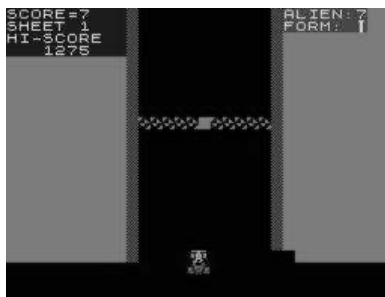


Mad Max

1983/Micro Press



Drive down the road, hitting the inanimate objects coming down the road and squeezing through gaps. Very poor graphics, and limited gameplay, which gets repetitive very quickly. Not a good game by any means.

Only available as a type-in from the book

- 15 Graphic Games for the Spectrum

and as part of the compilation

- 15 Giochi Grafica per ZX Spectrum

*

Mad Mix 2

1990/Topo Soft



Three dimensional version of Pacman which features larger than normal mazes, and a host of enemies. You can jump over your foes, but all the usual elements from Pacman are present. Graphics are good, clear monochrome, and smooth scrolling. A good effort.

MicroHobby 93%



Also available as part of the compilation

- Top by Topo 2

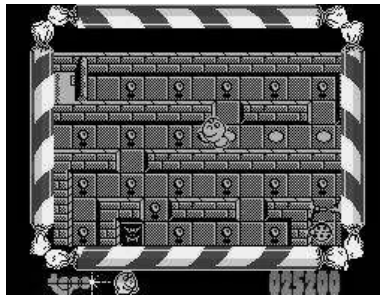
A demo of the game appeared on the covertape

- Microhobby issue 200: Tape 23

Mad Mix Game

1988/Topo Soft

Also known as Madball



Good variant on the Pacman theme, which uses monochrome graphics, but has sprites with lots of character. The game is initially tricky, and has large mazes many times the screen size, but has the basic playability and addictive qualities needed to make a good game.

"Just the sort of simple entertainment that will appeal to all us hardened souls" – Your Sinclair

MicroHobby 9/10



Re-release 1988
US Gold Ltd

Crash	85%
The Games Machine	44%
Sinclair User	74%
Your Sinclair	8/10

Also available as part of the covertape

- Microhobby issue 199: Tape 22

and on the compilations

- 2 Por 1: Silent Shadow + Mad Mix Game
- Top by Topo

and as part of the tape magazine

- Load'n'Run (Italy) issue 56

A demo of the game appeared on the covertape

- YS issue 35: Smash Tape 10

Mad Monastery

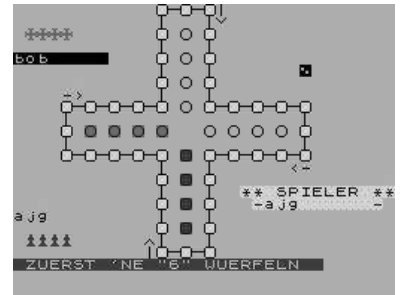
1990/Chaotic Soft



Czech text adventure.

M.A.D.N.

1984/Nilles Romain



A German version of Ludo for 2-4 players. Unfortunately, the game is very slow, and suffers from bland graphics. A poor version.

*

Madness Schach

1984/Wittkopf Software



Decent version of Chess with plenty of options and skill levels. The computer plays a decent game, and it is very easy to pick up and play. A nice version.

Mad Nurse

1987/Firebird Software Ltd



Simple and fun game which sees you, as a nurse, trying to collect all the babies that have escaped into the wards. The little darlings will stick their fingers into plugs, fall down lifts, and generally put themselves in peril. You must return them to their cots before they do. Good graphics, and nice use of colour, and a playable effort.

"It's all in extremely bad taste which is to say its definitely a game to look out for" – Sinclair User

Computer Gamer	74%
Crash	31%
Sinclair User	7/10
Your Sinclair	6/10
ZX Computing	Good

Also available on the compilation

- Addicta Pack

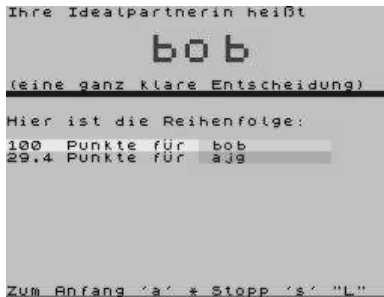
Mad Racer

1988/Load'n'Run

See Crazy Cars (Titus)

Maedchentest

CHIP



Only available as a type-in from an unknown source.

Mafia Contract

1984/Atlantis Software Ltd



Fair graphic adventure with more than a little influence from the Godfather films. You have to kill a rival gang leader, but you yourself have a price upon your head. The game is quite well written, with basic, but colourful graphics. A nice game for those who fancy something a little bit different.

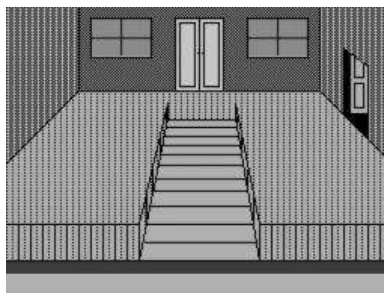
"Very much worth the meagre investment" – Crash

Crash 7/10

**

Mafia Contract II: The Sequel

1984/Atlantis Software Ltd



Quite entertaining sequel that improves on the original in almost every way, with better presentation, but although the graphics are better, they do take a long time to come up. Not too tricky, this is a good adventure for beginners.

"Nice touches but not for serious adventure enthusiasts" – Sinclair User

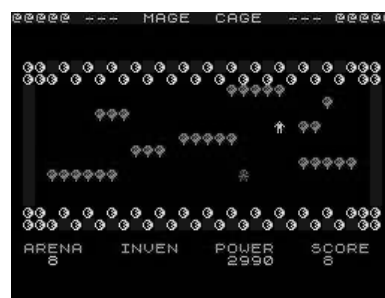
Crash	85%
Sinclair User	3/5
ZX Computing	Good

Crash Readers' Adventure chart position: 30

**

Mage Cage

1983/Micro Adventurer



Very slow and boring arcade game. You explore the land in order to defeat the evil Aethenanes. Graphics are poor and the game far too slow to be playable.

Only available as a type-in from

- Micro Adventurer issue 1

*

Maggie Thatcher: Milk Snatcher

2013/Steve McCrea



A fast and frustrating arcade game where you have to deliver 12 cartons of milk to your schoolchildren, whilst avoiding the clutches of Maggie Thatcher. The difficulty is pitched just right, getting very frantic towards the end of the level, and the graphics, though monochrome, are clear and well defined. A good game, with lots of addictiveness.

* An entrant in the comp.sys.sinclair Crap Games Competition 2013

Maggioere o Minore

1983/Micro Press

See Bigger or Smaller

Maggot

1983/Your Computer



A reasonable Centipede clone that has small, rather poorly defined graphics, but runs fast enough to be playable. All the usual features are there, making this a fair version.

Only available as a type-in from

- Your Computer Nov 1983

*

Maggot Invasion

2006/Graham Richards and Darren Millar



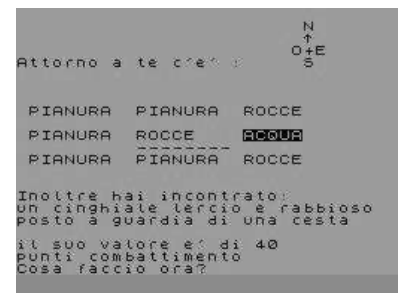
A rather bland adventure which deals with an invasion of Earth. The game is mostly text, though there are a few nice graphics, but it soon descends into "guess the command".

* 16th place in the comp.sys.sinclair Crap Game Competition 2006

*

Magic

Elettronica CS



Italian adventure.

Magic

1985/Load'n'Run

See Socery

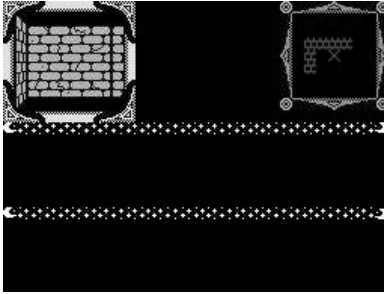
A Magic Adventure

1991/Tartan Software

See Magic Treasure Adventure

Magic Age

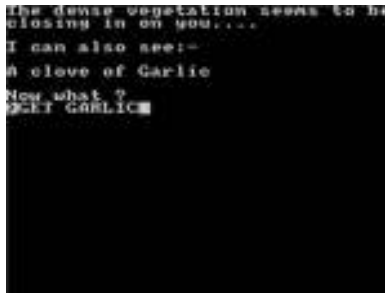
Dome



Only a demo version exists of this Russian arcade adventure.

Magical Mystery Tour

Adventure Probe Software



Rather strange text adventure that starts off with you taking a tour on a bus and ends up with you killing a witch. There is plenty to do, and the game is reasonably presented, but it isn't really all that much fun to play.

*

Magical Mystery Tour

unpublished

Magic Block

1995/DAB Labs



A version of the Megadrive game Columns which uses the Spectrum to good effect. Graphics are colourful, and contains fully animated backgrounds. Gameplay is pretty faithful, the idea being to get three items of the same type together. Controls are spot on and the game runs at a good speed. An excellent version of a console classic.

Magic Car

1985/Grupo de Trabajo Software S.A.



You are driving along a road which widens and narrows, and you must increase and decrease the gap between your tyres to avoid falling off. A good idea, but poorly executed, being very slow to play, and rather boring.

Only available as part of the covetape

- Soft Spectrum issue 12

*

Magic Cards

1983/Cornhill Services

Magic Carpet

1985/Mastertronic Ltd

Also known as Bagdad



Simple maze game which has a very high level of difficulty. Graphics are okay, plenty of colour, and there is some imagination in the design of the game. Whilst nothing special, there is something about this game, and it is frustratingly addictive.

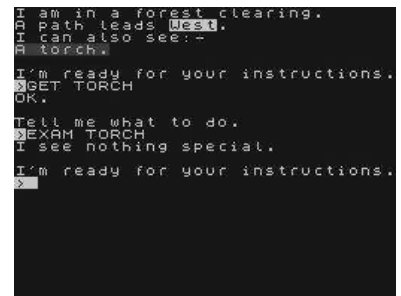
Also available as part of the tape magazine

- Load'n'Run (Spain) issue 5

**

Magic Castle

1983/Gilsoft International



Rather bland adventure that is very frustrating, mainly because of the large amount of instant death. Some of the objects are rather incongruous, such as a football which explodes when you kick it, and the adventure doesn't seem all that well put together.

"A good, standard adventure" – Crash

Crash

76%

*

Magic Castle

1985/Load'n'Run

See Wizard's Lair (Bubblebus Software)

Magic Caves

1990/Enigma Variations Ltd

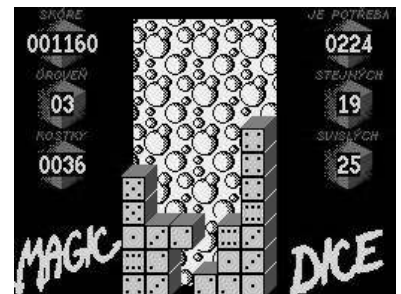
The Magic Circle



Entertaining graphic adventure that is full of things to do and missions to accomplish. Each location has a nice, colourful graphic, which are well drawn on the whole, and the adventure itself, though not too taxing, is nice and long, and quite enjoyable.

Magic Dice

1993/Proxima Software



Version of Tetris that uses dice instead of normal blocks, but the general idea is roughly the same.

Graphics are okay, and the game is moderately fun and addictive.

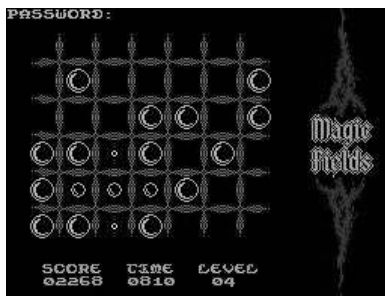
Also available as part of the compilation

- Tango + Magic Dice

**

Magic Fields

1996/Zack



Remove all the balls on the screen in this puzzle game converted from the C64 original. The snag is that clicking on a ball also removes all the surrounding ones – if there isn't a ball in a surrounding square, then it puts one in. Early levels are pretty easy, and the game has a handy password system, which is needed, as the time limits are tough. Good looking, and easy to play, perhaps a little repetitive in the long run.

The Magic Forest

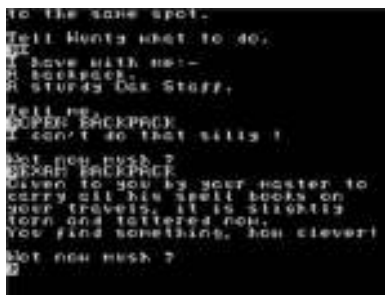
1982/Shiva Publishing Ltd

Only available as a type-in from the book

- Computer Puzzles for the Spectrum and ZX81

A Magician's Apprentice

1990/The Guild



Entertaining, if a little short, adventure that has no graphics, but plenty of humorous text. The idea seems to be to find some sort of magic book and get home. Not too tricky, this is quite good fun.

Only available as part of the compilation

- Prison Blues + Magician's Apprentice

**

The Magician's Ball

1985/Global Software

Magicians Land

1996/Perspective Group



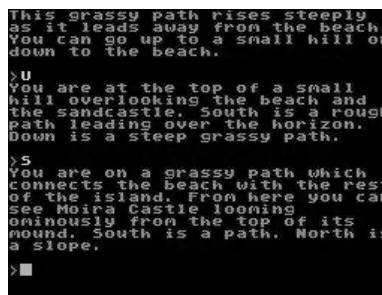
Russian graphic adventure.

The Magician's Nephew

unpublished

The Magic Isle

1990/Zenobi Software



Nicely written but rather bland text adventure. The presentation is okay, but the text is all in one colour, and is quite dull to read in places. There are a lot of objects, especially in the first location, but luckily, the parser understands ALL. Whilst not too bad, and quite well written, the game is rather derivative and not a brilliant game to play.

Also available as part of the compilation

- Still Another Big Disk

See also:

- A Legacy for Alaric

**

Magic Johnson's Basketball

1990/Dro Soft



Simple looking and playing basketball sim. The game is two on two, and the graphics are rather dull, and look more like hunchbacks than professional

athletes. Gameplay is tricky, but not really worth the effort.

MicroHobby

69%

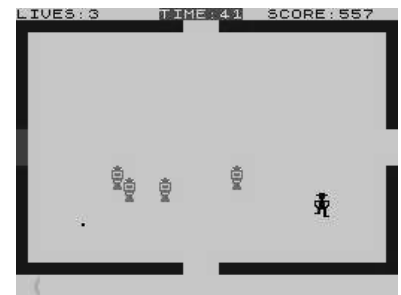
A demo of the game appeared on the covertape

- Microhobby issue 201: Tape 25

*

Magic Keys

1985/Stefan Zyczkowski



Basic version of Berzerk that runs quite slowly, but is, nevertheless, strangely playable. Graphics are minimal, and the game is easy to pick up and doesn't have a particularly steep learning curve.

**

Magicland!

1986/Ultimate Play the Game

See Pentagram

Magicland Dizzy

1989/Code Masters Ltd



Very entertaining arcade adventure featuring everyone's favourite egg. Graphics are as good as ever, and Dizzy seems to be just as springy as before, perhaps more so. The speed of the game also seems better than predecessors, and the puzzles are not too taxing. A very playable game.

"The game really is a bit of a spanker" – Your Sinclair

Crash

92%

MicroHobby

87%

Your Sinclair

90%



Also available as part of the compilations

- Dizzy Collection
- Super All-Stars Collection

See also:

- Bubble Dizzy
- Crystal Kingdom Dizzy
- Dizzy
- Dizzy Down the Rapids
- Dizzy - Prince of the YolkFolk
- Fantasy World Dizzy
- Kwik Snax
- Spellbound Dizzy
- Treasure Island Dizzy

The Magic Land of Landlords

1986/Load'n'Run



A colourful but very tricky arcade adventure in which you must venture into the land and collect the required Omega symbols. There are numerous baddies to avoid, as well as some tricky jumps, but the game is so unforgiving, that only those with the utmost patience will make it to the end.

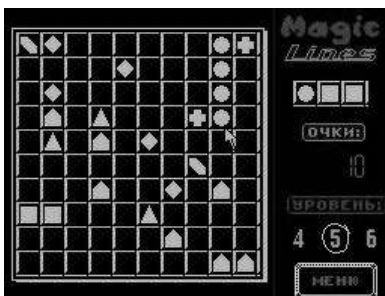
Only available as part of the tape magazine

- Load'n'Run (Italy) issue 27

*

Magic Lines

1995/Random Science Crew



A puzzle game in which the idea is to get five of the same shape in a row. You can only move one piece at a time, and for every piece you move, three more appear on the board. Graphics are simple, lacking colour on the board, and whilst the game is playable, it's rather slow compared to other versions.

**

Magic Maze

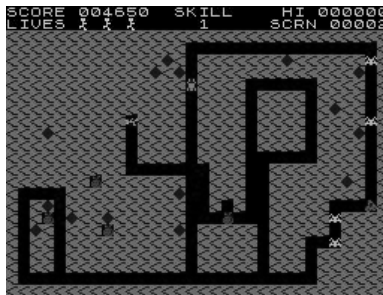
1984/Interface Publications Ltd

Only available as a type-in from the book

- The Big Fat Book of Computer Games

Magic Meanies

1983/CDS Microsystems



Simple version of Mr Do which features small, one character graphics, and limited gameplay. The meanies don't travel any faster or slower than you, so endless chases are possible. The game is nothing special, not unplayable, just unspectacular.

"One of the poorer pieces of machine-coded software and has little to commend it" – Sinclair User

Big K	KK
Crash	58%
Sinclair User	2/10
Your Spectrum	23/30

Also available as part of the compilation

- Take 2: Timebomb + Magic Meanies

**

Magic Mountain

1983/Phipps Associates

Also known as La Montagne Magique



Extremely slow graphic adventure. The text response seems to take forever, especially on the non-standard commands, and the graphics are drawn at a snails pace. The adventure itself is not brilliant, but the speed is very offputting.

"An average effort" – Crash

Crash Readers' Adventure position: 13

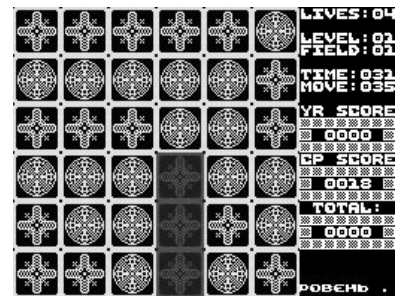
*

Magico

The Magic of Logic

1996/VVS/Dr.Mushroomer

Also known as The Master of Logic



A one player game in which the idea is to get as many of your counters in a row. The computer, playing against you, will try to put his counters down to score more. Very fast to play, this is a game that does require quite a bit of thinking, and although the computer doesn't seem too smart at first, later levels are much more difficult.

A Magic of Logic Solution

2000/Golden Alliance/Brutal Creators



Russian puzzle game.

Magic Orchard

1984/Procom Software

Magic Rugby

1987/Load'n'Run

See Hypaball

Magic Square

1992/Outlet



A poor sliding puzzle game which does have nice, chunky graphics, but is rather slow to play. When you move a piece, the cursor moves with it, instead of staying on the square, slowing the game down further. Not a good effort.

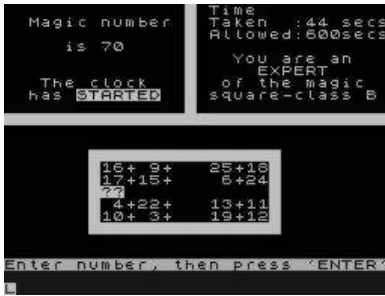
Only available as part of the electronic magazine

- Outlet issue 062

*

Magic Squares

1982/Your Computer



You have to input the missing numbers in order to create 'Magic Squares', in which every direction adds up to the same number. The game is quite well written, but it is rather easy, and very repetitive, with bland presentation.

Only available as a type-in from

- Your Computer May 1982

*

The Magic Roundabout

1984/CRL Group PLC



Very poor arcade game based on the TV show. Graphics are disappointing, and Dougal seems to be surrounded by a big blue halo. Gameplay is very slow, and not much fun, even for addicts of the show.

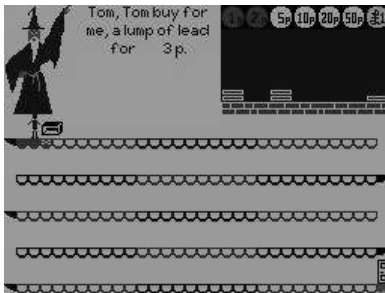
"The game fails to recall the atmosphere of the TV show" – Crash

Crash	51%
Popular Computing Weekly	2/5
Sinclair Programs	55%
Sinclair User	5/10

*

The Magic Shop

1984/Arrow

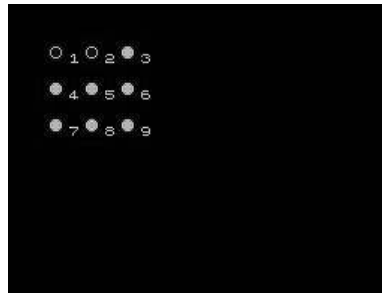


A reasonable educational title that shows children the value of money, through certain tasks, such as buying items from a store. Graphics are large and colourful, and the game quite entertaining, especially for young ones.

**

Magic Square

1998/Derek Jolly



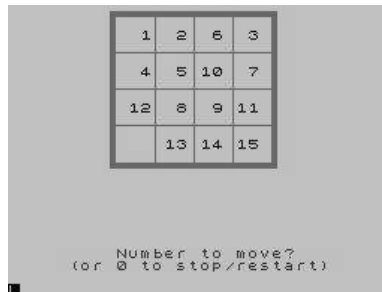
The aim of this game is to turn on all the lights in the square, but every time you turn on a light, the adjacent ones light up too. Not badly written, but very bland, and very frustrating.

* An entrant in the Comp.sys.sinclair Crap Games Competition 1998

*

Magic Square

1982/Sinclair Research Ltd



Simple sliding puzzle game with no graphics and slow gameplay.

Only available as part of the compilation

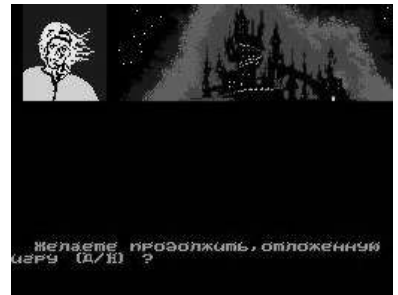
- Pastimes 2

*

Magic Story – Dedication of Falkoris

1994/Bodrov Vadim

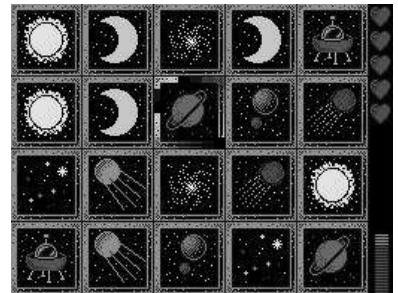
Also known as Bo'shebnaja Istorija: Posvjashhenie Fal'korisa



Russian graphic adventure.

Magic Stripes

1997/Virtual Brothers



A good looking but very difficult puzzle game in which the idea is to slide the squares around until they are all in the correct order. Graphics are colourful and well defined, and the game runs quite fast, but it's extremely frustrating.

**

The Magic Sword

1984/Database Publications Ltd



Very basic adventure that uses a one key input rather than the traditional text commands. Whilst the game runs at a fair speed, the graphics are very basic, and the game not very interesting, as there is little attempt at creating a believable world.

"A creditable attempt" – Sinclair User

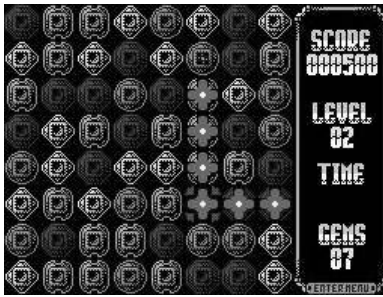
Sinclair User

5/10

*

Magic Tokens

2010/Perspective Group



A puzzle game in which you have to get three matching colours in a row. Rather similar to the game Bejeweled, some of the pieces contain jewels, and it is these you must collect to complete the levels. Good looking and easy to play, this game is rather playable, though perhaps lacking a bit of addictiveness thanks to the repetitive nature of the game.

Also available as part of the compilation

- Your Game-4

* 2nd place in the Your Game-4 Competition

Magic Treasure Adventure

1991/Tartan Software

Also known as A Magic Adventure and The Magic Treasure



Sluggish text adventure that is well presented, and has some nice problems, but it does seem horribly dated. The plot is highly derivative, but is quite well executed, as you seek out treasure in an ancient castle. Not bad, but nothing much to inspire you.

Only available as part of the compilations

- The Gordello Dynasty
- Lost Dragon + The Magic Treasure

**

Magic Treasure Adventure

1984/T.D.Frost

* This might be related to the game of the same name released by Tartan Software – Tom Frost was the man behind Tartan.

Magic Treasure Island

Magic Worm

1983/Lyndenhurst Ltd

See Worm (Sinclair Programs)

Das Magische Schwert

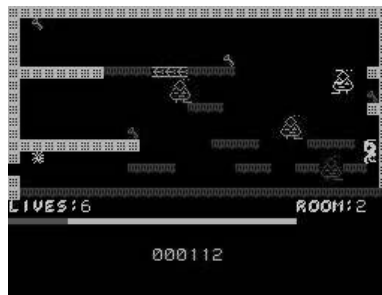
Juergen Schroth/Georg Trietsch



German graphic adventure.

Maglaxians

1985/Cybexlab Software



Poor Manic Miner clone that features poor graphics and tricky gameplay. The game runs quite quickly, but platforms often get in the way, and the enemies are poorly designed.

*

Maglax the Pixie

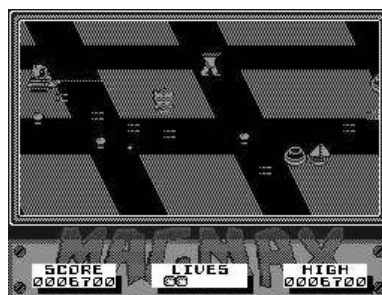
1991/Psychaedelic Hedgehog Software

See Magic Badger

Mag Max

1987/Imagine Software Ltd

Also known as Megarobot



Fair shooter which comes in two stages. The first is a pseudo-3D viewpoint and you must collect parts of yourself as well as shooting everything that moves, and the second is a more traditional side-on view. Both parts are pretty good, but the game does get repetitive quickly, despite decent graphics.

"Actually quite good" – Sinclair User

Crash

67%

MicroHobby	8/10
Sinclair User	7/10
Your Sinclair	8/10

Also available as part of the tape magazine

- Load'n'Run (Italy) issue 45

**

Magma Man

1987/Spectruxx Tape Magazine

Also known as Magma Man – The Vanishing Prof.



Rather dull graphic adventure that has some very basic graphics, probably because they seem to crop up in every location, and rather bland text. The game is quite dull to play, and there is little incentive to play on.

*

Magnet

1985/RUN



A bland shooter which sees you trying to blast down one lone craft. Graphics are simple, and the game very slow to play and quite boring.

Only available as part of the compilation

- RUN Casete N. 10

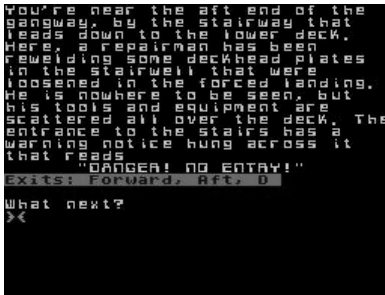
and as a type-in from

- RUN issue 39

*

Magnetic Moon

1989/FSF Adventures



Fair sci-fi adventure that has no graphics, and uses a rather difficult to read font. The problems are tricky, and the standard movement commands are replaced by nautical commands, e.g. aft and port. Not too bad, but nothing special.

"I don't think anyone who buys it will be disappointed" – Your Sinclair

The Games Machine	84%
Magic Missile	80%
Your Sinclair	60%/7/10*

* reviewed in Oct 1989 and again in Jan 93

Also available as part of the covertape

- SU issue 123: Great Eight 12
- SU issue 124: Great Eight 13
- SU issue 125: Great Eight 14

and as part of the compilation

- Guildmasters Vol 1

A demo of the game appeared on the covertape

- Magic Missile issue 03

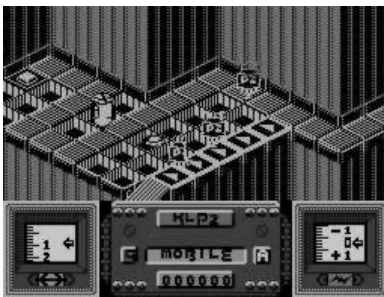
See also:

- Revenge of the Space Pirates
- Starship Quest

**

Magnetron

1988/Firebird Software Ltd



Using the same graphical techniques as Quazatron, this follow up takes the plot one stage further and adds another tactical element. This time, the subgames are trickier, and graphics better – with smoother scrolling and faster gameplay. However, this game fails to capture that spark that made the original so good, although it is still pretty good fun to play.

"Delightful is a word that springs to mind" – Your Sinclair

Crash	57%
MicroHobby	8/10
Sinclair User	10/10

Your Sinclair

8/10

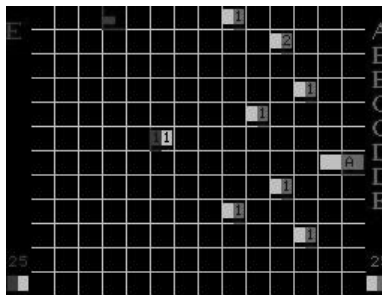


Also available on the compilations

- 10 Computer Hits 5
- 30 Red Hot Hits

Magnets

1984/Macmillan Software Ltd/Sinclair Research Ltd



Strange Chess-like game, where the pieces are magnets. You must repel your opponents magnets to win the game. The graphics are simplistic, but functional, and the game is fair, with limited options.

"Curiously satisfying" – Crash

**

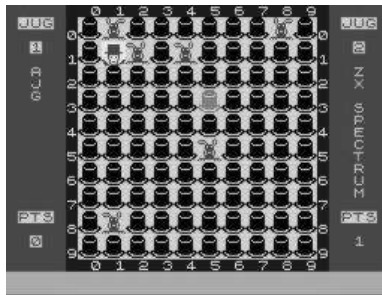
Magnus Zone

1987/MicroHobby

See Madgus Zone

El Mago

1984/ZX



A simple board game where the idea is to find the magician, who could be in any one of 100 places. The game seems to be completely random, and rather boring to play.

Only available as a type-in from

- ZX issue 5

*

Il Mago

1988/Load'n'Run

See The Plot

Il Mago

1988/Load'n'Run

See Merlin (Firebird Software)

Mago de Oz

1986/Load'n'Run

See Sorcery

Mago Merlin

1986/Load'n'Run

See Alchemist

Magus

D.N.D. Software



Fair text adventure that has no graphics, but insists on all the text in very blocky capitals, as well as having some light colours on white, making the text appear garish. The descriptions are okay, but the game does get quite dull quickly, but there is enough here to keep you occupied for a while.

**

Mah John 2

1994/Konstantin Teterin

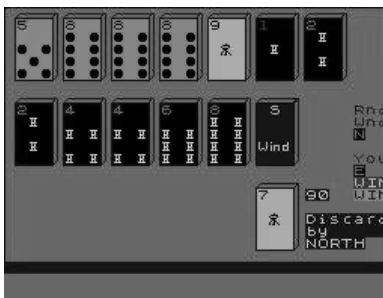


An unusual variation on the Mah Jong game. The pieces are numbers, not symbols, and the idea is to remove them all. The game is quite good fun, although a little repetitive and long winded.

**

Mah Jong

Spectre

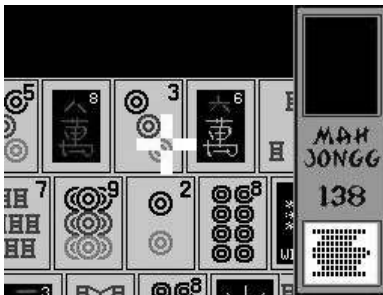


Fair version of the game, which is for 1-4 players. Graphics are quite good, and the game fast to play, but the game is tricky to follow, although quite good fun.

**

Mah Jongg

1992/Proxima Software



Standard version of the ancient game, that uses a vastly zoomed in screen. This means that you can only see several tiles on screen at once, making the game less playable. The graphics are nice and colourful, but scrolling is jerky, and the game is reasonable playable.

Also available as part of the compilation

- Mah Jongg Compilation

**

Mahownie's Light

1986/K-Soft

See Merhownie's Light

Mailstrom

1986/Ocean Software Ltd



Pretty poor game based around the post round from hell. You must deliver the mail to all the required addresses, but must overcome the aggressiveness of

the customers. Graphics are poor, and the game very slow to play.

"Clever ideas but not likely to have long term appeal" – Sinclair User

Crash	59%
MicroHobby	4/10
Sinclair User	3/5
Your Sinclair	8/10

Also available as part of the covetape

- SU issue 90: Megatape 19

Also available as part of the compilation

- Amstrad Compilation Disk Spectrum +3
- Kidsplay

*

The Main Blow

1994/Chip & Rocky



One or two player shooter that looks and plays like a very difficult version of SWIV. The graphics are quite nice, and the gameplay okay, but the game is really too difficult to offer any long-term addictiveness.

**

Mainframe

Image Works

This game was never released for the Spectrum.

Mai, the Psychic Girl

1993/LOKOsoft



Spanish graphic adventure.

Majik

1988/Mastertronic Ltd

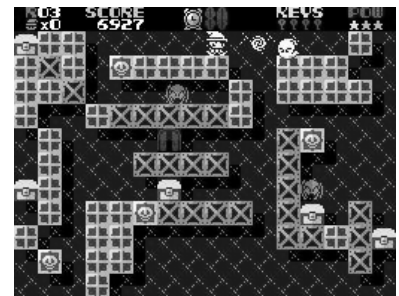


Icon driven graphic adventure. The adventure itself is quite nicely presented, with some very good graphics, as well as some decent character interaction, but the icon system is cumbersome to use, with only the four direction commands directly accessible – the others have to be selected from another window. A good effort, quite playable and good fun.

**

Majikazo

2012/RetroWorks



A deceptively simply arcade game which sees you moving around the screen, collecting keys and shooting various nasty creatures. The game is made all the harder by having to use different weapons on different creatures, the weapons being hidden in the walls. Viewed from overhead, the game has cartoon-like graphics with lots of colour, but never any danger of losing your sprites in the background. An excellent game in every respect.

Ma Jolie

2003/Broadsoft



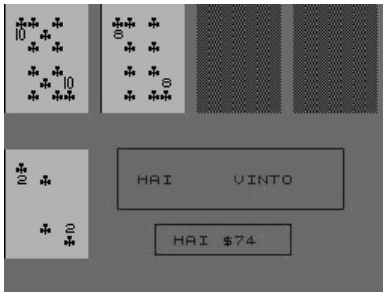
A Manic Miner clone which is strictly for experts only. The level of difficulty is so high, even on the first screen, that a lot of practice is required to get anywhere. Graphics are par for the course, and if you like this genre, you might warm to this game.

* A special edition of the game was released in 2006, and then re-released in 2009, both by Broadsoft, and both almost identical to this version.

**

Major Minor

1983/Micro-Press



A basic card game where you have to guess whether the next card is higher or lower than the preceding one. Simple graphics, the game style means that this is of limited appeal.

Only available as a type-in from the book

- 15 Graphic Games for the Spectrum

and as part of the compilation

- 15 Giochi Grafica per ZX Spectrum

*

Major Percy

1985/David Rushall



A Manic Minor clone written in BASIC, this game has all the worst qualities of that language. Very slow gameplay, sluggish keyboard response and poor character movement make this a very poor effort.

*

Makao

1985/A.Mielczarek



Polish card game.

Make-a-Face

1984/Spinnaker Software Corporation



Simplistic game in which you build a face up using parts, e.g. eyes, nose etc. You can animate your face or take part in a Simon type game, except you are following the pattern of facial movements rather than lights. Okay in the short term, but with little long term addictiveness.

**

Make Four

1989/Outlet



Connect Four is the name of the game in this one player version. Graphics are simplistic, using basic colour blocks, and the game is reasonably fast to play. But it's a rather bland version, with limited playability, and rather boring.

Only available as part of the electronic magazine

- Outlet issue 022

*

Make My Day

Mastertronic Ltd

This game was never released for the Spectrum.

Malasal

1988/Load'n'Run

See Salamander

Malawi Tour

1994/Outlet



A rewritten version of Tourist Trap with slightly different graphics and a more topical reference to the political situation in Malawi. As it is basically a rewrite, the comments for that game apply to this.

Only available as part of the electronic magazine

- Outlet issue 077

See also:

- Tourist Trap

**

La Maldicion de Aros

1991/Carlos Moreno



Spanish graphic adventure.

La Maldicion de Jarak

1986/Grupo de Trabajo Software S.A.

Only available as part of the covertape

- Juegue Con Su Spectrum issue 01

La Maldicion de los MacLeod

1990/Danisoft



Spanish text adventure.