PLAYMATES

No. 6

BY CARL SURRY

ere are some release dates for CPC games.

Nirvana by Goldmark has been reviewed By James Verity in this issue. Goldmark are offering the review copy as a prize, so here is the hard question you will have to answer.

What other Goldmark product is reviewed in this issue of Play Mates ?

Answers to Goldmark Compo.....
37 Fairfield Way, Barnet, Herts, EN5 2BQ.

...And here is the bad news...

As from 30 of Jan I was made redundant, so issue 7 will have to be put on hold until I get a new job. Any one wishing for a refund should let me know as soon as possible. I will still be putting together an issue 7 I just don't know when it is comming out. So unless I get a job or win the pools, or even some nice company (Goldmark, Medway King, Microstyle beg beg ??) steps in to support the running of Play Mates, this will be the last issue for a while. I will let you know either when I send out this issue or later when I hope issue 7 to see the light of day. Both competitions will still be run so don't delay and send in your entries. Is there any one out there that can get Minolta EP 30 photocoping toner (very) cheap let me know. Also any one wanting a Rotaprint R30/90 minder GISSAJOB.

* * *

Issue 2 of Playmates provided a short review of Multiface II and compared it with the Nemesis (now MicroStyle) suite of back up programs. It was mentioned that you cannot display the loading picture with most Multiface copies. Although few such games will automatically display the loading screens it is a simple enough matter to get round this. Just do the following:

1) Load the game from tape (or disc) until the screen you want is displayed. Press the Red button. From the Multiface menu press [S]ave, then enter the screen filename - say "screen". Next hit <Return> or <Enter>. The display will change and give another menu so press [S]creen then [D]isc. The loading screen will then be saved as "screen.bin".

11) Next rewind the game tape and back up as usual, calling it "program".

111)Finally, save the following small program as "disc":
```
10 MODE 2:MEMORY &3FFF:LOAD "SCREEN.BIN",&C000:
   CALL &8000
20 RUN "PROGRAM.BIN"
```

Having done this the Multiface grab can be loaded by typing RUN "DISC" and the loading screen will be displayed. If you want it displayed longer, then put a FOR/NEXT loop in the "DISC" program. The obvious disadvantage of this process is that yet more disc space is used and the multiface back-ups are not economical in this area normally. However, apart from this it does provide a fairly easy way to display those wonderful screen shots. Happy grabbing.
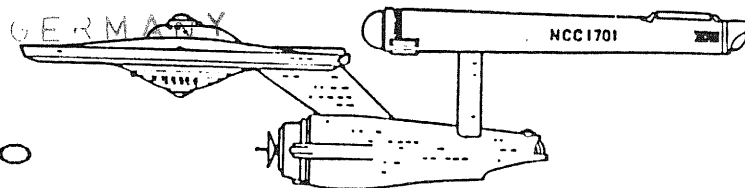
* * *

INTERPOOL
PO BOX 2 **CPC**
.../5 SCHWENDI
GERMANY
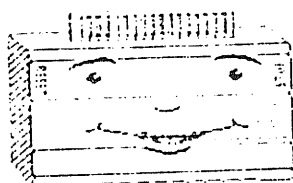
PLAYMATES

BOLDLY GOING WHERE NO ONE HAS GONE BEFORE

HAVE YOU EVER WON A PRIZE ?

Peter Curgenven of Cornwall asked me this question the other week. Why you may ask ? (well go on then ask!!) It seems he won second prize in a competition set in March 90's issue of ACU Magazine and was announced in the June 90 issue. At the time of writing to me he still has not got his prize. He has written to ACU a few times all ignored. What Peter wants to know is are there many folk still waiting for prizes from magazines like ACU and AA ? On the magazines behalf I'd just like to point out that the prize was Codemasters CD games pack,which to my knowledge has not come out on the CPC yet(will it ever??). This is no excuse though for why they have not told winners what is going on or offering another prize. Again on their behalf, I think I should point out that I think that the software houses run these competitions, so try contacting them as well as the magazine.
****

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.

....

Trevor Cattermole is offering help with programming problems including Machine Code, Rom's and Bonzo Meddler help.
24 Cromwell Rd,Colchester,Essex,CO2 7EN.

....

If you have penfriends down under get them to contact Colin Boswell for a whole host of goodies,which include.....
Play Mates, Bonzo discs and Tearaway Colin can be found (if you look hard enough) at 62 Marmong Street, Marmong Point. 2284, NSW, Australia.

....

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

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 Cresent, Fareham,Hants, PO16 7JY. A genuine user group, run by a committee. Produces a bi-monthly club fanzine called CPC USER. They also run a tape and disc PD Library and CPC book library.You can get a sample issue of CPC USER for just £1.50.

....

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

Scull PD Library, run by Alan Scully. This must be one of the biggest CPC PD librarys 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 £1.00 an issue, order your issue 7 and 8 now. Sometimes monthly and sometimes bi-monthly yet still good.

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 transfered and the list gets larger every issue of Play Mates. Phil also runs his own CPC fanzine called GEN, but I have heard rumours that because of lack of response he will no longer be producing GEN. I have yet to have Phil confirm this so check first before you order.
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ISSUE 6 COMPETITION

Due to the fact that nearly all of you never enter my competitions (why?) I'm going to be a little different this issue. All those who have paid for issues 7 & 8 will be entered in to the draw. The prize is the tape of Who Dares Wins 2 donated by Gary Smith. So if you have not yet ordered these two issues (if not why not?) rush your money off to me now. I mean what have you got to lose ? You get the issues of Play Mates you were going to order any way plus you may win a prize.
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THANK YOU

I Thank Amstrad Action for the plug they gave Play Mates in the last issue, even if they didn't add my address to help folk know where to get Play Mates.

I would also like to thank these people for making this issue of Play Mates as good as it is.
Phil Howard, Gary Smith, Steve Smyth, John Brown, Colin Harris, Archie Fulton, and James Verity. Plus Goldmark Systems and Medway King for their review copies of Nirvana,Get Set Clip Art & X-Press.

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Don't forget if you want to write a review of a game (or something else) send it to me and I will add it to a future issue of Play Mates. Also any pokes or games tips will also be most welcome. Send them to 37 Fairfield Way. Barnet. Herts. EN5 2BQ.

Laser Squad was given a mini review in issue 5 at that point I didn't own the game. But now that I do have it, I feel it needs a bigger better review.

What took me so long to get the game was that it looked rather a complex game and would need some time to master it. Time is rather in short supply, what with work and doing Play Mates. After seeing so many rave reviews I gave in and finally got the game. I'm glad I did,for although I was right in thinking it's a complex game it is a great game. It has gone into my all time top five games list. You will need a few goes to find out just what you can and you can't do, but it is worth the effort. If you love strategy or war games this is a must.

Laser Squad is a one or two player game and in two player mode each player looks away while the other deploys their forces. There're 5 scenarios to try (on the tape version only 3) and each has it's own range of difficulty. The five scenarios are very different in what you have to achive and in the lay out of the playing area. An expansion disc/tape has been released, with new scenarios and I think another has or soon will be released.

At the start of a scenario you are given a limited amount of credits (money) to buy the armour and weapons your squad will need. The range of weapons vary with each scenario but include things like Pistols,Rifles, Laser Guns, Cannons and Grenades. Each item will cost you not only credits,but Action Points (APs) the more you carry the more APs you use.

Next you must place your squad on the playing area, which is like an over view of a map. You can either place them as a squad or as single units, the choice is yours. When all your squad are positioned the game starts and you must now try and complete your mission and keep your men alive.
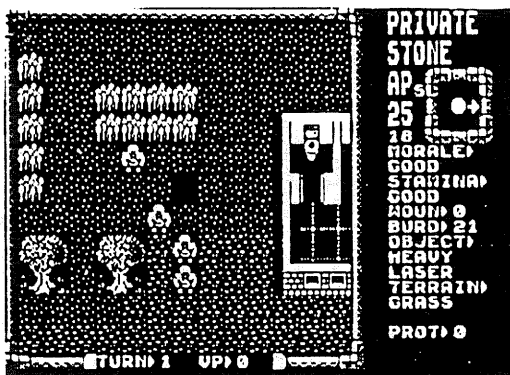
Each member of your squad is given a limited amount of Action Points. Some where between 40 and 60 points. It depends on how much they are carrying.

Action Points are used up with every move you make, be it walking, changing weapons opening or closing doors, and of course firing you weapons. When you have finished moving your men in to new positions you go to the END TURN option. There're a limited number of turn for each scenario, you have to complete your mission before you run out of turns. When you finish your turn the computer or your friend have their turn. Then it is your turn again , now with renewed Action Points you are ready once again.

If you place the cursor over one of your men and press fire, his status will be displayed. If you press fire again you will get a menu of options that that member of your squad has. This can be things like FIRE, DROP, OPEN, CLOSE, PICK UP and CHANGE (change the item you are using) If you pick FIRE you will get a very basic map, you must place the cross on the map where you want to aim at. There are 3 types of shot and each more accurate than the next but taking up more Action Points. Some weapons can wipe out a large area so if you are too close you can wipe out your own men.

The beauty of this game is that it is different every time you play it. Because not only can you vary the difficulty level, but you can make it different by how you equip your squad, and where you position them at the start of a game. Laser Squad has an even longer lasting appeal now that you can get the expansion kits giving you even more scenarios to play and master.

GRAPHICS   70%
not many colours used but very detailed.

SOUND   45%
some good effects but no tune.

ADDICTIVENESS 94%
varied scenarios with varied ways to play them makes this a winner.

PLAYABILITY   80%
easy to use joystick control (or keys) will need to read instructions well.

VALUE   90%
some mail order companys now do a good deal and even some add the expansion kit in at a very good price.

OVERALL   90%
a game that you will still be playing for years to come, more so if they release any more expansion kits.

Multiface poke for Inf. Credits (money) for the disc version. 4652,00

GRAPHICS GALORE ... By Goldmark Systems

Graphic Galore is a quite vast collection of Clip Art which has been adapted from mainly 16 Bit PD Libraries to the CPC by those clever folk at Goldmark . I must point out though that it is not PD and must not be passed around as if it was . You can get a small catalogue for just £1 .25 , this will have all the libraries in it so you can pick the one you want. It must be said though that they are quite expensive at £12 .00 for the first library and £10 .00 for any additional libraries you have added . Each library has 56 bits of art and can be viewed and saved by a yes/no menu system that is very easy to learn.

Each piece of art can be saved as a 17K screen, with the picture dead centre. This is done so that they can be loaded into both Art programs and DTP programs . Only trouble is that to save all 56 pictures to 17K screens will take up 6 discs. Plus many hours work loading the screens and then cutting them out to 1 or 2K DTP cut outs. It's a shame Goldmark didn't come up with a way to save each piece of art as a cut out as well as a screen. That is it's main failing which is a shame, because the art is of a high standard and Goldmark will be adding new libraries all the time.
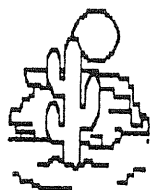
GOLDMARK SYSTEMS
51 COMET ROAD, HATFIELD, HERTFORDSHIRE, AL10 OSY.
Tel Hatfield (0707) 271529

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*                                                                     *
*         SJS GAMES REVIEW:   E-MOTION  :   BY US GOLD                 *
*                                                                     *
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Balls (Pardon?) is the name of the game here, well sub atomic
particles actually, (That's better). Red yellow and blue
spheres (Don't overdo it) cover the screen. Some of these are
connected by elasticated strings. Also there are barriers which
get in the way. You are in control of a presumably micro scopic
space ship, that has the feel of Asteroids about it's look and
the manner in which it is controlled. IE if you go off of one
side of the screen you appear on the other as do all the
molecules. The general idea is to nudge the coloured round
items into others of the same colour, and thus removing them.
Simple huh? Of course not.

A very tight time limit is your first enemy, followed closely by
the fact that if two spheres of different colours should collide
(and I assure you they will) then more spheres are created. If
the time limit runs out the spheres start to flash and
eventually explode. This rather pretty display of graphics
usually sends your energy level (Your third obstacle) plummeting
,which in turn kills off your ship.

There are, I'm told 50 levels of this, each getting harder and
harder. I can't say I have ever seen the end but even so It's
not the sort of game you put away and never come back to. Also
every time you do have another go, the challenge is still there.

It has a practice mode, which is a kind of interactive demo of
the game, but best of all is the two player mode. This is very
frustrating, because every time you get some of the offending
molecules out of the way your partner will invariably do
something daft and fill the screen with flashing blue orbs. So
after a lot of swearing at one another it's back on with the
game.

I did have a multiface cheat for this but being a brilliant book
keeper and all round tidy person, I lost it....sorry. To sum up
though I reckon this is a real bargain. It is not a multi
loader so no boring reloads after "Game over" and with 50 levels
that's just as well. Get it today you won't regret it...

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Price   £10.99 Tape or £14.99 disc.

Graphics   80%   Every thing you need is there.

Sonics   70%   What does a sub atomic particle sound like ?

Value   90%   Intriguing puzzle game that lasts.

Addiction   75%   Not every one will be bothered to finish it.

Overall   85%   An eminently playable game.

      .-
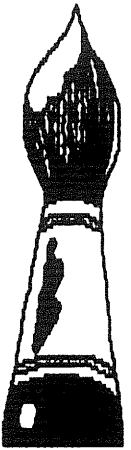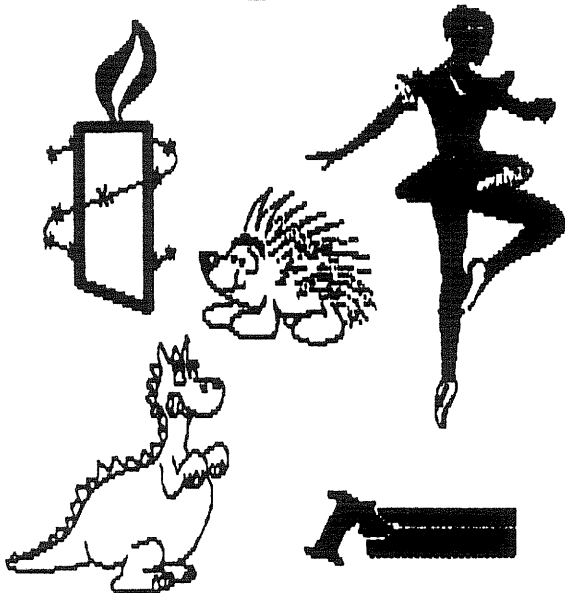   Bonzo News... E-Motion is an Option 10 B transfer
         The Multiface poke Steve couldn't find is 2A87.00 Inf. Lives
      The game also has a cheat,which is, you type into the title screen in
      capital letters MOONUNIT. Then at any point in the game you can press
      these letters for different effects. R =go forward one level, F =go
      forward ten levels, T =go back one level, G =go back ten levels and
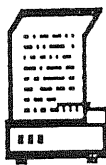   lastly V =well you self destruct.
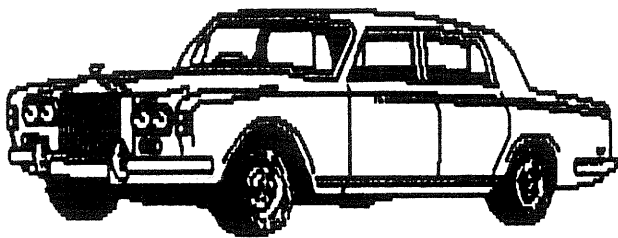
GETSET CLIP-ART

Here is a sample of Clip - Art from Medway King's Getset collection . This collection is reviewed else where in this issue. Below is their advert for some of their other products.

THE BIZ

BATMAN THE CAPED CRUSADER-Ocean   reviewed by Gary Smith

This game has two plots,each loaded seperately and each are equally dificult.The first plot,a Bird In The Hand,is not so much a puzzle game as an arcade adventure with most of the game,especially the final stages,being played as a find the room game.The second,A fate worse than death,is more of a puzzle game and I have been able to complete this one,but not the first.The first plot is where the penguin decides to set up an army of robot penguins and you have to find the master computer and using the game disc (a clue there!),you must shut down his operation.The second plot involves a kidnapping,with the Joker making off with robin.You must also defuse a number of bombs shown on the status panel.It is easy to find Robin and using the ears you get a clue with the COAST.Robin is actually in the fairground and where the COAST is you'll have to find out but you'll ROLL your eyes trying (another clue).You are of course chased by baddies which can be shot and stunned temporarily but apart from that the characters don't do anything else.The Joker himself is different and if you decide to take out your temper on him,you'll find a pleasant surprise and the final object needed to complete the game.

Both games although being essentially the same,are both diferent,if you see what I mean,with both having diferent plots and puzzles.The graphics in the game are good,being detailled but the backgrounds could have been coloured.The sonix is okay with a wierd intro tune,not the proper Batman tune but with only minimal spot effects.The gameplay is good and definitly the strong point in the game with humourous touches here and there and if you like arcade adventures,this is one for you.

Ratings***

Grafix 72% Clear and detailed but lacks colour
Sonix-43% Wierd intro tune but sparse effects
Playability 86% great for Batty fans,good for arcade adventure fans
Lastability 94% Two plots and loadsa puzzles
Value non compilation value-78% last a long time
Overall-88% This is how to write arcade adventures!

DOUBLE DRAGON-Taito Coin-op converted by Melbourne House
reviewed by Gary Smith

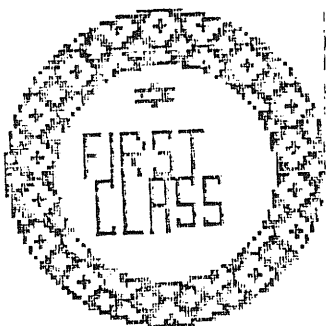Okay,so it took along time but as they say,good things come to those who wait.Wrong,and I mean wrong in the nastiest possible sense.This has to be the worst beat-em-up I have ever played,three time as bad as Altered Beast,a game which was considered bad by most standards,but which I quite like.Although most scenarios are pretty weak at the best of times,this one is "Overcome the baddies to rescue the girl".I don't suppose anyone bothers about the scenario any more,especially as they get more and more unoriginal but it's a refreshing change when someone thinks up an entertaining one.

Anyway,there are few weapons available which don't make much difference ,except the whip,and a vast array of baddies which all boil down to people with different coloured hair and clothes.There are big baddies which take a load of hits but have an unfair advantage.They can stand further up the screen and still hit you but you can't hit them.You'll know what I mean if you play the game.Basically though it's very very v e r y slow.Even walking is slow.The graphics however are good(even if sound isn't) with blocky but very colouful sprites and scenes.

Then again,for a poor game,it shows professionalism with a touch on a later level.You have to climb a cliff,which is good,even if all you do is walk straight up it.Also when you complete the game your girlfriend walks towards you and kisses you even though she looks as if she's a vampire and is trying to have lunch (by the way the segs console version does this scene well if you need something to compare it to).Also she walks towards you in a very disjointed fashion which makes her look as if chaining to a wall is the only thing that happened to her during captivity.However,to get this far,you meet a boss with a gun.He's easy mind,just get on the same level as him and do a flying jump towards him,a flying roundhouse and keep repeating to easily defeat him.Actually thats one problem with the game,being you have lots of lives,with energy that goes down far too slowly,an incredibly easy time limit and lots of credits.I completed it in the first go,once I got the control menu sorted out.So thats it,a really poor beat 'en up with the odd good touch but making for a game thats not even worth playing but even when you do,its very hard not to complete it

Ratings***

Grafix-84% high standard with a rich and colourful detailled work
Sonix-14% not much to speak of 'Nuff said
Playable-14% slow and awkward
Lastable-09% miles too easy and still poor
Value-02% This game would get poor value at 50p,never mind a tenner
Overall-11% Possibly worse than the beat en up level on Back to the Future II
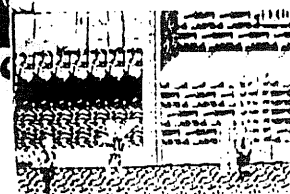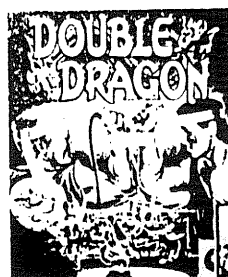
OPERATION WOLF-Taito converted by Ocean sequel Operation Thunderbolt also by Taito and Ocean to be reviewed at a later date. By Gary Smith

Shoot 'em up simulator I like to call this. Perhaps you know Hard Drivin' or Stunt car racer. They weren't car games like crazy cars is, but were simulators, straight from the cockpit. The same is with Operation wolf, as it is not a shoot 'em up as in Cabal or Rambo III (arcade version), but a straight from the gunsight view. You (or should that be your gunsight) moves along, a horizontal landscape with little soldiers rushing up to you and lobbing grenades and knifes at you. These don't miss but can be shot before impact. Bullets can't as most of the baddies and indeed the tanks and choppers in the area spray you with bullets. However, footmen can be killed with one shot but you may miss which is balanced by the footmen never missing but you being able to sustain a number of shots. The tanks can also sustain a number of shots but a grenade can easily finish them off. Occasionally, goodies such as smart bombs, extra ammo, grenades and infinite bullets for a short second and a very useful energy bottles appear on the ground and these can be collected by shooting them.

   This is the sort of game where if it was programmed properly, you could go really gun-ho but the running out of bullets has to be avoided. However there is something in the gameplay which seems to restrict this urge and although being an excellent conversion, and well programmed, it just doesn't have the recklessness that could prevail in this game, and believe me it impairs the game. There is nothing really wrong with this game, apart from slight repetitiveness yet I cannot like this game. If you want a really reckless blast, get the sequel with more colour, more freebies and the two player option because it is a much better game then it's predecessor. Sorry!

Ratings**

Gafix 91% clear and colourful and really quite good-a lot of yellow though
Sonix-73% simple but accurate rendition of the original arcade tune-few spot effects
Playable-72% appealing title but no recklessness is allowed
Lastable-69% dificult but repetitive
Value-non compilation value-71% a good few dificult levels if you like the game
Overall-There is nothing wrong, you may like it but I cannot.
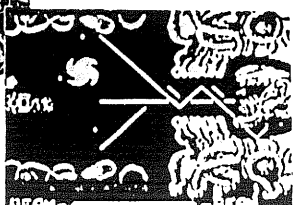
R-TYPE-IREM coin-op converted by Electric Dreams   By Gary Smith

...deep in the space the desperate battle continues. The huge and evil Bydo empire intend to wipe out mankind forever. However, 'They' have come up with an answer, the R-9 fighter, and you are the only thing that stands between peace and total destruction...

Now does that sound familiar or what? Not only is it the scenario that could be linked with every arcade game since Space Invaders(inclusive) but it is also linked with perhaps the most famous of them all, yes the game with the new meaning to power-ups, R-type. You are a little plane thingy which flies across a vertically scrolling background and has to commit mass genocide to the bydo people. Along the way, if you shoot certain creatures you get power ups, but first you must get the force which is obtained in the same way. This is a rotating shield which protects you from the front or back, wherever you keep it, or may be used to clear a path ahead of you. This relly is needed to get anywhere successfully in the game, but you are not entirely defenceless without it. As well as normal forward firing lasers you also have a power laser which you hold down the fire button to build up the energy and release to fire it. It takes the form of a large fireball and is equivalent to about five shots or more. The force though bring other weapons into use such as top shields, bouncing lasers, circular lasers, extra lasers, homing missiles and extra speed and some of these can be combined to make a pretty awesome combination. Then again the baddies aren't messing about!
   However, now cast your minds to all the recent arcades and think what they mostly all have. Power ups and ...END OF LEVEL GUARDIANS!!!
   These accursed things were around before R-type but it was this game that really got them off the ground. The ones in this game are huge, but largely inanimate. All that can be done here is to fire the force into it's weak spot, avoid it's flak and pump the fire button like crazy. Incidentally these aren't the biggest guardians I have seen, a game called zero wing has one too big to fit on the screen!
   This is all that goes on, through level after level with e few extra bits of scenery and a few more baddies but its a toughie and one that is perfect for a mindless blast but it could have been so much better.

Ratings**

Grafix-42% pretty poor spectrum conversions and awful scrolling
Sonix-11% no tune and few spot effects are terrible
Playable-64% a fairly busy shoot 'em up
Lastable-32% it goes on and on and on and on.....
Value-non compilation value-25%-for a tenner it doesn't hold much long term appeal
All of it-45%-It's okay but poor technics and a lot better products on the market

The Biz compilation by Ocean   By Gary Smith

   All the four previous reviews were the entire collection on the Biz compilation. Now for a round up. The best game is Batman-Caped Crusader, then Operation Wolf, then R-Type and last is Double Dragon. The games aren't really bad but they aren't excellent and a better selection could have been arranged. I give the whole compilation 69% because although Batman is excellent, Double Dragon really is bottom of the barrel scrapings.

Just enough space to tell everyone what I intend to do next. The Dizzy trilogy is planned as well as both Barbarians, crazy cars and all Renegades as well as theother two Batmans and operation thunderbolt. When they'll come I don't know but expect them any time.

   Now just a word about Burnin' Rubber, the console game. Good graphics and speed but the cartwheel down the track is really a lot of pictures displayed after another and it is jerky and not convincing. Really the game isn't very good, it's just a show piece but it's better than any other race game I've seen on the Amstrad. And remember, they can only get

DESERT ISLAND DISCS

For all members of the United Amstrad User Group, I'd just like to say I've not nicked this idea from their last issue. I have been working on this idea for quite a while now. The idea is this, I want you to send me 7 discs you would like to be stuck on a Desert Island with if you could choose them. The first 2 are for a serious utility and the other 5 must be games. Below is my selection of discs I just could not be with out.

1 - Tasword 6128 .. So I could keep an account of my stay and write the next 50 issues of Play Mates.

2 - Any assembler like Maxam so I could learn Machine Code and write my own games.

3 - Laser Squad .. Just about the best game that I've ever bought.

4 - Target Renegade .. My favourite beat em up game.

5 - Emlyn Hughes Int. Soccer .. In my opinion the best footie game on the CPC.

PLAY MATES SPECIAL

6 - Operation Wolf .. I still love a good old shoot up now and again.

7 - Pipe Mania .. One of the best Puzzle games about.

Right then ,I know it will be hard to pick just 7 titles. I had to leave out games like Myth, P-47 Thunderbolt & Shadow Warriors. If you think you can pick a better 7 discs, be my guest. Here are a few games that if washed up on the shore I would re-format right away.

Any text adventure game, I just can't get into these games.

Black Tiger the worst Spectrum port ever.

Tusker for lack of playability and graphics.

Cyberball ,it is far too hard to get anywhere in this game.
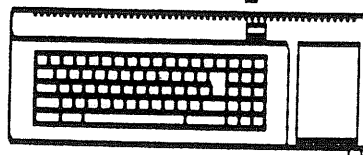
As promised in issue 5 of Play Mates here is the question and answer interview of Amstrad Action's very own Phil Howard. To be honest none of you bothered to send in questions to ask phil, so you will have to make do with the questions I wanted some answers to.

Q)How old are you ? Are you married and do you have any kids ?
A)38, Married(Linda),boy(Robin) and girl (Kaye).

Q)Which CPC do you own? Do you have any other computers ? If no 16 bits how come you've not upgraded?
A)I have a 6128, Robin has a 464, Robin may well have a Commodore 64 (I know he did at one point),but I daren't look in his bedroom. No other computer since the dear departed ZX81,Robin wants an Amiga. I haven't upgraded because I can't be bothered to start from scratch again. Amiga's and Atari's are just expensive, glorified games machines and PC's are too serious, the CPC is the last of the hobbyist machines.

Q)What is your favourite word processor?
A)My word processor is Brunword Elite it is very good, it was written specifically for the CPC and is the best.

Q)Will you be getting a GX4000 or Plus machine ?
A)I will get a GX4000 (honest) even if the cartridges are extortionate. But not a Plus, it seems pointless, when this 6128 does just what I want it to.

Q)What is your favourite/ least favourite game?
A)All time favourite game is (probably) Space Harrier,I can't remember a least favourite,I see so much rubbish (how about football games)!

Q)Can you beat most games un-poked?
A)I can't beat any game un-poked ! I tell people that's why I started cheating, but it's not true,just poetic licence.Actually I've finished 5 games un-poked.

Q)Have you ever written any commercial games?
A)I'm not good or patient enough to write commercial stuff,it's a really difficult job and it's almost as hard to write a bad game as it is to write a good one.

Q)Do Amstrad Action give you a free hand in running the Cheat Mode section?
A)AA are very liberal, I do pretty much what I want regarding selecting the cheats and the text.They tart it up, add graphics and put the spelling right. It's called remote symbiosis (possibly).

Q)Which game gave you the hardest job for you to find a poke ?
A)The hardest game to find a poke for was STARFOX, but there are a number I just gave up on.

Q)What is your view point on protection routines ?
A)Protection routines are peculiar things, they stop most people copying discs but are totally pointless as far as protecting tape games is concerned. They are how ever a good challenge, and something to have a bash at when the game gets boring.

Well folks that is all from uncle Phil, if I didn't ask the questions you wanted the answer to, you've only your self to blame.

I'd just like to thank Phil Howard for his time and help in doing this small questionaire. And on the behalf of your good selves thank him for making Cheat Mode a great success since he took over.

* *

GRAPHICS GALORE PRICE UP-DATE

Goldmark Systems have just sent to me news of price changes to their Clip Art libraries that are reviewed this issue. I'd already written and copied the review so couldn't alter it. The price of the catalogue has gone up, due to more pages being added, there are now over 40 pages. The good news though is that the cost of the libraries have come down, due to a speedier method to convert graphics to the CPC format. Plus I would imagine due to the fact that alot of the graphics can be got in CPC format from the PCW World's PD library. I've bought 2 of these PD discs and will,I hope review them (and possibly others in the next issue). The new prices for Graphics Galore are as follows....

Catalogue plus P&P   £4.00
Clip Art Library   £3.00 each (cost of disc and P&P extra)
Disc ,Post & Package   £3.50

As you can see a dramatic price cut, you can now get the catalogue,disc,P&P and 1 library for about the cost of just the 1 library before. For every extra library you add to the disc you will save £7.00.

X-PRESS by Medway King

If you own Stop Press you will know just how good it is. But you will also know it has a few bad points. Mainly it's very slow print out speed, which in some cases can take about 3/4 of an hour to print out one page. This is where X-Press comes into it's own.

Print

To print out a Stop Press page from X-Press takes about 15/20 minutes in high resolution mode (fast NLQ). Other print options include high res. condensed, draft, draft condensed and draft high speed. If time was all that X-Press saved you may still think you could live without it , but X-Press also saves disc space.

Cram

A page saved from Stop Press takes about 80 K of disc space. Which means you'll only get 2 pages per side of disc. Medway King claim that 8 crammed pages per side of disc can be saved,depending on the data on the pages. As most folk will have full pages to save I think a claim of 4 or 5 pages per side would be better. Either way it is a hell of a lot of disc space saved. To cram pages you load into X-Press your Stop Press page and then cram and save to a new blank disc your crammed page.

You can not load crammed pages into Stop Press. So if you want to add to or alter a crammed page you have to re-build the page.

Build

Another feature of X-Press is you can queue up to 8 crammed pages to the printer, so it prints one after the other. I must admit I've not tested this feature as I never have enough free time to print alot of pages in one go.

Queue

You can also view pages, so you can check what pages are on a disc. A small image of the page will be displayed on the right half of the screen. Also when using the other features the page you are working on is displayed.

View

There are some crammed pages already on the disc. One has some extra instructions and the rest just have fancy page borders like the one used for this review.
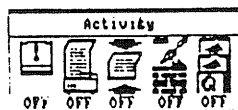
The main problem for me, with these borders is that they go right to the bottom of the screen page. My Star LC10 printer doesn't like going that close to the end of a page. I expect the bottom of this page to be either badly printed or missing.

Rev. 2.0
- Featuring -
PAGEFRAMES
and
MODECUT

Another feature of the new version 2 of X-Press is a thing called Modecut. Because of lack of instructions of this part of X-Press I've not yet been able to work out how to use it. You should be able to load a screen shot or Art package screen into X-Press and save it as 4 cut outs to be loaded into Stop Press. I did have some success in saving a screen as cut outs, but couldn't work out how to join them back as one picture. If any one can help me out I'd be grateful.

The instruction book for all the other features is very good. Hard work at times but with a little bit of effort it soon becomes second nature. All in all it is a very very good program for Stop Press users. X-Press V . 2 costs £19.95 and for those who don't want Modecut X-Press V 1.3 costs £15.95 . Medway Kings address is in their advert else where in this issue of Play Mates.

STOP PRESS
WITHOUT
X-PRESS
IS NOW
UN-THINKABLE
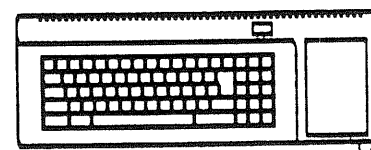
Or should it be "Scalextrix" Simulator because it certainly looks like it.What you get is an overhead view of a racetrack,complete with roadside barriers and cars.You are lined up with the computer car and a friend if you are playing a two player game.The synthesised speech and the scoreboard indicate the off and to get an immediate start is a must.Luckily the computer car is slow at getting away so you may be able to build up a good head start.From there on it is relatively easy just make sure you don't miss any of the track and don't get stuck on any obstacles and you'll be fine because the computer car is very slow on certain stretches.Also be careful to go straight through the bridge because you can get stuck and not see yourself so you cannot do anything about it.

At certain intervals you can collect tools such as hammers and oil cans but only go out of your way to get them if you are ahead.If they are in your path then it's a different matter.

Level two is a different kettle of fish.Arnold is quick on the go and takes corners well and he doesn't dawdle either.The secret here is to prepare for the bends before you reach them.Level three is even harder with a very good computer controlled car.On this level there are short cuts which the computer car often misses and which you must use to beat the level.I have yet to make an impression.

However despite the initial difficulty,persevere and you should conquer all the levels (Eventually).It is a fun game and also surprisingly playable.One I recommend fully,especially in the quattro range which I intend to collect.

Ratings✱✱✱

Grafix-   52% Simple but good enough for the game
Sonix-   60% Good tune but motor sounds like a raspberry!
Playable-   83% Slightly difficult but fun
Addictive-   98% Masses of tracks that can all be conquered
Value-   84%-lots of game for your money
  "   ..   99%-quattro range is excellent value
Overall-   87% Simple but good long lasting fun
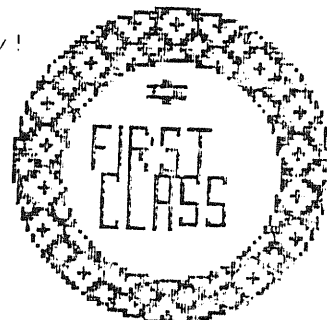
Reviewed and First Class Award, awarded by Gary Smith.

For all you folk who may have bought a GX4000 console or one of the CPC Plus machines, here are the scores given to some games, by the console magazine Mean Machine (run along side C&VG magazine). I've added these so you can get an idea of how a non Amstrad magazine (ie. a little less biased) rates these cartridge games.

BARBARIAN 2	88%
EPYX WORLD GAMES	49%
FIRE & FORGET 2	28%
KLAX	66%
NAVY SEALS	76%
OP. THUNDERBOLT	80%
PANG	93%
ROBOCOP 2	78%
SWITCHBLADE	92%

As you can see a couple of possible naff games, best try before you buy, or hire. See advert in last Amstrad Action page 67 57.
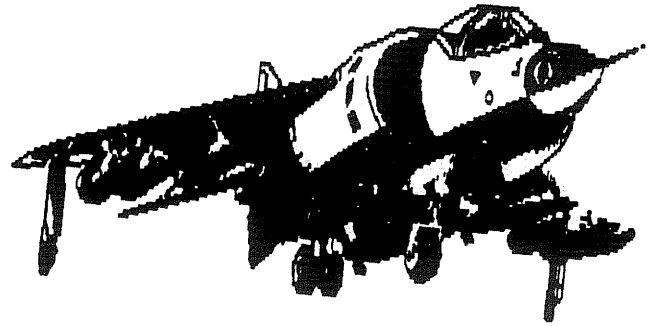
GETSET CLIP-ART from MEDWAY KING

Getset Clip Art is a collection of cut outs for use with the desk top publishing program STOP PRESS (and maybe other DTP programs ?? I can't say as I've only got Stop Press).

The collection of cut outs come on 2 discs and are called Disc 2 and Disc 3, what ever happened to Disc 1 guys ?? The discs cost £19.95 which is a lot of money I know, but once you see what you get for your money, you may think it a very good bargain.

Each disc is packed with 62 or 64 cut outs per side of disc, in total there are 254 cut outs. Various sizes, but all well drawn and some very detailed indeed. There're also various types of pictures from line drawings like the Viking to solid drawings like the Ladybird. Then of course there're the larger detailed (possibly scanned) drawings like the Tudor House, Jump Jet Harrier and Viking Longboat.

There're are no instructions on how to load this Clip Art, because none are needed. If you have Stop Press you will know how to use this collection. What you will get though is a couple of sheets with all the available art printed on them. With the name that each cut out is saved to disc with, so it makes it so easy to get the one you want.

The major draw back with these sheets is that the pictures have been reduced so that they all fit on the sheets. It can make it a little tough to work out if you have a big enough space left to fit your cut out in to before trying it. This is only a minor gripe though, and I must say that I think almost every one getting Getset Clip Art will be very happy with it, it's well worth the money.
MEDWAY KING's address is ..
77 Maldon Road, Bitterne, Southampton, SO2 7AF. See their advert else where in this issue of Play Mates.
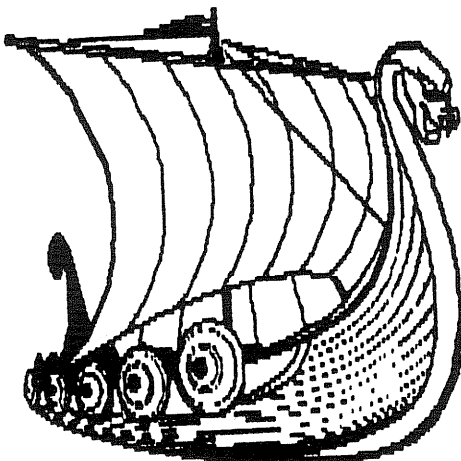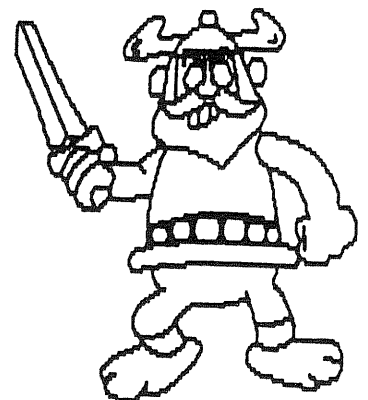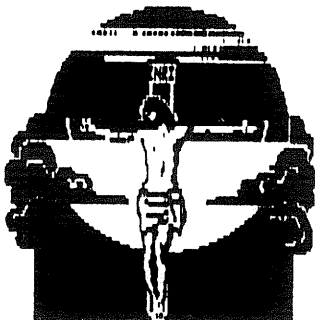
DE-CABLE REVIEW By Archie Fulton

DE-CABLE from ABC Holdings is a drive switching 'ADD-ON' for the CPC,
it allows a second disc drive to assume the status of drive A:. The
instructions are printed on continuous feed paper, they are short but
to the point, I found them ample and at first was a little worried
about opening up my 6128.

Once inside you remove the screws holding the 3" drive in position,
then you mark the TOP of the cable that is connected to the drive,
once this is done you remove the cable from the drive. You now connect
the corresponding DE-CABLE to the internal drive. Next match up the
leads that you have left, connect the PCB to the expansion port and
there you have it. Carefully re-assemble the CPC, connect your
external drive and off you jolly well go.

There are two switches to DE-CABLE one is for changing the main drive
A: or B:, the other is for switching the sides on a large capacity
drive.

First the drive switching. If you have a large capacity drive (e.g.
5.25) and used it to back up your programs you will have found that
the majority of them will not run from drive B: but with DE-CABLE
attached, and the switch in the correct position, your software should
now run from the second drive. I have had no problems with software so
far both 'games' and 'serious'. One point I feel I should make is that
the likes of STOP PRESS which allows the use of both drives it would
be better to keep your System disc on 3" and the discs for saving your
Cut-outs, Pages etc. on the second drive. This is because when the
second drive is DRIVE A: the internal drive is not logged on, this may
be a fault with my board and in all fairness to ABC Holdings I have
not checked with them as it is no great problem to me. Multiface users
will be interested to know I have had no problems using DE-CABLE with
the black box.

Now the Sides switch. I have been using 5.25 discs for some time now
and when used with an other operating system (Rodos/Romdos) these
drives come into their own for storage purposes it is only when they
are used under Amsdos/CPM that they are not used to the full, you can
only use half the disc i.e. one side.*I found a way round that problem
more of which later, now all I need to do is flick a switch and I can
use the other side of the 5.25 discs. I can now format side one flick
the switch and format the other side, no need to remove the disc. This
coupled with the drive switching means I can use my 5.25 second drive
in much the same way as the internal drive.

Personally I think this is a very useful ADD-ON for the CPC and I am
very pleased with my DE-CABLE. There is a review in the January 1991
issue of ACU.

*For users of 5.25 second drives who do not need the drive to be A:
and only want to use it for storage purposes under normal Amsdos-CP/M
conditions they could try using REVERSIBLE 5.25 Discs. These act like
our 3" discs in that you use one side then turn them over to use the
second side. I have used these discs for both normal and large formats
and had no problems. These can be obtained from: Micro Media
5, Bradgate Road, Anstey, Leicester, LE7 7AB. (0533 340500) the code
for Unbranded 5.25 REVERSIBLE discs is D118 £14.39 for 1 pack(25) or
2 packs(50) for £26.50, the code for Branded REVERSIBLE discs is D105
£8.74 for 10/£16.04 for 20.

NIRVANA v1.1

The Ultimate Disc Management Suite

Goldmark SYSTEMS

Nirvana is a disc package sold by Goldmark Systems, on loading you are presented with a loading screen followed by a poem, don't ask me why the peoms there, it's just there for some unknown reason, at quick stab a the keyboard gets you to the main menu.

The first option is called FILE MANAGEMENT, on loading I discovered this does things like set the Read Write and Read Only Status and System and Directory settings on a selected file or files. You can also erase files but for some unknown reason Unerase was left out. There are also facilities to change drives and format discs, vendor and data formats are supported you can also rename files, but no option to change user area. Probably the best bits are the copy facilities which make use of the extra memory if you have any so you can transfer up to 84k's worth of files in one pass on a 128k machine, also this can cut down on the amount of disk changes for a single drive system when copying files or whole disks.

The next option on the main menu is the DIRECTORY EDITOR this displays the names of the files you have on the disk so you can alter them, More or less what you can do from basic except unerase, which has been included as well, Rename, Erase, User, you can also set the SYS/DIR and RO/RW. The whole directory is displayed as two pages of 32 file names and settings.

The DISC MAPper is the next option from the main menu. This tells you about the format of your disk and then tells you where the files are on the disk, which tracks and sectors the files occupy.

Selecting the SECTOR EDITOR loads another program which prompts for the source drive and then asks for the track number followed by the sector to be edited. The track and sectors for that track are displayed in Hex on one side of the screen and Ascii on the other which can be toggled between at the press of a key. This allows you to alter information on the disk and resave the altered bit. There is no option to change Tracks in this program, the only way I could change tracks was to reset the computer and reload the program this may have been an unforseen thing to want to do, but I don't know why as other programs of this type have the facility to change to the other tracks, maybe it's a Bug.

The other options are archivers, which are programs which allow you to save programs which you don't use often to tape, thus saving expensive disk space, the DISC ARCHIVE/RESTORE saves the whole disk to tape it also allows you to restore the saved data back onto disk again both operations take around 15 minutes per side of a disk.

There are also FILE ARCHIVE/RESTORE options which save individual files to tape in alpha-numeric order.problem is you have to transfer the files you want copying to another disk before you start as you cannot choose from within the program which files you want to archive, the program will go ahead and archive all the files on that disk, but when you want to restore the files you can select which you want to restore, strange you can do the selection from tape to disk but not the other way round.

It's nice to see the extra banks of memory being used on expanded machines, they specify D'ktronics Memory packs and I wonder if it works on any other makes as well? Nirvana will also use any memory upto 256k.

The manual is only eight pages which may seem alot but being small in size only does not describe the programs in detail, also some of the programs have repeated facilities of the other programs in the package.

All of the programs are only loaded from the main menu, and once you've selected that option you cannot get back to the main menu only by resetting and reloading, this may be a bit of a problem if you happen to have pressed the wrong key.

Nirvana is also available on ROM which also includes a disk as there isn't enough room for all of Nirvana's options to go onto the Rom. I will let you know more about this version in a future issue of Playmates and let you know if you're better to stick with just the disc version or not.

NIRVANA is available from: GOLDMARK SYSTEMS

Price: £15.00 Disk   51 Comet Road,
       £26.00 Rom and Disk   Hatfield,
                                    Hertfordshire. AL10 0SY
(Both prices for UK only for
     other places check first)   Tel: Hatfield (0707) 271529

AND FOR COMPARISON   MAXIDOS v1.2

MAXIDOS

Maxidos is a program that offers the same as Nirvana but with a few added bonuses, as well as being able to do nearly all what Nirvana can do,you also get an optimizer which is handy if you've been doing alot of saving and erasing, which can scatter the programs all over the disk so the optimizer re-organizes the disk and can increase loading times by up to 50%.

Even though Maxidos doesn't make use of the extra memory on an expanded machine as far as copying goes it will allow you to do all the stuff on a large drive as well as the normal size disc drives. Maxidos comes with it's instructions on disk which does mean you'll have to print them out but it does explain all the functions clearly.

Also as an extra bonus you can now buy Maxidos with Procopy free which will allow you to back-up some special commercial disks, better than you could before. Don't forget you have to ask for permission to make back-ups of commercial software first.

MAXIDOS is now available from: MICROSTYLE,

Price: £13.75   212 Dudley Hill Road,
       (includes Procopy)   Bradford,
                                    W. Yorks. BD2 3DF
(Price might be UK only,
other places check first)   Tel: 0274 636652 (after 2pm)

REVIEWED BY: JAMES VERITY

Gordon Hagan from Glasgow has sent to me a list of 350 Multiface pokes. Mostly taken from various magazines (I think) but all the same quite an impressive list below is just the first few. I will add more from this list in later issues of Play Mates.

Filename: 350

Rec No.	name	forma	addre	poke	effect
1	bounty hunter	?t	37be	00	inf life
2	crazy cars	t	5495	c3	stop timer
3	1942	t	eb3	ff	inf rolls
4	3d starfight	t	7f3a	00	inf life
5	3d starfight	t	7f15	00	with 7f3a
6	720 degrees	?t	9528	00	inf credit
7	720 degrees	?t	80b8	00	inf ticket
8	after the war	t	8049	00	inf lifep2
9	after the war	t	804a	00	inf lifep1
10	afterburner	d	1d80	00	missiles
11	afterburner	d	20c1	3a	* inf life
12	afterburner	t	1d58	00	missiles
13	afterburner	t	20a7	3a	* inf life
14	agent x 2	t	5cda	a7	inf energy
15	airbourn ranger	t	945a	5c	inf fstaid
16	anarchy	t	48e1	c9	inf life
17	antiriad	t	6bc4	00	less damag
18	arkanoid	?t	0683	b1	esc to p 1
19	arkanoid	?t	0374	00	lives pl2
20	arkanoid	?t	0684	02	with 0683
21	arkanoid	?t	02f3	00	lives pl 1
22	arkanoid reveng	?t	3318	00	* inf life
23	artura	t	218b	00	inf life
24	bad dude /dragn	t	13c0	00	inf time
25	bad dude/dragon	t	1d54	00	inf life
26	ball crazy	t	1c6b	a7	inf life
27	barbarian 1a1b	td	6d46	no	no of hits
28	barbarian 2	td	432f	00	inf life
29	barbarian 2a2b	td	6c70	no	no of hits
30	batman	t	7428	00	inf life
31	batman movie	d	ee06	c9	inf energy
32	batman movie	d	6743	00	inf life
33	batman movie	d	76ee	00	inf time
34	batman movie	t?	1d62	ff	rem grenad
35	battle of britn	t	4030	00	inf fuel
36	batty	?t	432b	ff	255 lives
37	beyond ice palc	t	cf32	00	infvunribl
38	beyond ice palc	t	0ed3	c9	inf spirit
39	beyond ice palc	t	e771	00	use all 5
40	beyond ice palc	t	0d38	a7	use all 5
41	beyond ice palc	t	ff34	c9	use all 5
42	big foot	t	0601	00	inf life
43	bigfoot	t	1016	a7	inf life
44	blade warior	t	77a1	c9	r.i.p
45	blade warior	t	625c	18	inf time
46	blade warrior	t	031b	00	inf life
47	bomb fusion	t	493a	00	slow timer
48	bomb fusion	t	4a71	00	inf life
49	bomb jack	t	0090	00	inf life
50	bomb jack 2	t	0649	00	stop enemy
51	bomb jack 2	t	02eb	00	inf life

John Brown of Peterborough has been very busy of late, searching for pokes ,below is the result of many hours of work.

ATOM ANT   (HiTec/Twilight labels)
_____

0BD7,NN   NN = No. OF LIVES

18DC,00] INF. LIVES
1918,00] DO BOTH POKES

1490,NN   NN = AMOUNT OF TIME (MINUTES)

1413,NN   NN = No. OF BOMBS TO COLLECT

18B2,C9   REMOVES COLLISION DETECTION

TRANTOR   (Go label)
_____

1614,00   INVULNERABLE TO SMALL ALIENS

17D7,00   INVULNER.. TO RAMS FROM BELOW

1871,00   INVULNER.. TO RAMS FROM ABOVE

1BB8,00   INF. FLAME

2A7F,00*   INF. TIME

John has also sent in the passwords needed for Trantor

        KEMPSTON , JOYSTICK , SPECTRUM
        SOFTWARE , KEYBOARD , COMPUTER
        CASSETTE , SINCLAIR , GRAPHICS
        HARDWARE , TERMINAL , PASSWORD

Mark Riley of Leicester has also been busy finding pokes. Here are some he sent some time ago, but I didn't have the room to include them in Play Mates before.

POSTMAN PAT 2	5B98,00	INF. TEA	
KLAX	0BEB,00	INF. CREDITS	
KLAX	0AFC,00	INF. DROPS	
BOULDERDASH IV	6335,00	INF. TIME	
BOULDERDASH IV	6C3E,00	MORE TIME	
RICK DANGEROUS	88C3,A7	INF. LIVES	
RICK DANGEROUS	888B,FF	255 BULLETS	
RICK DANGEROUS	926D,FF	255 DYNAMITE	
HOTSHOT	225D,00]	DO BOTH POKES TO	
HOTSHOT	226A,00]	MUCK UP SCORES TO	
		PASS TO NEXT LEVEL	

Peter Curgenven from Cornwall has sent in the password for a game called " Titanic " .
        The password is SUSIE

In Ghouls 'N' Ghosts if at the start you go as far left as is possible, then jump up a chest will appear.

John Brown has also been messing about with the free tape given with the last issue of Amstrad Action. I have added to his list my pokes for the original games versions of each.

LOST CAVES

```
10E3,NN    NN= No. OF LIVES(both  versions)

1128,00    INF. LIVES ( A.A. VERSION )

1121,00    INF. LIVES ( ORIGINAL RELEASE  )
```

PUZZNIC

```
3F43,00 * INF. RETRIES (A.A. DEMO)

5970,00   INF. TIME  (A.A. DEMO)

3F5F,00 * INF. RETRIES (GAMES DISC)

599D,00   INF. TIME   (GAMES DISC)
```

John has also done new loaders for both the Amstrad Action versions of Lost Caves and Puzznic with the pokes already installed. On the Lost Caves loader you can leave out line 40 or 50 depending on which poke you require. If you have line 50 just alter the &3 to the No. of lives you want to poke into the game.

```
1  '*******************************
2  '****    Lost Caves ** AA Freebie ****
3  '**** John Brown ** Dec 1990 ****
4  '*******************************
5  '
10 INK 0,0:INK 1,26:MODE 1
12 LOCATE 9,10:PRINT"Lost Caves is Loading..."
20 OPENOUT"a":MEMORY &6FF
30 LOAD "!caves.bin"
40 POKE &1128,&0:' Infinite Lives
50 POKE &10E3,&3:' Number of Lives
60 CALL &1000
```

```
1  '*******************************
2  '****    Puzznic  ** AA Freebie *****
3  '**** John Brown ** Dec 1990 *****
4  '*******************************
5  '
10 REM Adam's Puzznic loader
20 OPENOUT"x":MEMORY &4FF:x=&8000
30 READ y:IF y=-99 THEN 50
40 POKE x,y:x=x+1:GOTO 30
50 MODE 1:INK 0,0:INK 1,26:LOCATE 10,10:PRINT"Puzznic is Loading..."
55 LOAD"!puzznic.bin",&500
56 POKE &4405,&0:' Infinite Retries
57 POKE &5E30,&0:' Infinite Time
60 CALL &8000
70 DATA &f3,&01,&00,&70,&11,&40,&00,&21,&00,&05,&ed,&b0,&c3,&40,&00,-99
```

Here is a neat cheat for XENON plus a Multiface poke.
Pause the game (ESC) and the hold down these keys T I N Y and you will then be invulnerable. For the same results poke 080B,C9 (disc version).

In Turrican if you go as far left as you can go, then jump up to collect the 1UP symbol. Then if you jump high and to the right a small box will appear. Keep jumping at the box and collecting the goodies it leaves behind. There're more of these boxes about, it is a case of jumping high now and again to make them appear.

Here is a plea for help from Steve (the Pest) Groves of Kent. He can't find some keys in Castle Master 2 "The Crypt". He wants the keys for either level 2 or from the Gate House in level 1. I didn't even know there was a Castle Master 2, until Steve asked me for help. I borrowed his copy and it's a great game but I can't find the keys either ..HELP..!!!!!!!!!
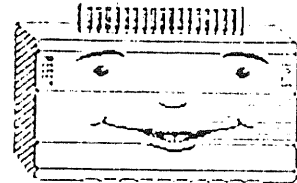
PLAYMATES

Many Multiface pokes found with the utility "TEARAWAY" from the CPC Network, 3 The Cottons, Wisbech, Cambs, PE14 8TL.

```
*****************************************************************
*                                                               *
*   SJS  GAMES  REVIEW:  SCRAMBLE  SPIRITS:  GRANDSLAM  SEGA     *
*                                                               *
*                                                               *
*****************************************************************
```

Well folks, I feel compelled to share with you all the delights,
if that is the correct word, of Scramble Spirits. Regular
readers of AA (and who is'nt) may remember that this game did
not go down too well with them. But being the type of chap that
won't be put off by a bad review (pillock) I went out and bought
it anyway. Well perhaps that will teach me a lesson.

Anyway the idea is basically to shoot down aliens, that look
very much like normal jets, whilst flying, and I quote "your
vintage fighter plane" which looks more like an alien than the
alien's. Every now and then you get to pick up a small circling
blob that becomes a kind of add on craft which can be used twice
as a smart bomb. At the end of each level are the compulsory
nasties. These like the rest of the enemy are a doddle to kill.
Their aim is worse than mine, and believe me that's saying
something.

The real problem with the game however is it's just too easy.
This statement comes from someone who has never finished a shoot
'em up game without some form of cheat. But Scramble Spirits is
just so easy. The credit system is the main culprit. As your
initial 5 lives are used up along,comes the next credit and your
still battling away unaware that anything untoward has happened.
Although as each new credit begins it zero's the score.
Effectively It's like starting the game with 30 or so lives.
This is the sort of thing I would like to see in games like
X-Out where the challenge of the opposition is overwhelming, but
the enemy in Scramble Spirits seems to lack spirit.

I think what this game needs is a poke to reduce your amount of
lives so that there can be some kind of challenge put into it.
Please send your cheats in a brown paper bag to "We'll breath
some life into the old dog yet competition" The skip with LFC on
it, Near the Mersey, Liverpool.

Having said all that however, if in a year or so it comes out as
a budget release for £1.99, it could be O.K. to keep you amused
when Emmerdale comes on.

```
*****************************************************************
```
Price   £9.99 Tape or £14.99 disc.

Graphics   50%   Looks like a spectrum port.

Sonics   50%   Nothing really memorable.

Value   40%   Far too easy, and it's a multi loader.

Addiction   0%   First or second play will see it complete.

Overall   45%   A bit of a turkey.

    _.
     Bonzo News... Scamble Spirits is an Option 9 transfer [main file]
    ._

The screen slowly filled with numbers as I instructed my trusty CPC to search through memory for the elusive Op Codes that would eventually reveal the location of the routine for decrementing lives. As I watched and listened to the printer tapping away I thought to myself "There must be an easier way than this !!". From this thought developed the little utility known as POKEFIND.

I normally used a combination of the Utopia and Maxam ROMS or Insider (prior to the advent of TEARAWAY) to search for infinite lives routines but this can be a long drawn out process as it is only feasible to initially search for single bytes.

POKEFIND automates this and by searching for routines rather than bytes speeds up the process. It is installed as RSX commands high in memory so that it will survive a reset. To use POKEFIND install it using the instructions and the following commands become available :

|LOAD,"filename.ext" .. LOAD the machine code then return to BASIC
|FINDS,"filename.ext" .. LOAD and SEARCH the file (Output to Screen)
|FINDP,"filename.ext" .. LOAD and SEARCH the file (Output to Printer)

The FIND commands will load and search the file and the resulting addresses output to screen or printer in the following format :

01 POKE &1234,00 .. Note that all addresses are in HEX

This means Routine Type 01 has been found and address &1234 should be poked with 00 to implement the cheat. To do this the loader must be patched or use the Multiface Toolkit. Normally more than one address will be found and it will be necessary to use a process of elimination to find the correct one.

It should be realised that POKEFIND is designed for use on programmes that have had the protection removed e.g by the BONZO Utilities, and *cannot* be used on protected programmes. It is possible to use it on Multifaced games but the game code needs to be expanded and then the true address which the code will be loaded to calculated. The searching of Multiface games is best done in my opinion by TEARAWAY with it's Null Byte option.

If you would like to know more about the way POKEFIND works then drop me a line and I will do my best to help. If you would like a copy of POKEFIND enclose a disc and return postage and I will dump a copy onto it for you. The routines searched for are described in an ASCII file on disc and also contains full instructions and assistance in patching loaders.

Alternatively I have sent Carl the latest version and if you ask him nicely, enclosing a disc and enough money to cover postage , I am sure he will do his best to provide you with a copy. If you do write to Carl why not take the opportunity to order the next Issue of Play Mates as well.

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

A NOTE FROM CARL

I must tell you that also on Johns disc is a disc menu file from which you can Erase,Rename,Run,Load,Change User Areas and much more.It also has it's own DOC file that will explain how the utility works, as does the other utility CHTLDR (Cheat Loader). All three utilitys although free from either John or my self are not PD and the rights belong to John Brown

Bonzo's Litter Tray...

Here is some news of the tape collections from Alternative called "Classic Arcadia 1 & 2" ,collection 1 has Muncher, Classic Invaders and Classic Axiens, while collection 2 has these games Grebit, Crazy Er*Bert and Missile. All from Classic Arcadia 2 are Option 1 transfers ,but a couple of them will need the loader file altered to run from disc. Classic Arcadia 1 is a bit tougher though. Classic Invaders is an Option 2x transfer and the loader in the User 7 area will not be needed for it to run from disc. Muncher is an Option 1 transfer, while Classic Axiens is an Option 2X transfer but will need this loader to run from disc. Just follow the REM instructions.

```
10 REM: AXIENS OPTION 2X TRANSFER
20 REM: DELETE BACK1 FILE, AND SAVE THIS AS AXIENS.BAS
30 OPENOUT"D":MEMORY &1FFF:CLOSEOUT
40 LOAD "B1":CALL &2000
```

Next we come to Kick Off by Anco (Kick Off 2 was dealt with last issue). There are 2 ways to deal with this game,either with Hack Pack or if you want the loading screen with Option 1. If it's Option 1 you want you will need this small loader.

```
10 MEMORY &3FFF:LOAD"KICKOFF.BIN",&4040:POKE &40EB,&FA
20 FOR X=&4000 TO &400E:READ A$:POKE X,VAL("&"+A$):NEXT:CALL &4000
30 DATA F3,21,40,40,11,40,00,01,00,02,ED,B0,C3,40,00
```

Now then in my best newsreader voice, I say " AND HERE IS THE REST OF THE NEWS "

OPTION 1
Space Rider Jet Pack Co.(Hi Tec)...Kick Off(Anco)...Answer Back Junior Quiz(Kosmos Software(very old))...Guardian II Revenge of the Mutants(Hi Tec)

OPTION 2X
Hawk Storm by Players (128 version,don't know about the 464 version).

OPTION 4
The Wombles(Alternative)...Kwik Snax(Codemasters).

OPTION 11
Blazing Thunder...Hong Kong Phooey...Future Bike Sim(main file) all by Hi Tec.

HACK PACK
Kick Off (see above)...Skatin' USA (Atlantis, use HP2).

BLITZ
Wec Le Mans(Hit Squad) Blitz 5 same as original,with file on Blitz disc to restore loading screen colours...Silkworm (Mastertronic Plus) Blitz 5X again same as original.

8K SECTOR COPIER as featured in the last Bonzo Bulletin
Power Drift(Activision)...Midnight Resistance(Ocean)

If you want your Bonzo Data Base up-dated get in touch with Nigel Mells "Shendale" 51 Avondale Road, Ashford, Middlesex, TW15 3HP. Nigel has sent me a print out of the BSM data base and I will add the first part of it to this issue and then the rest in later issues.
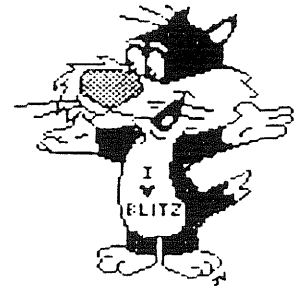
PLAYMATES

Hello Play Mates and fellow Bonzo Users, yes it's once more into the wacky world of the Bonzo disc utilities Bonzo Super Meddler plus Hack Pack and Bonzo Blitz. After a slow start after Christmas, things have now picked up a bit. So I have a fair bit of news to pass on to you. First bit of news is a type in for a new Option, I'll leave it to our mentor "Colin Harris" to explain what it does and how to create the file.

Option 11   6128 OR EXPANDED MACHINES ONLY

HI TEC have developed a "funny" loader that writes all over the memory to destroy any "planted" transfer routines. These can be identified by numerous short bursts of loading after the screen and long loading sections are dealt with. Unfortunately these "bits" are needed, and thus the DETECTED, Option 4 fails to give results. The nearest we get is Option 9, and this is modified to create Option 11. Works fine on Blazing Thunder, Hong Kong Phooey and the main file of Future Bike Simulator.
The tricky bit is to realise that Option 9 carries a binary file in "piggy-pack" style, thus any alterations MUST be made as DIRECT commands. Simply LOAD"OPTION9", and without even attempting to list it, enter these pokes as DIRECT COMMANDS. Then immediately SAVE"OPTION11". Any attempt to use this on an unexpanded 464 or 664 will fail.
Thereafter treat Option 11 as any other option - just RUN it.

```
POKE &763,0:POKE &764,0:POKE &765,0:POKE &766,0:POKE &76E,&C3:POKE &805,&21

POKE &769,&23:POKE &76A,0:POKE &76B,0:POKE &771,&23

POKE &775,&11:POKE &776,&86:POKE &777,&BE:POKE &778,&23:POKE &779,&7E

POKE &77A,&12:POKE &77B,&23:POKE &77C,&13:POKE &77D,&7E:POKE &77E,&12

POKE &77F,0:POKE &780,0
```

Be careful - it is not possible to check-sum this !

If you find any more Hi Tec (or others) games that transfer with this new Option 11, please let me know as soon as possible. The same goes for any other transfer you may find.

Bonzo's Litter Tray...

1942.........1	1943.........10*	2-PLYR SUP. LEAGU1	2088.........1	2112AD.........4	3D FIGHT.........7
3D INVADERS-AMSOF1	3D POOL.........HP	3D SNOOKER-Player1	3DC.........1	3DSTARFIGHTERS...3	3WKS P'DISE.....4*
720.........10	A.T.F.........10	ACE.........1*	ACE II.........HP*	ACTIVATOR.........2X	ADRIAN MOLE.....2X
ADV. PINBALL SIM.3*	ADVENT QUEST.....2	AFTERMATH.........1	AFTERSHOCK.......HP	AHHH [CRL.]...1	AIRWOLF.........1
AIRWOLFII.......1*	ALEX POOL.........1	ALEX SNOOKER.....1	ALIEN.........HP	ALIEN BREAK IN...1	ALIEN H'GHWY.....1*
ALIEN8.........6*	ALPINE GAMES.....1	AMAUROTE.........M2*	AMERICAN ALIENS..1	AMERICAN TURB KIN6	AMSGOLF.........1
AMSOCCER.........1	AMST ASSEMBLY CSE1	AMSTRAD SHUFFLE..1	ANARCHY.........6	ANDROID1.........HP	ANDROID2.........HP
ANDY CAPP.......5X	ANGELIQUE.........1	ANGLE BALL.......HP	ANIM/STR/POKER...1	ANIMAL/M/V.......1	ANIMATOR.........HP2
ANTIRIAD.........2X	APACHE GOLD.....1	APB.........2X*	APPRENTICE.......2X*	ARABIAN N'TS.....HP	ARCADE FLIGHT SIM3P*
ARCHON COLLECTION1*	ARCTIC FOX.......1	ARGO NARVIS.....1	ARKANOID.........BUN	ARMY MOVES 1&2...BUN	ARMY MOVES[Summit4Y*
ARNHEM.........HP	ARNOLD ADVS.....1	ARTWORK.........1	ASHKERON.........HP	ASTERIX.........HP	ASTRO ATTACK.....1
ASTROBALL.......1	ATLANTIC CHALLENGHP	ATLANTIS.........HP	ATOM SMASHER.....1	ATTACK OF TOMS...1	AUFW MONTY.......9*
AUSTERLITZ.......1	AVENGER.........4	B/DASH C/KIT.....1	BACK TO FUTURE...5	BACK TO REALITY..6*	BACKGAMMON.......1*
BALL CRAZY.......HP	BALLBLAZER.......6*	BARBARIAN.........2X	BARBARIAN II.....6*	BARRIER REEF.....1	BARRY MC BOX.....3
BASILDON BOND....1*	BAT&BALL.........1*	BATMAN II[NOT FILM3*	BATTLE B/STARS...HP	BATTLE GERMANY...1	BATTLE MIDWAY....HP
BATTLE TANK SIMUL2X	BATTLE VALLEY....1	BATTLE'BRITAIN...HP	BATTLE'PLANETS..4	BATTLESHIPS......1	BATTY.........1
BBUGGY SIM.......HP	BEDLAM.........10	BEERHUNTER.......HP	BELLS.THE.........1	BETTER SPELLING..1	BIG SLEAZE.......1
BIG TROUBLE L/C..5	BIGFOOT.........3P*	BIGTOP BARNY.....HP	BILLY.........7	BILLY THE KID....6*	BINKY BINKY......1
BIOSPHERES.......HP*	BLACK FOUNTAIN...1	BLACKBEARD.......10	BLADE RUNNER.....HP2	BLADE WARRIOR....3P*	BLAGGER.........1
BLASTEROIDS......9	BLAZING THUNDER..11*	BLOCKBUSTERS.....1	BLOOD VALLEY.....HP	BMX KIDZ.........HP	BMX NINJA [ALTNTVHP*
BMX SIMULATOR....BUN	BMX SIMULATOR II.8*	BOBBY BEARING....1	BOBSLEIGH.......HP*	BOGGIT.........1	BOING6.........1
BOMBJACK.........1	BOMBJACK2.......1	BOMBSCARE.......HP	BOOK OF T'DEAD..HP2*	BOOTY.........HP	BORED'RINGS......2
BOTHAM CRICK....1*	BOULDERDASH......2*	BOULDERDASH C/KIT1*	BOULDERDASH IV+KI1	BOULDERDASHIII...2	BOUNTY BOB.......3
BOUNTY BOB S/H...3	BOUNTY HUNTER....3PX	BOWLING.........1*	BOXING MANAGER...1	BOXING3D.........2	BOY RACER.......1
BRAINSTORM.......HP	BRAVE STARR [KIXX10	BRAXX BLUFF......1	BRIAN BLOODAXE...1	BRIAN CLOUGH F.F.HP2*	BRIAN JACK S/S...1
BRIDGE II.........1	BRIDGE PLAYER....1*	BRIDGE [KUMA]....1	BRONX ST. COPS...6*	BRUCELEE.........3	BUBBLER.........1
BUGGY BOY.........1	BUGSY1&2.........1	BULLSEYE.........1	BUSTERBLOCK......1	BUTCHER HILL.....10*	CAESAR'S TRVLS..HP
CAMELOT WARRIORS.1*	CAPTAIN AMERICA..10*	CAPTN KIDD.......1	CASTLE BLACKSTAR.1	CASTLE MASTER....2X	CASTLE MASTER II.2X
CASTLE SKULL LDS.1	CATASTROPHES.....1	CATCH 23.........1*	CAULDRON.........2X	CAULDRON2.......2X	CAVES OF DOOM....1
CENTRE COURT.....1	CERBERUS.........HP	CHAIN REACTION...1	CHALL'GOBOTS.....1	CHAMP.SPRINT.....5	CHAMPSHIP GOLF[DH1
CHARLIE CHAPLIN..10	CHICAGO 30's.....10	CHICKEN CHASE....HP	CHILLER.........1	CHIMERA.........HP	CHMP BASEBALL....5
CHMP BASKETBALL..5	CHMP. JET SKI SIM3P	CHOICE CHTS. 1.2.1	CHOLO.........1	CHOPPER SQD......HP	CHRISTMAS CRACKER1
CHRONOS.........1	CHUBBY GRISTLE...9	CHUCK YEAGERS AFT1*	CHUCKEGG2.........1	CHUCKYEGG........1	CLASSIC ADVENT...1
CLASSIC AXIENS...2	CLASSIC INVADE...2*	CLASSIC RACING...HP	CLEVER'N SMART...1	CLIMB-IT.........2	CLUEDO.........3
COBRA FORCE......5	COBRA STALLONE...BUN	CODE TUTOR.......HP	CODENAME MAT.....1	CODENAME MAT2....1*	COLLAPSE.........HP
COLOSS CHESS.....1	COLOSSAL ADVENT..2	COLOSSEUM.......10	COLOUR/MAGIC.....1	COLUSS4 BRIDGE...HP	COMBAT LYNX......HP
COMBAT ZONE......1	COMET GAME.......HP	COMMANDO.........1	COMP.MANIAC 1989.1	COMP/MANIACS DIAR1	CON-QUEST.........1
CONFUZION.......HP	CONTAMINATION....HP*	CONTRAPTION......1	CONVOY RAIDER....9	COPOUT.........4	CORE.........1
CORRIDOR CON.....HP	COUNT DUCKULA....4	COUNTDOWN.......1	COVENANT.........HP	COWBOY KIDZ......2X	CRACK-UP[ATLANTIS1*
CRAZY CARS II....1	CRAZY GOLF.......1	CRICKET CAPTAIN..2X	CRICKET CRAZY....1	CRICKET MASTER...1*	CRICKET[INTNT]...1
CRITICAL MASS....1	CROSSFIRE.......2X	CRYSTAL CASTLES..BUN	CRYSTAL THEFT....1	CSTLE BL'STAR....1	CUBIT.........1
CURSE'O SHERWD...1	CURSED CITY......1	CUSTARD PIE/F....1	CYBERNOID II.....2X	CYLU.........HP	CYRUSII CHESS....1
D-MOUSE D-TROUBLEHP2	D.A.A.........1*	DALEY DEC.........3	DAMBUSTERS.......3	DAN DARE.........3	DANDY.........5Y*
DANGERMOUSE- WHOOHP2	DARKSIDE.........2X	DARKSTAR.........4*	DARKWURLDE.......1	DARTS180.........M2*	DAWNESLEY.........1
DEACTIVATORS.....1	DEAD OR ALIVE....1	DEADENDERS.......1	DEADLY EVIL......1	DEATH OR GLORY...1	DEATH WISH III...9*
DEATHKIY (Prism).1	DEATHPIT.........1	DEATHSCAPE.......1	DEATHSTALKER.....3PX*	DEATHVILLE.......HP	DEEP STRIKE......HP2*
DEFEND OR DIE....1	DEFENDERS O'EARTH4*	DEMON REVENGE....HP	DESERT FOX.......3	DESOLATOR.........10*	DESPOTNIK.......HP*
DESTRUCTO IS.....HP	DEVILS CROWN.....2	DEVPAC.........1	DIAMOND MINE.....1	DIE ALIEN SLIME..8	DIGGER BARNES....1
DIVE DIVE.......HP	DIZZY.........3*	DIZZY DICE.......5	DIZZY II.........4*	DIZZY III........ARG*	DODGY GEEZERS....HP
DON'T PANIC......HP	DONKEY KONG......BUN	DOODLEBUG.........2	DOOMDARK RVGE....1	DOOMSDAY BLUES...1*	DOORS'DOOM.......HP
DOPPLEGANGER.....2	DRAGONS GOLD.....1	DRAGONS LR.......HP*	DRAGONS[AMSFT]...1	DRAUGHTS.........HP2*	DRILLER.........5
DRUID.........HP	DRUIDS MOON......1	DUCT (THE).......2X	DUET.........1	DUNDARAC.........1*	DUNGEON ADV......2
DYNAMITE DAN.....HP*	DYNAMIX.........2X	E-MOTION.........10B	EASY AMSWORD.....1	EASYART.........1	ECHELON[Main file10
EL CID.........6	ELECTRO FRED.....HP	ELEVAT'ACTION....1	ELIDON.........1	ELVEN WARRIOR....5	EMERALD ISLE.....HP
EMLYN H.INT.SOCCE1	ENDURANCE.......HP2	ENDURO RACER.....5*	ENDZONE.........1	ENERGY WARR'R....6	EQUINOX.........4
ER*BERT.........1	ERIK'VIKING.....HP	ESC PLANET R/MNST9*	ESCAPE KHOSH.....1	ESPIONAGE ISL....1	ESPIONAGE [G/SLAM1
EURO-5-A-SIDE....HP	EUROPE - BATTLE..HP*	EUROPEAN GAMES...1	EUROPEAN II [E&J]1	EVERY'WALLY.....4	EXECUTION.........1
EXPECTATIONS.....HP	EXPERIENCE.......1	EXPLODING WALL...4	EXPRESS RAIDER...BUN	EYE.........2	EYESPY.........3
F16 FIGHT' FALCON6*	FA CUP FOOTBALL..1	FAERIE.........1*	FAIRLIGHT I......1*	FAIRLIGHT II.....HP	FANTASIA D'MOND..HP
FANTAST. VOYGE...1*	FAST FOOD........ARG*	FATHER XMAS.....2X	FERNANDEZ MUST DI5	FIFTH AXIS.......7	FIFTH QUADR'T....HP
FIGHTER PILOT....HP	FIGHTING WARRIOR.1*	FINDERS KEEPERS..HP	FIR/STEPS M/M....1	FIREANT.........HP	FIRELORD.........HP2*
FIRETRAP.........5	FLIGHTPATH737....HP	FLUNKEY.........1	FLYING SHARK.....HP*	FOOTBALL 4 GAMES.3*	FOOTBALL FORTUNES1*
FOOTBALL FRENZY..1	FOOTBALL MGR.....1	FOOTBALL MGR. II.1*	FOOTBLLR'YEAR....4	FOREST W/E.......HP	FORGOTTEN WORLDS.10B
FORMULA 1 MANAGERHP2*	FORMULA1 SIM.....1*	FOURTH PR'COL....1	FRACTALUS.........3	FRANK BRUNO......4*	FRANK'STEIN......2

Now resident on the BSM disc is OPTION8X which copes with DIZZY4 for expanded machines only. DIZZY4 from the tape writes to all addresses from &0040 to &FFFF, and a great deal of the screen code is needed in the game. As one needs some 1280 odd bytes for a disc buffer, plus a hundred or two for a transfer routine you can decide for yourself how difficult it is to arrange a transfer. I finally hit upon a solution that will work on any machine, expanded or not, by using selected areas of the screen as a "buffer" and by arranging the transfer routine to make the transfer in two "passes". This means that having typed in the routine below and running it with TAPE in player and DISC in drive, all is NOT done when the end of the tape is reached. You will be requested to rewind the tape for a second "pass" whereupon the transfer will be completed. After that just RUN"DIZZY4" for the game. A word of caution, I found that the error checking on the tape loader was abysmal - and it is quite possible to get a "transfer" that refuses to run because the data from the tape has loaded in incorrectly. As the tape has to be read through twice [correctly !] it makes sense to make very sure that you can run it consistently from tape before embarking on the transfer to disc. Simon made the coffee whilst I sorted this out, I drank what he hadn't spilt on the keyboard :-

```
 1 REM: This is NOT the OPTION8X file - just a BIG BUST job.
10 REM: TRANSFERS DIZZY IV, MAGICLAND - FOR AN UNEXPANDED 464/664 and even a 6128.
20 MODE 1:MEMORY &9fff:FOR X=&a000 TO &a1ff:READ A$:Y=VAL("&"+A$):POKE X,Y:CS=CS+Y:NEXT
30 IF CS< >52793 THEN PRINT"Who got the DATA wrong ?":END
40 PRINT"This takes two passes   -   ignore funnyscreen whilst it is working !"
50 CALL &a000
100 DATA cd,37,bd,11,00,40,06,00,cd,77,bc,eb,cd,83,bc,e5,cd,7a,bc,e1,e5,21
110 DATA 00,c0,22,21,8b,21,23,a0,22,32,8b,e1,e9,f3,31,ff,bf,08,d9,01,89,7f
120 DATA ed,49,d9,08,21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,e7,a0,34,21,e0,a0
130 DATA 06,08,11,40,00,d5,cd,8c,bc,e1,11,c0,7f,01,00,00,3e,02,cd,98,bc,cd
140 DATA 8f,bc,00,3e,c3,32,5a,a0,3e,01,cd,0e,bc,21,e8,a0,7e,fe,00,28,06,cd
150 DATA 5a,bb,23,18,f5,01,10,f6,ed,49,cd,18,bb,01,00,f6,ed,49,21,00,40,22
160 DATA 16,a0,21,21,8b,22,19,a0,21,a1,a0,22,5b,a0,21,00,40,22,45,a0,21,00
170 DATA 26,22,4d,a0,c3,00,a0,f3,31,ff,bf,cd,12,a1,21,bd,a0,22,5b,a0,21,00
180 DATA c0,22,45,a0,21,00,40,22,4d,a0,cd,3b,a0,21,e7,a0,36,30,21,e0,a0,06
190 DATA 06,11,d0,be,d5,cd,8c,bc,e1,11,b0,00,01,d0,be,3e,02,cd,98,bc,cd,8f
200 DATA bc,c3,00,00,44,49,5a,5a,59,34,2e,30,52,65,77,69,6e,64,20,54,61,70
210 DATA 65,20,66,6f,72,20,73,65,63,6f,6e,64,20,70,61,73,73,2c,20,50,72,65
220 DATA 73,73,20,61,20,6b,65,79,20,00,21,40,a1,11,d0,be,01,b0,00,ed,b0,3e
230 DATA c1,32,23,bf,3e,66,32,20,bf,3e,1a,32,69,bf,3e,77,32,6a,bf,cd,1d,bf
240 DATA 21,40,a1,11,d0,be,01,b0,00,ed,b0,c9,21,ff,ab,11,40,00,0e,07,cd,ce
250 DATA bc,21,1c,bf,34,21,13,bf,06,0a,11,40,00,d5,cd,77,bc,e1,cd,83,bc,cd
260 DATA 7a,bc,00,3e,c9,32,f2,be,21,00,80,22,e5,be,cd,db,be,21,00,c0,22,e5
270 DATA be,cd,db,be,cd,1d,bf,31,00,be,c3,e0,bc,44,49,5a,5a,59,34,20,20,2e
280 DATA 30,f3,11,00,a6,21,82,c1,22,71,bf,22,73,bf,2a,73,bf,18,38,3a,75,bf
290 DATA 3c,32,75,bf,fe,10,28,0e,2a,73,bf,d5,11,40,00,19,22,73,bf,d1,18,e2
300 DATA 2a,71,bf,af,32,75,bf,d5,11,00,08,19,d1,22,71,bf,22,73,bf,3a,76,bf
310 DATA 3c,32,76,bf,fe,07,20,c4,c9,06,39,7e,12,23,13,10,fa,18,be,00,00,00
320 DATA 00,00,00,44,09,41,2c,23,37,37,0d,42,04,4c,44,09,28,23,42,46,36,41
330 DATA 29,2c,41,0d,4c,04,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00
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LATE NEWS...LATE NEWS...LATE NEWS...LATE NEWS
KIXX (US GOLD's budget label) is soon to offer a buy 1 get 1 free deal. If you buy one of their newer £3.99 titles (Thunderblade,Last Duel,Vigilante & Hunter's Moon) you can claim for a free £2.99 game, all you will pay is 99p postage.See game inlays for more details.

The Interceptor Group has gone down the tubes, according to a recent New Computer Express. You may ask why this should affect us ! Well Interceptor run Players,Premier,Pandora, Smash 16 and Interceptor software labels.Yes the folk that brought us games like INTO THE EAGLES NEST & JOE BLADE (1,2 & 3). Interceptor are looking for a buyer, so if you have a few bob to spare drop them a line.

The bit on the cover of this issue about getting loading screens with the Multiface was by Martin Hack. I would just like to thank him and any one else who have helped me.