The Fanzine that takes Speccy games seriously
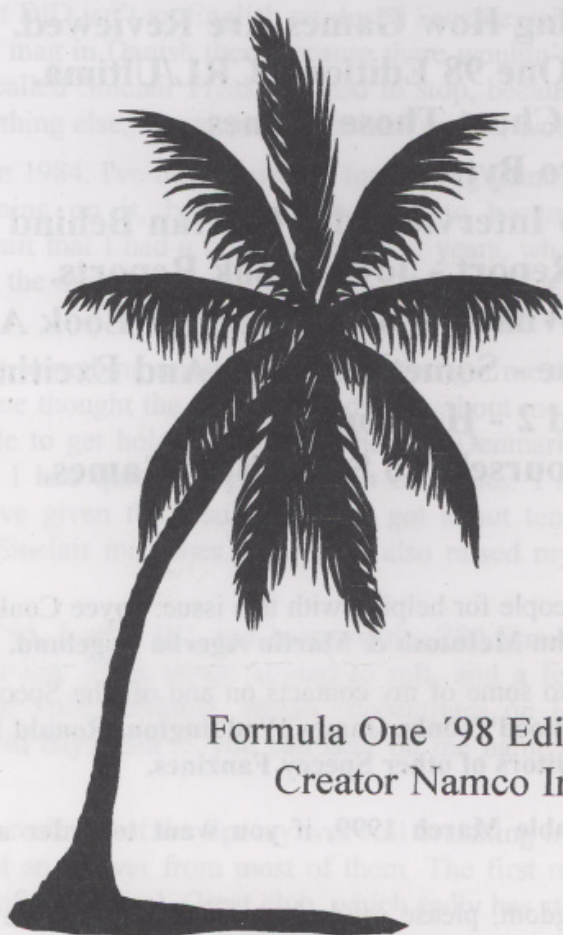
Gloucester
Show Report
By Joyce Cook

Formula One '98 Edition Reviewed
Creator Namco Interviewed

Cybernoid 2 & Pod Reviewed

MAP ON PAGE 8
BY SAMO DAM HANSEN
VISIT THE
POKEWORLD

Plus a few surprises and
the huge swaplist.

Desert Island Disks 1 - Index

If you have any comments on the Fanzine, please let us know.

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The Editor Speaks up.

Desert Island Disk (DID from now on) is a Fanzine for the gamers amongst you. It will highly concentrate on games playing. It includes reviews, tips, maps, pokes and a lot of other great stuff, which I feel is missing in most other Fanzines.

But let me start with presenting myself to you. My name is Michael Bruhn and I'm from Denmark. This means, that DID isn't an English produced Fanzine, which probably is the biggest problem. Why not make a mag in Danish then, because there wouldn't be enough support, sadly. The last Danish Fanzine called Sinclair Freakeren had to stop, because it wasn't supported. No one send in articles or anything else. So starting a Danish Fanzine, would be a dead end.

I bought my first Speccy in 1984. I've mainly used it for playing games, as that is my addiction. I also did some programming on it, but never managed to become a keen machine code programmer. I have to admit that I had a break for about 3 years, when my Speccy broke, and I didn't have the money and the interest to get it repaired. Guess I had a lot of other stupid stuff on my mind.

It wasn't until I finally felt something missing in my life that got me to repair my Speccy in '92. Years went on, and poor me thought the Speccy had died, without me being there noticing it. At that time it wasn't possible to get hold of any mags here in Denmark. So, I just played on my Speccy, being happy that I had quite a big collection of games. I started to buy up Speccys through papers, which have given the result that I've got about ten 48K Speccys, two 128K Speccys and some other Sinclair machines. This have also raised my collection of games and mags.

Then in the beginning of '95, I got a PC, and heard of the Z80 Emulator, of which I of course bought myself a reg'd version. Then things started to roll, and a few months later I became Co-Sysop at a BBS called SpecTroMania, which concentrates on Emulators of most known machines from the good old days. But as you can hear on the name, it mainly concentrates on the Speccy.

That was when I started to realise that the Speccy was still breathing in the UK. I started to write letters to some clubs. I got an answer from most of them. The first reply I got was from Joyce Cook of SSH (Spectrum Software Hire). Great club, which sadly has stopped in the meantime.

At the moment I've got subscriptions on the following Fanzines, Crashed, PD Power, AlchNews and the one and only Classix.

This was a little bit about myself, but what is DID all about you ask. It's a Fanzine mostly for persons like me, who likes to play those great Speccy games. It's the idea of DID, that people contribute with their own reviews, tips, pokes and maps. I can't keep up writing the entire mag myself, so I need your help.

I hope this Fanzine will grow to more than just games playing someday. But games will always be the main subject of DID. This first issue is a type of promotion issue, and that's also why it's not that big. The next issue will probably contain more pages. This of course depends on whether it will be supported or not. So, please give a helping hand, and support this Fanzine with your articles, reviews, tips and what ever you want to get out.

You'll probably get some big laughs, while reading this mag, as it's not written in perfect English, so please accept my apology in advance. Please let me know, the funniest phrases or the biggest spelling mistakes, and I'll publish them in the next issue, for those who misses it in the first place. Should give a good laugh.

Reviews

Yes, DID reviews a lot of games. Here´s a little explanation about the rating system.

Here you see a rating box, and believe me, you'll see a lot of these in the future (if you keep on buying DID, that is). DID rates Graphics, Sound, Playability, Addictiveness and gives an Overall score. What's most important is up to you. You might prefer games with good graphics, or you prefer a game that's got great playability. But let's explain the 5 groups. The Overall score isn't necessary an average score of the 4 main groups, but more a judgement of the game itself.

Let's go through the 5 different groups.

Graphics	███████□□□	7
Sound	██████□□□□	6
Playability	█████▨▨□□□□	6/4
Addictiveness	██████□□□□	6
Overall	██████□□□□	6

Graphics: This is an opinion on the graphics. Has the game got any colour clash, or is it just bad UDG.

Sound: Has the game got a great soundtrack, or is it only boring beeps.

Playability: This one is special, as you can see to the left, it's rated 6/4. In this category we look at the games controls.

Does your character respond immediately, when you want him to turn right. Is it easy to control with the keyboard. That's also why it's divided into two rates. The top one, is a judgement on how good the playability is with a joystick, and the bottom one, with keyboard. Which means this game is rated 6 with joystick and 4 with keyboard.

Addictiveness: How addictive is this game. You just can't stop playing, one more go. I'm sure you know a lot of these games.

Overall: An overall rating of the game. You got to know that the games isn't necessarily compared with each other. Games from 82 or 83, isn't compared to games from 90. That just wouldn't give a picture of how good the game is. There is a lot of great games from the early years, like Jetpac, Glug Glug and Hunchback. But to compare these games with the likes of Exolon, Laser Squad or Myth wouldn't be fair. So if you want to compare games with each other, better compare it with another game, that's from about the same time.

1. Totally Rubbish - The absolutely crap games, you might even find 1 or 2 games for the C64 that's better.

2. Rubbish - Waste of time, better watch some Curling on the telly.

3. Bad - Nothing special, you'll feel bored.

4. Below Average - Acceptable, but you won't play these, day in, day out.

5. Average - The ordinary games, to spend a few days with.

6. Good - Now this is were the actions starts, enjoy.

7. Great - Great stuff, you'll love these.

8. Fab - Enjoy these games, a real pleasure.

9. Totally Fab - Superb, you'll feel like you've gone to heaven.

10. Stunning - These games will take your breath away, and you'll keep on coming back for more.

REVIEW -

Game: Fo

Company

Author: G

Released:

Type: Ma

Joystick:

Keyboard

Machine:

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Game: Formula One 98 Edition
Company: CRL (Improved By Ultima)
Author: G.B.Munday & B.P.Wheelhouse
         (Improved by Namco)
Released: 1985/1998
Type: Management game
Joystick: Kempston
Keyboard:I - Left / P - Right / Q - Up
        Z - Down / N - Repair
Machine: 48K
Later Release: Formula Grand Prix - Alternative

Once in a while, someone gets a great idea. In this case Namco did.

It's not that often a new game is released for the Speccy now a days, that's also why this new edition of Formula One is so interesting. For people who loved this game, this will be a great improvement. It's basically been improved on it's graphics, like the zeppelin doesn't look like a bug any more, and the spectators who didn't follow the race, doesn't act as if they were on a Sunday trip any more. The names and records has also been updated. So now it includes the famous drivers from today like - Villeneuve, Schumacher, Coulthard & Hakkinen. The lap records has also been updated, which gives a more realistic feel over the game.

But let's look at the game now. It's a Formula One Management game, in which your object is to win the drivers and constructors championship. For beginners it's a good idea to start at Novice, just to learn the game. But in the long term this gets boring as it's much to easy.

You start with entering the names of the players taking part in the game, up to 6 persons can play. Now choose your team, and your 2 sponsors. When that's done you'll have to choose your 2 drivers. Remember that when you start on a fresh, that you don't have that much money, and you'll also have to setup your cars. So pick one good driver and one of the lower rated drivers, maybe yourself, as it's also possible to change the names of six of the drivers.

When that's done, you are ready to setup the cars. When you've just started the game, you'll probably only be financial strong enough to setup one car. But on the easy levels, that's mostly dealt with for the second race. To make a car race worthy the car and the power bars must be in the blue area, otherwise the car isn't race worthy, and can't attend in the race. When you're setting up your car, power or crew, it's very important to remember that as long they are in the red area, you'll need to buy and not improve. Improving while in the red area, just makes you lose a lot of money, without getting anything in return.

After that you'll have to pick which tyres to outfit your car with. Now, you should be ready to start the race. After it has shown you the grid, the action begins. The main screen stays the same, and you can see the cars passing by in the order they are placed. On a leaderboard you can see the times of the first six cars. The border is always the colour of the team that has a driver in the lead, like when a Williams driver is in front the border is green.

As the cars races by, all you have to do is to check the messages at the bottom of the screen, like if it's started to rain. If that should happen, and you are driving with medium compound tyres, it would be a good idea to call your driver(s) into the pit, and give him a set of rain tyres. You do this by pressing the 'P' key, and you'll then be asked which car to come into pit.

Cars also comes into pit by themselves, when they need a set of new tyres, or if there's something wrong with the engine. That's where the fun starts. You'll control one of the crew

members. You'll always have to change tyres, but sometimes you'll also have to make changes to the chassis or the engine. That's done by getting your man to the rear of the car after you've changed the tyres. It's really here, where most races is decided, it's very important to make these pitstops as fast as possible, which means that it's important to have a good crew. In other words, if you don't invest enough money in the crew, they will be slower, and that will cost you a few very important seconds.

There's 16 races in a season, so enough time to make up what you might lose in the start of the season, where you don't have that much money.

Another useful feature in the game, is the betting. You can start betting from the second race after you've started the game. You do this by pressing the 'G' key while the first race is on. That's a very useful way to improve your account, but remember, you can lose some of your valuable money that way.

Pressing the 'S' key while the race is on, gives you the possibility to save the game after the race. The 'H' key puts you in highlight mode, which can be cancelled using key 'F'.

It's really a great game for management freaks, but if you're not into that type of games, stay away, you'll probably fall asleep. The improved graphics in this version by Namco is definite a nice touch, that makes the game much more enjoyable to play.

Where the game really lacks, is that when the season gets into it's final stages, there's not that many cars attending in the races, which makes it even easier to get into the top six and score some championship points. Another annoying thing is, that when there's been a lot of retirement from the race, and there's only 6 cars left, you can be sure to get points, as there won't be more retirements.

Nice touch Namco. I guess we are many who looks forward to see more stuff like that. Thanks.

Michael Bruhn

Graphics	■■■■■■■□□□	7
Sound	■■■■■□□□□□	5
Playability	■■■■■■■□□□	7/7
Addictiveness	■■■■■■□□□□	6
Overall	■■■■■■■□□□	7

So, where can I get this great update ?

If you want it, you can get it on Namco's own Web-site, at this address :

> http://www.geocities.com/area51/6184

Just visit the Speccy area, and you will find it, together with some useful utilities.

If you got any comments on the update, I'm sure Namco would like to hear from you. His E-mail address is :

> namco@ip.pt

Remember to read the huge interview with Namco on page 10. If you've done something like this, or you've written a game yourself and want it reviewed, send it to us. If it's for free please write us where to get it. If it's a commercialised release, please remember to inform us of the games selling price, and where to order it.

Pokeworld

Stuck in a game, here's where you can ask for help. Let us take a trip into the Pokeworld. Where we'll find pokes, tips, maps and other useful stuff.

Now this will be the pages where you can ask for help in games, or get your own tips and pokes printed. As this is the first issue, there's no questions about games, but please send in your questions, and they will be answered or printed so that other readers can help.

But to get it going, I'll give you a few funny pokes, that I've found myself in the early days. Try them out, and please send me your tips, pokes, maps. Everything is of interest.

Lets start with the promised pokes. Some of them might have been printed in mags before, but believe it or not, these pokes I've found myself, by simply trying out some random pokes.

Jetpac - Ultimate

POKE 26000,244 You'll only need one fuel to get off, with this poke.

Pool - Bug Byte

POKE 26499,13 Instead of getting 10,20,30, etc. points, you get 1,2,3, etc. points. Makes it harder to beat your highscore.

Manic Miner - Bug Byte

POKE 36790,0 You'll only need one object on each screen, to make your escape.

POKE 36770,0 Make your escape right away, without collecting any objects at all.

POKE 36680,0 Makes you invisible.

POKE 35857,0 Stops the conveyorbelts.

Jet Set Willy 1 - Software Projects

POKE 35857,0 Different sound when you die.

POKE 36770,0 You don't have to move in the direction you want to jump. Meaning, you jump in the direction you are facing.

POKE 36329,0 STRANGE.

Motos - Mastertronic

Here is a little help for this excellent game. How many Power Pills are needed in the different rounds. If you have problems with some of the rounds, add 1 more Power Pill. Here is the help for the first 17 rounds.

1 to 8 = 0   9 = 1   10 = 0   11 = 3   12 = 0   13 = 2   14 = 3   15 = 0   16 = 3   17 = 4
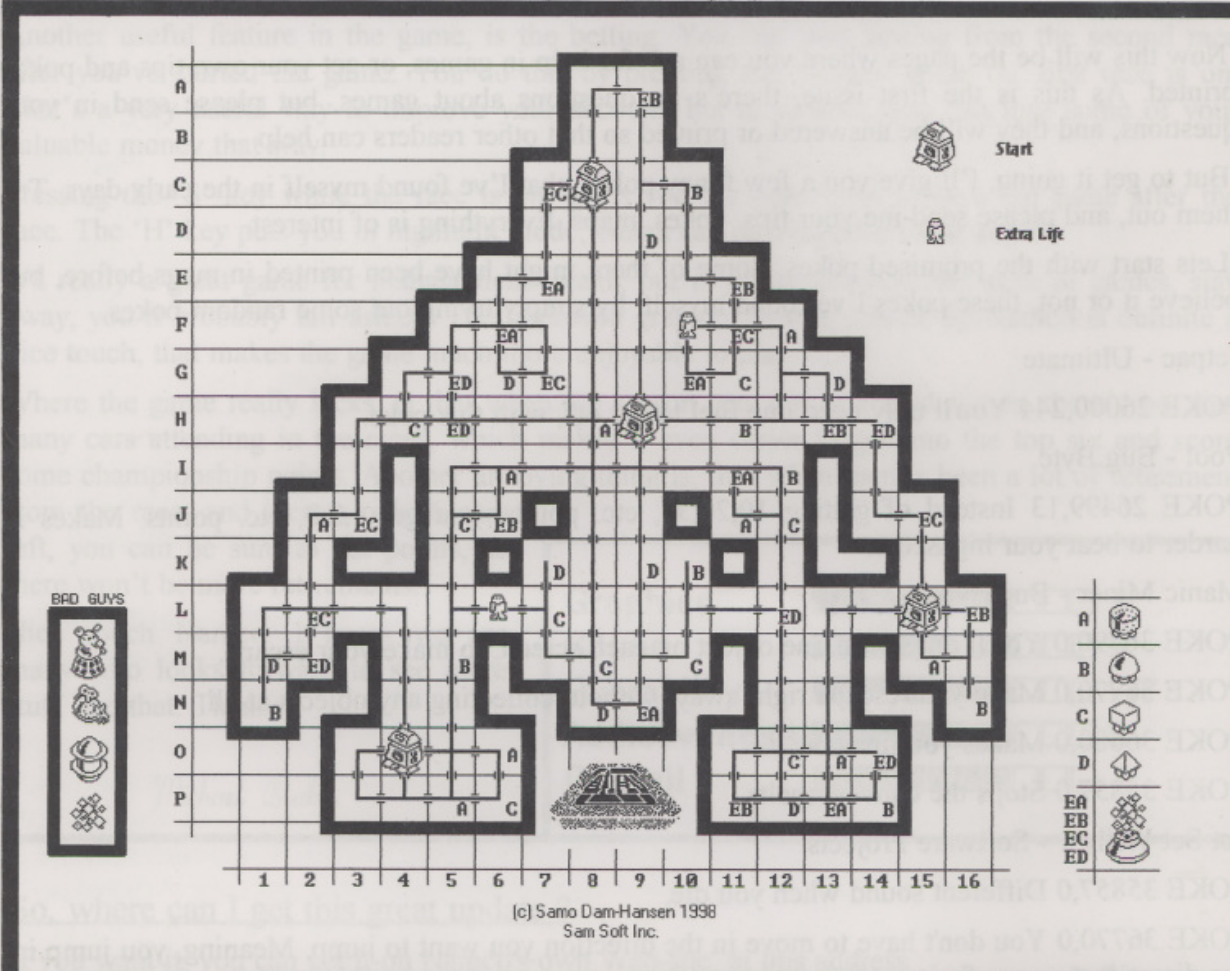
Do you agree? Do you have an suggestion to the following rounds? Please let us know.

On the next page, you'll find an excellent Alien 8 map. Enjoy.

ALIEN 8 BY SAMO DAM-HANSEN

You all know this great game from Ultimate. Alien 8 was the second isometric 3D game from that company. The first one was Knight Lore. No doubt that Alien 8 is much harder to complete than Knight Lore, but this great map might help you in the quest.

The location of A,B,C & D isn't always accurate! Something about the game...

(c) Samo Dam-Hansen 1998
Sam Soft Inc.

Short Circuit - Ocean

How to find the tiny fruit machine.

Right, load programs at terminal, SEARCH draw unit, take blue passcard, left, SEARCH palm, take coin, down, down, down, USE blue passcard at locked door, down, right, up, go to desk, USE pound coin. (Now you can play the fruit machine).

This was printed in Crash, but the route wasn't correct. This description should solve the problem. Later Crash printed a way you could go from the fruit machine to get into a game of Invader, but that was an April Fools joke.

And finally here's a Multiface poke for that mindblowing Reckless Rufus from Alternative. POKE 35140,5 makes you immune to the aliens. To start at Level 11, use this access code: 4529.

Game: Pod
Company: Euro Byte
Author: Boris Baginsky
Released: 1983
Type: Shoot Em'up (Centipede)
Joystick: Kempston
Machine: 16K (Inlay states 48K)

Graphics	■■■■■■■□□□	7
Sound	■■■■■■■□□□	7
Playability	■■■□□□□□□□	9/2
Addictiveness	■■■■■■■■□□	8
Overall	■■■■■■■□□□	7

Pod is nothing more than a centipede game. So you'll probably wonder why DID does a review of a simple Centipede game.

Because it's the best of it's kind for the speccy, and because it's so fast, that it's hard to believe this game was released in 1983. Euro Byte released this game, which reminds very much of Visions' Rapedes.

The graphic, sound and the gameplay is great. The whole idea is as simple as it can be. You'll probably know Centipede games, if not, where have you been the last 20 years? It's a one screen shoot em'up game. The screen is filled with trees (Bong trees according to the inlay),   which needs 4 shoots to be removed. That's mostly needed to get a clear shoot at the centipede.

The centipede (Pod) crawls from the top of the screen, and work it's way to the bottom. It's your job to kill it, by shooting every link of the centipede. You better get as many links killed as possible before it gets to the bottom, otherwise it will get very confusing, especially later in the game. There's also the nasty spider Jabberwocky, who crawls around at the bottom of the screen, with one mission, to kill you. The snail that runs across the screen colouring the Bong trees from green to red. This is somehow good, because they are worth more points, but on the other hand, they are also harder to remove, as they will need one more shot. A green Bong tree gives 10 points, when it's removed, while a red Bong tree gives 30 points the first time you hit it, then it turns green, and gives another 10 points when it's removed.

When the game starts the centipede has a length of 20 links, and that increases by one for every new round. The first link of the centipede is cyan, while the rest are yellow. It's a good idea to split the centipede into many small centipedes, as this turns more of the yellow links into cyan and they are awarded 200 points, which is 100 more than the yellow ones.

You'll get an extra life at every 20000 points. So make sure you get across the next 20000 mark before you die. You'll probably not be capable of getting 2 extra lives, before dying. This is very rare, unless you are a really good games player. It's just so fast and furious, that you'll get totally dizzy.

It was a great game then, and today it's the only Centipede game, worth playing. Even the menu screen is very attractive, which wasn't always the case back then. The sound effect was also stunning for it's time. The only real miss in this game, is as you can see on the ratings, the keyboard playability. There's 11 keys that control you in all 8 directions, 2 keys for moving you fast left or right, and then there's the fire key. Impossible mission. It's just to difficult, to escape from the spider if you only can move in the 4 normal directions, and the two possible fire keys are totally misplaced. But still if you feel like playing a Centipede type of game, play Pod. Everything else, is a waste of time.

Michael Bruhn

Interview

What, an interview in the very first issue. Yes, it's true. Who is the victim? It's none othe[r] than Formula One artist Namco. The guy who brought us this great graphical update o[f] Formula One. This interview was made through E-mail corresponding, and tries to bring yo[u] an insight on why Namco decided to make this update, and what else he's up to.

What's your real name, or is that a secret?

No, it's not a secret, my real name is Nuno.

Ah, Nuno. What's your nationality?

I'm Portuguese.

You always introduce yourself as Namco from Ultima, what is Ultima?

Well, Ultima is the name of my "company". I made that up years ago as I started to learn programming and wanted to create my own company. I know there is some game named Ultima, and I hope no one gets upset because I use it's name...After all I think I started using it before they did :-)

So, Ultima is this...Some friends joined later but they left and now Ultima is just me and a name...

How old are you?

Erm...errr....hehe 25!

What do you do in your real life?

I work. I'm responsible for the machinery and vehicles of the company I work for. I take care of the insurances, taxes, accidents, main-tenance, that sort of things.

Now, enough of that, let us ask him about his Formula One update.

How did you get the idea to make this graphical update of Formula One?

I liked the game a lot when it came out, and since then I thought the graphics were poor and someone should have improved them a bit. I couldn't make it back then, so I realized that "dream" now.

Have you got any response about you[r] update, if yes, where they positive?

Yes, very little response actually, but th[e] people who wrote me about it, liked it.

Which of your improves are you mos[t] proud of?

The playing screen graphics. It looks much better. Hey I think it does!!

Do you plan to make an update of CRL's Endurance as well?

I played that game once....Hm....don't remem-ber much about it, but I liked it. Maybe if someone sends the game to me, as I don't have it, I might feel like doing it too!.

Did you use to play Formula One a lot?

Yes, whole afternoons with some friends too. We (me and another friend) used to pick up Williams and beat the other guys every time.

When I play Formula One, I always get a lot of ideas which I think could have improved the game. Is there anything that you miss in the game, like fuel control?

Yes, I miss less pitstops. Hehehehehe, having to stop 3 times in 3 laps is a bit annoying. CRL should have taken care of that too. You could have fuel control, yes. It would be a nice addiction to the game as it would turn it into a more realistic thing. There's lots of room in memory to put such a thing there. Maybe someone feels like hacking the main code routines !?!?

Not a bad idea, anyone like to give it a try?

Are you into the real thing as well?

Yes, a bit. I got away from it more since Senna died....he was the greatest.

Who is your favourite driver from the past and present?

Past: Ayrton Senna - Present: Jack Villeneuve.

If you should give CRL's version a graphical rating from 1 to 10, what would it be then?

5 points.

Ah, you choose the middle way there. What grade would you give your version then?

...I'd give it an 8. To give it an 10 for example, I'd need to change the whole graphic engine so that I could draw nicer graphics with more detail.

In our review, it got 7. Can you accept that?

Yes, of course I can :-) To tell you the truth, I'm no graphical artist and I think I exceeded myself. Although as anyone can perfectly see the graphics are FAR from professional.

Maybe not professional, but it's a huge improvement. Let's talk about Namco's website now. Yes, he's a busy man.

You got your own website, could you please tell a little bit about it?

Well, my website is mostly dedicated to people who likes emulators. I made it because I like HTML programming and also to show people a bit of myself. There are some emulators for download and also a page dedicated to the Spectrum, which is still under construction (it'll have more programs and it'll be better looking soon). Disable JAVA if you hate (as I do) those annoying commercial adverts. It was mostly built with Frontpage Express but as it has some bugs (like all Microsoft products) I had to code some parts with my trusty Notepad.

Another person added to the long list of people who isn't that crazy about Microsoft's products? If you want to visit Namco's website, you'll find the address on the Formula One review pages.

As I understand on your website, you are into all sorts of emulators of all known machines. Which emulator is the best in your opinion?

The SEGA System 16. It has some of the games I like most (Out Run, Shinobi & Golden Axe), and it is a really good emulator. If I had to give a score to Golden Axe's emulation, I'd give it a 99%.

Callus is also excellent, and very well made.

What do you think about the Speccy version of Golden Axe?

It's nice. I say nice because I think I would prefer monochrome graphics and better movement. Take a look at Target Renegade...If Golden Axe played like that one, it would be a mark in history!

You got a Speccy area on your site, where people can download your programs for the Speccy. How come you give these away for free?

I give them away for free because I love programming, and I program just to feel good. I personally think Shareware is crap and that programs are TOO expensive. If I could I would program much more and more advanced stuff and give it all free, just because I like it. Go there, download and use them!!

Maybe in the future I have some more time to start programming for the PC too.

Just don't forget the Speccy, promise?

Do you have other plans for your website in the future?

Expanding it and making it look better, but keeping it light on the graphics side. I hate when I have to load 300KB in graphics just to select some link in the picture. Adding of more Spectrum related stuff, and updating the emulators as they are released.

What are your favourite websites?

Emulator sites, Dave's Videogame classics holds the crown, IMHO.

You've done some other programs which is also on your website, could you please tell us about these programs?

Yes, I made loads of other things, and these will be soon available on my website. I'm just finishing some text files to help working with them.

Not much explanation on the programs. But by now, they should be online. So, why not take a look?

Do you have any other projects planned for the future?

Yes. Basically those consist in making updates to my programs. "TOOLS" has some nasty bugs that I'd like to remove, and also make it recognize the non-standard disk formats (maybe).

Planned was also a paint program, better than Art Studio and Artist as it would do what these two programs do and much more things. And also a Browser. This Browser program was abandonned as the Spectrum doesn't have a TCP/IP program and I think it doesn't have enough power to have it either...

Hmmm, some technically stuff here. Now let's ask some more general questions about his Speccy history.

When did you get your first Speccy?

In 1984 I think, I don't remember exactly.

Why did you buy it, for playing?

Yes, I didn't know other things to do with it :)

When did you get into programming?

A few month later, I got interested on the "hey, how do they do this?" thing and started hacking games to see how they were made. Later yet, I found myself typing my first code, based on what I learned from my hacking.

What was your first program/game you made, and what was it like?

It was a mix of things I learned through times, it was written in BASIC, didn't even had UDG's, and most sincerely I don't know what it was...

I remember it had those huge Maziacs graphics drawn in GRAPHIC mode and it had some nasty sound using BEEP and RND (serious). There was that flashy banner saying "WE ARE THE MAZAICS", below the graphics and beeping all around. I guess it was a demo... hahahaha!!

I did it bacause I liked the DK'Tronics game "MAZIACS".

What is your favourite Speccy game, of all time?

THIS is REALLY hard to answer...aw mother.. probably (probably) R-TYPE.

But there's also Renegade, Chase HQ, Last Ninja 2, Saboteur....and so on, and so on....

Have you own other computers or consoles besides the Speccy?

Yea, some others.

All right. Which 8 bit and 16 bit machine do you think is the best?

8 Bit: The Spectrum (honest) 16 Bit: The 68K Amigas (68000 CPU and above)

Do you have a huge collection of games for the Speccy?

Not much. I have around 25 megs in .Z80 and .TAP games. That's around...errr....300 games.

What would you say is the rarest game game you got?

Space Intruders??

Do you have an subscription on some Speccy Fanzines?

No.

WHY NOT?

To be honest, I didn't think there were any Spectrum fanzines in real paper yet...I get some infos and documents off the net, that's all... The last thing I got was the excellent +3 Manual in printable form :)

On the next page, we'll end the interview with some curious questions, that's not really related to the Speccy, or anything that got something to do with computers.

What music do you like?

Almost any type...Heavy Metal, Techno, Classical, Jazz, New Wave, etc.

Any favourite movies?

Jurassic Park.

Favourite food?

McDonald's :) (this is not actually food, but I like it).

Favourite Sport?

Definitely football, and also Rally.

Favourite football team?

Benfica (local) and Barcelona (Spanish league).

What? Never heard of Watford?

Remember to visit Namco's website and get hold of these Speccy programs. Promise?

Gloucester SAM/Speccy show report.
Written by Joyce Cook

This was held at Quedgely near Gloucester on Saturday, 4th April under the auspices of Bob Brenchley and FORMAT. It's a while ago now but this magazine has matured like fine wine. My initial memory was of much water. On that particular Saturday all the April showers joined to make it one gigantic deluge. So we were late arriving at the railway station to collect another Speccy enthusiast called Robert Chilton (we're not worthy, Ed). Although we had talked on the phone and exchanged correspondence for a couple of years, I had no idea what he was like. So I looked for a mixture of Brad Pitt and Superman - and there he was (what about the show? Ed)

I haven't been to one of these shows before but seemed to me that it was poorly attended with very little to offer of interest. Only two people had Spectrum titles for sale, although what they did have was a good assortment. There were about three +3s for sale at £25 each, and Ronald Raaijen and Johan Koning came all the way from Holland with some 48Ks to sell, but no one else brought anything for sale... Ronald also had on display a beautiful printed copy of the database of Spectrum games he is compiling. Up to around 8,000 now. Plus an example of Spectrum games running on his lap top.

The rest of what was available consisted of SAM equipment and programs, plus a small amount of Atari and Amiga games. Not really enough hardware/software to make the journey worthwhile. There were a couple of monitors running SAM programs but it have been nice to see a monitor running a Speccy program too. If I were going to buy a +3, I would want to see it working first. I counted about 40 people when I went away at lunch time, not enough to warm the hall which had no heating and was extremely cold. Still I must find something to praise and the coffee and cake were delicious. There was a discussion in the afternoon but I didn't stay for that.

If I were organising this event I would have done my best to persuade some of the trade people to take part. Organisations such as Trading Post, WN Richardson & WTS Electronics might well have responded to a telephone call. I know I would have when I was running Spectrum Software Hire.

Editorial comment: Doesn't sound like much fun really. It's my opinion that these shows must be supported, but the organisers of these shows should then bring more effort into it. How about a little tournament in games playing. And the lack of the Speccy isn't a good idea. Without the Speccy the SAM won't survive. In the UK, it shouldn't be to difficult to make a good show, with all those clubs and fanzines over there. But one thing is needed to make the perfect show, peace amongst the different groups. Why not try to make a show, where everyone who's running some kind of Sinclair club is attending. Would that be impossible? Probably.

Internet Access?

If you are lucky enough to have an Internet Access, then there's some interesting sites you can visit. Here is a few of my favourites, which you should visit right away, or visit as soon as you get an Internet Access.

If you're looking for that particular game, that you haven't played for years? Then look here:

http://www.void.demon.nl/spectrum.html

This is the URL to World Of Spectrum (WOS), maintained by Martijn van der Heide. Here you'll find tons of games. You'll also find the MIA (Missing In Action) list, which is a list of games that's not available anywhere on the net. The idea to a such list was made up by Lee 'Blood' Tonks, who have recovered a lot of games that way. The MIA list is also available on Lee's site called 'Blood's Crap Speccy Page', and can be found here:

http://www.geocities.com/SiliconValley/Lakes/6142/

No doubt that one of the best companies, who released games for the Speccy was Ultimate, with such classics as Jetpac, Atic Atac, Knight Lore, Underwurlde & Gunfright. If you want infos about the 16 games released by Ultimate or any pokes or cheats for the games, hurry and visit Rob Uttley's 'Ultimate Play The Game Appreciation Site' here:

http://www.compulink.co.uk/~robsoft/ultimate/

Also visit former Ultimate's (Now Rareware) own homepage, which also features some infos on their old Speccy classics:

http://www.rareware.com

While Ultimate was one of the most famous companies on the Speccy scene, the most popular game character was without any doubt Willy, who starred in games like Manic Miner and the two Jet Set Willy games. Later there have been made a lot of other Willy games, by various authors. To get help on the Willy games, or to get some of the newer Jet Set Willy games, visit this site now:

http://fly.cc.fer.hr/~arsen/jsw/index.html

This site is maintained by Arsen Torbarina, and is definitely worth a look if you are a Willy fan.

In my opinion one of the best Fanzines ever produced for the Speccy, was Classix. But unfortunately editor James Waddington had to stop the production of this great Fanzine due to studying reasons. But Classix is still available online as an E-Zine. Stop by and take a look, it also includes the elder issues and infos on James' Games Finder Service, which by the way helped me getting hold of all titles releases by Ultimate. Thanks James.

http://ourworld.compuserve.com/homepages/wadster/

And finally here's two sites that's devoted too two of the great mags from the good old days, with covers online, articles, reviews and lot of other great stuff. The mags are Your Spectrum, maintained by Jim Grimwood and Your Sinclair by Nick Humphries.

'Y.R.U.A.? Your Spectrum Unofficial Archiv' (Jim Grimwood)

Your Spectrum - http://www.users.globalnet.co.uk/~jimg

'YS Rock 'N' Roll Years, The' (Nick Humphries)

Your Sinclair - http://www.the-den.clara.net/ys/cover-html

Well, I hope you enjoy these sites just as much as I do.

HIGHSCORE DATABASE
LET'S HAVE ANOTHER GOOD REASON TO PLAY THESE GOLDEN SPECCY GAMES.

Yes, DID is going to start something, that no other Fanzine got, a highscore database. This database will hold people's highscores, to see who's best at which games. Something for the rest of us to try and beat. All games are accepted. No matter how old they are, or how boring other gamers might think they are. In every issue new highscores will be printed, so that you'll be updated on, who's the new leader in which game. DID plead to you, not to cheat. Don't use any type of pokes or cheats. If you're using an Emulator, please do only use the pause mode in the game itself, don't freeze it, by choosing a menu. It's vital that no one sends in dishonest scores.

To get it going, I'll contribute with 10 highscores of my own, which are:

Bomb Jack 1 - Elite 1.243.960

Bruce Lee - U.S.Gold 324.900 Completed 6 times in that game.

Exolon - Hewson 137.800 <u>Zone 64</u>

Glug Glug - CRL 50.730 <u>Level 30</u>

Jetpac - Ultimate 509.115 Played 3h:13m

Pinball Wizard - CP Software 31.135

Pod - Euro Byte 126.920

Splat - Incentive 17355 <u>Level 7</u>

Twin World - UBI Soft 17.861 <u>Level H</u>

West Bank - Gremlin Graphics 354.220 <u>Day 3 Phase 26</u>

Big laughs, or what? Some good scores, some really easy to beat, I guess.

If the Level reached is underlined, that means that it's the first priority, and is more important than the score. In some games you can easily get a high score without getting far into the game. If you want to know the first priority for a certain game, just ask.

It is also very important that you don't split level and score apart. Which means that if you manage to reach Zone 70 in Exolon, you must use the score from THAT game, as it will have second priority. So, please don't mix it up, as you might be capable of getting a higher score in another try, where you only reached Zone 65. That score is of no use in the Highscore Database.

You can also send in scores that ain't higher than the topscore, just to get placed in that games scorechart. As mentioned above, new highscores, and some other interesting scores will be published in DID, but you can also get the database with the highscores to all games, by sending 1 empty disk to DID, or E-mail for scores to a certain game. You can also ask for a printout of specific games, if you don't have a PC.

Please follow these instructions, to enter a score - You can send it to me by post, or E-mail me (you'll always get an answer back, so that you know I got your score). Please add the game, company, your name, city, country & the date you made that score. Remember to include all info's to the game, like score, level & percentage.

At the end of the year, we'll find the top Speccy player, by awarding points for your scores. A good reason to zap that joystick. Happy gaming, and remember DON'T cheat.

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Game: Cybernoid 2
Company: Hewson
Author: Raffaele Cecco
Released: 1988
Type: Shoot Em'up
Joystick: Kempston & Interface 2
Machine: 48K/128K

Graphics	■■■■■■■□□	8
Sound	■■■■■■■■□	9
Playability	■■■■■◪□□□	6/7
Addictiveness	■■■■■■■□□	8
Overall	■■■■■■■□□	8

When it comes to software, for any machine, including the Spectrum, my tastes are often suspect. For example, some of the greatest ever Spectrum games, like say R-Type, Head Over Heels, Myth and Driller, won't be found in my top ten. As technically impressive as they are, there's something about them that doesn't quite agree with me. The subject of this review, Cybernoid II, is one such game and it has been lying in a drawer for years waiting for a change of heart. That time came this year. Another little problem concerning this review is that I've never played the first Cybernoid game, so I don't have anything really with which to compare it. Oh, well, here it goes. As usual with sequels, the story begins by saying how the aliens you thought you'd destroyed are back again (or simply, how incompetent you were the first time around), and this time you've got to finish what you started - no excuses!

So you set off in your ship. It's a flip-screen job, with your ship moving from one screen to the next, either shooting aliens and battlements, negotiating hazards or both. Be warned - some of the battlements cannot be shot and the aliens are fast little beggars, so if their missiles hit you, or you get hit by the alien itself - you lose a life. Fortunately you have a wardrobe full of weaponry to fight back with; time bombs, rockets, seekers, trackers, bouncing bombs, and the universe's favourite - the smart bomb. Not to mention a temporary shield which will come in handy.

Shoot the aliens and they leave behind a piece of cargo. You'll need to collect these as you have to finish each level with a specific amount of cargo, or more. Sometimes instead of cargo you get a canister which will replenish one of the special weapons, or even a weapon add-on; either a cybernoid ship which shoots when you do, or a cybermace which just smashes through everything. Both of these rotate around your ship when collected.

Graphics - Bold, intricate, colourful. Very little wrong here, the game only gets a little bit messy when too many sprites are on the screen.

Sound - In-game music is atmospheric but cool. Fx is on the mark, without drowning out the music. The sound of the cybermace smashing an alien is quite satisfying.

Playability - Movement available is left, right, up and fire - no down, gravity takes care of that. Special weapons located on the keyboard (keys 1-5 then Y and U), tricky if using a joystick. A Cybernoid clone called SHARK from Players used the down movement to "scroll" through it's special weapons. Maybe that could have worked here.

Addictiveness - The game is inviting but also very hard. Overcoming that challenge is where the addictiveness kicks in.

Overall - A sound shoot-em up, tough but well made and presented. More importantly it has stood the test of time admirably.

John McIntosh

□ 8
□ 9
□ 6/7
□ 8
□ 8

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Swap Mania

These are the swap pages, which will be included with each issue. This is were you can swap yourself to some great games. If you want any games from the list, send me a list of your games to swap away. This is mainly done to get hold of more originals for my own collection, but I'll also swap for games that I already got, to get these titles included on this list.

When you send me a list, please add info of the games condition, like missing inlay, box or instructions. And please let me know if it's a Budget release of a previously full price release.

The swap library contains 125 entries.

Original Releases - With box, inlay and instructions.

3D Combat Zone - Artic / 3D Lunattack - Hewson / 3D Stockcar Championship - Firebird / A View To A Kill - Domark / Alchemist - Imagine / Ant Attack - Quicksilva / Antics - Bug Byte / Apollo 2 - Mastertronic / Aquaplane - Quicksilva / Arcadia - Imagine / Atic Atac - Ultimate / Beach Head 1 - U.S.Gold / Blue Max - U.S.Gold / Brian Jack's Superstar Challenge - Martech / Bugaboo - Quicksilva / Cavern Fighter - Bug Byte / Centi Bug - DK'Tronics / Chequered Flag - Psion (Sinclair) / Chess - Psion (Sinclair) / Chuckman - CCI / Commando - Elite / Cookie - Ultimate (Sinclair) / Cyclone - Vortex / Daley Thompson's Decathlon - Ocean (normal big box release) / Daley Thompson's Decathlon (little plastic box release) / Dandy - Electric Dreams / Dynamite Dan 2 - Mirrorsoft / Empire Fights Back, The - Mastertronic / Fall Guy - Elite / Fighting Warrior - Melbourne House / Flight Simulation - Psion (Sinclair) / Football Manager 1 - Addictive / Formula 1 Simulator - Mastertronic / Full Throttle - Micromega / Galvan - Imagine / Ghostbusters 1 - Activision / Green Beret - Imagine / Guardian - PSS / Horace & The Spiders - Psion (Sinclair) / Horace Goes Skiing - Psion (Sinclair) / Hunchback 1 - Ocean / Hungry Horace - Psion (Sinclair) / Jason's Gem - Mastertronic / Jet Set Willy 1 - Software Projects / Jetpac - Ultimate (Sinclair) / Jumping Jack - Imagine / Kung Fu - Bug Byte / Laser Zone - Quicksilva / Lunar Jetman - Ultimate / Match Day 1 - Ocean / Moon Cresta - Incentive / Mr.Wimpy - Ocean / Mugsy - Melbourne House / Multi Player Soccer Manager (little box released, difficult to load) - D & H Software / Ninja Master - Firebird / Nonterraqueous - Mastertronic / Pitfall 2 - Activision / Pogo - Ocean / Pssst - Ultimate (Sinclair) / Raid Over Moscow - U.S.Gold / Reversi - Moi (Sinclair) / Scrabble - Psion (Sinclair) / Scuba Dive - Durell / Skool Daze - Microsphere / Space Raiders - Psion (Sinclair) / Spy Hunter - U.SGold / Strangeloop - Virgin / Strontium Dog: The Killing - Quicksilva / Superchess 2 - CP Software / Terror Daktil - Melbourne House / Tranz Am - Ultimate / Ultimate Combat Mission - Mastertronic / Uridium - Hewson / Wanted! Monty Mole - Gremlin Graphics / Wheelie - Microsphere / Willow Pattern - Firebird / Winter Sports - Electric Dreams / Wintergames - U.S.Gold / World Cup Carnival - U.S.Gold / World Cup Football - Artic / Zip Zap - Imagine / Zombie Zombie - Quicksilva / Zzoom - Imagine

Budget re-releases - With box and inlay.

Airwolf 1 - Elite (Encore) / Buggy Boy - Elite (Encore) / Knight Lore - Ultimate (Ricochet) / Rick Dangerous 1 - Firebird (Kixx)

Original releases - With inlay and/or instructions, but no box.

Deactivators - Reaktor / Football Director 1 - D & H Software / Paperboy 1 - Elite / Shao Lin's Road - The Edge / Target Renegade - Imagine / Valhalla - Legend

Just the tape - No box, inlay or instructions.

Some of these titles are also available in perfect condition, so check that category first. Because these games don't have either inlay or instructions, it won't be delivered with a box.

3D Seiddab Attack - Hewson / Alchemist - Imagine / Asterix & The Magic Cauldron - Melbourne House / Atic Atac - Ultimate / Bonkers - Procom / Compilation: Arcade Hall Of Fame (only tape 1) -U.S.Gold / Deep Space - PSS / Double Dragon 2 - Virgin / Freddy Hardest - Imagine / Future Knight - Gremlin Graphics / International Karate - System 3 / Jetpac - Ultimate (Sinclair) / Kung Fu - Bug Byte / Lunar Jetman - Ultimate / Maziacs - DK'Tronics / Oh! Mummy - Gem Software (Sinclair) / Pub Games - Alligata / Reversi - MoI (Sinclair) / Saboteur 1 - Durell / Space Intruders - Quicksilva / Zzoom - Imagine

Other Games.

Aliens - Electric Dreams (With box & inlay - without instructions)

Compilation: Arcade Hall Of Fame - U.S.Gold (With box & inlay - without instructions)

Hobbit, The - Melbourne House (With unoriginal box & instructions)

Match Day 1 - Ocean (With box & inlay - without instructions)

Pit Fighter - Domark (With instructions - without box & inlay - from Compilation: Superfighter)

Spitfire 40 - Mirrorsoft (With box & inlay - without instructions)

Way Of The Exploding Fist 1, The - Melbourne House (With box & inlay - without instructions)

Wintergames - U.S.Gold (With bad box & inlay - without instructions)

World Series Baseball - Imagine (Not original inlay)

World Series Basketball - Imagine (With box & inlay - without instructions)

Utilities

Biorhythms (without box & inlay) - ICL (Sinclair) / Software Starter Pack (English or Danish version) - Horizon / Masterfile (no instructions) - Campbell Systems / ZX Spectrum+ User Guide - Sinclair

I hope you'll find something here, that's of use to you.

DID also got a lot of mags for swapping. If you should be interested in swapping mags, send us a list of what you got. We got Crash, Sinclair User, Your Sinclair, Your Spectrum, Your Computer, Sinclair Programs & ZX Computing mags to swap with.

These pages can also be used as a type of sell / buy / swap pages. If there's anything that you want to sell or you are looking for, let us know, and it will be included on these pages.Please remember to give us your address and E-mail address (if you got one), where people can get in touch with you.

SpecTroMania - Danish Emulator BBS
Call: (+45) 75367980
If that fails, try: (+45) 75367980,,,,#19,#19,#19,#19