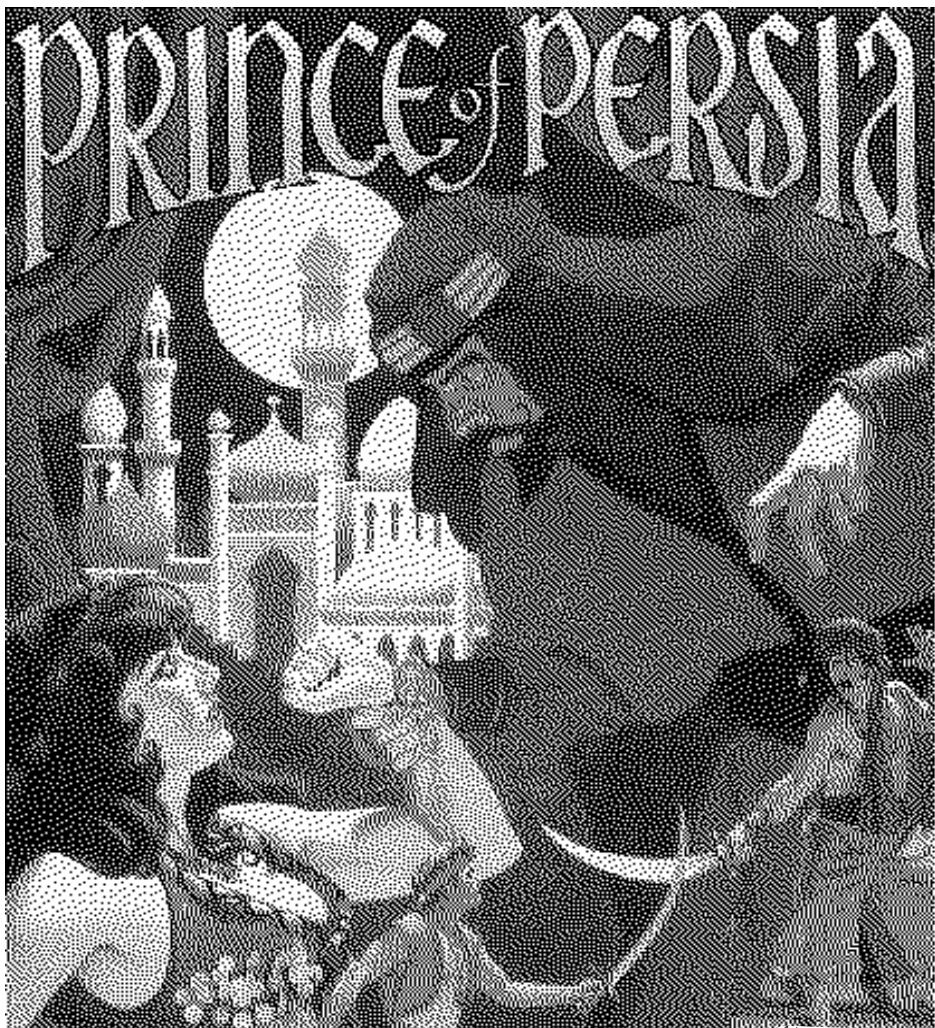


THE ZX FILES

FOR SINCLAIR SPECTRUM AND EMULATOR USERS — ISSUE 3



INSIDE - PRINCE OF PERSIA REVIEWED, TIPPED AND
MAPPED - DOOM ON THE SPECTRUM - LEMMINGS
REVISITED - PD ZONE - JUDGE DREDD - NEWS &
VIEWS



WE COME IN PEACE

The second NSSS on Saturday the 22nd of February was another rip-roaring success, and if it continues to grow as it is doing then it can certainly look forward to a bright future. I would have needed a damn good excuse myself not to attend as I live in Wetherby, so armed with a few copies of The ZX Files, a box of games and books and a packet of Opal Fruits I was prepared for anything. Anything that is except a small army of Sam Coupes all trying to out do each other by playing loud music samples that all deserved to be confiscated by the Music Police. Bomb the Bass, MC Hammer, and if I wasn't too delusional from all this Sam malarkey, I'm sure I heard a Spice Girls sample from somewhere.

The second issue of The ZX Files got a review in issue 185 of Computer and Video Games, and quite flattering it was too.

"The front cover tells you that this is going to be good. All the way through is an excellent sense of humour not usually found in retro fanzines (or the Computer Cabin), as well as loads of useful information, such as how to hack Spectrum emulators. It's cool, and we reckon everyone with a Spectrum should get it, even those who aren't too serious about it."

Anyone, who is interested, C+VG has a retro section, as well as a free ads page. Other than Micro Mart, this is probably the only mainstream computer magazine to regularly feature retro computers. C+VG costs £2.50 and is available from all good newsgagents (and a few dodgy ones).

All the pleading with Mark Sturdy at the recent NSSS must have paid off, because shortly after I received a copy of the legendary issue 0 of Crashed. While not as polished to look at as the later issues, it was still a highly enjoyable read. What amazed me was that Mark was actually able to use Crashed as a submission for his Media Studies. The lucky bleeder. Wow, Spectrum lessons in school. It certainly beats boring old RE.

I typed this editorial, as well as a lot of the magazine, while having a sickie from work. At the moment I feel like something out of Dawn of the Dead, but it still beats working. After finishing this I'm going to look for that damned comet.

Y'all take care now,



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This magazine is created on the PC using Microsoft Publisher and a host of other utilities, although my +D and Amiga came in handy.

Spiritual guidance provided by Keyser Söze.

Created between viewings of Braveheart, The Usual Suspects, Fortean TV, Frasier, lots of footy, The Simpsons and A Touch of Evil (wow, what an opening sequence).

This issue was fed and watered on Old Growler, Cheeseey Dorito's (any Star Wars Tazo's can be sent to the address below!), tuna and sweetcorn pizza, and an undisclosed amount of wine (it is true, I want to be a connoisseur!!)

Any correspondence to be sent to:

THE ZX FILES
30 XXX XXXX X
WETHERBY
XXX YORKSHIRE
XXX XXX.

I cannot begin to thank the following people enough for their help.

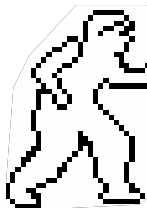
Lloyd Garland, Dave Fountain, Paul Howard, Gareth Bussey, Andy Davis, Jake.D, Tony Hetherington, James Waddington, Adam Hodson, and Tracy for all the scanning work. A big hello to Amiga Format and C+VG for the plugs (my sink works great now).

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PRINCE of PERSIA

I really am beginning to struggle to get this magazine finished at all, let alone on time. Having to earn a living doesn't help matters, but when you get sent a game of this quality, well all deadlines go flying out of the window. This game is truly deserving of the title

'classic game'; there is no two ways about it. Well that's this review wrapped up, I'm off to have another go at beating The Grand Vizier.



What, you want to hear more about the game, oh go on then, seeing

as it's you. Prince of Persia was released in 1990 to much critical acclaim, with people

cotton pickin' minute will ya! Because you see my friends, before Lara Croft was hauling her cute ass up



rock faces, the hero in Prince of Persia was pulling himself up ledges over seven years ago. Jordan Mechner, the games original author, created animation sequences that had a real human quality to them. By

drooling over the sumptuous graphics, most notably the animation that accompanied them. For those of you though who have become console kids, you will probably find it hard to see what all the fuss was about, especially when you have played games like FIFA '97 and Tomb Raider. But hold onto your 30-button analogue mega super-duper joypad just a goddamn

studying hundreds of movie clips he was able to create a sprite that actually walked and ran like your average athletic type person, as well as been able to leap across chasms and grab hold of a ledge before pulling himself up in true Indiana Jones style. Prince of Persia is father to such offspring as Flashback, Mortal Kombat, Tomb Raider, Fade to Black and FIFA '97, with all its

motion capture shenanigans.

Unfortunately though Prince of Persia was never released on the Spectrum, but was instead was sold on such inferior machines as the Mega Drive, Amstrad CPC, Amiga, Atari ST, and to rub salt in already salty wounds, the SAM. Domark who owned the copyright to the game didn't want the Spectrum version, and Broderbund, the games developer, couldn't afford to pay for the license. So the game lay unfinished gathering dust somewhere, leaving thousands of distraught Spectrum users to cry into their Horlicks, contemplating suicide, or even worse, to buy a SAM. Years passed, and the Spectrum went into decline, paving the way for the 16 bits and the consoles to corrupt the nation's youth. Yet it seems that playing all the new swanky games for these PC and Amiga owners just wasn't enough, as Spectrum emulators started to appear and the PD houses became awash with disks full of snapshotted Spectrum games. A CD-ROM soon appeared called Speccy Sensations, that had hidden in it a few screen shots of the Speccy version of Prince of Persia. It must be said though that whilst the background graphics were from the game, the rest were mock-ups of how the game could look if ever finished. Then at the end of last year I received some screen-shots from Fountain PD that were

from the game that was supposedly nearly finished. At first I thought they were just ripped from the Speccy Sensations CD, and even though they weren't I was still a tad sceptical. I published the pictures in ZX Files issue 2 hoping to get some news but not really expecting to hear anything. Then, one miserable night after returning home from work I opened an inconspicuous letter that had been hidden between all the bills and junk mail. In it were a disk and a letter from fellow Amiga aficionado Adam Hodson. Part of his letter went something like this.

"The article about Prince of Persia reminded me of something I saw on the Internet. A quick check and a few downloads later, I had two .tap files of the Speccy version of Prince of Persia. Apparently it was released in Russia for the Pentagon 128 (a Russian Spectrum clone). It was transferred from a TR-DOS disk to a .tap file by some Spectrum coders who frequent the Spectrum newsgroup. This version of Prince of Persia was originally a cracked version of the original. This suggests that the original was properly released in Russia".

I can't believe that all this time the game has been there for the taking. I must get on this



World Wide Wibble thing before I miss out on anything else. Thing is though that I can see me becoming another sad surfer who spends hours riding the Internet without actually achieving anything other than a huge phone bill and a lot of sickies from work. Anyway, after decompressing the files from Amiga disk onto a PC one I hurriedly booted up my 16meg behemoth and loaded up Z80, and within a minute I was looking at the first loading screen for Prince of Persia. Would I actually be playing it soon? Was it worth waiting for

(vÑzÂr', vÑ' zÑer') n. high official, esp. State minister, in some Muslim countries; **grand~**, prime minister in former Turkish empire and other Muslim countries.

"It is a time of darkness, while the Sultan is off fighting a foreign war, his Grand Vizier Jaffar has seized the reins of power. Throughout the land, the people groan under the yoke of tyranny, and dream of better days.

You are the only obstacle between Jaffar and the

And in so doing, you have unwittingly made a powerful enemy.

On Jaffar's orders, you are arrested, stripped of your sword and possessions, and thrown into the Sultan's dungeons. As for the Princess, Jaffar gives her a choice, and a hour to decide: Marry him – or die.

*Locked in her room high in the palace tower, the Princess rests all her hopes on you. For when the last sands drain from the hourglass, her choice can bring only a throne for the Grand Vizier ...a new reign of terror for his long-suffering subjects ...and death for the brave youth who might have been ... **Prince of Persia**".*

The first thing you notice about the game is that the introductory screens are all in what I presume to be Russian. If the game is ever marketed in this part of Europe, which I hope it is, then hopefully this text will be translated into English for us to understand. After you have sat through these screens you then get to see Jaffa begin the big sixty-minute countdown by turning an hourglass upside down. When you actually first get to control your character your initial task though is to either run left and enter a level code or run right and go to level one. Anyone playing Prince of Persia for the first time will find the controls unresponsive and at times sluggish. You



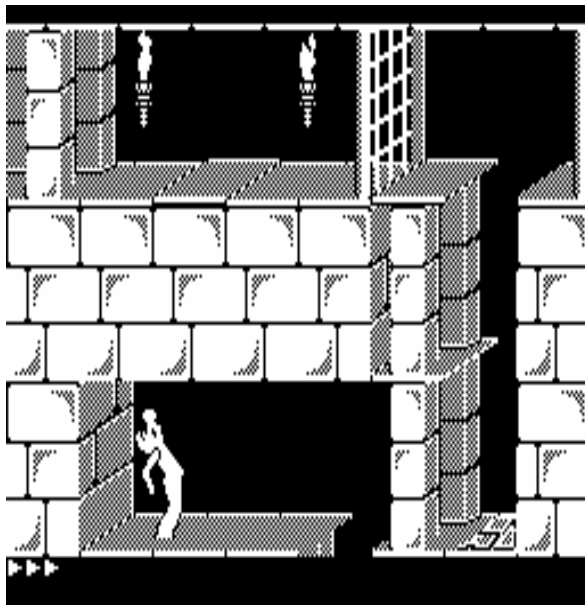
seven years to play it? Of course it was!! But before I take you on a guided tour of the Sultan's dungeons I must tell you a story, so gather round.

throne. An adventurer from a foreign land, innocent of palace intrigues, you have won the heart of the Sultan's lovely young daughter.

will be running off ledges and falling to your death when you should be coming to a halt, and generally finding it hard to get to the spot you want to in one go. Persevere though because once you have mastered the controls you will be leaping and climbing about as good as either Spiderman or Batman, without having to wear stupid clothes. Your new surroundings are the Sultans dungeons, which pose a real problem to the unwary adventurer. Huge gaps, which if misjudged, can have you hurtling downwards only to be impaled onto large spikes. As well as having to quickly learn how to master the controls you are also faced with floors which collapse, guards who are intent on shish-kebabbing you with their swords and invincible skeletons that would have Ray Harryhausen weeping with envy. From playing Prince of Persia all those years ago on my Amiga I soon started to remember how the first level was set out. Sure enough, a couple of quick jumps and taps on the ceiling revealed a secret chamber exactly where I left it about six years ago. I also remembered where the first guard was, and was dead chuffed to find him still there. Unfortunately I was quickly dispatched with a quick one-two by the guard. My memory it seems isn't as good as I thought, because I had forgotten that firstly you need to get your sword from the other side of the level.

As there is little time to spare you need to be as quick as possible. By moving your joystick either left or right will have you

jump forward. To leap across a wide chasm push forward to run then up to jump. If you misjudge you can sometimes save



running in that direction, but be careful as you don't instantly come to a stop as you skid forward a little at first, much the same as you would do in a car when performing an emergency stop. Tap the joystick in the opposite way and you spin round to face the other way. To take careful steps to get to the edge of a platform for example, hold down your fire button and push the joystick in the direction you want to go. You can now get right to the edge, so any difficult jumps can now be better tackled. Jumping is straightforward, press up to jump up, or diagonal-up to

yourself by pressing the fire button, which will make you reach out and grab hold of a ledge, if there is one within reach that is. You can also climb up and lower yourself down ledges, duck, and with a quick press of your fire button, pick up an object.

As I said before, the first thing that struck me about the Spectrum version of this game was the huge similarity between this and the Amiga rendition, heralded by many as the greatest version ever created. There are some

changes, albeit minor ones. A few alterations to level two seem to have been carried out to the dungeon, the odd torch has moved to a different wall in other levels, whilst some of the potions seemed to have relocated to other places. This hasn't affected the gameplay in anyway, and everything else seems to have remained intact. The animation of the main sprite is easily on par with its Amiga counterpart, as are the graphics. If you coloured a photograph of the Spectrum version in with felt pens you could easily fool people in to thinking it was taken from a 16bit version. I doubt if anyone of today's youngsters weaned on Playstations would appreciate the skill that has gone into creating this game, but any Spectrum devotee will instantly see the class shining out like a beacon. You only have to watch the main sprite bend down, pick up a bottle of healing potion, then stand up and swig it down in one go, to be instantly impressed by the sheer quality of the game. Prince of Persia is finally balanced between frustration and that 'must have one more go' addictiveness, so rarely present in many of today's games.

I fell in love with this game when a pile of bones sprang to life and tried to kill me. That was one of the truly

great gaming moments of my life, easily on par with when I first heard the digitised speech in Ghostbusters and encountered the first mummy in Dungeon Master on the ST. Bad points. There are a few which only a fussy git like me could find. While the music is suitably cinematic and put to good use when you are killed or encounter a guard, sound effects are minimal. I would have liked to have heard a tip-tapping noise when you were running, but then some people would have found this annoying. The guards seem too easy to conquer, as you can quickly learn how to slay them when they move towards you. One thing that seems to be missing from the other versions of Prince of Persia is the poisonous potions. Maybe I have missed some, but I'm sure there was at least one on each level. Now that would make things a bit more exciting. You are down to your last drop of health and you have found a potion to drink. Now is it poisonous hmmm?

I haven't completed the game yet, but I aim to do so without cheating, which says something as I am notorious for getting bored with a lot of games too quickly. This IS one of the greatest Spectrum games of all time, I have no reservations in saying that. If released at the same time

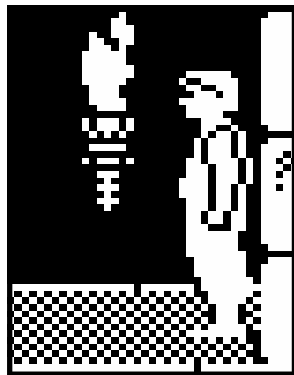
as the other versions then it would have definitely gotten scores of 90%+ in Crash, Sinclair User and Your Sinclair and been worthy of a £10 price tag. Please somebody officially release this game with a proper box and cover as this is a classic game that deserves to be sat on my bookcase along with other classics like Elite, Jet Set Willy and Deus Ex Machina. An exceptionally great piece of software that deserves to be in every Spectrum owners software collection!

■ Thanks to Adam Hodson and Alan Cresswell for their help and assistance. ■

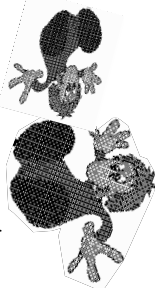
Prince of Persia was produced and programmed by Nicodim.

Music arranged by D.J. Musicsoft from an original composition by Francis Mechner.

Presented by MCsoftware.



REDISKOVERE



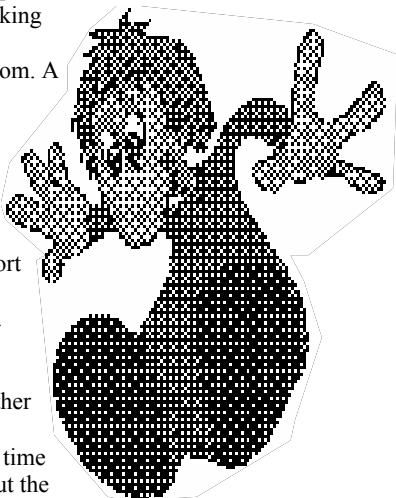
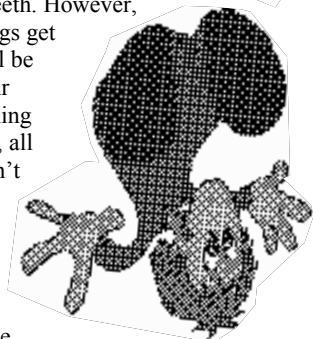
Those infuriating green balls of suicidal mischief made it on to the Spectrum late '91, after previously sending 16bit owners into fits of despair. Hell bent on committing martyrdom on your Spectrum, it is up to you to try and guide as many of the dozy rodents to each of the levels exits, before they have chance to pop their clogs and kick their buckets. But anyone who has played Lemmings on the Spectrum from tape, will no doubt tell you that this itself is enough to drive anyone to suicide. Thankfully some smart hackers saw fit to convert the game to +D disk, all 65-disk sectors in fact. So now you can all pretend to own an Atari St and load the game from disk.

Psygnosis did a pretty good job of converting the game onto the Spectrum, obviously making a few alterations on the way. Gone are the cute speech samples, even the Sam Coupe couldn't manage those. Control too has been changed. Taken leave is the mouse control, to be replaced by the ever-reliable Kempston and keyboard options. Anyone who has used a mouse for this game on other formats will find it tough going, but the

joystick option does work, just. To conquer the game will call for you to practice, persevere and grit your teeth. However, on later levels, when things get decidedly hectic, you will be tested to the limits of your patience as another lemming goes hurtling to its doom, all because the joystick wasn't quick enough.

Each level endows you with certain powers, which you can bestow upon a lemming. Once the lemmings have dropped in on that level it is only your quick thinking that can stop them marching to their doom. A swift click of the joystick button can change a lemming from walking aimlessly around, into a digger, bridge builder, stopper (a sort of rodent lollipop lady), or parachutist.

This is one of those games that you'll either love or hate. The reduction in loading time is a real welcome, but the monochrome graphics of the individual lemmings soon merge into a one-coloured mess when there's a crowd of the little blighters, making it difficult at times to click on the right ones. Combined with the finicky control system, make this a game that hasn't really caught my imagination. Still, Psygnosis have shown us that the game Worms would be possible on our machine, all it needs is some talented people to program it!





You are either are a being from another dimension or you must have had your head stuck in the sand for the last three years not to have heard of the PC gaming phenomenon called Doom. Created in 1994 by ID Software, and released to a public who instantly became hooked on its simple, but involving game-play and gratuitous violence. Its rules are simple. If it moves, kill it, because if you don't it will kill you, that's for sure.

Cast in the role of a space marine, you must rid the various moons of Mars of invading hordes of demons and lunatics.



Wandering around a 3D environment, using only your wits to save you, as well as trying to get your hands on as much destructive firepower as you can. Weapons range from your

fists, to a ray gun that wipes out everything unfortunate to get in its way.

Now you may be asking what this processor intensive game has to do with the mighty Spectrum? Well, it seems that it may be heading to a Spectrum some time in the future, and if this demo I have is anything to go by, its gonna be a corker.

I received the demo from Dave Fountain, although he was unable at the time of going to press, to tell me if this game will become the full-blown version. It is coded by a group called Digital Reality, and features a perfect rendition of the PC loading screen. The playing area itself is only about a quarter of the screen size, which keeps the unbelievably detailed graphics running at a reasonable speed. The walls are much more detailed than in Driller, and do take some getting used to, notably when you are looking for a gap or turning. After a while your eye does become trained to this style of graphics and finding where to go isn't a problem anymore. The demo level is small, but a maze like affair that will have you running around in circles.

Thankfully pressing key 8 brings up a level map. Keys 1 through to 5 change weapons, which are fists, pistol, shotgun, machine gun and rocket launcher. No ray gun is included though.

Some suitably atmospheric AY music can be toggled with key 6, and some surprisingly effective sound effects can be switched on or off with a quick press of key 7. The



space bar fires your chosen weapon, and Q and A, and I and O control your movement. The disappointing thing about this demo is that there is nothing to shoot at. Or chop-up with your chainsaw for that matter. Even so, choose the shotgun and let rip with both barrels because the animation of the recoil is amazing, and the accompanying sound really enhances the effect.

Now whether this demo is just a tease for us Spec-heads to get in a sweat about, or it is a taster of things to come, remains to be seen. If the



game does get released, and the speed can be maintained with monsters on screen chewing your ass, then it will be a programming miracle.

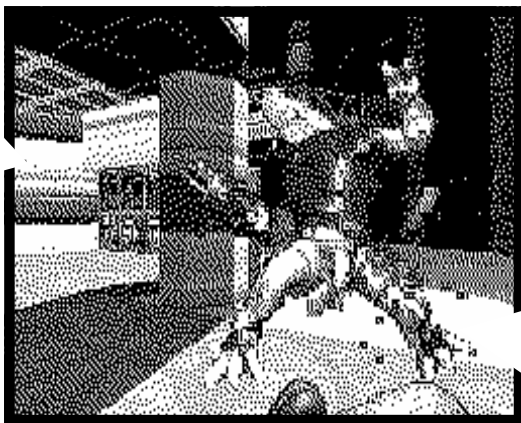
Even the once mighty Amiga never had Doom released for it, and those barmy Ultra 64 owners, not content with paying £250 for a console that costs a hundred pounds less in Germany, are willing to pay £60 for the privilege of playing Doom on their machine.



I have seen the future, and it is Doom shaped.

“IT’S TIME TO KICK ASS AND CHEW BUBBLE GUM - AND I’M ALL OUTA GUM!!”

Duke Nuke’em arrives on the Speccy.



Arrives and then quickly departs. Because although the picture is taken from a Spectrum, it was in fact originally converted over from the PC. Thanks to Andy Davis for supplying this and many other great “converted” pictures. Apologies to anyone who actually thought the Duke would actually appear on the Spectrum (yeah, right!!).



I am just writing to enquire about your ZX Files magazine. I want to know the price, features etc. as I am a major Spectrum fan. My family are like fed up of me playing Spectrum games and tell me they could think of a lot better things to be doing on an Amiga. Yes I use an Amiga! It's got 10meg fast ram, 1.2 Gig HD and CD-Rom drive and I use ZXAM and Speculator on it along with the Speccy 96 CD. I love spending hours playing all my fave games, looking at the tape covers and loading screens. It's quite sad really..... My brothers have Playstations and are fed up of me comparing Crash Bandicoot to Sabre Wulf. Anyway I'd

appreciate it if you could write back and tell me the details of your mag.

David McLeish (14)

Dundee, Scotland.

Phew, and I thought my Amiga had a bit of kick to it. Recently I received a few letters in response to an article in Amiga Format by Simon Goodwin, in which he examined Spectrum emulators on the Amiga. Twas very good as well. Simon also kindly gave a plug for both Crashed and The ZX Files, which was nice of him. Don't worry David about your family complaining about you playing Speccy games, just tell them you could be out joyriding instead and they'll never moan again. As for these sneering console owners, I'd advise anybody just to laugh back. You see, in a year or two, after they have spent hundreds of pounds for the privilege of playing a few games, they'll be frantically trying to sell their system because owners of a better console will be laughing at them.

An comment to Gobbi's article about Spectrum games:

Well Gobbi, very clever. You compared some types of games in which the consoles are far better and then you told us to see, that it is a fact that consoles are better than our Specci.

Well Gobbi, ever played an adventure on a console. Where the keys are? There you have it. But also on the keys-having machines PC or Amiga it is hard to find any of those classic Spectrum-adventures. Well, but I also got other examples. What about Rainbow Islands. Ever played on Spectrum? And what is the difference between the new SATURN conversion and the old Spectrum classic? Of course, the price!!

I could find other examples, but the main reason for using the Spectrum is not playing games. With the Spectrum you can write programs without studying 5 years at a university. A Spectrum will load a program also without Windows 95, if you got an Spectrum, you are user, not just an operator.

As you have not recognized this, you don't understand anything of us Spectrum-Users. So, go home and play your consoles.

**FBI,
The Unbelievables,
Germany.**

Dear ZX Files & "Gobbi",

Please print this letter in its entirety. Despite its length, I feel someone must reply to your writer's biased, one-sided and unjust arguments regarding the Sinclair Spectrum.

Why the **** were 2 whole pages in your latest issue assigned to the pathetic drivellings of "Gobbi the Dog" (well, judging by his (mis)use of English, he certainly seems to have the IQ of a dog). I enjoy a quick game of Doom (on the new PC) as much as anyone, but I still love and use the Speccy on a regular basis. In Dave Fountain's collecting article in the same issue, he mentioned "snotty nosed kids with Playstations". Well, I'd be willing to bet that "Gobbi" conforms to this description in every respect. He uses the attempted disguise of a dog so that we will read this article, imagining it to be interesting. Fat chance! His comparisons are about as fair as the American legal system – whoever has the most

money “wins”, or in this case it is always the most expensive game which wins his awful comparisons.

Whoever asked for a section in the magazine dedicated to pouring scorn on the Spectrum? For God’s sake, it is a Spectrum magazine for people with an interest in older games. So, Gobbi, you call Jet Set Willy “repetitive and dull”. Have you ever completed it – or indeed, any Spectrum game, because they are much harder and more challenging than any modern console games (which are specially designed for younger children who can’t use keyboards). It is a simple fact that graphics and sound do NOT make a game. True, many console games are better than their 8-bit versions, but you can’t perform a straight comparison and expect meaningful results.

Please, please, please send the stupidly-named Gobbi to the vet to be out down – or maybe he should go to some childish console magazine. They love to employ “writers” (I use the term loosely) who can constantly deride machines

about which they know less than nothing; remember what happened to Lucy Hickman (previously of Crash)? No, I thought not, Gobbi, you ignorant twat! I’m sure that any readers’ vote would be unanimously against your useless column, so **** off and have a toss over Chun Li from Super Mega Street Fighter 2 Turbo Deluxe Plus. One final word - I hope you realise that in five years’ time you’ll be taking the mickey out of your precious Playstation. Can you really enjoy this kind of existence?

**Paul Howard,
Impact Software,
Wokingham.**

The Spectrum is the best computer there is, other people will obviously disagree, but I don't care. It doesn't have the best graphics or sound, not by a long chalk. What it does have though is a feeling of community, part of been a loyal band of individuals. Gobbi the Dog (anybody read Digitiser?) was something a friend wrote as a dig at me mainly, but at other Speccy users in general. I do not want the magazine to get involved in petty slanging matches, but I felt Gobbi's article was so ludicrous, unbalanced and

unintentionally funny (it is true I have a weird sense of humour) that by printing it, it would at least throw a few people off balance with its barbed comments, and make people sit down and think as to why they still use their Spectrums in the 1990's. But then why do people support Bradford City, when Manchester United are generally regarded as the best football team? It is because they are the team some people grew up with, supported through thick and thin, good times and bad times. Football is ninety minutes of kicking a ball on a field of grass; but to many it is more than that, it gets under your skin and becomes a passion. If the Spectrum were a football team I would wear its scarf with pride, and probably strangle a few PC Hotspur fans as well. True, the article was biased against the Spectrum, but then again, I'm biased as hell when it comes to the Spectrum, and I'm sure you all are. I still stand by the article, I have no regrets about printing it, or any other articles for that matter. As long as an article is not racist, sexist, or attacks anyone in what I believe to be an offensive, slanderous, or cowardly manner, then I will consider printing it. Voltaire summed it up best when he said "I disapprove of what you say, but I will defend to death your right to say it".

THE CURSE



OF THE

Do you ever get the feeling some people not only have hold of the wrong end of a stick, it's also the wrong one.

PC's and Amigas running Spectrum emulators give me the creeps. It's also very impressive, clever and convenient, but boy does it creep me out. The Spectrum becomes a disembodied piece of Code, like a brain in a jar. Maybe the Lunter emulator should be re-named Frankenstein.

It's just a thought, but if I had a state of the art PC, I'd quite like to play state of the art PC games, sod dodgy old Z80 based gear. You may assume I wouldn't be saying all this if I could afford such a set-up, possibly yes, but I do have other concerns that just won't go away.

A strange thing happened to me when I upgraded from tape to +D. Because I knew that I could have another demo or game up and running within ten seconds, I developed 'Itchy reset syndrome'. I became dismissive of programmers' work, disrespectful even. When you load from a tape, it gives the program a feeling of depth and form, and I believe we give it more of a chance (even if the program may be genuinely not much cop). Disc loading is complete before you've taken the first drag on a cigarette and waved the match out. I dare say loading a snapshot from CD is much quicker.

What a handy thing a snapshot is. Yeah right. All you get is from the moment some nerd pressed a button, bastardising and detracting from the original product. Good-bye to loading screens and instruction manuals. Good, bad or don't care? We all know tape loading can be a pain at the best of times, but it's rather nice owning the original program with all the associated packaging isn't it? What's the matter, too much like hard work?

What is it with you Emulator lot? How C64 and Spectrum owners used to amuse themselves by slugging each other off with light hearted banter. Now all we get are one-upmanship speeches on how fast your processor runs, the size of your hard drive, and run all these Chinese facts and figures off without even taking a breath, maybe pausing at the end with an under-stated self-satisfied jut of the chin. And how you sulk when somebody goes 1MB better off! Reach for the wallet and bite the bullet.

The Emulator users war cry, 'I can do it so I do it'. Once you upgrade to a PC (and by that I mean use it more than your Spectrum), there really isn't anyway back. Format and Outlet will eventually ditch their Spectrum divisions having

introduced PC versions, (maybe not this year if we are really lucky). I don't know who you think you're fooling, you're just not a proper Spectrum user anymore. You know it and we know it.

I have nothing against zines like this one utilising modern technology to produce excellent quality products, but I don't half prefer seeing a purely Spectrum or Sam based product. With a Spectrum, you get out what you put in (almost!), you really have to push at the machine with your own talents. With a PC or Amiga, you have several notches under your belt from the word go. Will that make you lazy when all's said and done I wonder?

Don't get the wrong idea here, I'm not a luddite with selectable limits, I just prefer to use a real Spectrum because it feels right, it looks right and it gives me a glow. When was the last time you got that cozy feeling playing with your clinical box of tricks?

I don't think the Emulation scene has anything of any real worth or value to offer to the real Spectrum enthusiasts. Their infrastructure is already in place, and there isn't a real Spectrum in sight.

Downloadable goodies from the Internet stink like a hospital, it's like sharing hands wearing a pair of welders mittens, it's a completely impersonal experience lorded over by people who watch far too many sci-fi TV shows. I don't want your MS DOS text files or your 'adequate' Snapshots. A letter is a pleasure to receive via the local friendly posty, when was the last time you used a pen? Thatcher's children? You're more like Robby the Robots.

Most of the Interdweebos don't even know about your fanzines, PD libraries or user groups, and they don't care either, they usually get the horn if something is coming down a telephone line into their insular make-believe worlds. I'm not sure whether to laugh or cry. Do us all a favour, buy some decent clothes, get a decent haircut and use the front door more often. You're giving computer enthusiasts a bad name.

Playing Spectrum games on a PC. Say it really slowly several times, and then realise just how bloody ludicrous it actually is. You can contact me on naff/sinclair@losttheplot.co.uk

DAVE FOUNTAIN

DEPARTMENT ZX

My previous undercover squad have been replaced by a crack team of old ladies, who have all been trained in the art of pushing to the front of bus queues, in order to bring you the hottest gossip and latest news. Watch out, they've all got bus passes, and they ain't scared to use them.



STEVIE DOTMAN

Ever played a game and thought you could do better. Well now's your chance. Matthew Westcott has created at level designer for his forthcoming game, Stevie Dotman. Hard to categorise, it is probably best described as a Thrust and Boulderdash cross, in which you control a dot,



called Stevie funnily enough. The aim is simple, get to the exit, making sure you don't run out of fuel or crash, whilst trying to accumulate as many bonus points as possible. Sounds easy, but it sure ain't. The level designer is a cinch to use so you have no excuse for not creating at least one

level. Send a blank tape or 3.5" disk, opus, +D or Disciple to...
Matt Westcott,
14 Daisy Hill Drive,
Adlington
Chorley
Lancs
PR6 9NE

Don't forget to enclose a SAE, with enough stamps to cover return postage.

TOMATOE GIRL

Bernadette Dowsland has the knack of creating things that make life so much simpler. Her Multiface pokes book is a godsend, and I'm sure anybody who uses clipart will find her clipart collection booklet just as useful. Send a SAE envelope for a list of these and other offers to...

Ms B.Dowsland,
26 Elsie Street,
Goole,
East Riding of Yorkshire,
DN14 6DU.

CLASSIX

Fellow Northerner, and all round nice guy, James Waddington, has informed me that Classix is going quarterly, due to the fact that he is partying every night with his grant money. Actually the last bit was a lie, James is actually studying very hard and going to bed early with nothing more than a cup of hot cocoa. For those of you who have not read Classix I can heartily recommend that you send James a measly £1.50 for the latest issue of Classix, which as always is a bloomin' good read.

OOOPS 1

Following my article on controversial Spectrum titles, Robert Chilton has wrote to me with a correction. Vixen and Barbarians 1+2 did actually go on sale in Boots, but with different covers. Vixen featured only a photo of Corrine Russell's face, whilst Barbarians 1+2 had

only Wolf on their covers, completely omitting the ample charms of Maria Whittaker.

OOOPS 2

Anybody who received a flyer for issue 2 will no doubt have read that both issues were available for £2.50, which is equivalent to fifty bob, if you are an older reader that is. One eagle-eyed reader, F.Ridout from Swindon, spotted that I had wrongly wrote five bob, which is fact actually only worth 25 pence. Please blame my old math teacher for that one.

ALCHEMIST SOFTWARE

In a bid to cut their costs even further, ASW are undergoing changes to try and eliminate paper catalogues and switch to disk media as much as they can. Already their PC and Amiga catalogues are on disk, but now they will be featuring their Spectrum library on +D and +3 (driveB) disks. Not only does this save printing time, but also reduces postage

costs and paper usage - therefore benefiting the environment, and your pocket.

YOU'LL NEVER PLAY MARIO ALONE

Here's a good one. Liverpool goalkeeper, David James, told the Times newspaper that lapses in certain matches (probably including the three goals let in against Newcastle), were the fault of him playing computer games. He revealed that Colin Jackson had told him that athletes were banned from playing computer games prior to competition. James said "It takes the edge off their mental performances and that cost vital fractions of seconds".

"I know what he means. The last time I had a nightmare was at Middlesbrough in the Coca Cola Cup and I had played Nintendo for eight hours before hand".

Rumour has it that Spurs keeper Ian Walker has a Nintendo, Sega, Playstation, Jaguar.....

SPECTRUM GAMES MADE AVAILABLE

Approximately 349 titles have been made available to the following Spectrum PD libraries for distribution. In some case complete ownership rights have been transferred over to Alchemist Research.

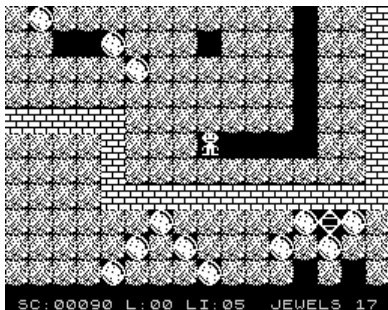
Alchemist Software
126 Hayward Road
Redfield
BRISTOL
BS5 9QA

Impact Software
36 Budes Road
WOKINGHAM
RG40 1PJ

Spectrum Profi Club
Penningsfelder Weg 98a
D-51609 KOLN
Germany

ROCKFALL 3

Rockfall 3 is being developed by Impact Software and is going to be a massive multi-load affair, simply because of the huge number of levels (arctic, desert, and underwater) that will be included. Paul Howard is looking for level designers, so drop him a line if you fancy a whirl at creating a level or two (or ten for that



Lack of space prevents me from listing all the titles, but some of the more notable ones include Masterfile +3, Arnheim, Vulcan, Academy, Tau Ceti, Tir Na Nog, Chaos, Flunky, Batman, Manic Miner, Jet Set Willy, TLL, and Jack the Nipper. With titles from, Incentive, Julian Gollop, Pete Cooke, Jon Ritman and Don Priestly, you won't be short of quality titles to choose from.

REASONS TO BE CHEERFUL

It has been a turbulent time of late in Speccyland, and I'm sure everyone not involved will be left feeling rather confused and dazed by it all. For the sake of your sanity, and mine, it is probably best that we skip the gory details, and try to carry on as normal. It is true that the people involved have their opinions, often at times very deep-rooted and unshakable ones, and that is why there are often clashes of personalities, which in the end often lead to ongoing feuds. At times it becomes hard to judge who is right, and who is wrong. Everyone proclaims that what they say is true, and that the other person is lying. The ZX Files, although at times it is hard, is trying its best to remain impartial and as unbiased as possible regarding matters of peoples opinion. How I am meant to achieve this is one I am not too sure about, and only time will tell if I have managed it, yet at times I seem to be tiptoeing on eggshells trying not to offend or upset anyone. The ZX Files is not out to change peoples opinions, I'm not a naïve as thinking I could do that. Life is too short and I have more important things to worry about. All that is required is a clean slate for these people to start afresh from.

Easier said than done. I just wanted to use this opportunity to express my position in all this chaos. If you have certain beliefs, don't expect me to agree to them as well, but don't start thinking that I will try to dismiss or ridicule them, or even stop speaking to you. If you can respect me for that, then I will respect you. If you can't manage that, then you are an immature fool. The ZX Files philosophy is a simple one. Everyone is welcome.

This is the last that I will make any mention of the subject. But before I finish this article I would like to tell everyone what the Spectrum means to me, and the qualities that make it the best 'personal' computer ever created. If treated properly and not torn into several pieces, then the Speccy scene will probably last longer than any of us ever will. Doesn't it deserve that?

I bought a second hand Spectrum 48K many years ago, and became instantly addicted to Elite. The hardest part was probably battling the mighty lenslock, but once I overcame that obstacle I eventually attained the status of "Wet Lettuce", a long way off from the mighty "Elite" it has to be said. Chuckie Egg

2 was another passion, as was Ghosts and Goblins. All are still as addictive today as they ever were. This is something that most Spectrum games have in abundance, and owners of other 8bit machines will say the same about games written for their machines, and they are right to do so. Now that the consoles and PCs have taken over the world and the Spectrum isn't having thousands of games released for it every week, isn't it nice to sit down and play a game properly. By that I mean you aren't rushing it, maybe only playing the game for a day or two, and then quickly dismissing it just because there are some supposedly better games getting released next week. These days the flood of games has dried to a all but a drop or two, so you can now sit down and choose a game from a back catalogue that no other computer can match, and then play it properly. The great thing too is that the games are so cheap to buy, so now you have no excuse for not playing The Hobbit from a comfortable tunnel like hall right through to the finish. With so many people upgrading their machines and practically throwing away their software, instantly dismissing it because of the promise of



better games to come, there has never been a better time to increase your collection. And unlike Johnny Playstation, who has just spent £100 on two games, you'll have money spare to spend on other items he can't afford, such as deodorant. Also, what for me is so heartwarming, is that people still create Spectrum games for us to enjoy. Not crap ones at that either. Prince of Persia springs to mind, and with Minesweeper, Stevie Dotman, Rockfall 3, Legacy of the Zer Empire appearing on the horizon, isn't that reason to rejoice and not bicker.

PD is something that still manages to amaze me on the Spectrum and make me go all quivery. With the rise of the Internet, and the slow lingering death of the Amiga, PD as we know it should be dead. Not on your nelly. The Spectrum PD scene is as hot as it has ever been, with demos like Lyra II, British Battle Tracker, Life Sux all pushing the Spectrum further than ever thought possible. On a PC, if you want better graphics or sound, you buy the appropriate card. The Spectrum doesn't have this luxury. Maybe it is because demo coders have had many years of practice to perfect their art, that we are now truly seeing the fruits of their hard

labour. Sure, a PC might have fancy rendered real time graphics and ear drum bursting sound effects, and so it should with its Pentium MMX processor and 32 meg ram. But a well-executed Spectrum demo has my full and undivided attention, simply because I have seen something that shouldn't really be possible, and it is only achieved through the skill and dedication of a coder, and not a 3DFX graphics card. Sing it from the rooftops if you have seen something on the humble Spectrum that made you gasp in awe, at least that is interesting to listen to.

Community. A sense of belonging to a unique tribe of individuals who all share in the same passions for a particular computer. The Spectrum is not the only computer that has this warmth to it, all other formats do, barring the PC and consoles. What causes people to do this? I'll tell you! It's nostalgia, highly addictive, and once in your blood stream there is no hope for you. Nostalgia is about remembering 'the good old days', a time when games were real games and you could afford to do it on your pocket money or from what you earned doing a

paper round. Sure, playing all these great games and watching countless demos means you need to go to the opticians to buy some rose tinted spectacles, but what the heck, it sure beats watching TV for the sake of watching TV. Writing about what you love, sending and receiving letters, swapping games and demos, reading all the excellent fanzines and diskzines, buying that game you have been searching for over eight years for, it all becomes a hobby, a sort of train spotting like syndrome that gives you a glowy feeling all over. Mr console can't do that can he, so he'll never no what it is like to feel the warmth of the Spectrum community. Isn't that reason for not destroying something so special.

Looking back over this article I'm not too sure if it makes sense, or even if it has a point to it. I'm also the new kid on the Spectrum block and maybe I don't have a right to say all this. It just seemed like the appropriate thing to write at the time.

PAUL

JOYSTICK

Sorry, no room this month for any pokes or other cheats, as this month we've gone Prince of Persia crazy. The first three levels have been mapped, with some useful tips thrown in for good measure. Now where did I put my pyjama bottoms and sword?



MOVEMENT

TO TURN AROUND

Tap the joystick left or right.

TO RUN

Push the joystick in the direction you want to go, either left or right. Release the joystick to stop.

CAREFUL STEPS

Hold down the fire button and move either left or right. You can use this tactic to get right to the edge of ledges.

JUMP UP

Push the joystick up.

JUMP FORWARD

When standing still, push the joystick up diagonally.

You can jump further with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Push the joystick forward to start running, then up to jump.

CLIMB ONTO A LEDGE

Stand facing the ledge and push the joystick straight up. If necessary use careful steps to position yourself below the ledge.

TO HANG FROM A LEDGE

Press the fire button and hold it down. To let yourself drop, release the fire button. To pull yourself up onto the ledge, simply push the joystick up.

At any time you jump or fall, you can grab a ledge, if it is within reach by simply pressing the fire button. Remember - as soon as you release the button you will let go.

TO CLIMB DOWN FROM A LEDGE

Step up to the edge, turn around, then push the joystick down.

TO DUCK

Push the joystick straight down. Release it to stand up.

PICK UP AN OBJECT

Stand in front of it and press the fire button.

SWORDPLAY

TO STRIKE

Press the fire button.

TO ADVANCE

Push the joystick in the direction you are facing (towards your opponent).

TO RETREAT

Push the joystick away from your opponent.

TO BLOCK YOUR OPPONENT'S STRIKE

Push your joystick up just as your opponent is striking. It may take

some practice to get right. Watch you opponent carefully, and wait for him to strike.

TO STOP FIGHTING

Push the joystick down. Once you've put your sword away, you are free to run, jump and climb as usual. Be careful, because when you are unarmed a single blow from a guard's sword will kill you. To draw your sword again, press the fire button again.

HINTS

LOOSE TILES

Some tiles collapse on touch. To find out which tiles will fall, jump straight-up. Any loose tiles on the same screen will visibly wobble. To safely remove loose tiles from below, without incurring an injury, simply use careful steps to face the right-hand edge. Jump up then hold down the fire button, ready to take a careful step to the right when you land. These

loose tiles invariably lead to secret passages, and more often than not, a lovely potion or two.

THE GUARDS

The guards have good hearing. They turn to face the direction of suspicious sounds - such as heroes running. However the guards cannot hear careful steps, so put them to good use.

SPIKES

Simply careful step through them.

RAZOR GATES

Take careful steps up to the edge of a gate until you can walk no more. As soon as the gate has shut, take a careful step through it.

SWORDPLAY

Most of the guards can't wait to skewer you with a quick thrust of their weapon. As soon as one moves towards you, quickly thrust. Hopefully you should have taken one hit point from your

opponent. Also, practice parrying, then thrusting, as some of the later guards don't move until you do.

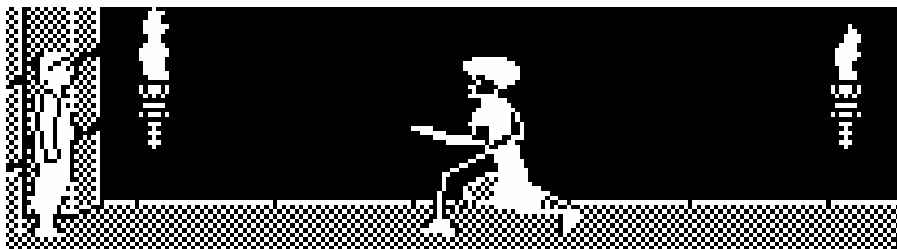
REMEMBER

A two-story drop will hurt you, a three-story drop will kill you.

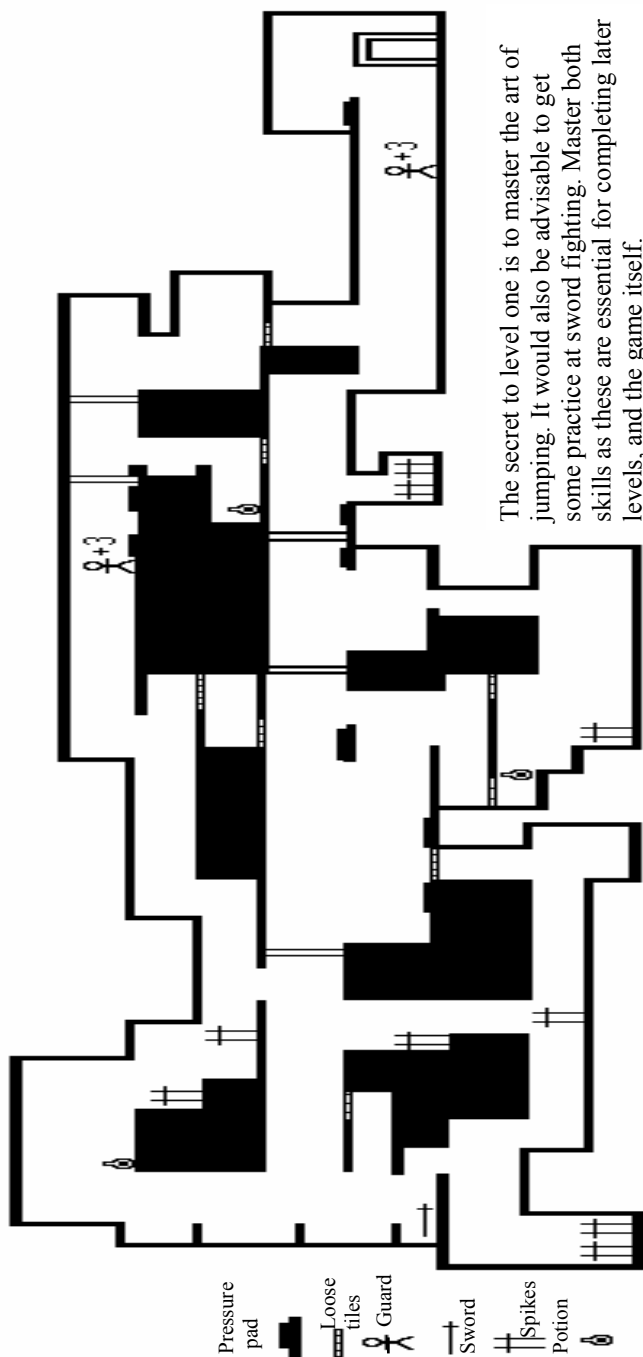
Every time you block an opponents strike, you are knocked back slightly by the force. If near a ledge, you can be sent hurtling to your death if not careful. Try following up a defensive block with a strike.

The Princess is imprisoned in the high tower of the palace. To reach her, you must find your way out of the dungeons, through the palace's main building, and up to the top of the tower. Easier said than done.

Pressing T will reveal how much time you have left.

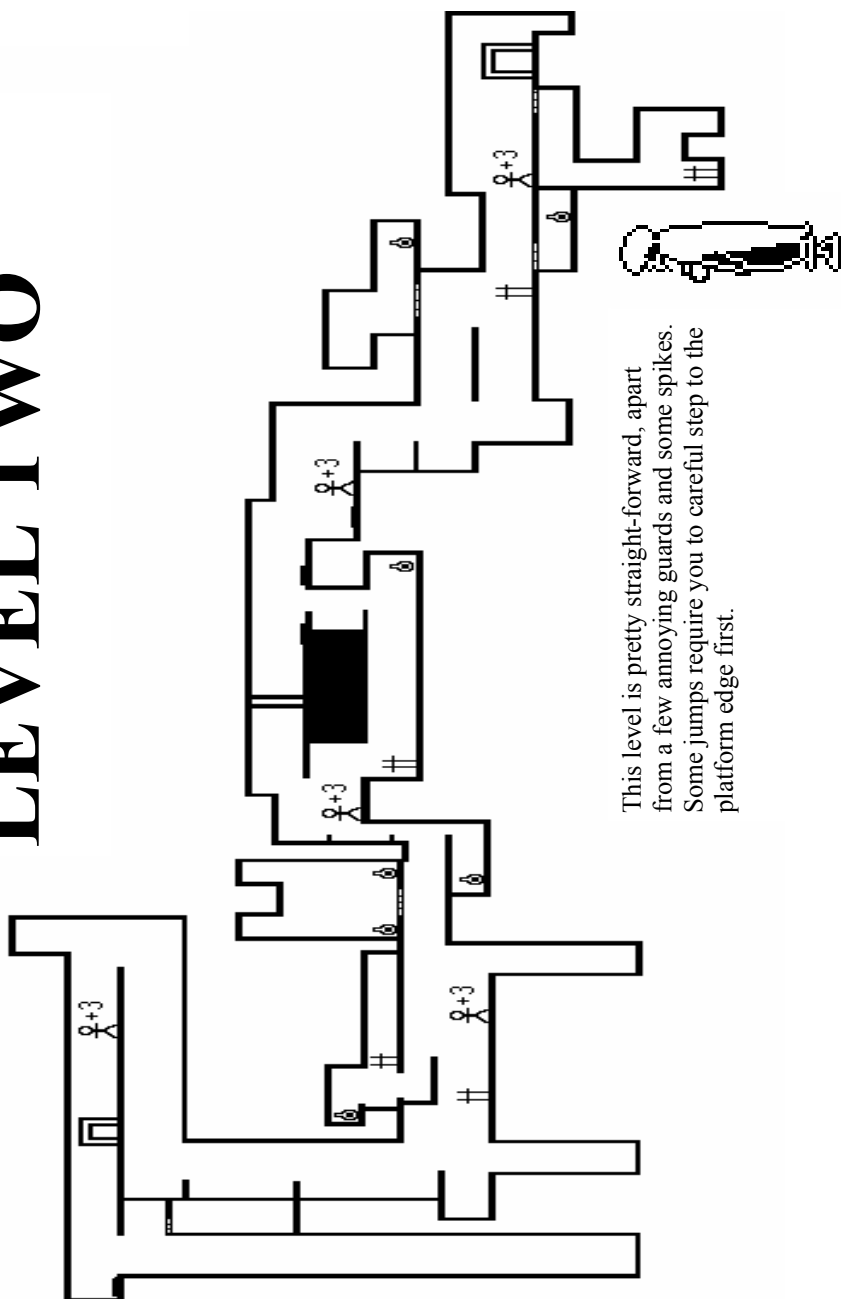


LEVEL ONE



The secret to level one is to master the art of jumping. It would also be advisable to get some practice at sword fighting. Master both skills as these are essential for completing later levels, and the game itself.

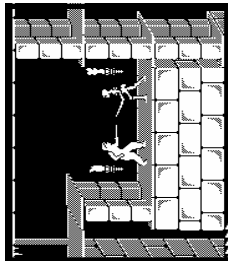
LEVEL TWO



This level is pretty straight-forward, apart from a few annoying guards and some spikes. Some jumps require you to careful step to the platform edge first.

LEVEL THREE

To get through Gate A you must first stand on Pressure Pad 1. Then by running and jumping to Point C you should quickly propel yourself off the loose tiles before they collapse and get through the gate before it closes. At first it may seem impossible to do, but with some patience and a lot of practice you will



The invincible skeleton at Point A can be a tricky opponent to get past. You must first knock him over the edge then force him onto the loose tiles at Point B, which will collapse, sending him crashing down the chasm, allowing you to pass and complete the



THE 2ND NSSS SHOW

The first NSSS show was a highly enjoyable event, mainly because I got to put faces to people I had only corresponded to before. Issue one of the paper-based version of The ZX Files had only just been released, and was on show for everybody to see. With stiff opposition from Classix and Crashed, I wasn't sure if it would be a welcome addition to the Spectrum family. But as I

soon learnt, it's more the merrier. James Waddington and I were positioned like royalty on a stage over looking the day's proceedings, and at first people seemed to avoid us, probably thinking we were two officials. But as time progressed we were soon kept busy selling games and fanzines. At the end of the day it was a success for us both, and

any profit I made was donated to the Landlords retirement fund the following evening.

The second NSSS show was situated at the same venue in the Wesleyan Chapel, on Bank Street in Wetherby. Rather handy that, as I live in Wetherby you see. James Waddington, who I had a stall with at the first show, was unavailable to make it this time, but Allan Clarkson came up trumps and managed to find somebody for me to share with.

The show was open to Joe Public at 10.30am, but I didn't actually arrive till gone 9.30am because I had been sat at home watching cartoons, and had got engrossed in a Johnny Quest adventure about an alien on Easter Island (I'm a sucker for that kind of stuff). Oops, time to get me skates on I think. I needn't have worried though because I was one of the first to arrive.

For me the show differed because the



The Wesleyan Chapel, home to the NSSS

Spectrum was not so well represented, with notable absentees from the first shindig including those crazy guys from United Minds, Thomas Eberle from Germany and Paul Howard from Impact Software. Andy Davis made the journey down from Steel City, although he didn't actually have his own stall, but instead had decided to mingle, as well as fetching yours truly some PC disks full of useful images. John Garner had fetched with him a demo copy of his forthcoming game, a conversion of the

veritable PC classic, Minesweeper. Unfortunately he couldn't get his setup to work, so I was whisked home in Mr Davis's car to go get my +D drive and interface. Wasted journey, as it wasn't John's +D interface that was wonky, but his +2A, so he had to buy a 48K+ in the end. This meant that we didn't get to see any snazzy 128K demos, but at least I got to see a playable demonstration of Minesweeper. I'm sworn to secrecy as to what John will program after he has completed

Minesweeper, but I'm sure he knows that I will pester him for the rest of his life if he doesn't.

It was really nice to see Gareth Bussey in person, and he is as energetic and enthusiastic in person as he is on the phone. That is a polite way of saying that we can both gas for ages on the dog and bone, as my last quarterly bill will testify. Gareth had brought with him all his crap games, and then palmed them off onto me. Only joking Gaz. He had in fact actually fetched me an absolute



A group of Sam Coupe owners standing outside the Wetherby Town Hall with their new copies of Chess Mate.

corker of a collection of classic games, which I swapped for some of mine he had chosen. Robert Chilton was buying games for his ever-expanding collection (4000+ the last time I heard), and somehow managed to talk me in swapping some of my merchandise for a remote control joystick and a Sinclair printer. Ronald Raaijen from Holland had a rather tasty Speccy CD-ROM on his PC, which certainly seemed to put the Speccy Sensations '96 CD-ROM to shame. Other Speccy people I recognised included Matt Westcott, Bernadette Dowsland, Mark Sturdy and Arnold Yates. I did recognise a lot of other faces, both Speccy and Sam owners, so it was nice to see that people had enjoyed the first show and thought it was worth coming back a second time.

Most of the day I was sat next to Mark Bennett, who was plugging Quazar hardware and software for the Sam Coupe. He kindly gave me a guided tour of his Sam Coupe, and I must admit to been nearly impressed. It is certainly

by and far and away the most advanced 8bit available, and at times it was nearing, if not equaling 16bit standards. But for me the Spectrum is still the sexiest piece of hardware available, and I love it for what it is.

The day ended all too quickly, and soon I was heading home, kindly getting chauffeured by Andy Davis, which was a good thing as I managed yet again to go home with more than I arrived. Allan Clarkson must be congratulated for his hard work in making the NSSS a day to look forward to, and everyone who attended was friendly, especially some of the Sam crowd I got talking to. I can't wait for the next one to arrive, and I recommend anyone who can, to attend.

A few things you didn't know about Wetherby!

- 1) There is a film entitled Wetherby which was filmed partly in Wetherby as well. It starred a selection of acting greats of our time, most notably Vanessa Regrave, Ian Holm and Judi Dench.
- 2) Wetherby is probably the only town that has been sold in its entirety. It was sold in 1824 by the 6th Duke of Devonshire, allegedly to pay his gambling debts, while others say it was to fund Chatsworth. It raised over £250, 000, a very large sum in those days.
- 3) The Wesleyan chapel in which the NSSS is held was built on land that was sold in the 1824 sale for £720.
- 4) Squadron leader James "Ginger" Lacy, Wetherby's own second World War ace fighter pilot shot down more aircraft than any other pilot in the Battle of Britain, as well as the Heinkel that bombed Buckingham Palace.
- 5) When the Princess Royal visited the Wetherby Races in 1923, it is said that the staff in the 'ladies' had to warm the seat for her.
- 6) Wetherby was recently featured on Crimewatch, due to the fact that criminals set fire to the Forensic labs, in an attempt to destroy evidence.
- 7) Wetherby was probably named by the Saxons, who called this part of the world, Wederbi,

RUNNING Z80 WITH WINDOWS 95 Properly!

☞ A handy guide for Z80 emulator users experiencing difficulties ☞

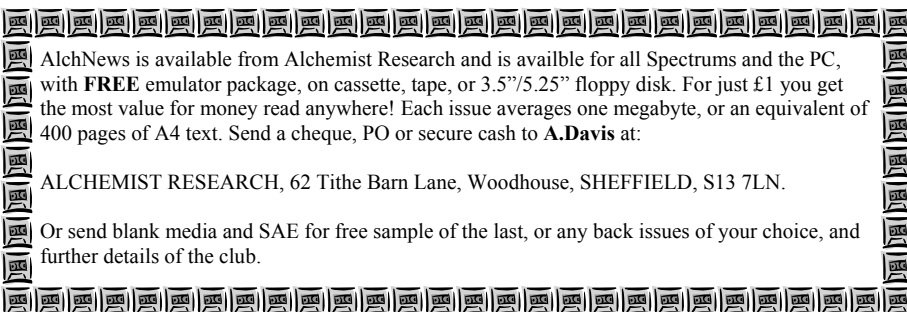
The following article has been taken from AlchNews 23 and used by kind permission of Andy Davis. It has helped me to get my copy of Z80 running under Windows '95, so allowing me to break up the tedium of word processing by having a couple of games of Renegade. The text is all written by Andy Davis, except for a small addition concerning EMM.386 by myself. The ZX Files or Alchemist cannot be held responsible should you trash your PC.

A number of you have written in and said that you've had trouble running Z80 under Windows 95. The setting described here is pretty general and should work with most modern PCs. First, make sure that you have the Z80.PIF file in your Z80 directory. It may be advantageous to put it on your Windows desktop. Wherever it is, right click on it and select the PROPERTIES menu. You should be then confronted by six pages of settings.

- 1) GENERAL: Tells you about the emulator. There are four check boxes, make sure only the ARCHIVE one is highlighted.
- 2) PROGRAM: The name (beside the icon) is what you want it to be called on your desktop. Below that is the command line, which starts the emulator. This should be Z80.EXE. Next you have the option of a batch file. This should be empty. Following that is your shortcut key. I have NONE on my setup. Finally, you have the RUN mode, which should be MAXIMIZED. Also, tick the CLOSE ON EXIT box, as there's nothing to gain from having it otherwise.
- 2a) PROGRAM (ADVANCED): Clicking the ADVANCED box and gives the option of where the emulator is run from. This is what can stop the emulator and / or any other DOS based programs from running. It is vital that you have the box 'PREVENT MSDOS PROGRAMS FROM DETECTING WINDOWS' clicked ONLY. Nothing else is necessary.
- 3) FONT: Should be set to BOTH FONT TYPES with the font size as AUTO.
- 4) MEMORY: All windows should contain AUTO.
- 5) SCREEN: The usage should be FULL SCREEN (Window mode will only work if you start the emulator with CGA graphics emulation) and the initial size should be left at DEFAULT. All other boxes on this screen are ticked.
- 6) MISC: The only settings ticked are the FAST PASTING ONLY checkbox and ALL of the shortcut keys.

If you get the message "No EMS Memory" and Z80 unceremoniously dumps you back into Windows then edit your config.sys file using Notepad or a similar utility. In the line C:\Windows\emm386.exe delete the word 'NOEMS'. Now reboot your computer and run Z80, this time it should work correctly, touchwood.

Other than that, all that you may need to do is alter your Z80.INI file to your own PC's settings. One setting that you will need in operation is -XW, which enables Windows compatibility. You'll find this under 'miscellaneous switches' towards the end of the Z80.INI file.



AlchNews is available from Alchemist Research and is available for all Spectrums and the PC, with **FREE** emulator package, on cassette, tape, or 3.5"/5.25" floppy disk. For just £1 you get the most value for money read anywhere! Each issue averages one megabyte, or an equivalent of 400 pages of A4 text. Send a cheque, PO or secure cash to **A.Davis** at:

ALCHEMIST RESEARCH, 62 Tithe Barn Lane, Woodhouse, SHEFFIELD, S13 7LN.

Or send blank media and SAE for free sample of the last, or any back issues of your choice, and further details of the club.

BIG BOSS

Judge Dredd has nearly always been 2000AD's most popular character, quickly replacing the clean cut Dan Dare as the hero of the future. And it's not hard to see why! A bastardised son of such influences as Dirty Harry, The Man with No Name, and Frankenstein from Death Race 2000. He is tough, very tough, borderline fascist even, with a face carved from stone and a personality to match. He rules Mega City One with an iron rod, and grudd help anyone who should break the law, because he'll break you in two and you'll be lining the inside of an iso-cube before you can say "Sylvester Stallone"!

His world is a future gone mad, bad and very crazy. Set in what is left of the United States of America, Mega City One is home to some of the strangest, and most vicious scum you'd never want to meet. Cannibals, aliens, dead creatures, robots, cyborgs, werewolves, teenagers, mutants, the list goes on and on. And probably will. Thankfully for the normal Law-abiding citizens, the Judges are there to protect them. Taught from the age of five at the Academy of Law, every test

of endurance is thrown at these rookies, so that they hopefully become grade A Judges. But if they think their training is tough, then are in for one hell of a shock

Judge Dredd is the most feared of Judges, there is no doubt about that. His Lawmaster bike is armed to the teeth, his Lawgiver gun has bullets ranging from incendiary to heat-seeker, and he also has some of the



most advanced technology at his disposal. But even in one on one combat, Dredd still kicked Batman's ass.

There is no doubting Dredds commercial viability. The writer of Robocop actually freely admits that his creation is based on Dredd, and look at what an excellent film that is. Anybody who has read 2000AD will instantly recognise the "Dreddisms" that officer Murphy does and says. However Dredds outings outside of 2000AD are usually fairly mundane affairs, including his computer games, when the opportunity has always been there to create something really good, really really good, if only because of the wealth of great ideas that Dredd's universe has created. The

Spectrum will never see a game based on the film of the same name. Be thankful for small mercies. The film looks amazing, but has a script that is as wet as a toilet roll that has just fallen down the lavatory.

Sadly, it seems that the Specy will never have a decent Dredd game grace its rubber keys. Now where did I put my copy of GAC?



Welcome to The PD Zone, looking once more at some of what the PD world has to offer.

Lyra II mega-demo Ethanol Soft Inc.

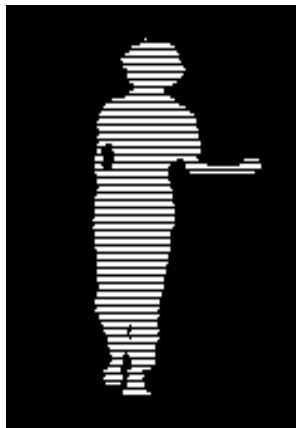
What does a demo have to do to become a mega-demo? Must it have a certain number of parts, perhaps some fast scrolly text, or is it up to the demo group concerned to decide. I'm not sure, but on my built-in mega-demo analyser (my brain), I'm sure this easily qualifies.



As Star Wars fever hits Britain, nay the world, a second time around, it was probably appropriate that the first section of this demo should be accompanied by the Star Wars theme. The scroller moves up screen

like the opening titles to Star Wars, but alas the text does not shrink like its big budget counterpart. Most of the text involves what ESI used for creating this demo, down to the food they ate and how many spoons they used. We really needed to know that. Part two, it has to be said, is a vast improvement on the first section. Right to left scrolling message reveals a picture within the text. Nicely done. The bottom half of the screen is a DAT deck, with three dials all moving in time to the beat, a sort of German Erasure mix. Part three looks fairly simple, but on closer inspection is more complicated than first thought. A bottle bobs around in a large blue sea, only disturbed by the odd fish that breaks the water every now and then. Very peaceful it looks too, floating under a clear night sky. The obligatory scrolling text this time arches over the bottle, quickly turning anti-clockwise. This itself looks quite effective, even more so when you also notice that the letters are reflected in the water underneath. Now we are onto the cream of the

crop. Accompanying a moody techno dance



number is a digitised movie of a female dancer gyrating to the hypnotic beats. She sways from side to side, her arms loosely swinging, and then she spins around, only to continue dancing without even breaking into a sweat. This is real 70's Top of the Pops stuff, and anyone who didn't know that this was running on a Spectrum could easily be fooled into thinking this was on anything from an ST to a PC. It really is that good. With all this boogying going on at club Spectrum, you could quite easily miss the cute scrolling letters, which take it in turns to sporadically jump in the air from time to time. We are

then on to a real trippy number, a multi-coloured screen with the colours radiating from the centre, giving the impression of an LSD induced time tunnel. Not that I take drugs, I just watch too many cheesy films. With the demo been so good up to present, it's a shame to find another weak part. A hospital monitor, instead of displaying heartbeats and brain waves, has instead three scrolling text messages, which are nigh on impossible to read. Things pick up in the next part. Huge stripey multi-coloured fonts pulsate and scroll to a proper digitised sample. Even though the sample is an Iron Maiden guitar riff, it is very clearly sampled, and is bound to get all Speccy head-bangers wetting their leather duds. Funny thing is that when I ran this demo on my PC with Z80 to grab a few screen shots all I got was deathly silence, not even a squeak. Seems that the Spectrum is more powerful than people realise, and that this demo was just too hot for a PC to handle. The following part features lots of balls, all flying around like a demented serpent. Not too much to get excited about so it's onto the final bit. Basically a collection of addresses accompanied by black and white art, with small scrolling squares which all have running miniature demos of the previous parts. A good finish to a great demo. Even

though there are two or three weak parts, the other sections certainly outweigh them and easily earn Lyra II the title of classic mega-demo.

Music on Interrupt Various

All the songs on this disk were entered for Enlight '96, and have now been squeezed in to one bite size demo. You



have 15 songs to choose from a simple menu screen. Once you have picked a song you are told who the song is by, how many votes it earned, and what position it finished in. Tunes are varied in style, but I quite liked the hard core techno Kpytexko, as well as the more sedate Likemya, with its calm rolling beat, which just so happened to get first place. There's something here for all the family.

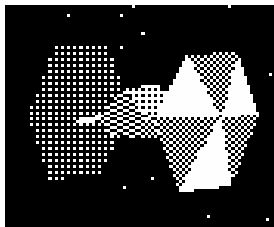
Life Sux demo 128 Galaxy Inc

Dave Fountain has spoilt me rotten lately with a plethora of quality demos, and again this doesn't disappoint. First a simple wavy scroller is suddenly squeezed between two mesh fences. This looks really impressive, especially as both fences and the text are all moving at once. The

following part features a rotating cube, which has on its sides various



effects, from a bouncing message to a revolving ZX, which is sat in a moving star-field. After this is an effect best described as a whirling swarm of pixels, which is soon joined by a rotating 3D tie-fighter from Star Wars. This demo group is definitely using the Force. The finishing part to this demo is of a group of butterflies flying and

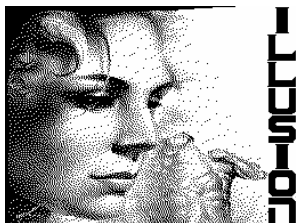


twirling above a checkered floor, which itself sweeps around the screen. Throughout the entire demo the music changes tempo and style without any audible signs of any joins. Top notch stuff.

Illusion Xtrade Group

The demo starts with a simple 'music (y/n)'. Nice

of them to ask, but the volume control is usually good enough for me. Anyhow, I choose yes and am promptly greeted with some classical music. Again, as with the previous



demons, there is a wealth of great effects to watch. First up is a scroller that revolves like a reflection on a sphere. This looks very impressive. Lots of bouncing stuff follow, including a bouncing egg keenly watched by two chickens, a ball which bounces on a star-field scroller, bubbles bouncing over a whirlpool, and lots of bouncing bubbles. Pang on acid springs to mind. Sonic the Hedgehog makes an appearance, though this time



he's black and white and not his usual blue self. He happily rotates a full 360 whilst moving in and out of the screen. Not to be

outdone, Robocop makes an appearance. An Ocean advert for the game, including Robo's face, is wrapped around another bouncing ball, this time falling on to a scroller, which vibrates accordingly when hit. Finally, when everything has stopped bouncing, we are onto the final part. A scroller, which one microsecond is far away in the distance, is the next microsecond in danger of smashing through your monitor screen. Lubbly jubbly.

Russian Prestige demo 128 Black Shark

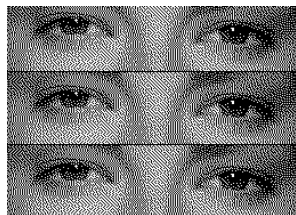


At times this demo resembles something the Commodore 64 might have created, there is that much colour splashed about, and with not one-drop of colour clash. All the usual effects are present as well as a clever one, which involves a picture of a blossoming tree. Roving around the screen is a lens that magnifies everything underneath it, so you can view everything in detailed monochrome. This may not be the most original demo but it has been done with so much polish it is in

danger of destroying the ozone layer. Eastern Europe it seems is where it's all happening for the Spectrum.

Vibrations Eurodemo Rush

This really is a kaleidoscope of different effects. Bouncing balls, morphing shapes and signs, messages that fly into the screen, fast moving lines of dots and rows of eyes bouncing up and down. These are all very good, and this little lot alone would make a great demo. But as Jimmy Cricket would say, "Come here, there's more". Because you see, the highlight of Vibrations is a wonderful coloured texture-mapped wall, which twists and turns before your very eyes. You won't believe your Spectrum is capable of achieving this superb effect, and will just sit there with your mouth wide open in amazement. Pinch yourself though, because under that



sleek grey (or black) exterior, lies a powerful Z80 processor waiting to be unleashed. Rush has managed to tame it. As the Beach Boys once sang, "Good, good, good, good

vibrations”.

Art Experience 128

The TGM Group

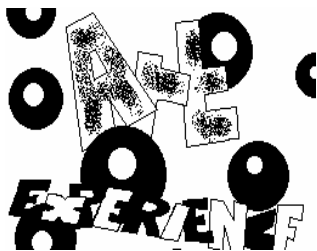
Anyone who succumbed to the lure of the 16 bit will no doubt have bought at least one graphics slideshow from their friendly PD vendor. Countless Star Trek, Gerry Anderson related stuff and risqué scanned images were there to be had by all. It was meant as a way of showing how powerful your new machine was, simply because it could display x amount of colours. After about, oooh, ten minutes, the novelty wore off and you soon realised you were five quid out of pocket. One of the more popular subjects for demo groups and hackers to plunder mercilessly, was the ever-reliable Boris Vallejo, master at the art of drawing muscley barbarians and buxom beauties. It was not hard to see why this sort of stuff appealed to spotty fourteen-year-olds. Now thanks to the TGM group you can experience what countless sad (myself included) ST owners experienced. The demo proper starts with the customary scroller, and then we are on to the art extravaganza. By pressing a key we get to see

some very good digitised artwork. Even though the pictures are monochrome, most of the original detail has been retained. Each picture slowly glides up and down screen, and has its own scrolling message. By pressing keys TGM, we are taken to the outro (opposite to intro!), which features a short looping drum sample taken from an Amiga A1200. There isn't much to this demo, but what



Many thanks go to Dave Fountain for sending me these wonderful demos. Fountain PD will be sorely missed by all the Spectrum community, including myself. If it was not for Dave's help in the beginning, The ZX Files would not exist today, it's as simple as that.

Apologies for the lack of any utility, game or diskzine reviews in this issue. There simply wasn't enough room.



ZX FILES DIRECTORY

THE ZX FILES DIRECTORY IS A FREE SERVICE TO ANYONE CONNECTED WITH THE SPECTRUM SCENE. IF YOU REQUIRE AN ADVERT PLACING THEN SEND IT TO THE USUAL ADDRESS. I WILL ACCEPT ADVERTS FOR JUST ABOUT ANYTHING, AS LONG AS THEY ARE SPECTRUM FLAVOURED.

WHEN REPLYING TO AN ADVERT PLEASE ENCLOSE A SSAE.

SOFTWARE/HARDWARE LISTS

The following people sell Spectrum software or hardware, or both. When requesting their lists, please enclose a large SSAE.

A.Cresswell, 18 West Street, Geddington, NN14 1BD. Huge Spectrum software and hardware list. Also sells C64, CPC, BBC, Electron, Oric, Dragon, Atari 2600 and Sega, so please specify which list(s) you want.

A.Marshall, 29 Barber Street, Eastwood, Nottingham, NG16 3EW.

Arnold Yates, 12 Frederick Street, Chorley, PR6 0QB. Supplier of both hardware and software.

D.Morriss, 20 Greenhill Drive, Malvern, WR14 2BW.

J.Thompson, 78 Holtdale Avenue, Leeds, LS16, 6SG.

Brian Power, 71 Flat 2, Salisbury Road, wavetree, Liverpool, L15 1HW.

Gareth Bussey, 1 Ramshaw Close, Langley Park, Durham, DH7 9FP. Also sells C16, C64, Electron, VIC20 and Master System games, so please specify which list(s) you require.

Helen Shack, 89 Cobbold Road, Leytonstone, E11 3NS.

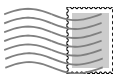
K.Gurd, 21 Ladycross Road, Langdown, Hythe, Southampton, SO45 3JR.

Mr Staniford, 2 Cromwell Close, Lincoln, LN4 1EU.

PD HOUSES


Alchemist Software, 126 Hayward Road, Redfield, Bristol, BS5 9QA. (Amiga/PC/Spectrum)

Impact Software, 36 Budesges Road, Wokingham,



WANTED

Desperately seeking a copy of The Great Giana Sisters for the Spectrum. Released by Rainbow Arts in 1988 it was withdrawn from sale because it was banned by Nintendo (too similar to somebody called Mario). An original copy on tape or would be nice, but a copy on tape or +D disk would be more than welcome. Send any details to the usual address. I am willing to pay a decent price for an original copy in good condition.



GET 'EM WHILE THEY ARE HOT

Copies of issues one and two are still available. Issue one features reviews of two new Dizzy games, a few cheeky answers from members of the Speccy scene to some duff questions, an in-depth look at ZXAM v2.0b, some shocking revelations concerning the Spectrum and captured alien technology, as well as the usual stuff. Issue two is just as lively, if not livelier. Featuring an in-depth look at Deus Ex Machina, a preview of Legacy of the Zer Empire, hacking emulator files, the ZX rated Spectrum, as well as some lively opinions. Both are available for just £1.50 each, or you can buy both for the princely sum of £2.50. If this tickles your fancy then send

your cheque/postal order, made payable to "P.White", to



THE ZX FILES
30 XXX XXX
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Berks, RG40 1PJ. (Spectrum +D only).
MDL, 249 Dumbarton Road, Old Kilpartick,
Glasgow, G60 5NQ.
Prism PD, 13 Rodney Close, Old Bilton, Rugby,
Warwickshire, CV22 7HJ.
Womo PD, Ernastrasse 33, D-51069 Koln,
Germany.

SPECTRUM RELATED PUBLICATIONS

8-BIT, 39 High Street, Sutton in the Isle, Ely,
Cambs, CB6 2RA.
Adventure Probe, 52 Burford Road, Liverpool,
L16 6AQ.
Alan Godridge, 47 St Helens Street, Elsecar,
Barnsley, South Yorks, S74 8BH. (Specocy tips
disk-zines for the Amiga).
Bernadette Dowsland, 26 Elsie Street, Goole,
East Yorks, DN14 6DU. Multiface pokes
magazine, clip art booklet and manuals.
Beyond The Frontier, Brookside cottage,
Moorby, Boston, Lincolnshire, PE22 7PN. Amiga
disk-zine with some specocy material, a must for
all Amiga owners.
Classix, Sherwood Lodge, 15 Drummond Road,
Boscombe, Bournemouth, BH1 4DP. essential
reading for all Specocy fans. Send £1.50 for latest
issue.
Crashed, 16 The Avenue, Manston, Leeds, LS15
8JN. Sam/Specocy fanzine. Highly recommended.
Send £1.50 for the latest issue.
Fish/Z2, 3 Station Road, Birch Vale, Stockport,
Cheshire, SK12 5BP.
Format, 34 Bourton Road, Gloucester, GL4 0LE.
Covers a wide variety of 8 bits. Also supplies
Specocy software and leads.
JDH Tipskip, 40 Rosarie Place, Grimsby, South
Humberside, DN33 2JS.
Scene+, see Austrian Spectrum Club for address,
disk-zine.
SUC-Session, Gastackerstr. 23, 70794
Filderstadt, Germany. Paper fanzine.

SPECTRUM CLUBS

Alchemist Research - see Alchnews for address.
Austrian Spectrum Club, Prager St, 92/11/12,
A-1210 Wien, Usterreich.
Sinclair Geb.Groep, Groningen, C.Ballintjin,
B.Boermalaan 7, NL-9765 AP Paterswolde,
Netherlands.
Spectrum Discovery Club, B.Mumford, 57 St
Saviours Road, W.Croyden, Surrey, CR0 2XE.
SUC, Gastackerstr. 23, 70794 Filderstadt,
Germany.

SOFTWARE SUPPLIERS

Adventure Workshop, 36 Grasmere Road,
Royton, Oldham, Lancs, OL2 6SR. Spec
adventures.
Capri Marketing, 9 Dean Street, Marlow,
Bucks, SI7 3AA
Chilsoft, 61 Sandfield Farm, Brownhills, West
Mids, WS8 6LW.
Dreamworld, 10 Medhurst Close, Gravesend,
Kent, DA12 4HL. Spec adventures.
Microspec Software, 22 Bond Street,
Innerleithan, Perthshire, Scotland, EH44 6HW.
RSS Software, 24 Chelsea Park, Easton,
Bristol, BS5 6AG.
Trading Post, Victoria Rd, Shifnal, Shropshire,
TF11 8AF.
Westsoft, A.Hoekman, de Hennepe 351, NL
4003 BD Tiel, Netherlands.
Zenobi, 26 Spotland Tops, Cutgate, Rochdale,
Lancs, OL12 7NX.

FOR SALE

Pro Page 4.1 for the Amiga. Requires 3MB and
a hard drive. Includes program disks, 3 disks of
fonts, genres disk, samples disk, manual, step-
by-step guide (both in ring binders) and an A5
laminated reference card for sticking on your
wall. This package originally cost over £70 and
was used to create issue one of The ZX Files.
Sell for the bargain price of £29.99 (including
P+P).

Boxed set for the Amiga. Includes Deluxe Paint
IV AGA, Wordworth AGA, Print Manager,
Oscar and Dennis for £8.

Duke Nukem 3D on PC CD. Requires min of
8MB, 486 and VGA card. Boxed and
unregistered. £12.

Terminator Future Shock on PC CD. Requires
486/50, 8mb ram, VGA. Boxed. £12.

All items available from the ZX Files address.
Write to confirm items(s) are available. All
items are guaranteed to work and are in
excellent condition. Prices include postage and
packing. Will also consider swapping for any
Specocy material, especially magazines and
games.

Anyone have a disk drive with built in power
supply for sale?

