

FUNPARK

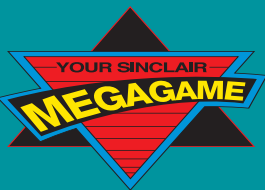
Cronosoft (www.cronosoft.co.uk)



(16/48/128K)/£1.99

Colin We have a lot to thank the Minigame Competition for. Not only did TV Game (reviewed this issue) start out as an entry

for the 1K contest, but Fun Park was originally the main Spectrum contender for the 2003 4K title. In the end,



AmusementPark 4000 – as it was then called – came in second place, but such was its



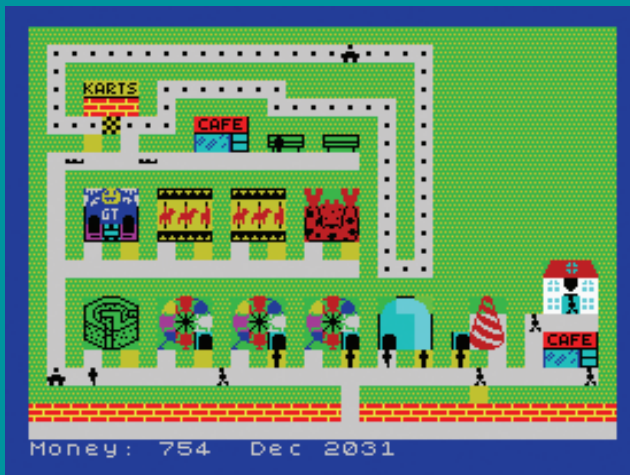
It takes a few years, but eventually the park starts to thrive

popularity programmer Jonathan Cauldwell promised a 16K version would be developed. And, would you believe it, here it is.

Fun Park is Jonathan's fifth title for Cronosoft, sandwiched between shoot-em-ups Rough Justice and the forthcoming More Tea, Vicar? This one's a strategy game, of course,



The roller coaster arrives. Press 3 two times to select the right track to lay



The park's first fatalities. Notice the pub in the bottom right-hand corner. And the runaway go-kart. The two are connected

and the aim is to build an amusement park so big it makes Alton Towers look like an abandoned slide on a Swindon council estate. Easy it is not. You start the game with a meagre £1,500 and from this point on have to start balancing a budget that includes such outlays as research and development, advertising, security and the funding of a whole range of attractions – from helter-skelters to roller coasters; from cafés and pubs to decorative statues and trees. Bankruptcy is always lurking just around the corner for the first few precarious years of your park's development. You can get a bank loan of an extra grand if you want, but I warn you now the APR is daylight robbery.

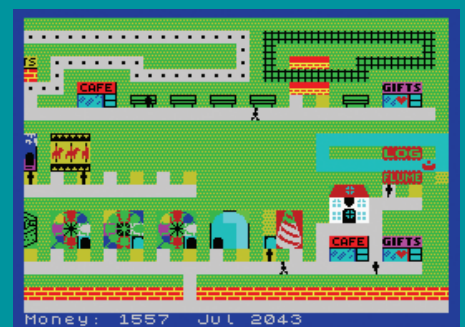
Visually, Fun Park is a pleasing game to look at, with attractions represented by tidy icons that flash when a ride is in progress or send little karts, cars or logs whizzing around their tracks and waterways. Visitors are shown as Football Manager-style stick people – their animation is about as basic as it gets, yet their antics in the park are bizarrely watchable. Look closely and you'll see some alarmingly loudish behaviour occasionally, such as the commandeering of a go-kart for a round-the-park joyride – sometimes with tragic consequences (represented by a horizontal stick man). Beefing up security is the only way to deal with this sort of problem but, if you want a laugh, cut right back on the muscle, throw in a

couple of pubs next to a log fume and wait. Be warned – fatalities are not good for business.

Rides in the park are accessed via pathways and queuing areas, shown in white and yellow respectively, and it's up to you to organise these properly. The amount of land available to you is not immense and you might find that your initial park layout is too generous in its spaciousness later on in the game when Capitalism With A Social Conscience has overstayed its welcome and you just want to squeeze as

much cash from the tourists as you can. Paths, tracks and queuing areas you can redo at will, but attractions can't be pulled down so easily. So plan ahead.

Fun Park is an immensely addictive game. The detail that's been packed into it (16K, remember) is extraordinary and, for £1.99 (or 99p if you choose to download it), it's difficult to see how its purchase could be anything other than a truly excellent idea.



Yay! The log fume! Now we just need to build a new pub to overlook it...

final verdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
 85°	 80°	 95°
DIAGNOSIS		
Excellent Theme Park clone for the bare-bones Spectrum. Ridiculously addictive.		
		 90°

93°

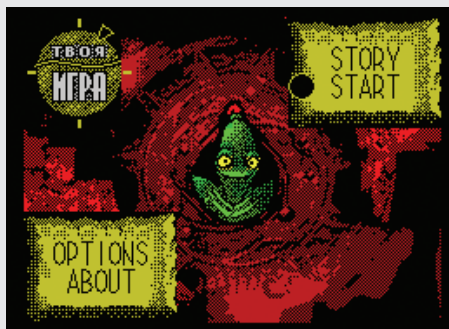
ABE'S MISSION ESCAPE

Total Computer Gang
(<http://tcp.speccy.cz/>)
(128K only)/Free download



Martyn Abe is something of a celebrity in the PlayStation world, having appeared in the Oddworld titles Abe's Oddysee and Abe's Exoddus. Abe's

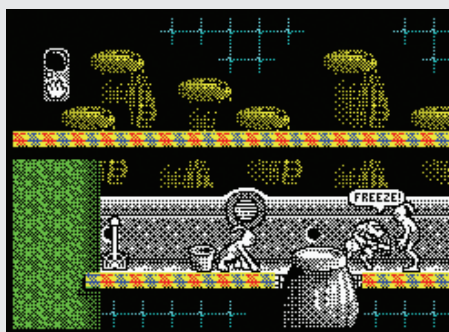
Mission – Escape is an interpretation of these games for the Spectrum and has been put together by a rather large number of people in Eastern Europe. Written originally by Brothers in Russia, it was then translated into Czech and English by Wixet and Zoom in



Abe does that James Bond gun-barrel type-thing

collaboration with Sweet Factory of CI5. Finally, Zilog provided a handy bug fix when the original release didn't work properly. Quite a piece of joint work, then.

In Abe's Mission – Escape our hero has to flee his place of employment – the RaptureFarms meat-processing plant – when he finds out that the workforce of this troubled company are to become the new ingredients for the New'n'tasty

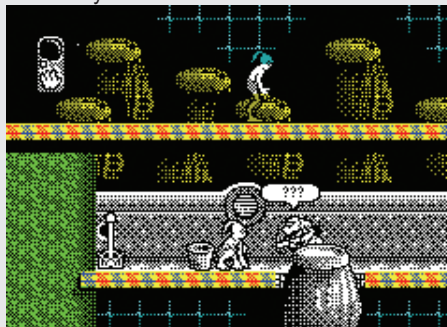


Abe tries to negotiate. Nearby, another worker doesn't realise he's about to become part of a recipe. It's so good to belong to something

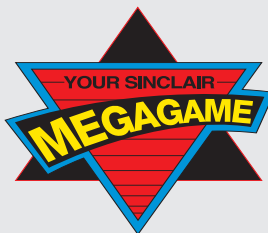
line of Scrab Cakes and Paramite Pies. Yum. A true hero, Abe wouldn't think of leaving his colleagues behind to become meat products, so he plans a way of freeing them all too.

There are lots of impressive things about this game: brilliant graphics; great music; superb animation – Abe can walk, run, jump, tiptoe and even roll his way around the processing plant. Overall it plays like a game you'd have paid a tenner for back in the 80s – and you'd have had your money's worth.

One tiny thing to be aware of is that the game requires your 128 to be put into 'USR 0' mode before it's loaded. It's easy – just type 'USR 0' in 128 BASIC and hit ENTER. When the Spectrum resets to the 48K screen, load the game in the usual way.



Tiptoe tiptoe. Don't let the guard below hear you



Colin Woodcock Colin looks back fondly on the legend that was YS, his favourite issue being 23. Why that particular issue? Was it the cool Werewolves of London artwork on the cover? Was it the team's day trip to Alton Towers? No, it was Elite's amazing Batty game on the covertape. A corker of a game, and not commercially available at the time.



Martyn Carroll Martyn confesses to being a bit of a Speccy mag whore, flirting between Your Sinclair and

Crash, his choice often depending on who had the best covertape. He even admits to dabbling with the dark side (Sinclair User). Favourite issue? That would have to be issue 36, 'cos it had TWO TAPES stuck to the front of the mag.



Dan Whitehead Scary Dan's favourite issue is 93, the Big Final Issue. Not

because it was the last one or anything, but because it was testament to the staying power of the YS. A Speccy mag published at the arse-end of 1993? Amazing. And with no free tape, it reminded Dan of the sweet days before the ugly covertape wars.

SCORES

90°-100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed YS Megagame rating! It's a happening piece of software!

80°-89° PDG! (ie Pretty Damn Good!) A game that's worth digging deep into the old dosh bucket for!

70°-79° A very enjoyable game, but might not be of lasting appeal to everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy!

50°-59° Pretty average. Very average in fact. Actually, it's a bit crap.

40°-49° Um, below average.

30°-39° So sick it's due to be hospitalised.

20°-29° Very poorly indeed.

10°-19° Critical – not expected to last the night.

0°-9° Clinically dead.

final verdict

LIFE EXPECTANCY

85°

GRAPHICS

95°

ADDICTIVENESS

92°

DIAGNOSIS

A slick, professional platform adventure. Superbly implemented. Fans should check it out.

INSTANT APPEAL

90°

91°

PARTY WILLY

Broadsoft

(www.geocities.com/andrewbroad/spectrum/willy)

(48/128K)/Free download



Dan In case you didn't know, Manic Miner and Jet Set Willy remakes are plentiful. They range from the stunningly beautiful – for example, Maria

vs Some Bastards by Vidar Eriksen – to the devilishly difficult. Most of the remakes by Dr Andrew Broad (aka Broadsoft) fall into the latter category and Party Willy is no exception to this rule.



Dick's place. Naturally the green plants will kill you. And the redhead. Off you go then...

Following on from such titles as MM: The Buddha of Suburbia, JSW: Goodnite Luddite and MM: Ma Jolie, not to mention Dr Broad's own authoring tools Manic Miner Screen Editor and the Jet Set Willy Construction Kit (all of which can be downloaded for nowt at the address given), Party Willy sees our hero on the verge of marriage to his long-suffering housekeeper Maria, and comes in two parts. In part one you must guide Willy home from his stag night at best mate Jet Set Dick's house (on the other side of Surbiton), whilst in

part two Willy must seek absolution for his sins ("wilful drunkenness, fornication, trespassing on private property, theft, cheating at computer games, listening to 'bad' music and receiving Holy Communion in the state of mortal sin") in order to marry Maria in The Chapel. Bless.

Written for "Advanced JSW players" Party Willy requires concentration, skill and determination in no small measures, and if you're not a Willy fan you might find your spirits begin to fail rather quickly. If you can stick with the game long enough to work through the feelings of despair and hopelessness you'll emerge victorious to a challenge well met. For the rest of us there's an infy lives poke in the help file.



The loading screen. So simple – a simple screen for a simple game, right? Think again

final verdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
80°	75°	70°
DIAGNOSIS		
A very difficult JSW clone indeed. Enthusiasts will love it; others will tear the hair		
		INSTANT APPEAL
		80°

FIRE AND ICE

n-Discovery Group

(www.n-discovery.narod.ru/games.htm)

Free download

(128K TR-DOS disk image)



Colin Wizard Druidle is at it again, trying to melt away Coolmint Island and its peaceful inhabitants. Something's got to be done to stop him, of course

– you can't just let whole islands melt away like that. The person on whose shoulders the problem is to be dropped is novice wizard Dana, especially empowered with Ice Magic by the Queen of the Winter Fairies. Quite why the Queen can't be arsed to deal with Druidle herself and chooses to delegate such an important job to a newbie isn't made clear, but we can all guess at the quasi-democratic machinery underpinning those sorts of decisions. Ahem.

Fire and Ice is a simply superb piece of Spectrum software – a brilliantly presented, very addictive

puzzle game in the Boulderdash ballpark. Eighty-nine levels. Excellent music. Great graphics, including some very effective interlacing effects. But there is a catch. Fire and Ice is a TR-DOS game, which means it runs from a 640Kb 3.5in floppy disk connected to your Spectrum via a Beta Disk Interface – a British product that didn't sell very well over here, but that was rapidly incorporated into Russian Spectrum clones such as the Scorpion and the Pentagon. Since it's unlikely you've got any of these lying around, the upshot of all this is that you're going to have to get hold of an emulator



Coolmint Island at the mercy of Druidle. Does the Queen care? Apparently not

supporting TR-DOS if you want to experience this game. It is worth it though. You'll be astonished at what it's possible to achieve with a disk system and amazed that we Brits stuck instead with good old cassette tapes whilst our Soviet friends laughed themselves sick. Ahhh, the good old days...



Zap ice blocks with your magic wand. Push free-standing blocks onto flames

final verdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	92°	95°
DIAGNOSIS		
Fantastic puzzle game that demonstrates the true power of a Spectrum with a		
		INSTANT APPEAL
		95°

Weird Science Software
 (http://wss.sinclair.hu)
 (48/128K)/£1.99



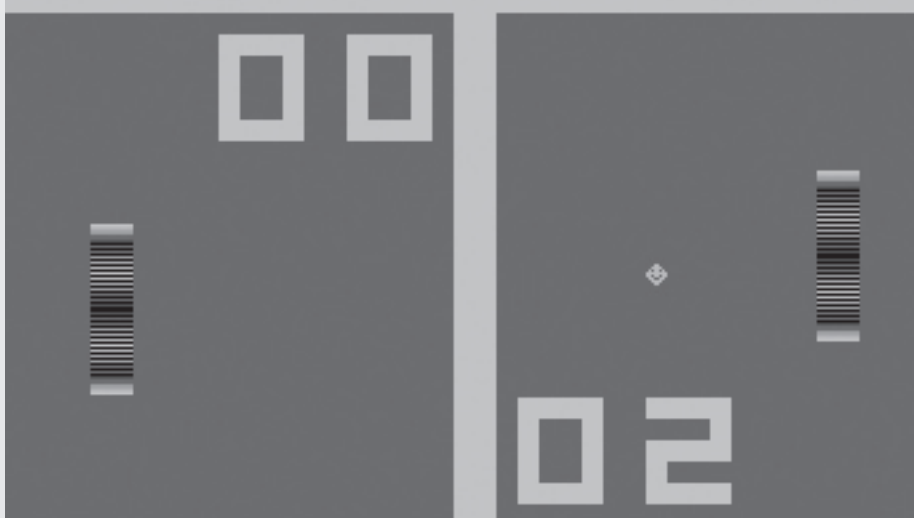
Is it the future or is it the past? Players unfamiliar with the Spectrum's limitations might consider TV Game to be a definite rewind down the

videogame timeline. It is, after all, a version of Pong – a game hardly known for its bells and whistles.

Look more closely, whilst at least pretending to know a thing or two about our rubber-keyed friend (stroke your chin and nod thoughtfully), and you might notice that this particular implementation of Pong is rather cheeky. In fact, it shows blatant disregard for The Rules – The Rules being 1) you can't do anything in the Spectrum border other than change its



The TV Game loading screen



A red court denotes tennis. No goals, you see. Smaller ball

handlebars in Paperboy?). But these border effects were rarely a part of the gameplay and were nearly always static, whereas TV Game's multicoloured bats move up and down in the border quite merrily in response to your key presses, as though to do so is a trivial matter that no one ever thought of before.

TV Game's programmer has assured me that creating this game was anything but trivial. Papp Gyorgy became a Spectrum fan in 1983 when he saw Harrier Attack on his grandparents' machine. He made a number of subsequent attempts to learn machine code, but only got to grips with it in 2000 when his

results in the all-important border area. Hence the calibration screen you get once the game's loaded up, through which the game determines what issue Spectrum it's running on.

I said earlier that TV Game is a Pong clone – in fact, its inspiration was those plug-it-into-your-telly bat-and-ball games that appeared in Pong's wake. Boasting several games in one, all were identical, except that the playing area was red for tennis, green for football and white for hockey. The bat size changed too. Needless to say, this sort of genius was best appreciated with a) mates and b) several pints of lager. So it is too with TV Game, the

TV GAME

colour, and 2) you can't display more than two colours per 8x8 character.

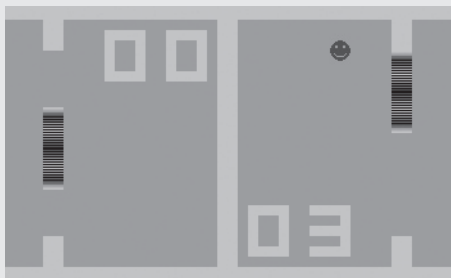
Before hardcore Speccy sceners set upon me with rolled-up copies of The Complete Spectrum ROM Disassembly, I should point out that The Rules aren't true at all if you're a Proper Machine Code Programmer. Plenty of games have given a one-fingered salute to the two-colour rule in their high-score tables, and a few have even strayed into the Border Zone from time to time (anybody remember the

Speccy club decided to start writing new software. TV Game – originally intended as an entry into the 1K MiniGame Competition – was where he honed his skills. And those bats in the border caused him some major headaches.

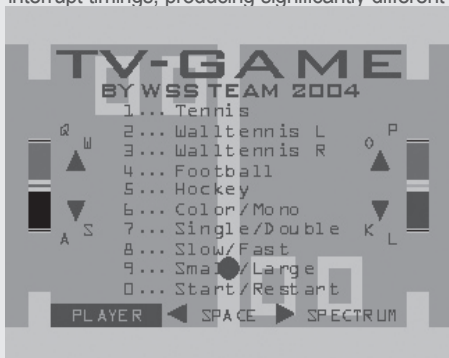
Papp discovered, for example, that issue 2 and issue 3 Spectrums (Sinclair released several versions of the original 48K motherboard) behave slightly differently in their interrupt timings, producing significantly different

implementation of which is flawless. There's no sound – impossible with all the border stuff going on – but a beep or two would have jollied things along nicely. Apart from this it does exactly what's promised on the tin.

So it's the future and the past – mixed up and sprinkled generously with irony. Which makes it a 21st-Century title in every respect.



Secret tip: at the main menu press SYMBOL SHIFT + CAPS SHIFT + V together to get even more multicoloured bats



What's all this tomfoolery going on in the border, eh? Things like this didn't used to happen in my day, you know

final verdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	95°	80°
DIAGNOSIS		
A unique blend of state-of-the-art and state-of-the-ark. Best enjoyed with mates and beer.		
		80°

82°