FISH

'Hop to it!'

Reviewed – The lost Shaw Brothers game, *Hop 'n' Chop*, loads of sporty games, several movie-based games, plus more good old 'uns. What larks!

EGGNOG

PAGE 5

PAGE 13
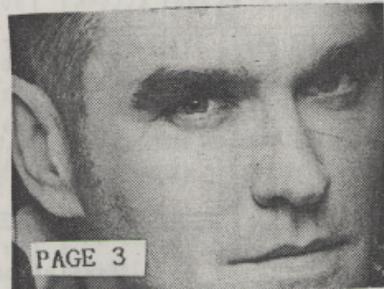
PAGE 3

THE SPECCY FANZINE WITH A BAD ATTITUDE! (An obvious lie!)
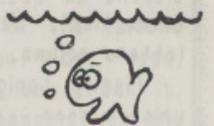
What's in Sid. Inside.

We want to be Smiths' crisps Morrissey's new(ish) album reviewed in *Haddock*, plus *Sean's Book* and *Don't Panic*.
News special in the Coupe Column! *[No games, you mean. A reader]* Damnation. Foiled again.
Pilot of the future *Dan Dare* map in *FISH* and Tips.
An elaborate code More funny numbers and letters in the Programming bit.
Not to mention Prism PD's bit, Mail Order, News, Letters, *101 Things To Do With A Kettle* and enough wibble to fill a box.

NAZI FREE ZONE (PROBABLY)

FISH ISSUE 6 MAY 1994

THE EDITORIAL BIT

Hello, good evening and welcome to *FISH* Issue 6, in the pages of which you will find all manner of mildly amusing, informatively interesting and generally silly things.

I hope you are in good health and are enjoying life in general at the mo. For spring has sprung, oh yes. By the next time you read my words in this little box, I'll have just got back from staying in a Kraut's house for a week and looking forward - or maybe not - to going on work experience, which should be a barrel of laughs, yock yock.

But enough about me. For a bit now we have been doing a tapezine to supplement *FISH*, splendid though it is, and are now planning to turn it into a fully-fledged covertape (probably optional, for a sum of money as yet undecided). But (but! But!) to acheive this we need programs to beef it up a bit. If you have got such a thing you think would be suitable (and haven't sent it to Chris' programming bit), send it to the normal *FISH* address, which I'd be very suprised if you didn't know off-by-heart now (unless this is your first issue (hello, new readers)).

By the way - it's going to have to go up a bit. The cover price of *FISH*, that is. As of July, it will cost the still pretty much barg price of 30p (or £1 if you want the tape too - see elsewhere), and a six-issue sub will cost £3.20. So, if you want to save 20p, subscribe now! *[I can't stand to hear a growing adolescent grovel. A reader]* Penultimately tonight, if you have any comments, critisism, queries, other things that would fit into that neat bit of alliteration or opinions (damnation), send them to our all-new letters column.

Finally tonight, if would you like to write some news/reviews/wibble about adventures every couple of months for *FISH*, let me know. I thangyew. **Mat**

FISH 2 Issue 3 is out now, with all the usual wibble. Send a blank tape and SAE to the usual address, or a +D disk and SAE to Alchemist Research, 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN.

INGREDIANTS

HIP, YOUNG SPECATEERS

THE EXOTIC AND ERRATICALLY NAMED COCKTAIL OF REVIEWS, NEWS, FEATURES AND WIBBLE THAT IS *FISH* ISSUE 6 WAS MIXED, SHAKEN, THROWN ABOUT AMATEURISHLY, POURED AND HAD A NAFF UMBERELLA STUCK IN IT BY:Mat Beal, Chris Thomson, Chris Bailey, Martyn Sherwood, Stephen Hepplestone, Alistair Fairweather, Richard Holden, Emlyn Morris, David Young, St.John Swainson, Steve Trower, Tony Slattery.

ALL OF WHOM WOULD FEEL PRIVALLIGED TO KNEEL DOWN HUMBLY AND KISS THE FEET OF:Darren Blackburn, Andy Davis, the very nice lady who photocopies the damn thing and whose name has temproraily escaped me.

WRITE TO US AT:*FISH*, 3 Station Road, Birch Vale, Stockport, Cheshire, SK12 5BP.

TELEPHONE OR, IF YOU PREFER, FACSIMILE US ON:0663 743397.

ALCHEMIST RESEARCH

Last issue we printed a letter from Martyn Sherwood of Prism PD, which claimed that Andy Davis of Alchemist Research and Chris Taylor of Triad Developments were "in their teens". I would like to point out that I did realise whilst reading Martyn's letter that both were older, and promised over the 'phone to remove the offending statement but, er, didn't. Erk. I apologise to Martyn and Andy, and I better apologise in advance to Chris because I'm not going to print the letter he sent me, ho ho.

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Haddock

album REVIEW

Vauxhall And I/Morrissey

Chris B:It may sound slightly silly but there's a certain feeling of excitement you only get from hearing a Morrissey album for the first time. Even just galloping into town on the release date seems like such an event. After taking the CD from the shelf and remarking on the size of Morrissey's sideburns (and paying for it, obviously) I couldn't unwrap the cellophane quickly enough.

The first track, Now My Heart Is Full, is gorgeous, then comes Spring-Heeled Jim in which Morrissey sings about a gangster, presumably. It's pretty eerie, actually, due to the dialougre from the film Let Him Have It running underneath. Or so it says in Melody Maker. Oops. What a give-away.

Billy Budd is a fast glittery guitar thing (oh, how very descriptive of me). The More You Ignore Me The Closer I Get, I'm sure you're all familiar with and bought if you have any sense. Next is Why Don't You Find Out For Yourself which is indescribably beautiful. It's just Boz strumming away and Moz singing but it works sooo well.

Onwards a little further is Lifeguard Sleeping, Girl Drowning. Morrissey's voice sounds so delicate, he even whispers parts of it. It's lovely.

Track 11, Speedway, ends everything perfectly. "In my own sick way/I'll always be true to you" croons Moz over sliding guitars and · shock! - a chain saw. If an album has to end you may as well do it with style. And for no particular reason I've left track four, Hold On To Your Friends, until last. "Be mad, be rash/smoke and explode/sell all your clothes", it goes.

To be this good takes ages. FISHOMETER:10/10

Hold On To Your Friends should have been released as a single by the time you read this. Ed

The A-Z of the Speccy
Part 2:B (No. 60 on).

Bak To Skool A very famous, and still popular to this day, Speccy game. I can't vouch for how good it is, as my copy still refuses to load. Tsk, eh?

BASIC The simplest (and slowest) programming language, Sinclair BASIC is built-in to all Speccies and also serves as the computer's operating system. (That was an alarmingly sensible one).

Bast A bastardisation of...well, quite.

Bit The Speccy has eight of these, the Mega Drivvel and SNES both 16, the new Amigas and PCs have 32. Nobody knows what a bit actually is, but they are presumably a good thing to have. Just don't ask me why.

Buses Nothing to do with Spectrums at all, actually. (Oh what a cop-out!)

Byte Unit of memory. Er. Fneh!

BOOK REVIEW(s).

Sean's Book/Sean Hughes

Chris B:"He's very funny on TV, isn't he?" remarked the woman behind the counter as I handed her the book. "He really puts the mat into maternal, doesn't he?" I smiled politely as she slipped it into the bag and walked off wondering what the flip she was on.

Anyway. The book's basically a collection of stories and poems about life. There's some very funny bits, some quite sad bits and a bit about his near meeting with Morrissey's dad. Hurrah! *[Note how everything ties in nicely this ish, readers? Ed]* The best bit, though, must be the poem Nature which is about a bird's afterbirth landing on his balcony, ho ho.

Beware if you're the easily offended type as there is some swearing in there, but it's not used in a gratuitous "Chubby Brown - Live And Uncensored video" manner, oh no.

Yup, Sean Hughes. He puts the mat into maternal. Whatever that is. FISHOMETER:8/10

Don't Panic - Douglas Adams and The Hitch Hiker's Guide To The Galaxy/Neil Gaiman

Mat:*The Hitch Hiker's Guide To The Galaxy* books, eh? A good read to be sure, but oh-so-slightly confusing. This book, which was originally published under a different name in 1987 and has been revised and updated (as they say), explains it all in an easy-to-follow fashion, as well as telling the story of Douglas Adams himself, his other books and the various spin-offs - the TV series, computer game, almost-film and towel - that the *Hitch Hikers* books spawned. Oh, and the radio series that started it all, of course. Erk.

It was written by Neil Gaiman (who, among other things, co-wrote the brilliant *Good Omens* with Terry Pratchett) and explains it all very well. As is usually the case with these things (like the *Red Dwarf Programme Guide* which we reviewed in Issue 2) there is a lot of immensley trivial, er, trivia, as well as some jolly interesting things, or something. An essential purchase for all *HHGTTG* fans. FISHOMETER:8/10

Stuff On T'telly (but not much, 'cos I ran out of space).

Beavis And Butt-Head (Channel 4, 11.35pm, Fridays) In case you didn't know, *BAB* (as it's known to showbiz types like myself) is an animated parody of the epitome of the MTV/Nintendo generation (that's you, kids) - odd, then, that 'tis MTV who originally chose to screen it. Not any more! Now one of the network channels has the liscence to it, the cartoon is apparently responsible for every form of deliquancy anywhere in the country. Not especially funny, though it has its moments (in one episode, an overly macho gym teacher asks one of them - buggered if I can remember - why they think they're a man. "Uh, I got testicles," is the reply) and certainly not better than another Cult Animation, *Ren And Stimpy*.

Hop 'n' Chop review

Mat: Life at *FISH* can get a bit dull, endlessly sorting SAEs and, er, getting issues out late. Once every so often, though, I get something sent through the post which makes life seem that fishy bit brighter, be it a postcard of the 1970s *Blue Peter* presenters, or a letter from somebody threatening to sue me. In this instance, it was a tape containing *Hop 'n' Chop*, the lost Shaw Brothers game that was never published. Spook! (If you're wondering what happened to the Shaws - as *YS* did - apparently they're now in Liverpool, Cambridge and Barnsley. Ho hum).

I'm a lumberjack and I'm okay...

Right. *Hop 'n' Chop* is a platformer which sees you as Jack Lumber, which must be the worst pun-ish name for a Speccy game character since *Venturama*, in which you played a chap called Orson Karte, if memory serves. Hmm. I wonder who was responsible for that? (Sounds of somebody flicking through back issues of *YS*. Ha! Thought as much. Anyway, our Jack has to chop down a number of trees in each level within a time limit and then return them to the Log Company, one by one, in order to make a lot of

money and be able to feed Mrs Lumber and the little Lumbers, presumably. Along the way there are bees and things who are determined to stop you (come to think of it, they look a bit like Chris B's Bee With A Cough) for some unspecified reason which you can shoot with some apples (or snowballs, or frisbees, depending on which level you're on), bonuses to pick up, slides to climb (and fall down again if you're particularly unlucky) and axe-grinders, with which you must sharpen your axe if it goes blunt. There's also a bonus level on which you must catch stars for extra gubbins, and, er, other things. Um.

Get your chopper out (Whaaa...)

First of all, the graphics. They are rather nice, all colourful and cute and cuddly, much like the *FISH* team. The whole thing is very well presented, and is in that unique Shaw Bros style (like the *Superkid* games, or *Moontorc*). Actually, the main sprite looks a bit like the bloke from *Rainbow Islands*. Sort of. There are a couple of nice touches, like the chopping-a-tree-down sequence, and the way a little speech bubble pops up when Jack looses a life, and at other key moments in the game - things like "Yikes!",

"Youzers!", "Ouch!", "Oh no!", "Arse!" and so on, except the last one, which was a lie. Occasionally he says "Eggnog", but I decided not to mention that as you'd probably thing it was another whacky, crazy *FISH* gag, wouldn't you? *(No. A reader)* Pah. There's a tune playing in the background on 128k machines (and there's a 48k version, but that only plays on the menu) - it's not up to Wonder Stuff standards, obviously, but it's okay (even if it does sound a bit fuzzy). The gameplay is *Hop 'n' Chop*'s forte - admittedly the animation's a bit jerky at times, but it doesn't hinder the game in the way it did to *Street Fighter 2* (and it's a flip-screen affair, so no scrolling probs). It's fun to play and is jolly addictive, although it is a wee bit tricky and takes a bit to master each level (which isn't so much of a bad thing really). Also, the time limit is a bit tight. Well, very tight actually. Tighter than an Italian waiter's keks, as the bloke off *Red Dwarf* put it. This could be a good thing, or a bad thing, depending on how irritated you get by time limits, I s'pose. Um. Chris Thomson got irritated by the fact that the baddies,

once killed, re-appeared should you go back onto that screen, but that's not too much of a problem really.

And at the end of that round...

All in all, *Hop 'n' Chop* isn't a barrier-breaking, show-stopping, futtock-nagering kinda game, but it is damn good fun, well presented and original (well, how many games do you know in which you have to chop down trees?), if slightly ecologically unsound. And at three quid (see Mail Order) you can't really complain. Actually, you can, but I don't think you will. Or something.

FISHOMETER
Graphics: 80%
Value: 81%
Playability: 79%
Lastability: 76%
Overall: 75%

FAX BOX
Game: *Hop 'n' Chop*
Publisher: None. Shame
Programmers: Shaw Brothers
Price: £3.99 (£2.99 to *FISH* readers - see Mail Order)
Where are you going: To Scarborough Fair

Ten Things You Never Wanted To Know About...Trees
1) You can tell how old a tree is by cutting it in half and counting its rings. (Or is that dogs? I forget).
2) "Bansai" is the ancient Japanese martial art of cutting bits of a small tree.
3) The real name for "Tree" is Stanley Kirk Burrel.
4) Good things to come off trees include apples, pears and conkers.
5) If it wasn't for trees, we'd all be dead.
6) All the leaves drop off trees in the autumn, so great fun can be had shuffling your feet along a pavement until there is a pile of leaves around your ankles sufficiently large to throw at someone.
7) Gardeners like to show off by calling themselves "tree surgeons".
8) *[That's enough trees. Ed]*
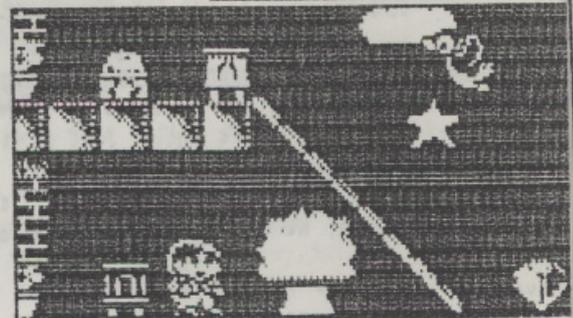
Here it is - this issue's only screenshot! (Erk).

The Good Old Games

And now, with more nostalgia than you can shake a stick at - Mr RICHARD HOLDEN, ladies and gentlemen!

Jet Set Willy/Software Projects (1984 - probably)
Richard:Arthur was a particulalry spikey hedgehog who lived in Windy Hollow. Unfortunately, his home had been totally obliterated by a hurricane the previous night, so poor old Arthur had to find somewhere else to live. Anyway, that's irrelevant.
Jet Set Willy is an absolutely classic platform game in which you must...no, I refuse to go into details about JSW. Everyone knows what it's about. Further explanation would be a waste of space. (But so are these irrelevant wibblings. A reader) Erk.
All I'm going to say is that JSW is a totally classic game, and if you don't already have it in your software collection then it's about time you had, doncha (Don't you. Ed) think?
Oh, and if you were wondering what happened to Arthur The Particularly Spikey Hedgehog, he ended up selling copies of The Big Issue somewhere in Madeupland. FISHOMETER:89%

JetPac/Ultimate Play The Game (1983)
Richard:You know, I've always wanted to fly. I'm totally jealous of that Lunar Jetman chap, but I won't let that make me biased against this absolutely gorge static screen blast-'em-up.
Okay, it's a simple concept, and it's a bit repetitive, but it just oozes with playability.
You must fly around the screen shooting the baddies whilst reconstructing your spaceship and then refulling it...erm, then you do it all over again with new baddies. Everything moves so smoothly it's unbelievable, and this is much better than any of the clones you'll find on PD for later machines (or even the C64 PD rip-off called JetPacker). FISHOMETER:92%

Where Time Stood Still/Ocean (1987)
Richard:Ooo, it's another isometric 3D arcade adventure, but this time it's set in a prehistoric land. If I recall correctly, YS referred to it as an excellent "Doug McClure-'em-up".
You can control any one of your crew members while the rest follow the character you are currently manipulating (fnarr).
The game features devious puzzles, interractive backgrounds, lovely scrolling, fairly nice graphics and a lovely atmospheric soundtrack too.
Unfortunately, WTSS is so humongous that it won't fit into our rubber keyed 48k chum, so you can only play it if you've got a 128 (which I suspect most people have anyway).
I'm getting tired of calling every game brilliant, excellent and beaut, so you'll pardon me for saying Where Time Stood Still is the crappest game I've ever played in my entire existance - it's got a really small playing area, no sound, awful graphics and is too easy, but of course, you'd know I was lying. FISHOMETER:90%
More classics on page 11 (editing, eh?)

New Speccy fanzine shock vicar probe!

Yes! What should plop through my letterbox this morning but the pilot issue of Crashed, the new fanzine for the Spectrum and SAM, edited (and written, and designed I'll wager) by a chap called Mark Sturdy. It describes itself as "a fanzine done in the spirit of the late lamented Crash" - before it was a pile of crap, presumably - but influenced by the other two an' all.
Issue 0, as it is affectionately known, is a preview edition of Issue 1, which will be out soon-ish for £1 (subs £12 a year; advertising £10, £5 or £2.50 for a full, half or quater page respectively; chuques (ho ho) payable to Mark Sturdy; there, that's the factual stuff out of the way in one convinient bracket) and features good-oh reviews of Street Fighter 2, Dalek Attack and Nigel Mansell's World Championship. There's also a nice, if typically enigmatic, interview with Jonathan Nash which, among other things, reveals that YS2 Issue 4 is on the way. Hurrah! On top of that some bits of news, addresses, useful tips for programming and games (both of which seem to have been nicked from old Speccy mags) and something called The Crashed Archive which I can't really be bothered to explain. (You lazy git. The same reader who insults Richard on page 11).
So. Crashed is very very good indeed. The photocopying's a bit dodgy in places - almost as bad as FISH - but I'm assured that prob will be ironed out by Issue 1 proper, as will that unique "pilot issue" feel presumably. (Although it's nicely designed, there's no piccies. Like us again! Well, spook!). It's also seemingly one of the only Speccy 'zines of late which doesn't take itself too seriously, and it's as good (if not better) than our mag, which is a bit embarrassing as we've been around for over a year. Ahem. Write to **Mark Sturdy, Pear Tree Cottage, North Deighton, Wetherby, West Yorks, LS22 4EN**, and tell him Mat sent you. Alternatively ring 0937 582837.

Kixx playing silly buggers shocker!

If you read the contents bit on page two, you're probably expecting a review of Speccy Robocod. You've also probably realised it's not here. Well. Here's what happened. Chris Thomson sent me a list of Speccy games which Boots could supply (but I think it's from the same bods who supply other places), which included Robocod as a new release. So I took the advice of Richard and rang Computer Caverns. Here is what happened.
"Woman" Hello?
Me (in a state of shock that they finally weren't engaged) Hi, I'm ringing to ask if you've got Robocod for the Spectrum.
"Woman" (in a state of shock that somebody should make such a request) Robocod on the Spectrum?!
Me I know it doesn't sound very likely, but I've been told it's been released.
Woman I'll go and have a look. (She toddles off, during which time I hear a man on the 'phone next to her's having a conversation with a man named Malcolm) It's been released on budget by Kixx, but we haven't got it.
Me You useless basts! I shall set fire to your family, see if I don't! A ha! A hahahahahaha! Dribble.
I eventually ordered it from a shop who, too, said it had been released, but when I returned a week later they reckoned it was unavailble. So, I rang Kixx (obvious really) and they said it had only been released on the C64. Let me know if you know what's going on...

The OFISHal Guide To SPORTY GAMES

Here at FISH, we hate physical exercise in all its forms. And what could be less exerting than sitting in front of your Speccy waggling your stick (fnar!) [Another feeble innuendo. A reader?] MAT BEAL and EMLYN MORRIS knock the TV off and get cramp in their wrists...

Ian Botham's Test Match/Tynesoft

Mat:My mate's dog's mum belonged (and, for that matter, possibly still belongs) to Ian Botham, y'know. And my old headmaster used to look like him. (Botham, that is - not my mate, nor my mate's dog). The things I could tell you about my old headmaster - but I won't, because I'd probably be taken to court, and I've got to tell you about Test Match instead. So here goes. "It's crap". There. To elaborate, it's confusing, jerky, unplayable, and the bit where you type in your players' names doesn't work at all. Maybe it was good in its day, I wouldn't know, I'm not that old. But not now. So, at the end of that round, it's Bill on 12, Ian on dope - no! No! I mean FISHOMETER:30%

Footballer Of The Year/Gremlin

Mat:Sorry if I'm a bit bitter in this review, but I introduced this 'un to my friend a couple of years back (not the one who's got Ian Botham's dog, another one) and wouldn't stop playing it. Nnng. So. It's essentially a management sim, but! You play a footballer, not a manager. So it would be a player sim, but this would infer that you played football in it. Well, actually you do for a bit (but only goal kicks, it seems). Actually it uses a bit of an odd system - you must be really crap 'cos you have to pay the team to let you play (and then you only take the goal kicks). Anyway, it's a matter of not going bankrupt and hopefully getting nominated for footballer of the year, usually losing to Gary Lineker or someone (my irritating friend got around this by changing his name to Gary Linker). And sometimes these things called Incidents pop up, which usually involves something saying "you buy a new pair of boots. They are...", followed by things like "expensive", "cheap" and "yellow". You have to stop the cursor on the cheapest one in order to retain the most money. Ham. It uses an oh-so-friendly point 'n' click system and I actually quite like it. So it can have FISHOMETER:79%
Mr Bob:Fneh?

Freaky Footy/Psycadellic Hedgehog

Mat:Psycadellic Hedgehog, eh? Churned out the sort of ga[me] that kept Rich Pelley's Crap Game Corner going for howev[er] long it went on for. Bug-ridden, mostly BASIC and obvious[ly] written on a Sunday afternoon in somebody's bedroom, it amaz[es] me to think they actually were a half-credible software hous[e] whose games were still being put on covertapes a couple o[f] years back.
Anyway, Freaky Footy is PH's attempt at a management sim a[nd] bug-ridden, BASIC and bedroom-esque it is. It's set on th[e] planet Ooji where the inhabitants (the Vibbles - spare me) ha[ve] their own version of soccer we all (except me) know and love which seems to me to be an nothing more than an excuse f[or] spectacularly poor research (or rather, the bare minimum tha[t] can be done in one's bedroom on a Sunday afternoon). [It] contains basic features, is typically badly programmed, and tragically crap, but also quite nice in an amateuris[h] Spectrummy sort of a way. It's also extremely prone [to] crashing and the sort of game I write all the time, erk. Wort[h] a look, but nothing more - certainly not the fiver I seem [to] remember it selling for originally. FISHOMETER:43%

10 Songs Vaguely Related To Sport
1) Nessun Dorma/Pavarotti
2) The Challenge/Jonathan Dunn
3) World In Union/Dame Kiri!
4) One Moment In Time/Who was it by now? I forget.
5) The WWF Slam Jam/WWF Superstars [Shome mishtake, shurely? Ed]
6) [That's enough songs vaguely related to sport. Ed]

Professional Soccer/CRL

Mat:With a title that's just crying out to have "...Manager" added to it, PS is pretty much yer average management sim[.] However, it's very well presented and not written in BASI[C] (except the loading prog, but I expect you realised that. [No! A] reader who takes nothing for granted]. You can change th[e] name of your team, and the players (although only th[e] surnames - the first name initials are stuck on at random). Yo[u] can sell and flog (kinky) your players as per usual, and watc[h] match highlights, which is some very jerky, pathetic an[d] generally not worth the paper it was printed on, or at least i[t] would be if it was printed on paper, but it wasn't, being a computer game, and therefore not printed in the slightest. Ham. Fortunately, you can...hang on, what was I talking about? (Reads through last sentence). Ah yes! You can turn off the highlights from the menu, which is obviously a good thing. And there you have it. If you like these things, well worth it. If you don't, a pretty averagey game. FISHOMETER:71% [Not an averagey score then. A reader] Oh, hush.

THIS PAGE SPONSORED BY RENTA-SPACEFILLA LTD.

World Cup Football/Paxman Promotions (isn't he the bloke who presented Newsnight? Oh. I see)
Mat:Kick Off 2? Pah! Sensible Soccer? Pshaw! "Nectarine"? No, mother. World Cup Football - the zenith of football games. Provided, off course, you like crap graphics, jerky scrolling, factual innacuracy (five players on a team? No goalie box? Hideously deformed players?), and a dodgy gameplay method (it seems that a player has to be 5mm away from the ball before you can control him). FISHOMETER:40%

[right column — partially cut off]

Endzone/Alte[r...]
Mat:Wooh, an[...] hey! Of cour[se...] ticking noises [...] "managing", th[...] could have a [...] it would be [...] football one.
Anyway, essen[...] but with all [...] "The New Jers[ey...] "The Detroit [...] Actually, I j[ust...] not! A reade[r...] manage (I op[...] the most in[...] according to [...] sell your cr[...] with your st[...] you can wa[tch...] watching a [...] messages li[ke...] the last one [...] you do it a[s...] sims I've re[...] don't like A[...] and if yo[u...] obviously to [...] your Speccy [...]
Kim:Poopypo[...]

The Sport[...]
Mat:Whoope[...] strong. A [...] The same [...] American F[...] blurb would [...] could make [...] mentioned [...] ludicrously [...] fun simula[...] FISHOMETE[R...]

Well, [...] Again. [...] pengu[in...]

Test Mat[ch...]
Emlyn:The [...] there's a [...] gameplay [...] put a CD-[...]
Mat:Stop [...]

Endzone/Alternative Software

Mat:Uooh, an American football management sim! Wa-hey! Of course, lists of numbers and BASIC-y ticking noises are universal no matter what you're "managing", the sport itself being irrelevant. You could have a *Professional Sandwich Simulator* and it would be just as exciting as an American football one. Pshaw. *[Get on with it. A reader]* Anyway, essentially this is the same as a footy sim, but with all the names changed to glitzy things like "The New Jersey All-Stars", "The Washington Bears", "The Detroit Tigers" and "The California Hamsters". Actually, I just made them up, ho ho. *[No! Surely not! A reader]* You select which team you want to manage (I opted for the Miami Dolphins, they being the most intelligent life form in the Universe according to *The Hitch Hiker's Guide To The Galaxy*), sell your crappy players and buy nice ones, fiddle with your statistics (oo-er) and, er, things. Then you can watch a match - ooh! - which involves watching a timer tick from 0 to 15 and little messages like "Touchdown!" and "Spling!", except the last one, which was a lie, popping up. And then you do it again. Much like all the other management sims I've reviewed in this feature. Ho hum. If you don't like American football, don't bother with it, and if you do like American football, you're obviously too thick to have worked out how to plug your Speccy in in the first place. FISHOMETER:49%
Kim:Poopypoopypoo.

The Sports Pack/Gamestar

Mat:Whoopee doo - more Yank games. *[That's rather strong. A short-sighted reader]* I said YANK. *[Oh. The same short-sighted reader]* Namely, basketball, American Football (or just plain football, as the blurb would have it) and baseball. The only one I could make head nor tail of was the first one I mentioned (basketball, for those of you with ludicrously short memories), which is a reasonably fun simulation, if slightly reling on guess work. FISHOMETER:43%

Well, there's no screenshots. Again. So here's that loveable penguin once more! (Oh dear).

Test Match/Sinclair

Emlyn:The graphics and sound are excellent, and there's litterally two teams to choose from. The gameplay is superb and the opening sequence would put a CD-based game to shame. FISHOMETER:93%
Mat:Stop lying.

Winter Games/US Gold

Mat:*Winter Games*, eh? From the title you'd think that it was a game about throwing snowballs at your friends and making icey slides on the Tarmac (tm) at school, but no! It involves Ski-jumping, hot-dogging and, er, a slidey one. In the first one you have to make a succesful jump off a ramp, without crashing or anything. You know what I mean. *[Er... A reader]* Then there's the Hot Dog. Yes. Um. Actually, I've never heard a winter sport referred to this in my life. I'd always thought it was a type of sausage inna bun. Silly me, eh? Anyway, from what I can gather you have to jump off another ramp on skis (you, that is, not the ramp), this time doing the most stylish land (or, in my case, crash) as possible, by twiddling your joystick about a bit. I think. Look, I'm sorry, but this is one of Emlyn's and he appears to have lost the instructions in the mists of time. I can't remember for the life of me what the proper name of the slidey one is, so this looks like perfect opportunity for a *FISH* competition. Write in with what you think the name of the event I'm about to describe is, and you can win a copy of the game! *[Oi! Emlyn]* Clearly mark your envelopes "The Slidey One Competition". Now. You have to waggle your joystick (or, if you prefer, hammer 6 and 7 as hard as possible) to make a little man on ice move faster. It's a bit like one of those *Daley Thomson* games but colder. Erk. Anyway, the game's quite fun in the short term (ski-jumping is anyway (sort of)) if slightly illogical - once the hot dog judges from each nation gave me *nul points*, and I got a Gold medal. Tsk! FISHOMETER:52% (I just type the first number I think of, y'know)

Next Issue's Reviews Bit...

If *Robocod* turns up, we'll certainly review it. As with *Mega Twins* (see News). The next OFISHal Guide will be Aracde Games (ie shoot-'em-ups/platformers/any other arcadey ones we haven't done yet), so get your reviews in for that. Address on page 2. Don't delay, write today! Or something. Song lyric of the day:"You were a picture of rebellion/a kleptomaniac ad proud".

Top 10 Sporty Facts

1) The longest distance a shot put was ever thrown was 16km. It was chucked by Susan Lampshade in 1982, and was officially disqualified as it rendered a sheep unconcious in a nearby field.
2) Leeds United got into the Premier Division by selling their collective souls to Satan.
3) Duck-Tossing is a popular game in the Far East.
4) The javelin got its name from the Latin word *la java* which means "big pointy metal thing".
5) Rodents were banned from competing in association football matches in 1892.
6) The longest cricket match ever went on for five years. By the end of the game, several of the players had died of old age. (Actually, one or two had died before it started, but nobody noticed).
7) Footballs were originally inflated pigs.
8) I meant pig's bladders.
9) The London Marathon attracts more prats in funny clothes than any other sporting event in the world.
10) *[That's enough sporty facts. Ed]*

The OFISHal Guide To MOVIE GAMES

Hello, and welcome to what promises to be a rather spectacular event in cinematic history (oh sorry, came over a bit Dennis Norden then *loo-er. Ed*) Anyway, here it is, the cream of the creamy crop *(Deja vu! Ed)*, the a la cart of cinema, yes! it's *FISH* at the movies (sort of). Here's STEPHEN HEPPLESTONE...

This page is sponsored by Ocean Software. Actually, it isn't.

Darkman/Ocean
Stephen:Ah, this is a good 'un. Ocean bought this liscence some time in '92, and it's also availible on budget from the Hit Squad label. The plot is a bit far-fetched, but I'll tel you it anyway (if you've seen the film skip the next bit). (Slight rustling as writer gets instruction book out) ahem, well, erm, it doesn't tell you your name in here, but I think it's Dr Alan Grant, but I'm not sure so I'll just call you Doc. Anyway, Doc's girlie friend *("girlie friend"!? Ed)* has got some papers which the evil corrupt businessmen want back, but they think Doc's got 'em so they break into his lab, shoot his assistant, dunk him in a vat of chemicals and leave him disfigured. He comes back, all awful to look at, to seek his revenge.
(Writer goes away for half an hour) Ah, having just completed this game using the cheat in Issue 4, I can say that the game *is* excellently done and has brilliant graphics and lush sound. It's incredibly addictive and very varied. The photo sessions are extremely good. I'd say this is one of the best film liscences about and Ocean ought to be proud of themselves. FISHOMETER:90%

Top 5 Film Related Songs
1.The *Lethal Weapon 3* soundtrack/Eric Clapton
2.*We Don't Need Another Hero (Mad Max 3)*/Tina Turner
3.*Burning In The Third Degree (Terminator)*/Nobody seems to know who this is by.
4.*Grease* (Er, *Grease*)/John Travolta and Olivia Newton-John *(Oh no. Ed)*
5.*(That's enough film related songs. An editor)*

Total Recall/Ocean
Stephen:Brill, beaut, yowsers are just a few of the words I'd use to describe this game (and the film's not half bad too). It's got ace graphics and sound...*(You're supposed to do the plot first. A reader)* Oh yeah, the plot. Well, you're this bloke who used to be a spy, but his bosses erased his memory and implanted another one. This bloke wants to go to Mars but his wife won't let him. So he goes and gets a memory implant from Total Recall, hence the name, and this brings his old memory back, and violence, blood and guts are what happens next. *(Hey, nice plot summary, Stephen. Ed)* The game is almost perfect in every way, it's got lush graphics, similairly good sound and gameplay. FISHOMETER:90%

Red Heat/Ocean
Stephen:Hem, hem. One of Big Arn's worst offerings, and one of Ocean's too. Too damn hard. Way too damn hard if you ask me. But the graphics are nice, and there's some varied moves, but it's *still too damn hard.* FISHOMETER:Hello? Hello...?

Alien/Ultimate
Stephen:Aargh - one of the best film liscences ever and it got totally screwed up. Thy made it into a strategy game. Aargh. OK, so strategy games aren't bad, but a shoot-'em-up would have been better. The actual game's quite good and very atmospheric. The graphics are varied and nice and you can play the whole crew from the film (one at a time). The tunnel sequennces are good, and overall it's not bad. FISHOMETER:77%

Robocop/Ocean
Stephen:Brill, absolutely brill. The graphics and sound and gameplay are all brilliant, and it's incredibly addictive. It's got nine long levels including *Op Wolf* style bits, and battles against ED-209. The plot is a good 'un so here we go:
You were a cop called Alex Murphy and you were on a bust when you got shot to bits (literally) and taken away and made into a robot with your brain surviving. You start ti get your memory back and go for revenge. This game is ace, as is its sampled speech. FISHOMETER:98%

Batman - The Movie/Ocean
Stephen:Another one of Ocean's and a good one it is too. The graphics and sound are both brilliant, but it's quite hard. The gameplay is tremendous and you keep coming back for more. FISHOMETER:91%

Nice Film Quotes
1) "Your mother was a hamster and your father smelt of elderberries!"
2) "Okay, she's a dog."
3) "The rabbit didn't kill Acme."
4) "No, you've got the lens cap on."
5) "This happens to me every XXXXing time I go shopping."
6) "Butterkist, Butterkist, ra ra ra."

The game that started it all:*Ghostbusters*/Activision
Mat:Probably the first movie-liscenced game, it involved you first choosing what ghost-bustin' equipment you wanted (or something), then going to people's houses and shooting ghosts. Well, to be more specific, a ghost, which seems to have an uncanny knack of escaping as it's the same one each time. Ho ho!, in the words of Lard. Occasionally a marshmallow man (you remember!) trampled on everyone's houses, and towards the end of the game you had to get two people into some temple or other. Monotonous, repetitive and pretty dire, it also featured a completely off-key version of the theme tune and some nasty sampled speech, but as it was done approximately two hundred years ago I think we can let it off.
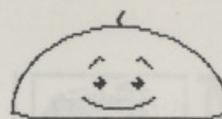
Chris was feeling far too sleepy to work so we decided to get Elvis Presley to do the column this month. Until, that is, we realised the Ouija board had bust. So, here's Chris Bailey, eyelids propped open with matchsticks in a hilarious manner...

NEWS

SAM to ARC converter

As I'm sure you'll know, it's possible, albeit difficult, to convert screens from the Amiga, a technique used in Lemmings, and the Atari ST, as in Klax, Robot Monsters etc. But the Archimedes? Apparently so, using Colin Anderton's forthcoming screen converter. I'll let Colin himself explain. (Saves me a job, anyway).
"I have a friend who also uses Archimedes machines a lot. One night I accidently discovered that 'KE Disc' - a PC disc reader - could read certain formats of disc for the Arc. Pete and myself got together and, after 1 1/2 hours of mistakes, fumbled a screen from Sam to Arc. Bit by bit, we built up small programs to speed it up. Pete is also writing the converter from Arc to Sam which we hope to have up and running in the near future."
Me again. The converter, when released, will cost around two pounds plus one other secret ingredient. Woo. For more details I suggest a SAE to Colin Anderton, The Firs, Shinehill Lane, South Littleton, Evesham, WORCS, WR11 5TP. Will Colin and Pete finish the converter? Will Philip find out about Kate's affair with Steven? How will Kelly explain the large phone bill to her mother? And will Ethel ever find her antique tea-pot? Join me next issue for the next exciting instalment of 'The Converter Story'. (I, for one, cannot wait. Mrs Barnes, Huddersfield).

Fred Ed

Looking for a job? Then I suggest that you shuffle along to the Job Centre you idle lay-about. No no no. Come back. Only joking. I'll start again.
Looking for a job? Fancy yourself as a bit of an editor, writer type person? Well Fred's current editor, Brian Mcconnel (inevitably spelt wrongly), is wanting to give up due to exams and horrible things, meaning a replacement needs to be found pretty soon-ish. 40 Roundyhill, Monifieth, Dundee, DD5 4RZ is the address. Incidently, it may help if your name is Ted or you've just risen from the dead as it's always nice to have a little rhyme. Well, I think so anyway.

Roy's Castle Caper

Remember last issue I hinted that I may be having a go at my own game? Well you should and I am. Or rather was. Y'see, about a year ago I began work on a platformy game but found it too hard and gave up. A while back I decided to have another go but found out why I gave up in the first place, got bored and gave up again. Are you following this? (No. A reader). OK, basically I could think of many more interesting things to do so couldn't be bothered. The game is (was) kind of in the Dizzy style and featured Roy, a character destined to become as much of a household name as Keith Chegwin. Or not.
Who knows, I may decide to have another go. But might not. Rest assured, though, that any further developments will be reported first in FISH. Just don't hold your breath.

Revelation Set Sale

Hohoho. Special offer. Buy two things from Revelation and deduct 25% off the price, until June. Or so I'm told. Details from PO Box 114, Exeter, Devon, EX4 1YY. Legend of Whatsit is most probably out by now too. S.A.E, S.E.A, A.S... (S.N.I.P. An evil Censor).

FRED44

Firstly, I must apologize for resorting to a fanzine review. My feeble excuse includes the words 'money', 'news', 'not', 'enough', 'or' and 'antelope'. Assemble it yourself.
Fred, for the new-born amongst us, is the name of a splendid monthly disc magazine (reviewer adopts Mark Goodier voice-over tone) featuring games, news, reviews, utilities and more! Fred was also the name of my rather famous cat who got the star letter in an early issue of Games X magazine. And he's the weather man from 'This Morning'. Fred I mean, not my cat. Oh dear.
In among the regulars (letters, reviews, adverts to name but a few) is some fairly smart stuff. Not that the regulars aren't smart in their own way.
There's Captain Comic, a polished (as in professional, not shiny), horribly addictive, scrolling platform game converted from the PC, a Manic Miner clone called Blob which, though good, would be more fun if it wasn't for the fact that it is too damn hard and a space shooty game, Missile Base.
There are some useful things too. Well, sort of. For instance, there's a little progette which improves the presentation of the Driver utility and also turns the dustbin icon into a 'nice' little toilet. And there's another thingumy which prints out neat tape inlay cards.
The award for the strangest thing to appear on Fred 44 should go Dinosorcerer, a Dinosaur creator (!), again converted from the Posh Computer. Supremely useless but still fun for a while.
Certainly worth £2 of anyones money, if only for the superb Captain comic. Unless two pounds is all you have, in which case I suggest you keep it for food.

Next Issue : I cannot predict the future. Last time I got no letters, nothing. But, hey, The more you ignore me, the closer I get. Send all your blisters and boils to 25 Station Drive, Wisbech, Cambs, PE13 2PP. Oh, and thanks awfly to Colin Anderton. If your happy and you know it, clap your hands. (Room remains deadly silent).

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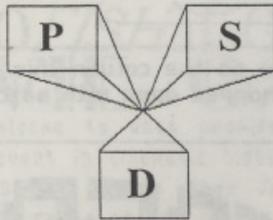
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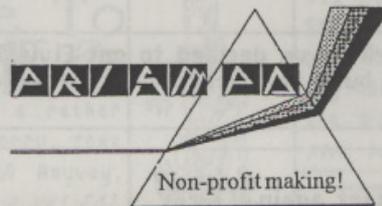
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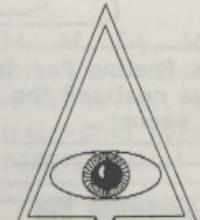
WATCHDOG-8

PRISM PD GOING FROM STRENGTH TO STRENGTH!

Yes! Prism PD is now more than just a PD library, we have now become an official **watchdog body** for all Spectrum and SAM users. April saw us becoming affiliated to the **PSD** who are endorsed by **Commodore U.K.**

The PSD stands for **"Professional Standards for Distribution"**, and were set up to cover the Amiga range of computers. They have now started to cover the PC, and with my help will also be able to check on Spectrum PD software. Their aim is to stop illegal and pornographic software from being spread about. They also work in conjunction with the **Trading Standards,** to deal with unscrupulous services.

As Prism PD is working alongside this powerful organisation, we have set up a sister service called **WATCHDOG-8,** and will operate on the same lines as the PSD. For full details send us an SAE, as we will cover the whole 8-bit industry.

Prism PD is also hoping for backing from another well known and powerful computer company. We have made our intentions known at the Gloucester show, so will give you a report on it, in the next column.

I.E.B.A. NEWS

The I.E.B.A. has made some changes to its service. For 1 yr **corporate membership,** the cost is £5. For 6 months the cost is £2.50. For **Individual membership** (customers), the cost of 1 yr membership is £2, or £1 for 6 months. Cheques/PO's must be payable to the IEBA.

In order to receive regular news about the IEBA and its service, why not write to: IEBA, c/o Martin Scholes, 5 Beacon Flats, Telford, TF1 1RG and enclose an SAE.

MEMO TO ANDY DAVIS

Once again Prism PD is prompted to reply to **Mr Davis of Alchemist Research.** We will answer the points brought to us in the first issue of their Alchnews Supplement, which was sent to us anonymously. **THIS IS NOT AN ATTACK,** but an effort to clear up the current situation!

1. What illegal services? Have you mistaken us for someone else?

2. We **never** tried to ruin your reputation, you are doing a good job of that yourself. A pity, because

you run what is otherwise an excellent service.

3. The letter in the previous issue of "FISH" was **not** fabricated and we did not make any such statement. The letter (except for the last paragraph), contains the truth as it is.

4. We **DO NOT** sell UPDATE 10 but offer it in the SAME way YOU do (because of the errors about us) as stated in your most recent information sheet. Anything that is **FREE** must be Public Domain. I do **NOT** infringe copyright by highlighting segments for criticism and detailing its origination, according to a book on law!

5. To threaten customers that they can be charged for receiving so called "stolen goods" is deplorable.

6. Matt Beal will simply state that he ment to remove the sentence about your ages, but forgot to do so. He may print your letter out of fairness (NOTHING OUT OF CONTEXT I HOPE), but will not print any more on this dispute - a decision we support.

7. We have **never** abused or insulted customers and that statement from you is a very dangerous one to make!

8. If you have really contacted the Trading Standards about Prism PD, then you are wasting your time and **overstepping** the mark. The final message is to do the whole Spectrum community a favour by keeping your mouth shut, as I have heard that European coders are fed up with what is going on, and may stop writing PD for the Spectrum. The ball is in your court.

Mail Order!

What? Where? Who? How? When? Why? Eh?

Games availible from: Software City PO Box 888, Wolverhampton, WV1 1TP. EDOS Computer Visions, 30a School Road, Reading, Berkshire, RG3 5AN. Zenbobi Software (adventures) 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

Computer Caverns Looking for a Speccy game? Some helpful advice from Richard Holden:ring 0628 891101 and explain what you're looking for, and the lovely people there should be able to help you out (except they didn't when I was looking for a copy of *Robocod*, tsk).

Hot 'n' Chop If you've read the review on p5 and are thinking "where can I get a copy of that lovely and wittily-described game?" then the bod to write to is Graham Shaw, 25 Redwood Avenue, Royston, South Yorkshire, S71 4JP. The normal price is £3.99, but you lovely *FISH* readers can have it for the totally bargmongous price of - yes! - two pounds sterling, ninety nine new pence. (And if you can send a tape too, you can have it for £2.49). Just cut out the thingy below (or photocopy it if you can't bear to cut up your magazine) and send it off (with the appropriate amount of money, of course). Please rush me my copy of the spiffy *Hop 'n' Chop*, Mr Shaw, sir. I enclose coins/a cheque/a postal order for:

[] £2.99 (and not £3, no, much less)

[] £2.49, 'cos I've enclosed a blank tape to boot.

WH Richardson & Co are selling Speccy +2s and + 2As for £75 a go, QLs for £80 and a load of hardware-type stuff. Their address is 18-21 Misbourne House, Chiltern Hill, Chalfont St Peter, Bucks SL9 9UE. I'll repeat that... *[No. A reader]*

ZAT, top Spec/SAM fanzine are having a special offer on subs prices. See leaflet elsewhere in this mag (or maybe not - it depends on whether Darren decides to send me the new ones or not, really).

The Return OF THE GOOD OLD GAMES.

Knightlore/Ultimate Play The Game (1984)

Richard:It has to be said that *Knightlore* is my favourite game ever. It takes the form of an atmospheric arcade adventure with a lush isometric 3D viewpoint (like *Head Over Heels*). Starring in *Knightlore* is Sabreman. Sabreman is apparently the same chap who appeared in *SabreWulf*, *Underwurlde* [What is it these people have got about spelling? Ed] and *Pentagram* too, but he looked a bit different in those. Ah well. Anyway, poor old Sabreman has got a bit of a problem. Unfortunately, the poor bloke turns into a werewolf at night, and so must run around Knightlore castle collecting things (such as smelly old boots) and chucking them into the wizard's cauldron so that the curse can be broken. Around the place are some ghosts, mutant bloks which push you around room, spikes and other suitably unpleasant things. There are plenty of puzzles, beaut graphics, a beepy 48k tune on the title screen, and lots of playability to keep you hooked. *Knightlore* is absolutely splendid. In fact, it's so wonderful and amazing that I want to have its babies. Maybe. FISHOMETER:98%

Starquake/Bubble Bus (1985)

Richard:*Starquake* is one of those run through lots of different rooms collecting and shooting things type of games. You control a cute little creature called B.L.O.B. which stands for something I can't be bothered typing. *[You lazy git. A reader]*. The object of *Starquake* is to replace the elements in the core of an unstable planet, and then pop off to McDonald's for a Big Mac and a World Cup '94 scratchcard, or something. The graphics are ever so colourful, and there's plenty of scenery change to keep you interested. It's also great fun too. Oh dear, there's not much more I can say. Just try and get it, okay? FISHOMETER:95%

More oldies next time.

News

Mega Twins - It has been released.

Mega Twins has been released. *[No! A reader]* The game, you will recall, was finished by US Gold ages back, but the release date kept getting put back and forward until eventually they got fed up with the whole thing. But (but! But!) now (now! Now!) they (they! They!) have decided to release it (it! It!) for full price. Next issue:*FISH* reviews *Mega Twins*! (Possibly).

Re-releases

Barney "In the town...where I was born...what? Yes, officer, I do have a permit...lived a man..." MacBaseballboot, our re-release correspondent, tells me that there are some new ones. Re-releases, that is. Kixx have bunged out at budget price *Myth* and Project Stealth Fighter, while somebody else has given us another chance to play *World Class Rugby* and *Professional Carrot Simulator*. When Jim "Nnnnniiiiii!" MacTbfalsename pointed out to Barney that *Myth* had already been re-released almost two years ago and *Professional Carrot Simulator* did not exist and he'd obviously made it up on the spur of the moment, a huge fight ensued and the two still aren't talking.

Kinky Boots

Who cares that you can no longer buy Speccy games of-the-shelves? Boots certainly don't, but despite this they still store a large stock of Speccy games, a list of which Chris Thomson gave to me, which can be ordered from their outlets. You can also buy Prawn And Avacado 0.0001 Calorie Sandwiches from them. Actually, you can't.

We're a bit crap at this "journalism" lark (Part 2)

On 30th April (1994) there is the second Spectrum and SAM gathering in Gloucester. Which means that, er, by the time you read this it will already have happened. Sorry. Some wibble about it next month, I expect.

Programming the ZX Spectrum
By Edt

Well here we are again with another programming the ZX SPECTRUM column in *FISH!* Anyway since last issue I have now bought a +D which has a habit of crashing my +2B any way. So with the +D now means that I can take programs on +D also I can now have a go at taking programs in Gurton Lunters Spectrum emulator for the +D as I have gained access to a 486 IBM PC as well as my XT. Well with your letter you should find a Questionnaire to fill in and return so that I know what you want to see here and a few other bits. Surprisingly Nat has passed on that you think that this is the best bit of fish! THANKS!

There are three ways that I would like the information and/or program sent.
(1) a straight forward program on spectrum tape or a printed listing on +D (please include notes on how it works).
(2) an article about programming a certain thing e.g. 'How to plot graphics using the ROM routine either as an ASCII file on +3 disk (Please note only for ascii text files so that I can use them on my PCW) at text file on tape or as a written letter
(3) a letter of a problem that you want to be solved in some way eg 'how can I find out wether a pixel is ink or paper in basic? only programming questions please, If i do not know the answer I will print your question so other readers can have a crack at it! (specter type thing) Please send as an ascii file on +3 disk, a tape or +D text file or a written letter.
PLEASE NOTE ANSWERS ARE ONLY GIVEN THROUGH THE PAGES OF FISH EVEN IF YOU SEND AN SAE.

Back to BASIC(s)

PLOT, CIRCLE AND DRAW
Well here are the graphics commands for basic to draw anything on the screen you will need to use these things. In essence they are all the same in the way they are used, <the command name> {<colour item such as ink or paper used as in PRINT statement separated by semicolons>} <X coordinate>,<Y coordinate> the coordinates are for the centre of the circle in that command and in draw they are the last cordinates used plus what you enter to draw the line. Another comma can be added after draw statements to add an angle in radians to go through and in a circle statement it is the radius.
So there you have it. Here is a little example program to show off these commands,
10 PLOT 125,95: DRAW 55,55
20 CIRCLE 125,45,79
Which draws a circle with a line through it (Well this is meant to

be basic). Now for a small change how about drawing an blue easter egg with yellow circles in it or a red and white beach ball. How about it can you do it?

A Bit Of Codding

Well carrying on with the theam of basic machine programming commands this issue we look at RET and INC.
RET is the most important of all the Z80 assembly codes it will send the program back to basic or if the CALL command has been used it will send the program pointer back. But this is not the whole story what this command actually does is to send the program pointer to the number on the top of the stack what ever it may be. This means that it is probably the most likely command to make your program crash.
INC A this is a very simple command as well it increases the specified register (in this case A) by one. This command can be useful in games for example as a counter of the players score. It can be used with the registers A, B, BC, C, D, DE, E, H, HL, IX, IY and L.
A little program. IN code!
LD BC, 0400h   Put 4 into BC
INC BC   Increase BC by one
RET   Return to basic
Or alternatively this basic program will load it into memory at 32000
10 CLEAR 31999: LET ADDRESS=32000
20 DATA 5,1,4,0,3,201
30 READ A:FOR I=ADDRESS TO ADDRESS+A-1: READ P: POKE I,P: NEXT I
40 PRINT "OK"
Type PRINT USR 32000 <enter> and you will find that it prints 5, the contents of register BC on calling print usr it went to 32000 ran it then printed the value in BC which was 4(what we put in it) +1 (INC BC).
All of the assembly commands can be found in the back of most of the spectrum manuals. A word of warning for you now if you want to follow my silly a frankly most probably useless course for a start don't go and by an assembler yet as I will give you any listings in decimal as well.
If you decide you want to go in

for programming in machine code get a copy of 'SPECTRUM MACHINE LANGUAGE FOR THE ABSOLUTE BEGINNER" By William Tang Published by Melbourn House from your local Library. Its well worth ordering if it is not on the shelf as most county library services will still have at least 1 copy!
Last but by no means least please send me you favourite little machine program dittos so that I can put them here. Please note I only what your own work!

TUTORIAL. Time

In many games there are time limits, Just how can you add time to your game?
There are several ways one way would be to use PAUSE 50, but unfortunately this is inaccurate as you have to give time for your program to run. Here is an example,
10 DEF FN s(t)=t-m*60-h*3600
20 DEF FN m(t)=int (t/60)-t*60
30 DEF FN h(t)=int (t/3600)
40 LET t=0
50 LET h= FN h(t):LET m= FN m(t): LET s=FN(t)
60 PRINT AT 0,0; h;":";m;":";s
70 LET t=t+1
80 PAUSE 50
90 GO TO 50
This will lose about half a minute every 6. The answer of course is to use the speccys built in clock, the frame counter which exists in a three byte number (24 bit!) in locations 23674,23673 and 23672 so replace line 70 with- let t= (65536* PEEK 23674+256* PEEK 23673+ PEEK 23672)/50
delete line 80 and that is a clock which loses 10 secs per day and lasts for up to 3 days and 21 hours, Unfortunately if you use the tape recorder or an external peripheral will lose time!
Unfortunately the clock now shows how long it is since you switched the speccy on so how do you put the time in it well the easiest way to do it is to poke 0 into all the locations listed and define a new variable 'r' with the present time in seconds, 10.00am would be 10*60*60. Add the line 80 LET t=t+ r. run the program and low and behold there is the time!

THE END

That ends another "Programing The ZX Spectrum" Until next issue. I hope that some of you programers write some programs for us. You can send the to Mat or me at FISH, ST. PAUL'S HOUSE, BRETCH HILL, BANBURY, OXON. May I also remind you that you can get any programs printed here ready typed in for 10p plus an SAE and a blank tape/+3 disk.
    You can catch me and other bods in FISH2 for a load of wibble. A copy is available the details are around somewere.
                    Yours CHRIS!

LEVEL ①

START

NO ENTRY

EMPTY ROO...

END

LEVEL 3

LIFT.
ARROWS
INDICATE DIRECTION

ENTRY ONLY WITH ALL SDS KEYS

TAKE SDS KEYS HERE

P

S

A
A

PRISON CELL

A
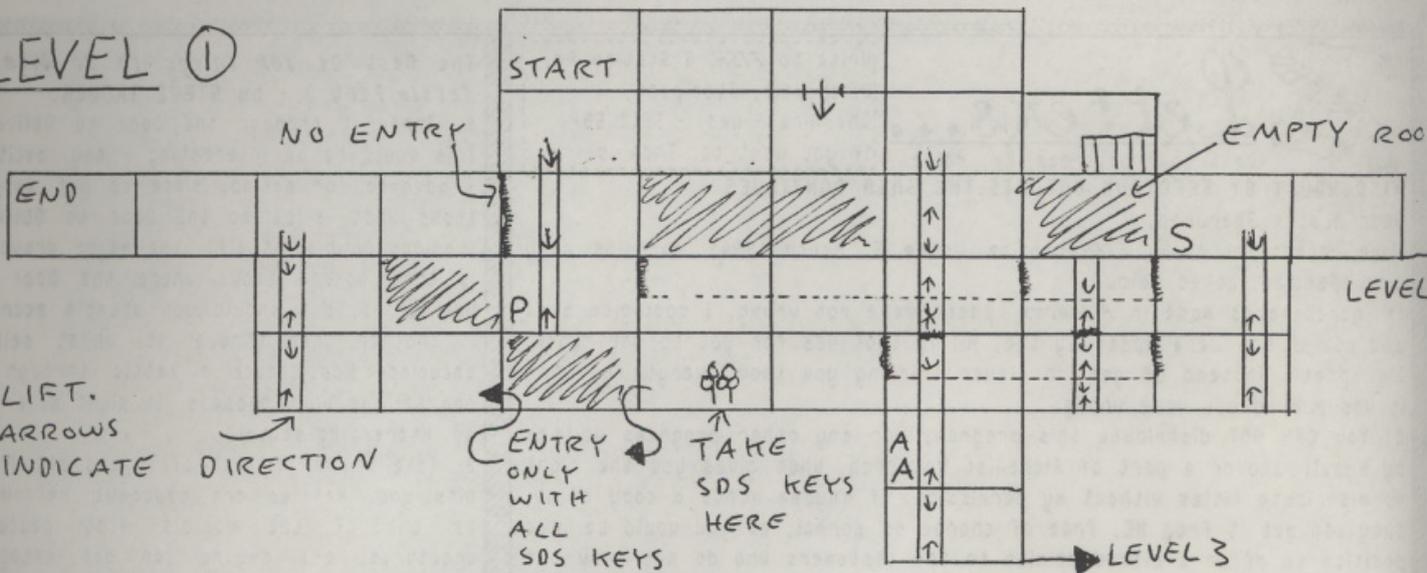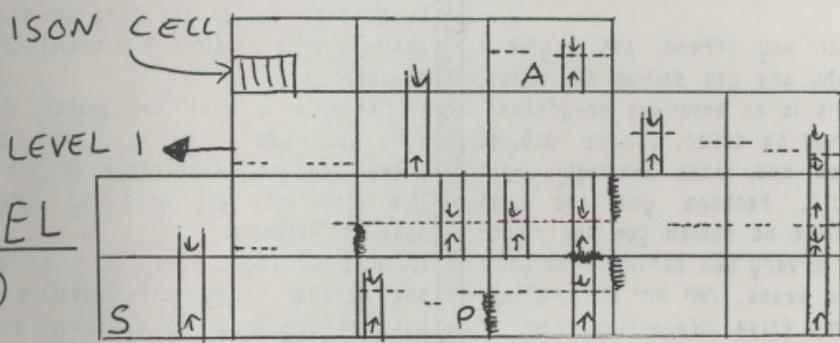
LEVEL 1

KEY
P = EXTRA POWER
A = EXTRA AMMO
S = SDS KEY
M = MEKON HOLOGRAM

LEVEL ②

S

LEVEL 1

AP

A

P

S

A

LEVEL ③

LEVEL 5

P

LEVEL 3

A

EVEL ④

LEVEL 5
PRISON CELL
ASWELL

S

PEA

M

DON'T ENTER
MORE TREEN?
WILL APPEAR

A
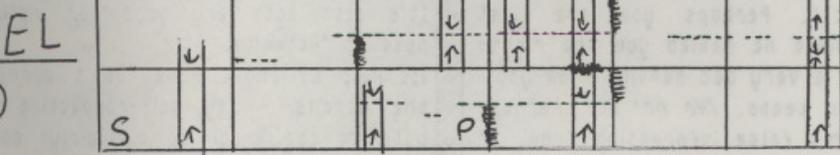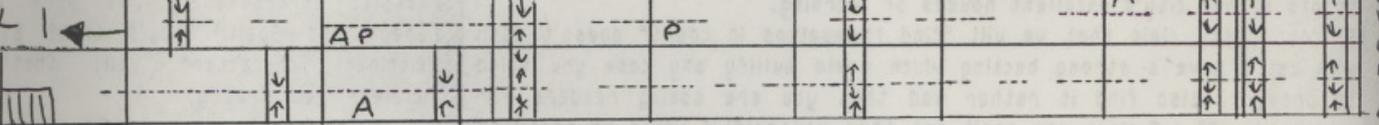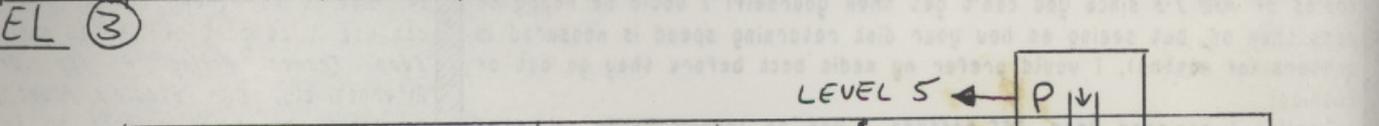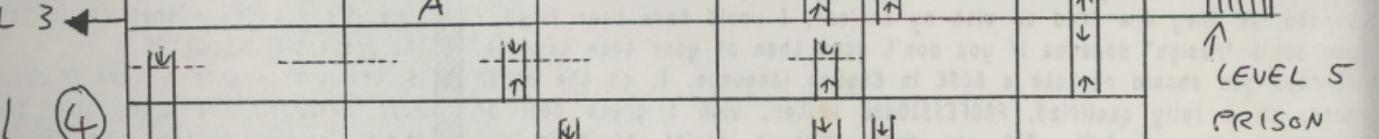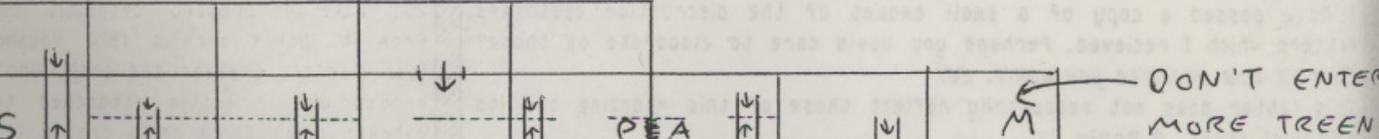
LEVEL ⑤

LEVEL 4
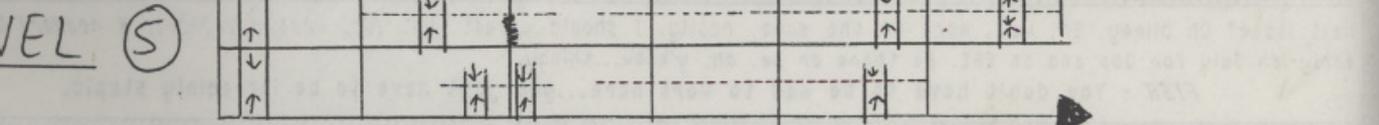
MAP BY: S. SWAINSON

Letters...

Vent your pancreas! Er, spleen.

MISCONDUCT BY SPECTRUM OUTLETS:THE SAGA CONTINUES

Dear 'Master Sherwood,

Your recent letter in *FISH* fanzine (issue 5, March 1994), contains many discrepencies, noted below:

1) The comments made in *AlchNews* update were not wrong, I apologise here and now if you were upset by the. All it took was for you to say "Look, I'm upset", instead of getting clever thinking you know everything, when it was proved you were wrong.

2) You CAN NOT distribute this program, nor any other programs written by myself and/or a part of Alchemist Research. What gives you the right to distribute titles without my permission. If anyone wants a copy of it, they can get it from ME, free of charge as normal, as you would be in a position to offer a biased opinion to the customers who do not know the full story.

3) Chris Taylor may use bad language which may offend, but I give a clear warning of this. If you think this, why are you selling his titles, especially when you are not allowed to? Chris is an excellent programmer, possibly the best demo coder this country has to offer. I have received NO complaints from customers of his titles and, more amazingly, more complaints from your "Video Titling Pack". Perhaps you are just experiencing a bad case of "sour grapes" since he denied you the rights to release his software because he received a very bad service from you.

4) Myself and Chris certainly are not in our teens. *[Ho ho! Ed].* Perhaps you would like to tell us where you got this false information from, or perhaps you just made it up, along with all the other "mistakes" you claim. We do not have a lot to learn either as we are both well educated, thanks to our city's excellent houses of learning.

5) Your petty claim that we will "find themselves in court" doesn't wash with us. I have a strong backing which would nullify any case you tried to prove. I also find it rather sad that you are asking readers for copies of *NSO 1-5* since you can't get them yourself! I would be happy to pass them on, but seeing as how your disk returning speed is measured in quaters (of months), I would prefer my media back before they go out of fashion!

6)Finally, I resigned from *ZAT* because I was no longer happy with the direction of the magazine. Besides which, your quote is, again, badly worded. If they are "fed up with my antics", I would have been fired - you don't "resign" someone if you don't want them on your team anymore. Perhaps you should re-take a GCSE in English language. I, on the other hand, am a fully qualified, PROFESSIONAL writer, with a great deal of success under my belt. Did you ever have a script of your own transcribed to a radio broadcast when you were fifteen - I think not! *[Blimey. Ed]* And before you claim this was a year ago, it was several!

I have passed a copy of a small amount of the discruntled customers letters which I recieved. Perhaps you would care to elaborate on those? *[Not in this magazine you won't. Ed]*

This letter does not necessarily reflect those of this magazine and its editorial staff. **A.Davis**

[I apologise to our readers that space in FISH has been given over to the bad-mouthin' and a-bickerin' that's been going on lately. This will be the last we print on the matter. Smile and be happy. Ed]

The Best Of *101 Things To Do With A Kettle* Part 3 - by STEVE TROVER.

8. Throw it through the Door to Oblivion. This would be an interesting - nay, exciting - advance for makind, since as yet no-one knows what is behind the Door to Oblivion (besides Oblibion itself). the major drawback is that no-one knows where the Door to Oblivion is, but should you stumble accross it (rather than through it) whilst selling encyclopeadias, chuck a kettle through it and tell us what happens. It might make for an interesting sequel.

9. Take the mickey out of it and see if it hits you. Kettles are generally reknowned as one of the world's most peaceful creatures, but anyone can get annoyed. Ever heard the phrase "you would try the patience of a kettle"? Didn't think so. Just remember it.

10. Keep it in your top pocket. This may save your life if you get shot, but may prove somewhat cumbersome if you don't. It's also not very good for wiping your nose on. Actually.

11. Help ET phone home. Don't worry about the details - any self-respecting Martian botanist can knock up a (fairly) convincing intergalactic-telephone-gadget-type thing with an umberella, a Speak And Spell and a kettle. Unfortunately I've worn out my Speak And Spell. What's that? ET is a fictional charecter? Well, that's one useless idea already.

14. Give it to Jeremy Beadle. Tell him you can use it as part of his new show *You've Been Framed Making A Cup Of Tea*. Alternatively, when *Beadle's About* returns he could use it as a prop to fool some guilible member of the public. (Just make sure it's not you - that really would take the proverbial biscuit!)

15. Use it as a prop in *Lost In Space - The Next Generation*. I think this should be fairly self-explanatory to anyone who watched the original. And if you haven't, why not?

23. Make a pretend catalytic converter from it. Makes even a 1973 Vauxhall Viva look cleaner, greener and crap. Who'd drive around with a kettle attatched to their exhaust pipe? Who'd drive around in a 1973 Vauxhall Viva?

[More wibble next time. If you want the full Tasword text file, send me a blank tape+SAE]

Next issue? Oh blimey. Er, well, more of the same, really. I should expect. Um. *[Oh, what a cop-out. A reader]* Out, er, early-ish July for 30p and an SAE. Be there or be, ah, y'know...thingy.

FISH - You don't have to be mad to work here...you just have to be incredibly stupid.