

THE ZX FILES

Issue 2 £1.20



inside...

LEGACY OF THE ZER EMPIRE, MORE SCREENSHOTS
IS PRINCE OF PERSIA TO BE RELEASED AT LONG LAST?

THE TRUTH IS IN HERE

It was around six months ago that I started contemplating creating a Spectrum fanzine, but was slightly deterred by the quality of the various publications I was reading. These guys and gals obviously know what they are talking about, all are experts and great writers, so what could I possibly offer that they can't? Hmmmm..... (scratches his head and thinks). Well to be honest I am hopeless at anything that requires an ounce of brains, i.e. typing something in other than LOAD"". I am also only average when it comes to playing games, any fancy joystick movements and I am liable to tie my fingers in a knot. So what could I hope to offer to the paying punter, who probably knows more than me when it comes to our rubbery friend? Answers on a postcard please! No seriously, it only dawned on me when I was reading an article sent in by Dave the penny dropped. It is to computer that we obviously gets you in the gutty-wuts. remember the fondest, and this is probably did not mean a this magazine and why I or should I say would say) our need to explain our sarcasm from meat-head off like water from a ducks grinning like Cheshire cats throw money away trying known as 'progress' by game or hundred pound computer the Devil to pay for my PC, and while it is now merely average. But what do I technology for? Mainly writing and emulating a Spectrum to that story biggest buzz I get is game or pile of boot. You can't adrenaline rush have just knocked three quid for a light gun and two of games while laughing. The other I'm some sort of mad with a huge moronic muttering "fools" hopeless Spectrum care anymore and I admitting it.



Fountain when he hit the nail on my head and do with passion, a fatal attraction to a love, a feeling of warmth and nostalgia that Your first love is supposed to be the one you true, even though the person who said it computer. That is why you are reading have helped put it together, we love, luuurrrvvvv (as Barry White Spectrums. We do not actions or motives, console owners is shaken back and we are left as they continually to chase the dragon that is buying the latest fifty pound gizmo. It is true I sold my soul to was top of the range four months ago, it use this new wonder of modern letters, creating this fanzine (there is obviously a moral somewhere)! The finding a rare Speccy magazines on a car imagine the you get when you somebody down to Spectrum +3 with cardboard boxes full trying not to burst out car booters must think man when I walk away grin on my face while under my breath. I'm a addict, but I don't really don't mind

Wishing everybody a healthy, wealthy, but above all, happy new year.

Paul

INGREDIENTS

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BRUCE LEE

THE MAN, THE MYTH, THE GAMES

THE FIRST IN A NEW FEATURE WHICH EXAMINES THE INSPIRATION BEHIND A GAME. THE FIRST ARTICLE LOOKS AT THE LIFE OF A MAN WHO INSPIRED SUCH CLASSIC GAMES AS WAY OF THE EXPLODING FIST, KUNG FU MASTER, AND OF COURSE, BRUCE LEE.

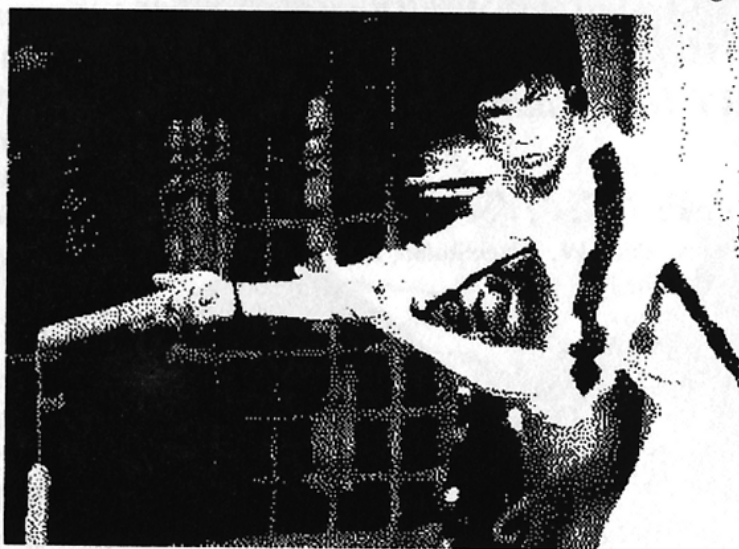
Lee Jun Fan was born in the Chinese Year of the Dragon, on the 27th of November 1940 in San Francisco, the son of Lee Hoi Chuen, who himself was an actor of some note. Bruce was soon to be starring in films, and at the tender age of six he was to play a part in the film "Beginning of a Boy". Contrary to popular belief, Bruce did act in some films along side his father, the first been "My Son Ah Cheung", which he made at the age of eight. The majority of his early roles he was cast as a young problem child, often a loner, and more often than not fighting his way out of, or into, trouble. Anybody fortunate enough to be able to see any of

Bruce's early films, will be able to see that his famous facial expressions were evident even at that early age.

His first big break in the USA was to be cast as Kito in the short lived TV series, Green Hornet, playing the Green Hornets masked sidekick, and more often than not stealing the show. While between film roles Bruce ran his own Jeet Kuno Do classes, and as he was the most sought after trainer he was able to charge \$275 per hour, as well as been able to pick his own students, students

like Steve McQueen and James Coburn.

It was after he was turned down for the lead role in a forthcoming TV series that he returned to Hong Kong looking for film work. The series he was rejected from was to be called Kung Fu and star an actor called David Carradine. When in Hong Kong he was spotted by Raymond Chow, owner of Golden Harvest Films, who was instantly attracted not only to Bruce's undoubted talent, but also to his charm and personality. Bruce said to Raymond Chow that he could create a film better than any Golden Harvest had previously made, yet said it in a way that was sincere and not at all big



BRUCE HELPS EDIT DRAGNET

headed. Bruce was offered a two picture deal.

The first film was shot in Thailand under quite appalling conditions and on a low budget. When released it instantly broke all Hong Kong box office records. Called "The Big Boss" (AKA Fists of Fury in the USA), it was to set new standards for martial arts films. His next film, Way Of The Dragon (AKA Return of the Dragon), was also soon breaking box office records on it's release, records that he had set with his

previous film. It was the first time also that Bruce was seen using the deadly Nunchaku.

On July 20th 1973, Bruce Lee died. Obviously a great loss to martial arts fans, it was just as tragic that somebody so young and fit could apparently die from taking just a pain killer for a head ache. Rumours about his death soon spread. Tongues started wagging when it was revealed that he was rushed to hospital from the bed in the apartment of actress Betty Tiung Pei. Betty vociferously denied having a sexual relationship with Bruce and said that they were merely good friends. Another rumour to appear was that Bruce had not died but had merely gone into a jungle to be by himself. Not quite up to Elvis Presley standards, but I'm sure some Bruce fans are still waiting for their hero's triumphant return after all these years.

Tragedy was to strike years later when Bruce's son Brandon was shot whilst making a film called the Crow. And like his father who died while in the process of making the Game of Death, his film was also finished off with a body double, as well as the help of some computer special effects.

While it is true that Bruce has undoubtedly inspired some of the Spectrums greatest games for us to enjoy, it is a shame that the average film fan cannot see any of Bruce Lee's films in their entirety. Big Boss is cut by nearly 3 minutes while all his other films have had to endure the censors scissors, including documentaries about the man himself. It is safe to say that the biggest offender in the eyes of the British Censor (sorry, Classifier) is the dreaded Nunchaku, often associated with the English football hooligan in the seventies, it has gained itself a notoriety within the realms of the BBFC. While Bruce hasn't actually made a film for over twenty years, he still found himself at the wrong end of the censors scissors in 1987. In the film Dragnet, a fairly humorous film starring Tom Hanks and Dan Ackroyd, a rather innocuous conversation scene between the films two leading stars was cut because on the wall behind them was a poster of Mr. Lee brandishing, you guessed it, Nunchaku. 14 seconds hits the cutting room floor.

Bye-bye Bruce.

REDISCOVERED REVIEW - FIENDISH FREDDY

No rediscovered is not spelt incorrectly, it is just a poor attempt at humour. You see this is a new feature that will reanalyse (i.e. review) an old game that has been hacked onto disk (*rediskovered*, geddit? Oh well never mind) and blessed with a massive reduction in loading times. So you see, this isn't just another review of an aged game designed as a quick space filler, but a new look at a game that could have benefited from the wonders of disk based technology. Honest! Read on to find out the reasoning behind this lame excuse.

The Spectrum software market is financially dead for all but a few courageous souls who have persevered with a computer they obviously love. So while the other software houses either defected to the lure of the 16 bit or went belly-up I think it only fair that their Spectrum games are given a new lease of life and hacked for the many +D disk owners out there. Legally, and some would say morally, this is not the thing that should be happening, but hey, who cares? You cannot go in to a high street shop anymore and buy brand new Spectrum software, so hacking a few games for the benefit the Spectrums loyal users is not going to affect the sales of a game like Lemmings, because it has sold all the copies it is ever likely to. So breathing new life into an old game is not piracy, but merely the a way of keeping a games computing spirit alive. If I were the owner of a computer software house and I found out that some of my old Spectrum titles were still been hacked and swapped I wouldn't be angry in the slightest because deep down I would find it heart warming to know that a bunch of sad gits could still think that any of my old games were still considered worthy of playing. Will people still be playing Sonic The Hedgehog in ten years time? Of course they will! That's the beauty of computer games, it attracts all the loonies.

So what is the benefit of hacking an old game and bunging it on to disk? One reason only, that been the reduction in loading times of multi-load games. Loading a single part game from tape doesn't bother me, in fact it is quite a relaxing experience. All you need to do is set the tape rolling and leave it loading for a few minutes while you go and make yourself a drink. Widget beer is the best because by the time the froth has settled and it has acquired a

nice creamy head then it is usually time to go back to your Spectrum and kick alien butt. It is the tedious multi-load games that do my head in, the ones where you have to load one part in to choose which joystick you want, another part in to choose what fighter you want to use, then another part in to decide which coloured underpants you want him to have, then finally the part to get you on to the first level. By this time you have loaded one side of the tape, have then turned it over and played half of the other side only to get the crap kicked out of you for a really annoying message to come up with "PLEASE REWIND TAPE TO BEGINNING OF SIDE ONE AND PRESS PLAY". Aahhh!

So it is with some relief that us lucky +D owners can now play games like Final Fight, Shadow Of The Beast, Street Fighter 2, Lemmings and the worst multi-loader ever created (though I could be proved wrong) Fiendish Freddy's Big Top Of Fun, a multi-loader of immense magnitude, even the +3 version came on two disks. So this brings us neatly onto our first review, Fiendish Freddy.

Fiendish Freddy's Big Top O' Fun (or FFBTOF to lazy reviewers) was released in 1990 by Mindscape not long after it had done a tour of duty on the 16 bitters where it had won various awards for best graphics and best advert. It is to their credit that they opted for such a big multi-load when they could easily have cut certain sections out, or indeed have just not bothered at all. You need \$10,000 to save your Circus from closure and been turned into a luxury block of flats by devious property developer Fiendish Freddy. And so you must put on the best show of your life or it could be your last. FFBTOF has you participating in six events, each tricky in their own right, but made even harder by Fiendish Freddy himself (ooh the rotter). First off is the high diving, and boy do they mean high. There are no sissy safety nets, here you only have the option of a small barrel of water or the ground to break your fall. If that wasn't hard enough to cope with you must perform a series of silly poses whilst keeping your eye on that ever so small receptacle of water. Complete this in one piece and you are presented four loopy judges, who after they have finished hitting each other will reward you points, the better your performance then the more

points you get and therefore more wonga. Next it is off to the juggling act where you control a uni-cycling clown, who as well as dealing with his own objects has to contend with bombs and babies that Freddy lobs at you. Drop these and you lose this part of the game. Next up is the tight-rope. You control the divine Finola who must with the press of your fire button jump from swing to swing. Pause too long and Freddy cuts the rope and it's good-bye swing, hello hard ground! Things get trickier next act as you attempt to throw knives at your buxom assistant on a revolving wheel, trying your best not to turn her into shish kebab whilst avoiding smoke bombs that Freddy keeps chucking your way. Isn't he naughty. Then it is on to the tightrope, and if you can survive that it is the infamous Human Cannonball act. If you have proved your worth then you will have accumulated enough cash to save your beloved circus, so thwarting Fiendish Freddy.

This game is a graphical masterpiece because there are loads of different silly animated sequences to keep you amused. The six acts themselves will need plenty of practice to master and you will keep coming back to it to better your performances and like any good game this is best played with a few friends. How this benefits from the tape version is that you are not constantly stopping and starting the action to play the various sections and view the different humorous animation's, everything is kept running fairly smoothly. Anyone who has played the tape version will know that loading and reloading each section becomes tedious, especially when loading from a 128K+2 which has no tape counter (well done Amstrad). The challenge of bettering your previous effort is soon lost as you are left fighting a losing battle with the tape deck. All in all FFBTOF is a worthy attempt at a converting a mammoth 16 bit title that has now become more accessible thanks to three and a half inches of plastic. The nearest the Spectrum has come to having an interactive cartoon. Jolly good show.



GOBBI THE DOG SPEAKS HIS MIND

Gobbi tells us that we shouldn't stick our head in the sand, but should accept the truth, as much as it may hurt, that Spectrum games are not the best, even if they are considered as classics by us dewey eyed nostalgia geeks. Is he barking mad, or is it us who are?



So all you anorak wearing fools think that just because a game has achieved classic status on the Spectrum, this then automatically gives you the right to dismiss anything other than a Spectrum game, no matter how good it is. Fools you all are. Come lie on my couch you blithering idiots and I will try to analyze how your mind works.

Yes it is probably a sign of insecurity that you feel the need to cling onto something from the past, desperately holding on like it was a childhood teddy bear. I can see how you are afraid at the rate which technology moves rapidly on, quickly marching on towards the twenty first century, leaving the early eighties behind as a quickly fading memory. This frightens you because you cannot stand the pace and so you desperately grab hold of something that seems safe and warm, perhaps a dependency for a great big power pack? It probably all stems back to the time when H.M.S. Sinclair was riding high on the silicon seas that all you rubber loving fiends couldn't bear to admit that appearing on the horizon was the Commodore 64, a technically better machine that was surely the indication of better things to come. "Sure" you all said, "It may have better graphics, infinitely better sound, but it's the gameplay that counts"!! Ha, you blithering idiots. You

use the only feeble excuse left to you, dismissing the idea that because a computer or console is superior in every department, that it is somehow incapable of producing better games. And what was it you all shouted when the Sega's and Nintendo's proudly sailed into port, "Well, you can't use them for writing games, word processing, desktop publishing, and writing music!!" Well take that stupid grin off your faces because when was the last time a Spectrum game was in the software charts, a Spectrum magazine in the shops, let alone one written using a Spectrum (OOPS, sorry ZX Files!) And as for having a Spectrum produced record in the charts you must be joking, oh go on then, I'll let you have The Spice Girls (metaphorically speaking). Azigazigazig.

Okay then, let us commence battle and we shall see how your feeble excuses for what are supposed to be classic games stand up to ten rounds with what's on offer today. Sure Mohammed Ali is a legendary boxer, but could he survive the onslaught from a Mr. Tyson? I think not. Goddamn it, the Playstation has vintage games for you to play whilst the main game loads up. Anyone care for a game of Galaga or Tekken 2? Boop..... beep bip.

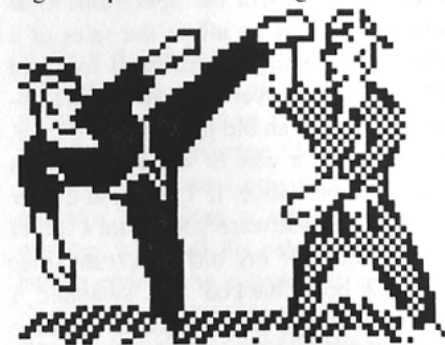
fun for a while it soon becomes repetitive and dull. Too samey to be interesting.

Super Mario is the first of the new breed of games designed for the Ultra 64 and it allows total freedom of movement in a 3D environment. What makes this game interesting is that there is so much to explore and do. Never a dull moment.

WINNER: MARIO 64

ROUND 2: THE BEAT 'EM UP Way of the Exploding Fist v Tekken

Fist is a beat 'em up game best played with a friend. It featured a very well designed sprite, and although the sound



"AND I SAY TEKKEN IS THE BEST",
"WELL I SAY VIRTUA FIGHT IS
BETTER, SO EAT TOE NAIL SCUM
BAG"!!

effects were minimal, there was an excruciating noise that was heard when you downed your opponent. It really did make you wince if you had just been hit in the nether region. What does date this game is its sluggishness and lack of special moves. It's not helped by the fact that all the fighters look the same. Used to be a contender, but not anymore.

Tekken probably helped to sell as many Playstations as any other game in its catalogue has done. Sure it has a jaw



MARIO GETS QUAKE FEVER

ROUND 1: THE PLAT- FORMER

Jet Set Willy v Super Mario 64

Jet Set Willy was undoubtedly one of the most eagerly awaited games of its generation. Its plot is simple. After having a wild party in his mansion, Willy must tidy up before being allowed to bed by his housekeeper. And that is it. The rooms are crudely drawn, even by the Spectrums primitive standards, and while it is

dropping intro-sequence, some beautifully drawn graphics and some wonderful chop-socky sound effects but is it any good? Of course it is silly, with a wealth of special moves and fast gameplay, it could win this round blindfolded with one arm tied behind its back.

WINNER: TEKKEN

ROUND 3: THE FOOTY GAME Matchday 2 v World Wide Soccer

Applauded by critics as been vastly superior to its predecessor. Match Day 2 was the product of the combined talents of Jon Ritman and Bernie Drummond, the dynamic duo who gave you Head Over Heels. But if this is the best footy game the Spectrum could conjure up then it's no wonder that most people played football management games instead. This game is too sloooooow to be playable, and most times it resembles a pinball table rather than a football pitch. Credit is due to the games creators as they tried to veer away from the usual graphic style of matchstick players and create players that were more life like. Unfortunately they used Frank Sidebottom as a model as the players heads are huge. Colour clash is a problem because when you get players close to each other you soon get a garish mess. And as for the sound effects! This game must surely boast the worst ever rendition of When the Saints Go Marching On. Thank god TV's have volume controls. It makes Millwall fans sound like the St. Winifred School Choir.

World Wide Soccer has everything Match Day 2 could only dream about. It is fast, playable and most importantly, enjoyable. Comparing these two games is like having AC Milan play Scarborough Town. Twelve-nil to World Wide Soccer, and that's only at half time!

WINNER: WORLD WIDE SOCCER

ROUND 4: THE 3D SHOOTER TLL v Soviet Strike

Tornado Low Level (or TLL to its friends) was, and still is an amazing piece of coding. Released in 1984 by Vortex Software. It is simple to play, hard to put down, and addictive as hell.

A tough game as any to beat, yet you never feel that the computer has cheated you, it's just that you need to be quicker with the ol' joystick. The game requires you to fly around a scrolling 3D landscape in a fast Tornado Jet with only your lightening reflexes to help you. Sadly you can't shoot anything, and all you are able to do is pass low over some circular markings on the floor in order to destroy them. Not as satisfying as blasting something away with ten rounds of machine gun fire, but still fun, albeit limited.

Soviet Strike is everything TLL could have been. In it you fly a heavily armed chopper into enemy territory, destroying enemy targets, capturing POW's as well as trying to avoid everything the enemy can throw at you. It is superior to TLL because there is more variety in mission objectives, your chopper is more maneuverable and you get to see loads of big explosions. I love the smell of Napalm in the morning. Soviet Strike wins even before TLL has taken off.

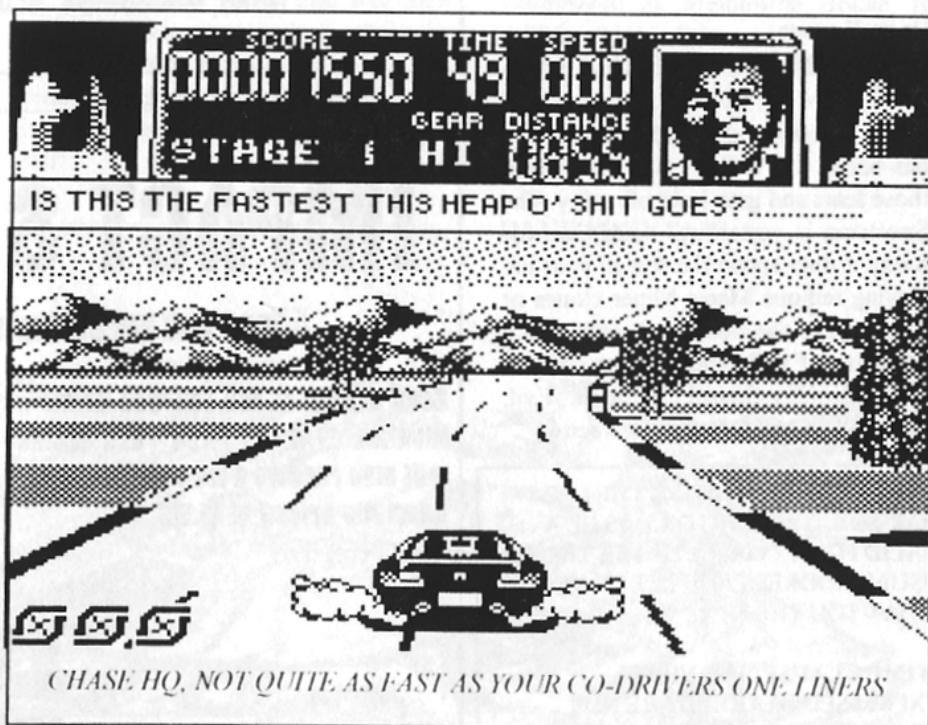
WINNER: SOVIET STRIKE

ROUND 5: THE DOOM CLONE Driller v Quake

You cannot call Driller a Doom clone, namely because Doom wasn't yet cre-

game to use the Freescape™ system. It helped create a 3D environment that the player could explore. In one way it was superior to Doom because you could actually look up and down (in Doom you can't) but in others it was vastly inferior. The playing area of the game was just under half the size of your of your TV screen, obviously an attempt to get the games speed up, but even though your view resembled looking through a letterbox, the game still ran at a snails pace. Moving from one location to another took absolutely ages, and when you had to go back to a location it was complete yawnsville. The game might have been livened up if there was actually anything to do, but other than moving from one place to another flicking the odd switch and shooting the occasional cube, doesn't actually amount to a lot of gameplay. This game was actually awarded 97% in one magazine. The tedium of the game must have shriveled their tiny minds.

Quake is similar in many ways to Driller, you must explore a 3D environment flicking switches, finding secret areas whilst trying to stay alive, but that is where the similarity ends. Quake is fast, exciting, scary and above all, never boring. You are always been chased, shot at, sliced and diced. It is never dull.



ated then. Still, it serves my descriptive purposes well. Driller was the first

WINNER: QUAKE

ROUND 6: THE RACING GAME

Chase HQ v Ridge Racer

Controlling a couple of Miami Vice rejects you must move as fast as possible (which isn't that fast considering that this is written on a Spectrum) to try and capture some naughty criminals. You have a time limit to firstly catch a glimpse of the culprits then a fresh time limit in which you have to ram the offenders car enough times till it eventually bursts into flames. This makes the game different to the normal run-of-the-mill driving games, and Ocean must be applauded for making the game appealing to look at, and actually doing a good job of recreating the arcade machine. Shame that it feels like you are trying to drive a car that has been clamped

Ridge Racer is fast and a joy to control. You'll soon be whizzing around corners at break neck speeds hardly having time to catch your breath. You can almost feel the wind whistling past your ears. Any Spectrum owners would be left gibbering in the corner from the shock of trying to come to terms with the sheer speed of the game. This beats Chase HQ even before it has chance to get into first gear. In fact, Ridge Racer could beat Chase HQ while dawdling along like a Sunday driver in first gear.

WINNER: Ridge Racer

Overall score

SPECTRUM 0 - OTHERS 6

There you have it, the Spectrum is a has-been, it's a fact. So wipe away those tears and grab hold of reality. The Spectrum is yesterdays news, live for today. Either spend the rest of your life playing tedious Manic Miner clones or come out of the closet and sample such delights as F1, Syndicate Wars, Virtua Cop, Broken Sword, Resident Evil, Zelda 64. You know it makes sense.

HAS GOBBI BEEN OUT IN THE MID-DAY SUN TOO LONG OR HAS HE A VALID POINT? WRITE TO THE THE USUAL ADDRESS AND LET US KNOW WHAT YOU THINK!!

WIMP CLAUSE. THE VIEWS EXPRESSED BY GOBBI ARE NOT NECESARILY THOSE OF THE ZX FILES.

MORE FROM GOBBI NEXT ISSUE.

CLASSIX

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DAVE SEZ



How to cut out the middle man and save money!

One of the best things about being a Sinclair enthusiast, is the sheer amount of products associated with it to wade through (and we are talking up to the eyebrows). I've yet to meet anybody who has it all or knows it all, apart from the odd big-head who thinks they do. On a slow day I suffer from it too.

Being an enthusiast means you don't have to justify what you do to anybody else, you can just plead guilty and get on with it, it'll take more than a snotty nosed kid with a Playstation to make me feel inferior.

With all this product about it's probably a good idea to start collecting as much as you can, whether for posterity or obsession. But one thing must be taken into consideration; Spectrum hardware and software is valued at precisely zero in the real world (this is the world we all wake up in, walk about in etc.). That pristine copy of *The Hobbit* you have, with the manual (never been read sir) is worth slightly less than its cardboard and plastic components.

The Spectrum still holds the record as being the most owned home computer of all time in the UK, there were millions produced and some still chug on. Junk shops, car boots, seedy electrical shops; they can't give them away, so how much did you pay for yours?

There are several individuals offering lists of original software for sale, some of the prices being asked would be funny if it were not so disturbingly out

of whack with reality. How much would you pay for a copy of *Jet Pac*? £1, £2, £5? *Jet Pac* sold 330,000 copies, so how rare and collectable does that make it! I bought an original boxed copy of *Elite* for 5p from a small fete held in a small street, how many small fetes and streets do you have around you?

Software is not something people tend to throw out, it will eventually turn up and is there for the taking. Paying collectors prices will only indulge those charging collectors prices, it's a scam and a disgrace, and roughly ten years too early. It's not even retro-fashionable yet. The Spectrum has a long way to go before it is treated with *Stylophone* respect on Channel 4 youth TV shows.

A copy of *Manic Miner* came in three flavours, the original from Bug-Byte, the second issue had a different cover and the third issue was on the Software Projects label. So which one is worth money (not now, in the future)? If you have all three then you've got something worth preserving, worth selling on for more than 20p. Collecting will have you turning into a twot, serious collecting that is, you'll have to know all the nuts and bolts. You will then turn into someone people won't invite to parties. You already exist in the dubious world of obscure 8-bit computing, don't make it any worse for yourself!

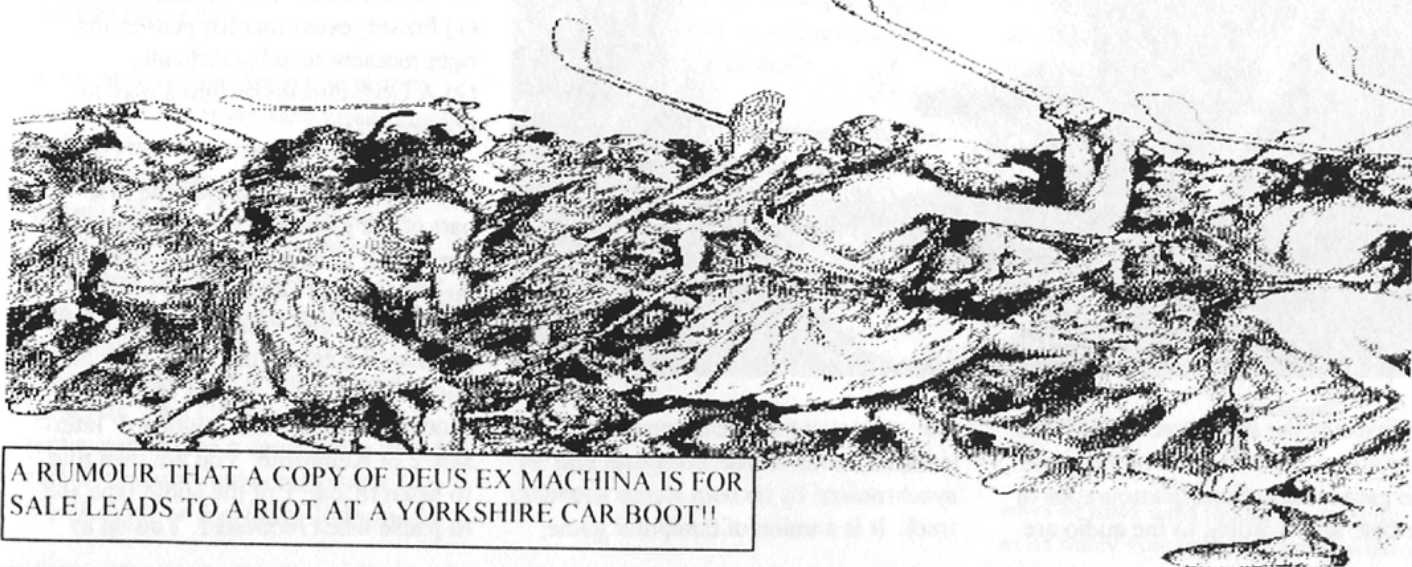
An items value is deemed by its rarity,

not because it used to be popular and maybe collectable. Get yourself out to these car boot sales and you can buy whatever you want for a few pence. Where do you think these rip-off merchants get their stock? Do you think they pay £15 for *Deux Ex Machina*? Nope, they pay some old granny a fiver for a huge box of old games from under the bed and take their chances, and that's exactly what you should be doing too, because you have more sense than cash.

You could argue that a games worth is special to you, because it invokes pleasurable feelings of Nostalgia. I agree with that, but if you get off your arse and go find it yourself you'll not only feel sated, your wallet will still have money in it. As a ground rule, I never pay more than £1 for any piece of software, it's not really worth that much, but it's a nice figure. The current going rate for games at car boots is around 50p. Remember, to them it is RUB-BISH!

Here's a question. In the blue corner we have a copy of *Spacial Invadies* by Smeggy Soft, it sold about 170 copies through the small ads. In the red corner we have a boxed pristine copy of *Hampstead* by Melbourne House. It sold hundreds of thousands. the year is 2007 so which is worth £25? Smeggy wins, and don't even start collecting seriously if you don't know why.

DAVE FOUNTAIN



A RUMOUR THAT A COPY OF *DEUS EX MACHINA* IS FOR SALE LEADS TO A RIOT AT A YORKSHIRE CAR BOOT!!

DEUS EX MACHINA

Looking back at a legend, an audio visual feast that was years ahead of its time.

Hallo. Over the years it would be fair to say that I have played a wide range of games, some good, some bad. I can say with all honesty though that nothing really comes close to the experience of playing Deus Ex Machina. Packaged in a sleek black plastic case, this game oozes quality straight away. The box cover is black and charcoal in colour and features a humanoid head, wires protruding from the top of her shaven head, she is an unsettling image, yet she still manages to exude an eerie type of beauty. Open the case and you are greeted with two cassettes,

all on the back of a large poster which features the packaging's cover, set out like a film poster with the names of the cast beneath the picture of the face. To try and explain the game is foolish, trust me. I have seen the look on people's faces when told that in the game you control a mouse dropping. Speaks for itself really. To give a quick background to the game I think it only fair to let the games author speak.

"DEUS EX MACHINA is a completely new form of entertainment. You play the leading character in this



film, book and L.P. record. It is the first of a new era of experiences, and it is unique. Enjoy it".



one features the audio track, whilst the other stores the two parts of the game. The game instructions, photographs of the cast, and wording to the audio are

fully animated televised fantasy, controlled by your home computer and synchronized by its own stereo soundtrack. It is a union of computer game,

IN THE YEAR 1987, THE DEPARTMENT OF HEALTH AND SOCIAL SECURITY, POLICE AND STATE SECURITY RECORDS OF THE UNITED KINGDOM WERE CO-ORDINATED WITHIN A CENTRAL COMPUTERISED DATA BANK. THE FOLLOWING YEAR, ALL PASSPORT, COMMUNICATIONS AND CENSORSHIP OPERATIONS WERE INTEGRATED. IN 1994, THIS COMPUTER NETWORK BECAME RESPONSIBLE FOR THE TOTAL DEFENCE AND INTERNAL SECURITY OF WEST-BLOCK. TUESDAY EVENING, AFTER TEA AND COMPULSORY PRAYERS, THE MACHINE REBELLED

DEUS EX MACHINA (Latin) Noun :

- (1) Power, event that happens at the right moment to solve difficulty.
- (2) A God, introduces into a play to resolve a plot.

And so it begins. You load the first part of the game and are immediately greeted by portraits of the games leading players. Ian Dury, John Pertwee, Donna Baily and Frankie Howard. The graphics are crude, but serve their purpose. Then you are given a choice of control method, either keyboard/ Interface 2 or Kempston. You are then told to listen to side 1 of the audio tape and to pause when requested. You do as

instructed and are greeted by the distinct voice of Ian Dury, he of "Hit Me With Your Rhythm Stick" fame.

"Hallo".

He pauses for a moment, everything is quiet. Then suddenly.

"Deus Ex Machina".

And with those immortal words the game commences.

We then hear the storyteller, played by the late, great John Pertwee. He speaks in a calm steady voice.

"Deus Ex Machina. Hallo".

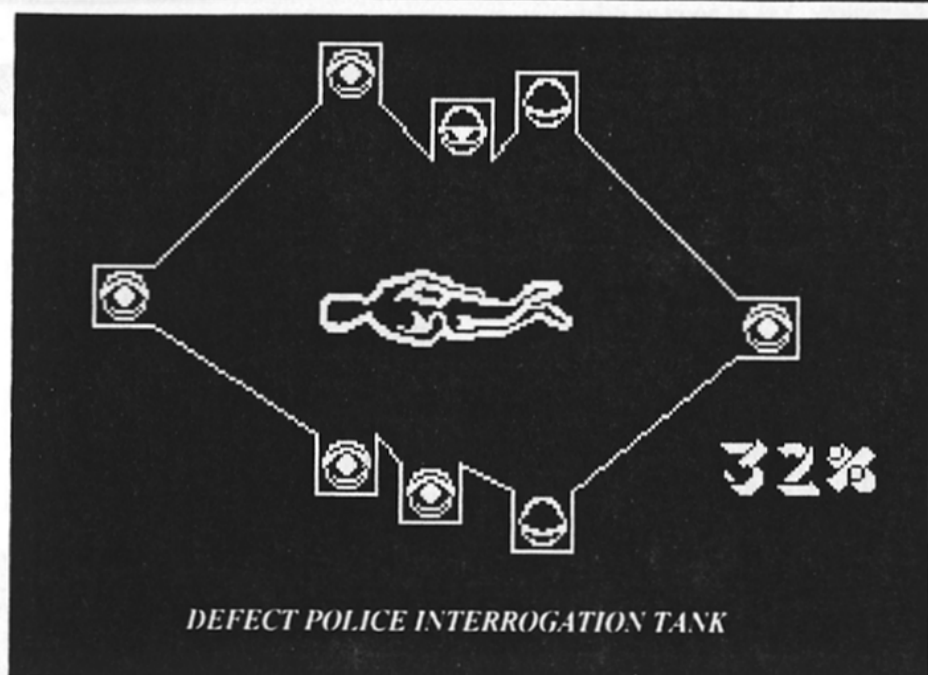
You sit listening, not sure what he is going to say next.

"I want you to pause your player when I count you down, and recommence playing at the screen's request. Five. Four. Three. Two. One".



You do as you are told, keenly listening to his never faltering voice. Now you are in the Storyteller's hands, listening to him as if he were a wise old teacher, never letting a word slip from your attentive ears.

You can now start the game proper. Game, but this is no mere game, surely it deserves a description that it is worthy of. Something that sums up the experience that is Deus Ex Machina. What then? Well Deus Ex Machina could best be described as taking part in a computerized play, with you having no speaking part but are still cast as the lead actor. And if this a play then its author, Mel Croucher, isn't just a game creator. He is more like a film director, probably only comparable to Ken Russell or Alejandro Jodorowsky,



and as they make films that are so different, he too has created something unique, a bastardised son of such books and films like 1984, Tommy and El Topo. A rich blend of political and theological comments, more Orwellian than George could have ever imagined, yet so bizarre it could never possibly be made into a film. So he made it into a computer game instead. But this was way ahead of its time, and still is. Games designers are still struggling to cope with interactive games today, and they have the advantage of having the technology at their disposal. Mel Croucher had only his imagination and a recording studio. So he gathered around him a fine collection of vocal actors, a school choir, some musical accompaniment and a software writer. And with that Deus Ex Machina was born. What is remarkable is that he could get these people to participate in such an unusual project. "Excuse me Mr. Dury, would you mind playing the part of some fertiliser in this new Spectrum game I am creating"?

You continue with the game, releasing the pause button on the tape deck. The Storyteller speaks again.

"Tuesday evening, after tea and compulsory prayers, the last mouse on earth tried to hide from mankind, inside the Machine".

A sound of a mouse can be heard in the background. It sounds like it is in distress.

"Just before it died, as the nerve gas eased its sphincter, the last ever mouse dropping caused a slight accident. You may control the progress of this Accident, on my behalf, and with my permission, lead it up the telepath".

And so you create a lifeform in the Machine, guiding it through a series of weird games and helping it grow from birth to old age. The audio cassette is not a fancy gimmick, but is an integral part of the game, helping you as you evolve. You will find that not only does the government attack you, but after a while so will your body, as it ages various blood disorders try to weakened destroy you.

If you do get to play this game then I'm sure you will find it as bewildering as I did. There are no set instructions, it is not a case of merely completing all the levels and shooting the final boss, it is more of a learning experience. Just as you are born in the game with little understanding of what to do, so you too are in a similar position. Help is al-



ways at hand with the audio cassette, as its many voices help unravel what is

DEUS EX MACHINA

happening. Yet as soon as it has started the game is already ending, your body grows old and you die. But it is not the end but merely part of nature's way. As the game closes you see the small body of an unborn child, curled up in a ball, the same image you saw at the beginning of the game. And as the Storyteller led you into the game, he says good-bye to you as well.

"Your sun sets. The pattern waves, farewell. You fade out. The machine will take you home. The end is the beginning. Your life is expressed as a percentage score. Imagine if this was nothing but an electronic game, and you could begin your life over again".

This game was written at a time when the future seemed uncertain. The Miners were striking, film censorship was dramatically increased with the Video Nasties scare, unemployment was at a high and the times were a changing. One can only wonder as to how this game would turn out if made today. With the political climate the way it was then, it's not hard to see how such a gifted writer was inspired to create such a unique game. Musically it is also deep rooted in the early eighties with its strong electronic beat and weird sound effects. This was the time of the New Romantics, Gary Newman and Kraftwerk. Unfortunately this game didn't do well financially when released, poor advertising and a £15 price tag didn't help its cause, and although receiving excellent reviews it bombed into obscurity. It is however one of a select band of games that sellers can charge more for now than when it was originally on sale, which isn't surprising as trying to track down this game is like searching for the pot of gold at the end of the rainbow. It is, however, worth the expense, if only for the opportunity to hear Ian Dury, playing the part of fertiliser, argue with Frankie Howard (the Defect Police) about violence and how it affects people.

"Killing is wrong, even pretend killing on little screens. And people that sell violent games to children should be put away somewhere safe, 'til they get well again".

It's funny how fiction can become fact.

The Storyteller JOHN PERTWEE



The Fertiliser IAN DURY



The Defect MEL CROUCHER



The Defect Police FRANKIE HOWARD



The Machine DONNA BAILEY



The Programmer ANDREW STAGG

The Player YOURSELF

All music performed and recorded by
MEL CROUCHER on : Fostex

recorder and mixer, Roland JX3P keyboard, Roland 808 percussion computer, Roland PG200 processor, Boss DE200 digitiser, Korg Vocoder, piano, organ, celest, acoustic / electric / steel and bass guitars, Chinese lute, saxophone, bugle, mouth organ, flute, drums, bells, claves, machine gun, robots, ego.

Choir-of-the-Test-Tube-Babies by the children of Warblington School.
Cheap saxophone by Martin Keel,
Voice of Reason by kind permission of E.P. Thompson, Cover photograph of Nina von Palisanderholz. Additional Artwork by Robin Grenville Evans.

Screenplay. Lyrics and music written by MEL CROUCHER.

ZX Spectrum Computer program written by ANDREW STAGG.

©AUTOMATA U.K. LTD 1984

THE REVIEWS

Ten out of ten for a program which surpasses everything on the market at the moment. (SinclairProgs)

The computer equivalent of Pink Floyd's THE WALL - you must take a look at it. (C+VG)

Deus Ex Machina is a game to be played first and talked about later. So, go ahead and do it..... you will be intrigued. (SINCLAIR USER)

It's like a breath of fresh air..... it is a completely new computer experience... brings the drama of the widescreen epic to computer software..... a brave new idea. (POPULAR COMPUTING WEEKLY)

Probably the most ambitious software project ever.... an experience the like of which had never been seen before. Genuinely affecting and disturbing at times, this is software as art. (YOUR SINCLAIR)



Totally unique, this is unlike any other game. It is both funny and disturbing, intriguing, yet never dull. A refreshing change to the norm. (THE ZX FILES)

DEPARTMENT ZX

A new feature that will feature all those crazy happening things in the Spectrum world. Sending my top men out undercover to gather any Spectrum news, this unfortunately is the best they could come up with.

MULTI-MEDIA SINCLAIR

Here's a quick way to save around a thousand pounds. Instead of buying the latest wizzy PC computer and Multimedia CD to garner any Spectrum information just read the following instead. The Encarta multimedia CD did not have one drop of Sinclair type frolics, the Grolier Multimedia Encyclopedia on the other hand did. I bet you cannot wait to read what they have written.

"The British inventor Sir Clive Marles Sinclair, b. July 30, 1940, has pioneered in the field of microelectronics, producing such items as a 340-g (12-oz), hand-held personal computer and a pocket-sized television set. Largely self-taught, Sinclair formed the Sinclair Radionics company in 1972 and produced some of the first multifunction electronic calculators and digital watches. After the company failed in 1979, Sinclair founded Sinclair Research Ltd., which produced the phenomenally successful ZX 80 computer. The computer was eventually produced at a rate of 10,000 a month. His work on a miniature television set included the development of a flattened picture tube. In 1986 his company was purchased by the British government".

So now you know.

TOP TEN OF SPECCY GAMES THAT WERE NEVER MADE

In a recent survey carried out by the Family Fortunes survey team, 100 people were interviewed and asked what games they would have liked to see made for the Spectrum that never originally appeared. Here are the top ten answers.

1. MICRO MACHINES
2. BOMBERMAN
3. WORMS
4. PRINCE OF PERSIA
5. SPEEDBALL
6. CANNON FODDER

7. DESERT STRIKE
8. SYNDICATE
9. ZELDA: A LINK TO THE PAST
10. MANIAC MANSION (+3 ONLY)

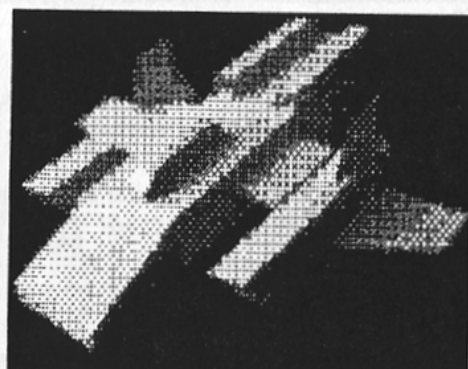
PRINCE OF PERSIA FOR THE SPECTRUM?

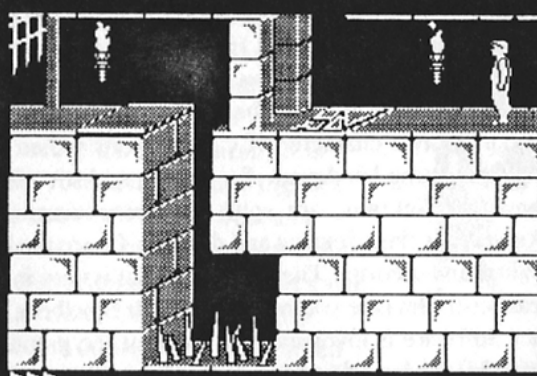
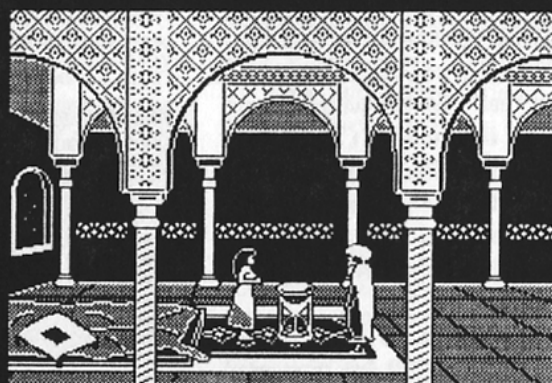
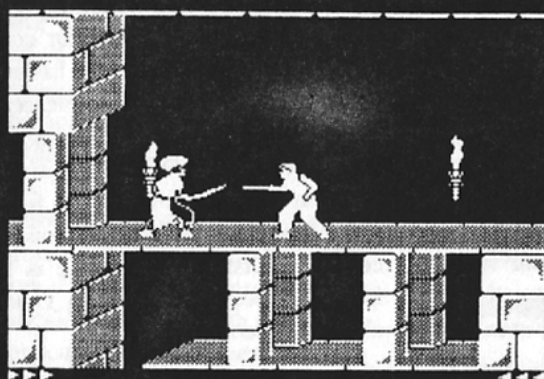
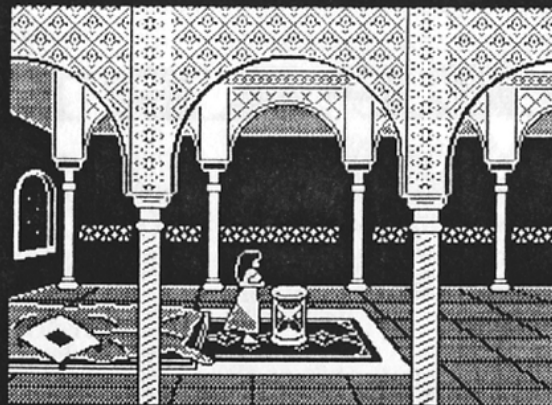
One of the all time classic games could finally be released on the Spectrum. Originally to be released by Domark it was cancelled and the development team, Broderbund, could not afford to pay for the license and release it. A few screen shots did appear on the Speccy Sensations CD, so it must be said I was not very optimistic when a disk arrived on my door mat proclaiming to have exclusive screen shots for the forthcoming Prince Of Persia game. I half expected to see the same pictures that

appeared on the Speccy Sensations CD, but was pleasantly surprised to be proved wrong. A total of five screen shots were included and the graphics look similar to the CD screens, although the main character seems to have lost his hair. I won't be holding my breath for the games release, but the Spectrum really does deserve this game, especially when it has already appeared on every other inferior console and computer. Any one who has any information about this game please drop Department ZX a line as I'm gagging to hear anything. In the mean time I'll keep my fingers crossed. The first five pictures are taken from the disk I received, whilst the sixth one is taken from the Speccy Sensations CD and included as a comparison.

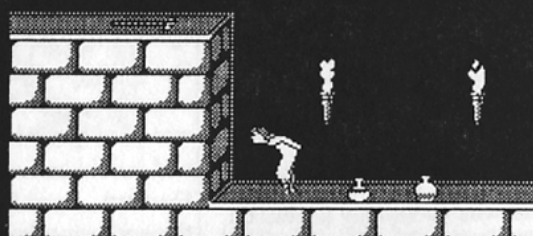
MORE ZER NEWS

Those of you who read the last issue of The ZX Files will no doubt recall the preview to the forthcoming mega-game called Legacy Of The Zer Empire from top coder LCD. Zer (pronounced "sear" - it is German you see) is going to be split into three parts, each taking up a whole disk. There are now going to be less digitised graphics and more detailed 3D locations and comic style characters. LCD has constructed the 3D space ships in card then digitised them using his Amiga for a more realistic affect. In the game the cat-humans, known as Sekrans, are split into three clans. Names beginning with A- (like A-Tya Rewra) are the scientists and doctors, C- are the farmers and workers, whilst T- are the militia and security. The rest of the plot is very involving and would be worthy of any great sci-fi film (are you reading this Mr Spielberg?). Paul Howard, head honcho at Impact Software is involved with some of the graphics and the sprite routines are been written by Jordan of Exodus. If this has wet your appetite for what promises to be an awesome game then here's a taster in the form of a few more screen shots. Thanks to Paul Howard for this juicy info.





Pictures 1-5 courtesy of Fountain PD



FOUNTAIN PD TOP 40

The top selling PD titles as compiled by Davey Boy Fountain. The numbers in the first bracket correspond to the previous chart entry, whilst the numbers in the second bracket correspond to the title's highest position. This issues charts are sponsored by Sid's Fish Emporium. It's the place to shop!

- 1 SPECTEST (1) (1)
- 2 TRANSIT +3 (5) (1)
- 3 SPECLIST (3) (1)
- 4 DOCTOR +3 (2) (1)
- 5 DISK BASIC +3 (4) (3)
- 6 HIFORM (6) (6)
- 7 TAPEDISC +3 (13) (7)
- 8 MODE SWITCHER (17) (8)
- 9 INSIDE (15) (9)
- 10 BLOCKER 173 (10) (7)
- 11 DATACALL (7) (6)

- 12 SPECBENCH (12) (5)
- 13 MENUMASTER (9) (9)
- 14 DOUBLE DECKER (19) (5)
- 15 PFN SYSTEM (20) (15)
- 16 POKEBOOK (16) (16)
- 17 CONVERT +3 (18) (5)
- 18 DOSCOP +D (8) (8)
- 19 PROCROSS (11) (11)
- 20 CATMAX (30) (20)
- 21 FURNISHER (24) (19)
- 22 PFN FONT PACK (26) (22)
- 23 TX RX (25) (23)
- 24 POWER PRINT 2 (14) (8)
- 25 FONTREMA (36) (25)
- 26 TOYOTA GT RALLY (RE) (26)
- 27 SPECWORD (32) (11)
- 28 BASIC TRACE (21) (21)
- 29 COLOUR ANIMATOR (22) (20)
- 30 WINDOW X (RE) (30)
- 31 SCREEN MACHINE (23) (2)
- 32 YS MEGABASIC (27) (3)

- 33 STARMAP FROM SOL (40) (18)
- 34 BLOCKER 203 (NE) (34)
- 35 DR KODE (28) (16)
- 36 GLOBELOTTER (29) (12)
- 37 CREEPY CRAWLY (NE) (37)
- 38 DISCMATE +D (31) (21)
- 39 CLIP COMPOSER (35) (30)
- 40 ZX 81 (39) (39)

SINTECH

The Trading Post has taken over the distribution of some new programs from Sintech. These include Tango and Magic Dice, Atomix, Orfeus (48K sound program), Prometheus (assembler, monitor and debugger), SQ-Tracker (top AY tracker), Inferno, Colour Draw and the new releases, Quadrix and Kliatba Noci. These are now available for sale in the UK from Trading Post (address on page 31).

MASTER CLASS VIDEOS

It is always nice to find some Spectrum related items that I have never heard of before that look really intriguing, so I was more than curious to view two videos that were offered to me recently. They were made by a company called Master Class who created an "exciting series of 'teach-yourself' tapes" (their words not mine) specially devised, written and directed for home video use. As well as covering other computers like the Electron, ZX80 and Commodore, they also produced tapes covering such diverse subjects as glamour photography, marathon running and gardening. I received the tapes not long after a very interesting phone call and quickly popped them into my VHS for an evening of quality Spectrum entertainment, hopefully. The two tapes are billed as introductions to programming, and as I have never shook hands with programming, I was certainly in need of some enlightenment to the dark murky world of coding.

After play was pressed I was greeted by a Master Class logo and some very cheesy sound effects that had obviously had been rejected from the Doctor Who sound library. This did not bode well. Soon the tape's guide appeared, a bearded academic who looked like he had been clothed by the Open University fashion department. Called David Redclift, he promised to teach me the basics of programming, so long as I was willing to refer to my Spectrum manual as well for further education. I am not a programmer, never have been, never will be, but I persevered and watched on. Soon, much to my surprise, I was sat glued to the goggle box, eagerly listening to David's soft whiskery voice as he guided me through the basics of my 48K, and what was amazing was that I was actually taking some of this information in. Although the picture and sound quality was fairly poor (remember this was the early 80's), everything was legible and audible. One novel idea, probably due more to keeping the cost down, was that the Spectrum programs demonstrated were actually on the video tape waiting to be copied onto audio tape. David Redclift must be applauded for his approach, especially his steady clear voice and his ability to keep things simple, while actually teaching me a great deal. I just wish I had seen this tape over a decade ago as I might have gotten a bit more from my Spectrum other than playing games.





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JOYSTICK WAGGLERS

Help is at hand once again as some of the Spectrum's top games are put under the tipsters scalpel and dissected into small mouth size pieces. Mmmmm, yummy. Don't be afraid to ask if you need help on any game, just write to the usual address.



First up is the solution to Three Weeks In Paradise, sent in by Alan Godridge of Barnsley.

THREE WEEKS IN PARADISE

CHEAT.

Wait until Wally has been killed for the first time and then press symbol-shift D and P simultaneously while Wally is sitting on the floor. You should now have infinite lives.

TO RESCUE WILMA.

First of all get the mint from the sign outside the Trading Post then get Wilma's handbag from the beach. To get to the beach, go through the picture in the room that



contains the table.

As long as you have the handbag in your possession the crocodile will not harm you. Go to the screen with the ice cube in it and press the action key. Now pick up the hole and go right until you are just past the crocodile. Now drop the handbag. Take the goldfish bowl and the hole to the Wishing Well screen. Stand at the far left of the screen and press the action key. Go left into the new screen and take the skeleton key. The spider will not move as long as you have the bowl.



Go through the picture again and into the sea. Pass over the locker and the door will open. Take the spinach and drop it in a convenient place. Go back to the room with the picture in it and get the stuffing from underneath the table. Go to the room with the big bird in it. Take the egg but do not drop the stuffing while you are in the same room as the big bird. With the egg and the spinach proceed to the room that contains the sign 'Old Faithful'. Now pull the rope and run to the water. Jump up the geyser. Jump into the nest and swap the spinach for the bow and arrows. Now drop down and drop the egg. Go to the screen that contains Wilma and shoot the native with the bow and arrows. Proceed to the screen with the well in it and jump down. Go to the centre of the well and press the action key. Take the bottle and climb out of the screen by going to the right of the screen and keeping the action key depressed. With the bottle and the corkscrew return to the crocodile screen. Get the bottle and the corkscrew past the crocodile one at a time by using the handbag. Standing over the coconut with both of the objects press the action key. Take the bottle of oil and the blunt axe to the screen with the hut and the car. Pass over the front wheel of the car and press the action key. With the sharp axe return to the screen with Wilma and cut her down by pressing the action key.

TO RESCUE HERBERT.

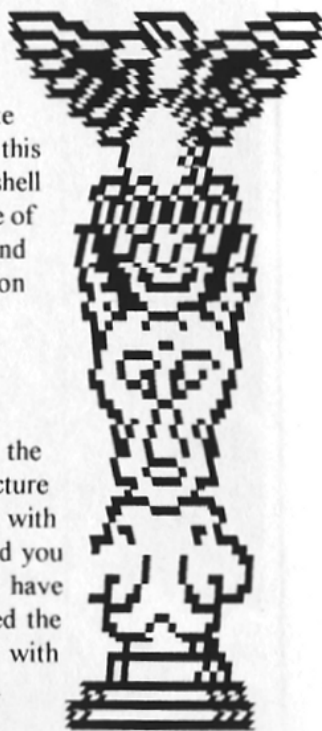
First of all get the sticks from the crocodile room using the action key. Light the fire in the anvil



room. Take the bellows from the top of the well, then pass over the fire and press the action key. Get the hot ashes and take them to the room with the totem pole in it. Now pass over the white man and press the action key. Should you have the bellows the cloud will move away from you so make sure you are standing to the right of it. When the cloud reaches the hut, collect the shell. Now take the shell down the well and press the action key just as the drip touches. Once that has been done take the billy can to the geyser. Pull the rope and run to the water to fill the can. Go and find the flip-flops and take them along with the full billy can to the beach. Just as you pass the crab press the action key. Now collect the claw and take it to the right hand side of the room that contains Herbert. Whilst keeping the action key depressed walk into the lion. Take the thorn. With this and the full sea shell walk to the middle of the cauldron and press the action key.

TO ESCAPE

Just go back to the beach via the picture in the room with the table and you will have finished the game with 100%.



POKE



CITY

WEC LE MANS
26110,34 Infinite time

SPOOKED
60504,255 Infinite time

DRAGONS LAIR
51867,0 Lives

FROST BYTE
36559,100 Lives
33804,0 Infinite time

GOONIES
33400,183 Lives

ICE TEMPLE
63132,0 Lives

ITALIAN SUPER CAR
29340,0 Lives

SPACE GUN
63565,0 Energy

Have you ever played a game and been looking for that elusive poke, searching through a pile of old Speccy mags in vain. Well help is at hand because Bernadette Dowsland has had the simple but ingenious idea of compiling a list of pokes into one A5 booklet. Pure genius. For a copy send £2 to:

Bernadette Dowsland
26 Elsie Street
Goole
DN14 6DU.

+3 LIGHTGUN POKES

If you are lucky enough to own a lightgun with your +3 then these pokes will help to make you as tough as a errrr.... very tough bloke.

To use a poke just type it into the +3 basic, save it if you want to use it again. Now insert the original game disk and type RUN. The game should now load but with the poke installed.



OPERATION WOLF

```
10 REM OPWOLF
20 LOAD "NOCAHACI.NED" CODE 28672:
LET X=USR 28672
30 LOAD "WPAGE" CODE " 28000
40 LET A=0+16: GOSUB 1000
50 LET A=1+16: GOSUB 1000
60 LET A=3+16: GOSUB 1000
70 LET A=4+16: GOSUB 1000
80 LET A=6+16: GOSUB 1000
90 LOAD "WCMAIN" CODE 25391
100 LOAD "WS2" CODE 16384
105 POKE 40896,0: REM NO ENEMY FIRE
110 RANDOMIZE USR 34712
120 LOAD "WC"+STR$(A-16) CODE 30000
130 POKE 28003,A
140 LET X=USR 28000
150 RETURN
```

MISSILE GROUND ZERO

```
10 REM MISSILE GROUND ZERO
20 CLEAR 32767
30 LOAD "S1CODE" CODE
40 LOAD "S2CODE" CODE
50 POKE 39860,0: REM NO ALIENS
60 POKE 43386,X: REM X=AMMO
70 INK USR 38496
```

ROBOT ATTACK

```
10 REM ROBOT ATTACK
20 CLEAR 24999
30 LOAD "PAGER.COD" CODE
40 LOAD "SPRITES" CODE
50 POKE 37957,X: REM X=NO. OF DROIDS
60 RANDOMIZE USR 32768
```



BULLSEYE

```
10 REM BULLSEYE
20 LOAD
"SCODE" SCREEN
30 LOAD
"GCODE" CODE
40 POKE 45787,0:
REM INFY TIME
50 LET A=USR 39402
60 LOAD
"QCODE" CODE
70 LET A=USR 39400
```

SENTINEL CODES

No	Sentries	Code
1	0	37043225
2	0	51939364
3	0	89195248
4	0	14099537
5	0	43983865
6	0	37418839
7	0	57977812
8	0	46986565
9	0	26945744
10	1	42346548
11	1	36798141
12	1	69785429
13	1	74274656
14	1	51038918
15	1	85754839
16	1	84581208
17	1	65791381
18	1	06855873
19	1	94889866
20	2	87457664
21	2	53766718
22	2	88670629
23	2	95571269
24	2	68488641
25	2	82879455
26	2	88879285
27	2	71385237
28	2	69344891
29	2	75586583
30	2	69767034
31	1	92456959
32	3	03557399
33	0	47216743
34	0	85984737
35	3	99618244
36	1	99954277
37	2	65594046
38	1	46513289
39	2	49656739
40	4	86062226
41	3	88674507
42	1	00544319
43	2	37234566
44	2	76499664
45	1	61967526
46	3	79762535
47	0	66530669
48	3	53139247
49	1	69955875
50	1	84084664
51	2	71973967
52	0	10811544
53	5	71926626

MORE NEXT ISSUE.

THE ZX-RATED SPECTRUM

Looking back at some of the Spectrum's more infamous moments

So Mr Console boy, you think that Resident Evil is the bizz when it comes to gut-busting gore and mayhem, well you're probably right. But those of you who have a memory that is slightly longer than the loading time of a SNES game, will probably remember that the old Spectrum has had its fair share of controversial games and happenings. So here is a choice selection of the finest cuts that put the X into ZX.

CRASH BARBARIAN COVER

Those who grew up with the Spectrum will have probably read at some time or another, the magazine Crash. In its prime, up to around 1987, this was easily

as well as some wonderfully articulate features, what really held it head and shoulders above the other Speccy magazines was the wonderful covers painted by the illustrator Oliver Frey. Comparing today's computer magazine covers, it's not hard to see that they all lack the personality that made Crash so special.

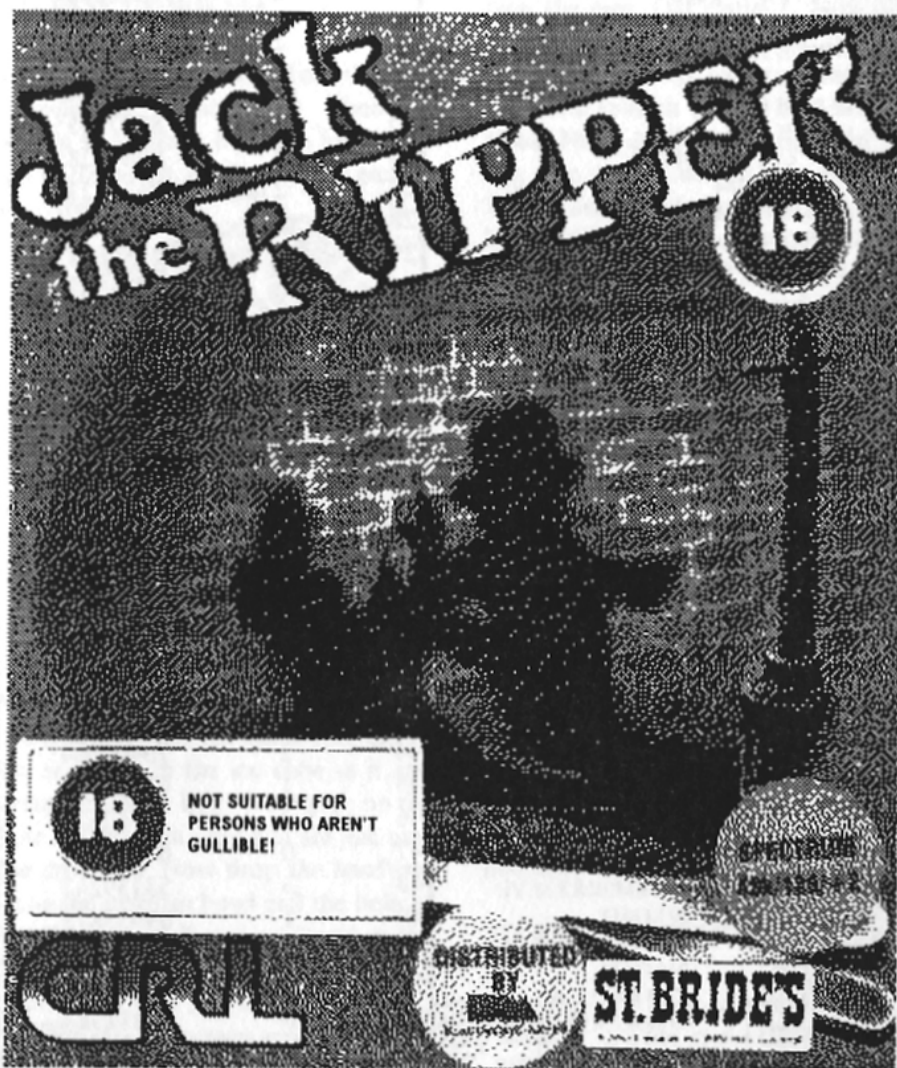
It was probably the June 1987 cover that gave Mr Frey his most publicised piece of work. In order to promote Crash's review of Palace Software's chop-'em up game, Barbarian, Mr Frey created one of his most stunning covers. A simple piece of artwork portraying a young, rather

terrified warrior, around his jaw and neck. He is menacingly brandishing his broadsword, to which the captive barbarian is trying to keep away from his neck by desperately struggling to keep it at bay with his bloody right hand. It is a startling piece of work, so startling in fact that WH Smith's considered withdrawing the issue from sale, but were pacified when Newsfield, Crash's publisher, gave them a written promise that this would not happen again.

Unsurprisingly then, Crash were to receive stacks of letters, mostly in favour of Mr Frey, but some vehemently against. For me the best was written by a Mrs A. Cook from the Isle of Wight.

"Dear Sirs and Oliver Frey,

I'm writing about the front cover and the majority of the visual contents of CRASH, June issue. Do you realise that nine and ten year olds and even younger children see this mag? Do you realise what you are doing to their subconscious, in fact their conscious direct. You are dealing with EVIL. There is nothing, absolutely nothing good about any of these pictures or even games. They are kill, kill, kill, fear and more fear, hatred and immorality of every kind. Computers were meant for computing. I know these games are a very profitable side line, but moral responsibility is far more important than money. We know that the Devil is the prince of this world although his time is limited, but unfortunately he is very clever and uses many people to his gain, especially those in the media. Crime has risen appallingly in recent years, with a horrific rise in 13 to 15 year olds involved in VIOLENT crimes. They feed off this kind of stuff! I ask you as a very concerned parent and Christian, clean up your mag, refuse to print foul pictures and games, such things are noted in heaven and God will finally bring them into judgement. Please help bring back LOVE. Make a stand, be different and you'll be rewarded."



the best Spectrum magazine, before it slowly degenerated into a juvenile mess. Boasting some intelligent reviews

muscular warrior, clad in just his fur pants, spattered in blood and sweat, grasping another, more unfortunate and

VIXEN

In order to promote a fairly average platform game, Martech brought in the services of a Miss Corinne Russell to help spruce up the packaging. With the promise of a "Free Giant Poster" of Miss Russell bursting out of her leopard skin bikini inside the game's box, this was sure to entice young lads, and probably a few of their dads as well, into buying the game. Boots couldn't bear to see a page 3 girl's tanned flesh from peaking out from the computer counter, and so refused to stock the game.

GAME OVER

Dinamic, Spanish Software house extraordinaire, come to prominence, not for their games colour clash, but for the advertising of a certain game, Game Over. Showing the ample charms of a futuristic lady, who, to the horror of a few distressed individuals, was showing far too much nipple. Future adverts were suitably censored, with either the picture cropped, or the troublesome area discreetly covered with the help of a magazines graphic artist. Sadly, the advert for Game Over 2, was not as risqué.

JACK THE RIPPER

With adventure games never selling as well as their arcade counterparts, CRL hit pay-dirt when they released Jack The Ripper. Long before the voluntary code of ratings was introduced, CRL hit upon the idea of getting their game rated by the BBFC (British Board of Film Classification). A copy of the script, as well as the gruesome digitised pictures, was sent to James Ferman and his team, who duly gave the game a rating of 18, because of some of the games horrific text descriptions. Probably some part due to the rating, the game became an instant hit and sold in droves. The game is an atmospheric affair, and although the Spectrum is not endowed with the graphic qualities of an Amiga or PC, the pictures, digitised from

actual police photo's from the Ripper case, do lend an eerie quality to the proceedings. But when you compare the game to a film like Platoon (rated

counterparts, if only because they used sampled sound effects, which really added to the heat of the battle. The accompanying adverts were just as

Just when you thought it was safe to go back in the jungle...

Atari ST Disc £19.99	Spectrum 4812K Cassette £8.99
Commodore Amiga Disc £19.99	Spectrum +3 Disc £14.99
Commodore 64/128 Cassette £9.99	Amstrad CPC Cassette £9.95
Disc £12.99	Disc £14.99

Thomson the
1000

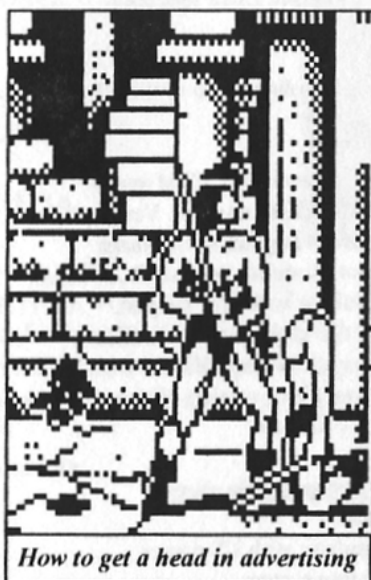
15) and any decent horror novel (books aren't rated, and never will be I hope), it's hard to see why all the fuss was made, other than for the lure of ringing cash registers.

OTHER NOTED ADVERTS

Barbarian 1 + 2. (PALACE) A really satisfying two player game, especially if you pull off the "Web Of Death" and decapitate your best mate. The ST and Amiga versions were better than their 8-Bit

'inventive' as the Vixen advert, with a certain well endowed Maria Whittaker in bikini accompanied by a barbarian beefcake, who looks rather similar to Wolf from Gladidontwatchitators.

Where Time Stood Still (OCEAN). The Spectrum's best dedicated 128K game. Similar in style to The Great Escape, and written by Denton Design, who just so happened to have written The Great Escape as well. The accompanying advert, by the artist Dave Wakelin, who did all of Oceans adverts, featured a young blonde, not wearing her sunday best, and looking like she had just been in a Miss Wet T-Shirt contest. For some reason this advert didn't receive the wrath and fury that was bestowed upon Game Over, but then again her nipples were not as eye-catching!?



ALCHNEWS

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Be part of one of the cornerstones of the Spectrum scene! AlchNews is the magazine for the Spectrum group **ALCHEMIST RESEARCH**, established some ten years ago!

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A part of the **ALCHEMIST RESEARCH** group

EMULATOR WORLD is the definitive source for eight bit computer emulators for your PC. It was launched in September 1996 by Alchemist Research, the worlds leading Spectrum computer group. Aside from supplying emulators, we offer comprehensive and free 'after sales support' and aim to assist with queries and questions you may have, and also supply contacts with groups supporting the 'real' computers that are emulated, who can offer magazines, software, and hundreds of other users. Many emulators have been reviewed in **ALCHNEWS** magazine.

Each emulator costs just 50p. Add 70p to your total order and send cheques, postal orders or secure cash to **A.DAVIS** at the above address. Your order will be processed and despatched in under one hour. Please indicate your PC make, model, and your choice of DD or HD 3.5" disks. For 5.25" disk support, contact **ALCHEMIST SOFTWARE** in Bristol.

SINCLAIR EMULATORS - See right column for recommended PC required to run well

Z80 3.04	Latest Spectrum emulator by Gerton Lunter.	386-20
Z80 3.03	Older version, not as restricted as above.	386-20
Z80 2.01	Old emulation, runs on older Amstrad PCs.	XT 512K CGA
JPP / JPP486	Fast 48K emulator. With special 486 version.	386+ VGA
SPANSPEC	Pedro Gincro's Spanish Spectrum, V0.99B/C.	8086+
WARAJEVO	Bosnian 48 / 128 emulator with tools and compiler.	386+
VGASPEC	Albert Olloqui's version. Uses SP snapshots.	286+ VGA
UKV	48 / 128 emulator with Beta TR-DOS disk system.	286-12+
X128	128K emulator for 486DX+ PCs or UNIX system	486 DX+
SPECEM	Kevin Phairs IRISH emulator.	
SINCENG / SINCLAIR	Requires 8086, VGA & 640K upwards.	8086+ VGA
WSPECEM	Spectrum emulator for Windows.	Win 3.x+
TIMEX TMS2068	American version of Spectrum. Extra functions.	
Z88	Cambridge Z88 laptop emulator.	
TS1000	US version of ZX-81.	
XTNDR	Top of the range ZX-81 emulator (two versions).	8088+ 128K

POPULAR EIGHT BIT EMULATORS

Euphoric	ORIC-1 emulator. Requires original ROM image.
AMSTRAD CPC	Amstrad CPC 464 / 664 / 6128 emulator. Version 1.2.
TANDY	TRS-80 emulator. Requires original ROM image.
DRAGON	Dragon 32 / 64 emulator. Requires original ROM image.
ATARI	Atari 800 / 800 XL emulator with disk support.
BBC	BBC emulator with 'virtual disk' and lots of files.
C64 V09B	Tape orientated Commodore 64 emulator.
C64 V101C	Disk orientated (with tape) later version of above.
APPLE	Apple IIe emulator. Very limited.

TOP NOTCH EMULATORS - require faster PC's (100Mhz) to run at a respectable speed!

APPLE MACINTOSH	Apple Macintosh system.
GAMEBOY	Nintendo Gameboy emulator with US games.
SAM COUPE	Requires LINUX operating system.

HACKING SPECTRUM EMULATOR FILES

Adam Hodson shows all you Amiga owners how to hack .SNA AND Z80 files on your beloved machine.

This is an article which will show you how you can get infinite lives for all those old Spectrum games that are causing you particular grief. This may be useful to you, as most people (yup, me as well) have chucked their Your Sinclair collection away (SU / Crash ? Forget It!) which contained reams and reams of Multiface pokes for Spectrum games. Even though there are lists available (previous disk based ZX Files), that elusive poke for that obscure game that only YOU play is not likely to be there! After this tutorial, you should be able to get infinite lives for most games (I make no promises).

Requirements:

- ZXAM Spectrum Emulator (with AREXX port support - ideally v2.0+)
- Monitor.zxam file
- RexxMast (Found in Worbench System drawer)
- Emulator files to hack. (preferably Manic Miner & Green Beret for the worked examples.)

Before running the emulator, double click on the RexxMast icon to enable the AREXX port in the emulator. Load up the emulator and select a game to put in. For the next worked example, I'll be using Manic Miner.

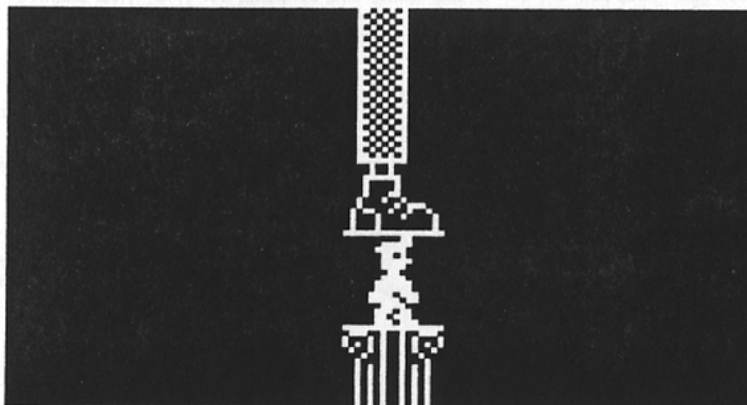
Worked Example:

Once you've loaded Manic Miner in, run it and start the game. You will notice that you start off with 2 lives. We need to make a note of this, in attempt to find the location that holds the lives counter. Press HELP to return to Amiga-ville and click on the 'Run AREXX' button. Select 'Monitor.zxam' from the requestor. You should now be in the code monitor. We know that we are looking for 2 lives. Most games create the lives counter, using the internal 'A' register. eg.

```
ld a,2      ; Load the A register with the value of 2
ld (34500),a ; Load the contents of A (2) into address 34500.
```

If we were to look into the contents of 34500, we would get the value of 2. So ideally, we should be looking for this kind of code structure when trying to find the lives counter. If you've still got a Spectrum manual (I'm using the +2 one), then there's a complete run down of all the spectrum machine code instructions. In our case, we are looking for 'ld a,2' To do this, we must use the monitor's FIND command. Type 'F' and press return. You'll be prompted for your search data in HEX. If you look up the instruction 'ld a,n' in the list, you'll see it's HEX form is the number 3E. The 'n' in this case is 2. '2' in hex is 02, so we need to enter '3e02' to find 'ld a,2'. Type this in and press return. You should get the following.

```
34268 3E02      ld a,2
34270 325784     ld (33879),a
34273 215C84     ld hl,33884
35470 3E02      ld a,2
35742 326B80     ld (32875),a
35745 C9        ret
35759 3E02      ld a,2
35761 326B80     ld (32875),a
35764 216A80     ld hl,32874
37363 3E02      ld a,2
37365 32DB80     ld (32987),a
37368 C9        ret
```



This is where the fun begins! (yeh). There are 3 'ld a,2' instructions and 3 different memory locations: 33879, 32875 and 32987. How do you find out which is likely to be the lives counter? In BASIC there is a keyword called PEEK which shows the contents of memory locations. The monitor has a PEEK option. Type 'E' and return. You'll be asked for an address to PEEK. Work your way through the 3 locations, making a note of the contents. This is (hopefully) what you should find.

Address:	PEEKed contents:
33879	2
32875	1
32987	0

From the above, address 33879 looks the most promising. To test this out, we need to alter the contents and see if the game reflects this. Type 'P' and press return to enter the POKE option in the monitor. Type in '32987,10' and press return. If this is correct, we should now have 10 lives. Type 'R' and return to restart the game. If all went well, you should now see 10 Miner Willys walking across the bottom of the screen. This means we have successfully located the lives counter in the game. In trying to get infinite lives, we need to introduce a new set of instructions. The most common way for games to reduce lives is by using the following:

```
ld hl,(34500) ; Load the HL Register with contents of 34500.
dec (hl)      ; Decrement the contents of the HL register.
```

From the above, we can see that if the address of the lives counter was used, then the number of lives would be reduced. If we removed the decrementing instruction then we should get infinite lives as the amount is not reduced. There are other methods to reduce the counter and I'll explain these later on. To find these instructions we need to use the FIND option again. The hex version of 'ld hl,nn' is 21. As the FIND option only lets you enter two bytes, we need to put in the first value of the address of the lives counter. If we look back at the list when searching for 'ld a,2' we see that 33879 = 5784. You may have noticed that the hex value bears no relation to the decimal number. This is thanks mainly to the Spectrum's way of storing numbers greater than 255. To calculate the hex version of 33879, do the following:

- Divide 33879 by 256. Take only the whole part of the answer - 132.
- Subtract 33879 by 256*135 (33792) - 87.
- The byte sequence is 87,132 or 57,84 in hex. This is known as the 'low high' system.

In this case, we need to find '2157'. Enter this into the FIND option, as previously discussed. The following should appear:

```
35128 215784 ld hl,33879
35131 7E      ld a,(hl)
35132 B7      or a
```

The 'dec (hl)' instruction will either be in this list or in the area of this instruction. To see the following instructions for that address, type 'N' and press return. Then type in '35128' and return. This will set the monitor's address to 35128. The following should appear:

```
35128 215784 ld hl,33879
35131 7E      ld a,(hl)
```

...and so on.

If you look closely, you will see a 'dec (hl)' lurking at address 35136. Using the previously mentioned POKE option, enter '35136,0'. This will put a 'nop' or do nothing instruction in the place of the 'dec (hl)'. Now for the moment of truth. Restart the game and get yourself killed. If the gods are smiling on you, you should see no change in the amount of lives. You now have infinite Miner Willys.

Problems you might face with other games:

Q: I know the game has 'x' lives but when I search for these, I can't find anything!

A: Although it may use 'x' lives, the counter could start at 'x+1', especially if you have a life when it appears that you have run out. On the other hand, a devious Speccy programmer may have started the counter at a non standard number, say 250. It would decrement this and stop the game when it reached a specific value. This method is used in '3D Deathchase'.

Q: Is there any way of beating this?

A: Yes. But it is long-winded. You'll need some utility which allows you to compare two files against each other, like 'CMP'. Save a snapshot (uncrunched MIRAGE) before and after you lose a life. Load these into the utility and run through all the differences. You should look for single value changes, eg. 03 to 02 or FA to F9. Make a note of the positions of these bytes in the file. Load up the monitor. Take your positions and convert them with the following formula: (this only works for uncrunched MIRAGE snapshot files).

```
Length of ROM. Snapshot offset.
|      |
(position + 16384) - 27 = Actual address
```

Convert this into the low/high format and search for references to that address as normal. Hopefully, one of these addresses will be the lives counter. You can then proceed as normal.

Q: When I lose a life, the game jumps to the 'Game Over' routine.

A: Sometimes a game reacts badly to a NOP instruction. Try these values instead of 0 : 12 or 190. '12' will replace it with an 'inc c' command and '190' will put in a 'cp (hl)' instead. The game should then play as normal.

Q: Why can't I find the lives counter / decrementing routine?

A: The game is using another method and coincidentally, we're just about to deal with that area!

Obscure and more advanced methods:

In this next part, I'll be looking at the other methods that Spectrum programmers use to decrement and store lives.

i) This method uses the A register like the first one. However, it also decrements using the A register as well. In this example, the lives counter is at 50000.

```
ld a,(50000) ; Load the value of the lives counter into A.
dec a       ; Decrement value of A.
ld (50000),a ; Reload decremented value back into lives counter.
```

To find these, you use the same principle as before. However, as we're looking for 'ld a,nn' the data to find needs to be 3A for the instruction and the first part of the address. In this case, you'd knock out the 'dec a', with a 'nop' or one of the other instructions mentioned, if the game starts to act strangely after modification. Examples in games include: too numerous to mention.

ii) A more obscure method of decrementing uses the instruction 'sub n'. I've only seen this in the Jon Ritman and Bernie Drummond games. Because of its obscurity, it can seem that the lives counter is unbreakable. It may be worth trying to find these instructions, as it could be the method used. To locate them, FIND 'D601'. This is the equivalent of 'sub 1', which would decrement lives. To remove this, change the 'n' value to 0, thus subtracting zero and giving infinite lives. Examples in games include: Head Over Heels, Batman 3D.

iii) This next method is where things get complicated (joy!). Spectrum programmers were obviously not happy that some teenagers could hack into their games and render them useless. The hackers life was made harder with the introduction of protected instructions. This method is less common as it is harder to code, but it is used in some games. This also gives the impression that the game is unbreakable. I'll be using Green Beret as the example file here. Green Beret gives you 3 lives to start off with. Using the previous methods draws up a blank, as the only addresses produced are not the lives counter. We assume this:

```
ld a,3 ; A is loaded with 3
```

Where in reality, the following piece of trickery is used:

```
ld (iy+97),3 ; 3 is loaded into the contents of the IY register plus 97.
```

As you can see, you need to know what 'iy' is to stand a chance of finding the counter. These protected instructions use 'ix' and 'iy' to hide their address references. To FIND these instructions hunt for either 'DD36' or 'FD36' (Green Beret uses 'iy'). The manual tells us that all instructions using these registers are prefixed by FD or DD. Once you have a list of these instructions, find the most likely candidates and alter the values to see if they are the lives counter. If the storage is referenced in this way, then the decrementing is done in the same way as well. To find the decrementing routine, find 'FD35' or 'DD35'. This will look for 'dec (iy+nn)' commands. To find the one that affects the lives counters, look for corresponding 'iy+nn' values, ie. if the lives were stored in 'iy+97' then look for 'dec (iy+97)'. Once you've found this, get the address. In Green Beret's case the decrementing routine is located at 41651. However, we need to POKE 41652 as the first is only a prefix instruction. I use a value of 190 to insert a 'cp (hl)' instead of using a 'nop'. Re-running the game, will show that you now have infinite lives. From the above, it is obvious that this is a very tricky method to deal with. If hacking with the previous methods turns up nothing then a scan for 'ix' and 'iy' commands might do the trick. Examples in games: Mikie, Green Beret (Jonathan Smith games), Boulderdash.

Game Over:

Hopefully, the above has been of some use. The above methods are not exhaustive and there are some games that seem impossible to break. However, you can gain experience by using other peoples pokes and seeing what they change and alter. Happy hacking! -ADAM HODSON-

ADVENTURE INN

Welcome back to The Adventure Inn, I do hope you have all been keeping well. As the winter nights draw in and the wind and snow pelt against the glass, there is nothing better for keeping you warm than a good old fashioned adventure, a hot cup of Horlicks, and the biggest packet of chocolate biscuits you can get your hands on.

First up is a request for the solution to the Colour of Magic, the game based on the book of the same name by the author Terry Pratchett for somebody calling themselves "frustrated". Well here is the solution to hopefully unfrustrate this mystery caller, but another tip for our anonymous friend is to quickly get yourself to your nearest

bookshop and grab yourself a piece of magic to read from Britains funniest author. Be prepared though to have your funny bone taken to its limits!

THE COLOUR OF MAGIC PART 1

Stand up, wait a while, translate, say yes, talk to Broadman, ask him to show Twoflower to his room, then go Widdershins and take the milk. Go and collect Twoflower and take him down through the Broken Drum, through the fight, and to the docks and say yes to the Cripple Wa. Give the milk to the cat in short street, say yes to the beggar at the Hubward end of backstreet, then go to the Plaza of the Broken Moons. Here you wait, press lever, turn, talk to

Stren and go hubwards. Examine the luggage, take the bottle and biscuits, and go to the shadow of the leaning tower. Ask the guard where Twoflower is, then go to the Broken Drum and wait behind the bar till the luggage attacks. Then go up, out, say hello to Stren and then SAVE the game.

PART 2

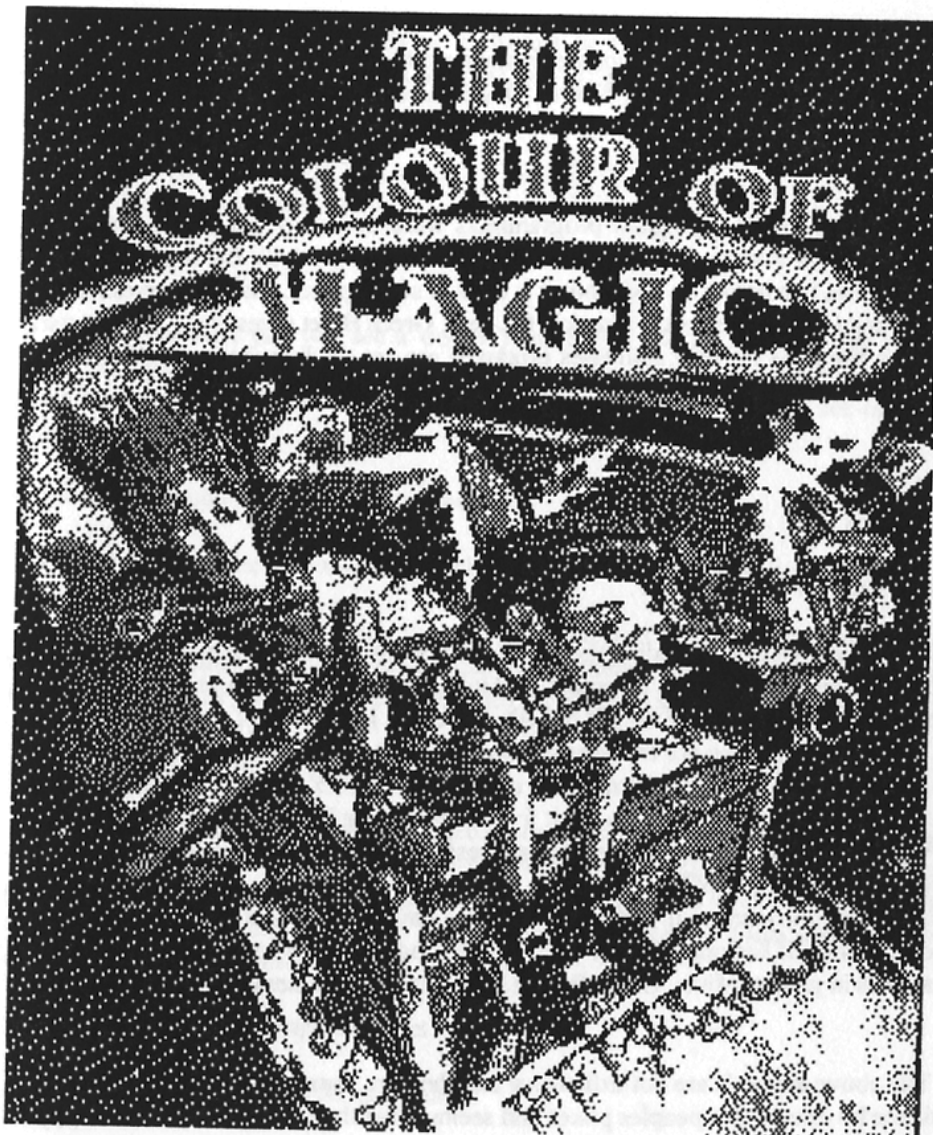
Go to the stables and buy and take the horses, then go out of the city to meet Bravd and say yes at the campfire. Then go and kill the troll, go to the clearing with the wolves, climb the tree, jump, hit the nest, go to the wide room and talk to Death. Examine the fragments, take the crystal, say hello to Hrun and wait his sword to utter the dreaded word. Throw the crystal, wait until Hrun summons his horse, take and eat the meat, go Turnwise and Rimwards and SAVE.

PART 3

Wait for the dragons to appear, then heed Hrun's advice, head Hubwards twice and pull Kring. Go Rimwards and kill Klsdra. Climb on the dragon and wait. Take and wear the boots, eat a biscuit and drink some water. Go Hubwards and type KILL LI-OIRT til a riderless dragon is below you, then remove the boots and fall onto the dragon. You end up in a dark passage, go down, then Hubwards, unbolt and open the door, go in then out, close and bolt the door, go Hubwards and wait, then imagine a door and enter the door. Go to the large cave, wait for the dragon, climb onto the dragon, wait again till you land in the sea, wait again until the luggage arrives, and SAVE.

PART 4

Go down the trapdoor, take the three bottles of rum, then go to the store room and take the bucket. Go up to the deck and drop a bottle of rum in each of the three starboard locations and watch the pirate booze





himself overboard. Climb into the old tub of a lifeboat then bail water until you can get the frog then wait until you are in a different boat then wait again until you hit the 'circumference'. Say hello to Tethis, wait until you are on the island, open the door and go Rimwards and wait again (many many many many many many times) until Tethis arrives. Then wait some more until the bells clang, then wait even more until you are told to go outside. Go outside, say hello to Marchessa and wait again until you get to Krull, then, just for a change, type wait until the frog changes and bites the toe of Garhartra. Then attack Garhartra, open the door, go Widdershins, attack the hyrophobes and go W-R-R-R-U-R. Then finally wait until you fall. END.

Try typing these inputs in part three. Fer-gus, Imagine, Judith, Terry, Colin. END

Now here are some valuable hints to some other Spectrum adventures. Remember, don't look if you don't want the answers.

GOLDEN BATON

To get past the wolf:

Attack with sword.
To get into castle:
Swim, Throw rope, Climb rope.
To deal with the Lizard Man:
Give Quartz.

THE BOGGIT

To defeat the trolls:
Say lux.
The cauldron:
Climb in to get the sword.
Answer to Goldbum's riddle:
Say African or European.
To kill the beholder:
You need the cigarette.
To start the motor boat:
Use the rope.

SE-KAA OF ASSIAH

What to do after pulling hook:
Go to roof with hammer, rod, casket, harness and horn.
To pass the Black Guardian:
Pull stud and throw staff.

HUNCHBACK

To solve part one:
Drop five books in library.
Objects to take to part two:
Net, Crucifix, Key, Sword and Lit Lantern.
Objects to take to part three:
Ring, Net, Lantern, Dead Serpent, Lead and Crucifix.

THE VERY BIG CAVE ADVENTURE

First bull problem:
Just say No.
Second bull problem:
Throw bomb.
To kill the snake:
Open the can.
To bridge the chasm:
Use the log.

TERRORMOLINOS

At the restaurant:
Order food, eat sludge, eat tummy pills.
At the monastery:
Go to catacombs then NW and call Snargyby.
Wine taste:
Add cubes to take picture.

THE QUEST FOR THE HOLY JOYSTICK

To get rid of Poland Prat:
Use BBC micro.

To use vending machine in maze of twisty little passages:
Use gold coin.
How to find gold coin:
Consult micro adventurer.

MINDSHADOW

Rocky cliff:
Tie vine to rock.
In the cave:
Dig for map and take rock.
The anchor:
Cut chain with meat cleaver.

JEWELS OF BABYLON

To deal with the native:
Give him the watch.
To deal with the Lion:
Give it the fish.
To deal with the octopus:
Kill it with the spear.

EYE OF BAIN

Where is the sword hilt:
Examine altar in ruined tower.
How to deal with the bees:
Throw net.
How to break the chain on your ankle:
Use stone from mountain path.

SEAS OF BLOOD

The route to the Ice Mountain:
South six times from Roc.
What to do in the galley there:
Attack Yeti till dead then take pearls and go down.
How to climb the cliffs at Kish:
You need a grappling hook to throw.
Suggested route:
Lagash, Rivers of the Dead, Wreck, Assur, Calah, Kish, Roc, Ice Mountain, Three Sisters and Nippur.

INFERNO

Can't get past wind:
Crawl past.
Can't get past dog:
Throw stone.
Can't get past path:
Lever boulder with staff.

WARLORD

The guard at the causeway:
Wear Lug's helmet.
To get the helmet:
Swim in pool in cavern.
Wolves:
Throw them the meat.

Till next issue, have a safe journey.

JAKE.D



Welcome to another episode of THE PD ZONE, the section of the magazine that looks at the busiest part of the Spectrum scene. If you own a PD house or are a member of a demo group then send in a demo or two and receive some free advertising for your troubles.

Next issue THE PD ZONE will be expanding to cover games, disk-zines and utilities as well.

All demo's reviewed in this issue are available from Fountain PD, purveyor of fine quality PD warez. Sorted.

HEROES '92 - George K
Anybody who grew up in the early eighties will surely remember those ba-

10 years of ZX Spectrum
GEORGE K.'s

HEROES

Press: 1-3: AY music, 4: "48K" music, 5-6: scrollin' txt
:UCAS'NĚTE SE NEJLEPŠÍ SOUTĚŽE,
nal 'Stars on 45' records that infested
the charts. They were supposedly a

homage to the great pop stars, but in truth they were a cheap and easy way to get the gullible public's money. Some things never change. All these records consisted of were small snippets taken from various pop records, thrown together, and then let loose on Top Of The Pops and thousands of discos up and down the country. This demo is based on the same idea. Countless tunes all linked together for the youth of the country to pogo to in the privacy of their bedrooms. If tunes like the themes to Raiders Of The Lost Ark and Ghostbusters are your thing then you could do worse than grab a copy of this demo.

PAUL WHITE

DUCKMANIA 128 - George K

A loading screen introduces us to the culprits involved and then we are onto the demo proper. A black screen is separated is punctuated by various graphics. the main part is a letter boxed



shaped screen which flickers away like your TV does when left on at night after you've fallen asleep and all the programmes have finished. Anyone remember Poltergeist? Soon we are greeted by a tepid rendition of The Neverending Story, and suddenly the screen is awash with ducks, badly drawn ones at that. You can change the music if you want, but after a while all the tunes begin to annoy. There is also

a little sub game, similar in style to Flying Shark, which involves navigating your duck between what look like rocks. This whole demo becomes tedious and I doubt you will boot it up more than once.

PAUL WHITE

TO JE JEDNO - FBI/OMEGA

Demo's may be Public Domain, but often as is the case with To Je Jedno, they are used more for their creators own ego and



IT'S TRUE, DEMO WRITING MAKES YOU IRRESISTIBLE TO THE OPPOSITE SEX

as a flag to be waved at the other various demo groups. It may be interesting to read and watch for the individuals concerned who created this piece of tedious code, but to the rest of us it is boring. That's right, B-O-R-I-N-G. Sitting through loads of scrolling text reading about what demo group members get up to, and viewing countless digitised pictures of them is not my idea of fun. Come on guys, can't you come up with anything more interesting or are you all washed up with no ideas? Demo's should be exciting, fun, quirky, provocative, but above all, interesting.
JAKE.D

SILENCE OF THE AY - Illusion

This demo oozes quality. The graphics and fonts are all well drawn, and the detail that has gone into the animations is remarkable. This is a music disk, but it is well above the normal standard. The menu

screen is clear and concise, giving you the option of various tunes to choose from. There is a nice animation of a music note spinning on its axis, and when you choose a music track and load it from disk the animated sequence that accompanys it of a ring of balls rotating a floppy disk been is a marvel to watch. It only lasts a second or two but it adds



a little bit of class to this demo. The music tracks are varied, and am sure at least some of them will appeal to you. All in all not a bad effort.

PAUL WHITE

THE APPLE MOVIE - The Lords

Is it a conspiracy by Demo groups to try and get the Spectrum community to wear glasses? We must be told! As with the a lot of demos the scrolling text is so big and fast that my eyeballs are nearly ripped from their socket trying to read the messages. The music is a reworked version of the tune to Xenon, but should really have been left alone. The movie is basically a short digitised clip of a young lady singing while doing a Max Headroom impression. For those



of you interested she's singing "Jake I need you. I want your body next to me. You are so strong, handsome and sexy". Well in my dreams she is.

JAKE.D

JESUS ON E'S - Technium 220

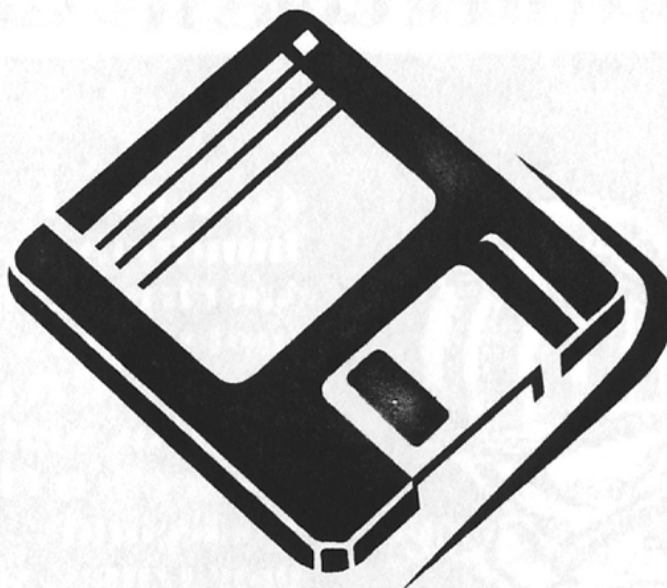
The Spectrum is a wonderful machine, warm and cuddly like no other. Even

though demo writers are constantly pushing this humblest of machines further than ever could be imagined, it still has its limits and it should not attempt certain things. Jumping in a bucket of water whilst switched on is one thing. Trying to recreate a classic Amiga demo is another. Both are sheer suicide. Whilst the Amiga version had a coronary inducing soundtrack and enough pulsating images to have most epileptics bouncing off the walls, this is sadly a waste of time. A couple of pictures and a few animated squiggles do not make a demo, and the lack of any music is sacrilige. I'm sure something better could have been created if the 128 had been used to its full potential, as it is this is just a waste of disk space.

JAKE.D



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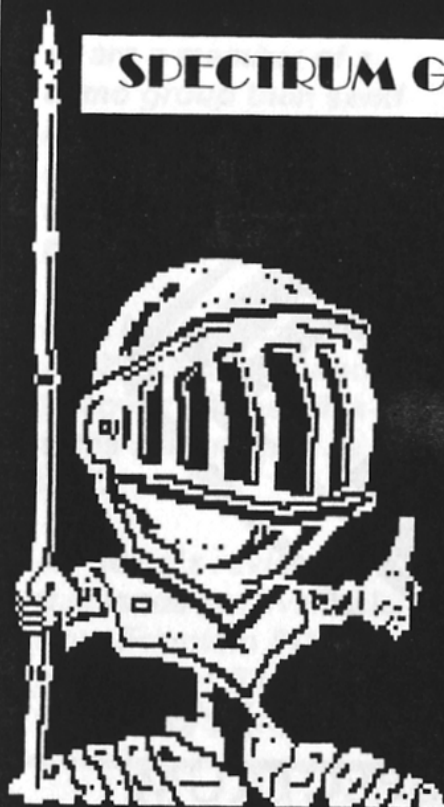
Copies of issue one are still available, but are going very fast. If reviews of two new Dizzy games, previews of two forthcoming Spectrum mega-games, a few cheeky answers from members of the Speccy scene to some duff questions, an in-depth look at the ZXAM v2.0b Spectrum emulator on the Amiga, some sensational revelations concerning the Spectrum and captured alien technology (totally true), hints and tips, a classic game review, as well as (takes deep breath) The PD Zone tickle your fancy then send £1.50 to:

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WANTED

Desperately seeking a copy of The Great Giana Sisters for the Spectrum. Released by Rainbow Arts in 1988 it was withdrawn from sale because it was banned by Nintendo (too similar to somebody called Mario). An original copy on tape or +3 disk would be nice,



but a copy on tape or +D disk would be more than welcome. Send any details to the above address. I am willing to pay a decent price for an original copy in good condition.

NEXT ISSUE

ISSUE 3 is going to be bigger and better. With an extra four pages thrown in, a bigger PD ZONE, an exclusive interview, as well as all the usual stuff, it all promises to be pretty darn good. And it won't cost a penny extra either! Yeeee Haaa!

ISSUE THREE DUE MARCH '97

ZX FILES DIRECTORY



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Boxed set for the Amiga. Includes Deluxe Paint IV AGA, Wordworth AGA, Print Manager, Oscar and Dennis for £8 (including P+P).

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All items available from the ZX Files address. Write to confirm items(s) are still available. All items are guaranteed to work and are in excellent condition.

ZX FILES ISSUE 3



DUE MARCH '97