

ISSUE 5 NOV / DEC 60p

# ATARI/SPECTRUM converter GAME IDEAS FOR xmas!

also..  
Turkeys!  
Turtles!  
Turnips!







## EDITORIAL

Well here we are again: another issue of ZAI, and only a month away from the usual yule-tide festivities. So before I go any further, from all of us "Merry Christamas". I'll leave the "Happy New Year" until next issue, after all it is our January issue!

Now I hate to spoil the general feeling of prevailing goodness, but as you may know, it seems that everything these days seems to be getting more and more expensive. Not only is the average comic being priced over 70p, and oil is constantly rocketing per barrel, but sadly the price of paper and photo-copying is too. Thus, as a result, we're sorry to announce that as of next issue, we are raising the price of this zine to 80p. This will cover us for photo-paper costs. But on the bright-side, we're hoping to bring you a number of interesting features to print in the issues ahead, plus the usual stuff, so stick around for the haul ahead. Also, you'll notice that we have settled upon a suitable subscription service, details of which are elsewhere in this issue.

This issue by the way marks the appearance of our "newest recruit": Mr Mike Garbett. Although Mike did help us out with our 1st issue, this is his regular debut on the Z-team. Not only is he our regular proof-reader, but he's also a darned good writer. Look out for a series of articles by this talented gent, in issues ahead.

By the way, this issue's strip story featuring the Turkeys was first suggested by my little bro, Jamie, (although the idea of using turkeys is solely from the mind of our resident funny-man, Martin) who I must give recognition for this idea. Thanks Jam, and Mart.

Well, enough of me, so a quick Cowabunga to you, and I'll see you next time. DB.



### *features*

THE TURTLES ARE  
JUST CRAZY DUDES!  
ON THE ROAD

21  
30

### *General*

EDITORIAL	2
LETTERS WITH MAC	3
INTERVIEW:	
MATT BILEBY PT2	5
SOAPBOX	8
NEWSFLASHES: ZAT JOINS TEAM SAM!!	27
COMIC KIOSK: GRAPHIC NOVELS PLUS OTHER INFO	28

### *computers*

ARCADE ALLEY	8
MINDGAMES: SIM CITY REVIEW + TIPS BY JOSEPH	9
PLAYPEN: REVIEWS OF MINDGAMES 1 AND RASTAN. PLUS XMAS LIST.	11
CHIPSHOP: ATARI/SPEC PRG BACKCHAT. THE NEW BIT FOR 1ST TIME COMPUTER USERS	15 19

### *strip*

SENILE PORK-WRAPPED GUNGY TURKEYS (WHO??)	22
SENTINEL: PROFILE	24
WALLPAPER STRIP	32

COVER DESIGN BY DB/MAC.





## LETTERS

with **MAG.**

Hello Everybody. I'm back, yer old pal Mac. Sorry I wasn't here last ish, what with going on hols, fitting a new kitchen, catching the flu, and (Hold it! Will you shut yer gob, and get on with yer job and stop givin excuses. I don't know, yer getting as bad as Aunt Tilly: Daz). Oh, OKAY. Anyway it's great to be back, and I'd like to thank Daz for holding the fort for me. Letters with Daz indeed! Well, we had a SHORT letter from Mr South of New Zealand; so short that I ain't got room for anyone else's mail. Read on, and see what I mean..

I was impressed with your production! It's fair to say that nothing else touches your production in terms of technical excellence. There's no need for me to go over such points as layout, copy quality, and so on. How about some objective criticism. Keeping in mind that I read just about every Spectrum production and that we're dealing with a fledgeling computer (SAM), here it is. I'm not sure of your target readership, in spite of your stated aims. Those into fancy artwork and copy quality will be impressed. Any diversion to comic strips is always a gamble and will stimulate comment for and against; though readers should grasp the fact that it's light reading mingled with their favourite subject. I find myself asking the question of whether it's an indulgence by the artist to air their skills while stepping away to greater things than computers? I'd be the first to state that the quality is really very good, with plenty of puns, trendy language interspersed amongst the artwork. I couldn't help feeling that it's along the lines of an Ollie FREY type story, with the twist of alternating from comic strip to written form; this may have been the intention. I give your resident artist and his bevy of helpers top marks, but I must warn you that those into comics will buy comics, just as those into sex won't read

Popular Mechanics.

COVER: Beyond criticism. A very professional effort on all 3 issues!

CONTENTS: Could be spruced up to identify the topic better. Who mongrelised, an otherwise excellent production, with handwritten page numbers? Don't fart around with your logos. Pick a logo and stick to it!

EDITORIAL: yep this is the right place for student drivel, but don't be disappointed if your readers don't notice it. Some editors use it for topical comment, advising changes, deadline alterations and it still isn't read: sigh!!! Don't panic, you've got to have at least one indulgence and this is the correct place for it!

WALLPAPER-STRIP: another retreat for students. The strip is just the right length; it allows each student just enough room to cram all his intellect on to paper! Keep cool chaps I'm only joking. SCHULTZ is a millionaire so who knows!

PLAYPEN: great stuff, all on target. There's always a place in a magazine for reviews. Nice screen shots; don't forget attention to sound as this can enhance the status of a game from simply being good, into mega territory. It's one area where you should consider placing a numerical rating, as your present reviews would benefit from the extra clarity (pun intended).

INTERVIEW: every mag should have one. If you can get mega personalities then even better. Readers are interested in the comments of trend setters. It's not always possible to reach the big guns so talk to the common people too: they are qualified to give opinions on the hardware!

MIND-GAMES: I'd be inclined to think that the likes of Tetris, Locomotion, and so on would slip into here ahead of adventures. It's a thin line between a review of software and tipshop so I will follow with interest the comments here. Once again don't forget sound or effects. The rest of the world might think you are all deaf.

CHIP-SHOP: excellent idea. I hope you see fit to divide this into 2 separate sections, hardware and software!



MACHINE-CODE-CORNER: receive my highest praise! to often this is left out simply on the basis that not everyone understands machine code! Well, its a poor reason. You are wise to have SHORT routines, you can be proud of this inclusion.

NEWSFLASH: the lifeblood of every publication especially with so much happening in this modern day and age.

LETTERS: the most underrated section of any publication and qualifying for first equal as highest praise. Keep the rubbish strictly where it should be: in the bin. For those who missed kindergarten send a copy of the alphabet so they can begin their education.

COMIC-KIOSK: yes I can see some worth here though I'd think it would be safer to attempt to stick to those with a software history or near birth. Your choice of Robocop was particularly appropriate. Good work!

SOAPBOX: good idea! I don't recall anything quite like it. Top marks. Calling all loudmouths (who me?).

FEATURE: well yyyeeesss! I suppose computing is a bit of a fantasy, role sort of thingy with contrived conditions! I suppose this section leaves room for the likes of Fractals, early computers and such topics.

CB-LOG: yep one page is about enough.

ARCADE-ALLEY: this is also an underrated section. If you check among your users why they buy a particular mag, its more often to get the pokes so they can see more of the program they've spent their hard earned cash on. Using pokes or tips gets them past the stumbling blocks. With practice, the user can progress further into a game they would otherwise discard. Every magazine seems to think they've got a cosmos of game players that find the likes of Navy Moves boringly easy, or Green Beret a breeze. Don't kid yourself, there's heaps of people who have never seen the 2nd level of 1000's of programs, and wouldn't have been able to except for pokes! Allocate yourself a set space each issue for pokes alone. Tips are OK but its worth remembering that the majority of Speccy users now have multiface type

gadgets where as 2 or 3 years ago this wasn't the case.

UTILITIES: don't forget this area. Short uncomplicated routines score highly as it galvanises the knowledgeable to develop more complex and efficient routines, but at the same time allows the ordinary duncie access to a useful piece of shareware.

ADVICE: if you read anything here that you don't like then just ignore it (thats what everyone else does!). Remember that anyone who is being critical of your efforts just MIGHT be right: be sure to check it out first, then ignore it.

SUMMARY: in my conversation with pen pals I have described your production as being "the classiest one on paper I've seen, but lacking the depth of OUTLET or FORMAT". It may well be your objective to move in this direction and my comments will help confirm you are on target. I am overall very impressed with your magazine and wish you well for future issues.

I'm going to wrap this letter, because I've run out of room - byeeee!!! - Forbo

Aunt Tilly says: "Aren't yew a wee darling, Mr South", and I think that sums up all our feelings. Thanks for your words of encouragement. We'll act upon your many suggestions in issues to come. I hope to get a bit more mail next time, so get scribbling. Oh and Merry Christmas and a Happy New Year!







INTERVIEW  
with..

## MATT BIELBY PT 2

Concluding the final part of our exclusive interview, with the editor of "Your Sinclair".

**Which improvements, alterations, or additions, would you like to make to Your Sinclair?**

Well, if I want to make one, that's the joy of being editor, I can make them! So I've made all the major ones that I've wanted to do, and there haven't really been many, 'cos I've always liked Your Sinclair. It's just sort of naturally developed, depending on who's working on it at the time. If a writer is particularly funny, then we'll have more funny stuff, if somebodies really good at doing technical stuff, then we'll have more of that. It's quite fluid.

I think alterations - one of the first that I was sort of involved in was altering the reviewing system a bit, so we had marks out of 100 instead of out of 10. A very simple change, that brought it in line with lots of other magazine, which I thought was effective. We changed the reviews, so they are given a bit more space. A long time ago, we used to have about 4 reviews per page sometimes. Now most reasonable games get a least a page.

I've also done more previews - actually visiting the software programmers before the games are finished. I'm very against reviewing a game before it is finished. But I still think that people like to read about them before they arrive in the shops, so big preview things seem a natural solution.

I think that the game that you review, should be the game that people buy in the

shops, because anything can happen to it. You can't really take someone's word for it, if they say that they'll take all these bugs out of it, and then they don't. So I tend to be fairly strict, maybe stricter than a lot of magazines, on when we actually review games.

**If you came across an expensive game, that was bug ridden or unplayable, would you review it fairly, or slam it?**

You've got two things to consider, when you're doing that. You've got the fact that you work all the time with the software houses, talking to them. They pay for adverts in the magazine, which are very important to the magazine as to if it makes any money or not. So you have to maintain a good working relationship with them. So you go out of your way not to annoy them. It's better for everyone, both you and them, that you don't do something that they might feel is unfair.

However, your most important responsibility is to the readers of the magazine, and if you think a game that is very famous and has just come out, and they are likely to buy or likely to have bought for them is rubbish, then you have to say it's rubbish.

So it's a fine line you walk, balancing out those two criteria. I would say something is a poor game, I wouldn't start something unfairly. I don't think. I think I'd have to justify it, to make sure I'd got my facts right, before I slammed something. But yes, I would slam it.

**What are your opinions, on your rival Spectrum magazines?**

What rival magazines?

I don't like either of them, as much as I like YS. I don't think either of them are as good as YS, and if they were, it would be my fault, 'cos YS should be better!

I think Crash has a lot of loyal readers, from the days when it was very much THE Spectrum magazine, and to a large extent,



16bit computers game magazine. A lot of the style of most of the other computers game magazine, has in some way, been influenced by Crash, so I think it has got a lot of loyalty and a very good name in the industry. People still talk with a fondness for it. I think that the recent moves to make it thinner, and more emphasis on cassette, and the sweets - I actually quite like the sweets! - has made the magazines contents suffer; there's not that much to read in it, and what's there isn't particularly well written or particularly interestingly laid out. It's not terrible, but it just seems quite flat. I never actually personally liked it that much anyway. It lacked a sense of humour, slightly too lavish and lacked irony.

I think Your Sinclair can be read on a number of levels - different people get different things out of it. I think it tries lots of things that other magazines wouldn't bother to put the time or effort into trying to do, and it takes a few more risks.

Sinclair User, I think, is a more similar magazine to Your Sinclair, in that it is still about the same size, the same length, the same degree of emphasis on reviews and so on. However, I just think it's fairly shoddily put together, basically.

When I first started working on Your Sinclair, Sinclair User was the best selling spectrum magazine, Crash I think, had it's peak and was dropping in sales and Your Sinclair was number two. Since I have been editor, Your Sinclair has been number one! But that's not really to do with me, that's to do with all the good work done by Teresa, and people before hand. I think I do a reasonable job. I think basically, the people in the other magazines just don't seem to care quite as much about what they do.

### **What is your most favourite, and least favourite game?**

Working at Future is nice, in that you've got access to: Amstrad's, SL's, Amigas and so on, just round the corner. So I get to see a fair amount of everything else,

spectrum games; I like Head Over Heels, a lot. I like Stunt Car Racer, I'm not particularly good at flight sims, stuff like that, as I'm too lazy to read all the instructions! I do like the one's on the 16 bit machines, Falcon - things like that.

Basically, on the Spectrum, I like sort of platform and ladders games, that sort of thing. I like things like Rainbow Island, New Zealand Story, the "cute" games a lot.

### **Who is your favourite programmer, or programming team?**

I have to honestly say, I don't really have one. I think a lately, a lot of programmers who have made their name on 8-bit machines, haven't worked on them for a quite a while. Some still are, people like Raft Cecco, or someone like that, who still does Spectrum games which I still quite appreciate.

I quite like all the programming teams. I like going to see people like Probe, or going to see Core or somebody. They often look after you quite well. The guys at Ocean are always good when you go up to see them. I basically like all of them.

### **What game has made the biggest impact on you?**

There always new favourites, each month something new comes out and you think 'Oh, that's the best one I've seen in a while', and you play that, and you loose interest in it. It's fairly hard to go back. I mean space invaders is the one that's had the most influence I suppose! I don't know, I can't really think of an answer to that.

### **What games do you think, have made the biggest impact in the development of other titles?**

Well you get things like Breakout, then you get your Arkanoids and Batty's and all sort of clones. Or you get Tetris and you get similar sort of puzzle games. Things like PipeMania, Klax or whatever. They're all sort of influenced by the sort of idea



of the ultra simple and ultra addictive puzzle sort of thing.

### **What is your favourite machine, either computer or arcade?**

I've been playing with a 16 bit Sega Megadrive, I enjoyed that a lot. I've got a very soft spot for the Spectrum. Not only because it provides my living, but because of all the great things that have been done on it, all the great programs that have been written for it. And because it's sort of hung in there. I think Amstrad could do a lot more with the Spectrum. However, I've also had fun with Amigas, and other things. My favourite machine of all time, is my Apple Machintosh, which I write on. Just because it the easiest thing to word process on, that I've ever met.

### **What do you think of Amstrad's home computers?**

I think they've got some potentially very good machines. I've got a PCW, which I've used, though I don't use it very much anymore. I think the Amstrad is a very good 8-bit games machine, and I think the Spectrum has loads of potential still. I think they could be thinking in terms of trying to undercut the 8-bit consoles, like Sega's and Nintendo's, with a Spectrum console, which could sell for well-under £100 and make a good profit on it, and they could sell vast numbers of those.

I think the CPC, is a good 8-bit machine. I can't really comment that strongly on them, as I've never really had one, or used it. But they seem OK. I just think it's a shame that haven't developed them and that Amstrad's spare parts policy, and user servicing policy is awkward at times.

### **What computers do you, yourself own?**

I've got an Amstrad PCW, and a Spectrum 48k, the one I use most.

### **What do you think about**

### **working in Bath, as opposed to working in London?**

I'm very pleased to have moved to Bath. I like the town a lot, it's a very pretty town, it's very relaxed. There's quite a lot going on. I find things like not having to travel for 45 minutes, to get into work, and to get home again and only having to travel 10 minutes, as I do now, a great boon.

I loved London, when I first moved to it. But I didn't realize how much it had ground me down, till I got out.

### **Finally, what is your most embarrassing moment?**

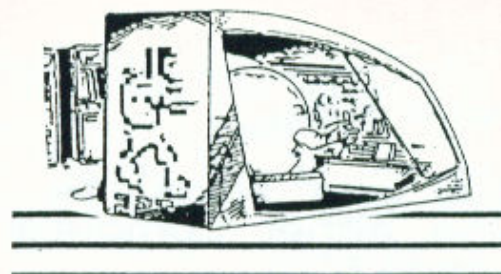
Hmm? The only things I can think of, are if I've forgotten somebody's name, which happens every so often, and I can't think of working the conversation to get them to say who they are. Or if I turn up late for something, and someone's been waiting for me, which happens occasionally.

I find speaking in French very embarrassing.

All the interview above, has been retyped from the original interview tape. Any errors are purely accidental, and any comments given, are those of the interviewee, and may not be those of ZAT, or of its staff.

ZAT would like to thank Mr Bielby, for giving up his time for this interview. Next time, we hope to have an interview with Mr Alan Miles, one of the founders of MGT.





## ARCADE ALLEY

### PIRACY: THE OTHER SIDE OF THE COIN.

Another issue of ZAT, and we're rapidly heading towards another season of good cheer and cold weather and of course increased computer sales.

By next April, there will also be an increase in computer piracy. How does this work? Firstly, many parents don't know much about computers, but they do know that they want their child to have one. Obviously, they will want the best that they can afford, so by using tax rebate, money, holiday pay, redundancy money, or what they have saved up for months in order to buy one.

The pack which they've bought for £400, will include 3 to 4 games, noted for their tedium and low playability. The child will soon tire of these "dog games", so will ask his parents to purchase more games. It's then that the parents discover to their shock that a half-way decent game could cost up to £25 a time!

Perhaps the child manages to cajole the parents into shelling out £25 for one game, but some households can't afford to do this, or at most, be able to buy one or two games in a year. So what happens? Children set up at playtime "swap clubs" and swap games: illegally.

But this is not that what concerns me as I write this article. How dare greedy software publishers rip off children, and scream about how much it costs to produce a "good game", it doesn't cut any ice with me!

Because if they spend that much money, perhaps something is wrong with how they produce their games? I was rather amused by the irony of a computer magazine writer who is well known for his anti-piracy views. This self styled paragon of all that is decent, legal, honest, truthful, etc. inferred in a reply to a letter in his magazine, stated that although he was against software piracy, he was NOT against "pirating" records or CD's. I am issuing this person with the title of "Self Serving hypocrite of the year", and I leave it at that! And no-I won't name him!



Right, we have quite a few tips this time, so I'll get right to them!

2 useful tips for the Cecco Collection compilation.

CyberNoid 2:Redefine keys as "O,R,G,Y", for infinite lives. (No comment!)

Exolon:Redefine keys as "Z,O,R,B,A" for infinite lives.

For the fat fury one,

Star Glider:Try typing "GBIO RGS" on the high score board. Then try the keys 1 - 4, when pause/quitting the game. A score of over 1000 (or is it 10000?) needed first!

Auf Wiedersehn Monty: Load game via, "LOAD "" :REM MONTY", then pick up object to the side of Monty.

Daley Thompson's Olympic Challenge: (What a mouthfull!)

If you haven't got a Kempston Joystick Interface plugged in, choose the Kempston Joystick option, on the training levels. Watch that man fly! Change to better controls, once training has finished.

During events, wear these trainers:400M, 100M Sprint, 110M hurdles, javelin - trainer 4. Long jump and pole vault - trainer number 1. High jump and discus - trainer number 2. Shotput and 1500M - trainer number 3.

Renegade:128k version. Press 0 to skip a level.

Head Over Heels:Muliface pokes.  
Immunity:43132,0 Lives 42195,0 Super  
jump 35315,0

Above tips sent in by Lee Warren, Lancashire. Thank you Lee!





To kick off this issues column, we have a review of Infogramme's SimCity, cost £12.99 (although, due to a faulty bar-code reader, my copy cost £9.99!!).

How many of you, having seen the state of your towns, have thought that you could do a much better job of running things, than your local council?

Well now, is your chance to find out!

SimCity, casts you in the role, of combined City Planner & Mayor.

**SYSTEM OPTIONS DISASTERS WINDO**



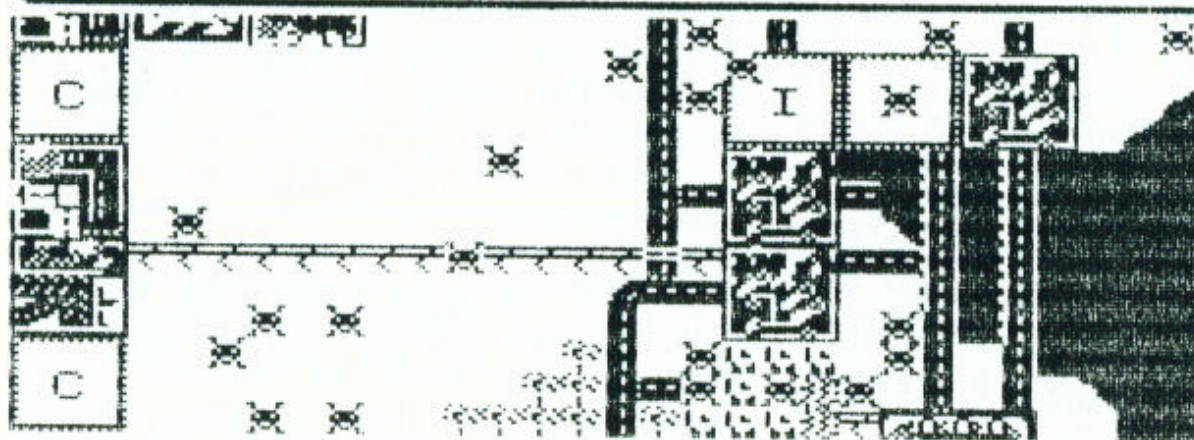
**ROAD \$10**

**HERESVILLE**

**NUCLEAR MELTDOWN**

**FUNDS \$0**

**MAY 190**



It is you who decides the location of the component parts of your city. Whether you want the residential areas by a lake, overlooked by trees, or even right in the centre of the town. If you want the commercial industries to be located right next to the industrial sites, or the power stations next to a harbour.

Sim City gives you the building blocks to create a full town, village, city - whatever - from scratch. The simplest component parts being: commercial, industrial and residential sites. It is your duty to lay out these areas, the actual "Sims" (the inhabitants) have the hard

task of building. But you must take into account: roads and electric power lines. Not to mention - power stations! Do you want nuclear power - with it's expensive building costs and possible fatal dangers, but cheap electric power and little (immediate) pollution or coal powered stations, with cheaper building costs, little danger from fatal accidents, but with a great deal of pollution via smoke and dearer power?

Even in the perfect city, the residents need protecting from the ravages of crime, and the possible dangers of fire - so don't forget fire and police departments' - financing, powering and roads!

The residents will eventually need

entertainment, so keeping an eye on the number of parks, and in bigger towns - a stadium, is essential.

A town that has developed heavily, with it's industrial or commercial aspects, must seek additional transportation: a

harbour or an airport? Do you want an internal rail network?

Funding for all your projects is essential. If you choose the lowest difficulty level, you start your task with the reasonable some of \$20,000. The highest level, of the three, can knock your budget to a mere \$5,000! So fund-raising is essential. But make sure your taxes are not so high, that people are unwilling to pay, and that businesses are not forced to close!

Your popularity is a vital element to keep watch on, and making sure that unpopular decisions are not made is paramount to your success. So, keeping an eye on the



reports is vital.

Your view on the city, is of a small section, of the possible map. (The map, incidently, has 65535 different possible combinations - any of which you can select!)

In case you want to test your emergency services, you can always create a disaster situation - fire, flood, tornado, etc. However, you can also be sadistic, and create a nuclear melt-down, aircrash, earthquake, etc!

All control options, are controlled via icons & menus, with each major decision being controlled through the topic menus, and each component city part by it's own icon. The menus:Disaster, Funding, etc, allow you to make fast changes to decisions.

So then, what are my opinions on Sim City?

Well, those people looking for fancy graphics or sound, should look elsewhere. But those looking for a good, long-lasting, strategy game, with game play to match - take a close look at this one!!

SOUND Good, multi channel FX

GRAPHICS Simplistic, but clear

PLAYABILITY Plenty! OVERALL 93%

Here's a selection of tips, for the ever-difficult fantasy/ wargame "Dark Sceptre", by Mike Singleton, as supplied by our regular contributor, Joseph Crawford .

1)There are some things that will automatically happen, triggered by your actions. For instance, if you send the Reaper, in Holsurs Way, to kill Kuanos Mystic, he will kill the mysttic, but will later be killed by Umbrag's Assassin. Not very nice, is it! Many more things happen like this, and you need to sort them out, as quickly as possible.

2)Stay out of Tuned's Way for the first 3 days, as it is simply suicidal!

3)Don't send your assassins to kill Umbrag's Mystic for a few days, as they will never reach him alive. Wait!

4)The best warrior on your side, to begin

with, is your Savage. He can grab the Dark Sceptre, and win the game. So it is wise to hide him for a few days, until needed.

5)Don't ever relax, while Verdan's, Kuanos'and Umbrag's Mystics, are walking the streets.

6)Kuanos' Assassin and Reaper, will make all your Thrall's extinct, if you leave them. Kill them!!

7)Grisuls are your friends, and their Thane will join your company very quickly.

8)Get your Mystic into the thick of things, by giving him these instructions. Go to Gattar's Fork, Charm Enemy, Charm Enemy, and he will charm some of the best warriors, allowing you to gain superiority of the game.

9)You can actually make your warriors more powerful, very easily. Set your Thrall's commands to take anything and when he gets the objects, give them to your warriors. Then just simply use the objects. A shining crystal, makes you tireless, a quality you need to win the game. The silver sword, makes you incisive. The shining book, makes you wise and the dark sword, makes you ruthless - that makes your warriors more powerful. I'll leave you to find out the use of the other objects.

10)Finally, when in complete control of the game, by using these tips you can grab the dark sceptre. To win, give your warriors (they must be tireless!) these instructions. Kill Lyrian's Thane, Mystic, Assassin and Herald. Then kill Umbrag's Reaper, who must be killed to win the game. Grab the dark sceptre, and you have won! Simple!

If you say so Joseph! Dark Sceptre's a great game, but requires quite a bit of patience!

Next issue, I will reviewing the SAM adventure - "Five On A Treasure Island" from Enigma Variations, and hopefully, some more Spectrum offerings from Zenobi. Meanwhile, if anyone has any tips, that are just gathering dust - send them in to me!

Ull next time, A.V.

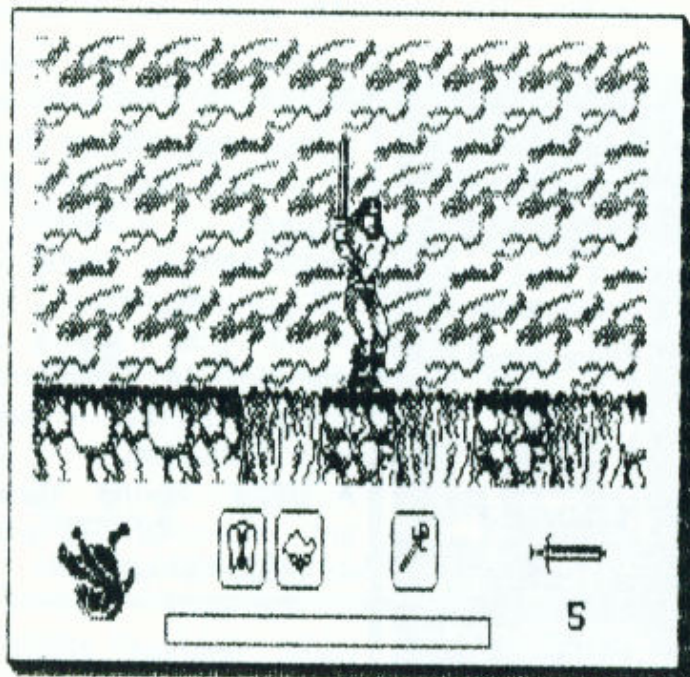




## PLAYPEN

Rastan - Hit Squad/Imagine/OCEAN - £2.99

Rastan is the latest in a long line of re-released games, on the Hit Squad label,



formally available as a full priced game from Oceans label, Imagine.

But what, I hear you cry, is the game about!

Rastan (or Rastan Saga, to give it, it's full name) puts you in the role of a fearsome warrior king, Rastan. His kingdom, the world of Maranna, is under attack from evil creatures from hell, released by an evil wizzard - Karg, Rasan's nemesis.

Rastan's mission is simple. Travel through the many coutries in his land, defeating the evil creatures, over comming many natural hazzards, such as firey pits, lava pools, etc. Finally, you must battle against the evil wizzard himself.

Apart from my initial lack of belief of the story line (would a king really risk him own neck in this way?) I had heard

of the reputation of the old Taito coin-op, from which this is converted, so I was quite looking forward to this game.

Rastan is, to put it simply, a scrolling: bash, slice and dice - em - up, much in the vein of Palace's game, Barbarian 2, combined with the rope swinging, and jumping elements of my favourite classic, Jet Set Willy. The action is fast and furious, and certainly addictive.

Rastan himself, is a rather large character, being nearly half the screen tall. The numerous creatures he faces (lions, skeletons, monks, demons etc.) are equally well proportioned, and animation is handled fairly well throughout the game. The actual play area is rather colourful, even though, for obvious reasons, the characters are monochrome. In this case, it does give a very nice contrast effect.

The game has been coded, so that, although it is a multi-load game, Spectrum 128k owners can take most of the game in 2 large chunks. However, 48k'ers have the additional agro of loading each level, as they finish the last. Sound wise, the game is limited to a fair tune on the title page on the 48k, and spot effects. Spectrum 128k owners, have a 3 channel verion of the same tune, an in-game tune, and spot effects.

So what do I think?

Well, to put it simply, if you do enjoy this type of "scrolly" action game, you could be in for a treat, as this is one of the best of this gendre. This is particularly helped, if you happen to own a Spectrum 128k, as the extra additions (sound, easy loading, etc.) do add to the game. Otherwise, if you happen to preffer rather more "thinking" games, then forget this one! Only fans of this type of game, need apply!

GRAPHICS: 80%

SOUND: 82% (128), 73% (48)

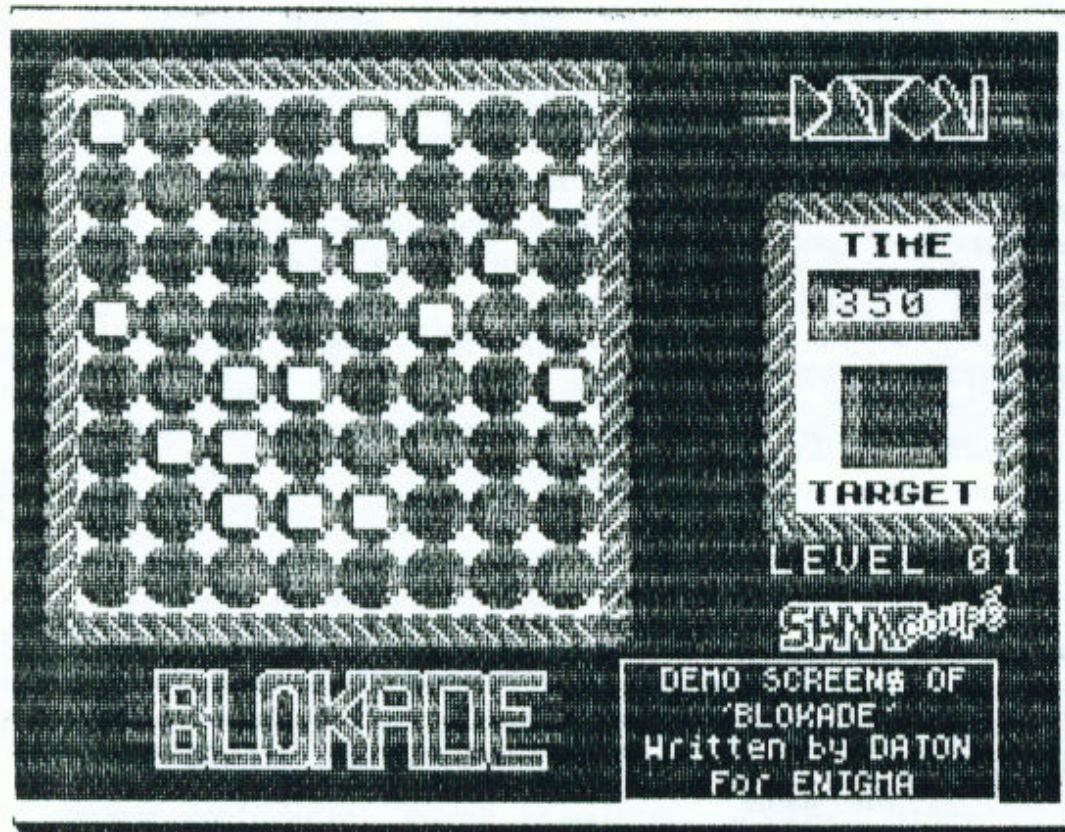
OVERALL: 81%



## MindGames 1 - Enigma Variations - SAM Coupe

MindGames is the first in the series of "thinking" games, written by the infamous DATON (David Ionks) for the SAM Coupe. Although all the games in the pack, are written in BASIC, since SAM BASIC is extremely fast and powerful, they are still of comparable speed and "polish" to some Spectrum software.

But what is in this pack of games?



Well, there are 4 different games in this collection. Each of which has been designed to increase gradually in difficulty, so the majority of players, can at least pass the easier stages of the games!

### Game 1: Magic Caves

At first glance, this looks rather like a small-screen version of "Manic Miner". This is rather deceptive though, as this simple game, is probably more devious. The idea is simple - move your ball around the screen, using 2 types of elevator - one left/right, the other up/down, collecting keys, etc. to escape the screen, by collecting a potion bottle.

The problem comes in working the correct route, as certain routes are blocked, until a key is collected. This is further complicated, as at least 1 key, moves a platform/elevator, that is needed to complete the screen! Certainly not an easy game, but great fun to work out! Shame there are only 8 levels!

### Game 2: Blockade

A rather strange puzzle, that gives you a 10 x 10 grid, full of different coloured counters. The computer gives you a target

colour, that you must change ALL the other colours to. This is done by sliding the rows and columns, so a square is surrounded by blocks of the target colour. The colour can then be changed. To complicate matters further - there is a time limit.

A nice taxing game, but impossible to play on black & white!!

### Game 3: Nuclear Waste

A rather simple game, in which you activate lifts, to move canisters of nuclear waste, on to conveyor belts. The

canisters are then deposited on a moon bound rocket.

This game, although weaker than the others, follows the pattern of progressive difficulty. It does contain a few nice effects, and is certainly original - but is visually lacking when compared to the other games.

### Game 4: Bombed Out

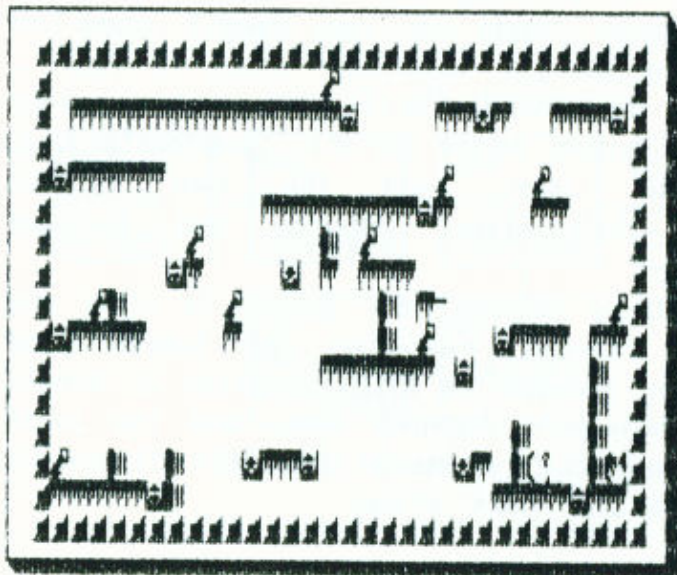
This game, places you on a large grid of sliding "roads". The object - to guide your ball, to reach a bomb, before the time runs out. Deadly skulls, that kill on impact, litter the grid, and time moves fast. To complicate matters further, the tiles that form the grid, vanish from



under you, as you move off them! To overcome possible blockages, you can scroll the "path" you are on, wrapping off the screen, if needs be. There are bonus points to be gained, by collecting flags. A simple, yet totally addictive game!

#### Overall

Although these games, certainly do not push SAM to it's limits, especially when it comes to sound, they certainly prove that it is possible to write a playable



game in SAM BASIC. In addition, the actual fact that they have been designed to increase gradually in difficulty, suggests that they may be suitable for either younger players, keen to try their hand - or even older players, who fancy a change from the usual arcade fare.

They are definitely worth any SAM owner taking a closer look at. Although there may be room for improvement, particularly in MindGames 2.

Overall 79%  
Sound 65%  
Graphics 79%  
Playability 80%

(Please note: Since the above screen shot has in actual fact, been down-loaded onto a Spectrum, it is only actually a representative of the actual screen.)

Screens supplied by David Tonks

## ZX Guaranteed / Essential Software

Mr G.A. Bobker, 29  
Chadderton Drive,  
Unsworth, Bury, Lancs.  
(Tel: 061 766 5712)

### 007 DISASSEMBLER

(Consisting of 2 programs: 007 Disassembler and 007 Reveal)

A full Z80 disassembler which, at the touch of a button, switches from Hex to Decimal, or vice versa. Centronic printers supported. CALL's and RET's displayed in a different colour, to aid reading.

007 Reveal, displays the bytes from ANY disc program, in Hex, Decimal or ASCII. Displays messages in "SamDos". Even works with +D/Disciple SNAPS and programs.

Available SAM Disc. £6.95





# x-mas games

As the yuletide festivities draw ever nearer, here's a list of some of the games that may be ideal choices for the Speccy/Sam arcade freak:

**Robocop 2.** OCEAN: Choice number one game with a destiny for instant status at the top of the game chart. With brilliant colour graphics and music, the game follows the footsteps, layout wise, of its predecessor, with periods of blasting the baddies and complex ID mental puzzles to solve. (ZAT hopes to do a review of this game soon!). Go to it Robo! Available soon

**Teenage Mutant Hero Turtles.** IMAGE WORKS: Choice number two game with a destiny for instant status at the top of the game chart. Although Turtle-maniacs will buy this game in its millions, I'm a bit coy towards it myself, basically on the grounds that the graphics look too colourful, and the turtle sprites look more like over-bloated frogs than mutant amphibians. But forget about my opinion, if you want the game, then go an' get it! Cowabunga to you all.:Available soon.

**Plotting.** OCEAN: This intriguing, puzzling game will even have ardent fanatics from the Rubik stable, in constant frustration and addiction. Similiar to those sliding square mini puzzles, you have to match tiles using this little sprite that looks like a baked potato, as your "pair of hands". The game idea is easy, the gameplay isn't, and that alone, with the catchy "boingy?!" sounds and sweet music, makes this game a little gem. Make your brain ache at '7.99 tape/ '11 99 disc.

**UN Squadron.** US GOLD: Another in the long line of aviation games, with a plot that strangely reminds us of the present crisis in the Middle East. A simultaneous two player game (if desired), there are several levels of impressive air to air/land combat, using, or purchasing, the latest innovations in weaponry and aircraft of

Famous Five on Treasure island. **ENIGMA:** The 1st SAM Graphic adventure game! Based on the lads and lasses of Enid Blyton, a complex mystery with over 80 locations to cover.

Also for SAM users, there's Mind Games 1 (reviewed this ish), Mind Games2, Multi Pack 1; featuring Futureball, which is similiar in concept to Cyberball, and Sam Strikes Out, a cute arcade game featuring the lovable SAM character. Hopefully more on these games as they are released.

Also a few new compilation packs out on sale, re-releasing some past greats for you to enjoy again if you haven't done so before. There's:

**The HOLLYWOOD COLLECTION:** featuring four best selling movie tie-in's, Ghostbuster's 2, Indiana Jones, and the two biggest mega-blockbusters: Robocop and Batman! Price:

**HEROES:** Another four games to slice and dice through. Featuring the latest Bond movie: Licence To Kill, Barbarian 2, Arnold longsurname's Running Man, and the most famous sci-fi movie of the 70's (if not all time): Star Wars. Price:

Other games to consider for the season of good will to all men (and women) are:

**Days of Thunder:** a fast paced car racing game based on the film with lom (Top Gun) Cruise. **MINDSCAPE** Price:

**Wings of Fire:** a tale of dragon-ships, aliens and bouncing balls. From new software label, **STORM.** Price:

**Shadow of the Beast:** Rescue a hapless child from the claws of brutish monsters. Originally a hit from **PSYGNOSIS**, this Spectrum version is from number one team **GREMLIN.** Price:

**Judge Dredd:** A 2nd outing for the number uno peace keeping agent of Mega-City 1. A more worthy rendition of the 2000 AD character, this time by **VIRGIN.** Price:

Well that's the list of games that caught our eyes, although there are many other ones to choose from. But whatever you choose, we hope you have an enjoyable mega-byte christmas, and a Happy bit of a New Year.





# CHIP-SHOP

A number of readers, have been writing in recently, asking when I was going to get to the programming stages, in this article. I can finally say that we will be making a start, next issue! However, please do not throw your pen and paper just yet - there is still a little bit of paperwork left!

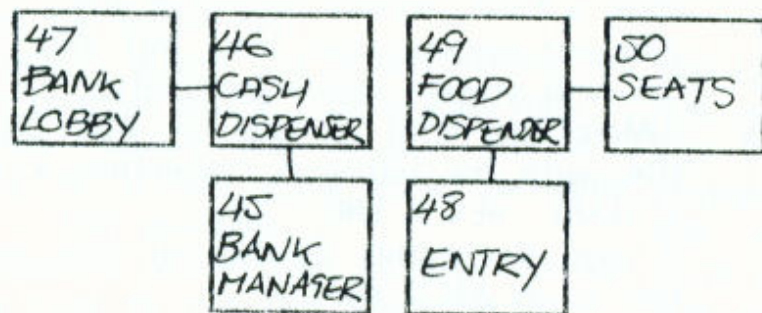
Firstly, I have one more map to display - and a slight appology! The appology

You should also notice how the locations are numbered. The reason that the numbers do not start from 1, is that I missed them out in the early maps! I really must be slipping!

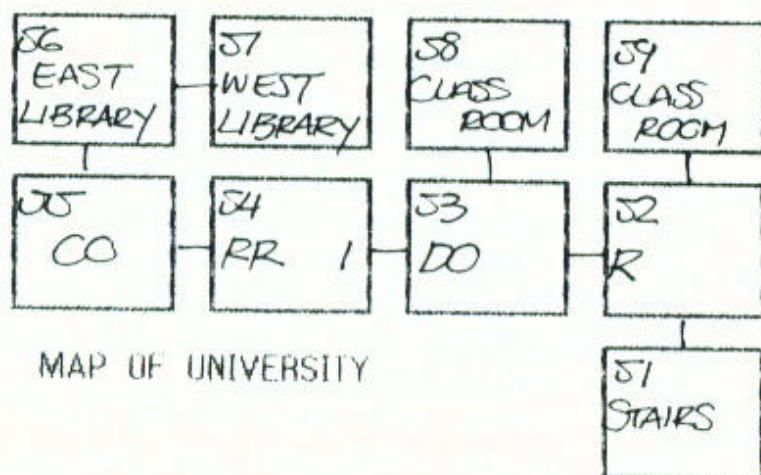
Anyway, as a slight break from this article, I am pleased to see that Gilsoft have decided to produce a much cheaper package of PAW available.

This costs around £9.00, instead of the usual £22.00, and includes a copy of the introductory guide, and full working program. An update is available, with full technical manual. Gilsoft can be called on: (0446) 732765.

I would advise that you arm yourself with either a blank cassette, or disk, for the next issue!



MAPS OF BANK & CAFE



MAP OF UNIVERSITY

first, I'm afraid that I neglected to mention one rather important point about the mapping stages - that of numbering the locations, on the maps. Do not worry, as I will go through this with the last map, shown above.

Now, if you have seen the last part of this article, you will know that I have reduced the number of component parts to the map of the city. Another point about the map, is that the dotted lines show the route to each location via taxi's

I was fortunate enough to be sent a copy of MGT's Atari File Converter program - before their recent problems - that would supposedly convert SI graphics & text to SAM. The graphics converted correctly, as you may see in future Art Gallery's, however the text did not!

This left me with a problem. ZAT is put together using an Atari and Spectrum/SAM combination. How could I utilise the SI's rather powerful word processors, and more to the point - spelling checkers - on our set-up? Especially as we do not own a Spectrum with spell checking facilities!

The answer was the following program, which runs on either SAM or the Spectrum - as long as they have the +D/Disciple or SAM Drive, 3 1/2" sized, and access to an Atari!

I do realise that this program, is not a



real solution, however I am trying to find information on the ST's File Allocation Tables, for an improved version for a future issue.

```

10 REM Disk Scan
20 LET side=1: LET found1=0: LET t$="":
LET f$="*S*": LET l$="*E*"
30 FOR track=0 + (128 AND side=2) TO
79 + (128 AND side=2)
40 FOR sector= 1 TO 9
50 READ AT 1, track, sector, 32768
60 LET t$=MEM$(32768 TO 33280)
70 IF INSTR$(t$,f$) THEN PRINT "Start at
track: ";track;" sector: ";sector: LET found1=1:
POW
80 IF INSTR$(t$,l$) THEN PRINT "end at
track: ";track;" sector: ";sector: ZAP
90 NEXT sector
100 NEXT track
110 IF side=1 THEN LET side=2: GOTO 30
120 IF NOT found1 THEN PRINT "NO 'starts'
found"
150 REM load in file
160 INPUT "First track no: ";tn1
170 INPUT "First sector no: ";s1
180 INPUT "Second track no: ";tn2
190 INPUT "Second sector no: ";s2
200 LET add=32768
210 DO UNTIL tn1=tn2 AND s1=s2
220 READ AT 1,tn1,s1,add
250 LET add=add+512
260 IF tn1 < tn2 AND s1=9 THEN LET
tn1=tn1+1: LET s1=0
270 LET s1=s1+1
280 LOOP
320 REM display file
330 SCROLL CLEAR
340 FOR f=32768 TO add+512
350 IF PEEK f >= 32 AND PEEK f<=122
THEN PRINT CHR$ PEEK f;
360 NEXT f
370 PRINT AT 0,0;"SAVE (Y/N)":IF INKEY$
= "y" or INKEY$="Y" THEN SAVE "txt"
CODE 32768,32768+add
380 STOP

```

to allow you to run this program (which is in SAM BASIC, as it stands) on the Spectrum, make the following changes:

Change "sector" and "track" in lines 30 to 100, to "s" and "t".

Change "READ AT" to "LOAD @".

Ignore lines 210, 290 and 330

Change line 370 to SAVE D1 .....

Finally, use these lines, instead of the ones given in the listing:

```

60 FOR f=32768 TO 33280: LET t$=CHR$
PEEK (f)+ CHR$ PEEK (f+1) + CHR$ PEEK
(f+2)
70 IF t$=f$ THEN PRINT "Starts at
track: ";t;" sector: ";s: LET found1=1: BEEP
.1,.1
80 IF t$=l$ THEN PRINT "Ends at
track: ";t;" sector: ";s: BEEP .2,.2
85 NEXT f
290 IF tn1<>tn2 AND s1<>s2 THEN GOTO
230
330 POKE 23292,-1

```

This listing will allow you to read an ST Disk - but first, follow these minor conventions on the ST.

1) Use a blank, freshly formatted disk.

2) Do not remove files from this disk, as this will prevent disk fragmentation!

3) Mark the start & end of Atari text file, with the following convention: \*S\* = START \*E\* = END

It may be useful, if you can save your text as an ASCII file.

Upon running, insert the ST disk. Write-protect this, in case of any accidents! Printer owners, replace "PRINT" on lines 70 and 80 with "LPRINT".

Finally, the reader program will start its searching, and display ALL possible starts and stops. Checking the disk, takes under 5 1/2 minutes on SAM, but rather longer on the Spectrum, due to lack of INSTR\$ and MEM\$ facilities. (Note, some pointers may be missed, due to being half on one sector, half on the other.)

While running, note down all the starts & ends. You can either wait until the end of the disk is reached, or "BREAK" and type "GOTO 130".

Enter the information as prompted, and the disk will start to be read into memory and the screen. After checking the text, press "Y" to save to disk. REMEMBER to remove the ST disk at this point!

Re-run for more files. The file should then be read into a word processor to remove any character control codes.

Good luck, AV



Plus D - Hacker/Toolkit/Filer

Steve's Software £5.00

Since this package, consists of 3 completely different parts, each will be reviewed separately.

#### PLUS D - HACKER

This program, is designed to be of use, to anyone who wishes to see what makes their favourite games/utilities tick.

The main hacking program, consists of a file that adds to your standard +D system file, the extra snap button of D. By pressing the snap button & then D, you bring up a simple, easy to follow menu.

Options include: Disassembly, Searching, Text examine, Graphic Search, Poke & Return. All are called up simply by pressing the initial key.

Disassembly- allows you to disassemble the current program & the Plus D Ram/Rom.

Searching- allows you to look for text, numbers & if you know their particular values - Z80 op-codes.

Text examine allows you to look through all the code, to find text, messages etc.

Graphic Search allows you to find either sprites or full screens that may have been hidden

Poke shows you the current values of all the Z80 registers and also shows the current stack values, SP & JP values & lets you type in "multi-face" style pokes.

Infinite lives, looks for one of the possible ways of removing lives etc. and lets you become immortal, by not losing them!

All the options cater for the 128k Spectrum, by enabling you to call the necessary memory page into position.

In addition to the "Hacker" utilities, an extended BASIC, is also included. This includes numerous features, such as:FREE, POKE STRING, MEMORY SEARCH, SCROLL etc. Various sprite operations exist, enabling you to manipulate sprites (possibly from games, as found via the "Hacker"), putting, animating them, etc. The BASIC carries some rather interesting features indeed!

#### PLUS D - TOOLKIT

This toolkit, consists of 5 short files, each loaded from disk when needed, which upon

loading install themselves in the Plus D's shadow Ram area. The files are easily copied to disk, and are easily loaded by the standard "load p" command.

#### Toolkit 1 - Disk Repair Commands.

This consists of 3 commands:

RUN \*t - this will check a new disk for damaged sectors, which could prove to be fatal! The checking process take a long 35 minutes, but works very well. Don't use with valuable data disks though!

RUN \*m - this utilises data which is produced by the above command, to repair a disk, in a mere minute!

RUN \*r - this command enables you to recover an erased file. It works with any STANDARD file type.

#### Toolkit 2 - Basic Routines.

RUN \*t - transfers tape software of any size to disk. Works best with normal speed programs!

RUN \*d - transfers code/UDG's etc. to DATA statements.

RUN \*r - creates a REM line, with a given number of "x"s.

RUN \*c - sets & displays a digital clock on screen

RUN \*a - sets alarm for clock

RUN \*o - turns off alarm

RUN \*p - sets position of clock.

#### Toolkit 3 - Disk to Disk.

RUN \*d - runs a small program, to display all files on disk and to recover files/catalogue disk/ format disk/ save files from one disk to another (although some types can't be copied) and to reset the computer

#### Toolkit 4 - 48k Snapshot Compressor.

RUN \*c - compresses files (if possible) to take least possible room on disk.

RUN \*l - loads in compressed snapshots

RUN \*b - back up snapshots from drive 1 to 2

#### Toolkit 5 - 128k Snapshot Compressor.

Similar to above, but is used via snapshot button, and allows you to compress right from the snapshot,



## PLUS D - FILER.

This program, which needs an entire disk to itself, allows you to create 750 records with upto 924 characters.

Each record has an entire screen to itself, and you are able to use colour, lines, blocks etc on screen.

Options include: Add record, Load record, Next record, Edit record, Search (either via record no. or search text), Memory free and Copy screen.

## Summary

Most of these programs, will come in useful, at one time or another. The hacking utility can, at worst, aid in assisting in difficult games or aid in debugging problematic machine code. The extended BASIC, is by no-means, a dark horse. It has quite a variety of interesting features, and could prove to be very useful in program development.

As for the toolkit programs, well every disk system, needs a decent toolkit program, to get the best out of it. This is by far the Plus D's. (I might even go so far as to compare it with Norton Utilities on the PC!)

The filing program, although limited compared to some, is by no means a weak link. I have already used it for forming a disk & CD catalogue!

This package is totally recommended for any (lucky) Plus D owner! How about a SAM version now?

Contact Mr Nutting at:  
Steve's Software  
7 Narrow Close,  
Histon,  
Cambridge,  
CB4 4XX



007 Disassembler + 007 Reveal  
ZX GUARANTEED / ESSENTIAL SOFTWARE  
£6.95 SAM DISK

Mr G.A. Bobker, who has been producing numerous Spectrum utilities and add-ons for a number of years, has recently turned his attention to the SAM market. This has resulted in the recent name change from

ZX Guaranteed to Essential Software.

One of his first SAM offerings is this package, which consists of two separate programs, each of which I will cover separately.

007 Disassembler is a full Z80 disassembler, which seems to understand all of the Z80 op-codes. It can operate in both Hex & Decimal number systems. It also allows printer access via the standard SAM interface.

To make life easier, CALL & RET instructions, are printed on a different coloured background. This certainly makes them easier to read!

007 Reveal, can be used to examine ANY program for ASCII, HEX or DECIMAL characters. Amongst other things, it could be used to find hidden messages etc, in games (Spectrum SNAP's or SAM Games)

All in all, these are 2 very useful programs. The Disassembler is quite a handy utility, as it will allow budding hackers access to ROM code - not to mention some professional code! Professionals can always use a good disassembler.

I have only one criticism about this program - the fact that it will not allow access to all of the memory. However, this will no doubt be added to future versions.

The Reveal utility, is a handy bonus program. It serves the same general usage as the Disassembler - but the fact it will work with +D and Disciple files could be useful

I recomend these packages, although the planned Disassembler by Steve's Software next year, could be a contender!

Contact Mr Bobker at:  
Essential Software,  
G.A. Bobker,  
29 Chadderton Drive,  
Unsworth,  
Bury, Lancs.  
(061 766 5712)





# Back-chat

BY MAC & DAZ

IN the beginning there was nothing. Then along came this bloke who wanted to have a computer. He knelt on the ground and made a wish, plus sending off a sizable amount of dosh to the local computer emporium. And lol A box appeared on his door-step. With haste he ripped open the wrapping and with loving care, he took out his new toy and placed it on the table.

But now let us be brutally frank. Although this bloke wouldn't be considered a prime candidate for Mensa, (his grey cells, having been saturated by endless hours listening to heavy metal music), even he knew that he was about to tread upon new ground. Having never been near a computer, let alone ever thinking he would actually own one, he knew that all the endless bits of computer jargon, operation, maintenance and even the act of setting up the beast correctly would be new, and maybe even a bit daunting.

## And now to the good bit

And that's what this new section is dedicated to, individuals who are only just beginning to travel the long road towards understanding computers, in all aspects. And that includes myself, and my partner-in-crime, Mac. Even though we've been involved with computers for little over a year, even we still can't figure out what a Cyclic Redundancy Check is, or even what Hexadecimal listings are (can anyone?). Even worse, when our illustrious Executive Editor is in one of his lecturing moods, giving us the layman's version of so called "computer basics", he still tends to use terminology that has more in common with an intergalactic language for aliens than good old Angliss.

Just before we continue, please note that this article is not written for any specific computer, but is intended to cover any home computer for the first time buyer or user (any vital differences will be stated). So now, lets get on with the trials involved with the first stage.

### Setting up!

First of all open the box and check the contents to make sure that everything is there: computer, power pack (unless it is built into the machine) RF lead power lead, and last but not least the manual.

This is very important as the manual contains all the information you will require so that you can set up your machine and load your favourite game or program. Also you need to check that you have a guarantee card, which if I were you, I would fill in and send off as soon as possible. Do check the terms of your guarantee and read all the small print. Also if need be, it is advisable that you get your computer insured. Most catalogues

and dealers do have insurance policies designed for computers. Most range up to £50 maximum, but do have a good look around for the policy that suits you.

After checking that you have all the "bits and pieces" that make up the pack, now begins the task of setting up in earnest. You'll find that the accompanying computer manual will have an introductory chapter showing step by step instructions on how to go about setting everything up, correctly and safely.

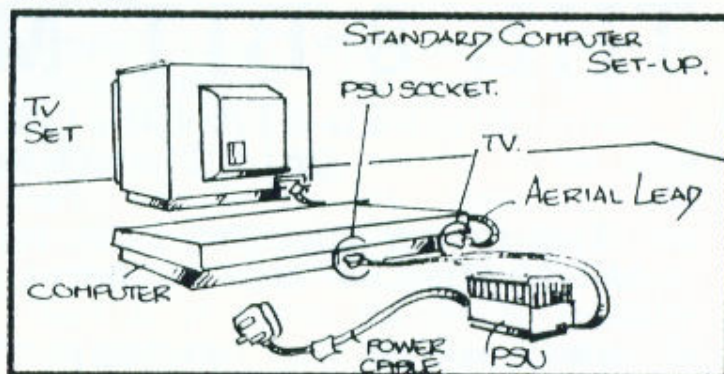
### MOST IMPORTANT

Please make sure that you read all the precautionary notes, etc, BEFORE switching your machine on, remembering that if you have connected a 13 AMP PLUG, then please use a 3 AMP FUSE and NOT a 13 AMP FUSE, as this could overload your system and cause untold damage. Also make sure that you place your computer in a working area that is temperate, not too cold, or too hot, or damp.

### SETTING UP

So you have done all the above mentioned and now you are ready to set up your little machine with tender loving care (that doesn't mean you hit it with a hammer if it doesn't work, as this will make your guarantee void and useless).

Before connecting everything together, don't have any part connected to the mains, to prevent accidents. Make certain that you place each part exactly where it should go.



Connect the RF lead (or aerial lead), one end to the monitor connection, the other end to the computer's RF/aerial socket. Then attach the Power Supply Unit lead from the PSU to the computer.

Also at this point attach any add on devices (printer, mouse, etc or Peripherals) to the system, making sure that all their leads are fitted to the appropriate sockets. (Don't fit any lead in the wrong socket, you're asking for trouble, as it's obvious that some leads don't fit in certain sockets. Trying to fit a MIDI SOUND device into the aerial socket is like trying to fit a 30 ton elephant down a plug hole).

### MOMENT OF TRUTH

Before the ceremony of switching on, re-check that all the connections are correct, using the manual for advice, or getting some technically minded chappie to 'scrutinize everything with his eyeballs'.



So this is it! The moment of truth! If you've done everything right, plug into the mains, switch on the TV, then the computer and its peripherals. If the world is filled with smoke, and there's a BANG! then you better go and fill out your guarantee and find a repair man who specializes in your particular computer system (making certain he's qualified, and that the rates are right. The computer dealer whom you bought the computer off will have details of various specialists for you to contact). If there's no smoke, then you've passed the first few hurdles.

#### A FINALE TUNE

Now goes about the task of tuning in your computer to the monitor or TV. Consult your computer's manual for instructions. With your computer and TV switched on adjust your TV channel tuner until you get either a message screen or a menu screen and you are then ready to load in your favourite game or program. Next time we will tell you how to load and save from tape or disk and how to operate the opening menus.  
Bye for now.

#### 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.

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## The Turtles Are Just "Crazy" Dudes! By D. Blackburn

Last year, no matter where you went, whether it was a trip to the seaside, or public loo, was dominated by a familiar yellow oval with a bat wing emblazoned in it's centre. Also "present" were loads of merchandise, showing in particular four, "human-sized", amphibians, whose names were taken from famous, artistically inclined persons. Even then, they had wormed their way into the public's eyes (specially from the point of view of the young, since Auntie Beeb was then first showing their cartoon series on the goggle-box) and I suppose, that with the turtles already gaining a foothold, the successor to "Batmania", had been decided.

And look how the resulting "Turtle-mania" has grown over the last year. Like any "craze", you can now buy almost anything you can think of, devoted to four turtles, who due to accidental exposure of evil Shredder's Mutagen, were transmogrified into the lovable, pizza-eating, weapon-wielding heroes of truth, justice, and as stated in issue 97 of New Computer Express: "the right not to be made into Turtle Wax".

As a graphic illustration of what is now available, I had only to wait for a copy of the News of the World's People mag, where within it's glossy pages was featured a story about how the mag had donated over a thousand pounds worth of turtle merchandise to a local hospital for children. There were turtle action figurines, cuddly toys (with no sigh of Bruce Forsyth in sight), numerous turtle literature and comics (of which my favourite comic emporium in Brum has been over-run with), games, watches, fashion excessories, furniture, and I suppose lurking out of sight, turtle loo-paper (which is where my earlier reference to the WC comes into play).

Of course, this is to be expected, when

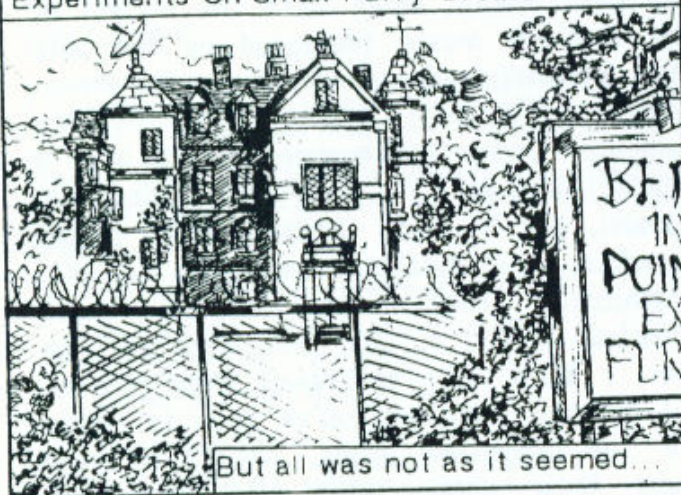
such "crazes" arise. And like all "crazes", they soon reach their highest peak. In the UK, it's expected to be sometime within the next month, what with the arrival of the awaited movie (designed by the late Jim Henson), and the annual Christmas bonanza. But what lies in store for the computer user, who happens to be also a "turtle mainac"? Back in September, Konami, and Nintendo released video games based on the turtles. From the tv ad's, graphically they look superb, with detailed sprites of Leo, Don, Mike and Rap (yes I know I've shortened their names, but everyone, unless you've been to Venus via the Magellan probe, should by now know their names blind-folded) rapidly bouncing from level to level, dodging Shredder's hired bozos, using either sai or sword to rescue their favourite female reporter: April O'Neal. I've heard that the games have a very catchy piece of in-game music, and that the game-play is excellent. Even so, every Turtle-crazed computer player, waits eagerly for the official Spectrum TMHT game to arrive in it's blaze of glory. When it arrives, I speculate it to rise quickly in the game charts: that's if it's playability and general appearance follows closely in the footsteps of the Video and Coin-op games.

There is of course the remote possibility that the game could be less superior to it's coin-op/video brothers, and that the long awaited sequel to the most popular arcade shoot-em-up, Robocop 2, could also give it a run for it's money. We'll just have to wait and see.

Eventually though, like most "crazes", the turtles will slowly begin to die down in the public view, but not necessarily to fade away altogether. Even now, where the turtle craze, and for that matter most "crazes" begin, aka:the USA; already another cult following is beginning to show itself. Very soon, the name Simpson, will become an everyday part of daily life, just as "Cowabunga" and "Hey Dude!" have done so at the moment.



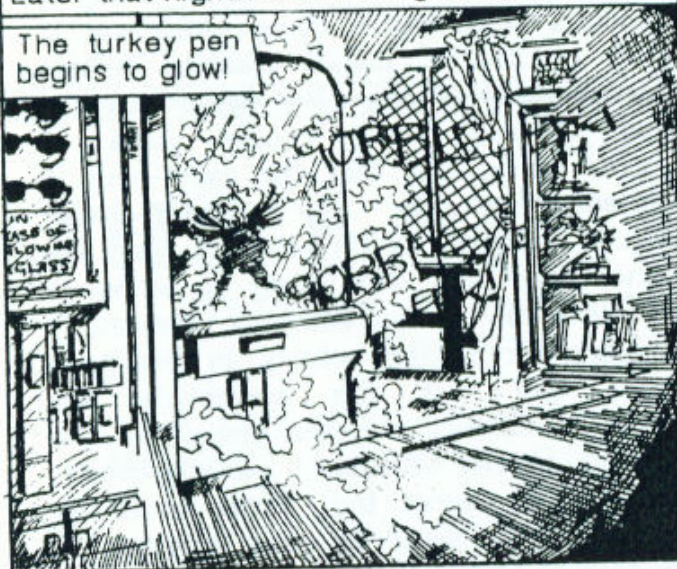
It was just another day at the Bert Rasputin Institute of Totally Pointless, Cruel and Painful Experiments On Small Furry Creatures.



But all was not as it seemed...

Later that night... Something is happening.

The turkey pen begins to glow!



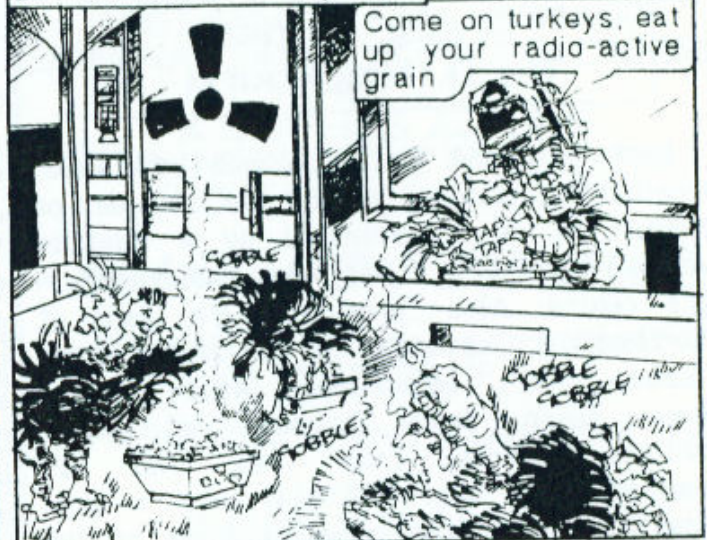
A security guard comes.

What on earth? - Oh no, the turkeys have escaped!



Soon, in a nearby sewer...

But was it an ordinary day?



And then, 4 glowing turkeys break out of the pen, causing a loud racket in the process.

We must escape from this dreadful place.

Yes, Let us get away from here!

I hear noises! - Let's go!

Pardon?



We obviously have super-powers, therefore let us name ourselves after famous artists.

Are you mad?

No, only mildly radioactive. I shall call myself Picasso.

Very well, I shall call myself Dali.

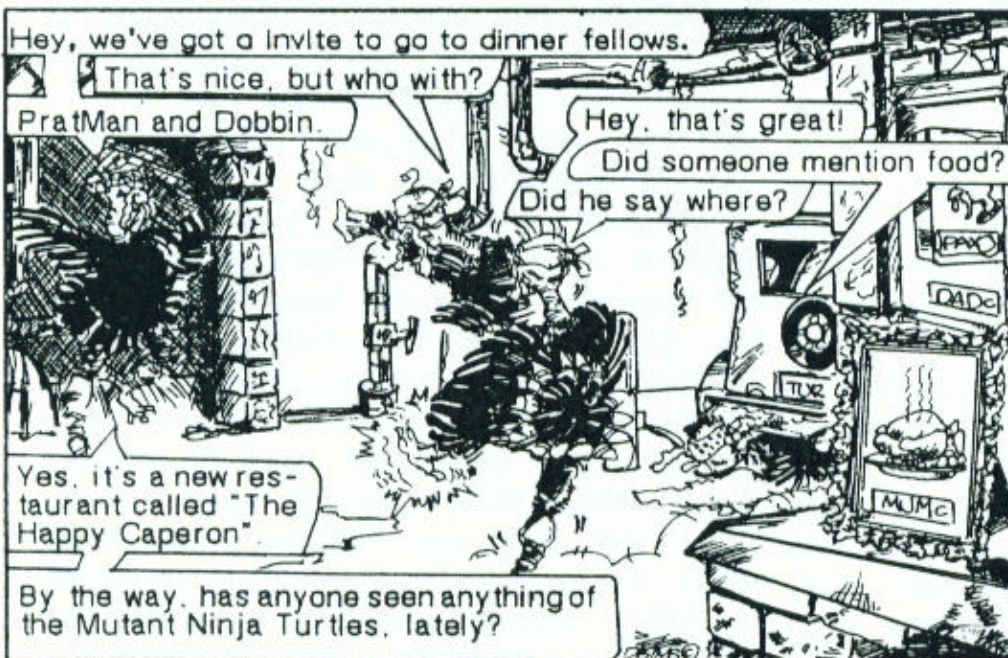
I shall call myself Constable. What will you call yourself?

Pardon?



I think we'll call you Vincent!





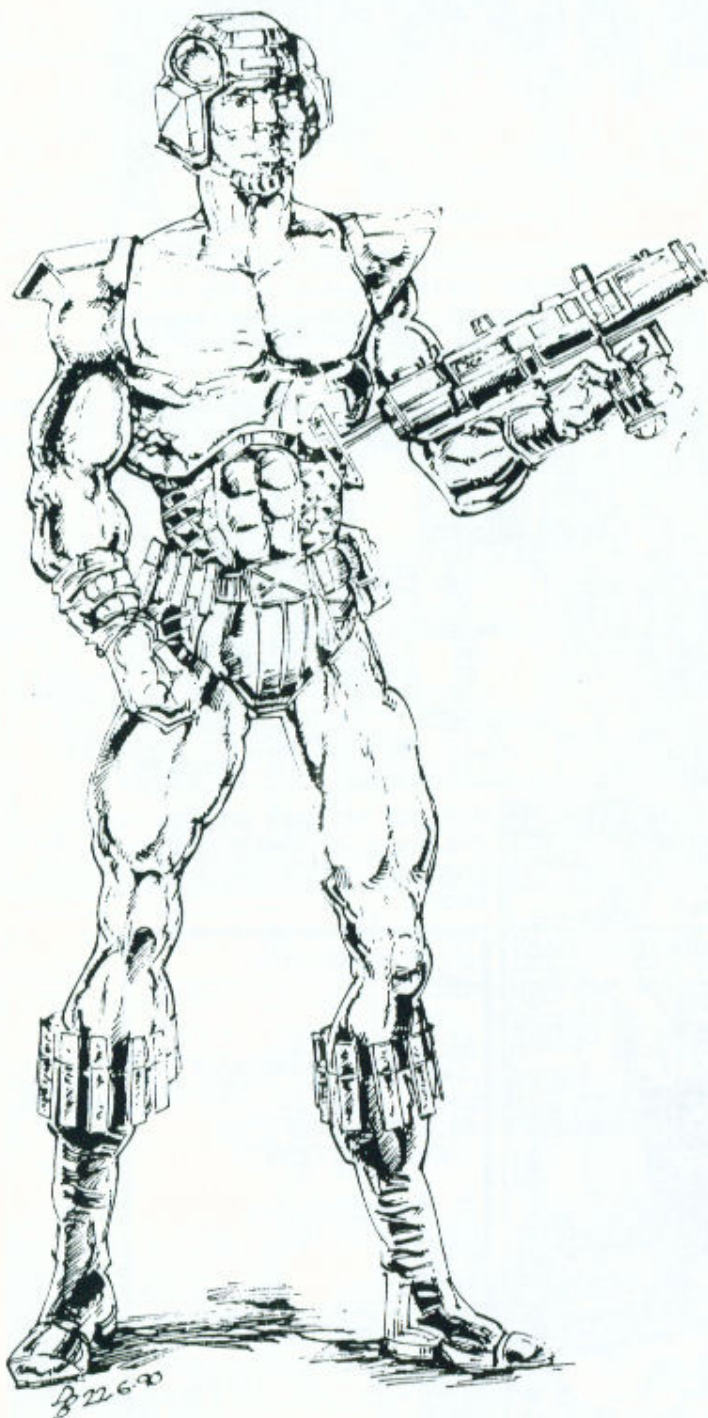
Will the turkeys end up in the soup, or live to gobble another day?...Find out, soon..

J. BLACKBURN  
IDEA  
M. SCHOLLES  
CREATOR/WRITER  
M. GARBETT  
CO-CREATOR  
D. BLACKBURN  
PENCILS/INKS  
M. SEEBY  
ADDITIONAL INKS  
D LEDBURY  
LETTERING

# SENILE PORK-WRAPPED GUNGY TURKEYS!



IBIREF123. CST (SENCOR)  
REF 2.  
FILE NAME: PARIS, JOHN.  
AGE: 23. BIRTHDATE:  
9.6.2263.  
BIRTHPLACE: ARCHIMEDIES  
BASE, LUNA.  
HEIGHT: 5FT 9INS.  
WEIGHT: 180.  
SEX: MALE. HAIR: BLACK.  
EYES: BLUE.



Sentinel: J. Paris

MARITAL STATUS: SINGLE (AT  
PRESENT).  
RELATIVES: ARCALIA MORSE,  
MOTHER DECEASED.  
THOMAS PARIS ,  
ALIVE. FILE REF 7AV.  
DEGREES IN SCIENCE,  
HISTORY.  
PERSONAL INTRESTS:  
SOLAR-CYCLES, FITNESS  
ADDICT.  
CURRENT OCCUPATION:  
SENTINEL, CST & COVERT  
OPERATIONS (CLASSIFIED).

After the tragic death of his mother; killed in an terrorist attack on a trans terra/luna shuttle (later revealed to be the work of the Altarian Resistance Movement), John's idyllic life was permanently shattered. His father (A director on the Archimadies Power Board), couldn't cope with the loss of his wife, became heavily dependant upon drink, letting his job go to waste. With a reduced income, and with no help in sight, he was unable to cope for his only son's welfare. This ultimately lead to John (age 8) being placed in care in one of the State registered "Boys Homes".

During the nine and a half years he spent in the stifling, confines of the "home", he was constantly the source of ridicule from other inmates. There were several reasons for this harrasment. Firstly John was more of a loner at this time, concentrating more on study than involving himself in the petty affairs of the in-house "gangs". This intense studying was his way of blotting out the pain of losing his mother and his father's apparent desertion. But also, other inmates perceieved John to be "different", an aura that not also made him in their eyes a "freak", but also generated a sense of fear. This latter fear was justified since most nights, fellow inmates were often awakened by John's screams, as his sleep periods were often traumatic, due to suffering from severe nightmares, and visions. These visions, which were the initial



manifestations of his unique paranormal powers, soon became less of a hinderance and more of a useful gift, that he soon readily relied upon, using them to sort out his antagonistic "fellow pupils", beating them at their own games and insuring that he would be left in peace to concentrate on his work.

At 18, he left the home, for a life in the world outside. He had managed to gain a few qualifications, but work was hard to find. So as an alternative, to make more out of his life than his father had done, and to insure that he could one day vindicate his mother's death, he enrolled into the Colonial Space Troopers (CST), for a career as a soldier.

There were times during the initial two years of basic training, which can prove hard and demanding for even an average person, when he really regretted "signing up". But with unyielding determination, he passed through, and became a first rate private.

He then began regular service, traveling from one camp to another, sometimes stationed on Ierra, or going beyond the limits of the Sol System. He did get a chance to participate in a few notable campaigns, like Tau Ceti, or Wayfinder's Path, but on the whole, John spent most of his time, either training, or doing long sessions of iso-kinetic/potential exercise in camp gyms.

John then decided that wanted to begin the long climb towards a better position in the CST "chain of command". After constantly petitioning his CO, John was transferred to Fort Gateway. While working towards his rank, he found out that the military had recently set up it's latest body to train soldiers who possess psychic and related paranormal powers: the Sentinel corps, nicknamed the "voodoo warriors". Up till then John had kept his own powers hidden from view. But after saving a soldier in his assigned unit from being maimed by an unexploded microtron mine, and a subsequent medi/psycho scan for potential Sentinel recruits, his secret was out! As a prime candidate for the program, he was asked to join. Realising

that his powers could have a practical application he agreed, provided he was able to finish his training for promotion.

Of the initial 10 recruits, 8, due to either personal or psychological reasons, were dropped, leaving just John and fellow colleague Patrick Cargalotti; who did have great difficulty in controlling his own psi powers, until John helped him cope with them, and thus they became close friends.

As Sentinels, it was required that both of them had to under-go a "necessary" minor operation: having cranial implants to link their brains to the most important part of the Sentinel uniform: the helmet or Synch-Pak. Then it was 12 months of training, learning to use psi abilities, and regularly practicing military tactics in tandem, and in John's case, training a unit of 20 "volunteers" to qualify for his rank. His graduation, as a Sergeant, and as a proven Sentinel soldier, was finally tested in a simulation of the infamous Corselli Campaign. He passed, by a great margin.

In 2287, the spectre of his mother's death again plagued him. The ARM, had began a civil war on the colony called Mizar. If it resulted in the toppling of the colony's government, then due to the planet's strategic position, the ARM would have a suitable powerbase to launch a attack on Ierra's so called "power worlds"- which supply Ierra with sources of Uranium, water and Cyberite. After negotiations and sanctions failed, the CST, in one of it's biggest operations since the Asian Wars, were sent to remove the occupying ARM forces.

Assigned to lead Drop Team 7 Delta, John, and Patrick, were part of number of DT's who would free Mizarians from ARM concentration camps. The mission was completed, although John was sickened by the way the ARM had treated the colonists. On a tragic note; while Patrick was ferrying colonists to hovering hospital ships, the shuttle was destroyed by a lone rebel soldier, using a Scrambler. This act, and his revulsion, and desire to get even with the callous ARM, resulted him in systematically killing POW's, against direct orders.



John was suspended for his actions, but after psychological tests and reviewing evidence from several ground witnesses, on what the ARM had done to the citizenry of Mizar, he was later re-instated.

During his suspension, John met up with Ned Gibson, an old veteran from the "glory days", and who claimed to be the only "real" ozzie living in the 23rd Century. Running a small, but profitable salvage company, frequently employed by the CSI to retrieve military property (although Ned does not tolerate the present military set up, summing them up as a "band of buttinski's"), and hated by many of the corporations as an "inferior speculative business", Ned was responsible for John's avid interest into Solar-bikes. As a result, he bought his customized Kamura 5000, his prize possession.

Between 2287 and 2289, John took up residence in New London (one of Terra's orbiting residential satellite cities), and has served in many more campaigns. Since last year, he became one of the first Sentinels to be exclusively used by the Terran Bureau of Investigation. (TBI), and has gained the current rank of Captain.

Presently he is on the planet Ryvanna, accompanied by Ned (blind-hired by mistake, by the TBI), to retrieve the weapon called Pandora.

**IDENTITY CHARACTERISTICS:** John is well adapted to his chosen career, having a high IQ, quick reasoning and reaction, to safeguard himself and his fellow soldiers or friends from any potential hostile situation. He rarely panics, taking control with full determination and authority.

Foremost John is a realist. Even though he was gifted with paranormal powers, he never tries to let anyone think that he's a perfectionist. He's liable to make errors like anyone can. On the surface, John tries to project himself as a likable, considerate individual, caring for those around him; but sometimes he finds it very hard to express certain emotions, especially towards the fairer sex. He also tries to cover up his deep down

insecurities, for his personal losses (the deaths of his mother and that of Patrick Cargolotti, and the Mizar incident) still deeply affect him.

Although he is totally loyal to his career, he will express, forcefully if necessary (although he tries to keep his anger in check, for totally losing control is John's greatest fear) if anything (or anyone) clashes against his own moral beliefs.

#### ADDITIONAL DATA:

**Strength and endurance:** John has, due to extensive training, and good genetics, a well developed musculature. His strength and endurance is marginally higher than that of a average person.

**Medical:** has suffered no ill health due to remaining class A diseases. Blood type: B. Non-smoker. light alcohol intake.

#### PARANORMAL ABILITIES:

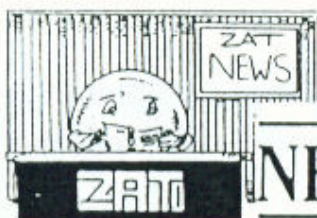
John's strongest power is his Esper ability, which enables him to perceive his surroundings with more clarity than with conventional senses like smell or sight. He can determine whether his present surroundings are potentially dangerous to him, or to others, via the aspect of his ESP he calls his "danger sense". He also has precognitive powers, that will give him brief glimpses of past, or sometimes, future events, although this power can't always be relied upon.

His telepathic powers are also well developed, using it often as a secondary means of communication, and when in mind-link, to determine whether a person is concealing information..like a kind of "psychic lie detector".

John's powers operate within a specific scale, but when he is linked to his Synch-Pak, his abilities are greatly magnified. His maximum range, when linked, has been determined to be just under 4 miles, although he gets better clarity at lower ranges.

John, like most Sentinels, uses meditation to keep his psi powers in full working order.





## NEWSFLASHES

### Hard facts

Recent information, from the November All-Format's Fair, indicates a variety of interesting SAM interfaces due to hit the streets in the near future...

The first, that will please a lot of artistic SAM owners, is the Mouse. This is due to arrive in February, priced at £29.95. A quality 3 buttoned mouse, is promised, complete with a new (mouse compatible) version of FLASH.

Another useful device, for all you memory eaters, is the 1Mb upgrade. This is not, I may add, a 512K or 768K upgrade - it is actually a real 1 megabyte upgrade! This means that all 512K owners, can now have a 1536K machine. The memory, although possibly not supported by basic, should be supported by the new DOS (see below). The upgrade is priced at around £75, and should be about in December.

Another DOS is planned, to make the most of the new interfaces, and to fill in the gaps in the existing versions of SAMDOS. Entitled "MASTER DOS", it is written by Dr Andy Wright (the brains behind both SAM BASIC and Spectrum BETA BASIC) and is partially based on his new +D Dos system (BetaDos). Its features are too numerous to list, but it allows creation of RAMDisks (including the memory upgrade), SubDiRectories, Time & Date facilities, etc. Also included are some commands, missing from current DOS versions, (OPENTYPE, etc.) MASTERDOS is priced around £15, and should be available with the launch of the other interfaces.

Yet another SAMCO release, is the CardCage. This overcomes the problem, of having more than one add-on on the Coupe, as it allows you to use a number of interfaces, possibly 3 - but we are unsure of the exact number. It also features a real time clock, which may or may not, have a built in battery - useful for the dating facility in MASTERDOS! Priced around £39.95, due December.

### Sound advice

Yet another interesting device is in the pipeline, from Blue Alpha Electronics - the firm behind the SAM voice box. In addition, we have been informed, that they are currently working on a sound sampler, for SAM. Although this does not use the sound

chip, excellent playback quality is promised

### END OF AN ERA

It seems that finally, after over 8 years of service, Popular Computing Weekly, has finished. This means that only one weekly magazine now exists - New Computer Express. However, Maxwell (Pop's publisher) have just launched a computer puzzle magazine. Which looks good - but there is no Spectrum coverage!

Another sad demise, is the recent departure of Hollington Meyers. They were in charge of SAM distribution, but have now gone bust. However, SAMCO can deal with most items, and a new distributor has already been found.

### Showing out...

Adrian & Delmont Betts, the team behind TURBO, are running a show dedicated to all 8-Bit computer users. This is based at Tamworth Arts Centre, in Tamworth, in December. Details in a show advert elsewhere in this issue!

### ZAT joins the team!

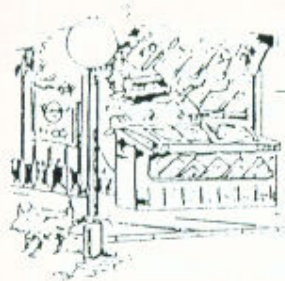
After a conversation with a certain Mr Alan Miles (see "On The Road", for details) it seems that a certain Spectrum & SAM fanzine, with the unusual and catchy name of ZAT, is now part of "TEAM SAM", the unofficial team of dedicated people supporting the Coupe! It seems that somebody likes us!

### Red Spectrum?

Reports in a recent issue of New Computer Express, indicate that a Russian computer firm who manufacture a Spectrum "clone" called "The Hobbit", are planning to launch a games console version here in the UK! The interesting point is, can Amstrad stop them from going ahead, as copyright laws do not exist in the USSR!







## COMIC KIOSK..

*by Darren Blackburn*

Since Marvel brought out the "Death of Captain Marvel", Graphic novels have increasingly become more "exclusive" to any comic collector's hoard.

Basically Graphic Novels are "delux comics"; falling into two categories: new or reprinted material. But sadly, their "exclusive" quality sometimes puts a dampener on most collectors buying them, simply due to the fact that most GN's are accompanied by a high price tag. (Most are over \$4.00, although to be fair, buying old back issues to fill gaps in your collection, can consequently end up eating up your money more than buying the odd GN) Even so, GN's are interesting to look at. What follows is a list of past favourites and some new releases. (NOTE: (R) means Reprinted material, so you have the choice of either buying the collected material as a GN, or if your'e lucky you may find the original comics it first appeared in, still in existence somewhere, (NR) means New Release))

**ABSOLM DAAK-DALEK KILLER (R)(NR):** Marvel UK takes the strips from the old Doctor Who weeklies, and from his last appearance in the DW Mag (152-155). Personally I think the original Dillon/Lloyd stories are the best.

**VOYAGER (R):** considered the best Doctor who strip for a long time. Featuring Colin Baker's Doctor, & John Ridgeway's best art.

**MARSHALL LAW (R):** relives the Anti-Hero in his first series, from Marvel's Epic line. An intro by horror genius Clive Barker included!

**BLACK WIDOW (NR):** The Russian spy in her first decent story in ages, courtesy of Gerry (Spiderman) Conway and Freeman.

**PUNISHER (NR):** Marvel's blood thirsty

vigilante dishes out his own unique version of justice against crime, and not a hint of Dolph in sight! By regular series writer: Mike Baron.

**HELLBOUND & TAPPING THE VEIN (NR):** Step into the nightmare world inspired from the mind of Clive Barker. A collection of tales based on Barker's short stories realised by some of the best artists in comics today.

**BALLAD OF BETA-RAY BILL (R):** Walter Simonson's horse-faced version of the god of thunder, from his early stint on the long-running comic.

**TRIAL OF GALACTIUS (R):** Another collection of stories, bound together in one handy volume. Written and Drawn by my favourite comic star; John Byrne, from Fantastic Four: issues 256 to 262.

**SILVER SURFER (R):** Stan Lee's first GN, reuniting him with the first herald of the planet devouring Galactus.

**EAGLE CLASSICS (R):** Reprinting some of those vintage strips in the famous "boys own" mag, including pilot of the future: Dan Dare. Coincides with the Eagle's 40th anniversary.

**BATMAN YEAR ONE AND TWO (R):** The original classic by Frank Miller, and the long awaited sequel drawn by Britain's Alan Davis and Spider-artist Todd McFarlane.

**THE DARK KNIGHT RETURNS (R): THE FRANK MILLER CLASSIC!**

**THE KILLING JOKE (R):** The Joker tries to prove the point that any man can be driven insane. Featuring his origin, and the man with a bat fixation. By Alan Moore and Brian Bollard.

**ALIENS (R):** "Does Darren have to mention this movie every time? Mac!(Well, I can't help it that I'm crazy over the alien darlings, and the fact that all the previous series by Dark horse have been bound into two handy books, can't??).

**ZENITH (BOOKS 1 TO 5)(R):** Reshowing classic strips from the number one sci-fi comic, 2000 AD, featuring that one man law machine: Judge Dread.

Well, that's only the tip of the iceberg, as far as GN's go. Suffice to say, most of



the superstar superheroes, both Marvel and DC ones have had a GN to their credit, although not all GN's are superhero orientated. Most of the above are released by Titan Books who seem to have a field day when it comes to GN's. Give them a gander, for most of them are of fine quality, and do contain a really good read.

A recent reader wrote in praising me for including a review on Robocop. As this, he ventured, made this column more, er "computery??" in flavour! So if any computer related items can be included in the kiosk, I'll try to include them. Keeping with Graphic Novels, a few month's back, there was an interesting "computer generated" novel called Digital Justice; starring a future descendant of the Caped Crusader. Well Pepe Moreno, has decided to take the concept further, and turn the comic into a full interactive "computer game", under the banner of Hypercomics. No doubt other heroes will be placed in the lime-light too. Thinking about "Digital", on a recent trip to Birmingham, I happened to notice another, earlier, computer generated "comic", starring Marvel's techno-hero: Iron Man (possibly done by Moreno too). This has got me thinking; have there been others? So if anyone out there knows of other Computer generated comics, drop me a line!

Lastly, having just completed my article on comic characters used in game tie-in's, I recently saw that 2000 AD's genetically engineered warrior; Rogue Trooper, has been used in yet another game. Hopefully this time the programmers have got it right, and from the screen shots I've seen, it does indeed look fantastic. Well, it's back to reviews next time, although I must mention that the comic adaptation of Robocop 2: by Mark Bagley has just been released by Marvel US, and that the on-going comic series is going from strength to strength.

See you next time.



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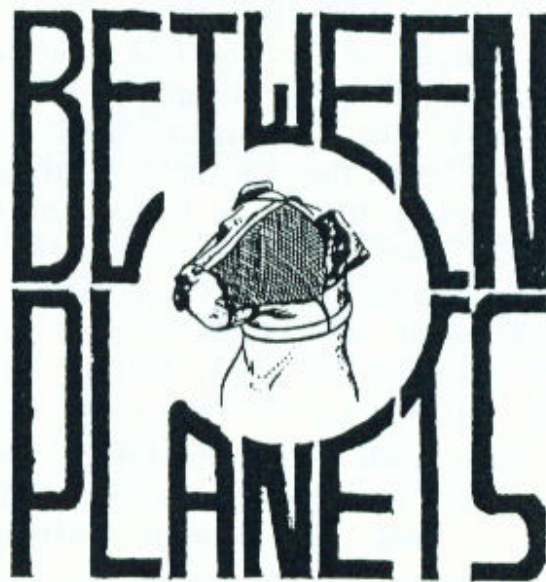
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# ON THE ROAD

David Ledbury

Well, even though I did get a variety of different suggestions, for the new column name, (including one or two interesting ones, that were rather rude, to say the least!) it seems that I'm stuck with this one! Come on readers! Remember, I've offered a prize, for the first decent suggestion!

It seems that I have an appology to make! I have recently seen the new Sugar Console, and, to put it mildly, it's pretty good! Fantastic colour graphics, good "scrolly" bits and reasonable sound. So, if you're thinking of upgrading, and tempted by one of those 'orrible 16 bit things, or even the C64 CONsole, think again. I recomend you to go for the GSX, and keep your Spectrum for other things!

I have only one complaint about the console, why drop the +3 for it? Although the +2a, was a bit of a bodge-job, (No offence +2a owners, this is directed at the Sugar Company!) the +3 was almost a good idea, what with CPM, a disk drive (although possibly the worst format, since the 2.8" disk!) and a Centronics port. SugarCo have made a big mistake, I fear. As there is now only one true disk upgrade - SAM of course! (Although dedicated Speccy owners could do worse than look at the +D packs from Datel.)

Enough of that! Remember last issue, I told you about a new SAM disk magazine? Right then, this mag is titled "SAM Supplement", and is a bi-monthly production, created by the excellent Spectrum Discovery Club (who deal with the Discovery Drive/Interface).

It is edited by the multi-talented David Tonks, (who SAM users may better know as DATON, programmer of the MindGames

series) and is aimed at the more serious SAM users, with disk drive. It includes a wide variety of programs, routines etc - including ones by Simon Goodwin & Dr Andy Wright. One thing you will find about them, is that they are VERY approachable indeed. To contact them, write to: Brian Mumford, 57 St Saviours Road, West Croydon, Surrey, CR0 2XE - who is the distributor. As always, tell 'em who sent you! (Issue 2 has a very interesting letter, by yours truly!)

On the subject of "rival" fanzines, (though as I've often said - there is no such rivalry in the "fanzine" world), I think I should give a quick plug to TURBO. This mag is run by the talented two-some of Adrian & Delmont Betts. It features, as well as the oblagitory news & reviews, a software library with games ranging from E2 to E3! Not bad at all! Their SAMETRIS could be worth a look at - particularly since it has been written by the infamous "Lord Insanity", master of silly, but very clever, PD Demo's for SAM. Contact them at: Turbo, 8 Healey, Tamworth, Staffs. B77 2RF. Check the ads in this issue, for details of their 8-bit show, in Tamworth.

Now for two rather more serious plugs. I have been asked if I would mention 2 rather worth-while charities, in ZAT.

The first is Compute For Charity. This organisation operates a number of events, to raise money for charities. They should be holding a software stall at the next All-Format's Show, in London, with software donated by all the big name companies. Be there to support them, or just for a bargain!

Another worthwhile charity, is that of the British Epileptic Associaton. If you would like any information on this charity, then contact their Telford Branch via - Caron Collins (the secretary) on Telford (0952) 594984.

Don't forget, send me any tit-bits, news, chat, gossip, inane sarcastic comment, silly drawings, whatever you like!



### All-Format's Show - November

After hearing of the many new developments on SAM, not to mention all of the interesting sounding releases - I recently decided to drop in on the November All-Format's Show in London.

To be honest, I seem to be going to far too many of these blessed shows recently, yet they always seem to have so much of interest going on. This one was no exception.

On the SAM software side, Enigma were proudly showing off a number of releases: Famous 5 Adventure (Andrew likes this), PipeMania (I like this one far too much!) and SAM Strikes Out! (Which everyone thinks of as being "cute"! Of course, they were also showing a demo of their mega blaster - "Sphera" which looks pretty good (as I heard a number of ST'ers saying!)

On the SAMCO stand - Alan Miles & Bruce Gordon were rushed off their feet as usual, (contrary to popular belief - SAM seems to be selling well!) so I decided to pay a visit to the other stands instead.

Blue Alpha Electronics were, once again, showing off their SAM Speach Box. Thankfully, he had brought external speakers! The box may be loud - but so is the show! He revealed that he had more interfaces in the pipeline, some very interesting indeed!

The SAM Supplement (see previous page) had also taken a stand. I was pleased to meet Mr Tonks, and was pleased to tell him that, unlike certain other magazine - ZAT had given MindGames 1 a fair review! He responded by sending us the screen shots used in this issue! (These had to be converted to Speccy Screens though!)

ZX Guaranteed's Mr Bobker had the neighbouring stand, and handed me a copy of 007 Disassembler & Reveal, for Andrew to look at.

Before I managed to pop back to Alan Miles, a minor war had broken out! Future, who had a stand at the show, had supplied issues of YS. Someone had read

the "SAM Surgeon" section! Quite a few someones' were not impressed! I don't want to cause any bad feeling, but I felt some of the comments went a little too far. But no more of that!

Finally, I managed to squeeze my way to see Alan Miles (this, by the way, is no comment on Mr Miles - just indicating how much in demand he was!). After having a long natter, he (with assistance from Bruce Gordon & Doctor Andy Wright) revealed some details of the new add-ons, and the new "Master Dos". Master Doss, will be able to support over 700 files (unlike SAM & the +D's 80 limit), sub directories of 120 + deep, time & dating facilities, instant file access (no digging throug directories!) and more extras than the Phantom of the Opera!

Doctor Wright and Bruce Gordon were busy discussing wether the new card-cage should have a battery backed up clock or not. I hope it does.

I did get one very important item from Mr Miles. With any luck you may see it on the cover. You see, ZAT is now a proud member of "TEAM SAM"! Thanks for the vote of confidence Mr Miles!

On the Spectrum side, there where plenty of budget software stands (including Compute for Charity) and even the +3 PD library turned up! (Garner Designs, 57 Lovers Walk, Dunstable, Beds, LUS 48G.).

I was almost able to buy a 128k music keyboard for a fiver, but sadly I ran out of arms!

Two more names to give you.

Colin MacDonald - Editor of "FRED" SAM Disk fanzine.

Contact via: 40 Roundyhill, Monifieth, Dundee, DDS 4RZ.

Stephen Wilson - who runs a small software house, "Intergrated Logic".

Contact via: 41 Warrix Avenue, Irvine, Ayrshire, Scotland, KA12 0DW.

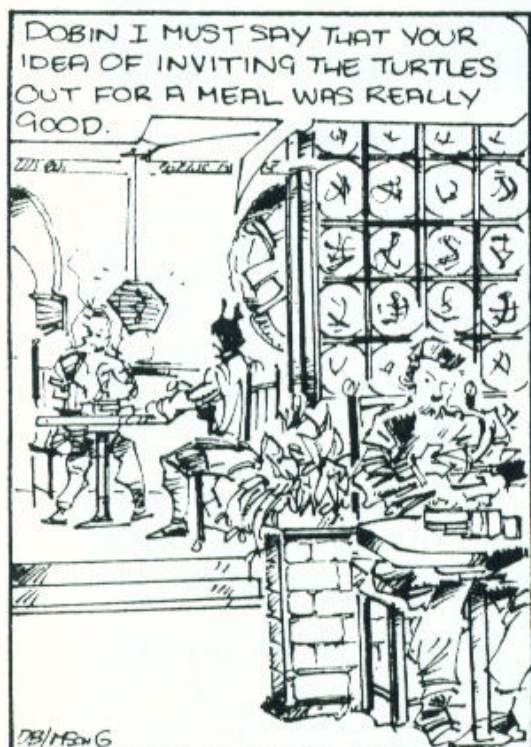
Don't forget an SAE.

See you soon,  
D. Ledbury





# Wallpaper Strip *by scholes & db.*



## A.1.

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