THE ZX FILES

ISSUE ONE • £1.20

TWO BRAND NEW DIZZY GAMES REVIEWED, LEGACY OF
THE ZER EMPIRE AND JSW '96 PREVIEWED, THE ZX FILES
QUESTIONNAIRE ANSWERED, ZXAM v2.0b DISSECTED,
IN-DEPTH HOBBIT GUIDE AND A WHOLE LOAD MORE......

PLUS AN EXCLUSIVE - *IS THE SPECTRUM REALLY BASED
ON ALIEN TECHNOLOGY?*

THE TRUTH IS IN HERE.............................

After a mountain of feeble excuses I've finally managed to get my butt into gear and get this little ol' ragazine finished. At times it seemed that my Amiga couldn't bear to even contemplate creating a fanzine dedicated to a Spectrum and so decided to start sporadically spitting its keys out at me whilst I was trying to recover from writers block and actually compose something remotely Spectrum like. But what do you expect from a machine created by Commodore.

After I finish this article this 'zine will be finished and winging it's way to the printers and so i'll be actually be able to get some quality game playing time in. As it has taken me just under ten years to complete Ghosts 'n Goblins I might be able to get around to finishing The Hobbit by the end of the century, with a little help of course !

Y'all take care now,

Paul

Sinclair **BOY** ™

INGREDIENTS

COMING ATTRACTIONS

Legacy of the Zer Empire

As promising sounding games go, Legacy of the Zer Empire sounds very promising, but it is going to be +D only to allow for lots of graphics, music and animation sequences. Currently being created by top Austrian coder, LCD, with additional graphics and ideas, as well as the tricky task of the game's conversion to English, been handled by Rebel from Technium 220. LCD has immortalised members of his own family by digitising them to use as aliens in the game, his cousin is to play the part of the beautiful A-Tya Rewra (this character was originally going to be portrayed by the lady from the jeans advert,

Action from Zer Empire, Tarantino style

but was probably dropped for copyright reasons) while LCD has cast himself as Varxon Thrarg.

The story takes place on Earth, now known as Terra Prime, sometime in the near future. With the environment on the point of collapse, the Government of the European Zone have turned to the Technical University of New Berlin in the hope that they can develop a means of transport that does not have a negative effect on the enviroment. With a large reward been promised to the first person who can create the type of transport required, it was no surprise to find everybody starting their own separate projects. Varlon Traas, who had been found two years earlier with no memory of his past, was working on the most advanced version, a form of transportation that would use worm-holes as a means of travelling through time and space. Unfortunately for Varlon, his two assistants had plotted to kill him and sell the device, so on the day the machine was

successfully tried out, Varlon was shot. If that wasn't bad enough, the bullet that shot him ricocheted off his head and hit the travel machine, causing the worm-hole to expand, sending Varlon spinning to another time. Now this is where the plot gets really weird, needless to say that Varlon finds himself in a whole heap of trouble, especially when he discovers that humans are the enemy and probably the only key to his survival is to try and regain his memory.

I've only seen a small snippet of the game, but what did impress me was the quality of the 128K music, and with the promise of conversation parts similar to Gabriel Knight on the PC (I've no idea what this means, but hey, I'm only a poor Amiga user) and a story that would do Isaac Asimov proud, I'm sure this game is going to be a classic.

Jet Set Willy '96

Jet Set Willy is to the Spectrum what Sonic the Hedgehog is to the Sega Mega-Drive and Mario is to the Nintendo. So it is no surprise to learn that another sequel is in the making. Jet Set Willy 6: The '96 Remix. What should make this interesting to die hard Speccy nuts is that all the different locations contain references to different people and groups connected with the Speccy scene with the action starting in Sheffield at Alchemist Research and then continuing around the UK and then into Europe. There's no point in explaining the aim of the game because everybody knows (and if you don't then you've probably just been released from prison, you naughty boy). The big question is, "Do we need another Willy game?" The answer is YES, YES, YES, YEEEESSSSSS (he says in his best 'When Harry Met Sally' voice). Lets hope that Rebel has time to finish it, as he seems to be very busy at the moment, and maybe, if I ask very nicely (pleaaaassse) he'll include little ol' Wetherby and the ZX Files somewhere.

Willy finds relief in Sheffield
Woodhouse, Sheffield
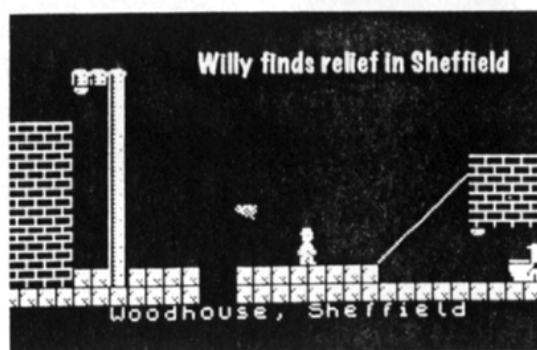
DIZZY RETURNS

Reviews by Paul "Oology" Howard

I haven't done any proper reviews in ages, so I thought I'd take a look at two distinctly unusual games which have surfaced in the last few months. Both are Dizzy games, but don't get your hopes up - Codemasters had nothing to do with these home-made attempts! Since the code and graphics are ripped, the games cannot be considered PD, although I doubt the Codies would mind since they have no further use for their Speccy software.

The first of these two is known as Dizzy 8: Little Joke, and you'll soon see why; the game has about ten screens and only four or five objects! The screens have been cobbled together using graphics from Magic Land Dizzy (and possibly others) and the "crowbar" looks uncannily like the crowbar from that game! However the in-game music is new, and as far as I know hasn't been ripped from another game or demo either.

The English in Dizzy 8 is appalling, as it was written in Eastern Europe by somebody who knew very little of the language. Phrases such as "Yes! You clean a way!" And "The night fall" are two-a-penny, adding an extra dimension of difficulty to the game as you try to figure out what the text means: Mind you, I completed it on my first go with hardly any loss of energy (yes the game features the old energy bar). The only other character other than Dizzy to make an appearance is Grand Dizzy, who is of absolutely no use anyway!

The second game, Last Will Dizzy, has rather a morbid theme. I haven't quite worked out what the point of it is (e.g. I haven't completed it) but one

screen features Dizzy's grave and objects include a bunch of flowers! I felt very uneasy watching Dizzy walk past his own gravestone, I can tell you. Still, the puzzles make more sense than in Dizzy 8, and the graphics this time mostly come from Dizzy 3.5, the Crash Christmas demo.

This game also has brand new music, and it's a great tune although a bit urgent; you'd have to hear it to know what I mean! The screens here are better designed than in Dizzy 8, in which the rock graphics had been cut out and pasted all over the place, leaving unsightly gaps. There are also nasty traps where you fall through the ground into water, or worse still, a cave with no exit.

Solid clouds (a la Fantasy World Dizzy) feature in Last Will Dizzy, providing a stairway between two levels. By the way, I forgot to mention that the main game only starts when you have amassed a few objects from the start (and solved two easy puzzles) and passed through the tele-porter using a certain object - but I couldn't tell you which one, now could I?

Many of the Yolkfolk star in this game, but are strangely reluctant to talk to you; in fact, most of them are in a tree(!) while Grand Dizzy stands by a hut, Dora above a sort of barbecue thingy and Danny (from Dizzy 3.5) in front of a wall which

Dizzy manages to escape from The Big Breakfast

can be removed by returning the objects he lent you in Dizzy 3.5. Finally, part of the game features the backwards controls from Magic Land

Dizzy's "through the mirror" section.

I don't know how bad the English of this games creator might have been, because the text is kept to a bare minimum. Other than object names and the title page, there is no text in the game, so you have to work out what has happened whenever you use an object, based on resulting animations, character movement or whatever. The game also contains a minor bug by which the message "You are carrying too much to hold" appears whenever you look at your inventory, but this has no affect on anything.
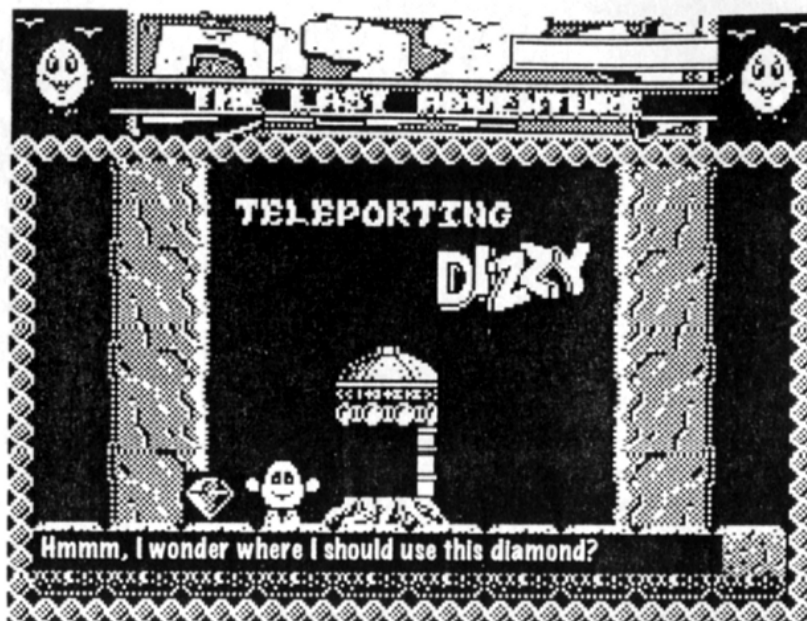
	Dizzy 8: Little Joke	Last Will Dizzy
GAMEPLAY	67%	89%
GRAPHICS (ripped)	81%	86%
SOUND (AY chip)	82%	90%
OVERALL	77%	86%
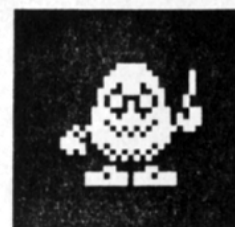
To conclude, I would say that Last Will Dizzy is the better game, as it is much larger, has better music and graphics - and still has me stumped. How does one cross a moat using a silk band, a dagger, a bunch of flowers and/or some sticks of dynamite? Answers on a postcard.....

FOUNTAIN PD TOP 40
Hosted by Speccy DJ Dave "Berlin" Fountain.

Putting on my Jimmy Saville hat, I'm pleased to see PFN SYSTEM finally crack the charts, and POKEBOOK from my old mucker Jeff in Nottingham. I'm far too interested in what is actually requested rather than rig the charts towards my favourites!

The stuff that hasn't been ordered at all is most illuminating; most of it seems to be mine, bastards!

01 (02) SPECLIST	21 (--) TAPEDIS
02 (03) DOCTOR +3	22 (33) BLOCKER 173
03 (01) TRANSIT +3	23 (20) CANDYGIRL DEMO
04 (07) DISC BASIC	24 (27) CARD INDEX
05 (04) SPECTRUM TEST	25 (34) CATMAX
06 (06) DOUBLE DECKER	26 (30) MENUMASTER
07 (08) CONVERT +3	27 (39) COLOUR ANIMATOR
08 (05) SCREEN MACHINE	28 (17) TK50 TOOLKIT
09 (13) SPECBENCH	29 (27) TOBOS COMPILER
10 (09) MODE SWITCHER	30 (28) BS COPY 128
11 (15) HIFORM	31 (--) DISCMATE FILE COPIER +D
12 (10) YS MEGABASIC	32 (--) POKEBOOK
13 (26) POWER PRINT 2	33 (35) SOUNDTRACKER
14 (11) SPECWORD	34 (19) DR KODE
15 (12) GLOBETROTTER	35 (--) PFN SYSTEM
16 (16) INSIDE	36 (32) TX RX
17 (21) PRO CROSSWORD	37 (--) WINDOWX
18 (14) MANIC MINER EDITOR	38 (--) STARMAP FROM SOL
19 (25) 3D WORDS	39 (24) DATACALL
20 (18) EXBAS	40 (36) SPRITE EDITOR

QUESTION TIME
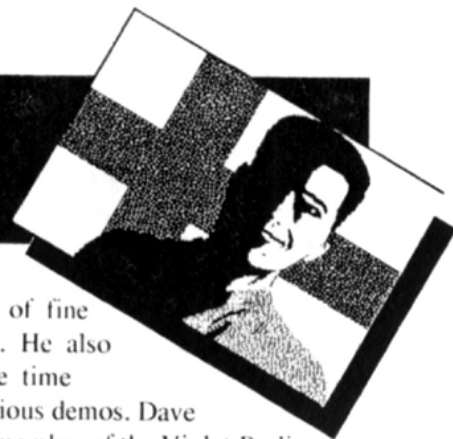
THE ZX FILES GOES IN SEARCH OF THE ANSWERS TO THE MEANING OF LIFE BUT GETS COMPLETELY LOST ON THE WAY

As only readers of the original Amiga disk based ZX FILES will have read the answers to a questionnaire I put to a few Speccy people, I thought it would be a good idea to choose some of the choicest cuts from that very article and publish them for the whole Speccy world to read. Anyway, if I decided to print the whole damn thing I would use up over a full magazine. So without further ado let's go back in time and read the selected highlights ......

ZX FILES QUESTIONNAIRE (Originally published in full in the Amiga disk magazine, The ZX Files in May of '96.)

So here it is, the ZX Files questionnaire, 25 probing questions which will hopefully, though probably not, try and give an insight in to what makes a Speccy nut tick in these super mega PC/console nineties, as well as trying to give a little bit of an insight into the Speccy scene. But before we get started, I had better introduce them all, after all it's only fair to know what you're dealing with, so here's the low-down on the culprits involved.

DAVE FOUNTAIN. Proprietor of Fountain PD and the purveyor of fine quality PD warez. He also uses up any spare time contributing to various demos. Dave would also be a member of the Violet Berlin Appreciation Society, if such a thing ever existed, and he also wants to be reincarnated as Violet Berlins favourite pair of pants.

PAUL HOWARD. Proprietor of Impact Software as well as been a utility and games writer. He's currently beavering away on Jet Set Willy 6: The '96 Remix as well as various mega-demo's. He also contributes to various Speccy magazines like AlchNews, Subliminal Extacy and Crashed. Does this guy have time to sleep?

ANDY DAVIS. Head honcho at Alchemist Research and creator of AlchNews, by far and away the best Speccy disk mag I've had the pleasure to read. Always helpful and enthusiastic with anything Speccy related.

ROB PURCHASE. Demo and utility writer. He is also probably the only person in the world to use his Spectrum on the Internet for E-mail.

MAT BEAL. Currently edits the Speccy fanzine Z2 and previously ran the fanzine Fish. Also writes for other fanzines and publish's various software, allegedly.

JOHN GARNER. Demo writing wizard, who also dabbles in writing games.

MARK STURDY. Ex Editor of the magazine Crashed. He keeps himself busy by writing various articles and messing about with his little thing called Sam.

1) WHEN AND WHY DID YOU FIRST BUY A

SPECTRUM?

MB: I've never bought a Spectrum in my entire life, actually; my Dad got a Plus 2 for me and my sister in early 1988. I can remember us watching an ad for the +2 and +3 on the telly not long before that ... ah, happy days ....

MS: I got my first Speccy (a grey +2 with loads of games) for Christmas 1987, having played on my cousins 48K and thought "Mmm, I'll have one of those if you don't mind".

2) DID YOU BUY IT ORIGINALLY JUST TO PLAY GAMES?

AD: Erm, yes and no. I'd used a Spectrum for a couple of years before, playing ALCHEMIST (wow, surprise!), PSION FLIGHT SIMULATION and JET SET WILLY, but was also looking forward to messing around with that "enormous" 48K of memory. My previous machines were a Vic-20 (3.5K RAM) and an ORIC-1 interested me. Cheap, affordable 'disk' media.

JG: Nope (that's what I told my Mum and Dad!).

3) WHAT'S THE SPECCY GOT THAT OTHER COMPUTERS HAVEN'T, AND WHY DO YOU STILL USE ONE?

PH: The Speccy has some sort of magnetic appeal, maybe because of its distinct personality! After a while when you come to know all the Spectrum's bugs and history, it seems to develop a real sense of character.

MB: What's the Spectrum got that others haven't? A power pack you can warm your feet on, attribute clash, an obsessive user base, rubber keys. Why do I still use one? The games are fucking ace.

4) DID YOU UPGRADE YOUR SPECTRUM TO ANOTHER MACHINE AND THEN COME BACK TO THE SPECTRUM SCENE

LATER. IF SO, WHY?

DF: I left the Spectrum in 1987 and returned late 1991. Lots of reasons I can't remember. I flirted with an Acorn Electron which I used as a word processor. The printer was an early inkjet which had very faded print even with a new cartridge! I remember now, I got bored with the whole computer scene. I found that girls bums were more fun to play with.

> ## "I found that girls bums were more fun to play with"
> DAVE FOUNTAIN

5) WHAT DOES YOUR SPECTRUM SET UP CONSIST OF?

MB: Er, an ageing and well travelled Plus Two, an ageing television set with lots of pre-pubescent toys stuck on top of it, and a joystick that no longer recognises the direction "down" 'cos one of the wire's came loose and we can't work out how to plug it back again. Is that what you mean?

6) HOW DID YOU BECOME INVOLVED IN THE SPECTRUM SCENE?

AD: I started on Micronet 800, part of the PRESTEL service and a forerunner to the Internet rubbish. I used to contribute a lot to questions posed on the Spectrum area. AlchNews, my magazine, was actually on the Sinclair QL at the time. Since I was using the Spectrum more, I transferred it over. Then, as I contributed to more magazines, my name got around. I acquired a small range of PD from the software area of Micronet and started a PD library. Now AlchNews is the biggest Spectrum magazine of all time, Alchemist Software is the biggest Spectrum software service of all time and I'm very happy with the results!

7) WHAT IS YOUR FAVOURITE GAME OF ALL TIME AND WHY?

MS: Spellbound and Knight Tyme. They're just so addictive. Roll on the SAM version.

8) FAVE DEMO AND WHY?

MB: The Lyra 2 by ESI (I think), just because I
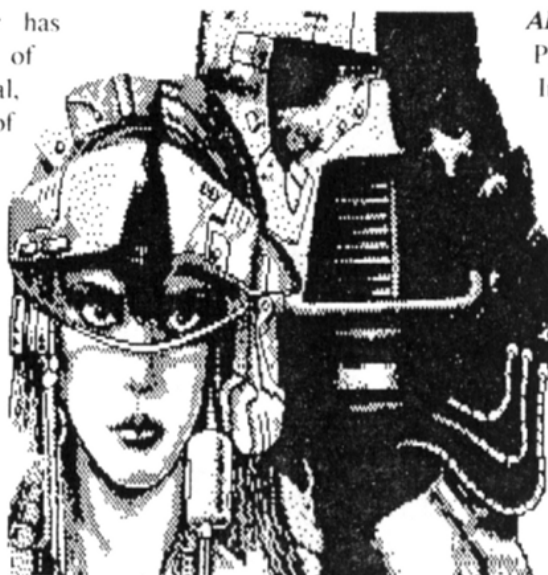
found it really impressive and thought it tried some things that were new to the Speccy - you don't get that with demos coming out nowadays, which are all pretty crap, and just written for the sake of it. Respect is also due to Branch Of Mind by Axco for being nearly as impressive in only one load. Oh, and Intro 2 by Vision (the artist formerly known as Zaphod Beeblebrox) is good 'cos it's got an animation of Berk from The Trap Door.

9) FAVOURITE UTILITY AND WHY?

DF: PFN by Garry Rowland. I'm a font pervert.

MB: Pah! Utilities are for pooftahs. They're just not what the Spectrum's for, are they?

10) FAVOURITE PIECE OF HARDWARE AND WHY?

MB: Our toasted sandwich maker.

11) MOST FONDLY REMEMBERED PIECE OF SPECTRUM ADVERTISING?

PH: I used to buy Crash (in the days of Lloyd Mangram and the Jetman comic strip) and those three page Datel adverts in colour always made my mouth water. I still daydream about some of those amazing add-ons which I could never quite afford.

"Sam Coupes are crap"
JOHN GARNER

MS: Oh, I don't know. Everyone else has probably said Game Over 2, so I'll go with the majority.

12) WHAT DO YOU SEE AS THE BIGGEST MISTAKES MADE CONCERNING THE SPECTRUM?

MS: All the magazines dumping quality and quantity in favour of crap cover tapes, circa 1990. Lost the techy stuff, 50% of their pages and - similar proportion of their readers, destroyed the market within eighteen months. Doh!

13) WHAT DO YOU SEE AS THE BIG ACHIEVEMENTS MADE CONCERNING THE SPECTRUM?

DF: Home computing been made popular to the masses.

14) IF YOU WERE CLIVE SINCLAIR AND

COULD GO BACK FORTEEN YEARS WHAT WOULD YOU DO DIFFERENTLY?

MB: I wouldn't have named my son Crispin. I wouldn't have paid £1000 for a copy of So Long And Thanks For All The Fish by Douglas Adams. I wouldn't have realistically thought that anybody would have driven a C5. I wouldn't have got involved with all those dodgy women, and asked out Carol Vorderman instead. I'd like to think.

Magic Knight searches in vain for a SAM

15) HAVE YOU EVER USED/ SEEN/OWNED A SAM COUPE?

JG: I've touched a few keys once at a Gloucester Spec/SAM show.

1 PRINT "Sam Coupes are crap": GOTO 1

MS: Yeah. I got mine 5 years ago, and I've used it ever since. It's an excellent machine, with some brilliant software, and it's still the next logical step up from a Speccy.

16) WHY DIDN'T IT SUCCEED?

MS: Appearing two months too late for the Xmas market in 1989.... Still been rushed out and getting loads of bad press due to the early ROM bugs ..... MGT losing money from sending out thousands of free upgrades to fix said bugs.... MGT going bust in July '90 .... SAMCo only advertising in Speccy mags, they give the impression the SAM's just an upgraded Spectrum.... SAMCo losing money due to giving away big demos on their News disk, then not selling any games.... SAMCO going bust in July '92.... West Coast computers having no money and a somewhat 'avant-garde' approach to publicity ...

17) YOUR FUNNIEST SPECTRUM RELATED STORY.

AD: I've met up with a great bunch of nutters and loonies connected with the Spectrum. Of the ones I've met, I can think of something amusing with all of them. Like the time Lloyd Garland (who runs Alchemist Software) got drunk on two pints of beer and giggled until he almost passed

out. Or Dave Fountain (who runs Alchemist PD) who ripped off my local supermarket when he came to visit. Or the time I was interviewed by Dave Ledbury (leading SAM figure) and Mat Beal (of Z2 magazine) in my mini, talking about all kinds of rubbish (a la Pulp Fiction: "In Europe they call the 1/4 pounder a Royale"), being moved on by security guards who didn't like our choice of parking spot and being interviewed whilst driving through down town Stockport!

Andy Davis in downtown Stockport.
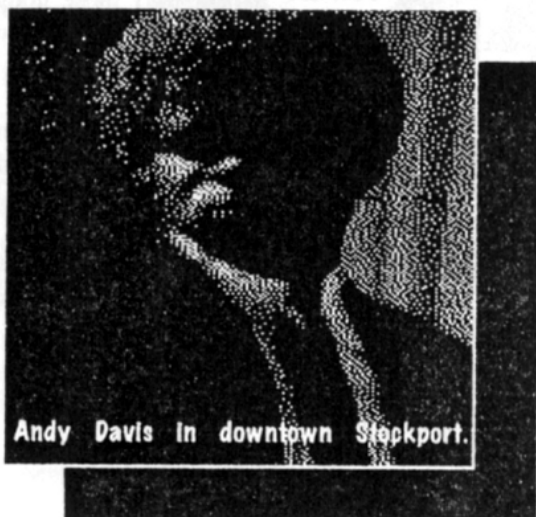
18) YOUR MOST UNPLEASANT SPECTRUM STORY.

AD: A guy called Martyn Sherwood. He made a mistake and foolishly tried to cover it up and lie about it. He's split the original Spectrum community and had arguments with lots of people, yet he still thinks it's not his fault and there's a conspiracy out with everyone against him. Well he's right about the second bit!

19) WHAT WOULD BE YOUR ULTIMATE SPECTRUM MACHINE?

MB: Well, you could go on adding goodies until you've got a top of the range multimedia Pentium PC which plays Spectrum games. Which you can have already if you get a good emulator. But MINE would be a +2 with a built in toasted sandwich maker which wakes you up first thing in the morning with a mug of hot chocolate. And feeds the cat when you're on holiday.

20) IF CLIVE SINCLAIR IS GOD WHO WOULD BE JESUS AND WHO WOULD BE JUDAS ISCARIOT?

RB: Jesus could be many people, but I'm gona say

Andy Davis for been such a great guy and giving so much support to the Speccy scene in recent years. The Devil would certainly have to be Alan Sugar, for creating the +2A and +3!

21) IS THE SPECTRUM COMMUNITY ONE BIG HAPPY FAMILY?

PH: The Spectrum community isn't a "big happy family", for two reasons. Firstly, it is split into two factions: the loyal friendly programmers and libraries, and the people who are still trying to make a profit. Secondly, there have been recent feuds between two well known Spectrum associations. I won't name either of them, but after looking at the letters and comments from both sides it's obvious who's to blame. However, most Spectrum users tend to be friendly and considerate.

RB: Definitely not. That's all I'm saying on the subject, and anyone who knows what I'm talking about will know why. Keep me out of it, OK!!!

22) HOW DO YOU SEE THE SPECTRUM IN THE YEAR 2000?

DF: As long as Argos still sell tape decks with EAR and MIC leads, I think we'll still all be there.

PH: I think the Spectrum will still be alive (insofar as it is today) in the year 2000, although more and more people will be leaving the scene over the next few years. The Spectrum is bound to become extinct eventually, but at the moment its future seems pretty healthy. Maybe someone could arrange a decent eight-bit convention in the year 2000? (Not Format though, or it'll be all Sam Coupe!).

"Lloyd Garland..... got drunk on two pints of beer"
ANDY DAVIS

RP: Sitting on my desk as usual!

23) WHAT IS YOUR OPINION OF TODAYS SUPER CONSOLES AND MEGA PC'S?

PH: I don't dislike the consoles or PCs for themselves. It's the arrogant attitude of the owners that annoys me. These people simply cannot accept that an 8-bit machine has more character than a 64-bit console or 1024 megabyte PC. I sometimes feel quite sad that they will never be able to feel the warmth of the

Spectrum community.

MB: I've never seen the appeal of consoles, and I don't know anything about these new ones, other than what I've read in Select and on Teletext's computer bit. If anyone wants to buy a computer of any description at the minute, I reckon the "mega" PCs are their best bet. They're too expensive for me, though. Mark Sturdy wants one of those Game And Watch things. No he doesn't, he wants some tiddlywinks. And a My Little Pony. Yes. That's right.

24) SUM UP YOUR FEELINGS FOR THE SPECTRUM AND THE SPECTRUM SCENE IN ONE WORD?

RP: One Word? I could go on all night, but I won't (for the sake of your sanity only). Anyway, in one word, it'll have to be 'Wahey'!

MB: Extrinsic.

JG: And can I think of the word I want? Bugger no... Oh *!!$@... I'll come back to it. "Steady" is the best I can do.

MS: Perverse.

The son of God? Or is it that people just want to crucify him?.

25) ANY MESSAGES OR WORDS OF WISDOM YOU WOULD LIKE TO SHARE WITH READERS OF THE ZX FILES?

DF: Always choose keys over consoles in the long run!

RP: Yup, here's one: Bogie of Extacy-3 is one hell of a lazy git!!!

JOYSTICK WAGGLERS

IF YOU'VE BEEN BASHING THE OLD JOYSTICK DAY AND NIGHT AND ONLY SUCCEEDED IN GIVING YOURSELF A STIFF WRIST, THEN YOU NEED HELP. SO DO YOURSELF A FAVOUR AND DROP US A LINE STATING WHICH GAME IS GIVING YOU GRIEF AND WE WILL DO OUR UPMOST TO ALLEVIATE YOUR LITTLE PROBLEM.

First up is solution to the classic Don Priestly game, Through the Trap Door, kindly donated by fellow Yorkshireman, Alan Godridge from Barnsley. Take it away Alan.

THROUGH THE TRAPDOOR

You can either play Berk or Drutt, and in the following solution, where the name is in capitals eg, **BERK**, that means you should be playing that character.

Section 1.

BERK pick up Drutt, wait until the bat has taken Boni down the trapdoor. Walk to the left and fall down the trapdoor when it has opened. DRUTT go left to the key screen and lure the bat to the right of the screen. Make sure Drutt is at the front of the screen, already jumping (depress 'back' key) then jump to the left and back under the key. Jump for the key before the bat comes back.

NOTE controlling Drutt isn't easy especially when he's after worms.

There are conveniently placed 'Druttmarkers' on various screens to help control him. Some are invisible, such as the one under the key. Sending Drutt left at the front of the screen will cause him to stop at this marker and jump back. Pressing 'forward' at this stage will hold Drutt jumping backwards and forwards 'marking time' while waiting for the next control.

BERK go and get the key, avoiding the spiders and bat. If 'zapped' with the key, send Drutt to push it

to safety. BERK go right and down the pit.

DRUTT jump over the pit. He needs to be right on the edge to jump over, otherwise he will fall in. If he does use the column at the left as a marker, jump high and then onto the shelf in the middle of the screen, mark time, then jump up and right onto the door screen. Use left doorpost as a marker, jump up to the yellow bit of the arch, then left, then up to release the sweet, then hold right until he's landed. Push the sweet into the pit. BERK pick up the sweet, eat, (hold 'back' key down), pick up the key, go to the middle of the screen, fly up and right with the key. Try to go through the door, it will change colour when open. Collect Drutt, Go through door.

Section 2 (Caves).

DRUTT jump up chimney (flat area on ceiling just left of door) to get the toadstool and go left into the stalactite screen. DRUTT go to the left so that
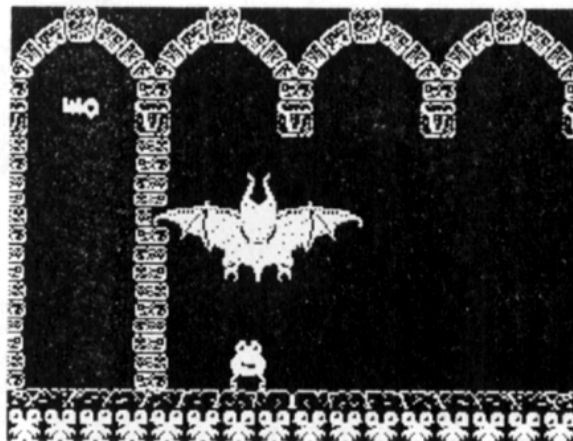
the stalactites start falling down. BERK go left and mark time at the very right of the screen. When a

green monster gets to the right, go to the right, bring down the stalactite to the left of Berk if it's ready to fall. BERK go left behind the green monster (don't touch), and when fully on screen, start jumping. Time the jumping to a maximum without head bumping. When the green monster approaches jump left, then up. Do the same for the next three green monsters. After the fourth jump to a halt. Go left. Jump over Bubo (the yellow thing), but not while he's pooting (throwing out little white balls). DRUTT get toadstool. BERK eat toadstool. Pick up Bubo. Practice putting Bubo down, picking him up and moving to the left of the screen as quickly aspossible. Go to the right of the screen. DRUTT be on this screen. When left the monster will turn right, BERK follow him. When he turns towards you, put Bubo down, pick him up again and go to the left of the screen. A missile will then descend and zap the green monster. You MUST be on the screen as a witness. If you get zapped, DRUTT get the jumping mushrooms again, BERK eat them. You will only need this once as Bubo is safe to carry. Return through the stalactites and use the Bubo missiles to dislodge the key.

Section 3.

BERK go right, and right, pick eyes, go left, stand in the middle of the gap on the weight screen. DRUTT use the upright as the marker. Jump high and then onto the shelf, mark time then high and left to the screen above. Keep jumping through the hole in the roof. BERK eat the eyes, DRUTT keep jumping. When Berk's lodged at the roof, jump right. BERK drop onto upper floor. Go right. The object here is to put the electric eels on the shelves whose colours match those of the eels noses. At regular intervals the bulb will change colour. The claw will grab when Berk stops, and the best way to deal with it is to lure it down and then to do the task in small chunks while it's on it's way back. Get two eels close together and be holding one. Wait for the colour to change and place eels without a pause. Ignore the claw, it will keep missing you as long as you're still moving. If caught the punishment will get more severe each time. When the eels are in place, an eye falls. BERK collect it and eat it, go left and fall. Pick up weight, go right as far as the eyes, fly up to the roof, then right. Do NOT hit the roof. Do NOT fly too low either. As soon as you're on the next screen, fall. Fly and fall until 'flyability' wears off. Never cross the cyan trap

without carrying the weight. Cross the trap, put the eyes at the front. DRUTT push eyes over the trap. Go back and bring down the key. BERK put key at front. DRUTT push key over trap. BERK walk back over trap. Put weight behind you. Carry key nearly to middle of the next screen. Carry eyes and stand behind key. Do the following without hesitation. Eat eyes, pick up key, walk across the screen and off to the left. If you muddle at picking up the key, DON'T walk left. Stay put and retry when visible and you can get more eyes. Open door and go through with Drutt.

Section 4.

BERK go right, avoid the drips, pick up the sausage and eat it. Go to the right and stand between two drops. Wait for a bat to fly over left, jump up to the roof and then right over the wall, then up to avoid another drip and skeleton. Stand between the drip and the skeleton, wait for the bat to pass to the left, jump higher than the roof, then right, then up, fall down the pit and move right to avoid the snake. DRUTT go down the pit, use marker and jump for the key. BERK get the sausage and eat it. Get the key and go to the middle of the pit and fly up and then right. When flying, both the bat and ghost are lethal, so get the timing right. You must end up in front of the skull (this is not Boni). Eat the sausage, pick up the key and wait for the ghost to come down. Fly up and then as far left as you can. Open the door. Next go and collect the skull. Although it is not Boni, stealing it will make the skeleton a little more aggressive. You must fly the skull as far as the drip screen so that you can use the jump sausage for the next tricky stage. Pick up the gun, hold under the drips until you have collected five 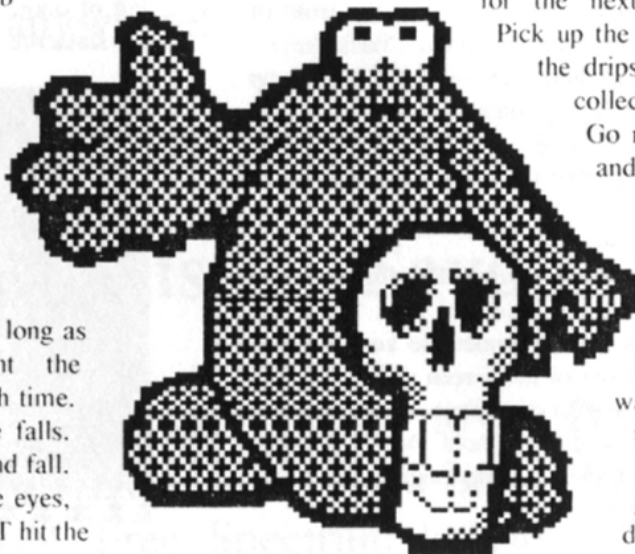or six. Go right to the wall and put the gun down. Jump over the wall as before. Now you have the gun firing over the wall. Merely lure the skeleton left into the gunshots and don't let the skeleton pin you against the wall. When the skeleton has been hit, Boni is revealed. The
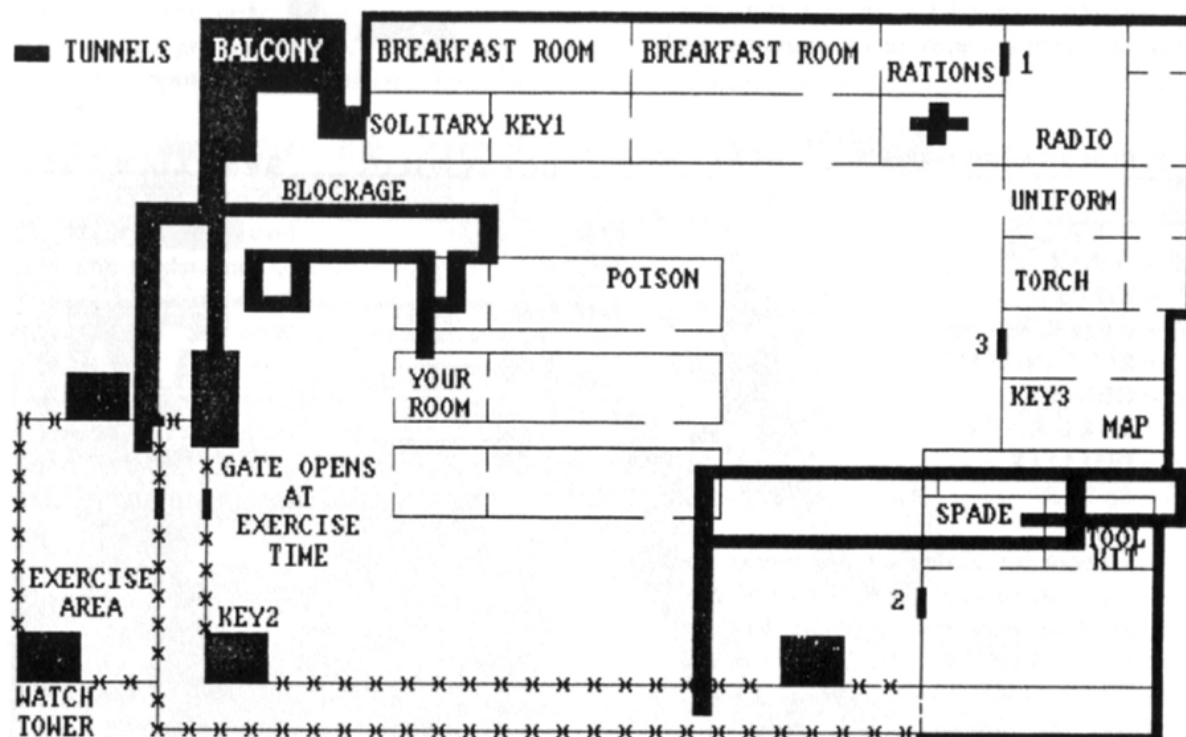
skeleton won't be lured to the left until you have the skull. You now have to get him over the wall. Fly him over by getting the sausage by the skull and making the shortest possible flights over the pit and two walls. Then you are ready for HOME SWEET HOME which is through the last door. Don't worry about Drutt, he'll mysteriously look after himself.

THE GREAT ESCAPE

DAY ONE
Collect the key from under the watchtower and open the door where the lockpick is found. Drop

DAY FIVE
Open the Red Cross parcel and drop the chocolate on the floor. Return to normal duties.

DAY SIX
The compass should be in the Red Cross parcel. Take it to the room where the spade is and go down the tunnel. Pick up the torch and take the compass to the other end of the tunnel. Drop the compass and return for the wire cutters. Go back to where you dropped the compass and drop the torch. Pick up the compass and wait a few seconds. Now run up to the wire and cut it. Drop the compass outside then return to the tunnel. Drop the wire cutters and pick up the torch. Now go

the key on the floor and pick up the lockpick. Open the door where the spade is found. Collect the torch and the papers. Take the torch and the papers to the room where the spade is and drop them down the tunnel. Return to normal duties.

DAY TWO
Open the Red Cross parcel and drop the contents onto the floor. Return to normal duties.

DAY THREE
Do the same as day two.

DAY FOUR
The wire cutters should be in the Red Cross parcel. Take them to the room where the spade is and drop them down the tunnel. Return to normal duties.

and get the papers and take them to where you dropped the wire cutters. Now drop the torch and pick up the wire cutters and the papers. Wait down the tunnel till next morning.

DAY SEVEN
Wait until you hear the alarm for roll call. Now

run up to the wire and cut it. Drop the cutters and pick up the compass. Now run off the screen and you have escaped. Hurrah. Well done old chap. Jolly good show.

15

EXPLODING FIST DEATH MOVE REVEALED

Here's a nifty little tip sent in by Richard Soul of Manchester for that grandaddy of fighting games, Exploding Fist. If this move is pulled off correctly then you will be able to perform a secret death move, similar to what appears in Mortal Kombat and the like, which involves the removal of your opponents head (ouch). To activate this death move you must stand behind your opponent when he has only half a ying-yang of energy left, and perform the follwing moves on your joystick or keyboard. Hold down the SPACE bar then press U, U, D, D, L, L, R, R, R, L, D, U, DR, DL, UR, UL, FIRE. If you pull off the move correctly and quickly enough then you will witness the death move in all its colour-clash glory.

SABOTEUR 2 PASSWORDS AND CHEAT

Level 2 = JONIN
Level 3 = KIME
Level 4 = KUJI KIRI
Level 5 = SAIMENJITSU
Level 6 = GENIN
Level 7 = MI LU KATA
Level 8 = DIM MAK
Level 9 = SATORI

To get to a room containing infinite energy do the following.... At the start don't let go of the hang-glider. Just stay on until she lets go herself. Then go Left, Up, Up, Left, Drop off the edge, Left, Left, Down, Down, Down, Right, Drop off the edge, Left, Down the stairs, and left. Now kill the guard just for the fun of it and walk Left until half her body is touching the first crate. If you now push down, you should be in a room with a sort of treasure chest. When you leave the room, you are invincible, and the androids can do what they want and you won't feel a thing.

JACK THE NIPPER

Here's a cheeky little tip that should help all you people out there who just aren't naughty enough, probably all of you I wouldn't wonder (yeah right). When you are near a cat, blow your horn and the poor thing will then shoot up to the ceiling in fright. You will then be chased by somebody but if you quickly leave the room and then return they will have ceased their antics. If you now blow your horn where the cat was your naughtiness will rise, and you can continue doing this till your naughtyometer reaches 100%.

HOKUS POKUS

1942
Poke 47007,255 - Lives

1943
Poke 53158,0 - Rolls
Poke 57538,0 - Energy

3DC
Poke 34298,201 - Immunity
Poke 34036,0 - Jumps

ALIEN HIGHWAY
Poke 39443,0;39142,0 - Immunity
Poke 35125,0 - Time

BEACH BUGGY SIM
Poke 45878,0 - Fuel

BOULDERDASH 2
Poke 31481,0 - Lives

BOUNDER
Poke 36610,0 - Lives

BRAIN ACHE
Poke 28064,0 - Lives

CAULDRON 2
Poke 52133,0 - Lives

COP OUT
Poke 44929,0 - Immunity

CRYSTAL CASTLES
Poke 63733,0 - Lives

CYBERNOID 2
Poke 34402,0 - Ammo

DAN DARE
Poke 23974,168 - Energy

EXOLON
Poke 38221,0 - Lives

GREG LINE'S ROAD

Firstly press the SPACE bar and whilst holding it down press V,C and X. With the spare fingers you have left try and press the cursor right key. If this is done correctly then the different screen levels should change before your very eyes, allowing you to choose which one you want by releasing your fingers.

UNTOUCHABLES

Of all the games in all the world they had to choose this cheat. Get your name on the high score table and enter it as HUMPHREY BOGART. Now when you play the game again all you have to do to skip levels is press the left side of the keyboard.

Well that's all folks. If you have any cheats or tips you want to share with the world then don't be afraid to drop us a line now.

THE 32 BIT SPECTRUM

A bit of a white lie that, more like an 8 bit Amiga. Still, it's not everyday that Manic Miner gets to rub shoulders with such classics as Sensible Soccer and the Alien Breed. But is he impressed?

Seeing as this magazine has been created on an Amiga (stop laughing all you PC and Mac owners), I thought it might be an idea to tell you about the Spectrum emulator I use on my Amiga. Firstly it is convenient to use when I'm attempting to write this magazine because everything I need is crammed onto my piddly little hard drive, word processors, a DTP package, graphic utilities, a screen grabber, and most importantly of all, the emulator. Don't

time so I can use my trusty old 128K+2. I use ZXAM v2.0b, and if you care to listen I'll tell you why.

There are a small band of Spectrum emulators for the Amiga, the two most notable been Peter McGavin's Spectrum emulator V2.0 and ZXAM v2.0b by Antonio J. Pomar Rossello. But to get any emulator to run at the correct speed you need a decent set-up, and a bog standard A1200 or
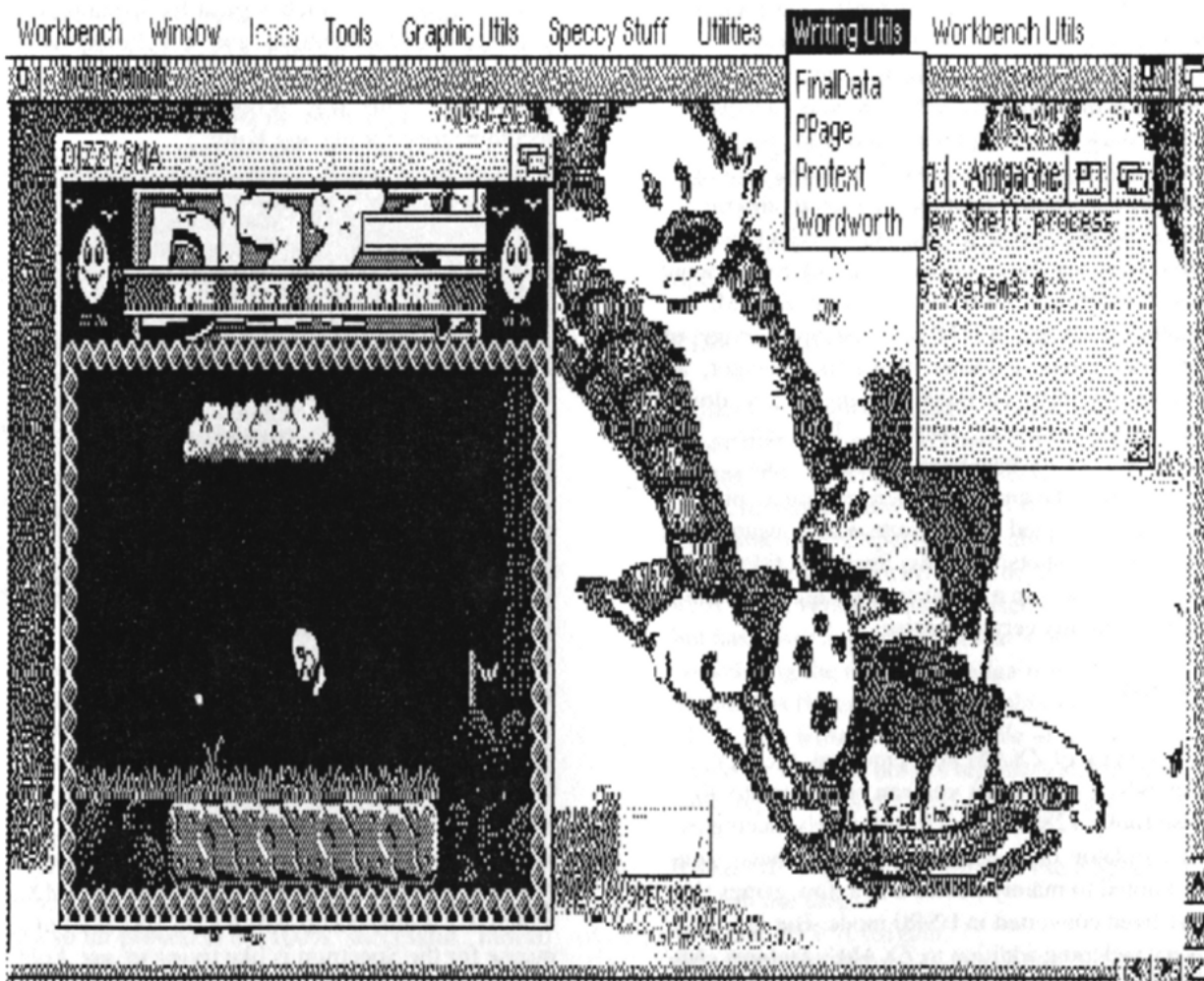
Who needs Windows '95 when you've got Speccy '96

get me wrong, nothing beats using the real thing (I'm sure I could have phrased that better) but when I'm writing about a game or I need to grab a screen then it is easier for me to run my emulator and flick between the other utilities without having to keep unplugging the aerial lead all the

lower just isn't good enough. You at least need some fast ram, and a faster processor is most certainly welcome. Where Peter McGavin's emulator scores over ZXAM v2.0b is that any Amiga can run it, right down to the clunky old A500, but if you are using an A500 don't expect

speeds of anywhere near a real Spectrum. In fact it runs around 3-8 times slower when compared to the real McCoy. It can only really be recommended for running adventure games and maybe Airwolf, which is made a lot easier to play (I've actually managed to complete it this way) when running it at less than full speed. So if you have an Amiga with a bit of power beneath it's cool plastic exterior, then there is only one emulator worth getting, that's right, ZXAM v2.0b.

The front end to ZXAM is not the prettiest of things to look at, in fact it looks rather drab, but once up and running you will soon forget it's lack of gloss and start to appreciate not just its power but also it's simplicity. ZXAM comes in two flavours, the normal version that is compatible with any Amiga, so long as it has a 68020 processor lurking inside somewhere, and the AGA version that is suitable for running on any A1200 or the laughably expensive A4000. The only noticeable difference between the two is that the non AGA version is capable of multitasking, which means you can run it along with other utilities and flick through them with just a click of a mouse button to choose which one you need to use. As it so happens, while I am sat here writing this out in the word processor Protext, I am also running ZXAM, a graphics package, a DTP package and a copy of Directory Opus, a rather handy file manager, all without any signs of them slowing up (try doing that mister pee-cee owner). The other advantage of multitasking is that I can easily grab the emulator's screen with a nifty little utility called QuickGrab, which means I can grab screen shots of any Spectrum title, faff about with them in a graphics package and then use them in this very magazine.

SOUND

This version of ZXAM now emulates the AY chip, which means that you can now listen to all those funky 128K tunes. Unfortunately, seeing as the emulator only accepts 48K snapshots, you are limited to mainly demos and a few games that have been converted in USR0 mode. But it is still a very welcome addition to ZXAM's features. All sound played back using ZXAM is reproduced crystal clear. The only problem that I have encountered so far was when I copied the FudgePacker section from the BattleTracker demo so I could grab some graphics. For some reason the sound became very distorted and not at all like it sounds on the Spectrum 128K. But hey, why should I complain, Spectrum titles were designed for the Spectrum and not for use on any

other computer, least of all a machine created by Commodore.

GRAPHICS

Graphics seem very close to the original Spectrum's colour palette. There might be subtle differences but my bloodshot eyes can't tell by looking at this geriatric portable TV I'm using.

SPEED

As I've said it all depends on what Amiga set-up you possess. If your Amiga runs quicker than is necessary then ZXAM automatically adjusts the speed to how it would be on a proper Spectrum. You don't have to register to get this option unlike Z80 on the PC. You can, if you desire, run games even faster, as fast as your processor will go, which is great for speeding up graphics in text adventures, and it certainly adds a whole new dimension to playing 3D Deathchase. This way is not however recommended for playing Batty.

The dongle
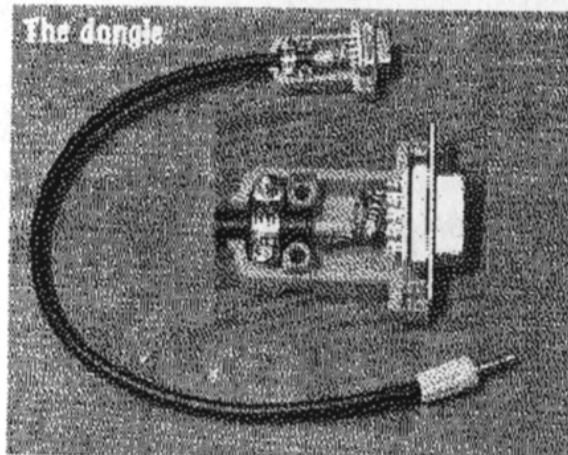
JOYSTICKS AND KEYS

Kempston, Sinclair and Cursor are supported, which is enough for most games. If the game does not support these joysticks but has a redefine keys option, then you can choose either a Sinclair or Cursor joystick from the menu and move the joystick in correspondence to the on screen instructions. The emulator does not support any of the Spectrum mice, such as Kempston or AMX, which is a shame because trying to get hold of a mouse for the Spectrum is like trying to get hold of six numbers (or in my case, three numbers) on the lottery.

LOADING GAMES

Games can be loaded from any type of disk drive. If you are fortunate to possess a CD-ROM drive then a copy of the Speccy Sensations CD should keep you going well into the next

millennium. ZXAM accepts snapshots (converted from the Spectrum), Z80 (files used with the PC Spectrum emulator Z80, PC files which are used by some obscure emulator on the PC, KGB as used by some long forgotten emulator on the Amiga and Mirage files which are created using the Spectrum Emulator V2.0. Loading from tape is not as straightforward as say using the 128K+2. To load from a tape recorder then a strange dongle must be created which fits in the joystick port. It is made from a joystick you don't mind cutting up (if like me you have bought a few Spectrums from car boots and the like then I'm sure you'll have quite a selection of crappy joysticks, especially the SJS that came bundled with the +2) and a tape lead. By combining the two you have a cheap tape loader, which is a lot less expensive than buying a sound sampler and is quite easy to make (well if I can make it I'm sure anyone can). Unfortunately it is far from been 100% successful in its loading abilities, and it stumbles upon trying to load turbo and custom loaders. The most reliable method I have found of converting games for use on the Amiga is by firstly loading them into a real Spectrum and saving to disk using the +D interface. Then pop the disk into a PC and then convert the game to a 720K PC formatted disk using either a registered copy of Z80 or the utility called Specdisc.exe and then the disk can be loaded into an Amiga. This is one area that lets this emulator down because the ability to read +D disks would have been a godsend. What does make up for this bad point is the ability of the emulator to load .TAP files, those crafty little pieces of code that have been created from multi-load games such as Gauntlet and New Zealand story. Hurrah. No more annoying "PLEASE REWIND THE TAPE AND PRESS PLAY" messages.

SAVING

Obviously you can save to disk, hard drive or whatever contraption you have connected to your computer, but the best feature is that you can actually save to tape. Strange, as loading from tape is far from accurate, yet saving to tape has so far proved to be 100% successful. Indeed, before I sold my soul to the devil to in order to buy a faster accelerator and some fast ram, I used to save some games from my Amiga to tape, so I could play them at full whack on that sexy bit of grey plastic (sad I know but definitely cheap). Another way of converting games back to the Spectrum is to save a game as a snapshot (41979 bytes) and then load it into the Spectrum using a +D and a brilliant utility called SNAPREAD. which is now up to version four I believe.

AREXX

That little used programming language on the Amiga, that if put to good use can make life a whole lot easier. Thankfully Pedro saw fit to include some AREXX files, which means that now at the click of a mouse button you can load various Spectrum formats, save screen shots, disassemble files, convert between formats. Not necessary, but welcome all the same.

MULTIFACE

Not a multiface as such, but a handy little function that allows you to enter pokes into those games that are giving you grief. Load your game, click on the poke button and enter the poke from your tatty copy of Crash. Easy.

ODDS AND SODS

Other little functions worth mentioning are the ability to pause a game at any time, the option of running games in black and white (great if you want to reminisce of the time you had to use a black and white portable) and the help button, which if pressed brings up a picture of the Spectrum's keyboard.

CONCLUSION

In many ways this emulator is much more easier to use than a proper Spectrum, but I just can't help feeling that playing games this way is just not the same, no matter how accurate the emulator, yet a fully functioning Spectrum for about a quid that fits in your back pocket can't be all that bad, can it? A 128K version was promised over a year ago but has never appeared, but that's not surprising considering the mess the Amiga is in at the moment as the author has probably moved onto the PC. I did write to him a couple of times, once including the $15 dollars registration, but have not had a reply. Oh well, here's the summary.

EASE OF USE. 93% If you can use a Spectrum you can use this.
VALUE. 95% A bargain.
FEATURES. 78% Lacks the ability to play 128K games and load +D disks.
SOUND. 99.9% Apart from the one blip can you fault a 48K Spectrum that plays 128K music?
SPEED. 85% All depends on your Amiga set-up. A500 owners need not apply.
GRAPHICS. 100% Colour clash a-go-go.
OVERALL. 92% A great addition to any Spectrum owners home but no substitute for the real thing.

Close Encounters
Of The
Rubbery Kind

Mildred Adamski claims to have uncovered the truth about the origins of the Sinclair Spectrum. If her story is to be believed then those infamous rubber keys were designed not for Commodore owners to laugh at but for use by the digits of a race from another planet. Read on and judge for yourself.

Much has been made of the infamous Roswell case, especially the fact that some bodies were recovered, and indeed a film has surfaced which purports to show actual autopsy footage of one of the Roswell aliens. But one fact that has remained a secret, secret until now that is, a fact that the United States Government and to some extent the British Government has tried to keep concealed. What you are about to read will shock and amaze you, but you must remember that it is the truth and that several witnesses have given sworn statements even at the risk of putting themselves in danger. Indeed, Major Marceau, who is a key figure in the whole case, was killed just a week later after giving his recollection of events. When returning home from a night at an ex-servicemens club called the Wet Beaver, he was struck on the head by a large fibreglass ice cream cone which had mysteriously fallen from the roof of a Mr Wippy ice cream van, killing him almost instantly.

The story starts in July of 1947. On the 6th of July, Major Marceau was called in by the Sheriff of Roswell to help examine the remains of a damaged craft to try and determine exactly what it was. With the help from Rupert Sinclair, an Englishman and head of the R&D unit, they set out to see what had caused the Sheriff's Office to get in such a fluster. From the brief telephone message Major Marceau had learnt that a local rancher had heard a loud booming noise on the night of July the 2nd. On investigating the next day the man had found fragments of a strange material which the Sheriff said was like nothing he'd ever seen, except for something similar at his wifes tupperware party. On arriving at the site of the crash the two Airforce men soon began to realise the nature of the situation. For as far as the eye could see there was scattered debris which seemed to be similar to bacofoil, yet when crumpled up it miraculously regained its original form. An area this size was too big for just two men to cover so they recovered what they could and then returned in their pick-up truck.

Next day the whole area was cordoned off by security

men and the whole area "tidied up". Much to Marceau's annoyance, Sinclair and himself were restricted from examining what looked like the crash area. They did manage to quickly look around the vicinity where Sinclair came across what looked like some sort of casing. He hastily put the item down his trousers just before they were stopped by two men in black suits. Marceau was frisked and searched and when it came to Sinclair to be searched he was asked why his pants looked bulgy to which he quickly replied that he had to wear incontinent pads because of a medical problem. He wasn't searched and the two made good their escape. The next few days were to prove very strange. The airforce base had not encountered anything like this before so they made a statement saying wreckage from a UFO had been recovered. This was soon changed when pressure from the Pentagon forced them to retract their statement and say they had only retrieved a weather balloon. Marceau and Sinclair knew this was not the truth but they played along because they had more important things to deal with.

Upon examination the object Sinclair had found was constructed from a hard black plastic into which were set small rubber pads. Upon, above and below each pad were strange hieroglyphics. After opening the casing the two were met with a bewildering array of electronics. It was at first thought that the item was some sort of communications device in which the owner pressed the keys like a complicated morse code and then sent the message along wires which protruded from the back. It was not for a few weeks that the true nature of the object would be known.

It was some time after that all the commotion died down. The moral of the men was fairly low so Major Marceau decided to put on a knees-up for the men. A local stripper called Randy Anderson was the main attraction, followed closely by two and a half thousand bottles of Budweiser. Well into the evening when everyone was somewhat more relaxed, Sinclair started talking to a friend called Miles. Miles had helped the security men clear up the crash site and had seen

some things which had really shook him. Now that he'd had a few drinks he loosened up and proceeded to tell Sinclair his story. Miles was an MP (military policeman) and like all MP's in the vicinity he had been drafted in to help in the clear up operation. Whilst clearing a ravine, he and a colleague called Arthur Adamski came across a large silver shaped disc. The disc was similar in shape to an upside cereal bowl but about the diameter of half a football pitch. Inside it they found five grey bodies, all about the size of a small child but with oval heads and long fingers. Four of them were dead and had obviously suffered but the fifth one was alive. It didn't notice the two men and was furiously prodding a small black square which seemed to be connected to some sort of radar screen which gave out high pitched beeps and had strange garish looking objects moving across the screen. The heat and stench was pretty appalling and this did not agree with Adamski who started to make retching noises. This the creature heard and upon turning around uttered a sound which like Ban Yan. The two did not get to stay much longer because they were quickly ejected from the craft by four men in black suits who suddenly appeared. Miles was held in custody for 6 days until he agreed not to mention anything about what he'd seen. He was told that what he had viewed were in fact shaven monkeys the military were training as pilots to help combat the red menace. If the story was to believed the monkeys would be used on secret missions and if ever caught they wouldn't be able to give any secrets away. Shaving the monkeys was a precaution against fleas as on one of the earlier missions a monkey called Sugar decided to scratch his testicles at an altitude of 50,000 feet and crashed the plane whilst doing so. After telling his story Miles seemed to get pretty agitated and kept saying "Look I'm a monkey" whilst jumping up and down on a table and rubbing his groin. This was the last time Miles was ever seen.

With this new information Sinclair was able to use his knowledge and connect the object to a radar screen. The radar screen came to life with a bright background and some strange markings at the bottom. By pressing the rubber pads other strange markings appeared and after several days Sinclair was able to catalogue over 120 various phrases, all of which made no sense. Also his knowledge of radio and sound meant he was able to deduce that one socket allowed sound into the box and the other one emitted sound out. These were marked with what looked like the word net. This opened up all sorts of possibilities such as sending messages over the telephone lines and directing them into net socket A. From the description of the creatures Miles had given it was safe to assume that the small rubber keys were soft due to the structure of their fingers. It was also probable that when travelling in space that there would be no gravity and the softness of the rubber would help in cutting down accidents. The intelligence of these creatures was amazing but what astonished Sinclair most was the compactness of the whole thing. Powerful yet portable.

After struggling with the alien text Sinclair decided to call a College friend called Emma Strad for assistance. She was a lecturer at Dayton University on foreign languages and she had contributed a small part in deciphering the Dead sea scrolls. Sinclair told the whole amazing story to Emma who seemed similarly awestruck. She said she had some books on the lost Mayan language which she said seemed remarkably similar and that she would go fetch them and return as soon as possible. Unfortunately she returned with some men in black suits and an army General from the Dayton Airforce base. Sinclair was arrested and the alien object and all Sinclair's notes all confiscated. Sinclair asked why she had done it and she replied that they had offered her the right price for what she knew, to which Sinclair replied "they may have bought you but you'll never buy me".

Sinclair was kept in custody for several years and had to assist in the 'monkey pilot scheme', although he states he never actually saw a monkey fly a plane. His years spent in the air force where taken up by his invention of a cordless shaver which monkeys were trained to use and a device which allowed you to trim nasal hairs without resorting to tweezers. He left the airforce in 1962 and with his wife and son returned to England. From now on the story gets sketchy as neither Rupert or his son Clive will comment on what happened after their return to England. It seems that Rupert must have kept back-up documents of the alien device and with the advancement in technology over the years he decided to give these to Clive who then used them to create the Sinclair ZX Spectrum home computer. They both deny this but witnesses from the Roswell incident say that what Clive invented in the early eighties looks uncannily like what the alien was using in 1947. Yes, it seems that the humble Spectrum is indeed based on Alien technology, but then again are we surprised because could a human mind ever conceive such a design?

Extracted from the book "Secret Spectrum" by Mildred Adamski, priced at 14.99, available from all good bookshops.
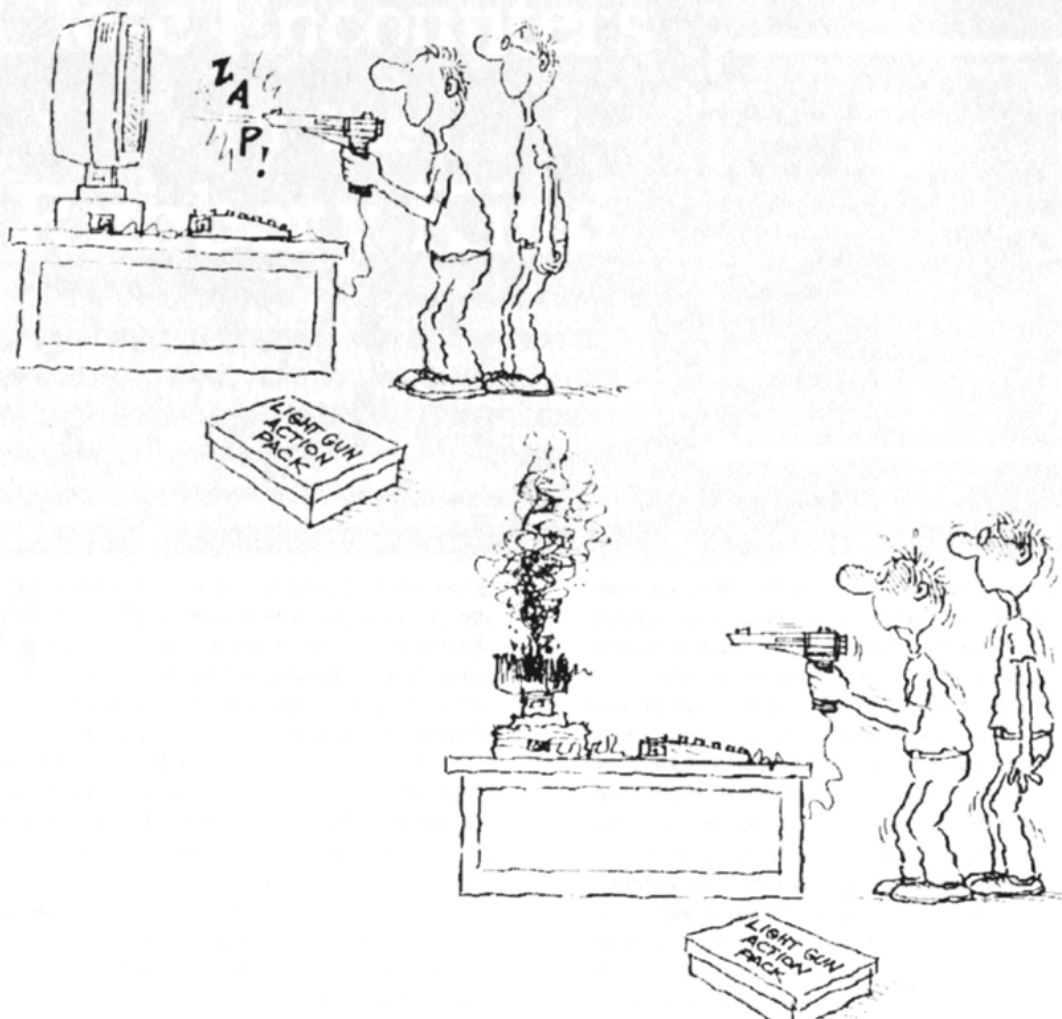
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ADVENTURE INN

A quick guide to the classic game The Hobbit by adventure Guru Jake.D

Hello fellow adventurers, Jake here. I have been asked to become the Landlord at the Adventurers Inn, a safe haven for all tired and weary travellers who have become lost on their quests and have entered in the hope of gaining some guidance, as well as a few bottles of Hooch and a bag of pork scratchings.

Seeing as this is the opening night and it is still quiet I thought this might be an opportune moment to re-tell the solution to the all-time classic head scratcher, The Hobbit!
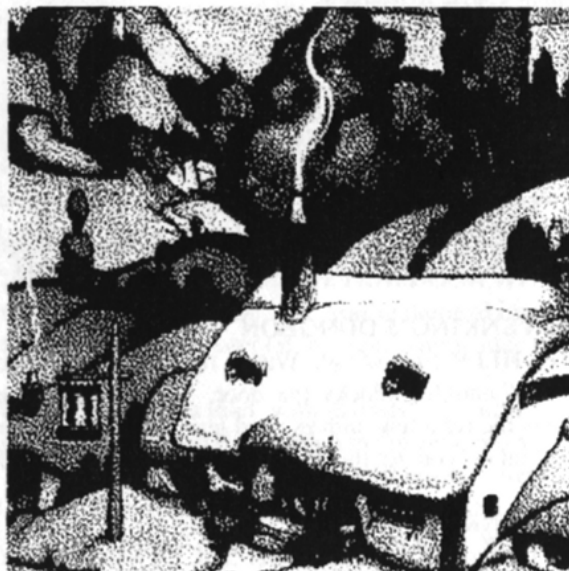
THE HOBBIT - SOLUTION

BARD
Find him in the wooden town in the middle of the long lake. If he's not there, go away and come back until he shows up. If he still doesn't show up, there's always the chance that he's been killed, in which case you've no choice but to start again or resume an earlier saved game. When he eventually shows, SAY TO BARD 'NORTH', then follow him yourself for two locations before you change his direction of movement with SAY TO BARD 'UP'. When you an he both run out of UPs to follow, SAY TO BARD 'NORTH' again until you both reach the hall where the dragon sleeps. Some players suggest you try to CARRY BARD, which apparently works sometimes. As for what happens when you meet the dragon, see under 'The Dragon'.

BIG CAVERN WITH TORCHES
TIE TORCH to take a torch from the wall, then TAKE ROPE to give you a torch and rope tied together.

BLACK RIVER
To cross it, try HELP. If that doesn't get you on the right track, then THROW ROPE ACROSS (you may need to try it a few times). PULL to haul the boat across from the other side, then CLIMB INTO BOAT to sail across and CLIMB OUT at the other side.

BUTLER
To avoid capture, wear the magic ring. If he happens to turn up just at the moment when the magic wears off, you'll need to know how to escape from the dungeon: see under 'Elvenkings Dungeon'.

THE DEEP BOG
Can't escape from here - avoid going in.

THE DRAGON
You can't kill this on your own, you need to get Bard to do it for you. SAY TO BARD 'SHOOT DRAGON' is the command needed. You may need to repeat this a few times. As with all commands in the Hobbit, if they don't work after maybe half a dozen requests, the possibility is that they may not work at all, so you'll have to start again or go back to an earlier saved game. It can be maddening, but the artificial intelligence routines built into the program mean that

there's no way round it.

ELROND

Find him in Rivendell, and SAY TO ELROND 'READ MAP'. You will get one of several replies, which you don't need to note down, though what you do need to note is that whichever route Elrond tells you about is only created in the game at that moment. If you didn't ask him to read the map, that route would remain blocked off to you. He may also give you some food if you WAIT around.

ELVENKING'S DUNGEON

Try HELP first of all. Watch the butler and note his movements. WAIT until he unlocks the door, WEAR RING to make yourself invisible for a few moves, and leave when the butler opens the door. SW takes you to the cellar, or WEST to the great halls.

ELVENKING'S HALLS

(a) Getting in: WEAR RING and EXAMINE DOOR in the elvish clearing. Then WAIT until door opens and immediately go NE before door closes. If you miss, repeat the routine. WEAR RING again as soon as you're through the door.

(b) Getting out: You can always get out the way you came in, and in later stages of the game you may prefer to do this. On your first visit, however, you escape through the cellar. WEAR RING at all times. In the cellar you need an empty barrel, so keep your eye on the butler when he visits as he may well empty one for you. Alternatively you can OPEN BARREL and DRINK WINE for yourself - the program responds accordingly! Then you CLIMB INTO BARREL, CLOSE BARREL and WAIT until the butler throws the barrel through the trapdoor, taking you to the next location. Another method is to JUMP just as you see the butler throwing a barrel, but that can be slightly trickier on the timing. The main thing is to WEAR RING throughout.

THE EMPTY PLACE

Impossible to enter. Seems to be a location that should have been removed from the game but wasn't.

FOOD

Elrond will give you some, and there's also some in the cupboard behind the curtain in Beorn's house. A quick way to get at this is to type the single command: OPEN, OPEN, GET. Eating builds up your strength if you're planning to smash a door, a warg, a goblin or anything else.

FOREST RIVER

Avoid it. No escape.

GOBLINS' CAVES

(a) Getting in: There are two ways. One is to WAIT in the large dry cave until a goblin appears through the small insignificant crack and throws you in the dungeon. The other is via the back door, through the goblins' gate. Just OPEN DOOR and go DOWN.

(b) Getting out: Through the door again, and the goblins' gate. OPEN DOOR and UP. You must map the caves

thoroughly. To get to the gate from the big cavern with torches go DOWN, WEST, EAST; from the dark winding passage it's SW, DOWN, WEST, EAST; from the location where you find the ring go NORTH, SOUTH, NW, EAST.

(c) Finding the magic ring: This is essential if you're to complete the adventure. From the dark winding passage go SE, EAST, SE, EAST; from the big cavern with torches go DOWN, NORTH, SE, EAST.

GOBLINS' DUNGEON

(a) Digging: Only your second priority is escaping from the dungeon, your first is to explore. DIG SAND reveals a trapdoor, which you STRIKE or SMASH until the thing gives way. SMASH TRAPDOOR WITH SWORD often works more quickly, but unfortunately often breaks your sword too and you're plunged into darkness. You can take the small curious key, which has a small curious use later on, but you cannot take the goblins' cache which you will also find.

(b) Escaping: HELP give you a clue: 'a window should be no obstacle to a thief with friends'. So wait until Thorin or Gandalf turns up. This tends to be after just a few WAITs, so if you're on the twentieth wait and there's no sign of either of them it rather looks like they've both been killed and you'll have to start the game again or try going back to an earlier saved game. If one of them does arrive, SAY TO GANDALF (OR THORIN) 'OPEN WINDOW'. As with all commands in the Hobbit, it may well need repeating. When the window's been opened, SAY TO THORIN (OR GANDALF) 'CARRY ME'. Once they've picked you up, SAY TO GANDALF 'LEAVE' or SAY TO THORIN 'GO WINDOW'. As soon as you're out of the dungeon you must of course immediately save your game, as you're likely to be thrown back in there very quickly until you can manage to find your way to the location with the magic ring, after which you should be safe.

THE GOLDEN KEY

Found by wandering round the narrow paths in the Misty Mountains. Starting at the Misty mountains location, try typing N, NE, N, SE, D, D, D, D, E, GET, U, W, N. You'll then find yourself back where you started with the golden key in your possession. It has no use other than scoring you points, but as you don't need maximum points to get through the game it's a bit pointless, unless your a perfectionist.

GOLLUM

"What are the answers to Gollum's riddles?" is a popular question. I don't know the answers to them all, but you don't need to. If you try to answer and get it wrong. Gollum will probably kill you. If however, you just ignore him and move away, nothing happens.

THE LARGE KEY

Found in the trolls clearing, but if you try to get it straight away, or just wait around, you'll get grabbed by the trolls, which is a painful experience. Move away from the location and WAIT until you're told that a new day has dawned. This turns the trolls to stone and you can go back and get the key. The key is used to open the rock door on the nearby hidden path with footprints.

THE MAGIC DOOR
WEAR RING, EXAMINE DOOR, WAIT (until it opens), NE.

THE MAGIC RING
See entry for goblins' caves for location of ring. When you find it, WEAR RING. This makes you invisible for three or four moves, and stops you being caught by the goblins, which can bring tears to your eyes. It also puts Thorin into a panic, but

that's his problem. When in the caves it's best to type WEAR RING every other move, to be absolutely safe. Invisibility is also useful later on in the game.

THE MAP
SAY TO ELROND 'READ MAP'. Unless he does so, the route he tells you about won't be created in the game and will remain blocked off to you.

THE PALE BULBOUS EYES
You can avoid the eyes by taking a different route home, but if you do come across them you should immediately WEAR RING, go back the way you just came, WAIT twice, then continue.

THE RETURN JOURNEY
Once you've killed the dragon and collected the treasure, you need to go all the way back home again. Safest seems to be to go to the waterfall and WAIT until the wood elf turns up and throws you in the Elvenking's Dungeon. From here you already know how to escape, and going down from the cellar usually allows you to reach the forest river on the return journey. Alternatively, go out through the magic door, back to the

Elvish clearing and WEST to the bewitched gloomy place. Then again, go to the waterfall but instead of waiting for the wood elf travel through the forest and brave the pale bulbous eyes.

THE ROCK DOOR
Needs the large key to unlock it.

THE ROPE
Found in the trolls' cave near the start of the adventure, beyond the rock door. You need the rope to cross the black river.

SCORING
Very strange. Some people report finishing the game with scores as low as 50%, and some with over 100%, both theoretically impossible! Scoring is obviously as random as some of the other elements in the program, but you don't need a perfect score in order to finish. Some points are scored by merely visiting certain locations, others by getting objects that have no other use at all. Generally, though, you'll know you're on the right track if you have 25% when you leave the goblins' dungeon, 35% after the Elvenking's dungeon and 75% when you've got the treasure and set off home. You get 2% for going east from Bilbo's house, going east from the misty mountains, entering Beorn's house, going south from the spiders' web, going north from the spiders' web, reaching the ruins of the town of Dale and finding the side door in the lonely mountain. You get 5% for entering the trolls' cave, entering the smooth straight passage and for leaving by the west exit after going into the Elvenking's dungeon. You get 12% for visiting every location in the goblins caves. You get 10% for making a second visit to long lake, 20% for entering the hall where the dragon sleeps and 25% for depositing the treasure in the chest.
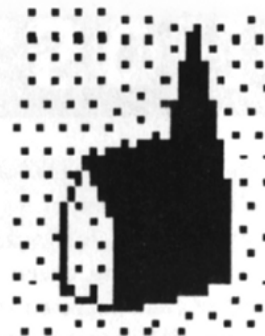

THE SWORD
Found in the trolls' cave beyond the rock door. Useful for attacking creatures with, but also very fragile and can break at any time. Another reason to save your game regularly. If you can do something with your bare hands then do it that way and don't risk the sword as this is also your source of light in a great number of places.

THE SMALL CURIOUS KEY

Found beneath the trapdoor in the goblins' dungeon, this has a small curious use. If you WAIT in 'a little steep bay' on the mountain where the dragon lives, then a hole appears which is the side door of the lonely mountain. The key opens this door and allows you inside the mountain, which is not very exciting but adds to the points.

THE SMALL INSIGNIFICANT CRACK

This appears from time to time in the large dry cave, if you WAIT long enough, and through it a goblin will emerge and throw you into the goblins' dungeon. This is a quick way to get into the caves without going round through Beorn's house, which in any case you can visit on your way out of the caves. From one of the locations in the caves you can see the other side of the crack, but it's still small and insignificant.

A SOURCE OF LIGHT

Use the sword found in the trolls' cave, and be careful not to break it as it's your only source of light and is vital if you're to get through the game.

THE SPIDERS WEB

The get through this you must SMASH WEB, followed by the direction in which you wish to move. The spiders will immediately set to and try to rebuild the web, so be prepared to SMASH WEB with each move you make. To finish the web off completely you can try to SMASH WEB WITH SWORD, but this will also finish the sword off completely too. If you go south from the place of black spiders, and then back again, you score 2.5 %.

THE TROLLS CLEARING

Helps give you a clue, as indeed does reading the original book of the Hobbit, though this take slightly longer. To get the key that's in the clearing you must go away again and wait until you're told that a new day has dawned, when you return the trolls will have been turned to stone.

THE WARG

You can usually defeat this little blighter, which pops up all over the place. Take a bite to eat first and attack it. It's usually safe to use your sword against it, as it seems to be made of a warg-proof material, but save your game first just in case.

THE WOOD ELF

Pops up now and again, but the place where you actually want to see it (which means that it probably won't be there) is at the waterfall or the running river on your journey home. WAIT until it turns up and throws you in the Elvenking's Dungeon, from which you already know how to escape and this then gives you a choice of routes home. If the wood elf doesn't appear you'll have to face the pale bulbous eyes.

ZX FILES CLASSIC

GHOSTS 'N GOBLINS

If you was wondering what all the noise was on Sunday the 25th of Augusy, 1996, then ponder no more, for it was only me. All the screaming and shouting, cheers and tears of joy, the popping of champagne corks and setting off of fireworks was all because I finally completed Ghosts 'n Goblins. Not bad to say it has only taken me nigh on ten years. If I keep this up I should complete Jack The Ripper by the year 2000.
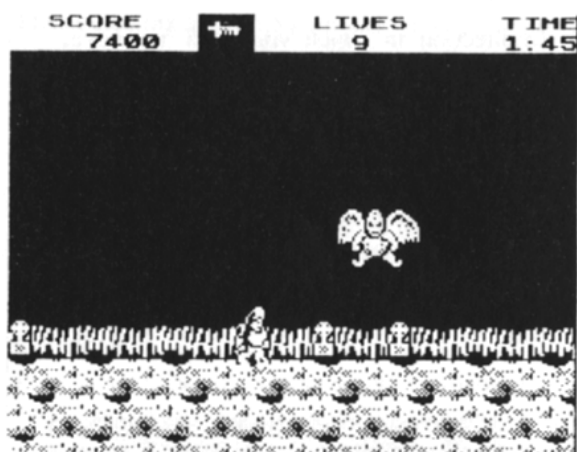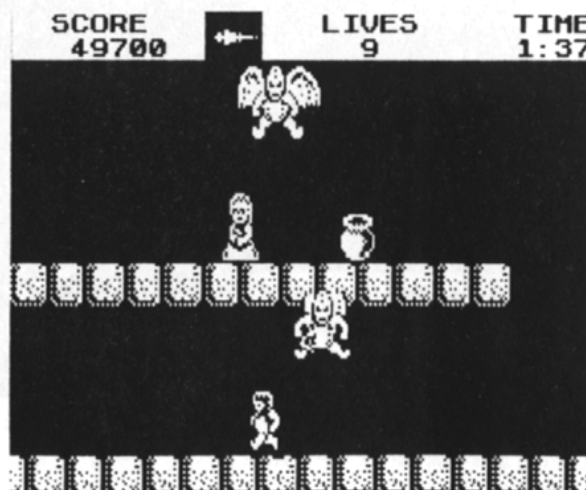

Ghosts 'n Goblins is rather a splendid conversion of the Capcom coin-op of the same name, and although it has only three levels instead of the many that the coin-op possesses, it is still a worthy achievement considering the programmers had only 48K to play with. The story is irrelevant, but for those who are interested it involves a rather portly knight who was having major smoochies with his beloved, in a graveyard of all places (no cinemas in those days) only for her to be whisked away by some winged demon. It is now up to the rotund knight, with a little help from you, to fight his way through legions of zombies, fire breathing plants, large ogres and Hitchcockian birds, as well as trying to navigate ladders, moving platforms and bottomless pits.

This game could be likened to Green Beret in style, though not as frenetic in the gameplay department it will still be quite a test for your joystick skills. A few bad points which can be levelled at Ghosts and Goblins are the poor sound effect (that's right, one solitary farty noise when

you fire your weapon), the sometimes sluggish response of the Knight, and his uncanny ability to

blend in with the background, as do the enemy sprites, making some sections tricky to manoeuvre. Still a classy game, even after all these years, from those coin-op specialists Elite.
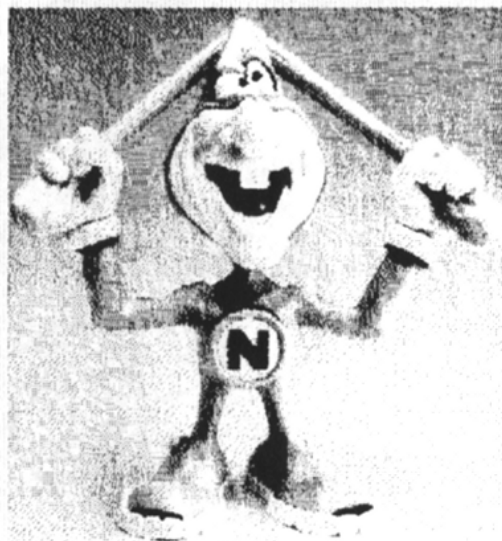
FOUNTAIN PD

sPECTRUM GAMES FOR SALE

A quick stroll through PD Land, stopping along the way to experience some of the sights and sounds that make this such a unique world. I'll buy that for a dollar.

BERUSKA THE LADYBIRD
Kingfisher/1990

A short and sweet demo that has to be one of my all time favourites. It has no fancy scrollers or any funky AY chip music, but just the right amount rib ticklers crammed into a small amount of code. A man dressed in outdoor winter clothing holds a cute ladybird in his hand, presumably called Beruska. He says something to Beruska who replies back in ladybird talk while sweetly moving it's head from side to side. The man then squashes Beruska in the palm of his hand and then proceeds to grin like a demonic Cheshire cat. And that is it. Some people might find it slightly dis-tasteful but I found it very funny in the classic Viz/Bottom/Young Ones style of humour. If only I could understand what they were saying to each other!

Reviewed by Paul White
Available from Fountain PD

91%

THE BRITISH BATTLETRACKER

The British Battletracker, a demo to find out who is the humble Spectrum's best choonsmith. Not easy really as their is some real talent out there, and they all deserve big smoochies for their efforts and contributions. Apparently the gauntlet was thrown down by Panda Girl and a mega-demo was created in order for the whole world to decide who really is the best AY maestro, with the winner getting stripped off and humiliated in public with a blow-up Mr Blobby (I made the last bit up).

Part one is by Fudgepacker who has created an industrial sounding hard edged slice of mayhem. I'm not sure what to make of it as it's not my PG Tips, but it has been banging about in my head for the past few days, which may be a good thing or bad thing, so the jury is still out on this one. A quick press of the return key we are greeted by Fudgepacker's second contribution, a yo mutha-techno-Prodigy type affair which is probably very good but sadly lost on an old fart like me.

Next up is Extacy-3's part, again split into several sections. Part one is silky soft, with some of the smoothest scrolling text these bloodshot eyes of mine have ever seen. The music is stunning, a haunting melody that glides out of the TV screen and dances in front of your face like a hazy spectre, and then suddenly it is gone as quickly as it came. Brilliant. The next section is just as

dazzling, not for it's music but more for it's graphics. I know this is a music demo and graphics shouldn't play an important part in peoples judgement, but you can't help but be impressed. A colourful rendition of Buster Bunny bounces up and down the screen accompanied by some crazy cossack style techno music!? The picture is around three times the size of your screen and would certainly not look out of place in a 16 bit demo. Buster has a sort of pseudo Mode 7 look to him that only the Snes is supposed to be able to achieve. Following on from this is an eerie tune by the Yolpa Bros, a frantic and eerie affair that would suit a juicy horror film like Alien by adding to the creepy atmosphere.

You have a choice of two tunes in Conventions contribution, the first by

LSD and the second by Audio III. Track one is a techno affair with a thumping bass line, track 2 is a speeded up Depeche Mode affair. Again these are both technically excellent tunes but sadly lost on an old giffer like me.

Finally we have United Minds addition to the demo, less techno and more Yello, you can almost hear some crazy dude chanting away in the background.

And that is it, it is now up to you to choose which is your favourite. I should give an overall rating to this demo but that would be unfair and certainly not what the demo was created for, It is up to YOU to decide. I know which is my favourite. Da Da Da Daaa, da da da.

Reviewed by Jake.D
Available from
Fountain PD

NEXT ISSUE

ZX FILES ISSUE 2
COMING SOON

WE ARE NOT ALONE