

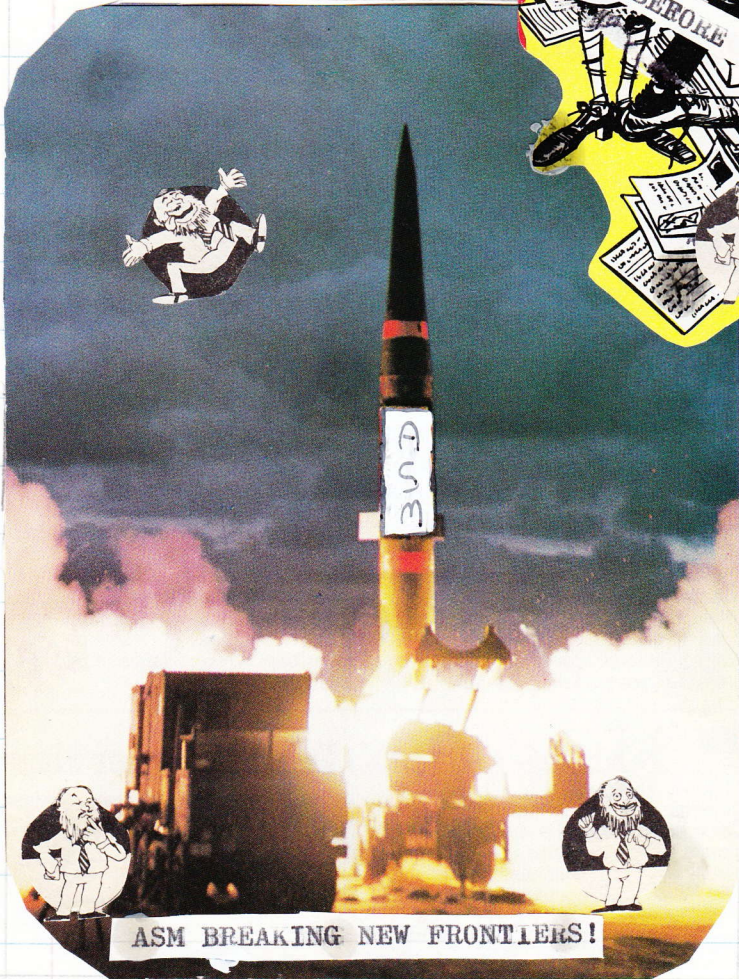
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ASM



THE LAST ASM
OF 1985 - A HISTORICAL
DOCUMENT.



ASM BREAKING NEW FRONTIERS!

CHRISTMAS
1985

ISSUE 10.

FOR 2x81
SPECTRUM
ELECTRON
+ BBC.

ONLY
20p

A VERY MERRY CHRISTMAS TO ALL OUR READERS... GREAT PRIZES
VALUED AT OVER £15. MANY GREAT COMPETITIONS INSIDE...

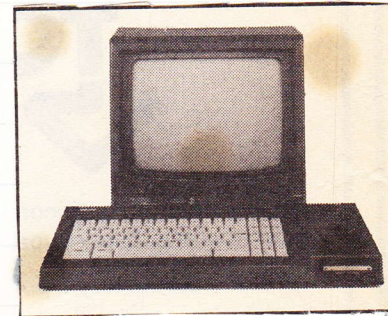
Welcome to the Christmas issue of ASM. This as you probably know is the tenth issue and we are proud to say marks the birthday of ASM. Yes that's right ASM is exactly one year old this month and if you can remember the first issues you will realise the improvements that we have made in that year. To celebrate this fact we are offering some really great prizes and some really brilliant competitions. We are also featuring the usual reviews, cartoons, news etc. We would also like to take this opportunity to thank all those who entered last month's competition and wish our readers a very Merry Christmas and Happy New Year.

Announcements.....

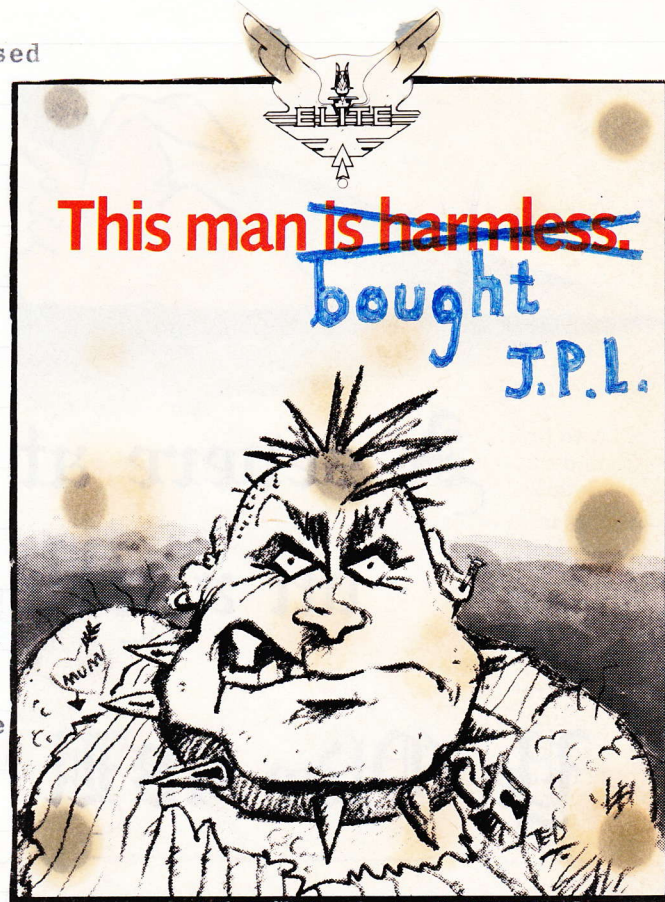
The winner of last month's wordsquare was Mr Ross McNiven. We would also like to apologise for the lack of a November issue of ASM due to prelims the management were otherwise engaged. You may also like to know that this issue is the December and Xmas issue in one magazine.

Please do not forget that the A.S.M. poke book is still available.

News.....



Those of you who own ELITE will be pleased to hear that on the Spectrum version at least there is a bug which allows you to, with a certain amount of skill and timing make a vast amount of cash. What you must do is choose 2 adjacent planets ^{one} with a very low tech level and one with a high tech level. Then go to the one with the high level. Buy Luxuries, computers or machinery. Fill up with fuel. Now launch and do a U-turn you should now be facing the space station. Lock the coordinates of the other planet into the hyperdrive system. Now start to dock. This should be easy as the station should be already lined up. Just as you are about to dock hit 'H' for hyperdrive. You will now hear the familiar hyperspace sound but will then find yourself docked in the other planet without going through all the bother of fighting and positioning the space station. Now sell all your goods, refuel, buy food and textiles and do the same again but in the opposite direction. In this way you can avoid pirates, difficult docking, nosy police when you are carrying illegal goods and all the rest of the hassle. This technique works on the spectrum but we do not know about other versions of the game.



PUZZLE PAGE.....

This month we have another Spot the difference puzzle which contains 12 differences.

WIN A MUSIC

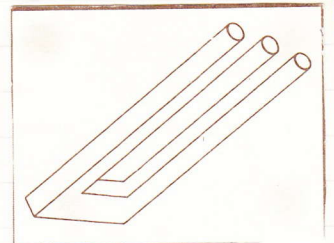
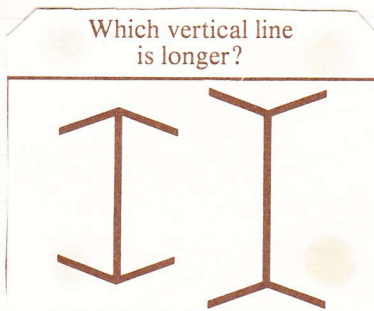
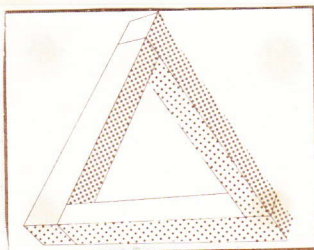
TAPE WITH

SPOT THE DIFFERENCE

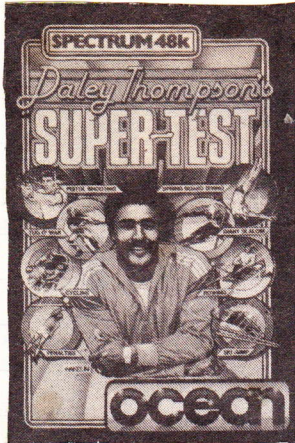


Arrow the differences on picture 2 and return by 31/12/89 - you could win a music tape

This month we also have some pictures for your mind to puzzle over.



Reviews.....

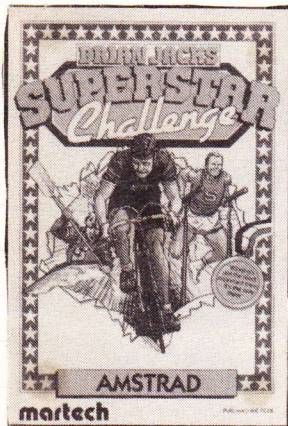


Daley Thompsons Supertest:£6.90

This game is the sequel to the famed Daley Thompsons Decathlon no doubt Ocean will be hoping for as big a success. The game consists of eight events each of which involve their own amount of skill and judgement as well as a certain amount of keyboard bashing as in decathlon. The events consist of rowing, cycling, tug o war, penaltys, ski jump, pistol shooting, spring board diving and the ski salom overall this is a very good game but perhaps not quite as good as the Decathlon.



Brian Jacks Superstar Challenge;£7.95



This game is much like the above Supertest but with a few differences this game contains 100m dash, cycling, swimming, canoeing, squat thrusts, parallel bars, archery and football. The football however is very difficult and seems to be a lottery whether you get a goal or not the first four events require little more than constant keyboard bashing and the other three are really the only events which require some skill. For the extra £1 I think you would be better with the Supertest than this. Firstly the supertest is cheaper and secondly it requires more skill than this and therefore will probably be more addictive.



Scratchpad:£24.95 (BBC ONLY)

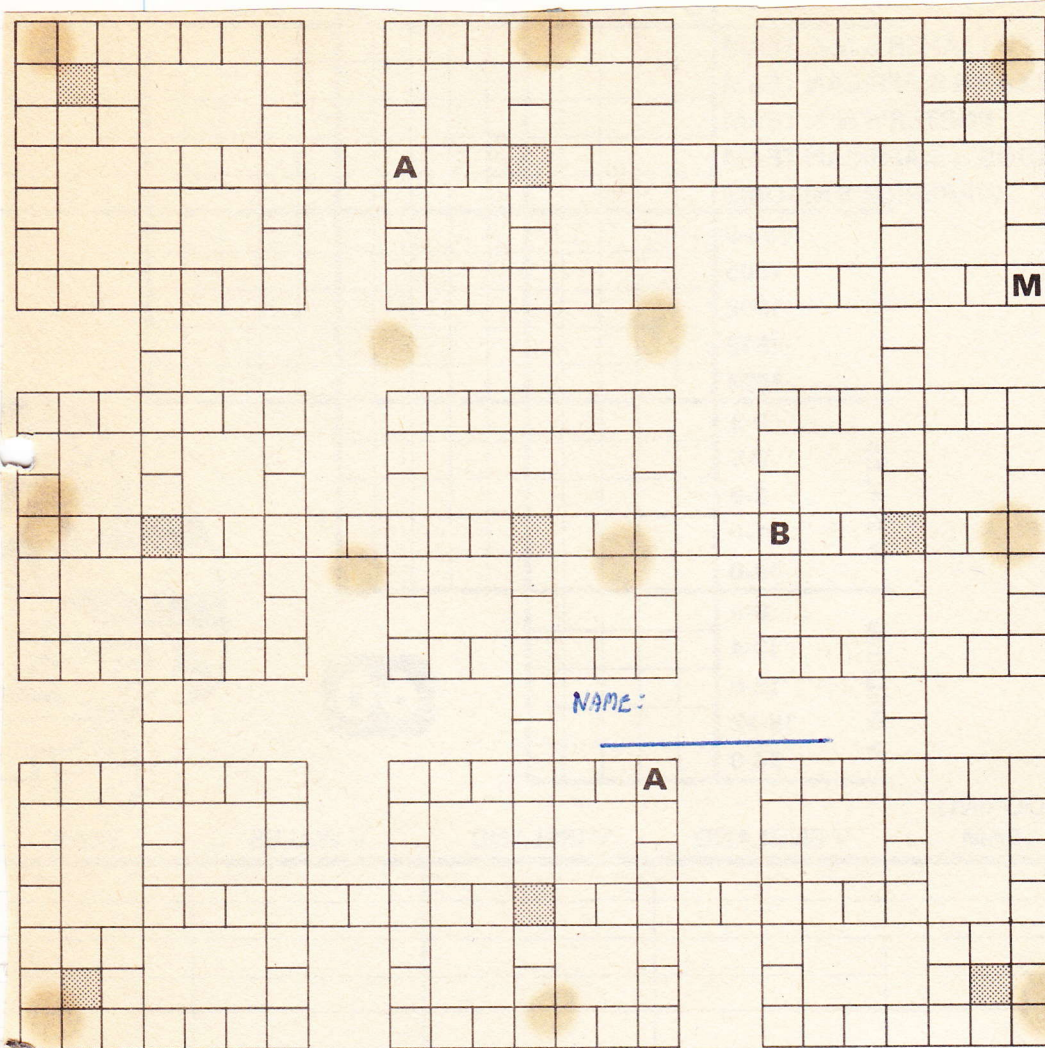
SCRATCHPAD

This utility transforms your BBC into a note pad. Supplied on disc you can enter up to 40 ideas (200 with the 6502 Second processor) in one of the 20 cells or in a general catch-all cell area. Once you have entered all your ideas (the program encourages you to keep thinking and not to worry about storing problems) you can then enter each cell individually and start sorting out your ideas. Ideas can be altered, entered, deleted, swapped between cells, edited, put in order or indented to show the structure of a run of ideas. Finally the ideas can be printed in your chosen format or inserted as a file into word processed View. Cells can be saved and loaded from disc however there is no option to create a wordwise file and the price is very steep but this is quite a good utility if you were to use it a lot.



Puzzle Page 2.

See if you can fit all of the following words into the grid. If you return the completed grid to us you could win a Spectrum computer tape valued at £5.95. Entry is of course free.



3 LETTER

- AXE
- COY
- EBB
- HOG
- KIT
- OAF
- OAK
- OAR
- RAW
- SOB
- YET
- ZIP

7 LETTER

- OPTIMUM
- PARABLE
- PENSION
- PLATTER
- RESCIND
- RESTFUL
- SCRATCH
- STIRRUP
- TANTRUM
- THERMAL
- TREMOLO
- YIELDED

- FRECKLE
- FURBISH
- HARVEST
- HORMONE
- INSTALL
- IRELAND
- JITTERY
- JUGGLER
- LURCHER
- MODICUM
- NOSTRIL
- OATMEAL

- ABSENCE
- AILMENT
- AJACCIO
- BORACIC
- BREATHE
- CANASTA
- CONCEPT
- CROOKED
- DESPITE
- DREDGER
- ELEGANT
- EXTINCT

- 8 LETTER**
- COMPUTER
 - DECIMATE
 - GULLIBLE
 - TRIANGLE

- 9 LETTER**
- CREMATION
 - DIVERSION

- EMPIRICAL**
- INCLEMENT
 - MENDICANT

- MISCREANT**
- PLATITUDE
 - TEARDROPS

Arrange one of each of the n.o.'s & signs in the top row into each row and column so as to arrive at the given answers hand it in and you could win a tape for your Spectrum valued at £3.99. Don't say ASM isn't good to its readers!

WHY NOT WRITE AN ARTICLE, REVIEW, DESIGN A COVER OR DESIGN A POSTER. THE BEST OVERALL ENTRY WILL WIN A SPECTRUM COMPUTER TAPE VALUED AT £5.95.

8	-	2	x	7	+	5	=47
							=41
							=77
							=32
=59	=9	=25	=80				
NAME: _____							

The Official ASM High Score Table Record Sheet.....

(All High Scores were obtained without Pokes etc)

Decathlon Records:

Day 1	100 metres	Long jump	Shot putt	High jump	400 metres
	9.62s	10.16m	25.07m	2.41m	34.32s

Day 2	110m Hurdles	Pole-vault	Discus	Javelin	1500 metres
	13.24s	5.01m	75.90m	90.54m	261.36s

Chequered Flag Records:

Brands Hatch	Monaco	Osterreichring	Psion Park	Saturn Sands
1.41.00	2.21.01	2.43.08	2.18.10	1.46.10

Micro Drive	Monza	Paul Ricard	Silverstone	Cambridge Ring
1.18.18	1.36.66	1.42.54	1.53.28	1.10.10

Spy Hunter:152475 Space Raiders:4630 Hunchback 2:738 Pole Position:48000

Kong 2:8420 Everyones a Wally:£750 Kung Fu:Black belt (465 beaten)

Exploding Fist:14800 Pinball Wizard:10685 Pyjamarama:100% Chinese Juggler:

Level 14/17435 Kong:Beaten 5 times

Frank Bruno's Boxing Records:

- 1 Canadian Crusher No code 0.38.20
- 2 Fling Long Chop OK5I004C6 1.01.82
- 3 Andra Puncheredov LE9I002B6 1.36.74
- 4 Tribal Trouble AI3IN9AI8 1.40.88
- 5 Frenchie LC7I0F808 0.41.62
- 6 Ravioli Mafiosi OFAI0M605 2----

To get these codes to work enter your name as ALB

Can you get High scores on the following games? If so we will print your name and record in a future issue.

Stop the ITA Express; Daley Thompsons Supertest; Brian Blood axe; Trashman; and all of the latests Ultimate games as well as Match Day and all other new Ocean games.

All high scores must be obtained without the use of pokes or other means of getting a high score. All high scores must be entered by the 25th of this month and if possible a witness's signature should be given if a witness's signature cannot be obtained then a description of what happened at the level or what happens when the game is beaten should be given.

The person who, in our view gets the best high score in a difficult game or who has made the best achievement will receive a free magazine. They will also receive an arcade champ stick pin.

I say my man, have you got one of those computer thingumabobs to help me run my business?



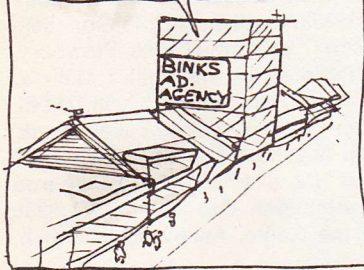
Oh yes m'lud! This one will do half your work for you!



In that case old bean, I'll take two.



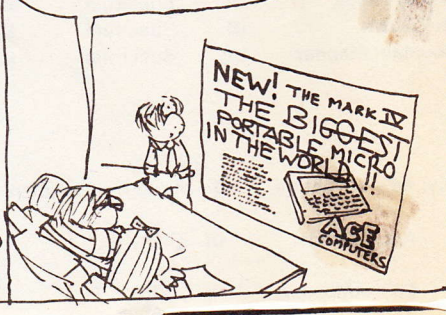
Yes, it's a good ad for our new portable computer Mr. Binks...



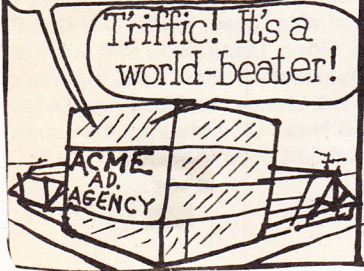
But something about it bothers me...



And I can't quite put my finger on what...



So, how has this new supercomputer of yours been selling?



Triffic! It's a world-beater!

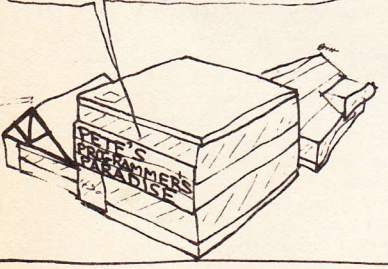
GREAT! We'll market it as the world's best selling supercomputer... By the way, how many HAVE you sold?



TWO!



Programming is DEAD EASY! Go on, have a try- I'll be back in a couple of minutes...



-How are you getting on?

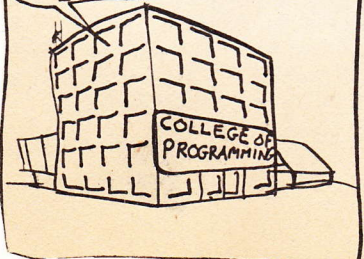
Not bad. I've just done some real-time 3-D graphics in machine code.



-Hang on! Hang on!... Programming isn't THAT easy.



Copying another student's work in an exam is a very serious offence.



However, in this case we'll give you a first-class degree...



and market your system... Will 10% of the gross do you ok?

