

Desert Island Disks

Issue 3

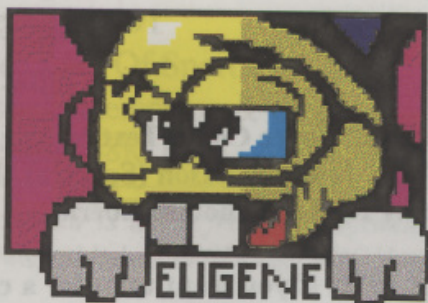


August 1999 Price: £2

The Fanzine that takes Speccy games seriously.

Eugene's back.

After 16 years of disappearance, he's back in
the seventh Manic Miner game called:
Eugene - Lord of the Bathroom



Read the review and find
some pokes and tips for this
new Manic Miner game in
Pokeworld.

Invaders of the
Lost Speccy
competition.

The SPC meeting in Mönchengladbach
double review by the WoMo team and
Thomas Eberle.

Pokeworld:
Pokes, tips and
a great map.

Robsoft:
2 new games,
Tower of Hanoi
& Subscan.
Find all the info
and a review of
Subscan.



Spectra:
Mr. Swainson
continues to
deface the
pages of
Desert Island
Disks :-)

Switchblade
&
Viz
Reviewed.

Bug Byte's Styx converted
to the PC.
More to come?

Also
Internet Access
+
more.

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Thanks to the following people for helping with this issue: **Joyce Cook** (Text editing and contact person), **Gerda Bruhn** (Printing of mag), **St. John Swainson** (Spectra), **John McIntosh**, **The WoMo Team**, **Jim Grimwood**, **Andy Ryals** & **Thomas Eberle**.

Next issue will be available (hopefully) December 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.**

Living in Denmark, please send cheque for 25 Kroner to: **Michael Bruhn, Petersborg 23, 6200 Aabenraa, Denmark.**

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

DESERT ISLAND DISKS

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Editorial - The Editor Speaks Up.

Another issue and once again its been a huge pleasure. Lot of good stuff has happened since the last issue, including the release of 3 totally new games, of which 2 are reviewed in this issue. Besides that Watford (as I predicted) promoted and will be playing Premier League football this season and forever. What's next, the championship?

I like to thank everyone who have made contributions to this issue, as the existence of this Fanzine depends on it. Especially Joyce Cook for her huge work, my Mom for doing the printing of the mag, St. John Swainson, John McIntosh & Andy Ryals for their every issue support. Thank you, guys. I also like to send a big thank you and a huge greeting to the WoMo team from Germany, to which I've build up a very good connection. It's great to see the Spectrum is still very well alive and kicking in Germany. Keep up the good work.

Well, I'll leave you, to read this issue of DID. Hope you like it. Please send any comments or your contributions to us. See you all in December, I hope. Bye.

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

Game: Viz - The Computer Game
Company: Virgin
Author: Probe Software
Released: 1991
Type: Kind Of Sports
Joystick: Kempston & Sinclair
Machine: 48K/128K

Graphics	■■■■■■■■■■■■■■■7
Sound	■■■■■■■■■■■■■5
Playability	■■■■■■■■■■■■■J&K7
Addictiveness	■■■■■■■■■■■■■8
Overall	■■■■■■■■■■■■■7

This review is taken from the German magazine SUC-SESSION. I will continue sending reviews published in SUC-SESSION to Desert Island Disks. (Thanks Thomas, Ed.)

This game was totally unknown to me when I saw it for the first time. A reason, why this game didn't become very popular in England, is written on the cover: NOT FOR SALE TO CHILDREN. This prohibition for sales to children has its reasons. The game is based on some to me totally unknown comic-characters, which surely ain't popular in everybody's children-room. There is e.g. Johnny Fartpants or Buster Gonad and the less intelligent players (that's me then, Ed.) is recommended Biffa Bacon, who fights his way through the game.

These characters are starting all together at a race. Thereby they have to master and overcome different obstacles, which everybody can do his way by using his own ability. Johnny releases a Megafart and flies thereby through the air, Buster hops naturally on his scrotum and Biffa eliminates the obstacles with power. All characters can prove themselves also in several bonus levels, before it goes to the next race.

The game is graphically quite ambitiously modelled. It goes altogether over 2 cassettes, whereby one contains the race tracks while the other tape holds the bonus levels. A constant exchange of the cassette is announced therefore, not that annoying. The figures are animated nicely and one is surprised again and again over the force of a fart.

The game is right through recommendable, only too bad, that there are no 2 or 3 players options.

Thomas Eberle

NEWS

Forthcoming Show.

There's a Spectrum meeting in Wittenberg, Germany. The date for the meeting is 4-5 September 1999, and is organised by Norbert Opitz. It's held at Schulstrasse 68 in the rooms of the "Kulturbund e.V."

And now the sad news. Just before this issue went into print, Brian Watson announced that **The 1999 UK 8-bit convention** has been cancelled due to sudden and substantial change of circumstances.

For more information about this contact Brian. His E-Mail address is uk8@spheroid.demon.co.uk or write to him at Brian Watson, Harrowden, 39, High Street, Sutton, ELY, Cambs, CB6 2RA, England.

New Spectrum Emulator for the PC.

Yes, another emulator is being developed. It's called SPECTRE (not Spectra). It will run under Win 95/98 or DOS. For more information and to download the current version visit the Swedish programmer Johan Andersson's homepage at:

<http://www.ic.chalmers.se/~johan/Spectre.html>



The A-Z of Spectrum Games CD still available.

Yes, we included a little note in the last issue, telling that the production of this CD had been stopped. Now Cameron Lister from Ad Astra Publishing has removed the snapshots and it is available again at the same prices as before. For more ordering information about the changes and information on how to order it, go here:

<http://www.adastrauk.com/SPECTRUM/SPECTRUM.HTM>

Sinclair W3Search.

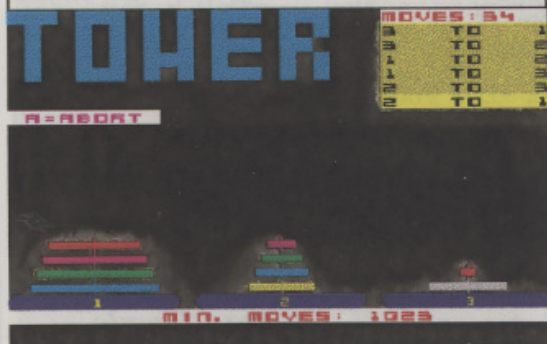
This is a new search engine started by the German club SPC. It's a great engine which concentrates on searching on Sinclair related sites. Hurry and get your site included in this great engine. Visit it here:

<http://gate.nt-fs.fh-koeln.de:8080/w3search>

NEW GAMES

Besides the new Manic Miner game reviewed in this issue

Jose Roberto Rodrigues (Robsoft) from Brazil has a new game to offer you lot. It's called Tower of Hanoi.



If you would like to get this 48K game just ask Jose by sending him an E-mail at this address:

jroberto@opus.com.br

Or you can download it when you visit the 'User's Club of the Sinclair ZX Spectrum' here:

<http://www.geocities.com/Heartland/Acres/9755/specclub.html>

You'll also find his other new game there called Subscan, which is reviewed elsewhere in this issue of Desert Island Disks.

NEW GAME — NEW GAME — NEW GAME — NEW GAME — NEW GAME

Game: Eugene - Lord of the Bathroom
 Company: Manic Miner Technologies
 Author: Vidar Eriksen
 Released: 1999
 Type: Platform (Manic Miner)
 Joystick: Kempston & Cursor
 Machine: 48K/128K

Graphics ██████████ 8
 Sound ██████████ 5
 Playability ██████████ J&K9
 Addictiveness ██████████ 9
 Overall ██████████ 8

Download here — <http://members.xoom.com/erix1/mm/mmeugene.htm>

He's back. He's back, yes Eugene is back. You know that little ugly fellow from the original Manic Miner game is back to help destroy the world. As with most other programmers in the history of Spectrum games programming Vidar Eriksen also had a hard time to come up with a normal plot to this the seventh Manic Miner game. Some mad scientists are making a new weapon which is much more dangerous than the A-Bomb and Eugene is not too happy about not being involved in this evil destruction of the world. So he takes off to find the scientists and kill them, so that HE can destroy the world.

What did I tell you, a strange, weird, way out of reality plot. But hey, who cares. It's not the plot that's important but the game. People keep coming up with new Manic Miner and Jet Set Willy games. In the last issue we brought the news about J4, another Jet Set Willy game. Some people might feel bored by all the MM and JSW games, but they can't possibly say that Eugene - Lord of the Bathroom is just another MM game, because it isn't. In other words it's GREAT. It's the best MM game since the original, sorry all you guys who have done MM versions in the past, but I think you'll agree on this. What's so different? Well, the graphics, the level design, it's everything. It also got some nice surprises as some of the most known Speccy games characters appear to help stop Eugene from destroying the World. To mention a few of the nice helpers, there's the fat guy from Bruce Lee also called a sumo wrestler, Bub & Bob from Bubble Bobble, Bomb Jack, Pacman and of course Manic Miner himself. All these helping characters appear on screens that look like the games from which they've jumped out of to stop Eugene. There's also a Jetpac screen, where you don't jump but fly. This Jetpac screen is a good example that this MM game is different from all the other sequels. Because besides being different on the graphics front, it also has some totally new ideas when it comes to the gameplay and the way the levels are made. It's a whole new Manic Miner experience.



Someone is trying to choke Willy.

Let's take a look at the graphics. Check out the screen on this page belonging to The Kold Room. You have to admit that it's great, don't you? Well, this improved graphic, means that the game doesn't have 20 levels like the original version, but only 16 levels. The music has also been taken out due to this, so there's only the normal in-game sounds, which we are used to from the original game.

The game itself starts as most Manic Miner games with a VERY easy first level. But the first hard test is already on the second level. So, don't think the game is easy to complete because it only has 16 levels, it just gets harder a few levels before the original version started to become challenging.

You all know that it's the front page of a magazine, fanzine, newspaper that has to sell it, don't you? Therefore we exaggerated on the front page by claiming that it's 16 years since Eugene appeared in a Manic Miner game. Hihi, that's not true. Did we fool you? Probably not. He was last seen in 1998 when he appeared in the fifth Manic Miner game, which was a Spanish version called The Perils of LSD made by Ignacio Perez Gil. If you want to check this, he's on the Villa Meona level.

Well, it's time to round up this review. What can I say. If I were you I would get hold of this game right away, especially if you love MM games. If you absolutely hate them, you'll not enjoy playing it, but I guess (even for you) that it would be nice to see such a good version of the game 16 years after Matthew Smith got his huge hit published by Bug Byte. Now, I'll sit back and wait for Vidar to make a just as good version of Jet Set Willy, that would be great.

Michael Bruhn

Invaders of the Lost Speccy Highscore Database

Good news. The database is growing and I want to thank all of you who have entered some scores since the last issue. From now on I want to run a gaming competition in each mag. But before we come to that, I'll give you some of the scores that have been entered since the last mag, here we go.

Fantastic Scores:

Game / Company:	1st Priority:	2nd priority:	Player:	Country:
Gauntlet U.S.Gold	Level 148	Score 8.973.110	Robert Chilton	England
Out Run U.S.Gold	Score 29.384.923	Stage ?????	Robert Chilton	England
River Raid Activision	Score 449.100		Jim Grimwood	England

Competition Game:

For this issue I've chosen Bomb Jack 1 as that's the game to which most people have entered a score so far. So, please send me your scores in that game, either by E-mail or by snail mail. Out of all entries we'll pick out a winner, who can choose one of the following prices: Next issue of DID for free, an original Cyclone game or an original Kikstart 2 game. Please remember to let me know what you would like if your name comes out of the hat. Remember it's not necessarily the top scorer who wins his chosen price, so there's no need to lie about your score. Now here's the momentary Bomb Jack highscore table:

No. 1	Michael Bruhn	1.243.960	Denmark
No. 2	Aleksandar Lukic	1.038.460	Yugoslavia
No. 3	Jim Grimwood	764.890	England

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.

This time we'll start Pokeworld with a little look back on the last issue done by Andy Ryals. Enjoy.

Pokeworld Pokes.

This is a small article for DID issue 3, basically I have hacked all the games mentioned in DID issue 2 for you guys! I can only hope that you like these pokes. I could not find a copy of CAVELON to hack so I have had to skip this one, secondly TURBO THE TORTOISE got hacked to bits so there is no point in producing pokes for this game.

Game	Poke	Effect	Author	Year
J4	34175,255 34176,255	Mega Time	Eddy, Eddy & Swanson	1999
Helichopper	35531,x	255 Lives	Firebird	1985
Knight Lore	53567,0 65099,59 65103,58	Lives Time Immune	Ultimate	1985

The hack for the new Jet Set Willy game (J4) was quite weird. The normal locations to hack any Jet Set Willy games have been altered, as you can see you have a near infinite amount of willies (OO_ER) on the screen, the timer is also a different poke. Hey, who cares, it got hacked! KNIGHT LORE hacks and pokes have been around for ages, you can get them (I THINK?) from the RARE homepage, but I've included some pokes from the Excellent poke book supplied by Bernadette Dowsland (THESE POKES ARE NOT MY WORK SO I TAKE NO CREDIT FOR THEM).

River Raid - Activision

After all these excellent pokes from Andy, we now need some tips, don't we? You've probably seen Jim Grimwood's excellent River Raid score, which is included in this issues Invaders of the Lost Speccy? If not, check it out later. Jim was so kind to give me some tips on this Activision game, not that it helped me getting a score like Jim's, but hey, he tried. Now I give them on to you guys. Maybe some of you will succeed in beating Jim's record using his own tips :-)

- ☺ You can shoot the fuel dumps for extra points (if you're not short on fuel, of course) but best not to do it while passing over, as sometimes you get blown up.
- ☺ When picking up fuel, for the maximum amount go as slow as possible, so press the down key while passing over the fuel dump.
- ☺ There's a very tricky little bit shortly after bridge 28, a narrow crooked 'gorge' blocked by three ships. That's the hardest part to get past, and once done it's possible to get a very big score with care, particularly taking care to pick up as much fuel as possible as mentioned above, I usually lose all my planes at that point, though.
- ☺ The bridges start repeating after number 48.
- ☺ The bridge number cannot be used as part of a high score, because of a bug in the game. After bridge 255 the bridge number starts going up by 100 for each one, instead of just by one, and the first time I lost a plane after that (by which time the bridge number was at 1055), the bridge number went back to 10, and then started counting up by one again.

☺ Something else I remembered, is that it's best not to accumulate too many spare planes, as otherwise the game might crash. As it displays each new one as an extra plane symbol along the bottom, I think it happens when the next spare plane would go off the edge of the screen. So if you've got more than eight or so then it's best to crash one or two to reduce the number of spare ones displayed.

Well, if the last two comments on the game doesn't prove and show Jim's qualities in playing River Raid, I don't know what else will. I've only managed to reach bridge 26, and I've been trying real hard.

The Damned Forest - Cult










Here is some more great stuff from Jim Grimwood, who just gave you the tips to River Raid. Jim has sent me a map and some tips to The Damned Forest, all made by himself. Keep up the good work Jim. Now let's have a look at the map.

HERM	WOLF	PIT	DWRF	CYCL	rope	spell	DRGN	OBSK	PIT	key	axe	SPRG	ORC	daggr	BEAR
SNKE	HERM	cross	PSNT	ORC	DRGN	rope	HYDR	CSTL	SNKE	LAKE	SPRG	MAN	WOLF		
DWRF	HYDR	bow	MAN	HERM	WRTH	key	SPRG	ORC	TROL	WRTH	HERM	HYDR	cross	BEAR	
spear	BEAR	SNKE	DWRF	PIT	key	ORC	DWRF	axe	SNKE	OBSK	WRTH	ORC	WOLF	BEAR	
					TROL	sting	key	key	TROL	PIT	key	PSNT	DRGN	CSTL	rope
DRGN	sting	BEAR	bow	WRTH	ELF	VZRD	HYDR	WOLF	PIT	axe	VZRD	SNKE			
PSNT	CSTL	GIAN	key	key	HERM	GIAN	ELF	rope	bow	DRGN	swrd	CYCL	spell	GIAN	
WOLF	OBSK	rope	BEAR	ELF	TROL	GIAN	GIAN	SNKE	ORC	TROL	MAN	ELF			
SPRG	SNKE	HYDR	TROL	cross	cross	spear	HERM	PIT	WRTH	WOLF	bow	key			
daggr	swrd	spear	key	MAN	cross	GIAN	spear	SPRG	VZRD	WRTH	MAN	DWRF	TROL	ORC	
DWRF	SPRG	ORC	WRTH	LAKE	TROL	DRGN	PSNT	MAN	cross	axe	PIT	ELF			
MAN	VZRD	WOLF	spear	CYCL	TROL	cross	ELF	cross	WOLF	axe	key	sting	key	cross	bow
SPRG	LAKE	LAKE	VZRD	GIAN	ELF	CSTL	ORC	BEAR	DRGN	rope					
ORC	OBSK	SNKE	key	LAKE	rope	VZRD	SPRG	WRTH	PSNT	axe	WOLF	spear			
jewel	HYDR	ORC	LAKE	swrd	HERM	GIAN	WRTH	rope	SPRG	WRTH	spell	swrd	rope	CYCL	
DWRF	HERM	CYCL	rope	PIT	PIT	ELF	WRTH	OBSK	CYCL	MAN	WRTH	ELF	PIT	DWRF	
LAKE	WRTH	cross	GIAN	GIAN	DRGN	SPRG	HYDR	HERM	rope	jewel	spear	ELF	axe	daggr	sting
key	cross	CSTL	CSTL	ORC	bow	key	ELF	WOLF	BEAR	sting	PSNT	SPRG	key	OBSK	OBSK
CSTL	DRGN	PIT	GIAN	GIAN	DRGN	spear	SNKE	spell	spear	SNKE	swrd	key	rope	cross	ELF
bow	OBSK	DWRF	VZRD	ORC	cross	SPRG	DRGN	BEAR	ELF	WRTH	spear	sting	WOLF	LAKE	cross
MAN	swrd					PIT	ORC	key	HERM	PSNT	ELF	DWRF	DRGN		spear
DRGN	VZRD	MAN	CSTL	WOLF	VZRD	daggr	BEAR	CSTL	PIT	WRTH	jewel	DWRF	swrd	PSNT	PIT

Another Fine Product from:

Jim Grimwood (jimg@globalnet.co.uk), Hatfield, England

X = Start

	Path	Water	-1 gold	+1 food	SEEK: 1. Wizard (NE) 2. Dwarf (SE) 3. Man 4. Elf 5. 4 keys to Damned Castle	SPELLS: 1. Freeze 2. Blast 3. Teleport 4. Weapon 5. Shield 6. Mind 7. Cure 8. Map
		Wine	-2 gold	+2 food		
	Plain	Bread	-3 gold	+2 food		
		Bread	-4 gold	+4 food		
	Forest	Jewel	+? gold			
	Mountain	Rest	+3 stamina	-1 food	KILL: for both: Dragon +1 luck Giant +1 strength Hydra Troll Wraith (use cross)	
		Spring	+2 stamina			
	Hill		+2 strength			
	River	Forest	-1 stamina			
	Village	Hill	-3 stamina			
		River	-4 stamina			
	Marsh	Marsh	-5 stamina			
		Pit	-5 stamina			
	Bridge	Mountain	-6 stamina			

Eugene : Lord of the Bathroom - Manic Miner Technologies

You've probably already read the review to this great game somewhere in this issue, but here we'll concentrate on giving you some pokes for this little gem. It was actually very easy to find some pokes to help Eugene in his doubtful task, as all pokes you know that work with the original Manic Miner game released by Bug Byte work on this one as well. So dig them out. In case you can't be bothered to go through your pokes or look for any in some old mags, here is a little help:

Infinite Lives: 35136,0

Invincible: 36106,0

Stops Enemies From Moving: 36150,0

Infinite Air: 34795,195 : 34796,241 : 34797,135 : 36233,195 : 36234,149 : 36235,141

No Horizontal Enemies: 36160,0

The poke to stop the enemies from moving isn't very useful in this version, you'll see why on screen 1. Besides these wonderful pokes you can also use the code which you can type in while playing the game. In case you've forgotten it, it's 6031769.

Enjoy cheating in this game, but remember only scores where you didn't cheat are accepted in the Invaders of the Lost Speccy highscore database. So, give the game a chance without cheating first.

Cavelon - Ocean

Hey, Andy is back. Unless you suffer from a short time memory you'll remember that Andy couldn't give you guys any pokes for Cavelon as he didn't have a copy of the game. Good news, he found a copy and has sent me these nice pokes for this great Ocean game.

X - Crosses: 47368,x

Complete 1/2 a level: 41520,0

X - Men: 38141,x

This ends this issues Pokeworld, any questions, pokes, maps or tips are highly appreciated.

Styx PC - Kev Ellis

Desert Island Disks checks out this new Spectrum to PC conversion, and takes a look at future conversions.

By Michael Bruhn.

We all remember the arcade conversions that popped up for the Spectrum through the years, don't we? Well, I would like to tell you all about another kind of conversion, not an arcade to Speccy conversion but a Speccy to PC conversion. Yes, it seems that it's the big hype on the net amongst the Speccy freaks for quite some time now. It's sometimes hard to see the idea behind such conversions, other than that it can do some promotion work for the Speccy scene which is still living not only on the net. Games that have been converted are such as Atic Atac, Boulder Dash, Chuckie Egg, Commando, Doomdark's Revenge, Elite, Jetpac, Jet Set Willy, Lode Runner, Lords Of Midnight, Manic Miner, Sabre Wulf, Sentinel and the lovely Splat. All these are great games that I think we all love and enjoy playing. The new game that has been converted is Styx, you know that 16K game from Bug Byte that really wasn't any good. So why did Kev Ellis the author decide to make a conversion of such a boring game? Because it's the only Matthew Smith game that hasn't been converted yet. You all know Matthew Smith, the guy who wrote Manic Miner and Jet Set Willy. Honestly of all conversions made so far, Styx will go in as the most boring. It's probably not the worst programming job, but honestly, will that be good advertising for the Speccy scene, to spread that game onto the rest of the computer world? But still, it's worth a look for us Speccy freaks as it will wake a few memories. The opening screen is great and is really worth the download. If you would like to get the Styx PC game then go here:

<http://www.ellis-online.co.uk>

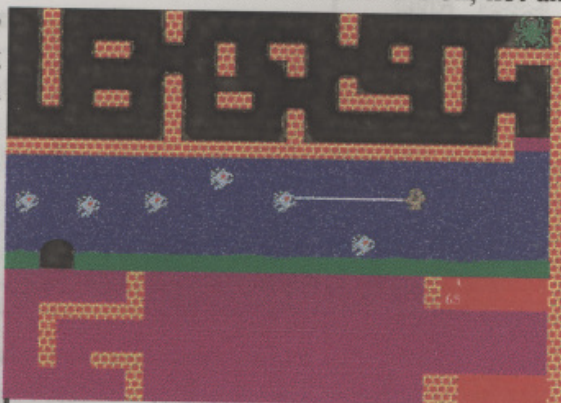
Some more interesting conversions are in progress at the moment, such as the great Microsphere game Skool Daze and Ultimate's Sabre Wulf. Both these projects looks promising. The PC version of Skool Daze will be named Klass of 99 and will, besides all the usual characters, feature another teacher called Mr. Bitt, who will of course teach computer programming. Klass of 99 should be ready sometime this summer, with my luck it's probably finished a week before this issue goes into press. Typical. If you want to check out some screenshots of that Skool Daze conversion, then go here:

<http://www.spider-man.demon.co.uk/skool/sdpc.htm>

Or if you want more info on the Sabre Wulf conversion, then go here:

<http://www.uq.net.au/~zzjbrain/>

We here at Desert Island Disks will try to keep you up to date on all future conversions, and I really look forward to Klass of 99.



Take a look at this screenshot from the PC version, and decide whether its worse downloading it.

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SPECTRA

BY ST. JOHN SWAINSON

Ghost. Well, what else can I say? There I was in the last issue of Spectra happily smirking at the crap screen-shots I had managed to insert completely unaware that Super Ed would replace them with his own utterly skill colourama pictures. So, not only must I thank Super Ed for allowing me to make the Spectrum's home of crap that is Spectra a regular feature in DID, but I must thank him for the pictures he adds to sparkle it all up. Cheerski.

The summer of 1999 is now upon us and brings with it danger for all 128K heatsinker owners. The sleek grid-like heat sink on the side of these Speccys, which is a nice source of heat to warm your hands in the depth of winter, can become so hot that you are risking physical mutilation by touching it. But what is a little physical mutilation when you have the chance to play Speccy games, eh? Especially games like:



I expect, like me, you have a ridiculous amount of Mastertronic games in your collection. Quite how one company managed to produce and sell so many games is beyond me. The trick they used was to release 4 or 5 rubbish games and then one good game so that you would have to buy a lot to find the good ones. And at such a low price, you could afford to do so while building up your software collection at a nice steady rate. This did mean, however, that boasting to your mates that you had more games than everyone else was quickly ridiculed when it

became clear they were all Mastertronic games.

Kikstart 2 was one of the good Mastertronic games. Possibly the best, in fact. Its the sort of game Codemasters liked releasing under the name of Bike Racing Simulator. It is a split screen game that looks exactly like this:



Your bike stays in its position and the terrain scrolls past you at very respectable speeds. The aim is to complete the course in as quick a time as possible. You can perform 4 manoeuvres which all come in handy at some point to overcome an obstacle: accelerate, wheelie, jump and break. There is a large variety of obstacles to ride over including red telephone boxes, ramps, picnic tables, tyres, flame throwers, ski jumps and breeze blocks. If you get an obstacle wrong e.g. land on a tyre, drive into a phone box, you will come off your bike costing you precious time.

There are 26 courses but you race over 5 of them. You can choose whichever 5 you like or can get the computer to randomly choose 5. You win by completing all 5 in a smaller total time than your opponent. This

adds extra excitement because you can win the first 4 courses and then have a Damon Hill on the last and lose the game. Your opponent can be a mate or the computer. The computer is generally quite good but there are some courses it just can't do. Occasionally, the computer gets angry and goes mental, riding through the sky to complete the course. While we are on things Kikstart 2 lacks, there is no sound whatsoever. It would have been nice to have some music at the start but it is good having no sound during the race - if there was sound, it would be the annoying sort that you turn off anyway. So Kikstart 2 wins again.

There is a good deal of skill and quick reactions needed to do well in Kikstart 2 which is the main reason why I am so bad at it. The obstacles are set well - usually, you go over a ski jump at full speed but you can't do this every time because you may end up jumping straight into a wall. Some courses rely on you going full speed and jumping at precisely the correct moments and some require you to restrain your speed to do the quickest time (particularly difficult to do if your opponent is speeding ahead of you).

Kikstart 2 was written in the days when you wrote games to be good, not to be realistic. One example of this is you can jump once and cannot jump again until you touch the ground or another obstacle. So, if you go off a ramp which sends you into the air, you can still jump which means you do a jump in mid air. Very unrealistic but makes the game that bit better. Why be realistic when you can just be good?



As well as being very addictive, Kikstart 2 is the sort of game you come back to again and again. You can always try to complete a course that bit quicker and obstacles like the flame thrower throw a random element in. The flame may not appear at the same moment each time you race a course so while you can speed through it on some occasions, you have to wait on others. But, strike me down sideways with a wooden spoon, that's not all! There is a course designer as well! If you should ever get bored of the set courses or find one course to be an absolute donkey b*****d sucker (I find course T to be one of these), simply replace them with your own. You need never be bored again! Until, of course, you go and watch Chris Evans telling you how fantastic he is.

Kikstart 2 is so good, you can even forget that the original Kikstart was only available on the C64 (Chris Evans' computer). Kikstart 2 is excellent, and no doubt about it.

Graphics	■■■■■■■■■■□9
Sound	□□□□□□□□□0
Playability	■■■■■■■■■■J&K10
Addictiveness	■■■■■■■■■■□9
Overall	■■■■■■■■■■□9

Before we leave Kikstart 2, I'd like to make a suggestion. Is it Rosemary, the mild mannered telephone operator? I would also like to suggest that anyone who has created any of their own courses on Kikstart 2 send them to me. I'd love to have a go on some new courses and could send you some of my poor efforts if you like as well. Good suggestion? I don't know, daddy-o, only time will tell.

Let's carry on with the Mastertronic theme. Bearing in mind that there must be over a hundred Mastertronic games I've never played, here are my

TOP 10

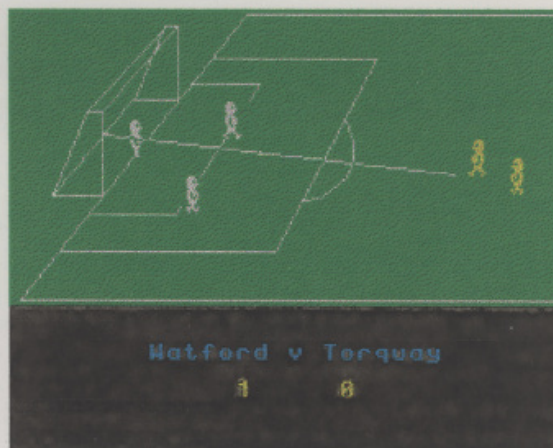
BEST MASTERTRONIC GAMES

1. Kikstart 2
2. Motos
3. Zub
4. Hyperbowl
5. Amaurote
6. Chronos
7. Ball Crazy
8. Locomotion
9. Bosconian 87
10. Milk Race

CRAP GAMES

The football management simulation has always been one of my favourite types of game. The Speccy is a great computer to have for these games as a ridiculous amount of them were released. With so many being produced, there were bound to be good and bad ones. The best were probably Football Director 2 and Treble Champions and the worst must surely be this terrible effort from Atlantis.

League Challenge, in common with all crap games, has nothing going for it whatsoever. For a start, the graphics. Did you think the graphics in World Cup Carnival were bad? These are worse. Stick players stand there and a line appears from one player's foot towards the goal indicating that there has been a shot. Oh dear.



The important part of the game is obviously the management side. This is handled equally as badly. Here is what happens every match. (1) sell a player (2) train at one of three levels (3) choose team (4) computer plays match (5) opportunity to buy one random player. That is it. Occasionally you might get an injury but nothing else ever happens. The only thing to do is rest a player whose fitness goes down. There is nothing else to the game at all. I think it would be fair to say this is the crappiest game I have **ever** played.

While we are on the subject of football, I have something that I would love to say to anyone out there who goes around stating that the Premier League in England is the best league in the world:

SHUT YOUR MOUTH

90% of the top players go to Italy or Spain, English clubs have been appalling in Europe (Manchester United excepted), Paul Telfer plays in it and the very best British players end up in Italy. There are only 4 good teams in England: Manchester United, Arsenal, Chelsea and Watford. Imagine an average Premier League team like Middlesbrough against an average Italian

team like Inter Milan with Ronaldo etc. No contest. So let's hear no more of this gibberish, if you please.

ADVENTURE COVE

Adventures, eh? Now there's a subject I know absolutely nothing about and where I have no ability to play the games whatsoever. What better basis on which to write a column in Spectra? It's the basis on which I write every other column, after all. Apart from the one entitled 'The Phantom Wheelks of Old London Town', in which I am an undisputed expert. Ok, I haven't got round to that one as yet, so keep holding your breath.

I have to say that I am a fan of adventures on the Spectrum. If I had the choice of playing a Speccy text adventure or a PC point and click gaylord, the Speccy one would win every time. Somehow, the text creates a better atmosphere - maybe because it relies on your imagination more. The puzzles are more challenging and interesting as the thought in creating the game has clearly gone mainly into them rather than the graphics. And, of course, it improves your language as you have to phrase things exactly right. Apparently, there have been some decent text adventures for the PC which have longer descriptions and a wider vocabulary. But I've never seen them so I will remain blissfully ignorant and say the Speccy is the best computer for adventures. Yippee.

I'm sure it will not have escaped your attention that there is a new Star Wars film coming out, laughably titled The Phantom Menace. The hype surrounding it has been everywhere. You can-

not even walk into a supermarket in England without seeing Star Wars food for sale. Even worse, there have been interviews with countless people telling us how important Star Wars is and saying things like 'the magic of the Star Wars universe'. How nice, then, to re-discover a little game in my collection which delights in refusing to take Star Wars seriously.

You can tell by the title, Star Flaws, that this is going to be one of those games that uses 'amusing' variations on established names. This game is one of the best ever in this department. The names are so bad they are funny. Some of the best include Nuke Sky-porker, the Millennium Sparrow and Yans Polo. I love it.

The plot loosely follows some of the second part of the original Star Wars film - A New Hope. You begin the game aboard Millennium Sparrow trapped on the Death Star. The first thing to do is get off the ship but this is not as simple as going down the exit ramp because there are guards waiting below. So what do you do? Well, let's think. You could charge down the ramp and overpower them with repeated spams. You could smash a window or shoot through the walls to get out another way. Or you could roll a smelly mouldy sandwich down the ramp which sends the guards running for cover leaving you a free exit. In case you think I made the last one up, it is actually the answer.

As you can see, this game does not take Star Wars seriously AT ALL. In fact, it goes a bit too far. Whilst taking the mickey like this is all very commendable, it is hardly a logical solution to the puzzle. Adventure games tend to

work best when the puzzles are solvable by logical thought and inventiveness. Star Flaws does not always have this (some of the other puzzles are better, though). Maybe I've missed the point and this is intended to be a pure comedy.

After getting off the ship, you then have to wander around the corridors and rooms of the spacestation. There are enemies waiting to pounce on you and instantly kill you so saving your position as you go is vital. I have completed about 50% of the game (the best ever for me on an adventure, boast, boast (oh all right, I have requested help at least once)) so I can't really tell you what other problems you will face. Suffice it to say, there are bound to be some more funny names.

Star Flaws is a competent adventure, as you would expect from Zenobi. The Star Wars connection gives it an extra mark for me as I can't deny that I

greatly enjoy the Star Wars films. But even if you don't like Star Wars, there is still enough for you to enjoy here.

Graphics	□□□□□□□□□□0
Text	■■■■■■■■□□□7
Playability	■■■■■■■■□□8
Lastability	■■■■■■□□□□6
Overall	■■■■■■■■□□8

COMPETITION

Just enough space for a quick Mastertronic competition. I've got around 15 Mastertronic games for sale and some lucky person who writes in can win a their selection of 5 of these. Nice.

That's it for this issue. Who knows what will be in next issue and quite frankly, who cares? Bye for now. Address for whatever: 7 Upper Hill Rise, Rickmansworth, Hertfordshire, WD3 2NU, England.

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

Game: Switchblade
Company: Gremlin Graphics
Author: Jeff Calder
Released: 1991
Type: Arcade/Adventure Platform
Joystick: Various
Machine: 48K/128K

Graphics	■■■■■■■■□□□7
Sound	■■■■■■■■□□8
Playability	□□□□□□□□□J 8/K 0
Addictiveness	■■■■■■■■□□8
Overall	■■■■■■■■□□8

The general plot of the game is that this ugly looking bloke (they always are) called Havok has plundered the city of the Bladeknights, killing all in his wake and shattering a mighty and sacred sword called the Fireblade into many pieces. So you, as the last of the Bladeknights, go out for revenge against this roguish adversary. The mission is to proceed through the labyrinth of screens, collecting all 16 fragments of the Fireblade, and defeat five bosses - the last of which is Havok himself.

The game is a one-player monochrome platformer. Your character can walk and jump around as usual, picking up power-ups and weapons to use against the many foes that will appear - literally - from a puff of smoke, with one purpose on their minds..... and it's not

to sell double glazing. So you've got to defend yourself against them. These fiends come in all shapes and sizes, and they won't always attack you one at a time - occasionally they'll gang up on you in twos, threes, maybe even fours. Fortunately, you can fight back in a rather ingenious way.

At the bottom of the screen, your left is the energy bar. When it decreases. When it runs out you is the power bar (or combat bar. Basically, fighting is controlled fire button. As you do so, the determines which move you per- and you get a weak punch. Hold stronger Bruce Lee style high is full and you perform a very



**Hiro, our hero
Bladeknight.**

there are two bars. The one on you are attacked and hurt this lose a life. The one on the right as I call it to save confusion). by how long you hold down the combat bar gradually fills up and form. Hold it for a split second it a little longer and you get a thrust kick. Hold it until the bar strong low sweep kick.

If you've picked up a weapon the combat bar works in a similar fashion. Depending on which weapon you have, the longer you hold down the fire button will make a weapon more powerful, travel further, or faster. There are various weapons at your disposal, from darts to knives, from spinning blades to a kind of Streetfighter "hi-ru kit" style bolt. The greatest weapon is the Fireblade itself. Yours, once all 16 fragments are collected, and the only weapon that will defeat Havok.

It's one of the good points of the game because it simplifies things greatly. The fire button to fight, the joystick for movement. Other good points include the way that a room will not be revealed until you enter it, bringing a feel of "what's coming next?" to the game. As well as the power-up and weapons, you can collect letter icons which spell EXTRA (extra life) or BONUS (er.....) and you can also get temporary invincibility. You can pick up icons which affect the combat bar, making it move faster or giving you a head start - both allow you to access the more powerful moves quickly. And the more powerful your moves, the quicker you can despatch your foes. The music (on the 128k) isn't bad either.

But there are some bad points. The one major gripe I have is this. When your character dies, he doesn't..... At least not visually. He doesn't fall down...., he doesn't disappear....., he doesn't go back to the start of the current level or anything..... Just a puff of smoke hovers above him for a second or two (the same puff of smoke used as temporary invincibility) and away you go again. You don't even lose control for a second. Nothing but that little puff of smoke, which sometimes in the heat of things you won't notice anyway. So before you know it you look and see you've got one life left and wonder where the hell the others went.

The smaller gripes deal with the graphics and the control sensitivity. The graphics are very detailed but also quite small and at times you've got to really look to see what's going on - an example given above. And the control seems a bit suspect at times too. There are times when a running jump has to be perfect, otherwise (8 times out of 10) it's a long way down.... and at these times the controls will let you down. There is no keyboard control option either so you've got to use your old school joystick....and yours is probably limp or worn out by now from all the use and abuse over the years. No girls, not that kind of joystick!!!

It has to be said though, if you can live with the above, you'll see that the good easily outweighs the bad. There's a good game in here and it's one I return to every now and again. Definitely worth a look.

John McIntosh

The Spectrum Profi Club Meeting in Mönchengladbach.

By Wolfgang Haller

Whatever can be said about meetings of the SPC, the Weather God seems to be on our side. We had fantastic weather on the 8th. and 9th. May when about 30 people attended the meeting over the two days. The person travelling the longest distance was once again Leszek Chmielewski Daniel, better known as LCD and the editor of the Austrian Diskmag Scene+. He took the opportunity to bring us the newest issue and it is well worth mentioning that the content is very good (or as you might say in English "it's a corker!!).

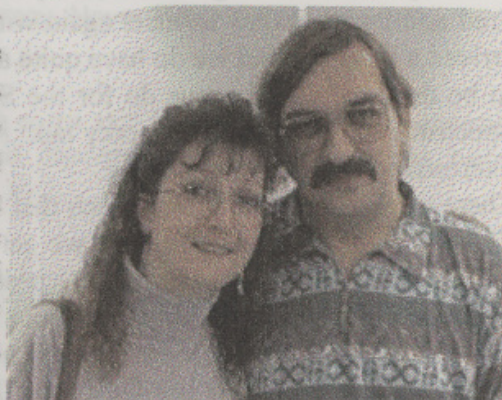
Norbert Opitz, who will organise the next meeting in Wittenberg (Martin Luther's town) had also come a long way. And our friends from Holland must not be forgotten: Johan and Roelof Koning the leading lights from the Dutch club SGC (still in existence but now without a club magazine). Johan Koelman (ZX81 emulator for the Spectrum and partially for the SAM) was also there, and so was Ronald Raaijen. Ronald is the hardest working person we know at collecting Spectrum program data.

There were, of course, many more people and there isn't space to mention them all. However, I do have a personal reason for mentioning Michael Kloss, co-Editor of the CK Deja-Vu CD, who died two weeks later in a motorcycle accident. A friend has gone forever and his homepage has closed. He will never be forgotten. For those who don't know about the CK Deja-Vu CD, it contains the scanned pages of all issues of an earlier German computer magazine and is used with the ACDC browser. There are plenty of Sinclair pages full of tests, general information, listings - all the things that are missed nowadays.

What can I say about the meeting. The organisation by Peter Rennefeld (who was also in charge in 1997 and '98) was perfect as usual. There was plenty of food and drink (free coffee!) and also somewhere to sleep. Many thanks to Peter - and greetings to Sandra. What would a SPC meeting be without your help. We know what we are talking about. Thanks also for repairing my SAM equipment so successfully that my SAM can now drive a CD-ROM together with a hard disk - a big advantage.

There was no new hardware or software but there were a lot of disk systems such as Beta-Disk, Opus, +D and MB02. The latter was shown by Thomas Eberle and Fred Duerkes the guys behind Sintech and SUC. It was very impressive to see what an MB02 can do. However, like the SAM, I think it comes too late to be a great success nowadays.

Everybody who was looking for original programs, books, magazines and hardware did well at the meeting and many things changed hands. Wesenack from Berlin showed us Sir Clive's latest project the Z1, a small radio to wear in the ear. However, we couldn't receive Radio Sinclair, perhaps it was all the computers around us.



The Editors of the German Spectrum & SAM fanzine SPC, Monika & Wolfgang Haller, also known as the WoMo Team.

Another rarity was to see a hard disk on a Speccy. Wilhelm Dikomey owns one of these which is driven by the Opus Disk system. The interesting thing is that the SAM hard disk was created from plans for one for the Spectrum by Roelof Koning. There are plans to realise some hardware projects but plans are made every year so time will tell. If anything concrete materialises then we will be sure to inform you.

To sum up; it was a good two days meeting friends, maybe the staunchest in the scene and we had good talks and much fun. As long as people come to meetings like this then we will hold them, whether the attendance is 30, 20 or 10 people. So we look forward to our Millenium meeting and hope we can activate the scene a bit more for this one.

We close the report with best wishes to all those who read Desert Island Disks magazine. We think DID is one of the best mags helping to keep the scene alive. Thank you Michael for doing such a good job. A magazine which is done with love, you can see it in every page. Our compliments and keep it going.

Editorial comment: This ends the first review of the show in Mönchengladbach. We'll now go over to Thomas Eberle for his review of the show. It might seem strange to print two reviews of the same show, but the two articles are very different and the following article gives you more information about the MB02 disk system. Over to you Thomas.

Spectrum Profi Club

By Thomas Eberle

What do you observe when you get older? Memory fails, hair falls out? No, in Germany you count the number of Speccy years. In Gladbach we start off the "New Year" at the first of the Spectrum meetings which took place on the 8th. and 9th. May.

Fred and I were happy to meet again with old acquaintances, some of whom thought we arrived a little late, but we do have quite a long way to travel and had gone to some trouble to be there at all. What we do for the Speccy!!!! As soon as we arrived we set up the Spectrum and joined in the Speccy talk. About 25 people attended on both days and some interesting discussions took place.

There was, of course, nothing much that was new. No breathtaking new hardware like the Zlincon, or new software such as we get from Russia. The highlight was testing the new printer cable for the MB02 which was tried on an Epson Stylus 500 ink jet printer. It works, although the special German characters appear only on dot matrix printers. This is a problem of programming the ink jet and not the fault of the MB02 cable.

Michael Kloss presented the Deja Vu CD, a CD ROM for the PC which contained the scanned pages of all issues of the German magazine COMPUTER KONTAKT. This CD costs only 15,00 DM plus 3,00 DM postage and can be obtained from Rene Achter, Ahler Kopf 35, 56112 Lahnstein, Germany. The CD was big news and therefore played a great deal.

Thanks to the internet and the many CD ROMS available we have access to many thousands of programs and some people are working hard to transfer Speccy items on to CD. So I was kept busy looking through all the available disks for good programs and only managed a couple of hours sleep. I doubt whether I will ever be able to run all the material available.

My thanks go to Peter Rennefield who again organised a first class meeting. He not only looked after the drinks and meals but organised the stay of some in a nearby hotel and for

others to use sleeping bags at the meeting place overnight.

I don't want to continue to criticise the lack of attendance at these meetings. Clearly some people had problems with the date and that will always be so but the combined Clubs have over 170 members so an attendance at the Show of only 25 people is quite small. Two years ago there were over 40 people. Too bad also this year that there were no visitors of the Zx team (ZX81) as they produced some interesting ideas in the past. Peter sees it the way I do though. As long as people come there will be Spectrum Meetings and it will still be worth organising even for only 25 people.

We have to thank the DRK -Rheindahlen (Red Cross) who made their rooms available for free and so made the Meeting possible. We need free accommodation for the meetings in Wittenberg and Filderstadt too. My hopes lie this year in Wittenberg where we will meet a larger number of users. See you there.

Desert Island Disks

Yep, this is where we'll invite some famous and some not so famous people from the Speccy scene to let us know which 5 games they would take along on a deserted island. Those of you who used to read Your Sinclair, knows that the title of this fanzine is taken from a column in YS also called DID. The following is exactly what that YS column was all about.

The first victim is Spectra editor St. John Swainson, who was kind enough to let us know which 5 games he would bring along. So, here they are together with St. John's comments on his choosen games.

1. EXOLON - Hewson

The best all round game I have seen on the Speccy. Never leave home without it.

2. LASER SQUAD - Blade

This nips in slightly in front of Chaos due to the extra skill factor involved. It's essential for a desert island because it can be played repeatedly even when it has been completed - there are always different tactics to try.

3. BMX SIMULATOR - Codemasters

I'm sure I would never complete the dastardly course 7 if I spent the rest of my days on a desert island. But there is great entertainment to be had in attempting to do so.

4. NEBULUS - Hewson

Fantastically addictive game. The hours would fly by working out exactly what needs to be done to get that bit higher up the tower. And there will be nobody else around to get annoyed at my bellowed obscenities as I got knocked down the tower yet again.

5. CHAMPIONSHIP MANAGER 2 97/98 - Eidos

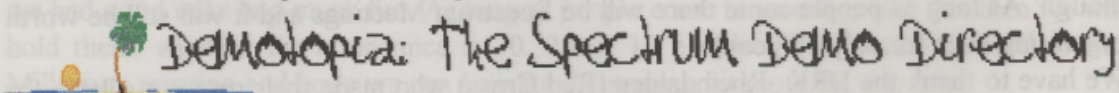
The best non-Speccy game ever. Endless statistics and the opportunity to manage your football team to glory in most European leagues. Again, suitable for a desert island due to the challenge it provides - it's impossible to 'win' because there is always next season.

That's it from St. John. I do agree with him that all these are excellent games, it's just a shame the last one won't load on a Speccy. Check out, who's giving you his/her favourite Speccy games in the next issue of Desert Island Disks.

Internet Access?

By Michael Bruhn

This time I'll start by giving you some information on where to go if you want to get some Demos made on the Spectrum. The place to go is called:



Demotopia is maintained by Matthew Westcott and had 743 demos online in mid June. You can also find reviews to some of the demos taken from top mags of the past like Your Sinclair. Matthew has also created his own personal Hit List, which should point you in the direction of some of the best demos online. Fancy some demos, go here:

<http://web.ukonline.co.uk/demotopia/>

If you've read the information about the Styx conversion elsewhere in this issue, and you find the whole concept of these Speccy to PC conversions interesting, or if you would like to help create such conversions, you should visit:



Retrospec is a team of coders, graphics artists and computer musicians who have gathered together to bring you the best remakes of old 8 bit games. On the site you can read more about who is a member of the team and which games they are converting right now. At the moment they are working on WulfRyder - Knight Lore 2, Xybernoid (a UNIX version of Cybernoid), Sabre Wulf, Gulpman, Jetpac, Klass of 99 (Skool Daze) & Lizards (Riptoff).

If you want some more information about the members of Retrospec or the current projects, go here:

<http://www.uq.net.au/~zzjbrain/retro.htm>

If you want to find out which old 8 bit games already have been converted to PC, visit Borgar Waade's homepage which is called 'Remakes'. Here you can see a complete list and download the PC version. Go here:

<http://w1.2222.telia.com/~u222200549/remakes/>



Finally, last issue I gave you the address to Alchemist Research's homepage. The address has been changed to:

<http://website.lineone.net/~alchemistresearch>

NEW GAME — NEW GAME — NEW GAME — NEW GAME — NEW GAME

Game: Subscan
 Company: Robsoft
 Author: Jose Roberto Rodrigues
 Released: 1999
 Type: Arcade
 Joystick: Kempston & Sinclair 2
 Machine: 48K

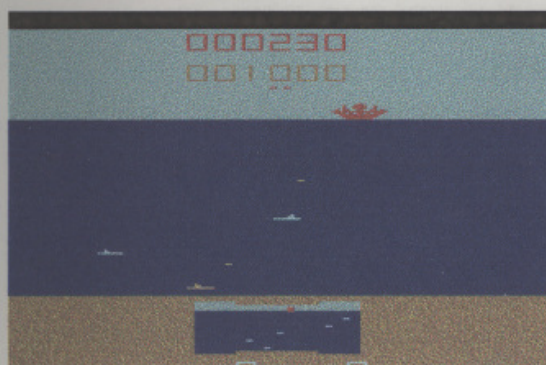
Graphics ■■■■■■□□□□ 6
 Sound ■■■■□□□□□□ 4
 Playability ■■■■■■■■□□ J&K 8
 Addictiveness ■■■■■■■■□□ 8
 Overall ■■■■■■□□□□ 6

Download here — <http://www.geocities.com/Heartland/Acres/9755/specclub.html>

New games for the Spectrum are rare nowadays, but Robsoft from Brazil have made two new games this year. The first one is mentioned on the news page and is called Tower of Hanoi, the second is Subscan. No doubt that Subscan is the best of the two games, and therefore we picked that one to be reviewed.

Subscan is a remake of an old Atari 2600 game by the same name, released back in 1982. Now, 17 years later comes a Spectrum version that overall is better than the original version.

The Spectrum version only suffers from one thing I believe, and that is a feature that hasn't been included from the Atari version. In the Atari version, you could collect some bonus score by hitting a green submarine that went by at the bottom of the screen, once in a while. This would have been a fun thing to have in the Speccy version as well.



The original Atari 2600 version.



The more colourful Spectrum version.

It's all about shooting the Submarines before they reach the other side of the screen. If eight submarines have passed without being shot, your ship blows up and the game ends. For every 3000 points you score the numbers of subs allowed to pass is raised by one. On the easy level your bombs falls faster than on the hard level. This makes it easier to calculate when to drop them to hit the target. You can drop bombs on either side depending on which way you are sailing. You are only allowed to have 3 bombs in the water at the same time, and when one hits a target or hits the ground, you get another bomb to throw back in.

In the early Speccy years this game would have become a huge hit, then later it would have been ignored. But today it's nice to get some new games like Subscan. It's enjoyable, addictive and brings back a lot of memories from the past. Overall, it's good, and we can only hope that Robsoft continues to support the Spectrum with stuff like this. Keep up the good work.

Michael Bruhn

Advertising:

If you want to advertise in DID, then send us your advert and it will be included at these prices: full page £5, half page £3, quarter page £1.

Personal stuff like buy, sell & trade are free and will be included in a possible swapmania mag or in the fanzine itself, if space available.

Help needed:

We are looking for someone to run an Adventure help page. It's supposed to be a tips page or pages for adventure games, to which you can also write reviews and other stuff, interested? Then contact us.

Next Issue:

Will be released in December we all hope. It depends on the support, so send in your stuff. We are also planning a little extra Christmas gift for you all.

Spectrum Contacts

MAGAZINES: (paper based unless otherwise indicated)

ADVENTURE PROBE - adventure games mag. 52 Burford Road, Liverpool, L16 6AQ, UK
 ALCHNEWS - disk mag on PC and +D from Andy Davis, 62 Tithe Barn Lane, Sheffield S13 7LN, UK
 CRASHED - Dave Fountain, 11 Camel Road, Silvertown, London, E16 2DE, UK
 FORMAT - some Speccy and a lot of SAM material. Bob Brenchley, 34 Bourton Road, Gloucester, GL4 0LE, UK
 HACKERS HANGOUT - Andy Ryals, 29 Dent Drive Eastmoor Estate, Wakefield, West Yorkshire, WF1 4JG, UK
 OUTLET - disk mag for +3 or +D Ron Cavers, 34 Saltersgate Drive, Birstall, Leicester LE4 3FF, UK
 PD POWER - Martyn Sherwood, 13 Rodney Close, Dilton, Derby, Rugby, CV22 7HJ, UK
 POKES MAGAZINE - Bernadette Dowsland, 26 Elsie Street, Goole, East Yorks, DN14 6DU, UK
 RETRO CLASSIX - all 8 bits. 4 Chatterton Avenue, Lincoln, LN1 3TB, UK
 RETROGAMER - all 8 bits. 52 Kingfield Road, Liverpool, L9 3AW, UK
 SPECTRE - PO Box 121, Gerrards Cross, SL9 9JP, UK
 SPC - WoMo Team. Spectrum/SAM. Im Tannenferst 10, 51069 Köln, Germany
 SUC - Thomas Eberle. Gastackerstr. 23, 70974 Filderstadt, Germany
 YESTERDAY'S TECHNO CLUB - all 8 bits. PO Box 19, Manchester M23 0YJ, UK

PD LIBRARIES:

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 OMNIDALE SUPPLIES, 23 Curzon Street, Derby, DE1 2ES, UK
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 W N RICHARDSON, 6 Ravensmead, Chalfont St. Peter, SL9 0NB, UK
 TRADING POST, Victoria Road, Shifnal, Shropshire, TF11 8AF, UK

CLUBS:

CHIC COMPUTER CLUB - PO Box 121, Gerrards Cross, SL9 9PJ, UK
 SCENE+, Prager Street, 92/11/12, A-1210, Wien, Austria
 SGG, Mieden 6, 9866TM, Lutjegast, Netherlands
 SINCLAIR GEB GROEP, Groningen, C. Ballintjin, B. Boemalaan 7, NL-9765 AP, Paterswolde, Netherlands
 WOMO SPECTRUM PROFI CLUB, Im Tannenforst 10, 51069 Köln, Germany

SOFTWARE:

ADVENTURE WORKSHOP, 36 Grasmere Road, Royton, Oldham, DL2 6SR, UK
 COMPUTER CAVERN, 9 Dean Street, Marlow, SL7 3AA, UK
 DREAMWORLD ADVENTURES, 10 Medhurst Close, Gravesend, Kent, DA12 4HL, UK
 KOBRAHSOFT, Pleasant View, Hulme Lane, Hulme, Stoke on Trent, ST3 5BH, UK

List compiled by Joyce Cook.