Volcanic Planet (Thorn EMI), Aquarius, BC Bill (Imagine), Corridors Of Genon (New Generation), Gobble A Ghost (CDS), Terror Daktil 4D, Disco Dan (Gem Software), Android One (Vortex), Frogger (C-TECH), Meteoroids, Penetrator, Xark, Critical Mass (Durell), Nosferatu The Vampyre, Wild West Hero. **£1.25 each:** The Tripods (Red Shift, 1984), 3D Braxx Bluff, 3D Luna Crabs, Hopper (PSS), Fruit Snapper, Desert Burner, Jasper, Hacker, Project Future, Galaxian. **£1.00:** Zig Zag (DK'Tronics), Salvage, Kirel (Addictive), Bomber Bob, BackPackers Guide To The Universe (Fantasy), Pheenix (Alternative). **70p each:** Spectron, Spy Hunter (Original US Gold Version), Mikie (Imagine, 1984, Confuzion (Incentive). **55p each:** Ghostbusters. **40p each:** Ad Astra (Gargoyle Games, 1984) (2 Copies), Alchemist, Moon Cresta, Stonkers (Imagine, 1983) (3 Copies), BCs Quest For Tires (Software Projects) (6 Copies), 3D Codename Mat. **30p each:** Fighting Warrior (2 Copies), Orbiter (Silversoft, 1982), Pyjamarama (Mikro-Gen)#. **20p each:** Avenger (Abacus Programs)#, Arcadia#, Alien (Ultimate, 1984)#, Zip Zap, Zzoom (Imagine, 1983) (3 Copies), Ant Attack#, Transylvanian#.

Classic SINCLAIR Games & Utilities:

50p each: Hungry Horace. **40p each:** Survival (10 Copies), Computer Scrabble (3 Copies), Make A Chip (9 Copies). **30p each:** Crazy Golf, Treasure Island (3 Copies), Alien Destroyer (3 Copies), Punchy, Horace Goes Skiing (7 Copies), Embassy Assault, Chequered Flag (4 Copies), VU 3D.

Other Utilities:

£6.00 each: Laser Genius By Ocean (The Complete Machine Code Development System. **£2.50:** Your Spectrum MEGA BASIC. **£2.00 each:** GRAPHIC ADVENTURE CREATOR. **50p each:** Mini Office. **20p each:** Currah Speech#, Personal Banking Service.

Compilations:

£5.00: The Gold Collection II (Kung Fu Master, Beach Head II, Pentagram, Bounty Bob, Knightlore, Pole Position), Chart Attack (GREMLIN - Shadow Of The Beast, Impossamole, Super Cars, Ghouls 'n' Ghosts, Lotus Esprit Turbo Challenge). **£4.50:** The Dizzy Collection (5 Smash Hits!). **£3.00 each:** 10 Great Games, We Are The Champions, Durell Big 4, Mikro-Gen Classic Collection. **£2.00 each:** Star Games One (Gremlin), Konami Coin-Ops (Imagine), 5 Star Games, 5 Star Games No.2, 10 Computer Hits No.3, Classix 1 (The Edge), 6 Pak Vol.1, 6 Pak Vol.2, Action Pack. **£1.00 each:** 4 Great Games (2 Copies), War On Want Games. **50p each:** Silverbird Magnum Pack (4 Games). **40p each:** Witchfiend & Odd Job Eddie, Ten Great Ganes - Tape 2 (5 Games)#, Four Smash Hits (Hewson - Exolon, Zynaps.

Gremlin Graphics Games:

£1 each: Metabolis, Avenger, SuperSleuth, Future Knight (2 Copies), Samurai Trilogy, The Way Of The Tiger, Jack The Nipper II - Coconut Capers, Auf Wiedersehen Monty, Footballer Of The Year, Trailblazer (2 Copies).

CLASSIX

Issue 5 It's NEVER Grim Up North £1.20



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Slightly late but never mind!

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Big thanks going out to:

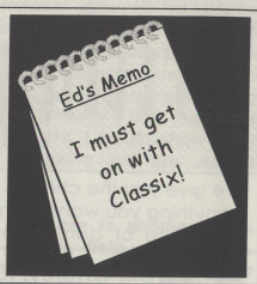
St John Swainson, Richard Coles, Paul White, Andy Davis, Paul Howard, Alan Cresswell, Bill Gridley, Joyce Cook, Dave Fountain and everybody else who's helped me out with the production of this fanzine. Cheers!

Unless otherwise stated, all material sent to the address below will be presumed to be for publication.

Sherwood Lodge, 15 Drummond Road, Boscombe, Bournemouth, BH1 4DP.

e-mail: u9600169@bournemouth.ac.uk

Editorial



James prattles on for a few pars about how the work at Uni is so difficult and that is the reason why issue 5 is late and makes it totally clear that its absolutely, definitely nothing to do with Stella being £1.60 a pint in the student bar.

Greetings fellow Spec-chums! A warm welcome to all our regular readers and also any new readers out there who have picked up a copy of Classix for the first time. (Whoops, I've just deleted my front cover by mistake - good job I printed it out earlier! Hope you like it by the way - It took me ages to persuade the Gallagher brothers to pose for that picture!).

Let me say firstly that it was a delight to meet so many of you at the inaugural **NSSS** in Wetherby. I won't say too much about the event itself as I plan to write a larger piece about the show later on in the 'zine. What I will say though is **THANKYOU** to **Alan Clarkson,** who organised the show. I hear another one is planned for Spring '97 - I just hope it will coincide with my Easter holidays.

Big shout going out to **Carl Murray** and **Robert Chilton** who were excellent company throughout the day. It was also nice to meet **Brian Watson**, editor of 8-Bit. Extra thanks to my good friend **Paul White** for sharing a stall with me for the day and **SORRY** to **Andy Davis** for not getting chance to speak to him. Next time maybe! To those of you who wanted to come but couldn't make it, I hope to see you at the next show!

Right, next on the agenda for spurious out-pourings is my **change of address.** At the time of writing this, it appears that most of you have noted that I no longer reside in **barmy Bradford.** Instead I am (for the next 3 years at least) situated in **breezy Bournemouth.** See the significance of the front cover now?

Sorry, no telephone number is available, as I'm never in. **BUT** - I am back in Bradford over Christmas and at Easter, so if its really urgent give me a bell sometime then. Saying that I'll probably be out catching up on old times! My e-mail address has also changed and is listed at the front of this 'zine.

Many thanks to those of you who wished me success down here on the south coast. I hope that I can bring the skills which I learn on Britain's premier Multi-Media Journalism course to bear on this little publication. Saying that, if you don't like what I'm doing then please write and tell me. As I keep saying - **THIS IS YOUR FANZINE!** We exist because **YOU DO!**

I think that's all for now. Whatever shape this fanzine may take, please enjoy it and feel free to write in with your suggestions, opinions etc... I don't bite - **YET!**

Writing On The Wall

Good stuff Classix smells

We give you the chance to air anything you want (with the exception of damp clothes).



Bill Gridley, ILFORD, Essex.

Dear CLASSIX

I have just returned home from a fortnight holiday and found the welcome CLASSIX edition 3 in my mail. Thank you for this and the enclosed letter.

Now to my main point. You asked what readers think of Mark Sturdy's comments (Writing On The Wall, Issue 3, Pg.5) about, "not wanting to dwell too much on the past".

For my part I enjoy "Getting All Nostalgic", to borrow your phrase. Let's face it - we're not going to see such giants as Ocean, Gremlin or Codemasters making games with stunning graphics and sound for the Speccy any more so it is good to have reminders of by-gone years.

I know there are more uses for the Spectrum than just games (and this is where PD is very good), but for those wanting mainly games I think the past (i.e. second-hand software) is the only way.

To be fair, people making new games have not the vast resources to proceed as the above mentioned companies did and so I cannot imagine vast amounts of games being produced in future for the much-loved Speccy.

Thank you again for a very interesting magazine.



Joyce Cook, TROWBRIDGE, Wiltshire.

Dear CLASSIX

Thanx (and she says I can't spell!) for another Classix, another good read although I haven't finished it yet. Well why am I writing this letter then? Because I have time now and I probably won't later in the week. I enjoyed Ian Smith's Peripheral Paraphernalia with information about the early Speccy add-ons. Thank you for the hair (on the advert!) - a vast improvement. I think my dentist might like to see the odd tooth in the advertisement as well.

With reference to Shaun Watters disk magazine proposal, although I'm sure he would do a good job, I am not in favour. Disk magazines are difficult to read on a screen and limited to one place, whereas paper can be read anywhere and without switching on and loading up first. The 3" disks are almost impossible to obtain and recording the magazine on disks sent by subscribers could bring problems with faulty sectors etc... There is, of course, already a disk magazine called OUTLET which has been running for many years. I would show a bit more interest in a 3.5" disk magazine on the Amiga though.

"Disk magazines are difficult to read on screen...."

The Spectrum Games Database is another interesting project and I could possibly help with this one. I have plenty of information on Spectrum games but how do I know which parts of it Steve Smith needs? I have all the instructions to the games in the SSH catalogue plus pokes, cheats, passwords etc..., to quite a few. It's a good idea but I need to know what he wants in order to help.

Editors comments: **Thanks once again to Joyce for a thoroughly interesting and constructive letter. However, lets deal with Bill Gridley's scribblings first. In Issue 3 of Classix, Mark Sturdy commented that he wouldn't be subscribing to our fanzine because he preferred to concentrate on what was going on now and look to the future.**

Bill has obviously made his point, but how do OTHER READERS feel about this? Would you prefer it if Classix started covering new releases and reviewing the latest PD Demos? Classix was obviously started to deal exclusively with old and classic Spectrum software and hardware. If we did start to concentrate on some of the newer releases, would that make us any different to the ZX Files or even Alchnews?

Retro-gaming is now very fashionable, but to be fair we did appear before it became the case. So do we stick to our niche market, or evolve to try and compete with new releases such as Retrogamer (see Fanzine Flicks)? Basically what I'm asking is this: "Do you like what we're doing in the fanzine, and if not, what can be done to improve it?". Let us know!

Onto Joyce's comments. She obviously doesn't fancy the idea of a diskzine appearing in Speccy format - but does quite like the idea of something along these lines for the Amiga. But consider this - Paul White switched from an Amiga diskzine which covered Speccy stuff to a full blown 32 page paper-fanzine.... and look at the results! The product is now a much more accessible, eye-catching and exciting publication!

Incidentally Shaun Watters has never written back to me regarding the idea, but WHAT DO YOU THE READERS think? I have personally do not have the time to run such a project, but if someone else was willing to take over the disk-version side of things then I'd certainly give it a go. Let me know your opinion folks.



Plugged In

What's going on in the Speccy world?

Right, well there's quite a bit to get through this issue so without further ado we'll get cracking:

A person who I haven't heard from for a while is **Alec Carswell** from **Motivation** software. However, I received a little note from the jovial jock the other day which confirmed that he is still around. Unfortunately he's had a few personal problems recently and I'm sure everyone will wish him all the very best for the future. In case you don't know, he actually took over my old Speccy adventure fanzine called ***Spellunkler*** and plans to re-launch it very soon, possibly as a glossy A4 affair! I must stress though that it will be turning into a multi-format fanzine so Speccy fans won't have exclusive coverage. However, if you feel you can contribute to **"Spellunkler II - Enchanted Realms"** then write to **Alec** at **16 Montgomery Avenue, Beith, Ayrshire, Scotland, KA15 1EL.**

Those of you who can stand listening to **Dominic "Innuendo" Diamond** prattling away on C4's **GamesMaster**, may have seen his recent visit to the **"Back to 8-Bit" exhibition** at HMV's Oxford Street store. It has finished now, but if you missed it fear not! The **Museum of the Moving Image (MOMI** to us trendy media-types) in **London** is holding an exhibition spanning the past and future of computing. So if you fancy doing the now "trendy" retro thing then you can pop along between **November 29** and **May 15** next year. Because of our new location, we hope to pay a visit and give you a full report in a future issue. We'll be taking our camera so we'll probably publish some pics as well! Aren't we good to you!

A letter arrived the other day from a chap called **John Metcalf** - apart from ordering a copy of **Classix** he also informed me of a publication he plans to launch. Titled **Chara**, it is to be a "multi-format programming journal". John is a keen Z80 programmer and should be writing an article or two for **Classix** in the not too distant future. His first aim is to compile an **"8-Bit Directory"** which will be contained within issue 1 of **Chara.** If you fancy being included, send a description of your Speccy-related service (using not more than 30 words) to **11 Westfield Drive, Skegness, Lincolnshire, PE25 2DX.**

Paul White, who produces the excellent **ZX Files** (check out the review elsewhere in this issue) tells me that the magazine **Computer & Video Games** is still going with a circulation of around **243,000!** I haven't seen a copy recently but I am told it has a retro section and a chance to advertise goods, services etc... for **FREE!**

A couple of e-mail addresses to tell you about: **Joyce Cook** of **Softsell** dropped me a "e" recently to say that she's now on-line. Her address is: **106310.2661@compuserve.com**

Another group currently swelling the service providers coffers are **Alchemist Software** (not to be confused with **Alchemist Research).** Lloyd Garland and his crew are now contactable at: **101755.412@compuserve.com**

Oh and just in case you haven't been taking notice of my letterheads, **Classix** can now be contacted on **u9600169@bournemouth.ac.uk** Please don't send any mail to my **CompuServe** address as I don't use it anymore!

A letter from **Martyn Sherwood** at **Prism PD** reached me the other day. **Martyn** wasn't sure if **Classix** was still going - **ye of little faith!** Anyhow, he tells me that certain people have been forging his letter heads so now all letters from him are printed on paper with an official Prism watermark on it. If you receive a letter which looks dodgy please send it to Martyn at **13 Rodney Close, Bilton, Rugby CV22 7HJ.**

After sending me an excellent article for this issue of **Classix, Paul Howard** of **Impact Software** (the +D specialists) deserves a good mention. **ISW** not only stocks disks full of professional **quality software for under £2**, but will also "crunch" snapshots for you free of charge. On top of this there is a lifetime replacement guarantee on all items purchased - can't say fairer than that!!! If you want a copy of Paul's catalogue then send an **SSAE** to the address below. Oh, and tell him **Classix** sent you! **Impact Software, 36 Budges Road, Wokingham, Berkshire, RG40 1PJ.** Sorry to read about your post-NSSS night at the station Paul! (see **Alchnews 22** for the full details).

The multi-format magazine **8-Bit,** which is edited by **Brian Watson,** is to go quarterly as from **issue 14 (October to December).** Brian puts this down to pressures of work and also puts **UP** the cover price to **£3** per issue for all readers - regardless of where they live. The current issue of **8-Bit** can be bought from **"Harrowden", 39 High Street, Sutton-In-The-Isle, ELY, Cambridgeshire, CB6 2RA.** Cheques are payable to **BA Watson.**

And now some information on what could be described as **"missing persons".** I received a letter in mid-October from **Mat Beal** of **Z2 fanzine** fame. He apologised for the delay in the production of issue 2 of the 'zine, putting this down to the infamous talents of one **David Ledbury**, who is another person that frequently goes AWOL. It seems that **Mat** is quitting as editor of **Z2** and the afore mentioned **Mr Ledbury** (who was very much involved in the original **ZAT magazine**), is to take over. According to **Mat**, issue 2 should have been out in November, with issue 3 appearing around a month later. Anybody seen anything yet? You can write to **Dave** to chase up your copy of the 'zine, at: **21 Woodside, Heaton Mersey, Stockport, Cheshire, SK4 2DW.**

We have news for all you really enthusiastic retro fans regarding a newly formed **ZX81 User Group.** Hailing from Germany, **Peter Liebert-Adelt** is the man to contact for further information at either: Luetzowstr. 3, D-38102, Braunschweig, Germany, or you can **e-mail** him at **P.Liebert@t-online.de**

Pigle Tapezine is a new Spectrum product which I saw advertised while flicking through the pages of the latest **Chic** newsletter. I am awaiting a review copy of the 'zine, so until then all I can tell you is that it is run by **Mr P L Foster, 94 Langford Road, Mansfield, Notts, NG19 6QE** and if you send him your name and address, he'll send you **a Tapezine pack plus Issue 1 of Pigle.**

Another as-yet unexplored product is **"101 things to do with a ZX81",** which claims to be influenced by, **"YS, The Hitchhikers Guide To The Galaxy, Airplane! and the Antiques roadshow."** Hmmm, sounds very interesting! Anyhow, as it says in the ad, **"If you happen to have a spare ZX81 lying around it could even be useful...".** Again, we're waiting for a review copy, but at **£2** it sounds like a fairly good investment if you fancy a laugh. Send your spondoolicks to **Steve Trower** at **4 Burman Drive, Coleshill, Warks, B46 3NB.**

Up until recently, I didn't really know much about what this lot did, but I now hear that the **JDH Skiptip Service** offer tips (surprise, surprise!) and advice to Speccy-freaks. They are always on the lookout for **tips** to add to their archives as well, so if you need help or can give assistance in a game, then get in contact with: **Jim Homer** at **JDH Tipskip, 40 Rosaire Place, Grimsby, South Humberside, DN33 2JS.** They do charge for their services but I'm told that if you're a **CHIC** member then you get a free tip, so quote that membership number if necessary!

The IEBA is still in operation despite some people's concern about its lack of activity. I am now pleased to announce that a **2nd Edition** of the **8-Bit Directory** has been printed and costs **£5.00** to anyone who wants it. For this you also get **life membership** to the group, which privileges you to admittedly sporadic newsletters, but the directory on its own is worth the money (especially since we are now included!).

At first it was reported that a **£5 fee** was a one-off payment, and it was imagined that directory updates would be subject to no additional fee. However, then it was announced that the new edition of **The Directory** would cost extra. **Classix** was a bit concerned about this, and so wrote to **Joyce Cook, Chairman of the IEBA,** to voice our concerns.

She said:**"The IEBA is bound to evolve slowly and initial decisions which were made some time ago are quite likely to need amendment as circumstances change."**

Point taken. Joyce also added that the **IEBA** would take into consideration our idea of offering the Directory on disk for those who have PC computers. This would eliminate repro costs altogether and make the Directory more accessible. Whatever their decision, we remain 100% behind the **IEBA.** Contact them via: **Brian Watson, Harrowden, 39 High Street, Sutton, ELY, Cambs CB6 2RA.**



Richard Coles & Classix Proudly present

The Clive Sinclair Story Pt 4

"Well my dear, we had our first Television for the coronation you know!" Phew, I haven't heard that one before! Why is it that everyone in the whole world who bought a television in the 1950's purchased it in coronation year?!?

But then again, why is it that every person who found a computer slapped on their desk at the beginning of the 1980's had a Sinclair!?! (Well nearly everyone!). Same reason as why people wanted to see our Queen have a lump of gold dumped on her head and to have the right to have children who can't keep a marriage for two seconds, as their partner go off to jump on a German or something; to look into the future.

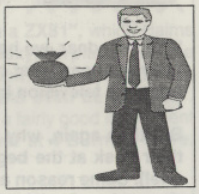
People wanted to see into the future, to prepare for things to come, get ready for the new electronic world that was coming their way! There was one person - the man who saw that market and felt for it so strongly that he got his bottom in gear and produced something which was cheap and affordable. That man was Clive Sinclair and that something for the ZX80.

But hey! To regular readers this is old ground. And to everyone, so is black and white television. But what comes after black and white.....? Exactly - the ZX Spectrum!

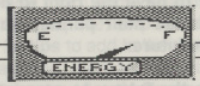
A Design Council Award, 1,000,000 machines sold - two years after the ZX80 it came. As it stumbled up the hill, with its large black shadow lurking over the whole computer industry, the rest of the machines trembled. In 1982, who could bring you 15 colours (including BRIGHT's you ex-YS trainspotters!), high-res graphics, sound, 48k and a ring-binded manual so it doesn't shut when you're trying to type and read at the same time (!) for only £175?

But really, was it THAT successful? Well, in 1985, Sinclair had 40% of the market. But what's that, I hear you cry? A higher percentage than the next three competitors put together - that's what!!! Not bad, but that statistic is three years ahead. What is Clive doing at the moment? Not a lot - he doesn't have to. He escapes by going to the theatre and reading poetry.

In fact Clive was a bit of a dab hand at the writing lark himself. By 1981 (yes, I know we're going back a bit but it fits nicely into my story) he had written no less than 17 books! So many in fact that in the same year he launched his own publishing company, Sinclair Browne. But as well as that he is also a trustee of the London Symphony Orchestra. And do you know what - the poor guy has to divide his time between Cambridge (the HQ) and his London office. In fact, he was on the move so often that the poor sole was often seen bombing down the M1 in his silver Porsche 924 Carrera. Ahhh, didums, all that driving!



But apart from Clive relaxing and his bank finding it hard to find a place for all his money, not a lot else happened that year. 1983 was the next time we saw any real meat! The introduction of some famous interfaces with names related to numbers. "What can they be", I hear a person cry with their nose in a copy of Model Railways Weekly. If you are that person then, sorry, you're going to have to wait two months. To the rest of you, this is moi saying au revoir.



Stop Press*Stop Press***Stop Press***

2nd NSSS Date Announced!

A date has now been set for the next Northern SAM and Spectrum Show.

The event, which will again be held in **Wetherby**, a small town situated between Leeds and York, is to take place on **Saturday, 22nd February, 1997.**

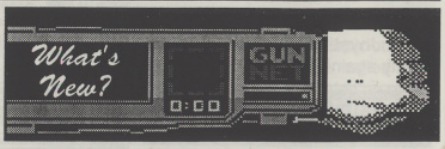
Doors will be open from **10.30am - 4.30pm** and admittance will be just **£1.50** (under 10's free). Advance tickets are also available at **£1.00 each** and will guarantee entrance without queuing.

Most of the Speccy organisations who attended last September's show will again be present. These include **Sintech, Fred Publishing, Format, Alchemist Research, Impact Software, Jupiter Software, Quazar and The ZX Files.**

Unfortunately, due to the show falling right in the middle of University term-time, **Classix** cannot make it! However, **Paul White** from **The ZX Files** has kindly offered to sell fanzines and distribute flyers for us. Cheers Paul!

For further information or advance tickets, send an SAE to: **NSSS, 123 Potternewton Lane, Chapel Allerton, LEEDS, LS7 3LW.** Cheques payable to: **N.S.S.S.**

Fanzine Flicks



It is here where we have a look at the glut of new(ish) publications which have landed on our doormat in recent weeks. One 'zine we have a particular interest in is **The ZX Files.** The reason? Well, without blowing our own trumpet too much, **Paul White** first came to us asking for advice and guidance on producing a paper-based fanzine, and needless to say we were happy to oblige.

After his initial visit to **Classix Towers,** we received a sneak preview sample of a completed page and then finally on 21st September last year, we saw the finished product - and boy was it good!

Today **issue 2** has dropped onto my doormat and amazingly it had got even better (and it's also reminded me that I must get on this issue of **Classix**!).

Anyhow, the well-design front cover displays a picture of two naked Adonis's with their arms wrapped around each other. And the twist?..... their original heads have been superimposed with those of **Sir Clive Sinclair** and **Dana Scully!** Highly bizarre and I certainly hope lawyers for either party don't see it. You have to admit though, it certainly grabs your attention!

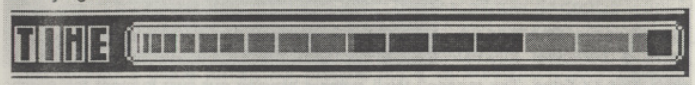
Once inside, we find **Paul's** editorial bit, interspersed as usual with attractive Manga-style graphics which make the fanzine so much more appealing. However, it's no good having pretty pictures if the articles inside aren't up to much - and I'm pleased to say that the standard of writing is indeed excellent.

Instead of just concentrating on the usual Spectrum stuff - tips, hints and reviews - we get other articles which aren't 100% Speccy dedicated, but are none-the-less highly interesting and thoroughly relevant. For example, **Issue 2**, contains a piece on karate expert **Bruce Lee**, the man who was the influence many classic games such as **Way Of The Exploding Fist** and **Kung Fu Master.**

Later we find **Gobbi The Dog** telling all us Speccy fans that we look at everything through rose-tinted spectacles and are all really sad geeks. This is obviously done to create a bit of controversy and get people writing in. The section features such contests as **Jet Set Willy v Super Mario 64** and **Driller v Quake,** with Gobbi giving his verdict at the end of each "round".

Then, following the enormous current demand for the **Automata** game **Deus Ex Machina,** we have an entire three pages dedicated to this masterpiece. Basically it tells you all you will ever need to know about things like plot, programmers and producers and makes for thoroughly interesting reading.

There's a section looking at the latest PD releases, a useful tips and pokes section called **Joystick Wagglers** and even a nice 1996 calendar featuring **Sir Clive** and **Scully** again!



One of the most interesting articles however, is **"The ZX-Rated Spectrum"** which takes a look at some of the most infamous Spectrum games which were ever released. Add to this an adventure section, several other fascinating articles and a whole host of superb illustrations and clipart, and you have a totally excellent fanzine which is well worth its measly cover price.

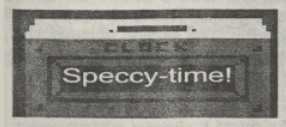
The ZX Files costs **£1.20** and is available from **Paul White, 30 The Rowans, Wetherby, West Yorkshire, LS22 5EB.**

Not exactly a **NEW** fanzine but is has only just come to my attention so I may as well give it a mention. **SUC-SESSION** is a bi-monthly publication which heralds from Germany and more specifically the **SINTECH** stable.

Now, just a word of warning here because the fanzine is actually written entirely in German, so if you don't understand what **"Sprechen Sie Deutsch?"** means then I suggest that you don't buy it.

However, all you multi-linguists will find that once inside there are many different articles to keep you suitably entertained. In the latest issue I have been sent (**October 1996**), there is the latest news on PD releases, a map for Colossal Adventure and also some graphics which look very similar to those used in the first issue of **The ZX Files!**

Anyhow, if you fancy getting your mitts on a copy of **SUC-SESSION,** then I suggest that you write to **Thomas Eberle** at **Gastackerstr. 23, 70794 Filderstadt, GERMANY.** At this moment in time I'm not exactly sure how much it costs for each issue of the 'zine, but if you ask Thomas nicely, he might just send you a free sample copy.



My thanks now go out to **Andy Davis** for sending me a copy of **Retrogamer,** a publication which is now into its sixth issue, but has so far gone largely unnoticed by the Spectrum world.

This nicely produced fanzine is **Classix's** nearest rival, but unlike other over-competitive publications, we are not afraid to mention such titles. **Retrogamer** is billed as **"The Magazine of Classic Videogames",** so it is not solely Spectrum dedicated. However, in **issue 6** the front cover is dedicated to **Vortex Software,** who produced such excellent titles as **Cyclone** and **Android.**

It would be true to say that **Retrogamer** is really for people prefer to play their Speccy and other 8-Bit games under emulation, something which I believe Dave Fountain has written a rather sneering article about! However, if you are one of these who own a **SNES** or **Playstation** then you may find it useful, as it gives details of forthcoming retro releases.

In the 'zine there's also your fair share of mentions for the **Commodore 64, Atari** and **BBC**, but never-the-less its still interesting from a nostalgia point of view. The only thing that puts me off is that the author of one article thinks that the only people currently covering 8-Bit computers are **MicroMart** and **Retrogamer.** Obviously he doesn't know what he is talking about.

At **£1.50** for just 20 pages (a 6 issue subscription is available for **£8**), it is a bit expensive especially when you consider the lack of Speccy-specific content. **The ZX Files** for instance, costs **£1.20** and for that you get 32 pages of pure rubber-keyed heaven. And then of course there's **Classix**.....

If you want to sample their wares then write to: **RETROGAMER, 52 Kingfield Road, Orrell Park, Liverpool L9 3AW.** Cheques payable to **Keith Ainsworth.**

Last but not least, a few months ago we received (in very suspicious circumstances) a fanzine called **The Thing Monthly.** I'm afraid I've never heard of it before, but I can say that I found it to be a thoroughly good read. I don't actually even know who sent me the **"Thing",** but I see Mark Sturdy's name appearing a few times so maybe that's a clue!

Anyhow, **TTM** is not exactly what you'd call a **serious** fanzine but it does have a slightly **Sinclair-ish** feel to it. The issue I have features a section called **Your Thingclair** which covers matters of **Speccyness** in a semi-serious way. The rest of the 'zine is dedicated to articles ranging from satire to sheer Monty Python stupidity - and that's what I like.



Classix has always tried to adopt a slightly "irreverent" tone, because we are **Classix** and not a serious "techie" publication like **Format.** So, if you fancy a good giggle and a break from the norm then you could do worse than to buy a copy of **TTM.** The 'zine is available from: **Fairweather and Beeton Productions, 46 High Road West, Felixstowe, IP11 9JE** or e-mail them at **100762.1214@compuserve.com.**

The NSSS



The Northern SAM and Spectrum Show

Our man in Wetherby reports:

Mindless Wafflings by James Waddington

For weeks it had been the main topic of conversation in many a piece of Spectrum-related correspondence. Printers saw a sharp rise in profits and photocopiers were working overtime to produce enough propaganda, er I mean flyers to satisfy even the most information hungry of crowds. And then it finally arrived.

Yawn! An early start was the scenario for most people on Saturday 21st September, the day of the inaugural Northern SAM and Spectrum Show. Police security was high as the limousines pulled up, with scores of Paparazzi poised to get that elusive snap of the good, the bad and the ugly. Well, perhaps it wasn't quite like that!

Back in the real world: at 9am we pulled up in my dad's Volvo. **Paul White** from **The ZX Files** twitched nervously as he saw two seedy looking characters give him the once over. **And then he recognised us!!!** No red carpet, but there were plenty of organisers poised at the doors to meet us in friendly fashion. Once inside we were shown to our stand and our extra long trailer sockets were immediately commandeered by Steve from Steve's Software. We do have our uses you see!

After about an hour of setting up and re-arranging things which really didn't need re-arranging, the doors opened and in flooded, well nobody at all really! But what do you expect for 10 o'clock on a Saturday morning? One of the few early birds however, was **Robert Chilton**, the star of our last issue! Yes, the man who is to the spectrum software world what Imelda Marcos was to the shoe industry, cheerily came to meet us and swiftly cleared out most of our stock!

The clock slowly ticked around towards midday and a steady stream of people started plodding into the hall. Looking back, being situated on the stage was a distinct disadvantage, as some people simply didn't see us! I think that's something to bear in mind when booking for next time - a case of stage fright I expect!

Business reached its peak at around midday as many a long-distance traveller browsed through out wares. It was great to chat to some of my readers, in particular **Carl Murray,** who says I don't look anything like I sound! Make of that what you will.

Despite being tempted, I didn't use the lunch time lull between 1 and 2 to go to the pub, but instead agreed to be interviewed by Mark Sturdy from **Crashed** magazine. Tsh, what sort of journalist uses a hand-held Dictaphone? I guess I'm just jealous because I have to learn shorthand! Anyhow, he didn't get any scandal out of me - well, apart from I don't watch **"Friends",** which may be considered a crime by some!

It was great to meet the **Crashed** team and also see the **United Minds** at work, although luckily I escaped having my ugly mug digitised. However, expect to see **Paul White** appearing on a screen near you in the not-too-distant future!

Unbelievably, I didn't get the chance to speak to **Andy Davis,** mainly because some people described as "Sherwood's arse-lickers" turned up right next to his stand and he couldn't leave it. However, I did meet **Paul Howard** and also **Brian Watson** from 8-BIT and the IEBA who nodded understandingly as I explained my incompetence when using e-mail.

On a continental note, I got to meet **Thomas Eberle** from **Sintech** in Germany also and **Ronald Raaijen** from Holland, who insisted that I re-printed issues 1 and 2 of **Classix.** I think both of them enjoyed the day, although Thomas' girlfriend seemed somewhat less enthusiastic about the prospect of sitting around all day and watching a load of big kids play with their joysticks.

Another interesting bloke was **Mike Mee** who is trying to put together a PC CD-ROM which contains a snapshot of just about every Spectrum game every published. Interested? There should be more details about the project elsewhere in this zine.

There was another surge towards the end as some curious locals wandered into the hall and wondered if they'd stepped into a time machine by mistake. One was allegedly heard to say: "Tape recorders, how quaint!".

Personally speaking, the day can be seen as somewhat of success for **Classix** and its associated services. We shifted a fair few copies of Issue 4 and certainly sold a lot of software which would otherwise be annoying my mum back in Bradford. We also had quite a bit of interest in the **Games Finder Service**, which seems to be going from strength to strength.

The only disappointments were are follows: **No Dave Fountain (very mysterious), No Softsell, No official IEBA stall and too much SAM Coupe!!!!!** I have got to say there was simply too much SAM stuff there for my liking. If you're going to have a show that's 70% SAM, make it separate! The Speccy has character, whereas the SAM is too Yankified for my liking. I think I've made my point.

Another noticeable absentee was **Martyn Sherwood.** I would have though a group with the popularity of Prism would have been one of the first to support this kind of event. Still, perhaps next time eh?

So, as the final minutes ticked away, Paul and I sat back in our seats. We counted our moolas and found we have more than covered our costs, with beer tokens left over. At the end of the day, you can't complain about that can you?

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The Renegade TRILOGY

LIVES 000000

By Paul Howard

Although some puritans hold the belief that a "classic" game must be one released by a certain house during certain years, I would consider any original, ground breaking or generally loved games to be classics - whether on the Spectrum or any other machine. Anyhow, I thought I'd take a look at Imagine's well known Renegade trilogy, details of which are listed below.

Renegade - The original Spectrum conversion, released in 1986. An enhanced 128k version, with in-game music and an extra level, was released around the same time.

Target Renegade - The sequel, released in 1988, with one cassette version for both 48k (multiload) and 128k (single load, plus in-game music).

Renegade 3 - The Final Chapter - The final part of the trilogy, released in 1989. I only have the 128k version, but it is likely that a 48k version was also available.

Onto the original **Renegade**. As with most "beat 'em up" games, the action centres around a bloke (you) punching the lights out of a load of other blokes. Great fun! **Renegade** was hailed as quite a classic in its time and is still playable today. Each small but scrolling level has different backgrounds (in colour - swoon!) and a different bunch of enemies, all of whose heads are in need of a good kicking.

A nice touch in this game, not repeated in its sequels, is the way you can throw opponents down gaps at the edges of some levels - although they are just as deadly to you if you should take an unwary backwards step. There are also bikers, who must be floored with a swift airborne kick, and a guardian on each level who doesn't enter the fight until most of his chums are down. Each opponent must be floored a few times before he can be wiped off the face of the earth.

A brief summary of the levels: A tube station full of nasty muggers, some pikey street or other where you are assailed by bike-riding Bob Marley fans, a brothel defended by about ten identical women (and a fat one!), a well-lit alley packed with razor-wielding nutters, and (128k only) a rather nice house with more razor-men and their gun-toting boss. Finish all that and you get to go out with your girlfriend (or so it says in the instructions!).

Graphics are good, the 128k music is average and there's plenty of action - but the game is a little difficult for my tastes. Still, you can always skip the levels on the 128k version by pressing zero and delete, which makes it rather easy! **Big Bertha**, the third guardian, is also laughable because of the way she suddenly runs at you! Cracks me up every time. Overall, a good game - but if only there was two player option...

Well, there soon was, with the advent of **Target Renegade** - probably my favourite Speccy game of all time (and I have almost a thousand!). This marvellous game needs a little practise but is then so addictive, you'll play it all the time! With two players, you can both battle the scum or just ignore them and fight between yourselves (there's been many an "accidental" flying kick resulting in all-out war!).

On the first level, the bikers are back! But now you can pick up a hammer (first having floored its original owner) and swipe 'em to kingdom come. Collectable weapons appear on every stage but one, and comprise a hammer, mace, axe and snooker cues. The range of moves is just as good as before, with punches (boring), flying kicks (the key to success), and a handy move where you kneel on a floored opponent and prevent him from getting up again by means of a few well-aimed blows. This is essential to complete level 4 without running out of time.



On the first level, a grotty car park, you can get in the lifts to proceed. The second level, a dodgy street packed with tarts, is the best ever!! A pimp with a gun keeps popping onto the screen and fir- ing single bullets. With a bit of skill, you can manoeu- vre so that he hits his own women every time, thus saving you a lot of work! There are two gunmen on a two player game.

The third level is set in a park - but don't try to go on the swings here. Instead, an unruly gang of thugs and skinheads will try and headbutt you to oblivion, but grab the axe and you're away! The fourth level is quite a challenge, with various masked muggers and yapping Rottweilers from both directions, and the time limit is pretty tight here. The fifth and final level is set in a pub, with some bodyguards who love to demonstrate their triple headbutt trick. Defeat these guys and you get through to the moustached guardian - one touch from him is death, because he grabs you and shakes your energy away!

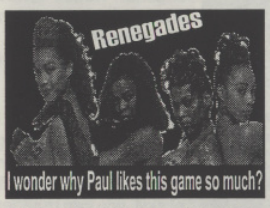
Just to prove how much I have played this beloved game, I shall reveal (only slightly boastfully) that I have completed it three times in a row - and when you first complete it, it gets harder. After that it goes back to the easy level, but I'm the only person I know who's got that far! Also, a friend and I completed the game on two player mode, but instead of two final guardians you get Mr Moustache and an easy bodyguard. Pah!

Graphics and music are just perfect, but there are a few interesting bugs. On level two, you can jump at the top of the screen and watch in bemused horror as your severed head leaps up from the bottom of the screen!

Also, if you leave the weapon on this level, the women all go back to get it and you are left on an empty screen for ages, making your time run out (typical! - ED). And finally, you can sometimes fill up the high score table with numbers and cause an inverted-screen crash. Weird!

In case you haven't yet noticed, I cannot over-emphasise the marvellousness of this game! If you haven't got it, get it **(why not try the Game Finder Service?)** and if you have got it, play it a few times and you'll soon get into it! Top class stuff. **Imagine** certainly set a high standard to be beaten by the third game. D'you reckon **Renegade 3** was better or worse? Two guesses!.....

Yep, it was much worse. Rather more worrying, it was also worse than **Renegade**, the original. Standards had most definitely dropped by 1989, and I suspect that **Imagine** were trying to recapitalise on their earlier success. **Renegade 3: The Final Chapter** was once again one-player only, and all yellow monochrome (or at least, as far as I could get and I really did try!). The main sprite has been altered to a "cool guy" with shades, but the game seems much slower with a smaller range of moves.



I wonder why Paul likes this game so much?

There's some bizarre plot involving time travel, so you start off in a prehistoric landscape, being attacked by cavemen and dinosaurs. (I hate that!! Everyone knows that cavemen didn't appear until way after the extinction of the dinosaurs! Even the Flintstones is anachronistic). (Watch your language! - ED). There are only about three types of enemy for a huge horizontally-scrolling landscape, and jumping involves a stupid combination of controls. The good old fly-kick has also gone, so you can only punch. Pathetic!!

To be fair, there are a few good ideas. You can now climb up and down footholds in the rock, but this makes the game more likes a maze than a "beat 'em up", with wide lava pits forcing you to backtrack. The pits themselves can be used as an early means of death for opponents, but its hard to throw them in. To add to this, the stupid cartoon style of the graphics (the dinosaurs positively grin) has little in its favour.

Another new idea is that of cavemen rolling boulders down the screen to crush you, but they are far too easy to avoid and add little to the gameplay which is already weak! This game could and should have been better; shame on you all! Oh, and by the way, the 128k music is also pretty poor. It seems to be all drum effects and no tune. Okay, so the **Target Renegade** tunes were a bit over-cute (especially Level 4, which sounded more like Rainbow Islands!), but they were bouncy and hummable.

Overall, an interestingly conflicting series of games, and well worth obtaining. **Target Renegade** alone holds hours of fun gameplay, especially for two players. For collectors, this trilogy is also a good illustration of Imagine's latter-day history.

Ah, just remembered one bad thing about **Target Renegade:** if you have a 48k, it's a mega multiload. Aaaargh!!!!!

WHERE ARE THEY NOW?

Remember Codemasters? James Waddington takes a look at the company who almost 10 years along the line are now a multi-million pound concern.

Nine years ago Codemasters, based in Southam, Warwickshire, were just starting to become well known. From a personal point of view, my first experience of the firm was the budget title "BMX Simulator". Years later, they were involved in a court battle with console giants Nintendo. The American outfit lost and were ordered to pay £1.56 million in compensation.

Not that Codemasters really needed the money. The Games Genie (the cause of the court battle), which radically improved the Nintendo console, generated $140 million of revenue for founders Richard and David Darling. Last year Codemasters made a profit of £2.4 million. The 1997 projection is £5 million from a turnover of £17 million.

David is now 29 and married with a wife and child, but still lives off a computer-nerdish diet of takeaway pizza and Coca-Cola. The company HQ is described as "typical", complete with the obligatory girlie posters and maternal receptionist. But Darling is a real businessman who talks about "proper models and structures".

Perhaps one of his shrewdest moves was his signing of the legendary programming twins Philip & Andrew Oliver. Now 28, they got their first computer at 14. Within two years, their games for Codemasters represented half the company sales and they regularly had five titles in the UK Top 10.

They had to take time off school to attend meetings with senior executives and were, according to Philip, very much typical computer nerds: "We sat at home, being really sad, writing all night. Not much of a life."

"We were spotty nerds but we didn't think so at the time.", he added.

Their effort reaped rich rewards and at 16 they were advised to buy a house by their accountant as a way of avoiding tax. They paid £100,000 straight down - cash. According to Philip, they took full advantage of this by holding parties every night.

They have now parted company with Codemasters - "best describe it as a difficult split" - and set up a new business, Interactive, in Leamington Spa. To help them they have have hired an agent who they describe as a "mad bugger", in order emulate the success of their ex-employers.

However, it'll take a lot for them to reach the Dizzy (groan) heights at which the Darlings currently reside.

Trio On Trial

EXCEPT THERE ARE FOUR THIS ISSUE!

Reviews by St John Swainson

The Games Of Alan Cresswell

Introduction:

Alan Cresswell has written four games for the Spectrum over the years all of which have been released by a different publisher. All the games are based around the same idea and are very similar in most respects hence my inclusion of them in the Trio on Trial section. You may have noticed, however, that four games do not constitute a trio (unless you went to school in Leeds! - ED!). Hopefully, our beloved Ed (all right Ed?) will rack his brains and create an apt new title for this section. How about "Four, Four, U know the score"? Maybe not. (Are you talking about goals scored against Watford before half-time St John!?! - ED!).

I'm sure you all have at least one racing game in your collection where you view the whole circuit from above and manoeuvre your tiny car around the bends. Super Sprint, Super Off Road or Grand Prix Simulator, perhaps? If you like this type of game, then forget about all these and purchase a Cresswell release, for he is the MASTER when it comes to overhead racing games.

3D STOCK CAR CHAMPIONSHIP
Published By Firebird

This was the first game to be released, although not the first to be written. The game concept was not new at that time (1988) and there have been countless others released since then. But where this game succeeded so brilliantly was in taking the best features of all the others, adding some new ones and concentrating solely on playability.

There are 24 circuits over which 4 cars must do battle. Each car can be controlled by a human or the computer at one of 15 skill levels. It is therefore possible to have 4 people racing at the same time. The higher the car finishes, the more points it receives and the winner of the championship is decided after the last race. So there is no need to win or beat a time limit in order to proceed to the next track. This is more realistic and is a great help to us members of the, "I'm Crap At Games Society" who would otherwise only get to race on the first few courses and miss some of the excellent ones later on.

Another great feature is that contact between any of the cars results in realistic crashes. So, instead of attempting a tight passing manoeuvre on a corner, you can simply ram into a car ahead in the hope of sending him careering into the crash barriers. If you are a lap behind, you can try to create a huge three car pile-up to gain you some time. Some of the circuits, eg the figure of eight are specifically designed to increase the possibility of crashes. As you can imagine, especially with your friends also playing, tensions can run high and the races can become less important than carrying out a vendetta against opponents. I find the yellow car is a particular scum bag.

Of course, the main cause of crashes is simply losing control of the car. You have eight gears (including reverse) and if you go into a sharp corner in top gear, you are likely to skid into the barriers. It does take some time to master the controls and learn which corners to slow down for, which to skid round and which to go round at pull pelt. But keep at it. I am yet to see a better, more responsive or precise control system. You can move to within a pixel of a barrier and will never crash through attribute clash.

The graphics contribute to the playability, as does the sound but only if you are the blue car. The graphics of the cars are only one character square so not very good but there are a great many animation frames. You can therefore move in virtually any direction and can manoeuvre your car into overtaking positions even on very narrow straights. The sound will tell you immediately when you are skidding and how fast you are going (the higher pitch the fart, the faster you are moving).

It is not possible to make improvements to your car which is actually a good thing because it puts the emphasis firmly on skill. No car can get an advantage over the others (even grid positions are decided by an (optional) 3 minute qualifying session) so only your skill will win you races. You also need to consider tactics. On courses where crashes are common, it is better to drive slowly and safely and sometimes driving for second place produces better results than driving flat out for first and crashing yourself into last place.

3D Stock Cars is a fantastic game. Even though I eventually managed to win the championship, I still play it. I can only suggest you BUY IT RIGHT NOW.

Overall 93%

3D Stock Cars 2
Published by Challenge

For some reason, this got an appalling review in YS, receiving a miserly 30%. Maybe the reviewer doesn't like this sort of game or owns a PC so likes crap games (MEOW - Ed). Whatever the reason, one thing is clear. He or she was WRONG!

This is so similar to the above that I will merely mention the differences. And there are only four. Firstly, the tracks have slight modifications. There are bridges, sections where cars need to go in one direction at one point and the opposite direction at another point on the same lap, and grass borders in front of the crash barriers which slow you down. Secondly, in 128k mode, each car has its own engine sound. Thirdly, the qualification is worse because each car does only one lap by itself. Fourthly, there are only 18 circuits.

Overall, I cannot separate the two games at all. The improvements exactly make up for the inferiorities. The computer controlled cars are slightly better than in the first game which makes it even more challenging. Once again, fantastic.



Overall 93%

Grand Prix Championship
Released by ACE Software

This was the first game ever written. It was never released commercially, but Alan will probable send you a copy if you mail him a tape and say please.

Although you are driving a racing car instead of a stock car, the game is once again almost identical to Stock Cars 1. It is therefore extremely playable and addictive. The courses become even longer and tighter and the computer controlled cars seem to lose control without any encouragement from other less often. This makes it the hardest game of the lot.

I would recommend try one of the others first and then moving onto this. That is not to say this is bad, it's just difficult. I consistently finish last and I have to spend years attempting to master the control system on the other games. There is little space on the tracks to overtake, let alone learn the controls. I'll give it slightly less than the others despite the fact I play it more than the others. This is solely because its very (too?) difficult.

Overall 90%

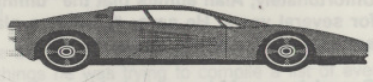
3D Grand Prix
Published by Zeppelin

This game is different to the rest. There is a minor change for the worse in that the 21 circuits split into 3 groups of 7, the third of which you can only race on if you are champion in on of the other groups. So you can only ever have a 14 race championship.

The most noticeable change is that you are no longer driving stock cars. You are now in fully fledged grand prix cars. In keeping with the realism of the games, this means that they are not capable of surviving multiple crashes. If you crash too many times, you will be warned by an indicator next to the lap counter and will begin loosing speed. This normally means a visit to the pits where your car is completely repaired. It is this feature which makes the game the best ever of its type. A whole new level of tactics are added.

Do you constantly crash into opponents to try and gain the lead and then face many pit stops? Do you enter the final lap with a damaged car and risk getting caught or loose time in the pits? Do you play the game again or go to bed because it is almost morning?

Overall 94%



3D Superbikes
Released ????????

Alan Cresswell has done a fair bit of programming on this game. It will be like the others (of course) but will have a major difference in that each circuit scrolls. This may mean the graphics are bigger and better. Most importantly, he is still concentrating on making sure the playability is perfect.

However, there is one huge problem. He has stopped writing it! This it may never see the light of day which would be a disaster. So, if any of you are thinking of writing to him for any reason or would just like to see a new game released for the Spectrum, then do PLEAD with him and BEG him to finish writing it!



Prologue

So, these games really epitomise what the Spectrum is all about. Pure playability and addictiveness. There are no unnecessary gimmicks like 67 channel sound, multiple options, extensive car improvements or isometric 5 million colour graphics. You'll never find better overhead racing games on any other machine.

St John.

Stop Press *** Stop Press Stop Press***

* For the latest news on the availability of these games, please turn the page! *

3D LATEST

After St John first contacted us with the idea for the article, we decided to do a little more investigation on behalf of our beloved readers. So, we got in contact with Mr Cresswell and asked him what was happening about 3D Superbikes.

Unfortunately, Alan admits that the "unfinished game" hasn't been touched for several years. He says: "I have no plans to complete it yet but will do sometime in the future."

Our advice would be not to hold your breath (As St John found out when he started to go blue!), but if you want to sample the delights of 3D racing, then we are pleased to say that 3D Stock Car Championship, 3D Stock Cars II, 3D Grand Prix and Grand Prix Championship are all now available on +3 disk. In addition, he is also offering something called "ACE Designer". Basically a screen designer, it is also available on +3 disk.

In the past he has supplied the games on tape but for the moment, 3" people only! We haven't been given any prices as yet, so your best bet is to write to him (enclosing an SAE) and ask how much each title costs. His address is: *18 West Street, Geddington, Northants, NN14 1BD.*

Oh and in case you didn't know, he also stocks an extensive range of second-hand Spectrum software. If you want to receive a current stock list, mention it when you write. And don't forget to tell him who sent you.

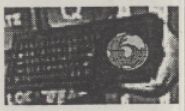
Stop PressStop Press***

I am sorry to report that I have received some bad news regarding the future of **The ZX Files.**

In a letter sent to me last week, editor **Paul White** told me that due to reasons which he prefers not to divulge in public, no more issues of the the fanzine will be produced. **Issues 1 & 2** however, are still available.

While fully respecting Paul's reasons for discontinuing the fanzine, **Classix** thinks that it is a total waste of talent and potential. Some people in the Spectrum world simply can't take a bit of criticism. What's up? Too close to the truth for you?

Speccy On-Line



With more and more of you now getting hooked up to the Internet and having access to e-mail, it's worth having a look at a few of many Spectrum Websites which are springing up every day.

Yes, believe it or not, if you enter the word **"Sinclair"** or **"Spectrum"** into an Internet search engine, I can guarantee you'll stumble across a long list of websites dedicated to fans of the rubber keys!

Last month we told you about **Steve Smith's WWW Pages.** For those of you who missed that issue, amongst other things he was trying to compile a list of every Spectrum game ever ever released, complete with tips, pokes and other such information!

Anyhow, since then I have lost my home access to the Internet but I am pleased to say that I have limited access at University, via Apple Mac computers. I have found a number of new Speccy sites, some of which let you download snapshots for use on the PC or Amiga. Of course, you must have a suitable emulator such as **G. Lunter's** superb **Z80.**

If you're desperately searching for something useful to do with the Internet (which I feel is totally over-rated), trying visiting some of the web sites which I've listed below. However, if you do plan to go surfing, here's a few handy hints...

1. Once America wakes up, so does the Internet. No matter how fast your modem, if there's a lot of people on-line at the same time then you're going to find it frustrating to say the least!

2. If your web browser allows it, download interesting pages and read them later when you're off-line, rather than using up valuable 'air-time'. Remember - there's a lot of rubbish on the net, so be selective about what you link up to.

3. Don't worry if certain URL's (links to other web pages) don't work. This is the nature of the net! If after two tries it still doesn't work, abandon it and go somewhere else.

Thanks to Andy Davis for this information:

EMULATE MAGAZINE: **http://www.cs.bham.ac.uk/~dmb/emulate/index.html**
SNAPSHOTS: **http://www.cs.bhan.ac.uk/~dmb/speccy/**
SPECTRUM MUSEUM: **http://relcom.eu.net/zx/**
SPECTRUM GAMES TIPS: **http://www.soton.ac.uk/~rjc394/**
STEVE SMITH'S PAGE: **http://www.heremetica.com/technologia/sinclair/stevo/**

Tip Shop Pit Stop

HIGH SCORE
99

We get our tips out for the lads!

Star Glider 128 Tips by Dominic Craig

How to destroy Starglider One: At the game's start there's a piece of spinning cheese - this is a silo. Dock with it. If this is the first time you've docked, interrogate the computer. Once you know which machines are which, take to the air. If Starglider One isn't waiting for you then to pass the time attack any Egron machine in the area apart from walkers, stompers or powerlines. Once Starglider One attacks, level altitude and charge after him to get him in your sights. As soon as he's in the middle of the cursor, let rip with a missile.

It may take some practise but you'll get the knack eventually. When he begins to flash different colours fire at him and watch that birdy explode.

How to dock with silos: Silos are yellow, spinning triangles. To dock, close in on one and level off close to the ground. When you're presented with the lined, flat-side, charge forward. If the positioning is correct the tractor beams should draw you in. To double check that you've docked you should be presented with a list of options like hacking the computer.

Footballer Of The Year by Philip Norton



When the goal is in view, move the ball towards the penalty spot then, still moving the ball, press fire to kick it just as it reaches the spot. It should then shoot into one of corners depending on the way in which it is kicked. The goalie can't reach it, so you should always score. C'mon you reds.....

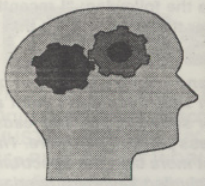
Judge Dredd by Haxby Hackers & Paul Eynstone

INFINITE LIVES

```
10 REM JUDGE DREDD
11 REM HAXBY HACKERS
20 CLEAR 24700
30 LOAD "" SCREEN$
40 LOAD "" CODE
50 POKE 24963,24
60 RANDOMIZE 24736
```

If you're sick of a baddie shooting at you and generally making life a misery, try standing on the far right of the screen and wait. The baddie attempts to jump up and freezes, which should allow you to shoot away quite happily. This only works on screens with more than one platform.

If a baddie joins you on the same level, jump down one, still staying on the far right of the screen, and he will jump down. All you need to do is to jump back up again.



Fountain Of Knowledge

He's big, he's mean, he's looking slightly green.
It's *Dave Fountain* and he's still recovering from his Xmas!

Dave starts with a plea for help himself this issue. He writes: *"This is a plea (told you - ED) from me to you in trying to identify a game that I'm pretty desperate to find. The game was reviewed in Sinclair User around 84/85. The aim of the game was to create a machine/invention out of a few objects on screen to perform a task. From what I can remember the objects were various household objects and even the odd Spectrum. The word Professor keeps springing to mind but that might be a red herring. The software house were not one of the big 'uns - so, anyone? I may not be loosing sleep over it but it is bugging the hell out of me". (Come on Mr Chilton, you must know! - ED).*

Anyhow, firstly we start with a question from Paul Laycott from Leeds. He wants to know if it is true that a Mario Brothers game came out on the Spectrum?

"As you rub and blink your eyes in cartoon fashion, yes there was. It was released by Ocean especially for the +2 in 1987. The came in a single cassette box and and was a most under-designed looking thing (like it was free from a packet of corn flakes or something). The gameplay was based on a single screen, jumping up to head the nasties and running through pipes. It wasn't very good! It was coded by the Choice team and produced by John Woods. The trainspotters amongst you may care to cite Donkey Kong too but I'm off!

Next we have an enquiry by Ian Paulson from Northants, who wants to settle a pub argument. He writes: "Fokelore states that Spectral Invaders by Bug-Byte was the first commercially available Spectrum game ever released, but I have a game called Planet Of Death (just the cassette, no case) and that says 1981 on the tape. Was this the first ever?"

" The game was released as one of the original suite of Sinclair approved titles, subtitled Adventure A. The game was first released by Artic for the ZX81 and was simply transcribed over for the new machine, not even taking advantage of the new colours available! In a pub argument, I'd settle for the Bug Byte game.

Ian Fisher, who lives here in sunny Bournemouth, told me the following: "I recently bought a 'British Micro Graphpad' from a car boot sale after the bloke told me that it was a Spectrum add-on. What the hell is it?"

"The Graphpad was a tablet device for drawing freehand and seeing your output on the Spectrum screen. Basically its a very plush Light Pen which you don't point at the telly (stop me if I get too technical). Without the driver software, pen and leads, you are looking at one very collectable but ultimately useless piece of hardware. The original price was just under £150, and in some cases cost more than the Spectrum. If anybody wants to loan this bod your bits and bobs (including keyboard overlay) then you'll make him a very happy chappy. You might not get them back though.

The following question is actually one which I asked my Dave myself, simply out of curiosity: "What was the most expensive game ever produced for the Speccy?"

"Game prices came in "un-written" brackets, dictated by market forces (i.e. what those sods thought we would stump up for without complaining). Just like the current PC market, the real stingers tended to be the business software. I haven't got the exact facts and figures here but you were looking at maybe £50 for some Spectrum business software that sorted out your employees sick pay rates! Whether it was any cop or not is another story.

Our thanks go out again to Dave for his invaluable assistance in compiling this section. If you have a query that you want Dave to answer then please send it to us and we'll see what we can do!

Obscure Games Corner

Dave Fountain writes:

Some of you may remember the 'comedy' game from Codemasters called "Rock Star Ate My Hamster". Those brave enough would vouch for its grin creation abilities but probably would loose heart after two goes at it. You were the manager of a pop band or individual singer, clawing your way from obscurity to stardom. Like all good(ish) ideas, Rock Star was blatant copy of another game, in this case, "The Biz" from Virgin - released in 1984. One could argue this was in fact a copy of an early 70's board game called "Top Of The Pops", but we'll draw the line before that!

"The Biz" was quite a credible attempt at simulating the current vibrant independent music scene, with real life venues and situations (I spent years in the music promotion business and it was certainly more credible than Rock Star!).

Gigging, rehearsing, coping with egotistical guitarists, releasing a single on your own label, trying to get big record label scouts to see you play in some toilet in Cardiff.... happy days.

You may say this game is not really obscure, just of limited appeal. Have more faith in me than that fans! The game was written by Chris Seivey from Manchester band The Freshies. This person then became..... Frank Sidebottom. Thank you and goodnight!

Sale List

Please make cheques and Postal Orders payable to **J. Waddington at 15 Drummond Road, Boscombe, Bournemouth, BH1 4DP.** Cash CAN be sent but it MUST be well sealed. UK readers please remember to add **25p Per Item (50p EEC, 75p REST OF THE WORLD)** for Postage and Packing (unless stated). Items are sold on a first come, first served basis. Unless alternatives are stated, refunds will be given in the form of a cheque. Full refunds (excluding postage) will be given for items which are found to be defective. **Please note:** Due to my new location, the soonest that games can be dispatched is now **Easter.**

@ Denotes Budget Game # Denotes Missing Instructions/Inlay

Adventure Games:

£5.50 each: Lord Of The Rings (Beautiful large package with "The Fellowship Of The Ring" book. **£2.00 each**: The Sorcerer Of Claymorgue Castle. **£1.30 each**: Mystery Of Arkham Manor. **£1 each**: Twin Kingdom Valley, Ghost Town, The Never Ending Story (48K). **80p each:** Kentilla, The Quest For The Holy Grail (2 Copies). **40p each:** Bulbo & The Lizard King (2 Copies)#, Ship Of The Line (1982)#, Temple Of Terror (SU Covertape)#, A Shadow On Glass (CRASH Covertape). **30p each**: Dizzy (2 Copies), Red Door (YS Covertape)#, Shadowfire#, Behind Closed Doors (SU Covertape)#. **20p each:** Kentilla#, Retarded Creatures & Caverns (YS Covertape)#. **10p each:** Planet Of Death#.

Covertapes:

30p each: (CRASH) Crash Presents..... September 1990. October 1990, December 1990 (2 Copies). **20p each: (YOUR SINCLAIR)** Special Covertape - Kat Trap & A Nightmare On Robinson Street# (2 Copies). The Magnificent Seven - No.1 (3 Copies), No.3, No.4#, No.6, No.7 (2 Copies), No.8. (2 Copies), No.8. Six Pack - No.1 (2 Copies) Four Pack - No.1 (4 Copies), No.2, No.3 (2 Copies), No.4 (4 Copies). Christmas Collection Jan 1991. Exclusives - With Imagine: Play For Your Life (2 Copies)#, With Dinamic: Dustin#, With Martech: Blind Panic#, With US Gold: People From Sirus#. Assorted Covertapes - No.1 Alien Evolution (Gremlin)#, No.2 Samurai#, No.3 Army Moves#, No.4 Flashpoint (2 Copies)#, No.5 Movie#; No.6 Chaos (2 Copies)#, No.7 Fernandez Must Die#, No.8 Rebelstar II (3 Copies)#, No.9 Dizzy#, No.10 Ballbreaker II (CRL)#. Double Decker Tapes (2 tapes feature Qarx + Skate Or Die Demo) (2 Copies)#, Rasputin DEMO. **(SINCLAIR USER)** Double Hits - No.2. Six Of The Best - No.2 (2 Copies), No.3 (2 Copies), No.4 (2 Copis). Great Eight - No.12 (2 Copies). Megatape - No.2#, No.3 (2 Copies), No.5#, No.8#, No.9#, No.12#, No.14#, No.15#, No.16#, No.19#, No.20# (2 Copies), No.23#, No.24#. Enigma No.1. **(CRASH)** Crash Presents - October 1989#, April 1990#, July 1990# (2 Copies), August 1990, January 1991 (Tape 2)#, May 1991# The Crash Sampler#, The Crucial Crash Tape#. **(ACE)** The ACE Computer Music Demo (Audio Cassette Tutor)#. **(16/48 MAGAZINE)** Tape 01.

10p each: (No Cases) **YS** No.1 - Samurai + Playable Demo#, Y.S. No.2 - Chaos + Zythum (2 Complete Games)#, YS No.3 Rasputin Demo Tape#, YS No.4 - Star Raiders II + Afterburner Audio Soundtrack. Crash No.1 - Sneak Preview Tape 1988 (Dark Side & Last Ninja 2)#, Crash No.2 - Sneak Preview Tape (Batman & Savage). **SU** No.1 - Nightmare Rally + ?#.

Sporting Games:

£1.20 each: World Cup Carnival (Official 1986 World Cup Game With Badges etc...). **60p each:** Emlyn Hughes International Soccer. **50p each:** World Games, International Karate (1985). **40p each:** International Rugby Simulator, Winter Olympiad '88, Pogostick Olympics, Kick Boxing (Firebird). **30p each:** American Football (Mind Games 1984), Barry McGuigans World Championship Boxing@ (3 Copies), Daley Thompsons Supertest, Daley Thompsons Supertest (128k Only), Daley Thompsons Decathalon (2 Copies), International Cricket, Monte Carlo Casino, Olympiad 86, Pro-Golf@, Rugby@, Sailing, Snooker, Sporting Compilation (Paxman Promotions 1987)#, World Cup (By Artic), Grand National#, Winter Games#.
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Flying Games:

£1.50 each: Mercenary (Novagen). 50p each: Biggles (Mirrorsoft, 1986). **£1.00 each:** 1942, Flak. **40p each:** Harrier Attack@, Arcade Flight Simulator, Ace of Aces@. **30p each:** Spitfire, F1 Tornado, ACE (by Gamebusters), Airwolf#, The Empire Fights Back (2 Copies), Fighter Pilot# (3 Copies), Airliner#. **20p each:** The Empire Fights Back#, The Flying Formula#.

Arcade Games:

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£1.50: 3D Desert Patrol, PSI Chess (The Edge). **75p:** Parabola@, Spaced Out.

Platform/Ladder Type Games:

£1.50: Everyone's A Wally (Mikro-Gen), Quackshot. **90p each:** Donkey Kong (Large Box), Finders Keepers. **80p each:** Codename Mat, Curse Of Sherwood, Donkey Kong (128k Only), Everyones A Wally, Manic Miner, Underwurlde. **50p each:** Impossible Mission, Caves Of Doom. **40p each:** Murray Mouse Supercop, Olli & Lissa 3. **30p each:** Booty (2 Copies), Cylu, Ghost Hunters, Knuckle Busters@, Finders Keepers#, Olli & Lissa (2 Copies), Nifty Lifty (Currys), Jet Set Willy#, Digger Dan# (2 Copies). **20p each:** Doomsday Castle, Olli & Lissa 3#.

Miscellaneous:

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Quiz Games:

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