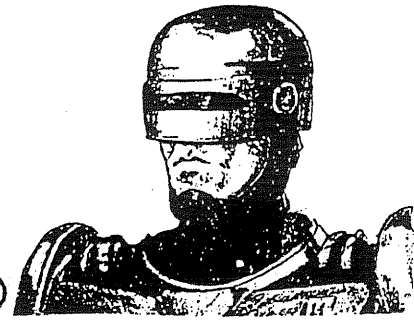
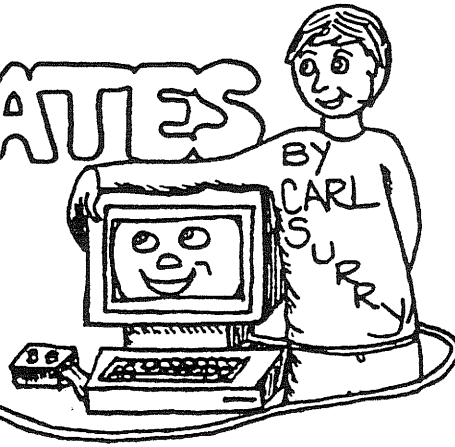




# PLAYMATES

No. 9



I KNOW THIS MAY SEEM A BIT ODD, BUT THE FRONT COVER IS ABOUT THE LAST PAGE I DO OF PLAY MATES. SO THIS IS WHERE THE LATE NEWS AND / OR AMENDMENTS GET PUT. SO DON'T BE PUT OUT BY THIS LATE BONZO NEWS BEING ON THE FRONT COVER. IT COMES FROM ALEX COCHRANE WHO ALSO HAS SOME BITS IN THE BONZO LITTER TRAY SECTION.

## OPTION 1

STRIKE FORCE HARRIER. THE PRO TENNIS TOUR TRANSFER WILL NEED THIS SMALL LOADER TO RUN FROM DISC.

5 ' PRO TENNIS TOUR CHALLENGERS COMP ALEX C  
10 MEMORY &9FFF:LOAD"PROTENNI":CALL &A000

## HACKPACK

SPELLBOUND

## OPTION 4x

LEGIONS OF DEATH

## OPTION 11

SIM CITY (11c) ... EXPLODING FIST (11a) MELBOURNE HOUSE VERSION ...  
THOMAS TANK ENGINE (11a) .. ALSO TRIVIAL PURSUITS MAY ALSO GO !



ALSO ALEX HAS SENT IN THESE CHEATS FOR NIGHT SHIFT, AS I DON'T HAVE THE GAME I CAN'T VOUCH THAT THEY WORK, INFACIT I DON'T EVEN KNOW JUST WHAT THEY DO.

B=BANANA C=CHERRY L=LEMON P=PLUM A=PINEAPPLE

LEVEL 2- CBBL	6- CPPA	10- LBPP	14- ACPB
3- BCAP	7- CALB	11- BACP	
4- ALAP	8- ABAC	12- CPBP	
5- AALC	9- ALLC	13- PCBA	

THANKS ALEX

Totals of all Bonzo Super Meddler and Blitz game transfers

METHOD	TOTALS
Arglock	3
Bl Detect	83
Blitnux1	4
Blitzmmmm	1
Blitznu	1
Blitzold	2
Blitz4	2
Blitz5	29
Blitz5X	3
Blitz6	9
Bunlock	19
BLITZ6X	1
Hack Pack	237
Hack Pack2	31
Option01	491
Option02	48
Option02M	3
Option02X	50
Option03	86
Option04	26
Option04X	3

Option04Y	5
Option05	51
Option05X	4
Option05Y	1
Option06	33
Option07	8
Option08	7
Option09	22
Option10	55
Option11	18
Option12	4
Picbonk	

INTERPOOL  
PO 2B X  
88475 SCHWEND  
GERMANY

## MORE FROM YOUR BSM

AS YOU ALL NO DOUBT SAW IN THE JULY ISSUE (No.70) OF AMSTRAD ACTION (FORUM) AND THE CPC COLUMN OF NEW COMPUTER EXPRESS. THE BONZO SUPER MEDDLER DISC CONTAINS A FILE CALLED 'FBAUTO2' AND THIS FILE WILL SET UP 47 RSX'S. NOW I MUST ADMIT ALL THIS SORT OF THING IS ABOVE MY HEAD, SO I WONT TRY AND EXPLAIN IT ALL BEST READ THE AMSTRAD ACTION ARTICLE FOR MORE DETAILS. I WILL LIST JUST A FEW OF THE RSX'S THOUGH.

!HELP WILL LIST ALL THE RSX'S  
!SLEEP COMPUTER AWAITS KEY PRESS  
!BIG PRINTS DOUBLE HEIGHT TEXT  
!DEPRO LOADS PROTECTED BASIC  
FILE INTO MEMORY

Game Name	Transfer Method	Comments
A.T.F.	Option10B	
Ace	Option01	Not Comp Vsn
Ace of Aces M/F	Bl Detect	Main File Only
Ace 2	Hack Pack	Comp or Opt4
Acrojet	Bl Detect	
Action Force	Bl Detect	Mastertronic
Activator	Option02X	
Adrian Mole	Option02X	
Advanced Pinball	Option03	Picbonk
Advanced Pinball	Bl Detect	
Advent Quest	Option02	
Afterburner	Blitz5	Main File Only
Aftermath	Option01	
Aftershock	Hack Pack	
Ahhh	Option01	CRL.
Airwolf	Option01	
Airwolf 2	Option01	Comp Vsn
Alex Pool	Option01	
Alex Snooker	Option01	
Alien	Hack Pack	
Alien Break In	Option01	
Alien Highway	Option01	
Alien Highway	Bl Detect	
Alien 8	Option06	
Alpine Games	Option01	
Altered Beast	Blitz5	
Amaurote	Option02M	Use Masterx
American Aliens	Option01	
American Turb King	Option06	Key & Joy Vsn
Amsgolf	Option01	
Amsoccer	Option01	
Amst Assembly Csa.	Option01	
Amstrad Shuffle	Option01	
Anarchy	Option06	
Anarchy	Hack Pack	Comp
Android 1	Hack Pack	
Android 2	Hack Pack	
Andy Capp	Option05X	
Angelique	Option01	
Angle Ball	Hack Pack	

### HIGH SCORES

Welcome to yet another issue of Play Mates. I've had one or two folk ask me about starting a high score table. So that others have a target to aim at. Now many magazines and I guess fanzines have tried this idea over the years, all but Video & Computer Games have dropped the idea. Mainly because some people sent in some really wild scores, most likely got with the help of drugs, a poke or both.

Now I don't mind giving it a go if enough of you want to start it up. So to get the ball rolling I will list a few of my own scores below. All I ask is that you send only scores that you have got with out the aid of a poke or in-built cheat.

#### CARLS HIGH SCORES

FLIMBO'S QUEST	0049120
PICK 'N' PILE	00226200
WILD STREET	101277

\*\*\*\*\*

#### MINI HELPLINE

TONY WALKER is offering help with Rom's, Communications, Protext, Prospell, Promerge Plus, CP/M Plus, Rom Blowing and the Bonzo discs. Contact him daytimes and evenings on 0772-651698 or on Prestel Mbx 772700440.

Thomas Defoe is offering help with BASIC and Machine Code Programming, plus help with all of Arnor's ROM's eg Protext and Prospell. See Print Out for Address.

If you have penfriends down under get them to contact Colin Boswell for a whole host of goodies, which include....

Play Mates, Bonzo discs and Tearaway Colin can be found (if you look hard enough) at 62 Warming Street, Warming Point. 2284, NSW, Australia.

If you want to be added to this list of fine fellows, drop me a line. Please no "I want pen pals" types just offers of help. For all those who keep asking for my phone number, sorry no can do. Play Mates takes up all my time now, I don't want to spend hours on the phone as well

### WHERE SHALL I GO KNOW ?

Here are a few ideas for where to spend your hard earned cash, after you've paid for the next issue of Play Mates of course.

.....  
WoW Software, run by Joan Pancott. Has low cost adventure games on disc and tape for sale. Tel. No. 0305 784155 or write to 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. (WoW stands for Witch of Wessex).

.....  
United Amstrad User Group, Chairman Tony Baker, 26 Uplands Crescent, Fareham, Hants, PO16 7JY. A genuine user group, run by a committee. Produces a bi-monthly club fanzine called CPC USER. They also run a tape and disc PD Library and CPC book library. You can get a sample issue of CPC USER for just £1.50.

.....  
Adventure PD, run by Debby Howard. Public Domain library specialising in CPC Adventure games. Debby's address is .....  
10 Overton Rd, Abbey Wood, London, SE2 9SD

.....  
Scully PD Library, run by Alan Scully. This must be one of the biggest CPC PD libraries around. 119 Laurel Drive, East Kilbride, Glasgow, G75 9JG.

.....  
WACCI, 9 South Close, Twickenham, TW2 5JE. They run a monthly fanzine and very large PD library. See adverts in AA or ACU for more details.

.....  
The CPC Network, run by James Verity. The poke finding disc/multiface utility Tearaway can be found here. 3 The Cottons Wisbech, Cambs, PE14 8TL.

.....  
Print Out run by Thomas Defoe, 8 Maze Green, Bishops Stortford, Herts, CM23 2PJ. Print Out is a bi-monthly fanzine for the more serious users of the CPC. They run Basic and Machine Code courses for both new and experienced users, plus reviews of PD and Homebrew programs. Cost £1.10 per issue and is very well put together.

.....  
Play Mates run by ME, a very good read at a sexy price. Just £1.30 an issue, order your issue 10 and 11 now. Contains Bonzo tape to disc transfer news and much more.

### WHERE SHALL I GO CONTINUED

.....  
Microstyle run by Phil Craven. He sells the Bonzo discs that I cover in Play Mates, "Bonzo Litter Tray" section. These discs (BSM and Blitz) can transfer tape games to disc, for back up copies and faster loading. Over 1000 games can be transferred and the list gets larger every issue of Play Mates. Phil also does other Nemesis utilities like Maxidos and Bonzo's Big Batch. Microstyle also sell second 3.5 inch disc drives. See adverts in Amstrad Action & ACU for details.

Microstyle's address and phone No. is 28 Belmont Avenue, Low Moor, Bradford, BD12 0PA Tel. 0274 690990 (after 2pm)

\*\*\*\*\*  
How to get issues 10 and 11 of Play Mates

.....  
You can order your copy of issues 10 & 11 now. They will cost £1.30, which includes P&P or if you send a large 27p stamped envelope they will cost £1.00 each. I am trying to do an issue every 3 months. The next issue is due out on the 1st Dec 1991. If you have any articles, reviews, comments, desert island discs or high scores I will need them by 1st Nov 1991.

\*\*\*\*\*

#### THANK YOU

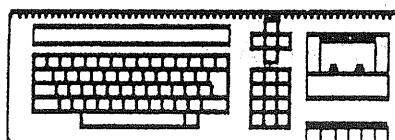
.....  
I wish to thank everybody for ordering Play Mates. I would also like to welcome all the new readers that joined the ranks of Play Mates after Colin Harris sent out a Bonzo Bulletin Special. I hope you all enjoy and will wish to contribute to Play Mates in the future. Right then on to the list of honour.

Phil Howard, Gary Smith, Steve Smyth, John Brown, Colin Harris, Mike Bullen, Martin Cossins, Mick Williams, James Verity, Alan Scully, Andy Price, Danny Webb and David Blackwell.

.....  
One person who must get my biggest thanks is my wife Vi. Who not only helps with spell checking but keeps me sane as well.  
THANKS VI XXXXXXXXXXXXX

.....  
Any comments, reviews, articles or pokes send them to 37 Fairfield Way, Barnet, Herts, EN5 2BQ.

# AMSTRAD



# AMSTRAD

AS THOSE OF YOU WHO READ MY OWN FANZINE WILL KNOW, I RARELY REVIEW GAMES BUT HAVING PLAYED 'PRINCE OF PERSIA' FOR A COUPLE OF WEEKS I FELT I JUST HAD TO TELL EVERYONE WHAT A TRULY MAGNIFICENT GAME DOMARK'S LATEST PROGRAMMING MARVEL IS.

THE PLOT IS AS FOLLOWS: THE SULTAN IS AWAY FIGHTING A FOREIGN WAR AND IN HIS ABSENCE THE GRAND VIZIER JAFFAR HAS TAKEN OVER. YOU, THE HEROIC ADVENTURER, HAVE FALLEN IN LOVE WITH THE SULTAN'S DAUGHTER. HOWEVER, JAFFAR ISN'T TOO HAPPY ABOUT THIS AS HE HAS ALREADY ASKED THE PRINCESS TO MARRY HIM - SO HE'S THROWN YOU INTO HIS DUNGEON AND DEMANDED THAT THE PRINCESS DECIDE TO EITHER MARRY HIM OR TO DIE. SO OFF YOU GO TO SAVE YOUR LOVE AND THE COUNTRY FROM THE TERRIBLE TYRANNY OF THE GRAND VIZIER.....YAWN!

BASICALLY, PRINCE OF PERSIA IS A HACK-AND-SLAY PLATFORM GAME. THE ONLY THING IS THAT IT IS THE GRAPHICS ARE OF HIGHEST QUALITY - THE ANIMATION OF THE HERO IS ABSOLUTELY STUNNING WITH MANY DIFFERENT POSSIBLE MOVES; IT'S ONLY WHEN YOU START TO PLAY THE GAME THAT YOU APPRECIATE JUST HOW REALISTIC HIS ACTIONS ARE.

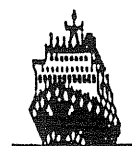
WHILST THE FORMAT OF THE GAME MAY NOT BE NEW, THE WAY THAT IT IS EXECUTED IS REALLY SOMETHING SPECIAL. THERE ARE SO MANY WAYS TO DIE - HUGE DROPS, SPIKES TO IMPALE YOURSELF ON, SHARP BLADES, POISONED POTIONS AND SKEWERED ON THE END OF A GUARDS SWORD. WHEN YOU FINALLY MANAGE TO OVERCOME AN OBSTACLE THERE IS A GREAT SENSE OF ACHIEVEMENT.

EACH LEVEL CONTAINS MANY TRAPS, SOME OF WHICH ARE FATAL, HIDDEN PASSAGES AND SOME THOUGHT IS REQUIRED AS TO WHICH SWITCHES NEED TO BE PUSHED BEFORE THE EXIT CAN BE REACHED. THE GUARDS ON LATER LEVELS BECOME MUCH HARDER, AS DO THE JUMPS, BUT PERSEVERANCE USUALLY PAYS OFF. ALTHOUGH YOU ARE RETURNED TO THE BEGINNING OF THE LEVEL WHEN YOU DIE, EACH LEVEL IS SHORT ENOUGH FOR THIS NOT TO BE A SERIOUS DRAWBACK.

THE ONLY ANNOYING THING IS THE WAY IN WHICH YOU DON'T HAVE CONTROL OVER WHEN YOU DRAW YOUR SWORD AGAINST A GUARD - IT'S DONE AUTOMATICALLY - SOMETIMES YOU'RE KILLED BEFORE YOU HAVE A CHANCE TO FIGHT. CARL TELLS ME THAT HE FINDS IT HARD TO LEAP ACROSS THE GAPS - PERSONALLY I DON'T KNOW WHAT HE'S TALKING ABOUT!! SO FAR, I'VE MANAGED TO REACH LEVEL 8 BEFORE I GET STUCK - IF ANYONE HAS MANAGED TO GET PAST YOUR GHOST ON LEVEL 6 - I'D LIKE TO KNOW HOW YOU DO IT.

WHEN YOU COMPLETE A LEVEL, THE NEXT ONE IS LOADED - I HAVE THE DISC VERSION BUT I SHOULD IMAGINE THAT TAPE OWNERS MIGHT FIND THIS A BIT FRUSTRATING. HOWEVER IT ISN'T A TRUE MULTILOAD AS YOU'RE ONLY RETURNED TO LEVEL ONE WHEN YOUR TIME IS UP. OVERALL, THIS IS ONE OF THE BEST GAMES I HAVE EVER PLAYED ON THE CPC (MY ALL TIME FAVOURITE IS HEAD OVER HEELS, BY THE WAY) AND IS WELL WORTH BUYING.

PRESENTATION: 70% - DETAILED INSTRUCTIONS, BUT NOT CLEAR ON SAVING A GAME  
 GRAPHICS: 95% - ABSOLUTELY BRILLIANT, SUPERB ANIMATION, GOOD BACKGROUNDS  
 SONICS: 50% - IGNORE THE TUNES, THEY'RE HORRIBLE  
 PLAYABILITY: 90% - EASY TO GET INTO AND WITH SO MANY MOVES TO TRY OUT  
 DURABILITY: 80% - LOTS OF LEVELS BUT LATER THE GUARDS ARE JUST TOO TOUGH  
 OVERALL: 90% - ONE OF THE BEST GAMES EVER



### DESERT ISLAND DISCS

Glen Scott from Great Yarmouth has sent in his list of utilities and games that he would like to be cast-away on a desert island with. Now one is a ROM and not a disc but I'll let him off this time.

- 1) Stop Press... The best DTP program on the CPC. Better than many programs on the Amiga and ST.
- 2) Rodos Rom... Assuming that my 3.5 inch drive is on the island then this is the definitive disc controller.
- 3) Turrican... The best shoot 'em-up on the CPC. Great graphics and huge levels will keep you going for ages.
- 4) Bloodwych... A superb RPG, beats the Bards Tale any day. A game which you could never really complete.
- 5) Italy 1990... Even though the game is bugged, it is great fun. Probably the fastest graphics ever!
- 6) Rock Star Ate My Hamster... When I first got this game I played it for hours on end. How can you get those damn Platinum records ??!
- 7) Rick Dangerous II... Well, what can I say apart from, this is probably the best game on the CPC ever! (I have not played Laser Squad).

And here are the games which I would re-format the discs straight away:

- 1) World Cup Carnival... Makes the Commodore 64 look good!
- 2) OutRun ... So slow and unplayable
- 3) Road Blasters... As above
- 4) Charlie Chaplin... Spectrum port which is worse than ACU Ten Liners!



\*\*\*\*\*  
 Nigel Caldwell from Kidderminster used to be a member/user of Matrix Leisure Services of Ware in Herts. Matrix run a kind of review and /or purchase library for computer software. And as Nigel said it was a good way to check out a game before buying it. But Matrix have closed the CPC section of the library, so Nigel wants to know if anyone else knows of a similar library ?

As not one single person wanted the disc of screen shots grabed from games reviewed in issue 8, I've not bothered to do screen shots for this issue.

This will not be a review of the game Switchblade (Gremlin) for one or two reasons. First of all Amstrad Action have saved me a lot of trouble by giving away a playable demo of the game with their July 91 issue. So you should all know how the game looks and plays. Secondly I thought it better to point out the differences between the Cartridge version and the Disc version of the game, or rather the lack of them !

The Amstrad Action demo doesn't place you at the start of the game but a short way into the game. There is a few screens above ground (and a few below) before you drop down the shaft to Havok's lair. I bought the cartridge for my GX4000 console as soon as it came out and enjoyed the game very much but for me at least it's very hard to complete with the amount of lives you get. As I can't put pokes into the GX4000 and I'd heard the disc version was just as good as the cartridge, so I bought the disc version. So I could then find the Multiface pokes for myself and then hopefully finish the game. But the game doesn't like the Multiface, it will let you use the Multiface but the first time you press up on the Joystick (and I guess the keys) the game crashes. So now I'm left with two versions of the game and I can't poke either.

But I digress and will return to telling you of the differences between the two versions of the game. Well to tell you the truth there is not much to tell you about. As far as I've got into the game both versions of the game have the exact lay out, by that I mean if you mapped one version it would work on the other and that the bad guys are also in the same place and in the same numbers. Graphically the cartridge version has a very slight edge and I do mean slight, the same can be said for the sound as well. The main difference as far as I can see is in playability and even then it's not a great difference. With the GX4000 and the PLUS machines you get control paddles rather than a joystick. These paddles have two fire buttons and unlike joysticks which can have about 4 or 5 fire buttons the paddle fire buttons do work seperately. On the paddle fire button 1 will make Hiro punch and kick and fire button 2 will make him do jumps. Although you can still do jumps buy pressing up on the paddle. There will be times when you may get caught by 1 or 2 alien guards and you may want to jump out of range for a while at the same time you may want to get a quick punch in to slow the alien down a bit and may be even jump in the opposite direction to what you are facing. With the disc version (and joystick) this is all possible but you can easilly get it all wrong and end up losing yet another life as the aliens beat you up. But with the cartridge version (and paddles) I personally found it better to do many things (almost) at the same time, so thus avoid the guards or at least get into a better position to fight them from.



So really I would say that the cartridge version has the edge over the disc version but may be not enough to warrant the higher price of the cartridge. Gremlin could have made more of the consoles extra features. But from what I've seen so far this is true of many cartridge games not just Switchblade. I tried out in my local shop the other day Wild Streets by Titus. The backgrounds and borders looked better but the sprites in some cases looked worse or at best the same as the disc version. Again the main enhancement was the use of fire button two to draw and fire the gun, which is a fiddly thing to do when using a joystick. So I for one will not be buying the cartridge version of that game, and my advice would be to PLUS owners, that they try and get the tape/disc version instead.

#### BOSS ENEMIES



Giant Spikelouse  
5000 points.



Giant Scorpoid  
5000 points.



Giant Cybat  
5000 points.



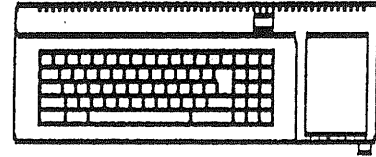
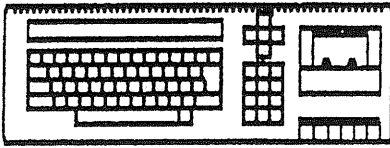
Giant Roborganism  
5000 points.



Havok  
50,000 points - plus bonus of 20000 points for each remaining life on completion of game.







## UPGRADING A 464 TO A 6128

The first question to ask yourself is 'do I need/want to upgrade?' Most games software on disc will run just as happily on a 464 with DDI-1 disc drive as on a 6128 - there are some exceptions to this and you should check on this before you buy the game.

Likewise there are some serious programs (like Stop Press) which just need a disc drive and 128K of memory - these will work properly on a standard 464 with 64K Ram pack and disc drive. Other pieces of software make use of the additional commands which are only available in the 6128 ROM - in the main this is serious software.

My main reason for upgrading was to check compatibility of programs for use in my magazine on both computers.

If you do upgrade, all of your old 464 software except for some of the very early programs will work. Some serious software, such as Qualitas, will need to be set up again so that it will work on a 6128, but this process is described in the software's manual.

To turn your 464 into a 6128, you need three items: a 6128 ROM, a disc drive and a 64K memory expansion. You may also want to acquire a copy of the CPM Plus master disc and a 6128 manual.

The first thing to do is make sure you can get hold of a 6128 ROM - Amstrad & Locomotive Software had a disagreement about the licensing of these ROMs, which led to them being withdrawn from sale to the general public. Now, it seems that people like Microstyle and WAVE have managed to get hold of some more, although at a fairly inflated price. Once you've got hold of your ROM, you need somewhere to fit it. There are three possible ways of doing this:

- 1) Using a 'Romboard Extra' - this was produced by Microstyle and includes a special slot for adding a 6128 ROM as well as six standard ROMs. However, they have discontinued it, although in one of their recent adverts, there was talk of it being re-introduced.
- 2) The alternative is to build yourself the 'ACU ROMchanger' (as described in the March 1989 issue of ACU). If you decide to make the Romchanger, you'll need to be fairly competent at soldering - I wasn't, and so I got a friend to make it - but when finished it works a treat. Anyone who is missing the necessary issue of ACU can write to me at the address shown below and I'll supply them with a copy of the article.
- 3) Finally, you could open up your CPC, desolder the present chip and insert the replacement 6128 ROM. This invalidates any guarantee, is difficult to do, can end in disaster, and you cannot swap between 464 and 6128 modes of operation at will.

When you've installed your 6128 ROM, you can test it without needing to buy a memory expansion or disc drive. Once you're satisfied that it works properly you can add on the other pieces of equipment. You will need a DDI-1 first disc drive and dk'Tronics 64K Ram expansion (now sold by Datel). I have heard rumours that Amstrad are planning to stop manufacturing the DDI-1 interface soon and so you'd better make sure that you can find a supplier.

The hardest part of the set-up to acquire is the CPM Plus master system disc; you can contact either WAVE or CPC Ltd in Preston to see if they still have any copies left.

As far as your CPC is concerned you then have a fully fledged 6128. There are still a few differences in the architecture of the machine: eg bank switching is done externally in the RAM pack and not inside the computer; in the upgraded 464 the Amsdos ROM is also connected externally. However I have been using my set-up for over six months now and haven't had any problems with it.

If you have any problems with upgrading your 464 (or 'downgrading' your 6128) then please feel free to get in touch with me at the address shown:

## FOOTBALL SIMULATOR ROUND-UP BY MICK AND STEVE WILLIAMS

THERE ARE SO MANY FOOTIE SIMS ON THE MARKET AT THE MOMENT THAT I THOUGHT IT HIGH TIME SOMEONE POINTED OUT THE GOOD, THE BAD AND THE UGLY OF THESE TIME CONSUMING THINGS; AND TIME CONSUMING THEY ARE. THEREFORE I ROPED IN MY BROTHER STEVE TO GIVE ME A HAND. WHAT FOLLOWS IS A WRITE UP CONTAINING TWO OPINIONS, AS UNBIASED AS POSSIBLE... IF THE GAME IS GREAT, WE'VE SAID SO, IF IT NEEDS THE NEW JASON DONOVAN LP TAPING OVER IT..WELL WE'VE SAID THAT AS WELL. HOPE WE DON'T OFFEND ANYONE...AND REMEMBER, WE ALL HAVE OUR FAVOURITES!!!

TO SAVE LOADS OF TYPING, WE'VE ABBREVIATED THE MAIN THINGS THAT APPEAR IN ALL FOOTIE SIMS AND THESE WILL BE LISTED AFTER THE GAMES NAME...  
T...TEXT G...GRAPHICS S...SOUND A...AN ARCADE SECTION

## FOOTBALL MANAGER (ADDICTIVE) T,G,S SCORE...80%

THE ORIGINAL, AND PROBABLY STILL THE MOST PLAYABLE, MANAGEMENT SIM. THE MANAGEMENT SECTION IS GOOD, ALTHOUGH NOT TOO THOROUGH, BUT THE GRAPHICS SECTION IS A BIT CORNY. GOOD FOR IT'S TIME BUT MAYBE A LITTLE TOO EASY FOR MOST...STILL A GOOD PLACE TO START THOUGH.

## FOOTBALL MANAGER 2 (ADDICTIVE) T,G,S SCORE...76%

MORE OF THE FIRST REALLY, BUT TACTICS COME INTO THIS GAME A LOT MORE. A FEW NEW TOUCHES BUT IT'S A BIT COMPLICATED AT FIRST AND NOT NEARLY AS PLAYABLE AS THE FIRST ONE. THE GRAPHICS SECTION IS BETTER BUT GETS BORING AFTER A WHILE.

## FOOTBALL MANAGER WORLD CUP EDITION (ADDICTIVE) T,G,S SCORE...40%

NO PROPER STRATEGY INVOLVED AS SUCH - YOU MANAGE INDIVIDUAL PLAYERS AND MORAL, TACTICS AND POSITIONING PLAY IMPORTANT PARTS. THE ONLY GAME WE'VE COME ACROSS WHERE YOU INSTRUCT THE PLAYERS WHERE TO KICK THE BALL, BUT IN GENERAL THIS REALLY IS DISAPPOINTING. THE GRAPHICS ARE VERY MUDDLED AND THERE IS NO LOAD/SAVE OPTION. DEFINITELY THE WORST OF THE FM GAMES.

## MANCHESTER UTD (KRYSSALIS) T,G,S,A SCORE...92%

CONTAINS STRATEGY AND AN ARCADE SECTION. EXCELLENT AND VERY THOROUGH MANAGEMENT SECTION WITH ALL THE UTD TEAM...THE ARCADE SECTION IS A BIT TRICKY AT FIRST, BUT ONCE YOU GET THE HANG OF IT, IT'S REALLY QUITE GOOD AND THE GRAPHICS AREN'T TOO BAD EITHER. ALL IN ALL, A GREAT GAME.

\*\* MICKS MENTION \*\* THERE'S QUITE A LOT OF DISC ACCESS INVOLVED AND I CAN IMAGINE THE TAPE BEING QUITE A LOAD. PROTON SOFTWARE HAVE NORMALLY ALWAYS GOT THIS ON SALE!!!

## EMLYN HUGHES INTERNATIONAL SOCCER (AUDIOGENIC) G,S,A SCORE...97%

WE WEREN'T SURE WHERE TO DRAW THE LINE BETWEEN A MANAGEMENT SIM AND AN ARCADE GAME SO MAYBE THIS SHOULDN'T BE HERE, BUT IT'S SO GOOD WE THOUGHT WHAT THE HECK!!! THERE'S A MENU DRIVEN STRATEGY SECTION THAT DOESN'T REALLY GIVE YOU THAT MUCH TO DO...IT'S WHEN YOU ELECT TO PLAY IN THE ARCADE SECTION THAT THIS GAME SHINES. THE GRAPHICS ARE SOLID AND SMOOTH AND THE BALL CONTROL IS A DREAM (THE OTHER COMPUTER CONTROLLED PLAYERS ACTUALLY SEEM TO READ WHAT YOU ARE ABOUT TO DO AND MOVE INTO POSITION!!). IF YOU WANT A GOOD SOLID STRATEGY GAME LOOK ELSEWHERE, BUT TO ACTUALLY PLAY...WELL THIS IS AS CLOSE AS IT GETS TO THE REAL THING.

## KENNY DALGLISH SOCCER MANAGER (INCOGNITO) T,G SCORE...69%

A TIDY ICON DRIVEN GAME. QUITE PLAYABLE BUT ONLY MORE OF THE SAME REALLY. THERE ARE NO MOVING GRAPHICS BUT WHAT THERE IS ARE EASY TO USE.  
\*\*\* STEVE SAYS \*\*\* THIS AND WORLD SOCCER ARE VIRTUALLY IDENTICAL !!

## WORLD SOCCER LEAGUE (E&amp;J) T SCORE...91%

A SUPERB MENU DRIVEN GAME. THERE IS NO TRAINING, NO GRAPHICS AND IT'S WRITTEN ENTIRELY IN BASIC SO IT'S A BIT SLOW; YOU'RE PROBABLY THINKING WHAT A BORING GAME, BUT YOU'D BE WELL WRONG. THERE'S JUST SOMETHING ABOUT THIS GAME THAT MAKES IT THOROUGHLY ENJOYABLE AND VERY PLAYABLE. WELL DONE E&J!!

\*\*\* STEVE SAYS \*\*\* THIS IS ONE OF THE FEW GAMES WITH REAL TENSION.

## WORLD CHAMPIONS (E&amp;J) T,G,S SCORE...70%

YOU CONTROL THE ENGLAND TEAM AND IT'S YOUR GOAL (PUN!!) TO WIN THE WORLD CHAMPIONSHIP. YOU CAN PLAY FRIENDLIES ON THE WAY AND THIS GAME IS GOOD IN THAT YOU CAN SEND ALL TEXT TO YOUR PRINTER. ONCE AGAIN, IT'S AN E&J GAME WRITTEN ENTIRELY IN BASIC (ARE ALL THEIR GAMES?) SO IT'S A BIT SLOW BUT, AS IN WORLD SOCCER LEAGUE, THERE IS GENUINE TENSION.

## EUROPEAN CHAMPIONS (E&amp;J) T,G SCORE...46%

WRITTEN IN BASIC AGAIN, VERY SIMILAR TO WORLD CHAMPIONS BUT NOWHERE NEAR AS GOOD. IT'S VERY EASY TO USE, BUT IT'S INCREDIBLY SLOW. NOTHING NEW HERE.

## STRIKER (CULT) T,G,S SCORE...72%

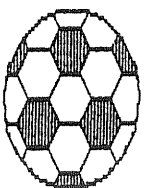
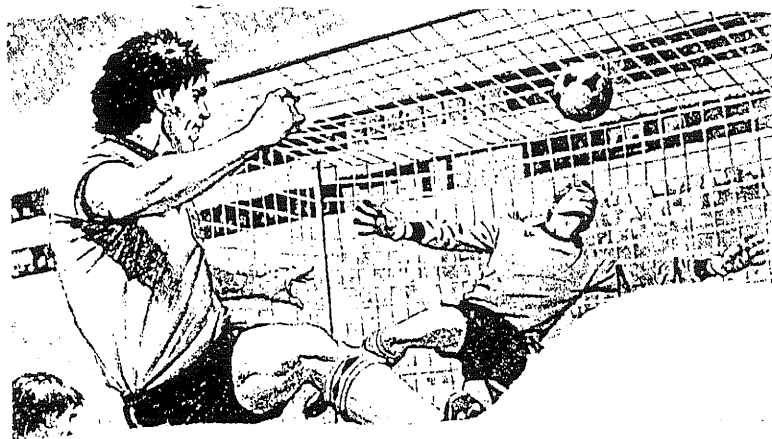
NOT REALLY A MANAGEMENT SIM...BUT NOT AN ARCADE GAME EITHER. YOU PLAY THE TEAM STRIKER (I WORKED THAT OUT ALL ON MY OWN!!!) AND BASICALLY YOU JUST WAIT IN THE PENALTY AREA FOR THE BALL TO COME THROUGH TO YOU. THEN IT'S UP TO YOU TO SCORE. YOU HAVE TO TRAIN YOURSELF AND YOU CAN ALSO BE TRANSFERRED FROM DIFFERENT CLUBS. ALL IN ALL, NOT BAD.

## WORLD SOCCER (ZEPPLIN) T,G SCORE...69%

ICON DRIVEN STRATEGY GAME WITH A BIG CHOICE OF TEAMS, BOTH BRITISH AND FOREIGN. NOTHING NEW REALLY, ALTHOUGH THE ZEP SPORTS COMMENTATOR IS COMICAL AT TIMES. A BIT TOO MUCH LIKE KENNY DALGLISH SOCCER MANAGER FOR MY LIKING.

## TRACKSUIT MANAGER (GOLIATH) T SCORE...90%

NOTHING REALLY DIFFERENT APART FROM THE PRESENTATION. THIS GAME IS VERY EASY TO USE AND AMAZINGLY ADDICTIVE. IT GOT RAVE REVIEWS WHEN IT FIRST CAME OUT, AND NOW IT'S BEEN RELEASED AS A BUDGET GAME SO YOU REALLY SHOULD ADD THIS TO YOUR COLLECTION. RECOMMENDED FOR PEOPLE WHO ARE EASILY BAFFLED BY FOOTIE SIMS.



## JOHN BROWN AND HIS NEW DISC OF UTILITIES !

If you can remember way back as far as issue 6 of Play Mates, you will remember that John Brown knocked up an up-dated version of his program POKEFIND. As you may or may not know POKEFIND was a utility to help find pokes from within games saved to disc by the Bonzo Super Meddler and Hackpack. Now John has done a newer version that will do the same job, in the same way, but this time works on 64 K games saved with the Multiface.

Now when I first got a sample copy of the program all there was to be had was this Multiface search program called "MFSEARCH". Then I got another sample disc, this time it was menu driven and had a few extras added, like a HEX or ASCII file dump. I have just had yet another up-dated version which has a few other disc utilities added.

If you RUN "DISC" you will get the main menu and from this you can run any of the utilities, each of which has their own sub menu. They also have there own DOC files that can be read from within each sub menu or loaded into a word processor. The utilities on offer are as follows.....

DISCMENU This is just a disc management utility that will let Run, Erase, Rename etc etc.

DISCUTIL This loads in some new RSX's

FILEFIND This as far as I can see is a slightly up-dated and renamed POKEFIND.

MFSEARCH This is the program that will search Multiface programs for pokes.

HELPPFILE This will just give a brief listing of what the other programs can do, read the DOC files for more details.

As with John's POKEFIND program it is not PD but it is FREE from either myself or direct from John himself. All you have to do is supply the disc and return postage. All you need now is Johns address (I'm sure you don't need mine ?), write to John at.....

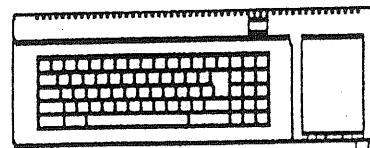
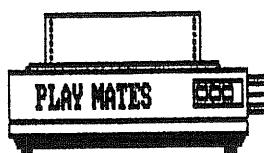
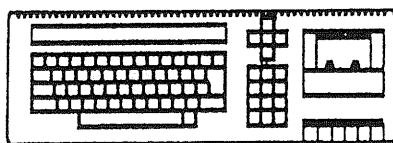
15 Exeter Road, Wittering, Peterborough, Cambs, PE8 6DA.

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Peter's Compo Prize Winner ! At Last ??

Also in issue 6 I told you of Peter Curgenvin's tale of woe. He had won in the March 90 issue of ACU the Codemasters competition, but never did receive the prize. Well I had a letter from Peter the other day to tell me that after much hassle (on his part) he has finally got from Codemasters the prize, well sort of ? The prize was for the CD games collection but as it was never released they sent him all the games (and a few extra ones) on tape. This only came about though because Peter never gave up, he wrote to and rang the offices of ACU and Codemasters many many times, until 13 months later they gave up and gave him his prize. So the moral is if you've won a prize and have waited ages for it, don't give up trying and most of all Don't give up hope.

Peter also wanted to pass on this bit of news that helps with my request for details of how to up-grade a 464 to a 6128. Firstly he has sent a rough guide to the cost of the items you will need. DISC DRIVE - £70 - £160 .. 128 ROM CHIP - £25 .. 64 K RAM PACK - £40. Peter says that the 64 K Ram Pack is widely available but the 128 Rom and DD-1 Disk Drive will be harder to find. He does give the names of Microstyle and/or WAVE as possible companies that may have some left.



OTHER BATMAN GAMES INCLUDE BATMAN 3D AND BATMAN THE CAPED CRUSADER BOTH BY OCEAN

BATMAN THE CAPED CRUSADER GOT 88% FROM ME. THIS GAME OF THE FILM IS AN ENTIRELY DIFFERENT KETTLE OF FISH (OR SHOULD THAT BE BATS?)

THE GAME STARTS WITH THE AXIS CHEMICAL PLANT WHERE YOU CLAMBER AND SWING (WITH THE AID OF THE BATROPE) AROUND THE CHEMICAL PLANT, KILLING THE JOKER'S HENCHMEN TO GET TO THE JOKER HIMSELF. BUT IF YOU'VE SEEN THE FILM YOURSELF, YOU'LL KNOW THAT HE ISN'T THE JOKER YET AS YOU WILL SEE. INCIDENTALLY, THIS IS ONE OF THE BEST END OF LEVEL SEQUENCES I'VE EVER SEEN, WITH JACK NAPIER FALLING INTO THE TOXIC CHEMICAL WHICH TURNS HIM INTO THE JOKER!

NEXT IS LEVEL TWO AND THE ESCAPE IN THE BATMOBILE. THIS IS DONE IN A 3D WAY, LOOKING AT YOUR CAR FROM THE SIDE AND IS VERY GOOD, CERTAINLY A CHANGE FROM BEHIND OR ABOVE. HOWEVER IF THE LAST LEVEL WAS HARD, IT COULD BE COMPLETED WITH A DEGREE OF SKILL, WHEREAS THIS IS HARDER STILL, BECAUSE IT RELIES QUITE HEAVILY ON LUCK, CONCERNING WHERE OTHER CARS ARE AT THE TIME. NEXT LEVEL IS FINDING THE CORRECT COMBINATION OF INGREDIENTS FOR THE KILLER SMILEX. THIS IS LIKE THE PEN AND PAPER GAMES OF MASTERMIND, SHOWING HOW MANY YOU HAVE GOT RIGHT. IT'S NOT THAT GOOD REALLY. LEVEL FOUR IS IN THE BATWING AND YOU MUST CUT THE ROPES OF THE BALLOONS BY FLYING INTO THEM. ANY MISSED DEPLETES YOUR ENERGY. ALSO FLYING AROUND ARE THE JOKER'S HELICOPTERS WHICH KILL TO TOUCH SO MUST BE STEERED CLEAR OF. NOT A BAD LEVEL BUT DIFFICULT. LEVEL FIVE IS THE FINAL ONE AND IS THE PLATFORM GAME OF LEVEL ONE IN WHICH YOU MUST GET TO THE TOP OF THE BELFRY AND THEN DEFEAT THE JOKER. VERY, VERY HARD IF I MAY SAY SO MYSELF WITH CRUMBLING FLOORS, MANY MISLEADING PASSAGES AND DEFT CONTROL OF THE BATROPE BEING A MUST.

THE GRAPHICS ARE OKAY BUT PARTICULARLY GOOD ON THE BATWING AND BATMOBILE. SOUND IS OKAY WITH GOOD TUNES ON EACH LEVEL AND ALL THE GAMES ARE OKAY. NOTHING OUTSTANDING THOUGH. LEVEL TWO THOUGH COULD BE MADE INTO AN INTERESTING VARIATION ON A CAR GAME, AS ITS NEW AND PLAYABLE ENOUGH.

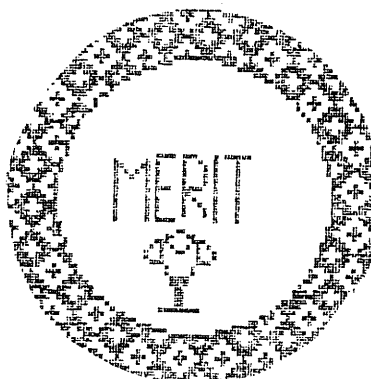
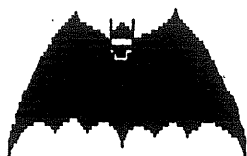
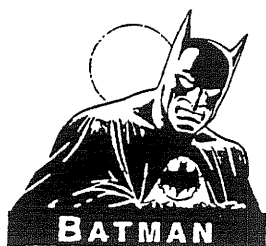
ALL IN ALL, NOT BAD BUT NOTHING TOO INSPIRING.

#### RATINGS\*\*\*\*\*

GRAFIX	73 %	OKAY-GOOD UNIQUE VIEW OF CAR ON LEVEL 2
SONICS	75 %	OKAY TUNES AND EFFECTS
PLAYABLE	79 %	SOME OKAY GAMES WHICH GEL TOGETHER IN AN OKAY GAME
LASTABLE	84 %	FIVE TOUGH TO TOUGHER LEVELS
VALUE	53 %	OVERHYPED, OVERRATED AND OVERPRICED
OVERALL	74 %	BASICALLY OKAY, BUT THATS ALL

\*\*\*\*\*

I WOULD JUST LIKE TO THANK GARY, FOR ONCE AGAIN COMING UP WITH A FINE REVIEW, AND HOPE TO SEE MORE FROM HIM IN THE FUTURE !??



AS YOU SHOULD KNOW BY NOW, THE NEXT ISSUE (No. 10) IS DUE OUT ON THE 1ST OF DECEMBER. BUT WHAT YOU MAY ASK WILL BE IN IT !? WELL EVEN I'M NOT THAT SURE, BUT I DO KNOW OF ONE OR TWO THINGS. I STILL HAVE THE GARY SMITH REVIEW OF OPERATION THUNDERBOLT TO USE AND REVIEWS OF ARKANOID 2 AND X-OUT FROM STEVE SMYTH. I KNOW THESE ARE REVIEWS OF OLD GAMES, BUT STILL WORTHY OF CHECKING OUT. AS THE GAMES HAVE BEEN OR WILL END UP AS BUDGET GAMES OR ON COMPILATIONS. PLUS IF YOU WANT REVIEWS OF NEWER GAMES, YOU WILL HAVE TO KNUCKLE DOWN AND WRITE THEM.

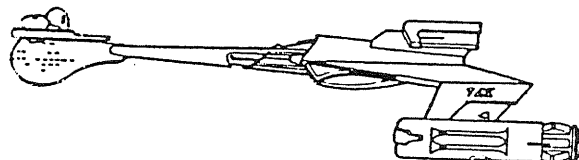
OF COURSE IN ISSUE 10 THERE WILL BE ALL THE LATEST BONZO TRANSFER NEWS, PLUS POKES AND GAMES TIPS, AGAIN THESE THINGS WILL ALSO DEPEND ON YOUR GOOD SELVES. THE MORE YOU SEND IN THE BETTER THE VARIOUS SECTIONS WILL BE.

SO IF YOU HAVEN'T ORDERED YOUR COPY OF ISSUE 10, DO SO NOW ! AND IF YOU HAVE ANY THING TO CONTRIBUTE PLEASE SEND IT IN.

#### COMPETITION TIME

AS YOU MAY HAVE WORKED OUT BY NOW I DO LIKE TO FILL GAPS WITH SMALL PICTURES OR CLIP ART. MY WIFE VI KEEPS HAVING A GO AT ME IF THE PICTURE HAS NOTHING TO WITH ANY OF THE ITEMS ON THE PAGE. I'VE HAD ONE PICTURE I'VE BEEN DYING TO USE, BUT HAVE NEVER HAD A GOOD REASON TO USE IT, UNTIL NOW !

YES FOLKS ALL YOU HAVE TO DO IS TELL ME WHAT THIS IS A PICTURE OF.



AND WHAT YOU MAY ASK IS THE PRIZE ? WELL UP FOR GRABS IS THE TAPE VERSION OF SYSTEM 3'S 'NINJA REMIX' IT IS THEIR LAST NINJA 2 GAME SLIGHTLY UP-GRADED AND RENAMED. I KNOW THE PICTURE HAS NOTHING TO DO WITH THE PRIZE, BUT IT WAS THE ONLY WAY I COULD THINK OF USING IT. ANSWERS ON A POST CARD TO ME BY THE 1ST OF NOV 91.

A while ago I sent off to Steve Williams a copy of Play Mates and asked him to give it a plug in a future issue of WACCI. Not only did he agree to do this, but he sent to me a copy of WACCI, 4 games discs to review, and some tickets to the All Formats Computer Fair. In return all he wanted was for me to tell you a bit more about WACCI. Rather than re-type all the details, I'm going to use a sheet handed out at a recent Computer Fair. Only the HOW TO JOIN section will be out of date as I doubt you will still get the special offer, but it will give you the general idea.

## THE CLUB

WACCI is the Worldwide Amstrad Computer Club for CPC owners who want to use their machine for something other than playing games. Established in 1986 and currently with in excess of 2000 members scattered around the globe, WACCI is the largest and longest running CPC specific user support group in the world.

## THE MAGAZINE

The monthly magazine is produced in a proper A4 format and contains over 20,000 illustrated words in every issue. It includes reviews, features and articles on, CP/M, the CPC news scene, machine code, programming in COBOL, FORTH and PASCAL, Basic for beginners, club news, Advanced Basic programming, utility reviews, readers letters, communications, hardware projects, the Public Domain and Homegrown software lists, competitions, and the telephone helpline.

## THE PUBLIC DOMAIN LIBRARY

WACCI has the largest collection of CP/M Public Domain programs of any CPC user support group and the list is continually being added to. Unlike some PD libraries WACCI has checked every program and ensured that it is correctly configured to run on the CPC. So when you order a program you can rest assured that it will run correctly on your computer.

## THE TELEPHONE HELPLINE

The club also provides a unique helpline service which is updated and published in every issue of the magazine. If you need help with virtually any aspect of CPC computing, then you can look up the telephone number of one of our on-line experts and give them a call.

## THE HOMEGROWN LIBRARY

In addition to the CP/M Public Domain catalogue, WACCI also has a large collection of Amsdos programs. These programs, although inexpensive, are copyrighted by (and therefore exclusive to) WACCI. This means that you cannot obtain them from any other software library and, unless you have ordered them from the club, you can be assured that you will not be buying the same program that you may have bought from another Library.

## HOW TO JOIN

WACCI is usually only available by subscription (£18 for twelve issues) BUT if you subscribe today at the All Formats show you will be entitled to an extra three issues absolutely free. You can either take three back issues from the stand along with the first of your twelve issues (issue 48) or simply have them added to your subscription.

# WACCI

## WACCI cont.

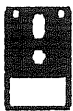
We've all seen the adverts for WACCI (Worldwide Amstrad Computer Club) in the magazines, if you've never ordered anything from them you might like to know that in addition to the few discs they advertise, which is only a sample of their library, they also have four discs aimed specifically at the games player. WACCI have kindly forwarded these discs to PLAYMATES and Carl has asked me to review them. Each disc contains between 12 & 20 games and costs £6.50.

Upon loading the first thing that is apparent is that there are no menu's or programme details accessed via the usual RUN 'DISC', 'DISK' or 'MENU' command so we're left to use the CAT system, something I think is a pity as it would have given a more professional feel as well as being initially easier to run the programme you want.

Another thing that is apparent throughout all the four discs is that the general feel and style is similar to that of many of the games available in the P.D. network or used as Type-Ins by AA or ACU, in that many of the games are basic (as in "simple" not the language), blocky, graphically unadventurous and sometimes slow. Whilst this might sound like severe criticism it is not necessarily to be taken as such for many of the best ideas are the simplest ones. Other games are based on well known, tried and tested themes (and none the worse for it) and one or two are indeed excellent. It is important to add that the content of the discs are NOT Public Domain.

It is perhaps fair to say that if you only like the latest hi-tech blast 'em or beat 'em up then forget it - you ain't gonna find much here to your liking. Alternatively if you don't mind a puzzle or two or a less graphically adventurous version of some of the more traditional games, read on.

## DISC 1 :


- 
- SPACE INVADERS : Is a good version of the classic arcade/pub game of yesteryear. Nice graphics, particularly the monsters.
  - JIGSAW1 : 3 pictures jumbled up for you to sort out in the allotted time. No easy task as the time limit is keen to say the least. Pity the time limit couldn't be altered as my kids would have loved this one.
  - TRIVIA QUIZ : A cross between Snakes & Ladders and Trivial Pursuit. Comes with 400 questions and facility to input more. Quite entertaining if you like this sort of thing.
  - XOX : Your basic noughts and crosses games.
  - ZENER CARDS : Card game based on the Zener System which is supposed to rate your powers of ESP. Match your card with the one the computer secretly chose and see how good or bad you are. Well presented but ultimately pointless (how can you mind read an Arnold???)
  - BREAKOUT : Very slow version of the old arcade game.
  - DRIPZONE : Noughts & Crosses meets Breakout. You compete for a place on the board by successfully demolishing a Breakout type screen. Graphics are good, gameplay's excellent as I like this sort of thing. All in all a definite goodie.
  - EDBUTT : Block demolishing game where you move around a rectangle removing yellow blocks but avoiding red ones. Very basic.
  - LOCK N KEY : Simple maze game. Find the door key before the baddie gets you.
  - MAGIC SQUARES : Perhaps I'm missing something, but I don't quite fathom this one. Asked to supply an odd number between 3 & 13 the screen is then filled with a square of numbers !!
  - OTHELLO : Played on an 8X8 grid with counters a-la Connect 4. The aim is to end up with the most counters by sandwiching your opponent, whose counters then become yours. Played against the computer. Graphically adequate and reasonably well executed. Pity there is no two player mode though.
  - PAIRS : Card matching game played against the computer only.
  - PDG : Stands for Prisoners Dilemma Game. You have only two choices, to confess or not to confess. The computer knows the correct one and will mark you on your success rate. A non-event.



- LOOT : Maze game. Move the maze pieces to make the correct route to the loot. Not as easy as it sounds.
- PATHFINDER : Another movable piece maze game. Six difficulty levels. Basic.
- SHEEPDOG : At the sheepdog trials you have to use your dog to herd the (variable amount of) sheep into the pen. Very simple, very slow, very basic graphically. Would have been good for the little ones if it hadn't been so slow.
- STARFIRE : Simplified version of Galaxians, the old arcade game. Not bad.
- TEE-OFF : Very simple golf.
- 3D MAZE : As it say's. Same as Amsofts Sultan's Maze.
- XDRAW : A crossword grid layout programme.


All in all a mixed bag with programmes of genuine quality (Dripzone) and at the other end of the scale some dross (PDG).

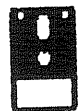
## DISC 2

- 
- BOMBER : Good version of the well known type-in. Variable levels.
- DIAMOND : Another simple maze type game.
- HOT RODS : Basic car racing game. O.K for the very young.
- NOMOPOLY : Alternative version of..... I'll let you guess ! Graphics are nothing special but the game plays O.K.
- N.P.C. : Program designed for use with the Traveller/Megatraveller roll playing system. Leaves me cold.
- PACPLANT : Pacman. Not as polished as the commercial version but immensely playable nonetheless. Supplied with a cheat mode.
- PONTOON : Well executed version of the card game.
- GOMOKU : A sort of Connect Four type game (connect five actually). Played against the (slow) computer only.
- SKETCH : Drawing/Art utility. Basic but usable if you don't already have one.
- SNAKES : Another maze type game.
- STARCHASE : Space fight (very) basic game.
- TUNNEL : Simple game where you attempt to travel as far down the tunnel without bumping into various objects.
- GRIDWAR : Is another basic, Rasterscan type game.
- JIGSAW2 : As on disc one with 3 different pics (including Clive Sinclair)
- QUIZ MASTER : Trivia Quiz with additional attraction of speech effect. Seven different categories of questions. Facility to input your own questions. Good fun if you like this sort of thing.
- UFO : Multi-screen maze game.

Conclusions are that like Disc 1 it's a mixed bag (to be honest all the discs fall into this category). Pacplant & Quiz Master are my personal choices. NPC may be useful to those who are "into" that sort of thing.

## DISC 3

- 
- CAVERNS OF SKELETOR : Maze game. OK for the young ones.
- FRUIT RUN : Fruit Machine simulator. Slow.
- JIGSAW3 : Good programme. Succeeds where the others fail in that there is no time limit. It comes supplied with 5 pictures and you can load in your own pictures using the Graphics Magic package from WACCI. It also loads in screens from my IMAGE SYSTEM graphics package. The jigsaw has also variable levels of difficulty. Good fun for the young ones in particular.
- WILDLIFE QUIZ : Self explanatory. Multiple choice quiz. Load the prog' and input your own (easier!) questions if you like.
- BACKGAMMON : Computerised version of the famous board game. Effective but not graphically brilliant.
- BEETLEMANIA : No not John, Paul, John & Ringo but the Volkswagen Beetle. Drive your motor around the screens to find the flags and bombs to destroy the ducks in the ponds which are the pets of the aliens. Jerky but quite well presented and fun to play.



- DARTS : Basic rendition of the pub game. Three variations to play. Overall - fairly good.
- DRAUGHTS : Programme fault in the review copy.
- XSUM : Noughts and Crosses with mathematics. You complete an equation to gain a square.
- GO : Another grid game. This time played on a 19x19 grid with the ultimate aim of surrounding and capturing as many of your opponents counters as possible (actually it's a little more complicated than this). Good for this type of board/grid game.
- MASTERS OF MID-WORLD : Adventure game. Can be played with or without graphics. As these aren't really my cup of tea it'd be unfair to comment further.
- MINI-WAR : First World War strategy simulator. Text only with difficulty levels to please everyone. This unambitious programme is surprisingly quite good fun to play.



Favourites on this disc ? Mini-War, Jigsaw3, Go and Beetlemania.

#### DISC 4

- 3DXOX : Simply a 3D version of Noughts & Crosses.
- 4 IN A ROW : Connect 4 (and not the best version I've seen)
- DOMINO 2 : Go on, you'll never guess will you !!!!
- ESCAPE FROM WACCI H.Q. : A multi-layer game that I've not finished yet (but which is eminently playable). You are in the WACCI Offices and your aim is to find the keys to let yourself out (and save the world as we know it ?).
- FRUIT WORM : Another basic game where you (as the worm) eat the on screen fruit and find you increase in length. You must avoid the obstacles otherwise it's dead time. Mindless fun.
- LIFE : The infamous game of Life ! (God Knows Why !!!!!)
- MISSILE ATTACK : An Aftermath rip-off which is a little rough & ready but perfectly playable. You have to defend your cities from the alien missiles with your laser beams.
- OTHELLO : Another version of the board game. Not as polished as the one on Disc 1 (but 464 compatible).
- OZ : Good puzzle game.
- PATIENCE : Acceptable version of the card game.
- PHARAOH : Yet another maze based game.
- SHIFTY : Similar to Jigsaw3 but this time using letters.
- WRITE-IT : Having problems with your grammar ? Well, this may help. Write-It gives you a short test on the correct spelling of certain similar sounding words, e.g. sore & soar or led & lead.
- CHESS : Pretty good variation on the usual chess themes.
- CRAZY MAZE : ~~XXXXXXXXXXXXXXXXXXXX~~..... Yes another one!
- DIABOLO : Another puzzle, O.K. but basic.
- DOMINOES : 5's & 3's
- ENGLEBERT : Is a sort of block jumping game. Again simple but fun.
- SPELLBOUND : Is Tug-Of-War meeting Hangman in a spelling game.
- XP : If you're "into" compiling crosswords these are a definite
- XWORD : 'must' for you. Everything you'd care to want is here. Grid making, clue assistance etc etc etc.



Recommendations on Disc 4 ? Escape From WACCI H.Q. , Oz, Chess, Englebert and possibly Missile Attack.

## THE MAGAZINE

### ANNUAL SUBSCRIPTION RATES

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## FINAL CONCLUSIONS

Well, at £6.50 a disc (which is really £4.50 for the programmes as it would cost you at least £2.00 for the disc itself) it does at first seem rather hard to quibble, but the prospective buyer must consider whether the content is going to suit them.

My own recommendation is for Games Disc 1, as Dripzone is my favourite game over the four discs and you do get Space Invaders & Trivia Quiz as well.

With various computerised versions of well known board & pub games which are (generally) simplified but very playable efforts, most of the discs fall on safe ground.

Trivia Quizzes, Crossword Compilers & versions of the older (and original) arcade games are an attraction to some of us older 'puter nuts or to those who want to see "how it all began.....", but I do wonder if any of the younger Arnold Crew, bred on Rainbow Islands, Operation Thunderbolt, Flimbo & Ninja Whatever will be more than a little disappointed in what they receive.

Finally it is worth pointing out that most of the more ambitious games (SPACE INVADERS, TRIVIA QUIZ, OTHELLO, ESCAPE FROM WACCI) will not run on the ordinary 464 (old version). Dripzone will run but the titling goes adrift.

Martin Cossins : June '91

FOR MORE DETAILS CONTACT

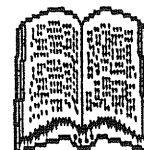
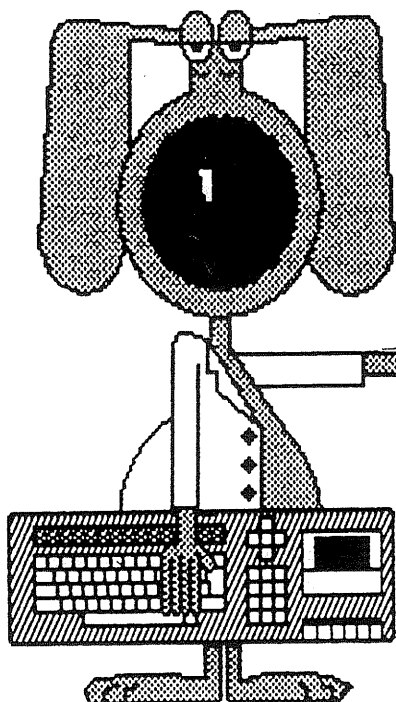
# WACCI

THE AMSTRAD USERS' CPC MAGAZINE

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CPC NETWORK  
PRESENTS

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

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

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

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

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

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

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

\*\*\*\*\*  
 \* SJS GAMES REVIEW : QUATRO ARCADE : CODEMASTERS \*  
 \*\*\*\*\*

I SHOULD IMAGINE THAT BY NOW MOST OF YOU OUT THERE WILL HAVE AT LEAST ONE OF THE QUATRO SERIES IN YOUR COLLECTION. THEY REALLY ARE GREAT VALUE, 4 FOR THE PRICE OF 1. THIS ONE CONSISTS OF, PINBALL SIM, 3D STARFIGHTER, GRAND PRIX 2 AND FRUIT MACHINE SIM.

PINBALL HAS YOU PLAYING BELIEVE IT OR NOT PINBALL AGAINST THE COMPUTER, THE GRAPHICS ARE NICE AND CLEAR ALTHOUGH NOT TOO COLOURFUL AND THE SOUND EFFECTS ARE VERY, WELL, PINBALLISH I SUPPOSE. THE ACCURACY IS VERY GOOD, YOU CAN BALANCE THE BALL ON THE END OF YOUR FLIPPER, (WATCH OUT FOR SPECTATORS THROWING FISH THOUGH) BEFORE BLASTING IT BACK INTO PLAY. IT EVEN HAS A PLOT TO THE GAME. SOMETHING ABOUT WIZARDS AND SPELLS AND THE LIKE. IT'S A GOOD LITTLE GAME AND SURPRISINGLY ADDICTIVE.

NEXT IS 3D STARFIGHTER, WHICH IS MY FAVOURITE OF THE 4. THIS HAS SOME REALLY NICE GRAPHICS, MAINLY THE LOADING SCREEN AND THE BORDER OF THE PLAY AREA. THE IDEA IS TO BLAST ONCOMING SHIPS, IN A STAR WARS TYPE FASHION. AFTER MURDERING A WAVE OF ALIENS YOU ARE TRANSPORTED TO A NEW SECTOR TO DO IT ALL AGAIN. YOU ALSO HAVE TO DOCK WITH YOUR MOTHER SHIP, AND ULTIMATELY DESTROY THE BATTLESTAR. I TOLD YOU IT WAS VERY LIKE STAR WARS. SOUND EFFECTS ARE A BIT BLEAK BUT THE SARCASTIC COMMENTS FROM YOUR ON BOARD COMPUTER ARE FUN.

GRAND PRIX 2 IS NEXT UP. I FIND THIS UNCONTROLLABLE, BUT I KNOW THE FIRST GRAND PRIX WAS VERY POPULAR, SO I RECKON IT'S JUST ME. YOU HAVE A BIRDS EYE VIEW OF THE TRACK, WITH UP TO 3 PLAYERS VS THE COMPUTER. YOU NEED TO DO 3 LAPS IN THE TIME LIMIT TO GO ONTO THE NEXT RACE. THIS IS NOT EASY (FOR ME AT LEAST), AS YOU HAVE A DAMAGE METER TO CONTEND WITH AS WELL AS THE TIME. THERE IS ALSO AN ACTION REPLAY SO YOU CAN SEE HOW AWFUL YOUR DRIVING IS. THE TRACK LOOKS GOOD BUT I THINK THE CARS LOOK A BIT SMALL AND SILLY. I DON'T REALLY RATE THIS ONE MUCH.

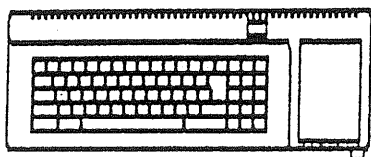
LAST IS THE FRUIT MACHINE. THIS ONE HAS VERY GOOD GRAPHICS, BUT YOU DON'T NEED A LOT FOR A FRUIT MACHINE. THE REELS GO VERY SMOOTHLY AND HAVE A NICE BOUNCE EFFECT AS THEY STOP. SOUND IS VERY REALISTIC FOR WHAT IT IS. THE WORST THING IS THE PLOT. YOU GET SOME IMAGINARY MONEY TO PUT IN AN IMAGINARY MACHINE TO WIN (OR LOSE) IMAGINARY PRIZES. ALTHOUGH IT'S FUN FOR A WHILE IT SOON GET'S VERY VERY VERY DULL.

ONE THING ABOUT CODEMASTERS IS THAT THEY LOVE TO PUT SAMPLED VOICES IN THE GAMES. I ALWAYS LIKE THIS EFFECT BUT IT DOES SOO ALL FOR THE GAMEPLAY REALLY. ALL IN ALL GREAT VALUE AND GOOD FUN.

\*\*\*\*\*

PRICE	£2.99
GRAPHICS	70% GOOD GRAPHICS ON ALL GAMES.
SONICS	70% ON THE WHOLE, ALL GOOD STUFF.
VALUE	99% 4 FOR THE PRICE OF ONE!!
ADDITION	65% VARIABLE.
OVERALL	90% GREAT VALUE.

\*\*\*\*\*



## DESERTED ISLAND DISCS BY STEVE SMYTH

HERE ON DESERT ISLAND LIVERPOOL SIT I WITH NOTHING BUT MY CPC, SOME RATHER DINGY LOOKING PALM TREES, (WHICH I SUSPECT WERE ROBBED FROM THE OASIS CLUB), AND 4 MILLION UNCOLLECTED BIN BAGS. AS I WATCH THE RATS RUN GLEEFULLY PAST AS THEY PLAY IN THE LITTER, AND STEAL THE FOOD FROM MY TWO CATS. I THINK TO MYSELF WHAT SOFTWARE I COULD NOT DO WITHOUT. I AM ONLY ALLOTTED 2 SERIOUS BITS AND 5 GAMES, SO IT LOOKS LIKE A HARD DECISION HAS TO BE MADE. THE BONZO DISCS WILL NOT BE ABLE TO STAY AS IF YOU CAN ONLY HAVE 5 GAMES I WON'T HAVE TO TRANSFER ANY MORE, OTHERWISE THEY WOULD BE AT THE TOP.

PROTEXT WILL HAVE TO BE THE FIRST, AS I COULD SEND MY BOTTLED MESSAGES OFF TO DESERT ISLAND BARNET, WITH THIS ONE.

STOP PRESS WOULD BE THE NEXT, SO THAT I COULD MAKE A BANNER TO HOIST ABOVE THE PILES OF GARBAGE IN THE HOPE I MAY BE RESCUED. THERE IS NOTHING LIKE A NICE GAME OF CHESS TO WHILE AWAY THE HOURS AND TO DE ROUND THE BEND AS YOU GET BEATEN TIME AND TIME AGAIN, SO CYRUS WOULD HAVE TO BE ON MY ISLAND. SO WOULD ARKANOID, IT GOES ON AND FOR WHAT SEEMS LIKE EVER, PERHAPS ON MY ISLAND I WILL FINALLY FIND IT. I THINK I WOULD TAKE SHADOW OF THE BEAST WITH ME EVEN THOUGH I CAN NEVER SEEM TO GET FAR I STILL KEEP TRYING, AND THAT ALIEN HAS A REALLY FUNNY HEAD. FOURTH WOULD BE SIM CITY, AT LEAST ON MY ISLAND I COULD VISUALISE WHAT IT MAY BE LIKE ONE DAY WHEN I RULE THE WORLD ..HA HA HA HA HA.. FINALLY PIPE MANIA, WHICH IS TOO ADDICTIVE FOR WORDS, SO I WON'T SAY ANY. SO THERE IS THE LIST OF STUFF I'M LEFT WITH, NOT MUCH IS IT? I THINK I'LL TRY SUE LAWLEY, AT LEAST YOU GET TEN DISC'S WITH HER. YEA BUT I'VE GOT NICER LEGS - ED.

When Amstrad Action was in the middle of a big debate on violence in computer games, I sent this into them. It never got used (and I don't blame them) but rather than see it go to waste, I thought I'd force it onto you. I know you don't mind really and if you do blame Amstrad Action !

## COMPUTER VIOLENCE by Carl Surry

Sitting in front of my CPC  
 exhausted from the fight  
 I switch off the computer  
 to evil I say good night

Many thugs, soldiers and aliens  
 have felt my deadly wrath  
 and I battled them all  
 with bare hands, gun or staff

But now as the computer cools  
 I revert to my normal self  
 never hurting a living soul  
 my violence boxed up on the shelf

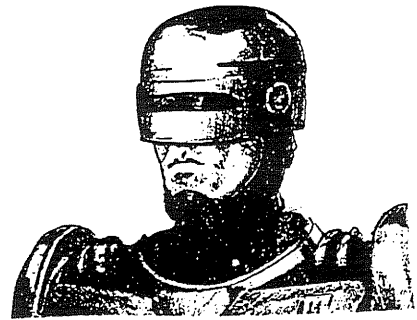
## ROBOCOP (OCEAN) REVIEW BY MICK WILLIAMS

"DEAD OR ALIVE, YOU'RE COMING WITH ME" I SAID TO THIS GAME, AND AFTER I'D PAID MY 9.99, IT VERY OBEDIENTLY JUMPED INTO MY BAG AND FOLLOWED ME HOME...THIS HAPPENED ABOUT TWO YEARS AGO;ROBOCOP WAS NUMBER ONE IN THE AMSTRAD CHARTS AND IT'S STILL IN THERE. THAT'S FAIRLY IMPRESSIVE FOR A COMPUTER GAME.

ALL CREDIT GOES TO OCEAN. THEY HAVE CONVERTED VERY WELL THE HUGE SUCCESSFUL ARCADE GAME THAT EVERYONE WAS PLAYING AND IT IS JUST AS PLAYABLE ON THE AMSTRAD AS IT IS ON THE 16 BIT VERSIONS (ALTHOUGH IT IS MISSING THE CRANES IN THE JUNKYARD...YOU'LL KNOW WHAT I MEAN IF YOU'VE PLAYED IT!!).

YOU PLAY ALEX MURPHY, THE 32ND COP TO BE GUNNED DOWN IN DETROIT SINCE OCP TOOK OVER THE POLICE DEPARTMENT. LUCKILY, THEY'RE LOOKING FOR A LIKELY CANDIDATE TO BE ROBOTISED (??) AND SINCE YOU HOLD ABOUT 50 BULLETS RIGHT NOW, YOU LOOK LIKE THE PERFECT PERSON. THEY WHIP AWAY ALL YOUR BATTERED AND BRUISED PARTS (!!!) AND REPLACE THEM WITH SOME NICE SHINY ROBOTIC NEW ONES THAT EVEN STEVE AUSTIN WOULD BE A TOUCH PEEVED ABOUT. THEN THEY CHUCK YOU OUT ONTO THE STREETS TO SHOOT A LOT AND SAY IMPRESSIVE THINGS LIKE "COME QUIETLY OR THERE'LL BE TROUBLE".

THE GAME STICKS CLOSELY TO THE FILMS PLOT. THERE ARE NINE LEVELS IN ALL STARTING WITH YOUR FIRST DAY, AS A ROOKIE, ON THE STREETS OF DETROIT. THIS INVOLVES YOU SHOOTING ANYTHING THAT MOVES, MOVED, IS MOVING OR MIGHT MOVE WHEN THE NEXT LEVEL IS LOADED IN! LEVEL 2 FINDS YOU RESCUING A POOR, HELPLESS WOMAN IN THE CLUTCHES OF A NASTY MAN TRYING TO STEAL HER ISSUE 9 OF PLAYMATES (AND IF YOU HAVEN'T SUBSCRIBED, HE'S ROUND YOUR HOUSE NEXT !!!). THERE ARE TWO CROSSHAIRS, VERTICAL AND HORIZONTAL AND YOUR ROBO-STICK MOVES THEM ABOUT UNTIL YOU HAVE HIM TARGETED TO BE BLOWN AWAY. LEVEL 3 CONTAINS MORE OF LEVEL 1 BUT WITH MEANER BAD GUYS. YOU THEN MOVE ON TO OCP'S PHOTOFIT COMPUTER TO MATCH UP THE PHOTOGRAPH OF A SUSPECT YOU HAVE. YOU BASICALLY ALTER HAIR,EYES,EARS,NOSE,CHIN AND MOUSTACHE UNTIL YOU HAVE A LIKENESS. ONCE FOUND, YOU MOVE SWIFTLY ON TO THE GANGS DRUG FACTORY TO CLIMB SOME STAIRS AND SHOOT SOME MORE (ALL IN A DAYS WORK EH ? AND AT UNION RATES TOO!). ONCE THE DRUGS FACTORY IS CLEANED UP, AND NO NICKING THE DRUGS...YOU'RE A ROBOT REMEMBER, IT'S OFF TO OCP TO ARREST DICK JONES, THE MAN BEHIND IT ALL. UNFORTUNATELY, DIRECTIVE 4 OF YOUR PROGRAM STOPS YOU ARRESTING AN OCP OFFICIAL (OOPS, JUST GAVE THE FILM PLOT AWAY, SORRY) AND YOU ARE AUTOMATICALLY DISARMED. JUST TO MAKE YOUR DAY A BIT MORE, THERE'S AN ED209 ROBOT FOR YOU TO FIGHT BAREHANDED AS WELL. ONCE ED'S OUT OF THE WAY, YOU HAVE TO LEAVE THE OCP BUILDING USING VARIOUS LIFTS AND, OF COURSE, DESPATCHING A FEW MORE CONS ALONG THE WAY. BY NOW, YOU'RE PROBABLY A BIT TIRED, SO THE NEXT LEVEL HAS YOU RESTING IN A JUNKYARD. DID I SAY REST ? SORRY, MORE SHOOTING ENSUES AND YOU EVEN GET TO PLAY WITH A FLAME THROWER HERE! FINALLY, YOU TAKE YOUR EVIDENCE TO OCP'S BOARD OF DIRECTORS (OR BOOS AS WE SAY HERE IN STOKE). ON YOUR ARRIVAL DASTARDLY DICK TAKES THE PRESIDENT HOSTAGE AND, NOT TOO CHUFFED AT THIS, THE PRESIDENT FIRES HIM...CLEARING DIRECTIVE 4 AND ALLOWING YOU TO BLOW HIM AWAY. ONLY ONE PROBLEM, HE'S HIDING BEHIND THE PRESIDENT. BEST BE CAREFUL WHICH ONE YOU SHOOT!!!



THE GRAPHICS ARE EXCELLENT, THE GAMEPLAY IS EXCELLENT, EVEN THE MUSIC IS EXCELLENT (ALTHOUGH YOU CAN TURN IT OFF !). YOU'LL BE HARD PUSHED TO FIND A GAME AS ADDICTIVE, CHALLENGING AND WELL PRESENTED AS ROBOCOP AND IT REALLY DOES DESERVE ALL OF ITS SUCCESS. IT'S A SHAME OCEAN HAVE ONLY RELEASED ROBOCOP 2 AS A CARTRIDGE GAME (THAT'S RIGHT, I RANG THEM UP AND I'M TOLD IT WON'T EVEN BE OUT ON DISC!) BUT AT LEAST FOR NOW, IF YOU DON'T ALREADY OWN THIS GAME, GO AND GET IT NOW...OR THERE'LL BE TROUBLE!!!!

*****		
GRAPHICS	93%	COLOURFUL, CLEAR AND SMOOTH
SONIX	79%	NICE TUNE..EACH GUN HAS IT'S OWN SOUND
ADDICTIVENESS	89%	PLENTY TO BE GOING ON WITH...AND ON, AND ON
PLAYABILITY	90%	PLAYS ALONG WITH THE GREATEST OF EASE
VALUE	85%	STILL 9.99 AFTER ALL THIS TIME..AND WORTH EVERY PENNY !
OVERALL	93%	AN OUTSTANDING GAME THAT DESERVES A PLACE IN EVERY GAMEPLAYERS COLLECTION...IT ALSO DESERVES THE GARY SMITH PLAYMATES HONOUR AWARD. I REST MY CASE !
*****		



**ocean**

## GREMLINS 2 (THE NEW BATCH.....)

BY ELITE

£9.99 Cass £15.99 Disk

REVIEWED FOR PLAY MATES BY COLIN MULHOLLAND

THEY'RE BACK ! JUST WHEN YOU THOUGHT IT WAS SAFE TO GO INTO THE KITCHEN, YOU GET ASSAULTED BY MANIC HORDES OF SLIMY LITTLE CREATURES INTENT ON ONLY ONE THING. DESTRUCTION ! OH, AND HAVING THEMSELVES A REALLY GOOD TIME, (SO THATS TWO THINGS, ACTUALLY).

HIDEOUS LITTLE REPTILEY THINGS !

IT'S BEEN SEVERAL YEARS SINCE THE CARNAGE CAUSED BY THE HIDEOUS REPTILEY THINGS. WHEN GIZMO, THAT LOVEABLE LITTLE MOGWAI, WAS TAKEN BACK INTO THE CARE OF THE OLD CHINESE SHOPKEEPER. THE ACTION HAS NOW MOVED FROM KINGSTON FALLS TO NEW YORK, WHERE A TYCOON CALLED DANIEL CLAMP, IS BUSY DEVELOPING UP THE TOWN (WHICH PROBABLY MEANS CAUSING A LOT OF DESTRUCTION OF HIS OWN BIT OF ECOLOGY THERE). SOME HOW LOADS OF NOT SO NICE GREMS ESCAPE FROM THEIR LAB AND START TO RUN AMUCK IN HIS BUILDING (CLAMP TOWERS) AND ALL HELL BREAKS LOOSE!

THIS IS WHERE YOU COME IN, AS BILLY. YOU'RE TRYING TO RESCUE GIZMO BEFORE NIGHT COMES (WHICH WILL MAKE THE GREMLINS EVEN MORE GROTESQUE.. REMEMBER ?). SO OFF YOU TROT TO THE LAB, WHERE THE PARTY IS IN FULL SWING. THE PLAN IS TO COLLECT SOME OBJECTS WHICH WILL THEN MAKE A SORT OF ANTI-GREMLINS DEVICE AND NEEDLESS TO SAY YOU ARE RACING AGAINST THE CLOCK BEFORE ALL THE UGLIES GO OUT AND, ER, "TAKE MANHATTAN".

RAD AND MAD !

WELL THATS THE PLOT OF THE GAME. THE GAME IT'S SELF IS A SIDEWAYS SCROLLING PLATFORMY THING, WITH A LARGE SHOOT-EM UP ELEMENT THROWN IN FOR GOOD MEASURE. YOU'RE ARMED AT FIRST WITH A SIMPLE FLASHLIGHT AS GREMLINS CAN'T STAND THE LIGHT. BUT YOU CAN PICK UP MORE POWERFUL VARIATIONS ALONG THE WAY. THE TORCH THROWS OUT LITTLE CHUNKS OF LIGHT THAT COULD EASILY PASS FOR LASER BEAMS. THE EFFECT IS THE SAME, YOU KILL THE GREMLINS (AHHH! - ED)

AS YOU PROGRESS FROM RIGHT TO LEFT YOU WILL FIND THAT THE GREMLINS COME IN MANY DIFFERENT FORMS. SOME WALK, SOME FLY, SOME RIDE SKATEBOARDS (THESE ARE DESCRIBED AS "RAD AND MAD" FOR SOME REASON, IT'S ALL A BIT DEPRESSING REALLY), AND SOME EVEN TURN UP IN WHOPPING GREAT BUBBLES. THESE LAST ONES ARE IMPOSSIBLE TO KILL BY THE WAY, ALTHOUGH YOU CAN ALWAYS SEND THEM OFF IN THE OTHER DIRECTION WITH A FEW BURSTS OF YOUR FLASHLIGHT.

THE PROBLEM YOU WILL COME ACROSS VERY SOON, IS ONE OF SIZE. YOU ARE PRETTY LARGE ON SCREEN AND THE GREMLINS AREN'T EXACTLY SMALL, SO AVOIDING THEM IS RATHER DIFFICULT, IT'S LIKE BEING STUCK IN A CAN OF SARDINES! IN FACT YOU'LL BE LUCKY TO GET VERY FAR AT ALL IN THE FIRST FEW PLAYS, BECAUSE WHOLE CREWS OF NASTIES WILL DESCEND ON YOU, MAKING YOUR FLASHLIGHT USELESS.

HEY GIZMO !

IF YOU GET FAR ENOUGH YOU CAN PICK UP A THREE WAY BEAM TORCH. THIS SPRAYS LIGHT ALL AROUND THE PLACE, ZAPPING EVERY GREMLIN IN YOUR WAY. ANOTHER VERY USEFUL WAY TO CLEAR THE SCREEN OF BADDIES IS TO FIND "RAMBO"-GIZMO HIMSELF. HE'LL DROP IN BY PARACHUTE, SPRAYING WHAT LOOK LIKE TOY ARROWS AT ALL GREMLINS, HURRAH !

GREMLINS 2 IS A COLOURFUL GAME, WITH WELL DETAILED GRAPHICS BUT IT DOES BECOME UNCLEAR AT TIMES AND THINGS GET A BIT HARD TO SEE, APART FROM YOURSELF THAT IS, IT'S A GOOD GAME WITH PLENTY TO COLLECT AND ONCE YOU GET USED TO IT YOU CAN CLEAR IT, I DID BUT IT DOESN'T BORE ME!

FIRST DAY TARGET REACH LEVEL TWO

VERDICT...

GRAPHICS	91%	STAYING POWER	82%
SOUND	35%	MY RATING	97%
GRAB FACTOR	79%	TRULY A GOOD GAME...	

A PLEA FOR HELP....!

\* CHRIS RUSSELL FROM HARROW MADE A LUCKY FIND THE OTHER WEEK. IN THE LOCAL COMPUTER SHOP THEY HAD SOME CPC TAPES FOR JUST 25P EACH. SO OF COURSE CHRIS BOUGHT 5 OR SO OF THESE GAMES. NOW YOU MAY BE WONDERING WHY THE GAMES WERE SO CHEAP, WELL IT'S FOR 3 REASONS REALLY....

- \* 1) THEY ARE NOT EXACTLY NEW GAMES
- \* 2) THEY HAVE NO BOX OR CASES
- \* 3) THEY HAVE NO INSTRUCTIONS

\* THE FIRST TWO POINTS DON'T BOTHER CHRIS, IT'S THE LACK OF INSTRUCTIONS THAT IS THE TROUBLE. SO CHRIS IS ASKING ANYONE THAT HAS THE GAMES I'LL LIST BELOW AND CAN PASS THE INSTRUCTIONS ON TO ME (SO I CAN COPY THEM) AND I WILL PASS THEM ON TO CHRIS. I'LL THEN RETURN TO YOU YOUR ORIGINAL INSTRUCTIONS. SO THE GAMES THAT CHRIS NEEDS INSTRUCTIONS FOR IS AS FOLLOWS.....

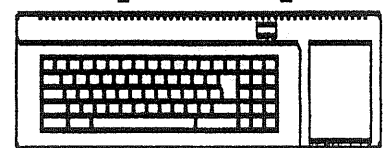
\* SNOOPY BY THE EDGE  
 \* FIFTH AXIS BY LORICIELS  
 \* GARY LINEKERS SUPER SKILLS BY KIXX/GREMLIN  
 \* MUSIC BOX BY MELBOURNE HOUSE  
 \* THE EIDOLON FROM THE STAR GAMES 2 COLLECTION

MUSIC QUIZ

\* MARTIN COSSINS FROM LEEDS HAS SOME NEWS FOR ANYONE WHO GOT FROM SCULL PD "QUIZ DISK" THE ONE WITH THE "GIVE US A BREAK" PROGRAM. WELL MARTIN HAS MUCKED ABOUT WITH IT A BIT AND COME UP WITH "GIVE US A MUSIC BREAK" COMPLETE WITH (AT THE TIME OF WRITING) 12 FILES (600 QUESTIONS) IF ANYONE FANCYS A COPY JUST SEND MARTIN A BLANK DISC, A RETURN S.S.A.E. AND 50P OR YOU SHOULD BE ABLE TO GET IT THROUGH SCULL PD AS MARTIN IS SENDING IT TO ALAN SCULLY. MARTINS ADDRESS IS 100 COTTINGLEY APPROACH, COTTINGLEY, LEEDS, YORKSHIRE, LS11 0HH.

BIG BUSTER NEEDED !!!!!

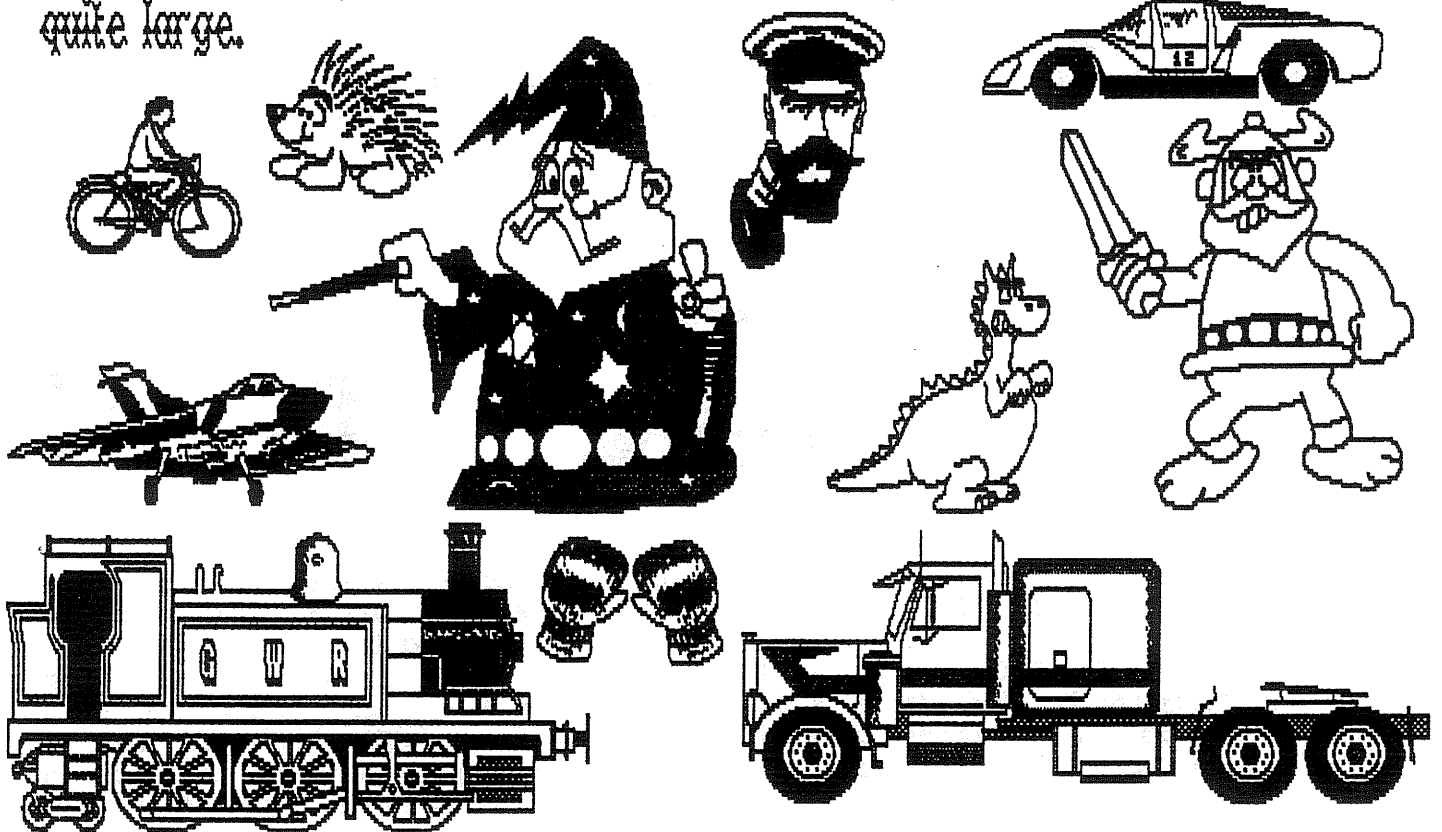
\* AS ALL BONZO FANS WILL KNOW COLIN HARRIS DID ONE OFF PROGRAMS TO TRANSFER TAPE GAMES TO DISC AND THESE PROGRAMS WERE CALLED BIG BUSTS. BY THE TIME YOU READ THIS COLIN SHOULD HAVE LEFT THESE SHORES FOREVER. SO WHAT I NEED IS SOMEONE TO FILL HIS SHOES (NOT AN EASY JOB). ANYONE WHO THINKS HE OR SHE CAN DO AT LEAST ONE BIG BUST PER ISSUE PLEASE CONTACT ME, SO WE CAN SORT OUT THE DETAILS.





## Extra Extra — Read all about it !

Extra Extra is a two disc collection of Fonts and Clip Art, originally for use with AMX Pagemaker. Advanced Memory Systems later up-dated Pagemaker and called it AMX Stop Press, so these Fonts and Clip Art will work with both programs. Database Software took over Advanced Memory Systems and until recently sold both Stop Press and Extra Extra. So if you fancy Extra Extra it might be a good idea to get a copy now while Mail Order firms still have them in stock. I got my copy from M.J.C. Supplies for £4.95p. M.J.C. Supplies phone No. is (0462) 48866. So just what do you get for your money ? Well like I said before you get two discs, one has 20 new Fonts and the other has the Clip Art. You also get an A5 booklet that displays all the Fonts and Art on the discs, I've done a page elsewhere this issue to show you some of them. I do already have some of the Clip Art, as some of them form part of Medway Kings "Getset" collection (see issue 6) it is mainly the line drawings like the Viking and Hedgehog that are common to both collections, the other bits of Art are quite detailed and some are quite large.



## FUN SCHOOL 3 : For The 5 To 7 Year Olds

Having reviewed Fun School 3 For The Under 5 Year Olds recently where I had been greatly impressed with the quality of the product it was with some eagerness that both myself and my 6 year old daughter awaited the above packages arrival from the mail order company (which was a right old farce in itself, but I digress).

Like the Under 5's package this one consists of 6 programmes each one designed to help the child in an educational and, hopefully, fun way. Additionally as with the Under 5 package it is immediately notable that the graphics are much improved from the previous series with much more detail and colour in all the on-screen characters.

As per my usual procedure, I'll take the programmes one at a time.

## TIME

Is a simple tell the time teacher. Presented with a picture of a rather nice cuckoo clock we are asked (not unsurprisingly) What Time Is It ? At the bottom of the screen is a series of option boxes. Pressing the space bar rolls the highlight box across the options and Return selects the choice. Once selected we are asked to confirm the selection Y or N. Once a correct amount of answers have been given a bell at screen right will lower and the Frog will ring it whereupon Teddy pops out of the Cuckoo clock, quickly followed by his friends who open doors at the clock base and do a little dance for us. On Level One we have to just say what O'clock it is, Level Two adds Half- Past's and Level Three adds Quarter To and Quarter Past options. They naturally move on when the previous level has been completed or can be accessed by pressing the f9 key. Well presented and of obvious educational worth.

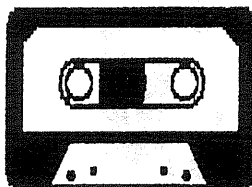
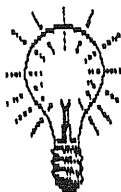
## ELECTRICITY

A very basic electricity circuit is shown, comprising of blocks with symbols to represent the circuit, switches, lightbulbs etc. Will This Work is asked with three options Yes, No & Don't Know being available. If the circuit is incorrect e.g if an open switch is in then this can be replaced by moving the on screen pointer (a screwdriver) to a correct piece with which to replace it with. Selecting Don't Know will result in any faults in the circuit being shown which the child will have to correct to progress further.

The four levels of difficulty generally increase the complexity of the circuit by introducing insulators (glass, plastic & wood) which need to be replaced with conductors (brass, copper, steel).

Controls are via joystick or cursor keys.

A good idea for introducing the youngsters to what can be a baffling subject for many but will it go over the heads of the younger audience ?



## JOURNEY

Mapping and direction are the intentions of this programme, where the child finds his/her frog amongst a series of paths leading to various places (the cinema, the toyshop, the castle etc). On being told to Go To a place the child must find the correct path to it using the F (forward), B (backward), L (left) or R (right) keys - alternatively the cursor keys or joystick can be used. It is though, not quite as simple as that because the frog has to be pointing in the correct direction to perform a particular command, mainly the forward and backward ones. In other words the frog will only go forwards or backward in the direction it's facing e.g. to go left on screen you go forwards, left then forwards again.

There are four levels which increase the number of venues on screen, the screens available or both. On level one there are just two venues on the presented screen. On level four there are four screens with up to four venues on each screen.

The whole thing is well drawn, thought out and presented but, and it's a big but, on levels 3 & 4 where we move between screens the delay from one screen fading out to the next fading in takes far, far too long. It's actually five seconds but it seems like a lifetime to the child.

## COLLECT

Follows on from a similar idea on Fun School 2 where the frog uses lily pads to reach the correct mathematical equation. In this programme the child has to compile the equation by assembling it in the correct order. All the necessary pieces are somewhere on the lily pads, use the joystick or cursor keys to reach the desired pad, Return or Fire selects the number or symbol which is transported to the bottom of the screen where the equation is compiled.

There are six levels of difficulty. On level one the equations are very simple i.e.  $3+4=7$  but on the higher levels these are more difficult and unnecessary numbers and symbols appear (i.e. red herrings).

Simple but effective fun with good educational value.

## TOYSHOP

At the toyshop it must be sale time as the child is given free range to collect a number of toys and put them in his sack. The toys are on the shelf and we use the cursor keys or joystick to move the pointer, pick up the toy (Return or Fire) and pop it in the sack. If we've correctly followed the instructions the owner (slowly) appears with a nice friendly smile, if incorrect he looks far from happy.

Five levels of difficulty. On Level One it's simply Find The Soldier or whatever. On all the further levels each toy has a price fixed to it.

On Level Two it's Find An Item Costing £'s. Level Three becomes What Can You Buy For £'s where one or more items can be chosen. Level Four introduces 50p's into the equation and Level Five brings in any multiple's of 5p. All the time the cash register at top screen right will total the amount of toys in the sack.

This is a good programme which suffers from being a little on the slow side, particularly when you're waiting for the shopkeeper to come on (and he appears after every toy has been selected), but far more annoying is that the programme has a bug in it. On Level Two where the child is asked Find An Item Costing £1 there are occasions when selection of a packet of crayons or building bricks (a correct choice) results in them being told they are wrong. You can well imagine that this is very frustrating and indeed baffling to a young child. Especially as it is possible that on the previous sheet the same choice has been shown to be correct !!! It's an intermittent but nevertheless annoying fault.

## FUNTEXT

Billed as a simplified version of Cee-Fax the user finds an educational game that roughly equates to a child's simple encyclopedia with an inbuilt game. Five files come with the programme Weather, Travel, Transport, Animals & Dinosaurs and you have the facility to create others. The pages of the Fax contain basic information on the above subjects. The game will ask various questions the answer to which, if unknown to the child, can be found within the pages.

In the Challenge section the child can be allotted a set time in which to answer as many questions as they can. Everything is simple to follow and as with all these programmes, well presented. Informative and good to use, it may be a little above the head of a five year old though.

It's worth noting that in this programme the dreaded multi-loader has arrived as all the Fax Files have to be loaded individually as they are required (although being only 8 blocks each they don't take too long)

So, all in all I have to say that as a complete package, and bearing in mind the high regard I had for the Under 5's version, I am a little disappointed.

Specifically, the Journey prog' is wasted because of it's sluggishness. Toyshop is also a little on the slow side and has the bug in it and I'm not totally sure whether the younger child may find Electricity & Funtext too complicated to use. It certainly LOOKS good, on a percentage basis I suppose I'd give it around 65%.

The school report might read - Alright but could do better.

All programmes transfer to disc via Bonzo HP2 except of course Funtext which is the Main File only.

## POKERS PARADISE OR CHARLATANS CORNER

After my request last issue for a title for the cheat and poke section of Play Mates only John Brown rushed in some possible names, thanks John. Of these names the two above are quite good, what do you think ???

DON'T FORGET.. Any pokes marked with a " \* " will need the \* key pressed before you enter the Multiface poke eg. enter Address - press \* key - enter Poke.

Well to start off this issues Multiface pokes here are a few from John Brown, for a couple of recent Amstrad Action cover tape games.

WIZARDS LAIR	26F5,00 *	INF. LIVES	SPINDIZZY	A85E,C9	INF. TIME
	2088,00 *	] INF. ENERGY			
	25F6,00 *	] DO BOTH POKES			
	126C,00	INF. KEYS ETC			

Next batch of goodies come from Omega Soft of Germany

SHADOW WARRIORS	FCDF,00	INF. CREDITS	(I found this also, so I know it works)
	BD86,31	START LEVEL 1 ]	
	BD86,32	START LEVEL 2 ]	I couldn't get these to work, can you ?
	BD86,36	START LEVEL 6 ]	
SONIC BOOM tape	8CC6,00	INF. CREDITS	GRYZOR disc 1526,A7 INF. LIVES
NINJA SPIRIT disc	522D,00	INF. CREDITS	TURBO OUTRUN 1487,FF 255 CREDITS
DRAGON NINJA disc	13C0,00	INF. TIME	STRIDER 2 017E,00 INF. LIVES
MIDNIGHT RESISTANCE	52B0,00	]	TWIN WORLDS 345E,A7 * ]
	52B1,00	] INVULNERABILITY	347E,A7 * ] INF. LIVES
	52B2,00	]	3819,00 * ]
	529F,10	] DO ALL 5 POKES	
	52A3,A7	]	
RAINBOW ISLANDS	20EF,00 *	INF. CREDITS	

HAMMERFIST Pause the game (ESC) then type CHEATGARYSTEVEN then un-pause the game. Then at any point in the game pressing H,J and K (or just L) you will skip to the next point on the level you are on. Has to be re-done each level.

SATAN The code for level 2 is 01020304

PIPE MANIA the codes for all the levels are FINE, NEWS, FAIL, SAIL, ERIC, TAPE, SLOW, ACHE

My thanks go to Omega Soft for those little gems.....  
and here are a couple that I've found

HAVOC	tape	AF6E,00	INF. LIVES
PUFFY'S SAGA	disc	15D4,00	OPENS ALL GATES
CHUCKIE EGG 2	tape	67C2,FF	255 LIVES

It seems that the cheat for Arkanoid 2, that I added to the extra sheet I did with issue 8 doesn't work on the Hit Squad version of the game. I know that it does work on the version of the game, with-in the collection called Taito Coin-Op Hits. I bought the Hit Squad version to check out the cheat and it's true the cheat doesn't work. The Multiface poke for Inf. Lives is also different, the Taito Coin Ops version is \*3318,00 and the Hit Squad version is \*32CC,00.

The cheat for Quick Draw McGraw from Hi Tec is that on the option screen press the keys W A R T this will give you Inf. Energy.

Also from Hi Tec is the game Scooby and Scrappy Doo, the cheat is to press these keys on the option screen for Inf. Lives H E L P or S L U P J D or P L O N C S if you have done it right the border should go white.

Just in case you didn't read the review of the Hi Tec game Top Cat elsewhere in this issue (and if not why not) you would have missed the cheat for the game. So I will do it again here. On the option screen (again ! Hi Tec do like the option screen don't they) hold down these keys S E R F P U K for Inf. Energy.

# ANDY PRICE TO THE RESCUE

Amstrad Action's poking wizard has sent to me a few pokes which will most likely end up in the Cheat Mode pages of Amstrad Action quite soon. In fact they may have already been used by the time you read this. Now Andy hasn't put in the poke just what the pokes are doing, so it's a case of try them and see. For now I'll just use his pokes for Alternatives collection called "4 Most Horror".

```
1 ' Rocky Horror Show
2 ' 4 Most Horror
3 ' by ANDY PRICE
4 '
```

```
10 DATA 2a,38,bd,22,bd
20 DATA be,3e,c3,32,37
30 DATA bd,21,92,be,22
40 DATA 38,bd,c9,f5,e5
50 DATA 3e,cf,32,37,bd
60 DATA 2a,bd,be,22,38
70 DATA bd,21,ad,be,22
80 DATA cc,a5,e1,f1,cd
90 DATA 37,bd,c3,91,a5
100 DATA af,32,44,0c,32
110 DATA 4f,0c,32,58,0c
120 DATA 32,68,0c,c3,5a
130 DATA 97,00,00,00,00
150 FOR x=&BE80 TO &BEBC
160 READ a$:a=VAL("&" + a$)
170 POKE x,a:y=y+a:NEXT
180 IF y<>1C56 THEN 240
190 CALL &BE80:RUN""
240 PRINT"Error in poke"
```



I also tried to find the Multiface pokes from Andys listings, while also trying to work out what the pokes should be doing. I didn't have much success with the Rocky Horror Show and as far as I can tell the Nosferatu poke is \*282c,3d and it just speeds up the game ?? The Neil Android poke is 5567,00 this will give you Inf. Lives. I had most success with Mr Weems And The She Vampires. Because I also found two pokes for the game myself while testing Andy's Blood Count poke.

```
She Vampires
1a0b,00 Inf. Blood Count
2b3f,00 * Inf. Keys
4a13,00 Inf. Garlic Bombs
```



## ARKANOID 2 " THE REVENGE"

With Phil Howards help (thanks Phil) I can now up-date my earlier bit about the Arkanoid 2 cheat. But first I just want to tell you that there are also some version of the game ( most likely the original release) with a totally different cheat all together. With that version you have to hold down these keys T A I O after the game has loaded, the border will change colour. Then during the game if you press ESC the gate to the next level will open. Right then back to the Hit Squad version, for some unknown reason they have altered the game so that the cheat is by-passed. But it can be put in by a simple Multiface poke. I will also add the poke to turn the cheat on for the Taito Coin Ops version as well.

```
1 ' She Vampires
2 ' 4 Most Horror
3 ' by ANDY PRICE
4 '
```



```
10 DATA 21,89,be,22,98
20 DATA a3,c3,7a,a3,af
30 DATA 32,0b,1a,c3,88
40 DATA 13,41,50,00,00
50 hm=HIMEM+1
60 MEMORY 39999
70 LOAD"!weems.fnt",hm
80 LOAD"!wloader",&A37A
90 FOR x=&BE80 TO &BE8F
100 READ a$:a=VAL("&" + a$)
110 POKE x,a:NEXT
120 CALL &BE80
```



```
* 3088,01 turns cheat on (Hit Squad)
* 30fc,01 turns cheat on (Taito Coin Ops)
```

```
1 ' Nosy the Vampire
2 ' 4 Most Horror
3 ' by ANDY PRICE
4 '
```

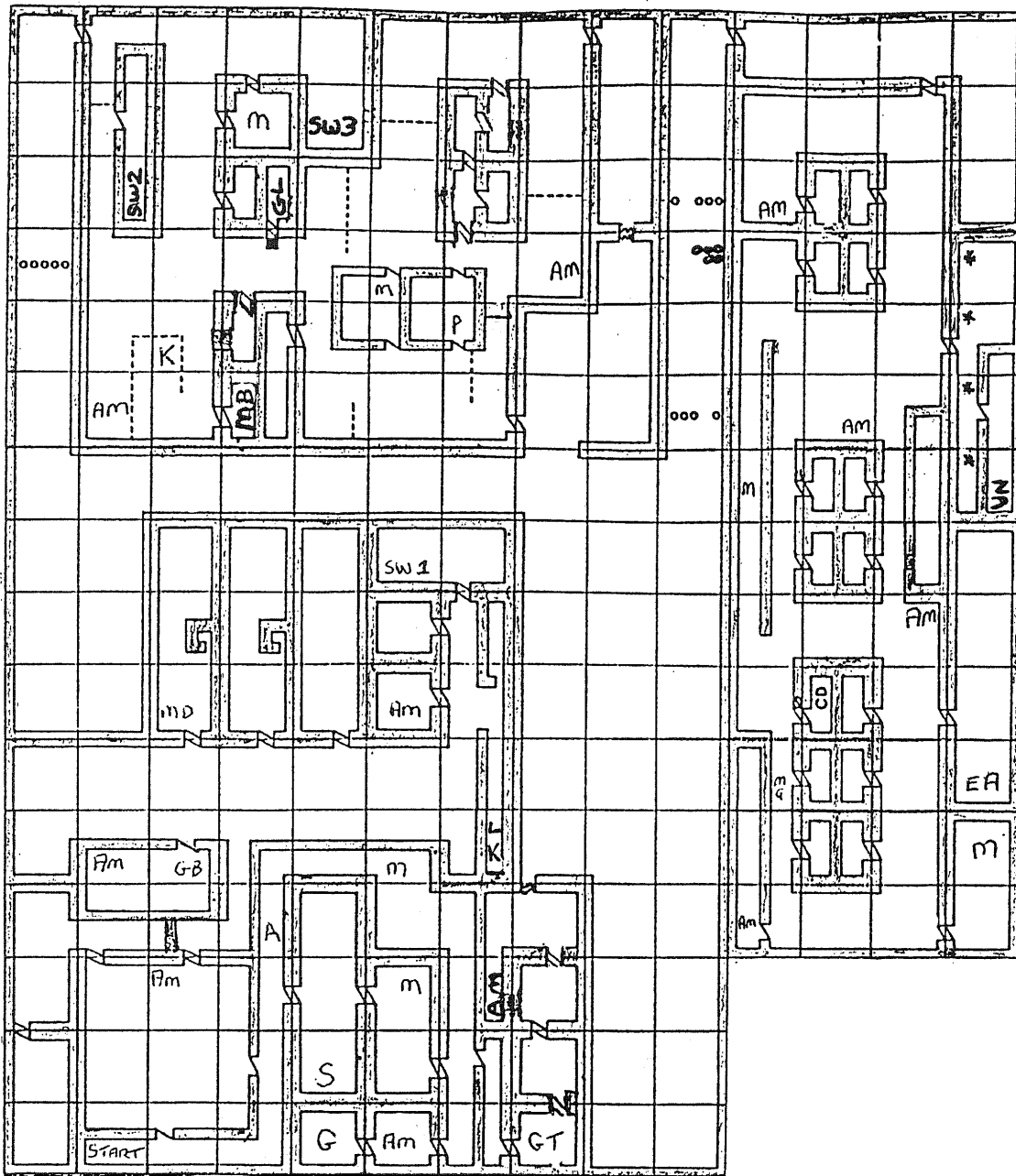
```
10 DATA 21,89,be,22,6d
20 DATA 10,c3,00,10,f5
30 DATA 3e,3d,32,2c,28
40 DATA f1,c3,00,1a,00
50 FOR x=&BE80 TO &BE92
60 READ a$:a=VAL("&" + a$)
70 POKE x,a:NEXT:OPENOUT"AP"
80 MEMORY &FFF:CLOSEOUT
90 LOAD"".&1000:CALL &BE80
```



```
1 ' Neil Android
2 ' 4 Most Horror
3 ' by ANDY PRICE
4 '
```

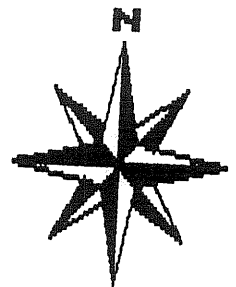
```
10 MODE 1:BORDER 0:INK 0,0
20 OPENOUT"Phil":MEMORY &5FF
30 CLOSEOUT:LOAD"!s0.bin",&8000
40 CLS:CALL &802B
50 LOAD"!s1.bin",&600
60 INK 1,0:INK 2,0:INK 3,0
70 CLS
80 LOAD"!s2.bin",&C000
90 POKE &5567,0:CALL &30E9
```





KEY

- A = ARROWS  
AM = AMMO BOX  
CD = COLONEL TRAUTMAN  
EA = EXPLOSIVE ARROWS  
G = GOGGLES  
GB = GOGGLE BATTERY  
GL = GLOVES  
GT = GLOW TUBE  
K = DARK KEY  
LK = LIGHT KEY  
M = MEDICAL KIT  
MB = MINE DETECTOR BATTERY  
MD = MINE DETECTOR  
MG = MACHINE GUN  
P = PISTOL  
S = SILENCER  
SW1 = SWITCHES TO TURN OFF)  
SW2 = ELECTRIC TO DOORS OR)  
SW3 = THE FLOOR TRAP. )  
UN = UNIFORM  
⌋ = ELECTRIC DOOR  
O = MINES  
--- = INVISIBLE ALARM BEAMS  
⌋ = FLOOR TRAP  
\* = ROOMS THAT NEED THE  
GLOW TUBE TO BE USED.



THIS MAP OF LEVEL 1 OF THE OCEAN GAME RAMBO 3, (WHICH HAS JUST BEEN RE-RELEASED ON THE HIT SQUAD BUDGET LABEL) AND THE MAP OF LEVEL 2 THAT FOLLOWS, ARE NOT ALL MY OWN WORK. I FOUND THE MAPS OF THE GAME FOR ANOTHER FORMAT (C64 I THINK IT WAS). I HAVE JUST ADAPTED THE MAPS FOR THE CPC VERSION.

# RAMBO III<sup>TM</sup>

MULTIFACE POKES

THESE WORK ON THE TAPE AND DISC VERSIONS.

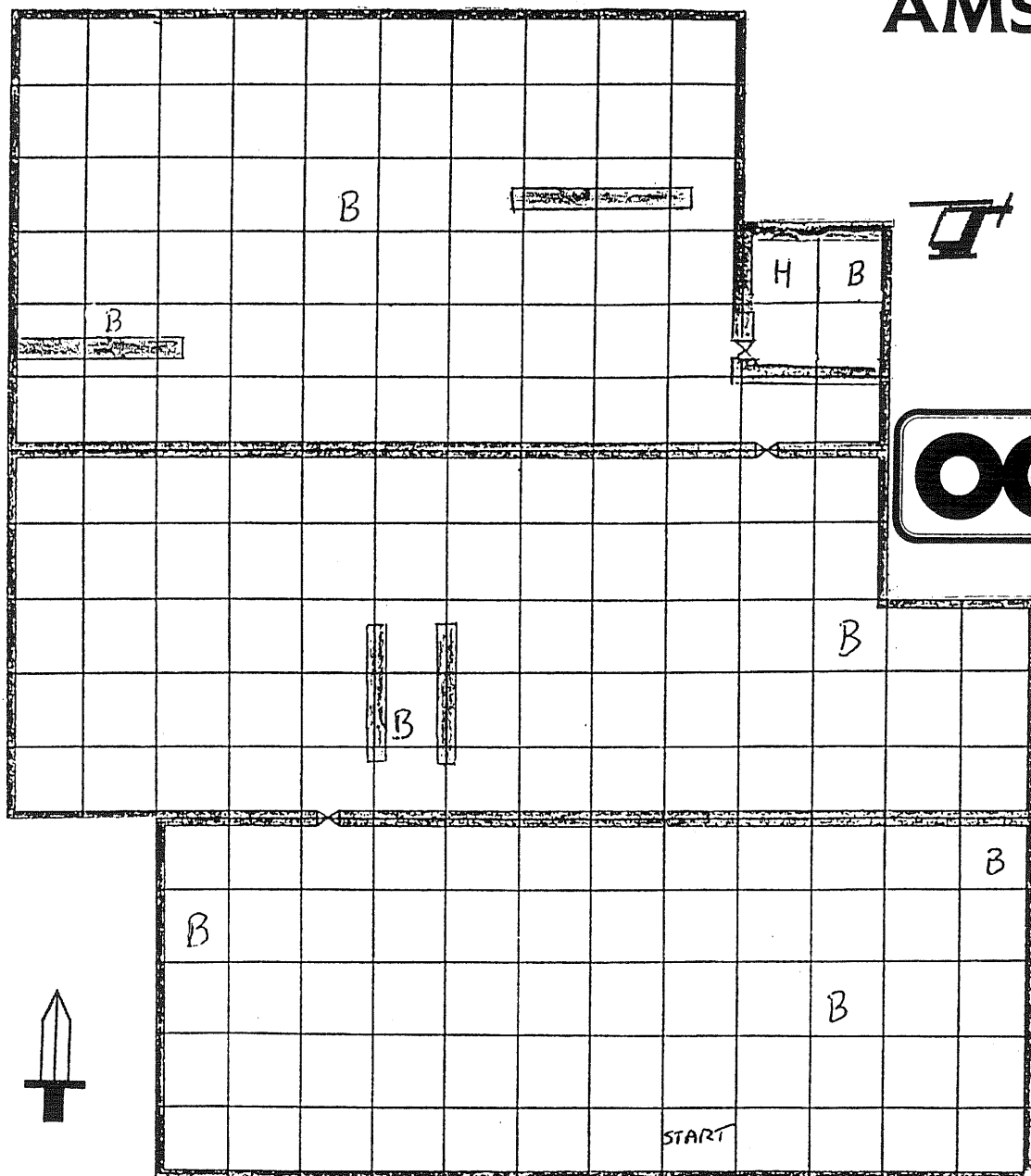
1BA6,00 INF. CREDITS  
74B4,00 INF. ENERGY \*\*

\*\*\* ENTER THIS POKE AFTER YOU HAVE  
ACTUALLY STARTED THE GAME.



## RAMBO 3 LEVEL 2

AMSTRAD



KEY

B = BOMB  
H = HELICOPTER

ocean



## RAMBO 3 TIPS

- 1 - ONCE YOU PICK UP A WEAPON PUT IT INTO YOUR WEAPONS STORE STRAIGHT AWAY. THIS IS SO THERE IS ENOUGH ROOM IN THE INVENTORY FOR OTHER THINGS. ALSO WEAPONS ARE THE ONLY THINGS CARRIED OVER TO LEVEL 2. IF YOU HAVE NOTHING ELSE EXPLOSIVE ARROWS ARE A MUST FOR LEVEL 2, YOU WILL NEED THEM TO BLOW UP THE GATES BETWEEN SECTIONS.
- 2 - ON LEVEL 1 USE ONLY SILENT WEAPONS EG, KNIFE, ARROWS AND PISTOL WITH SILENCER. THE MACHINE GUN IS BEST FOR LEVEL 2 AS IT DOESN'T MATTER HOW MUCH NOISE YOU MAKE.
- 3 - ON THE WALL OUTSIDE COLONEL TRAUTMAN'S CELL ARE 3 SWITCHES, FIRE AN EXPLOSIVE ARROW AT THE ONE FURTHEST FROM THE DOOR. THE ALARM WILL BE RAISED BY THE ARROW EXPLODING, SO QUICKLY RUSH INTO THE CELL AND GO TO THE COLONELS BED AND END THAT LEVEL.
- 4 - IF A DOOR WON'T OPEN USE EITHER THE LIGHT KEY OR THE DARK KEY. BEWARE METAL (BLUE) DOORS AS SOME ARE ELECTRECUTED AND ARE FATAL TO THE TOUCH. SO THE POWER MUST BE SWITCHED OFF BEFORE YOU TRY AND OPEN THEM, OR USE THE GLOVES.

# Extra Extra Fonts And Clip Art

.....

**This is Sausage Font**

**This is Metoluk Font**

**This is Tools Font**

**This is Saitley Font**

**This is Reebut Font**

**This is System Font**

**This is 3rdm Font**

**This is Bradley Font**

**This is Chelsea Font**

**This is Sleek Font**

**This is Cowboy Font**

*This is Cursive Font*

**This is Hitec78 Font**

**This is Solo Font**

*This is Sitalic Font*

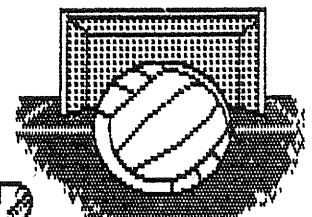
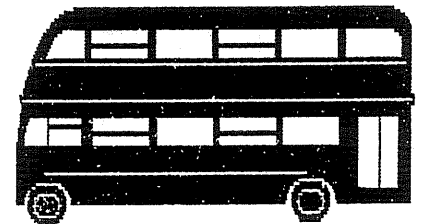
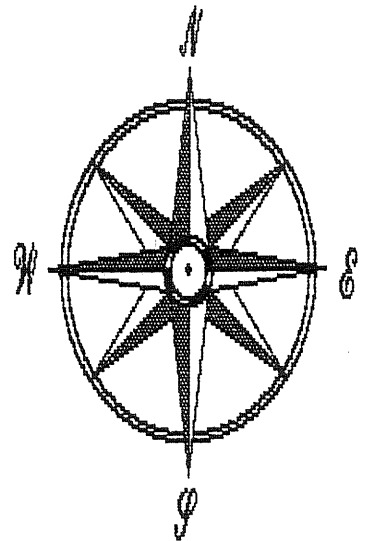
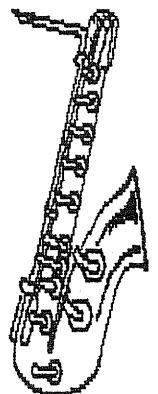
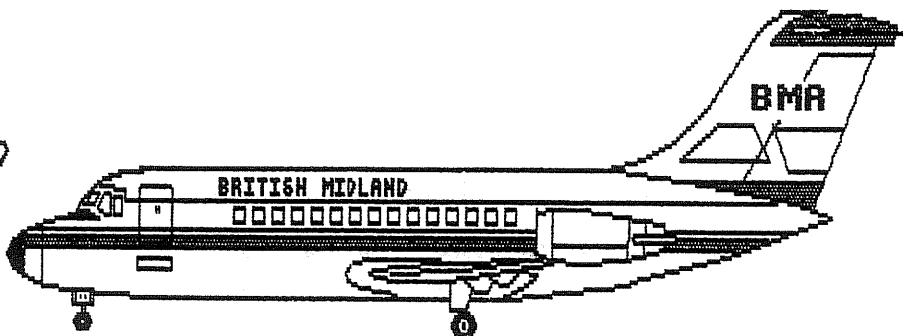
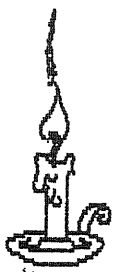
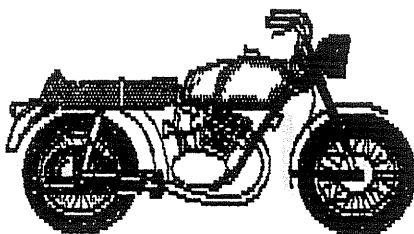
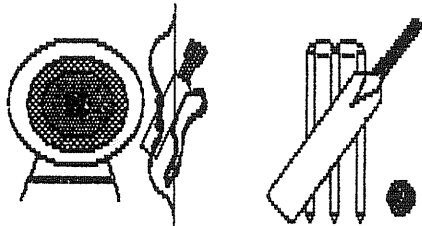
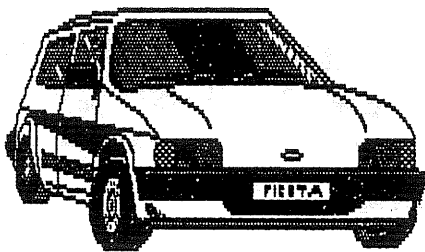
**This is Thin 80 Font**

**This is teeny 90 Font**

**This is Danton Font**

**This is Wella Font**

**There're a few other Fonts but these are the best !**



TOP CAT IN BEVERLY HILLS CATS  
By Hi TEC  
£3.99 Cass

REVIEWED FOR PLAY MATES BY COLIN MULHOLLAND

TC'S ARCH ENEMY OFFICER DIBBLE AND HIS ASSORTMENT OF LOW LIFE FELINE FRIENDS JOIN HIM IN THIS ROMP THROUGH THE ALLEYS OF NEW YORK. BUT HI TEC'S FIRST LICENCED TOP CAT GAME ADVENTURE STARTS WITH THE LADS TRANSFERRED TO THE SWANKER ENVIRONMENT OF BEVERLY HILLS. BENNY THE BALL HAVING INHERITED A MANSION WHEN THE REAL HEIRESS, AMY, WENT MISSING. BUT RATHER THAN LOUNGE AROUND THE POOL ALL DAY CAT MAPPING, THE GANG SET OUT TO FIND AMY AND RESTORE HER INHERITANCE...ALL TOGETHER, AAAAH!

THE ACTION STARTS IN AN ENVIRONMENT WHERE TC FEELS AT HOME, A SLEEZY ALLEYWAY SCATTERED WITH WRECKED CARS, INFESTED WITH SCUTTLEING RATS AND LITTERED WITH GARBAGE. IT'S A FAIRLY STRAIGHT FORWARD MAZE BASED ARCADE ADVENTURE, WITH SOME NICE COLOURFUL BACKGROUND GRAPHICS, FAIR ANIMATION, FAST CLEAN SCREEN FLIPPING AND REASONABLE UNAMBITIOUS SOUND EFFECTS (YOU DON'T GET A RENDITION OF THE TOP CAT THEME WHICH IS A PITY)

THERE IS NOT MUCH CHALLENGE IN AVOIDING THE HAZZARDS OF THE ALLEYS, BUT THERE ARE PUZZLES TO SOLVE WHICH PROVIDE MOST OF THE ENTERTAINMENT LIKE ON HIS QUEST TO ROUND UP HIS GANG. HOW DOES TC GET PAST CRUSHER THE DOG? GIVING HIM A BONE SEEMS TO WORK, BUT TO FIND THE BONE YOU HAVE TO GET PAST LOCKED DOORS, ROLLING GARBAGE CANS AND TYRES PLUS SQUIRTING FIRE HYDRANTS.

AT THE BOTTOM OF THE SCREEN IS A DISPLAY SHOWING TC'S ENERGY WHICH IS A BOTTLE OF MILK. THIS CAN BE TOPPED UP BY FINDING NEW BOTTLES BUT WATCH OUT FOR SOUR MILK AS IT MAKES YOU LOSE ENERGY AND ANY GANG MEMBERS YOU HAVE FOUND WILL RUN OFF IN FRIGHT (SCAREDY CATS- ED) IF YOUR ENERGY GOES DOWN TOO FAST.

YOU GET BONUS POINTS FOR PLACING GARBAGE IN BINS OR FOR COLLECTING FRUIT, BUT WATCH OUT FOR BAD APPLES, THESE EITHER SLOW YOU DOWN OR REVERSE THE CONTROLS FOR A SHORT PERIOD. THE OBJECTS YOU HAVE COLLECTED, SUCH AS BANANA SKINS, KEYS, CANS AND BONES ARE SHOWN IN A SERIES OF WINDOWS AT THE BOTTOM OF THE SCREEN. TO DROP ONE, HOLD DOWN FIRE THEN MOVE THE HIGH-LIGHT TO THE OBJECT REQUIRED AND PRESS FIRE AGAIN.

IN LATER LEVELS TC HAS TO EXPLORE THE AREA AROUND BEVERLY HILLS UNTIL HE FINDS HIS WAY TO THE MANSION, THEN LOCATE THE MISSING AMY WHILE AVOIDING THE EVIL BUTLER SNERDLY.

THATS ALL FOLKS, A DECENT ARCADE ADVENTURE WHICH DOES JUSTICE TO A CLASSIC CARTOON CHARACTER AT A BUDGET PRICE.

\*\*\*\*\*

COLIN DIDN'T ADD ANY SCORES TO HIS REVIEW SO I WILL ADD WHAT I THINK THE GAME DESERVES- CARL.

\* GRAPHICS 65% \* PLAYABILITY 75% \* VALUE 70% \* OVERALL 75% \*

BONZO NEWS ---TOP CAT IS AN OPTION 11A TRANSFER  
CHEAT

ON THE OPTION SCREEN HOLD DOWN THESE KEYS S E R F U K THIS WILL GIVE YOU INF. ENERGY.



MORE CPC BOOKS

\* YOU MAY REMEMBER THAT IN ISSUE 8,  
\* I TOLD YOU ABOUT SOME SMALL CPC  
\* BOOKS I BOUGHT FROM THE SCIENCE  
\* MUSEUM ! THESE BOOKS WERE ALL  
\* PUBLISHED BY BABANI, WELL ALAN  
\* CAREY HAS SENT ME BABANI'S 1990  
\* CATALOGUE. IT IS FULL OF TECHNICAL  
\* BOOKS, RANGING FROM TV AND VIDEOS  
\* TO AMATEUR RADIO AND COMPUTERS.  
\* THE COMPUTER SECTION HAS BOOKS FOR  
\* MOST COMPUTERS, BUT THERE ARE 5  
\* FOR THE CPC AND A FEW OTHERS THAT  
\* MAY BE OF SOME INTEREST TO CPC  
\* USERS. LIKE BOOKS ON Z80 MACHINE  
\* CODE AND OTHER COMPUTER LANGUAGES  
\* LIKE LOGO, FORTH, C AND BASIC. IF  
\* ANY ONE WANTS TO CONTACT BABANI  
\* THEIR ADDRESS AND PHONE NO IS....

\* BABANI (PUBLISHING) LTD  
\* THE GRAMPIANS  
\* SHEPHERDS BUSH ROAD  
\* LONDON, W6 7NF

\* 071 603 2581 & 071 603 7296

US GOLD FLIPPY TAPES

\* I SEE FROM A RECENT ISSUE OF NEW  
\* COMPUTER EXPRESS THAT U.S. GOLD  
\* ARE GOING TO MAKE THEIR TAPE GAMES  
\* IN THE FUTURE WITH THE CPC VERSION  
\* ON ONE SIDE AND THE SPECTRUM  
\* VERSION ON THE OTHER (GOOD NEWS  
\* FOR THOSE WHO OWN BOTH COMPUTERS).  
\* THEY ARE DOING THIS TO CUT THE  
\* COST OF PRODUCING TWO SETS OF  
\* TAPES, PACKAGING AND INSTRUCTIONS.  
\* THE FIRST GAME TO GET THIS  
\* TREATMENT WILL BE MERCS, BUT THE  
\* PRICE OF THESE "FLIPPY" TAPES HAS  
\* YET TO BE ANOUNCED. I DON'T  
\* UNDERSTAND WHY THEY DON'T MAKE  
\* FLIPPY DISC VERSIONS OF THE GAMES  
\* AS WELL THOUGH ! BOTH COMPUTERS  
\* USE 3 INCH DISCS.



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# Bonzo's Litter Tray...

The Bonzo Bulletin section of Play Mates



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

Hello Play Mates once again, to the Bonzo Litter Tray section of this humble fanzine. This may also be the last time Colin Harris (our mentor and all round good guy) will be sending in any Big Busts. As by the time this issue is released he should be in Canada (for good this time). Of course he may do one or two items just before he leaves, if so these will be in future issues. Before he went Colin did a special "Bonzo Bulletin" that went out to all the original subscribers to the Bonzo Bulletin. For new users of the Bonzo discs I have done the Big Bust from that special Bulletin, so read on.

Because I was snowed under with things to do and had very little time to check out some tapes for Bonzo Options, I sent them to Colin. Below are his findings, the tapes in question are Alternative's "4 MOST HORROR" and "4 MOST FUN" collections.

## 4 MOST HORROR

ROCKY HORROR SHOW - No Go  
 SHE VAMPIRES - Option 1  
 NOSFERATU - Big Bust (in Bulletin 11)  
 NEIL ANDROID - Option 1

## 4 MOST FUN

SNODGITS - Backpack \*\*\*  
 EVERYONES A WALLY - Option 1  
 RIK THE ROADIE - Option 1 (Relocate)  
 SLUG - Option 1 \*\*\*

\*\*\* Snodgits will still need the HOUSES loaded from tape and the loader of Slug will have to have the file names added.

For newer users of the Bonzo discs I will add below the Nosferatu Big Bust from issue 11 of the Bonzo Bulletins.

### DOLLY PARTON

You didn't really expect a BIG BUST after that lot did you? How about NOSFERATU, error trapped routine complete with a loader that will at least let you have a peek at the second part of the game. Dunno if it is playable without having completed the first part - but it is quite amusing.

```
10 REM: GETS 2PART NOSFERATU/FILES 0/1/NOSFER
20 REM: TAPE AT START/DISC IN DRIVE
30 FOR X=&be80 TO &bf37:READ A$:Y=VAL("&" + A$):CS=CS+Y:POKE X,Y:NEXT
40 IF CS=15362 THEN CALL &be80 ELSE PRINT"DATA ERROR!":END
50 DATA cd,37,bd,11,00,10,06,00,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,9c,be,22,6d,10,c3,00,10,21,13,1a,22,35,bf,21,b6,be,22,13
60 DATA 1a,3a,12,1a,32,37,bf,3e,c3,32,12,1a,c3,00,1a,f3,2a,35,bf,22,13,1a,3a,37,bf,32,12,1a,21,00,a5,11,00,c0,01,00,0d,ed,b0
70 DATA 21,00,d0,11,00,11,3e,42,cd,a1,bc,3e,42,21,00,e8,11,00,08,cd,a1,bc,00,00,00,00,00,00,00,00,00,00,11,00,a6,21,ff,af
80 DATA 0e,07,cd,ce,bc,21,2e,bf,34,06,07,11,00,05,d5,cd,8c,bc,e1,11,00,a0,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,16,bf
90 DATA 21,00,c0,22,01,bf,21,00,30,22,09,bf,cd,fa,be,c3,00,00,2f,4e,4f,53,46,45,52,00,00,00

10 REM: NOSFERATU 1&2/FILES 0/1/NOSFER THIS RUNS IT !
20 FOR X=&be80 TO &bede:READ A$:Y=VAL("&" + A$):CS=CS+Y:POKE X,Y:NEXT
30 IF CS<>9257 THEN PRINT"DATA ERROR!":END
40 CLS:PRINT"PART [1] OR [2] ?"
50 IF INKEY(64)<>-1 THEN 70 ELSE IF INKEY(65)<>-1 THEN 60 ELSE 50
60 POKE &beb2,0:POKE &beb3,0
70 GOSUB 80:CALL &be80
80 CALL &bfff:FOR X=0 TO 15:INK X,0:NEXT: BORDER X,0:RETURN
90 DATA 21,d7,be,34,06,07,11,00,05,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,94,be,21,00,c0,22,87,be,cd,80,be,cd,37,bd,f3
100 DATA 21,00,c0,11,00,a5,01,00,0d,ed,b0,18,16,21,00,d0,11,00,05,01,00,11,ed,b0,21,00,e8,11,00,a9,01,00,08,ed,b0,2a,17,bd,7c
110 DATA e6,3f,67,22,ca,59,c3,12,1a,2f,4e,4f,53,46,45,52,00
```

## LITTLE BITS AND BIG PIECES

Colin passed on to me a letter he had from Alex Cochrane, it had some Bonzo news that may or may not help someone out.

### MINDFIGHTER from ACTIVISION

This goes via Option 5X but this needs a patch to load the rest of the data. The full program will transfer as the game levels are all normal AMSDOS files. Transfers ok but when main file loads from disc it reverts to tape, to continue loading. This would take up more than 1 side of a disc, but the screen file is empty, so it was just a matter of removing this file and saving a 1 K block of crap. There is then about 10 K left on the disc. Alex sent the Mindfighter files to Colin to try and write a patch and may be in a future issue I will be able to tell you how to do it.

### Dr DOOMS REVENGE

This transfers via Option 1 but disc has to be formatted to BIGBONZO format. The screen files (PANEL 1-6.BIN) have to be removed and dummy files added, there will then be 13 K left. Also any .BAK files have to be removed i.e. SPIDEY, CAP, and DOOM.BIN. Also remove the language files FRE.LAN/LNG, GER.LAN/LNG and SPA.LAN/LNG. If the rest of the files can be crunched then they may all go on to a Data formatted disc, including the screen files in full.

Next up we have the collection called Soccer Mania (sent in by Mick Williams). FOOTBALL MANAGER 2, WORLD CUP FOOTBALL MANAGER and GAZZA'S SUPER SOCCER are all as the BSM Database, MICROPROSE SOCCER goes with Hackpack.

In another issue I told you that the 6128 version of Hawk Storm was an Option 2X transfer, I can now tell you that the 464 version is an Option 2X transfer as well.

We now come to a bit of news from Danny Webb from Doncaster. He has some news for an old game called Killapede (Players 1986). The game detects as Option 5, but neither Options 5 or 5X work. So he tried Option 5Y and now he is a happy little soul as it worked. The screen file (Killapel1.Bin) can be erased as the screen doesn't load which then leaves you with a game taking just 44 K of disc space. Also he tells me that the 3K loader file has this message in it "THE MASTER HACKER RULES O.K !!!". It makes me wonder if Uncle Phil Howard had a hand in this game.

I would just like to thank all the folk mentioned above and anyone else that has passed on any Bonzo news. Don't forget if you don't tell me of your findings, the rest of the Bonzo fans in this country will not be too happy. The Bonzo disc continues to be the best tape to disc utilities mainly due to the fact that the number of transfers continues to rise. So if you don't want to see Colin's hard work go down the tubes, keep Bonzoing, Blitzing and Hackpacking. But most of all keep other Bonzo users informed through these pages from within Play Mates.



## *Bonzo's Litter Tray...*



Sir Colin (I'm a mad monk) Harris is leaving in style this issue. He has passed on 3 Big Busts for all you nice people. The first is Snoopy, which is followed by one for Mission Genocide. All subscribers to Colins own Bonzo Bulletins should already have this as Colin sent out a single page news sheet in June and this Big Bust was on that as well. I've added it to Play Mates for the newer Bonzo users. The last Big Bust is for Spitting Image, all I have to do now is say "Take it away Colin".

## SNOOPY-DOOPY

One of those rare things, a game that I'd not seen - nor heard of. SNOOPY on the EDGE label winged its way to me from Carl. It's a no-go, but it is a MINI-BUST for the most humble of machines. If you've been trying to sort this out for yourself and have got confused, then note that the SCREEN base is set at &8000. This neatly overwrites the jumpblocks and disc buffer, and as the large block loads from &0000 you haven't even got the RST's intact. A little meddling came up with this. You won't see the loading screen at any time, but not to worry. All you need to do when the files have transferred to disc is to RUN "SNOOPY". Better type this in and run it to get the files on disc, takes less than 50K in all. Good game ? I dunno, I just dun this ere thingy.....

```
1 REM: TXFER SNOOPY to DISC. Ignore screen effects during transfer.
10 MEMORY &3fff:MODE 1
20 FOR x=&be80 TO &bf50:READ a$:y=VAL("&"a$):cs=cs+y:POKE x,y:NEXT
30 IF cs<>22257 THEN PRINT"Data Error !":END
40 'TAPE:LOAD'''
50 POKE &4050,0:POKE &4051,0:POKE &4072,&40:POKE &4088,&c3:POKE &4089,&80
60 POKE &408a,&be:POKE &4064,&40:CALL &4000
100 DATA f3,31,00,c0,21,3d,fe,11,40,80,01,00,01,ed,b0,d9,01,89,7f,ed,49,d9
110 DATA cd,44,00,cd,44,bf,21,43,bf,34,06,07,21,3d,bf,11,40,00,d5,cd,8c,bc
120 DATA e1,11,00,81,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,bb,be,21
130 DATA 00,c0,22,a6,be,21,00,34,22,ae,be,cd,9c,be,21,43,bf,36,30,21,ec,be
140 DATA 22,a6,be,22,b1,be,21,80,00,22,ae,be,06,06,cd,a2,be,c3,00,00,cd,44
150 DATA bf,21,43,bf,34,21,3d,bf,06,07,11,40,00,d5,cd,77,bc,e1,cd,83,bc,cd
160 DATA 7a,bc,00,3e,c9,32,06,bf,21,00,c0,22,f9,be,01,01,bc,ed,49,04,0d,ed
170 DATA 49,cd,ef,be,01,7e,fa,af,ed,79,f3,21,40,80,11,00,90,d5,01,00,01,ed
180 DATA b0,21,40,00,11,00,00,01,00,80,ed,b0,c9,53,4e,4f,4f,50,59,30,21,ff
190 DATA ab,11,40,00,0e,07,cd,ce,bc,c9,00,00,00
```

## MISSION GENOCIDE [ ZTB ] - Another BIG BUST

Dunno if you've ever tried to sort this one out. For the technically minded the ZTB loading file creates a number of awkward problems;

- 1] The STACK POINTER is set at &BF40            [2] The main file loads in from &bf40
- 2] The Main file loads up to &B900 FROM &BF40 [ Through the RST area 0000-0040 ]
- 3] Part of regular jumpblocks at &BB90 are overwritten [ &40 Bytes ]
- 4] Patches to the "loader" are overwritten by the incoming file [ restoring it ! ]

As a result of this we are deprived of using the "disc buffer", and cannot easily create one some else, it needs &600 bytes, and all that is untouched and usable are &C0 bytes ! We can, however, make use of the screen area to shift data to, make a few useful "patches" to the initial loader, and effect a transfer in the few bytes remaining. All quite simple to do if you type in this file and run it. All you need will be written to your disc - just RUN "ZTB" when it's all done. A blast from the past !            Regards,            Col.

```
10 MEMORY &85ff:FOR x=&be00 TO &be22:READ a$:y=VAL("&"a$):cs=cs+y:POKE x,y:NEXT
20 FOR x=&be80 TO &bf36:READ a$:y=VAL("&"a$):cs=cs+y:POKE x,y:NEXT
30 IF cs<>23107 THEN PRINT"data error !":END
40 CLS:PRINT"Mission Genocide Tape in Player..":PRINT"Disc in DRIVE !":PRINT"PRESS ANY KEY"
50 CALL &bb18:CALL &bd37:LOAD'''
60 POKE &861f,&7f:POKE &8620,&be:POKE &8629,&c3:POKE &862a,&0:POKE &862b,&be
70 POKE &bed3,PEEK(&bca1):POKE &bed4,PEEK(&bca2):POKE &bed5,PEEK(&bca3)
80 CALL &8600
90 DATA cd,d3,be,f3,31,00,c0,21,00,a4,11,00,c0,01,00,15,ed,b0,21,90,bb,11,00,00,01
100 DATA 40,00,ed,b0,cd,37,bd,c3,80,be
110 DATA cd,2a,bf,06,04,21,29,bf,34,21,26,bf,11,40,00,d5,cd,8c,bc,e1,11,c0
120 DATA a3,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,a2,be,21,00,c0,22
130 DATA 8d,be,21,00,15,22,95,be,cd,83,be,21,29,bf,36,2f,21,d7,be,22,8d,be
140 DATA 22,98,be,21,80,00,22,95,be,06,03,cd,85,be,c3,00,00,00,00,00,c9,cd
150 DATA 2a,bf,af,cd,0e,bc,21,29,bf,34,21,26,bf,06,04,11,40,00,d5,cd,77,bc
160 DATA e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,f5,be,01,01,bc,ed,49,04,0d,ed,49
170 DATA 21,00,c0,22,e8,be,cd,de,be,f3,21,00,c0,11,00,a4,01,00,15,ed,b0,01
180 DATA 01,bc,ed,49,04,0e,28,ed,49,c3,38,86,5a,54,42,30,21,ff,ab,11,40,00
190 DATA 0e,07,cd,ce,bc,c9,00
```



## SPITTING IMAGE - A SMACK IN THE GOB

A BIG-BUST for 6128's or Expanded CPC's

I guess that this HIT SQUAD game was originally discarded by DOMARK a few years ago. The MAIN FILE is no problem for OPTION 2X, but it's a pretty horrid multi-loader. To make matters worse they seem to have gone to great lengths to ensure that you won't get it running from disc. There's code all over the place that is really only designed to that end; whoever has the job of doing that must be a real miserable sod ! Obviously he [ or she ] has the right temperament to be a Millwall supporter. Anyhow, get yourself a fresh formatted disc, you'll need loads of free space. Transfer side one of the tape using OPTION 2X. You can then delete BACK1.BIN, 'cos we don't want it. We don't need all of B1.BIN either, so write this little progette and run it. It will read in B1.BIN and write another more suitable file - SPIT1.BIN - to your disc. NOW you can erase B1.BIN !

```
10 REM: REWRITES B1 file TO shorter SPIT1.BIN
20 FOR X=&be80 TO &bec3:READ A$:Y=VAL("&" + A$):POKE X,Y:CS=CS+Y:NEXT
30 IF CS<>7591 THEN PRINT"DATA ERROR !":END:ELSE CALL &be80
40 DATA 21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,bc,be,06,02,11,00,c0,d5,cd,77,bc,e1,cd,83
50 DATA bc,cd,7a,bc,21,be,be,06,05,11,40,00,d5,cd,8c,bc,e1,11,9b,81,01,c0,14,3e,02,cd
60 DATA 98,bc,cd,8f,bc,c3,00,00,42,31,53,50,49,54,31,00
```

The next things you'll need are the 12 files from side 2 of the tape. First write this nifty little thing [ save it, just in case ! ]. Now RUN it with your disc in drive, and side 2 of the tape in your player. It'll read in and write to your disc 0.BIN to 5.BIN plus six other named files. Be sure that your play levels are correct, otherwise you'll get "duff" files. It you want to check it just listen to the tone you can hear. You should find that AFTER saving to disc there is a short quiet spell before the next file is heard. IF it immediately makes the loading noises then the file has been saved short of the end.

```
10 FOR X=&be80 TO &bed9:READ A$:Y=VAL("&" + A$)::POKE X,Y:CS=CS+Y:NEXT
20 IF CS<>10816 THEN PRINT"DATA ERROR !":END:ELSE PRINT"Tape [ SIDE 2 ] in Player !"
30 CALL &be80
40 DATA 21,d1,6e,11,0d,00,3e,80,cd,a1,bc,3a,d1,6e,c6,30,32,d9,be,21,d9,be,06,01,11,d1
50 DATA 6e,d5,cd,8c,bc,e1,11,0d,00,3e,02,01,00,00,cd,98,bc,cd,8f,bc,21,b0,70,ed,5b,da
60 DATA 6e,3e,81,cd,a1,bc,21,d2,6e,06,08,11,b0,70,d5,cd,8c,bc,e1,ed,5b,da,6e,3e,02,01
70 DATA 00,00,cd,98,bc,cd,8f,bc,c3,80,be,00
```

OKAY ? Now this is where the expanded machine comes into it; we need to load the 12 files into the extra banks, and then load the main file, add some code to it to make it work, and then run the whole thing. This file, which you can save as SPIT will do all that for you. Note that only the big chunk of data at the end is checksummed, so be careful. RUN it - and you'll be spitting cherries. Ain't that grand ?

```
10 MEMORY &3fff:addr=&4000:OUT &7f00,&c4:FOR x=0 TO 5:LOAD CHR$(x+&30),addr:READ a:READ b
20 POKE addr+&d,a:POKE addr+&e,b:addr=addr+&100:NEXT
30 FOR x=5 TO 7:OUT &7f00,&c0+x:READ a$:READ b$:LOAD a$,&4000:LOAD b$,&6200:NEXT
40 OUT &7f00,&c0
50 RESTORE 90:FOR x=&be80 TO &bf20:READ a$:y=VAL("&" + a$):POKE x,y:cs=cs+y:NEXT
60 IF cs<>17027 THEN PRINT"Error in Main Data [ LINES 90 - ]":END: ELSE CALL &be80
70 DATA &c5,&40,&c5,&62,&c6,&40,&c6,&62,&c7,&40,&c7,&62
80 DATA MAGGIE,RONNIE,POPE,BOTHA,KHOMENI,GORBY
90 DATA 21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,1c,bf,06,05,11,40,00,d5,cd,77,bc,e1
100 DATA cd,83,bc,e5,cd,7a,bc,3e,c9,32,46,6e,21,a2,00,22,ef,6d,21,c6,00,22,22,6e,21,bd,be
110 DATA 11,a2,00,01,5f,00,ed,b0,e1,e9,3a,f7,6d,c6,40,67,2e,00,01,c4,7f,ed,49,11,93,00,01
120 DATA 0f,00,d5,ed,b0,cd,f7,00,e1,01,0d,00,11,d1,6e,ed,b0,37,c9,2a,19,6e,22,f0,00
130 DATA 21,a0,00,4e,06,7f,ed,49,ed,4b,9c,00,23,66,2e,00,3a,3c,00,b7,20,1c,3c,11,00,80,c5
140 DATA d5,ed,b0,cd,f7,00,e1,c1,11,00,00,ed,b0,32,3c,00,01,c0,7f,ed,49,37,c9,af,18,ee,53
150 DATA 50,49,54,31
```

GOOD LUCK !

Canadian Col.

There has not been that much news coming in to me but I hope that the extra pages of Big Busts from Colin Harris and Andy Price will make up for that fact ! So with out further pre-amble lets jump right in at the deep end.

### Option 1

Sesame Street Crayon [Merit] ... Pro Tennis Tour (from Challengers collection) [Loriciels]  
Fire and Forget ... Arcade Fruit Machine ... Dr Dooms Revenge (see notes) ...

### Option 2X

Spooky Castle [Atlantis] ... Lop Ears (both 464 & 6128 versions) [Players] ... Hobgoblin [Atlantis] ... Pick 'N' Pile [Ubi Soft] ... Hawk Storm (see notes) [Players] ...

### Option 10A

Gary Linekers Super Skills (main file only) [Kixx] ...

### Hackpack

Fun School 3 (5-7 years) use HP2 (Funtext file is main file only) [Database] ...

### Blitz 5

Guerrilla Wars [Imagine] (main file only - from Battle Stations collections) ...

### Blitz 6

Shadow Warriors [Ocean] ...

### 8 K Sector Copier

Operation Thunderbolt [Ocean] levels can be got by disc copiers like Nirvana or Discology

Well Like I said, not a great deal of news. If I get any late bits of transfer news I will add them else where or wait to add them to issue 10. I would just like to thank Andy Price for the Big Bust of Stunt Car Racer and to tell you that he is working on a patch for Bltiz 6 so that Double Dragon 2 (main File) can be transfered to disc. I will finish off this page with a few more from the BSM database, I'll be glad when I finish this list, it seems to have been knocking about for ages.

PYRAMYDIA.....1	PYTHON PETE.....1	QABBALAH.....HP2	QOR.....1	QUANTULLAH.....2	QUARTET.....5
QUASARS 3D.....2	QUEST PROBE1&3...1	QUESTION/SPORT...1*	QUESTOR.....2	QUILL.....1	QUIZ QUEST.....1
RAD RAMP RACER...6	RADIUS.....5	RADZONE.....HP2	RAGING BEAST....HP	RAID.....3PX*	RAINBIRD MUSIC...HP
RALLY DRIVER....HP2	RALLY DRIVER....3*	RALLY SIM.[ZEPLINHP2*	RAMBO.....3	RAMPAGE.....5X*	RAPIDS.....1*
RASPUTIN.....HP	RASTERSCAN.....M2*	REAL STUNT EXPERT1	REALM.....HP	REBEL PLANET....1	REBEL STAR.....HP
RED ARROWS.....2*	RED MOON.....2X	RED OCTOBER.....HP	RED SCORPION....1	REDCOATS.....1	REDHAWK.....HP
REFLEX.....5	RETURN TO EDEN...HP	RETURN TO DZ....3	REVEAL.....6	REVENGE OF C5...HP	REVOLVER.....1
REX [Martech]...HP*	RICK DANGEROUS...HP2	RICOCHET.....HP	RIG ATTACK.....1	RIGELS REVENGE...HP*	ROAD BLASTERS...10*
ROBIN HOOD.....HP	ROBIN SHERLOCK...1	ROCK'N ROLLER (C)10	ROCK'N WRES.....HP*	ROCKETBALL.....HP*	ROCKFORDMain fle4
ROCKRAID.....1	ROGUE.....1	ROGUE TROOPER...1	ROLANDS.....HP*	ROLLING THUNDER..10*	ROOM TEN.....HP
ROOSTER RUN.....1	RUN FOR GOLD....5*	RUNESTONE.....HP*	RYGAR.....10	S'FORCE COBRA...HP	SABOTAGE.....1
SABOTEUR.....1	SABOTEURII.....2*	SABREWOLF.....6*	SAIGON COMBAT UN15*	SAM FOX POKER...3	SAMURAI WARRIOR..HP*
SAPIENS.....7	SARACEN.....BUN	SAS ASSAULT.....1	SAS COMBAT SIM...3P*	SAS STRIKEFCE...5	SATELITE WARRIOR.1
SAVAGE.....1*	SCARY TALES.....1	SCOOPY DOO.....HP	SCORE 3020 (C)...10	SCOUT STEPS OUT..1	SCRABBLE.....3
SCRABBLE SPIRITS.9*	SCREWBALL.....1	SCUBA KIDZ.....HP*	SEABASE DELTA....1	SEAS OF BLOOD....1	SENTINEL.....HP
SEPULCHRI.....1	SHACKLED-Main fil10	SHADOW OF BEAR...1	SHADOWFIRE.....1	SHANGH'KARATE...5*	SHANGHAI WARRIORS2X*
SHAD-LIN RD.....BUN	SHARK [Players]..1	SHARPE'S DEEDS...1	SHE VAMPIRES....HP2	SHIP OF DOOM....1	SHOCKWAY RIDER...HP
SHORT'S FUSE....1*	SIDEARMS.....10	SIDEWALK.....2*	SIGMA7.....1	SIR FRED.....HP	SIR LANCELOT....2X
SKATEBOARD KIDZ..HP	SKATEROC SIM....2	SKYFOX.....2*	SLAPSHOT.....HP	SMASHED.....1	SNODGITS.....HP
SNOOKER.....6*	SNOWBALL.....1	SNOWBALL IN HELL.1	SOCCER SASIDE....1	SOCCER 86.....7	SOCCER BOSS.....1
SOCCER SIMS.[4]..3*	SOCCER SUPREMO (C1	SOFTWARE STAR...1	SOLAR COASTER...1	SOLIDINDOOR.....HP	SOLOMONS KEY....10*
SOOTY AND SWEEP..4	SORCERERS LORD...1	SORCERY.....HP*	SOUL OF ROBOT...HP	SOULS DARKON....HP	SOUTHERN BELLE...HP
SPACE ACE.....5	SPACE HARRIER...1	SPACE MANIA.....1	SPACE RACER.....7*	SPACE RAIDERS...HP	SPACE RIDER.....1
SPACE SHUTTLE...3	SPACE TRADER....1	SPANISH TUTOR...1	SPANNERMAN.....HP	SPEECH.....1	SPEED ZONE.....6
SPEEDKING.....1*	SPIKY HAROLD....HP*	SPINDIZZY.....HP	SPINDRONE.....1	SPITFIRE [Durell]12X*	SPITFIRE40.....HP*
SPLAT.....1	SPOOKED.....5	SPORT OF KINGS...1	SPY HUNTER.....10A*	SPY V SPY.....2*	SPY V SPYII.....1
SPY V SPYIII....1	SPYTREK.....3	SQUASH JB.....1	ST/FCE HARRIER..1*	STAIRWAY'HELL...1	STAR AVENGER....HP
STAR COMMANDO...HP	STAR FIREBIRDS...HP	STAR RAIDERSII..5	STAR RANGER.....HP*	STAR TROOPER....5	STAR WARS.....1
STARDUST (C)....4Y	STARQUAKE.....HP	STARSTRIKE3D....2	STARWRECK.....1	STEEL EAGLE.....1	STEVE D SNOOK'...1*
STIFFLIP&CO[KIXX]2X	STOCK AID.....1*	STOCK EXCHANGE...1*	STOCKMARKET.....HP	STORM.....1	STORM WARRIOR...1*
STORM2.....1	STORMBRINGER....8	STRANGELOOP.....HP*	STREAKER.....HP	STREET MACHINE...1	STREETFIGHTER...10*

## Bonzo Big Bust

=====

## Stunt Car Racer

=====

It seems that Microstyle have developed a one-off protection system for this particular game. It is a variation of the typical Flashload type loaders. Furthermore, because none of the Bonzo copiers can transfer this game, a Big Bust routine is needed.

However, due to the fact that memory space was rather limited the loading screen had to be left out. But think of the good side...that is 17K disk space saved! To use, put your tape in the deck and a disk in drive A and run the utility.

```

1 ' BONZO BIG BUST - TRANSFERS STUNT CAR RACER - FOR ALL CPC'S
2 ' WRITTEN BY ANDY PRICE
10 DATA 3e,c9,32,15,42,cd,00,42,3e,17,32
20 DATA 0b,42,cd,00,42,3e,18,32,0b,42,3e
30 DATA 20,32,15,42,3e,c9,32,17,42,cd,00
40 DATA 42,21,b0,be,22,74,42,3e,dd,32,17
50 DATA 42,cd,17,42,af,cd,0e,bc,cd,00,bf
60 DATA 21,40,00,11,c0,3f,01,40,00,af,cb
70 DATA cf,cd,98,bc,cd,8f,bc,3e,32,32,11
80 DATA bf,cd,00,bf,21,f0,45,11,70,39,01
90 DATA 40,00,af,cb,cf,cd,98,bc,cd,8f,bc
100 DATA 3e,33,32,11,bf,cd,00,bf,21,60,7f
110 DATA 11,9c,2c,01,40,00,af,cb,cf,cd,98
120 DATA bc,cd,8f,bc,c3,40,00,06,0c,21,0c
130 DATA bf,11,00,c0,cd,8c,bc,c9,53,54,55
140 DATA 4e,54,31,20,20,2e,42,49,4e,41,50
150 FOR x=&BE80 TO &BF17:READ a$:a=VAL("&"+a$)
160 POKE x,a:chk=chk+a:NEXT:IF chk=&3A4A THEN 180
170 PRINT"Somebody Has Made A Typing Error...Check DATA":STOP
180 MODE 1:PRINT"Tape In Player, Disk In Drive"
190 PRINT CHR$(10)CHR$(10)"Press Any Key When Ready..."
200 CLEAR:CALL &BB18:MEMORY &3FFF:TAPE:LOAD":DISC:CALL &BE80

```



Now all you need is a loader for the transferred version. This loader has the added facility of allowing you to choose between infinite boost and invulnerability. Never say I don't help you out at all:

```

1 ' LOADER FOR BIG BUST TRANSFER OF STUNT CAR RACER
2 ' WRITTEN FOR BONZO BY ANDY PRICE
3 ' SAVE AS "STUNT.BAS" AND TYPE RUN"STUNT" TO LOAD GAME
4 ' ENTER 'Y' OR 'N' IN REPOSE TO THE POKE QUESTIONS
10 DATA af,cd,0e,bc,cd,d8,be,21,40,00,cd
20 DATA 83,bc,cd,7a,bc,3e,32,32,e9,be,cd
30 DATA d8,be,21,f0,45,cd,83,bc,cd,7a,bc
40 DATA 3e,33,32,e9,be,06,0c,21,e4,be,11
50 DATA 00,80,cd,77,bc,21,00,c0,cd,83,bc
60 DATA cd,7a,bc,21,00,c0,11,60,7f,01,9c
70 DATA 2c,ed,b0,06,06,3e,06,b8,cc,f0,be
80 DATA 06,09,3e,09,b8,ca,f5,be,c3,40,00
90 DATA 06,0c,21,e4,be,11,00,c0,cd,77,bc
100 DATA c9,53,54,55,4e,54,31,20,20,2e,42
110 DATA 49,4e,af,32,77,21,c9,3e,c9,32,c3
120 DATA 98,c3,40,00,ff,ff,ff,ff,ff,ff,ff
130 FOR x=&BE80 TO &BEFC:READ a$:a=VAL("&"+a$)
140 POKE x,a:chk=chk+a:NEXT:IF chk=&396F THEN 160
150 PRINT"Error In DATA...Put Your Glasses On Mate!":STOP
160 MODE 1:PRINT CHR$(10)CHR$(10)"Infinite Boost";:INPUT y$
170 IF (LEFT$(LOWER$(y$),1))<>"y" THEN POKE &BEC8,0
180 PRINT:INPUT"Invulnerability";y$
190 IF (LEFT$(LOWER$(y$),1))<>"y" THEN POKE &BED0,0
200 CALL &BE80

```



## BIG PANIC, BIG BUST, or JUST OPTION 12 ?

Every now and then Codemasters lapse into something totally unexpected in terms of protection. Usually, on my reckoning, it's because they fancy a change from their usual old-fashioned Speedlock ! I think that the protection on PANIC DIZZY is what it is simply because that's the way it was presented to them - but I could be wrong. All BSM's now being issued and updated carry a version of this as OPTION 12. So bung it on your disc just in case it is used again.

It's really a combination of OPTIONS 2 and 9, so this little "bust" does it in one go. Suitable for any CPC, it also handles some that previously were done in the cock-eyed manner prescribed as MASTERX. MOTOS and DARTS 180 spring to mind. Treat yourself a little and dis-assemble the data once it is in memory. Not so much a touch of genius, just a busted foot and a few hours to spare.....

```

1 REM: CREATE OPTION12 - or just a BIG BUST for PANIC DIZZY.
10 CALL &bbff:REM COPYRIGHT NEMESIS 1991/OPTION12-JULY 91
20 N=&a169:GOSUB 280:INK 0,26:INK 1,2:BORDER 26
30 INPUT"ENTER FILENAME FOR THE TRANSFERRED TITLE* MAXIMUM EIGHT CHARACTERS * >",$A$
40 IF LEN(A$)>8 OR LEN(A$)<1 THEN 30 ELSE A$=UPPER$(A$)
50 IF LEN(A$)<8 THEN A$=A$+SPACE$(8-LEN(A$))
60 FOR x=1 TO 8:POKE N,ASC(MID$(A$,x,1)):N=N+1:NEXT:CLS
70 PRINT"OK... Destination disc in drive.....Tape in player"
80 PRINT"Press a key...":CALL &bb18:CALL &bbff:CALL &bb4e:CALL &bd37:CALL &9ff0
90 DATA f3,21,00,a0,11,80,01,01,90,01,ed,b0,c3,80,01,00,2a,38,bd,7c,e6,3f
100 DATA 67,22,26,02,cd,37,bd,06,00,11,00,40,cd,77,bc,eb,cd,83,bc,e5,cd,7a
110 DATA bc,e1,e5,7e,23,fe,c3,20,fa,22,ea,01,06,ff,7e,23,fe,c3,28,04,10,f8
120 DATA 18,03,22,ea,01,2a,ea,01,11,c7,01,4e,73,23,46,72,ed,43,e8,01,c9,f3
130 DATA 2a,e8,01,7e,23,fe,2a,20,fa,7e,fe,05,20,f5,23,7e,fe,01,20,ef,2b,2b
140 DATA 36,c3,11,ec,01,23,73,23,72,c3,00,00,00,00,f3,ed,73,e4,02,2a,05,01
150 DATA 22,e7,02,31,e0,01,11,00,c0,21,00,a4,01,00,3c,ed,b0,31,fe,bf,21,16
160 DATA 02,11,80,be,01,00,01,ed,b0,c3,80,be,d9,01,89,7f,ed,49,d9,cd,44,00
170 DATA 21,a1,be,e5,e5,cd,00,00,cd,02,bc,cd,bd,bb,cd,51,bb,cd,03,bb,cd,28
180 DATA bd,cd,5f,bf,21,5c,bf,34,06,0c,21,53,bf,11,00,03,d5,cd,8c,bc,e1,11
190 DATA 00,a1,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,c3,be,21,00,c0
200 DATA 22,ae,be,21,00,40,22,b6,be,cd,a4,be,21,f4,be,22,ae,be,22,b9,be,21
210 DATA 80,00,22,b6,be,21,5c,bf,36,30,06,08,cd,aa,be,c3,00,00,cd,5f,bf,21
220 DATA 5c,bf,34,21,53,bf,06,0c,11,00,03,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc
230 DATA 00,3e,c9,32,0e,bf,01,01,bc,ed,49,04,0d,ed,49,21,00,c0,22,01,bf,cd
240 DATA f7,be,f3,21,35,bf,11,40,00,01,30,00,ed,b0,c3,40,00,31,60,02,21,00
250 DATA c0,11,00,a4,01,00,3c,ed,b0,01,01,bc,ed,49,04,0e,28,ed,49,31,00,00
260 DATA c3,00,00,42,42,20,20,20,20,20,20,2e,30,20,20,21,ff,ab,11,40,00,0e
270 DATA 07,cd,ce,bc,c9,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
280 MEMORY &9fef:RESTORE 90:FOR x=&9ff0 TO &a190:READ a$:y=VAL("&"a$)
290 POKE x,y:cs=cs+y:NEXT:IF cs=41885 THEN RETURN ELSE PRINT"Error in DATA !":END

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 The above type-in was a late entry from Colin Harris, once again proving just how much he will be missed. Well Done Colin and have fun in Canada.

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 NIGEL'S BIG DATABASE !!!!

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 Nigel Mells has put together a mega database of both the BSM and Blitz databases. To do this he used his firms mainframe computer and laser printer. I've added a small sample of it to the front cover. As you will see some games eg. Alien Highway and Anarchy are listed twice with different options to try. This is because when games are re-released on budget or as part of compilations they are sometimes altered. Games that get two or more mentions only get counted once in the total number of games that can be Bonzoed, which I've also added to the front cover. Games marked B1 Detect will need the Blitz Detect file to tell you which option to use. This mega database listing is 8 pages long and if you fancy a copy just send me 80p (this includes the cost of postage).

## THE SESAME STREET CRAYON - LETTERS FOR YOU

Another loosely based educational product has arrived on the market. Released by the same people responsible for the Teenage Mutant Hero Turtles drawing package (Merit) this offering is aimed at an even younger audience.

Featuring all those well loved characters from the incomparable television series created by the recently deceased (and much missed) genius of Jim Henson. It is extremely difficult to see how any (younger) child could fail to be attracted by this excellent "colouring book". I say book, for this is really how the programmes are presented with each letter of the alphabet having it's own page with a relevant character i.e for "S" Mr Snuffleoffagus is by the Swimming Pool or for "C" Cookie Monster is making (you'll never guess!) Cookies. All very commendable of course but aside from this educational worth, the sheer joy the child has in seeing his/her picture transform into full colour by his/her own fair hand makes it eminently worth buying.

Everything is worked by an arrow pointer being clicked on or off the commands which appear at the top and bottom of the screen along with the colour palate. The pointer is moved by the joystick or cursor keys, it's so simple even the youngest child could immediately use it.

If you bought the Fun School 3-Under 5's package and your child liked the Painting programme on that, then it's safe to assume this will go down just as well.

I supposed that this is basically a very simple Art Package with 26 pre-drawn pictures, which YOUR (yes, YOUR) 2 to 6 year old (possibly older) son, daughter, brother, sister, nephew, niece, grandson etc, etc, WILL love, so buy them it NOW.

The only quibble I have with the whole package is the lack of a print out facility. It seems us Amstraddies are out of favour as the Atari, Amiga & even the Commodore 8-bit machinists have the screen dumps available to them.

The package costs £10.99 for the tape version (which was before the rise in VAT) and it readily transfers to disc with Bonzo Option 1.

Martin Cossins

# PLAYMATES

## ..... LEMMINGS ON THE CPC ?????

FOR ALL YOU FOLK WHO NEVER KEEP AN EYE ON THE COMPUTER WORLD IN GENERAL, I WOULD LIKE TO TELL YOU ABOUT LEMMINGS.

THIS GAME TOOK THE 16 BIT GAMES MARKET BY STORM MANY MONTHS AGO. YOU CONTROL A SWARM OF LEMMINGS AND IT'S YOUR JOB TO GET AS MANY AS POSSIBLE SAFELY TO THE END OF THE GAME. I'VE NEVER PLAYED THE GAME MY SELF, I'VE ONLY SEEN REVIEWS AND A DEMO ON AN ST IN A SHOP. ALTHOUGH I DIDN'T LIKE THE SIZE OF THE LEMMINGS THEM SELVES, THE GAME DID STILL LOOK VERY INTERESTING. A SIGN OF A GOOD GAME (IN THE 16 BIT MARKET AT LEAST) SEEMS TO BE THE SPEED AT WHICH IT IS HACKED AND AVAILABLE ON BULLETIN BOARDS. LEMMINGS GOING BY WHAT I'VE READ WAS ONE OF THE FASTEST GAMES TO PIRATED THIS WAY, ONLY TO BE BEATEN LATER BY LEMMINGS 2, WHICH WAS ALMOST PIRATED BEFORE THE GAME WAS EVEN RELEASED.

NOW THERE ARE RUMOURS THAT LEMMINGS IS TO MAKE IT ON TO THE 8 BIT MARKET. LIKE I SAID IT'S ONLY A RUMOUR AND EVEN IF IT COMES TRUE, THERE IS NO SAYING THE CPC WILL GET A VERSION. OR THAT THE GAME WILL CONVERT WELL TO 8 BIT MACHINES. BUT THAT ASIDE I FOR ONE HOPE IT'S TRUE FOR I WANT TO SEE JUST WHAT ALL THE FUSS IS ABOUT.

WACCI have negotiated a franchise agreement with Creative Technology for the distribution rights for the original CPC version of MICRODESIGN. Siren Software used to have the franchise but haven't bothered to advertise the fact for a couple of years. Now I for one have never heard of the program MICRODESIGN before so don't really know what it does, going by it's name I'd guess it's an Art or DTP program. Anyone wanting more info contact Steve Williams, see WACCI article for the address.

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### SCULL PD HAVE MOVED (again ??)

Yes that is right Alan Scully and Scull PD have moved yet again, back to the address they started from, 119 Laurel Drive, East Kilbride, Glasgow, G75 9JG. While I'm talking about Alan Scully, I thought I'd also mention his own CPC fanzine "CPC Domain". I got my copy of issue 2 the other day and very good it was too. It has news of all the latest PD thats on offer plus a full PD stock list. There is also an Adventure column, letters page, news, and as they say 'Much Much More'. All this for just £1.25 an issue or £15 for a 12 issue subscription can't be bad.

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### A NEW FANZINE

Glen Scott wants to do a one off mini fanzine covering CPC Plus/GX4000 cartridge games. What he wants is for reviews and comments on the games and I guess the machines as well. It will be given free to all who send in articles or to anyone who sends in an A5 or bigger stamped and addressed envelope. Glen just wants to tell folk of what games are available, where to get them from and how good or bad they are. So if you are interested in supplying a review or just getting a copy of this fanzine contact Glen at.....  
17 Heather Gardens, Belton, Great Yarmouth, Norfolk, NR31 9PP

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### IS THIS ISSUE UP TO SCRATCH ?

As many of you know I was made redundant in January and was out of work for 4 months. Although it was a bad experience it did leave me with a lot of time for Play Mates, so much so I think issues 7 and 8 were the best yet. I have since been able to find a job, but it has been working nights at Sainsburys re-stocking the shelves ready for the morning opening. This has meant that during the day I'm either asleep or was far too tired to put as much effort into doing issue 9. For this reason I feel issue 9 is not as good as it could be and I'm very sorry about that. Although I feel it is still better than some other fanzines so I didn't do too badly. I am hoping to be soon getting a job back in the Print trade and back to day time working, if so I hope that issue 10 will be back to the high standard of issues 7 and 8. I would like to thank all those nice folk that sent me their best wishes and support when I was made redundant. But most of all I would like to thank the good people who wrote all of the reviews and articles this issue, thus making the job of putting it all together much easier. Don't forget if you want to review a game for future issues of Play Mates, be it a new game or a classic oldie. Rush it to me and I will use it eventually, depending on when I have space for it. Articles and reviews would be best sent as ASCII files on disc or if you have no word processor, write it out clearly and I will type it up for you.

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### ... LATE BONZO ... LATE BONZO ...

I sent to Colin Harris all the Bonzo pages for this issue a few weeks ago because he will no longer be in Britain when this issue is released. He did make one or two comments though. On the cover I mentioned the FBAUTO2 file and its many RSX's, well Colin says that only someone with an old copy of the BSM will have that file as all up-dated and new cypis don't have it, plus its not much use on its own any way. Next he tells me that the original of Trivial Pursuits will not go with Option 11 (or any Option). Also Colin sent to me this loader for the Option 1 transfer of Discovery's Electronic Music Utility (EMU).

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10 REM: LOADER FOR E.M.U. [DISCOVERY]..... TRANSFER FILES USING OPTION 1.
20 REM: THIS ALLOWS DISC ACCESS FOR SAVE AND LOAD ROUTINES WITHIN E.M.U.
30 MEMORY &97FF:LOAD"emu.bin":POKE &9868,&80:POKE &9869,&BE
40 FOR x=&BE80 TO &BE8B:READ a$:POKE x,VAL("&"&a$):NEXT:CALL &9800
50 DATA 11,40,00,01,ff,b0,31,ff,bf,c3,40,00
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