be one or two-dimensional. This severely reduces the suitability of *Power Basic* for compiling a large category of programs!

*Power Basic* does have its limitations. It doesn't by any means have the same flexibility as BASIC. It's not noticeably faster when producing screen output, an area which virtually all programs rely on in some form. However, in certain areas *Power Basic* is very quick indeed. By allowing the user to link machine code and RSXs, faster sprite routines can be added for instance. It's also compatible with packages such as *Sprites Alive*, speeding up the BASIC parts of the program. Whether *Power Basic* is a worthwhile purchase depends very much on the kind of program you're writing.

Adam Waring

```
Filename : test
PASS 1 :   Completed     Errors = 0
PASS 2 :   Completed     Errors = 0
PASS 3 :   Completed     Errors = 0
PASS 4 :   Completed     Errors = 0
RESULTS
Compile OK - Saving object...
```

● **A four-pass compiler quickly turns sluggish BASIC listings into speedy machine code. But just how fast are the compiled programs...?**

## TESTING, TESTING...

To test the effects of *Power Basic* we created a couple of small BASIC listings, and timed the compiled and uncompiled versions against each other.

The first repeats some simple calculations a large number of times. Here *Power Basic* shows up impressively:

```
10 FOR n%=1 TO 10000
20 y%=n%*3
30 x%=-n%/11
40 NEXT n%
```

| | |
|---|---|
| **BASIC:** | **55 seconds** |
| **Power Basic:** | **8 seconds** |
| **Speed increase:** | **587%** |

For the second example, the program continuously updates a number on screen. When printing, *Power Basic* is much less impressive, only managing a relatively minor increase over 10,000 operations.

```
10 FOR n%=1 TO 10000
20 LOCATE 10,10
30 PRINT n%
40 NEXT n%
```

| | |
|---|---|
| **BASIC:** | **249 seconds** |
| **Power Basic:** | **216 seconds** |
| **Speed increase:** | **15%** |

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DATABASE EDUCATIONAL SOFTWARE

## EDUCATION

*Fun School 2* was the only educational package to storm the leisure software charts. Now Fun School 3 is here. FRANK O'CONNOR finds out whether *FS3* is the definitive early-learning package...

# FUN SCHOOL 3

**DATABASE SOFTWARE ■ £12.99 cass, £16.99 disk**

*Fun School 3* is an educational package that aims to teaching the basics of reading, counting and shape recognition to tots of varying ages.

There are three versions for three different age groups: the under-5s, 5-7s and over-7s. The package we're looking at is for the under-5s.

Gaining a child's full attention is half the battle in education, and Database has gone to great lengths to justify the *fun* in the title – clearly, a great deal of effort has gone into design and presentation.

*FS3* is split into six sections, each represented on the opening menu screen. You select the one you want with the spacebar and Return key. Each section is a simple game consisting of three or four levels of escalating difficulty. Each one features the same very cute and highly captivating teddy bear, the *Fun School* mascot. To be quite honest, even adults will find the teddy's antics most amusing. Colour has been used to great effect and, as we will discover, is very important to progress.




● **All six of *Fun School 3*'s games can be accessed easily from the main menu. The Spacebar cycles between the options while the Return key selects them. It couldn't be much simpler!**

Adults and children are obviously meant to use the package together, but is so simple to use, and so intuitive, that after a few tries together, adults may be able to use it on their own (children too if the adult will let them get a look-in). This ease of use is due largely to the fact that virtually all of the program's functions and commands can be selected using only only two keys.

With much traditional educational software, children have been involved in the program only in the respect that they must supply a prescribed response to situations, with the participating adult entering the required answers. *Fun School 3* stands out in this respect in that the adult may simply describe to the child the necessary actions required to progress through the games.

Sound is good, with a selection of tunes and amusing sound effects, all of which are incorporated into small scenarios which are almost story-like in quality. Watching, and indeed listening to the teddy bear play his personal stereo, is really quite hysterical.

The six 'games' can be played in any order you like, and at a number of levels of difficulty. This allows you to concentrate on discovering and eliminating your child's strengths and weaknesses respectively. The system is a dream to operate on disk, but the multi-load cassette is straightforward enough anyway.

The packaging, instructions and overall presentation of this package really is the best yet seen in a title of this type. Sitting down with an impatient toddler and trying to keep the child interested, can often be a chore, *Fun School 3* actually makes it a pleasure, for both child and parent. A truly wonderful package.

### Matching

Teddy stands beneath a large board, upon which are various shapes of assorted colours. Each shape has a twin somewhere, and so you first select the shape you wish to match, then move the flashing box around the board until you locate that twin. Once identified, the two shapes will vanish as a little door closes on them. As you identify more shapes, teddy's friend scales a tree at the right hand side of the screen, and – if the game is completed successfully – tips a coin from a branch into the piggy bank below.

This game teaches both colour and shape recognition, and at higher levels can actually become quite tricky. Simple shapes, circles, triangles and squares are used, and are identified as pairs by their colour. Very simple, but very entertaining.

### Actions

The educational value of this game, while shallow, is still useful. It can be used to teach very




● **MATCHING: Match the shapes that appear behind the doors and a coin drops into your piggy bank.**




● **ACTIONS: This game lets the child match words printed on the screen with a given action – which teddy will then carry out!**




● **GALLERY: Can you match the words with the pictures? Simply position the right word underneath each picture.**




● *Fun School 3* has many humorous touches is its graphics and animation. Teddy's hip, rad, supercool look as he listens to his personal hi-fi is just one of them.




● Get the answers right in *Counting* and your teddy gets to bounce up another step closer to his jar of honey. Each game contains some kind of incentive for correct answers.

small children the shape of words, for example.

The teddy can be made to perform a series of actions by choosing the corresponding icons at the foot of the screen. Choosing the icon named "listen" causes the bear to put on a pair of shades and start grooving to the muffled sound of his personal stereo! The other actions include skipping, hopping, dancing, playing a flute, and many more. This level actually has four levels, the level number simply increasing the range of actions available.

This, like most of the sub-games, is enormous fun, and can be used either totally supervised, or with limited involvement from the parent on a trial-and-error basis.

## Gallery

Another word-shape game. This time the scenario is an art gallery full of pictures of typically childish subjects, i.e. a house, a teapot, a cloud, basically things that your child will know and recognise immediately.

The pictures hang in a line, with a space below each painting for a name. The name obviously corresponds with the subject of the painting, and can be selected, using the cursor keys from a list at the bottom of the screen. The name is chosen, and then dragged, again using the cursor keys, to the correct picture. If correct, a nice fanfare is sounded, if wrong, a "sad" noise is made.

This, in terms of control, is slightly more complex than the other games, but can be either controlled by the parent, or used as an exercise in co-ordination for the child.

## Counting

A rural scene is presented in this game, and is dominated by a large chessboard. Various objects appear in the scene, and it is the child's job to count them, and enter the number he/she thinks is correct.

The game is called Counting, but this is probably a little misleading, bearing in mind that word and shape recognition are also involved. It should also be remembered that all the way through this program your child will also be gaining a valuable foundation in computing and technology!

When the child counts the number correctly, the scene cuts to another, this time it is teddy somersaulting up a staircase in order to reach his reward, a big pot of honey.

## Letters

A very simple idea this – the child must simply identify the letters displayed. Choosing from a horizontally-displayed alphabet, the child just matches the highlighted letter, and hey-presto, the game continues.

This game is very long, and is perhaps one of the least interesting in the package – a shame, really, as it is potentially the most directly educational.

When higher levels are selected, the game becomes more complex, with the choice of letters extending to upper and lower case, and more correct choices are required to complete the game.

## Painting

This isn't really packed full of educational value, it simply allows your children to express their artistic bents. The budding Picassos are given a rural scene to colour and are given the choice of how many cows, pigs, ducks etc they want to populate it.

A farmyard scene is soon created, and bearing in mind the aesthetic values of most toddlers, a Dali-esque monstrosity could soon be gracing the screen of your Amstrad. There are no right or wrong choices in this game. It is simply a chance for your child to influence the outcome of a developing scene, and claim it as their own when it is completed. The most enjoyable of all the games.

# THE BEST YET?

Educational software once had a reputation for being dull, staid and unimaginative. All that changed, however, when a publisher by the name of Database Software decided that it simply didn't have to be that way. Indeed, there was no reason why school couldn't be *fun*...

The *Fun School* series started way back in 1987 with version 1, intended primarily as a trial release to test public response. Publisher Database was convinced that there was a market for genuinely attractive, interactive and *fun* software.

Well, the response even to this early and rather basic version was terrific and prompted the release of a full-blown product. *Fun School 2* was put together with the help of professional teachers and consisted of three packages – for the under-6s, 6-8s and over-8s.

Even Database was surprised by the software's success. Steady sales culminated in an unprecedented (for an educational package!) no. 1 slot in the December '89 software charts, followed by further months as one of the top-sellers. In total, 250,000 copies have so far been sold on all formats.

*Fun School 3* is even better. Apart from much improved graphics, the software has been redesigned in accordance with the National Curriculum, and the age ranges have been modified. The three packages now cater for the under-5s, 5-7s and over-7s.

Users are buying not just one package but two or three as their child children develop, and the interest in *FS3* from existing users alone is huge. This accounts for sales of some 45,000 copies of *Fun School 3* across all formats already, and that's before the release of the BBC and PC versions.

Can Database repeat the success of *FS2* with *FS3*? From the response so far, it might just happen...!



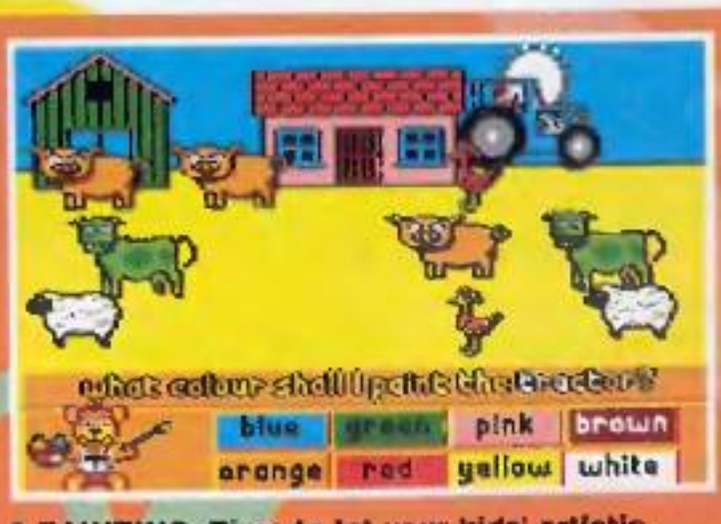




● COUNTING: Bright, colourful graphics help to make basic arithmetic fun for the most reluctant tot.




● LETTERS: Match the letter on the screen from one picked from the alphabet below and the teddy on the right sends the meter higher.




● PAINTING: Time to let your kids' artistic imaginations run riot – without having to hose down the kitchen afterwards!

GAMES GOSSIP

# On the Gr

***Welcome to our games gossip section, the place where you find out what's coming up and what's going down... news, previews, charts, competitions and more! Essential reading for joystick jugglers everywhere...***

Don your bright yellow raincoat! Strap on your two-way wrist radio! America's most famous detective will be bursting onto the screens of Plus and GX4000 owners shortly! It's all thanks to new software house Disney, set up to produce computer versions of the studio's films and characters.

Dick's girl, Tess Trueheart, has been captured by evil gangland boss Big Boy Caprice. Dick's not too pleased about this, and so is on the way to give Big Boy a good kicking (and to rescue Tess, of course).

Dick has to make his way through downtown Manhattan to perform the rescue. He'll have to be on his guard, though – it's a dead cert that there'll be plenty of hoodlums out there waiting to do him over.

The film was out last summer, and starred Warren Beatty and Madonna. *AA* spies thought the movie was a bit duff (apart from the bits with Madonna in it!), but from the screen shots we've seen, hopefully the game will be better.




To celebrate the imminent release of the game, we have a competition especially for you. Ten lucky winners will each receive a *DT* T-shirt and mug – so you can drink your beverages in style. To enter, jot the answers to these three questions, along with your name, address and T-Shirt size on the back of a postcard. Send your entries to: **Big Dick Compo, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath BA1 2BW.**

No cheating! Make sure entries reach us by 31st March or else! Should we detect any evidence of multiple entries, we'll be sending Dick round to give you a damned good going over!



● Crime busting top cop Dick Tracy has one or two tricks up the sleeves of his rather loud overcoat – namely his fists. However, weapons can be found to blow the baddies away with even more devestating efficiency. Rat-a-tat-tat!





● Strolling down the high street Dick bumps into some of New York's citizens. Wonder if they're friendly?



● Pretty lad, isn't he? One of the ugly mugs that Dick will have to deal with eventually.

**1. Who played the part of Dick Tracy in last year's movie? Was it...**

(a) Madonna?

(b) Elvis Presley?

(c) Warren Beatty?

**2. Dick has a rather neat wrist watch. What does it have that makes it so special? Is it...**

(a) Rocket launcher with thermonuclear missiles?

(b) Analogue chronograph display?

(c) Two-way radio transmitter?

**3. What colour is Dick's macintosh? Could it be...**

(a) Camouflage green and khaki?

(b) Inconspicuous dark grey?

(c) Bright yellow that you can spot a mile off?



● Crime never pays. Dick shoots one of those nasty bad guys with his revolver. Bang! Bang! You're dead!

# apevine...

## EXTERMINATOR

You've got to hand it to those Audiogenic peeps, they don't try to palm you off with any old rubbish. They're the last people you'd point the finger at. And when they do send some publicity gimmick through the post, it's always pretty 'armless...

Actually, what they sent us was a disembodied hand. Luckily it wasn't real, but made of rubber, and operated with a motor and two HP7 batteries. Still, Adam, amused himself for hours by frightening the receptionists with it...

There must be a reason for this, we thought. There was. It's to publicise *Exterminator*, a game converted from one of the strangest arcade machines ever! It puts you in the big rubber boots and overalls of a Rent-O-Kill man, and your job is to kill the bugs that infest a row of houses.



**● Find those household bugs, reach out your gentle, guiding hand... and squash them into a squidgy mess. Yuk!**

## WELLTRIS



**● Welltris is like Tetris with knobs on. Instead of one wall to contend with, you've got four!**

Greetingski Comrades (bit of Russian there)! Direct from the USSR comes a new puzzler guaranteed to warp your brains...

*Welltris* has been written by the author of *Tetris* – the famous Russian game that's had people beating their computers with frustration for the last couple of years.

It's a similar theme. Geometric shapes drop down a wall, and need to be rotated and manipulated to create lines, which then disappear, scoring you points. The difference is that with this version there are in fact four of these walls. The walls make the sides of a well, and the shapes tumble downwards, sliding towards the centre when they reach the bottom. Sounds tricky!

## THE LIGHT CORRIDOR

This sounds like a bit of a weird one, actually. Apparently, you're "lost in an endless corridor". (Oh) What's worse, "light will shine no more at the end of this tunnel". (Eek) "However he still has a little chance." (Ah) This chance comes in the form of your "translucent racket", which allows you to shoot a sphere "as far as possible". However, the sphere bounces off the walls of the winding corridor, and is invariably sent back to you. Well, yes, that's cleared that up then...

To be honest, we couldn't make head nor tail of the press release. We'll let you know when we get our hands on a copy...

**● The Light Corridor has you whacking spheres down a tunnel with a translucent racket. Yes. Quite.**



## 3D CONSTRUCTION KIT



**Build your own world with Domark/Incentive's 3D Construction Kit!**

Is your bedroom a bit on the small side? Perhaps it could do with a bit of a redesign? How about a small extension for an Olympic swimming pool for instance, or a helicopter pad on the roof...?

Domark's3D Construction Kit (as developed by Incentive) allows you to construct your own 3D environments, which you can then walk around and explore – not that there'd be that much to explore, considering you invented the place in the first place...

The Kit is based on Incentive's Freescape system, used in games such as Driller, Total Eclipse, and Castle Master. Indeed, a game in a similar mould is included just to get you started.

As well as all that fun, Domark claims that it's suitable for educational uses, 3D modelling and Virtual Reality amongst other things. Hmmm, we'll stick with the games, thank you very much!

Getting kitted out with this piece of software will cost a bit more than usual. It'll be £24.99, regardless of whether it's on cassette or disk. Mind you, things could be worse – it'll set 16-bit owners back by 50 quid (Ha! – gits)

## GOING FOR GOLD

US Gold is treating us to three new games, hopefully ready for March.

● *Shadow Dancer* is a Ninja 'kick-em-in' – in fact it's Sega's follow up to *Shinobi*. As well as foot and fist, the game's hero can get his pet dog to bite the baddi-s ankles.

● *Super Monaco GP* puts you in the hot seat of Formula One racing car in which you have to race around the world. Ah, that's not actually an around the world race, but a race around 16 track scattered across many different continents.

● *Gauntlet 3* is the third forthcoming game from the US Gold stable. The heroes have to fight their way through impossible (well, really, anyway) odds on the island of Capra. Apparently the Devil has turned all the inhabitants nasty, so it could be a bit dangerous.



**● Super Monaco Grand Prix will be out – with luck – by the end of March.**

# CHARTS

This chart is compiled by Gallup Ltd.

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## FULL-PRICE

▲ NEW ENTRY ■ NO CHANGE ▲ GOING UP ▼ GOING DOWN

| | | | | |
|---|---|---|---|---|
| 1 | **Teenage Mutant Hero Turtles** *Mirrorsoft*<br>Number one? Well, it had to be, didn't it? The game's not bad, either | AA65 76% | ▲ | – |
| 2 | **Dizzy Collection** *Codemasters*<br>All the *Dizzy* games in one compilation? Great value, and great, great fun | N/A | ▲ | – |
| 3 | **Hollywood Collection** *Ocean*<br>*Batman, Ghostbusters II, Robocop* and *Indiana Jones* – four great games | N/A | ▲ | – |
| 4 | **Midnight Resistance** *Ocean*<br>Good, but not great. Nice big 'n' chunky sprites, but only four (drab) colours | AA64 77% | ▲ | 11 |
| 5 | **Kick Off 2** *Anco*<br>Excellent footie sim with the playability of *KO1* and graphics too! | AA63 86% | ▼ | 3 |
| 6 | **Iron Man** *Virgin*<br>Tiny cars, ultra-high speeds and lotsa bumps | AA65 72% | ▲ | – |
| 7 | **Golden Axe** *Virgin*<br>Competent scrolling megadeath blast. Colourful graphics, but chunky | AA66 75% | ▲ | – |
| 8 | **Lotus Turbo Challenge** *Gremlin*<br>Car racing sim par excellence. Is there a better one? We think not | AA65 93% | ▲ | – |
| 9 | **Mini Office 2** *Database*<br>A serious suite of programs in the charts? It's darned good value, mind | N/A | ▲ | – |
| 10 | **Strider 2** *US Gold*<br>More colours than the original, but is that everything? | AA66 60% | ▲ | – |
| 11 | **Gremlins 2** *Elite*<br>We haven't seen the game yet, but the film was great (if you like schmaltz) | N/A | ▲ | – |
| 12 | **Wheels of Fire** *Domark*<br>Not a bad wad of games, and still going strong | AA63 84% | ▼ | 10 |
| 13 | **Megaplay 2** *Virgin*<br>Christmas time is compilation time... and Easter too at this rate | N/A | ▲ | – |
| 14 | **Fun School 2** *Database*<br>And it's *still* selling! *Fun School 3* is out now, folks | N/A | ▲ | – |
| 15 | **Badlands** *Domark*<br>What are you lot playing at! Read the review in *AA65* if you want to know more | AA65 40% | ▲ | – |
| 16 | **Big Box** *Beau Jolly*<br>Another compilation? No-one's writing new games any more! | N/A | ▲ | – |
| 17 | **Nightbreed Action** *Ocean*<br>More blood 'n' guts – we love it! | N/A | ▲ | – |
| 18 | **Robocop** *Ocean*<br>Good grief – people are still buying it! Mind you, it is rather good | N/A | ▼ | 5 |
| 19 | **TNT** *Domark*<br>"Explosive action" indeed... Good, without being great | AA62 79% | ▼ | 13 |
| 20 | **Back to the Future 2** *Mirrorsoft*<br>Down to no. 20? Ah, justice has been done | AA60 52% | ▼ | 1 |

## THE BUDGETS

| | | | |
|---|---|---|---|
| 1 | **Double Dragon** *Mastertronic* | ▲ | – |
| 2 | **Operation Wolf** *Hit Squad* | ▼ | 2 |
| 3 | **Quattro Adventure** *Codemasters* | ▲ | 3 |
| 4 | **Target Renegade** *Hit Squad* | ▲ | – |
| 5 | **Return of the Jedi** *Hit Squad* | ▲ | – |
| 6 | **Batman – Caped Crus.** *Hit Squad* | ▲ | – |
| 7 | **Top Cat-Beverly Hills** *Hitec* | ▲ | – |
| 8 | **The Games – Winter** *Kixx* | ▲ | – |
| 9 | **WEC Le Mans** *Hit Squad* | ▲ | – |
| 10 | **Quattro Arcade** *Codemasters* | ▼ | 7 |

## WHAT'S HAPPENING!

Just about everything in the charts this month is a new entry!

Well, the reasons are probably quite simple. For a start, due to the Christmas break, there's been a longer than usual gap between the preparation of these charts and the last. Secondly, Christmas is a very active time, with lots of games being bought as pressies and lots being bought with pressie money.

Most expected 'surprise' of the month? *Ninja Turtles* at no. 1, of course!

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COMPETITION

# ROBOCOP 2 COMPO BONANZA!

***Ocean's Robocop 2 scores a massive 94% on cartridge this issue, and to celebrate this feat, Ocean and AA are giving away a total of no fewer than 22 prizes!***

Robocop 2 is possibly the best game we've yet seen on the console. The graphics are almost 16-bit in quality, while the gameplay is tough enough to tax even the best games-player. And with seven varied levels to complete you're guaranteed a lorra, lorra fun!

And not content with bringing us such an excellent game, Ocean is also putting up loadsa prizes for our special Robocop 2 competition. With no fewer than 16 winners to be drawn from the entries, you've got a more than decent chance of coming away with a copy of Robocop 2 on cartridge, a video of the original film and even a fabulous Panasonic CD ghettoblaster!

## THE RULES

- No employees of Future Publishing or Ocean may take part
- Only one entry per person (we can spot dodgy entries, y'know...)
- All entries must be in by the closing date of 31st March 1991

## HOW TO ENTER

Couldn't be easier! Just write the answers to our special questions on a postcard and send it to:

**AA Robocomp,**
**Amstrad Action,**
**Beauford Court,**
**30 Monmouth Street,**
**Bath, Avon BA1 2BW.**

## FIRST PRIZE

- £200 Panasonic CD ghettoblaster
- Robocop 2 on cartridge

## SECOND PRIZES (5)

- Robocop 1 (the film) on video
- Robocop 2 on cartridge

## THIRD PRIZES (10)

- Robocop 2 on cartridge

**THE QUESTIONS**

1. Name the cop who gets shot up and turned into Robo in the first film
   (a) Alex Murphy
   (b) Alec Guinness
   (c) Andy Stewart

2. What does CD stand for?
   (a) Criminally Dangerous
   (b) Compact Disc
   (c) Clever Device

3 What is the data storage medium used in cartridges?
   (a) chips
   (b) fish
   (c) mushy peas

We hope those aren't too tricky (Adam only got two of them right)... and don't forget to put your name and address on the postcard!

**Good luck!**

# ACTION TEST

***Welcome to 16 pages crammed with the latest games...***



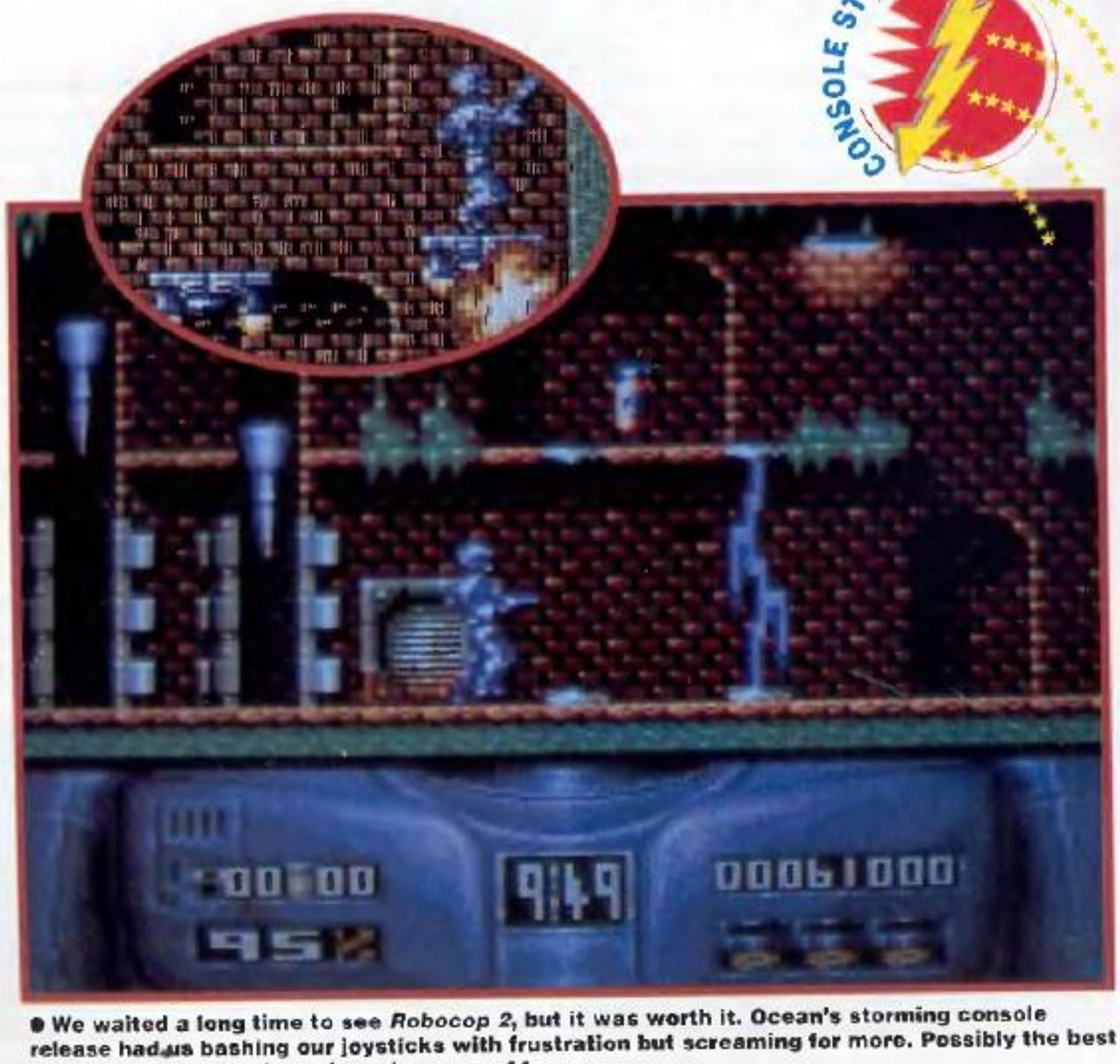

● You thought history was dull? Then you should play Infogrames' *North and South*, an action/strategy/wargaming epic that recreates the American Civil War. We liked it so much we gave it a Mastergame on page 46...




● Brilliant graphics set Infograme's *Mystical* apart from the rest, but does it have the gameplay? Find out on page 58...




● This one will take you an age – and that's just reading the manual! *Narco Police* looks deep, but is it? The answer's on page 62...




● We waited a long time to see *Robocop 2*, but it was worth it. Ocean's storming console release had us bashing our joysticks with frustration but screaming for more. Possibly the best console game yet gets reviewed on page 44...

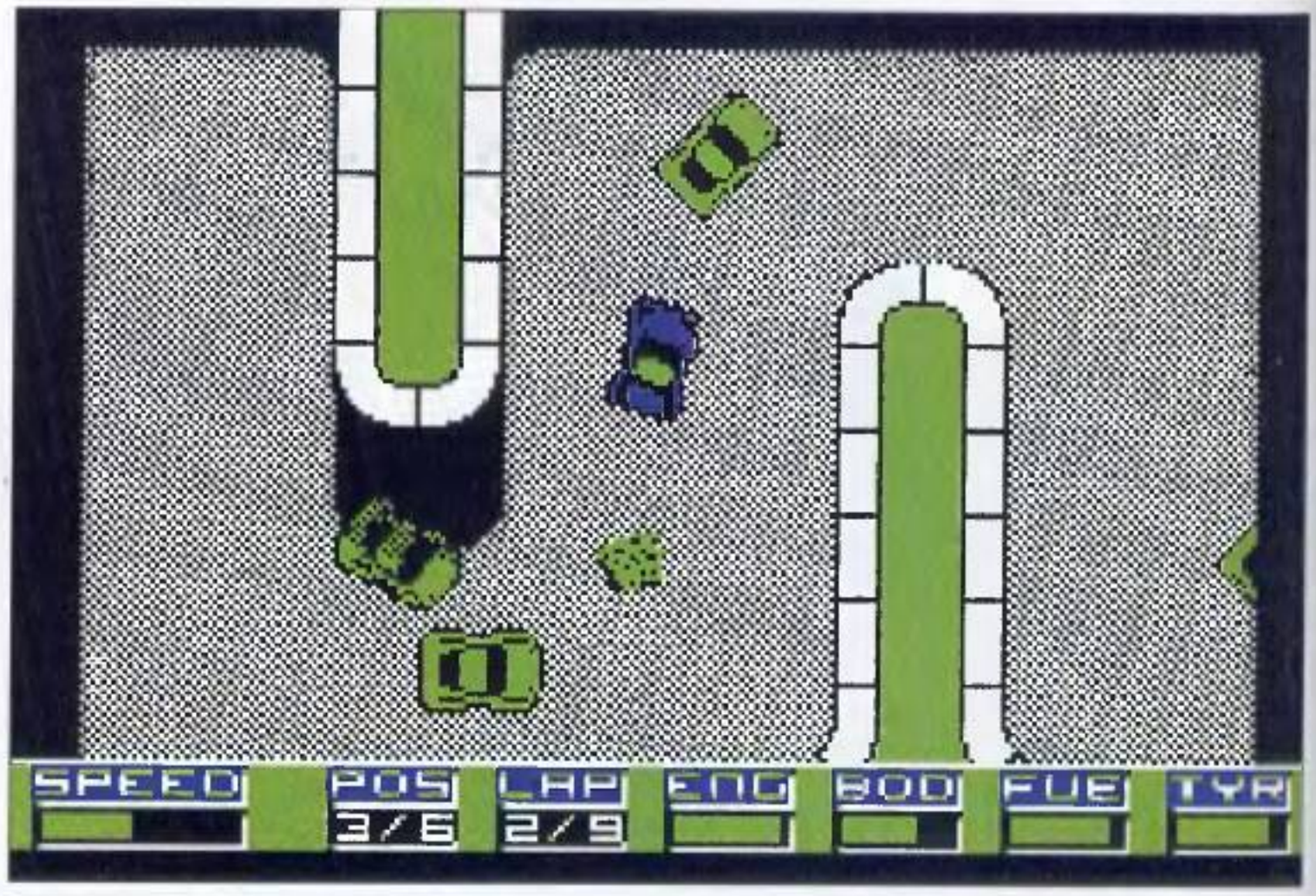



● The original scored a hit. This one has more colour and more weapons. Does that make it better? Turn to page 50 and find out...



● *Supercars* is like *Super Sprint*, but with a difference – it's got gameplay! Some long, hard racing starts on page 40...

# ACTION TEST




**● Powering round a bend, the Frankmobile has to make a snap decision. Will he crash into a brick wall, or will he risk tearing through a big puddle of snot? (Actually, he's as good as dead anyway, with no fuel, bald tyres and badly dented bodywork.)**

# SUPERC

## GREMLIN ■ £10.99 cass, £14.99 disk

Beep, Beep!! Parp, Parp!! Brmmm, Brmmm!! If roaring around a crowded racetrack at 200mph is what tickles your fancy, then carry on reading...

*Supercars* from Gremlin is a new race game viewed, like Atari's *Supersprint*, from above. The difference between this and *Supersprint* is that *Supercars* scrolls, and in any direction you care to point your banger (f'nar, f'nar). The tracks are quite large, and the choice of nine is presented before you begin. This is not the only choice you are given, as a fairly comprehensive options screen is there for your use, and includes a garage in which you can purchase lots of goodies with which to upgrade your hunk of junk – and boy, does it need upgrading!

In the first couple of races, your car bumbles aimlessly around the track like somebody's granny going to collect her pension. As you progress through the "season", though, the going gets harder, the prize-money piles up, and your purchasing power grows greater...

Hazards encountered as you power down the tarmac include oil slicks, puddles, and – last, but not least – the other racers. These guys have a most distressing habit of getting in your way, just as you're tearing around a corner, invariably sandwiching you between a wall or another car.

Keep an eye on your gauges, too, as running out of fuel or blowing your tyres are both potentially embarrassing ways to lose a race (and the season!).

The garage and the shop are the two most important strategic areas in the game. In the garage you can choose from a good variety of power-ups, including a turbocharger to boost your acceleration, a top speed enhancement kit, power steering (essential for grief-free cornering), and, strangely enough, a small selection of missiles with which to murder unwary opponents.

This, you will soon discover, is not necessarily a wise thing to do, as the burned-out shells of your victims lie where they are hit, and smashing into them at at 150 mph is not advisable.

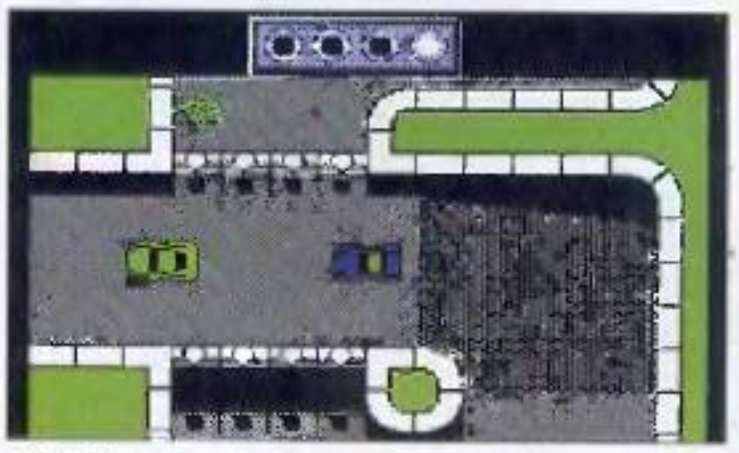
Controls are simpl push the 'stick left, and the car rotates anti-clockwise, push right, and believe it or nott, the car rotates clockwise! The Fire button controls acceleration, and you really won't have much need of the brakes...

It is a lovely control method in practice, and coasting along the correct line through a bend is a joy to behold. A quick push up (ack, ack), and any weapon you are currently holding will shoot off (hoo, hoo) (*sorry about this* – ed), and annihilate any car foolish enough to cross your path.

Deciding which features to purchase first is a difficult decision, and one which can change the way the course of the game runs. Buying the wrong lump of kit could have tragic consequences just a couple of tracks later.

The progressive difficulty of this game is a novel feature, in that your lap times, level of equipment, and lap position, all contribute to the speed of your future opponents.

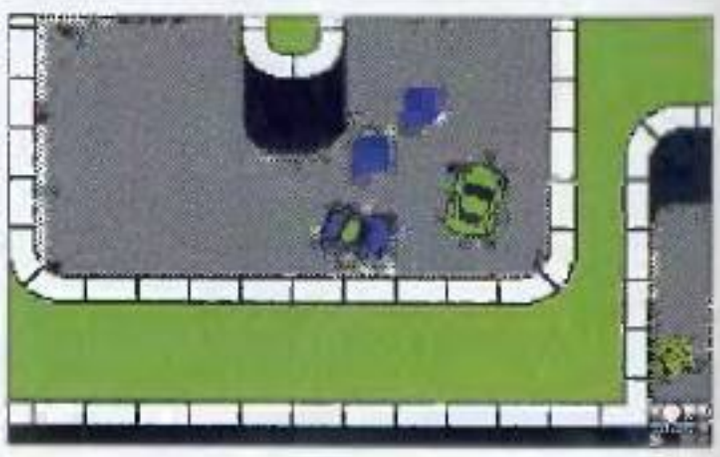
Your real goal, however, is not to get your lap times down, nor is it to finish all of the tracks. No, your real ambition should be the acquisition of the world's fastest road car – the Retron Parsec Turbo. This baby can really shift – 0-60 in less time than it takes to do something really quick. Top speed... unknown. This car is faster than a big bag of really fast things. It'll cost you, though, and several races will have to



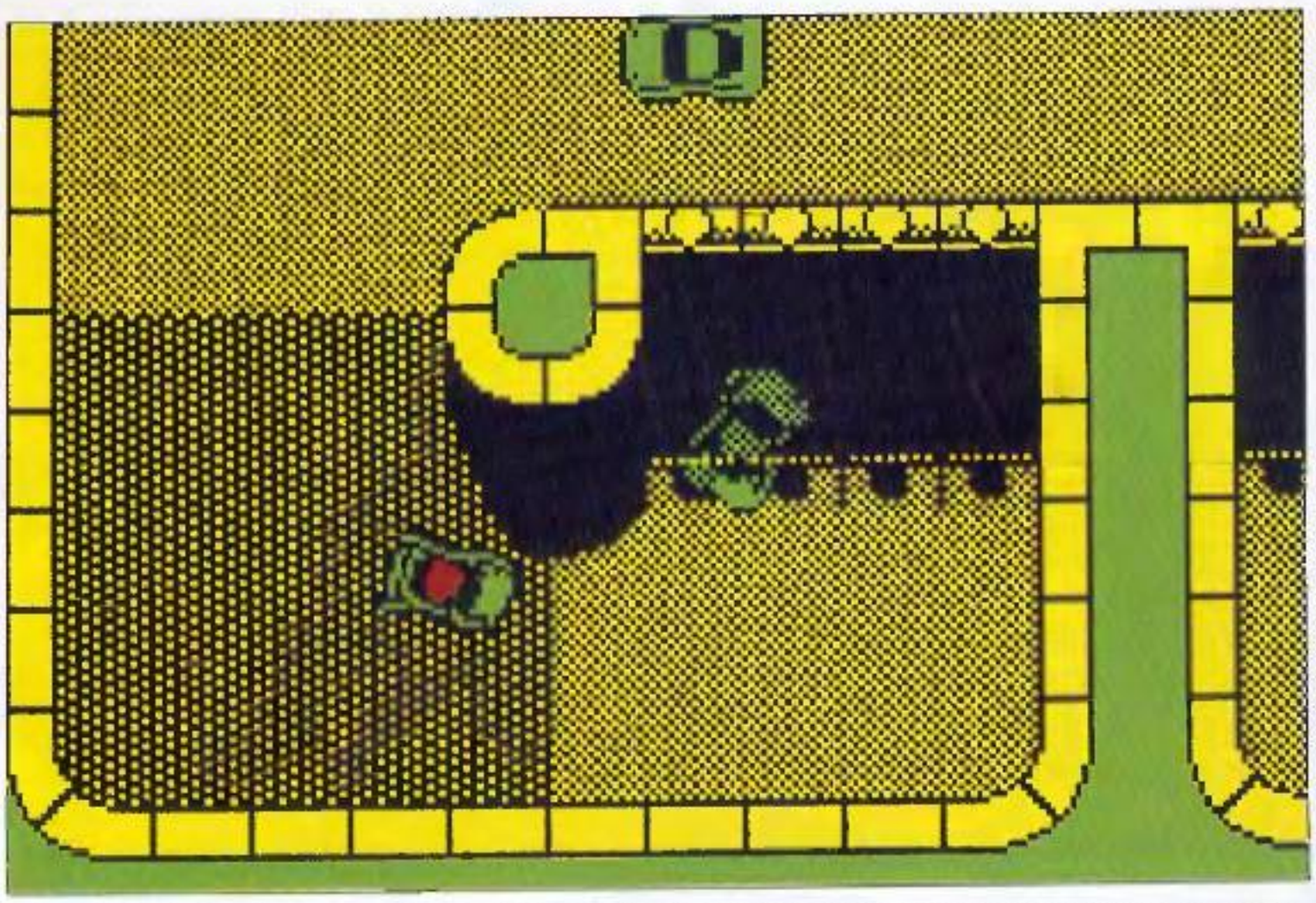
**● Waiting for the lights to turn green, the Frankmobile laughs at the opposition. Ha!**




**● The track selection screen, and the chance to visit either the garage or the car showroom.**



**● You finally get your hands on a decent motor, but the blue paint job is a real eyesore.**



● Ooh! It's dark and scary under the bridge, and who knows what kind of motorised menaces are waiting on the other side? This situation calls for speed, daring, a highly developed sense of adventure.....and waterproof underpants.

# SUPERCARS

be won before you can get your sweaty hands on this particular bit of swag.

In the meantime, you will have to content yourself with one of the lesser cars available, such as a Taraco Necroader, or the slightly superior Vaug Interceptor.

Graphically, this game won't knock your socks off. It has been programmed in the four-colour mode and, as a result, looks a bit drab. However, the graphics are clean and detailed, and the multi-directional scrolling is smooth enough to portray the action well.




The scrolling itself gives this game an edge over the usual *Supersprint* scenario, and definitely adds to the action. You're unable to see far ahead, there is always something nasty lurking round a corner, be it an oil slick, mud, or a wrecked opponent – and reactions must be swift.

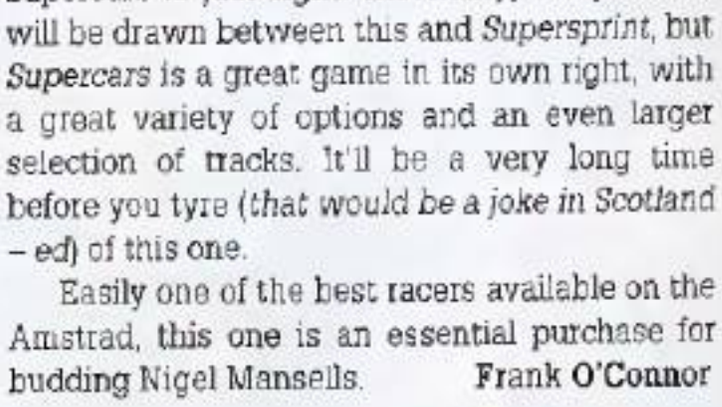
The in-game music i nice 'n' boppy, and suits the game well. Gameplay, however, is what really makes this title shine.

The car handles superbl The movement is just right, and the car slides round corners in a most convincing manner. You soon learn tricks, like powering through turns in order to gain traction, or buying side armour and bumping your hapless competitors off the road...

Different techniques are required for different tracks, and during the game's early (easy) stages it gives you a chance to experiment with different styles of play.

Gremlin has again come up with a cracker. *Supercars* is just right. Inevitably, comparisons will be drawn between this and *Supersprint*, but *Supercars* is a great game in its own right, with a great variety of options and an even larger selection of tracks. It'll be a very long time before you tyre (*that would be a joke in Scotland – ed*) of this one.

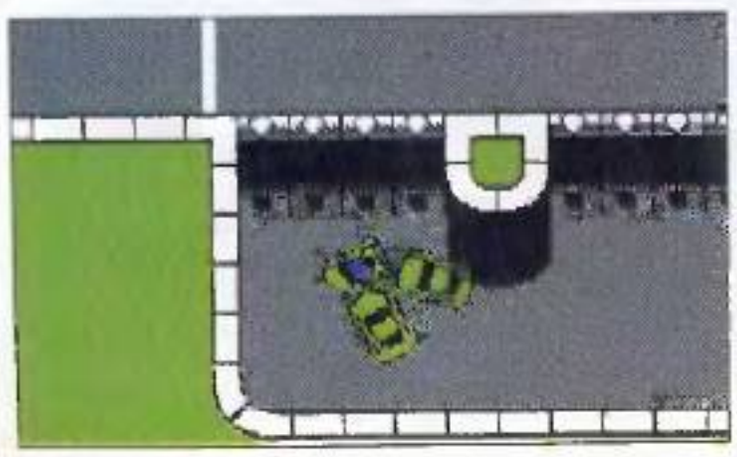
Easily one of the best racers available on the Amstrad, this one is an essential purchase for budding Nigel Mansells. **Frank O'Connor**



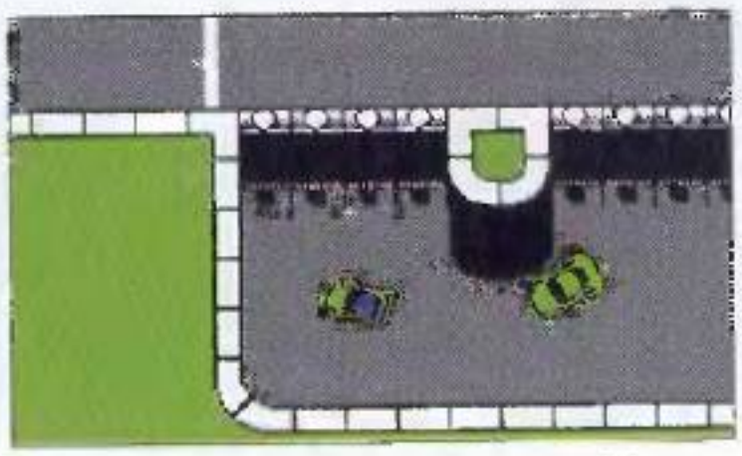
● Would you buy a used car from this man? He makes Arfur Daley look like Mother Theresa...



● Choosing your weapons in the garage... and yes, we'll have less of the funny business, thank you...



● CRUNCH!! Jealous of your speed, and your cool furry dice, the racers resoet to violence.



● VOOSH!! Turbos firing, the Frankmobile takes the lead on a tricky bend. Eat my dust.

**FIRST DAY TARGET SCORE**

**Buy the Retron Parsec**

## SUPERCARS VERDICT

**GRAPHICS..... 72%**
Nicely drawn, if a little bland, but scrolling is fairly smooth.

**SONICS ..... 81%**
Good in-game music and the odd spot effect.

**GRAB FACTOR..... 86%**
Easy to get into, and good fun to play. Instant addiction

**STAYING POWER..... 89%**
Lots of tracks, lots of cars, and lots of goodies to buy.

**AA RATING 87%**

*Supersprint for the '90s. Fun, playable and long-lasting.*

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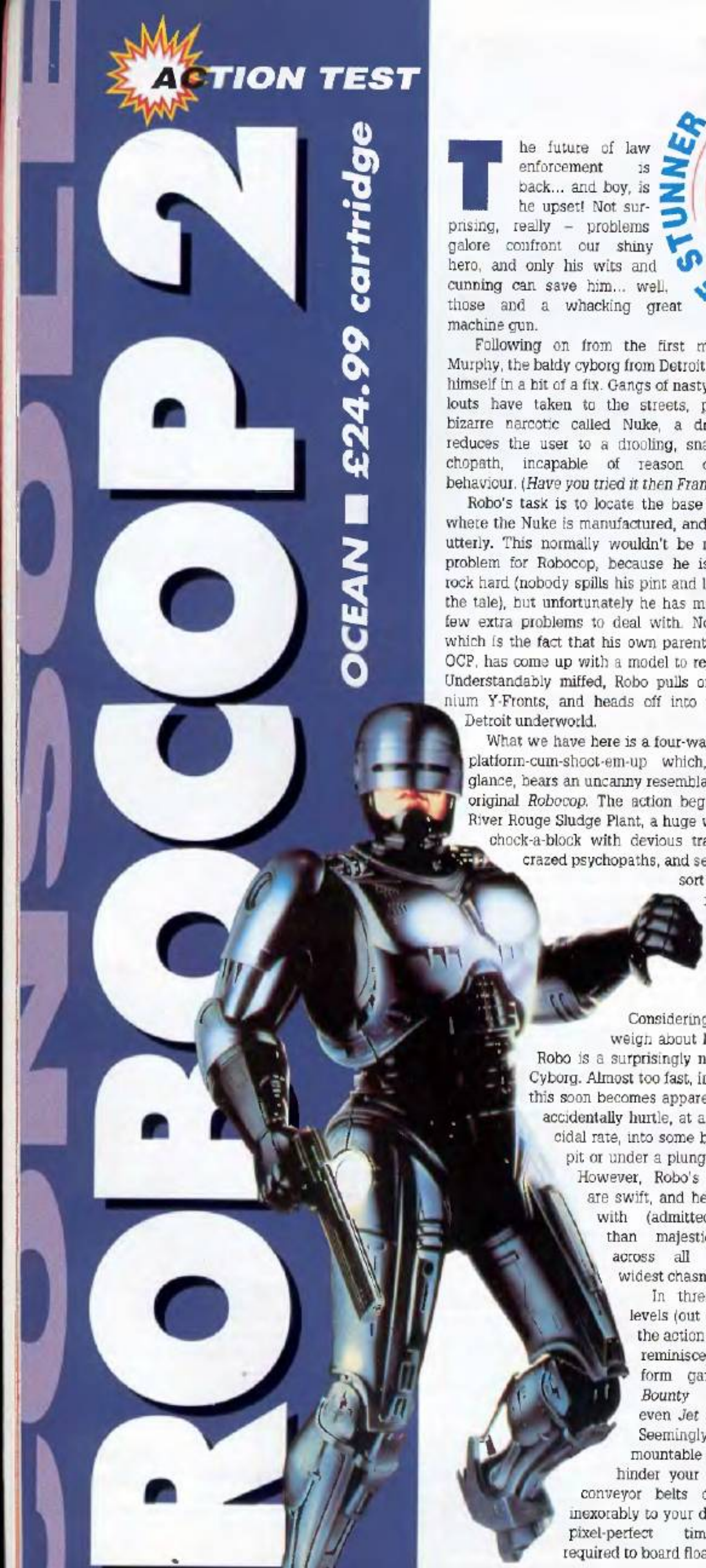
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ACTION TEST

# ROBOCOP 2

OCEAN ■ £24.99 cartridge



CONSOLE STUNNER

The future of law enforcement is back... and boy, is he upset! Not surprising, really – problems galore confront our shiny hero, and only his wits and cunning can save him... well, those and a whacking great machine gun.

Following on from the first movie, Murphy, the baldy cyborg from Detroit, has found himself in a bit of a fix. Gangs of nasty unshaven louts have taken to the streets, peddling a bizarre narcotic called Nuke, a drug which reduces the user to a drooling, snarling psychopath, incapable of reason or logical behaviour. (*Have you tried it then Frank? – ed.*)

Robo's task is to locate the base laboratory where the Nuke is manufactured, and destroy it utterly. This normally wouldn't be much of a problem for Robocop, because he is basically rock hard (nobody spills his pint and lives to tell the tale), but unfortunately he has more than a few extra problems to deal with. Not least of which is the fact that his own parent company, OCP, has come up with a model to replace him. Understandably miffed, Robo pulls on his titanium Y-Fronts, and heads off into the grimy Detroit underworld.

What we have here is a four-way scrolling platform-cum-shoot-em-up which, at first glance, bears an uncanny resemblance to the original *Robocop*. The action begins in the River Rouge Sludge Plant, a huge warehouse chock-a-block with devious traps, drug-crazed psychopaths, and secret (well, sort of secret) rooms.

Considering he must weigh about half a ton, Robo is a surprisingly nippy little Cyborg. Almost too fast, in fact, and this soon becomes apparent as you accidentally hurtle, at a truly suicidal rate, into some bottomless pit or under a plunging spike. However, Robo's reactions are swift, and he can leap with (admittedly, less than majestic) grace across all but the widest chasm.

In three of the levels (out of seven), the action is loosely reminiscent of platform games like *Bounty Bob*, or even *Jet Set Willy*. Seemingly insurmountable obstacles hinder your progress, conveyor belts drag you inexorably to your doom, and pixel-perfect timing is required to board floating platforms. The other four levels are smaller 'bonus' stages.

Robo is armed with a pretty snazzy machine pistol, but has to be careful not to blow away any co-operative arrest subjects. Your energy decreases at a sometimes horrible speed, but a large supply of lives and well-placed energy bonuses should ease the strain a little. Platforms, however, are your main concern, at least until the other levels are reached.

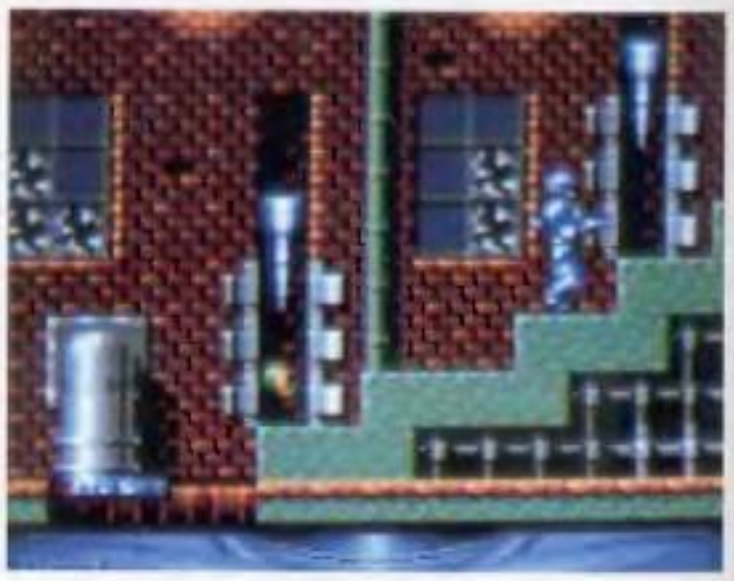
Actually, these bonus levels, while lacking depth, could be considered games in their own right. There are two types. One is a puzzle, where our chromium crusader has to regain his human identity by connecting a network of chips on a circuit board. The other is an *Operation Wolf* style shoot-em-up and has you calibrating your targeting system on a shooting range. Stop the crims, but don't bump off anything that looks even remotely cute.




● **Watch where you're pointing that thing, young man, you'll have someone's eye out if you're not careful.**



● **Robocop spots a cannister of Nuke, but getting to it is another matter, what with electric shields and plunging spikes. I wonder if they deliver?**



● **The bonus rooms give you a chance to have a breather, and an opportunity to fill your pockets with lots of excellent swag.**



● "Roses are red, violets are blue, if you spill Robo's pint, this'll happen to you." Some poor unfortunate discovers that messing with the titanium terror is *not* a smart thing to do.

When the *Robocop* cart was first plugged in, you could hear the sound of jaws dropping all around the office. An excellent intro screen pops up, accompanied by some of the finest sonics ever to funk their way out of an Amstrad. The presentation screens, packed with colour, and beautifully drawn, immediately give the game a movie-style appearance, but only when you hit the Start button does the true quality of the game hit you.

The console's enhanced graphics have been used to produce beautifully coloured and detailed backgrounds, with some fairly spiffy sprites inhabiting said backgrounds. Animation of the main Robo sprite is a bit suspect, but then he is supposed to be a robot, isn't he?

A choice of sound effects or music is presented to the player, and the atmospheric soundtrack (a kind of remix of the film theme) really drives the game along.

The platform theme has been done to death in the past, but this particular outing has enough style and more than enough surprises to carry it off. With plenty of active background features, like moving platforms, jet-powered elevators and hydraulic crushers to name but a few, *Robocop 2* emerges from a somewhat staid format as a refreshing and enjoyable challenge.

And challenge is the word – *Robocop 2* is HARD! Thankfully, just as your frustration reaches a critical point, progress of some sort is made, and your Amstrad is saved from the quite unnecessarily savage beating you were just about to administer.

Novices may at first be put off by the enormously difficult nature of the challenge before them, but perseverance reaps its own rewards. You find that the urge to see what lies at the top of a ledge, or at the end of a maze of tricky conveyor belts, is irresistible.

Reaching the end of Level One alone is an immense task, but in order to reach the final confrontation with Robocop 2, our hero will require some kind of superhuman effort (it's probably just as well he is superhuman then, really).

The sub-games are excellent in presentation, and the Identity Chip section is a real brain-teaser. Both sub-games allow you a chance to have a breather, and you really do need one, if only to mop the sweat from your brow, and, for that matter, from your joypad...



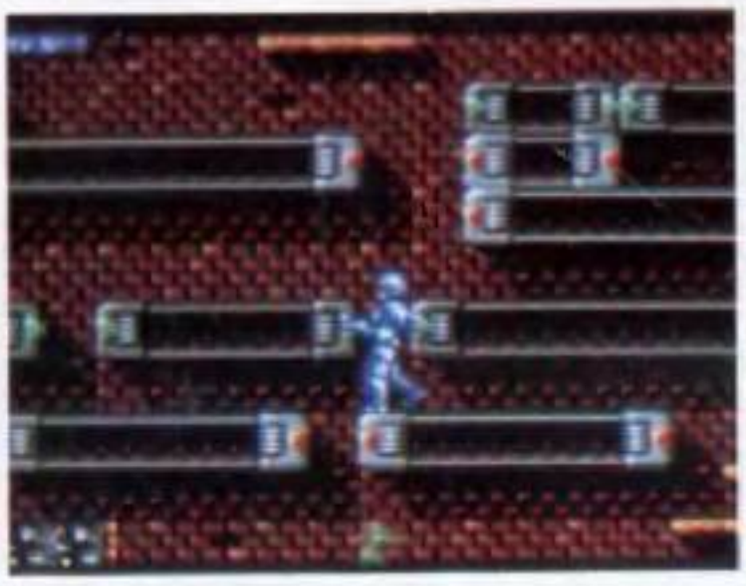

*Robocop 2* is a very impressive game, it just dosen't have the Amstrad *look* that we've all got used to over the years. On first appearances alone, you could be forgiven for mistaking this for a good ST title, and the music, sound effects and depth of play would do little to change your mind.

Infinitely better even than the original game, this has to rank as one of the finest Amstrad titles yet, and hopefully will set the standard for the new hardware. Expensive, but the quality of the package really sets this one apart. An essential purchase...

**Frank O'Connor**



● Nipping into a bonus room is definitely a good idea, as it stops you going all the way back to the begining when you snuff it.



● What's on the conveyor belt tonight? TV, luggage, toaster, microwave oven, his 'n' hers watches, food mixer, cuddly toy, big metal rozzer??!

## ACTION TEST

# THE STORY SO FAR...

**In the first *Robocop* movie our hero, Frank Murphy, gets blown to pieces by a particularly nasty drug dealer. After being declared legally dead, Murphy's brain and remaining organs are placed in a titanium and plastic exoskeleton, part of a plot by the huge OCP corporation to replace the police force of Detroit with a centrally controlled and privatised force of robotic rozzers. Murphy, however, begins to regain his memory, and causes problems for his owners when he sets out to avenge his own death.**

**The first movie was blessed with a very black sense of humour, and director Paul Verhoeven handled the film with great style and wit.**

**The sequel, however, is nowhere near as good as the original and Orion, criticised for making the film too violent, has promised that *Robocop 3* will be classified a PG. This could well mean a better film, but it will almost certainly ensure a larger audience, bearing in mind that most Robofans are under 18.**

***Robocop 2*, though, is a vast improvement on the original title, and possibly one of the best film tie-ins to date.**

**When the Amstrad console was first released, doubts were expressed both about its future, and its technical potential. A quick look at Robocop 2 should allay any fears that present owners, or potential buyers may have had. When compared to the first releases for the Nintendo, or Sega, Robo should give some idea of the future potential of the new machine...**

**FIRST DAY TARGET SCORE**

**Complete Level One**

## ROBOCOP 2 VERDICT

**GRAPHICS** ..... **92%**
Sharp, colourful, and easily the best seen on the Amstrad to date.

**SONICS** ..... **94%**
Move your hooves to the funky grooves. Outstanding.

**GRAB FACTOR** ..... **89%**
Picks you up, turns you round – forget any plans you had for the day.

**STAYING POWER** ..... **92%**
A huge and demanding task, and one you won't tire of quickly.

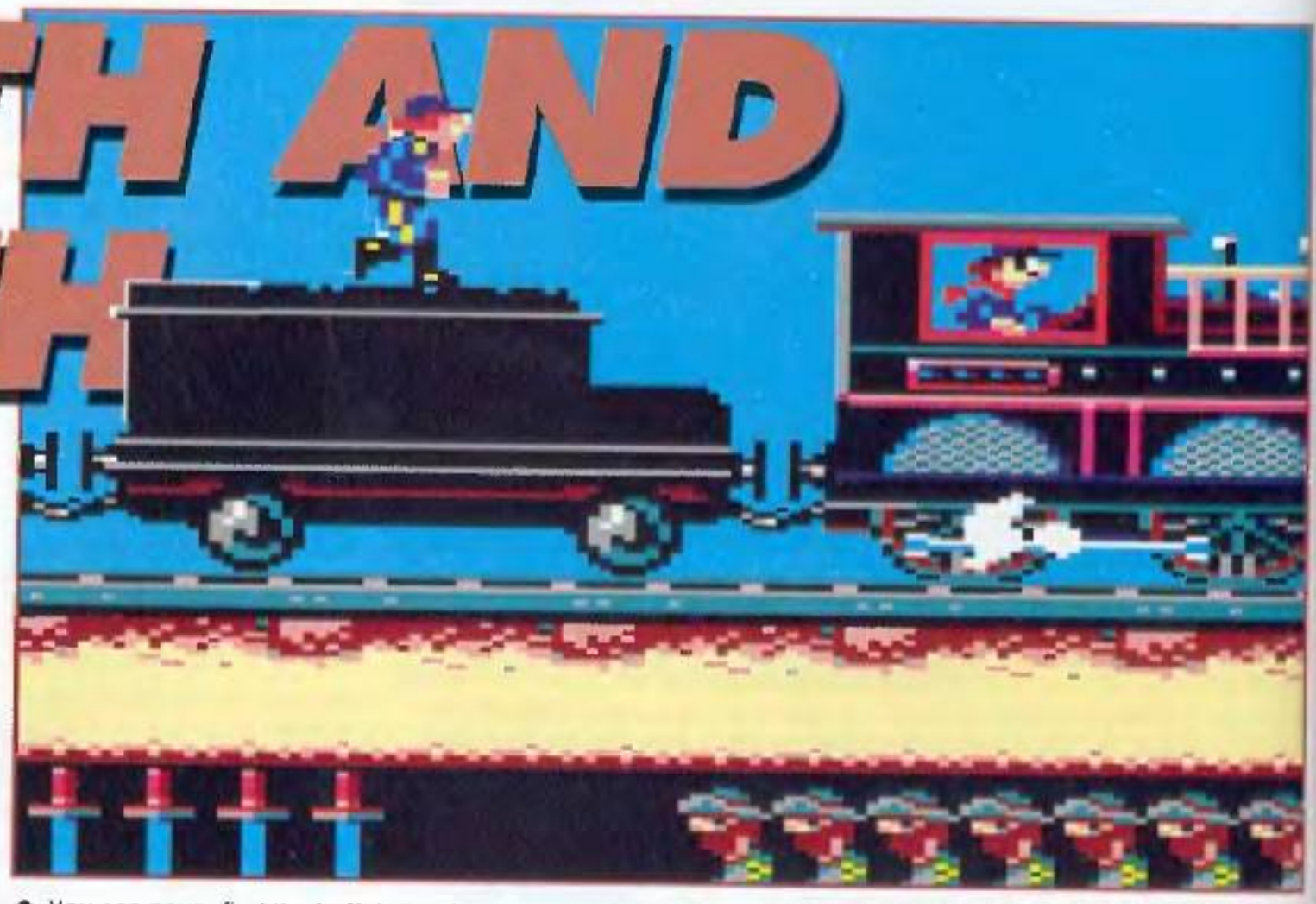
**RATING 94%**

*Wonderful graphics and sound. Tough as hell but very playable.*

ACTION TEST

# NORTH AND SOUTH

**INFOGRAMES ■ £9.99 cass, £14.99 disk**



● You can never find the buffet car when you want to. The soldier has to get to the locomotive, avoiding a large number of baddies. He is armed with a limited number of knives which he can throw. When they run out, he has to rely on punching the enemy. He's racing against the clock icon at the bottom of the screen.

The 1860s. The United States were anything but united. Abe Lincoln had just been elected and was advocating the abolition of slavery. Many Southerners took exception to this, and promptly declared themselves a Confederacy. The North took exception to *this*, and thus a war was born.

*North and South* is not really a serious recreation of the American Civil War. There is a strong and accurate historical element, but the whole scenario is treated lightly and entertainingly. This is for the most part due to the very impressive cartoon graphics of Lambil (who apparently is dead famous in France for his Civil War cartoon 'The Blue Jackets').




The strategic element of the game utilises a map of the eastern USA with the states marked out. You must move your forces from state to state, capturing forts, robbing trains and wiping out the enemy. Your troops can be massed into huge armies, or can be spread out over a wide area.

What you must do is capture and then defend both the forts and the railway lines between them. For each successfully defended link, you'll get bags of gold. Collect five and they're traded in for a new army. Thus the forts and railheads are the key to the whole game.



The battles are fought on a different scale. Whenever two opposing armies coincide in one state, you'll see a close-up of the battlefield. Your artillery, cavalry and foot-soldiers are all shown. The artillery is possibly the most important battlefield element. It can destroy bridges, take out foot-soldiers and panic horses. The cavalry race around with swords flashing, but tend to be difficult to control. The infantry are much slower, but can set up barrages of fire which scythe everyone in the vicinity.

The best combination is to destroy the bridge (if there is one), then concentrate the artillery fire on the enemy cannons. Forget the cavalry, but use your infantry to move around mopping up stragglers.

If you move into a state with a fort, you'll also need to capture that. This is the first arcade sequence. You must run along a right-to-left scrolling screen, armed only with some throwing knives and your incredibly powerful fists. The enemy run towards you, also throwing knives and punches. You must knock them out, as well as jumping over dynamite and fierce guard dogs. All this is done against a time!

The other arcade sequence occurs when one of your armies intercepts a train heading back to the enemy HQ. You, controlling a bloke remarkably similar to the one single-handedly storming the fort, must leap onto a moving train and run along the roof. A horde of angry enemy men run at you, throwing knives and yet more fists in an attempt to knock you off the rapidly-moving choo-choo. If you do get knocked off the roof (and indeed fail to capture the fort in the other scenario), you lie in the dust and have a wonderfully-animated tantrum.



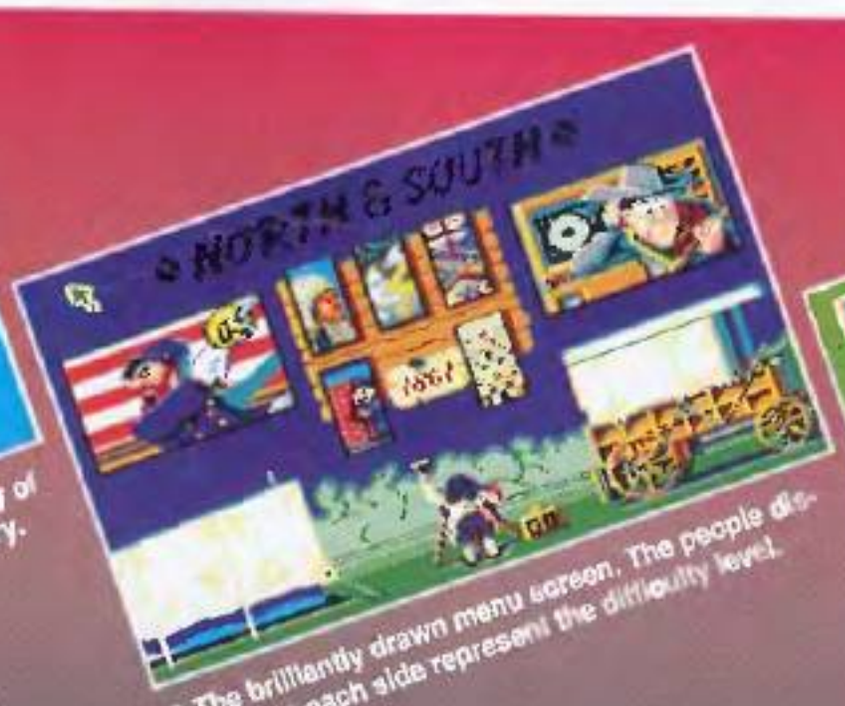
## SECOND OPINION

***"North and South mixes arcade action and strategy elements. The result is an extremely playable game that will have gamesters of all kinds stuck to their CPCs for hours, especially when two players join in the fun."***

***Adam Waring***



● The strategic map. Each man represents an army of one artillery piece, six infantry squads, four cavalry.




● The brilliantly drawn menu screen. The people displayed on each side represent the difficulty level.



● A musket-firing war breaks out on the battlefield. That cannon will come in useful if used accurately.



● A fight to the death at one of the forts. Again, you have knivs to hurl at the bad guys. That's what has killed the chap on the right. At the ground level there are dogs loping past, barrels of dynamite and even more men trying to impede your progress. Your fists will need to be flying when you meet them.

The train sequence is also set against a time limit. If you are ahead of the clock, you have time to spare. But when the clock overtakes you, you'll need to move very fast in order to get to the loco and force the driver to stop.

The two arcade sequences are very similar, but there is enough variety to make them interesting. Also, quite a lot depends on the outcome, so you have to concentrate on them.

During the strategic troop-moving phase, other random elements can intervene. These include a storm cloud which halts movement of any troops under it, Indians which can wipe out an entire State's forces and sea reinforcements. This strategic phase is an incredibly playable game in itself.

Graphically, *North And South* is astounding. What is really impressive is the fact that it isn't just made up of nice pictures; the screens constantly change, and you need the detailed info to move your men around. The battle scenes are accurately and beautifully drawn, too.

The arcade sequences both function in the same way. The only criticism is that they are pretty easy once you develop the correct technique. The men move smoothly, though, the screen scrolls nicely, even the dogs lope past with a realistic gait.

Sound is up to this same high standard, with a a lot of different tunes. Predictably, there are the Dixie melodies as well as the Yankee tunes. Spot effects occur during the battle sequences and the arcade games. These are fine, too. A great deal of attention has been paid to the way the game sounds to complement the graphics perfectly.

A two-player option is supported as well as the computer opponent, which has three skill levels. Another nice touch is the ability to start a game at one of three points during the Civil War. Each scenario is different, with the Yankees holding a stronger position towards the end of the war.

Using a well-known (in France) cartoonist appears to have paid dividends for Infogrames. Its game has a style which is rarely seen in a wargame. But then *North And South* isn't just a strategy simulation. It is also an arcade game, and also a battlefield tactical movement game. In short, it is a great mix of all these elements, with a touch of Gallic humour thrown in as well.

**James (General) Leach**



## SO WHAT WAS IT ALL ABOUT THEN?

By the mid 19th century, Many American Northerners, or Yankees, were getting pretty cheesed off with the slavery trade which was then flourishing. The Southerners thought it was all a fuss about nothing. Slavery was actually quite important to the functioning of the South. In 1860 Abe Lincoln was elected as President. He was pro-abolitionist, and gave the South a pretty nasty poke in the eye over their slave trade.

The Southerners decided that they didn't want to be part of the American Union any more. They declared themselves an independent Confederacy. This was a rather silly thing to do, as the North had well over twice the number of people, 70 per cent of the railway lines and 93 per cent of the factories, including all of the iron, cannon and gun-manufacturing businesses.

So it wasn't really very surprising that the North won. What is surprising is that it took them four years to do it. This was because the Southern Generals were the best in the whole country, and they were also fighting on their own territory.

The moral of this story is; don't have slaves and don't have wars. And if you do have a war, make sure you've got all the factories and railway lines on your side.

## ACTION TEST

**FIRST DAY TARGET SCORE**

**Win as the Union on Easy level**

### NORTH AND SOUTH VERDICT

**GRAPHICS ..... 91%**
Almost cartoon-quality.
Superb graphics and animation.

**SONICS ..... 87%**
As many sounds as you'll need, and some great tunes, too.

**GRAB FACTOR ..... 93%**
Easy to pick up and play – not a traditional 'stuffy' wargame.

**STAYING POWER ..... 90%**
A lot of different games rolled into one excellent program.

**AA RATING 91%**

*Forget all you've heard about strategy games – go out and buy this 'un!*



● Bodies litter the field as the grey cavalry charges. There is a core of Yankee infantry surviving, though.

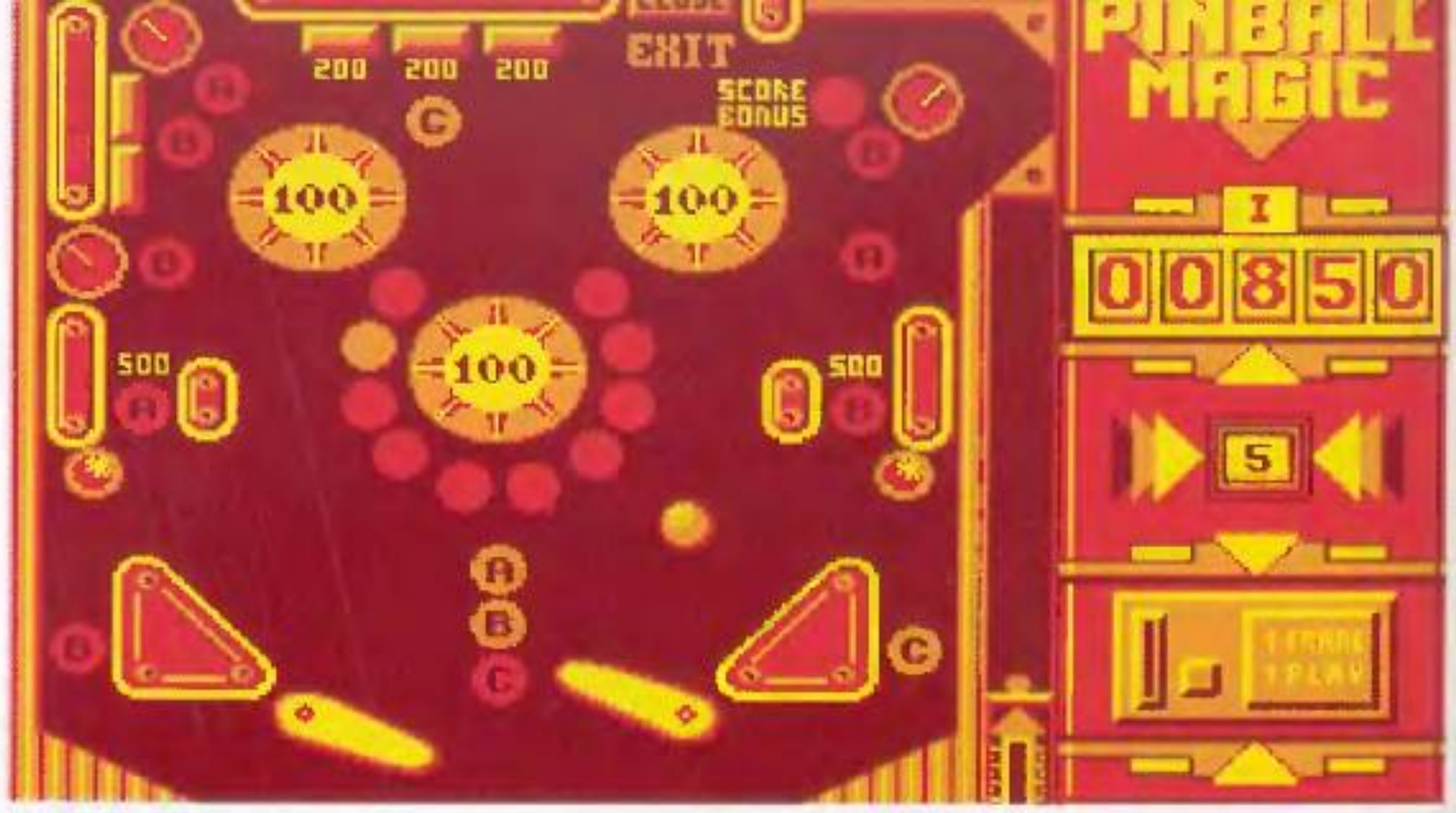


● The fort piccie indicates an attack is in progress. Now comes the exciting fort assault arcade scene.



● Chaarrrgge!!! The Union rushes forward into war. This cameo indicates a battle is about to take place.

## ACTION TEST




● Table One, and the easiest of the bunch. When all three of those letters above the flippers are lit up you'll be able to direct the ball (in theory!) out of the exit, top right. (You know when you've got all the letters you need because the "CLOSE" changes to "OPEN".

# PINBALL MAGIC

**LORICIEL ■ £9.99 cass, £14.99 disk**

Ever since I was a young boy, I've played the silver ball. From Soho down to Brighton, I must have played them all...

Oh yes. In the days before those new-fangled electronic games like *Space Invaders* (whatever that is), people had to make their own entertainment in the coffee bars and pubs around the country. Gangs of Rockers and Teddy-Boys would spend hours at the ball table, getting phenomenally high scores, smoking balefully, then going outside and fighting each other.

Loriciel has taken it upon itself to emulate this original 'arcade' game on the CPC. But the company has added several features. The major one is that you must hit several lights (identified by letters) at different points around the table. When these are touched, they change colour. Hit them all and you can proceed on to the next table. Sounds easy? Well it ain't.

Once the ball is launched, the only control you have over its direction are offered by the flippers and the ability to tilt, or wobble, the table. Tilting is apparently what the old time Teddy-Boys used to do. It isn't cheating, because it only moves the table a degree or two, which isn't enough to change the direction of the pinball once it's decided where it's going. So in fact, tilting doesn't really help a great deal. It is possible, however, with a great deal of flipper practice, to steer the ball around the table towards the lights you haven't yet hit. Possible, but very, very difficult.

The best thing about Pinball Magic is its smoothness. The ball behaves as if it has real weight, and responds to the flicks with astonishing accuracy. It careers around the playing area, being bounced off the pins and bells at a very satisfactory speed.

There are twelve screens of this action, each with different layouts and objectives. You get five lives per screen, and you'll certainly need them. The lives remaining after you have completed a screen are added to the next screen, so it's possible, if you're doing OK, to get your lives into double figures.

The graphics of Pinball Magic, as well as moving realistically, also look good. The screens are fortunately not over-burdened with flashing lights and baubles, thus allowing you to follow the progress of your ball with much greater ease. There are many nice details, such as an analogue-style score counter.

Sounds are also apt. There are bouncing noises, as well as bells when you hit the high-scoring portions of the screen. The sounds aren't much more than you would expect from a real pinball game; no continual tunes playing here.

All in all, Pinball Magic is an excellent implementation of a game which isn't perhaps a natural choice for converting to home computer. It's addictive and exciting, but also maddening and frustrating. This is the only fault; it's too hard. And it's a real problem. It is stupendously difficult to get further than the fourth of fifth screen. Considering there are twelve of them, this means you are effectively denied two thirds of the game (unless your name happens to be Tommy).

It is possible to learn each screen so you are able approach it in the best way, and get through without losing too many lives. However, it is still unfeasibly difficult, and tears of rage and frustration will spring forth as you try to get past the third screen for the twentieth time in a row. This is about the only thing wrong with *Pinball Magic*. But if you think you're capable of beating it, then it's the game to get.

**James (Tommy) Leach**



**SECOND OPINION**

"I wouldn't have thought it would be at all easy to program a fast and smooth pinball sim on the Amstrad, but Loriciel has done a fantastic job. Just as good as the real thing... no, better! (You don't have to keep feeding it with cash.)

Rod Lawton

**FIRST DAY TARGET SCORE**

**Get to the third screen**

## PINBALL MAGIC VERDICT

**GRAPHICS ..... 77%**
It could almost be the real thing, and there are twelve screens.

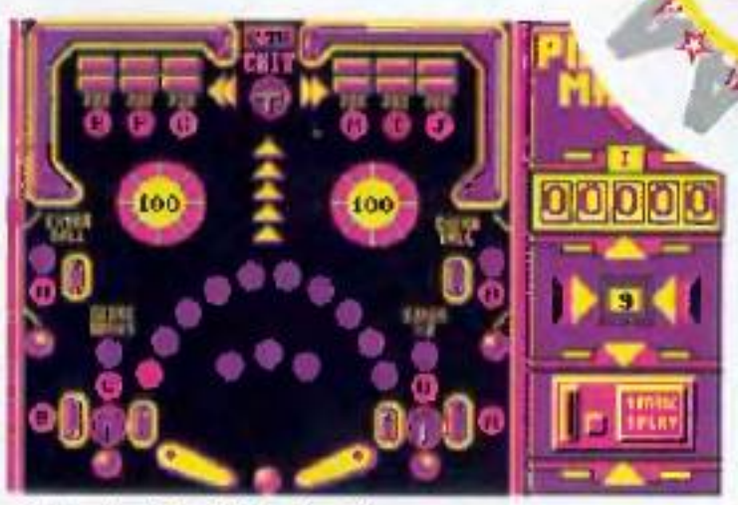
**SONICS ..... 72%**
Beeps, bangs, buzzes, bells and whistles – all you need.

**GRAB FACTOR ..... 86%**
Start playing and you'll just keep coming back for more.

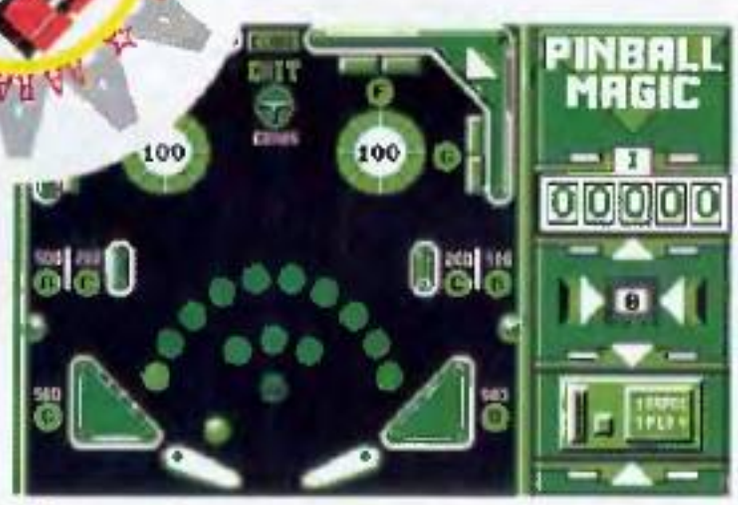
**STAYING POWER ..... 79%**
You'll get better and better, but it stays very frustrating.

**RATING 80%**

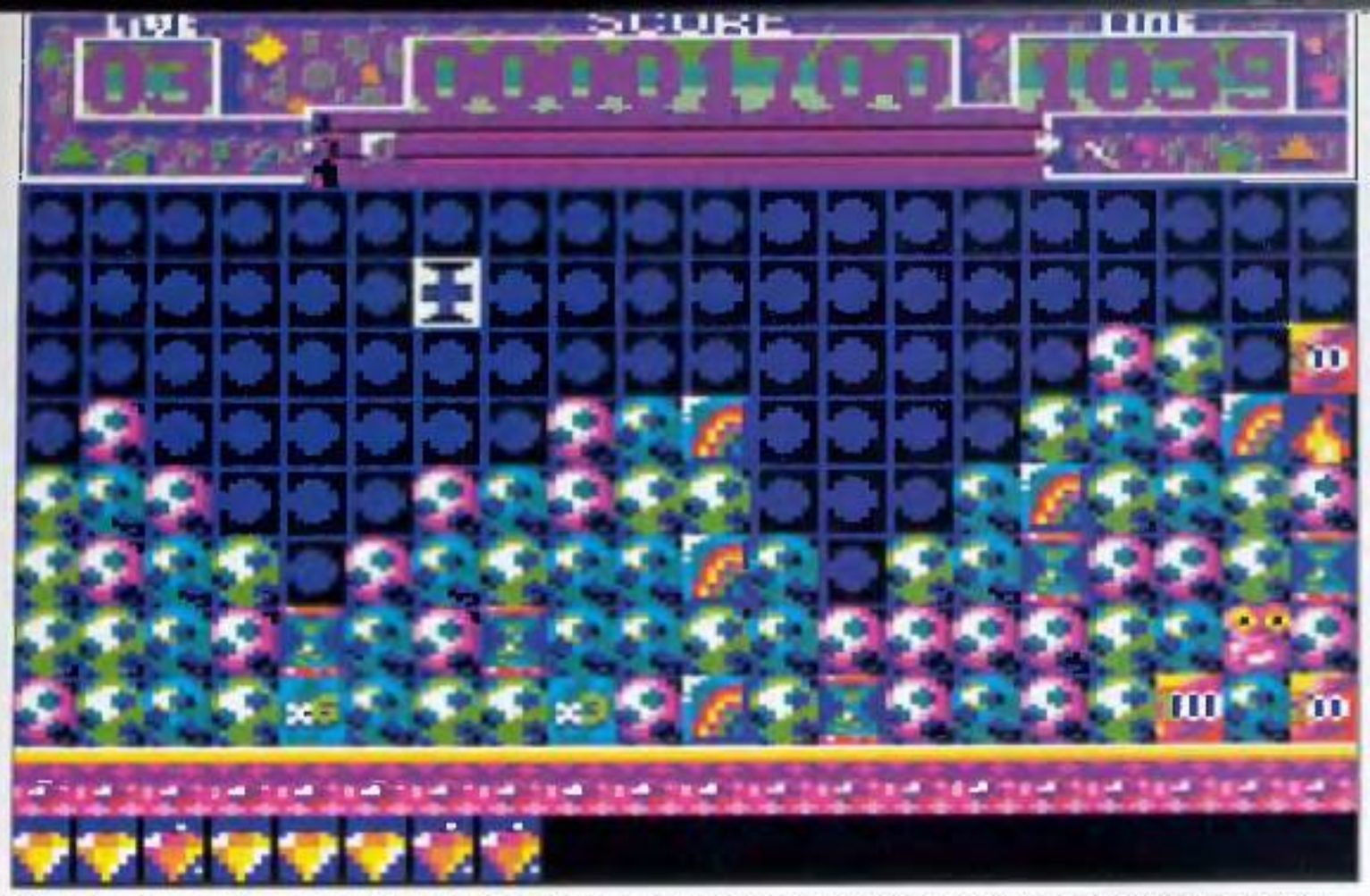
*Frustrating, annoying, addictive – but you just can't leave it alone.*



● Nine balls left! You're doing pretty well so far, but it don't get no easier... Here you've got no fewer than ten letters to collect before the exit opens.




● The graphics are all done in four-colour mode, which gives excellent resolution, while four colours is fine for a game like this.



● Ouch – time's running out and there are lots of balls to go. To speed things up, there are some columns just waiting for one or two balls of the right colour to finish them off. Those blocks with rainbows on act as wells, helping you build taller stacks.

## UBISOFT ■ £9.99 cass, £14.99 disk

# PICK 'N' PILE

Ach, no... not there... here, dammit! Blast! – there's a devil... quick, swap it... but what with?... BANG! Too late, you've run out of time...

That's *Pick 'n' Pile*, the new UbiSoft game that will have you tearing your hair out with frustration and your joystick casing melting as you waggle your way into the looney bin. Quite an effect for a game which simply has you moving a few coloured balls about...

Well, actually, it's not just a few. At the start of each level a whole torrent of the things descend from the top of the screen – and what you've got to do is get rid of them all. You do this by swapping balls about to form vertical columns all the same colour – which promptly disappear.

Things are a little more complicated than that, though. For a start, the game features gravity. In other words, balls being balls, they cascade downwards as soon as one column disappears, totally upsetting your carefully-laid plans.

Secondly, all sorts of other objects drop down from the skies along with those balls. Walls will help you stack up huge columns just waiting for that final ball, bombs can be made to blow up awkward little clumps of objects and bonus blocks let you multiply your score as a column is completed. Against this, there are nasty little surprises. Like the little devils that suddenly speed up the passage of time by a factor of two if they're allowed to touch the bottom. Yes, that's the third thing – the time limits.

Oh, and there is one final thing. When you near the end of the screen you might find you've got one or two balls left over and nothing to drop on them. Here, just hit the letter 'P' and someone up there will drop down another couple of balls. If you're lucky, they will now all cancel each other out. If you're not, well, you've got a bigger headache than ever...

The game's graphics are reasonable, but nothing special.



**SECOND OPINION**

"The problem with Pick 'n' Pile is that it doesn't seem to get any more difficult. There's little difference between the levels, and consequently it gets tiresome after a few plays."

Adam Waring



● Look out for those little blocks with x3 and x5 on them – they multiply the score from each completed stack by that amount.



● Wallop! – a nice high-scoring column on the far right goes down! Pile balls up against the edges for taller stacks.

## ACTION TEST

The balls are necessarily small, because there are so many of them, and the lo-res 16-colour mode had to be used since the game relies on large numbers of colours – the result is that the balls are very blocky and the other characters none too well defined. Bombs are easy enough to spot, and the little devils jabber away characteristically enough, but frequent glances at the instructions are needed to identify some of the other items.

Sound consists of a jolly title tune and a tick-tock during the game itself just to remind you that your time is ticking away (yeah, thanks). Fortunately, this can be turned off.

And that's about it. There are various strategic elements to the game which you will pick up as you go along – for example, you'll find it a lot easier to pile up tall columns at the edge of the screen, which itself acts as a 'wall' – but beyond that, each successive screen is just more of the same. Your time limits get shorter, the nasties get nastier and the number of balls/objects gets greater. But by the time you've played just the first half dozen or so screens you'll have seen more or less all the game has to offer.

*Pick 'n' Pile* is a fast, arcade-style puzzler that owes a lot to *Klax* and even *Tetris*. It needs the same blend of split-second decision-making and strategic thinking under pressure, and offers an extra element in the various objects that fall down with the balls...

...It's just that it's slightly lacking something. UbiSoft has taken a simple formula but thrown in some extra variables. In theory, this should make the gameplay even deeper. In practice, it just makes it less simple...

**Rod Lawton**

**FIRST DAY TARGET SCORE**

**GET 200,000 points (without screaming)**

### PICK 'N' PILE VERDICT

**GRAPHICS ..... 68%**
A bit small and blocky, but they're colourful, and plenty of them!

**SONICS ..... 75%**
A nice 'n' jolly title tune and some good in-game effects.

**GRAB FACTOR ..... 82%**
Confusing at first but easy enough to pick up.

**STAYING POWER ..... 70%**
It just gets tougher and tougher, but will you just lose interest?

**RATING 79%**

*A fast-action puzzler that will get you hooked – but will it keep you going?*

# ACTION TEST



● Strider can run, jump, climb and kill! There's plenty standing in the way, though – billions of baddies and lots of laser-towers.



● Fighting it out with a tank at the end of Level Two. Strider is transformed into a laser-wielding death-machine for these end-of-level encounters.



● Once again, Strider dons the metal exo-suit to do battle with the end-of-level baddie. The baddies are hard, but Strider is harder!

# STRIDER II

## US GOLD ■ £10.99 cass, £16.99 disk

The further adventures of that mega-athletic somersaulting ninja continue in *Strider II*. The President of the World has been taken captive by aliens, and it's down to Strider to rescue her. And the sword-wielding super hero is even better armed for his latest adventure – as well as a sword blade, he has a laser-spitting gyro gun...

The whole look of *Strider II* is much changed from the original version. It's very, very, colourful! *Strider I* was drawn in four-colour mode, giving it a very crisp, clear look. For *II* the programmers have opted for sixteen colours, losing out on the sharpness, but making it a brighter, bolder-looking game.

As well as the visual 'improvements', the other obvious change is the gameplay. Strider can still cartwheel and put his sword about with the same devestating efficiency – but in addition he can shoot at the enemy with his gun, and climb ropes.

At the end of each section, an end-of-level mega-baddie needs to be confronted. Strider's usual fighting technique is hopeless against such awesome foes. Luckily, our hero has the natural ability to turn into a robot powerful enough to take on the toughest enemy.

Strider's additional movements are quickly learnt, and soon the oriental death-dealer is doing all manner of acrobatics under your control. Shooting is done with the Fire button alone. A sword stroke is achieved by a combination of Fire and one of the directional movements.

The first level has Strider starting off in the jungle. He has to make his way through to a complex where the action really starts. Most of the foes that have to be dealt with are foot soldiers. They fire at you, but their bullets can be dodged, and you can fire back! The sword is useful for close-combat, decapitating anything foolish enough to be in the way.

At the other end of the level, turning into a robot to face the end-of-level nasty just comes naturally. (It's an automatic metamorphosis and takes place just before the big baddie is met.) Strider's usual amazing dexterity is lost for these conflicts. He can no longer jump or duck, and is only capable of moving left or right and firing. Consequently, it is almost impossible to avoid the enemy fire, and you've just got to hope that your armour lasts out longer than your adversary's.

The length of service that your protection gives is governed by tokens collected as you move through the game. There are several areas that don't need to be visited to reach the the end of the level, but it is wise to go there just to stock up on those tokens.

There are five levels to get through in *Strider II*. Unfortunately they're far, far too easy. The ability to take pot shots at baddies means that you no longer have to get right up close when going in for the kill. Though the levels are large, little damage is taken. As long as you've collected enough of the tokens, you'll be able to survive the end-of-level battering.

The original *Strider* had a tremendous atmosphere, brought about by the stylised graphics and stunningly original gameplay. *Strider II* has none of this. Graphically it looks pretty, but no more so than any one of a hundred similar games.

There's no real gameplay improvement either – the ability to shoot, as well as swing your sword, adds little, perhaps even detracting from the uniqueness of the game. On top of that, the game will be completed by the majority of players in the first couple of sessions, which means it's much too easy.

*Strider* fans will be disappointed by the game's inferiority to the original. Newcomers will wonder what the fuss was all about in the first place.

***Adam Waring***



**SECOND OPINION**

"Strider 2 is a lacklustre follow-up to one of the best Amstrad releases. While not entirely bad, it lacks the smooth flow and sense of real urgency that made the original such a dream to play." Frank O'Connor




● Clambering up walls is easy for the fly-like Strider. And one swipe of his mighty sword is enough to teach most who cross him a lesson they'll never forget. In this case, a laser-tower is reduced to a heap of molten metal.

**FIRST DAY TARGET SCORE**

**Get to the final level**

## STRIDER II VERDICT

**GRAPHICS** ..... **69%**
Bold, bright, and colourful, but not as crisp as the original's.

**SONICS** ..... **48%**
Sound is limited to spot effects only, and not terribly good ones at that.

**GRAB FACTOR** ..... **73%**
Easy to get into with big levels to explore.

**STAYING POWER** ..... **46%**
It's too easy to make progress, and once you've finished, that's it.

**RATING 60%**

*A poor sequel that's too easy by far.*

# eXtreme

*"Extreme is one mean game!"*
*86% Crash*

*"Extreme-ly good!"*
*85% C + VG*



*"A remarkable demonstration of what the Speccy can do."*
*80% Your Sinclair.*









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**Soon your planet will be destroyed.**
**Time is running out - HURRY!**

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## ACTION TEST

Nothing can beat the excitement of driving down a dangerously narrow road like a complete maniac. Especially when you're driving an awesome machine, capable of travelling at speeds of 900 miles per hour.

Set in the future, *S.T.U.N. Runner* puts you in the driving seat of a futuristic racing vehicle. You have to race your way through a sequence of tunnels and roads, gulping stars for points and blasting your competitors as you go.

There are two types of terrain on which to race. Tunnels twist and turn all over the place, and you can travel on any part of the tunnel wall – whether it's the bottom, the sides, or even the ceiling! Roads are slightly less flexible – movement is strictly limited to travel along along the surface of the road itself.




● Follow the grey and white road... The green star that's been so skilfully avoided is a valuable collector's item. Pick up enough and you get a free 'shockwave', which allows you to blast everything on screen away in one fell swoop. Eeekk! That spaceship hovering up in the sky doesn't look as if it's very friendly, does it?

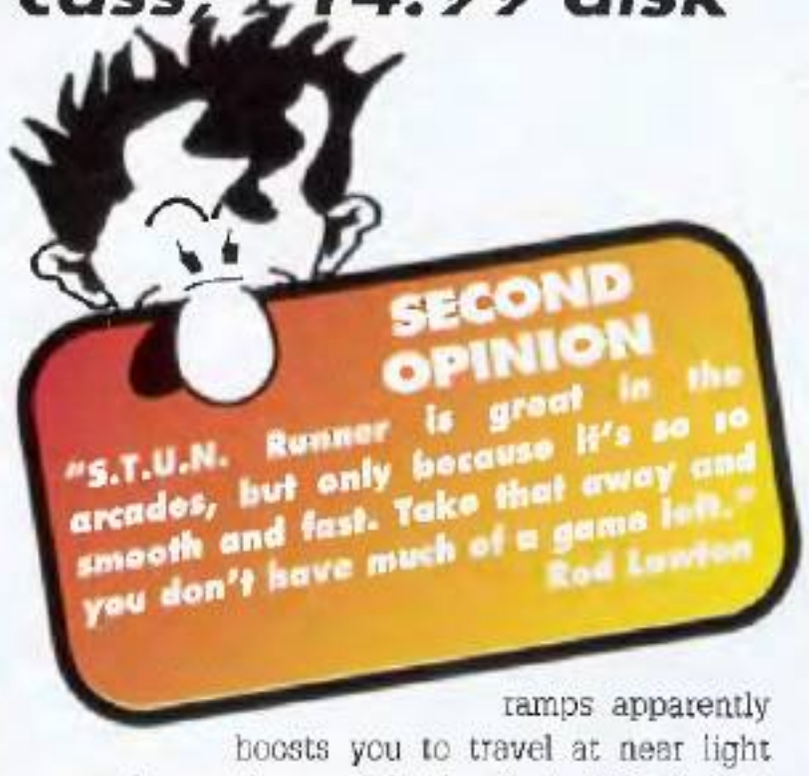
# S.T.U.N. RUNNER

## DOMARK ■ £9.99 cass, £14.99 disk

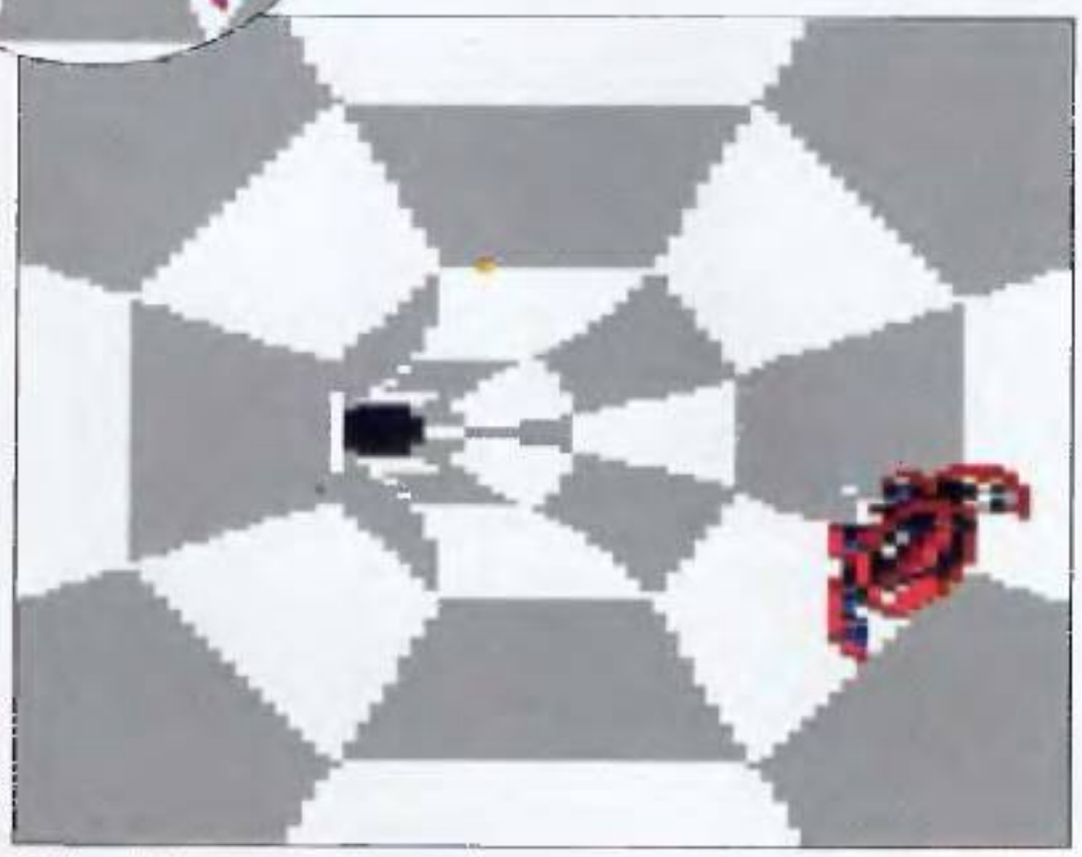
The opposition come in several forms, but all have the same purpose: to stop you in your tracks. They do their darndest to get in your way, and colliding with them slows you to a snail's pace, costing valuable seconds. Luckily you're armed with a laser gun, so you can blast the vermin off the road. Not very sporting, but in this game winning is everything, and you simply cannot afford the time it takes to outmanoeuvre them.

There are a couple of things to look out for on the road's surface. Stars can be collected to give you shockwaves – a smart bomb that destroys everything on screen at once. They also tend to be roughly in the fastest line round the track, so are well worth collecting.

Turbo boost pads are the other common collectable. Hitting one of these ramps apparently boosts you to travel at near light speed – a rather useful side effect of this is that you become impervious to damage from collision with other road-users. It's a neat trick if you know how to do it.





● 'Thundering' along the tunnels in your *S.T.U.N. Runner*. Movement is possible along any of the walls in the tunnel. That small orange blob on the ceiling could be a 'Turbo Boost Pad'. Then again, it could be something nasty!

*S.T.U.N. Runner* was an arcade hit. Not because of devastating originality or stunning gameplay, though. It was because of the wicked speed that the whole thing moved at. The complicated 3D shapes and tunnel walls came towards you at a frightening rate. The computer version inevitably loses the speed of its arcade counterpart, however, and sadly this leaves little else. All that's left to do is trundle around the course and blast the easy-to-avoid enemies.

The programmers have attempted to boost the speed of the game by dropping the 3D graphics, and using sprites instead. This doesn't help matters. The graphics of the arcade were impressive; these are not. The tunnels are octagonal rather than round, for a start, which rather spoils things. An impression of speed has been attempted by rapidly cycling the colours of the tunnel walls. This makes you feel like you're at an acid house rave, rather than streaking down the tunnels at breakneck speeds. Watching all this for too long just gives you a headache!

Domark has bitten off more than it can chew with *S.T.U.N. Runner*. It's an impossible task – there's just no way that the excitement and speed of *S.T.U.N. Runner* the arcade machine could be duplicated on a home computer. The product that they've come up with is instead unexciting and slow.

**Adam Waring**

**FIRST DAY TARGET SCORE**

**Reach Level Five**

### S.T.U.N. RUNNER VERDICT

**GRAPHICS ..... 62%**
The sprites are clear enough, but not a patch on the 3D arcade graphics.

**SONICS ..... 71%**
There's a jolly title tune, but the in-game fx are limited.

**GRAB FACTOR ..... 63%**
It's very simple to play, but there's not much to grab you

**STAYING POWER ..... 48%**
It soon gets boring and the strobing background gives you a headache!

**RATING 56%**

***An over-ambitious project that's fallen flat on its face.***

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# ACTION TEST




● **The Allies (facing right) have a greater numerical advantage. But the German troops are elite, fast-moving and apt to appear all over the place as reinforcements are sent in. Visible is the airbase at Maleme. It's a prime objective for the German shock troops, who'll fight hard to win it.**

# CRETE 1941

## CCS ■ £9.99 cass, £14.99 disk

Fallschirmjager – German elite parachute troops. Hitler had, by the Spring of '41, assembled a powerful force of soldiers who could be dropped en masse into areas inaccessible by normal troop movements. The swiftness of such an attack would ensure the element of surprise, during which they'd capture ports and airfields.

The Fallschirmjager principle, fine on paper, was to be tested in May of 1941. Crete, nestling in the Aegean Sea below Greece, was held by the Allies. Their forces were small, fearing no immediate attacks, as they held all the ports and the three important airfields.

Then the German High Command initiated Operation Merkur. They dropped wave after wave of paratroops. It was a showpiece. The first totally airborne assault ever attempted.

But things didn't happen the way he planned. The Allies defended Crete staunchly and Student's elite forces were given a rather severe kicking. They still managed to take the island, but at a terrible cost.

This game, like CCS's *Battle of the Bulge* before it, accurately sets the conditions facing both the Allies and the Germans during this battle. One or two players can take part, and the idea is, obviously, to minimise your losses whilst taking/keeping the island.

The game's running system is the same as *Bulge*, and the programs are very similar to look at (the major difference being that Crete is surrounded by water). The game is divided into phases such as movement, combat and air attack. order your units to move, fire or hold position. It is a very simple and effective way of giving instructions.

Once you've finished, the enemy now moves. Their troops are hidden from view unless you are in line of sight on the battlefield, so for the most part you don't know where the enemy is.

Combat occurs when two units meet. It takes several turns for a unit to be wiped out, so you might have time to send in reinforcements, or to bombard with your artillery.

The German player has to decide where to land his paratroops towards the beginning of the game. He must capture a port or airfield to enable reinforcements to land. The Allies should therefore pile up all their blokes at these places, hoping to repel the Nazi hordes.

*Fallschirmjager* is better than *Battle of the Bulge*, primarily because it is a more fluid scenario. Three separate battles tend to occur around the three airfields. This gives the game a lot of depth, as it is possible to play a strategic campaign, planning a different assault at each airfield.

One very welcome feature is the option to continue playing after the seven days that it took in real life are over. *Bulge* didn't have this option, and often seemed to end just when things were getting interesting. Perhaps CCS has listened to its public...

Graphics and sound are the same as *Battle of the Bulge*. The sound effects are simplified whizzes and rat-a-tats. These start to grate after a while. However, the graphics are not bad. They are clear and easy to understand, if a little unatmospheric. An overall scrolling map, such as *Fallschirmjager* has, is OK, but it would have been wonderful to go deeper into the game with another large-scale map, to see exactly what is going on.

Playability is greater than *Bulge*. There are more tactical options, owing to the very nature of the assault being carried out. The game is most fun when being played by two people.

The computer plays a fairly predictable game. It's easy to beat it if you bunch up your forces to make impenetrable walls for it to batter itself against.

Overall, *Fallschirmjager* is a highly playable wargame with enough possibilities to keep you coming back for more. If you don't mind playing graphically uninspired, aurally dismal wargames, that is.

**James (Überstürmgruppenführer) Leach**



**SECOND OPINION**

***"It looks just the same as Battle of the Bulge, so it's not going to grab you straight away. Dedicated wargaming fans will persevere, though, and find it a much better release."***

**Rod Lawton**

**FIRST DAY TARGET SCORE**

**Halt the German air assault at one airbase**

## CRETE 1941 VERDICT

**GRAPHICS** ..... **43%**
They are accurate and clear.
But very simple.

**SONICS** ..... **31%**
They'll stop you drifting off.

**GRAB FACTOR** ..... **63%**
It is certainly a fascinating scenario.
It's also easy to get into.

**STAYING POWER** ..... **68%**
A lot of 'variability' built into this one.

**AA RATING 66%**

*Just be careful not to twist your ankle when you land.*




● **Doesn't that azure sea look inviting? Yes, come to sunny Crete and have a wonderful holiday. But wait until the war is over first.**




● **The combat is hotting up. German airborne infantry have almost cut off the Allied troops defending Maleme airbase. It's a grim battle.**

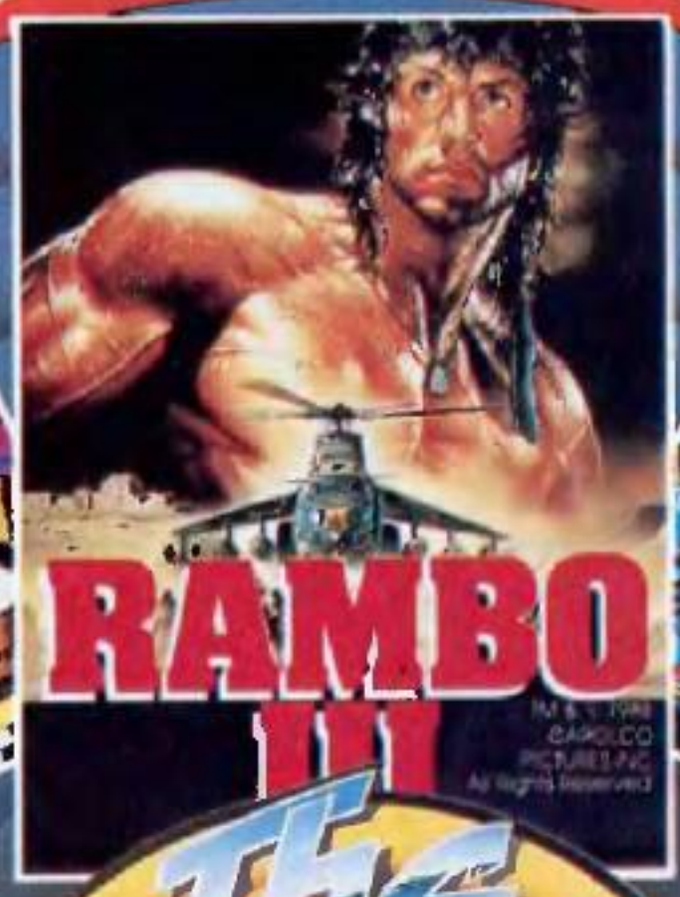
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ACTION TEST

# MYSTICAL

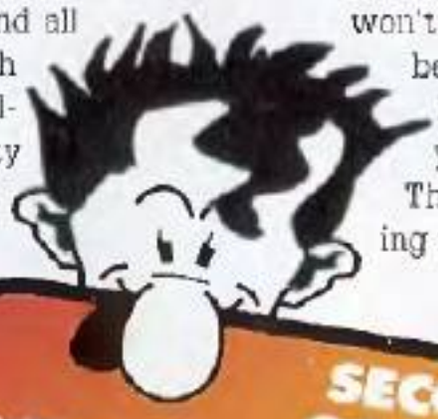
## Infogrammes ■ £10.99 cass, £15.99disk



● Oh dear. You sink to your knees and gently expire as you take one hit too many. The grub that's scattered around keeps your energy levels topped up. Pity then that you couldn't have made it to that burger...

You clot! It seems you're a novice magician who's reached the end of his studies but is still daft enough to lose all the Great Wizard's scrolls and phials during a simple course on door-opening.

Not surprisingly, the Great Wizard is steaming. So he sends you off to find all those missing items, which have been strewn across parallel worlds populated with nasty gods who are jealous of the Great Wizard's Power.



Fortunately, the Great Wizard is not a bad old giffer, and will let you use the magic spells released by the items as you find them to defend yourself. This means that you can do all sorts of ghastly things to the enemy before they do equally nasty things to you. You can shoot them, destroy them with your aura, make them fall into holes in the ground, turn them to stone and generally ruin their day.

The action takes place over a vertically-scrolling landscape. You see yourself from behind as you plod up the screen, while the baddies move in from the top of the screen. You can move left, right, up and down, and either cast spells against the marauding monsters or simply try to walk round them. Collide with one and although you'll turn it into a pile of bones, it won't do your health any good. Once that gets below a certain level, you sink to your knees and expire gently. Take care, 'cos you've only got three lives...

The attacking monsters come in a bewildering range of shapes. There are cute little girls who nevertheless are trying to shoot you, priests lobbing bibles, 'orrible walking trees and various other mythical monsters. At first you're defenceless against these hordes, but, walk into a spell or scroll and after a moment your little character stops to either drink the potion or recite the scroll, whichever it is. Thereafter, the magic spell comes into operation, and stays working for a fixed time, after which you'd better find some more magic to help you out.

There's an extra twist here, though. If you press the space bar immediately after collecting a potion\scroll, you don't use it but save it instead. You can collect up to ten in this way, and select the one you want to use next as you're walking along.

There is also a two-player mode, whereby your companion takes charge of a golem at the start of the game. The golem can't pick up or use spells, but is very good at jumping up in the air and landing on the monsters, instantly crushing them into a pile of bones...!

The graphics are excellent. The scrolling is smooth and the characters move nicely, but the best thing of all is the sheer humour that's gone into their design.

Sound, too, is excellent. The various effects that accompany the spell-casting are perfect, and add to the humorous treatment of the game.

The only worry is just how long the game is going to appeal for. The ability to collect and use the spells at will adds depth to the gameplay but also makes the game a little tricky to play - you will often be using the joystick and keyboard simultaneously (or trying to!) as the going gets progressively tougher.

And even with that extra depth, is there really enough to do? Although the game is very humorous and very nicely done indeed, there really isn't a great deal to it. For sheer short-medium term entertainment value, though, *Mystical* is magic!

Rod Lawton



**FIRST DAY TARGET SCORE**

**Beat the first guardian**

**SECOND OPINION**

*"Brilliant graphics and superb animation mean that the magical spells often have hilarious results. However, the game itself is very 'samey' all the way through, and the initial fun factor eventually gives way to tedium."*

Adam Waring

## MYSTICAL VERDICT

**GRAPHICS** ..... **94%**
Very nicely drawn, and very funny. An extremely polished game.

**SONICS** ..... **90%**
Great music and effects. The sound works really well with the graphics.

**GRAB FACTOR** ..... **84%**
Very easy to get into, and the graphics hook you straight away.

**STAYING POWER** ..... **56%**
Great fun, but more of a novelty than a long-term thing.

**RATING 79%**

*A great, great game – if only there had been a little more to it.*



● Guzzling potions and casting spells are the way to win. Pick your moments for reading out those scrolls, because the bad guys don't stop and wait...



● In two player games, the second player becomes a golem. Brill! Your golem is just about to land on and squash that defenceless little girl.




● **The little dragon is very useful indeed. If you manage to capture and mount one, you can use it's swinging tail to knock down any attackers. Additionally, any damage they do will be absorbed by the dragon instead of you. Thus the longer you can stay with your dragon the better you should do. Staying on is not that easy, though.**

# GOLDEN AXE

***Virgin ■ £9.99 cass, £14.99 disk***

Get ready for a quest. You (and a friend of your choice) can, if you're in the mood, go and liberate the land of Yuria from the evil control of Death Adder. It sounds a noble proposition, certainly involving the killing of a lot of interesting life-forms, anyway...

You choose the character you wish to become on this awesome trek. The selection is made between three tough cookies, all of whom seem to have serious psychological disorders.

One or two players can take part, choosing which character they want to be. Both can use joysticks if they want, or one can redefine the keys. That done, the quest can begin!

Basically, you must kill all of Death Adder's soldiers. Then you must kill the bloke himself. You start off near Turtle village (no, nothing to do with THOSE turtles). You travel through the woods until some people appear. Then you start hacking and slashing with your sword until they're dead. This really sets the tone for the whole game. Hack, slash, maim, slay. Your opponents do steadily get harder and more numerous as you move further into the game, but even so, it's much of a muchness.

The outlook isn't totally bleak; you might be able to capture some Bizzarians. These are horse-sized dragons. They blast fire at anyone in their way, so are rather formidable foes. The enemy ride them, but if you can unsaddle one, you can leap on and control it yourself.

After every major bout of combat, you get the chance to recover and to collect magic spells as small pixies run onto the screen. They're carrying sacks full of spells, and you must kick, punch or otherwise hurt these little chaps until they throw the spells at you. All you need to do then is collect the spells, and you can be on your way again.

Golden Axe has an excellent 3D-type view of the action. The scenery scrolls as you progress, and the foe attack from both sides. The sprites are large, and there is a profusion of colour. This does occasionally have the effect of confusing the action when the screen is full of characters, though.

The screen scrolls in stages from right to left. You advance carefully, ready with the Fire button. This is your fight control. And there are quite a few moves available. Each character has a different combat technique; as well as sword slashes, they kick, barge and thump the enemy. It takes a fair bit of practice to master all the nuances of killing your foe, but it is necessary if you are to proceed.

Some baddies are very big and powerful, and when ordinary fighting techniques fail, you'll need the magic collected from the pixies. Hit the magic button and instantly all the on-screen baddies take a large amount of damage. Most should die. Skilful utilisation of your magic combined with neat Bizzarian riding should enable you to see off vast hordes of Death Adder's followers.

The game is actually very slick indeed. The graphics are beautiful; much detail, movement and colour. A plentiful variety of creatures shuffle onto the screen and they all look great. In fact, there is sometines so much happening that it's difficult to see what's what.

Sound effects are also marvellous. The combat noises add a lot to the excellent, smooth graphical display.

And the quest you've embarked upon is a big one. You'll be fighting in the Woods, in Turtle village, on Eagle Island and at Death Adder's castle. Therein could be the games' big problem. When all the lovely graphics and sound effects are removed from the equation, all you are left with is a chopping and kicking game that goes on for a long, long time.

**James Leach**




**First day target score**

**Successfully capture a Bizzarian**

## GOLDEN AXE VERDICT

**GRAPHICS** ..... **83%**
Hordes of well-drawn monsters, and great backgrounds too.

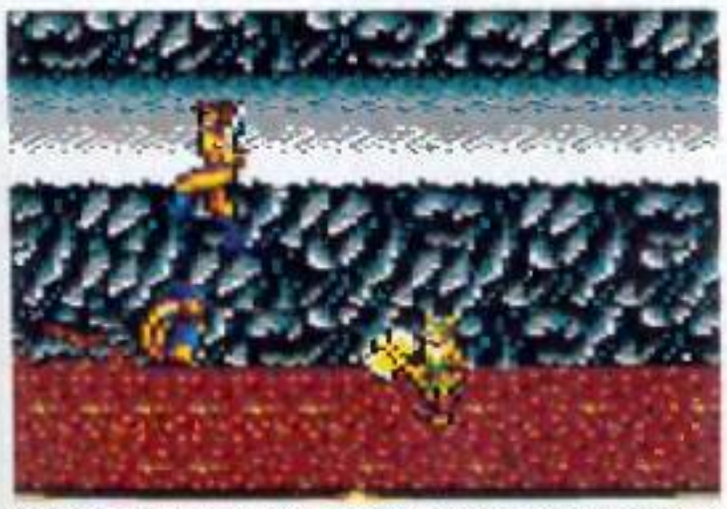
**SONICS** ..... **78%**
Arcade-like noises really add to the game.

**GRAB FACTOR** ..... **75%**
It takes a while to learn the moves, but the action starts right away.

**STAYING POWER** ..... **72%**
A lot of exciting fighting, but not much else.

**AA RATING 75%**

*A superb chop-em-up, but perhaps lacking in real variety.*



● **Tyris Flare leaps from a great height onto one of the benign pixies. This is the way to gain magic spells. But the pixies aren't that easy to beat up...**



● **Gilius Thunderhead successfully attacks one of the pixies. The pot coming out of his bag contains the powerful magic potion he is looking for.**

ACTION TEST

# DRAGONBREED

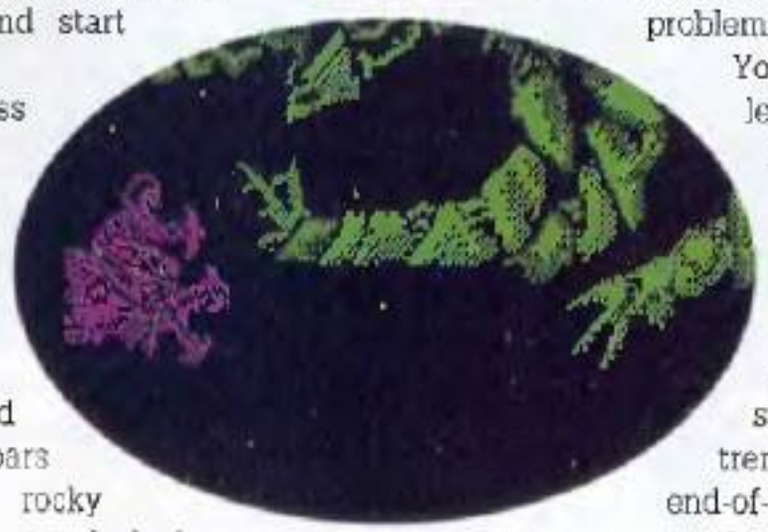
## ACTIVISION

## ■ £9.99 cass, £14.99 disk



● Stuck behind a great big wall, and your Dragon refuses to come back to his owner, this does not bode well for the future of your murderous rampage through the galaxy.

Strange and beautiful creatures roam the infinite void of space. A myriad of delicate forms, wonderful crystalline organic entities, glitter and sparkle in the light of alien stars. Drifting silently through the universe, they contemplate the mysteries of existence... and then you come along on a dirty great dragon and start shooting the b******s.



Yup, another mindless blast scrolling horizontally across an alien galaxy, and this time you're astride a great big dragon. You, a small, vaguely humanoid figure, sit behind the head of the dragon as it soars majestically above a rocky planet. The dragon is a good deal larger than you, and indeed most of the alien adversaries. His huge tail is indestructible, and it can be used to swipe them darned space critters all the way back to whatever slimy alien backworld they crawled out of.

As if a huge angry dragon wasn't enough, you can collect power-ups by blasting harmless looking sea-horses out of existence. In their smoking trail you will find different varieties of crystal, each having different properties ranging from homing missiles to napalm-breath for your dragon (maybe he should try Listerene). You also have available an *R-Type*-style beam, the power of which is dictated by the length of time you hold down Fire, before unleashing various degrees of photon death.

Another novel feature is your ability to jump off your dragon's back and continue your xenophobic rampage along the surface of the planet; Fido the dragon can be brought to heel in case of emergencies with a sharp whistle. Leaping back on to your serpentine mount once more, you soon realise that lickle, ickle, wickle, cutie, pootie aliens, are not your only problem...

You see at the end of each level your dragon will grow noticably paler as it realises that it now has to pick on someone its own size, or, more accurately, someone five times its size. Now you shiver and tremble, as stonking great end-of-level-guardians drift menacingly onto your monitor. These guardians are capable of quite ridiculously awesome feats of destruction, and soon your vulnerable little dragon-rider will be toasted and his faithful mount, so anguished by the loss of his master, simply explodes.

It is this point more than any other that gives this game a slight edge over the current competition. Learning to make the dragon's wayward tail do what you want it to is a task in itself. Once mastered, the game – and a very difficult one it is too – becomes a little more manageable.

Graphically, the game is no stunner, having a very bad case of Spectrumitis, but the graphics are clear and sharp (with the odd exception of some nigh-on invisible enemy bullets), and the parallax scrolling of the backdrop stars is actually quite nice.

Sound suffice with average spot effects adding a little to the action. No in-game music to speak of, but the game doesn't really suffer from this oversight.

Gameplay is what makes this shine, though. It is a difficult challenge, a good solid shooter that'll keep even the most hardened alien-basher happy for a while.

Frank O'Connor



**SECOND OPINION**

"Dragon Breed is a challenging game, and runs at a fair old rate. So it's a pity about the appalling four colour Speccy-port graphics - that let an otherwise fine game down badly."

Adam Waring

**FIRST DAY TARGET SCORE**

**Finish the second level**

**DRAGONBREED VERDICT**

**GRAPHICS** ..... 69%
Spectrum port with banal colour scheme but neat scrolling.

**SONICS** ..... 70%
Reasonable selection of spot effects but nothing special.

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However, they reckoned without the Narco Police, the most highly-trained law enforcement agency the world has ever seen. Rugged men, square of jaw, and tight of trouser; they have been assembled as an international force, each man the finest his country has to offer.

And the island has a flaw in its security. A network of tunnels runs underground, leading to the nerve centre of the complex. Your objective is to reach this central laboratory complex – and blow it to bits.

The game mixes strategy and arcade action. You must carefully choose all the specialised equipment you need before the mission begins, and distribute it amongst the three groups of five men each you control subsequently. A good range of noisy, explosive weapons soon put paid to any ideas you had of using stealth... From then on, you control each group individually, switching between them for best tactical effect.

The arcade section plays a little like the Atari coin-op *Xybots*, with your chosen character yomping down the tunnels, which are displayed in colourful, if jerky 3D. Use of weapons is a little odd; you hold down the Fire button and then select the direction you wish to fire in. Simple in theory, but in practice it is slow and unresponsive, and further hampered by the fact that it is very difficult to see just where exactly you are firing! Your only indication is a bang and a muzzle flash. Enemy fire is just as invisible. Realistic, maybe, but very confusing.

The enemy are a wily bunch – clearly, all those mind expanding chemicals have inspired them to new heights of devious stealth. It's not uncommon, when strolling casually through a rocky tunnel, for a few guards to drop suddenly from the ceiling and turn you into mincemeat with a few well-aimed bursts of machine-gun fire. The enemy can shoot or hand-grenade you from their hidden positions, and sudden, unexplained death is a major irritation.

Other problems arise when equipment is brought into use during the game as you dive for the keyboard in an attempt to give medical treatment to your copper, but find that by the time you've typed in the code he's snuffed it...

The graphics are nice, but animation and screen update are not good, though the overall effect is strangely realistic. A genuine feeling of tension takes hold as you creep through the dark tunnels waiting for signs of the enemy snipers...

The style is a bit of a departure, but it's still a typical Dinamic game – extremely difficult in situations where you have little control. Strategists will find it too thin, joystick-bashers will find it too slow. However, *Narco Police* is well presented and attractively packaged. And the anti-drug scenario is admirable.

*Frank O'Connor*



● **Above: that's the picturesque little island you've got to blow to smithereens.**




● **Right: oh my gosh, a whole platoon of drug-dealing scum have foolishly wandered into your sights.**



**SECOND OPINION**

**Graphics are ambitious and the scenario looks a real handful. In practice, though, the graphics are slow and the strategy quite shallow. A commendable attempt, though.**

**Rod Lawton**

**FIRST DAY TARGET SCORE**

**Reach the end of a tunnel**

## NARCO POLICE VERDICT

**GRAPHICS ..... 72%**
Colourful, and well drawn, but the sluggish animation spoils things.

**SONICS ..... 38%**
Very limited... the odd gunshot and a couple of white-noise explosions.

**GRAB FACTOR ..... 62%**
Looks good, but uninformed playing is a fruitless experience.

**STAYING POWER ..... 69%**
A large and potentially fun mission marred by frustrating gameplay.

**AA RATING 68%**

*Bold and original, but badly flawed in its execution.*



● **Ker-blam! If you lose your key, then the obvious solution is a credit card in the lock, failing that, a big missile should suffice.**



● **A bad guy lobs a pineapple in your direction, and retreat is impossible. It's curtains for this narco rozzer.**

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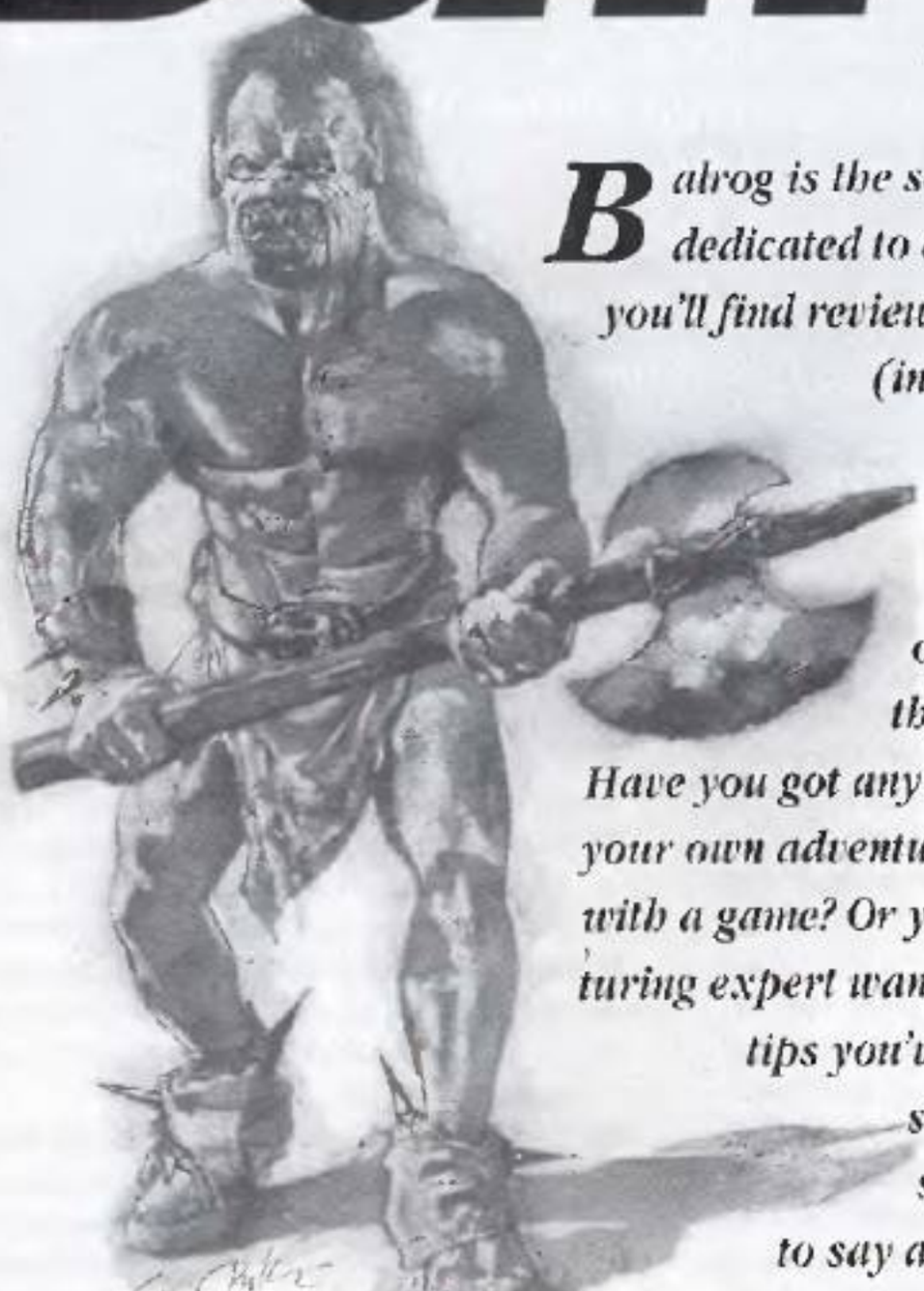
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# Balrog



*Balrog is the section of the magazine dedicated to adventuring fans. Here you'll find reviews of the latest software (including 'home-brew' games), adventuring help, tips and maps and all the latest news on what's happening on the adventure scene.*

*Have you got any news? Have you written your own adventure? Do you need help with a game? Or you might be an adventuring expert wanting to pass on some tips you've discovered for yourself. And what if you simply have something to say about adventuring in general? Easy – just write to: THE BALROG, AMSTRAD ACTION, BEAUFORD COURT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW.*




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| 23 CELLAR | 48 CLEARING |
| 24 VILLIAGE POND | 49 FOLLY |
| 25 BANK STREET | 50 UPPER FOLLY |

**ARKHAM MANOR MAP**
by *THOMAS CHRISTIE*

## Just for Laughs

Have you seen a response in a game that really tickles your funny bone? This month's selection comes from: Christian Aldridge, Essex, Simon Netherwood, Huddersfield and Jason Davis, Macclesfield. Try them out for yourselves...

**Base**
- Examine calendar
- Help
- Kick door twice when in cell.

**Big Sleaze**
- Fart!

**Corruption**
- Try kissing or hitting people
- Get the telephone from Theresas office when she is in there

**Island**
- Help
- Press button on toilet.

**Lords of Time**
- Swear
- Shout

**Lurking Horror**
- Put the dead rat into the vat in the laboratory.
- Try and escape from the rats by climbing onto the cables.
- Turn off the PC while the Hacker is using it.

**Stationfall**
- Open a box in the Forms Storage Room aboard the SPS Duffy.
- Fall asleep while still aboard the SPS Duffy. Turn off Floyd and search him.
- Shoot something Floyd is holding.
- Shoot something you are holding.
- Use the drill on the balloon creature.

**Yarkon Blues**
- Put a useless object into the Auto-trader (tm).
- Insert the piece of metal in the museum door way slot.
- Press button B twice.
- Throw the rat poison at the rat.
- Examine the rubbish in the Pawn shop.
- Cut the vines with the sword.

# Clue Sniffing with the Balrog

*This month's batch of tips and hints are thanks to Simon Avery, Chudleigh, Joan Pancott HPilg, Weymouth, Ross Younger, Edinburgh, Trevor Fuller, Iain McCarthy & Evan Brandon, Debby Howard, London, Ken Stokoe, Northumberland, Simon Netherwood, Brighouse, Adrian Forbes, Gourock, Simon Netherwood, Huddersfield, Jay Honosutouo, Dave Harvard, Thomas Christie, Christian Aldridge, Essex and Paul & Timothy Stitt...*

**Base**

*Part 1*

- To get photograph: Look in rubbish, get handle, go to the door, get keyring with handle, unlock door with yale key, N, turn on switch on wall, push lever to T, press gold button and get photo.
- Look under bed in maids room to get torch.

*Part 2*

- To unlock safe: When sentry has gone away for a smoke, go in and swing painting, turn dial left to 7, left to 6, right to 8 and open safe.
- Try to force cabinet in surgery with screw driver from pair of jeans.
- Open saucepan.

**Dungeons Amethysts Alchemists 'n' Everything**

- Drop the vase after opening the cabinet with the key.

**Frankenstein (especially for Rene Johansen)**

- Problems with the bear? – Enter forest, N, E, N, W, LOOK AROUND, CLIMB TREE, JUMP TO FLOOR.
- Unscrew the hinges on the chest to open it.

**Kingdom Of Hamil**

- Forest near field (make sure that you have the talisman, save your position and then one move at a time use the following route through the enchanted maize. The directions shown in brackets will take you back to the previous location if you have left the talisman behind). W (w), E (n), SE (ne), SW (nw), W (nw), SE (ne, w), E (ne), get painting, E (se, e), NE (sw, w), N (e, se), W to Forest near field.

**Knight Orc**

- To get the lassoo from the hunter, get Denzyl to follow you, then go to the sign posts, then type 'Denzyl, wait, get lassoo, find me, give the lassoo to me'.
- To stop people taking treasure, put it in the bucket.

**Knightmare**

- In the sentry, ground level, hangs a sword. Take sword will get it and hold fire to use it. (In the sentry there are two guards just waiting for their throats to be cut!)

**Kwah!**

- To get out the gates just turn into Kevin and type show pass to camera then press record and say "kwah" then press stop. Now if you get taken to the padded cell you can escape by pressing Play. Now you must say Kwah and put the pass in the gap.

**Leather Goddesses of Phobos**

- In the laundry room, look in well, climb down.

**Lords of Chaos**

- Pixies are invisible all the time and very good for collecting things.
- Use teleport to get near the portals.
- Ghost is useful for looking in locked rooms, over walls and for finding wizards.
- Always have good fighting animals back and front in scenario 3.

**Lords of Time**

- Zone 3: Throw the pebble at the skeleton and the club at the caveman.
- Zone 5: Give the sweetmeats to the dogs. Shuffle the cards and give the joker to the jester.
- Zone 7: Get the star with the gauntlet. Take it to the swimming pool.

**Lurking Horror**

- Before entering the Alchemy department make sure you have the lit flashlight, the knife and the suicide note. Show the note to the prof. Watch the prof closely to see what to do with the knife.
- Put hand in vat, put brass ring on hand then show hand to urchin.

**Scapeghost**

*Part II*

- Get the bulb from the hall light and press the switch to kill Luke's ghost. Put the foil in the kitchen light and turn it on to switch off the landing light.
- Freeze the stream to get the map. The five ways to scare Big John are: Charge him, cool him, drop the bulb from the lightholder, pull the curtains and push the creaky stair but only when you see something.

**Scary Tales**

- Cut open the mattress with the knife from the kitchen.
- Dig with the spade in the garden, buy the cow, and get the beans before planting them in the garden. Next get the bucket and fill it with water from the well. Climb the resulting bogstalk, and in the giants kitchen, tie his shoe laces together.
- Give granny the currant cake, then give her the golden egg. Wear the wig, and go to the empty tower and look out of the window.
- To get rid of Faggy, push him into the oven. After collecting the potion from Mary, go to the thorny patch and drink it.
- Kiss the princess and give her the chocolates.

**Seabase Delta**

- To fill the pen with the ink, shoot the octopus with the speargun, and collect the ink, then go upstairs and sign for a new card.
- To get the egg, chew the gum and blow a bubble.
- Also use the gum to stick the dodgy button in the lift. Use the egg, flower, milk and mixing bowl to make the pancake mix, which you then cook on the hotplate.

**Shadows of Mordor**

- Make a raft using the rope and logs (after moving them to the edge of the swamp).

**Sorcerer**

- Put bat guano into cannon to get contents.
- Map the maze with fweep.
- Put the matchbook from the storeroom into the receptacle nice and early. (The postman only rings once in Accardi-by-the-Sea!)
- Visit the amusement park before you go through the toll gate. You get a refund for a fruity bandit.

**Souls of Darkon**

- Put the crystal in the fountain and fill the bottle. Give it to the guide and follow him.

**Spytrek**

- Ask woman to make habit.

**Wolfman *Part 1* (Ben Isba)**

- Once you have the flint you must go to the pool and search it. Then take bulrush. To light the bulrush go Ex2 and then make hole. Strike flint now and light bullrush.
- To move skeleton, throw lighter (flint) at it.
- To sort the terrible monster from hell, go to it, waitx8, Wx4, howl moon – now you can kill monster.

# Lords & Ladies of Adventure

*The following people have pledged help with the games listed, all of which they've completed. Remember, this help is donated free, so keep your requests reasonable – and if you're phoning, make sure it's at a socially-acceptable hour...!*

Forest at World's End • Jewels of Babylon • Leather Goddesses • Message from Andromeda
**Iain McCarthy, The Old School, Church Lane, Brantham, Manningtree, Essex CO11 1QA**

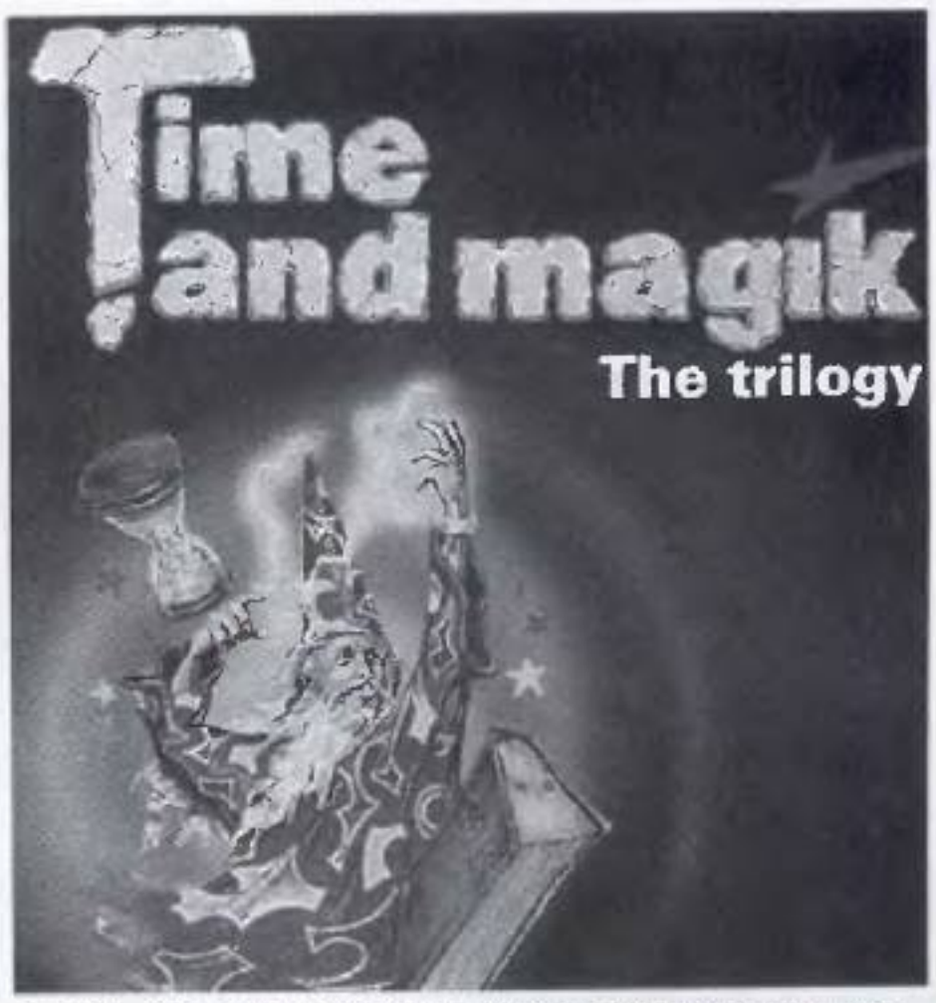
Lurking Horror • Pawn
**Adrian Forbes, 37 Victoria Road, Gourock, Scotland PA19 1DF. Tel: (0475) 33633 Mon-Fri 5pm-10pm, Sat & Sun 1pm-10pm**

Adult two • Can I Cheat Death? • DAA • Doomlords • Firestone • Forest at World's End • Jewels of Babylon • Scary Tales • Spacy • Welladay
**Simon Avery, 'Marden Farm', Old Exeter Road, Chudleigh, South Devon TQ13 0DR**

Hitchhiker's Guide • Leather Goddesses • Lurking Horror • Moonmist
**Ken Dean, 63 Elmhurst Avenue, Oulton Broad, Lowestoft, Suffolk NR32 3AR**

Aftershock • Brawn Free • Cacodemon • Case of the Mixed-Up Shymer • DAA • Espionage Island • Experience • Fantasia Diamond • Forest at World's End • Frankenstein • Grange Hill • Haunted House • Heroes of Karn • Imagination • Inca Curse • Kobyashi Naru • Lancelot • Loosed Orc • Lords of Time • Message from Andromeda • Mindshadow • Pirates • Planet of Death • Quest for the Golden Egg-cup • Rigel's Revenge • Seabase Delta • Ship of Doom • Spytrek • Subsunk • Terrormolinos • Three Weeks in Paradise • Trial of Arnold Blackwood • Warlord
**Debby Howard, 10 Overton Road, Abbey Wood, London SE2 9SD**

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 Koshima • 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, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. (0305 784155 any day – 1pm to 10pm)**




● **Baffled? Bewildered? Beaten? The Lords and Ladies are here to help!**

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**

Forest at World's End • Kobyashi Naru • Message from Andromeda • Quest for the Golden Egg-cup • Rigel's Revenge • Snowball • Venom
**Bill Bennett, 171 Stapleton Hall Road, London N4. Tel: (081) 340 3884**

Questprobe
**Rich Thomas, 85A St. Johns Road, Cannock, Staffs, WS11 3AL. (0543 503045, Mon-Fri, 5-10pm)**

Colour of Magic • Forest at World's End • Gnome Ranger • Heroes of Karn • Rebel Planet • Questprobe • Seabase Delta • Subsunk
**The Dragon Master, 12 Gretton Crescent, Aldridge, Walsall, West Midlands, WS9 0DY**

Knightmare
**Ross Younger, 3 Cammo Parkway, Edinburgh**

# Bard's Tale Club

*Are you stuck at some point in this classic adventure/role-playing game? Here's the spot where expert Bardsters offer their wisdom to struggling novices...*

David Lace has a party of characters with well over 3111 hit points each (!) and various magical objects but he still cannot enter Mangars Tower!
26 Rectory Place, Distington, Wokington, Cumbria.

Richard Holt is desperate – how does he get into Kylearns or Mangars Tower? What is the name of the Mad God?
153 Arundel Avenue, Flixton, Manchester, M31 3WQ.

Linda Smith has a very useful tip for other Bardists: There exists a spell point regeneration chamber located at 11N,15E level 0 in Harkyn's Castle. Once visited it allows the slow regeneration of spell points in any of the dungeons in the same way as walking in sunlight or using a Bards song.

David Watson loves the Bards Tale but is having problems – he cannot get any further than the catacombs!
8 Auchendores Avenue, Port Glasgow, Renfrewshire, Scotland PA14 6NU.

William Ramage also wants to join the club – he thinks it is the most amazing and addictive game he has! He wants to know the seven words to answer the magic mouth (clue – note down messages found around and you will be able to answer the mouth – Balg).
*4 Merlindale, Forth, Lanarkshire, Scotland ML11 8DS. Tel: (0555) 811155.*

# Type-ins

*This is the section of the magazine where we print all those programs you can type in for yourself. They range from games to simple utilities – but don't just have a go at other people's routines, try some of your own. And if you think you're especially handy at programming, why not send us some samples of your work?*

*Only one thing – keep it short! Anything longer than about 6K is distinctly iffy, and even if we do print it we won't send you any more money! Send your submissions to:*

***Type-ins, Amstrad Action, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW***

## Pyramids

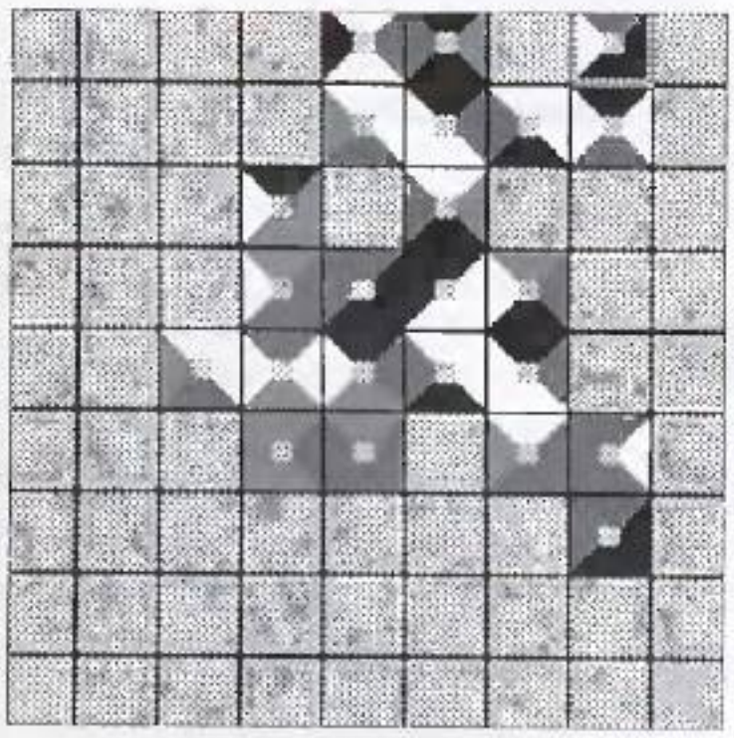
*Pyramids* is a variation on the domino theme. No, wait... it's good, really it is! The twist is that instead of matching up half-tiles with the correct number of dots, you have to match up colours on up to four sides. The pyramids fit together on a grid.

The idea is to score more points than your opponent. A point is scored for each colour matched up, so keep a look out for those high-scoring opportunities!

You have no choice over the pyramids you're given to place, which are created with randomly-coloured faces. You may rotate the pieces in stages of 90 degrees, in order to align the faces with other pieces. To do this press 'R'.

The cursor keys move the blue square with which you position your pieces. When it's in the right place, press Space to place it. Towards the end of the game, it'll get increasingly difficult to place your pieces. If you can't see anywhere to go, press 'P' to pass. If this is done several times consecutively by both players, the game comes to an end.

Bristolian Richard Shepard came up with the idea, and coded it onto his machine. Well done Richard!



● **Pyramids is a neat two-player game to challenge your wits and strategic thinking. It makes dominoes look like something out of the Stone Age. (Actually, it er, probably was...)**

```
{LjAs} 10·DIM·area·(10,10,1)
{FqAr} 20·opp(1)=1:opp(2)=1·
{MnAx} 30·DIM·goop(43,1):DIM·cred%(42)
{PoAs} 40·d$(2)="SELECT·PLAYERS"
{PkAq} 50·d$(1)="··PLAY·GAME···"
{OsAj} 70·DEG
{IsBw} 80·P=0:MODE·1:INK·3,26:INK·1,26:INK·2,0:
       INK·0,0:BORDER·0:PEN·3
{DoAs} 81·pass(1)=0:Pass(2)=0
{KuAl} 90·goof=0
{HnAx} 100·LOCATE·16,1:PRINT"PYRAMIDS"
{CoDw} 110·LOCATE·15,2:PRINT·CHR$(214);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(215
       )
{MuBn} 120·FOR·I=1·TO·2:LOCATE·13,7+I:PRINT·D$(
       I):NEXT
{EnGi} 130·LOCATE·12,7:PRINT·CHR$(214);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(215)
{CqCq} 140·PEN·3,1:FOR·I=8·TO·9:LOCATE·12,I:PRI
       NT·CHR$(143);"··············";CHR$(143):
       NEXT:PEN·3,0
{OvGi} 150·LOCATE·12,10:PRINT·CHR$(213);CHR$(14
       3);CHR$(143);CHR$(143);CHR$(143);CHR$(14
       3);CHR$(143);CHR$(143);CHR$(143);CHR$(14
       3);CHR$(143);CHR$(143);CHR$(143);CHR$(14
       3);CHR$(143);CHR$(212)
{MjBl} 160·LOCATE·13,8:PRINT·CHR$(24)+D$(1)+CHR
       $(24)
{MsAl} 170·p=1
{MnAu} 180·EVERY·10,1·GOSUB·390
{PuAo} 190·ORIGIN·300,100
{HlBi} 200·in=2:ii=-10:GOSUB·290:i=0
{PnBn} 210·ii=i:in=1:GOSUB·290:INK·1,26:INK·2,0
{DuAx} 220·IF·goof=1·THEN·GOTO·500
{IvAu} 230·ii=i-10:in=2:GOSUB·290
{FpBp} 240·ii=i+10:in=2:GOSUB·290:INK·1,0:INK·2
       ,26
{PoAs} 250·ii=i:in=1:GOSUB·290
{EqAm} 260·i=i+20
{EmAs} 270·IF·i=360·THEN·i=0
{GvAm} 280·GOTO·210
{CmAq} 290·MOVE·0,100,in,1
{DxAw} 300·DRAW·100*SIN(ii),50*COS(ii)
{HiAp} 310·MOVE·0,100
{JvBk} 320·DRAW·100*SIN(ii-120),50*COS(ii-120)
{FqAo} 330·MOVE·0,100
{EjBl} 340·DRAW·100*SIN(ii-240),50*COS(ii-240)
{AlAx} 350·DRAW·100*SIN(ii),50*COS(ii)
{GvBl} 360·DRAW·100*SIN(ii-120),50*COS(ii-120)
{BvBl} 370·DRAW·100*SIN(ii-240),50*COS(ii-240)
{OtAm} 380·RETURN
{ImAk} 390·X=0
{FxAv} 400·IF·INKEY(2)=0·THEN·X=1
{FvAw} 410·IF·INKEY(0)=0·THEN·X=-1
{IsBi} 420·IF·INKEY(47)=0·THEN·goof=1
{KsAt} 430·IF·X=0·THEN·RETURN
{CtAw} 440·LOCATE·13,7+P:PRINT·D$(P)
{JnAl} 450·P=P+X
{DsAt} 460·IF·p=0·THEN·p=2
{HtAt} 470·IF·p=3·THEN·p=1
{OrBl} 480·LOCATE·13,7+P:PRINT·CHR$(24)+D$(P)+C
       HR$(24)
{MrAn} 490·RETURN
{DnAo} 500·i=REMAIN(1)
{InAt} 510·IF·p=1·THEN·1720
{DrAt} 520·IF·p=2·THEN·540
{JpAs} 530·IF·p=3·THEN·760
{JsAm} 540·MODE·1
{IuAx} 550·LOCATE·13,1:PRINT"SELECT·PLAYERS"
{IuGi} 560·LOCATE·12,2:PRINT·CHR$(214);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(143);CHR$(143);CHR$(143
       );CHR$(143);CHR$(215)
{AuAt} 570·PRINT:PRINT"Player·1"
{DuAx} 580·PRINT:PRINT"Computer·or·Human"
{AiBs} 590·PRINT:PRINT"Do·You·Wish·Player·One·T
       o·Be·Human(Y/N)"
{EoAx} 600·a$=INKEY$:IF·a$=""·THEN·600
{MqAq} 610·a$=UPPER$(a$)
{OvBs} 620·IF·a$="Y"·THEN·PRINT:PRINT"Human":op
       p(1)=1:GOTO·650
{BnBw} 630·IF·a$="N"·THEN·PRINT:PRINT"Computer"
       :opp(1)=2:GOTO·650
{DoAl} 640·GOTO·600
{LsAt} 650·PRINT"Press·any·key"
{CkAw} 660·IF·INKEY$=""·THEN·660
{OqBk} 670·LOCATE·1,10:PRINT"·····":PRINT"··
       ·····"
{LmDk} 680·LOCATE·1,4:PRINT"Player·1":PRINT:PRI
       NT:PRINT:PRINT"Do·You·Wish·Player·Two··T
       o··Be··Computer(Y/N)"

{ImAx} 690·a$=INKEY$:IF·a$=""·THEN·690
{LkAq} 700·a$=UPPER$(a$)·
{HrBw} 710·IF·a$="Y"·THEN·PRINT:PRINT"Computer"
       :opp(2)=2:GOTO·740
{BpBu} 720·IF·a$="N"·THEN·PRINT:PRINT"Human":op
       p(2)=1:GOTO·740
{DkAl} 730·GOTO·690
{CqAt} 740·PRINT"Press·any·key"
{DuBl} 750·IF·INKEY$=""·THEN·750·ELSE·80
{ExBk} 1720·INK·0,26:INK·1,0:INK·2,9:INK·3,11
{LtAu} 1730·play=1:score(1)=0:score(2)=0
{DiBn} 1740·MODE·1:MASK·&X10101010:GRAPHICS·PEN
       ·3
{MnAx} 1750·FOR·i=10·TO·10+(40*9)·STEP·2
{FrBk} 1760·MOVE·10,i:DRAW·10+(40*9),i,3,0
{PpAq} 1770·NEXT:MASK·&X11111111
{KmBj} 1780·ERASE·area:DIM·area(10,10,1)
{GuAr} 1790·GRAPHICS·PEN·1
{ItAo} 1800·MOVE·10,10
{CoAo} 1810·FOR·i=1·TO·4
{ApAq} 1820·DRAWR·0,40*9
{HtAp} 1830·DRAWR·40,0
{JoAq} 1840·DRAWR·0,-40*9
{LvAp} 1850·DRAWR·40,0
{HmAl} 1860·NEXT
{KuAq} 1870·DRAWR·0,40*9
{CiAq} 1880·DRAWR·40,0
{DtAq} 1890·DRAWR·0,-40*9
{JpAn} 1900·FOR·i=1·TO·4
{AxAq} 1910·DRAWR·-40*9,0
{EiAo} 1920·DRAWR·0,40
{ImAr} 1930·DRAWR·40*9,0
{KoAn} 1940·DRAWR·0,40
{LxAj} 1950·NEXT
```

# Getting it right...

For all the programs on these pages to work correctly, they'll have to be typed in EXACTLY right. The tiniest error – a mis-spelt word, or comma in the wrong place – is enough to prevent the program from working!

We want you to get the listings working with the minimun of hassle, so we've developed a number of safeguards.

For a start, the progams are listed in the typeface that your computer uses – all the characters should look exactly the same on screen as they do on the page. The exception to this is the space. We've substituted a dot (·) so that it's easier to see how many spaces you'll need to type in. When you come accross this character, simply replace with a space.

Those strange codes in the {squiggly brackets} should not be typed in. These are special checksum codes to make error checking easier. It's unlikely that you'll get it right first time, at this stage programs need to be thoroughly debugged. However it's an unenviable task; each line needs to be scrutinised for errors. That's where the codes come in! They are generated from the sequence of characters in each line. All you need to do is check these codes from your screen against those printed on these page. If they match, then the line is typed correctly. If not, you've tracked down an error!

You'll need our specially-written program, *Type Writer*, to generate these codes. Once you've typed it in (it's listed opposite) then save it to tape or disk. Now, before typing in a listing, RUN typewriter, answer Y or N depending on the model of your machine, and then type NEW after it's finished. Now start typing. As if by magic the codes will appear after every line whenever you press RETURN. LISTing the program will also produce the codes.

The best way to check that *Type Writer* works is to try it out on itself! If all is well the codes will match up with those that appear with the listing.

```
{LxAn} 10·'Type-Writer
{NkBj} 20·'Public·Domain,·by·Pat·McDonald
{BqAw} 30·'Amstrad·Action·June·1989
{HiBp} 40·flag=0:PRINT:INPUT"Am·I·a·464·(Daft
       ·question!)";h$
{IsBj} 50·a=HIMEM-93:MEMORY·a-1:RESTORE·200
{PjAr} 60·FOR·b=a·TO·a+&5D
{ArAv} 70·READ·c$:d=VAL("&"+c$)
{AsAr} 80·POKE·b,d:e=e+d
{IqAl} 90·NEXT·b
{JmBu} 100·IF·e<>10566·THEN·PRINT"Error·in·da
       ta.·Please·Check.":END
{KuBs} 110·IF·LEFT$(h$,1)="y"OR·LEFT$(h$,1)="
       Y"THEN·POKE·a+8,&A4
{AkAo} 120·z=a+34:e=0
{AlAs} 130·f=ABS(INT(z/256))
{DwAq} 140·g=ABS((z/256)-f)*256)
{NqAx} 150·POKE·a+40,g:POKE·a+41,f:POKE·a+45,
       g
{CtBm} 160·POKE·a+46,f:POKE·a+57,g:POKE·a+58,
       f
{NkBi} 170·POKE·a+65,g:POKE·a+66,f:POKE·a+77,
       g
{LxAx} 180·POKE·a+78,f:POKE·a+85,g:POKE·a+86,
       f
{FiAu} 190·POKE·a+90,g:POKE·a+91,f
{JmAv} 200·DATA·e5,c5,f5,fe,0d,20,18,21
{NpBi} 210·DATA·8a,ac,01,00,06,51,59,7e
{ClAw} 220·DATA·fe,00,28,11,47,01,10,fd
{ErAv} 230·DATA·4f,eb,09,eb,23,18,f8,f1
{PrAv} 240·DATA·c1,e1,cf,fe,93,3e,20,cd
{GvAx} 250·DATA·22,90,3e,7b,cd,22,90,7b
{KvAt} 260·DATA·07,07,07,07,e6,0f,c6,41
{CxAv} 270·DATA·cd,22,90,7b,e6,0f,c6,69
{ExAv} 280·DATA·cd,22,90,7a,07,07,07,07
{KvAu} 290·DATA·e6,0f,c6,41,cd,22,90,7a
{IpAv} 300·DATA·e6,0f,c6,69,cd,22,90,3e
{JrBJ} 310·DATA·7d,cd,22,90,18,c1,4d,61
{NuAl} 320·g=g-34
{GkBm} 330·IF·flag=0·THEN·flag=1·ELSE·GOTO·37
       0
{DvBo} 340·POKE·a+35,PEEK(&BB5B):POKE·a+36,PE
       EK(&BB5C)
{CsBo} 350·POKE·&BB5A,&C3:POKE·&BB5B,g:POKE·&
       BB5C,f
{FwAm} 360·GOTO·50
{DpBp} 370·POKE·a+35,PEEK(&BD2C):POKE·a+36,PE
       EK(&BD2D)
{IqBn} 380·POKE·&BD2B,&C3:POKE·&BD2C,g:POKE·&
       BD2D,f ●
```

```
{HkBn} 2800·IF·area(xxx,yyy+1,1)=1·THEN·GOSUB·2
       900
{ElBq} 2810·IF·area(xxx+1,yyy,1)=1·THEN·GOSUB·3
       040
{KwBn} 2820·IF·area(xxx,yyy-
       1,1)=1·THEN·GOSUB·3100
{PiAt} 2830·IF·pt=0·THEN·fail=1
{NpDr} 2840·IF·fail=1·THEN·IF·opp(play)=1·THEN·
       SOUND·1,100,10:SOUND·1,0,10,0:pt=0:RETUR
       N:·ELSE·pt=0:RETURN
{BiBk} 2850·IF·opp(play)=2·THEN·RETURN
{LiAr} 2860·area(xxx,yyy,1)=1
{DnAu} 2870·area(xxx,yyy,0)=col
{LkAp} 2880·x=xxx:y=yyy
{AnAo} 2890·GOSUB·2080
{FlAu} 2900·score(play)=score(play)+pt
{MjAn} 2910·RETURN
{AqAw} 2920·col1=col·AND·&X11000000
{MkBl} 2930·col2=area(xxx-1,yyy,0)·AND·&X1100
{JiAq} 2940·col1=col1/16
{IsBi} 2950·IF·col1<>col2·THEN·fail=1
{KvAn} 2960·pt=pt+1
{GrAo} 2970·RETURN
{FiAu} 2980·col1=col·AND·&X110000
{MqBl} 2990·col2=area(xxx,yyy+1,0)·AND·&X11
{HoAq} 3000·col1=col1/16
{MnBj} 3010·IF·col1<>col2·THEN·fail=1
{DvAo} 3020·pt=pt+1
{EwAo} 3030·RETURN
{CsAv} 3040·col1=col·AND·&X1100

{HnBm} 3050·col2=area(xxx+1,yyy,0)·AND·&X110000
       00
{KuAq} 3060·col1=col1*16
{GtBj} 3070·IF·col1<>col2·THEN·fail=1
{OlAn} 3080·pt=pt+1
{FmAo} 3090·RETURN
{BsAv} 3100·col1=col·AND·&X11
{BtBn} 3110·col2=area(xxx,yyy-1,0)·AND·&X110000
{MmAq} 3120·col1=col1*16
{NpBj} 3130·IF·col1<>col2·THEN·fail=1·
{OlAo} 3140·pt=pt+1
{OqAo} 3150·RETURN
{InAt} 3160·ik=1:GOSUB·2690
{EpBu} 3170·LOCATE·25,play:PRINT"Player";play;"
       =";score(play)
{OrBw} 3180·IF·pt=0·THEN·pass(play)=pass(play)+
       1·ELSE·pass(play)=0
{FrBs} 3190·IF·pass(2)>3·AND·pass(1)>3·AND·play
       =2·THEN·3460
{CxBk} 3200·IF·play=1·THEN·play=2·ELSE·play=1
{OrAn} 3210·GOTO·2290
{AiAw} 3220·MOVE·12+(x*40),12+(y*40),2
{AiAo} 3230·DRAWR·0,36
{PvAo} 3240·DRAWR·36,0
{LuAn} 3250·DRAWR·0,-36
{EnAp} 3260·DRAWR·-36,0
{CjAs} 3270·x=x+1:y=y+1:RETURN
{CsBn} 3280·pthi=0:coordx=0:coordy=0:FOR·BB=1·T
       O·9
{BrAp} 3290·FOR·AA=1·TO·9
{MrAn} 3300·fail=0
{XxBk} 3310·IF·area(aa,bb,1)=1·THEN·fail=1
{MkDk} 3320·IF·area(AA-
```

```
{IwAp} 1960·DRAWR·-40*5,0
{LxAn} 1970·DRAWR·0,40
{AlAr} 1980·DRAWR·40*9,0
{NsAp} 1990·MOVE·490,170
{LrAo} 2000·DRAWR·40,0
{KsAo} 2010·DRAWR·0,40
{CuAp} 2020·DRAWR·-40,0
{HrAp} 2030·DRAWR·0,-40
{InAt} 2040·x=5:y=5:col=&X11011
{GrBj} 2050·area·(x,y,0)=col:area·(x,y,1)=1
{NkAo} 2060·GOSUB·2080
{DuAn} 2070·GOTO·2290
{InAq} 2080·x=x-1:y=y-1
{IuAu} 2090·IF·col=0·THEN·3220
{LqAv} 2100·col1=col·AND·&X11000000
{PpAr} 2110·col1=col1/64
{NkAu} 2120·col2=col·AND·&X110000
{HtAr} 2130·col2=col2/16
{OuAu} 2140·col3=col·AND·&X1100
{DjAr} 2150·col3=col3/4
{CoAu} 2160·col4=col·AND·&X11
{FuAw} 2170·xx=30+(x*40):yy=30+(y*40)
{KxAt} 2180·FOR·i=6·TO·18·STEP·2
{GsAs} 2190·MOVE·xx-i,yy-i
{MuAr} 2200·DRAWR·0,(i*2),col1
{CmAq} 2210·MOVE·xx+i,yy-i
{FnAs} 2220·DRAWR·0,(i*2),col3
{LkAr} 2230·MOVE·xx-i,yy+i
{NoAr} 2240·DRAWR·(i*2),0,col2
{OuAr} 2250·MOVE·xx-i,yy-i
{HwAr} 2260·DRAWR·(i*2),0,col4
{MoAk} 2270·NEXT
{AqAo} 2280·RETURN
{IqAo} 2290·e=INT(RND*4)
{AjAn} 2300·col=e
{MoAm} 2310·e=INT(RND*4)
{GiAo} 2320·col=col*4
{KqAo} 2330·col=col·OR·e
{PmAn} 2340·e=INT(RND*4)
{HwAo} 2350·col=col*4
{MoAo} 2360·col=col·OR·e
{BkAn} 2370·e=INT(RND*4)
{JuAn} 2380·col=col*4
{OmAn} 2390·col=col·OR·e
{GkAu} 2400·x=13:y=5:GOSUB·2080
{CxBj} 2410·IF·opp(play)=2·THEN·3280
{HnAu} 2420·ik=3:xxx=1:yyy=9:GOSUB·2690
{ElAn} 2430·x=0:y=0
{BnBl} 2440·IF·INKEY(50)=0·THEN·GOSUB·2600
{PqBn} 2450·IF·INKEY(27)=0·THEN·pt=0:GOTO·3160
{BqBi} 2460·IF·INKEY(1)=0·THEN·x=1
{CnBi} 2470·IF·INKEY(8)=0·THEN·x=-1
{CwAx} 2480·IF·INKEY(0)=0·THEN·y=1
{EnAu} 2490·IF·INKEY(2)=0·THEN·y=-1
{NuBu} 2500·IF·INKEY(47)=0·THEN·GOSUB·2770:IF·f
       ail=0·THEN·3160
{EwAx} 2510·IF·y=0·AND·x=0·THEN·2440
{PiAr} 2520·ik=1:GOSUB·2690
{MkAu} 2530·xxx=xxx+x:yyy=yyy+y·
{MlAt} 2540·IF·xxx>9·THEN·xxx=1
{OjAt} 2550·IF·yyy>9·THEN·yyy=1·
{JpAu} 2560·IF·xxx<1·THEN·xxx=9
{FjAt} 2570·IF·yyy<1·THEN·yyy=9
{EqAs} 2580·ik=3:GOSUB·2690
{EnAm} 2590·GOTO·2430
{JmAs} 2600·a=col·AND·&X11
{ApAn} 2610·a=a*64
{CrAv} 2620·col=col·AND·&X11111100
{GxAq} 2630·col=col/4
{JtAp} 2640·col=col·OR·a
{MnAo} 2650·x=13:y=5
{IqBl} 2660·IF·opp(play)=1·THEN·GOSUB·2080
{KpAn} 2670·x=0:y=0
{HnAo} 2680·RETURN
{IiAt} 2690·xxx=xxx-1:yyy=yyy-1
{AiBl} 2700·MOVE·10+(xxx*40),10+(yyy*40),ik
{JqBj} 2710·DRAW·50+(xxx*40),10+(yyy*40)
{JkBi} 2720·DRAW·50+(xxx*40),50+(yyy*40)
{CmBj} 2730·DRAW·10+(xxx*40),50+(yyy*40)
{FoBl} 2740·DRAW·10+(xxx*40),10+(yyy*40)
{PkAt} 2750·xxx=xxx+1:yyy=yyy+1
{ClAp} 2760·RETURN
{KsAq} 2770·fail=0:pt=0
{DkCr} 2780·IF·area(xxx,yyy,1)=1·THEN·SOUND·1,1
       00,10:SOUND·1,0,10,0:fail=1:RETURN
{CxBp} 2790·IF·area(xxx-
       1,yyy,1)=1·THEN·GOSUB·2920
```

# TYPE - INS

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*As we can only make payments in Sterling, overseas winners will receive a substitute prize.

```
      1,BB,1)=0 AND area(AA,BB+1,1)=0 AND area
      (AA+1,BB,1)=0 AND area(AA,BB-
      1,1)=0 THEN fail=1
{OiAu} 3330 IF fail=1 THEN 3390
{AlAr} 3340 FOR tri=1 TO 4
{MtAu} 3350 xxx=aa:yyy=bb:GOSUB 2770
{FrBv} 3360 IF pt)pthi THEN pthi=pt:coordx=aa:c
      oordy=bb:colhi=col
{PwAn} 3370 GOSUB 2600
{InAm} 3380 NEXT tri
{FqAo} 3390 NEXT aa,bb
{HmAs} 3400 IF pthi=0 THEN 3450
{PjBs} 3410 xxx=coordx:yyy=coordy:col=85:pt=0:G
      OSUB 2860
{JwBs} 3420 xxx=coordx:yyy=coordy:col=255:pt=0:
      GOSUB 2860
{HlBt} 3430 xxx=coordx:yyy=coordy:col=85:pt=0:G
      OSUB 2860
{BwBv} 3440 xxx=coordx:yyy=coordy:col=colhi:pt=
      pthi:GOSUB 2860
{DtAn} 3450 GOTO 3160
{GoAm} 3460 MODE 1
{ClBk} 3470 IF score(1)=score(2) THEN a$="Draw"
{GtBm} 3480 IF score(1))score(2) THEN a$="Playe
      r 1 Won"
{PvBn} 3490 IF score(1)(score(2) THEN a$="Playe
      r 2 Won"
{JrAt} 3500 e=INT((40-LEN(a$))/2)
{XsAo} 3510 FOR i=1 TO 24
{CjAu} 3520 LOCATE e,i:PRINT a$:NEXT
{KxBk} 3530 LOCATE 13,25:PRINT"Press Any Key";
{PtBi} 3540 IF INKEY$()"" THEN 3540
{TwBm} 3550 IF INKEY$="" THEN 3550 ELSE 80
 THEN LOCATE 1,25:PRINT ●
```

## Big Dump

No, it's nothing to do with lavatorial activities. Big Dump produces printed screen copies in fifteen shades on Epson-compatible printers (such as the Citizen 120D). A full screen output takes two sheets of of paper. Kevin O'Rourke from Stirling is responsible for the program.

```
{FsAp} 5 'BIG DUMP
{ApAr} 6 'by Kevin O'Rourke
{FuAs} 10 MODE 1:CALL &BC02
{FuCt} 15 IF INP(&F500)()30 THEN LOCATE 1,25:PR
      INT "PRINTER ERROR/PRINTER OFF LINE!":GO
      TO 15
{ImFi} 16 PRINT "FULL SCREEN 15 SHADE DUMP":PRI
      NT:INPUT "File:",f$:INPUT "Mode:",m:PRIN
      T "When the computer beeps once wind the
      paper on to the start of the nex-
      t sheet."
{CxBt} 20 PRINT "THEN PRESS ANY KEY.":PRINT CHR
      $(7):CALL &BB18
{HjAp} 30 MODE m:LOAD f$
{ClAn} 40 GOSUB 170
{MnAl} 50 WIDTH 255
{NpDr} 60 PRINT #8,CHR$(27);"x1";CHR$(0);CHR$(2
      7);"A";CHR$(3);CHR$(27);CHR$(126);"3";CH
      R$(7);CHR$(27);CHR$(83);CHR$(1);
{GoAj} 70 o=0
{JuAq} 80 FOR y=399 TO 0 STEP -2
{XvAl} 90 a$=""
{OuAu} 100 FOR x=0+o TO 319+o STEP 2
{OpAv} 110 v=TEST(x,y):a$=a$+HEX$(v,1)
{CsAm} 120 NEXT x
{HmAp} 130 PRINT #8,a$
{OxAk} 140 NEXT y
{HtBv} 150 IF o()320 THEN o=320:PRINT CHR$(7);:
      CALL &BB18:GOTO 80
{OjBq} 160 PRINT CHR$(7):LOCATE 1,1:PRINT "FIN-
      ISHED!":END
{PuGm} 170 RESTORE 190:FOR s=0 TO 15:READ n,d1,
      d2,d3,d4,d5,d6:PRINT #8,CHR$(27);"&";CHR
      $(0);CHR$(n);CHR$(n);CHR$(0);CHR$(d1);CH
      R$(0);CHR$(d2);CHR$(0);CHR$(d3);CHR$(0);
      CHR$(d4);CHR$(0);CHR$(d5);CHR$(0);CHR$(d
      6);:NEXT s
{HrAn} 180 RETURN
{BjAr} 190 DATA 48,0,0,0,0,0,0
{GsAu} 200 DATA 48,64,4,0,16,2,0
{HoAv} 210 DATA 50,0,10,64,4,32,8
{NkAv} 220 DATA 51,2,41,64,18,8,36
{ExAs} 230 DATA 52,34,20,37,2,72,4
{JsAv} 240 DATA 53,18,4,44,77,4,32
{OxAv} 250 DATA 54,10,34,41,72,2,18
{FiAu} 260 DATA 55,72,36,26,40,5,80
{OkAw} 270 DATA 56,75,32,77,16,42,84
{DsAx} 280 DATA 57,10,34,93,18,106,84
{NjBi} 290 DATA 65,90,36,81,22,106,85
{OpAv} 300 DATA 66,42,85,56,86,57,85
{FkAw} 310 DATA 67,87,120,86,91,53,109
{InAv} 320 DATA 68,43,117,91,54,109,127
{JxAv} 330 DATA 69,127,119,95,117,127,127
{GuBj} 340 DATA 70,127,127,127,127,127,127 ●
```

## Cursor

Cursor was written by David Ware (from Stubbington, not Fareham!) in response to Michael Morgan's Forum request (*AA62*). It prints a non-overwriting pointer on screen. As listed, it's pretty useless, but incorporated into your own routines it should prove invaluable.

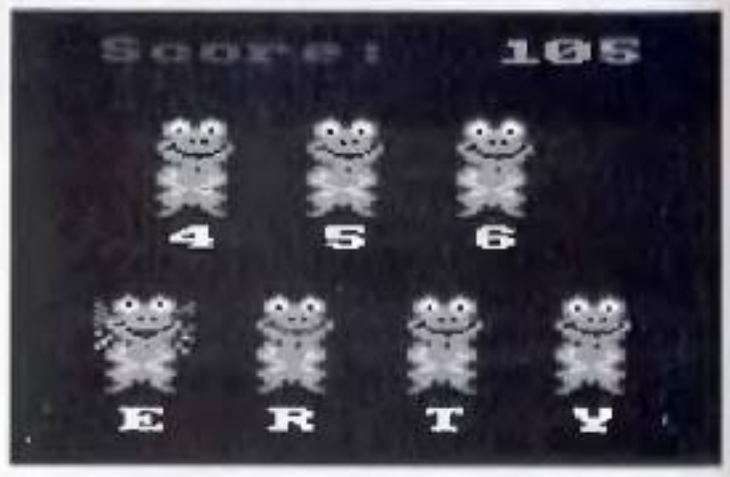
```
{HoAn} 1 ' Cursor
{PqAn} 2 ' by David Ware
{IkBn} 10 SYMBOL 255,128,192,224,240,224,32,16,
      16
{HjAn} 20 TAG:x=0:y=0
{JnAx} 30 MOVE x,y,2,1:PRINT CHR$(255);
{JsBj} 40 FRAME:MOVE x,y,2,1:PRINT CHR$(255);
{IrAm} 50 a$=INKEY$
{LjBl} 60 IF INKEY(0)=0 THEN y=y+6:GOTO 120
{KqBl} 70 IF INKEY(2)=0 THEN y=y-6:GOTO 120
{IvBm} 80 IF INKEY(8)=0 THEN x=x-6:GOTO 120
{ExBn} 90 IF INKEY(1)=0 THEN x=x+6:GOTO 120
{ElBi} 100 MOVE x,y,2,1:PRINT CHR$(255);
{CnAm} 110 GOTO 40
{HtBj} 120 FRAME:MOVE x,y,2,1:PRINT CHR$(255);
{ErAn} 130 GOTO 40 ●
```

## Gribbet

Dead silly, this one, but good fun all the same. It's a variation on those memory games where you have to repeat an audio-visual sequence. The computer displays it first, and you have to copy it. The series of sound and colour gets longer and longer.

The silliness factor comes from the frogs. The tune is sung by these amphibians, and you have to replicate their croaks verbatim.

The program was produced by Sean McManus, who lives in a pond in Stevenage. Gribbet!




● Have you ever played that 'Simon' game - you know, the one where you have to remember a sequence of notes? Well Gribbet uses little green frogs instead of coloured panels...

```
{HwAn} 1 ' Gribbet !
{OnAu} 2 ' (C) 1991 Sean McManus
{FsAj} 3 '
{KtCj} 4 ' With greetings 2 MJT/MJD/MEB/MAC/PT/
      GE/HL/BM/JM/KM/King Bug/Fred
{FuAj} 5 '
{CpDu} 6 MODE 1:PEN 1:INK 1,26:PAPER 0:INK 0,3:
      BORDER 3:LOCATE 16,7:PRINT"Gribbet !":LO
      CATE 10,10:PRINT"By Sean McManus - 1991"
{IwFn} 7 MEM=32717:FOR G=1 TO 8:CHK=0:FOR H=0 T
      0 76:READ A$:POKE MEM,VAL("&"+A$):CHK=CH
      K+VAL("&"+A$):MEM=MEM+1:NEXT:READ CHK$:I
      F VAL("&"+CHK$)()CHK THEN PRINT"Error in
      "(g*10)+110:STOP ELSE NEXT
{NtHp} 8 CALL &BC02:INK 0,0:BORDER 0:INK 1,26:I
      NK 2,6:INK 3,15:INK 7,25:INK 9,19:INK 10
      ,18:INK 14,9,0:INK 15,9,26:SPEED INK 10,
      250:MODE 0:FOR h=1 TO 2:FOR g=5-
      h TO 12 STEP 3:CALL &7FCD,1,2+g,h*7:NEXT
      g,h:k$="##456ERTY":WINDOW #1,8,20,3,3:P
      EN #2,3:PEN 2
{HjHr} 9 LOCATE 6,5:PRINT"Score:":WINDOW #2,13,
      20,5,5:PEN #1,7:TAG:MOVE 210,217:PRINT"4
      5 6";:MOVE 176,100:PRINT"E R T Y";
      :TAGOFF:SYMBOL 255,48,254,22,60,116,210,
      254,16:LOCATE 20,24:PEN 7:PRINT CHR$(255
      );:DIM s(20):WHILE LOSE=0:s=s-
      (s(20):FOR g=1 TO s
{LuHj} 10 s(g)=INT(RND*6)+1:GOSUB 13:NEXT:WHILE
      INKEY$()"":WEND:FOR G=1 TO S:A=0:WHILE
      A(=2:A=INSTR(K$,UPPER$(INKEY$)):WEND:IF
      S(G)=A-
      2 THEN GOSUB 13:NEXT:PRINT#1,"RIGHT !":F
      OR G=500 TO 300 STEP -
      3:SOUND 7,G,1,10:NEXT ELSE LOSE=1:GOTO 1
      2
{EkCm} 11 FOR h=1 TO s*5:score=score+1:PRINT#2,
      score:SOUND 7,0,1,15:NEXT:PRINT #1
{LxCj} 12 WEND:PRINT#1,"Wrong":FOR g=300 TO 500
      :SOUND 7,g,1,5:NEXT:RUN 7
{LsFj} 13 x=3+s(g)*3-(s(g))3):y=7-
      7*(s(g))3):x=x+(s(g))3)*11:CALL &7FCD,2,
      x,y:SOUND 1,s(g)*150,5,15:SOUND 2,s(g)*1
      00,5,15:SOUND 4,s(g)*200,5,15:FOR h=1 TO
      600:NEXT:CALL &7FCD,1,x,y:RETURN
{BvHi} 14 DATA DD,6E,00,DD,66,02,DD,7E,04,F5,CD
      ,1A,BC,F1,11,02,80,FE,01,28,03,11,04,81,
      01,20,08,C5,E5,1A,77,23,13,10,FA,E1,01,0
      0,08,09,30,04,01,50,C0,09,C1,0D,20,E5,C9
      ,20,10,00,00,00,00,00,00,00,00,00,00,41,
```

```
      00,00,0A,00,00,00,00,D7,82,05,AF,00,00,1
      4D8
{NiHr} 15·DATA·00,41,FF,AA,55,FT,0A,00,00,41,BF
      ,EB,D7,7F,0A,00,00,41,BF,EB,D7,7F,0A,00,
      00,41,5F,4B,0F,AF,0A,00,00,00,87,87,87,0
      F,00,00,00,41,4B,0A,0A,0F,0A,00,00,87,05
      ,87,0F,0F,05,00,00,82,41,0F,0F,0F,05,00,
      00,0F,82,0F,0F,0A,0F,00,00,41,0F,00,00,1
      131
{DwHu} 16·DATA·05,0A,00,00,05,87,0F,05,0F,0A,00
      ,00,00,0F,0F,0F,0F,00,00,00,00,0C,0F,0F,
      0E,00,00,00,41,0E,CC,4C,8D,00,00,00,05,8
      7,CC,4C,8D,00,00,00,C3,E9,8D,0F,8D,0A,00
      ,00,87,AD,0F,0F,AD,0A,00,00,D6,0F,0F,0F,
      5E,0A,00,00,87,AD,0F,0F,AD,0A,00,00,41,E
      06
{DxHn} 17·DATA·5E,0F,5E,0F,00,00,00,00,0F,AD,AD
      ,82,00,00,00,41,FC,0F,5E,E9,00,00,00,87,
      87,0F,0F,C3,0A,00,00,C3,4B,0F,4B,C3,0A,0
      0,00,05,C3,87,C3,87,00,00,00,41,0F,41,41
      ,0F,00,00,00,00,0F,00,41,0A,00,00,00,41,
      0A,00,00,87,00,00,00,87,00,00,00,05,0A,E
      C2
{CpHm} 18·DATA·00,20,10,00,00,00,00,00,00,00,00
      ,00,00,41,00,00,0A,00,00,00,00,C2,82,05,
      85,00,00,00,41,80,80,40,40,0A,00,8A,41,8
      0,C1,C2,40,0A,45,45,41,C0,C1,C2,C0,0A,8A
      ,8A,41,4A,4B,0F,85,4F,45,45,00,87,87,87,
      0F,00,00,8A,CB,4B,0A,0A,0F,0A,00,45,87,1
      298
{FwHw} 19·DATA·05,87,0F,0F,05,00,8A,82,41,0F,0F
      ,0F,05,00,00,0F,82,87,0F,82,0F,45,00,41,
      0A,00,00,05,0A,8A,8A,05,87,00,00,0F,0A,0
      0,00,8A,0F,0E,0D,0F,00,8A,45,00,0C,0F,0F
      ,0E,00,45,45,41,0E,C9,C3,8D,45,00,8A,05,
      87,CC,4C,8D,45,00,8A,C3,E9,8D,0F,8D,0A,1
      1B0
{LmIi} 20·DATA·8A,00,87,AD,0F,0F,AD,0A,8A,00,D6
      ,0F,0F,0F,5E,0A,00,00,87,AD,0F,0F,AD,0A,
      00,00,41,5E,0F,5E,0F,00,00,00,00,0F,AD,A
      D,82,00,00,00,41,FC,0F,5E,E9,00,00,00,87
      ,87,0F,0F,C3,0A,00,00,C3,4B,0F,4B,C3,0A,
      00,00,05,C3,87,C3,87,00,00,00,41,0F,41,1
      382
{FqFx} 21·DATA·41,0F,00,00,00,00,0F,00,41,0A,00
      ,00,00,41,0A,00,00,87,00,00,00,87,00,00,
      00,05,0A,00,18,00,00,00,00,00,00,00,00,0
      0,00,00,00,00,00,00,00,00,00,00,00,00,00
      ,00,00,00,00,00,00,00,00,00,00,00,00,00,
      00,00,00,00,00,00,00,00,00,00,00,00,00,2
      2A ●
```

# Message Sparkler

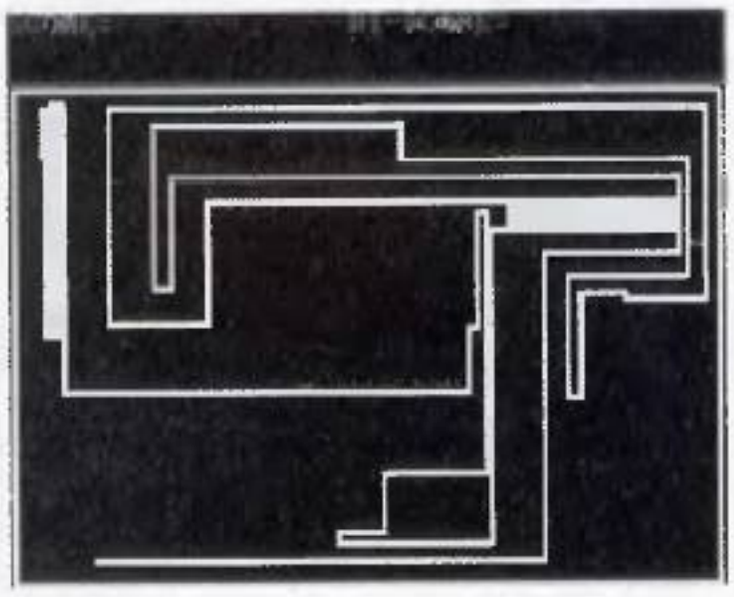
Jazz up that boring text with Message Sparkler. The utility is a culmination of the programming powers of Basingstoke-based John Hillier and Simon Hope. Directions of how to alter the program to suit your own purposes are given in the REM statements at the start of the program.

```
{LqAq} 10·'·Message·sparkler.
{IlAr} 20·'·By·John·Hillier.
{HxAs} 30·'·Amstrad·Action·1991.
{EtAj} 40·'
{JpAn} 50·'·USER·NOTES·:·-
{AkGp} 60·'·This··progam··will··display··and···
      ·····sparkle··any·text·of·your·-
      choice·····which···is··held··in··line
      ··180,·····Change·the·first·"y"·in·-
      line·190·····and·the·first·"x"·in·lin
      e·200·to·····position·your·tex-
      t·on·the·in·the
{IvAt} 70·'·specified·location.
{DiAj} 140·'
{KwAm} 150·z=0:nos=10
{IrBl} 160·CALL·&BBFF:PAPER·0:MODE·1:INK·0,0
{PrBj} 170·BORDER·0:INK·1,11:INK·2,26:PEN·1
{NlBt} 180·a$="MESSAGE·SPARKLER,·"+CHR$(164)+"·
      JOHN·HILLIER"
{BrBn} 190·y=12:y=(25-y)*16+15:IF·z)0·THEN·220
{NuAp} 200·TAG:x=4:x=x*16
{JrAv} 210·PLOT·x,y,1:PRINT·a$;:TAGOFF
{IjAt} 220·a=ROUND(RND*LEN(a$))
{GsBi} 230·IF·a(0·OR·a)LEN(a$)+1·THEN·220
{KpAr} 240·b=(a*16)+x:y=y+1
{JmAq} 250·e=y:f=ROUND(RND*2)
{HnBu} 260·IF·f=1·THEN·270·ELSE·IF·f=2·THEN·e=e
      -18·ELSE·250
{PrEk} 270·PLOT·b,e:c=RND*20:IF·c(5·THEN·270
{FmAp} 280·FOR·d=0·TO·c
{MnAt} 290·PLOT·b,e-d,2:PLOT·b+d,e
{PlAv} 300·PLOT·b,e+d:PLOT·b-d,e:NEXT
{DpAu} 310·FOR·d=c·TO·0·STEP·-1
{KmAt} 320·PLOT·b,e-d,0:PLOT·b+d,e
{MxAv} 330·PLOT·b,e+d:PLOT·b-d,e:NEXT
{GuDo} 340·TAG:PLOT·-5,-5,1:IF·b-
      32(x·THEN·MOVE·x,y-1:PRINT·LEFT$(a$,3);·
      ELSE·MOVE·b-32,y-1:PRINT·MID$(a$,a-1,3);
{LiAu} 350·z=z+1:IF·z=nos·THEN·370
{GuAn} 360·GOTO·190
{FkAx} 370·TAGOFF:CLEAR:CALL·&BBFF:CLS ●
```

# Snake

Gobble up those numbers without chomping your own tail. The more you eat, the bigger you get, so the game gets progressively more difficult as the game goes on. It comes from Arthur Vickers of Grimbsy.

Oh, the keys to use are Z - Left, X - Right, ] - Up, \ - Down.



**● We've all seen those games where you zoom along leaving a line behind you – and must at no point cross your own trail. Well, Snake adds a novel twist. As time goes on, your trail gets wider and wider...**

```
{BvBk} 10·REM·***·SNAKES·By·Arthur·Vickers·***
{EuBp} 20·INK·0,0:INK·1,24:INK·2,2:INK·3,6:BORD
      ER·0
{PqAv} 30·DIM·snx%(3000),sny%(3000)
{MkBu} 40·MODE·1:le=9:co=10:x=338:y=200:dx=4:dy
      =0:sc=0:adle=0·
{AnCx} 50·DRAW·0,350,3:DRAW·638,350:DRAW·638,0:
      DRAW·0,0:MOVE·2,2:DRAW·2,348:DRAW·636,34
      8:DRAW·636,2:DRAW·2,2:MOVE·4,4:DRAW·4,34
      6,1:DRAW·634,346:DRAW·634,4:DRAW·4,4:MOU
      E·6,6:DRAW·6,344:DRAW·632,344:DRAW·632,6
      :DRAW·6,6
{DjEk} 60·snx%(1)=320:snx%(2)=324:snx%(3)=328:s
      nx%(4)=332:snx%(5)=336:snx%(6)=340:snx%(
      7)=344:snx%(8)=348:snx%(9)=352:snx%(10)=
      356
{FrBl} 70·FOR·sety=1·TO·10:sny%(sety)=200:NEXT·
      sety
{KrBu} 80·FOR·setsn=1·TO·10:PLOT·snx%(setsn),sn
      y%(setsn),1:NEXT·setsn
{LnCj} 90·PEN·3:LOCATE·1,1:PRINT·"SCORE=":LOCAT
      E·20,1:PRINT·"HI-SCORE="
{MrBu} 100·PEN·2:LOCATE·10,1:PRINT·sc;"···";:LO
      CATE·30,1:PRINT·hi;"···";
{FjAm} 110·GOSUB·240
{EkDj} 120·IF·adle()0·THEN·adle=adle-
      1:le=le+1:GOTO·140·ELSE·ta=co-le:IF·ta(1
      ·THEN·ta=3000+ta
{OvDk} 130·PLOT·snx%(ta),sny%(ta),0:PLOT·snx%(t
      a)+2,sny%(ta):PLOT·snx%(ta),sny%(ta)+2:P
      LOT·snx%(ta)+2,sny%(ta)+2
{IsCl} 140·nx=snx%(co):ny=sny%(co):nx=nx+dx:ny=
      ny+dy:co=co+1:IF·co=3001·THEN·co=1
{FqAt} 150·snx%(co)=nx:sny%(co)=ny
{JiCt} 160·te=MAX(TEST(nx,ny),TEST(nx+2,ny),TES
      T(nx,ny+2),TEST(nx+2,ny+2)):IF·te=1·THEN
      ·GOTO·350
{NlAx} 170·IF·te=2·THEN·GOSUB·290
{DoBl} 180·PLOT·nx,ny,1:PLOT·nx+2,ny:PLOT·nx,ny
      +2:PLOT·nx+2,ny+2
{EqBq} 190·IF·INKEY(71)=-1·AND·dx()4·THEN·dx=-
      4:dy=0
{JxBs} 200·IF·INKEY(63)=-1·AND·dx()-
      4·THEN·dx=4:dy=0
{FoBo} 210·IF·INKEY(19)=-1·AND·dy()-
      4·THEN·dx=0:dy=4
{LsBo} 220·IF·INKEY(22)=-
      1·AND·dy()4·THEN·dx=0:dy=-4
{EwAm} 230·GOTO·120
{OjBq} 240·fx=INT((590*RND)+20):fy=INT((300*RND
      )+25):fv=INT(8*RND+49)
{HuBm} 250·LOCATE·1,1:PRINT·CHR$(23)+CHR$(1):TA
      G
{MrBl} 260·PLOT·-1000,-
      1000,2:MOVE·fx,fy:PRINT·CHR$(fv);
{PvBn} 270·TAGOFF:LOCATE·1,1:PRINT·CHR$(23)+CHR
      $(0);
{DkAn} 280·RETURN
{FuAr} 290·GOSUB·250:fv=fv-48
{EnAo} 300·sc=sc+fv
{PmAw} 310·LOCATE·10,1:PRINT·sc;"···";
{LqAt} 320·adle=adle+(fv*8)
{PvAm} 330·GOSUB·240
{BtAn} 340·RETURN
{MwAw} 350·FOR·dum=0·TO·1000:NEXT·dum
{GxBr} 360·LOCATE·1,2:PEN·3:PRINT·"Press·space·
      to·play."
{NrAs} 370·IF·sc)hi·THEN·hi=sc
{DpAu} 380·WHILE·INKEY(47)=-1:WEND
{JsAx} 390·LOCATE·1,2:PRINT·"·····················
      ·····"
{CoAm} 400·GOTO·40 ●
```

## All your own work?

Make sure that the listings you submit to Amstrad Action are your own work! Don't send us 'modified' listings, based on someone else's program.

For instance, a listing in published last month (*AA65*) originally appeared in *AA42*. The original author wrote to us, exposing the the fraud. Why, he wonders, do we not check the listings more thoroughly? Well David, issue 42 is over two years old, we've had a complete turn-around in staff in that time, and besides, it's impossible for us to remember that far back!

However, if you should notice about any blatant copies that appear in these pages then we'll take the appropriate action... Payment will be witheld from any programs printed that are not your original work. You have been warned!

PUBLIC DOMAIN

# Free for all

*Caroline Lamb is back to welcome you to the serious Public Domain column that is guaranteed to be 100% free from Ninja turtles...*

Before I start this month's column a word about a mistake I made in a previous column – I gave the wrong telephone number for Penguin Software. The correct number is 0483 763223. Sorry, it was a tipping eeror on my part...

## The Complaints Department

A Mr. X wrote to me and explained that he had written off to a PD Library for some programs on disk. The disks were returned very quickly but it contained all sorts of programs that Mr. X had NOT ordered. He sent me the detailed list of programs that he had originally asked for and a list of the programs that had come back from the library and asked me why he had not received the programs he ordered.

I must point out that Mr. X had written to the library concerned before he wrote to me but was still waiting for a reply.

So I sat down and had a good look at the lists and after a couple of minutes pondering I suddenly realised what was going on. Mr. X HAD received ALL the programs he had asked for but (probably because he was new to computing) he couldn't see the wood for the trees – or rather, see the program for the files. Confused? I'll explain...

A 'program' can be made up of several constituent 'files' which may or may not have the same name as the program itself. Let's take a fictitious program called 'Amstrad' as an example. It is supposed to be 123K long but when I CATalogue the disk I find the following files:

```
AMSTRAD .BAS 1K
ENDGAME .BIN 4K
GAME1 .BIN 36K
GAME2 .BIN 10K
HISCORE .DAT 1K
LOADER .SCR 17K
MANUAL .DOC 20K
PIC1 .SCR 17K
PIC2 .SCR 17K
```

At first glance it seems I've been duped – the Amstrad program is only 1K long not 123K. In fact, all of these 'files' are involved with the program 'Amstrad.'

AMSTRAD.BAS is a short file which simply loads a pretty title screen (LOADER.SCR) up on your monitor and then tells the computer to load the main program file (GAME1.BIN) into memory at a certain place. This may take a little while, which is why you've got a pretty picture on the screen to look at in the meantime. Once this is sorted out the program then loads in the first game screen (PIC1.SCR) and lets you begin the game.

When you successfully complete the first level of the game the program then loads in both the second part of the game (GAME2.BIN) and also the second game-screen (PIC2.SCR.)

## GET IN TOUCH

**If you are running a Public Domain library, write to me here at the *Amstrad Action* office and tell me all about it. If you want me to review some of your library's programs (think about the free publicity!), send them in on a 3-inch disk and I'll have a look. But (and this is a big BUT) if you want your disk returned, please scribble your name and the return address clearly on the disk label, not the case label (don't send me disk cases, they get lost.)**

**You don't have to be running a Public Domain library to get in touch with me personally, either – anybody can write in and tell me about their experiences with PD programs, the libraries that supply them or the back-up service provided.**

# DESERTED ISLAND DISKS

"Imagine that you were a cast-away on a desert island with just your CPC for company, Caroline – what ten PD programs would you choose to take with you and why?"

This month I'm looking at another of my choices – NULU

### Truly a PD library (utility)

This is a *NewSweep* workalike program, that is to say they both share very similar features and at first glance they look like the same program. But that's where the similarity ends. Once upon a time someone wrote a program which acted as a Library Utility program and called it LU. Time passed and someone else came along and wrote a new version of LU and instead of calling it NewLU decided to call it NULU instead.

OK, that's all very well, but what does a Library Utility do in the first place? Good question. As you probably know, a disk directory can contain any number of filenames up to a maximum of 64 entries that relate to files of less than 16K. Any more than that and you will receive a "directory full" error message when you try to save a file to disk.

Ordinarily, this disk limitation isn't too much of a problem and most users aren't even aware of its existence. But suppose you had a tendency to use your word-processor to write and save very small text files which are only 1K in length? Once you have saved 64 of these 1K text files, that's it. You can't save any more files even though (if the disk is Data formatted) you have only used 64K of a disk that still has 114K free to use. Is there any way to get around this problem?

This is where NULU enters the equation. A library file, which can be recognised by it's .LBR file extension, is a single CP/M file which contains one or more smaller files as its members. Each file is written into the library and recorded in the library directory, which appears as only one entry on the disk. After that, it may be accessed for viewing, printing, or execution, or may be extracted from the library to assume the status of a stand-alone file once again.

In other words, you could put 62 1K files into a library, call it something like FILES.LBR and it will only take up one directory entry even though it contains your 62 files. Aha – why am I only talking about 62 files now and

# WHERE TO GO

• 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.

• 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 bulging with software.

• Penguin software Library, Ruxley House, 28 Mount Hermon Road, Woking, Surrey, GU22 7UH (0483 763223). This is a new Library run by Dave Carter which has managed to gather together a very impressive list of PD programs from various sources including some programs that Dave has written himself. If you want to p p p pick up a p p p penguin disk phone Dave on and ask him to send you a copy of his one page newsletter. Each Penguin disk costs 50p for a single side and £1 for two sides. If you want Penguin to supply the disk, then bung on another £3 for every disk you order.

• The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL, Tel: 0892 663298. Send SAE for free C/PM catalogue.• The Pussycat Bulletin Board (V21, V22, V22bis and V23) on 061 236 0351 available 24hrs a day, is a new bulletin board which deals specifically with matters CPC, CP/M and PCW. There's loads of downloads available and no registration fee required (can't be bad!)

• Robot PD Library, 2 Trent Road, Oakham, Rutland, LE15 6HF. Robot has mostly Amsdos programs which include a good range of demos, games and utilities in its list. Send 45p, a blank formatted disk and a SAE for some sample programs or if your one of those retiring cautious types who consider the idea of sending 45p off to an unknown address absolutely outrageous, you can simply send an SAE for a free catalogue. Cassettes are also available, once again send an SAE for a free catalogue

• 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.

• 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.

• 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.

If you manage to finish level two the program then loads the third and final part of the program (ENDGAME.BIN) which doesn't seem to need a new game-screen.

If you've got this far and managed to score enough points, the program will now read in the high-score table (HISCORE.DAT) and write your details in the appropriate position and display them on the screen.

And the file called MANUAL.DOC? Well that's the file containing the documentation about the program 'Amstrad.' Load it into your word-processor and it will tell you how to play the game properly!

The next thing, of course, is the question of what all those suffixes on the end of the filenames mean – .BIN, .BAS, .DOC and all that lot.

Well, a file's name consists of three parts:

## A0:FILENAME.EXT

I'm not going to explain the first part (A0:) because it's optional and unless you have two disk-drives it isn't very useful. The second part is the unique, identifying 'filename' which can be anything up to eight characters (any combination of letters or numbers) in length but must not contain any punctuation marks (",.:;<=>?[]) or embedded spaces.

The filename is followed by the extension, separated by a dot between two. The file extension is an optional extra three letters which can tell you reams about the type of file you are currently looking at.

For example, if a file has the extension .BAS then you can be reasonably sure that, if the proper conventions have been followed, it is an Amsdos Basic file. I've listed out some of the more common ones and their meanings in Figure 1. As you can see there are quite a few of them. To compound matters further you can actually make up your own extensions. So if you have written a text file you can draw attention to the fact that it is meant to be read by saving it with the filename and extension READ.ME – the extension .ME doesn't really have any logical meaning.

But it gets worse! From the list in Figure 1. you can see that different file extensions can be used to describe similar types of files. Oh dear...

### Figure 1

**Filename extensions and their meanings:**

.BAS An Amsdos Basic file.
.BAK A BAcKup file.
.DOC A documentation (or text) file.
.ASC An ASCII text file.
.TXT A text file.
.COM A CP/M COMmand file.
.SUB A CP/M SUBmit file.
.LBR A CP/M LiBRary file.
.LIB A CP/M LIBrary file.
.DAT A data file.
.BIN A Machine Code BINary file.
.HEX A Machine Code file.
.OBJ A Machine Code OBJect file.
.REL A RELocatable Machine Code file.
.SCR A SCReen file.
.PIC A PICture file.
.$$$ A temporary file.

not 64?" Well that's because I've assumed that I'm using a one-drive system and that I'm saving my LBR to the same side of the disk as the one the original files are on. Because the resulting .LBR file is 18K long it takes up two directory entries and so you can only have 62 original files on the disk.

The original files can now be erased, leaving 160K of disk space and 62 directory entries free for use.

The reasons for using NULU are many. For instance, under CP/M each file occupies a minimum amount of disk space. This amount can range from 1k to 16k, depending on the system. Even though a file may only be 1 byte in length, it will still occupy the minimum required amount; the rest of the space is wasted. Putting these files in a library minimises the possible waste to 127 bytes.

Additionally, using library files can simplify the process of categorisation by including several files of similar types or subjects into one .LBR file makes it easier to keep track of them.

Nothing in life is ever that simple, though, and there are also dangers associated with using libraries. The main one is that if a library file is lost or damaged, all of the member files are lost as well (ouch!) The solution can be summed up in one word, though: BACKUP, which is defined as "something you should have done ten minutes before your disk drive started making that funny clunking noise."

Almost as important as backing up libraries is the use of discretion when deciding what to put into them. Let's face it, if a file is in a library it is not as easy to get to. If you need to get to a file every 15 minutes, it probably shouldn't be in a library except as a back-up measure.

### Extra extra!

You get an unexpected bonus at this point in the shape of a review of a little CP/M utility called LT29. Although NULU does a deeply marvellous job, it has to be admitted that it is a shade fiddly to use.

As yet there is no way round this when it comes to putting files into a library, but help is at hand when it comes to unpacking them again. LT29 is a smashing little program that unsqueezes/uncrunches and de-libraries files from an LBR file all in one go. Very handy indeed, and as it's only 7K long it's small enough to have a copy on each of your disks that contain .LBR files.

### Conclusion

NULU and LT29 are essential inclusions in your collection of disk-utility programs. You can get hold of them from most good CP/MPD Libraries (see the 'Where to Go' box for more details and addresses.)

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# Cheat Mode

*Uncle Phil parks another skipful of tips in Future's foyer...*

**Are you stuck on your favourite game? Could you use some help? This is the place! Every month, AA's champion of cheating, Phil Howard, assembles all the best hints, tips, pokes, maps and solutions sent in by our readers.**

**Passwords, keypress cheats and maps speak for themselves, but for determined cheaters is also the arcane art of poking...**

- **Pokes - these are short programs which alter the game as it's loaded. They are developed by hacking specialists to alter such things as the number of lives you have, amount of energ yetc.**
- **Multiface pokes - these work with Romantic Robot's little black box (Multiface). This gadget lets you do clever things which include 'poking' around in a program to change the number of lives etc. It's similar to ordinary pokes, but much, much easier.**

## Quattro Adventure

A longish poke from Dunstable's Andy Price, but look what you get for your money, a cheat for every game on the *Quattro Adventure* compilation - that's four cheats, plus lots of other bits. Remember, if you pause *Ghost Hunter* and type *Complex*, or *Dizzy* and type *Trowbridge* you can access the built-in cheat routines.

```
{AnAs} 1·'·Quattro·Adventure
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{NtAs} 10·DATA·2a,38,bd,22,2d
{JnAr} 20·DATA·be,ac,ad,21,37
{PlAr} 30·DATA·bd,3e,c3,77,23
{ItAr} 40·DATA·3e,21,77,23,3e
{BiAt} 50·DATA·be,77,21,40,00
{EsAs} 60·DATA·e3,11,00,bb,00
{NwAq} 70·DATA·c3,4a,3a,41,50
{LxAs} 80·DATA·af,32,3a,95,3e
{AqAs} 90·DATA·04,32,25,89,00
{HwAt} 100·DATA·21,3d,be,22,4f
{PtAs} 110·DATA·bf,c3,00,bf,c3
{CxAs} 120·DATA·88,13,21,23,be
{MvAt} 130·DATA·22,e3,39,3e,c3
{NxAs} 140·DATA·32,e2,39,21,40
{JtAs} 150·DATA·00,11,00,bb,e5
{NnAr} 160·DATA·eb,e5,c3,b7,39
{KqAs} 170·DATA·dd,e5,dd,21,91
{OsAs} 180·DATA·01,3e,d0,dd,77
{AlAr} 190·DATA·00,3e,6f,dd,77
{HwAr} 200·DATA·01,3e,cd,dd,77
{NqAs} 210·DATA·02,dd,e1,f1,f3
{PtAr} 220·DATA·c9,3e,34,32,5b
{LxAs} 230·DATA·2d,18,c5,00,00
{CrAs} 240·DATA·06,05,11,00,ac
{InAs} 250·DATA·21,28,be,cd,77
{OpAs} 260·DATA·bc,eb,cd,83,bc
{MnAr} 270·DATA·23,e5,cd,7a,bc
{JiAt} 280·DATA·21,1b,be,22,92
{DoAs} 290·DATA·ac,c9,3e,ee,32
{FtAt} 300·DATA·22,61,3e,c9,32
{AnAu} 310·DATA·97,6c,c3,d0,76
{KiAq} 320·DATA·52,4f,42,49,4e
{MnAr} 330·DATA·06,8d,11,00,c0
{LpAs} 340·DATA·21,28,be,cd,77
{EsAt} 350·DATA·bc,eb,cd,83,bc
{FqAs} 360·DATA·23,e5,cd,7a,bc
{OnAt} 370·DATA·21,1b,be,22,fe
{AsAr} 380·DATA·a4,c9,3e,c9,32
{PvAr} 390·DATA·cf,61,3e,02,32
{IjAr} 400·DATA·ca,61,c3,73,61
{KmAq} 410·DATA·47,48,4f,53,54
{CiAt} 420·DATA·2d,48,55,4e,54
{OwAp} 430·DATA·45,52,53
{DiAv} 440·RESTORE·10:start=&BE00
{JnAu} 450·finish=&BE20:GOSUB·770
{MtAs} 460·MODE·1:INK·1,15:INK·0,0
{KxAp} 470·PRINT"1.·Dizzy"
{HoAr} 480·PRINT"2.·Vampire"
{CmAu} 490·PRINT"3.·Ghost·Hunters"
{MtAu} 500·PRINT"4.·Super·Robin·Hood"
{KnAu} 510·PRINT:INPUT"Number)·",no
{NuAu} 520·ON·no·GOSUB·530,600,650,700
{DpAt} 530·RESTORE·80:start=&BE21
{CpAv} 540·finish=&BE29:GOSUB·770
{FsBi} 550·CLS:PRINT"Inf·lives·active"
{CqAx} 560·INPUT"Speed·of·Dizzy·(1..10)",s
{MwAu}
{OnAt} 570·POKE·&BE26,s:POKE·&BE2A,&CF
{HnAt} 580·POKE·&BE04,&2B:MEMORY·&2FFF
{FsAt} 590·LOAD"dizzy":CALL·&BE00
{FwAt} 600·RESTORE·100:start=&BE00
{OnAs} 610·finish=&BE43:GOSUB·770
{FvAx} 620·CLS:PRINT"Infinite·lives"
{EoAu} 630·MEMORY·&2FFF:LOAD"vampire"
{DlAo} 640·CALL·&BE0C
{HxAu} 650·RESTORE·330:start=&BE00
{GtAs} 660·finish=&BE34:GOSUB·770
{NvAw} 670·CLS:PRINT"Invulnerability"
{NkAu} 680·PRINT:INPUT"Enter·start·room";r
{GtAs} 690·POKE·&BE21,r:CALL·&BE00
{IuAu} 700·RESTORE·240:start=&BE00
{BpAu} 710·finish=&BE2C:GOSUB·770
{CkBm} 720·CLS:PRINT"Invulnerability·active"
{KtAw} 730·PRINT:INPUT"Faster·Robin";y$
{MiAx} 740·IF·LEFT$(y$,1)="n"·THEN·760
{DnAo} 750·POKE·&BE1C,0
{MnAo} 760·CALL·&BE00
{KsAs} 770·FOR·a=start·TO·finish
{OkAu} 780·READ·b$:b=VAL("&"+b$)
{BlAq} 790·POKE·a,b:NEXT:RETURN
```




### Multiface poke for Quattro Adventure:

| | Address | Poke | Effect |
|---|---|---|---|
| Dizzy | 953A | 00 | Inf. lives |
| | 8925 | No | Speed (1-10) |
| Vampire | 2D5B | 34 | Inf. lives |
| Sp Robin Hood | 6C97 | C9 | Invulnerability |
| | 6122 | 00 | Faster Robin |
| Ghost Hunter | 61CA | No | Start room |
| | 61CF | C9 | Inf. energy |

### SEND US YOUR CHEATS

We're always on the lookout for pokes, passwords, maps, solutions etc - and we offer £25 mail order vouchers* to the best ones! Send your submissions to: Cheat Mode, *Amstrad Action*, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 1BW.

* Mail order vouchers can be exchanged for the equivalent value in goods from *Amstrad Action's* mail order pages.

# SATAN

Out of the land of shadows and darkness comes Andy (Look out Tesco!) Price with his wizard poke for the colourful Dinamics game *Satan*. The little devil has provided infinite lives for both Part 1 and Part 2 of the disk game. The access code for Part 2 is 01020304

### Multiface pokes for Satan disk:

| Address | Poke | Effect |
|---|---|---|
| 6DEB | 00 | Inf. lives (part 1) |
| 6ABA | 00 | Inf. lives (part 2) |

```
{DiAs} 1·'·SATAN·Cheat·*Disc*
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{LuAr} 10·DATA·21,00,01,11,00
{LxAs} 20·DATA·00,0e,41,df,83
{DoAr} 30·DATA·00,21,00,01,11
{CuAu} 40·DATA·b0,a8,01,c0,01
{MoAr} 50·DATA·ed,b0,21,6c,00
{EmAt} 60·DATA·22,7c,aa,21,65
{BsAr} 70·DATA·00,22,c0,aa,c3
{HqAr} 80·DATA·be,a9,21,6e,00
{NkAt} 90·DATA·22,4e,03,c3,00
{EvAr} 100·DATA·00,3a,df,6f,fe
{HrAs} 110·DATA·3d,28,07,af,32
{CpAt} 120·DATA·df,6f,c3,04,03
{FoAs} 130·DATA·af,32,ae,6c,c3
{DlAr} 140·DATA·04,03,3c,c0,07
{AjAp} 150·FOR·a=&40·TO·&85
{FwAs} 160·READ·x$:x=VAL("&"+x$)
{DlAs} 170·POKE·a,x:y=y+x:NEXT
{JjAs} 180·IF·y()&1858·THEN·210
{EmAt} 190·PRINT"Press·any·key"
{DjAv} 200·CALL·&BB18:CALL·&40
{NqAr} 210·PRINT"DATA·error"
```




# TWINWORLD

Yet another cracker from Andy Price for *Twinpeaks* err... *Twinworld* (I wonder if they are the same place?). No nore nasties is the order of the day. (I don't watch it anyway, these Americans are just too weird!) Use the Multiface poke on the title screen.

### Multiface poke for Twinworld on disk:

| Address | Poke | Effect |
|---|---|---|
| 2953 | 00 | No enemies |

```
{MkAt} 1·'·Twinworld·Cheat·*disc*
{GwAr} 2·'·by·ANDY·PRICE
{FsAj} 3·'
{NsAp} 10·DATA·21,a7,be,06
{GnAp} 20·DATA·04,cd,77,bc
{OtAp} 30·DATA·eb,cd,83,bc
{BsAr} 40·DATA·cd,7a,bc,3e
{DsAr} 50·DATA·c3,32,f5,40
{CtAq} 60·DATA·21,9d,be,22
{EiAr} 70·DATA·f6,40,c3,00
{KlAr} 80·DATA·40,01,7e,fa
{OtAq} 90·DATA·af,ed,79,32
{GxAr} 100·DATA·53,29,c9,54
{EoAp} 110·DATA·57,49,4e
{ErAq} 120·FOR·n=&BE80·TO·&BEAA
{KqAs} 130·READ·x$:x=VAL("&"+x$)
{GoAr} 140·POKE·n,x:y=y+x:NEXT
{DvAt} 150·IF·y()&1510·THEN·190
{AqAu} 160·PRINT"Insert·Twinworld"
{OnAs} 170·CALL·&BB18:MODE·0
{DxAp} 180·CALL·&BE80
{AoAr} 190·PRINT"DATA·error"
```



# NEW KIDS BLOCK

**If it's worrying you that the pokes in *Cheat Mode just* look like a jumble of signs, squiggles and numbers to you, fear not, that's just what they are! Programs, written by specialists to take the control of loading function, alter, and then start the game. What you will need to do, should you want to use one, is:**

**1) Make sure the routine is written for your format – disk or tape – they will not generally work with both.**

**2) Type it in to the computer, making sure there are no errors.**

**● Typing in routines is always prone to errors, so there are a couple of things which are designed to help.**

**The first are the funny numbers within the "{ }" brackets on the left. They are NOT to be typed in but are a code produced by the TYPE-WRITER program printed in the *Type-Ins* section this issue. It checks each line as it is typed in and produces a code which can be compared with that printed.**

**Secondly, all SPACES in the lines have been replaced by dots (which cannot be accessed from the keyboard, by the way), the idea being that it makes them easier to see. Got a DOT? Replace with a SPACE!**

**Quite often the routine itself will have a built in check on the DATA numbers and will advise you if one of them is typed in wrongly. User-friendly or what?**

**3) Save the program to tape or disk (not the game tape or disk) so that it can be used again.**

**4) Put in the game tape or disk and type !TAPE or !DISC.**

**5) Type RUN to run the routine (not RUN "" (CTRL+ENTER) as you normally would)**

**You should find that the game will load normally, or you will be given instructions on what needs to be done.**

# CHEAT MODE

## LORDS OF CHAOS

Graham Smith is back in fine form, doing over Bladesoft's mystic masterpiece *Lords of Chaos*. You can have infinite experience to spend as you wish, so stock up and create your own chaos. Experience away, but give me rocket launchers any day!

```
{NuAs} 1·'·Lords·of·Chaos·(tape)
{HvAq} 2·'·By·Graham·Smith
{FqAu} 3·'·Infinite·experience
{FtAj} 4·'
{JwAs} 10·DATA·21,00,00,22,de,96
{FlAu} 20·DATA·22,ea,98,c3,72,8a
{MoAw} 30·DATA·21,4e,9f,22,e0,a0
{CoAs} 40·FOR·j=0·TO·17:READ·a$
{KpAs} 50·x=VAL("&"+a$):y=y+x
{PrAs} 60·POKE·40782+j,x:NEXT·j
{CsAq} 70·IF·y<>1994·GOTO·100
{BkAp} 80·LOAD"":MODE·1
{PxAp} 90·CALL·40794
{OsAp} 100·PRINT"data·error
```

### Multiface poke for *Lords of Chaos* tape:

| Address | Poke | Effect |
|---|---|---|
| 96DE | 00 | Inf. experience |
| 96DF | 00 | |
| 96EA | 00 | |
| 96EB | 00 | |




# TIME MACHINE – *the solution*

What a stinker Activision's ***Time Machine*** is! Even when you know what to do, it's virtually impossible! Still, here are some tips. I hope you do better than I did:



### ●LEVEL 1
**Prepare for the Ice Age, cool the zone down and get the teddy bears into hibernation...**

Cover the holes with the ROCKS. Go into the next screen and drop POD 1 by the TREE. Shoot the EGGS and get picked up by the PTERODACTYL. Drop off by the CAVE and position POD 2, transport back to the TREE. Chase the small ANIMALS, stun, and then transport them to the CAVE, they will hibernate. After shifting vast amounts the red lights turn to green (great if you have a green screen!) then press key 2 to transport yourself to zone 2.

### ●LEVEL 2
**In the Ice age you now need to warm things up...**

Uncover the holes, go to POD 2 and press key 2 to warp to zone 2, drop POD 3 by the CAVE entrance. Transport back to POD 1 then go to zone 2 and take the STICKS to POD 3.

Walk to the right, stand on the highest ground in the middle of the SWAMP and go to zone 1. Stand next to the FLAME and transport it to POD 3. Walk to the side of the RIVER and drop POD 4. Transport to POD 1, get the APPLE and transport to POD 4, if POD 4 is in the right place there will be a bubbling, repeat the process on the opposite bankof the river, then pick up POD 4.

### ●LEVEL 3
**Build a bridge, and supply the cavemen with a round wheel...**

Transport back to POD 1, and shoot the EGGS, as you pass the left hand side of the RIVER transport to zone 3, hopefully you should have a broken a BRANCH from one of the trees, repeat for the other side of the RIVER. Go to the screen with the ROUND WHEEL, shoot it, and it will fall from the ROCK. Then pick it up and go right until you reach the SQUARE WHEEL, and drop yours as near to it as possible, if the bubbling stops the level is completed, otherwise re-position.

### ●LEVEL 4
**Kill the giant and regenerate the oil spring...**

Go to the CAVE in zone 1 then transport to zone 4. Pick up the BARREL and go to the BRIDGE with the GIANT, put the BARREL down as near as possible to the GIANT. Drop POD 4 next to the BARREL, wait until the GIANT is approaching the BARREL and go to zone 1, transport the FLAME to POD 4, ignite the BARREL and blow up the GIANT. Pick up POD 4

Return to the CANNON, collect another BARREL and go left, when you reach the OIL spring drop the BARREL, then get the FLAME to ignite it.

### ●LEVEL 5
**Repair the time machine and destroy the rock containing the crystal, throw the power switch...**

Put POD 4 by the ROCK with the CRYSTAL in, got to the screen on the far right of zone 5. Once several men have been destroyed a BOMB will fall down, when it does transport it to POD 4, and once there shoot it, CRYSTALS will fly. Get POD 4 and transport to zone 5, walk to the TIME MACHINE and place POD 4 by it. Transport to zone 2 go to the SWAMP and find the CRYSTAL, transport it to POD 4 and then go to POD 2. Shoot the EGGS, and while you are midway across the SWAMP transport to zone 5, shoot the SWITCH and then jump down. Transport to POD 4, stand behind the TIME MACHINE and crouch down.

**Is that it? You'll have to tell me!**

# RICK DANGEROUS (I & II)

The tape versions of both ***Rick Dangerous 1*** and *2* have been sorted by the game players' game player Stephen Troup, of Kings Lynn, who supplies infinite just about everything to see you through both ***Dangerous*** games.

```
{KqAo} 10·REM·Rick·Dangerous
{BkAt} 20·REM·by·Stephen·Troup
{IuAw} 30·OPENOUT"D":MEMORY·&12FT:CLOSEOUT
{BjAr} 40·MODE·1:BORDER·0
{PvAv} 50·LOCATE·13,2:PAPER·3:PEN·2
{IjAr} 60·PRINT"·RICK·DANGEROUS·"
{BsAt} 70·WINDOW·#1,15,27,10,10
{IxAs} 80·WINDOW·#2,15,27,13,13
{LvAn} 90·LOAD"!RICK"
{MqAm} 100·addr=&BE80
{EkBm} 110·READ·b$:IF·b$="ST"·THEN·CALL·&BE80
{GvAr} 120·POKE·addr,VAL("&"+b$)
{OkAn} 130·addr=addr+1
{AsAm} 140·GOTO·110
{OlAv} 150·DATA·3E,26,32,38,BD,3E,C3,21
{HkAw} 160·DATA·93,BE,32,38,BC,22,39,BC
{GuAw} 170·DATA·C3,00,13,21,9A,BE,22,82
{IjAr} 180·DATA·01,C9,3E,A7
{EqAr} 190·REM·Infinite·Lives
{EnAq} 200·DATA·32,C3,C8
{KxAt} 210·REM·Infinite·Bullets
{GwAq} 220·DATA·32,38,DF
{DqAt} 230·REM·Infinite·Dynamite
{KkAq} 240·DATA·32,98,DF
{ExAr} 250·REM·Leave·Last·Line
{MlAp} 260·DATA·C3,00,E5,ST
```




### Multiface poke for Rick Dangerous tape:

| Address | Poke | Effect |
|---|---|---|
| 88C3 | A7 | Inf. lives |
| 9F35 | A7 | Inf. bullets |
| 9F90 | A7 | Inf. dynamite |




# MULTIFACE POKES

**Captain Slog, star date 464.1 – The Starship USS Cheatmode, on her six-year mission, to boldly cheat where cheats have never cheated (or words to that effect) before... Valiant crew members, Glen Scott from the planet Belton, Kristof Indeherberge from Belgium, Scott Paterson of Thornton and Kenneth Wood of Blyth (with Multifaces set to stun), have re-establish domination of the games listed below, proving once more that there is intelligent life beyond Watford Gap.... Berk out!**

| NAME | ADDRESS | POKE | EFFECT |
|---|---|---|---|
| Target Renegade (t) | 0F28 | A7 | Inf. lives |
| Feud (t) | 0E57 | C9 | Inf. time |
| Shaolins Road (t) | 1B10 | A7 | Inf. lives |
| Jackal (t) | 610B | A7 | Inf. lives |
| | | 5A65 | No No. lives |
| Barbarian 2 (t) | 3D12> | D6 | Mega power |
| | | 3D13> | 10 |
| | | 3D96> | 3A |
| | | 3E12 | 3A Inf. energy |
| | | 432F | A7 Inf. lives |
| Led Storm (t) | 5ADB | 00 | Inf. energy |
| Trantor (t) | 2A7F | 00 | Inf. time |
| | | 0C72 | FF Inf. health |
| | | 1BB8 | 00 Inf. fuel |
| Supertrux (t) | 94F5 | 00 | less crashes |
| Powerdrift (d) | 2A82 | FF | 255 lives |
| Cabal (t) | 1972 | 00 | Inf. lives |
| Cauldron (t) | 8D57> | A7 | Inf. lives |
| | | 8D58> | A7 |
| | | 8D59> | A7 |
| Fruity Frank (t) | 5A98 | 00 | Inf. lives |
| Jet Set Willy (t) | 57B7 | 00 | Inf. lives |
| Chuckie Egg (t) | 9B5B | 00 | Inf. lives |
| Brian Jacks s/star (t) | | 198D | A7 Full strength (part 1) |
| | | 1999 | A7 Full strength (part 2) |
| Dragons Lair (t) | 25B7 | A7 | Inf. lives |
| Combat Lynx (t) | 5B99 | No | No of choppers |
| Jack the Nipper 2 (t) | 705C | 00 | Inf. lives |

```
{BsAq} 10·REM·Rick·Dangerous·2
{BkAt} 20·REM·by·Stephen·Troup
{MpAo} 30·MEMORY·&9FFF
{LqAm} 40·LOAD"!"
{OuA1} 50·addr=&BE00
{BnB1} 60·READ·b$:IF·b$="ST"·THEN·CALL·&BE00
{DxAq} 70·POKE·addr,VAL("&"+b$)
{FlAn} 80·addr=addr+1
{EvA1} 90·GOTO·60
{C1Bi} 100·DATA·DD,2A,38,00,11,10,A0,1A
{MrBi} 110·DATA·DD,AD,12,13,3E,A2,BA,20
{BtBi} 120·DATA·F6,3E,CD,21,1F,BE,32,0D
{HsAx} 130·DATA·A1,22,0E,A1,C3,11,A0,3E
{NkAm} 140·DATA·A7
{HkAr} 150·REM·Infinite·Lives.
{PxAp} 160·DATA·32,23,86
{LiAs} 170·REM·Infinite·Laser.
{CsAq} 180·DATA·32,92,91
{DiAs} 190·REM·Infinite·Bombs.
{GnAq} 200·DATA·32,34,97
{MxAs} 210·REM·Leave·Last·Line.
{AlAv} 220·DATA·AF,06,F6,C9,SI
```

### Multiface poke for Rick Dangerous 2 tape:

| Address | Poke | Effect |
|---|---|---|
| 8623 | A7 | Inf. lives |
| 9192 | A7 | Inf. laser |
| 9734 | A7 | Inf. bombs |

# JAWS

Just when you thought it was safe to go back to the keyboard, a game like *Jaws* comes along! But we don't need Roy Schneider to blow the super sardine out of the sea (Oh yes we do! – Oh no we don't!), as good old Graham has supplied lots of infinite things for the tape version...

```
{XiAv} 1·'·Jaws·(tape)·by·Graham·Smith
{OvAx} 2·'·Infinite·lives,swimmers,
{EmAs} 3·'·time·&·nega-bullets
{FtAj} 4·'
{LuAw} 10·DATA·2a,39,00,22,51,be,21,48
{CsBi} 20·DATA·be,22,39,00,c9,af,32,57
{KnAx} 30·DATA·39,32,c0,3f,32,4a,4e,32
{OqAw} 40·DATA·74,4e,32,eb,51,3e,05,32
{BkAx} 50·DATA·45,4a,3e,1d,32,0b,38,21
{JoAw} 60·DATA·00,c3,22,cf,3d,21,0e,38
{JrAw} 70·DATA·36,bc,23,36,3a,23,36,3e
{JtAv} 80·DATA·23,36,ff,23,36,32,23,36
{FvAw} 90·DATA·16,23,36,c6,cd,1a,36,c9
{KtAu} 100·DATA·e5,21,0d,be,22,a0,2d
{PiAq} 110·DATA·e1,c3:z=48640
{MuAr} 120·FOR·j=0·TO·80:READ·a$
{MrAt} 130·x=VAL("&"+a$):y=y+x
{GjAr} 140·POKE·j+z,x:NEXT·j
{AxAv} 150·IF·y=6809·THEN·CALL·z:RUN"
{FoAq} 160·PRINT"data·error
```

# CHEAT MODE

## Multiface pokes for *Jaws* tape:

| Address | Poke | Effect |
|---|---|---|
| 3957 | 00 | Inf. time |
| 4A45 | 05 | 5 lives part 2 |
| 3FC0 | 00\| | Inf. mega bullets |
| 4E4A | 00\| | |
| 4E74 | 00\| | |

# WANDERER 3D

"They call me the Wanderer...", anyone like Status Quo? I saw them at the Notts. County football ground (eh?) back in '67, and they still sound exactly the same!!! All of which, once again, has absolutely nothing to do with this cheat from Street's Graham Smith, for Encore's tape game *Wanderer 3D*.

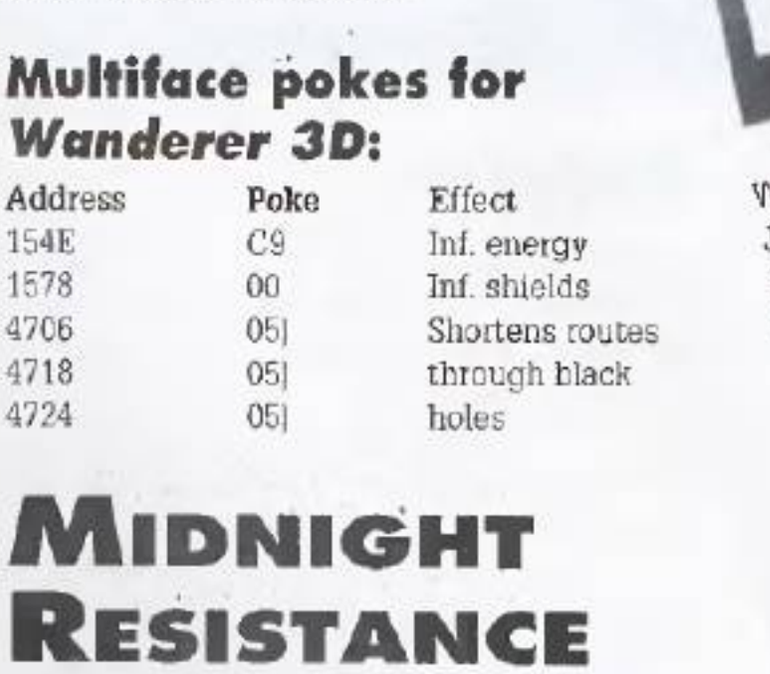
```
(CoAp) 1·'·Wanderer·3D
(PiAn) 2·'·Encore·tape
(NpAs) 3·'·Infinite·shields
(IiAr) 4·'·Infinite·energy
(NoAq) 5·'·Shortens·routes
(MlAq) 6·'·through·black·holes
(FuAi) 7·'
(ArAu) 10·DATA·3e,c9,32,4e,15,af
(OuAt) 20·DATA·32,78,15,3e,05,32
(HiAv) 30·DATA·06,47,32,18,47,32
(LkAu) 40·DATA·24,47,c3,00,07,21
(NlAq) 50·DATA·e3,9f,22,31,a0
(KxAr) 60·FOR·j=0·TO·28:READ·a$
(ArAt) 70·x=VAL("&"+a$):y=y+x
(IuAu) 80·POKE·j+40931,x:NEXT·j
(XlAq) 90·IF·y()2138·GOTO·110
(MnAr) 100·LOAD"":CALL·40954
(HuAq) 110·PRINT"data·error
```

## Multiface pokes for *Wanderer 3D*:

| Address | Poke | Effect |
|---|---|---|
| 154E | C9 | Inf. energy |
| 1578 | 00 | Inf. shields |
| 4706 | 05\| | Shortens routes |
| 4718 | 05\| | through black |
| 4724 | 05\| | holes |

# MIDNIGHT RESISTANCE

If your like the new Ocean game *Midnight Resistance* then you will love this cheat – on the title screen press the keys "R" "G" and "N" and you can turn an infinite lives cheat on and off. What's more, a message will light up to tell you so!






A keypress cheat for ***Indiana Jones and the Temple of Doom*** from Murray Robertson of Orpington - type in JIMBO on the title screen then start the game and press "3" to advance a level.




What about a neat keypress for **Turrican** from Jody Elston of Exwick, Robert Brownlee of Northampton and Robert Clark of Chaddesden and Michael Mitchel of Broadfield? At the start, press "H" to pause the game, then hold down the keys "V" "O" and "N" together and you will get 99 of everything... wicked! What's more, you can then press "ESC" to advance a level. This time Turri can!

# SOLOMON'S KEY

I've been waiting years for this cheat to turn up, a keypress which supplies infinite lives on ***Solomon's Key***, sent in by Robert Melody of Purley. Just type CAZZ into the high-score table and – what do you know – awayyyyy you jolly well go. All we need now is a cheat for infinite fireballs!

# DELIVERANCE

If you want to cheat on the very wonderful but also very difficult Raff Cecco game ***Deliverance***, you're going to have to be quick – On the picture title screen (before it changes) type in ILIKE, the music will dissappear and the border will let you know that the cheat is active. You will then be invulnerable.

# JAWS

Stephen Troup (back in hint mode) has sent in a couple of tips for ***Jaws*** – Once you have collected all the pieces of the gun, three from normal sea creatures and one flashing one, you will be called upon to kill Jaws. To do that you must hit him in the head from a position directly in front, or your shot may not register. You need to do this three times. Bullets can only be fired one at a time because they take so long to load into the gun; do not attempt any more.

# ALIENS

A tip for ***Aliens*** from Murray Robertson of Orpington – If one of your characters hangs around too long, or accidentally shoots at nothing when the proximity meter is sounding, simply press press the relevant character selection key (eg. "R" for Ripley) as quickly as you can. The alien will then continue to parade around the room instead of attacking.

VOUCHER £25

# ENDURO RACER

Yet another tip from Murray Robertson! This one's for ***Enduro Racer*** – If you find you are getting behind during the first 3/4 stages, reduce your speed to 0 mph then press the keypad keys "0", "1", "4", "5" and "LEFT ARROW" – suddenly you will be whizzing invulnerably past the competition. When you reach the next level, press the keys once again and it's back to normal. You can do this at the start and be transported, without effort, to the 5th level!

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**All the cheats, pokes, keypresses, maps and solutions from the past year listed - get out your magnifying glass...!**


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| Turrican | (t) mult | AA62 | |
| Twin turbo v8 | (-) mult | AA58 | |
| Twin turbo v8 | (t) mult | AA62 | |
| Twin world | (d) enemy | AA66 | |
| Typhoon | (t) lives | AA55 | |
| Ultima ratio | (t) lives | AA61 | |
| Untouchables | (t) times | AA55 | |
| Untouchables | (t) times | AA56 | |
| Urldium + | (t) mult | AA64 | |
| Vampire (quattro adv.) | (t) lives | AA66 | |
| Victory road | (t) lives | AA60 | |
| Vigilante | (-) lives | AA55 | |
| Vigilante | (-) lives | AA66 | |
| Vindicator | (-) mult | AA55 | |
| Vindicator | (-) mult | AA56 | |
| Vixen | (-) lives | AA59 | |
| Wanderer 3d | (t) mult | AA66 | |
| Warlock | (t) lives | AA58 | |
| Wec le mans | (t) time | AA55 | |
| Wec le mans | (t) time | AA58 | |
| Wizard willy | (t) lives | AA58 | |
| Wonderboy | (t) lives | AA60 | |
| Wriggler | (t) lives | AA61 | |
| Xcel | (t) lives | AA61 | |
| Xenious | (-) lives | AA59 | |
| Xybots | (t) credi | AA62 | |
| Yabba dabba doo | (t) lives | AA59 | |
| Yie ar kung fu | (t) energ | AA57 | |
| Yogis great escape | (t) mult | AA60 | |
| Zolyx | (t) lives | AA55 | |


## MULTIFACE POKES

| | | |
|---|---|---|
| 3d starfighter quattro | (t) invul | AA65 |
| Advanced pinball quattro | (t) balls | AA65 |
| After the war | (t) lives | AA58 |
| Airborne ranger | (t) fuld | AA58 |
| Airborne ranger | (d) fuld | AA59 |
| Apprentice | (t) mult | AA59 |
| Arcade flight sim' (quattro) | (t) lives | AA64 |
| Army moves | (d) lives | AA59 |
| Arlura | (t) energ | AA58 |
| Astro marine corps | (t) grena | AA62 |
| Atf | (-) lives | AA59 |
| Atv simulator | (t) time | AA62 |
| Bell crazy | (t) lives | AA61 |
| Barbarian 2 | (t) lives | AA58 |
| Barbarian 2 | (t) power | AA65 |
| Batman (3d version) | (d) mult | AA59 |
| Batman the movie | (-) grena | AA55 |
| Batman the movie | (-) grena | AA56 |
| Batman the movie | (d) mult | AA57 |
| Battle of britain | (t) fuel | AA60 |
| Bally | (t) lives | AA55 |
| Bally | (t) lives | AA56 |
| Beyond the ice palace | (t) mult | AA56 |
| Bigfoot | (t) lives | AA59 |
| Bigfoot | (t) lives | AA61 |
| Bionic commando | (-) lives | AA59 |
| Black tiger | (d) lives | AA64 |
| Blade warrior | (t) mult | AA58 |
| Blade warrior | (t) mult | AA61 |
| Bloodwych | (d) mult | AA60 |
| Bobby bearing | (t) helps | AA58 |
| Bombfusion | (t) mult | AA58 |
| Bombjack | (t) mult | AA57 |
| Bombjack 2 | (t) lives | AA57 |
| Brian bloodaxe | (t) lives | AA58 |
| Brian jacks supertest | (t) stren | AA66 |
| Bronx street cop | (t) mult | AA60 |

# AA SMALL ADS

## For Sale

**BUSINESS SOFTWARE** for the CPC6128 and 6128+ small business accounts £27.60. Costmaster £28.75. Sample disk - contains all our software, without printing/disk routines £4.60. ABC Software, 31 Magdalen Way, Worle, W.S.M. BS22 0PG. (0934) 516714 anytime.

**CPC6128** green screen + manual, games worth £250, AA no.s 21-64, dust covers, AA vouchers, Multiface II, excellent condition, worth £600, will sell for £250. Phone Simon (0276) 32687.

**CPC 6128** with colour monitor, TV modulator + 2160 printer, disks & games, worth over £200, tape recorder and leads: £475 o.n.o. Steve Tarry (0524) 425134.

**CPC6128** colour monitor, DMP 2000 printer, speech ROM, RS232 interface, Stop Press, Pyradev, Protext, Discology, Qualitas, Operation Wolf, Driller, Barberian, etc. Firmware guide, books, magazines, £275. Tel: Rob Prime 081-340 9843.

**AMSTRAD CPC6128** with new drive and PCB, modem, 3.5" drive, sideways RAM, TV tuner. Utopia, Protext, Prospell, Promerge+, Maxam, ROMDOS ROMS, Stop Press, Discology v5.1 and lots more software. All equipment is in excellent condition with manuals. Please call 081-346 2524 (2 lines) or fax 081-346 2916 for prices and details. The Cynotel BBS system.

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**BASIC WORDPROCESSORS.** Arabic, Farsi, Greek, Hebrew, Hindi, Russian. On disk manual £10 each from: C.J. Farrow, 50 Aylen Road, Copnor, Portsmouth, Hants, PO3 5HD. Allow 2 weeks delivery.

**CTM644** colour monitor for any of the CPC range (6128 monitor), excellent condition. Also 3" disk drive with connectors for 6128. Will separate. Offers: Stu 081-337 6056, 6-9pm.

**GAMES FOR SALE:** disks and tapes, not copies. Send SAE to David Rose, 40 North Street, Newtownards, Co. Down, N. Ireland, BT23 4DE for list.

**CPC464** colour monitor, converted to 6128, extra RAM, Multiface II, disk drive, mouse, disks and tapes worth hundreds of pounds, lots of magazines, cheats etc. £250. 081-767 4730.

**CPC6128**, colour monitor, Amstrad LQ3500 printer, screenvision TV modulator, boxed, good condition. AA's 1-65, binders, games, disks, tape originals. Multiface 2, plus extras, worth £1400+, sell £750. Ring (0245) 491827 evenings.

**PRINTER TATUNG TP-100.** 4 years old, hardly used, complete with lead, manual, ribbons, £100 o.n.o. Phone (0942) 876989 after 6pm.

**CPC664** mono Protext on chip, database, RS232 modem memory, expanison silicon disk, C, Pascal, Adventure Creator, printer, cables, lots of disks, £400 o.n.o. (0889) 591074 7pm-9pm or answerphone.

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**CPC6128** colour monitor, doubles as television Multiface II, mouse, tape recorder, blank disks, joystick, manuals, 80 games, all boxes, immaculate condition, worth £900, sell £325. All offers considered. Tel: (0279) 420116.

## Wanted

**DD1,** Multiface II, Cheat 1, dust covers, wanted for CPC464, willing to pay around £100. Write to: 13 Grace Road, Tipton, Summerhill, West Midlands, DY4 0PG or telephone (0384) 637531 after 6pm. Will buy separately.

**WANTED:** soft 968 in exchange for modem and software or cash. Telephone (0376) 84225 after 4pm - Darren.

**PRINTER** and lead for CPC464. Telephone Linda Hirons (0483) 428145.

**NEED DESPERATELY** a DD1 disk drive for CPC464. Will pay around eighty pounds. Write to Chris, 9 Leacroft, Bryn, Aston-in-Makerfield, Wigan, Lancs. WN4 0LN with your offer.

**WANTED:** colour monitor for CPC6128. 081-668 3916, Kenley, Surrey.

**WANTED:** "Hitch Hikers Guide" game for CPC464 or 6128, tape or disk. Phone Ross (0794) 514498 evenings.

**REPLACEMENT** CTM640 colour monitor for Amstrad CPC464 required urgently. Call Dave Connor - work 091-286 9211 or home 091-286 4461.

**DISK DRIVE,** 3", for CPC464 plus games. Ring Sheffield (0742) 307206 evenings.

**MOUSE,** 6128 compatible to swap for Magnum lightgun and 7 games though will buy at reasonable price. Phone Richard 081-876 7032 between 6pm and 9pm.

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**GAMES TAPE ONE,** over 360K of excellent non-public domain software for £2.50. Send cheques or P.O.'s (and own address) to: J. Smethers, 13 Meadow Close, Cononley, Keighley, W. Yorks, BD20 8LZ.

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## OTHER

**PRINT-OUT,** (Issue 8) - over 40 A4 pages of news, tips, BASIC and machine code tutorials, homebrew and PD reviews and help with all aspects of CPC/Plus computing. Also has features on sound, radio on CPC, firmware and much more. Costs £1.10 (inc. p&p) from Print-Out, 8 Maze Green Road, Bishops Stortford, Hertfordshire, CM23 2PJ.

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**The Seleucids** - the eastern remnants of Alexander's empire. Enormous population, great wealth but very little sense of purpose or national cohesion.

**The Ptolemaics** - the western remains of Alexander's conquests. Smaller population but more wealth than Seleucids, and slightly more national unity.

**Carthage** - the oldest of the five and the economic super-power of the Mediterranean.

There are also seven minor nations, which are either too disunited or too backward to pose a threat to the major powers but which can be useful in forming alliances or trading pacts.

The aim is to lead one of the five major nations and by means of war, trade, or politics create an empire that can survive in this violent world. Armies can be built from conscripts or mercenaries, and they can be transported to foreign parts by fleets. However war is costly unless victory is achieved quickly, so you may need to ally your nation with others before embarking on the path to imperial conquest.

**Both games work only on the Amstrad CPC6128.**
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**Dept AA3, Serious Games, PO Box 6, Seaham, Co Durham, SR7 7EE**

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# The Essential AA Games Guide

*Now, at last, the Amstrad Action team has put together the definitive list of those classic games you must have.*

*The list goes right back to the beginning of AA in 1985, but we'll be updating it every month with the latest and best in Amstrad gaming.*

*Many of these are still available now, but some are no longer being published. In which case, try Helpline.*

*And bear in mind that this is a current buyers' guide, and not just a list of historical milestones. Amstrad gaming has come a long, long way since the early days, and many games that looked good in the mid-'80s look absolute cr*p now. This is a guide to the games you should buy today...*

## Arcade style

Most computer games stem from arcade game principles, and the following, although not necessarily based on any particular arcade game, possess the same general themes – simplicity, and instant playability.

### Boulderdash AA1

*The original 'boulder' game. You control Rockford, collecting jewels, avoiding rocks and solving puzzles. Crude to look at now, but hellishly addictive.*

### Bombjack AA10

*One of the earliest platform arcade games, and still one of the best.*

### Gauntlet AA16

*500 levels and 3,000 screens of seen-from-above arcade action! There's a one or simultaneous two-player mode, and enough playability and sheer size to last you for ever. A classic.*

### Arkanoid AA22

*This and its sequel, Arkanoid 2, are the archetypal paddle-and-bouncing-ball games.*

### Dizzy series AA–

*There are now four Dizzy games, all featuring that wonderfully cute, egg-shaped hero. The formula remains the same – explore a world, solving puzzles and collecting objects. Charming and addictive.*

### Renegade series AA25

*All three games in the Renegade trilogy (so far!) are excellent beat-em-ups with great graphics and animation and tough gameplay.*

### Cybernoid AA32

*Programmer Raff Cecco produces some stunning visuals, and this is one of his best, an extremely touch, but dazzling, shoot-em-up.*

### Nebulus AA33

*Wonderfully original shoot-em-up where you guide your little character upwards around a series of revolving towers.*

### Operation Wolf AA40

*Death and destruction on a huge scale as the scenery and the baddies scroll past and you line them up in your gun-sights. Effective conversion of an arcade favourite.*

### Stormlord AA46

*It's your job to rescue a bunch of faries (the female kind) in another of Raff Cecco's graphical masterpieces, a walking, jumping, shooting orgy of destruction. Excellent, but oh so tough.*

### Skweek AA47

*Skweek is a little spherical creature whose world is being overrun by monters painting it blue. On each screen you have to guide Skweek around, avoiding traps and monsters and returning tiles to their natural colour. Cute, and highly playable.*

### Rick Dangerous AA48

*Work your way through several levels of tunnels, chambers, traps, puzzles and baddies in both the original Rick Dangerous and the recently-released sequel. Great graphics, tremendous fun and wickedly addictive.*

### Strider AA49

*A horizontally-scrolling beat-em-up, Strider is set apart by excellent graphics and animation as you battle the Red Menace in deepest Russia.*

### Rainbow Islands AA55

*Platform-jumping, baddie-blasting arcade fun in what has to be one of the cutest-looking games ever. Great gameplay, but the graphics may make you sick!*

### X-Out AA56

*The ultimate shoot-em-up? Very fast, very colourful and very tough. Collect enough cash, and you can visit a shop to add to your hardware, though. Highly polished – the shoot-em-up with everything!*

### Turrican AA57

*The ultimate walking, jumping, death-dealing shoot-em-up. Looks terrific and plays brilliantly. Possibly too tough for all but the 'ardest games players.*

## Arcade exploration

This is a bit of a tricky category to define. Basically, it includes games that have you exploring a world, solving puzzles and quite probably indulging in some arcade-style blasting too. Big, big games, that thoroughly absorb you.

### Lords of Midnight AA1

*Both a wargame and an adventure, this game has an astounding 4,000 locations! Graphics aren't great by modern standards, but the gameplay is terrific.*

### Sweevo's World AA5

*Head Over Heels style puzzle-solving exploration game where you the gormless Sweevo has to clear up a planet populated by genetic disasters. Very funny.*

### Elite AA5

*The classic space trading game. Shoot pirates, dock with space stations and trade goods. Lasts a lifetime.*

### Heavy on the Magick AA10

*A traditional adventure with the added dimension of decent – and animated – graphics.*

### Academy AA19

*Blasting robot defences on a 3D landscape. Awesome game size and terrific strategy.*

### Head over Heels AA20

*Control two cutesy characters as they roam the rooms of four large worlds solving some often tricky but always clever puzzles.*

### Driller AA28

*Incentive's first Freescape release, using a system which generates genuine filled 3D environments filled with puzzles and tasks. Dark Side, Total Eclipse and Castle Master are also excellent.*

### Bloodwych AA58

*This role-playing exploration/adventure game features excellent graphics and formidable gameplay as you guide a party of adventurers through hazard-filled dungeons.*

## Licences

Increasingly these days games publishers are looking to the latest cinema

and TV blockbusters for their games ideas. And although the resulting games naturally cash in to a great extent on the popularity of the original, they can also be pretty good in *their own right*...

### Tunderbirds AA47
*Four tricky rescue missions that involve planning and puzzle solving rather than reflex action. Great characterisation, wonderfully nostalgic and excellent in its own right.*

### Batman – The Movie AA51
*Five generally excellent levels correspond to five scenes from the film. Great characterisation couple with great arcade action.*

### Untouchables AA53
*Excellent scenes-from-the-film action, with an unusual graphical style – everything is done in a kind of nostalgic blue-ish tone.*

# Simulators

An easy one to define, this. Games in this category simply mimic any other 'real world' activity.

### Winter Games AA9
*Countless variants of the Epyx sports sims compilations exists, but this is the best. Includes bobsleigh, hot dog aerials, speed skating, ski jumping, figure-skating, free-skating and biathlon.*

### Bobsleigh AA29
*More than just an above-average racing game (it's fast and tough), this one has the added bonus of a deep and well-planned strategic backdrop.*

### Advanced Tactical Fighter AA31
*Not really a 'sim', since it represents an idea of air combat in the future. Combines arcade action with formidable strategy.*

### Gunship AA37
*One or two glitches, but basically the best helicopter flying/combat sim you can buy for the Amstrad.*

### Chuck Yeager's Advanced Flight Simulator AA42
*A 'proper' flight sim. Very proficient and extremely entertaining, with a series of missions that will test you to the limit. The flight sim on the Amstrad.*

### Timescanner AA47
*A pinball simulator? It might sound daft, but it works very well indeed.*

### Jack Nicklaus Golf AA53
*The best-looking golf sim by a mile, and it plays really well too! Screens take a while to draw, but it's worth it.*

### Italy 1990 AA58
*US Gold's World Cup footie sim is not terribly deep but is very good-looking, very fast and very, very playable. A little easy against the computer but great against a human!*

### Fighter Bomber AA59
*A game that combines simple flight simulator controls and strategic arcade action. Better graphics than ATF but less satisfying gameplay.*

### Sim City AA63
*Ever fancied constructing and running your own metropolis? Infogrames' game is flawed but utterly compulsive.*

# Driving games

What more can we say? Pedal-to-the-metal crash-happy games for all those who can't afford to keep crashing the real thing!

### Continental Circus AA50
*The best Amstrad game of all for Grand Prix fans! Graphics are good without being great, but the games very playable, has some nice touches and generates the feel of the real thing.*

### Powerdrift AA51
*Buggy racing over a variety of swooping, twisting courses. Fast, very playable and great sound effects.*

### Chase HQ AA54
*Chase after crims in your police Porsche and then ram them into oblivion! Crude plot, but a standard of graphics not seen before in driving games on the Amstrad. And it's very, very playable.*

### Stunt Car Racer AA59
*Minimal graphics, but fast 3D action as you race over roller-coaster stunt tracks.*

### Lotus Esprit Turbo Challenge AA65
*Probably the best driving game yet. Fast, smooth and with a split-screen simultaneous two-player mode! As if all that wasn't enough, the cars' on-track behaviour is the most realistic we've seen.*

# Original ideas

Every now and then a game comes along that simply doesn't fit into any existing category. These games frequently contain a spark of genius...

### Spindizzy AA6
*Guide a spinning top-like thing around a series of tricky screens. The supreme test of joystick control and patience.*

### Thrust AA12
*A simple scenario. Just a little, triangular rocketship, a planet surface and a variety of tasks to perform. But that sheer simplicity, combined with very 'real' physics makes it one of the classics. To understand, you really have to play it.*

### Sentinel AA19
*You must avoid the gaze of the power-draining Sentinel as you move around a landscape gaining height and energy. Strange, hugely atmospheric and utterly compelling.*

### Deflektor AA30
*An unusual idea, which has you reflecting a light beam across a hazard-filled screen by means of mirrors, prisms and other light-manipulating objects.*

### Laser Squad AA49
*What can we say? Control a party of crack troops in a tactical wargame beyond compare. Possibly the best game ever written on any machine.*

### E-Motion AA57
*Take the small, triangular rocketship from Thrust and use it to control sub-atomic particles. Weird, but very good.*

### Klax AA58
*Collect coloured tiles rolling towards you and stack them in horizontal, vertical or diagonal rows of the same colour. Simple, but utterly addictive.*

# CONSOLE GAMES

And finally, one section that's going to get a lot, lot bigger...

### Burnin' Rubber AA60
*The racing game given away free with the new Amstrad machines is a standard-setter in its own right. Very fast, smooth and with breathtaking graphics (thanks to the new hardware).*

### Switchblade AA64
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READERS HELP

# 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 loadsagames, send a list and an SAE. Write anytime to;
**Iain McKinnon, 37 Loch Laidon St, Sandyhills, Glasgow, G32 9HR**

1000 Multiface pokes for over 700 games. Advice given on BASIC and LOGO. Send an SAE TO:
**A.W. Banks, Tickey Wood, Crapstone, Yelverton, Devon, PL 20 7PW**

Anyone out there got *Robin Smith Int. Cricket* and *Test Master*? Willing to swap-have large selection to choose from.
**Steven Walsh, 1c Hertford Road, Hollingdean, Brighton, BN1 7GG**

12 year old male, seeks penpal interested in adventures and serious software. Help offered on *Ingrids Back*.
**Robert Melody, 30 Highfields Rd., Purley, Surrey, CN8 2JG. Call between 5-7pm on 081 668 8525.**

Tape owner wants *Turrican* and *Rick Dangerous 2*. Swap for ALL of the following. *Hyper Sports, Nemesis, Xcel, 3D Boxing, Ghostbusters, Activator, Winter Sports, Cyrus II Chess, Joe Blade 2, Bounder* and *Night Gunner* (all originals on tape).
**S.Mahoney, 185 Portland Cres, Stanmore, Middx., HA7 1LR.**

Totally stuck on *Ghosts 'n' Goblins, Ghouls 'n' Ghosts*, and *Strider*. Tips and swops to;
**R.J. McGovern, 20 Chesterfield Ave., Gt. Western Road, Kelvindale, Glasgow, G12 OBL.**

Will Nick Hucker please contact Anthony Treacy as he has lost your adress. Also, help wanted on *Wild Streets*. **Anthony Treacy, 60 Ruskin Rd, Kingsthorpe, Northampton, NN2 75Y.**

Help given on Firebird's *Elite*, contact: **David Walters, 20 Richard Cooper St., Goole DN14 5HA.**

CPC 464 owner would like help with *AA* type-ins, also wants to buy a Multiface 2.
**Simon Topliffe "Bankside" Barnend Lane, Willmington, Dartford, Kent. Tel:0332 222801**

Penpal wanted. Aged 11-14. I have many games and demos. Send SAE to;
**Chris Small,110 Oxford rd., Moseley, Birmingham, B13 9SQ**

Help! I'm trapped on the 2nd level of Dragons Lair. If you can help, write to;
**Emily Ash, 36 Flora Grove, St. Albans, Herts., AL1 5ET.**

Does anyone know where I can find the P.D. Database known as "datafile" (AA April 1990) on 3-inch disk?
**Con Martin, Ballyguiltenane, Glin, Co. Limerick, Eire.**

Wanted... a map for stage 3 of *Golden Axe*. If you can help, then write to;
**Alastair Hunter, 8 Willowdale Benborough, Ballymoney Co.Antrim, N.Ireland, BT53 7LX.**

Desperately Seeking *Booty*. I will buy or swap (or eat yellow snow?-Ed.) to get hold of this Firebird title. Possible swaps include *Jack the Nipper*, or *Green Beret* on 464 cassette.
**Trevor Farnham, 92 Irwell Skelmersdale, WN8 6JZ.**

I have *Fighter Bomber, Lords of Chaos, Castle Master* and *Italia 90* (on disk), I want *Elite*, write to me, and maybe we can come to some sort of arrangement. Send SAE for details to:
**Martin Kremenstein, 1 Derwent Dr., Maidenhead, Berks SL66LA**

Penpal wanted (preferably female) aged 13-18 to swap pokes, cheats etc., and P.D software. Write to;
**Neil Quinney, 134 Hillcrest Drive, Alloa, Clacks, Scotland, FK10 1SD.**

Swap City!! I'll offer the following; *Ballblazer, Rescue on Fractalus, Koronis Rift* and *The Eidolon*, all I want in return is the disk version of the original *Robocop*. Tel.(0734) 477266, or write to: **David Agrae, 30 Buxton Ave., Caversham, Reading, Berks., RG4 7BU**

Help Me!! I can't get off Level One of *Last Ninja 2*. Write to:
**Christopher Carroll, 14 Gilling Place, Cromwell, Central Otago, New Zealand.**

Justin Boniface is starting a P.D. library, and would be most grateful if anyone would send him any P.D. stuff they may have. Everyone who sends stuff will recieve a tape with more P.D. on it. Write to;
**Justin Boniface, 119 Grinstead Lane, Laucing, Sussex, BN15 9DR.**
P.S. can I have a comment from the Ed.? *(No you can't – ed.)*

John Heuchan wants *Space Invaders* for the 6128, or any other "vintage" software, like *Mr.Do, Lunar Rescue, Pacman* etc. Write to;
**31 Tindill Road, Balivanich, Benbecula, PA88 5LF.**

I have manuals for both the 464 and the 6128, and am willing to swap for any Amstrad magazines from 85-87. Write to: **Kevin Sharp, 93 Somersall St., Mansfield, Notts., NG19 6EJ**

Female penpals wanted. 13+, send photo if you dare. I own a 464 (tape). Write to:
**Jim Speers, 1F Downpatrick Green, Monkstown, Newtown Abbey, Co.Antrim, N.Ireland, BT37 0JG**

I'll swap *Turbo Outrun* for *The Spy Who Loved Me* or *Grand Prix Circuit* on disk. How do I obtain the Swappies trust on *Get Dexter 2*? Help given on lots of games. Write to: **Steven Dale, 28 Deeside Gardens, Aberdeen, AB1 7PN, or Tel. 024 326617**

**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*...**

Can anyone give me cheats on *Inside Outing* and *Heavy on the Magick*? I would also like a penpal, male or female aged 12-14 years. Beginners with 464 tape machines write to: **Ida McClure, 22 Stranmills Pk., Belfast, BTA 5AU, N.Ireland.**

Does anyone with a cassette version of *Rainbow Islands* want to swap for the disk version? Also, I will swap *Nightbreed* (cass) for *Robocop 2, Narc* or *Total Recall* (cass). Write to:
**Oliver "Semprini" Orme Lynch, The Retreat, Harewood Rd.,Calstock, Cornwall, PC18 9QN.**

Help needed on first mission of *Fighter Bomber*. Also, wanted for swaps, *F16-Combat Pilot, Blue Max, Grand Prix Circuit*, or any game about the Titanic. I have *The Soccer Squad, Player Manager, Battle Stations* and many more (464 cass). Write to:
**Neil Ross, 18 Dollar Road, Tillicoultry, Clacks, Scotland, FK13 6PA**

In issue 63, a forum correspondent, offered an update to the Fastbrot generator, could he please contact Mr. Peter Knight, as his address was not published.
**Mr. P. Knight, 33 Whitecroft Rd., Meldreth, Royston, Herts.**

Penpal wanted (female please!)aged 16-20), to swap pokes and interesting games. I am only twelve, but very mature for my age. *(What, like Gorgonzola? – ed.)* Write to: **Evander "The Real Deal" McIver, 99 Morrison Street, Edinburgh, Scotland.**

Penpals wanted aged 11-15. Must have 464. I don't want to swap games, but I do have cheats on *Batman* and *Italy 1990*.
**Ryan Tallent, 15 Rutland Close, Kippax, Leeds LS25 7JH**

Wanted for less than £3.50 *Batman – The Movie, Ghostbusters 2* (464 tape). Help given on *Indy and the Temple of Doom, Dizzy2* (including maps etc), *International 3D Tennis*. Help wanted on *Indy and the Last Crusade, Short Circuit*.
**Daniel Holbrook, 161 Poulton Royd Drive, Spital, Wirral, Merseyside L63 9YP**

Help needed in *Dragons Of Flame*. I am stuck in Sla Mon. Also penpals wanted, preferably female but males accepted. Aged 16+. I have a CPC 464.
**Neale Pollard, 24 Malton Court, Upper Malone Road, Belfast BT9 6HE**

New to Amstrad 464 (tape only) male, 19, would like female penpals around the same age (photo required). Over 200 games. For list and photo repayment send SAE to
**Lee Howes, 42 Grendon Close, Matchborough West, Redditch, Worcs, B95 0EG**

Wanted – *Bloodwych* on disk; swap for brand new *Carrier Command* (disk). Also has anybody built their own 3.5-inch drive for 6128? I would love to know how.
**Steve Makin, 19 Westbury Road, Dover, Kent CT17 9QH**

Can anyone help me with *Poolsmaster, Selec, Forecaster* and Boxoft football programs?
**John Harper, 45 Somerville Rd, Sandford, Avon, BS19 5RR Tel 0934 820521**

Please could someone send me pokes for *N Z Story, RoboCop* and *Ghouls and Ghosts* (keypresses if possible) or on tape. Money refunded for tape.
**C Stenning, 35 Bentswood Crescent, Haywards Heath, West Sussex RH16 3QP**

Look! Amstrad Fanzine packed with PD, pokes, tips, hacking etc. The donation is 50p *(That's enough advertising – ed.)* Also, I can help with almost everything.
**Matthew Furber, 3 Laxton Close, Locks Heath, Southampton, Hants SO3 6WN Tel 0489 577803**

Pen pal wanted to swap machine code tips, hacking tips and programs. Age 16-25.**Costas Dimokas, Aiakidon 40, Ioannina, 45221, Greece.**

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# AAfterthought

## FLICK OFF GRAND DRAW!

We had a simply *huge* response to our Flick Off competition in *Grapevine*, *AA64*. That was the competition where ten lucky winners would each receive a genuine table-top Subbuteo game. Well, now's your chance to find out if you were among the winners. They were:

**S.Cairns, South Shields, Tyne & Wear**
**Jay Lockwood, Birmingham**
**A.Pound, Wirral, Merseyside**
**M.Clarke, Blackburn, Lancs.**
**Alan Grier, Blackburn, Lancs.**
**Michael Lally, Ballybane, Galway**
**Shara Saeed, Greenford, Middlesex**
**Stefan Bradly, Clevedon, Avon**
**Andrew Richards, London**
**Mark Swettenham, Southport**

Well done, you lot! You'll be getting parcels through the post very shortly.



● Yes, it's time to announce the ten lucky winners of our fabulous win a Subbuteo-footie-game-competition!

## SO WHAT HAPPENED TO THE INTERVIEW ON PAGE 9 THEN?

Ah yes, we were supposed to be interviewing Dave Marshall from Digital Integration on page 9, weren't we? Well, last-minute glitches scotched our plans and we had to shelve the idea for this issue. Sorry, folks!

## NEXT MONTH...

**You will not believe your eyes! Your favourite Amstrad magazine is undergoing an amazing transformation to make it even better:**

- **From now on, every copy of Amstrad Action will have a *boxed* cassette on the cover, packed with fabulous software**
- **Our proportion of colour pages is going up from around 45% to a brilliant 60% – this means, amongst other things that the whole of *Action Test* will be in full colour!**
- **We're changing paper to suit the increased colour coverage. Our old paper was fine for mono, but our printing boffins say the new stuff will 'take' colour much better**

### PLUS...

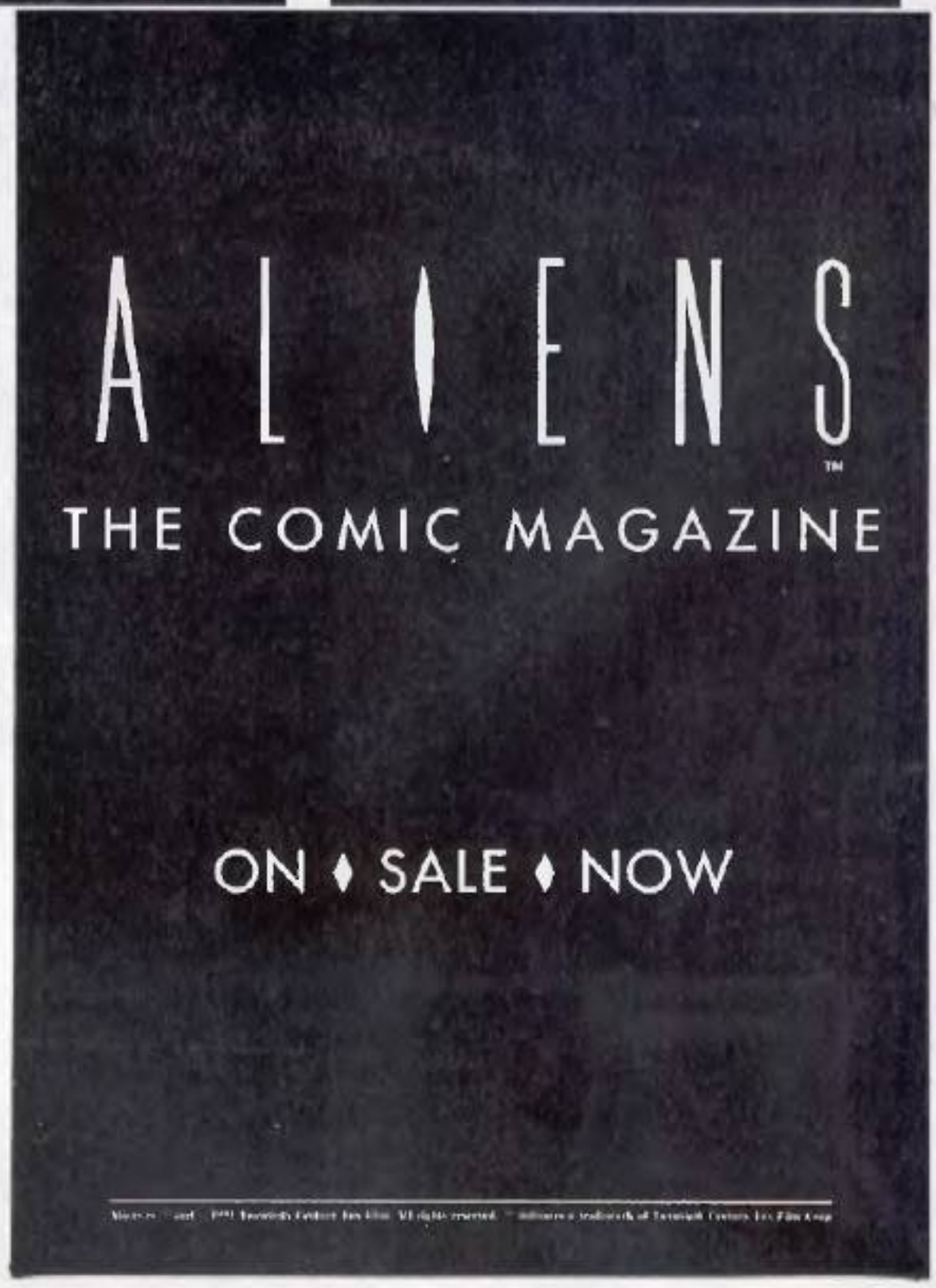
- Everything you ever wanted to know about desktop publishing on the Amstrad
- Programming in 3D: the conclusion
- 19 pages of game reviews, news, gossip and previews!
- 14 pages of handy hints, tips and help!
- Another fabulous *AA* competition...

**The April issue of Amstrad Action is on sale Thursday 21st March – *Don't miss it!***

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# THE COMPILATION PACK OF MEGA STARS

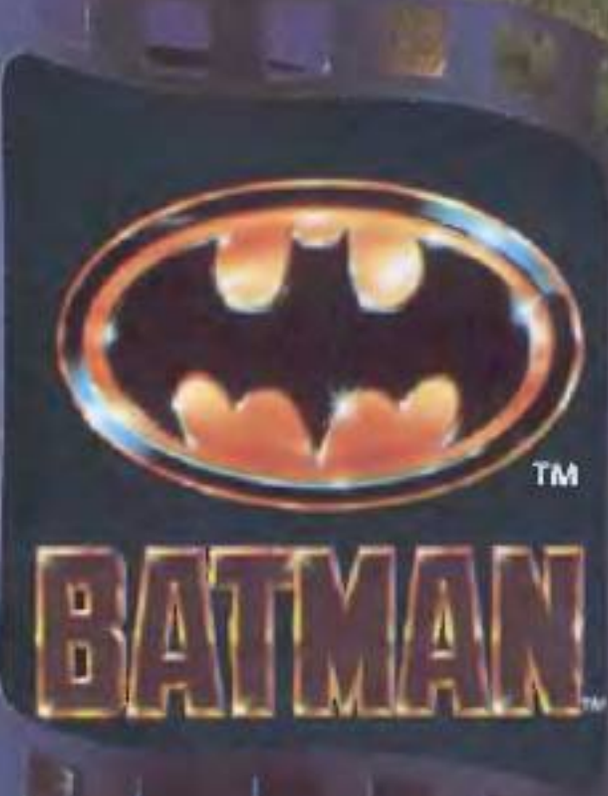
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SOMEONE HAS STOLEN MY MIND





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