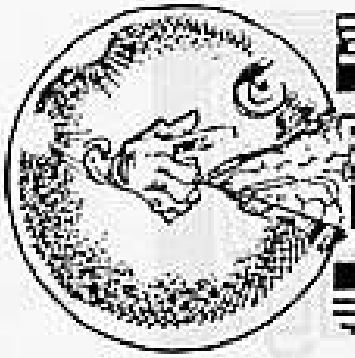
advanced ZAT programming

ISSUE 2 Apr/May 1990 60p

SCI-FI

Plus other goodies

INTERVIEW *Mel Croucher*



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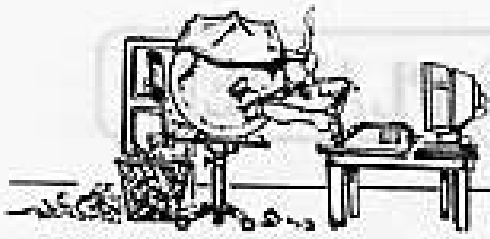


EDITORIAL

Welcome to the second issue of AZP. The reason for the above title, is due to the fact that we, the "Z" team, have finally finished our continual bickering and jostling over who does what (and who doesn't) and therefore prepare ourselves, for the long journey on the winding road to success for this fabulous mag.

For the most part, we did our sorting out in a democratic way, but sadly in the end, there was a revolt! In the early hours of the morning, myself, Mac (Flying Squirrel) and a cast of thousands (well, a handful of picked assassins, and my little brother) stormed the inner sanctum of the editor, tied him up, gagged him and bungled him into the cold attic above. Then, after many hours of long, grueling, torture using a collection of Mac's Country & Western tapes, and video's of Neighbours, the Ed agreed to step down from the throne, and to assume his new position as Executive Editor. (Which is really a promotion for him, but don't let him know that, his ego is too bloated as it is!)

Filling the immense void (which is no comment on the size of the Ex. Ed.!) took not one, but two people; myself (DB), and Flying Squirrel (Mac).

During the revolt, our fortress was breached by several new members. Some of whom you may have encountered previously (particularly if you have bought issue 1!) like Friar Scholes, Master Holt and the mysterious Ian Mitchell. But others, like Maid Sheppard and others, we will introduce to you in the months to come.

Anyway, I have waffled on too much. So, to close, I'll let you know that in issue 3, we will be retelling you of our exploits in Ludlow, to "Crash Towers", and what a hoot of a visit that was!! See you next time,

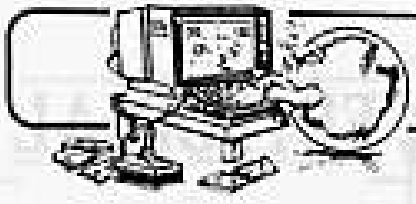
D Buckley & M. Seeley

....And now, a word from the attic.

I suppose that you could call this, the "attic attac"!
Well, enough of the awful puns for one millenium. To enlighten you on the "Peasent's Revolt" ("The peasent's are revolting!", they cried. "I know!", I shouted!). The truth of the matter was, that I have a hectic private life, spending many weary hours, boozing, womanising etc. Then spending, a solid day of 27.235 hours, 8 days of a week, of editorial duties, can eventually take their toll.

In truth, I am still in control (though don't let the mob downstairs know!), and as such, I will be keeping a rather close eye, on the rebels' progress. Especially, those new co-editors. (One of whom, is putting words in my mouth this minute!).

(P.S. Don't let them know, but I do have my spies in their camp!)



PLAYPEN

Fighting Warrior - Mastertronic Plus (Rerelease) - £2.99 - Originaly published by Melbourne House

Fighting Warrior, casts the player in the role of the fighting champion of all ancient Egypt (That makes a change from ancient Japan, I suppose!!). You have been given the mission, of battling hordes of magical demons and demi-gods, and over-comming many magical devices to rescue your true love, Princess Thaya, from the clutches of the evil Pharaoh. (Aah! How romantic!!)

This, naturaly enough, envolves an awful lot of jumping up and down, hitting, smashing, crunching - well in general, a lot of figthing of the "nasties" in armed combat.

The animation, in general is quite good, maybe lacking compared to more recent games, but still good. The only area of the game that I wasn't so keen on, was the lack of moves. Strange, when you consider it was written soon after "Way Of The Exploding Fist", which had a multitude of moves! (Interesting point, "Fist" is known as the father of all martial arts games, it was in fact "Kung-Fu" from BUG-BYTE (the ones that first brought you "Manic Miner") that started it all off!)

OVERALL RATINGS

ATMOSPHERE: Well, it's supposed to be in Egypt, and its very yellow! So you could say that it's atmospheric!

ORIGINALITY: When it first came out, it wasn't that original!

PACKAGING: Standard cassette box.

EXTRAS: No music (at all!), In fact, hardly any sound!!

CONTROL: Keyboard, plus most interfaces supported.

RATINGS: 70% - worth buying if you like the type of game, but there are better ones on sale.

OUTRUN-U.S. GOLD

Take the wheel of a Ferrari Testarossa and drive on some of the meanest roads this side of the M54. The whole idea of the game is to razz the cra- (No swearing! Exec. Ed.) out of your car and complete the stages as fast as you can against the clock.

Personally, I can't stand the game, but the game has good graphics and makes you feel as if you really are driving the car. I especially like the way the car spins round when you crash.

Although the idea of having you, the humble player, choose which section of the course you wish to play is a noble one. They seem to have neglected to consider that Spectrum +2a's don't have a tape counter. So, unless you are gifted with a suitable external tape recorder, this task can become rather tiresome. At least they bother to provide you with a diagram of the layout of all the stages, it MAKES the course layout a lot easier to understand!

reminds me of the "Cannon Ball Run" ..it's original that it is based on a illegal sporting event (that's the opinion of the US Police, that is).

PACKAGING: not applicable

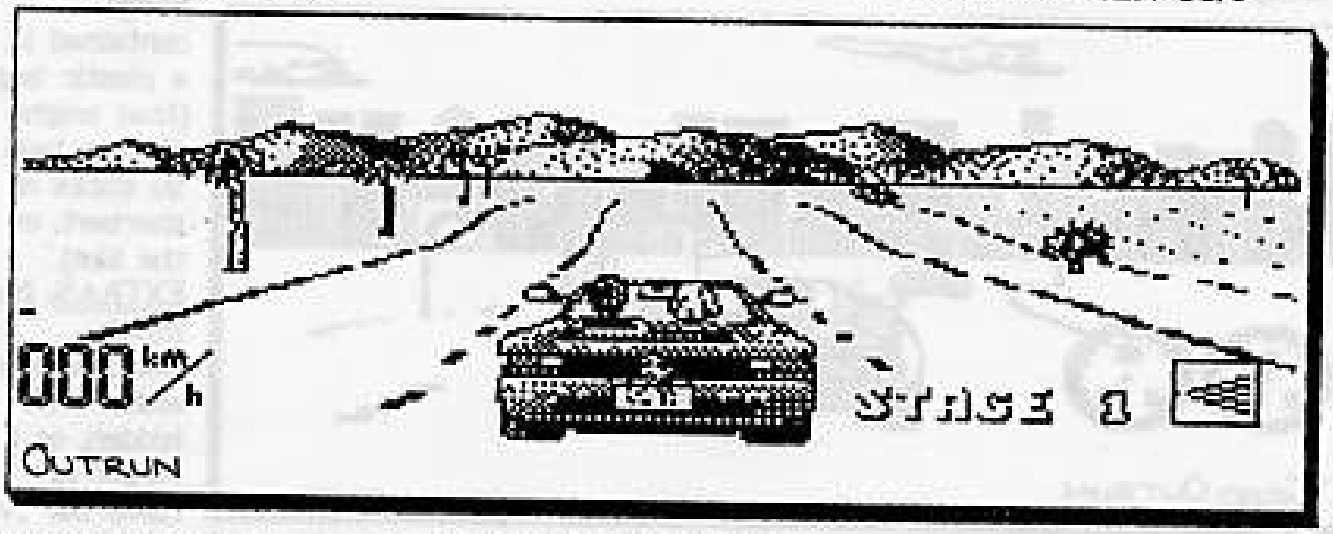
DIFFICULTY: The game isn't easy, so is the trouble you go through to load the game itself.

EXTRAS: Simple rendition of the arcade theme on the 128k.

CONTROL: keyboard & joystick options.

SPEED: Fast indeed, but flickery graphics with it!

TOTAL RATING: JAMIE 60% DARREN 50%



One thing I can't understand is sometimes when a car is in front of you, you just ride straight through it, as if it's a hologram. Also, WHY do all the other cars look like Morris Minors?!

OVERALL RATINGS:

ATMOSPHERE: Portrays the feeling of being in a race well.

ORIGINALITY: Race games aren't original, but at least most racing sports are legal..but considering this game

OVERALL 50%

Note- This game is no longer available at full price. However, it may well end up as a budget title! It was used purely as a comparision with the new Outrun.

TURBO OUTRUN. U.S. GOLD/SEGA. PRICE 9.99

Whenever a sequel is announced, most computer buffs hold their breath in anticipation . .thinking about questions like: will the sequel uphold the merits of its predecessor?_or will it just become an unnecessary appendage? This does not apply to Turbo Outrun. The game itself is similar to its predecessor, you are still racing across the American continent . .this time in a Ferrari F40. There are 16 stages to cross through, all with individual difficulities, all similiar to those featured in Outrun. But why do I like this game, over the original reviewed opposite, do you ask? Well to put it frankly, it's a lot easier to play, and a lot more effort was used when it was put together. Gone is the idea of choosing individual stages that I so disliked in Outrun.

The course is now fixed, so all the fuss of writing down where each stage is on the tape has been left on the cutting room floor. Just load the game in . .and you're ready to burn rubber. The one thing about the game that I query about is the choice of colours in some of the stages. I know there exists a place called the Rainbow Desert, but I didn't know that it had turquoise sand and deep purple sky. Maybe that part of the race was staged on an alien world, and unknown to the driver, he passed through a space/time portal! We will never know for certain. But apart from that tiny discrepancy, the rest of the game is well executed.

There is also a sub plot that now exists, where if you do not beat a certain car in the race, your girlfriend decides to leave you for the driver! (I promise to make no comment on fickle females! Ed.)

The option now exists, so long as your engine hasn't over-heated, to use a turbo-booster for short periods. The only other new feature, is that every so often after completing certain stages, you can either add high grip tyres, a high performance engine or extra turbopower. But beware! Choose carefully, a wrong choice can hinder your progress through later stages.

I, and especially Jamie, enjoyed the game immensly. Overall Turbo Outrun is 75% better than its successor, and for a sequel, that is a rare thing indeed.

OVERALL RATINGS

ATMOSPHERE: Conveys the idea of racing across rough terrains, and the feeling of excessive speed better than Outrun.

ORIGINALITY: Being a sequel, it's not original.

PACKAGING: A6 sized card cassette box. Cassette, instructions, and a free poster (which, annoyingly, is on the back of the instructions!) and badge contained in a plastic bag. (that might of once held 50 sticks of sherbert, or the like).

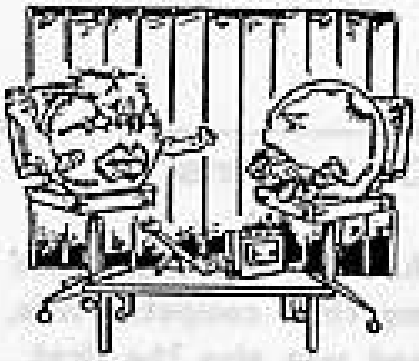
EXTRAS: No music (perhaps it's either well hidden, or I forgot to have the tv volume on high).

CONTROL: Keyboard & Joystick.

SPEED: Even faster than its original. (Well I think "This baby's hot and raring to go" applies to the car, then again my brother's sessions on his sunbed would also apply).

RATINGS: Darren 70% Jamie 80% Overall 75%

TURBO OUTRUN



INTERVIEW with.. Mel Croucher

Q. When did you start your journalistic career, and in what capacity?

A. 1955. I used to produce magazines by hand and sell them in the school playground for a tanner a throw. (Which is 2 1/2p in this silly new money).

Q. What type of training did you have?

A. None what so ever, but iv'e always been an instinctive liar and hypocrite, which are the two main qualifications for a journalistic career. My formal training had nothing to do with journalism, I qualified as a architect sometime back in the Dark Ages, but I published a few magazines in my time, written SF books and produced comedy and quiz radio programmes. Its all helped.

Q. What programmers do you admire and why?

A. I feel sorry for most programmers who are forced to create piles of shit for myopic software houses. 95% of their output is nothing but tired derivatives of ideas that have been kicking around for over a decade. People like Colin Jones (Rock Star Ate My Hamster, Darkness At Dawn, etc.) are noble exceptions. Fergus Mc Neil used to produce some nice original stuff before he grew up, but I haven't seen anything from him for over two years.

Q. What people do you admire and why?

A. The list is so long, and the temptation to give you a smart arsed reply is strong, so you'll have to edit it:
Ghandi (for showing that the weak can find the strength to fight lousy bastards)
My Grandad (he was a Jewish Kraut who pitted and forgave the Nazis who tried to murder him)
Lenny Bruce (for not compromising)
Women and Dogs (for trusting me without reward)

Q. What is your favourite and least favourite game?

A. Favourite: "Deus ex Machina" (It was nearly what I intended) least favourite: "Deus ex Machina" (for the same reason).

Q. What is your favourite and least favourite book?

A. Favourite book: "A Christmas Carol" by Charles Dickens.
Least favourite: everything by Jeffery Archer.

Q. What is your favourite and least favourite hobbies?

A. Favourite: playing in a rock 'n' roll band.
Least favourite: attending press conferences for duff products.

Q. What are your favourite and least favourite films?

A. "Citizen Kane" by Orson Wells
Least favourite: "Batman" (but no doubt I'll see worse in one week).

Q. What is your favourite and least favourite type of music?

A. Favourite: Everything by Frank Zappa, Puccini's operas, Faure's Requiem, both Sugar Cubes albums, The Blues, Richard Strauss' last songs, I like most music.
Least favourite: Gilbert and Sullivan, Stock - Aitken and Waterman, Military bands.

Q. What are your favourite and least favourite tv programmes?

A. Favourite: Any tacky old movie, the news.
Least favourite: I only watch tacky old movies and the news.

Q. What are your views on budget games?

A. I invented budget games in 1981, and I love 'em.

Q. What magazines do you like and dislike and why?

A. I like all magazines that offer me regular work and pay me on time, this means I dislike all titles owned by EMAP who treat their writers like shit. I like all the titles that Graeme Kidd has founded and admire his intregrity. There are certain publishers that I never read and no amount of money could induce me to work for them, the name Murdock springs to mind!

Q. What was "Can Of Worms"?

A. "Can Of Worms" was my first computer title, and was also the first compilation budget cassette. It sold for three quid, mail order, and contained titles like "Acne", "Vasectomy", "Hitler", "Dole" and "Pees 'n' Queues". Subtle, eh. It also had a audio commentry, because we were still involved with radio production at the time. It turned a lot of schoolkids on to producing their own games. I remember one named Clement Chambers coming up to me and saying, "If you can get away with this garbage, so can I". I bought him his first beer and he went and founded CRL as a result.

Q. Why do you think "PiMania" took as long as it did, to solve?

A. It was designed to be solved at any time, but you could only turn up at the right place at the

right time once a year to claim the gold and diamond "real-life" prize. I thought that would give me a title with at least a six month shelf life, as it happened it took two Yorkshire school teachers three years to solve. It wasn't that difficult really, but it needed totally lateral thinking. As soon as players realised that they were traveling around the constellation of Pegasus and that a white horse was involved, there were thousands of loonies phoning up day and night claiming that they'd solved it. I wanted to put the prize in the horse's arse, but the lawyers advised that the horse's mouth might be less problematic.

Q. What are your opinions on the Sam Coupe', the Amstrad +2a and the Konix games console (which has yet to make an appearance, outside of the last ever PC Show!)?

A. After some bad experiences with large corporations I vowed never to endorse another outfit's product never again, and stuck to that promise for four years. When MGT asked me to write the SAM Coupe' manual and invent a cartoon character to help it become as user-friendly as possible, I was sceptical. One day with the machine changed my mind! The graphics are as good as anything the ST and Amiga can produce and the sound is brilliant. The fact that it's Speccy compatible and only costs 150 pounds speaks for itself. I wish that I'd had such a machine when I was writing computer entertainment, and I hope that it is hugely successful.
The Amstrads are simply a great leap backwards and do nothing to expand the potential of Z-80 computer entertainment. As for Konix, well, Winn Holoway and I have shared many a bottle through the night and I'd prefer not to speak ill of the handicapped. If you're the type of person who can't be bothered with typing on a keyboard, experimenting with programming, using cheat modes, experiencing superior sound and graphics, and if you have an appitite for antique game plays that were laughable five years ago let alone now, and if you want to sit in a electric chair powered by burned out Black and Decker motors, and if you happen to be brain dead, then I guess the Konix is for you.

Our thanks to Mr Mel Croucher, to give away some of his valuable spare time to do this interview for us.
(All comments expressed in the interview, are not necessarily those of ZAT, or it's sister company STRIX Publishing & Design, and our purely those of the interviewee.)

MIND GAMES

by andrew vincent

Welcome to this second "Mindgames". This month, our first review, namely the novel adventure "Stiflip & Co.", a re-release on the Kixx lable - as reviewed by Darren. More on that in a moment. I would like to issue a plea. Those of you, who have struggled their way to solving a tricky adventure and who want to send in tips on it are more than welcome. After all, you may get suck in a game yourself sometime! Naturaly, if you happen to be stuck in a game, let me know. I may have the solution in my archives.

Stifflip & Co - Kixx (Originaly published by Palace Software) - £2.99 (Rerelease)

The despicable plot involved in this humourous, wacky, 1920's styled adventure is to foil the plans of the evil Count Chameleon, in his bid to destroy the British Empire (Queen Vic would not be ammused by this chap's evil designs). How is he to attempt this disgustingly devious plan? By usage of his Rubbertronic Ray, that removes the bounce from cricket balls!? (Must have worked, since England hasn't won a decent test match since the year dot!)

Following the main theme, the pricipal cast of this minor epic are a multi-talented bunch of fellows, who stand for what is good and proper about good old Blighty! (Oh God, any more of this, and I'll need a sick bag! Exec. Ed!) Here follows a description of the main characters:

Firstly, Viscount Stifflip, a natural hero, somewhat in the nature of "Biggles". Secondly, we have Connel R. G. Bargle. A loafer by nature, with the uncanny knack of being one of lifes natural cowards! He also hates creepy crawlies! (Is this a subtle clue?). Next, we have Miss

Primbottom, who reminds me of my old school librarian and lastly, Professor Braindeath, a typical, everyday mad scientist (who looks as if he's got a Dalek's eye stick stuck to his forehead). (I thought he was wearing a pair of Mousketeer ears! Exec. Ed!)

The game itself, is brilliant twist on the typical 1920's movie (or the comic strips that might have appeared in the tabloids at the time), using either rolls of film or comic style layout to depict the events unfolding in the adventure.

Graphically, on the whole, the game is affectively drawn, although I am curious as to why Stifflip's moustach has changed from a black curly affair on the title page to a white handle-bar style in the actual game! (Perhaps lack of discussion with the programmer and artist here?) Apart from that minor quibble, the rest of the graphics flow smoothly, especially the clever page-turning affect as the characters change from one to another, or from scene to scene.

The gameplay presents you with a plethora of problems, to tax your brain cells (If they our still working after playing Chase HQ for too long!! Only kidding!) and keep you amused whilst trying to fathom out their solutions! One typical example being how to pass a seemingly impassable serpent. A rather novel, if somewhat charming solution is called for. (Is that yet another hint?)

OVERALL RATINGS

ATMOSPHERE: A very atmospheric game, which manages to include a humourous tone, with taxing problems.

ORIGINALITY: Quite an original idea, which has only really been copied layout-wise by the second Batman game - "The Caped Crusader".

PACKAGING: Unfortunatly, not as fancy as the full priced original. However, it does the job!

DIFFICULTY: VERY DIFFICULT INDEED! Even our adventure Whizz-kid, Andrew, had to think twice about many of the problems!

EXTRAS: On the 128k only, there is a very nice musical score, reminisent of those 20's silent movies. During the game, the computer casually reminds the player to stop mucking around, as the characters are getting bored, with this "Vumth-vump-vumth" noise (try trying to spell that one in a hurry!!). The 48k version doesn't do so well sonically, although it does a fair attempt!

CONTROLS: Most joystick interfaces catered for, with a redefinable keyboard option, for those adversed to using a stick.

RATINGS: Andrew 92%, Darren 85%, Average 89%

COMMENTS: An enourmously enjoyable romp, that can drive you as barmy as the principal characters!

A few last minute tips - a home-made instrument may come in useful when your over your head in trouble. Rubbing salt into the wounds, isn't always a bad idea. Vandalism, maybe a clue to enter part 2.

More next month - AV

SENTINEL

The Wonder Element ?

by Blackburn & Ledbury

Cyberite (Cy): Atomic Number 105 in the Periodic Table, Atomic Weight 240, non-metallic, solid, greenish /yellow coloring, moderately radioactive, highly unstable (particularly with carbon based compounds or molecules), half-life 20 years (estimated).

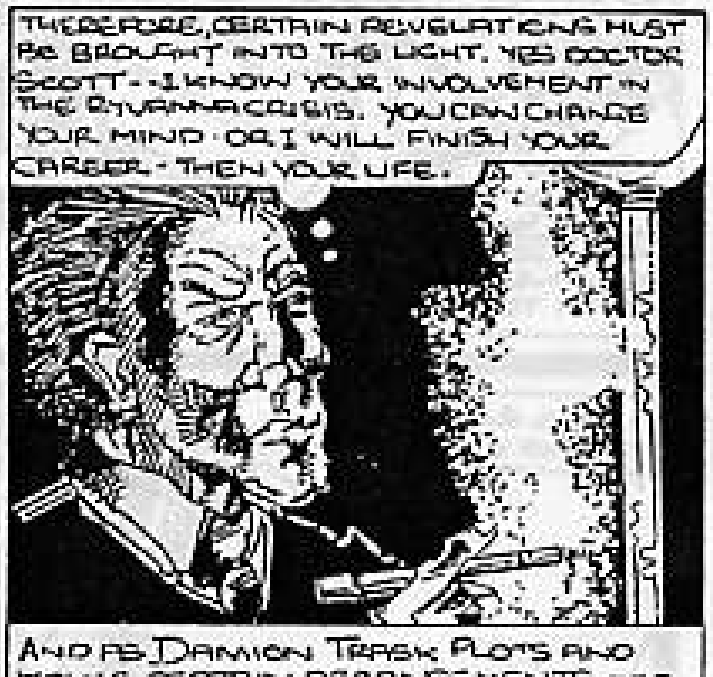
Cyberite was first discovered in the year 2070 A.D., on the Jovian Moon, Ganymede. The element is celestial in origin - probably commonly found in a vacuum, forming part of the infrastructure of certain meteors or comets. The theory being that the element was native to a planet that could have been destroyed by some unknown means (possibly due to the element itself!) The element is normaly found to be encased in a amalgamation of lead and titanium (the fragments found on Ganymede, were possibly part of a meteor, that impacted upon the planetoid, thousands of years ago).

The element has a rather "disturbing property". Due to it's molecular arrangement, its component molecules react violently when brought into contact with carbon, or a carbon compound. This chain reaction builds up into a release of pure energy. This, unless controlled, can result into what scientists have christened, "The Pheaton Effect". Whereas, the reaction consumes every available amount of carbon. This could, in theory, result in the destruction of an entire planetary body! Therefore the IHSU, (Terran Health & Safety Union) taking the above into consideration, decided to impose strict regulations, to limit the usage, and contact between carbon (and carbon based lifeforms/compounds) and the element to a minimum level. All subsequent contact and usage, would be carried out through the usage of non-carbon based automations. (Which is partly where the name of the element is derived from!) Although a potentially dangerous element, if the carbon bombardment is carefully regulated and the element itself is placed within a shielding of Lead and Titanium, the element can be used as an exceptional energy source. Tests have proven that the energy output is more than the common usage of nuclear isotopes. Due to the reaction occuring on an atomic level, the element appears to offer 100% energy conversion of carbon. Due to its' form, the element has been split into a number of compounds - i.e Cyber Hydrotrioxide (Cy2H03). This form, although still immensely powerful, is less reactive then the pure form and offers a more controlable power source. If the reaction does turn volitile, the destructiveness of the "Pheaton Effect" is never reached. (This compound, is more commonly used for public usage, possibly for powering a generator, heating systems etc.)

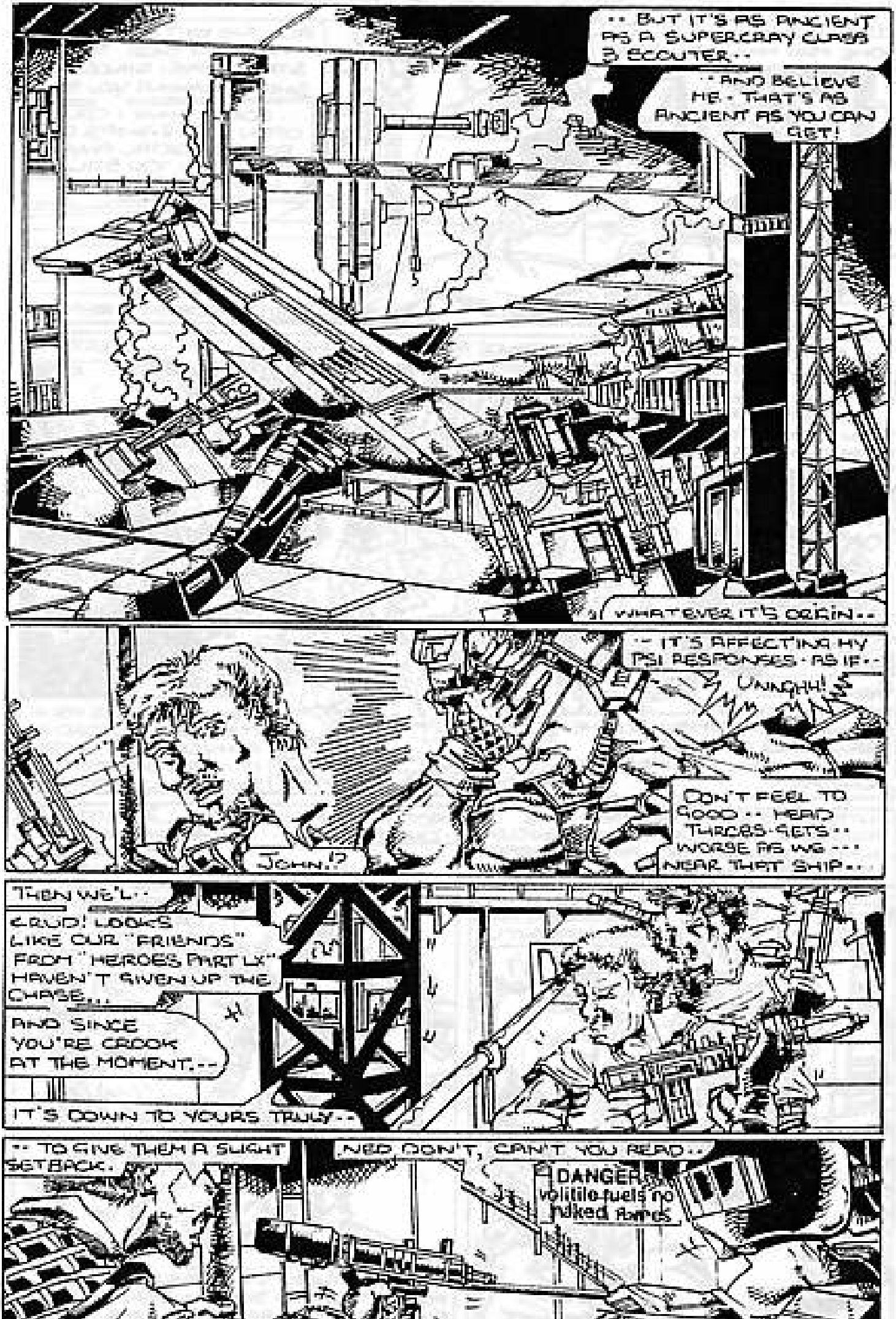
Although its usage and transportation is strictly regulated, there are tensions from enviromental organisations that consider cyberite a potential menace! The greatest fear is, that cyberite could be used as a doomsday weapon. (even though, at this moment in time, Terra is not involved with any internal power struggles, there are numerous colonies who have resorted to guerilla and political warfare due to disagreements with the Terran Presidium. Most of these colonies, have been trying to gain full independence from Terra.)

There have been several attempts through the Presidium to ban, or limit, the usage of Cyberite. As yet, such action has failed to be effective. At the time of editing this edition, there has been no single incident, that has resulted from the accidental misuse of Cyberite (or its compounds) in a populated enviroment.

WRITER/ARTIST	LETTERING	EDITORS	AND INTRODUCING
Darren Blackburn	Phillip Charles	Malcolm Seeby & Darren Blackburn	Malcolm Seeby *INKER*



Ryvanna
THEY WERE GIVEN AN ORDER OF SURRENDER.
THEY SHOULD COMPLY - BUT THEN EVERYONE HAS THE PREROGATIVE -- TO CHANGE THEIR MIND -
THIS IS A NEW ONE IN THE RULE BOOK. A DIVERSION TACTIC - WHERE THE GOOD GUYS ARE IN DANGER OF HAVING THEIR BUTTS FLESH FRIED - AS WELL AS THEIR ENEMIES --
-- ANYWAY - ENOUGH TALKING - THE LOCK'S DEACTIVATED - LET'S GO!
BUT WHAT ABOUT SANCHEZ - HE WAS MURDERED BY THOS --
WE'LL GET EVEN - AND WORRY ABOUT HOW WE'RE GOING TO EXPLAIN HIS DEATH TO HIS FAMILY LATER -- . . .
"JUST PRESS THE DOWN BUTTON."
THEY WON'T GET FAR - ALL SURFACE EXITS ARE SEALED. WE'LL USE THE GANGWAYS TO REACH BOTTOM AND TAKE THEM BEFORE THEY LEAVE THE LIFT.
I WAS RIGHT. IT IS A SHIP OF SOME KIND --



.. BUT IT'S AS ANCIENT AS A SUPERCRAY CLASS 3 SCOUTER..
.. AND BELIEVE ME - THAT'S AS ANCIENT AS YOU CAN GET!
WHATEVER IT'S ORIGIN..
.. IT'S AFFECTING MY PSI RESPONSES - AS IF..
UNNGHH!
DON'T FEEL TO GOOD .. HEAD THROBS-GETS.. WORSE AS WE --- NEAR THAT SHIP..
JOHN.!?
THEN WE'L..
CRUD! LOOKS LIKE OUR "FRIENDS" FROM "HEROES PART LX" HAVEN'T GIVEN UP THE CHASE...
AND SINCE YOU'RE CROOK AT THE MOMENT.--
IT'S DOWN TO YOURS TRULY--
.. TO GIVE THEM A SLIGHT SETBACK.
NED DON'T, CAN'T YOU READ..
DANGER
volitile fuels no
naked flames

"- AND NINE OTHER LANGUAGES - BUT THEN, WHATEVER RULES ARE WRITTEN IN - I BREAK THEM, SIMPLY BECAUSE I'VE DONE SO THROUGHOUT MY LIFE. BUT JUST THIS ONCE - I'LL COMPLY -- EVEN IF I DON'T HAVE TO LIKE IT. ANY WAY, WE'LL SEE AT JOURNEY'S END..."

SOME FEW MINUTES LATER.

ALL THE EXITS ARE SEALED - AND IT'S BEST TO STAY CLEAR - SINCE THAT SHIP'S MAKING YOU SICK!

- DON'T THINK I COULD OPEN UP THE SHIP'S DAMN ACCESS PORTAL ANYHOW. -- JOHN, YOU STILL AWAKE?--

HE DOESN'T REPLY..

FOR ALTHOUGH HE LIES SOME DISTANCE AWAY FROM THE SHIP - IT STILL EXERTS IT'S INFLUENCE OVER HIS PSI POWERS.

HIS MIND IS ASSAULTED BY A THOUSAND IMAGES - OF SIGHTS AND SOUNDS - OF EXPERIENCES OF YEARS PAST.

GENERATED BY SOMETHING NOT LIVING - NOT HUMAN - BUT HE PERCEIVES IT TO BE MECHANICAL, MACHINE - LIKE, LOGICAL --

HIS HEAD FEELS AS IF IT'S BEEN PLACED IN A HYDRAULIC PRESS - IT INTENSIFIES, THEN SUDDENLY -- AS IF A

SWITCH HAS BEEN PRESSED - THE PRESSURE SUBSIDES, HIS VISION CLEARS - AS DOES HIS MIND - AND HE HEARS NED GIBSON SAYING...

-- IT LOOKS AS IF OUR 'FRIENDS IN GREEN' HAVE FINALLY CAUGHT UP.

-GOT THEM IN MY SIGHTS- -- IDIOT!! -ONE BURST AN--

REMEMBER - THAT SHIP IS VITAL TO OUR CAUSE. UNLESS YOU WISH TO BE SCATTERED TO THE FOUR CORNERS OF THE UNIVERSE - DON'T FIRE.

BESIDES - THERE'S ANOTHER WAY TO FORCE THEM TO SURRENDER - FAR SIMPLER - MORE EFFECTIVE. HAS ANYONE GOT ANYTHING WHITE ?--

AND SO..
I WISH TO SPEAK TO YOU - UNDER A FLAG OF TRUCE.
OKAY THEN, TALK.
YOU CANNOT ESCAPE. THE ONLY WAY OUT, IS TO PASS THROUGH US - AND SINCE FIRING WEAPONS HERE IS LUNACY. I SUGGEST YOU DO THE MOST SENSIBLE OPTION -- GIVE IN.
YOU, AND YOUR COMPATRIOT - WILL BE TREATED WELL - AND SINCE THE VERDICT FOR YOUR CRIMES AGAINST OUR ORGANIZATION IS A FOREGONE CONCLUSION - YOUR "SENTENCE" WILL BE FAIR - YOU WILL DIE QUICKLY - AND PAINLESSLY.
-- SOME JUDGE YOU'VE EMPLOYED -
-- WHO DOESN'T TAKE THE -- CIRCUMSTANCES INTO ACCOUNT. WE ONLY ACTED UNDER SELF-DEFENSE.
SO YOU SAY.
BUT IN THIS PRESENT TIME OF CRISIS - WE HAVEN'T THE TIME TO HEAR ANY RETRACTIONS..
-- FROM ENEMIES OF THE STATE.
YOU HAVE ONE MINUTE TO DECIDE.
WHAT AN OFFER - A WARM, COSY CELL - A GOOD, DECENT MEAL - A KANGAROO COURT - FINISHING UP WITH A BULLET IN YOUR HEAD.
I'VE HEARD BETTER OFFERS, IN A SHEEP MARKET AT WOOMA - WOOOO.
....
THUNK!

-- A WAY TOO -
BOOM!
ABOVE THE SILO --
THIS IS AN AUTOMATED TERRAN STRATO FIGHTER - EQUIPPED WITH THE LATEST WEAPONARY & HARDWARE --
- PILOTED BY A CLASS ALPHA ANDROID - PROGRAMMED TO SEEK, LOCATE AND DESTROY IT'S TARGET --
-- WITH EFFICIENCY.
TWO MISSILES (NON--- NUCLEAR) ARE LAUNCHED
TWO REACH THEIR DESTINATION - AND WITHIN THE SILO --
-- THE EXPLOSION HAS AN AUTOMATIC RESULT --
BOOM!

F-FORGET THE ANIMOSITIES, T-THE LIFT'S WRECKED - YOU HAVE TO OPEN UP THAT SHIP, AND FLY US OUT OF HERE.
OR WE GET SERVED AS FLAPJACKS AT TOMORROW'S BREAKFAST!
OR WE DIE---
-- BECAUSE WE'VE BEEN TRYING TO OPEN THE SHIP'S PORTAL - AND AS YET - WE HAVE NOT SUCCEEDED TOO!
OH GREAT.
-- YOU COULD OF SAID SOMETHING EARLIER - UNTIL THE FIREWORKS BEGAN--
CLEARANCE
AND AS NED SAYS THOSE WORDS - THERE'S AN INAUSPICIOUS CRACKLING

CHIP-SHOP

by ANDREW VINCENT

"Adventure Programming With PAW & GAC" part II

Following on from last months section on creating adventure ideas, we now come to the next phase of the design and creation of our adventure - this being, the area of adventure locations.

A location, in its broadest sense, is an area (such as a room, a corridor, a field or a well!) that exists in an adventure game. However, in the case of a large area (such as a forest, a sea, a corridor etc.) you will find it unlikely for it to be squeezed into just one location. In these cases, the location description is more likely to be spread over a number of locations, each describing a different section of the larger area. Therefore, a location could be best described as an area, or part of an area, which can be walked through, examined or interacted with in whatever way the programmer desires.

The situation seems even more complicated, (though it is far from this) when you take into account the second type of location - that of an imaginary location. Let me explain this type more fully . . . . take our demo adventure, for example. Let us say, that you want to quickly describe the players path from his (or her - no sexism Andrew! Ed.) home, through his friends town, to his friends house. Now, if your character does not need to actually go to any of these locations, but in this case, needs a rough idea of where they are (to help mark his path in the alternative universe) then there is no point of wasting precious memory on turning them into full locations.

In this case, you can describe these locations, purely with the aid of messages. Both systems, (PAW & GAC) have a message function, which acts rather like the command in BASIC, "PRINT". With the aid of these messages and a pause, you can simulate these locations, and thus plot the character's path through the area in question. This saves you a large amount of memory, and in the case of PAW, location numbers (as this system only allows 251 locations)!

To summarize - A location, can be best described as an area, that the character can travel around in.

An imaginary location, can be best thought of, as a piece of descriptive text, that describes useful areas that do not warrant the use of locations.

So then, what now? Well, the next stage is to look at your adventure and to list all the rooms, corridors, etc. that are used. Think about this list carefully! Don't forget, that it is wasteful to use areas that have no real use or purpose. The only time that this can be done safely, is if you find that you have plenty of memory left at the end of your programming of the

the adventure. In which case, you would have enough time to add those little personal touches, without any hesitation, knowing exactly how many of of those precious bytes you can use and abuse!

On the subject of saving bytes, PAW has a text compression facility built in. This will ONLY work on text that is in small letters! So, no writing in CAPS only, unless you enjoy wasting space! (OR your Name is PETER Torrance, author of Seabase Delta, etc.! No offence Pete!)
Personally, I postpone compressing text, as long as possible, to keep spare bytes for any late additions!

Anyway, back to the matter in hand ... with our sample adventure, by the above reconning, we are now at the stage of planning the important locations to be used within the game.
If we quickly look back at the previous part, at the plot of the game, we can see that the story actually begins at the home of the players pen-pal. However, before reaching the house, the player passes through his friends home-town. (In case you are wondering why we need to even pass through the town, and why we don't start direct at the house, the answer is simply that the parralell world will have a town that is similar to the one in our world. The town will aid as a comparison, and to gain an idea of important locations in a later stage of the game.)
From the players house, the game passes on to a country area, where the two freinds are climbing a disused quarry. From here, the character is transfered to the mirror world, which has mirror locations similar to those in the normal town.

What this indicates, is that the only important 'real' locations on the normal earth, (at this point, let's stick to the DC comics way of expressing this point - i.e. Normal Earth= Earth Prime, Parallel dimension= Earth 2 it's shorter to type in, anyway!) are those within the pen-pals home. All the others can easily be converted to messages.
So then, we will need 3 bedrooms, 1 bathroom, 1 landing (assuming the house is not a bungalow!), a living-room, a dining room and a kitchen - a total of 8 locations. This is more or less a standard sort of layout and will be more than adequate in this case.
This would be the starting locations of the game. After a time limit of about 20 moves, the program would take over, and move on to the next scene - the quarry. The locations here would be mainly a small area of land at the bottom of the quarry (about 4 locations would suffice), a set of locations representing the quarry walls, and the top - where the friends are climing to.
We can assume, that we would need 10 locations at maximum for this section then.

The area now moves to earth 2. How this is done will be explained later! We can now begin to imagine what sort of interesting locations that there could be in the earth 2 town, which would have its equivalents in the earth prime town (see fig 1 for comparison chart). These are just some location ideas, but they should be enough to explain the point. The thing to realise is that the earth 2 world, is a much more advanced society than ours. Therefore, their world would have fewer vehicles, less pedestrians and more emphasis on technology. Maybe a typical Eutopia? Perhaps?

I will conclude this stage next time, as a few more explanations are called for, and I am running out of room!

AV

EARTH PRIME	EARTH TWO
LIBRARY	MIRCO-FILM LIBRARY
MUSEUM	SCIENCE MUSEUM
SECONDRY SCHOOL	UNIVERSITY
SWIMMING BATHS	LEISURE COMPLEX
BUS STATION	AUTOMATIC CARS
HOSPITAL	BODY BANK
BANK	CREDIT BUREAU
CAFE	AUTO-CAFETERIA
CINEMA	HOLOPARK

Machine Code Corner

```
LD A,14
OUT (251),A
LD HL,32768
LOOP:
LD A, (HL)
ADD A,A
LD (HL),A
INC HL
LD A,224
CP H
JR NZ,LOOP
XOR A
OUT (251),A
RET
```

The routine listed to the side, is a short routine for SAM, for an interesting screen effect. Since LERM's Assembler pack hasen't hit the shelves yet, we have listed the code in decimal numbers underneath....

```
10 FOR f=30000 TO 30016
20 READ a
30 POKE f,a
40 NEXT f
50 DATA 62,14,211,251,33,
0,128,126,135,119,
35,62,224,188, 48,-9,201
```

Activate with "CALL 30000". The effect is more obvious if you place the call instruction within a basic listing, and call it eight times. Load in a sample screen first e.g. the astronaut picture off the SAM Demo tape/disc. Next time - we hope to review the SC_ASSEMBLER, from Steve's Software. The first SAM utility review!

NEWSFLASHES

THE GREAT SAM COUPE COMPETITION!

If you haven't been reading any of the regular Spectrum/Sam Coupe magazines, or due the fact you've been on an excursion to the moon and back. Then be aware of a recently launched mega-competition, launched by M.G.T. to design, and flood the computer market with specially designed Sam Software, created by YOU, the merry Sam Coupe user. £20,000 in prize money is up for grabs, and will be awarded to the best software, designed this year. The whole ka-boodle is designed as follows:

A first prize of £15,000 goes to the best, and most original Sam Coupe game this year. There's £500 on offer for the best piece of Coupe software, released between the months of March to October(£500, per month). Lastly, three prizes of £1000, go to the best game designed by users under age 12, between ages 12 to 16 and the best non-game of the year. So get your thinking caps out of those dusty closets, and with luck, you could just hit the jackpot. The "Z" team have already started our particular entry for this wondrous competition (an Arcade/Adventure based on the Sentinel strip, provisionally entitled "The Pheaton Effect")...so hurry if you want to give us a run for the money!

TRIP TO CRASH

During the early part of April, Our Executive Editor arranged for us to visit the new premises of Crash, Shropshire's (nay, the universe's) number one Spectrum/Sam Coupe magazine. Although our visit was extremely short, we had a rather enjoyable time, and managed to get an interview with Richard Eddy. Both his interview/profile and our trip highlights will premiere in issue 3!

YOUR SAY IS NEEDED!

In issue three, we hope to let you, the reader, decide what nagging or praise-worthy points you have to say about this magazine, as we will be including a questionaire for you to fill in. This is the opportunity to ask us what you want to read, and for us to ensure you get

WHAT THE OTHER'S SAY ABOUT OUR FANZINE...

After completing issue 1 of Z.A.T., we sent copies of our mag to several well known Spectrum/Computer magazines, in order to see what they though of our mag, and to see if we're going in the right direction. Our first review appeared in New Computer Express(Issue), written by Robin Alway. He gave us a really good review, commenting on layout, especially on the Sentinel strip. So we got one good review. While we were casually writing up articles for issue 2, we waited for the next review to make an appearance. It reared its head in the April edition of Crash, in the Live Circuit section. ANOTHER good review was given, and this time all our names appeared, IN BOLD, which made our faces blush incessantly. So we had two good reviews tucked into our belts, and still no dire critisims about the mag. SURELY we wouldn't be lucky a third time? The third review showed up in Mike Gerrard's YS Adventures section(in issue 53). Again a nice, GOOD review. This caused our egos to swell to full capacity, and we haven't recovered since. You can read the reviews for yourselves, but one thing is certain, we're definately going in the right direction....at the moment it seems.

NEWS FLASH!

PRIZE LETTER

If you have been reading this magazine backwards you would have already seen the letters page with Mac. If you are reading it forwards, Mac will forget you tell you that each month we will be giving a prize to the the writer of the letter that we consider to be the most witty, profound, complimentary or failing that, to anybody who bothers to write in. So get writing, it may be the best 20p you

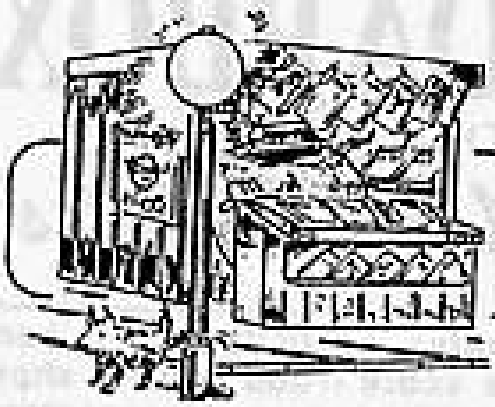
LETTERS with MAC.

Welcome to the letters section of ADVANCED ZAT PROGRAMMING.

As with other mag's, fanzines etc; we would like to include a regular readers letters article. Therefore, if you have any criticisms, gripes, moans or praises (especially if they are praises about our new mag, then we will definately print your letter, and you will gain 50 smarty points!) then we would like to hear from you.
If also, you have any problems or queries, whether it a matter technical, or otherwise, then we will do our best to give advice or help if we can.
We would also be interesied in hearing from all you budding programmers out there, who may be may like to contribute any old small programmes, tips, shortcuts etc., that may be of use to other readers. We may, if sufficient tips come in, start a special section for this purpose, so keep them comming.
Articles may be about the Spectrum, or games in general. You may not agree with our games reviews, or you may not like this mag (no smarty points for you, matey!) or you may love it (the mag that is, 100 smarty points!). In fact, you can write just about anything, within reason!

If you write to the letters page, please mark your envelope "LETTERS" in the corner (to help us out with the sorting!), however, if you want to make any outspoken comments, mark it "SOAPBOX" so we can use it in the Soapbox column. Rest assured, we will try to print as many as your letters as space will allow. So get your pen in hand and start writing, we eagerly await your replies.

All the best from me, Malcom Seeby, Staff writer (well, office lacky really, and general dogsbody, teaboy, punch bag. I tell you that editor is a bully...Ouch!!! Sorry David, I didn't mean it honest!!)
See you soon.
P.S. The editor has said that the first letter published, will get a free tube of Smarties! (so long as you don't live in Outer Mongolia or somewhere similar!) Wow! Such generosity! Call his bluff & send in all those letters to:-MAC, C/O ADVANCED ZAT PROGRAMMING, PO BOX 488, TWEEDALE, MADELEY, TELFORD, SHROPS. TF7 4SU



COMIC KIOSK..

by Darren Blackburn

Here's this month's selection of comic goodies with a March/ April cover date.

If you happened to read last month's Comic Kiosk, I briefly delved into Marvel Comics' origins while discussing the Fantastic Four. I stated that during the early 30's, Marvel (or Timely as the company was then known) published a comic based on the character called the Sub-Mariner, the first ever "aqua-hero". He had his own series, illustrated by Jim Everret, but the magazine was laid to rest when the "House of Ideas" had one of its clear-outs.

During the next few years- "Subby" appeared in a number of other Marvel titles, sometimes depicted as the hero, sometimes as a vengeful villain shouting threats against humanity. Also DC took advantage of the Sub-Mariner....and created Aqua Man. But fans have wondered and waited for the day Prince Namor would once again star in his own title.

Well their wait is over. Appearing in April, Namor, The Sub-Mariner begins publication...handled by number one writer/artist, John Byrne. He promises to take "Subby" in a completely new direction, and into the 90's. If anyone can make the Sub-Mariner popular once again, John's the chap to do it. If you never read, or heard of this floyd, yet tragic hero, here's the opportunity to see what you've missed.

NAMOR, THE SUB-MARINER by John Byrne. Price 60p Monthly. Marvel (US)

Next on the new Marvel title agenda is the comic debut of the policeman of the future: 22 page comic strip. The series follows events directly from the movie. Although whether this comic influences Frank Miller (Famed artist/ writer of Batman Year One, Daredevil and screen writer for the sequel to Robocop.) remains to be seen. For those readers who have never heard of him....here's the scoop. Veteran cop, Murphy, is brutally attacked by mobsters, and almost dies. Yet his body is saved, encased in a suit of armour, his mind conditioned to serve and protect the citizens of New Detroit and the whims of OCP....the company that designed the identity of Robocop. He becomes the number one weapon against crime, which due to certain situations and confrountations, leads to him attacking OCP and the Police authorities which are wholly corrupted by men seeking power over all. Suffice to say he wins the day.

The storylines in the comic match the mood presented in the original movie. Most of the narrative is written from his point of view, a nice touch as this shows both the cold efficient thinking of the computer compared with the mind of the man that Murphy once was....and desperately wishes to be again. The artwork is crisp, clear yet portroys a futuristic society where corruption lurks in every shadow and crack.

Robocop joins a list of comics that are based on movies and their characters....Aliens, Logan's Run, Star Trek, Star Wars, James Bond, to name a few. I hope Robocop doesn't fold, considering that most

ROBOCOP by Alan Grant, Lee Sullivan and Kim DeMulder. Price 70p Monthly. Marvel.

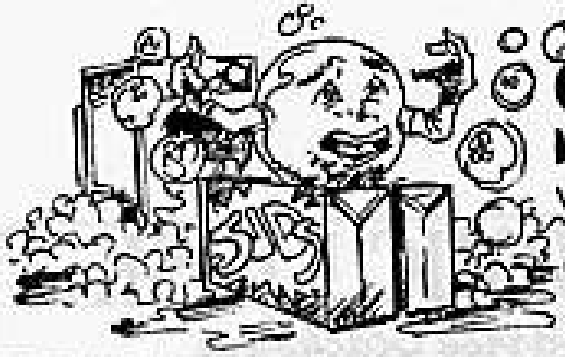
QUICK ITEMS....

The colour sequel to the first Aliens series has now come into print. It's not bad, although the printers must have had a bad day when the second issue was done. The art was all out of synch, and the text is so blurred that you'd need binoculars to read it (So the text on my strip was blurred. But then again we're just amateurs). While this series was being released, Heavy Metal have re-released the comic adaptation of the first movie, Alien. It's taken me eight years to find a copy....and now that I've got one...it's been worth the wait. Especially since it was drawn by my second favourite artist (now writer), Walter Simonson. His interpretation of the famous chest-burster scene is a classic piece of gore that I have ever seen. Hurry to the shops for this one!

ALIENS (COLOUR SERIES) by Verheiden and Beauvis. Price 80p Bi Monthly. Dark Horse.

ALIEN by Archie Goodwin and Walter Simonson. Price £3.50p Heavy Metal.

And lastly...STRIP. THE COMIC GROWS UP! This is a fortnightly publication that contains strips that are either "unusual" ,or "x-rated", or just "different". All three descriptions easily represent the lead strip, Marshall law. It contains several er..er interesting ideas..and considering that the artist was one of the first to be banned by the Comic Code Authority. I



SOAPBOX

WITH

Martin Scholes

Computers, what would we do without them? -Get on quite well, some people would say!

But I'd say that's an unnecessarily jaundiced view because computers can be a great benefit to us. What about "computer errors" that keep bothering us on bills, etc? Computer error is a nicely euphuistic term for that hardy perennial "clerical error".

Computers could be a great boon to us in the world, helping the use of valuable natural resources to be better planned and therefore conserved, helping hospitals to run more effectively and also helping business to be more efficient.

But is this always the case? The answer is no -Take for example an average large mail order house. If F Bloggs orders something from them then the database used by the firm registers the fact that the item was ordered and dispatched. However, what if F Bloggs doesn't receive the goods? The annoying thing is that F Blogg's letters of complaint are not registered on the database, so whilst one department sends letters of apology generated by one computer program, another department sends F Bloggs threatening letters generated by another, seemingly unlinked program!

It would make a lot of sense if they had a relational database with a system of flagging. I.E. if F Bloggs is late in making a payment of entering some items as sold, a reminder is dispatched UNLESS F Bloggs has sent a letter querying something connected with the order, in which case the account would be "flagged" and the appropriate action could be taken.

If for F Bloggs, you read M Scholes, you can see why I have such firm views on the use (or lack of use!) to which computers are put to in modern business!

And what about all the fuss about computer hacking? Show me a company with an alleged breach of computer security and a consequent large scale fraud and I'll show you a firm with a company secretary with a lifestyle somewhat more opulent than his/her salary warrants and a secret Swiss bank account. Outside computer fraud my foot!

Most so called outside computer frauds are inside jobs which often have nothing to do with the computer at all, being perhaps old fashioned pen and ink frauds!

And having said that, attempts to make hacking a crime are arguably a silly waste of parliamentary time.

It has been said that hacking is wrong because it is like someone finding a open door or window and getting into someone's house and rifling through their private papers.

Wrong! Wrong! Wrong!

A true analogy for the hacker would be someone who, whilst walking down a public street, glances through an office window and sees, in full view confidential papers which he/she then reads through the window.

Would "reading of documents through a window from a public right of way" be made a criminal offence? Of course not. Anyone bringing such action would be booted out of court by the judge, told to stop wasting court time and to get some window blinds or lock confidential papers away out of the view of the public. So why should people who leave confidential information in the view of passers by on computer networks expect the law to protect them from their own stupidity? - If someone uses "1,2,3,4" or "Joshua" as a password to access confidential information or even use the word "password" itself, they really only have themselves to blame. But if they are so laxed with protection of data, can we trust them with anything?

Perhaps readers of ZAT would like to comment on this view of computer hacking and law? I would be very interested in your views!

M.S.

THE BANE OF THE P.C. EXTRAVAGANZA.

A TALE TO BOGGLE THE IMAGINATION.

BY BLACKBURN, LEDBURY AND SEEBY

THE STORY SO FAR: Three daring adventurers have decided to go on a quest to see, and legally plunder, the many dazzling sights at the P.C. Extravaganza. After negotiating the dreded underground railway station, and a ogre who likes Bros, the trio board the train to the Edge of Earl's Court...Now read on....

AFTER a trip in a carriage-mostly populated by members of the East-End based Guardian Angels, the three adventurers arrived at the Edge of Earl's Court station. They climbed thirty-nine steps out of the station, and into the bustling street above. The entire street was chock-a-block with eager computer pilgrims, all moving in an orderly fashion towards a large, ultra-modern edifice situated at the end of the street. As the trio got nearer they realised that on closer inspection the building ressembled a pile of tyres, pipes, glass and columns, all covered in white plaster that vaguely looked like dog turds (cut that vulgarity! ED).

They joined the long queue. As it slowly diminished in length, a young maiden appeared, carrying piles of yellow coloured scrolls in her hands...Show Guides. David promptly purchased one. Inside was a detailed map of the various attractions that were part of the extravaganza, as well as a list of the participating traders who had stalls, sideshows, etc. There was also a competition: the first prize being a once in a lifetime trip to the fabled Metropolis of Milton Keynes. Free shopping vouchers included. After thirty minutes- . they finally reached the entrance. Standing to one side of the doorway, there was an old man....wearing dusty red robes (which were obviously designed by that famous fashion house, Oxfam)....who had a long trailing beard, and whose skin was yellow and dirty. He looked as if he was over a thousand years old (David thought he smelt over a thousand years old too. Perhaps he was due for a bath). He stood next to a crumbling stone tablet, covered in a tea-towel. He beckoned the three adventurers to come and see the stone. He lifted the tea-towel and revealed some ancient runes carved into the stone. Then speaking in a mysterious whisper, he told David, Ian and Darren that they must heed the four commandments written on the stone....OR they would be cursed by their greatest fears. He then tried to persuade them not to go inside. The adventurers declined. They eached paid the necessary 250 gold credits...and passed through the portal.

Firstly there was darkness....and cold. Then without warning....light! A blinding light, followed by a wave of tropical warmth. Then two, huge doors creaked open....with a sound that ressembled someone with a bad case of flatulence. The trio walked forward, and saw a sight that held their imaginations in awe.

In front of them was a huge, majestic hall, sparkling with a golden light. Every available space was crammed tight by colourful tents and marquees, each representing the particular trade and culture that was housed within. It was a dazzling kaleidoscope of sights and smells, a cornucopia of technological wonders (although some sights couldn't be considered "wonderful") that would even fill the average fan of snail racing with awe.

As the trio surveyed the scene before them, everywhere there was activity. Eager computer pilgrims pushed, kicked, squabbled, and bashed to see or buy, whatever their personel goals were. All were intoxicated with the fever that makes the extravaganza the economic success it is (and make the mysterious organisers, who have a 50% share of all profits, that little bit richer than the year before).

The three adventurers descended into the melee, and with great carelessness, for they had broken the first commandment...

TO BE CONTINUED..

Science Fiction and Fantasy, even the names are a contradiction. Have you ever hidden behind a cushion when Daleks and Cybermen jerked across the screen, and is there anyone who has never heard of James T. Kirk or Science Officer Spock. (Dr Spock wrote about babies)

Heroes

It all started long before the abbreviations ever did. Human beings have always enjoyed escapism, and from our early beginnings we have all listened to stories about heroes and supermen. To the Egyptian, Ancient Greek and Roman even their own mythology was mostly fantasy and often futuristic.

Change In Society

In the Middle Ages scholars and priests wrote about Utopian civilisations and magical lands, somewhere in the world dragons and griffins did exist. Up until the late 1700's even the Royal Navy were still "to guard against the apparition of a mermaid".
But as the populations grew so did society change and more people began to read; Gullivers Travels could reach a wider audience and even the Bronte sisters tried their hand at a fantasy story. Perhaps it was Herbert George Wells and Jules Verne who started the trend for a more sombre and bleak view of the future, or maybe they were realists. But before them there were many great fantasy tales, too many to list here, what of classics such as the Tempest, or Mallorys M'orte D'arthur. Goethe wrote about the fulfilment of fantasy in Faust and then come fairytales, the Brothers Grimm or Hans Anderson, and George McDonald. Who you ask ? Victorian England revelled in his fairytales, and they inspired great illustrators such as Arthur Rackham or Edmund Dulac.

In fact the Victorians can probably take the blame for starting it all, and the new industrial and social age inspired writers, artists and musicians. Books and plays, and yes even operas enjoyed story lines of horror and fantasy and science fiction. For the poorer people this filtered down to everyday reading in the form of often cheap and badly written story sheets and the first magazines and picture comics. By the 1880's anyone who could read was enjoying Sherlock Holmes, Raffles and Gothic horror, full of monsters and Vampires and yes Martians. In 1897 Bram Stoker wrote a typical Gothic story, but Dracula surpassed them all and his predecessors are forgotten, he is as immortal as his race.

Frankenstein started it all

But your asking who really started it all ? Well according to the official source, (Literary Historians); Frankenstein published in 1818 was the beginning of modern science fiction. At nineteen Mary Shelley created one of the truly great classics of supernatural fiction, and Frankenstein has become the accepted word used to descibe any mechanical monster made in the form of a human being. The original was a creature of flesh and blood, having a brain and subject to all forms of emotion. He was not Boris Karloff with bolts through his head.

After this the stage was left free for Dr Jekyl and Mr Hyde and the entrance of Jules Verne and H.G.Wells. Vernes stories have only relatively recently been translated from their original french, but since then 'Around the World in Eighty Days' and 'Journey to the Center of the Earth' have enjoyed great success in the cinema. Disney immortalised 'Captain Nemo' and the 'Nautilus' in '20,000 Leauges Under the Sea', and huge monters of the deep continued to prey on humans culminating in 'Jaws.' Herbert George Well has enjoyed the greater fame, and every story he produced seemed more original than the last. 'The Time Machine' was first in 1895, but the most famous is 'The War of the Worlds' (1898). Orson Welles terrified thousands in the 1950's, when he dramatised 'War of the Worlds' for radio' and people ran from their houses believing that the Martians had landed.

From Sausages to Walt Disney ?

Cinema is resposible for the real boom in science fiction and horror, although it's beginnings were very humble, from 1895 with early fantasy films such as 'The Mechanical Butcher, not as exciting as Star Wars, (It was about a pig and sausages) but incredible for it's time. The worlds first

science fiction film was George Melies 'Le Voyage dan La Lune', an epic of it's time lasting 21 minutes, and stunning in it's trickery. The plot was inspired by Jules Vernes (1865) 'From the Earth to the Moon, and H.G.Wells (1901) 'First men in the moon' Disney were beaten by 49 years to the first film version of Vernes '20,000 Leagues Under the Sea', another epic of 18 minutes. It is interesting that early film makers were obsessed with storylines about sausages and hair restorers, and the films had inspiring titles such as (1897) 'The Sausage Machine', followed by that blockbuster 'Fun in a Butchers Shop' in 1901 'The Marvellous Hair Restorer' blossomed into 'The Hair Restorer' in 1907, all 8 gripping minutes of it. The first British Science Fiction film was made in Croydon in 1909 and called 'When the man in the Moon seeks a Wife'. Interestingly the first Alien like so many others to follow was in need of female company.

16 minutes of Horror!

In 1910 came the first version of Frankenstein, 16 minutes and classed as terrifying. By 1912 however science fiction and horror were already 'boring', and the audiences wanted Cowboys & Indians, although the 'Serial' has been born with the 'Exploits of Elaine', which would in time lead to Flash Gordon. If any of the titles I have mentioned are new to you, then read them in their original form, Bram Stoker, H.G.Wells and Mary Shelley didn't have Spielberg to market their story lines as they really new how to scare and provide escapism.

To be continued next issue..

ADVERTISING RATES

WE PLAN TO HAVE A REGULAR READER'S ADVERTISING SECTION, WITH SECTIONS FOR: FOR SALE, WANTED, UNDER £10, PEN-PALS, NOTICES, FORTH COMING EVENTS AND SILLY MESSAGES!

THE CHARGE IS £1.00, FOR 25 WORDS.

WE WILL PRINT ANY AD'S SENT IN, SO LONG AS SOFTWARE PIRACY IS NOT ENCOURAGED.

MAKE POSTAL ORDERS PAYABLE TO: Advanced ZAT Programming (STRIX), P.O. BOX 488, TWEEDALE, MADELEY, TELFORD, SHROPSHIRE, TF7 4SU.

TRADE ADVERTISING PRICES ON REQUEST.

GET A FREEBIE!

We are holding a FREE PRIZE DRAW for this issue. The winner will get a copy of a "NEW" Release copy of a Spectrum game. Anyone wishing to enter this free draw, please write your NAME, and ADDRESS ON A POSTCARD, AND SEND IT TO OUR USUAL ADDRESS. The entries must reach us by the 15TH OF JUNE. The winner will be notified by post, and will appear in ISSUE 3. This draw only applies to ZAT READERS ONLY.

A.1.

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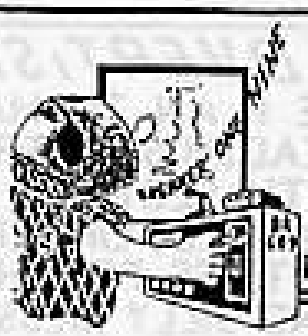


CB LOG BOOK

by FLYING SQUIRREL

A COLD DAY AT HORSE SHOE PASS

After last month's brief introduction into the sometimes serious, but mostly wacky, world of Citizens Band radio, our resident CB nutter Flying Squirrel (BR 09) continues to bring you all the latest earwigging chit chat.

On Easter sunday I sneaked up on to the Horseshoe Pass after being dragged off to Barmouth by the wife and kids, I arrived shortly after 4.15pm where the first person I clapped eye's on was Roger Geranium BR 01 (I know, you all feel sorry for me) any way we had a little natter then I spotted CB 01, Chris Grizzly, as you all Know chris hasn't been to well lately and we all hope that he soon recovers. The next on the hit list was Blackbeard from the Witton Lakes DX group in Birmingham who was with Grasshopper Brian a very good CB friend that I havehad Qso's with for many year's but never met so it was a very pleasent first time eyeball.

There were many other well Known faces in the CB world also there but too many to name in this article like Iky Mo, Sledge Hammer, Green Forest, Blue giro, and many many more. I am sure a good time was had by one and all barring the cold and wet weather.

Although I spent only an hour and a half at the pass I could feel the fantastic atmosphere of the day and then I went on my merry way back to Telford.

See you all next time, when I will give you a report on the Telford Eyball which. incidently will not be held at the Madely Court as in previous years but will be held at Sutton hill sports Feild in Telford. Toilet facilitiels will be availible on the site.

So don't forget the Telford Eyeball on the 27th May 1990.

10-5 HOT SPOT

This issue we are putting BOOMERANG RADIO DX QSL CLUB in the 10-5 Hotspot.

President of Boomerang Radio is Br 01 geranium personal Roger who is a very well known Dx'er. Roger has recently moved to Telford from Wolverhampton and now has a new Po Box for club members.

Po Box 502
Telford
Shropshire
TF7 4TW

Life membership only is availible and the cost is only £5.00 And you get a really impressive package which consists of:-

Bravo Romeo Unit Number
ID Card
Frameable Membership Certificate
Rubber Stamp
30 club cards mixed, club seals,. extras as availible. XYL items 1,2,3 free. All packs are sent by 2nd class recorded Delivery.

Also a club Roster is availible free.

So if you are not a member and would like an invite, then get in touch with Roger at the above Address. Ten-ten for now.....

Attention Club Secretary's. If you Would like to advertise your club in 10-5 then send details to BR 09 Flying Squirrel

Po Box 488
Telford
Shropshire
TF7 4SU

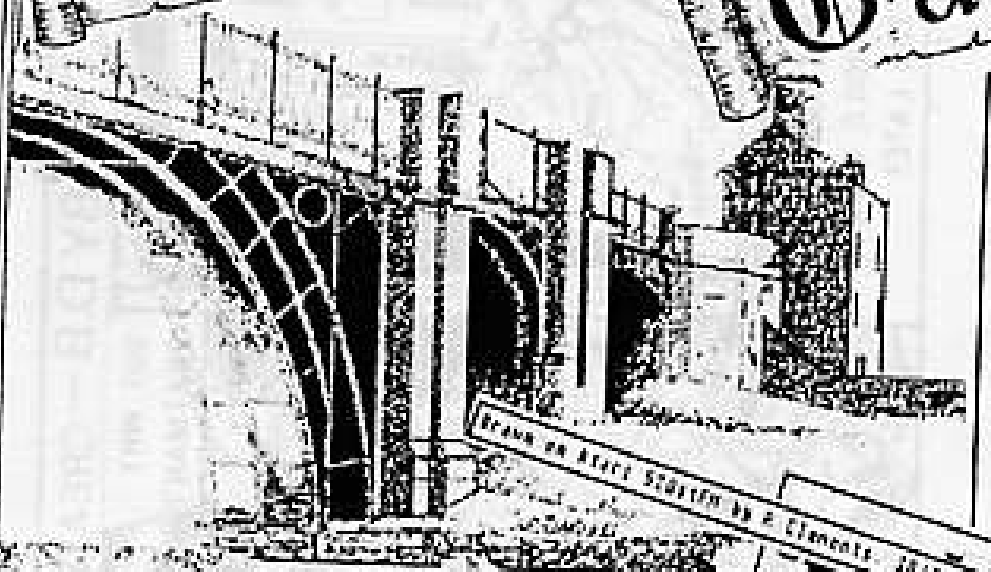
A FEW DX-ING SPOTS

Here is some information about Dx spots for those of you who may want to know where to go to get those elusive copies.

The Wrekin	Shropshire	1,335 Asl
Wenlock Edge	Shropshire	867 Asl
long Mynd	Shropshire	1,696 Asl
Clun Forest	Shropshire	2,002 Asl
Black mountain	Shropshire	2,338 Asl
Clee hill	Shropshire	1,749 Asl
CleeHill (Quarry)	Shropshire	1,249 Asl
Shatterford	Hereford & Worcester	556 Asl
Malvern Hills	Hereford &Worcester	1,395 Asl
Glyn Ceiriog	Powys-Wales	1,700 Asl

If you Know of any good Dxing spots that you do not mind sharing with other breakers then please let me know.

Computer Art Gallery

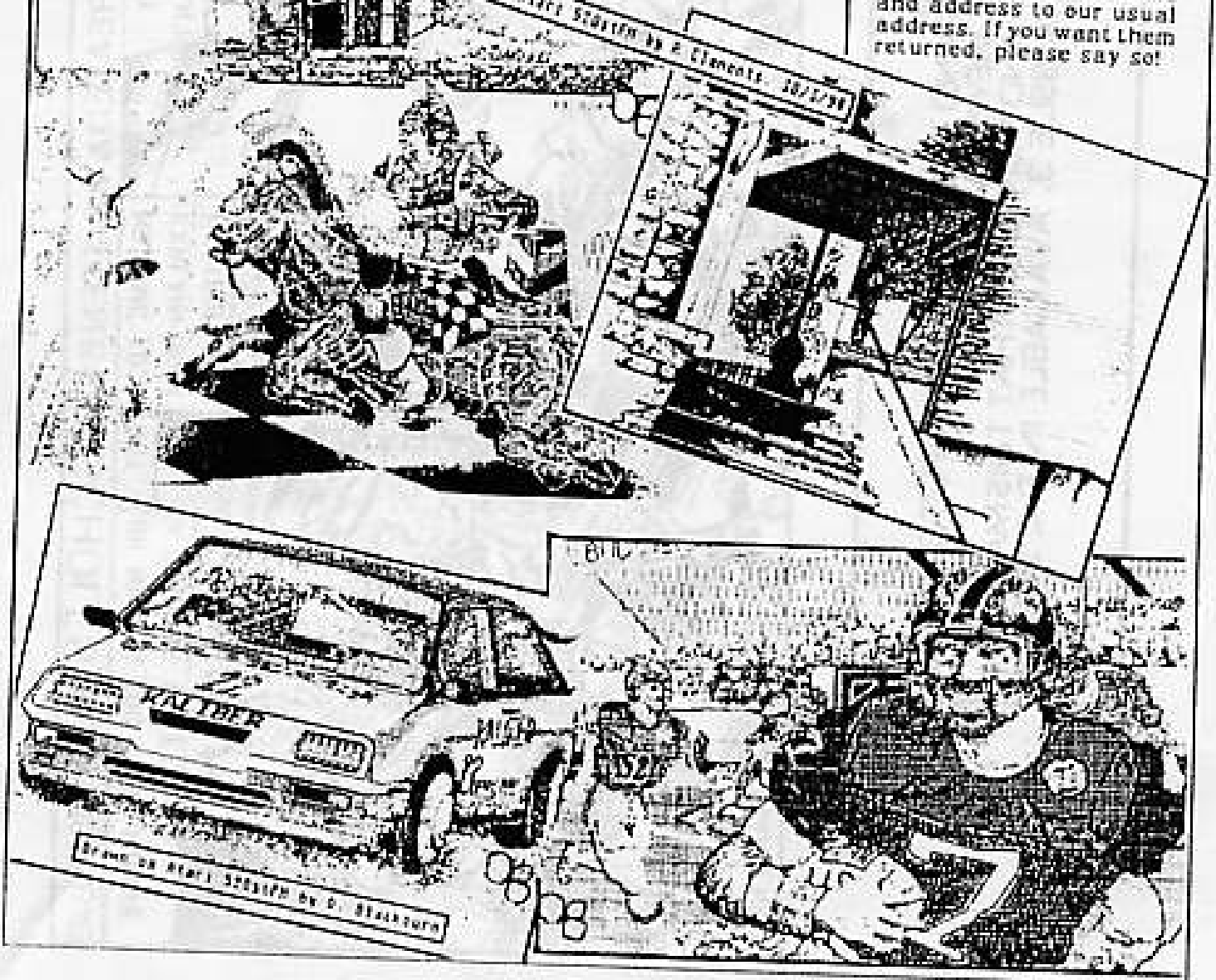


These are some of the pictures drawn on the Atari 520st

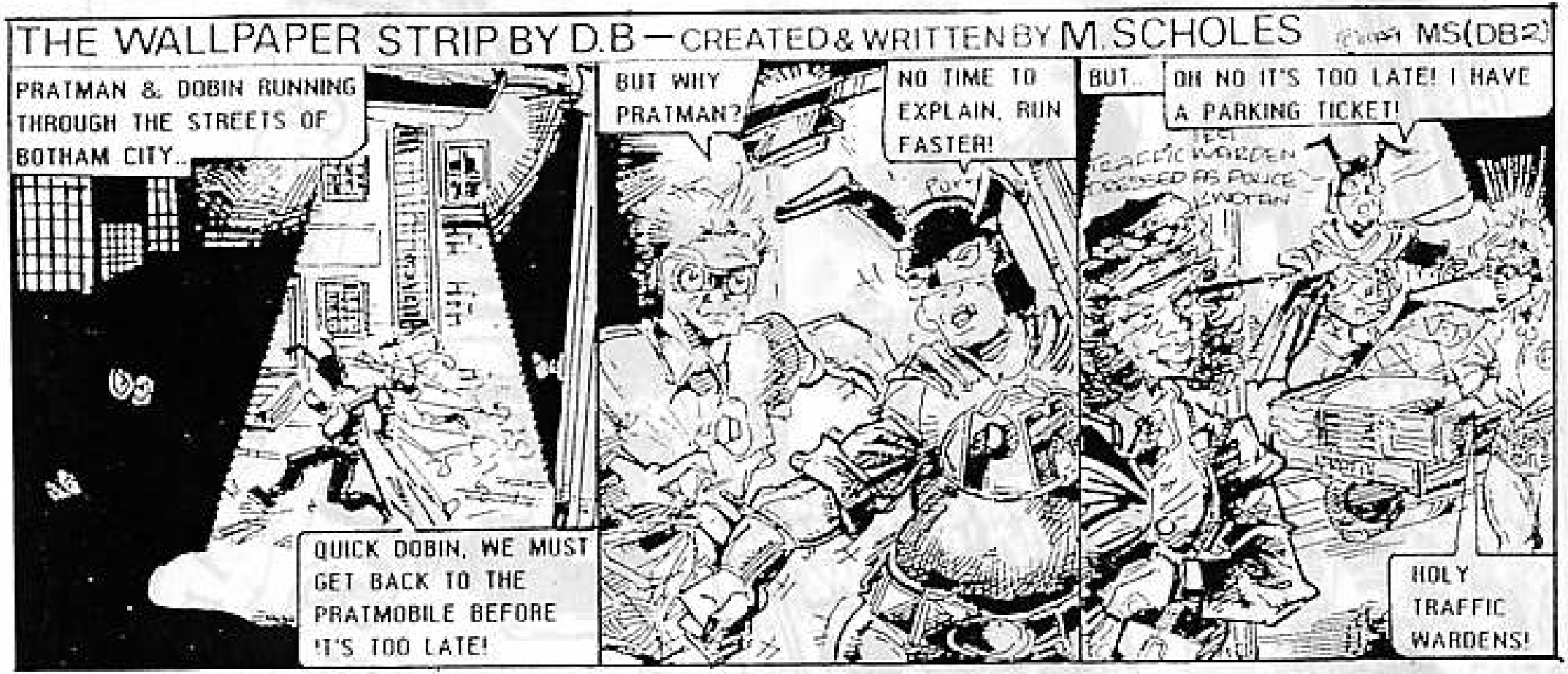
but can you do any better on your "Speccy" or "Sam"?

If so you could win a GOLDEN OLDIE, i.e. game.

Send your pictures on a disc or tape, or if you're able, printouts or photo-copies, with your name and address to our usual address. If you want them returned, please say so!



THE WALLPAPER STRIP BY D.B — CREATED & WRITTEN BY M. SCHOLES ©MS(DB2)



WHAT'S UP NEXT.....

VISIT TO "CRASH" TOWERS AND THE "WHICH" COMPUTER SHOW!
A SURVEY TO VOICE YOUR VIEWS.
PLUS ALL THE USUAL STUFF AND NONSENCE THAT THIS MAGAZINE IS "FAMED" FOR! THATS IN ISSUE 3. AVAILABLE IN THE SECOND WEEK OF JULY.