

# THE ZX FILES

The magazine for Sinclair Spectrum and emulator users. Issue 4.



# PREPARE YOURSELF FOR MORTAL KOMBAT

PLUS THE DON PRIESTLEY STORY AND AN AWESOME COVER-TAPE

# Moving on up



**Paul White, editor of The ZX Files**

**A**fter a lot of umming and arring I've finally got connected up to the Internet. Regrets? Other than a huge phone bill I wish I had succumbed earlier. The amount of Spectrum related sites is phenomenal, from a Jet Set Willy page to a full blown archive of nearly every Spectrum game ever released, (sadly no Great Giana Sisters but somebody knew someone who had a copy of the Spectrum version so there is hope) there is something for every Speccy fan. What I hadn't considered though was the benefits of e-mail. Now I can correspond with people all over the world and receive a reply nearly straight away, which will really benefit the production of The ZX Files.

As you will hopefully notice, the magazine has now better quality printing throughout. This is because I have

splashed out on a swanky new laser printer, and while the costs may be higher than using a photocopier or printers, the end result is hopefully worth it. Also with this issue is a cover-tape of great games and demos for you to load up. There will be more great games in the future and as well as the latest demos, making a great combination with the magazine. Now not only can you read how Don Priestley created his games, read the reviews of the hottest demos and look at screenshots of forthcoming games, you can load them up as well. Woohoo!!!

The ZX Files should hopefully be moving address soon, and you might even have found a note tucked inside this issue confirming this. Don't worry if you have written to my old address as all mail should be getting redirected. This is a good place as any to apologise for not replying to some letters as quickly as I should have recently, but other things have kept me far too busy. Apologies must also go out to Lloyd and Trev of Alchemist Software who kindly went to the trouble of creating me a cover-tape only for me to lose it somewhere in

the mountains of boxes and packing cases. When I track the pesky tape down I'll be able to use the utilities and demos on a forthcoming tape. Thanks go to Andy Davies who put me in the direction of the utility Hypra Loader, which helped me greatly in creating the cover-tape quickly at the last minute.

Finally, as a small way of showing a nod of respect to a great actor, speaker and Yorkshireman, I've decided to dedicate this magazine to the memory of Brian Glover who sadly died earlier this year. People will always remember him for either his first acting role in Kes or for the voiceovers he did for the Tetley Tea adverts. For me he was a great ambassador for Yorkshire and its people, and a funny, warm and genuine man who was always interesting to listen and who never lost track of his roots when he became famous.

*Paul*

Write to The ZX Files at:

30 Xxx XXXX  
Wetherby  
West XXXXXX  
LXX XXX

or email me at

paulwhite@xxxn.co.uk



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## THE BORING BIT

This issue was created using Microsoft Publisher, Microsoft Word and Paint Shop Pro.

The cover-tape was created using Hypra Loader.

Spiritual guidance provided by Homer Simpson.

Created between viewings of Frasier, football (thank the Lord that the new season has started. No more tennis or cricket. Praise be.) and too many dodgy movies to mention.

These pages were fed and watered on far too much Newcastle Brown Ale and Cheesey Doritos (my body is a temple!).

## THE GROVELLY BIT

I cannot begin to thank the following people enough for their help. Lloyd Garland and Trevor Mossman of Alchemist Software. Dave Fountain, Lee Tonks, Tracy, all at the Sinclair newsgroup, Adam Hodson, Andy Davies, Don Priestley, David Wykes, Robert Chilton and last, but by no means least, Gareth Bussey.

## THE COPYRIGHT BIT

All articles are copyright either THE ZX FILESTM or copyright the original author. No part of this magazine can be reproduced without written permission.

# DEPARTMENT ZX

My previous undercover squad have been replaced by a crack team of despatch riders, all trained to get all the news stories first, even if it means riding on the pavement or going the wrong way down a one-way street. Watch out, they've got maps and they ain't scared to use them!



## ALCHEMIST NEWS

In September, Freemail, the mail service Alchemist Research uses is closing down. Andy hopes to get another service provider, but during the 'break' between providers, if anyone wishes to email him they can do so at:

MHARROP@ENTERPRISE.NET

Alchemist is now extending its support to the Z88. A regular Z88 column will appear in AlchNews, or can be printed out for those who don't own a Spectrum, SAM or PC. Alchemist is also purchasing an entire Z88 software library that will be run by Lloyd Garland at Alchemist Software.

Also, until further notice, all tape subscriptions and orders should be sent to:

M. Harrop  
Alchemist Tape Services

64 Stanhope Road  
Intake  
SHEFFIELD  
S12 2ER

There are only about 20-30 requests for AlchNews on tape now, most readers have upgraded to disk systems or the PC. If Mr Harrop does not wish to continue supplying tapes then Alchemist may consider withdrawing this media as duplication is lengthy and expensive. For every tape subscriber who upgrades to disk, Alchemist will give a half price subscription.

## PSST, WANNA BUY A Z88

Those who are interested in purchasing a Z88 notebook computer should write to the following address for details.

WN Richardson & Co  
6 Ravensmead  
Chalfont St Peter  
Buckinghamshire

SL9 0NB

As well as selling Z88's, you can also purchase various upgrades, including file transfer kits and ram upgrades.

## MICROSOFT

Bill Gates, the richest businessman in the world, reportedly worth £11 billion, has decided to invest 50 million pounds by building a computer research centre at Cambridge. By doing so he is hoping that some of Britain's brightest minds can hopefully develop computers for the next century. While £50 million sounds a lot it must be remembered that Billy Boy earns £15 million every night while he's asleep.

While not exactly groundbreaking news for Speccy owners, Cambridge does have a certain relevance in the creation of our favourite computer.

"Our goal with this laboratory is to create a home for those world-class researchers who want to develop innovative new technologies," says Microsoft's Nathan Myhrvold.

Does this mean we can look forward to the release of the Spectrum +4?

### **ALCHEMIST AND CLASSIX**

The recent dispute between Classix magazine and Alchemist Research seems to be at an end. Classix editor James Waddington was wrongly mentioned in AlchNews as been the target of an article by Dave Fountain that was printed in issue 2 of The ZX Files.

This wasn't the case and an apology has been printed in issue 24 of AlchNews. James states in issue 6 of Classix that "Dave Fountain has never written any articles attacking me for selling 'rip-off' second hand software and if he was going to call me a "bastard" I'm sure he'd do it to my face."

### **THIRD NSS SHOW**

Another show is planned, on the 20th SEPTEMBER in Wetherby, probably at the same church hall. For more details, such as times and stand costs, telephone George Boyle on 01937 582837 (6pm+).

### **IMPACT CLOSES**

Impact Software is to close because it's owner Paul Howard is now concentrating on PC programming and admits that he's "exhausted Spectrum-related subjects".

### **HE'S HERE, HE'S THERE, HE'S EVERY F@#KING WHERE**

Not content with getting interviewed in one magazine in one month, Clive has appeared in two. First up is an interview in the September issue of PC Format. In the interview Clive talks about his latest invention, the Sinclair X1 portable FM radio as well as the Zeta and the C5. Sadly it seems our loveable Uncle Clive doesn't seem that interested in the Spectrum computer anymore because he lost interest after selling the Speccy to Amstrad. He says "The Spectrum had had its day by then, and Amstrad bought it at the tail-end of the market so there wasn't much to be interested in." Clive then goes on to talk about the possibility of creating a better portable PC.

Then Clive pops up in the September issue of the infamous lads magazine Loaded. Apparently he likes a drink and can still attract the opposite sex. PC Format and Loaded are

available from all good newsagents, and a few dodgy ones as well!!

### **ENLiGHT '97**

ENLiGHT-97 demo competition took place in St. Petersburg, Russia, on 23rd to 24th of August but was cancelled due to trash in party place (?). However, sceners counted votes themselves and here are the unofficial results:

Speccy demos:

- 1) Binary Love by Digital Reality
- 2) ? by Progress
- 3) Eye Ache-2 by Code Busters

Amiga demos:

- 1) Rest-2 by Code Busters
- 2) Lie by Looker House
- 3) Peep Knorr by K-Power

Hopefully the obligatory reviews will be in next issue.

### **UFO: ENEMY UNKNOWN**

My spies tell me that as well as Doom and Mortal Kombat appearing shortly there is also a full version of the PC classic UFO Enemy Unknown that has been released. After a bit of snooping this appears to be true. The game is unfortunately in Russian, so you can either get yourself to night school or wait for the converted English version. Touchwood, we should have at least some screen shots for next issue.

# WANTED

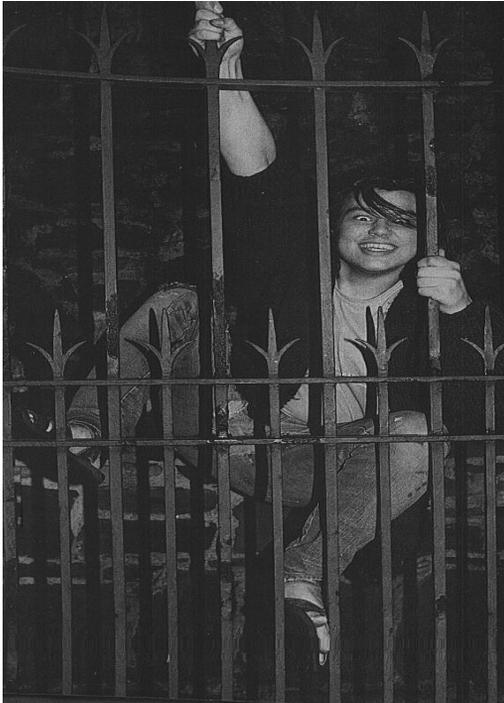
DEFINITELY ALIVE  
OF COURSE!



Probably at the top of the top ten things wanted by Speccy fans is for the Spectrum's prodigal son to return with a copy of "Attack of the Mutant Zombie Flesh Eating Chickens from Mars" in his hands. Rumours abound of his whereabouts, from working in a Tandy computer shop to living in a commune abroad. Here are a couple of stories that have recently surfaced concerning The Great One.

"I recently heard of a Matthew Smith sighting, a friend of a friend met a guy called Mat Smith in a commune in the Netherlands (?). Seems he's now a motor bike mechanic. The person who met him wasn't a Spectrum fan, never having owned one, but Mat told him about how he "wrote some video games in the 80's, got burnt out, ended up in a mental institution".

"The date was the end of summer 1995, and the place was in a commune type (possibly hostel style) accommodation in Amsterdam in the Netherlands. Foaf (since I can't remember his real name) met a bike mechanic called 'Mat Smith', in his late 20s. 'Mat' told him about how he recently recovered from drug problems, and was putting his life back together after spending some time being treated for 'psychological problems'. He had written some video games for the ZX Spectrum in the '80s, and made a lot of money, got into drugs and .... hence the gap of several years."



"Foaf was telling a friend of his about this, and having described 'Mat' as being quite large, and dark hair/complexion, concluded that it was in fact the Matthew Smith Of Miner Willy Fame."

*Conor McCarthy*

"I was listening to Talk Radio about a year ago, at some ungodly hour of the morning, and Matthew Smith rang up. Honest. He said who he was and that he had written Jet Set Willy a few years ago, and did the presenter (Ian Collins) know who he was. The presenter didn't have a clue, and I think perhaps it hurt Mat's feelings a bit. His accent sounded like he was from Birmingham, but it could have been

# THE DON PRIESTLY STORY

## Part 1

**Don Priestly, the master of the large animated sprite, who gave us the loveable Berk to play with on our Spectrums, tells us his computing life story. From Minder to Popeye, Trap Door to Benny Hill, this guy has left his own unique mark on computing history.**

*In the beginning there was the word and the word was "Hello World". You'll notice that it's actually two words, but then I'm like my Z80 code, not noted for brevity. "Hello World", hailed as one of the great classics, came chattering off the teletype terminal of a PDP-11 at Plymouth College of Technology in 1974. Not only did I write this *magnum opus*, but went on to compose "Think of a colour" and "I shall now test you on your multiplication tables". These gems were saved for posterity on punched tape and bringing an elastic band to stop your program from unravelling was essential. It was at this course on Educational Technology for Teachers that I played my first (apart from Ping Pong) computer game, sitting in front of a simulated radar screen at the Maritime*

College carefully giving instructions to Guide the Ark Royal aircraft carrier on its terminal voyage into Plymouth breakwater at full speed. Tense enough, but not much multimedia!

From this excitement back to the classroom and for five years never even touched a computer. 1979. The new broom Iron lady declares that every classroom will have a computer. The Beeb is planned. Great anticipation of the New Age of Technology. Sliced bread will be stale. I walk out of teaching, burned out. Go on the dole. Not bad, actually, and one of the perks is free night-school classes, so I paint, throw pots, try fencing and tie dying, all at the taxpayers' expense.

I make note of a course in Computer Programming.

Mmmmmm. I ask my son, aged 15, if they have a computer at school. Yes, there is one but he's never seen it. (Probably the 6<sup>th</sup> Form PET). So I enrol him on the course and go along to show parental support.

What a bummer. PASCAL, *the* perfect language for beginners, and NO COMPUTER to be seen. Sequence: Learn the syntax, make up a little program to use it ("Hello World" again), write it carefully on coding sheets, and Herr Professor will take them to



the University to be made into punched cards to be scheduled into some

mainframe. Next week you receive a faded printout on six yards of fanfold always with some fateful message such as "Code 306: Syntax error: Line 4". Bollocks!

Forty-four students, including my son, buggered off to do better things. The four remaining stalwarts ended up trying to correct and update about 20 of these little exercises simultaneously. Eventually I got stuck into the old chestnut "Life", or "Germ Warfare as a Programming Exercise". Can you imagine, if it had ever worked, a grid of noughts and crosses, 50 by 50, being printed out for every septic move? It would have cost ten trees. Anyway, the course ended before the program, BUT, on the last day, one of the faithful brought along what I thought was a Hong Kong plastic toy typewriter with keys just printed on a bit of paper. Then he lugged in a B/W telly and before our wondering eyes, tape loaded into this Z80, wait for it, would you believe, the incredible game of "Kingdom". We sat spellbound as he juggled floods and famine and rice and things. The screen would wondrously blank after every input. "That," said the proud owner, "means it's thinking." At the same time as the course ended, the ZX81 came on

the market. I was dying to get "Life" living so I splurged a big chunk of unemployment dosh on a ZX81 kit with its 16K pack. I lovingly assembled and soldered the rows of mysterious components into their allotted places, pushed all the leads into the right orifices and switched on. Nothing. Not a flicker. Zilch. Bugger all. Not even a bang with a shower of sparks. Sent it off to be repaired.

As I had the books I translated "Life" from Pascal to funny Sinclair

OK, now what?

There were no computer mags that I knew of and the local library's offering was understandably pitiful. A book displaying pictures of fashionably dressed ladies with *hats* simpering next to Big Blue's latest machine about the size of a coal-bunker was the best they had to offer. I visited the university library where instruction in COBOL, PASCAL, data processing etc might as well have been written in Sumerian. However, hidden amongst



**"Paul asked if I had a photo of myself lying around. I've decided to lie around on this wall, which is my creation, and unlike the brief shelf-life of my earlier works, may still be around in 100 years!"**

Basic and waited for the wondrous working machine to arrive which it duly did. I have to report that the final production was much less interesting than stripping wallpaper, taking about five minutes for each frame to display at FAST speed.

these weighty tomes was a thin booklet entitled "Mugwump". It was a text adventure, language unknown, written in *bar code*. That's no good.

Wait though. At the back were the rules for playing it. I

copied them out thinking about how to convert it to ZX81. It ended up as my very first game, an offering called "The Damsel & the Beast". A completely black screen hid the plan of a multi-roomed castle, and the Hero (Asterix the Great) bumped his way through doorways and around pits

**"...with so many GOTO's it's a wonder it didn't disappear up its own exhaust pipe."**

avoiding the "B" (Sorry, but you are dead) to rescue "D" (Well done, you have rescued the Damsel. Play again?). It started off simple but gradually became more complicated. The non-rememberable basic ended up like loose knitting with so many GOTO's it's a wonder it didn't disappear up its own exhaust pipe.

Eventually it was finished. That is, I'd run out of memory.. meanwhile I'd started reading a magazine (can't remember the name, but was the first) and noticed that

1. It sold games for a fiver.
2. Screenshots showed stars, hashes and ampersands chasing each other about the screen.

3. Or else a lot of text.
4. All the software emporiums were desperate for something to sell. (*All here means about four!*)

So I made two copies of a description of the game with screenshots on

**NEXT ISSUE: There's a Dictator in my bed!**

Does anyone have a game called "UP FOR GRABS" as Don is desperately searching for a copy. It is unusual in being a text game for up to 8 players with the Speccy looking after the detail but taking no part itself. Don isn't so sure as to which company he sold the game, but it was sold with a bouncing ball game. If you have a copy then could you please write to Don with any details C/O The ZX Files. Write to the usual address.

Sinclair's silver-paper printer, posted them off, and waited.

# COMPETITION TIME

How do you fancy winning a signed copy of one of Don's games to add to your collection? To stand a chance of winning all you have to do is answer the question below. Simple. The first two entries drawn from the hat will each win a copy of either Dictator or Popeye. Send your entries by snail mail or e-mail to the usual address. Competition closes 1st December 1997.

**Which well known TV personality did the voice overs for the Trap Door TV series?**



# They still hate us

**Dave Fountain ventures into enemy territory armed only with a Millwall scarf and a copy of Lyra II for protection.**

The 8-bit battle lines were more than clear during the whole of the eighties, it was Spectrum versus C64, with the CPC as the Liberal Democrat party chugging along behind. Amigas and ST's had started to chip away at the edges but we could take it. Three main popular formats to choose from, all more or less equal on the pro and con, and you could forget the others, and I

will do to ensure sanity.

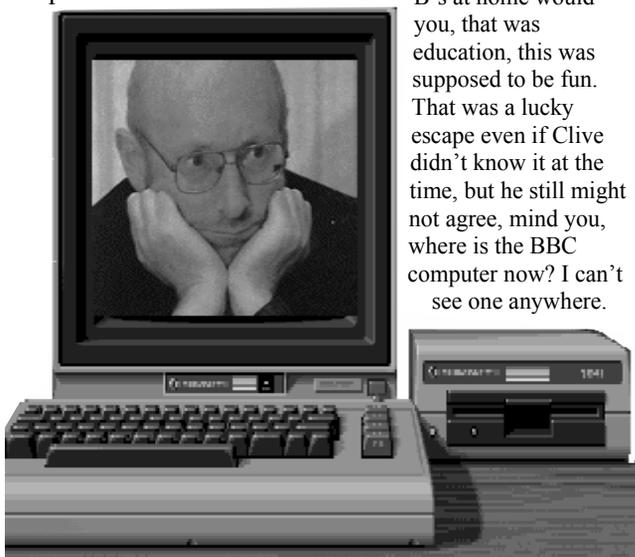
The Spectrum got a flyer, the Sinclair name was well established thanks to under-powered watches, calculators and DIY computer kits. Our computer could have ended up in hundreds of schools and therefore died the death of the un-cool; even if you loved computers at school, you certainly wouldn't want one of those stodgy BBC

B's at home would you, that was education, this was supposed to be fun. That was a lucky escape even if Clive didn't know it at the time, but he still might not agree, mind you, where is the BBC computer now? I can't see one anywhere.

Thanks to Commodore first announcing the C64 was to be a 350 quid business computer, parents and pocket money were drawn to the Spectrum like flies around a cow pat, the £175 48K games machine that also did a spot of filing. It even sounds good today doesn't it? Go on, you know what I mean.

What we should do now is take a long hard look at the Spectrum and C64 today..... who is winning now, or who won then? Fact is, we shouldn't care anymore and I've yet to meet a Spectrum enthusiast that does, but after I received a letter from one of the C64 big-wigs (or so he said), he made it clear they still hate us, they take the piss and generally bad mouth the Spectrum! It made me laugh but I also wondered why this state of mind still existed for them.

Format magazine has been published monthly since 1987 and is a valuable source of programming knowledge. We all go on about it being far too Sam Coupe biased, but the C64 never had no Format and never will. Outlet has been published since 1987, always crammed with stand-alone utilities, techy chat and the odd game and demo. We



# but we don't care!

all moan about the price and the lack of a personal touch from the editors, but the C64 never had no Outlet and never will. The Spectrum still had three High street magazines in 1992, we've always had a great choice of fanzines, PD libraries and hardware services. Get the idea?

The C64 coder was responsible for creating the UK's first real demo scene, well ok, so it was restricted to the Commodore exclusive Compunet, but they did all the weird stuff with music and graphics



**"It's life Jim, but not as we know it!" Kirk and Spock get the C64 treatment.**

commercially grind to a halt in 1993, the Spectrum continued to diversify and splinter, but what happened to old fatty? Looking back over those commercial years, our computer was better at some game styles, and vice versa. The C64

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**"The one who had his head flushed down the bog most often had an**

---

long before Sgt Pepper grew a tuft of Nordic hair on his down belows. The Spectrum demo coders then astounded everybody by making up for lost time and even had the audacity to make it a world wide scene, and it's still going, whereas the C64 demo scene is now coping with tumble weed syndrome and a real dearth of new blood.

When everything did

had more colours and better sound but we had the erm, what? That kid at school who became a policeman, a traffic warden, an accountant or a football referee – he had a C64 he did, the other kids had Spectrums. The one who had his head flushed down the bog most often had an Oric.

We have the European scene and the popularity of

the Spectrum abroad to thank for the creativity we still enjoy, the demos Lyra 2 and Shock kick started the new wave of UK programmers (lets forget the early efforts by those who shall remain blameless). Without the continental input, our computer would still be around, and you might well be reading this fanzine, but we would also be living the death of a thousand ruts, a bit like.... Nah, I won't say it.

Where is the C64 now? Just like us it has its PD libraries, fanzines and dedicated followers, as well as new first time users gleaned from the bargains at the car boot sales. Compared to the Spectrum scene though, the C64 has fallen behind very badly indeed. Where once we were equal (give or take lumps here and there) now we stand head and shoulders above (as much as the Spectrum can stand above anything that is). Be very proud of your computer, it continues to defy just about every rule going. And we don't hate anybody for it at all.

*Dave Fountain*

# Digitised Butts

**M**y morning ritual is to drag myself out of bed, wash my teeth and brush my face (I'm not a morning person) and then stumble into the kitchen bleary-eyed. Then, after making my breakfast, collapse in a chair and switch the goggle box on and tune in to Channel 4. I don't bother listening to Rick "I wanna be like Chris Evans" Adams and the usual bunch of dithering amateurs, but instead turn on the teletext and choose page 170. Here, updated everyday except Sunday is a teletext computer magazine. Full of reviews, interviews tips and with a weird sense of humour, it could best be described as zany. Saturday however is the chance for Joe Public to get his or hers review of their favourite (or least favourite) game of all time shown on telly for all to see. Not one to miss the opportunity for fame and fortune I sent my review of Prince of Persia in for publication. What follows is my submission followed by Digitizers cut-down version for you to compare. I appreciate that my ramblings needed pruning, but surely the word 'ass' doesn't needed censoring! Judge for yourself.

## My submission

"Some things are worth waiting for. Leeds Utd winning the Premiership, Star Wars the Special Edition and Take That breaking-up. Prince of Persia is another one that falls into this category. Released on nearly every other inferior format known to man, from the Mega-CD

faces, the Prince could be seen realistically walking, jumping, fighting, drinking and climbing, paving the way for her and countless other offspring.

The plot is full of Eastern hokum and involves you having to negotiate 12 tricky levels to rescue your



Lara Croft looking sexy on the Speccy

to the Atari ST, Prince of Persia has been strutting his stuff since '91, but now, thanks to our friends in Eastern Europe he has arrived in style on the Spectrum 128K.

Setting the gaming world alight over half a decade before Lara Croft starting hauling her cute ass up rock

loved one from the clutches of the evil Grand Vizier. You only have one hour to complete your task, failure to do so means that the princess will have to marry the Vizier and endure a lifetime of halitosis flavoured smooches.

All the original obstacles are still there, floors that

collapse, skeletons that come back to life and guards that want to shish-kebab you with their swords. This IS a classic platform game that thankfully retains its classic status on the Spectrum. 'Twas most definitely worth the wait.

Console owners overfed on bloated graphics and tedious 'mine's better than yours' arguments will find it hard to see what all the fuss is about, but the senior games-player will shed a tear of nostalgia and smile knowingly at the quality and significance of this game. With Doom and Legacy of the Zer Empire to be released, the Spectrums future is so bright that I've got to wear Spillers Shapes (shades)."

OVERALL 95%

#### **Digitisers edited version**

Some things are worth waiting for: Leeds United winning the Premiership; Star Wars the Special Edition; and Take That breaking up.

Prince of Persia was another which fell into this category. Released on nearly every other inferior format known to man, from Mega CD to Atari ST, Prince strutted his stuff since 1991.

Then, thanks to our friends

in Eastern Europe, he arrived in style on the Spectrum 128K.

Setting the gaming world alight over half-a-decade before Lara Croft hauled her cute body up rock faces, Prince of Persia was walking, jumping, fighting, drinking and climbing.

The plot was full of Eastern hokum and involved you negotiating 12 tricky levels to rescue your loved one from the clutches of the Grand Vizier.

You had one hour to compete the task. Failure saw that the Princess wed the Vizier and endure a

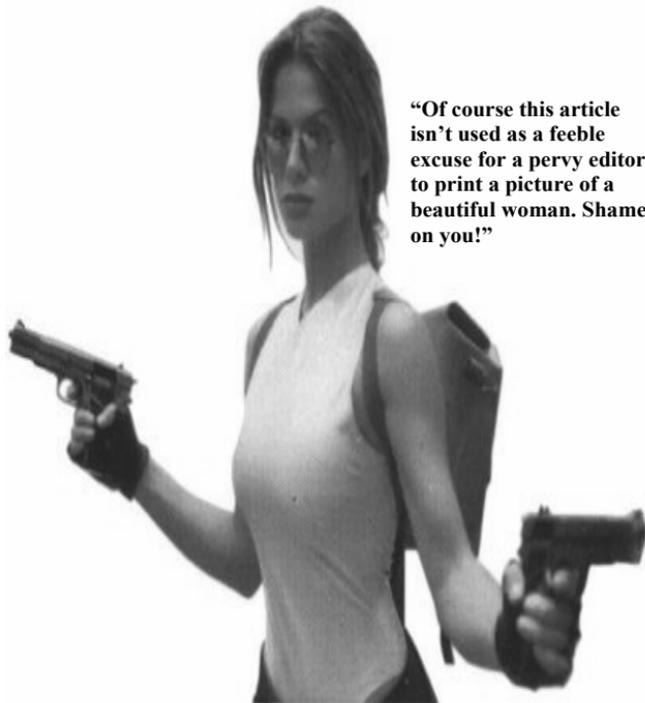
lifetime of halitosis-flavoured smooches.

All the original obstacles were retained when Prince of Persia came out on Spectrum - floors that collapsed, skeletons that came back to life and guards who wanted to kebab you with their swords.

It was a classic platform game which thankfully retained its classic status on Spectrum.

Definitely worth the wait, to shed tears of nostalgia.

OVERALL: 95%



**"Of course this article isn't used as a feeble excuse for a pervy editor to print a picture of a beautiful woman. Shame on you!"**

# The ZX Spectrum and Channel 5

By Lloyd Garland



There are two ways to fix the problem caused by Channel 5 interfering with the picture your Spectrum generates – and no doubt any other computer that connects to a normal TV set. One is dead simple, the other requires screwdrivers!

First the easy way – simply unplug the antenna from the TV! Without a signal coming from the antenna, there should be no problem – unless you live next door to a transmitter that is!

Those of you who use a signal splitter to feed the TV with both TV and computer signals will need to retune the Spectrum's RF output away from Channel 5's broadcast frequency.

The Spectrum uses a component called a "modulator" to generate the TV signal, marked Astec UM1233 E36 (some 128 machines used a Bi-Wave component). Either way, the re-tuning process is the same with any Spectrum, from rubber keyed 16K machine all the way up to the +3.

The first step is to open up the machine and locate the modulator – it's easy enough, the TV lead plugs into it. There is a small hole at the bottom right hand side of the modulator – look down inside the hole and you will see a small grub screw down inside a plastic tube. This is the tuning "slug" for the modulator, the location of the slug inside the tube will dictate the output frequency of the modulator, hence the part of the frequency spectrum (no pun intended) your

Speccy will tune to.

So, first you simply tune your TV set to a higher frequency than Channel 5, and then using a proper trimming tool (basically a plastic screwdriver), available from Maplin's or any good TV repair shop, you adjust the grub screw until you get a good picture from the computer. Some trial and error may be required to get things "just so", but it shouldn't take you very long.

Just a note regarding the use of the trimming tool. On no account should you use a steel (or ferrous metal) bladed screwdriver – you will almost certainly crack the grub screw rendering the modulator practically impossible to re-tune – and besides, a steel blade will adversely affect the tuning, making the job a much more difficult task. A proper trimming tool should be obtained from Maplin's or a decent TV repair shop. It'll only cost you 50p or so, so it won't break the bank.

Only certain areas of the country will be affected by Channel 5's signal anyway, as some transmitters broadcast the signal well away from channel 36 – the channel that the Spectrum (and 99% of domestic video recorders) use. Here follows a list of TV transmitters, the channel used and the antenna polarisation - correct as of April 1997. People served by transmitters marked with a "\*" may need to re-tune.

**Following information supplied by Channel 5's teletext service.**

Transmitter	C	P
Belmont	56	H
Black Hill	37	H
Black Mountain	37	H
Blaen Plwgf	56	H
Burnhope	68	H
Coldbeck	56	H
Cambrett Hill	37	H
Chelmsford	63	H
Churchdown	48	H
Craigkelly	48	H
Croyden	37	H
Durris	67	H
Emley Moor	37	H
Fawley	37	H
Fenham	56	V
Huntshaw Cross	67	H
Lichfield	37	H
Londonderry	31	V
Mendip	37	H
Mounteagle	67	H
Nottingham	34	V
Oxford	49	H
Perth	55	V
Plympton	30	V
Pressly	37	H
Redruth	57	H
Sandy Heath	39	H
Selkirk	52	H
Sheffield	67	V
Storeton	39	V
Tacolneston	53	H
Tay Bridge	34	V
Winter Hill	48	V

# THE ZX FILES

## MEGATAPE 1

Welcome to the first ZX Files Megatape supplement and what a corker of a collection we have for you. If the inclusion of Don Priestley's Spectrum games wasn't enough then you can flip over to Side-B and load some of the latest and hottest demos around. If this collection of classic games doesn't keep you out of mischief until the next issue of The ZX Files then you must have too much spare time on your hands. To help you complete some of these games Don has kindly given some words

### Side 1

**The Trap Door**  
**Minder**  
**Popeye**  
**Meteoroids**  
**Through the Trap Door**  
**Jumbly**  
**Maziacs**  
**Flunky**  
**Dictator**  
**3D Tanx**  
**Spawn of Evil**  
**Benny Hill's Madcap Chase**

### Side 2

**Doom demo**  
**Music on Interrupt**  
**Prince of Persia, level 1 demo**  
**Cows demo**  
**Citadel demo**  
**Mortal Kombat demo**  
**Mortal Kombat intro**

of  
fatherly advice to help you.

### THE TRAP DOOR

#### Playing the game

Somewhere in the dark and nasty regions where nobody goes, stands an old spooky castle – home of the Bad Tempered Thing. In the dark lower regions of the castle, Berk grudgingly slaves away carrying out the orders of the Thing. To win his ultimate reward – a safe full of loot – Berk has to complete up to five bizarre tasks (four in Learner

mode) quickly and accurately before the Thing's anger boils over. Each task is completed when Berk sends his offering Upstairs on the dumb waiter and the Thing accepts it.

#### Learner Berk

Before the game starts you can choose to be a Learner Berk or a Super Berk. When you first play it's a good idea to try the humble Learner mode. It's easier, even if you don't score so highly or earn Berk's pay!

#### The Trap Door

Under the trap door lurk 'orrible monstrosities all eager to escape as soon as the trap is opened.

#### Spooks

If the trap door is left open, spooks fly out. Like almost everything in Berk's world, they're hungry and the only way Berk can get rid of them is by feeding them. They'll eat anything - worms, eggs, eye-juice, eyes, even Boni the skull! If Berk hasn't good food to hand, the spooks will send him reeling. In Learner Berk mode, the spooks have been given a holiday and won't trouble you.

#### Boni and Drutt

Boni's pretty bright as skulls go. Each time Berk picks him up he utters a few words, sometimes useful advice on how to complete a task. Drutt the spider spends his time hopping about getting in Berk's way and eating worms. It's hard to get rid of him!

#### The tasks

They can all be done! Wait for the Thing to announce what it wants then get cracking. All the props for the tasks can be found in the lower regions. But you'll need some ingenuity to figure out how to use the various objects (and their contents). Each task needs for completion a particular Trap Door Monster: the Anger-Meter at the bottom of the screen warns you that time is running out. When the Thing gets really mad, it yells at Berk that time's up. If Berk hasn't finished, the task in hand is cancelled and a new

one is set.

## Containers

Berk can shove some objects and a shoved object can shove other objects. Berk can put things into containers, carry them around and tip out the contents. Some are vital to particular tasks!

## Score

Your score reduces as time ticks by and increases with bonuses for the success you achieve.

## Super Berk

Your real objective is to become a Super Berk! If Berk completes all the tasks he'll be awarded his wages. But Thing sends them down in a tough-looking safe. To get his loot and become a Super Berk, the safe has to be opened. There's an exact procedure that guarantees success. Finding it is the final challenge.

## Controls

Keys are user-definable and there's a joystick option. You can move Berk "forward", "back", "left" and "right" so the playing area has a real multi-dimensional feel to it. When Berk's hands are empty he'll pick up objects if you home in on them accurately. To get him to shove things, line him up to the left or right and slightly behind them. Use the "drop" key to get Berk to put things down behind him and "tip" key to spill the contents of the containers in front of him. Activate levers by lining Berk up alongside them so he can reach them with one of his hands.

## Strategy

Once you've figured out how to carry out the tasks you can start using strategy to maximise your score. For example, if you complete a task early, you can make preparations for any of the other tasks. Objects already in the best locations can save time later and win you extra points.

*"Pick up Boney the skull to get occasional clues. The only clues I can give are - Can of Worms. Easy, send them up on the dumb waiter. Eyeball Squash needs seeds, eyeballs, big vat, glass bottle, and Bigbotts the monster. Fried eggs. Use frypan, bullet, trapdoor & stove. Boiled Slimies - use bucket, slimies (in cellar), cauldron. Get the Flame-thrower monster to miss you and hit the cauldron. Get rid of him with the ten-ton weight."*

## MINDER

To those of you who already know the popular TV series, the character, language and habits of those people in "Minder" will need no introduction. For the rest of you then these instructions will try to explain a little about the world we are about to enter. The real skills, however, can only be found by playing "Minder" for yourself and learning as you go.

The game is about trading: buying and selling of any goods, however suspect or strange, in order to make a profit for our hero, Arthur Daley.

In Arthur's world a "Minder" is a bodyguard, but Arthur's lad Terry does a lot more than just protect him from aggro. He delivers goods (for which he has to be paid) and is the carrier of news, good and bad. Finding Terry can be a problem sometimes, but it's usually worth the bother.

Stepping in to Arthur's shoes, you have 14 days to make as much money as possible. You start off with £2000 and a small selection of goods to sell. The way in which you trade to make the most cash in such a short time depends on experience, knowledge and how many risks you're prepared to take.

## Locations

Your starting point for each day.

Your home is a Great Mystery. Just use it for resting.

## The Lock-Up

The Lock-up is used for storing your goods. You can buy and sell at the Lock-up but usually you will only be there to give instructions to Terry or to make an inventory of goods.

## Terry's Flat

Bachelor quarters for sleeping, either alone or usually with some female company. If you call at his flat at unsociable hours he will be decidedly uncooperative.

## The Winchester Club

The membership of this small private bar is fairly exclusive. You can use the Winchester Club to buy or sell, or get information to meet up with Terry. Gets very busy, and blokes trying to sell you stuff are a pest.

## Dealer's Premises

Visit these to sell your goods.

### Going and Doing

Most of your input will be conversational but there are a few commands. Usually the command mode will appear unannounced.

If you “GO” places, the space bar or any key pressed will immediately get you to your chosen destination.

You will always get a glimpse of the doorway to premises before you go in. If the place is closed (e.g. a dealer is out) that’s all you will get. Either go elsewhere or wait.

Every time you press “W” the time will move an hour, and all the comings and goings will



correspondingly happen. Occasionally strange things may happen. If for example you’re in the Winchester Club and decide to WAIT, and the Club closes, then everyone will be gone or you may find yourself outside on the pavement!

If you press “G” to GO then “ENTER” will allow you to change your command.

### People

All the characters move about from place to place. There are two types, the regulars and the casuals.

The regulars all have fairly predictable movements so once you have an idea where they are at certain times you’ll be able to do more deals and spend less time rushing about finding them.

*As a guide only:*

Dealers spend some time at their premises, or they may be found at the Club, otherwise they are “out of town”.

Dave is always at the Club when it is open.

Terry spends his time in most locations except dealers, but you can get him to stay with you all the time.

The Law, in the person of Sgt. Chisholm, is a constant menace and can be a severe setback to your plans.

All these characters have and will keep the same recognisable faces.

The casuals are strangers you will meet either at the Club, or dealers’ premises. If they introduce themselves to you they will be trying to sell you something.

Once “established” they will be as “real as the regulars, complete with names and habitual movements. When they’ve sold you something they probably disappear, but there will be plenty more to replace them. Some of the strangers you meet are merely members of Joe Public, and have nothing to do with you.

At any place you will have a view of places and a “rogue’s gallery” of the characters who are there. At many places there will be one face or none at all. At the club there may be more characters than spaces available, i.e. somebody may be there but you can’t see them.

When a new set of characters appears, one of them, a seller or Sgt. Chisholm, will pop down and start talking whether you like it or not. If this doesn’t happen, then pressing the correct number (1-6) will get you in to the conversation of your choice.

You only have a few seconds to do this, and if you miss your chance someone else may take it. This most happens at the Winchester Club.

### Memories

All the characters, as well as moving about, have memories. The way in which they react to you may depend on your last meeting.

Dealers can be unco-operative for a few days if you waste their time or sell them faulty or stolen goods. Occasionally they get violent! This is something you have to bear in mind before making a visit.

## **Time**

### **Hours**

Time is in hours only.

All scenes have a clock. You'll find that the more you get familiar with the characters and their habits the more useful it will become. Accelerating the Time with "WAIT" will also accelerate other characters movements.

Going from place to place always takes an hour. Going home at any time automatically puts the time to 7am the next day.

All separate conversations, however long or short, however one-sided, take an hour.

You can't stay up later than 3am.

### **Days**

The day and your current bankroll are displayed in a lighter colour for daytime (6am to 6pm) and in a darker shade for nights.

## **The Goods**

Your Lock-up will have a few goods in it when you start. In COMMAND mode you get an "INVENTORY", which lists your prized possessions. There are three categories of goods.

- (1) Those which are in your stock.
- (2) Those which are in stock but promised to someone (sold).
- (3) Those which have been collected from someone (bought).

Note that (2) and (3) are only shown when you're at the lock-up. In (2) and (3) the number after "\*" is the day those goods will disappear from the list because you didn't get Terry to collect or deliver them.

The list can cover a number of screens. Any key will jump to the next screen. After collecting or delivering the list will be instantly updated.

You can collect as much stock as you want but remember, it's not stock you are after but a fat

bankroll. A full Lock-up means you're not selling and you'll probably grind to a halt flat broke!

Another problem is that the goods you buy may either have a nasty fault, or worse, be well and truly bent! If they're faulty you will only find this out when they've been sold and delivered and Terry returns either with the goods or a lot less money than you expected! You can try to sell them again.

If they're stolen Sgt. Chisholm will get very active and make enquires. He may catch you in the Lock-up with them; this can be very costly. Either sell them off quickly or get Terry to dump them.

## **Conversations**

### **Getting started**

Sometimes you won't need to. They will make the approach. All faces will have numbers from 1 to 6. Pressing a number will put you in to conversation with that person, who may be a dealer to sell to, someone with something to sell, or some bod who's just wandered in off the street!

### **Keeping it going**

Here are different types of conversation, but all follow the same general pattern. All conversations have a purpose: to buy, sell, or give instructions etc. and provided you stick to the point you should manage well.

Your particular pearls of wisdom fit in to the bottom two lines of the screen. Although there are no "rules" about what to enter, there are some defined ways of making specific entries.

Don't bother stringing sentences together. Try small sentences to get a response (and it's a lot less work!).

Delete in the usual way.

If you are very wordy and get to the end of the second line, the sentence will be entered anyway.

Don't bother with punctuation, just concentrate on what you mean to say, e.g. for "I'M OFFERING 50 QUID" type "IM OFFERING 50 QUID".

It's best not to enter numbers or money by themselves, although you can do in some cases, e.g. if you are asked:

"HOW MANY HAVE YOU GOT?"

You might answer:

“100”  
“IVE GOT 100”  
or “I CAN LET YOU HAVE 100”  
or even “HOWEVER MANY YOU WANT 100  
IS ALL I CAN LET YOU HAVE”

If you are asked “HOW MUCH?” you could answer:

“I WANT 25 QUID”  
or “25 POUNDS IS MY ASKING PRICE”  
or even “IM ASKING A PONY”!!

All dealings are in whole pounds and all numbers must be in digits, i.e. “99 POUNDS”, never “NINETY NINE POUNDS”. You can also try QUID, SOV, MONKEY, GRAND, FIVER, and TENNER. An alternative way to enter “£” is “XX” (try it).

Don’t enter two amounts in one sentence, e.g. “ILL TAKE 100 FOR £36 EACH”.

You will have noticed that you can say what you have to say in just about any way you fancy. If your partner doesn’t understand you, only rarely will he tell you directly that you’re not getting through. He will usually let you know in some way though!

## **Hints on Buying and Selling**

### **Buying**

Buying is a relatively easy operation. It will take a little experience of trying to sell the goods you’ve bought before you can judge the prices. In the end, all you’re after is the price (HOW MUCH) and the quantity (HOW MANY). You don’t have to buy. Often sellers will start a conversation.

A general rule for bargaining with a seller is to make your OFFER as low as possible without offence, and then to increase it by reasonable amounts. Without upping your offer he will probably stick to his price and, if it goes on too long, make a final offer for you to ACCEPT.

If you’re NOT INTERESTED in the goods you can get rid of him. (BYE).

Alternatively you can tell him you’re LOOKING FOR some particular item. (Maybe some goods

promised to another dealer which you haven’t got!). If he has them you then restart the dealing.

### **Selling**

Only the regular dealers will buy goods.

You can sell goods at the Winchester Club, but this is not the best place as you normally get pestered by other characters and you also have to recognise the dealer!

Going to the dealer’s premises is better but of course you need to know when they’re in.

Start with “IVE GOT SOME...”  
or “ARE YOU INTERESTED IN...”  
or “WANT TO BUY ANY...”

Your bargaining can then follow a pattern similar to that of buying, but in reverse, of course. Don’t expect success first time. Getting the amounts and raises takes a bit of practice.

Another problem is quantity. Let’s say you have 30 videos (anyway, that’s what you told him!). The price is fixed at £80 each and he says:

“AT 80 QUID EACH ILL TAKE 10 VIDEOS”

Then you can try  
“WHAT ABOUT THE LOT FOR £2200”

If he accepts you have managed to sell the whole batch, but notice your price has had to come down. You can only do this at the time he has agreed to both the number and cost of the goods.

A dealer may tell you he’s after some other goods. It’s quite likely that you won’t have them but there’s nothing to stop you going ahead and selling goods you haven’t got!

You will have to fulfil the order by buying them in as soon as possible. This makes things a bit more complicated but can be very profitable. If you fail to deliver in time you will have to leave that particular dealer to cool off for a few days.

### **Talking to Terry**

You can instruct Terry to do four things:

If you’ve bought goods you can ask him to collect them, pay for them and put them in the Lock-up. It’s quite simple. Just say “COLLECT TVS” or

“GO AND PICK UP THOSE TELLIES”. He will get the details from the inventory and report back to you when you next see him.

In the same way he will DELIVER goods you have sold.

If you have some goods to GET RID OF in a hurry you can ask him to DUMP them.

Finally you can ask him to be your MINDER, and he will STAY WITH you all the time unless you send him on a job.

Remember, if Terry delivers goods, you don't get the money until you see him again, and to collect goods you have to give him the right amount plus an amount for his services (he'll take it).

### End

The end is Day 15. It's best to sell off your goods as quickly as possible towards the end as the Lock-up contents don't count towards your final score, which is quite simply your bankroll.

There are a few surprises for you during your fortnight which haven't been mentioned. They are for you to discover and avoid in future!

### Words

#### SELLING

INTERESTED IN..  
HOW MUCH  
ASK..  
NOT ENOUGH  
YES  
NO  
ACCEPT  
IVE GOT  
THE LOT FOR..  
NOT INTERESTED  
BYE

#### BUYING

NOT INTERESTED  
HOW MUCH  
OFFER..  
TOO MUCH  
YES  
NO  
ACCEPT

HOW MANY

I WANT  
IM LOOKING FOR (different goods)  
BYE

TERRY

COLLECT..  
DELIVER..  
DUMP..  
MINDER..  
BYE



### POPEYE

You need to demonstrate your love for Olive Oyl by collecting 25 hearts and taking them back to her at home. While on your quest, Olive's love, shown by the lovemeter, slowly fades, so you must keep returning to renew her love with hearts. When she has all 25 you will be rewarded!

Collect spinach for recovery for when you are knocked over. Collect keys to open doors. Each key fits a particular door. Collect other items. They're all essential. No more than eight items can be carried.

As well as walking, climbing etc. you can also move "forwards" or "backwards" through "layers" to take you in front of or behind objects, through doorways and to avoid hazards. "UP" can mean "climb a rope" or "climb up steps" or "move back", depending on where you are.



All moving objects except Olive are dangerous, and will knock you down if you're on their "layer". They can pass harmlessly in front or

behind you but Bluto has a nasty habit of changing layer. Some of them are dangerous AND helpful!

Score 1000 points for each heart delivered. If you get all 25 hearts delivered to Olive you score a time bonus.

Cryptic clues. **SPACE TRAVEL. GREEN BANG. HOLD BUT NO NUDGE.**

*"The first game I wrote using "cartoon" characters. Each key opens a different door. Tokens or icons needed for different tasks. Collect all the hearts for Olive. Ran too slowly on Spectrum but now much better (using emulators)."*

## THROUGH THE TRAP DOOR

### Playing the game

Berk is about to carry out another task for his master, the Bad Tempered Thing, when his faithful companion Boni is snatched from under his very nose by an awful apparition from beneath the dreaded Trap Door.

Playing the part of the fearless Berk and his minuscule sidekick Drutt, you must boldly go forth on a rescue mission and face the unknown perils that lurk below.

Left	Z
Right	X
Fire	C

The JOYSTICK option is given for a Kempston type interface only, but most other joysticks can be used by redefining the keys to those they use. Protek uses cursor keys 5, 6, 7, 8, 0.

You can play Berk or Drutt. Press fire to alternate from one to the other.

The other four controls are to move left, right, back and forward, push objects, jump, fly, pick things up and put them down or eat them! These actions are all dependant on whom you are controlling and the stage of the game.

### Hints

Neither Berk nor Drutt will get very far without helping each other. Either can encounter nasty situations where the other will be able to come to the rescue.

Small objects are scattered about for Berk to eat, all of which have strange effects, either helpful or disastrous. You need to use some of them, so experiment!

*"Rescue Boney. Get key in each section to go to next. Be either Berk or Drutt. Work together."*

## JUMBLY

**Jumbly** is a slider puzzle taken to its absolute limits.

**What happens** In the program are a number of specially designed pictures, each one divided into 20 blocks. The computer jumbles the picture by removing a block and sliding the remaining 19 blocks about in a random manner; the odd block is then replaced.

**You** then have to reassemble the blocks in the correct order using keys or a joystick.

**If** the number of moves you took exceeds the TARGET for each picture you'll need to try again.

**If** you equal or beat the TARGET you then have the option to move to the next picture.

**Titles** are given to each picture, but the title for



### Controls

User definable keys. If REDEFINE isn't selected the controls default to the following:

Up	Q
Down	A

any picture is only given by succeeding in the previous picture. Once you know the titles you can start the program with any title and do them in any order. You can try guessing the titles but that's harder than solving the puzzle! The first three pictures are LETTERS, JUMBLY and NURSERY. You can do these in any order. Completing NURSERY gives you the title of picture 4, the first scrolling picture!

**Animation** of colours and shapes make the pictures come alive but don't make solving the puzzle any more difficult. (Well at least not in the earlier pictures!)

**Scrolling** in different directions and at different speeds brings a whole new dimension to the puzzle. You may find it a bit 'mind-boggling' when you first meet it.

**Stop** This key will stop any picture scrolling, to help you solve the puzzle. However, the scrolling can't be started again and the TARGET will be an unbeatable zero. Once solved (or abandoned) you can try again. Scrolling blocks which are out of place will only be two colours. Without this feature the puzzle would be almost impossible to solve. Think about it!

**View** This key, while held down, gives a complete assembled picture to help you get your bearings.

**Hold** will freeze action as it is.

**Abort** abandons your attempt and asks you to input another (or the same) title; useful when you can see that you can't beat the TARGET.

**Tunes** will turn the tune on and off. Tunes will automatically turn on with a new picture or at a correct solution.

**Direction** keys or joystick move the blocks, NOT THE EMPTY SPACE. LEFT will move a block left, the space will therefore jump right. A joystick is optional and by no means essential. A Kempston type uses the fire button for VIEW. Joysticks using 6, 7, 8, 9, 0 can be used by redefining keys.

**Wrap-round** Some pictures jumble with wrap-round, i.e. a block can jump off the edge of the picture on to the opposite edge. Solving the picture can be done in the same way and if used

opportunities can reduce the number of moves taken. However, on some occasions you may find the puzzle seemingly. Another wrap-around move will correct this.

**Hints** The first three pictures are the easiest but at your first attempt you may not think so! Once you have the knack you will be able to solve the earlier pictures surprisingly quickly. The secret is a logical approach. Always assemble in lines or columns and be prepared to shift blocks around which are already in their correct place. Work out which line to finish with, i.e. the one with the missing block. This last line is nearly always the most difficult. You MUST get the previous out of the way into a group of four or five blocks together, doing the same with the unsolved line, which you then have a chance of getting in the right order. Both lines will now be in the right order but in the wrong places, so shunt them round and HEY, PRESTO! If a picture is scrolling watch the sequence from one block to another. Decide where to move a particular block and then, ignoring what appears on it, move it to the correct destination.

**The last picture** You don't know which one is last, but solving it won't, of course, give you the title of the next! Instead you will be asked to input your name. Use one initial, a space and then your surname. A code number, based on your name, will then appear, proof of JUMBLY expertise!

"The first picture is entitled LETTERS. To get another picture do LETTERS in the target moves allowed. Every time you fail, the target is increased, making it easier. There are, if I remember, 12 pictures altogether. They get trickier."

## MAZIACS

Instructions loaded with game.

*"Object is to find, and return with, gold hidden in maze. Move onto objects to activate them. Red food for strength, blue prisoners to show you the route (time limited) and swords to kill Maziacs. You MAY survive a fight without a sword. You always die if jumped on while sitting down. On return you can swap gold for a sword. "*

## FLUNKY

### Playing the game

You are a Flunky, a menial servant, at Buckingham Palace. Although you are very obedient (yes ma'am, certainly ma'am, anything you say ma'am), your real aim in life is to collect the autographs of the Royal Personages. As you stride around, carrying out your ordinary duty of lighting the fires in the Royal Apartments, you will meet some of The Family. If you do as they ask, they will autograph you with the autographs you seek. You may find yourself fulfilling all kinds of odd little duties for Andy, Fergie, Charles and Di. If you are truly skilful as a Flunky you may even manage to wheedle a signature from the Head of the Household – Her Royal Majesty herself. You start out with just a box of matches and your autograph book to help you, but there is room for one more article in your pocket, provided it is small enough. You may find a bomb, a pistol or even a tug-boat could come in handy in this strange household.

You will have to watch out, though. The palace guards dish out swift punishment if you should break any of the rules of the House but you can avoid them if you are nippy on your feet.

### Controls

The game starts in the Menu Room, where Flunky uses the bar to cycle through the options, and the buzzer to make his selection. The JOYSTICK is Kempston, but most others can be programmed using the NEW KEYS option. If NEW KEYS aren't selected the game defaults to the following:

Left Z  
Right X  
Up Q  
Down A  
Pocket/Put Down C

### Scoring

Each of the five tasks must be carried out within a set time limit. If successful, your score for each task will be left on the count-down clock when you have completed it plus a 1000 point bonus for the autograph. You can carry the count-down clock around with you if you wish. Your total score is in the Menu Room which you can visit at any time.

### Restart

If all seems lost you can start a new game by

returning to the Menu Room and selecting the ABORT option or, if you are a truly despondent Flunky, you can always cast yourself repeatedly onto the bayonet of a passing guard.

### DICTATOR

You have just become President of Ritimba, a small 'banana republic' somewhere vaguely equatorial. Like all previous presidents, of which there have been very many, your position is unenviable. The instability of the country guarantees that your rule will be brief and you will end up either very dead or in exile.

Your main purpose, therefore, is to rule as long as possible, during which time you need to siphon off into a Swiss bank account as much of your country's meagre treasury balance as possible, ready for your inevitable early retirement. You must, of course, manage to flee Ritimba at the appropriate time in order to enjoy your ill-gotten gains.

These notes will take you into your first attempt at being 'Dictator'. If at any time you press the wrong key or get 'lost' in the program, keying "stop", (Symbol Shift 'A') will jump you back to the start. **NEVER** use the BREAK routine.

When you have loaded the game please STAND for the Ritimban National Anthem! (do you recognise it?).

**Press any Key** when you can't stand it any longer.

The flashing 'KEY' at the bottom of the screen features throughout and means-

Press 'Y' if a YES answer is required

Press a NUMBER for a required selection

Press 'N' for NO or NO SELECTION

WANTED (if this is allowed) or Move to the NEXT Section. In fact, you can use practically any key for this command.

**Press 'N'** (or any key) for a Treasury Report in Ritimban dollars.

**Press 'N'** (or any key) for a Secret Police

Within Ritimba there are three main populations. The Army, the Peasants and the Landowners. As their interests often conflict and each is jealous of the others' relative strengths they are known as

## FACTIONS.

The Army is small, housed in one barracks, and is poorly equipped. They have nobody to fight but bands of Guerrillas, and are not noted for their loyalty to the President.

The peasants work and live at serf level on the banana plantations. (The bananas are the only export through a rundown port on the short Ritimban coastline.) Both the Army and the Guerrillas recruit from their numbers, which are considerable.

The Landowners, though few in number, have the financial clout to buy trouble for you if they so wish.

Also listed on the Police report are various other GROUPS who can have a strong influence on Ritimba's turbulent history.

The Guerrillas inhabit the mountainous border regions and are solely dedicated to overthrowing any President/Dictator/Despot (That's you!) and substituting their own brand of socialism. They will readily join any disgruntled Faction.

The Secret Police, your eyes and ears, who prepared this report, are formidable allies or enemies. Without their co-operation you will have little idea of what's going on, and as they can either protect you from assassination or join a revolution they need to be treated with due respect.

Leftoto is your neighbour sharing all your land border. The Leftotans also grow and export bananas. They will not make war but can give support to either side in a revolution. Rather left wing – more sympathy with Russian or Peasant interests. Should you be ousted and flee to Leftoto you will be received sympathetically, even if the Leftotans helped in your downfall.

The Superpowers are no direct threat, but the amount of 'foreign aid' they dish out to prop up the shaky Ritimban economy is directly related to their opinion of your rule.

The (green) numbered bars on the left, indicating your Popularity with Factions or Groups will vary in length. At present you are equally popular with all except the Guerrillas. You will *never* gain their

support.

The (red) numbered bars indicate the relative strengths of Groups or Factions. Superpower super-strength is a foregone conclusion.

Your strength is 4. It represents the strength of the only loyal support you have, a small private army of thugs. Your bodyguard; although not bright enough to protect you from assassination they will fight for you in any revolution but such is their devotion they will gun you down should you attempt to leave them, i.e. flee the country. The only time you will be able to do this is when they are fully occupied fighting for you.

Press 'N' Notice that your rule is measured in months.

Every month you are obliged to take part in an old but tiresome Ritimban tradition. A member of one of the factions will, at the Presidential audience, will make a request which you grant or refuse. Such a request is now on your screen.

Press 'N' for ADVICE. Press 'Y'

This tells you the consequences of *granting* the request, how it affects your popularity with and the strength of the Factions and Groups. Sometimes there is little effect. At other times the consequences, depending on your position at the time, may be disastrous. You will *never* be able to please all of the people all of the time.

If you decide to refuse the request the status of each will not be affected *except* that the popularity with the Faction concerned will go *down* (minus) by the amount indicated in the arrow.

Press 'N' to show the financial consequences of granting the request. Now you have to decide.

Press 'Y' (whatever the request is) to get an updated Treasury report. The first monthly reduction will have been made as well as any adjustments caused by granting the request.

Press 'N' Police reports always cost 1,000 dollars. It's always worth it.

Press 'Y' for the Police report. The strength and popularity indicators will have been altered. They

can never exceed 9 or drop below 0, so if your rating with a Faction or Group is 0 you can't make things worse. If your popularity with a faction drops to 4 or less then it *may* plot against you. No Faction is ever strong or confident enough to start a revolution alone and needs an ally: another Faction or Group with whom you are unpopular. Also, such an alliance can only be made if the combined strengths of the two parties equals or exceeds Strength for Revolution (which itself will vary!). If an alliance is made, the Faction name will flash and the *number* of its ally will be displayed in the blank column to its right. Thus forewarned of a plot you will have time to take appropriate action.

If a Faction cannot find a suitable ally then it will plot your Assassination. His will show as a flashing 'A' next to its name. No strength is needed and only the Secret Police can protect you.

Press 'N' for Presidential Decisions.

These are a selection of decisions you can choose from to alter the course of events. They can be examined and advice sought concerning their consequences.

On screen at the moment are Decision Headings. (Menu)

Press "1" (Please a group)

Press "5" (Sell arms)

Press "Y" for Advice. Note that in this case strengths are unaltered.

Press "N" for Financial consequences. This is the time to press 'Y' to make the decision *but* instead

Press "N" to take you back to Decision Headings.

Press "3" (Improve chances)

Once taken, a decision is irrevocable. Neither can it be repeated. It won't even be listed. There are two exceptions to this and they are marked with an asterisk.

'Increasing your Bodyguard' will increase your strength by 2.

'See to your Swiss Bank account' will immediately dump half the treasury in to it.

The move is 'secret' so there are no changes to Strength or Popularity.

Press 'N' for Decision Headings. If you press 'N' again you will skip the Presidential Decisions, *but*

Press '4' (raise some Cash)

The Russians and the Americans do not interfere in any way with your rule, but they will each give you a lump sum *once* only. The amount given will depend on how popular you are with them at the time of asking. If you are very unpopular they will refuse (but you can ask again). They will need time to access your rule, perhaps as long as 5 months, but you can try earlier. Cultivate support – then ask!

You can now look through the other Presidential Decisions. After making one, you will get another Treasury Report, another Police Report, and then move on to the next month's Audience.

*However*, during your rule various other events may occur.

Newsflash is a random event having minor or disastrous consequences. The advice following a Newsflash is to let you know what's happened in consequence.

Bankruptcy If the Treasury goes broke you will steadily lose any support from your unpaid Army, your unpaid Bodyguard and you will get no Police Reports. You will be unable to grant requests or make decisions, which need funding.

Assassination Attempt The strength of the Secret Police and your popularity with them will reflect in your chances of surviving an attack, which can come at any time. If you are getting regular Police reports you will probably survive. *BUT*, if all three Factions plot assassinations simultaneously, the attack *will* succeed.

Revolution occurs only after a Presidential decision, so if a Police Report gives warning, you will have the opportunity to defuse the situation if you wish. When a Revolution starts you are given an opportunity to flee the country. If you have bought a helicopter then you will be safe

(assuming that it starts. Ritimbian helicopter maintenance is mainly spit and polish!) Otherwise you will attempt to escape through the mountains to Leftoto. The strength of the Guerrillas will determine your likelihood of survival. Part of your rule should be devoted to making escape possible. Or you can stay and fight. The Revolutionary strength is given and you have the chance to pick a suitable ally. If strengths are matched you will win. If the Revolutionaries are a *little* stronger you may still win. (God is on your side!) After winning, your ally goes to strength 9 and you are given a chance to 'punish' both revolutionary parties by reducing their strengths to zero. (Not always a good idea).

Score Your rule is ended when have escaped or you're dead. You are given a Presidential rating based on

- 1) Your current overall Popularity
- 1) Your length of rule
- 1) Being alive – a small score but it allows for....
- 1) The amount in the Swiss Bank Account.

The score is saved for comparison with any subsequent attempts.

Other points No Revolution or Assassination Attempts are made in the first two months of rule or for two months following a revolution.

You can't take money from your Swiss Bank Account during a rule.

The level of popularity at which plots can be hatched can be as low as 2 or as high as 4. This level varies from month to month.

Apart from very few hints, you have been given no clear guidelines as to the best way to success. Neither have you been given all the information.

How many requests are there? Do Factions take it in turns to make them? What's the best way to rule? Subjugate the population? Placate them? A mixture of the two? How to stop a revolution? How to start one? Can I manage without the Secret Police?

Don't expect success at the first attempt. Later you will gain enough knowledge to manipulate events so that you can rule longer, get richer *and* escape. You can have both good and bad luck. How much luck plays a part is a matter of judgement!

Reminder – "STOP" will stop the program and restart at the beginning. Never use the "BREAK" routine.

*"To get a good score stay in office as long as possible, get as much cash into your Swiss bank account, and escape the country. There's no revolution in the first 2 months. Curry favour with the major powers before asking for a handout. To start a revolution, any disaffected group can join with any other. A weak disaffected group can try assassination. Keep a strong Bodyguard. To escape, you must START a revolution to distract your bodyguard. Escape overland depends on weak guerrillas and a friendly Leftoto. A helicopter won't always start."*

## TANX

Instructions loaded with game.

*"Strategy required. Immobilise a tank in each lane at the left end of bridge. Must be in a row. You can then line gun up to pick off subsequent tanks as they come up behind. Fire before they arrive. Then work back across the bridge, which will then resemble a wrecked parking lot. However, they'll get you in the end!"*

## SPAWN OF EVIL

### The Mission

The long range scanners have detected an object in space. It is identified as an ECTOGENETIC GALACTIC GAMETE (E.G.G.) Your mission is to destroy the E.G.G. and all of its progeny. E.G.G. is the first stage of a complex breeding cycle which will produce mature and very dangerous aliens. The breeding cycle is in four stages.

### STAGE 1: Pulsoids

On activation E.G.G. produces hosts of pulsoids (S1). Their only aim is to make their way to a fusion point in space. At this point two of them will fuse to create a cycloid (S2). After fusion the pulsoids that remain migrate to a new fusion point.

## STAGE 2: Cycloids

Cycloid activity is similar to that of stage 1. They also have fusion points which relocate after use.

## STAGE 3: Aliens

The primary aim of the aliens is to fuse to produce another E.G.G. ready to begin another cycle.

When three E.G.G.s exist the aliens adopt a seek and destroy mode.

## STAGE 4 (=ST1) E.G.G.

When sufficient pulsoids have been produced, E.G.G. becomes dormant and cannot be destroyed. Any newly formed E.G.G. will be active. Only the E.G.G. most recently generated will activate, E.G.G.s do not fuse.

## Alien defence

S1 pulsoids. Small size. Large numbers. Erratic.

S2 pulsoids are easier targets but when in danger can clone, making an exact copy of themselves. Clones are only decoys playing no part in the life cycle and soon disappear.

S3 aliens can spit out plasma blobs which can be avoided but not destroyed. Plasma covering more than half of your viewer will damage the ship and impair use of weapons. The ship can only take five hits without repairs.

S4 E.G.G.s are easy targets but movement becomes increasingly erratic. Cannot be destroyed if dormant.

The ship can be stopped for repairs to damage.

### ON VIEWER

⊕ ACTIVE and ⊕ DORMANT E.G.G.

○ PULSOID      ⚙ ALIEN

⚙ CYCLOID      ⚙ ALIEN

⚙ FUSION POINT

### ON SCANNER

■ PULSOID OR FUSION POINT

■ CYCLOID

■ ALIEN

■ E.G.G.

1. Use the HOLD command
2. Then press the ENTER key

For a fixed time period the command keys are

disabled as damage is reduced by 1. Meanwhile the cycle continues and the ship can be hit again by attacking aliens. Your ship is equipped with a scanner to locate and home in on a selected target. It displays the fusion area. A middle rectangle represents the viewer. The viewer gives information and a close view of the action in which to use the ship's weapons.

Twin laser – instant and accurate covering a defined target area.

Nucloid shells – slower and less accurate. Their random barrage explodes in and around the target area. Malfunctions when overheated.

Heat indicator (between guns) – ranges from blue through to white when it will malfunction.

## Ship controls

Left, right, up and down give acceleration and deceleration in the required direction. The fire button has three functions.

1. If you are in scanner mode it will switch to viewer.
2. Fires laser when pressed.
3. If pressed continuously it will fire long bursts of nucloid shells.

To resume scanner mode release all controls for a few seconds. Hold any other control will release. You get no score for aborting your mission.

Kempston type joysticks will disable the direction and fire keys. 67890 joysticks can be used by redefining the keys.

## Scoring

Destroying a

Pulsoid – 10

Cycloid – 100

Alien – 300

E.G.G. – 100

Gain a bonus of 50% if the scanner is cleared.

## BENNY HILL'S MADCAP CHASE

Benny has kindly volunteered to help his neighbours.

His first task is to bring in the washing for Mrs Harras, who has gone out shopping. You will find Benny in front of the laundry basket. Get Benny to fill it with all the items to be found on the washing line.

Unfortunately, it's quite a distance between you and the line and there are numerous pieces of "street furniture" and other items dotted about which must be avoided if you want to get the job done quickly. The local council can't make up its mind where to site lampposts and other small items so these may be **MOVED** from time to time. To make matters worse, your good deed will be misunderstood by any members of the public who spot you taking the washing or running along the street with it. They will chase after you and if you're caught, you will be **DEALT WITH**, and the item you're carrying will be **PUT BACK!** They will continue to harass you from then on. A "WATCH OUT" sign lets you know if a chaser is coming your way.

All the clothes have to be collected in the given time. You can only carry one item. If you get all the washing in on time, you can then go on to the second little job, which is to pick apples for Mr Bramley, who is away on holiday. The third and last task is to pick up items of jumble bought by Mrs Bargin.

### Scoring

Score 20 for every item delivered to the box or basket. Lose some points for every time you're caught or bump into things. At the end of each task the time left over is added to the current score as a bonus.

### Controls

"UP" will jump you back, and "DOWN" will bring you forward. You can't move backwards or forwards if any part of you is covering an object or person in the way. Items can be collected and delivered using "UP" while standing or running at the right. There is no HOLD control so you must **KEEP GOING**. However, you can have a well-earned rest between jobs. The joystick FIRE button (or appropriate key chosen), will completely restart the game at any time.

### DOOM

One of the most influential games of all times is coming to the Speccy and to prove it we have a demo of a level for you to wander about. There is nothing

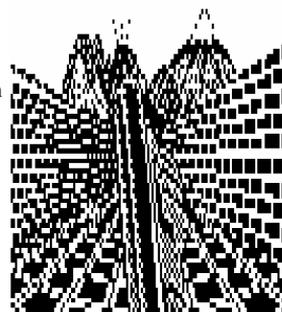


to shoot at but hopefully the cover tape on the next issue of The ZX Files will have a playable demo with monsters in it for you to shoot. Till then you can load up this tape and turn your Speccy into a Pentium PC.

- 1 – punch
- 2 – pistol
- 3 – shotgun
- 4 – machine gun
- 5 – rocket launcher
- 6 – sound on/off
- 8 – map on/off
- Q – move forward
- A – move backward
- I – turn left
- O – turn right
- Space – fire

### MUSIC ON INTERRUPT

A brilliant demo from the Enlight '96 competition. No fancy effects just a collection of great tunes. You can either let all the tunes play by themselves or instead use keys Q and A to scroll through the list and ENTER to select.



### PRINCE OF PERSIA LEVEL ONE DEMO

A taster of what to expect when this game is hopefully finally released in the UK. It will be a crying shame if it isn't. This is nearly the same as the full version except for a few missing sound effects. Use either a Sinclair type joystick or keys. Q – climb up/jump A – climb down/crouch O – run left P – run right Space – use item Space + O or P – special walk T- time remaining

### COWS DEMO

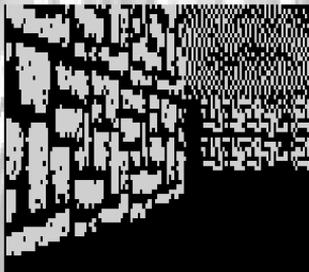
Probably the Spectrum's only ASCII demo. Featuring loads of groan-inducing cow puns backed up by some awesome moosic.

## CITADEL DEMO

The Spectrum could soon be blessed with a game that could possibly be more Quake than Doom. Featuring a more advanced graphics engine than Doom and some of the best music I have heard in a long time, this could possibly be the game that melts your Speccy into a pile of plastic goo. You will possibly receive some interference on screen, but as this is only a demo we can't complain too much.



- 9 - forward
- O - backward
- I - left
- P - right
- 8 - side step left
- 0 - side step right
- Q - look up
- A - look down



## MORTAL KOMBAT DEMO

This could be THE fighting game on the Spectrum if this demo is anything to go by. Featuring huge sprites, some great digitised speech and some stonking music and SFX, the game thankfully manages to keep the speed up very well. The game has been finished and hopefully The ZX Files will have a full review next issue.

When the screen goes black and the first loading screen appears don't stop the tape but quickly press enter. When the options screen appears stop the tape. Using Q, A and ENTER you can choose various options including sound effects and method of control. If you leave the screen for a moment or two you will get to hear some digitised speech. Once you have chosen your options select a fighter (only two are available) and then proceed to load in the level data. This is a huge game so be prepared for a long wait. Is it worth the wait? I certainly think so.

## MORTAL KOMBAT INTRO

The intro to the full game that features digitised graphics from the film and statistics on each

character. Why couldn't Street Fighter II look as good as this?



Every effort has been made in maintaining the quality of the cover tape, I cannot guarantee that all titles will work on all set-ups. While a lot of time has been spent checking to see if all the titles work (and they do indeed work fine on my grey +2) you may still run into difficulties, so please check the following first before returning your tape.

1. Make sure your tape heads are properly aligned.
2. Make sure that your tape deck is clean. A build-up of oxide can cause loading problems.
3. If using an external tape recorder, try adjusting the volume control.
4. Trouble loading an older game? Try loading the game in 48K mode on your Speccy 128K.



In this age of car boot sales all discerning Speccy users should have at least two different Speccy models. If however you have got a rogue tape that just won't load then return the cassette only to The ZX Files address and it will be promptly replaced.

Paul

# The history of



**Mark Haigh-Hutchinson recalls the history of one of the Spectrum's great software houses, Vortex Software, who consistently created**

**L**ike many software houses in the 1980s, VORTEX began as a hobby. Costa Panayi first got interested in computing back in 1982. Whilst working as a mechanical engineer for British Aerospace he brought home a Sinclair ZX81, played around for a bit, then starting writing programs for it.

After learning BASIC, Costa and his friend Paul Canter wrote a number of programs that they then sent to Michael Orwin, of Orwin Software. "It was a collection of programs, Mastermind, Pontoon, Othello, and Awari. We were quite chuffed. You wouldn't believe it, he's still sending us money!" Costa would recall in 1984. "The 1K machine was really useful for learning how to be efficient. To begin with it was quite difficult to see how you could write games."

Costa then started learning

machine code from books such as Toni Baker's 'Mastering Machine Code on your ZX81'. The first game using these techniques was COSMOS. He and Canter set up VORTEX and decided to sell games themselves. Then the ZX Spectrum appeared and sales of COSMOS rapidly dropped off. They quickly converted the game to the 16K Spectrum, including colour and sound but a little deterred by their first experience, licensed the game to another company. Costa next began work on ANDROID ONE - which was when his brother-in-law Luke Andrews became involved. "It was a natural progression for VORTEX" Luke explained, who was a craft's teacher at the time. "I'd handled money working as a teacher and I used to have my own furniture making company." Crete Panayi, Costa's brother helped with the advertising side of the business.

From Costa's earliest games he developed a number of concepts that would be carried forward from game to game, starting with the scrolling techniques. "For ANDROID ONE we tried to produce a game with a lot of features. We used the scrolling techniques to produce a long corridor, and designed a few rooms, then tried to get something running about the screen," Costa remembers.

ANDROID ONE became a popular success, and was sold through W. H. Smith. The sequel, ANDROID TWO, took the action further with a much larger playing area. "I wanted to do a sequel which had something special about it. That's why I developed the 3D effect. It was our first 48K game, and took me about 9 months to write. It was released just before Christmas 1983." Costa was still working at British Aerospace during this period. "The game became so complex. The millipods caused problems. Most people used dark backgrounds but we decided to use the BRIGHT colours. The other thing was the wraparound maze." In the end the effort

# vortex SOFTWARE



certainly paid off. "I was tempted to do ANDROID THREE" he recalls, "But I decided to leave it for another day." Then came TORNADO LOW LEVEL.

"TLL was really a progression of the ideas in ANDROID TWO. I expanded on the 3D landscape, making the wraparound more complex. There is an extra dimension as the plane isn't always on the ground." TLL became a big hit in the summer of 1984. One aspect of the game that Costa was particularly proud of was the shadow cast by the plane. When you fly over a building the shadow climbs up the wall, which, if you think about it, means suddenly it has to move faster than the plane to keep up. "It took a bit of doing, that" Costa says, smiling quietly.

That summer Costa left British Aerospace to concentrate full-time on programming. His next game would take the form of CYCLONE, another flying game but featuring a play area much bigger than that of TLL. This time the player would control a helicopter rather than a plane.

On finishing CYCLONE, VORTEX moved into offices based in Salford on the Northwest edge of Manchester. Prior to that they had worked out of Luke's home in Sale. I still can remember visiting Luke late in 1984 and as he opened the door all I could see were enormous stacks

invited me to go with him to supervise the mastering of CYCLONE. As we were waiting for the first master tapes to be duplicated someone at Ablex showed us a game that had just been mastered a few days previously. The game was KNIGHT LORE by ULTIMATE PLAY THE GAME -- and it had a

profound effect on us both. Costa returned home and then spent the next nine months



of CYCLONE cassettes. There were 35,000 to be exact. The next week they had all been sold...

At that time VORTEX was using a company called Ablex to do their cassette duplication and Costa

developing completely new 3D techniques -- the result was HIGHWAY ENCOUNTER. As such, HIGHWAY was the third "isometric" game ever to be developed on a home computer, the first being ANT ATTACK by Sandy

White. HIGHWAY, though, was much faster than either of the first two as well as combining both puzzle and action elements. After HIGHWAY Costa wanted to come up with something completely different again. Since I was now working full-time for VORTEX it was decided that I should write ALIEN HIGHWAY whilst Costa developed his new ideas. I had previously written ANDROID ONE for the Amstrad CPC (in my spare time at University) and then converted HIGHWAY ENCOUNTER to the CPC in 8 weeks after graduation. ALIEN HIGHWAY attempted to retain the essence of the original game yet expand the



gameplay and introduce a random element into the game. It was also considerably faster than the original.

The result of Costa's efforts was REVOLUTION, an abstract isometric puzzle game. It was designed with

lastability in mind -- each time the game starts the puzzles are shuffled between levels as well as their locations within the level. "Shifting the puzzles round and creating a new landscape, or set of levels, each time you start play - it's trying to make the game something more than other games on the market" Luke would say at the time.

"Even with our old games, you always had the first level, second level, third level, and so on. ALIEN HIGHWAY, the remix of HIGHWAY ENCOUNTER started us thinking that way, and with REVOLUTION I think the changes in the puzzle and landscapes are the main attraction. If someone picks up the game and can't get past the first level, then the game can be played on level one and the player still gets thirty new puzzles - so you can still enjoy it, even if you never get past the first level!". REVOLUTION also marked the first game that would be published outside of VORTEX. Unfortunately although critically acclaimed it did not receive the success it deserved. After REVOLUTION I left VORTEX to pursue my own career but Costa continued to produce (albeit slowly) some excellent games. Next on the list would be DEFLEKTOR, an completely original abstract puzzle game. Based around

a very simple concept, DEFLEKTOR like all great puzzle games has an enormous depth of gameplay that proves extremely addictive. It was inspired by a science



program that Costa had seen about lasers. DEFLEKTOR was published by Gremlin Graphics who also converted the game to the 16-bit Atari ST and Commodore Amiga. However, those conversions simply did not stand up against the original Spectrum version. Costa's last adventure into games programming would be HOSTILE ALIEN TERRAIN ENCOUNTER or H.A.T.E for short. A remarkable piece of programming, H.A.T.E. pushed the Spectrum to limit - a smooth-scrolling diagonal play area with lots of aliens to fight. Another great game that was well received but unfortunately did not receive the success it should have.

The next two years would

be quiet time for VORTEX -- Costa was "burned-out" from his many years of programming and spent the time deciding where he wanted to go from there.

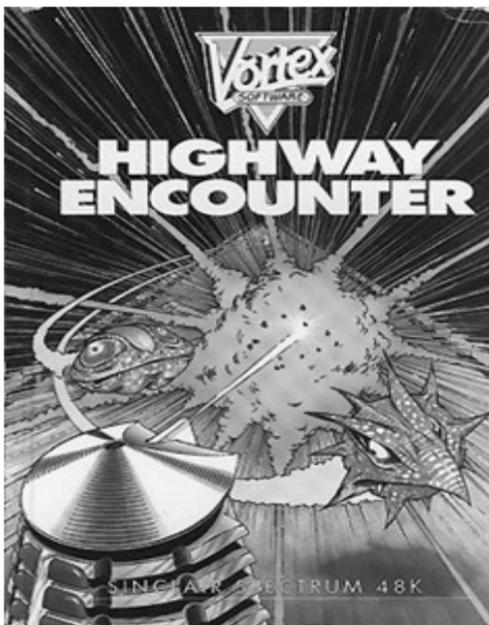
I had always kept in touch with Costa and Luke, and in the summer of 1990 VORTEX was reborn with the intent of once more becoming a premier software developer. Our initial plan was to develop a game for the Atari ST and Commodore Amiga that would then fund us to develop something really exciting. We embarked upon producing a much enhanced version of HIGHWAY ENCOUNTER for both the machines. This time I was the sole programmer, Costa designing the graphics, with all three of us designing the gameplay. Three months later the Atari ST version was finished -- a conversion to the Amiga took just three days. Not bad for a game written completely in machine code! The game used the machine capabilities well - it was fast, used lots of colour and was much more challenging than the original.

Unfortunately the state of the software industry at that time meant that we were unable to find a publisher for the game. I had also started to convert the game to the IBM PC, which

remains unfinished.

A little disheartened we decided to start work on yet another game. Having seen the lacklustre conversion of DEFLEKTOR to the 16-bit machines, we started work on a new variation that would include a scrollable play area, mouse usage, and lots more features!

Alas, it was not to be. Several months later we were making progress but



financial considerations made it impossible to continue. Subsequently I was offered a position as a programmer for a company in Southern California which I took. Costa no longer programs games but has turned back to his

original profession, Mechanical Engineering. Luke decided to leave England for the sunnier climes of Cyprus, where Costa's and Luke's family originate.

So what does the future of VORTEX hold? I'm investigating the possibility of a version of DEFLEKTOR for the SEGA Genesis, or perhaps the IBM PC under Windows. Another thought was to do a version for the Psion 3a pocket computer. Then there was always the idea of doing a first-person view version of HIGHWAY ENCOUNTER... Regardless, the spirit of VORTEX remains alive thanks to the wonderful emulators that are now available. VORTEX is dead, long live VORTEX!

What did they do and where are they now?

### **Costa Panayi**

Costa was the main programmer, game designer and graphic artist at VORTEX. His knowledge of the Spectrum was

unparalleled and he had a talent for consistently designing unique and distinctive games.

He is currently working as a Design Consultant for Fisher Price Toys in Southern England.

### **Luke Andrews**

Luke handled the business affairs for VORTEX, but he also had a fair amount of

### **Crete Panayi**

Costa's brother, he handled the advertising side of VORTEX. He was also a partner in the company. He now runs his own advertising agency.

### **Mark Haigh-Hutchinson**

I mainly acted as an Assistant Programmer to Costa, which was a great way to learn about writing computer games!

Mostly I converted his titles from the Spectrum to the CPC, although I did write ALIEN HIGHWAY for both the Spectrum and CPC. I am currently a Project Leader and Senior Programmer at LucasArts Entertainment Company who are based in Northern California. I continue to program and

design video games for various 32 and 64-bit platforms. Some of my more recent work includes "Zombies Ate My Neighbours" (SEGA Genesis), system routines for "Big Sky Trooper" (Super Nintendo) and low-level optimisations on "Rebel Assault" for the

IBM PC, SEGA CD, and 3DO.

I am now developing high-performance cross-platform 3D technologies using Silicon Graphics workstations.

### **Paul Canter**

An early partner of Costa's, he programmed some of the first ZX81 and Spectrum titles. His current whereabouts are unknown.

### **Chris Wood**

An outside contractor who programmed ANDROID TWO for the Amstrad CPC. His current whereabouts are unknown.

### **David Aubrey-Jones**

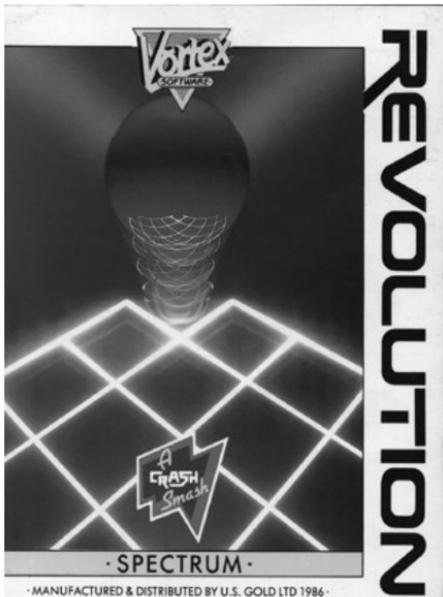
Another outside contractor, responsible for programming TORNADO LOW LEVEL on the Amstrad CPC. Last known to be still writing computer games as well as tape and disc protection schemes (Speedlock).

### **Software titles created by VORTEX SOFTWARE (1983 - 1995)**

All titles published by Vortex unless otherwise noted.

Programmer abbreviations:-

CP = Costa Panayi  
MH = Mark Haigh-Hutchinson  
PC = Paul Canter



creative input on the game's design and graphical appearance of all the games. Whenever we had a difficult bug that was eluding us, Luke would offer this advice: "Check your numbers!". He is now living on the island of Cyprus where he teaches English.

CW = Chris Wood  
DAJ = David Aubrey-Jones

### **Sinclair ZX-81**

Cosmos (CP, 1983)  
Astral Convoy (CP, 1983)  
Serpent's Tomb (PC, 1983)

### **Sinclair ZX Spectrum**

Cosmos (CP, 1983)  
Android One (CP, 1983)  
Gun Law (PC, 1983)  
Android Two (CP, 1983)  
Tornado Low Level (CP, 1984)  
Cyclone (CP, 1984)  
Highway Encounter (CP, 1985)  
Alien Highway (MHH, 1986)  
Revolution (CP, 1986, published by U.S. Gold)  
Deflektor (CP, 1987, published by Gremlin Graphics )  
Hostile Alien Terrain Encounter (CP, 1988, published by Gremlin Graphics )

### **Amstrad CPC**

Android One (MHH, 1985)  
Android Two (CW, 1985)  
Highway Encounter (MHH, 1985)  
Tornado Low Level (DAJ, 1986)  
Alien Highway (MHH, 1986)  
Revolution (MHH, 1986, published by U.S. Gold)  
Deflektor (CP, 1987, published by Gremlin Graphics)  
Hostile Alien Terrain Encounter (CP, 1988, published by Gremlin

Graphics )

### **Commodore C64**

Highway Encounter (Pedigree Software, 1986, published by Gremlin Graphics)  
Deflektor (Gremlin Graphics, 1987, published by Gremlin Graphics)

### **MSX**

Highway Encounter (? , 1986, published by ?)

### **Atari ST**

Deflektor (Gremlin Graphics, 1987, published by Gremlin Graphics)  
Highway Encounter (MHH, 1990, unpublished)

### **Commodore Amiga**

Deflektor (Gremlin Graphics, 1987, published by Gremlin Graphics)  
Highway Encounter (MHH, 1990, unpublished)

### **IBM PC**

Highway Encounter (MHH, 1990, unfinished)

### **SEGA Genesis**

Highway Encounter (MHH, 1994, under development)  
Deflektor (MHH, 1994, under development)

### **Psion 3a**

Deflektor ( MHH, 1995, under development )

### **Interview with Mark Haigh-Hutchinson**

The following interview is part of the full interview

carried out by David Wykes for his web site called The Page of Aragorn. If you have access to the WWW you can track his site down at...

<http://www.dcs.napier.ac.uk/~bsc4074>

DW: If you're senior programmer/project leader, how come you only ever seem to get small mentions on games - Dark Forces, Sam 'n' Max etc?  
NB - This question was referring to his sig.

MH: As for being a Project Leader, etc... Well I helped out the guys on DF at one point (they were in the next office), and for Sam'n'Max I did some assembly stuff. I wasn't always a PL here.... I've also worked on Rebel Assault (PC, SEGA CD, 3DO) and a bunch of other stuff. BUT you \*will\* see me more prominently in the credits of my current project. This is called SHADOWS OF THE EMPIRE for the Nintendo 64. I'm the PL on this game as well as doing a little of the programming. I've been working on this since the end of September '94 which is why you've only seen those minor credits. I have high hopes for this game... it's really coming together. It's been a lot of work but the effort is finally paying off.

The N64 is a \*superb\* machine... less than 3 weeks until the launch in Japan. Mario 64 is one of the best games I have played in a LONG time. I played Mario some time ago, and again at E3. Very impressive. I was also lucky to spend 2.5 hours with Mr. Miyamoto discussing both Mario & our game. He is a genius.

DW: What was your first computer?

MH: The first one I actually owned was a ZX-81. I wanted a ZX80, but waited until the '81 came out. I had the 16K RAM pack from the start :-)

DW: When did you start programming and what was your first program?

MH: I probably started sometime around late '79, early '80. Of course I didn't have a computer at that time. I taught myself BASIC out of "Illustrated BASIC" by Donald Allcock, and I used to "dry-run" programs on paper in the school library. When I got the ZX81 I taught myself Z80 machine code by looking at the opcodes in the back of the BASIC manual & a sheet of instructions that I bought at the second ZX Microfair. Later on I got the "Mastering Machine Code"

book and the Rodney Zaks one, but by then I knew most of that stuff by trial & error...

My first BASIC program of any significance was a game based on "Alien" -- you moved around a spaceship trying to find the Alien. However, it would lay eggs & the eggs would begin growing... All text of course. This was on my school's TRS-80 Level 1.

My first machine code program was to draw a line around the screen using character graphics on the ZX81. It took 2 weeks to write, no assembler of course, simply entering opcodes, and I was so satisfied when it worked!

DW: The first time I heard of you was obviously Vortex. Did you do any work before that or was that your entrance into the programming market? How did you become involved with them? How did you end up leaving Vortex?

MH: Prior to Vortex I had done some work for ARTIC -- I wrote a machine code toolkit & an arcade/adventure game based loosely on "Alien". Neither were published. I crossed paths with Jon Ritman back then. I also got to know the guys from Carnell Software - remember Black Crystal? I actually sold copies of that at a couple of ZX

Microfairs... even packing them into boxes at the show :-)) I remember having a great conversation with Malcom Evans about 3D Monster Maze for the ZX81. At the shows I also got to know the guys from Vortex - Costa Panayi & Luke Andrews. It became a regular thing for me to bug them & show them the games I was developing. In the summer of '84 Luke offered me a part-time position (I was still at University) to learn the Amstrad CPC & perhaps port some of their games to it. I leapt at the chance and in 3 months in my spare time I wrote ANDROID ONE -- without having a disc drive or any firmware manuals! 2 weeks after leaving University in July '85 I started work full time at Vortex -- my first game being HIGHWAY ENCOUNTER, which took 8 weeks to convert. After that I did a number of games for Vortex, including ALIEN HIGHWAY & REVOLUTION. Sadly Vortex didn't have the marketing power to go up against people like Ultimate and after an unsuccessful partnership with US Gold, the company was scaled down (to 2 people) & I left to work freelance. This would have been late '86. Working at Vortex with Costa is one of my BEST memories -- not only did I learn a tremendous amount,

but formed some great friendships. I have still have my old Z80 books... :-)) I keep in touch with Costa. He's now living in the South of England working as a design consultant -- he was originally a Mechanical Engineer before writing games. Luke is now living in Cyprus where he's teaching

easier. The target machines are much more powerful which means that we can concentrate more on the actual game, rather than trying to force the machine to do \*anything\*. Programming in C means that portability is quite possible. Although I spent a lot of my time in the past learning different CPUs for

make damn sure that any change you made would be a good one & that you understood why you were making the change. Simply because of the turn-around time for loading the editor, source code, assembler, etc. It's all too easy now to make quick fixes & see if it works - - it doesn't require the same discipline as before.

DW: Do you feel games have moved on very far technically since the 80's are are they just the same games with better graphics and more space to play with?

MH: Well yes and no. Clearly the technology now allows us to do things we couldn't even attempt before, e.g. 3D games. However, I still see a lot of very poor games out there. Some of the early 80s games are far superior in terms of gameplay -- I still love playing DEFENDER, for example. Naturally having a CD-ROM & other hardware can give the player a more atmospheric environment, we can have voice & real music, etc. I believe we are on the cusp of a change between technology-driven games & content-driven games. This seems to go in cycles but the next few years will be very interesting indeed.

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I would like to thank Mark for taking the time from his N64 project to respond to my questions.

*David*



English -- he was a teacher before Vortex.

DW: So how would you compare programming nowadays to the way things were done then?

MH: Obviously things are MUCH better now. The whole development environment now really helps -- fast processors, big hard disks, and integrated editors, etc. It certainly makes making changes

porting games that is less important now -- you still need assembly on some machines and I love getting that close to the hardware but C is the language of choice. Of course, it wasn't an option before due to memory & CPU constraints. One downside to the improvements in development environments is the "quick change" mentality. When developing games for, say, the CPC on tape, you'd

# comp. sys. sinclair

This is the first in what is to be a regular feature featuring snippets from the Sinclair newsgroup. For those who don't know, the Sinclair newsgroup is an internet service provided solely for Spectrum maniacs and it is always guaranteed to be full of lively debates. This new feature will contain excerpts of some of those conversations, be it they funny, educating or just plain

It's a terrifying thought, because it's probably true.  
*Sam*

**Sir Clive is a lad**  
Latest issue of Loaded (Sept 97) has an interview with Sir Clive. Apparently he likes a drink and can still pull the birds.  
Hmmm...

*Mat*

Hmmm, the C5 obviously has more 'pulling-power' than we gave it credit for!

*Richard Franks*

When I asked my girlfriend to buy me a copy of Loaded solely for the Clive S interview, she didn't believe me. She must be psychic.

*PSW*

I wonder if Clive ever got his 'Lad' out in an Indian restaurant. I did during a wedding reception that got a bit out of control. Not that that's anything to be proud of or anything but you know how it is.

*Jwatret*

**Dizzy should come alive in 3D**

I reckon that as Codemasters are producing a lot of stuff for the Playstation at the moment they should produce another Dizzy game but from a 3D third person

## **ZX on Mir shock**

Some wag on a radio station the other day said that the computer problems on MIR was due to someone nudging the ZX81 ram pack...

Kind of dates the DJ. Trouble is I cannot recall who it was!

*Brian Gaff*

Oddly enough I was thinking about this just last night. I'd been playing some Russian Speccy games and saw an item on the news about Mir's latest 'joyride' round the atmosphere. I wondered that given the fact that most Russians seem to still be using Speccies coupled with the age of the station, could it be possible that they've got some butchered ZX kit up

there running the show?

Good job they never tried it out on that Nuclear Power Station then. Oh bugger, they didn't, did they?

*L Tonks*

Don't be bloody silly. If they were, it wouldn't have crashed. It's bound to be a bloody PC up there.

(Regarding Chernobyl) I have it on good authority that the Speccy was flashing 'THROW THE OTHER SWITCH' for a good ten minutes but was ignored.

*Damien Burke*

I didn't realise the Chernobyl disaster was caused by ram-pack wobble.

*James Shaw*

perspective à la Tomb Raider/Mario 64. It would be superb. A 3D egg running about. Wow.

*Jwatret*

NO THANK YOU! If that idea came into being, then that may push me over the edge and do something really bad to Sony. Dizzy in 3D? Eurgh!

*Starglider*

Umm... Well, I hated the original Dizzy games, but now I'm thinking about it... Playstation Dizzy might not be such a bad game.

But once I started truly thinking about it, I realised that what the Playstation \*really\* needs is a Wally Week game. 3 Weeks in Paradise, or Everyone's a Wally would be superlative on the Playstaion. I mean, Tomb Raider is nothing more than "Wally Week meets a 3D engine in drag" really, isn't it?

*Russ Jukes*

Dizzy à la Tomb Raider, no thanks. The thought of seeing an egg in tight shorts and with big bazoomas is enough to send anyone over the edge. If they did it like Mario 64, that would be a different story altogether. But who would they get to play the part of Dizzy in the film of the game? It would have to be George Dawes (Shooting Stars fame) as Marlon Brando is too old.

"The horror, the horror!"  
*PSW*

That was a mark of genius. George Dawes would make a SUPERB dizzy.

*Jwatret*

But to satisfy the marketing bods it'd need to be an egg with big jugs and a nice arse, so this is fairly unlikely to happen. However, I'm sure a few months hacking the graphics in Tomb Raider could sort you out there... and instead of just lying on the ground dead, you could have it smash open and yolk splat all over the place (and the 'camera').

*Damien Burke*

### **Miner Willy Vs the Taxman**

As far as I recall Matthew Smith said once that the sequel to JSW was going to be called Miner Willy Vs The Taxman. Was any development work done on this before he disappeared or was the title just a reference to personal problems he was having? I just wonder if somewhere a ex Software Projects employee has an old C-15 in his attic with the game on it. I doubt it though.

*JMcCormack*

As far as I know, "Willy meets the Taxman" was a rumour put about by Matthew Smith as a joke,

mainly due to his own problems at the time with the inland revenue.

*Stephen Smith*

That's what I seem to remember too, but I also remember playing a Miner Willy game on the Vic 20 that was called something similar. "Willy Meets The Banker"? Something along those lines... it had the packaging and everything, I tell you, I'm not mad! Get off me!!!

*Leigh*

Mathew Smith was supposed to get paid for the number of duplications, rather than for the number of tapes sold - I guess this was in the contract to make it easier to pay programmers one lump sum when the game was duplicated, rather than have to pay him in dribs and drabs while the game sold....

Anyway, they tried to screw him on this, and at one point I believe he was owed 25 grand.

*GtB*

### **More Mathew Smith**

I was reading some issues of 'The Home Computer Course' looking for info on Manic Miner and Matthew Smith, Bug-Byte and Software Projects when I read, in an article about Bug-Byte, "The author of Manic Miner, Matthew

Smith, has recently left the company to form Software Projects, taking the game's copyright with him." I never realised Matthew Smith FORMED Software Projects, I always thought he just joined them. Is this true? Or has 'The Home Computer Course' got it wrong? (it's page 340 if anyone wants to look it up.)

*Ewan Christie*

Yep. Matthew Smith was one of the founders of Software Projects, which was based in a old tights factory in Woolton, Liverpool. It was a small place with two main rooms as I recall. One was hall-like, lined with different machines doing strange things, and Matthew's development area at the end in a separate room. In there was a Speccy and a huge brown Research Machine thing. The one time I visited he was really pleased because he had his sound card going on the RM and could synth Chariots Of Fire on it. Awful by today's standard, but incredible compared with the humble spec beep.

I went to visit Matthew when I finally got fed up with waiting for JSW and had the rare honour of sitting there and playing with what we call today the beta. Rare days! :-)) Never saw him again and to this day have no idea what he is

up to.

Last time I was up in Woolton, the building was now a kiddies playcentre or something. Trivia note : The SP office was about one hundred yards from the church where Lennon and McCartney first met. Woolton has some great claims to fame!!

*PJ Evans*

### **The Tebbit**

I think the reason this game was never released was due to the bombing of the Conservative Party Conference in Brighton in which Norman Tebbit's wife was badly injured. I seem to recall that the author felt it would be inappropriate to release it under the circumstances. Of course there might have been beta test copies available, but I don't have any evidence to support this.

*Jeremy Stokes*

Tebbit himself was injured too, although not as badly. I think his wife is still in a wheel-chair (don't quote me on this, though).

I don't quite know exactly how the story about the game being pulled back because of the bombing started. I first read about it on the adventure games history pages, but I suppose there must be some other source.

However, it does not fit together all that well. The Tebbit was advertised in computer magazines in May, 1984. After that Applications Software Specialities ads suddenly disappeared. The bombing was not until October.

I read in a 1987 issue of Your Computer (I think) that the game was never published because Denis Through the Drinking Glass sold too poorly. It would thus seem more likely that Applications closed down shop about May -84 and that this is the very simple reason why the game was never published.

*Fredrik Ekman*

Yes, this sounds familiar. I also seem to remember that I read a plea from the author himself, in an interview, that he had no copies of the game left himself, but he knew of a few people who had been given review copies, and could they send him one back. I don't think he got any back though, or it would have been mentioned again.

Design Design also made a plea for some of their "lost games" in Spectacle, IIRC.

*Russ Jukes*

**More gossip from comp.sys.sinclair next issue.**

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## SOFTWARE/HARDWARE LISTS

The following people sell second-hand Spectrum software and/or Spectrum hardware.

**A. Cresswell**, 18 West Street, Geddington, Northants, NN14 1BD. Also sells C64, CPC, BBC, Electron, Oric, Dragon, Amiga, Atari 2600 and Sega items, so please specify which list(s) you want.

**A. Marshall**, 29 Barber Street, Eastwood, Nottingham, NG16 3EW.

**Arnold Yates**, 12 Frederick Street, Chorley, PR6 0QB.

**Brian Power**, 71 Flat 2, Salisbury Road, Wavetree, Liverpool, L15 1HW.

**D. Morriss**, 20 Greenhill Drive, Malvern, WR14 2BW.

**Gareth Bussey**, 1 Ramshaw Close, Langley Park, Durham, DH7 9FP. Also sells C16, C64 and Vic 20 games, so please specify which list(s) you require.

**Helen Shack**, 89 Cobbold Road, Leytonstone, E11 3NS.

**J. Thompson**, 78 Holddale Avenue, Leeds, LS16 6SG.

**K. Gurd**, 21 Ladycross Road, Langdown, Hythe, Southampton, SO45 3JR.

**Mr Staniford**, 2 Cromwell Close, Lincoln, LN4 1EU.

**Mrs Fuller**, 4 Whitehouse Cottages, Sot's Hole Bank, Holbeach, St. Mathews, Lincs, PE12 8EJ.

## SPECTRUM SERVICES

Instead of grouping services into different sections I have decided to put them all under one title, mainly because some people may provide more than one service.

**8-BIT/ IEBA**, Harrowden, 39 High Street, Sutton in the Isle, CB6 2RA. Multi format paper magazine and user group. £3, for latest issue.

**Adventure Probe**, 52 Burford Road, Liverpool, L16 6AQ. All formats, £2 an issue.

**Adventure Workshop**, 36 Grasmere Road, Royston, Oldham, Lancs, OL2 6SR. Spec adventures.

**Alan Godridge**, 47 St Helens Street, Elsecar, Barnsley, South Yorks, S74 8BH. Speccy tips disk-zine for the Amiga.

**Alchemist Research**, 62 Tithe Barn Lane, Woodhouse, Sheffield, South Yorks, S13 7LN. Spectrum and emulators user group, AlchNews magazine (Spectrum or PC), help service and Z88 support.

**Alchemist Research International**, Ferry Groothedde, Dekamastrjitte 34, NL 9011 WG, Jirsum, Netherlands. Sam version of AlchNews.

**Alchemist Software**, 126 Hayward Road, Redfield, Bristol, BS5 9QA. Spectrum, PC and Amiga PD.

**Arrow Software**, 15 Danebury Drive, Acomb, York, YO2 5EQ.

**Bernadette Dowsland**, 26 Elsie Street, Goole, East Yorks, DN14 6DU. Multiface pokes magazine, clip art booklet and manuals.

**Beyond The Frontier**, Brookside Cottage, Moorby, Boston, PE22 7PN. Amiga disk-zine with Spectrum snippets.

**BG Services**, 62 Roebuck Road, Chessington, KT9 1JX. Supplier of Z80 emulator and accessories.

**Bill Richardson and Co.** (EEC), 6 Ravensmead, Chalfont St. Peter, SL9 0NB. Microdrives, QL and

Z88.

**Capri Marketing**, 9 Dean Street, Marlow, Bucks, SL7 3AA. Spec software and hardware.

**Chic Computer Club**, PO Box 121, Gerrards Cross, SL9 9JP. All machines including Spec.

**Classix/ Games Finder Service**, 11 Finsbury Drive, Wrose, Bradford, West Yorks, BD2 1QA. £1.50 for latest issue. Games Finder Service will endeavour to track down any Spectrum title for a nominal fee.

**Crashed**, 16 The Avenue, Manston, Leeds, LS15 8JN. Speccy/Sam fanzine. £1.50 for latest issue.

**Dreamworld**, 10 Medhurst Close, Gravesend, Kent, DA12 4HL. Spec adventures.

**Everglade**, 68 Telford Street, Inverness, Scotland, IV3 5LS. Software.

**Fish/ Z2**, 3 Station Road, Birch Vale, Stockport, Cheshire, SK12 5BP. Paper fanzines.

**Flexibase Software**, 20 The Parklands, Droitwich, Worcs, WR9 7DG. Spec/Sam software.

**Format**, 34 Bourton Road, Gloucester, GL4 0LE. Paper fanzine for various 8-bit computers. £1.75 for latest issue. Also supplies Spectrum software and leads.

**JDH Tipskip**, 40 Rosarie Place, Grimsby, South Humberside, DN33 2JS.

**Kobrahsft**, Pleasant View, Hulme Lane, Hulme, Stoke on Trent, ST3 5BH. Software, +3 utilities.

**Locoscript Software**, 10/11 Vincent Works, Dorking, Surrey, RH4 3HJ.

**MDL**, 249 Dumbarton Road, Old Kilpartick, Glasgow, G60 5NQ. Spec PD.

**Microspec Software**, 22 Bond Street, Innerleithan, Perthshire, Scotland, EH44 6HW. Software.

**Mira Software**, 48 Lodge Close, Marston, Oxford, OX3 0QP.

**Outlet**, 34 Saltersgate Drive, Birstall, Leicester, LE4 3FF. £3.50 for latest issue.

**Prism PD**, 13 Rodney Close, Old Bilton, Rugby, Warwickshire, CV22 7HJ.

**RDS Software**, 24 Chelsea Park, Easton, Bristol, BS5 6AG.

**Scene+/ Austrian Spectrum Club**, Prager St, 92/11/12, A-1210, Wien, Usterreich.

**SGG**, Mieden 6, 9866TM Lutjegast, Netherlands. Monthly Spec and Sam mag.

**Sinclair Geb. Groep**, Croningen, C. Ballintjin,

B. Boermalaan 7, NL-9765 AP Paterswolde, Netherlands.

**Sintech**, Gastackerstr. 23, 70794 Filderstadt, Germany. Paper fanzine, software and hardware.

**Softsell/ Spectrum Software Hire**, 32 Dursley Road, Trowbridge, BA14 0NW. Software hire, trade and purchase.

**Spectrum Discovery Club**, 57 St. Saviours Road, West Croyden, Surrey, CR20 2XE.

**Sword Software**, 19 Great Leaze, Cadbury Heath, Bristol, BS15 5AT.

**Tasman Software**, Hilton Court, 2 North Hill Road, Leeds, LS6 2EN. Spec word processor.

**Trading Post**, Victoria Road, Shifnal, Shropshire, TF11 8AF. Hardware and spares. UK supplier of Sintech games.

**Westsoft**, A. Hoekman, de Hennepe 351, NL 4003 BD Tiel, Netherlands.

**Wizard Games**, 1 North Marine Road, Scarborough, North Yorks, YO12 7EY.

**Womo PD/ Spectrum Profi Club**, Penningsfelder Weg 98A, D-51069, koln, Germany. Spec/Sam mag and software library.

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☆ is just as lively, and includes a look at ☆

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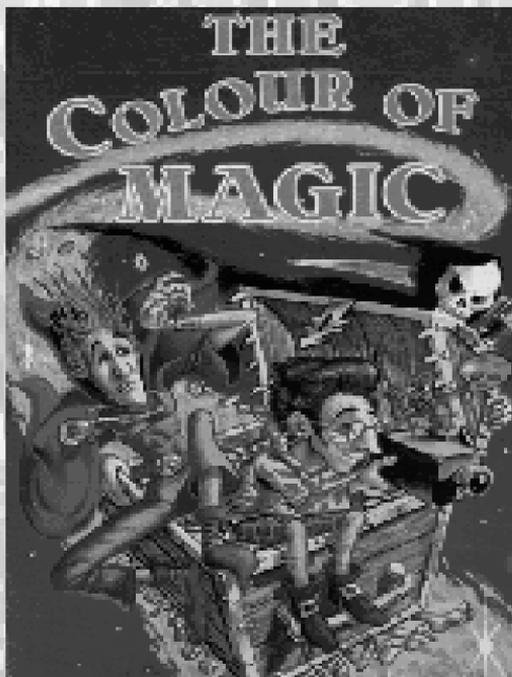
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# NEXT ISSUE



On the cover-tape is the classic game *The Colour Of Magic* plus all the latest demos. an Interview with Jon Ritman (creator of *Head Over Heels*) plus part two of the Don Priestley story. Also (fingers crossed) a review of *Mortal Kombat* and a look at the *Knighit '91* demos and *UFC: Enemy Unknown*.