

THE ZX FILES

The magazine for Sinclair Spectrum and emulator users. Issue 5.



PREPARE TO BE BLOWN AWAY

Oooh Suit You Sir



Paul White,
editor of
The ZX
Files

As the dark nights draw in once again I thought it was about time I splashed out and bought something to pass away those winter blues. So armed with my wage packet I stormed into a new shop called Choices and bought myself an all dancing all singing Nintendo 64 with Goldeneye and a Jolt Pack. "What is a Jolt Pack?" I

hear you cry. Well it is this little gizmo that slots into the top of the Nintendo joypad and vibrates if used with a compatible game. In Goldeneye if you are shot the joypad buzzes in your hand, and if you are surrounded by a crowd of goons armed with machine guns the joypad nearly leaps out of your mitts when you are shot to ribbons. It's not just used for gruesome moments like that, it can coincide if you fly into a building in Lylat Wars (which is roughly every five seconds for me) and apparently in the forthcoming Zelda game the pad will rumble when you come across certain puzzles. Brilliant stuff. "So what's this got to do with the Spectrum?" I hear you all shouting. Well,

not a lot really, but the game Goldeneye was created by a programming team called Rare, who just so happened to be called Ultimate.

Now whether any of the original members of Ultimate



Goldeneye Spectrum style

still work for Rare is uncertain but what is is that the high standards that Ultimate once set in the eighties is been carried on into the next millenium by Rare. Games like Goldeneye and Diddy Kong Racing prove that without a doubt. So when some snotty little peck of a kid derides you for owning a crumbly old Spectrum you can tell them that Lord Sinclair helped create a race of programmers that have evolved into some of the console and PC game writers of today, and that by introducing a low-cost machine that was accesible to all people and not just a tinker toy for the rich and idle he helped found a base for future generations to build

upon. Wether the little twerp with the big puffy jacket understands or even listens is highly unlikely.

It has just appeared on the news that 700 Japanese children were admitted to hospital after watching a cartoon called 'Pocket Monster' based upon a game of the same title. Apparently the poor little tykes suffered from sickness and were in a state of shock and it now seems that playing computer games can cause the same effect. Well knock me down with a feather, I could have told those boffins from University Egghead that years ago because I suffered the same symptoms during playing World Cup Carnival when I suddenly realised I had paid 15 quid for it. I still break out in a hot sweat in my sleep, but I think that's related to a recurring dream I have with Rhona Mitra who.....

Moving quickly along! I would like to wish everyone the best for '98 and good health to you all.

Paul.

I WONDER WHO SPOTS THE DELIBERATE MISTAKE?



"I SHOULD HAVE KNOWN! HE DRAWS ME AS A CARTOON CHARACTER AND HE DOESN'T GIVE ME ANY GENITALS! WHAT A DORK!"

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BERET 2 POSTER

This is the poster that Ocean were to use for Vindicator before they decided to drop the 'Green Beret' tag to save a few pennies by not buying the licence.

THE BORING BIT

This issue was created using Microsoft Publisher '97, Microsoft Word '97 and Paint Shop Pro. The Speccy bit was done using the emulator X128 v0.8 (easily the best Spectrum emulator). The cover-tape was created using Hypra Loader. Spiritual guidance provided by Frank Drebin.

THE GROVELLY BIT

I cannot begin to thank the following people enough for their help. Random (I promised I wouldn't use that dodgy photo), Don Priestley, Jon Ritman, Mark Jones (especially for all the cool Ocean material), Adam Hodson, Terry Pratchett, Colin Smythe, Fergus McNeil, Tracy (I promise I will buy my own scanner by the end of the millennium), all at the Sinclair newsgroup. Andy Davis and Thomas Eberle. A big hi to everyone concerned with the NSSS, both organisers and people who have attended.

THE COPYRIGHT BIT

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DEPARTMENT ZX

My previous undercover squad has been replaced by a team of double glazing salesman. They promise to get all the latest Speccy news and gossip even if it means sitting in peoples houses for hours before they are forcibly removed by a policeman. Watch out because they've got brochures and they ain't scared to use them!



128K emulator for the Amiga

After years of waiting it looks like the Amiga could be blessed with a Speccy 128K emulator, KGB v2.0, and it is set for release soon. It requires AGA / 68020+ to run and is compatible with .SNA, tap, .Z80, .SP and the native .KGB format. The Interface 1 ROM and microdrives are emulated. The tape loader-routine has been slightly improved and it will accept anything now - including the original Jasper (with multispeed loading routine!). The overall emulation speed (48K) is a bit slower than ZXAM 2.0b. The 128 part is a bit buggy yet - but KGB have decided to release it though. It can load but not save snaps, and the ROM-swapping is causing the BASIC to be rather slow (this should however not affect programs not using the ROM). The release date has not been set yet but should be soon. Apparently KGB have been working on this emulator for many years, and it has been ready for release many times, but every time KGB "just needed to add one feature..."

Also to be released are MAME and ZX81 emulators, but the 128K emulator will take priority. It looks like I'll have to splash out and get my A1200 fixed

ZXAM dead?

For many, myself included, ZXAM is currently the best Spectrum emulator for the Amiga. A full-blown 128K version



was promised a few years ago but nothing ever materialised. It now looks like it may never appear as the utility's author has apparently moved on to the PC, smashing up his Amiga in the process as the picture shows.

Best Speccy CD in the World ever

I have just received a Spectrum CD that contains more games than any other I have encountered has, and at only £5 it is a veritable bargain. Designed for use with emulators this CD contains old classics to brand new titles. To receive a copy send a cheque made payable to Helen Foote or £5 cash to:

Craig Rothwell,
73E East Stirling Street,
Alva,
Clackmannanshire,
FK12 5HP.

Just tell him that The ZX Files sent yer.

Alchemist web site

Alchemist Research now has a web site that can be found at:

www.alchemist.clara.net

Alchemist has also just acquired the rights to distribute Lerm Software.

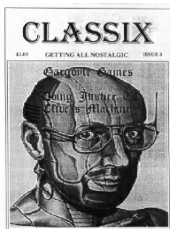
Classix

Classix Enterprises announced that as from January 1998, their popular Spectrum retro-fanzine Classix will appear just THREE times a

year.

Production has been scaled down due to the University commitments of the editor, who is currently in the middle of a journalism degree course at Bournemouth University.

James has also created a web site that includes information about Classix and his Games Finder Service, as well as snippets from various issues of Classix. It can be found at:



<http://ourworld.compuserve.com/homepages/wadster>

Tomb Raider 2 in Specky shocker

Up and down the country hundreds of Spectrum, Saturn and N64 owners were saddened to hear the news that Tomb Raider 2 and any game featuring the image of Lara Croft will only be available on the Playstation and PC. Sony struck up a deal to ensure that the silicon femme fatale will appear only on their console till the year 2000.

Sad sexually confused Spectrum owners can console themselves with the fact that the talented lass Lara is about to release a single and a film is said to have been given the green light and will cast Liz "I can't act" Hurley as the lead. This seems to have changed from the original rumour that Bruce Willis had bought the rights so that his wife Demi "I can't act also" Moore could play the part.



I don't want to be like Clive

Lads magazine Maxim has in its January '98 edition results of a survey carried out to find out the top 60 nightmare men that other men don't want to turn into. Shockingly (or maybe not) is that our Uncle Clive can be found nestling halfway up at number 32. Other entrants include Peter Stringfellow at number 1, Jeremy Beadle at number 2, and Fred West at 24. Gary Glitter comes in at number 14 - not sure if this survey was done before Mr Glitter paid a visit to PC World but it would seem that it was. So it appears

that people would rather be a serial killer or sicko pervert than a bloke who gets all the beautiful women and has loads of dosh.



"I am not a number, I am a free man."

The Peter Stringfellow and Clive Sinclair connection does not end there either. To launch the Stringfellow's web-site was none other than number 32 himself and a host of beautiful women from the Cabaret of Angels. As the photo shows Clive certainly seems to be enjoying himself. There now follows excerpts from the press blurb.

The 'red ribbon' was cut by none other than the UK's favourite inventor and entrepreneur, Sir Clive Sinclair. Inventor of the ZX series of computers, and imaginative creations too numerous to list, he clicked the button at 7pm, and Stringfellow's went live onto the Internet.

Sir Clive Sinclair said "...I was honoured to be asked to launch the site. Especially with all these beautiful girls around..."

As this is a serious fanzine and not a smutty top-shelf publication I shouldn't really print any more of these pictures. However I can easily be persuaded to. Bribes can be sent to the usual address.



"Excuse me but could one of you two young ladies pick up my tissue, I appear to have dropped it!"

Zenobi not to release any more new titles

On a more serious note The ZX Files has learnt that Zenobi will not be releasing any more new titles due to the cost of play testing games and the lack of sales. The Zenobi address is at the back of the magazine so go on and order some games and help keep a great Spectrum institution going as it would be a great loss if it completely closed down as new original games are few and far between.

COMING SOON TO A SPECTRUM NEAR YOU

There doesn't seem to be much in the way of finished games of late but there certainly seems to be an awful lot of previews coming my way. Whether any of them actually get completed so we can get to play the little buggers remains to be seen. But what is certain is that this little lot has got my salivary glands working overtime.

Civilization

One of the many Russian releases that could be heading our way soon. A translation of the PC classic from Microprose is being converted by Cubeckin Vitality for 128K machines.



Having never played the original I can't comment



too much on this version as all the text is in Russian it makes it somewhat unplayable for the likes of me. There seems to be plenty in the way of drop-down menus and the screen scrolls smoothly and the pointer is very responsive. One to watch out for.

UFO: Enemy Unknown

Another game that falls into the



category of been unplayable because of my inability to read Russian. This is another conversion of a Microprose classic, and like Civilization, everything moves smoothly and there are more options than you can shake a big stick at. Another one to watch out for.

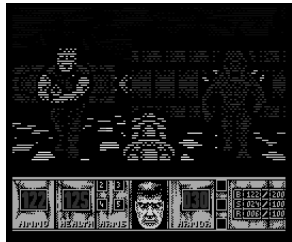
Doom

On last issue's cover-tape was



a demo to the forthcoming

game Doom. Since then I have played another preview to the game, this one having monsters for you to shoot. The



graphics are more like the PC incarnation it is attempting to copy, with ogres and marines all looking to kick your ass. The game has three graphics levels from you to choose from, small-screen monochrome, full screen colour and full screen colour but with less detailed graphics. The pleasing thing however is even with full screen graphics the whole thing moves along very nicely. This is going to be the conversion to end all conversions - unless of course somebody is going to code Tomb Raider!



Dune 2

Dune 2: the Battle for Arakxis is a game that ate up a lot of my free time when I played it on the Amiga. This is the game that Westwood Studios have evolved into the classic PC Command and Conquer titles. This demo is still missing a few elements from the full

game, however it does seem to be still in the early stages of development and so it is too early to say if it is going to be



any good or not. Scrolling is smooth and the graphics are functional if nothing else. This is going to be a 128K game so hopefully a bit of music and SFX will be added to liven things up. Lets hope this turns into the frantic and addictive game that the Amiga one still is.

Oz

The Spectrum has never been short of platform games but I'm sure we can squeeze another one in somewhere. Oz is basically another Dizzy clone, but shock horror, hasn't been made by Code Masters. This is another Russian game so the text is indecipherable for a man of my limited talents but it looks like you control a Little Red Riding Hood character on a journey through the usual clichéd fantasy woodlands. Puzzles are solved with the



usual pick up an object affair.

The graphics are big and colourful, but this has the



drawback of making it all seem rather slow. If the speed side of things can be tweaked then this could easily be an enjoyable little romp (and we all like those don't we!).



Black Raven

Apparently in the style of Warcraft, this so far appears to be the best of the point and click strategy games that are heading towards the Spectrum. If however the likes of Dune can retain the qualities that made them classics on the Amiga or PC then this game will have its work cut out in trying to keep up. As with most of the games I've previewed this seems to have also

managed smooth scrolling of



the play area.

The Stainless Steel Rat

This game is based on a book



by the best selling SF author Harry Harrison. Jim de Griz, better known as the Stainless Steel Rat, is an interplanetary con artist. Bloodskull have decided to use an adventure format for the game but have brought the design more into the nineties with music and a clickable interface. Whether this is a good thing or not remains to be seen.





grips with the intricacies of realistic role play. It was the old game “Kingdom” but much more complex. Slowly the program grew and grew. As I was not aware of what could and could not be done in Basic, it was tricky to plan, and new ideas kept popping up to rewrite big chunks of the program. Looking back, I find it hard to realise how much I had to put up with. No procedures, no functions, no labels, no moving or copying or deleting blocks. Every precious line number hoarded. And after a long slog I’d lean back, my knees would bump the underside of the table and

THE DON PRIESTLY STORY

Part 2

Ok, so I’ve posted off my very first ZX81 game instructions to Bug-Byte and another outfit called Macronics and waited. And waited. Then, after about a fortnight I got a letter from Bug-Byte to say that they were “interested in the program and if it did what the instructions said it would, they would be willing to buy it for £75”. Wowee! Loadsa wonga for playing with a toy. I signed all the rights away to them and sent the tape and waited again. Before the lovely cheque arrived I got a letter from Macronics saying they were “interested in the program and if it did what the instructions said it would they would be willing to buy it for £400”.

Mistake number 1. Stop lip quivering, tell myself it won’t happen again and think of something else to write. But what? I actually bought some games to see what they were like. Mostly they were like crap. Which, in a way, was a Good Thing, ‘cos it meant that if standards were low I’d stand a better chance. Still no ideas.

One morning, lying abed late as is the habit of the lazy unemployed, I asked my dear wife what she was reading. “It’s a strange book about an African dictator, but when you get to the end of each chapter it asks you to decide, from options given, what to do next. It then routes you to other chapters depending on this decision.”

That’s it!

“Dictator” was conceived. The next few weeks saw me bumping into lamp posts, wearing odd socks and stirring salt into my tea as I came to

that bloody ram-pack would wobble two hours of work to oblivion. Save the program. Then save it again as you can’t trust it to load back.

When this epic was nearing completion (that means memory was getting chokka), I bought a wonderful “toolkit” which would allow moving, deleting and renumbering lumps of Basic. When I loaded it, it wasn’t Basic!

It was just a load of odd characters in Line 0, and it was run by typing RANDOMIZE USR n. What the hell was this? And if you typed in a few lines it would renumber them instantly. I just couldn’t understand what was going on. Gradually I picked up the idea of this mysterious stuff known as Machine Code. Anyway, too late for that at the moment - get “Dictator” finished, which it duly was. I can’t honestly remember now who I sold it to.

Meanwhile, I got to grips with the Machine Code. From a Tandy store I bought “Programming the Z80” by Rodney Zaks. This became the bible of ZX81 for Spectrum programmers, along with various books about Sinclair’s operating system and ROM listings. This dog-eared and sweat-stained volume is still on my ‘old books’ shelf. I remember the very first Machine code program I ever wrote, to get a character block to descend from the top of the screen to the bottom. Really ambitious stuff! It didn’t crash, but then again it didn’t work either. No block appeared. After checking and running the program the thousandth time I saw a tiny movement part way down the screen. Putting the program into an endless loop I

realised that the block (it only had to jump 24 times) was so fast it was beating the TV raster. A huge pile of NOP's (no operation) in the code slowed it down enough to see. This was quite startling and all other aspects of life got shunted to one side as I came to terms with the possibilities this opened up.

A series of drossy little programs followed, all in Basic with Z80 bits. They all sold, some of them at six to a tape. The learning went on rapidly to where a good games idea was needed.

The two most frequently asked questions I've been asked are "How do you write the game when you've got a good idea?" and "How do you get ideas for games in the first place?"

Well sometimes I've written games without an idea. I copied it. A good example is "Asteroids" or "Meteoroids", one of the classics. I wrote it on the ZX81 for DkTronics, who'd produced an alternative characters sets ROM which contained bombs and bullets and lines etc. Dk wanted games written for it, so it was a matter of looking at sets and deciding what could be made of them. The result was OK, but really quiet! (Incidentally, all of the character sets contained what I thought was a little dog, but was in fact a llama. Jeff Minter had a hand in design and used it to display the Llamasoft logo!)

Sometimes, like "Dictator", I came upon an idea by chance. The start of "Flunky" was simply being asked "Can you do a game about the Royal Family?" As the man doing the asking was doing the paying I replied "Yes, of course", without batting an eyelid.



Jeff Minter, an idol to C64 owners! Half man, half beast.

Quite often a game comes from some sort of technical breakthrough such as that Spectrum water-skiing game with the skyline going all the way across the screen, including the border. Most

of these games were very good as the innovation came first and the gameplay second. Mind you, they sold, because in those early days practically every program had some technical innovation, and the punters loved it.

As to how to write a game - it's a mixture of programming, persistence, imagination and bloody hard work. These are in ascending order of importance, programming being at the bottom of the pile. I've met many a whizz kid of tender years who could program my socks off. I've employed a few. But being able to program doesn't qualify anyone to write games any more than being literate turns us all into Freddie Forsyths. I use the word "games" because games are fiction. Being able to write a utility such as a word processor or file manager is easy-peasy compared to a game, which either works or doesn't work. I've written a few flops in my time and although some were published, most got shelved. A game is about two thirds finished and you get this horrible feeling that it's just not "working". You give it to kids to try out and they come back and say "Yeah, not bad". Yeah not bad means it's crap, and you can push it about, reshape it, paint it another colour and spray scent on it. But it's still crap - and needs burying.

Anyway, back to the past. Here I am, bulging with Z80 code. LD (IX+5), A and EX DE, HL and LDIR were my new friends, but I had no idea what to do with them. That is, no BIG idea. The problem was graphics, and as we fondly remember, ZX81 only had crude "sugar cube" graphics and not many of them. One day, just out of curiosity, I tried to design a little chap from them. Yes he was a step up from Asterix the Gaul. In fact a very big step up, being six characters or quarter of a screen high. He even had blinking eyes - (astounding detail!). Encouraged, I went on to animate him and eventually had him standing there blinking or running left or right on the spot. I couldn't run him across the screen 'cos three strides and he'd be gone. Nobody, as far as I knew, had put animation like this on a ZX81 screen and I was determined to do something with it. As he couldn't run a simple background would have to scroll past him, and, most important, a game would need to be found to fit this novel presentation.

The result, after weeks of work, was "Mazogs". Ever heard of it?



Random

The Russian Speccy Scene Today

The following article was kindly written by Random Chaos, member of Concern Chaos. Born on second of April 1979 in Sankt-Petersburg (former USSR, now Russia) and now residing in Australia. Originally Concern Chaos organisation was called Amber Corporation, but since this name was registered by Roger Zelazny publishing company, they had to change the name to Concern Chaos. Firstly created as a software development group Concern grew in size and has changed it's prime function. "We Solve Problems."

Random (real name is Potapov Vsevolod Viktorovich) had completed Russian high school with top 5% results, but Australian education system doesn't accept Russian attestats, so he had to 'study' once more – so he went to Tamworth

High School. That was a very important decision, because it lead to today's situation - CC had become today's Concern.

The future is unclear right now, so more information will be available later (at the moment Random has finished last year of school and is preparing for final HSC exams). He plans to go to the University to do "computer science and technology"... time will tell what will happen...

Russian Spectrum Scene....

...small introduction....

Well, again, don't know how to start the goddamn article. Usually it takes less than 100 lines of bullshit to begin the actual article. well, lets try.. Russia. Most people associate this country with sub-zero temperatures, vodka drinkers (he he), communism - Lenin, Stalin, etc. Well, what can I say - that's pretty good stereotype. Most of it right, but as most stereotypes this one shows only side of Russia. Just as quick example, temperatures in Russia sometimes go over +30 degrees, many people don't drink at all and Russia is democratic

country now. Well, this information has absolutely nothing to do with subject of this article (not quite true, but would do for now ;) Scene. another stereotype. hAV3 a l00k @ da kEwl dUdez fr0m personally, I hate such perversions. Unfortunately it's quite popular slang of the _scene_ (and it helps to hide faults in not_very_native language). Well, Speccy scene of former USSR isn't much different compared to any other scene. It has it's very own elite, it has it's own lamers. It's quite hard to write about scene, since there're too many factors to consider, too many views of the same subject. I'll try to tell you about it as close to truth as possible, omitting un relevant and/or my own opinions. Latter is less possible to avoid though ;) Anyway, lets start...

There're many theories how Spectrum came to

Russia. Here's one of them (extract from Russian Most Popular Spectrums...): Russia (former USSR) had different but not less interesting Speccy life than other countries (such as England, motherland of Speccy). Because of many reasons, such as high cost (for soviets), difficulty in repairs and many many other problems, Russia had to create it's own computer. Soviet people went through various models of homemade computers (usually not compatible with each other) when they finally got their BEST (at a time) home machine - Spectrum. Some people had real Spectrums and they had friends - electronic engineers... well, guess what their friends did ? That's right, they created Russian analogue of Spectrum. Since then, Sinclair was the only home computer for everyone (until sometime in late 80s when people found their second Speccy - AMiGA ;) end of quote.

Well, you see - Russians had their own Spectrums. Another extraction from FAQ There are too many models of Spectrum in ex-USSR to attempt to list them all here. And we don't need that anyway... all of them are quite similar in main idea, so we wouldn't try to write about them.

Well, despite the fact above, only two models can be called 'most popular'. They are Pentagon and Scorpion. Funny but Scorpion isn't as popular as Pentagon, despite more correct implementation of original Spectrum features, despite Service Monitor, despi...

Let me finish this quote here, since I promised not to include any my own opinions here...

So, again, despite the advantages offered to

like dog food ;) by Scorpion, Pentagon is the actual compo-machine, the scene machine. Most of demos/intros were (and still) created for Pentagon. Since Pentagon is not 100% compatible with original spectrum (therefore with Scorpion as well) some of masterpieces aren't working correctly (if at all) on our good old 128/+ 2/+3/... Another problem with Russian scene is that almost everyone uses TR-DOS disk OS by Technology Research. Unfortunately this system isn't as popular here as in Russia, which creates another compatibility problem. Generally speaking, not many of programs "made in Russia" can be run on our Spectrums. Sad, but true.

There's a solution though - use an emulator... not very good solution, is it? Yeah, agree, but we don't have much choice here. We could go to Russia and buy Pentagon 128 with Betadisk (another name of TR-DOS) or mail order it... Sounds like good idea to me actually, ah, well, let me continue the story of Russian Spectrum Scene. Russian Scene was born with first spectrums arrived/assembled in Russia from "crackers" of original ZX games on tapes imported from Europe (mainly Poland). You may ask "why they needed to crack/pirate games and utilities?" well, I can answer this question - mainly because of economy of USSR. While you, my friends, could pay 10 pounds for Bomber, we couldn't. And that's not even question of greed or anything like that - salaries of Soviet people were unbelievable low these times (and just a bit better now). Another reason to crack/pirate the game was a possibility of "learning" something in process of cracking. Most of coders in Russia are self-educated. And believe me they're mostly on the level with their *foreign* rivals and sometimes even better. So, as good examples of all this history above, will be my memories ;) I remember my first tape with games... it had about 10 games on each side and I think couple of them already then (!) had cheat modes. he he. (That was 1988 or 1990 I cant remember for sure).

Funny, but TR-DOS was available already then! It wasn't as popular, but users of this system were increasing in some weird progression. Basically in 1992 almost everyone I knew had Betadisk interface. (Me too - I've got my Pentagon 128 then). Disks are much quicker and easier to use than tapes. In my honest opinion that was a main reason of massive grow of Russian scene. Since not many people wanted to load their old tapes in computer with much faster disk interface, many *release* groups were born at this stage (and



Inside the Pentagon

Russian Speccy men

(I don't like word Speccy-chum. Sounds too much

they're still being created). They had a quite strange status then, since games were still property of companies, but now they're right I suppose. Many groups who were converting tape games to disk versions were attaching intros to them. He he, demomaking was born just like that. It progressed a lot! From simple scroll over the pic + music on AY type demos demomaking grew into something much more interesting and important. Simply compare some demos from Enlight 97 (Russian only demo party) with demos made in early 90s.... What can I say? That's absolutely same machine, but difference is unbelievable. I wonder what would Sir Clive would say about last demos... he he.

Demomaking is very good school for young programmers. Trying to get most of the resources of most likely best 8-bit computer, trying to be stylish, trying to beat best of bests, they're learning a great experience. That's why scene people are teenagers (13+ actually). Don't get me wrong, there are many adults on the scene as well, but for most of them Spectrum is just a hobby thing, while for young coders Spectrum is their life.

There are many demomaking and/or release groups. It's simply impossible to count them all, or even estimate. Most of those groups consist of 3-5

magazine. I've heard that this magazine is now disk-zine. Well, that's not as bad as we can think - disk-zines and electronic newspapers are very good sources of news and information. Despite completely lame magazines and papers like Faultless, most of these publications are well done and popular in Russia. Unfortunately for us, all of them are in Russian. There's a hope though... Elite of Russian scene is making new magazine called Scenergy. This zine will have an English version and I hope I'll force my colleagues to make a TAP version of it for you, my friends...

There're some gamemaking groups (I just cannot call them companies, since they're mostly unorganised. It doesn't affect quality of games though, you'll see what I mean after reading the advertisement from Concern Chaos in next issue). Most of those games are very (!!!!) well done. As an excellent example have a look on games of the CopperFeet. UFO - Enemy Unknown, UFO 2, Black Raven... brilliant games, excellent entertainment even now (!) and outstanding quality.

Unfortunately (or maybe not) Spectrum is just a hobbyists machine. That mean many things. First of all, that Spectrum programmes are available for sale only in few shops (which are not specialized only in Spectrum stuff of course). Sad, but probably true - Speccy lives his last years in Russia. No doubt people still will be interested in ZX, but active life is slowly coming to its final end. Well, nothing can live forever and that's good... But feel of great loss is raising in my heart when I hear words of some *aggressive* fLamers. Nostalgia - that's the name of my disease. A chronic disease I would say ;) But don't worry ! Many people were predicting the death of Spectrum back in golden days (late 80s - early 90s), and Speccy is still Alive and kicking. And I'll personally cut the throat of person who will say that Spectrum's dead. It will never die in our memories...

P.S. There are some good news. If you'd like to visit Sankt-Petersburg (Russia) and see the best of bests in Spectrum/Amiga/PC scene, you're invited to "Chaos Constructions" in August 1998. More information will be available later.

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mailto:cha0s@cybermail.net

Next Issue Random lifts the lid on the Pentagon computer and gives us the technical lowdown.



The Jon Ritman Interview



ZXF:

Jon Ritman, creator of Matchday 2, Batman and the ever popular Head Over Heels, talks about his time spent programming for our favourite computer and about his projects for the future.

Anyone for Head Over Heels
3?



ZXF: The first game I believe you wrote was Namtira Raiders. Did you have any trouble selling it to Artic? The impression I get of those early days is that software houses were desperate for titles to market.

JR: It took 24 hours from me sending it off to them accepting it.

Another early title you wrote was called ARG but was never released. What was the game about and why wasn't it released?

JR: It was a crap Space Invaders, it wasn't released because it was crap.

ZXF: I don't suppose there is a chance that you have a copy of ARG knocking about on an old C90 tape somewhere?

JR: Not any more, anyway it only worked on early Spectrums due to a change to the keyboard hardware.

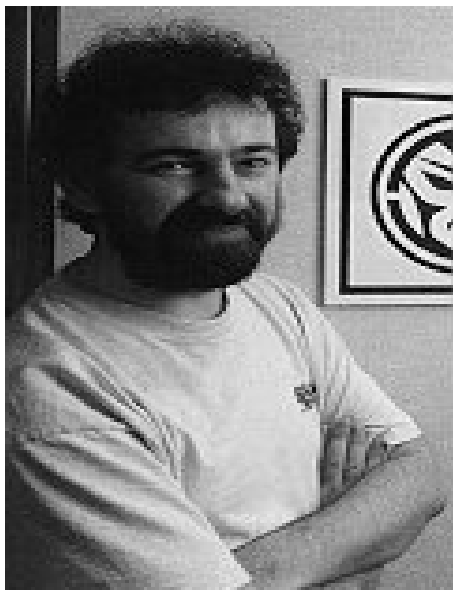
ZXF: In 1983 (correct me if I'm wrong) you had 4 titles released. Cosmic Debris, 3D Combat Zone, Dimension Destructors and Bear Bovver. You must have been coding 24 hours a day to get that little lot written.

JR: And I worked full time for the first 9 months - games were a bit smaller in those days - as I remember Combat Zone's code block was only 6k long, I could write that much in 2 or 3 days now.

ZXF: Was it financially worth the effort or were you ripped off?

JR: I was ripped for the ZX81 game, I could have made more money with a better publisher for the rest, but they gave me a good royalty and I was earning more from the games than my full time job (that's the reason I gave it up).

ZXF: Why did you and Chris Clarke feel the need



to leave Artic? Was it because you were coding Match Day and Artic released World Cup Football?
JR: No, I just wanted a better publisher.

ZXF: After that you went on to create Batman. Did the games of Ultimate inspire you at all?

JR: Yes they did, I saw Knight Lore and knew I wanted to use the same system.

ZXF: Why choose Batman as the main sprite?

JR: We were trying to think of a hero that people had heard of but wouldn't cost too much, I thought of Batman and proposed it to Ocean and they sorted the rest.

ZXF: This was the first game that you and Bernie Drummond worked on together. How did you two meet?

JR: Bernie played the drums in a band that some friends had.

ZXF: How much did the licence cost? I'm sure that it would cost a pretty penny if bought today.

JR: I couldn't give you an exact figure but as I remember they got between 25p - 35p per copy.

ZXF: How did you come to create the look and feel of the game. Did Bernie have a lot to do with the design or did you tell him what you wanted, or was it a 50/50 creative partnership?

JR: I did all the game and room design, Bernie supplies me with a large collection of graphics and I place them in the game - usually I wouldn't tell Bernie what to draw but just the size I needed, he would then provide something in that size - as you can see from the final game there is no attempt to keep things in scale, we just used the graphics Bernie could draw.



ZXF: What was it like working with Bernie?

JR: At times a nightmare and at time

superb, that's what you get for working with someone as

crazy as Bernie.

ZXF: Next up was Match Day 2. The thing that caught my eye was the graphics. They certainly tried to be more realistic.

JR: Hey are you suggesting the graphics in the first Matchday weren't so good? That may be because I was the artist on Matchday and Bernie was the artist on Matchday II

ZXF: Have you ever thought about a Match day 3? Given the capabilities of today's technology you could create a real belter of a game, so long as you don't get the footy bloke from Channel 5 to do the commentary!

JR: Matchday 3 will be released before Xmas (97).

ZXF: Oh good, I suppose that means we can expect Head Over Heels 2 in the Spring?

Any chance of doing Speccy versions?

JR: HoH2 (it may be called something else) will be release towards the end of next year either on the N64 or the PC.

ZXF: Your next game, Head Over Heels, become an overnight cult game with gamers always pleading for help with the puzzles in the Spectrum magazines. Was this something you intended to achieve?

JR: No, I just make games I would like to play.

ZXF: So what games do you like to play nowadays?

JR: Better soccer games, better puzzle games, better Doom games.

ZXF: Using the same 3D engine as Batman must have given you more time to concentrate on the puzzles. How did you keep a track of all the objects, puzzles etc?

JR: Big lists hanging on my wall.

ZXF: Looking back at your Spectrum titles would you have liked to have done any of them differently or at least change them in some small way?

JR: I'd have made that early rooms in Batman a bit less difficult, it was too hard for some players.

ZXF: Did you do the version of HoH for the ST/Amiga? Graphically from what I saw the 16 bit

ZXF: Is it time for us Spectrum users to move on to a more advanced computer or console?

JR: Way past time.

ZXF: Do you think the days of the bedroom programmer creating a top selling game are over?

JR: In most cases yes.

ZXF: You have been granted three wishes, what are they to be?

JR: I want to be rich. I want all wars to stop. I don't want to hear another word about Diana.

ZXF: Any words of wisdom for readers of The ZX Files?

JR: Probably not.

ZXF: That will probably be the last of the questions so I shouldn't be pestering you too much more. One last request is for an up to date picture of yourself that you wouldn't mind being printed (nothing too risqué I hasten to add). Or would you



Once again Yorkshire's finest give out another lesson in how to play football!

versions were inferior.

JR: Colin Porche at Ocean converted for the C64, the ST and the Amiga, all of his code conversions were excellent but his colour co-ordination was crap - I managed to get the C64 version changed before it went out but failed to do so for the 16 bit versions.

ZXF: What happened to you and Bernie after HoH? Did you decide to leave the Spectrum then, and if so why? Surely the Spectrum was still financially lucrative even then.

JR: We worked with Rare.

ZXF: I assume that you worked on Nintendo titles. Was it in anyway different to how you had worked before?

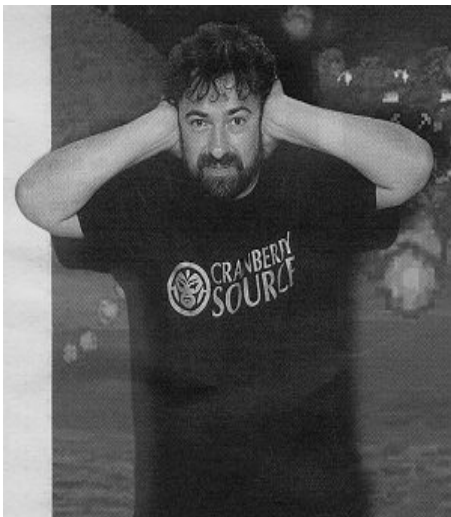
JR: We worked on the Nintendo's and arcade machines and yes it was different but then working on a different platform is always quite a change.

ZXF: So what are Bernie and yourself up to nowadays?

JR: I'm running Cranberry Source, a medium sized games developer. Bernie is freelancing.

ZXF: Imagine the Spectrum was still the best selling computer and all games were still been written for it. What do you think the quality and content of the games would coders be able to be achieve?

JR: I suspect we had pushed it as far as it could go.



Jon ignores the ZX Files pitiful pleas for Head Over Heals 2 to be released on the Spectrum!

just prefer an old photo to be used?

JR: I don't have anything scanned in at the moment so you better use an old one.

ZXF: Thanks once again for all your time and assistance, I really appreciate that you could find the time to answer the questions. Take care.

JR: Cheers.

R: Tape Loading Trauma

by Adam Hodson



One of the joys of owning a Spectrum was the whole 'loading a game in' experience. You could start the tape off, go off for a bit and come back and find your game had loaded itself in without so much as a hoot. This all changed from about 1984 onwards with the advent of turbo loaders and protected loaders (Speedlock et al). If you left these to load in on themselves, when you came back you'd very likely get a black screen with no activity or the white 'Sinclair Research' screen.

'Ah', the software houses said, 'these loaders stop people hacking our games and copying them'. What they failed to realise was that in some cases, they did almost too good a job, stopping people who'd actually bought the game (the irony being that the person with the hacked version was having no trouble loading their normal speed version in).

Custom loaders generally fall into two contrasting categories: the nice and the nasty.

Nice loaders do not use a loading pitch that affects the local dog population. They have load timers and tell you if a block has not loaded and let you load it in again. If a serious loading error does occur, then it stops loading immediately and informs you of the problem.

Examples: Alkatraz and maybe Speedlock 4

Nasty loaders use speeds that create headache inducing load signals and need microscopic volume settings to load correctly. If a block fails it will either make a sound like laughing or will screech and flash colours at you and give you a scare. It will use a 'checksum' system that checks at the very end of the load to see if all went well and will crash or just put up a black screen.

Examples: Original Speedlock loader (grrr...

fume...)

The tape loading hassles of the 48k Spectrum owner were minuscule compared to the Herculean trials of getting a turbo loader to run on a +2 or +2A. These had built in tape decks which had no counters, volume or treble controls. This meant you nearly broke the controls off the tape deck playing the 'find the start of the block' game. Amstrad must have bought a job lot of those Fisher-Price 'My-First-Cassette-Recorder' things and installed them in Speccys to get rid of them. The only way to fiddle with the deck was to turn the infamous 'azimuth' screw. This is the only tape deck I have ever had to do this on...

Top Ten Tips for loading 'problem' games:

1. Get your dad to watch the loading process. As all dads think they know how to make computers work, they will undoubtedly attempt to 'fix' the problem with the computer. The Spectrum's sixth-sense will realise it is about to be opened up into a lot of pieces and will load in the game without any problems, thus saving itself from demolition. This method ALWAYS works. The main disadvantage is that you look a right idiot when you've said that the game never loads and it goes straight in when your dads there.
2. Take the police approach and cordon off the desk or table your Spectrum inhabits (this must be done after starting the tape). No human contact should be made with the Speccy until the game has loaded. No one can disturb the Speccy or the tape player by doing something disruptive like blinking or breathing rather heavily next to it. Could cause problems with multi-loaders....
3. Leave the Spectrum to get on with it. Start the tape off and go downstairs or into another room and do something while the game loads (a cup or tea perchance). The Spectrum can't pick up your

stress and anger and can then load the game in privacy and peace. If the game doesn't load after this, at least you've got a cup of tea out of it.

4. The technical approach. Use that azimuth alignment tape that you spent £8.99 on (a tape with a high pitched tone, two paper arrows, a screwdriver and a copy of Joe Blade - hmmm... money well spent) to 'fine tune' your tape. Realise that you need three arms to use it correctly and that the azimuth program is a sod to use. End up doing the tuning by human ear alone. Recreate the atmosphere of using the azimuth tape by losing 9 pounds and spending half an hour fiddling with the tape deck and swearing.

5. The technical approach pt. 2 . Use your hi-tech tape cleaning kit (cotton wool buds and some alcohol to clean the tape head) to cleanse your tape head. You may also wish to use a head cleaning tape which come in two varieties; i) abrasive ones that grind your tape head away or ii) the cloth ones which do bugger all but look good.

6. The technical approach pt. 3. Get one of those backup gizmos and save the tape to normal speed or disk. Rather expensive and still requires you to

load in the game to back it up. Grrr...

7. Remove your little brother from your room while loading the game in. Little brothers are fine with Spectrums until they find out about i) the BREAK key and ii) the RESET button. This problem can be avoided as a lot of loaders ignore the break key while loading, so you can knowingly smile at your brother as he blackmails you whilst loading Daley Thompson's Decathlon.

8. The Skeleton-Crew approach. This involves removing everything that is none vital to the loading of the game, e.g. joystick interface, disk interface, Multiface etc.. Invariably, the game will load, but you won't be able to play it properly as your joystick is not attached to the Speccy (don't even THINK about re-attaching it...)

9. Desperation tactics: only plugging in the ear socket while loading, blowing on the tape, banging the tape on a hard surface to 'loosen' the tape. Only to be attempted when you've run out of proper options.

10. Animal sacrifice.. Hmmm.... Haven't tried this one yet.



**She kept up
With The LADS
For 14 PINTS,
Then they STARTED
TALKING ABOUT
The SAM**



DO THEY STILL HATE US?

Dear Paul,
as you might know, I am now in the Internet and I will maybe contact you more often. In this e-mail, I will give a response to Dave Fountains article "They still hate us..." about C-64 Scene:

A comment to the article "They still hate us, but we dont care", published in ZX Files Issue 4.

Dave Fountain wrote in his article about the fighting between C-64 and Spectrum and about what is left today. Dave may be right if you see only the British scene, but there is another.

Many 8-Bit computers where there years ago, the best and widest spread ones were the C-64, the Spectrum and also Amstrads CPC. All three computers fight wars and won battles. The CPC was very wide spreaded in France, while the Spectrum was the main computer in Britain. The C-64 was in other countries sucesfull, of course in the USA but also in the country where I am living: Germany. There was a time, when somebody was talking about computers, he meant C-64. Everybody still knows it and the German C-64 Scene nowadays is quite more healthy than the British Spectrum scene. So Dave Fountain was writing about the magazines Format and Outlet and that C-64 doesnt have something like that. To be true, in Germany there was a High Street magazine still existing till December 1996, then joining with a PC magazine and now only few pages for C-64 left (+ disc). But then started another magazine this year and it is only available on subscriptions, but still no fanzine...it is more professional than

our Speccis together. Oh well, fanzines ...not only in Germany, all over the world there are paper based or disc-based zines existing and all are not bader or better than ours, but only more.

So at all, the C-64 has not fallen behind the Spectrum. As I know, also the British C-64 scene is quite more active than the Spectrum scene. Lets be true, where are all those great things, Dave wrote about? Yes, we have PD-libraries, but what about the Fanzines? Format is nearly a SAM-only mag, Outlet membership has fallen under 100 readers, CRASHED is only appearing, when the publishers are in the mood to do something, CLASSIX seems to be ended, PD-Power was also only 3 times appearing this year (instead of bi-monthly) Alchnews is still well, but only all quarter of a year and also this magazine, the ZX Files was only published 4 times in over 1 year. Is this a healthy Spectrum scene? Who thinks like this should really think about.

Yes, we have other examples, for example my magazine, SUC-SESSION was released every month this year, also the other German club, SPC. In Austria there is the very good disc-zine "SCENE+", appearing 6 times this year and in Holland there is the SGG which comes 11 times per year and in Czech Republik startet a new mag which will be monthly. But sorry, this all is not Britain.

Have we lost that war? It is up to you, fanzine editors, writers, programmers and readers. We can change it, we can get a healthy scene, but dont think it is already good as it is. This is absolutely wrong. I really hope, there will be enough people willing to change it.

As for me personal, some will know me as real Spectrist. But my company SINTECH is supplying all 8-Bit computers, so I know much about whats going on in the CPC or C-64 scene, and when I see what is possible in other 8-Bit scenes, I really feel disappointed when I see what is in the Spectrum scene. If anybody wants to discuss about the reasons and how to change it, just write to: Thomas Eberle, Rainckerstr. 4, 70794 Filderstadt, Germany or e-mail me: sintech@online.de

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A LIFE IN THE DAY OF...

BY WILLIAM HARBISON AND BILL A. HARBISON.



Mark Jones (interviewed elsewhere in this issue) sent me copies of various original Ocean comics that were written between 87 and 89. They were drawn (the first one was scribbled, but the artwork got better with each issue) by Bill Harbison, who worked on a number of Spectrum games. As they were getting a bit battered Mark decided to scan them for posterity and they have been published here for your enjoyment. They are funny but have a lot of in jokes but really do show how Ocean was in those days. Mark also has some storyboards for Platoon, the original artwork for Vindicator when it was Green Beret II with the logo on that they had to remove because they didn't want to pay to use the name, some photos of the building and the people who worked there from mags and some that he took himself and lots of other various bits and bobs from his Ocean days. The ZX Files will hopefully bring you more pictures in future issues.



SEE YOU GUYS LATER.



WOOPS, SORRY BILL.

PLEASURE BUMPING INTO YOU AGAIN!



CHUCK JOHNS AT DAWN'S
IN 1981

LATER



MORNING BILL!

WHY CAN'T HE USE THE DOOR LIKE EVERYONE ELSE?



A LITTLE LATER

GUESS WHAT? GARY'S IN TODAY.

NOW, I WONDER WHAT HE ACTUALLY DOES WHEN HE'S HERE?



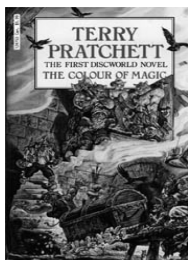
I KNOW! LET'S GO AND PEER THROUGH THE DOOR.



SHIT... FOCK... SHIT... BULLOCKS... TWAT.

I GUESS HE PLAYS GAMES AND SWEARS A LOT





The Colour of Magic

As a guide to this issue's cover-tape game *The ZX Files* takes you on a quick guided tour of *The Colour Of Magic*, along the way meeting the game's three creators, the book's author, as well bumping into some of the main characters.

After a bit of pleading with Fergus McNeil and Terry Pratchett I was pleased to be given



"A 200lb orangutan goes where he likes..."

permission to use the game for a cover-tape. A few loose ends had to be tied-up as Terry wasn't sure if it was Alternative Software who still owned the copyright to the game or if it had in fact reverted back to him. "My belief is that thing game got mired in some dumb rights issue ten years ago and rights have reverted to us. I strongly suggest that you send an email to my agent, Colin Smythe even so. Certainly we wouldn't want money!"

No money? And I was willing to offer ten quid as well!

I proceeded to write to Colin and I was pleased to receive an e-mail reply shortly afterwards.

"Terry had told me he was going to put you in touch. Macmillan/Piranha licensed a company

The *Colour Of Magic* was the first computer game released with Pratchett connections. Released in 1986, some three years after the novel of the same name was written and long before the likes of Eric Idle could be considered as suitable to do a voice over (and yes I do remember *Deus Ex Machina*, but that doesn't count!). It was written by Judith Child, Fergus McNeill and Colin Buckett and published by Delta 4 / Piranha Software (a name familiar with Don Priestly). Unleashed onto the Commodore 64, Amstrad CPC and Sinclair Spectrum so owners of those machines could try

wizard Rincewind many Good value too as it is a graphic attempted managed)



Fergus McNeil

the bumbling called through his misadventures. for money it was 4 part text and adventure, that (and almost to cram the entire first book of the Discworld series into a game! Suffering not a little from the non-standard geography that abandons North and South in favour of Hubward and Rimward, the game was nevertheless well received earning some very good reviews, even achieving a Sinclair User Classic.

called Alternative Software Ltd., before we notified them of termination of the agreement in August 1989. I tried to get information from Macmillan, since they did not send us requested papers, but they had apart from that the open-ended got no rang the Alternative me a copy



Judith Child

they told me lost them, so the knowledge agreement was for a single fee I owner of who promised of their copy of the agreement once he found it, but I did not get it. On two later occasions I rang and reminded him and finally wrote on 20 May 1996, but got no reply. Since then I have not bothered to enquire further, but suspect - unless you know anything of the company - that it no longer exists. I would consider that since in seven years he has failed to provide a copy of the agreement, he was unable to find it, and therefore does not have any proof of its contents. The rights were returned to us by Macmillan, and therefore I believe we must have the right to give you permission to reproduce the game. I assume that you have Delta 4's approval, in which case we are happy for you to issue the game with "The ZX Files". I'd be grateful to have a couple of copies of the relevant issue for our files in due course to put in my archive. I still have a copy of each of the original Amstrad CPC and the Spectrum versions, but not of the Commodore, which I foolishly lent to someone years ago and never got back."

After reading Colin's letter I got in touch with Fergus McNeil again. "As far as I'm concerned, if Terry has no objections, neither do I. He is, after all, a righteous dude." Nuff said!

And that is how the game came to appear on this issue's cover-tape. It is however unlike most adventure games. You can kiss goodbye to the familiar north, east, south and west for starters. But so as not to throw anyone who is not familiar with either Discworld or Mr Pratchett himself there now follows a brief description of the man himself, the main characters from TCOM, Discworld and a quick Q+A session with the great bearded one.

About Terry Pratchett

Terry Pratchett is, on average, a sort of youngish middle-aged. He was born in 1948 in the village

of Forty Green (now a part of Beaconsfield, Buckinghamshire) and is still not dead. He lives in the West Country with his wife Lyn and daughter Rhianna where he writes books in between answering the mail. He lives in constant dread that someone will find out how enjoyable he finds writing, and stop him doing it.

He chose journalism as a career because it was indoor work with no heavy lifting. He's managed to avoid all the really interesting jobs authors take in order to look good in this sort of biography. He started work as a journalist one day in 1965 and saw his first corpse three hours later, work experience meaning something in those days. After doing just about every job it's possible to do in provincial journalism, except of course covering Saturday afternoon football, he joined the Central Electricity Generating Board and became press officer for four nuclear power stations just before Three Mile Island, which shows his unerring sense of timing.

He'd write a book about his experiences if he thought anyone would believe it. All this came to an end in 1987 when it became obvious that the Discworld series was much more enjoyable than real work. Occasionally he gets accused of literature. He says writing is the most fun anyone can have by themselves.

He grows carnivorous (which, he argues, are really insectivorous) plants as a hobby (which are doing quite well by the way) and tells us that they are a lot less interesting than people believe. He likes people to buy him banana daiquiris (he knows people don't read author biographies, but feels this might be worth a try). He tries to make computers do things they were never intended to do. He also feels that the world could use more orang-utans.

He has a two speed Cutter and there is to the rumour that being presented "wow-wow sauce" sandwiches at



Colin Bucket

Hedge no truth is he likes with signings.

Death

The Defeater of Empires, the Swallower of Oceans, the Thief of Years, the Ultimate Reality, the Harvester of Mankind, the Assassin against Whom No Lock Will Hold, the only friend of the

poor and the best doctor for the mortally wounded. An anthropomorphic personification. Almost the oldest creature in the universe (obviously something had to die first . . .)

He is a 7-foot-tall skeleton of polished bone, in whose eye sockets there are tiny points of light (usually blue). He normally wears a robe apparently woven of absolute darkness - and sometimes also a riding cloak fastened with a silver brooch bearing his own personal monogram, the Infinite Omega. He smells, not unpleasantly, of the air in old, forgotten rooms. Death's scythe looks normal enough, except for the blade, which is so thin you can see through it - a pale blue shimmer that could slice flame and chop sound. His sword has the same ice-blue, shadow-thin blade, of the extreme thinness necessary to separate body from soul.

His face, of necessity, is frozen into a calcareous grin. His voice is felt rather than heard. He is seen only by cats, professional practitioners of magic, and those who are about to die or are already dead - although there is some evidence that he can be glimpsed by those in a heightened state of awareness, a not uncommon state given the Discworld's normal alarums. When he needs to communicate with the living (I.e. those who are going to continue living) he is perceived very vaguely by them in some form that does not disturb them. There was a period when he made an effort to appear in whatever form the client expected (scarab beetles, black dragons, and so on). This foundered because it was usually impossible to know what the client was expecting until after they were dead. He decided that, since no one ever really expected to die anyway, he might as well please himself and he has since stuck to the familiar black-hooded robe.

His horse, though pale as per traditional specification, is entirely alive and called Binky. Death once tried a skeleton horse after seeing a woodcut of himself on one - Death is easily influenced by that sort of thing - but he had to

keep stopping to wire bits back on. The fiery steed that he tried next used to set fire to the stables.

Despite rumour, he is not cruel. He is just terribly, terribly good at his job. It is said that he doesn't get angry, because anger is an emotion, and for emotion you need glands; however, he does seem to be capable of a piece of intellectual disapproval, which has a very similar effect. He is a traditionalist who prides himself on his personal service, and, despite the absence of glands, can become depressed when this is not appreciated.

Humanity intrigues Death. He is particularly fascinated by mankind's ability to complicate an existence, which, from Death's point of view, is momentary. He appears to spend a lot of time trying to learn, by logical deduction, the things that humanity takes for granted. In the process, he seems to have developed what can only be called preferences and liking - for cats, for example, and curry. He has tried to take up the banjo, but lacks any skill with such a living thing as music.



Death has a property not locatable on any normal atlas, on which he has called into being a house and garden. There are no colours there except black, white and shades of grey; Death could use others but fails to see their significance. And, because he almost by definition lacks true creative ability - he can only copy what he has seen - no real time passes in his domain. Nor do things live or grow in the normal sense, unless they are brought in from outside, but they exist in an apparently unchanging, healthy state.

He appears to derive his opinion of how he should live by observing people, but the nuances consistently escape him. He has a bedroom, for example, because although Death never sleeps, it's right that houses have bedrooms. He also has a bathroom, although the ablutionary fixtures were supplied by a plumber from Ankh-Morpork because plumbing is among those activities where Death's constructive abilities find themselves

cramped; he was not aware that pipes were hollow inside, for example. On his dressing table he has a pair of silver-backed hairbrushes and a little glass tray for cufflinks, despite having neither hair nor cuffs. He thinks that's what he ought to have.

As with all creatures that have existence, Death has an hourglass/lifetimer that measures the length of his days. His is several times the size of normal people's glasses, and is black, thin and decorated with a complicated skull-and-bones motif. It has no sand in it.

There is a strong suggestion in the books that Death is somehow on our side.

Luggage

In appearance: a largish, metal-bound chest which is capable of extruding a large number of little legs to help it move about. It is made of sapient pearwood, a magical timber which can cause its constructs to portray characteristics similar to that set of characteristics known as "life". Pearwood constructions can be set to do small tasks, such as carry water or guard property. Since it is a magical substance sapient pearwood is impervious to magic, and in the Sto Plains is much sought after for the manufacture of wizard's staffs, since its capacity for storing magic is up to ten times than that of other than of other leading timbers. In case of the Luggage, built to serve as self-propelled travel accessory and bodyguard, one of the set of characteristics

known as "life" is a particular characteristic known as "faithfulness" and another is one known as "murderous intent".

When it opens its lid; often in order to snap it hard on something it considers to be threatening its owner, the luggage may reveal clean laundry, or a kings ransom in gold, as often as not, though, it displays teeth like bleached beechwood and a tongue as red as

mahogany. Although it has a keyhole, it cannot be opened when it is in a locked mood.

Rincewind

Rincewind. A wizard. At least, generally referred to as a wizard.



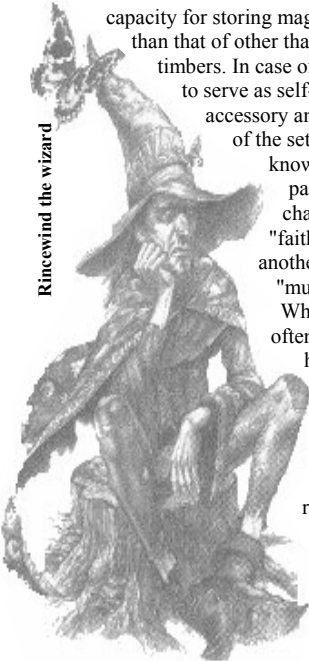
Luggage

He is tall, thin and scrawny, with a raggedy beard that looks like the kind of beard worn by people who aren't cut out by Nature to be beard-wearers. He is a non-smoker (unusual in a wizard). He traditionally wears a dark red, hooded, frayed plush robe on which a few mystic sigils are embroidered in tarnished sequins. The robe has been made darker by constant wear and irregular washings. Under his robe he wears britches and sandals. Around his neck is a chain bearing the bronze octagon which marks him as an alumnus of Unseen University (quite wrongly, it must be pointed out, since he has never passed any kind of magical exam). On his head is a battered pointy hat with a floppy brim, which has the word WIZZARD embroidered on it in big, silver letters by someone whose needle work is even worse than their spelling there's a star on top. It has lost most of its sequins.

He was born under the sign of the Small Boring Group of Faint Stars - a sign associated with chess board makers, sellers of onions, manufacturers of plaster images of small religious significance and people allergic to pewter. His mother ran away before he was born, and the young Rincewind grew up in Morpork.

He does have an innate gift for languages, which enables him to shout 'Don't kill me!' and be understood in a hundred different countries. He is also good at practical geography, which means

Rincewind the wizard



that he always knows exactly where it is he is running away from, he has a razor-sharp instinct for survival equalled only by an uncanny ability to end up in situations where every bit of it is required.

Rincewind's room number as a student at UU was 7a (wizards avoid the number eight). Later, during his spell as Deputy Librarian (an ape's Number two, as the Dean nastily remarked), he lived in a room close to the library used mainly to store old furniture. It contained a large wardrobe (on top of which the luggage hibernated) and a banana crate, which he used as a dressing table.

There are eight levels of wizardry on the Disc, after sixteen years, Rincewind failed to even achieve level one. It was in fact the opinion of some of his tutors that he was incapable of even achieving level zero, which most normal people are born at. It has been contended that when Rincewind dies the average occult ability of the human race will actually go up a fraction.

'To call his understanding of magical theory abysmal is to leave no suitable word to describe his grasp of its practice,' said one of his tutors. He is also not very good at precognition, he can scarcely see into the present.

Some of this is unfair. For a bet, the young Rincewind dared to open the pages of the last remaining copy of the creator's own grimoire, the octavo. A spell leapt out of the page and instantly burrowed deeply into his mind. whence even the combined talents of the Faculty of Medicine were unable to coax it. No one knew which spell it was, except that it was one of the Eight Great Spells that were intricately interwoven with the very fabric of time and space itself. Since then, no other spell dared stay in the same head. For that prank, he was expelled from UU.

Subsequently he has been an unwilling travel guide, has been through Hell, has visited most of the countries of the Disc, has travelled extensively in time as well as in space, has been present at the

creation of the Discworld where he caused the origin of life by dropping an egg and cress sandwich into the sea. He has defeated the greatest magic-user on the Disc while armed with nothing more than a half-brick in a sock, and is believed to have been one of only nine people to have visited the country of Death while mortal.

Twoflower

Twoflower is just a tourist on the "normal" Discworld, because he comes from a land very far away. In this country gold doesn't have much

value. That's good for the people on the Discworld, because for example for one night in a pension he pays one Rhinou (that's, what this gold is called like - and one of them is four times more worth than the whole pension!!). That's why Rincewind is his leader - not because he likes him so much. Twoflower is blessed with four eyes and more money than sense. On the covers of the first two Discworld books, Josh Kirby actually drew



Twoflower

Twoflower with four physical eyes. Consensus has it that Terry was trying to get across the fact that Twoflower was wearing glasses ('four-eyes' being a common insult thrown at bespectacled folks, and indeed Twoflower has two physical eyes and a pair of glasses on the cover of TCOM computer game), but that Josh Kirby simply triggered on the literal text and went off in a direction of his own. Whether this action essentially shows Kirby's interpretive genius (the KirbyFan explanation) or his inability to get the joke / read very carefully (the NonKirbyFan explanation) or simply a deliberate mis-interpretation (the Middle explanation) is a matter still under discussion. The main reason why Twoflower comes to Ankh-Morpork is Adventure. And he's gonna have a lot of adventure...

Discworld

Discworld, a world that offers sights far more

impressive than those found in universes built by creators with less imagination. It exists right on the edge of reality; the least little things can break through from the other side. It is allowed to exist either because of some impossible blip on the curve of probability, or because the gods enjoy a joke as much as anyone else. More than most people in fact. Its position is best described as being neatly and safely secured in the overhead baggage compartment of an astral plane that never got off the ground. The Discworld itself is a small flat round planet (like a geological pizza, but without the anchovies) that sits atop four giant elephants who stand on the back of the great star turtle A'Tuin. This world is the home to some of the strangest creatures you could ever find and the only place you could find one's wierder would be in the dungeon dimensions where some of the inhabitants are so hideous just to look at hem would kill you (mind you, anyone stupid nough to go looking for hideous creatures deserves what coming to them, which is usually a large claw). The main species (not the dominant species by far, but nonetheless main species due to the fact they breed like rabbits.) are humans, there are also a large number of dwarves, trolls, and miscellaneous other species. The Discworld has never had any problem with racial tension between blacks and whites (due to the fact that they tend to gang up on the green).

A quick Q+A with T.P.

ZXF: Before *The Colour of Magic* was converted to a computer game had any of your works previous to that ever been licensed, a Rincewind beard trimmer or any such novelties perhaps?

TP: No.

ZXF: Did Delta contact you first?

TP: Yes.

ZXF: Before Delta 4 were given the licence to TCOM, did you all sit down and discuss how the game should be written or were Fergus and co. given a free reign?

TP: It was largely left to Fergus, although he phoned me up a few times for advice and a general talk about how he wanted it to go.

ZXF: Did they involve you during the creation of TCOM or did you involve yourself to keep a watchful eye on things?

TP: No, I had lots of other things to do!

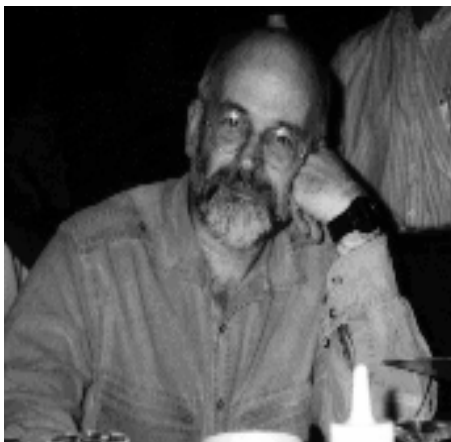
ZXF: Did you have the final say as to whether the game would be released should it not be as you wanted?

TP: No. I didn't have the muscle in those days.

ZXF: Were you pleased with the end result? The game certainly got glowing reviews.

TP: It was good for its time, but the world has changed a lot since then.

ZXF: How does the text based TCOM compare to the hi-tec PC Discworld games?

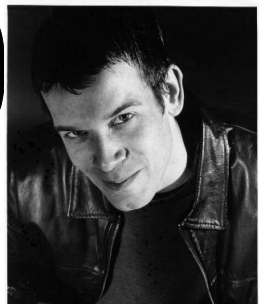


Somebody tells Terry that the ZX Files editor has e-mailed him again!

TP: Er...you mean you can't *tell*? But a good game doesn't have to rely on flashy graphics -- two fondly remembered games are Mazogs and Snowball, both entirely text.

Thanks to Fergus, Colin Smythe and Terry for allowing me to use this great game. Many thanks also to Steve Hill for most of the text and pictures. Mr Pratchett's latest book *Jingo* is available from most bookshops. You could do yourself a favour and grab a copy of TCOM while you are there.

SEÑOR MARK JONES INTERVIEWED



The following interview was carried out for a Spanish web site called El Mundo del Spectrum. Mark Jones used to draw Spectrum graphics for Ocean and is now leading the band Glendon

Ocean and decided on Ocean. Straight after the New Year in 1987 I moved up to Manchester and on my first morning working

at Ocean I had to get off the bus early because I was so nervous I was nearly sick. I walked the rest of the way and was late. I lasted 2 years but never really settled there, I think I moved up there too early and was always homesick. Also the bullshit that went around there got too much for me (you'd hear something off someone and the complete opposite from some one else). I DID have a good time there most of the time and met some great people (Anyone know where Kane Valentine is now? I've been trying to trace him for years with no joy, he was a games tester and one of my best mates. The last I heard was that he move down to the south coast.) I went freelance for a while doing bits and bobs, worked on the scrapped 'Total Recall' for a company called 'Active Minds' which was run by a bloke who didn't have a clue! After that I worked on 'Flood 2' for Bullfrog which was going really well until the programmer and Bullfrog fell out then I thought 'F**k this' and went off to Israel for a while. When I came back I got offered a job in a record shop and have been there for 3 and a half years. Now I'm managing an exciting new group from Northampton called 'Glendon' who have got most of the major record companies running after them. So soon I will be managing them full time and I see this as the beginning of the rest of my life. This is what my life has been building up to and the rest is history.

EM: In which (Spectrum) games did you participate and how?

MJ: Right, the first thing I did was to doctor the loading screen to 'Road Race' which was a crap racing game to be given away free with a magazine ('Your Sinclair' I think). I did the logo for the game and the Ocean logo. Then I stated proper on 'Wizball' and did all the graphics. I did the music for 'Arkanoid' with 'Wham The Music Box' and got Ocean into trouble with Melbourne House! My other in game graphics were

EM: Summarise your life...

MJ: I was born in Northampton UK on the 12th June 1970. I had a good childhood with a good family. Got into computers through friends at school and on my 14th birthday in 1984 my mum bought me a ZX Spectrum 48K. They were good times with us all swapping games at school (I know it was illegal but at 14 you don't have enough money to buy many games and if a game was that good I'd have bought the original anyway. Just because I had a game on copy didn't mean that I'd have bought it so the software company didn't lose out). It was a big day when the new 'Crash' mag came out and we'd all scan the pages to see which games had been given 'Crash Smashes' and which games had been given a slagging off, then if someone had bought one that got a particularly bad review we'd take the mickey out of them for buying a crap game ('Crash' was the holy bible back then!) I had a friend who always seemed to have wads of tenners on him who bought everything that came out that was any good (as well as some duffers) so I was lucky in that I was always able to get copies of the latest software though I did buy as many games as I could afford and bought even more once I'd got a job at the local CO-OP store. A couple of times a week we'd all trek down to the local software shop and catch up on all the new releases. If you had a brand new game it was like hard currency at school and you could tease and brag to people who didn't have it (Seems VERY silly now!) I left school at 16 and applied at various software houses for a job not really knowing what I was letting myself in for. I had interviews at Elite and

'Gryzor', 'The Vindicator' and some of 'Dragoninja' (by the way, some of the trains have 'BTF' on the side. This was short for 'Bugged To F**k', we didn't really think the programmer was any good!) The loading screens I did were MagMax', 'Wizball', 'Gryzor', 'Mutants', 'Tai-Pan', 'The Vindicator', 'Arkanoid II' and 'Dragoninja'. I helped a bit on the design for 'Platoon', the tunnel section WAS my idea, I was staying at Simon Butlers house at this time and remember suggesting it though he would probably argue that it was his idea. (If you're reading this Simon, I've got a good memory and definitely remember suggesting that bit!) Then, like I said earlier, I worked on the scrapped version of 'Total Recall' (which was already the 2nd go at it!) and the only thing of mine that survived onto the released game was my loading screen which you can see in the game if you wait on the main menu long enough. By the way, on most of my loading screens I put stupid comments and silly drawings with black ink on black paper that you can only see if all the colours are missing. I can't even remember what I did and on which screens but if there's a space with nothing in it on one of my screens chances are you'll find something silly if you get rid of the attributes! (If anyone does this could they email me the black and white picture so I can see it?).

EM: Which is your favourite (Spectrum) game?
MJ: Toss up really, either 'Tir Na Nog' or 'Legend Of Avalon'.

EM: Which is your best and worst recollection about Spectrum?
MJ: The best: Getting a new game and being able to get SO immersed in it that I could've actually been there (I can't do it now!). The worst: R: Tape Loading Error.

EM: Tell us something about OCEAN...
MJ: Where we were situated in the basement of an old Church in Central St, Manchester. (It was nicknamed 'The Dungeons'). The Church had the middle floor and all the suits had the top floor. It was very relaxed, too relaxed actually, Friday dinner times were officially 1 hour long, unofficially 3 hours as we'd all just been paid. I got a 'Strip-O-Gram' on my 17th birthday in front of everyone including all the directors which was highly embarrassing. There was a long room with all the arcade machines in we called 'Arcade Alley'. The Christmas Parties were always good

with people making fools of themselves and lots of sick everywhere. Seeing David Ward kicking his legs to 'New York, New York' will be a



Glendon. They've just signed a record deal with Universal.

memory I'll always have!!! Some good people worked there, Simon Butler, Martin MacDonald, Dawn Drake, John Meegan, Kane Valentine, Rocky Ming, Lorraine Broxton, Steve Wahid, Johnathan Dunn, Martin Galway, Mike Lamb, Lee Cowley, Gary Bracey, all the girls upstairs were a good laugh, Paul Hughes and lots more who's names elude me at the moment. In fact I got on so well with some of these people that I went to the Christmas Party the year after I left.

EM: What are you doing now?
MJ: I work in an independant record shop, DJ at 3 indie/pop nightclubs and manage 'Glendon' who have a web page on www.vegetableman.demon.co.uk

EM: Do you want say anything to Speccy fans?
MJ: Just keep all this stuff alive on here as I was worried that maybe it would all disappear, (games and things). With the Internet this stuff could easily be around in some form or another in a thousand years time. Long after all the original tapes and magazines have disintegrated. It's good to be able to pretend that I'm 14 again!!

There, hope it didn't bore you too much!



ENLIGHT 197

The Enlight '97 compo started on August 23rd in St Petersburg, Russia. However the inability to ensure order and to secure the safety of hardware, receiving a huge amount of guests and participants (more than 1000), and by the absolutely intolerable behaviour showed by some persons, the organisers had to cancel the second day of ENLIGHT'97. Only the ZX Spectrum and Amiga competitions were completed.

Results of ENLIGHT'97 haven't been and won't be calculated. However unofficial results have appeared with the excellent Binary Love getting



Spec-chums heading towards the Enlight competition

first place. The reviews now follow.....

Binary Love - Digital Reality

The beginning of Binary Love has to be the greatest intro to a Spectrum demo ever. The screen changes from 'Binary Love' to 'Presents' and suddenly the music tempo increases a hundred-fold and we are shoved head-first into the demo. The music almost induces sensory overload in the viewer as the members of the coding group take



turn to appear on the screen, fully animated and



doing super-cool movements such as removing a pair of glasses or turning 180°. Other smaller animations take place with symbols changing so fast they could easily induce epilepsy and have you bouncing off your bedroom walls in delight. I guarantee that the first time you see this part your jaw will drop and you'll be dribbling all over your keyboard. The rest of the demo couldn't possibly match this raucous opening sequence but it tries it's hardest to do so. More animation, morphing, plasma and lighting effects, and all are a joy to watch and are all enhanced by the superlative music. Hardcore anthems and more sedate melodic pieces go hand in hand with each section. Even the greet screen is watchable, a flying through space effect with all the group names flying towards you. I can only find one fault with Binary Love and that is that two of the Digital Reality team weren't digitised and the unglamorous 'No Photo' appears instead. Best Spectrum demo ever? A gut feeling tells me yes. It's on this issue's cover-tape so decide for yourself.

The Cube - TGM Crew

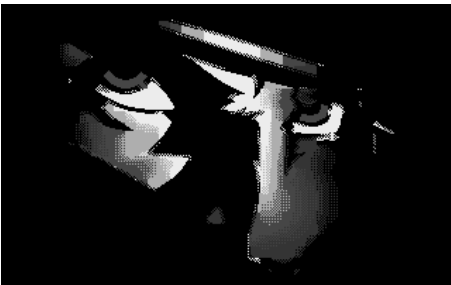
A more sombre piece that starts with a cube slowly spinning on its axis, fully 3D and light-sourced.



Lots of spinning objects soon follow as well as a cool effect that involves lots of small tiles spinning around the screen revealing the words 'The Cube' underneath. Sadly, if this demo had any coolness it lost it with a picture of Bugs Bunny that appears towards the end. If 'The Cube' were a car Jeremy Clarkson would complain that although it looks good it lacks any real power to drive it down the demo highway and past those National Express coaches driven by the likes of Digital Reality.

Bizzare Construction - Beermans

A collection of some of the funkier plasma effects seen in one demo - they appear to be controlled by some demented alien life form as

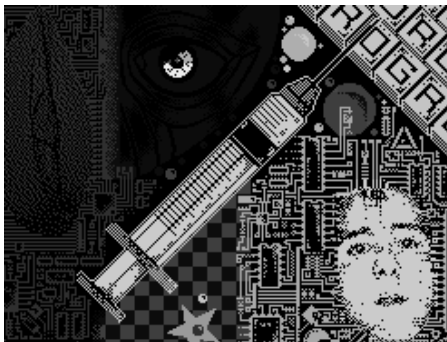


they whizz around every inch of the screen. Topped off with a realistic animation of a galloping horse this isn't such a bad demo, it just lacks variety that's all.

Shit 4 Brains - Progress

A ghostly mist wafts across the screen to give glimpses of names of the members of Progress

and then follows some animations. An eye slowly



opens, a syringe is depressed, no doubt injecting an illegal substance into someones arm, and a hand slowly relaxes as in. We then some effects, plasma, gives off common or swirling or plasma. Lots of techno type music and then suddenly the demo is at the last part. A full screen digitised animation of a shaven haired youth who rolls his head side to side, his lips curl up and he smiles. He then lifts his arm up to block the screen with the palm of his hand as if it were a TV camera and we can see the immortal 'S4B' daubed on his skin.



Although S4B cannot fail to impress me I cannot begin to understand it.

DON'T CLOSE YER EYEZ
 DON'T BE AFRAID
 LOOK INZ YER SELF
 AND U'LL SEE THE TRUE!
 OPEN THE DOOR
 LET IT DEEP INSIDE YOU
 TOUCH DA ABSOLUTE PAIN
 AND U'LL FIND THE DEATH

Outrage - Global

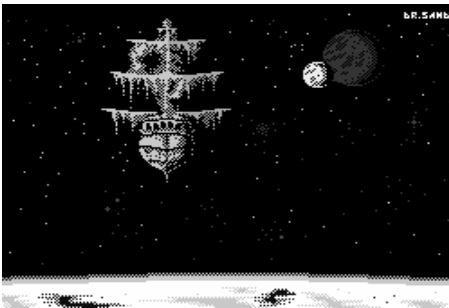
This demo has converted to and so far on Russian Nothing much ages just lots of



Pro

yet to be the Spectrum will only run Speccy clones. happens for swirling blue and

yellow quilted patterns. Then there is a nice picture of a ship in space, a wobbling chessboard



and lots of rotating shapes. There are lots of demonic symbols and even the music seems to have been inspired by Doom, but if this is trying to be at all shocking then it has failed. Nothing special.



Excess - Zero

Sonic makes an unwelcome appearance in what first appears to be a demo of American subway graffiti. There is all sorts of technical trickery performed later on including 2bit planes of dots, a rotating cube and what could easily be mistaken as an assortment of objects from the Battlezone game. The best part however is reserved just for Pentagon owners, so while normal Speccy 128K owners can watch the rest of the demo, this part is out of bounds due to hardware limitations. It is a black and white chequered board that rises and falls keeping the correct perspective and not showing one jagged edge. Soopob. You can even control the rotation by using keys Q, A, O and P. The music can be frenzied at the best of times and at the end it sounds like a mad church organist was let loose to write the music. Amiga owners watch out because Zero are heading towards a machine near you soon and promise to "...kick ass

of some stupid western suckerz." You have been warned.

Noumenon - Noumenon

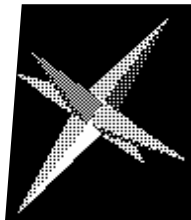
All the effects you have seen a 100 times before



crammed into a mouth sized juicy morsel. Even the music sounds vaguely familiar. What we have here is a full on in yer face attack of sights and sounds. It could be best described as the Spectrum brother to the Amiga demo Jesus on E's.

Real Action - Reaction Group

At times it looks like this demo was created with a spirograph then at other times it looks like the work of a genius. A great effect that looks like a comet hurtling through space is the highlight for me but mention must be made of the 3D vector objects that move around like they have anything but a Z80 processor to drive them along. I was going to print a picture of the comet but it just doesn't do it justice as a lifeless picture.



And that is it. There were 2 demos I was unable to get hold of, namely Eyeache 2 and Power Up, but should I receive them then I'll squeeze them in at a later date. The unofficial results for Enlight '97 were as follows.

- 1st: Binary Love - Digital Reality
- 2nd: Shit 4 Brains - Progress
- 3rd: Eyeache 2 - Code Busters

After a month or so to ponder I have finally decided that Binary Love IS the greatest Spectrum demo ever. So there!!!

comp. sys. sinclair

This issue the CSS discuss what exactly Tir Na Nog means and if Gargoyle got it right or wrong.

Does any know where the name of this game come from?

Utku Ozcan

It means 'Land of Youth' in Gaelic.

Richard Hallas

And it's misspelt - it should be Tirn an Og, if I remember rightly.

Chris Owen

Actually, that's interesting, because I happen to know a native Gaelic speaker (yes, it's his first language, and he didn't learn English until he was in his teens!), and he said something similar.

However, he also said that it was possibly a case of dialect or something. I'm afraid I don't remember this very clearly, as it was at least 12 years ago, but it goes something like this:

There are two distinctly different versions of Gaelic: Scottish and Irish. In Irish Gaelic, Tir Na Nog is the correct way to spell it. In Scottish Gaelic, on the other hand, it should be Tir Nan Og.

He also told me how to pronounce it correctly: "Tcheer nah noke".

Richard Hallas

It's actually spelt Tir na n'Og! Those programmers could never spell! It's where the sunbeams fall dappled through the leaves of trees, where birds sing, and streams tinkle in an endless summer's afternoon. Land Of Youth, most certainly. Celts! Best peoples in the world.

Darren Sparrow

It's (Tir Na Nog) also Scottish for "What the bloody hell are you meant to do in this game? Oh sod it, I'll load something else up so I can hack it. Ah come to me latest Codies release".

Or at least, it meant that to this Scottish person.

Gerard Sweeney

Dunnit mean "Land of the young" as in, "nobody ever managed to be old because they were always hacking each other's heads off with axes". That's the 2000AD-ish definition.

Sam

And, what about Dun Darach? Does anyone know?

Utku Ozcan

According to Gargoyle, it means 'Hill of the Oak'.

Richard Hallas

As most people have told you what it means how about a bit of history....

It is in deed a place called "Land of the Young", and was the Celts version of heaven, the story goes that Chuchulain - a great Celtic hero was sent there after he died in battle, and the game I think bends the story slightly by saying he was sent there to recover the broken pieces of Calums seal,...this seal had locked the great wurm/King Elfric/.etc etc away from the world.....so you had to collect the pieces to re-seal the bad dude...now a set of guardians had been entrusted to maintain the Seal, when the seal was found to be broken, as punishment these Seal guardians called the sidhe had to walk the paths of Tir Na Nog for all eternity.....

I think there was a bit of artistic liscence in there because I have a collection of Gaelic and Celtic stories poems and fairytales and no where does it mention Chuchulain wandering around, muttering to himself about finishing this bloody game...(although a very very very good one)..... Oh and Dun Darach was a market town....

P.S. Chuchulain was an Irish folk Hero...

Jan Matulewicz

NSSS HALL OF SHAME



Dok, refused a part in Trainspotting because overdosing on Tizer doesn't count.



Allan Clarkson. Mark Sturdy later offers him 10p and a sherbert dip for the rights to Crashed.



Thomas Eberle. The bloke from Sintech.

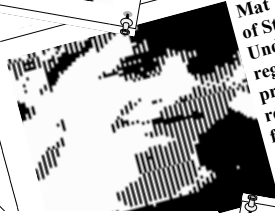


Mark Sturdy, Crashed Editor. Oooohh, I think he's giving me the evil eye and pointy finger treatment. I'd better stop taking the michael out of his Sam Coupe.

Orson from United Minds. Has never worked with Robin Williams.



Mat Wescott, author of Stevie Dotman. Under hypnosis he was regressed back to a previous life where he recalls writing games for Ultimate.



James Waddington, editor of Classic kidnaps Key the Wonder Sheep and threatens to use him as a Bradford F.C. mascot if United Minds don't subscribe.



This 128K was used to create the special effects in the X Files!



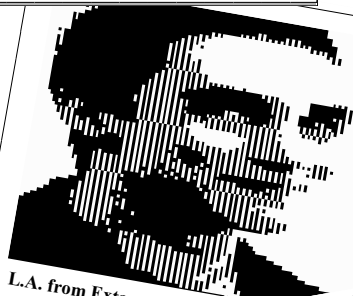
Andy Davis. The bloke from Alchemist Research.



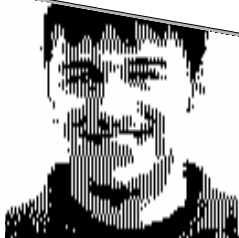
Paul Howard. Retired from the Spectrum scene after Impact Software was sold for £1,500,000 to Microsoft.



Ronald Rajen (left) and George Boyle. "Tell me again Ronald how you say 'we've only got five minutes to get to the next pub' in



L.A. from Extacy-3 demo group.



Only me.



Key the Wonder Sheep. Friend to Scottish demo people and rumoured to have started the new lamb CJD crisis.

Dave Ledbury, editor of Blitz doing his hide behind the camera trick.



This chap is called Bogie for some strange reason, he even had the t-shirt to prove it.



John Garner. Okay, which wise guy glued his lips together?

THE ZX FILES

MEGATAPE 2

Welcome to the instructions for the second ZX Files mega-tape. Not only do we have top adventure malarkey's in the form of The Colour of Magic, there is also the chance to sample the delight of some of the hottest new demos and a cracking version of that old favourite Tetris.

The Colour of Magic - Delta 4

Based closely on Terry Pratchett's novel, this adventure casts you as the unfortunate character of Rincewind. Rincewind is a very unlucky wizard. By accident, at the start of his training, one of the eight spells of The Octavo became hopelessly lodged in his brain. Since then he has been unable to learn any other spells.

He has some points in his favour, however. He is an excellent translator, has a uncanny knack for staying alive and, as a wizard, must be claimed by Death Himself when he dies.

Rincewind lives in the city of Ankh Morpork, and this is where your adventure takes place. It is up to you to guide the ridiculous Twoflower as he wends his blundering way. Wherever you go, the many-legged Luggage will be sure to follow. Meanwhile Death, rather weary from overwork, has a few surprises in store for you.....

Commands can be typed in English, e.g. EXAMINE THE WOODEN TABLE; but may be abbreviated to verb + noun format, e.g. EXAMINE TABLE.

To TALK to other characters in the game, first address the character by typing TALK TO (name of character) then SAY HELLO or whatever you wish.

SAVE & LOAD saves/loads game position to tape
RAM SAVE & RAM LOAD stores/recalls game position in memory
GRAPHICS on/off switches between a graphic or text only game

SCORE gives you a rating of how well you are

doing
INVENTORY or I lists what objects you are carrying with you
QUIT ends the game
HELP may just give you a clue (but might not!)

If you should become completely stuck then you can order issue 2 of The ZX Files as this has the full solution to this wonderful game.

Black Raven - Copper Feet

A playable 128K demo of the forthcoming Spectrum game. As the text is in Russian I'll leave the translating to you. Have fun.

TrashE - E-Mage

A great demo from 1996. The loading screen is completely black except for one white dot.

Ammytris - Fatality

A great Tetris clone kindly donated by Concern Chaos. Use keys QAOP and ENTER to move your piece and keys F and S to toggle sound on and off. The game has an intro sequence so get ready to pause the tape to view the cool animation and music.

Bizzare Construction - Extreme

A great swirling mass of colours. Sit back and enjoy.

Binary Love - Digital Reality

The winner of Enlight '97 and deservedly so. This is a brash and exciting demo that really has pushed the Spectrum way beyond its limits. The demo has to be loaded in USR0 mode (in 128K mode type USR0 then type LOAD"). This is a multiloader demo so be prepared to quickly stop the tape and rewind a bit if necessary for the next part. The demo is spoilt by loading from tape and is best viewed using X128 v0.8 or from a +D disk should it ever get converted.



IF THE TRUTH IS OUT THERE

THEN WHAT IS IN HERE?



Hold on to your little cotton socks for they are about to be blown off, because next issue The ZX Files is proud to present **Deus Ex Machina**. That's right **THE** cult game is given a second chance to amaze Spectrum owners everywhere. With a soundtrack that includes the talents of Frankie Howard, Ian Dury and Jon Pertwee, **Deus Ex Machina** is bound to intrigue and captivate all who take part in it.

Mel Croucher gets interviewed and reveals what happened to Tamara Knight, the Piman and why Patrick Moore's mum wouldn't let him participate in **Deus Ex Machina**.

Bo Jangeborg, author of the classic Fairlight speaks about his time with the Spectrum and Sam. If the legal wrangling can be sorted out then Fairlight will hopefully be appearing on the cover-tape of issue 7.

TV and radio presenter Violet Berlin talks about Bad Influence, Nintendo, the Spectrum and why Gamesmaster is so crap.

And if that isn't already enough then there is also part 3 of the Don Priestley Story, a peek inside the Russian Spectrum super-clone the Pentagon and also the usual news, previews and reviews. And to ice the proverbial cake Jet Set Willy will be appearing on the cover-tape in a brand new adventure called Jet Set Willy In Space.

And who knows, I even may get it finished in time for the 4th NSSS which takes place on February 28th 1998. Then again I probably won't and the magazine will be completely different from what I promised.

THE ZX FILES DIRECTORY



Bank, Holbeach, St. Mathews, Lincs, PE12 8EJ.

The ZX Files Directory is a free service provided to help Spectrum users find items of interest. To place or amend an advert then send your details to the usual address.

When replying to an advert please enclose a SAE.

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 want.

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

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, Dekamastjitte 34, NL 9011WG, 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 Dowland, 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. Specky/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.

Kobrahssoft, 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. Ballintijn, 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.

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.

Zenobi, 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX. Spec adventures.

GET 'EM WHILE THEY'RE WARMISH!!

Issues 1-3 are still available. Issue 1 includes reviews of 2 new Dizzy games and a lot of lively comments from members of the Specky scene. Issue 2 is just as lively, and includes a look at the forthcoming Legacy of the Zer Empire and an in-depth analysis of Deus Ex Machina. Issue 3 has a review of Prince of Persia, as well as a peek at Doom. Each issue costs just £1.50. Issue 4 is available for £1.75 without tape or £2.50 with tape. Tape highlights include playable demos of Mortal Combat and Doom while the magazine itself contains part 1 of the Don Priestley Story. Send your cheque/postal order, made payable to "P.White", to



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You can always drop me an e-mail if you require any information, and remember, I always have a large list of second-hand Spectrum games for sale at cheap cheap prices. Aye caramba.

WINDY HEATHROW

GREEN BERET II

