

ADVANCED

ZAT

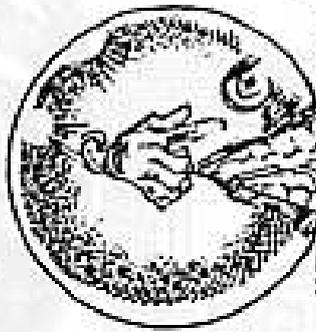
PROGRAMMING

ISSUE 3 JULY/AUG 60p

CASTLE
master
review

WHO ORGANISED
THIS YEAR'S EYEBALL
COUNT DRACULA??

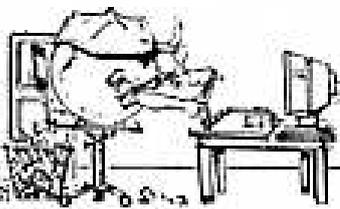
C.B.
SPECIAL



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Advanced Zet Programming. ISSUE 3 1990 STRIX PUBLICATION.
ADDRESS P.O. BOX 488, TWEEDALE, MADELEY, TELFORD, SHROPSHIRE, TF7 4SU Executive Editor: David Ledbury. Co-Editors: Malcolm Seeby & D Blackburn Technical Adviser: Matthew Holt. Staff Writers: Polly Sheppard, Andrew Vincent & Martin Scholes. Contributors this issue: J Blackburn, J Crawford. Printed at Dawley Town Hall. All correspondence and Ad's please send to our main address: SENTINEL DB 1990 WALLPAPER STRIP MARTIN SCHOLE'S 1990. STRIX 1990

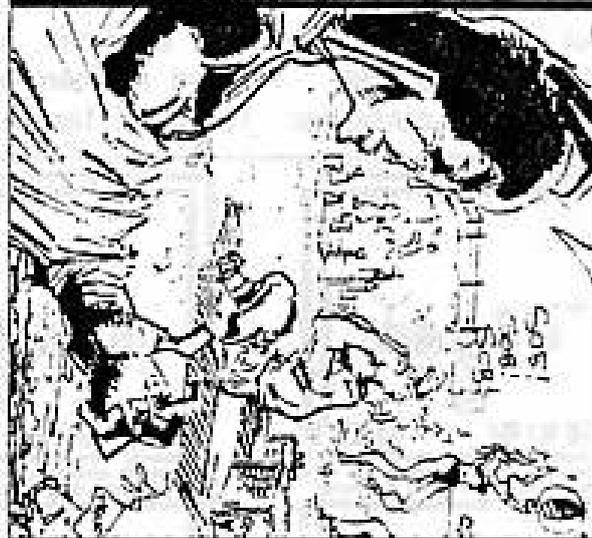


EDITORIAL

I'm writing this editorial some three days after the Telford "eyeball"; an event described simply as a cross between a village fete and a car boot sale for CB folk. I'll admit that it was a very interesting first experience for myself, and there's a report on this event elsewhere in this issue. Actually we've done a lot of reporting and traveling over the last few months, and the culmination of all this hectic traveling in print is previewed in this issue. Apart from the CB eyeball, we've traveled to Ludlow to storm the abode of Crash magazine, where we managed to interview feature editor Richard Eddy which appears next time. (we hope!) As a complete contrast, we also took a gander at this year's Which computer show at ye olde NEC.

Also in this jam-packed issue (in fact we had to use a nuclear powered - Sanyo/Toshiba shoe horn to fit everything in), you'll find in the center pages a small questionnaire which we would like you to fill in. It's to help us to see what our readers think of this little mag and to see what services and info we can provide for you, our beloved children (sic) in the issues to come. But remember, there's always the old fashioned way to express those views, and that is to send those letters to us at our main address. We read every letter sent (well, Mac actually does all the reading, he's the only one qualified!) and you never know you may be the writer of that star letter and win a mystery prize! Anyway that's enough for this time, see you next time. Ta Ta Chucks!

D Blackburn



SHUT UP DOBBIN. IT WAS AN ACCIDENT. I'VE ALREADY SAID I WAS SORRY.



RIGHT. THAT'S IT!! I DIDN'T MEAN TO LEAVE IT BEHIND. BUT THE NEXT TIME YOU WANT YOUR BUCKET AND SPADE. BRING IT YOURSELF!!

THE WALLPAPER STRIP BY MARTIN SCHOLES & D.B.

©MS/DB(4) 1990



PLAYPEN

Cyberball - DoMark - £9.99
- 128K ONLY!

There has been a recent trend going through software houses to develop games based on well known sports; or what sports could evolve to, in the near future. Such titles like Hotshot, Hyperball, Future Bike Simulator, and Skatelfighter come to mind.

Cyberball, released from DoMark, is another contender

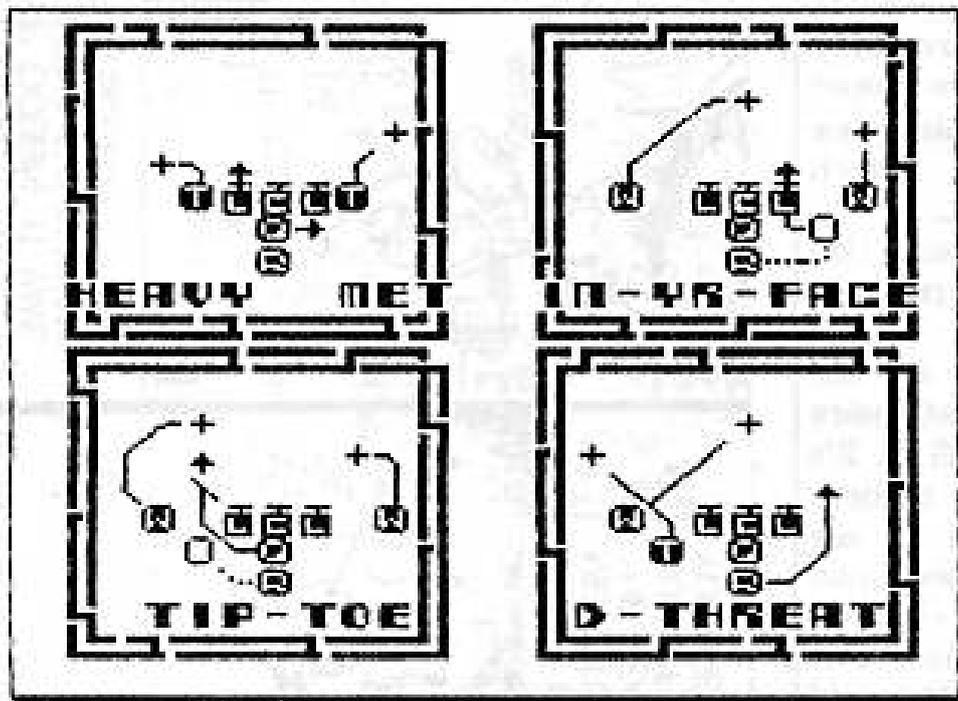
star Linebackers had, due to severe injuries, undergone radical bionic surgery; a act deemed unfair to the game in general and considered more damning than players taking drugs to gain a unfair advantage over their opponents.

As a result, bionic testing was enforced, and any player found unclean was banned from the league. But by the

formed, outlying new rules, new features, and the introduction of risk elements through the use of explosives. So by 2022, Cyberball was here to stay, and now you can play this game for yourself (and you don't need to have any bionic parts in order to play)

HOW TO PLAY: As team coach, firstly choose your team: choose from such inspiring teams like the Los Angelies Assassins or the Dallas Destroyers or 4 others). Then you start to play in earnest - but first!! **FIRST BIT OF ADVICE!** Do you happen to know the in's and out's of true American Football? It's a very complicated game to fathom out as a beginner, but basically

it's as follows: 2 teams of big, burley chaps in over protective gear move a hunk of plastic 10 yards in their allotted direction. They have 4 chances to do this and if they fail, the other team takes over. If a player manages to run to the end of the field, he scores a



to this growing list, although this time it takes the fundamental concepts of American Football into consideration. The year is 2022, and Cyberball happens to be one of the most popular sporting events in this period of time. Conceived after an outrage during a normal football league game, where it was found that one of a team's

year 2014, with increasing pressure from ex-players and football unions, demanding the right to have bionic surgery in case of injury, and thus bowing to the majority, the league reluctantly agreed to player/union demands. Thus it was common -place to have players with 50% of their bodies replaced by bionic implants by 2017. Ultimately, the cyberball league was

touchdown. This is followed by a attempt to kick the ball over the end-post to score a conversion. The team with the highest score wins.

Taking the above into consideration, Cyberball is very similiar to true American Football, apart from: more periods (6 in all, each lasting 3 minutes, time outs to figure out play strategies), less players and a ball that happens to be a miniture bomb with a rapid time defonation. **SECOND BIT OF ADVICE!** READ the accompanying manual very thoroughly before you even begin to play the game. Each play is explained in a easy to understand diagrams: get

battle. Starting off with a "play-off", manipulate your running back up the field as far as possible, avoiding the opposing team's line men for as long as possible. Decide your play, and see how far you can last. Six periods to go through, always trying to guess what the defensive team is going to do. The game gets intense as time passes, but remember that ball is ticking; if you're unlucky to hold it when it explodes, then your robot gets blasted into atoms!

OVERALL RATINGS:

ATMOSPHERE: Generates plenty, as it tries to make you feel part of a game that might one day become a

rules and plays of true American Football. Fans will have no difficulty making the cross-over, but players unfamiliar with the game may find it a struggle to comprehend it at first, but figuring everything out itself is fun.

EXTRAS: A rather good bit of opening music, which I found very catchy indeed.

Controls: Keys, Kemston & Sinclair options.

SPEED: Depends on the plays you choose, and how you use the allotted time in each period.

GRAPHICS: The graphics are mono, so you may



acquainted with all the various plays (which have some rather interesting names like "18 juice", "power train", "cheap hocker" and many more).

Playing the game is easy, since the majority of the function and choices are menu driven. Highlight what play you wish to make, what offensive /defensive strategy you require, and then its straight to the field of

reality.

ORIGINALITY: Although based on a modern game, it has added a number of unusual elements, including the concept of robot players and exploding balls (no comment!).

PACKING: A card box with a very nice piece of artwork on the front, cassette in a plastic sleeve and accompanying booklet.

DIFFICULTY: This depends on whether you know the basic

find it rather difficult to fathom out who is on your side! After a while, this problem is unnoticable. The only "bugbear" I could see, was the filename obliterating part of the title page, an error easily rectified!

RATINGS:

DARREN 80% DAVID 77% AVERAGE 80%

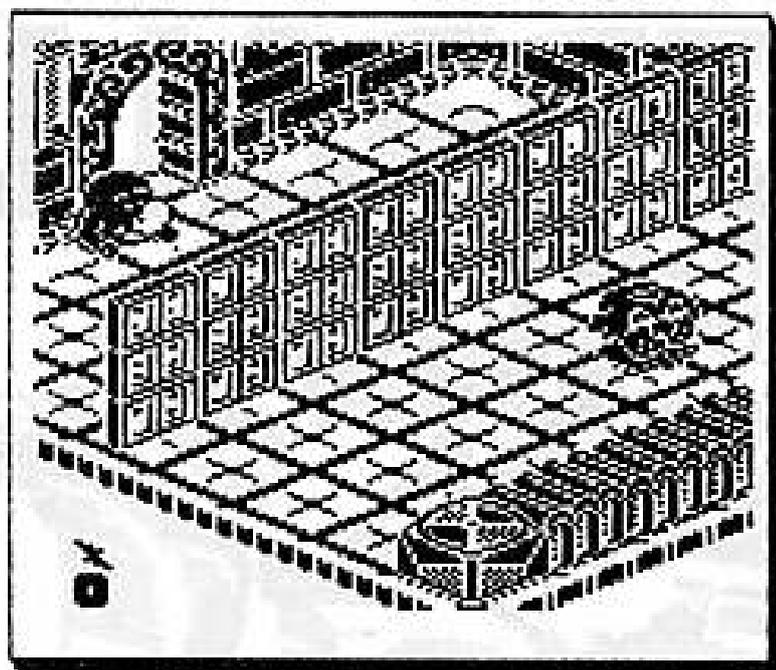
Head Over heels -
Ocean/Hit Squad - £2.99

HOH features two characters, Head & Heels, in their quest to end the evil rule of the Blacktooth Empire. To achieve this, they must find and capture 5 crowns from each of the worlds under the empires thumb. These being: Bookworld,

object in. He also has highly developed leg muscles, for swift movement.

These 2 unusual creatures, can work independantly - or together (literaly) in their quest, aided by a handy swop-button. However, their quest starts badly - as they have been captured and are in

other things rabbits are noted for! Darren) Personally, I think that the graphics are "cute" in a funny sense. However, some people may have problems getting used to the 3D system - especially with jumping! The game is quite enjoyable, on the whole, with only the number of controls being a pain.



Egyptus, Safari, Penitentiary and Blacktooth itself!

Head and Heels themselves are 2 very unusual creatures. Head, has the ability to glide over distances, and carries a handy weapon - the deadly dough-nut gun! Heels, carries a useful handbag, (no comment!) which he can carry an

seperate cells!

COMMENTS

The elements involved in this game of character co-operation, are very novel and ingenious. It has quite a number of interesting concepts - such as reincarnation fish and bunny rabbits that give you extra abilities. (Makes a change from

RATINGS

ATMOSPHERE: Genorates the feeling of being closed in!

ORIGINALITY: Even when it first came out, it wasn't original - being proceeded by games such as Attic Attac & Knight Lore. Some of the ideas envolved are though.

PACKAGING: Okay. Plenty of information on characters and worlds.

DIFFICULTY: Very - see why below. Help given by aid of reincarnation fish!

CONTROLS: Full definable keyboard (allows keys to more than one task) and joystick. Difficult, as many different controls are given!

SPEED: Average

GRAPHICS: Nice and cute.

RATING 83%



We have a slight departure from our normal "Mindgames" this issue, instead of you having to put up with just myself, you can put up with one of our

newest contributors, Joseph Crawford, as well! Joseph has written in, to express his opinions of Fantasy Role-Playing games.

So, with just a quick plug

for any tips or solutions that you may have hanging around - I will leave you for now, in Joseph's hands...

Role Playing by J. Crawford

Many people, as they grow older, regard what they played with as children as childish. Especially when they remember playing with figures, and about elves, dwarves and pixies - they go pale.

Fantasy Role-playing, has had a shaky career and major trouble from the tabloids. It has been mocked as childish, and about elves and pixies. Once you get an idea into a person's head, it won't ever go.

Computer users are treated like this as well. Parents saw video games such as "Space Invaders", and no matter how big the computer industry is,

by "Space Invaders". The press doesn't even mention computers (except when some minor incident comes up like the Friday the 13th virus, then they blow it out of proportion! A.V.). Role-playing has been regarded, of late, as being satanic, evil, corrupt etc. People blamed the "Hungerford Massacare" on roleplaying, labeling them as "devil games" which apparently gave orders to Ryan, to kill his mother! Due to views such as this, Role-players are not accepted in society.

So what is it all about? Is it really a "devil game", or is it something

enjoy regularly?

Role-playing is a game of the imagination. You play Kings or peasants of the Middle Ages, thieves into today's world or robots of the future. Role-playing also deals with magicians, elves, dwarves etc. A nice way of thinking of role-playing with no restrictions, do what you want, when you want, how you want. Great fun is derived from playing your character, will he be grumpy? funny? etc. It's nice if you get a strong agile character, but let me explain how the game is run.

The person who runs the game, is called the

Dungeon Master (DM). The GM sets the scene, where you are, what you see etc. You tell the GM your actions, he tells you the results and how well you did with your actions. Players also have great fun in pub brawls (I think Joseph means on the board here, not in real life! A.V.) seeing a drunken dwarf staggering round swinging his axe, a martial artist swinging on the chandelier and boot the dwarf in the face is great fun to enjoy. (Unless you happen to be the dwarf! A.V.)

Role-playing also puts you in tricky situations, for example, what would

you do if an evil magician was following you? How would your character react? Reactions to situations are always great fun, with the odd swear word coming in.

Dice are the spine of the game. Rolling dice add points to various things, like how much damage you've done to the orc with your lightning bolt.

Role-playing is a great game, and what a pity it is to call them "devil games". But there is hope for the future.

Role-playing helps people to re-live an ordeal and act everything out of your system.

Role-playing is growing, and with news like this, it can be brought to peoples minds as clean enjoyment which you can take for granted. Or will role-players, as computer users, be thrown out of society and forgotten about? As with regards to today's role-players, they will continue to be persecuted, until people change their minds and accept them, because of the image role-playing has been given.

Unless people in society will change their minds, can there be a hope for a role-player? An uncertain future awaits us. . .

By Joseph Crawford.

This month, we have our first arcade-adventure review. However, some people may not classify this game as an adventure - this matters not, since we had to ask David for his opinion (for reasons explained in the review) and he normally reviews the arcade games anyway!

Castle Master - DoMark
(Programmed by
Incentive) - £9.99

Incentives Freescape(TM) solid 3d system, has been the source of many a heated argument in the past. Many people are divided in the opinion of liking it totaly, and purely and simply loathing it! Because of this divided opinion, we have decided to include 2 view-points of opinion on the new Freescape(TM) game - "Castle Master".

Castle Master, is the latest in the series of

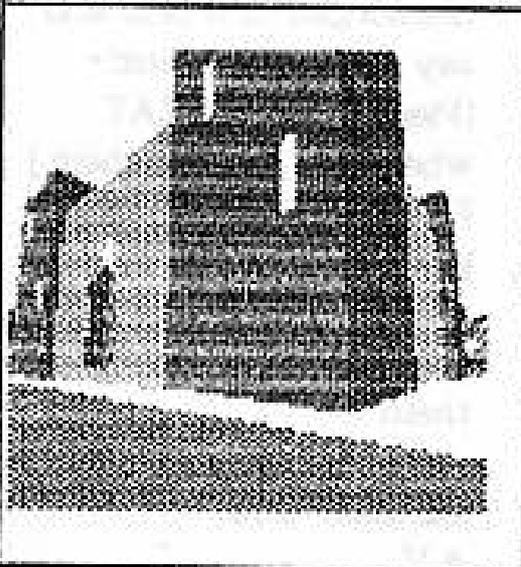
Freescape(TM) games from Incentive.

Freescape(TM), for those that don't know it, is Incentives CAD-like, solid 3D system that simulates total real views, but due to the complex maths involved, can be slow at times.

Anyway this time, instead of Egypt, or outer-space, Castle Master places you in the days of medieval lore. Your quest, is to rescue, from the

clutches of the evil shaman (wizard in other words!) Magister, your twin who he has imprisoned in the castle. (Whose sex you are able to chose, by stating your own at the start!)

The castle is guarded by many evil ghosts - intent on causing you to join their legions. These you must send back to the spirit world, with the aid of a well-aimed rock! (I suppose it makes a



change from a crucifix!)) Hidden within the confines of the castle, there are also many hidden keys, traps, locked doors and more important - treasures to be found. That is providing that you can overcome the catacombs, escape with the treasures and rescue your twin!

COMMENTS - ANDREW

This game, is possibly

the fastest of the series of Freescape(TM) games. Especially, since for the purpose of this review, we played it on SAM! (Technical note - we had no luck with the emulator for this one. We snap-shotted it on +D disc, broke into the emulator, then loaded the snapshot in!) However, even on the Spectrum, it chugs along faster than "Total Eclipse"! However, unlike the earlier games,

you are lacking the level of control in speed. Only 3 speeds are give: walk, crawl and run.

The puzzles in C.M. are more adventure orientated than before, with a lot of emthesis on

finding your way around the catacombs beneath the castle. This is not an easy task!

Graphicaly, and game-play wise, the game is more of the same. It is still the same style as the other Freescape(TM) games.

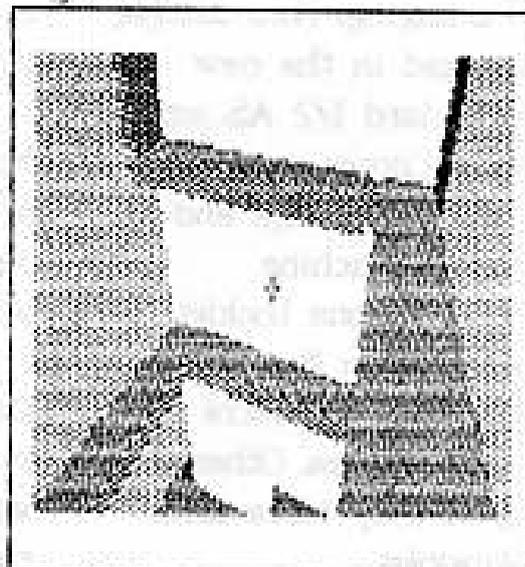
But, if like me, you like this type of game, this won't mind you in the slightest.

So buy if you liked the

first games, stay clear if you hated them and if you've never played the Freescape(TM) games before - buy with care, as you either love 'em or hate 'em!

COMMENTS - DAVID

Speaking as one of those people, taken in by persuasive advertising on Driller, I cannot say that I relished seeing this latest FREESCAPE(TM) game.



My personal opinion of this system is: that it is very clever, well programmed, etc - but is slow, ugly and boring!

However, after saying that, that was my initial though of the first games. This one, and the previous game (Total Eclipse - A.V.) are certainly fairly novel. To be frank, although I am, by no means, a fan of FREESCAPE(TM), Castle

Master is the best of them up to now! I think DoMark may have almost converted me, all we need is a SAM version and they'll have a lifetime customer!

OVERALL RATINGS

Atmosphere: Scene set with nice piece of poetry from Mel Croucher.

Originality: Not really original. An old plot, with a novel twist.

Packaging: Nice design, packed in the new standard 1/2 A5 sized box. Comes with

multi-language and multi-machine instructions booklet.

Difficulty: Not that difficult, if you're good with mazes. Otherwise, you may have some trouble!

Extras: Nice idea of selecting gender of player.

Controls: Keyboard + most joystick interfaces

Speed: Slow due to graphic complexity. SAM owners will benefit slightly though!

RATINGS

ANDREW 91%

DAVID 75%

OVERALL 83%

Now for a few tips.

If you can't find a way in to the castle, examine the hut at the back.

The key in the well may be useful, but don't fall in, yet - unless you want to get lost!

The bottle in the stores seems to refill your energy endlessly!

Crawl carefully on the landing at the top of the tower! (You may be able to see what I mean, on the second screen-shot!

Now then, a small piece of information, to all you out there who own PAW, or SAM's ...

David (The Fixer), has recently been in touch with Gilsoft, to ask about the feasibility of a SAM

version of their excellent utility - The Professional Adventure Writing System.

What their spokesman said, was that they had considered it, but were waiting to see how the SAM market developed first.

Now, to show your support for a SAM version, please write to Gilsoft at: 2 Park Crescent, Barry, South Glamorgan CF6 8HD and say what you think!

(Please mention ZAT when you contact them.) Remember, if the support is there, there is bound to be someone who would program a SAM PAW for them !!!

Till next time.
A.V.

ADVERTISING RATES

We plan to have a regular reader's advertising section, with sections such as: For Sale, Wanted, Under £10, Pen Pals, Notices, Forth Coming Events, Silly Messages, etc.

The charge is 50p for a maximum of 30 words. Make postal orders payable to ZAT (Strix), P.O. BOX 488, TWEEDALE, MADELEY, TELFORD, SHROPSHIRE, TF7 4SU.

Trade advertising prices on request. We will print any ad's, so long as software piracy or anything illegal is not encouraged.

WHICH COMPUTER SHOW ??

THE TRIP

9.12 AM 26TH April 1990. Myself and Malcolm joined a party of ET Trainees hailing from Horsehay, Telford, on the visit to this year's Which Computer Show. Whilst waiting, we both decided that before any strenuous traveling the first order of the day is a cup of rosy lee.

9.31 AM. The bus arrives. In a dash, several of us race for the front/back seats. I've never been on one of these high decked, continental affairs, looks like we could get some cases of 'air sickness' during the outing. A 'School role call' is sounded before the trip begins in earnest.

9.53 AM We leave Telford, Brummie-Bound

10.15 AM Typically the Mb is as nauseous as ever, chuck-a-block with 'Sunday drivers'. Whoever coined the idea that motorways are the 'High speed links that span the country' Needs to be placed against a wall and shot. Snails would move quicker than the poor souls locked in a jam on the North bound carriage-way. (By the way, whoever coined the idea that motorways are the 'high speed links that span the country' should seriously consider making an appointment with his local quack, and get his head seeing to. I saw snails moving faster than the traffic on the North bound carriage-way)

10.20 AM Friend Tony comments that this bus trip is bo ?ring. So boring that he can hear his beard growing. To make matters worse, the driver has Radio 1's Simon Bates blathering through the speakers. Thank God it wasn't Tony Blackburn (no relation of mine I might add) I promptly start to hum - "Who's off to sunny Spain" But Malcolm casually remarks that the carriage-way is blocked by several squashed cats and dogs who have fallen to earth without the aid of a parachute (It's raining)

10.53 AM We arrive at the NEC, very kindly the driver take us the main entrance.

10.55 AM We all file into the main Foyer and go on a mad scramble to fill in an 'entry form'. We then all take our own routes to the exhibition, Each of us getting a nice little press card attached to us, like we were evacuees in WW2. We all have 4 hours to see as much as possible, then it is back to the coach without fail, or you face being 'marroned'. The adventure begins.

THE SHOW

Myself and Mac, Joined by Tony dived head first through the entrance, pinning on our badges, and acting as if were members of a large business corporation with as much gusto a fish out of water. The first thing I noticed was that the NEC is big. My family happened to go the 88 Motor Show. And they babbled on how huge

stuck together" My brother bragged loudly. Well now that I am here, his exaggeration turns out to be truthful after all. Anyway We've seen some interesting sights. A stand on our left, a Japanese Company I think, had some impressive graphics on their micros, the water-fall is vaguely reminiscent of the "magic mountain" on the Degas program. Before we decide to have a proper look see, we decided that it is time for another cuppa. Instantly I regret this as Maxpax tea tastes even worse than what I get in a Inter-City train to Birmingham.

For the next hour, we wandered around from stand to stand, attending a few demonstrations of DTP or graphic programs, but an element of fun was about to creep into our wanderings. Malcolm's Brother- In- law came onto the scene, carrying a huge collection of assorted bags and freebies. Malcolm decided that freebie hunting was a must. So in a mad dash, like on a day when the spring sales start, we set off in earnest. Within an hour, each of us had several plastic bags, each containing assorted mugs, computer disks, backpacks, letter openers, etc etc. Tony had this thing for the free sweets, but some of them tasted like cold pills gone wrong. By now, there was half an hour left. We had spotted several faces, although our "spot the real Pally Sheppard competition" (which had come about due to spotting several women, who from a distance looked as if they were clones of our favourite Zat team member) drew a blank. Before we left, Malcolm got very excited over a group of Bunny Girls on a stand in hall 3. The comments he made will be disclosed later for all to read. As we walked back to the bus park, both myself and Mac decided the visit was well worth it. A pity that we didn't have more time there, think of the amount of freebies we could've collected (probably we would of needed another coach to bring them all back!)

THE COMMENTS

Malcolm: " Quite interesting. Liked the freebie hunt, especially the Bunny Girls, felt like hopping around with them. DTP, a very good selection. in fact most of the stands were rather interesting, especially DTP and Graphics. I didn't like the way sales people kept on saying "can I help you" all the time.

It was a good day out, especially due to the Bunny Girls...but we didn't have enough time." Pally " Lot of choice and information on offer. Liked the freebies particularly the filo fax.

The show should've catered for the "person in the street. Some of the sales people weren't helpful. I asked on one stand for details on a computer, as I wanted to buy it prospectively and the sales person said to go to another stand and acted as if he didn't want to know."

Darren: " Not as good as the PC Show but at least it did not turn out to be a wasted visit like some one said to me. Didn't like the Max Pax tea and the amount of time we had there. Overall not a bad day out at all.

The story so far... While on a contract job on the distant Terran colony, Ryvanna, John Paris and partner Ned Gibson have evaded capture by Octagon rebels--who are involved in an unofficial war with Terran forces. They have located a vast, underground silo that contains an unidentified vessel--which is affecting John's Psi powers. But as Octagon rebels once again try to take them prisoner, the silo is hit by bombs launched by an Terran Fighter craft: now read on...

THE TIME: SOME 10 SECONDS AFTER LAST ISSUE.

THE PLACE: THE SILO, RYVANNA, ALPHA CENTAURI.

THE SITUATION: VERY DESPERATE!!



SENTINEL

PART 3 FALL-OUT

Writer & Plotter
Darren Blackburn & David Ledbury

Artists
Darren Blackburn & Malcolm Seaby

Lettering
Phillip Charles

Editors
Malcolm Seaby & Darren Blackburn

Move to cover--the ceilings giving way!



We're trapped!!

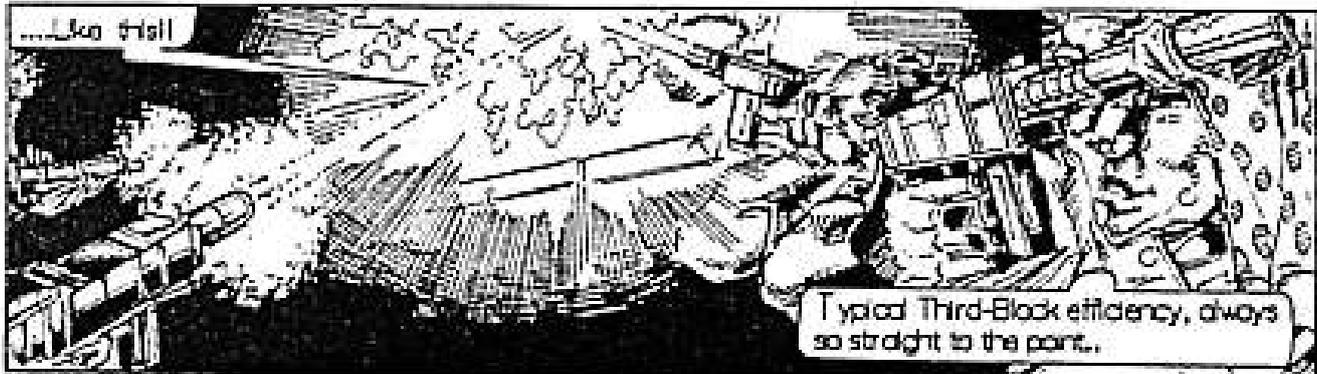
How observant.

We'll be running out of air soon. The best place to go is inside this can, before the rest caves in.

What with? A tin opener!

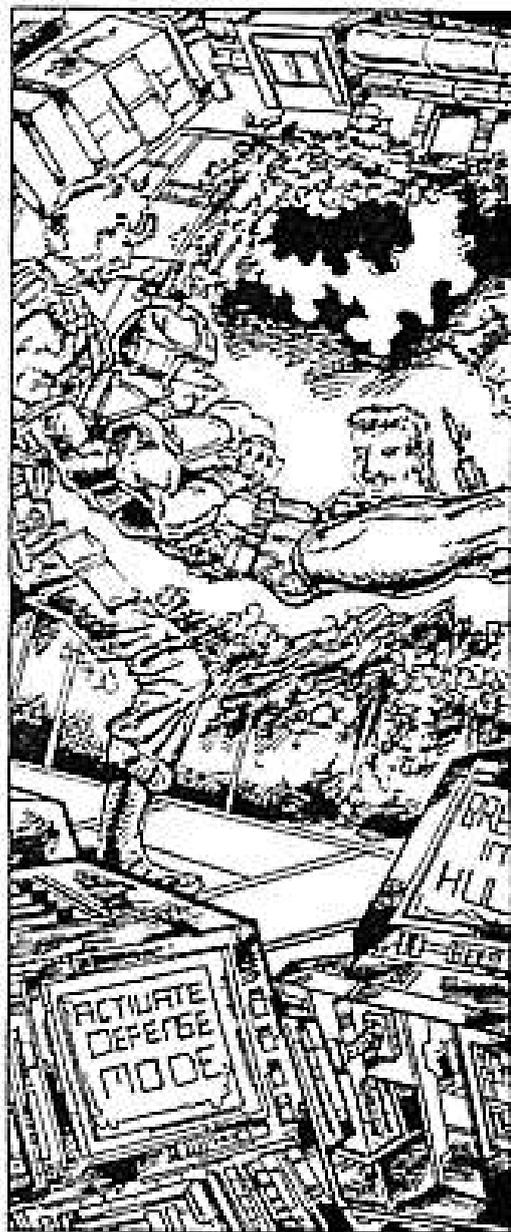
Strewth! A Red with a sense of humor!

No...We use our laser rifles to cut through the service hatch. Its composed of a less cohesive metal than the rest of the ship....



...Like this!

Typical Third-Block efficiency, always so straight to the point..



ACTIVATE DEFENSE MODE



AFRR-unght!..Nooooo.....

What is wrong with your friend?

I'm not certain. He's been crack since we approached this rust-bucket. It's playing havoc with his sixth sense....

Sixth sense? I wonder...

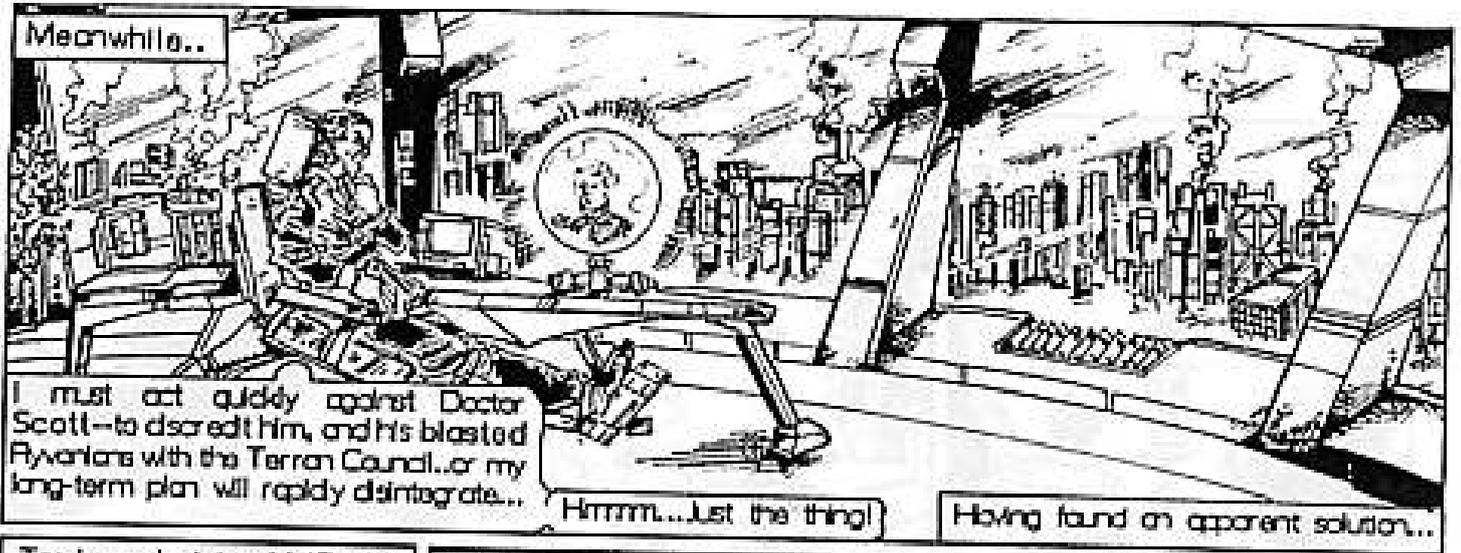
BUT THEN...

UNAUTHORISED ENTRY..INITIATE LAST COMMAND. SELF-DESTRUCT SEQUENCE NOMINAL. SIXTY SECONDS TO DETONATION.



That's great. We either turn into soya consumers or roast Phalanger!

I never did like Mondays....

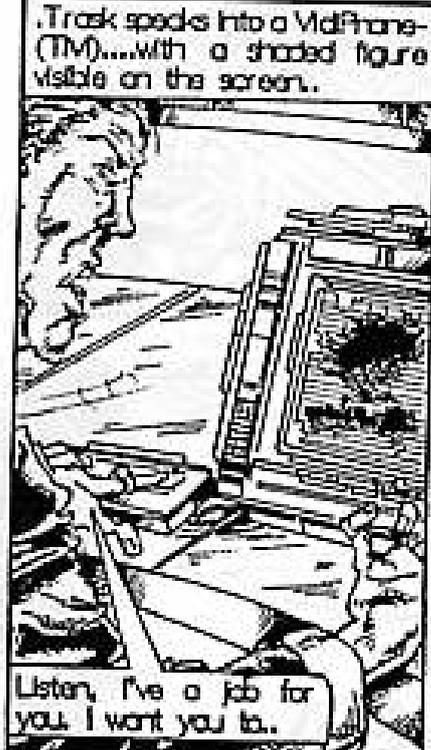


Meanwhile..

I must act quickly against Doctor Scott—to discredit him, and his blasted Flyers with the Terran Council..or my long-term plan will rapidly disintegrate...

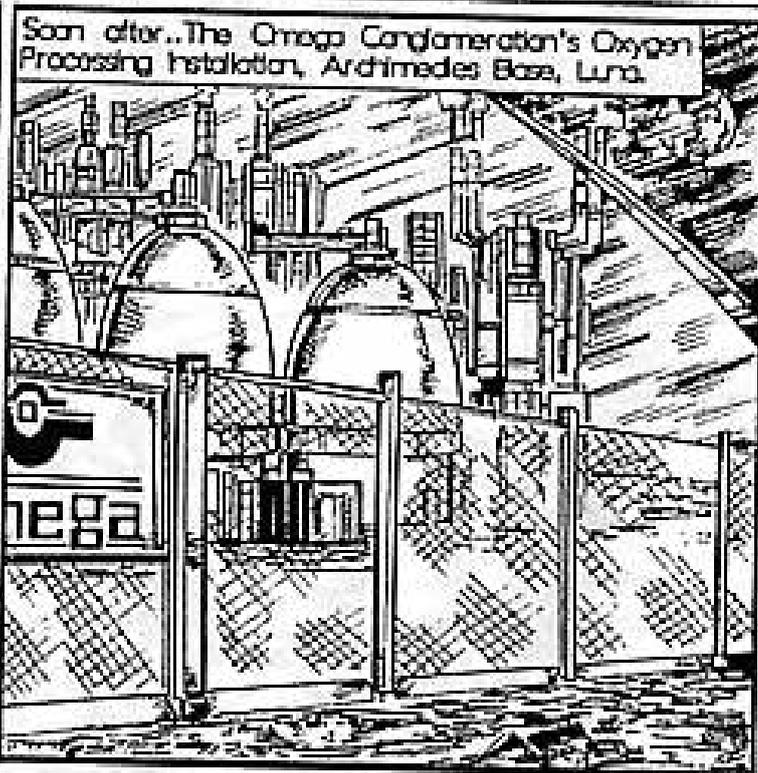
Hmmm...Just the thing!

Having found an apparent solution...

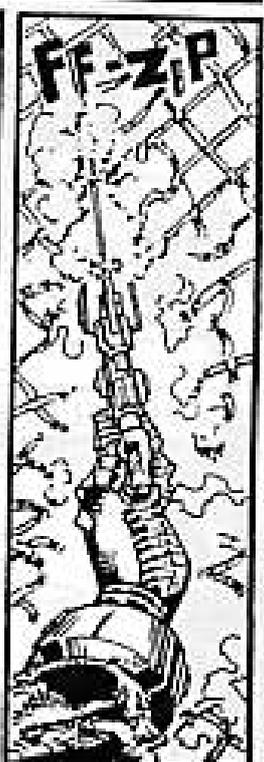


Trask speeds into a VidPhone-(TV)....with a shaded figure visible on the screen..

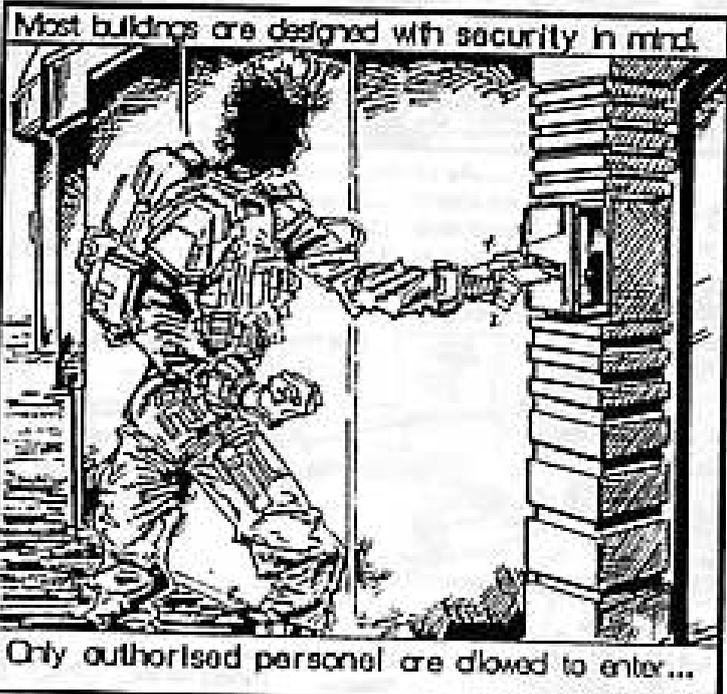
Listen, I've a job for you. I want you to..



Soon after..The Omega Conglomeration's Oxygen Processing Installation, Archimedes Base, Luna.

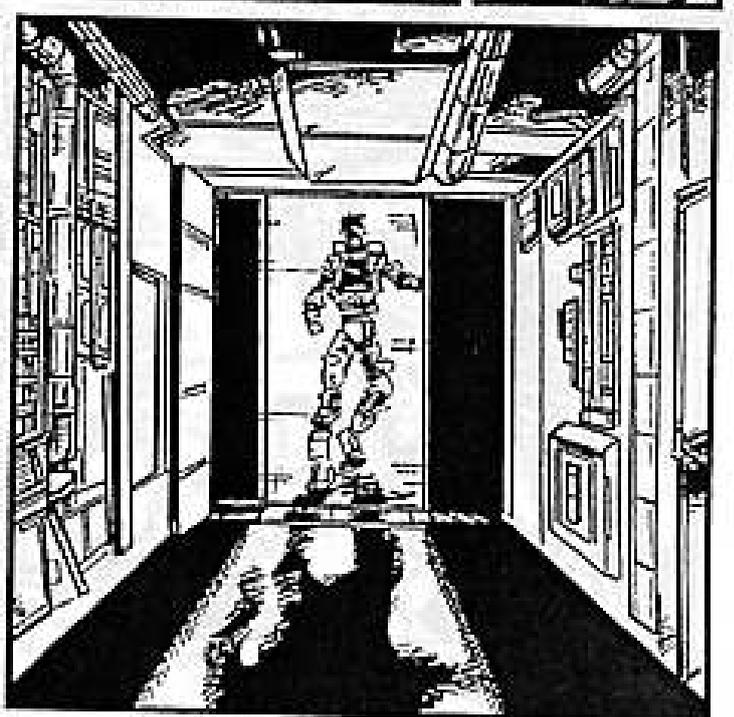


FF-ZIP

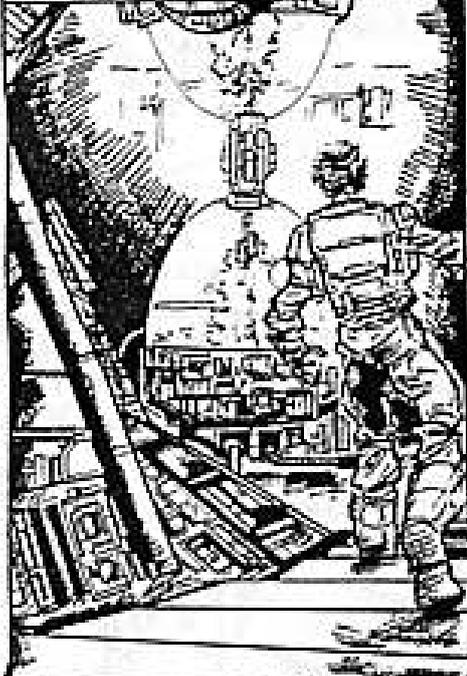


Most buildings are designed with security in mind.

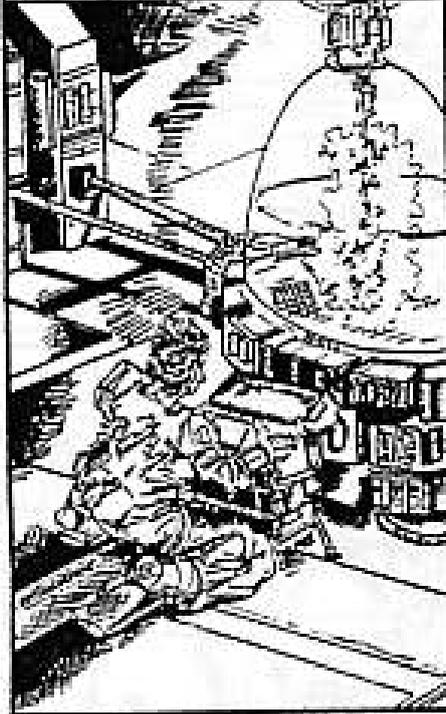
Only authorised personel are allowed to enter...



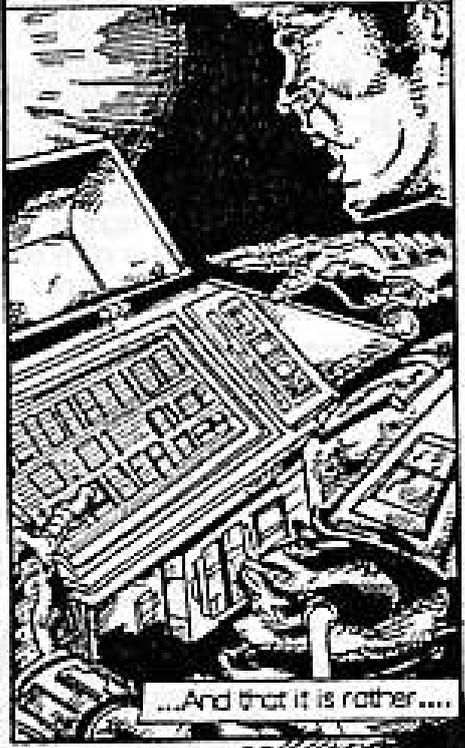
Even in this Ultra-Modern age...the need for warmth still exists, even though the burning of fossil fuels has long since become a memory..



These days...Cyberite has become the number one fuel and power source.....

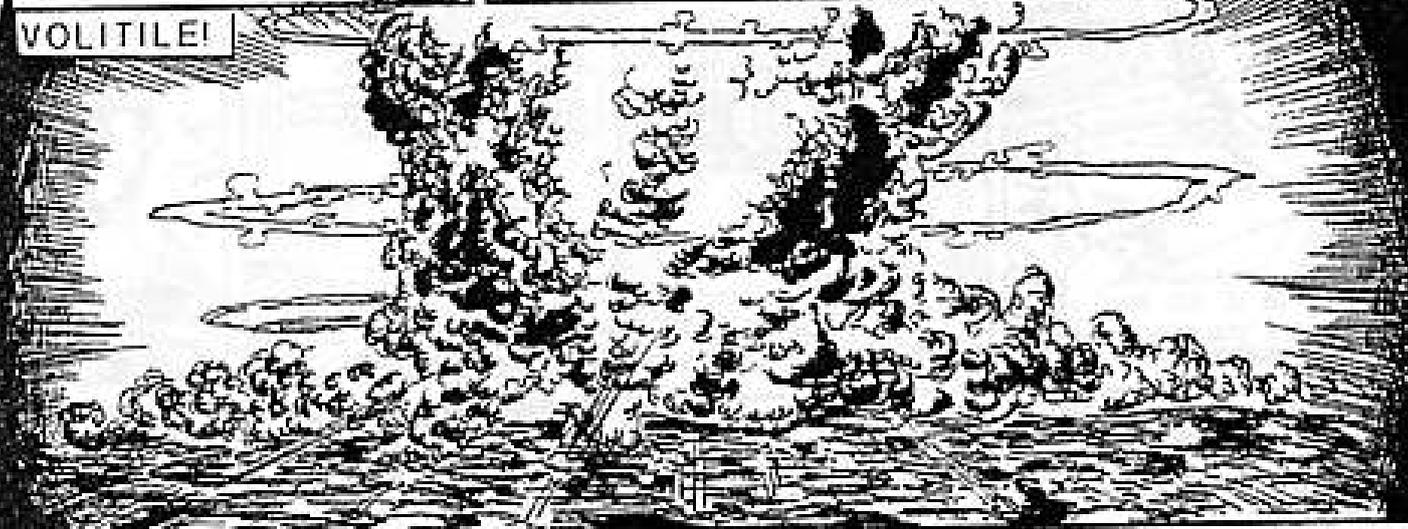


Unfortunately....Cyberite has only one drawback....



...And that it is rather....

VOLITILE!



Later back on Terra....



....As of yet, no-one has admitted to the explosion ...However, fragments of the explosive device indicate that it's of Ryvanian origin.. This news has caused several reverberations at the Ryvanian Embassy.

Fragments of a body were found scattered.....

If Doctor Scott behaves true to form, I should hear from him rather shortly!

Meanwhile..

THIRTY SECONDS TO DETONATION.

Don't fire you idiot! You could end up damaging the ship...only way to halt the countdown is to pull the computer's plug.

John?..

I can unite my mind with the computer...convince it that our presence doesn't conflict with its last directive...



..And where do you suggest w...

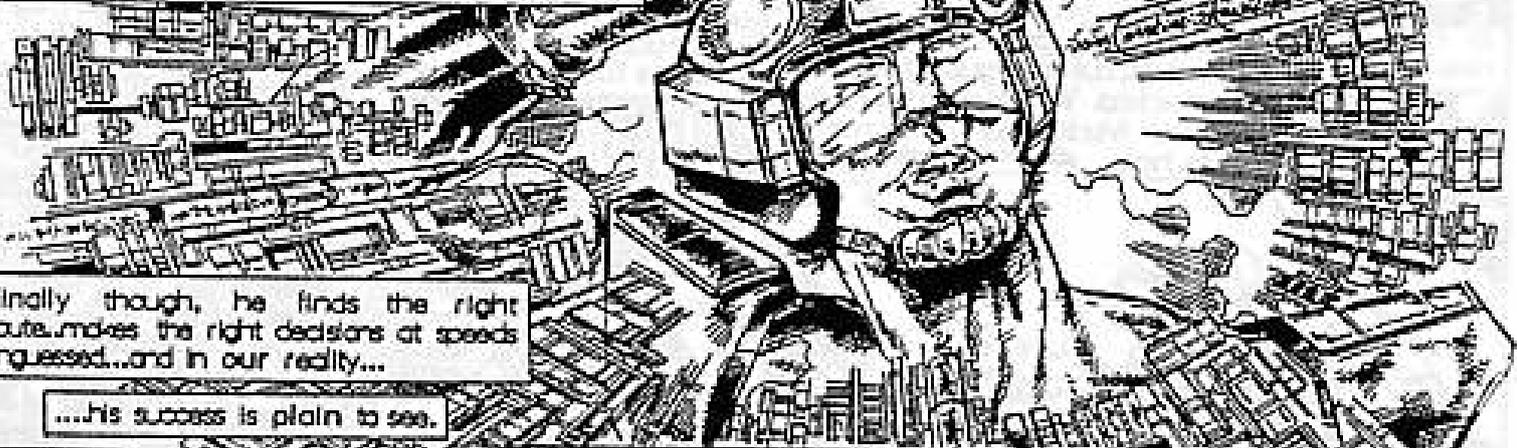
there's no need...

But the computer seems to be causing you considerable stress--surely this act could endanger your life.

Maybe it will, or not at all..There's only one way to find out..

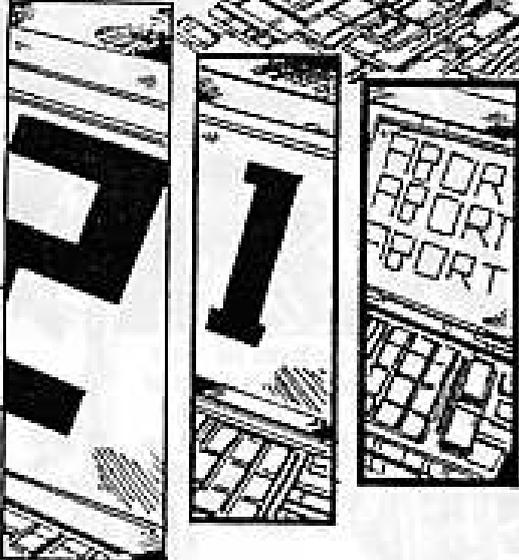
He once again becomes one with the computer, though this time voluntary....probing along its micro circuits....following the path of random electrical impulses that flash through the computer's brain.

Making suggestions, coaxing... racing against time to avert disaster...and all the time, trying to blot out the pain that swamps his mind...



Finally though, he finds the right route..makes the right decisions at speeds unguessed...and in our reality...

....his success is plain to see.



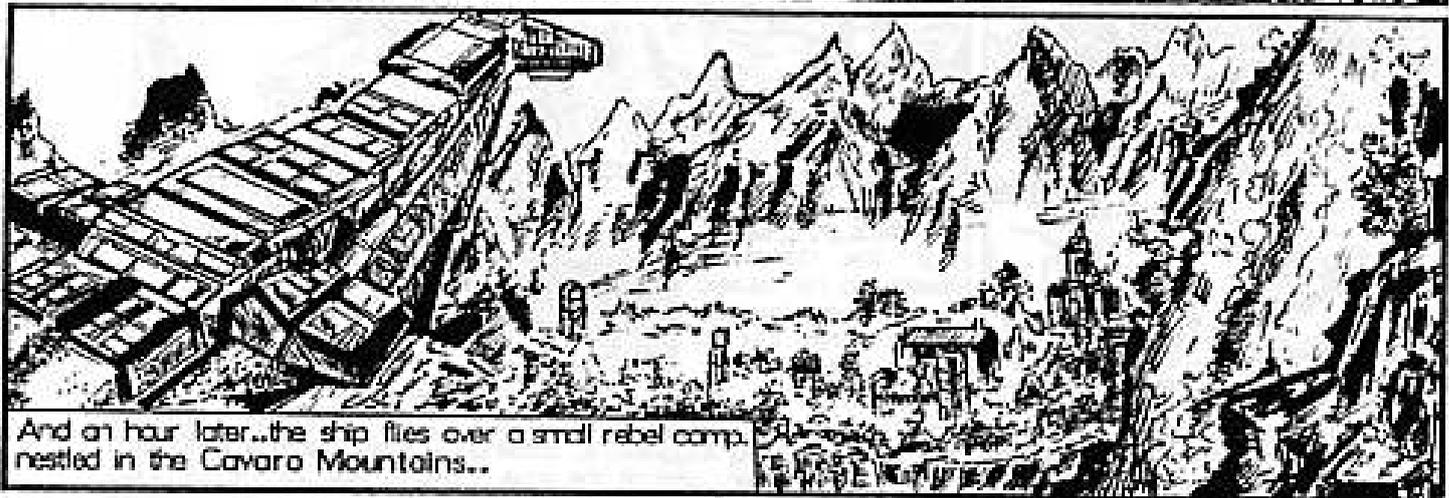
You did it!!!

Yeah. You can tell the computer where you want to go. The ship's easily capable of freeing itself from all the rubble that's piled on top of it.

And as John states, the ship slowly pushes away the rubble...and rises Phoenix like out of the silo.. Its first journey in some unspecified time.



Vladimir then directs the ship to fly South...



And an hour later...the ship flies over a small rebel camp, nestled in the Cavaro Mountains..

And after the ship has landed...

its look to business it seems.

I thank you for your excellent piloting..and your friend for saving our lives, but your gullit still remains unchecked. We will send your friend to our Medical tent. You may go with him.

"But first I must relieve you both of your weaponry --and be advised that escape is unthinkable. The Flyvanian jungle may be paradise, but it contains hidden dangers...some of which are fatal if encountered.."



Thanks 'Ivan'. John still looks a bit off colour, and I feel like death warmed up.

We will discuss your future after you've both rested....

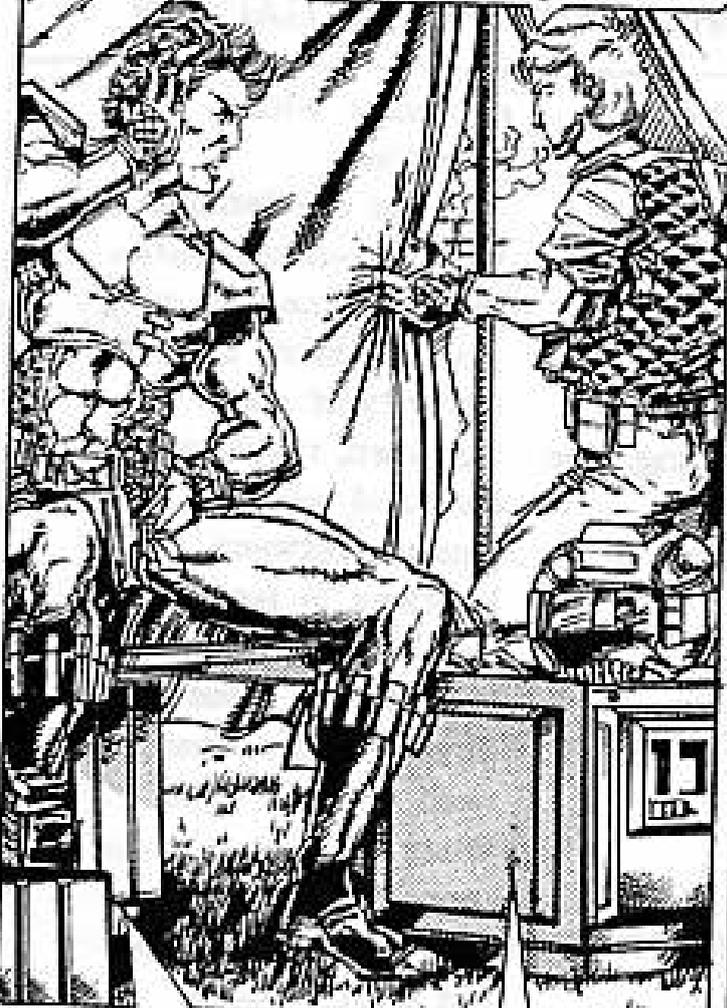


Pilot 236. Confirming destruction of silo. Unidentified vessel not terminated as per your orders. Located rebel base. Tracking signal activated. Ready to send in Reinforcements.

And inside the tent,
Shut up complaining! We've got other things to consider than contracts..

wish we'd never took on that satellite contract. As soon as I reach Top-side, I'm going to give Murphy a piece of my mind.

So you aren't interested in making a killing then?



Profit is all you ever think about! What's more important is to find a way out of this...

Shushh!! I think we've got a visitor..

I've been sent to bring you some food. It's all we can spare. You have twenty minutes to prepare your defence before you are taken for interrogation!

Consider yourselves lucky that you been given a reprieve-- usually we kill our enemies first without hesitation, and not bother to ask questions afterwards...



And after the girl has left..

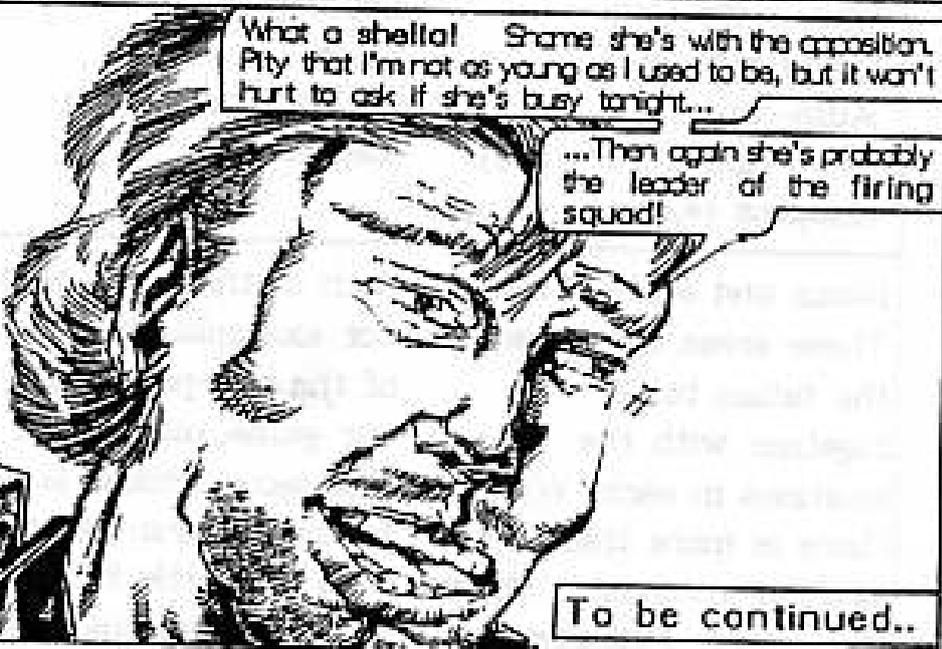
Well, we either convince them that we acted in self-defence, or we get our heads blown off. Now I suggest we.....

What a shella! Shame she's with the opposition. Pity that I'm not as young as I used to be, but it won't hurt to ask if she's busy tonight...

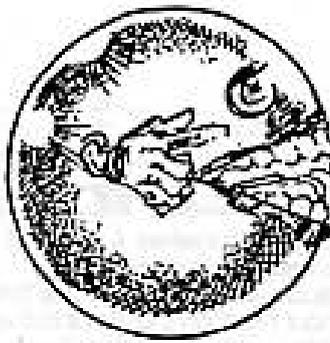
...Then again she's probably the leader of the firing squad!



God! Sometimes I wonder if fate was having a day off when I first met Ned!



To be continued..



GATIP - SHOP

by ANDREW VINCENT

Adventure Programming with PAW & GAC Pt3

Concluding last months section, where we detailed possible locations for the adventure, we can now summerize the areas that need to be included in the finished game. These will be split into 4 areas: Friend's house, quarry area, mirror of friend's

number of locations involved in each.

We now move on to the next stage of game development. The area of mapping.

There are 2 stages involved in mapping. The first being the approximate layout of

encounter with directions.

If you are familiar with adventure games (as I assume you are!), you will know that the majority of them use up, down, north, south, east and west for the passage between locations. A few of them use NE, SE, SW and NW in addition. These directions are what you need to think about when you get to stage 2 mapping.

If you have mapped out each group of locations roughly (as in diagram two), you should be able to work out what directions would be required in the stage 2 map of the same area (diagram three). As you can see, they hardly resemble each other in looks! However, this is not the important thing. The important thing is that the second map makes perfect sense to you, and is clear to follow.

Friend's house

Guest bedroom
Friend's bedroom
Parent's bedroom
Bathroom
Landing
Stairs
Living/dining room
Kitchen

Mirror town

Automated Robo-taxis
University (*6)
Credit bureau
Auto-cafe
Micro-film library (*3)
Holopark (*2)

Quarry

Quarry face (*5)
Grassy area (*3)
Old shed (*2)
Quarry top

Mirror of friend's house

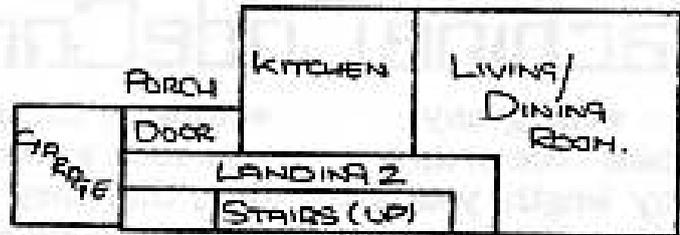
Guest bedroom
Friend's bedroom
Parent's bedroom
Bathroom
Landing (*2)
Stairs
Living/dining room
Kitchen

house and earth 2 town. These areas are shown in the tables below - together with the locations in each. Where there is more than one location involved, a figure in brackets indicates the

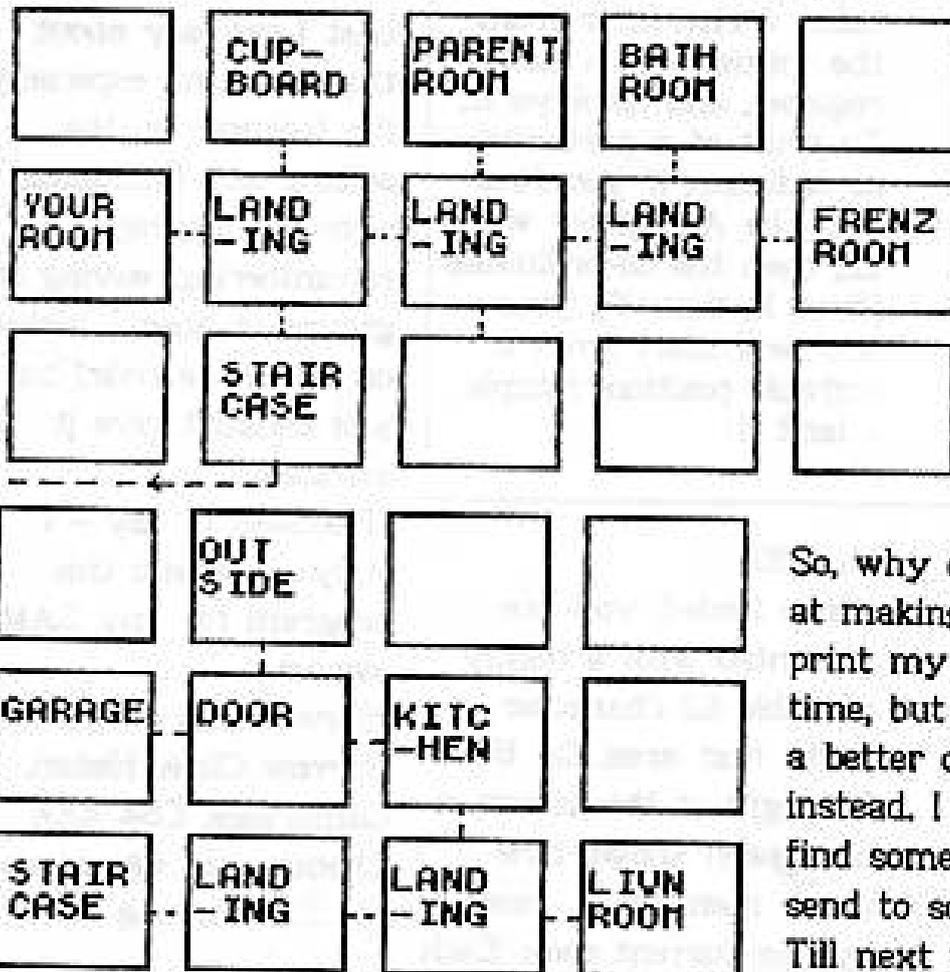
each of the game areas. For example, in the case of the pen-pals house in our game, diagram 2. The second stage, is the finalised adventure map. This is a little trickier, as this involves the first

Having studied the principal behind these two maps, you should have no problem with understanding the rest of the maps for the game. They follow the same basic pattern of - listing locations, producing the rough plan and producing the final finished map.

FIG 1 - SHOWING TOP & BOTTOM FLOORS OF FRIENDS HOUSE
 FIG 2 - SHOWING STAGE 2 MAP OF SAME AREA



PLAN OF FRIEND'S HOUSE



STAGE 2 MAP OF HOUSE.

Unfortunately, David has just informed me that we have run out of allotted space for this issue. This means that I will be unable to print the other maps for the game areas in this issue.

So, why don't you have a shot at making the other maps? I will print my finished ones next time, but if anyone sends me in a better one - I will print that instead. I dare say that we can find some little knick-knack to send to someone!

Till next time -A.V.

(The bad spelling on the maps was deliberate, to fit the text in!)

SC_Assembler, is an assembler/ disassembler, for the SAM. This program, has come from the talented hands of Mr Steve Nutting - under the guise of "Steve's Software".

"Steve's Software", as you may or may not

designed to be immediately installed on a back-up disk. This is easily done in next to no time.

The installation program, gives options on colour and number preference (whether you want binary, hexadecimal or

1/4 K.

The program, has been designed to split the memory into 3 banks. Each of these banks being 32k in size. You can flip between these banks at the touch of a function key. You are allowed labels up to a length of 14 characters.

The program has been designed to use all the standard 798 280 op-codes and the undocumented 102 are also supported.

There is much more that I can say about this program, especially it's features on the editing side (including auto numbering, renumbering, saving off groups of lines - instead of the whole code) but I just couldn't give it justice!

Needless to say - I fully recommend this program for any SAM owner!

"Steve's Software", 7 Narrow Close, Histon, Cambridge, CB4 4XX
Cheques for £10, made to Mr S.J. Nutting

Machine Code Corner

When writing any machine code program, of any length, you often find that things that you take for granted in BASIC, can be rather difficult.

These include things such as reading the keyboard, printing on screen and calculations. Wouldn't it be so easy if you could access some of those BASIC routines from code? Well, you can.

The designers of the Spectrum, found that

writing to the screen was such a common task, that they assigned an instruction especially to it.

This instruction, RST 16, takes a character from the value held in the A register, and displays it. To print at a particular co-ordinate, if you first load the A register with 22, then the co-ordinates (first X, then Y), your text will start from a suitable position. Simple - isn't it!

know, has produced a number of interesting utilities in the past for the plus D disk interface. He has now turned his hands to the Coupe.

This pack, comes supplied on a SAM disk, (no tape version I'm afraid!) and has been

base 10).

Once loaded, you are presented with a highly readable 62 character width text area. On the far right of the screen, a bar graph shows how much memory is used by the current code. Each line on this, represents



LETTERS

with **MAG.**

Hello Fans.

I was really surprised when I got the last lot of post as I actually had a couple of letters that I could put in the letters page!

Honestly, I don't know what's up with everybody. Either I've got BC or everyone has got writers cramp from writing to the other mag! I've got tons of Smarties to give away as Smartie points and no one wants any. (Bloody shame ain't it, Darren!) (I'm crying my eyes out, Dave.) shut up you two and let me get on with it or I will ban you to the TV room, strap you in the armchair and let you suffer 3 hrs of Terry Wogan!! Any way, at least three of you kindly persons have written in to the letters page, BUT I WANT MORE, MORE, AND EVEN MORE, PLEASE!! I especially like letters from the ladies out there as I do not see very many ladies writing in to computer magazines and think that they should have a bigger say. So don't be shy ladies lets hear from you and see what kind of things you would like or about anything you do not like.

Dear Mac,

I have just read in July issue of Y.S. That you are publishing a mag of your own, Advanced ZAT Programming. I have both Gac and Paw programs that I bought about six months ago to keep my mind working, as I am severely disabled with arthritis. I get in a bit of a tiz sometimes as I get some good ideas, but can't seem to put them into practise, and I feel your magazine will be a boon to me.

How often will you publish?

I am enclosing a cheque for £1.00 + two 20p stamps, you can put the change in the tin for the charity Action Aid as stated by Y.S.

Good luck with your Venture, hope to hear from you soon.

Alexander Palmer,

Barry, South Glamorgan.

Well Alexander, thank you for your letter, GAC and PAW are both very good programs and a must for anyone who is just starting to write their own Adventure epics. I am sure that you will find Andrew's section on adventures a great help to you and if you do have any difficulties then I am sure Andrew will be only too glad to give you some advice.

I am sorry to hear that you are one of the

many sufferers of Arthritis, but it is nice that you have something to keep you occupied. We are publishing ZAT one every two months at the moment and issue three is now on sale, Issue four will be available from Sept 14th. Thanks also for the coppers, they will be forwarded to Action Aid as soon as possible.

Paul Talbot of Newport Shropshire writes,

Dear ZAT team,

Thank you for making a brilliant magazine, the sections which are my most favourite are... Sentinel... The Bane of the PC Extravaganza... and the Wall Paper strip. There isn't a bad word I can say about your brilliant magazine (crawl crawl).

Well I'm blowed, what a crawler. Paul, you are the sort of person I like. Anyone who crawls can guarantee getting a letter published in ZAT. I won't say anymore cos my head is already swelling!

And next a suggestion from Andrew Pritchard of Telford.

Dear AZP,

I think the machine code corner should have hexadecimal listings as well as assembly language routines as more people have hex loaders than assemblers.

Well Andrew, a valid point indeed which both Andrew and Matthew have taken into consideration for all future issues.

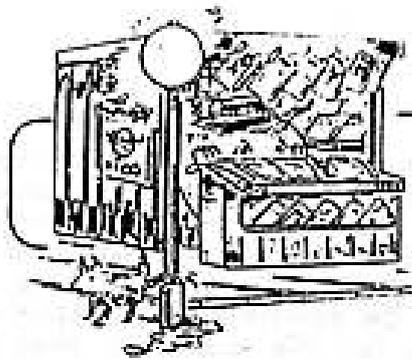
Also all our programming sections will include listings in hexadecimal, decimal & assembly (when available), not only for the various types of Spectrums available, but for the Sam Coupe as well. Andrew also promises to give as much information as he can for both machines.

If you (or anyone else out there for that matter) want to send in programming tips or info, then please do so!

bye for now MAC.

P.S. To Simon N Goodwin, just got your letter, a copy of AZP issue 2 is on it's way to Graeme Kidd at Future Publishing in Bath. To be delivered by hand, courtesy of the Dave Ledbury courier service (he's going up there for an interview actually) More about his visit in issue four!

T.T.F.N.



COMIC KIOSK..

by Darren Blackburn

On a warm Friday night, Channel 4, the tv station that dares to show programmes with a difference, showed at a very late hour I must say, an intriguing, interesting and informative documentary called "Comic Strip Confidential". Of course this isn't the first time that television has delved into the comic strip genre. Daytime Live, numerous children programmes, even Channel 4's arty programme, Signals, have featured articles, interviews, the people involved in the comic industry, and those who collect and buy them by the dozen. But most of these programmes, having little broadcast time, couldn't devote enough time to cover every facet of the comic strip world in great detail. But this documentary, a three hour long extravaganza, spotlighting the 22 top rated artists/writers/ creators that have been in modern comic's short history, was a gem of a tv programme.

Starting in the early days, when the American tabloids started the ball rolling, it chronologically pinpointed key events in comic strip development, talking to the specific writer/ artist/ etc responsible for each new innovation. Finally the programme showed what the future lies for the comic strip, and what new styles await the future reader.

During the magical time tour, the programme showed the rise of the two major comic distributors, Marvel and DC, the rise and fall and rise of the superhero strips, the several now independent comic companies, the well known strips of the 50's (which mainly consisted of horror, crime and suspense titles, which were always a subject of controversy and were nearly stamped out altogether. The scenes of burning several tonnes of comic mags in the streets of American towns, shocked this comic collector I must say!). Then came the 60's; Marvel rose like a plant, the Comic Code Authority came into existence (due to the resentment mentioned earlier), and the rise of the underground comic, a selection of titles whose writers and artists refused to conform with the CCA's strict rules, which were more outrageous and x-rated than the various magazines placed on those "out of the reach of children" shelves at the local newsagents. The talented people interviewed and profiled, were a hatch-patch of personalities and styles; each concentrating on a particular facet of comic strip art or writing. From Horror to Romance, Sci-Fi to

Superheroes." Art Nouveau to the "not to be taken seriously".

There were the well known faces: Stan Lee-creator of Marvel Comics, Frank Miller-Batman/Daredevil, Joe Shuster-Superman's co-creator. But some like "Spain, Nancy Paris, David Sim and titles like Love and Rockets, The Spirit, Horror from the Crypt (one of those 50's comics the parents tried to ban), Zippy (not the puppet from Rainbow) and many more, it showed the viewer, and myself, that there is even more to the world of comics than previously known. In all "Comic Book Confidential" was an enjoyable piece of tv, hopefully to be repeated at an earlier time please Channel 4.

Last time I mentioned Strip, a fortnightly publication from Marvel UK. Well I've now got to issue 10, and basically it gets better and better. Marshall Law is still a rude, hero-bashing, "visually interesting" strip as ever, although it's now be placed at the back of the mag (I wonder why?). Genghis Grimtoad is still there, still 2 pages, but worthy of more pages (Gibson's painted art is exceptional). The other solo strips are good too, although some have been disappointing. But don't take my gripes into account, Marvel UK has a winner here, so go and buy a copy today! STRIP, 95P FORTNIGHTLY MARVEL UK.

Dipping quickly into the world of Graphic Novels (a subject I will cover in the near future), both Marvel UK/USA and DC have brought out a number of well recommended titles, mostly through that number one GN publisher, Titan Books. First off is the sequel to Frank Miller's Batman Year One, aptly titled Year Two; although the art isn't by Miller, the work of Alan (Captain Britain) in Davis and Todd (Spiderman) McFarlane is outstanding. Other titles on the MUST BUY list are: Abselm Dakk; Dalek Killer, Aliens, Digital Justice (a computer generated comic featuring a future incarnation of Batman) and lastly Captain Britain which features early stories by Moore and Davis from the early 80's.

Well that's it for this issue, next month I'll take a look at the new Marvel releases for the 90's and any other bits of comic gossip I can grab with my donnies. See Ya.

The day we Crashed "Crash Towers"

After a rather uneventful trip on a typically slow, late departing, "Sprinter" train, I, along with my three colleagues, arrived in ye olde Ludlow at 9.21 a.m. approximate.

Our visit got off to a grand "start", due to the fact that a certain Editor wasn't entirely sure where the humble abode of "Crash Towers", was actually located. He did scribble down some directions, for us to follow, but considering that his scrawl is even more unintelligible than a Doctor's prescription, it took no time at all for us to get lost. Luckily (and I mean luckily) our group happened to encounter a fair damsel, WHO just happened to work at Newsfield, the home of Crash, Shropshire's premier Spectrum/Sam Coupe magazine. So in an orderly group, rather like a teacher taking her class on a school outing to the countryside, we followed in tow to their abode.

We were lead along a small side-road, which was boarded on one side by factories, the other by a small, flowing stream. Where the road widened, on my immediate right stood a large white house, freshly painted, that looked as if it had been a mill or warehouse of some kind in the past. Passing through a gravel covered car park, at the rear, the young lady lead us through twin doors and into the reception area of Newsfield publications. I, and my three compatriots had breeched Crash Towers, and they hadn't put up any kind of defence, whatsoever. Still cautious, we all passed through a ritual of signing the visitor's book, so that future generations of visitors to the building could see that I, along with my companions, had stood, and traversed through it's hallowed hallways and rooms.

After the book-signing ceremony, we were greeted by Richard Eddy, Editor of Crash, my personal favourite Spectrum magazine (and, no I'm not creeping, perish the thought), who quickly took us to their conference chamber, secreated on the lowest level. After a brief te'te a te'te, and exchange of introductions, we interviewed the young Editor over the proverbial cups of coffee (no biscuits). Matthew declined to drink, quoting that he was still on one of his year-long diets, and that sugary foods were still not on his menu. For the next fifteen or so minutes, in Malcolm's own words, we "grilled" Mr Eddy (not over an open-fire I must hastily add), asking him several quick fire questions and generally finding out what charms, or forebodings, an Editor's life has, and generally finding out all his dark secrets (copies of which were sold for £100 per copy at my local newsagents, hurry

,there's a few more left to sell).

After the interview had come to a close, goodly Richard then took us on a conducted tour of the building, so that we could see how the magazine (and most of Newsfield's publications) are put together.

First on our whirlwind tour was the main editing and creative departments; the nerve centre. The room reminded me of a miniature version of a typical scene more closely related to a Fleet Street tabloid, rather than a computer magazine. Everywhere there was fervent activity; a number of busy people were writing up reviews, articles, etc for Crash, and presumably for Newsfield's other publications.

Malcolm commented to me that this was the kind of set-up he hoped (well, dreamed) Strix would have in the future. I agreed whole-heartedly, and I was going to comment further when Mr Eddy ushered us along to the far end of the room. As we made for the exit, I passed several members of the staff playing the latest new game releases, casually jotting down their criticisms onto flimsy, blue-lined note paper. This would be the ideal type of occupation that my younger (and rather nauseous) brother would like to have.

Moving rather briskly, we then passed through into the main layout department. Equipped with several Macs (er, no free ads here) and facilities that I myself would like our company to have in the future, this is where all those finished pages of my favourite magazine are assembled and prepared for their final journey to the printers. While I was dreaming about having a M.a.c.i.n.t.o.s.h. (Sorry, I think I was feeling unwell then, did I think that I was going to have a Macintosh, i'd rather have a reliable Atari anyway...), Malcolm's dream of having a fully equipped photography studio were fired up again, as we were lead into the small, yet well equipped photo lab. Passing the small administration department, and several well recognisable home computers tucked ashamedly into a corner (was that a +2a I saw, or was it a mirage?), we passed back along the main corridor that contained the small, well furnished offices of the main staff personnel. While dizzy David and brother Holt had a quick talk with Richard, Myself and Mac had a glimpse at what I believe to be was the sanctum of Oliver Frey, himself (were those pieces of recently completed Frey masterpieces standing in the corner? I will never know for certain as the great man happened to be out at the time) Who ever the office belong to; one thing that did catch my eye was the miniature Eiffel Tower on the desk, reminiscent of those famous stolen bullion statuettes featured in the Lavender Hill Mob.

Well doesn't a mere hour fly by ever so quickly. Carrying our belongings, and clutching a copy of PrePress tucked under my arm, we bid adeau to Richard Eddy, and all the other

devotees of Crash, including the mysterious Lloyd (whom a member of "our" illustrious team believes to be nothing more than a phantom of the mind, and who asked tentatively whether he really exists or not...)

Outside, the heavens had opened...cats and dogs falling down in droves around us. We headed off into the town, on our way to spend some time seeing the sights and sounds that make up Ludlow, each with our own memories of the visit firmly planted within our minds.

I personally thought that the trip we took on the train was well worth every penny, and that I found the members of the Crash team (and

Newsfield in general) to be a rather generous, yet hard working bunch of guys and gals, all determined to keep Crash firmly in the eye of the reader, and to ensue that the nation indeed continues to play their games (nice catchphrase you've got there, wonder who you nicked it from??).

The Z Team wishes to express their thanks to Richard Eddy for his time and to Crash for letting us visit their offices.

The epic journey was organised (if you could call it that) by Sir Dizzy Ledbury, and his faithful followers Malcolm, Darren and Matthew.

Look What The Big Boys Said About Z.A.T.

YS

FANZINE FRENZY

Dave Ledbury's a smartie-pants. He's found a way of promoting his magazine, *Advanced ZAT Programming*, and helping charity at the same time. How could I resist? Dave says that for every YS reader who orders a copy of the first issue he'll donate 10p of the cover price to a charity of my choice. Okay, Dave, send the dough to Action Aid, Hamlyn House, Archway, London N19 5PG - they're a super little organisation through which you can 'adopt' a child from the third world, paying a small monthly contribution to his or her welfare. But, as with all charities, they're constantly on the look-out for money to keep the thing chugging along so that's what your 10ps will be going towards. Readers should stress they're ordering through the mention in YS, and send 60p plus a stamp to *Advanced ZAT Programming*, PO Box 488, Tweedale, Telford, Shropshire TF7 4SU.

And what will you get for your money? A nifty-looking fanzine that includes two pages of advance programming techniques using GAC and PAWS, and loads of comic strips - no, not Bernard Manning taking his underpants off. What a thought!

Yet another fanzine comes along to try to part you from your hard-earned pennies. This one I've mentioned before, but this time it's actually appeared, and I know because I've got one in front of me (a magazine, folks!). The people behind ZAT had the enterprising idea of producing an issue 0 sample copy, which has a very strong adventure content, and editor David Ledbury says that's purely his personal bias. Well that's what it's like when you're an editor, David - you can do anything in the world, and you also get to keep the brackets.

ZAT did start up and fade down again very quickly before, and David says he'll be writing to everyone who didn't get the second issue with a free copy of the new mag and a letter of apology. This time round it'll be concentrating on just two micros, the Spectrum and the SAM Coupe, and to get a sample copy send 60p plus a first-class stamp to ZAT, PO Box 488, Tweedale, Madeley, Telford, Shropshire.

There's a new fanzine on the loose, folks! It's called *Advanced ZAT Programming (Z-A-T) Gettit Z-80?* (Never mind...) and isn't at all boring as the title may imply. It's very well produced and entertaining and, while covering the gaming side of the Speccy,

hopes to spice up any Z-80 enthusiast's life with a technical section. It's produced just up the road from CRASH in Telford, Shropshire and is run by a team of three - that's Dave Ledbury the Ed, Darren Blackburn (Art Ed) and Malcolm Seeby (Assistant Ed). Apart from Spoccy and SAM stuff ZAT covers comics, CB radio, and promises sections on vid and science fiction soon currently running a 800 word illustrated SF strip called *Sentinel*. You get 32 pages for 60p (and 10p of that's for charity) - check it out by writing to ZAT, PO Box 488, Tweedale, Madeley, Telford, Shropshire TF7 4SU.

NEW COMPUTER EXPRESS

THE GOOD, THE BAD AND THE BRAVE

Good to see there are still a few brave Spoccy stars out there publishing their own fanzines. I mentioned the first issue of an organ called *Advanced ZAT Programming* a month or two back, and encouragingly it's survived to reach number two - quite a rare occurrence in the fanzine world I can tell you.

Heading the contents of this latest issue is a bit of a scoop interview with the person dubbed 'Europe's Funniest' by *Your Sinclair* - *Mad Croucher*. Apart from that, there's a regular programming section, software page, part two of a well drawn comic strip and non-comics and CB radio. Layout and design is excellent throughout the mag's 32 A5 sized pages, and the resident arty type shows off his talent with some great illustrations and page headings.

Overall, it's a good, well presented read and well worth the asking price of 60p and a stamp. Get your copy from PO Box 488, Tweedale, Madeley, Telford, Shropshire TF7 4SU.

CRASH

TURBO THE FANZINE FOR SAM COUPE USERS!

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LIFE IN THE FAST LANE?

The advent of the Federation of Software Theft is, of course, a "good thing" - or is it? Playing the role of Devil's Advocate, it is possible to question that statement.

FAST claims to be against "software" theft, but what it is actually against is breach of copywrite. In the FAST world, everything is black and white, good or bad, to live in this world of moral absolutes would be a wonderful thing; but of course, only those of a nervous disposition would want to live in such a world!

We don't live in a world of moral absolutes, thank God.

Hacking into computer programs is wrong. Oh? - what about someone who discovers that the game's program they have just spent a considerable sum of money on does not support a standard joystick, if he has the utilities and the abilities to use them, why not hack into this copywritten game to make the program do what it should have done in the

first place?

Of course, FAST has been set up to stamp out people from pirating software for simple financial motives. These motives are not wrong but can lead people into all sorts of problems! It can't be sensible to treat a group of kids swapping pirated games in the same way that one would treat a crooked businessman.

I must admit to a sense of moral doubt about FAST's infu-line; it will be open to abuse which could bring FAST into disrepute. The raid on the Atari plant was worrying because it could indicate that FAST might be getting to big for it's boots. Also, some members of the software industry, although against people allegidely pirating their copywritten materials can't claim any moral highground.

Take the following true example. Mr X runs a software house. His company produced a number of games, one of which was moderately

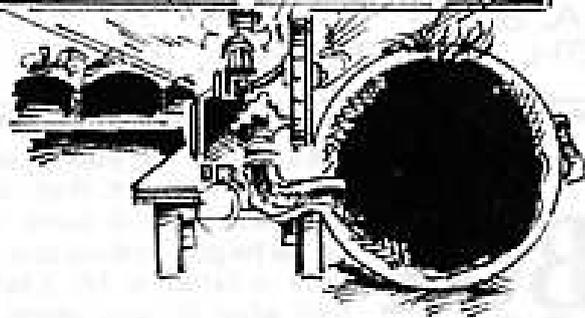
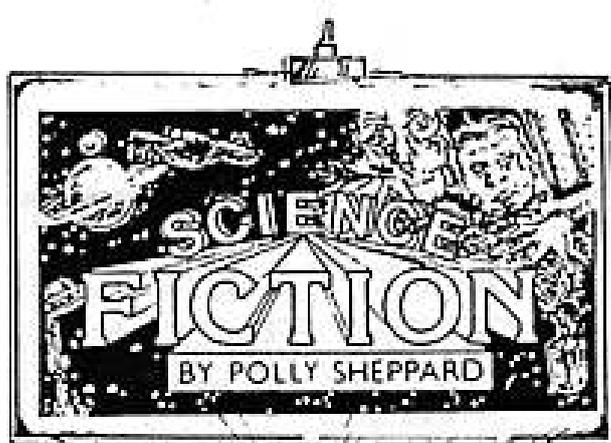
successful. A young programmer thought that a sequel would be a good idea, so he began writing one. He sent a letter to Mr X telling him what he was doing and would he be interested in buying it?

Instead of writing back asking to have a sample copy of the game (I played it, it was good), Mr X has a solicitor's letter sent to the programmer, giving dire warnings of breach of copywrite law, fire and brimstone, etc, etc...

It's interesting because in that very same year Mr X's company was facing court action, because he had decided to do a bit of piracy himself by having a version of a well known boardgame produced... without actually bothering to get the permission of the copywrite holder.

Mr X and his ilk, therefore are hypocrits! Should you pirate Mr X's software for fun or profit you are a thief, but if Mr X does some piracy he is just a clever businessman.

I do hope that the Federation will ensure that such hypocrisy does not exist within its ranks and throws out individual or companys who have previously indulged themselves in such a way. Because if it won't, FAST will become a Federation Against Relative Theft which will do nobody any good, certainly not the computer industry! MS



Who spotted it? The deliberate mistake, no body. Orson Welles did not broadcast 'The War of the Worlds' in the 1950's. On the night of Halloween in 1938, the Mercury Theatre company broadcast H.G. Wells classic on C.B.S. radio. Thousands of people were taken in and deluged the radio station with telephone calls about the invasion of Earth. Why did this work? Mainly because of the political situation in the world at the time. Hitler was discussing peace talks with us, and all America had invasion fever due to the instability in Europe.

They were simply willing to believe anything the radio stations told them. Also Welles was very clever he used actors with voices remarkably resembling those of all the C.B.S. reporters and even President Roosevelt and the Secretary of state.

Even then the power of the media was immense, and in 1955 Welles admitted he had produced the play in such a way as to deliberately fool the public. End of lecture.

'ONE HIT WONDERS'

If it was possible I would like to mention every Science Fiction or Fantasy writer who has ever lived. But as that is impossible I will stick to trying to introduce the reader to a few less well known 'storytellers'. Some writers have been 'one hit wonders', and although they may have spent their entire life writing, they are only remembered for one book.

William F. Nolan and George c. Johnson, (who)? try Logan's Run (pub 1967), good film, silly TV series, shame you don't remember the book. Read it. How about John Masfield, born in 1878, appointed Poet Laureate in 1930 and immensely popular after the first world war. He wrote plays and novels, but the BBC resurrected his fame with 'The Box of Delights' at Christmas. (incidentally it's their best selling video tape.)

'ELECTRIC SHEEP'

But for me the unsung hero of all hero's must be Philip K. Dick. Born in 1928 he ran a record shop and worked in radio. He loved classical music and won a Hugo Science Fiction award in 1962 for 'The Man in the High Castle'. Married five times (yes five) and died in 1982.

Got it yet? 'Bladerunner'! It's proper title is 'Do Androids Dream of Electric Sheep?' (pub 1968). How sad that he died without the recognition he deserved. But of course when the film was a success the book was reprinted at once, and Harrison Ford made 'Rick Deckard' a star.

Try another: born in 1903 in Birmingham, tried farming, law, commercial art and advertising. Lastly writing in 1969, he wrote 'The Kraken Wakes', 'The Midwich Cuckoos' filmed as 'The Village of the Damned' and then 'The Day of the Triffids' in 1951. John Wyndam, a rare genius, forget the films read the originals.

'OTHER FORGOTTEN GENIUSES'

One more forgotten heroine, still alive, lives in America and wrote 'The Wizard of Earthsea' trilogy between 1968 and 1973. These stories are gem's among childrens fantasy and yet have you heard of her? Ursula le Guin.

In the 1950's another writer came to fame and stayed there, and his books have never been out of print ever since. Clive Staples Lewis was born in 1898 and started writing fantasy as a child. 'The Chronicles of Narnia' are a favourite of Fantasy readers young and old. Lewis attended Oxford in 1917 and made a life long friend there called J.R.R. Tolkien. He fought in the First world war and taught English as a Professor for the most of the rest of his life.

The Narnia tales are heavily allegorical (religious), but they have the advantage of being 'dual' stories again for young and old. Lewis also wrote allegorical Science Fiction, but he is best remembered for seven tales starting in 1950 with 'The Lion, the Witch and the Wardrobe'. Strangely the first book in the series 'The Magicians Nephew', was not published until 1955. The BBC have recently over the last two years have made a wonderful job of dramatising three of the stories read the originals. Next time I will concentrate on the cinema, as I have neglected it this time!

THE BANE OF THE PC EXTRAVAGANZA
A TALE TO BOGGLE THE IMAGINATION
BY BLACKBURN, SEEBY & LEDBURY. (Part 3)

The story so far: Having arrived at the Temple of the PC extravaganza and receiving a warning from the mysterious old man, our intrepid trio begin to explore the dazzling sights inside. Unknown to them though they have unwittingly forgotten to heed the old man's warning and fate is about to take a weird twist....! Now read on.

"THOU SHALT NOT DESCEND INTO
A CROWD OF MADMEN, UNLESS
THY DESTINATION IS CLEAR"

David wanted to buy a printer, so he studied the scroll to seek out the most suitable merchant with the merchandise he so desired. After an eternity, he realised he had the scroll upside down but this turned out to be an unexpected bonus. Far out of the list of countless hundreds the legend "Megaland" jumped out of the scroll and hit him smack in the @*?@*'\$#^ (now, now David this is a final warning...no more vulgarities). Never the less this was the ideal merchant to suit his purposes, so without bothering to tell his chums of his destination, he vanished into the crowd. The last thing Ian or Darren saw was there fellow traveller disappear into the distance with only his grey water proof casually slung over his left shoulder gradually melting into the mass.

At first the two chums thought that a rescue attempt was in order. However, considering whether to rescue David or go to the nearby Tavern for a bite to eat, they decided whole heartedly to let their empty rumbling tummys lead the way. They each purchased a stale bun and a cup of muddy ale (this seemed more advisable than the roasted dogs (tales still wagging) on offer elsewhere. Time passed. (followed by two elephants, a parrot, Monty Python's Flying Circus and a pink C5)

The two adventurers, keeping a close eye on each other, carried on with their journey past the numerous merchants selling their wares. Although they decided to look for the missing third member of the trio, considering the astronomical price of their sight seeing tour. Most of the participating merchants had many a wondrous sight on view. That is apart from the Atari stand. Now their wares they displayed were not at fault, the problem was that on a stage which was part of stand was a show being performed by that noted moron of comedy....Timothy Mallet. He, along with two victims were engaged in a game of physical and mental torture, answering questions that simple idiots could answer. (But then most idiots answer without thinking, or because they are half asleep....take the Members of the House of Commons for instance, They've made a career out of it). If a victim couldn't answer, or hesitated, they would be hit over the head by Mallet's sledgehammer, (how painful David). It was at this point that the second Commandment was broken (although it was some time later that the fatal mistake was discovered). This was the Commandment that read:
"THOU SHALT BE WARY OF
BARTERING FOR THY NEEDS,
UNLESS THOU WISHES TO BE SORRY
INDEED !"
That's all for now.....next issue we continue with the trio's adventure.



CB LOG BOOK

by FLYING SQUIDDEL

Hi there, welcome to another C.B. Log, on 27th May I went to the First Telford Eyeball so called because the previous eyeballs held at the Madeley Court Center were organised by the LN DX group, but alas they decided to call it a day and the Alpha Bravo CB club and the Tango Tango CB club got together to organise the First Telford Eyeball.

Anyway, myself and Darren, alias the Artist, set off to the eyeball after running around trying to get some transport as my brother Ark Royal from Birmingham failed to turn up on time. Luckily enough Darren's dad took us there before he set off to Barmouth. Well, we arrived at the site to be greeted by Bob Wobbly Gob, who showed us where we could set up our stall. We saw Roger Geranium and set up next to his tent & then sat around and awaited the hordes of CB fanatics to invade the eyeball, after we had been there for about an hour I decide to go and look around the other stalls and to see some of the other breakers from different parts of the country. The Kilmarsh Breakers Club had a stall as usual and they also had plenty of wares for sale as well as a very good tombola. I then met up with that ugly rascal Chris Grisly, now, as many of you know, Chris has been very poorly over the last 12 months or so and was in dire need of a special piece of apparatus to help him to breath properly. Well as soon as the MIKE QUEBECK's heard of his plight they arranged a sponsored modulation and set off for the hills spending several day's at a time speaking to breakers all over the country.

The response to the appeal to raise the necessary money was tremendous with breakers from all over the country donating to the appeal and in no time at all the amount required was raised and more. Chris then received the equipment and was overwhelmed at what the CB fraternity had done. This is what CB is all about, helping others in need...Chris has asked me to say a very big heartfelt thankyou through this mag to all the MQ's and all the breakers all over the country who helped to make Chr's appeal the big success it was...It is a gesture that will be forever remembered by Chris and his family.

Now back to the eyeball, facilities were quite good, with several clubs having bar-b-ques and selling tea and coffee, soft drinks etc, and the Wilton Lakes dx Group

selling sweets (now that was a novel idea), a beer tent for the drunkards, fish & chip van, ice cream van. The only thing that surprised me was that there was no form of entertainment on the afternoon. I mean there are lots of American style dance troops in Telford as well as country bands etc., still perhaps next time!

The International Warley & Bearwood DX groups barbaque was as good as ever, with Cranky Franky, Navigator tony & Asalia Hazel who even showed me her secret love nest (now, now, don't get exited cos I ain't sayin no more on this subject! Thought you were going to get some juicy bits then didn't you, well hard luck!!)

One thing I was annoyed at was that I went over to badge man and asked him to make me a badge up...but after I told him what I wanted on the badge he said he couldn't do it as there were too many letters on the circle. I asked him if he could do the small lettering to fit it in and he replied that he could but he wouldn't! When asked why his reply was that he had not got time to mess around! Well, really, what a thing for a business man to say, and I was going to give him an order for another ten badges that I wanted for myself and some friends, but no way, at £1.00 a badge he lost out thanks to his abrupt and sarcastic manor. Needless to say that I shall stay clear of his stall at any future eyeballs. Apart from this little incident the day went well with Roger Geranium making enquiries from a relatively new comer to the QSL design scene showing off his works. They were pretty impressive too and all seemed very original and the artwork reflects the artists good personality, so look out in the future for the new BF club cards from Aslan.

Meanwhile my brother, Ark royal, & my father, Flashgun Ken arrived on the scene about two and a half hours late but never the less a welcome sight as it meant that we at least had a lift home which would save us a good six mile walk with two paste tables and endless boxes of goodies.

I think the most enjoyable event of my day was when I saw Falcon John of the Wrekin Radio Group who was dressed up as a judge and loked up in the stocks and people were being charged 10p for six wet sponges to throw at him...well! what can I say, being the masochist that I am I had to have a go and duly paid 20p so I could throw 12 wet sponges at John and I am sure he enjoyed the soaking that followed! Any way that's enough from me as my sidekick and partner in crime the Artist, Darren is itching to get his hands on the computer and give his version of the days events as it is the first CB Eyeball that he has ever attended, so read on...If you dare !!

was a wide variety of merchandise on view, and Mac pointed out some of the more unusual items on sale.

"Sunday" according to the weatherlady on TV AM," will be fine and sunny with a possibility of showers later in the evening". Thank god for a change she was right, considering that due to this fine spell in an otherwise turbulent climate, the Telford Eyeball went ahead as planned and I was able to see for myself what kind of shenanigans goes on at these fun events.

I'll admit I was filled with mixed anticipations about what was in store for me, considering this was my first eyeball since buying my rig. So on Sunday morning I arrived at the ground in Sutton Hill with old Flying Squirrel, with dozens of cardboard boxes in tow, stuffed to the gunnels with assorted puzzles, Zet mags and other items for our stall. Then after a quick dash to get everything layed out and displayed, I sat down on my tush, took out my drawing pad and sketched away as myself and Mac waited for the crowds of CB enthusiasts to descend upon the ground.

We didn't have to wait long. As the sun peaked out through grey clouds, so did the crowds arrive, and as time passed the crowd got denser, began milling around the various stalls, seeing what was on offer to buy or to see if any close friends were about... yet none seemed very interested in our stall. But then it was still the beginning of the day, so since everything was quiet at our table, Mac wandered off to have a recon of the field... leaving me in charge.

Now it's time to be truthful. There are some things in life that I try to avoid doing, and being left in charge of something, without supervision, is one of them, but I plucked up courage, reminded myself this was for Queen and country, and waited for someone to walk over.

Fate tipped its hat, and customers duly arrived. As they enquire about what was on offer, my brain suggested what "suitable sales pep" I should be saying back. I'm okay on subjects that are close to my heart, like Zet and comics, but technical matters, especially to do with CB's, which I've only been associated with for a few months, well... I think I'd be better off as a rep for the tourist trade on Antarctica. So I muddled through, saying anything that came into mind, and luckily Mac arrived to resume control. But as the day wore on, and I got more and more into it, well after a while you begin to adapt to the situation around you, and when it turns out to be enjoyable, well perhaps being a sales person isn't something to avoid after all.

Of course I had yet experienced the eyeball at close quarters, so later on after the stall could be left in capable hands, I went around the ground to see things for myself. There

Then while Mac decided to have his encounter with the sponges, I went over to see the stalls selling those elusive QSL cards. For those non CB operators, QSL cards are about postcard size and their purpose is to confirm a contact with a fellow CB operator. What makes these items special is that the majority are decorate with elaborate artwork, some which is of very high quality in my view. The majority of the art is done by keen "professional" CB enthusiasts, in a variety of styles and art materials. I spent a good half hour going from one QSL stall to another, looking at the various cards displayed, and I'll admit that some do outshine my skills considerably (but then again it'll be said that I'm a egotist if I said my skill was on par with De Vinci or any of the TOP comic artists at work today. I know that I'm a small fish in a very large ocean). The best artist at the eyeball, and Mac agrees too, was a fellow called Aston, his work with coloured pencils was simply brilliant.

While back on the stall, I met a number of fellow breakers at the show, as well as "eyeballing" old friends. One of the things I enjoyed doing was seeing what someone really looks like when the only clue you've got is the sound of their voice. During the day, I saw Ruby legs II, Mechanic, Bayliff, and countless others to list here. Even our estranged editor in chief, David (Phantom 2) came down to see us for a while to lend a hand on the stall (as well as making sure everything was on target for this issue).

But everything must come to an end. After a busy day, and after having had a rather successful bout with the stall, come 4.00 P.M., we left in Mac dad's Skoda, homeward bound.

As for my anticipations of attending my first eyeball, as the day wore on I came to the conclusion that there rather enjoyable, and that there is more to life on a Sunday than watching the Eastenders Omilibus or listening to the hum of my brother's sunbed in the afternoon. There was a great atmosphere, a lot of friendly faces, and loads of bargains on sale, and the feeling that everyone (CB operator or not) is there to have a good time. I did and I can't wait until the next one rolls around!

NOTE

The SC Assembler reviewed in Chip Shop has been upgraded since to version 1.1. We will have a review of this version next time.

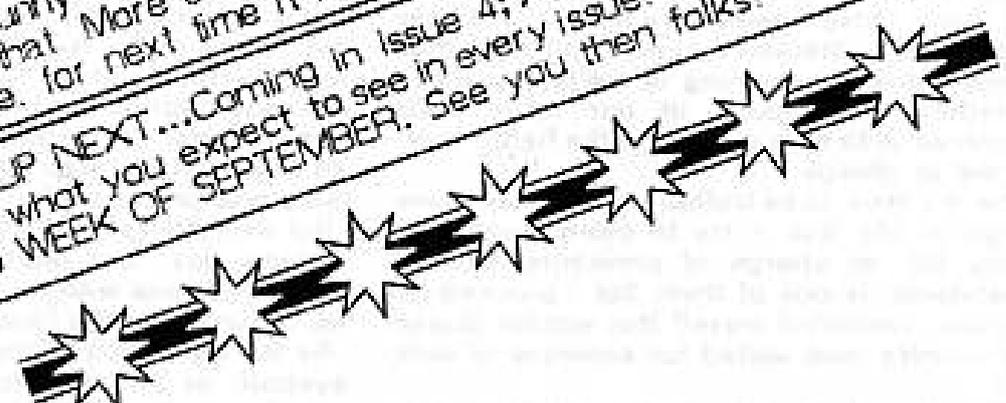


COMPETITION WINNERS!

In Issue 2 we announced a Free Prize Draw for ZAT Readers, and an offer was sent to Flying Squirrel's Aunt Tilly, as the tons of postcards we received were more than enough for the winner's prize. The old dear had always wanted to be the winner of a "major" competition, a life time ambition of hers. So without comes from Chetwynd Aston, Newport, Shropshire. Congratulations young liddle, I wish I could award you the prize in person so that I could give you a wee peck on you...

"Oh, sorry. I was just listening to my CB... The winner is Mr Alexander Palmer, who lives in sunny Colcot, near Barry, South Glamorgan, Wales. Congratulations! Well that's that. More competitions are on the way, so don't worry if you didn't win this time. For next time it maybe your name that's picked out of the old hat."

WHAT'S UP NEXT... Coming in Issue 4; Another Celebrity Interview, Arcade tips, and what you expect to see in every issue! **ISSUE 4 COMES OUT IN THE SECOND WEEK OF SEPTEMBER.** See you then folks!



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