

Desert Island Disks

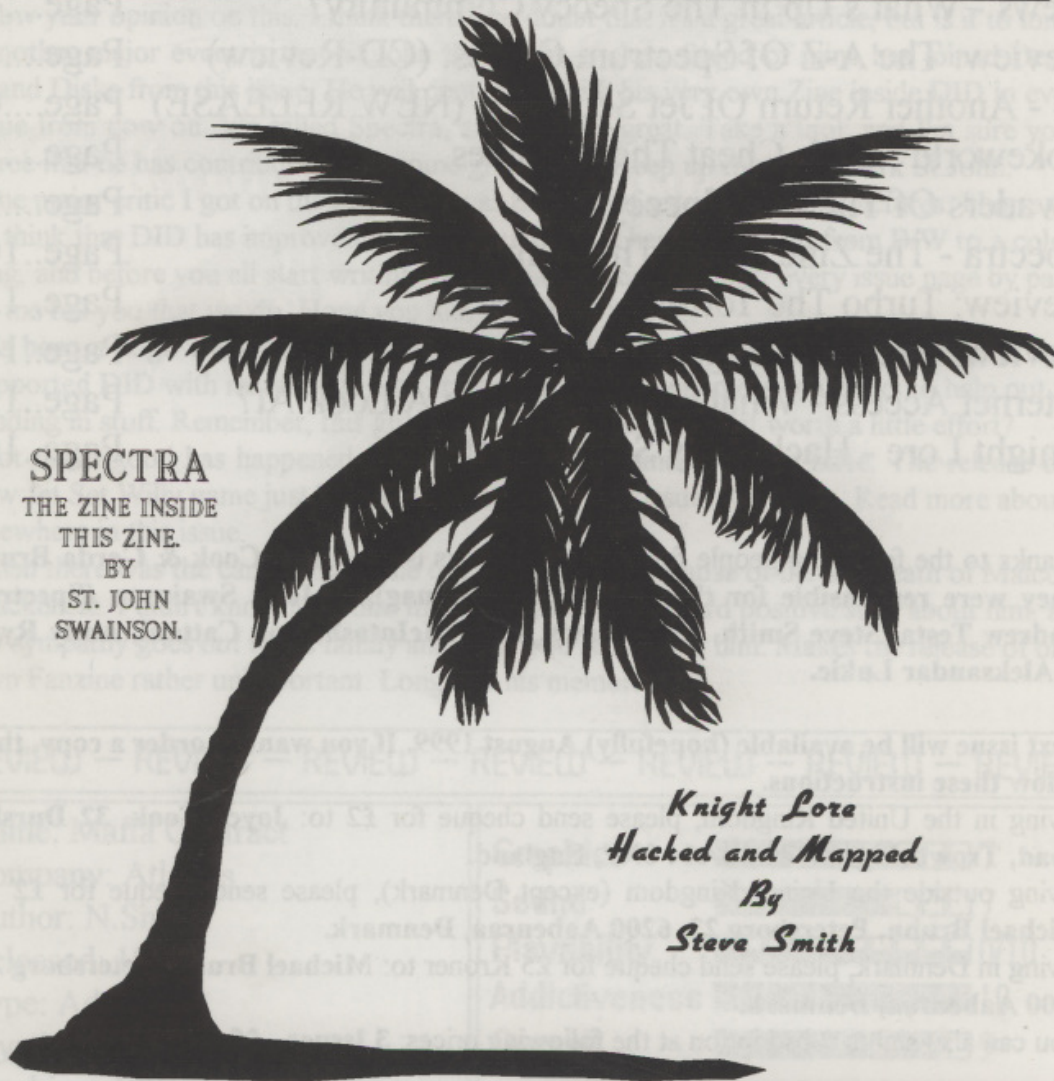
April 1999

Issue 2

Price: £2

The Fanzine that takes Speccy games seriously.

SPECTRA
THE ZINE INSIDE
THIS ZINE.
BY
ST. JOHN
SWAINSON.



*Knight Lora
Hacked and Mapped
By
Steve Smith*

Mega CD and
Hackers
Hangout
Reviewed

**Turbo The Tortoise
From Hi-Tec
Reviewed.**



**J4 - THE RETURN OF WILLY
MORE INFO ON PAGE 6**



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Thanks to the following people for helping with this issue: **Joyce Cook & Gerda Bruhn** (they were responsible for the printing of the mag), **St.John Swainson** (Spectra), **Andrew Testa**, **Steve Smith**, **Andy Davis**, **John McIntosh**, **Rob Cattani**, **Andy Ryals** & **Aleksandar Lukic**.

Next issue will be available (hopefully) August 1999. If you want to order a copy, then follow these instructions.

Living in the United Kingdom, please send cheque for £2 to: **Joyce Cook, 32 Dursley Road, Trowbridge, Wilts, BA14 0NP, England.**

Living outside the United Kingdom (except Denmark), please send cheque for £2 to: **Michael Bruhn, Petersborg 23, 6200 Aabenraa, Denmark.**

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All articles or reviews in DID are the copyright of the authors, the magazine itself, is (c) 1999 Michael Bruhn. If you have something that you would like to contribute, such as articles, reviews, tips, pokes, maps or anything, please send it to DID at the address below, or send it in an E-Mail, attached as a txt file. Remember, this gets you the next issue for free.

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

DESERT ISLAND DISKS

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Editorial - The Editor Speaks Up.

Well, the second issue is out. WOW. It's been nice, with all the positive comments I got on the first free promo issue. I hope you lot like this issue as well. I'm especially looking forward to hearing people's opinion on Steve Smith's huge Knight Lore hack. Due to some problems I ran into, the article spread over 7 pages. What do you all think about that, is it too long? Should stuff like this be separated over more issues in the future? Please let me know your opinion on this. I think there's no doubt that it's a great article, but is it too long?

Another major event is that St. John Swainson, a close friend of mine has joined Desert Island Disks from this issue. He will contribute with his very own Zine inside DID in every issue from now on. It's called Spectra, and is really great. Take a look and I'm sure you'll agree that he has contributed with some great stuff. Keep up the good work St. John.

One major critic I got on the first issue was the lack of screenshots and pictures. I hope you all think that DID has improved on this ground. DID has also turned from B/W to a colour mag, and before you all start writing me and ask if we really print every issue page by page, let me tell you that we do. Hope you like the colours :-)

It's been a huge work, putting this issue together, and the fact that only 4 persons have supported DID with material, is a bit frightening. I can only plead you folks to help out, by sending in stuff. Remember, this gives you a free issue. Isn't that worth a little effort?

Not much good has happened on the Speccy scene since the first issue. The release of a new Jet Set Willy game just before the deadline of this issue, was great. Read more about it elsewhere in this issue.

Then there was the cancelling of the 6th NSSS show, because of the sad death of Malcolm Mackenzie. I didn't know Malcolm myself, but I've only heard positive stuff about him, and my sympathy goes out to his family and all of you who knew him. Makes the release of ones own Fanzine rather unimportant. Long live his memories.

REVIEW — REVIEW — REVIEW — REVIEW — REVIEW — REVIEW — REVIEW

Game: Mafia Contract
Company: Atlantis
Author: N.Smyth
Released: 1984
Type: Adventure
Joystick: None
Machine: 48K

Graphics	■■■■■■■■■■□□□ 7
Sound	■■■■■■■■■■□□□ 7
Playability	■■■■■■■■■■■■■■ 0/10
Addictiveness	■■■■■■■■■■■■■■ 10
Overall	■■■■■■■■■■■■□ 9

This is basically a "type in your command" adventure game, but it's a real corker. You start off in a hotel room, and you have to get a key from the miserable hotel manager, and then buy a gun from the shop over the road etc. etc.

This game took me about three weeks to complete, but probably wouldn't be so challenging to a regular adventure gamer. All the same it was a greatly entertaining game.

I wish programmers today would do games with the playability of the old Speccy games. It just seems to be all graphics and no game nowadays, apart from the odd exception.

I would even now recommend anyone to try and get hold of a copy and play this cracking little game.

Rob Cattani

NEWS

Brian Gaff will stop the distribution of the Z80 Emulator.

As Brian announced on comp.sys.sinclair on the first day of 99, he's about to pass on the registration of this beautiful Emulator. This is due to severe problems with his eyes.

At the end of January Brian revealed that the new distributors of the Z80 Emulator will be Chezron Software (outletmag@yahoo.com).

Brian will continue selling the tape interface, but that will also be passed back to the producers at some stage.

A big thank you to Brian for his support and excellent work on the Speccy scene. I still remember when I had to get my Z80 V3.02 upgraded to 3.05, having registered it here in Denmark. I was worried if I was allowed to get an update, and how to prove that I was a registered user. But Brian helped me patiently step by step until the upgrade was done. Thanks Brian, best of luck for the future.

The 6th NSSS show was cancelled due to the sad death of Malcolm Mackenzie.

Malcolm was the driving force behind Persona - SAM Publishing. The show was understandably cancelled because of his death on the 11th of February, just 16 days before the show was meant to be held. He made a great contribution to the SAM/Speccy world and his presence will be sorely missed. Long live his memories.

What did AlchNews and Crashed think of DID?

Well, let's start with AlchNews editor Andy Davis' review in AlchNews 29. He wrote:

'Congratulations to Michael Bruhn, its Danish editor, and Joyce Cook, the publisher, I look forward to the second issue in March.'

Hope you like this second issue Andy.

Crashed wrote in Issue 23:

'One to watch out for this year.'

Thanks guys, I hope your pleas for more pictures have been fulfilled satisfactorily?

CRASHED GETS NEW EDITOR.

New editor is Dave Fountain who wants Crashed to be at least 20 pages and see it hit the streets four to six times a year. I don't know how many times Crashed has changed Editors, but let's hope this makes it calm down, so that we don't need to worry about Crashed ever being closed. Best of luck Dave.

Forthcoming Shows

The 1999 UK 8-bit convention.

This will be held at The Saddlers Club, Walsall, Nr Birmingham, England on Sunday the 26th September. For more infos, E-Mail Brian Watson at uk8@spheroid.demon.co.uk or write, enclosing an A4 stamped addressed envelope to **Brian Watson, Harrowden, 39, High Street, Sutton, ELY, Cambs, CB6 2RA, England.**

There's also the **US QL/Sinclair East Coast Show** on the 29-30 May at Westley Hall, St. Andrews United Methodist Church, in Spring Lake, NJ, about 60 miles south of New York City. For more infos E-mail Al Boehm at boehm@ziplin.net

Version 4.0 of Z80 Emulator now available.

The long awaited version of this beautiful emulator is finally here. This time however there's also a Windows version if you prefer that, instead of the DOS version. New in this version is that you can load TZX files. Go get the free shareware version on WOS.

The A-Z of Spectrum Games - Ad Astra Publishing.

Reviewed by Michael Bruhn.

This is a CD, that should be of interest to most Speccy freaks out there. It's a Database of Speccy games released through time. Not all of them, but many. The man behind this Mega CD is Cameron Lister. You might know Cameron's similar work called The A-Z of Amiga Games. But as this is a Speccy Fanzine, we'll concentrate on the Speccy version. The version reviewed and which is for sale at the moment is version 1.0.

As said above, it's a kind of database, where you get all sorts of infos about a lot of Speccy games, but besides that, you also get infos on Software Houses and Authors.

There's about 325MB of heavy Speccy stuff on this CD, of which you can pick a letter from A-Z or the numbers list. Lets try and pick the G list. Out comes a list of 160 games starting with that letter. Not bad. Now lets pick a game, how about the incredible Green Beret from Imagine. Up pops a screen full of information's on that game: Snapshot Available, Released in, Price, Publisher, Author, Ratings, Program Type & Comments.

Snapshot Available tells you if the CD contains a snapshot of the chosen game, in this case, yes. It could have been nice if it also gave you the exact filename of the game. That way it would in some cases be easier to find the game on the CD, if you wanted a go at it. But hey, we can't have it all, can we?

When was the game released, the Publisher and Author(s) is also very interesting infos, but I can't really see the point in telling it's selling price from back then. Well, maybe some, find this vital. The Ratings tells you some of the ratings the game got in the good old mags from those nostalgic days. You'll also find a short description of the game, and some screenshots taken from it.

At the top of the screen there's 3 icons connected to this game. In this case (Green Beret) these icons illustrates Instructions, Pokes and Advert, which means you can see the instructions and find some great pokes for that game by clicking these icons. What people would need a scan of an old Green Beret advert for, beats me. Sorry, I think this isn't necessary. So, when the CD starts to get filled up in the hopefully coming versions, these adverts could be deleted to make room for more game infos. That's just my opinion.

Besides those 3 categories you might also find a scan of the Inlay to the games, or a scan of a Map to some of the games and not to forget, some Playing Tips.

List of all these can also be found on the main menu. Like when you click to see the inlay list, you can pick to see the inlay to a total of 304 games. Pretty amazing.

You can also choose lists of Software Houses and Individuals from the main menu. Even lists of Game Types.

The CD also have some scanned front covers of some mags from the 80's on it. Which is a nice touch.

I think this CD is amazing and I can warmly advise people to buy it right away. A type of dictionary which every Speccy freak should owe. Let's hope more versions will be done in the future. Keep up the good work, Cameron.

As mentioned above there's also an A-Z of Amiga Games CD available and both CD's cost £15 each to UK customers, £16 to the EU and £20/\$40 for the rest of the world. These prices include postage and packaging. The address to send orders (cheques or cash only - made payable to Ad Astra Publishing is: PO Box 90, Leeds 11, LS11 8XU, England.

J4 - Another Return Of Jet Set Willy.

By Michael Bruhn.

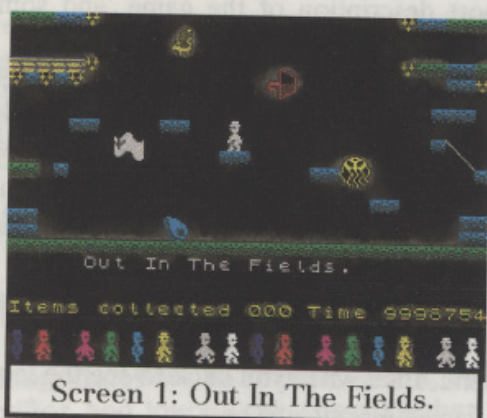
Yes, another and totally new Jet Set Willy game for you lot. Unfortunately the news about this game came so late, that there wasn't any time to make a proper review of it. Sorry. But that won't stop me, giving you all the important facts about it.

The game is brought to you by Geoff Eddy, Iain Eddy & Alasdair Swanson, and can be downloaded on Geoff's website at:

<http://www.cix.co.uk/~morven/jsw.html>

So, why the strange name "J4"? This is because it's the fourth remix of Jet Set Willy that these guys have done. Was it worth the trouble, well take a look yourself. The game has 63 rooms, and I have to admit that I couldn't get past the second screen. Quite embarrassing, but I've never been keen when it came down to playing Jet Set Willy games.

If anyone feels like making a review of this game for the next issue of DID, then please do so. Now check out the first 2 screens from J4. The object on the 2 first screens is to get from the bottom of the screen to the top to reach the next screen. Download and enjoy.



Screen 1: Out In The Fields.



Screen 2: Stairway To Heaven.

If you've already downloaded this game, check if you downloaded it after 22:22 on February 23rd, as a modified version of J4 was uploaded at that exact time. It was modified to fix the unreachable item in "Garden of Worm".

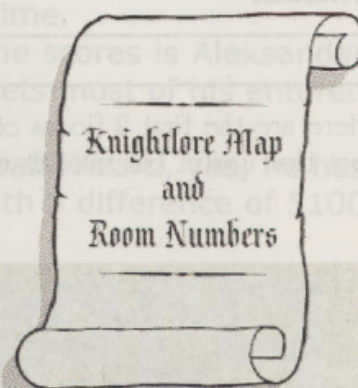
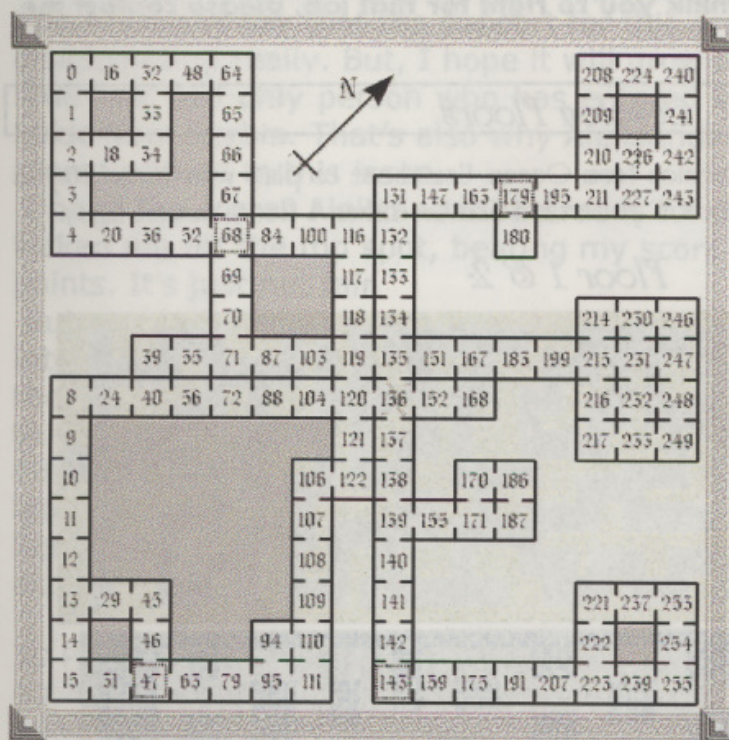
So if you downloaded the game before that time, I suggest you replace it with the new and fixed version. If you don't, it won't be possible for you to complete the game, and that would spoil the fun. Wouldn't it?

All tips, pokes and other stuff you discover about this game would be highly appreciated here at Desert Island Disks, and please let us know what you think about this new Willy game. Let's go Willy.

Pokeworld

It's here where you'll find Maps, Pokes and Tips for various games.
If you have any problems with certain games, ask us for help.

Now, let's start this issue with a map. In the first issue of DID we had a map of Alien 8 from Ultimate. This time Ultimate is the victim again. As promised in the Knight Lore hack article by Steve Smith, here it is, his Knight Lore map. If you have some great maps, that you've created yourself, and that haven't been published before, why not send them to us? Well, enjoy this masterpiece by Steve.



□ - Start Positions
X - Wizards Room

Compiled by Steve Smith 1998 - stevesm@comp.co.uk

Here are some Multiface pokes for Turbo The Tortoise, which is reviewed in this issue by John McIntosh.

53693,52 - You get an extra life each time you die.
53693,182 - Unlimited Lives
56401,182 - Unlimited Energy


Reader looking for help.


I am stuck on "Football Frenzy" by Alternative games (Adventure game). I wonder if you or any of your readers have completed this game and can help me?


I'm afraid I don't own a Multiface so pokes would not be very helpful, but a solution would be a god send. Hope you can help. Great mag. Cheers Rob Cattani.


Well, I'm afraid we can't deliver a solution to this game. But if you turn to the next page we have listed some bugs that might be a little help in reaching places. If some of you guys out there knows some tips or a solution to this game, please send it to us.

Football Frenzy Bugs

 In the first location, you're told that a door is to the east but you have to walk west through a brick wall to get out.

 If you DROP BILLS in the bank you suddenly find yourself standing in the main street.

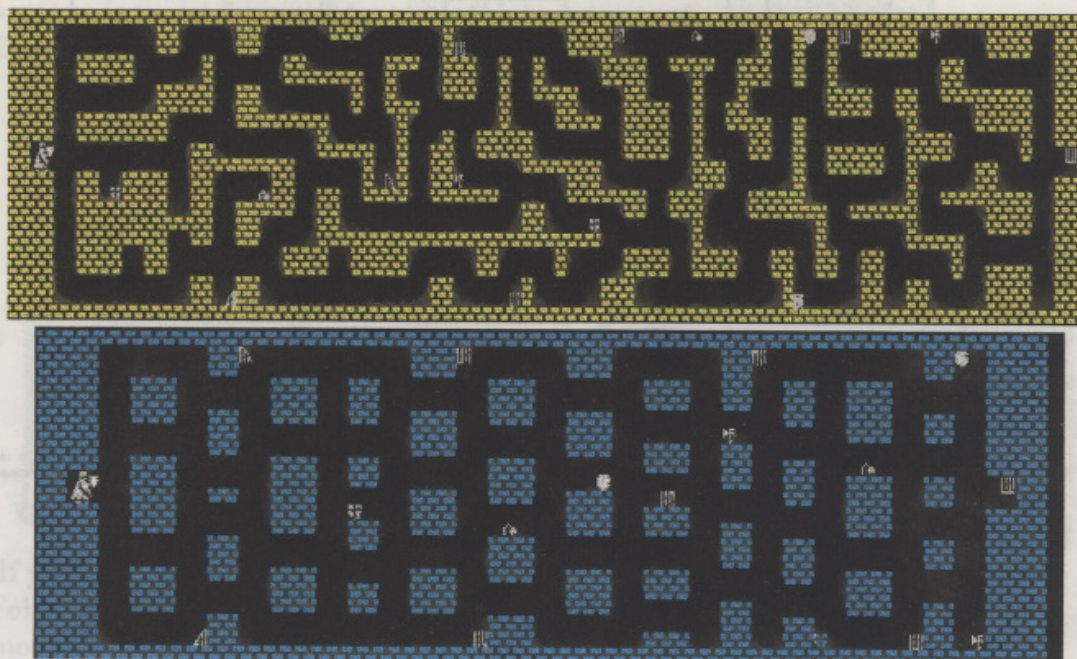
 If you try to ENTER SHOP in the cul-de-sac you're taken inside the police station instead.

 Sorry Rob, but we can't give you more than this. I have to admit that Adventure games have never been my big addiction. So, if someone would like to contribute with an Adventure section to DID, that would be highly appreciated. If you think you're right for that job, please contact me. Thanks.

Cavelon Floors

Here are the first 2 floors of Cavelon from Ocean. Use these to plan your route. Maybe not that useful, but fun. Let us know if you would like the other 4 floors as well. Enjoy.

Floor 1 & 2:



Finally some multiface pokes by master hacker Andy Ryals. Here we go:

Nazomi Quest	(Infinite Lives)	52023,0
Ripoff 2	(Infinite Lives)	35427,0
Spectres	(Infinite Lives)	25655,0
Gnasher	(X = Number Of Men)	27135,X
	(Immunity)	31581,0
Bubble Buster	(X = Number Of Men)	32807,X

Invaders Of The Lost Speccy formerly known as the Highscore Database

Yes, the Highscore Database has changed its name. Why, I hear you ask? Because a very good contact of mine, Jim Grimwood, thought that 'Highscore Database' was a boring name for this project, and he suggested 'Invaders Of The Lost Speccy'.

Since the last issue 'IOTLS' has gone online on the Desert Island Disks Homepage. So, now you can also check the latest scores there.

I can't really say that the support for this project has been huge. A bit disappointing really. But, I hope it will grow in time.

The first and only person who has entered some scores is Aleksandar Lukic from Serbia. That's also why Aleksandar gets most of his entered scores printed in this issue.

One of the scores Aleksandar entered is for *Pinball Wizard*, yes, he has kicked me off the top spot, beating my score with a difference of 5100 points. It's just not fair.

But now let's take a look at some of the scores Aleksandar has entered into the IOTLS database. Scores in brackets are my score in some of these games, and I've entered them into the database as well. At least this shows that I'm not afraid of entering scores that don't jump directly to the top spot. This can also be said about Aleksandar as he later entered a Bomb Jack score that was lower than my highscore. Remember, having the second or third best score is also a great achievement, so keep those scores coming my way. Thanks.

3D Pinball: 84.932

Aquaplane: 20.350 (7.050)

Arcadia: 29.443 - Level 52

Escape From Krakatoa: Raid 11 - Score 31.308

Highway Encounter: Completed 3 Times (1 Time) - Reached Zone ? (19) on the last run - Score 73.420 (27.110)

Pinball Wizard: 36.235

Shockway Rider: 411.760 - Level 27 - Stopped playing with 8 lives left.

Snowman, The: Level 19 (15) - Score 58.530 (35.670)

They \$tole A Million: Completed: Yes - Cash \$1.145.575

Tornado Low Level: 87.320 - Level 29

Trashman: Completed: Yes (No) - Street: Milsom Street (Widcombe Hill) - Score 26.903 (9.724)

Travel With Trashman: Completed: Yes - Score 26.162

The top priorities in these games are underlined. Like in *The Snowman*, it's very easy staying at a low level scoring a lot of points. Therefore the level reached is the top priority in this game. Bye.

SPECTRA

BY ST. JOHN SWAINSON

Editorial Comments: I'm proud to present and welcome St. John Swainson onboard here at Desert Island Disks. Spectra is the Fanzine within this Fanzine, and will be included in every issue of DID. But enough talking from me. Welcome St. John, and over to you. Good luck.

Welcome to Spectra, the crap part of Desert Island Disks. When you have finished reading the other, quality, sections in this Speccy zine, turn to these pages and you will find a wealth of poorly written articles, a mass of incorrect information, a complete absence of wit, a bundle of ill-informed reviews and nothing interesting whatsoever. What you will find, however, is wibble, an abundance of Spectrum ramblings, Scooby Doo references, nifty pictures, competitions, bionic wibble, anti-C64, PC etc rants, details of other Spectrum addresses and yet more wibble.

I would like to thank our editor Michael for letting me deface his zine like this. I hope he realises what he has let himself in for.

Let's kick things off with a list. Unfortunately, I am a list fetishist. I create unnecessary lists whenever the opportunity arises. If any of you have such an affliction, you are welcome to send me a top 10 list to be published right here. Until then, you'll have to put up with mine.

TOP 10

Soundtracks in Spectrum Games

1. Out Run
2. Glider Rider
3. The Tube
4. Adidas Championship Football
5. Starglider
6. Firefly
7. Chronos
8. Cybernoid 2
9. Joe Blade
10. Lode Runner

CRAP GAMES

In the last ever issue of the great Speccy zine Classix, I started a column reviewing crap games released on the Speccy. These crap games are those that would receive a zero on Michael's reviewing scale - they should have been C64 games, in other words. Perversely, though, they are worth owning and playing because they are so bad they are funny. It's a similar effect to Chris Evans - he is so unfunny that he's worth watching just to be amazed. To give you an indication of what a crap game is, the first one in Classix was Road Blasters. This time, we've got an offering by Melbourne House, a company not often associated with crap games.

Fighting Warrior holds a special place in my heart as it was the first crap game I ever bought. Luckily for me, I got it on the Elite 6-Pak so did not completely waste my money. I only had about 10 games in my collection at the time so never wanting to load it a second time is not a good sign. In fact, it's even worse than a sign that says "Pringles available here". Why are Pringles so popular? Ok they look tasty, but they [censored!] well aren't.

A glance at the screenshots and the instructions suggests that Fighting Warrior might be pretty good. You are the champion warrior of all Egypt and have only a sword to fight off mythical creatures to rescue an ugly slave. Actually, this game takes the innovative approach of having a beautiful princess (not a real princess then) to rescue. But, great heavens above, that's not all! There is "sensational"

scrolling graphics, animated fighting action, excitement and surprises". Ridiculous hype is clearly not a 1990's phenomenon. How was that for incisive social commentary? Complete [censored!], I'm sure you'll agree.



The first thing you notice on playing Fighting Warrior is the controls are incredibly sluggish. You have to press a key well in advance in order to give it time to respond, hopefully at the right moment. Next, you realise you only have 3 attacking moves to make. That's about a quarter of those at your disposal in Way Of The Exploding Fist (WOTEF). Once you have used these moves to defeat your opponent, the screen scrolls a tiny bit and you do exactly the same thing again. Exciting and surprising? Not even compared to the talentless tarts (i.e. the Spice Girls). Oh yes, and the graphics are slightly less sensational than my neck. At least my neck doesn't flicker or merge with other things it comes into contact with and you can tell it's a neck. But then again, I do possess a pretty sexy neck on the neck scale of things.

This is basically a very inferior version of WOTEF. Both are essentially one on one fighting games. WOTEF concentrated on challenging gameplay, addictiveness and many moves that could all be usefully adopted at some point. Fighting Warrior concentrates on irrelevant scrolling, different graphics for each enemy and animation (which is worse than WOTEF anyway).

For some reason, people often regard Fighting Warrior as a classic. It is a classic, I suppose, but a crap classic. When it came out, people must have been impressed by the (then revolutionary) size of the graphics and forgotten about everything else. If you load it up today, you'll wonder just what all the fuss was about.



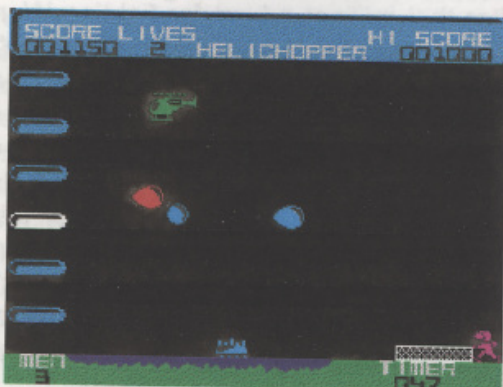
After that brilliant advert for fighting Warrior, I expect you'll be thinking "Ah Fish". Or maybe you'll be thinking "I wish I had a copy of the game". If you are indeed thinking the latter, then Spectra can come to your rescue. We have a FREE COPY to give away. If you would like to enter this competition, you must answer a difficult question: what is your name and address? If you know the answer, send it to me at the address at the end of Spectra and you could win, win, win.

HELICOPTER

After that load of crap, I think it's time to look at something decent. And what better place to do just that than this great little Firebird game written by Tony Beckwith. Firebird were one of those companies that went to some lengths to let you know exactly who the author of their games were so you could keep a lookout for other games by the same author. I have no idea what other games Mr. Beckwith wrote (you didn't think I had done some research for this article, did you?) but they would be worth buying, if Helichopper is anything to go by.

As far as I know, Helichopper contains some unique graphical effects. The helicopter you fly in the game has three colours per attribute square - an outline in white, filled in with green and black for the background. The way this is achieved is that each time the screen is updated,

either the white or the green is printed. This meant that the helicopter flickers a bit and any screenshot will only show one of the two colours because only one is actually on the screen at a time. It's a pretty good effect as you get used to the flicker in no time. The rest of the screen, whilst very colourful, does not employ this groovy graphical effect which is probably a good thing because you would probably get an epileptic fit with a whole screen of flicker.



How do you like that for crap screenshots? Maybe I should change the name of this column to 'Crap'. The aim of the game is to land your fast moving armed Helichopper at the bottom right of the screen. A little pink geezer will jump on board and you then have to land on one of the platforms at the left of the screen. Each screen has a set number of men to rescue and to provide a proper challenge, there is a time limit in which to do so.

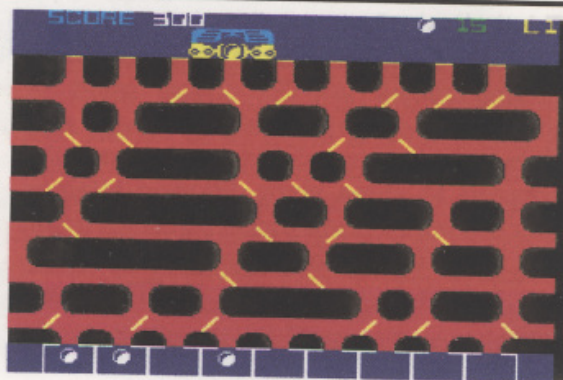
And this game certainly provides a decent challenge. The vast number of enemies on the screen at one time helps see to that. Some enemies home in on you, some fly around the screen in all different directions and some shoot at you. All kill you on contact. The weapon the Helichopper comes supplied with is bombs and these require skill and tactics to use. They fall straight down (which is probably why they are called bombs) so you have to position yourself above the enemy to have a chance of destroying them. Unfortunately, some of the sneakily little blighters know this so prefer to keep to the top of the screen. Tempting them down can be risky and time consuming. There are 23 screens to complete in all but you'd be doing well to get to screen 10.

Helichopper is not one of those games you play for hours at a time but one of those you play day after day for a short period. One of the reasons for this is it is so action packed. There is always something happening on the screen and everything moves quickly. I can't think of a good sentence to sum up the game, so I'll put in the scores instead:

Graphics	■■■■■■□□□□ 6
Sound	■■■■□□□□□ 4
Playability	■■■■■■■■■■□ 9/9
Addictiveness	■■■■■■■■■■□ 8
Overall	■■■■■■■■■■□ 8

That's it for the first issue of Spectra. Crap or what? If you feel like writing in for the competition, my list of games and mags for sale (shameless self-publicity) or just for a Speccy related chat, my address is Spectra, 7 Upper Hill Rise, Rickmansworth, Herts, WD3 2NU, England. See yer.

Well, I feel like I want to give St. John a helping hand when it comes to Helichopper author Tony Beckwith. According to my games database, a person by that name programmed Gatecrasher for Quicksilver back in 1984. This is the only known game by Tony besides Helichopper (Ed.)



Game: Turbo The Tortoise
Company: Hi-Tec
Author: Dave Thompson
Released: 1992
Type: Platform
Joystick: Kempston & Sinclair
Machine: 48K/128K

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

Back in the days when the Speccy scene was sinking faster than the Titanic, and being replaced by the likes of the Amiga, ST and Sega Master System (n.b. where are they now?), we lay in wait, hoping for a miracle. Something that could kick-start a revival. And in Turbo, we almost got it.

The plot of the game is as follows; a dodgy professor has been working on a thingymijig, but at the last minute, something goes wrong and his pet tortoise, who just happens to be in the wrong place at the wrong time, gets transformed into the superhero know as Turbo. So guess what his first mission will be? To find all the ingredients to make up the thingymijig again.

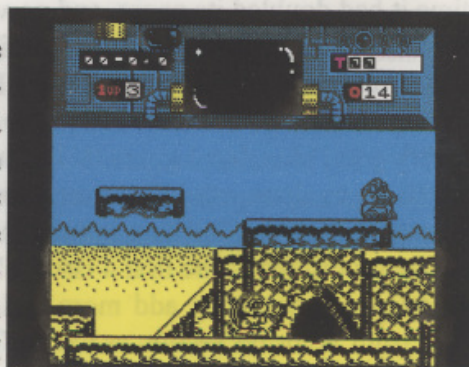
Only, the various ingredients have been flung across time, and Turbo must conquer four time zones in the past, one in the present and one in the future to complete his mission.

The layout of the game is a platformer in the Mario/Sonic mould. Turbo actually does lend some of its attributes from his more famous counterparts. He starts without any weapons, so to kill enemies, he has to jump on their heads. Power ups can also be collected as well, in the form of ammunition, energy, temporary invincibility, extra lives - the usual stuff. There's even a warp bonus screen to be found in each zone, as well. And each zone has a boss that'll take a little more than one little bounce on his head to kill off. Some of them even shoot back!

Include enemies that cannot be killed (therefore should just be avoided), invisible elevators and platforms, and some very cute sprites, and you've got a game here that's got a lot going for it. Granted, in terms of graphics and sound, it's no match for Sonic on the Megadrive or Mario on the 64 (close on the NES, though). But playability - yes. Addictiveness - yes. Sensibly judged learning/difficulty curve - yes. In a very basic way, this game is actually a match for Sonic and Mario.

The game itself is played in monochrome, but it serves its purpose well, and there's no problem with the collision detection. FX's okay on the 128K, though some funky music could have set it off big time! And the six levels multiload two at a time, so that's forgivable.

It must be said, this game is really very good. Only the legendary Rainbow Islands surpasses it (that has colour, music and loads more levels), and to give that game a run for its money shows how good Turbo is. Your Sinclair gave it a megagame award, and after buying it, I could see why. Who needed Sega or Nintendo? Why spend £20 on Sonic or Super Mario? Here was Turbo the Tortoise for just £3.99!! And then came the come down.



Turbo is about to enter the cave and warp to a bonus stage.

Like many others, I bought it, played it, loved it, and then sat back and waited for the sequel that, sure enough never came.

But even now, a good 6 or so years after I first bought it, it's still a good game. That's the great thing about games like this - their appeal never wavers over time. Sure, these days it's all stereo sound and 3D solid polygons, but the essence of the good old days has to remain in order for a game to really play good, and not just look good. Turbo has that essence in it. And that's why this game receives top marks.

John McIntosh

MAG REVIEW - MAG REVIEW - MAG REVIEW - MAG REVIEW - MAG REVIEW

Hackers Hangout - Andy Ryals.

Reviewed by Michael Bruhn.

Well, this is the first mag I'm going to review, and it concentrates on hacks and pokes for Speccy games. This is a really good idea as I don't know any other mags/fanzines that mainly concentrate on this. It's stuff like this, that we Speccy freaks looked up first in the good old Speccy mags from the past, which means, the market should be there. The man behind this mag is Andy Ryals, who is an excellent hacker, so you can be sure you'll find some amazing stuff in Hackers Hangout (HH).

4 issues of HH have already been released since October last year to the time of writing this review (mid February). I wish DID could be released that often, but that will stay a dream.

Let's take a look at the 4 issues that are available for this review. The first issue contains just 5 pages, but there are tons of Multiface Pokes, Listings, Passwords and other stuff. I was really impressed by issue 1, because the man behind the mag, had worked out all these hacks/pokes himself. Quite a lot of work as you can imagine.

The next nice surprise was to see the next issue being released just ONE month later. This time it had doubled its pages, and now it also included a For Sale section.

Issue 3, released December was a big improvement on the layout, and is a staggering 15 pages. In this issue Andy started the Hack Index, which is an index of all hacks that have been printed in HH, and it tells you in which issue the particular hack was included. This is a very good idea, but I guess this feature will stop in the near future, when this index takes up 10 pages alone, cos believe me, there's a lot of hacks in HH. You get something for your money here guys. Checking out the index in issue 4, tells us that there have been hacks for 81 games printed in the first 4 issues. Not bad.

Now Andy seems to add more and more features to HH, as Issue 4 includes the Top Spectrum Websites section as well. Where will he stop? At the moment the regular features included in HH are an Editorial, Multiface Pokes, Listings, Hack Index, ASS (Amiga Spectrum Spy), Bits 'n' Pieces for Sale, Passwords, Top Spectrum Websites, Shouts, Back Issues and a Next Month section. WOW. For only £1 per issue this mag is a must for all Speccy freaks, especially if you are into games playing, and you want some help in various games.

Hackers Hangout is released every month, and how many Spectrum publications can say that about themselves? HH is great, and is a MUST.

Hurry and order the next issue from Andy Ryals, 29 Dent Drive, Eastmoor Estate, Wakefield, West Yorkshire, WF1 4JG, England. You can also contact Andy by E-mail. His E-mail address is: aryals@hotmail.com. Thank you Andy, for a GREAT mag.

Internet Access?

By Michael Bruhn

Well, I hope you followed my advise and visited some of the sites I suggested in the last issue. I've also found some pretty interesting sites this time.

In issue 1 I gave you the URL's to some sites that was devoted to some of the old Speccy mags from the good old days. Jim Grimwood and Nick Humphries' Your Spectrum & Your Sinclair sites. Did you check them out? If yes, you might also be interested in this one aswell.

<http://www.mjwilson.demon.co.uk/crash/>

This site is called 'Crash - The Online Edition', and is a homepage dedicated to the...well, you know what. The man behind this site is Matthew Wilson. Take a look, it's great.

The next homepage I would like to invite you to visit is 'The Congratulations Archive' maintained by Jamie Percival. You'll probably wonder about the name, but I'll get back to this later. The object of this site is to give you the possibility to download some Speccy files that are about to be completed. I think this is a great idea, as people who have given up on a game, can pop by there and download it, to check out the ending sequence. I myself have contributed with some files there like Starquake, Rogue Trooper, Rocky Horror Show, Skool Daze, Ghostbusters and Beach Head.

Now as promised an explanation on the strange name of the homepage. This is taken from the ending sequence of Stop The Express from Sinclair, where they misspelled congratulations. Funny that Stop The Express isn't online yet. Find this great site here:

<http://www.arcticfox.freemove.co.uk/congrat/congrat.htm>

Other games online are Strontium Dog, Back To Skool, Nebulus, Head Over Heels and many more. Please help Jamie collect more of these files.

Another site also started on concentrating on this subject, ending sequence of games. This site is called Spectrum Screenshot Heaven. Besides having a lot of ending sequences online, it also covers loading screens and middle game screenshots. The guy behind this is Alexandre Moro, and you'll find it at:

<http://skyscraper.fortunecity.com/sun/738/tk/>

Well, I hope you've all visited the DID homepage by now. If not, hurry up and do so. It contains a Type-In programs database and have a lot of the games/utilities online. Besides that you'll find infos on some of the MIA (Missing In Action) games, and it holds the Invaders Of The Lost Speccy database. Turn to the index page for the URL of our homepage. But before you do that, please check out this one aswell:

<http://www.alchemist.clara.net/>

It's the Homepage of Alchemist Research, who brings you the wonderful AlchNews Disk Magazine. Enjoy visiting these sites.



Knight Lore

Hacked By Steve Smith



A little while ago, there was a resurgence of interest in the game Knightlore by Ultimate. There was talk of a PC Conversion and also of a Knightlore Editor. This prompted me to reacquaint myself with the game and to see if I could hack the room data and map as I had once done many years ago.

I had only a text file from a CD-Rom (Speccy 97 I think) giving some of the information and some of it inaccurate as well. I used several programs to aid my search not least my original copy of Knightlore itself. These were Z80 by G.Lunter, ZX32 by Vagellis Kapartzianis, and Romhack by Fabrizio Zavagli All excellent programs. Z80 was useful for saving and loading data, also for the multiface emulation to poke memory locations. ZX32 had the convenience of running in windows and also to poke memory, and Romhack was invaluable for seeing where the graphics were.

All my findings are below. I have successfully found the room data and map but not the objects position table. If anyone finds it before me please let me know since its driving me crazy! My E-Mail address is at the end of the article.

I must add that this data is for academic interest and is to be used at your own risk. I will not be liable for any loss or damage, however caused, by the use or misuse of this data.

The room data starts at address 25169 and is in the format of:

Room Structure

Room Number	Offset to next room	Room colour attribute	Structure	FFh Marker	Contents
-------------	---------------------	-----------------------	-----------	------------	----------

The structure and contents are variable in length. All other values are single bytes.

Room Numbers.

The rooms are numbered from 0 to 255. There are 128 in total and any unlisted rooms are blank. The program takes care of where you go to through any given exit so all exits need a valid room to travel into. This prevents any teleport type effects but if you go out of the map on the left hand side you end up in the room aligned on the far right and vice versa. If an exit is put on a wall without a similar exit in the adjoining room, you will still travel correctly but you will not be able to get back the same way. There are no examples of this in the original program.

000	016	032	048	064									208	224	240
001		033		065									209		241
002	018	034		066									210	226	242
003				067				131	147	163	179	195	211	227	243
004	020	036	052	068	084	100	116	132			180				
				069			117	133							
				070			118	134					214	230	246
		039	055	071	087	103	119	135	151	167	183	199	215	231	247
008	024	040	056	072	088	104	120	136	152	168			216	232	248
009							121	137					217	233	249
010						106	122	138		170	186				
011						107		139	155	171	187				
012						108		140							
013	029	045				109		141					221	237	253
014		046			094	110		142					222		254
015	031	047	063	079	095	111		143	159	175	191	207	223	239	255

Room Colour Attributes.

There are three sets of room attributes. Values 0 to 7 will produce a large sized room corresponding to normal Spectrum colours. Values from 8 to 15 make a small room aligned / and values from 16 to 23 will make a small room aligned \. Values from 24 and above take the floor away and sabreman/wulf falls endlessly through the floor! Values 0, 8 and 16 are pretty useless because they make a black on black display.

Room Structure.

The structure is cumulative so you just add what you need one after another from this list:

Room Structure Codes

- 00 Brick exit 0
- 01 Brick exit 1
- 02 Brick exit 2
- 03 Brick exit 3
- 04 Jungle exit 0
- 05 Jungle exit 1
- 06 Jungle exit 2
- 07 Jungle exit 3
- 08 Portcullis 0
- 09 Portcullis 1
- 10 Portcullis 2
- 11 Portcullis 3

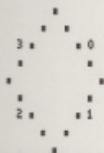


- 12 Large brick walls
- 13 Small brick walls \
- 14 Small brick walls /
- 15 Large jungle walls
- 16 Jungle section 0
- 17 Jungle section 1
- 18 Wizard
- 19 Cauldron
- 20 Brick exit 1 level up 1
- 21 Brick exit 1 level up 2
- 22 2 blocks 1 level up 1
- 23 2 blocks 1 level up 2



Exits.

The rooms exits are positioned:



This is room No.94. If you want a better map than the one on the previous page, then visit the Poked-world, where you'll find a great map, also done by Steve Smith.



So to have exits on sides 0 and 3 with large yellow walls would be 6,0,3,12 or exits on sides 1 and 2 with small cyan walls aligned / would be 13,1,2,14. Rooms with no contents do not appear to need any FFh markers.

Room Contents.

After a byte of FFh (255 decimal) to mark the end of the structure, the contents are listed.

Room Content Codes

- 00 - 07 Solid block
- 08 - 15 Static flame
- 16 - 23 Bouncing ball
- 24 - 31 Jungle block
- 32 - 39 Gargoyle
- 40 - 47 Impaler
- 48 - 55 Chest
- 56 - 63 Table
- 64 - 71 Knight (Moving back and forth)
- 72 - 79 Ghost

- 80 - 87 Flame moving back and forth /
- 88 - 95 Solid block up 4 levels
- 96 - 103 Ball (Moving up and down)
- 104 - 111 Knight (Moving around)
- 112 - 119 Sliding block (Up and down)
- 120 - 127 Sliding block (Side to side)
- 128 - 135 "Mobile" block
- 136 - 143 Impaler 4 levels up
- 144 - 151 Falling spike ball
- 152 - 159 Spike ball

160 - 167 Flame moving back and forth \
 168 - 175 Collapsing block
 176 - 183 Exploding block
 184 - 191 Roving ball
 192 - 199 Ball (Moving up and down)

200 - 207 Magic spell
 208 - 215 Portcullis \
 216 - 223 Portcullis /
 224 - 231 Bouncing ball
 232 - 255 * Program Crash *

You can place up to 8 of one object at a time with the format hence 0-8 solid blocks. The format is, object number + additions, list of positions. So if you want one solid block at position 34 it would be 0,34. 4 Impalers at positions 34, 56, 112 and 200 would be 43(43+3),34,56,112,200. If 8 of one object isn't enough then just repeat as needed

ie. 11 solid blocks - 7,0,4,6,7,10,34,36,38,2,45,37,39.

I hope that makes some sort of sense!



Extra Information.

I have found some additional data while poking around the game that you may find useful.

Start Positions:

The start position data is at address 53730 and is four bytes long, one for each of the starts.

Object Collection Order:

Objects are coded:



Gem 00 Poison 01 Boot 02 Chalice 03
 Cup 04 Bottle 05 Crystal Ball 06



The order they need to be collected to complete the game is 14 bytes long and starts at 49789:

06 03 05 00 06 01 02 04 00 01 02 03 04 05

This list is started in a random place at the beginning of each game.

As I stated at the beginning, the only data lacking is the objects position table. I have searched with many techniques but haven't managed to find it yet. I would very much appreciate any help in solving this. I hope you find this information useful. It represents 2 weeks of hacking and poking that I enjoyed very much. Just like the old days.

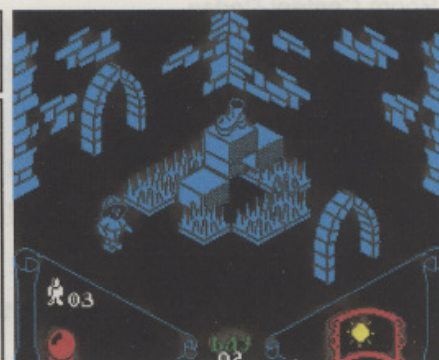
(c) 1998 Steve Smith - stevesm@zoo.co.uk

Homepage - The Old Computer Archive - <http://www.zoo.co.uk/~z0001275/collection.htm>

Knight Lore images is copyright Ultimate Play The Game / Rare

Climb high for a pair of boots, and add them to your collection. It's not as difficult as it looks.

Editorial Comment: Great stuff by Steve, don't you think so? If you would like to see the incredible Knight Lore map Steve have created, then visit the Pokeworld. I also want to thank Andy Davis for letting me run this article, as Steve did send it to AlchNews first, but they decided to let us run it. Thanks Andy. But now let's finish this hacking stuff by giving you the 'Room Position Data' and the 'Room Data'. Well, enjoy all these numbers :-)



Knightlore Room Position Data.

Room Position Codes.

Level 4:

				248				
				240		249		
			232	241		250		
		224	233	242		251		
		216	225	234		243		252
	208	217	226	235		244		253
	200	209	218	227		236		245
192	201	210	219	228		237		246
	193	202	211	220		229		238
		194	203	212		221		230
			195	204		222		231
			196	205		214		223
				197		206		215
				198		207		
				199				

Level 3:

				184				
				176		185		
			168	177		186		
		160	169	178		187		
		152	161	170		179		188
	144	153	162	171		180		189
	136	145	154	163		172		181
128	137	146	155	164		173		182
	129	138	147	156		165		174
		130	139	148		157		166
			131	140		149		158
				132		141		150
						133		142
								134
								135



The incredible Knight Lore loading screen. Now, turn to the next page to get the Room Position Data Level 1 & 2.

Level 2:

					120				
					112		121		
				104		113		122	
			96		105		114		123
		88		97		106		115	124
		80		89		98		107	116
									125
	72		81		90		99		108
									117
									126
64		73		82		91		100	
									109
									118
		65		74		83		92	
									101
									110
									119
			66		75		84		93
									102
									111
				67		76		85	
									94
									103
					68		77		86
									95
						69		78	
									87
							70		79
									71

Level 1:

									56
								48	
									57
					40		49		58
				32		41		50	
									59
				24		33		42	
									51
									60
				16		25		34	
									43
									52
									61
			08		17		26		35
									44
									53
									62
		00		09		18		27	
									36
									45
									54
									63
			01		10		19		28
									37
									46
									55
				02		11		20	
									29
									38
									47
					03		12		21
									30
									39
					04		13		22
									31
						05		14	
									23
							06		15
									07

Knightlore Room Data.

All values are in decimal.

Each room is preceded with the address of that room in the original game.

25169: 000 025 003 000 001 012 255 007 016 080 144 017 081 145 010 074 006 138 002 066 130 200 193 192 168 201
 25195: 001 020 020 001 003 013 255 003 043 044 019 020 035 107 108 083 084 048 028 046 040
 25216: 002 006 003 000 001 003 012
 25223: 003 026 022 001 003 013 255 003 034 026 037 029 043 035 027 036 028 147 043 044 019 020 179 099 100 091
 092
 25250: 004 019 005 000 003 012 255 043 035 026 028 019 178 090 092 083 002 099 155 219
 25270: 008 026 003 004 005 015 016 255 027 027 091 155 219 043 035 026 028 019 147 099 090 092 083 184 009 128
 073
 25297: 009 011 006 005 007 015 017 009 011 255 072 035

25309: 010 025 003 005 007 015 017 255 029 034 098 162 036 100 164 047 042 043 107 044 026 027 091 028 056 014
 25335: 011 006 006 005 007 015 017
 25342: 012 023 003 005 007 015 017 255 047 061 050 040 044 047 034 028 016 043 018 023 013 004 184 036
 25366: 013 006 004 000 001 003 012
 25373: 014 011 021 001 003 013 255 083 018 029 044 035
 25385: 015 028 004 000 003 012 255 007 035 037 019 021 099 100 101 091 004 093 083 084 085 028 155 164 155 157
 148 176 156
 25414: 016 024 013 000 021 023 014 255 001 195 196 091 005 012 011 010 155 069 076 075 074 168 194 080 090
 25439: 018 024 012 000 002 014 255 151 250 253 243 244 235 236 227 228 151 219 220 211 212 203 204 194 197
 25464: 020 026 014 000 021 023 014 255 001 001 095 196 173 194 202 210 218 219 220 172 221 229 173 117 061 041
 011 012
 25491: 024 017 013 000 002 014 255 047 042 043 044 045 018 019 020 021 184 027
 25509: 029 027 014 000 021 023 014 255 007 001 095 196 012 076 140 204 036 100 002 044 108 052 041 020 028 088
 012 120 084
 25537: 031 023 011 000 002 014 255 003 018 021 042 045 047 082 019 020 085 106 043 044 109 225 147 107
 25561: 032 018 003 000 001 021 023 012 255 002 024 195 196 170 080 136 192 040 002
 25581: 033 028 022 020 022 003 013 255 007 033 097 162 163 036 100 037 101 003 038 102 231 223 041 164 166 048
 226 192 165
 25609: 034 026 003 002 003 012 255 003 048 120 185 250 047 057 058 061 062 063 051 043 035 042 052 044 036 168
 251
 25636: 036 024 003 000 002 012 255 047 002 005 010 015 016 021 025 027 047 028 031 040 042 044 046 058 061
 25661: 039 015 006 000 012 255 003 027 028 035 036 075 018 021 042 045
 25677: 040 016 014 000 021 014 023 255 057 035 099 041 011 012 001 195 196
 25694: 045 023 004 020 002 022 012 255 007 223 231 019 027 035 091 099 163 043 030 038 034 036 112 227
 25718: 046 017 021 001 003 013 255 047 043 044 034 037 026 029 019 020 104 035
 25736: 047 006 004 000 002 003 012
 25743: 048 022 013 000 002 014 255 047 051 052 042 045 034 037 026 029 043 018 021 011 012 184 027
 25766: 052 024 014 000 002 014 255 063 026 027 028 029 090 091 092 093 151 154 155 156 157 218 219 220 221
 25791: 055 013 013 000 002 014 255 120 020 000 044 073 037 026
 25805: 056 025 011 000 021 023 014 255 005 122 242 218 194 195 196 179 234 226 210 202 044 042 034 026 018 010
 25831: 063 025 003 004 006 015 016 255 031 024 025 026 090 029 093 030 031 045 088 089 154 157 094 095 208 027
 25859: 064 019 006 020 021 022 023 012 255 005 063 006 195 196 223 231 104 056 128 184
 25877: 065 023 020 001 003 013 255 005 018 020 022 042 044 046 037 082 084 086 106 108 110 081 021 043
 25901: 066 021 005 001 003 012 255 001 027 220 169 099 164 047 018 026 034 043 044 037 029 020
 25923: 067 027 022 001 003 013 255 007 030 038 093 101 025 033 090 098 003 043 044 019 020 043 107 108 083 084
 096 027
 25951: 068 007 004 000 001 002 003 012
 25961: 069 029 005 001 003 012 255 007 035 037 019 021 099 100 101 091 003 093 083 084 085 155 164 155 157 148
 176 156 040 028
 25989: 070 028 022 001 003 013 255 007 035 027 044 108 020 084 037 029 035 101 093 099 091 145 036 028 179 164
 228 156 220
 26018: 071 006 003 000 002 003 012
 26025: 072 023 014 000 021 023 014 255 007 195 196 204 044 045 037 108 109 000 172 041 011 020 120 140
 26049: 079 021 006 004 006 015 016 255 159 216 217 218 219 220 221 222 223 155 195 196 251 252
 26071: 084 022 013 000 002 014 255 001 012 051 043 026 090 037 101 147 019 011 044 036 121 020 035
 26094: 087 020 013 000 002 014 255 007 045 109 173 036 100 164 027 091 003 155 018 082 146
 26115: 088 011 013 000 021 023 014 255 072 029 128 093
 26127: 094 018 006 004 005 015 016 255 031 050 053 041 046 017 022 010 013 200 045
 26146: 095 006 003 004 006 007 015
 26153: 100 018 014 000 021 023 014 255 007 003 004 011 012 035 036 043 044 048 099
 26172: 103 018 012 000 002 014 255 001 042 045 043 106 109 026 029 208 043 104 037
 26191: 104 025 011 000 002 014 255 007 058 122 186 250 061 125 189 253 003 050 051 052 053 041 114 117 096 163
 26209: 106 005 006 000 001 012
 26223: 107 017 020 020 003 022 013 255 005 036 028 100 092 231 223 081 214 237
 26241: 108 024 019 001 003 013 255 055 043 035 027 019 107 099 091 083 159 171 163 155 147 235 227 219 211
 26266: 109 023 006 005 007 015 017 255 031 020 044 084 108 148 156 164 172 033 212 236 056 009 064 030
 26290: 110 007 003 005 006 007 015 017
 26298: 111 020 006 006 007 015 017 255 026 045 046 047 034 109 110 111 155 061 053 125 117
 26319: 116 024 004 001 002 012 255 042 057 048 049 007 058 122 050 114 040 104 041 105 179 184 185 176 177
 26344: 117 014 019 001 003 013 255 001 035 028 041 036 027 200 043
 26359: 118 022 022 020 003 022 013 255 006 223 231 239 174 109 044 215 045 022 030 038 021 029 037
 26382: 119 007 003 000 001 002 003 012
 26390: 120 025 004 000 001 002 003 012 255 047 057 063 053 040 044 047 035 029 044 017 019 010 013 014 104 023
 26416: 121 022 019 001 003 013 255 179 034 026 037 029 047 043 044 035 036 027 028 019 020 096 219
 26439: 122 022 005 002 003 012 255 004 040 112 184 185 255 045 186 188 190 055 047 039 169 251 253
 26462: 131 005 006 000 001 012
 26468: 132 023 021 001 003 013 255 007 042 106 045 109 018 082 021 085 035 170 173 146 149 017 029 154
 26492: 133 025 020 020 003 022 013 255 005 040 105 170 235 231 223 047 027 035 028 036 029 037 030 038 120 219
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THE END

