ZAT

ISSUE 6 JAN/FEB 91 80p   FOR SAM & SPECTRUM USERS

EDITORIAL

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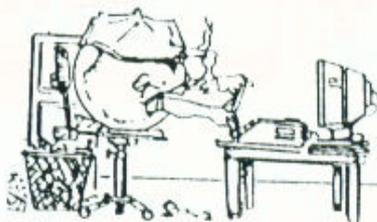
First off, I hope all our readers had a Merry Christmas, ate tons of turkey and mince pies and drank lots and lots of Whisky to keep the Winter chills at bay

On behalf of ZAT, I hope you all have a prosperous New Year ahead, and stick to those New Year Resolutions that most of us end up breaking 2 days into the New Year.

I must appologise for last issue's blurred printing - which was due to Aunt Tilly again. The poor old dear had decided to do a spot of interior decorating without any consideration for Health and Saftey rules. She ended up flicking paint everywhere, on us and on the precious master copies hence their blurred apperance. As punishment, we sent her on a "Hunt the Yeti" expedition, in the depths of Tibet. Until she find the ellusive beastie, we will not let her back into the offices. So hopefully, we'll be back to normal next time, as long as she hasn't come back. The only problem now is that we have to do the decorating.

Something I must stress is ZAT is foremost an interactive fanzine. So what we would like to know is, what do YOU the SAM or Spectrum computer users want to see in these pages in upcomming issues? Now don't you think that our resources pool is drying up - far from it! In the next few issues, you'll see articles ranging from censorship to protection systems, hacking to software stars, and other good stuff to bite into. But although we try to please, to write what we think YOU the reader would like to read in the long run we want our readers to have a full say in what goes in to ZAT and what should be thrown into the nearest bin. So please do write in with any comments, suggestions, whatever to our letters page via the usual address. We want to see YOUR views.

If you read last issue, you'll know that as of November, ZAT became a member of Team SAM, a band of merry individuals, all dedicated to the support of the legendary SAM Coupe. Once again, we heartly thank Bruce Gordon and Alan Miles for this honour. (Our interview with Alan Miles will now appear in the next issue, hopefully!) Right then, I think that's all I want to write for this Editorial, so enjoy this issue, and I'll see you all in Mad March

COVER BY DB

LETTERS with MAG.

No time to talk to you lot this issue, too busy getting ready a Hogmanay party. So to keep yer occupied, here's another letter from our New Zealand pal..

I was glad you explained what ZAT meant, as I didn't have the faintest. In fact I thought it was something to do with pimples on your dick!

The shorter title has the advantage of being of a more practical working length, but perhaps the computer it alludes to is a little obscure to all but the technical buffs...have you considered putting a small box under the ZAT logo with "SAM & SPECRUM")? Not really essential, but just a thought. I raised a smile at your feedback from Soapbox corner and had visions of our main man Martin giving me a blast! However it appears that my comments have been viewed with good natured humour which is really great.

Contents: A ha! Progress in this area with much better identification of the subject matter. Thanks for moving in ths area as later on when one goes to refer to back issues to find specific articles or information it sure is a pain in the left passage when you have to comb back thought all the fine print and assorted garbage- ..have a look through some back issues of Sinclair User and see how it's done!

Editorial: much much tidler, brief to the point, look out Bielby, you could be out of a job at this rate!

Playpen: I noticed you now acknowledge the sound rating of the games. It is quite important really when you take the like of the Untouch-ables for example...brilliant sound for the credits, but a shame about the game! In fact the sound is so good its almost worth it just on that basis alone. Without the sound the game would be a dismal failure!

Machine Code Corner (Code-Breaker): carry on the excellent work in this column. Don't forget to include complete routines such as something for an elementary load and save of a target screen and save to tape without wiping out the input area with the usual " START TAPE AND PRESS A KEY" message. Or even an example of how to crack a simple loader so that the headerless file which follows is loaded from disc instead of tape or visa-versa.

Software Tips: does anyone know how to get Artist 2 dumpimg to various printer combina-tions, how to get the Kempston Mouse to run on Disciple, what are some of the elementary problems for the average dunce when trying to get his modem going...the list of help and tips doesn't have to be reduced to pokes, on the other hand it shouldn't be without them either.

Newsflashes: what can I say! How about getting onto the case and finding out for sure if Bruce Gordon is going to use his card cage to bolt on a IBM compatible board and page between Sam and IBM? Remember the through bus will run totally independent of the Z80BII

Comic Kiosk: It's interesting to see the background to some of these publications. Keep up the good work.

Soapbox: hmmm! I might have blown myself out last letter as I couldn't quite get myself into a positive enough frame of mind to make a contribution. What about a bit of nostalgic look back at Lenslok which caused such a furore at the time..It dissappeared without trace, but what's up ahead!

Utilities: I supose you are at the mercy of what is contributed here. I don't think you can swamp your mag with too many utilities..the more the merrier!

Suggestion: would you have any objection if I sent you a list of really old programs to your humble abode. This would give your resident writers an opportunity to look throught them and use them as a basis for a review. The review would have a twin column set up comparing the various aspects of the game with another recent example of the same technique. Examples that readily spring to mind are Planetoids with Asteroids, Warlock of Firetop Mountain with Gaunlet, etc.. You would set up a number of headings such as graphics, sound, scrolling, sprites.. gameplay, speed, colour, addictiveness, difficulty, scoring method, clash, and how successful the game was in it's heyday. Comment should take into account the standards of programming of the period of of the game and how it compaired to its peers, rather than directly comparing the old game with the new game...rather you are comparing each game parallel to each other, but relative to the standards of when each was produced. Confused? Hope not!

Well I hope I've covered all the ground and I'd like to say thank you for your latest issue of ZAT. I have skimmed read most of it and will need to settle down this weekend and give it the 'third degree' type of reading it deserves. Please pass on my comments of encourage-ment to the team of ZAT, and forgive me where I haven't commented on the hard work of any members of the column or 'labour of love'. Ommissions are genuinely regretted, but the truth is that I only have so much time on my hands and I'm fully commited. Keep on keeping on and once again thanks for issue 4. This is the frantic finger Forboe signing off once again from ther 46th parallel and wishing you all warm regards and fast loading..

P.S.: does anyone know a poke command for use with the Disciple-D to clear the error message 'no more room on disc'? After you get this error it's impossible to save anything to any disc as the error persists untuil you have a complete power off, and re-boot from scratch. -The poke given in Format a long time

SOAPBOX
WITH... Martin Scholes

CAR BOOTS & HOW TO GET CHEAP SOFTWARE LEGALLY!

As I have given vent to my feelings on piracy, I think it only right to point out that piracy is not a good thing. However, this will not get cheap software for people who can't afford the often inflated prices that SOME software houses charge. You can, however, get cheap software legally!

How I do it is like this. There is a Woman who runs a stall in our local market (first charted in 1351) who sells new NON pirated software, at decent prices. Most 8 and 16 bits are covered, so it is well worth having a look at your local market.

Also, if you are on the lookout for software hits (or misses?) from several years back, have a look at jumble sales, attic sales or (my favourite this!) car boot sales, or radio rallies, which do seem to be getting a greater level of computer involvement these days. BUT A WORD OF WARNING TO DISK USERS...WATCH OUT FOR VIRUSES. O.K?

By attending these types of venues as a sales-person you could help someone get the software they have wanted for ages, but could not find. Whilst you will be able to make money to buy even MORE software, hardware or whatever.

A "COUPE" FOR THE DISABLED?

I must admit that I am surprised that so little attention has been paid to the potential of special software for 8 bit computers and people who have disabilities. With the advent of the SAM Coupe, perhaps this COULD be changed. With it's up to 1.5Meg memory and disk drive for some £250, this would be able to act as a device for controlling household appliances, doors, alarms, etc, etc. AND the housebound user would have the GINORMOUS SAM/SPECTRUM software lib-rary to select from!

Rather than using expensive (and dare I say,

potentially less useful) 16 bit machines (very wasteful use of memory on some, eh?!) the organisations who work in the interests of the disabled would be able (in conjunction with certain members of Team SAM) to conduct the necessary research work. Just think of the potential sales of SAM Coupe's!!! Such a scheme would be of tremendous benefit to disabled people, Team SAM, SamCo and the 8 bit computer field.

Some doubting Thomas' may think that it would be better to use 16 bit or even 32 bit machines for such a task. I don't see it this way, because if the SAM Coupe is used, the job could be done for half the cost (roughly) meaning that twice the people could be helped!

ANOTHER CHALLENGE!

RIGHT YOU LOT: A CHALLENGE! GET THIS IDEA SORTED OUT. THIS PART OF TEAM SAM HAS COME UP WITH THE ABOVE IDEA. IT IS UP TO THOSE OF YOU WHO HAVE THE TECHNICAL EXPER-TISE, ETC TO TRY AND HELP US GET IT INTO PRACTICE!

LET'S GET THE SAM COUPE WHERE IT BELONGS, AS A FIRST RATE SMALL MACHINE USEFUL FOR MORE THAN JUST GREAT GAMES. THE PROJECT ALSO NEEDS THE SUPPORT OF GROUPS SUCH AS RADAR (ROYAL ASSO-CIATION FOR THE DISABLED AND REHABILITATION.) AND THE PRINCE'S TRUST. LET'S GET TO IT!
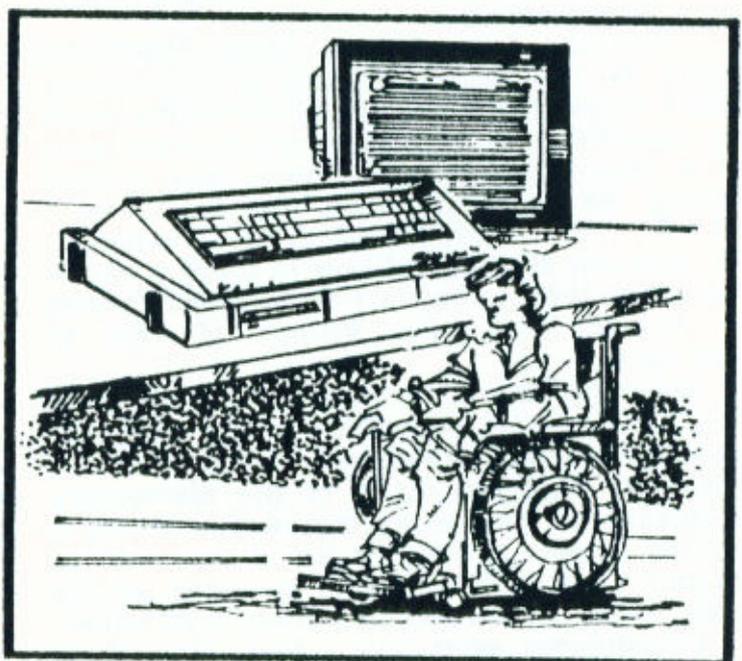
PLAYPEN

Note: TARGET: RENEGADE. Another Kung-Fu beat-em-up spectacular has also been re-released! From the Hit Squad, price £2.99!

CLASSIC RE-RELEASE!
DOUBLE DRAGON. MASTERTRONIC PLUS
/1001 LIMITED. PRICE: £2.99.
(2 PLAYER GAME).

Pity poor Billy Lee. His girlfriend has been kidnapped by a sadistic city gang: The Black Warriors, whose head-honcho is simply know to others as the Shadow Boss. Now Billy isn't the kind of guy who'll let such a incident pass quietly by without doing something. For starters, he and his twin brother, Jimmy are well versed in several styles of Martial Arts, and having grown-up in the wildest part of the metropolis, they are natural street brawlers. So together the Lee siblings use their skills and weapons that they happen to find on their travels, through slums and factories, over mountains and woods, to reach the HQ of the Black Warriors. There, to confrount the Shadow Boss, who after a good biffing, will be only too pleased to let Billy's girlfriend go.

Weapons wise, you can choose from baseball bats to whips, boulders to oil drums (to use the weapons, move Billy or Jimmy on top of the weapon desired and press FIRE) to back up your martial arts skills. Your sprite can either punch left or right, head butt, jump kick, whirlwind kick (in any direction and you can hit your enemies in a variety of painful places) .. in fact there are many methods to use.

The game is divided into 5 levels, each having a set time to take out the bad guys and move on to the next level. You have 5 lives to play with, but in you happen to lose all 5, like the coin-op, you do have "credit lives" to fall back upon. Graphically the game is well layed out, colourful backdrops with monochrome sprites. But like any multi-character game, if all the sprites are on top of each other, it's difficult to tell whether you're hitting the baddies or your own brother!

Sound effects are very basic, consisting of burps! for the male baddies and eeks! (come on, this Linda character is supposed to be tough as nails, yet squeeks like a mouse when she gets hit...I don't know)
Playing the game was great fun, especially considering that this is a 2 player game (although you can play it one on one, you'll find that enjoying the game is considerably re-duced, and having to move the "other player's" sprite in frount of your sprite to move forward
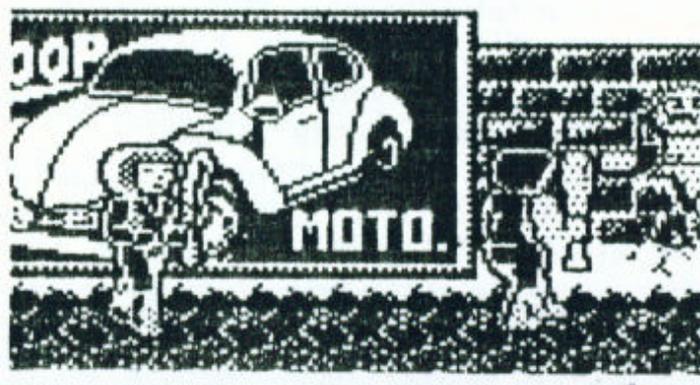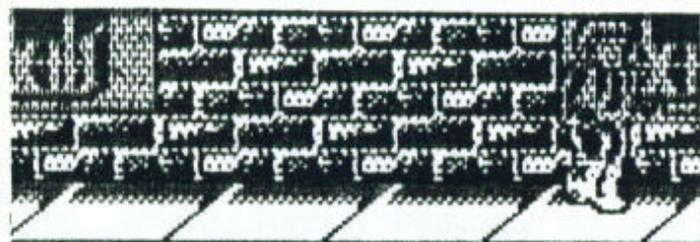
, can be tedious at times. Being that Double Dragon is a multi load game, game play is lengthened due to continually having to press Caps Shift after each completed level, to load in the next mission. But while you're waiting, I could suggest you use the loading time to plot your next strategy, between your rival player, or plot together if it's a team effort.

One thing that spoiled the game was than no sooner had we began punching an' kicking the bad guys on level 5, that fate threw a spanner in the works: the game crashed! According to my brother, several of his friends have had similiar experiences with this nagging problem. Now whether this is true or not, I don't know, but if anyone out there can confirm this and may even have some nifity tip to get around this fault, then do write in. We'll place it in a future Arcade Alley.

That aside, Double Dragon is an excellent budget game, and considering that when it was originally released, that most Spectrum computer magazines gave it very high ratings, which led to the release of a sequel, it has every reason to be a success still, and hopefully gain a new band of followers who like nothing more, than fighting with their bare knuckles and kicking overweight, bald turkish men in their lower regions. (Ed. hmm, no broken jaws, eh?-WHAT a relief!!)

RATINGS	
PLAYABILITY	88
ADDICTIVINESS	75
COMPATIBILITY	Spec
GRAPHICS	78
SOUND	55
OVERALL	75

Multipack 1 - Enigma Variations - Contact Enigma for price

Multipack 1, is the latest SAM game compilation, from fellow TEAM SAM members, Enigma Variations. However, unlike their other packs, MindGames 1 or MindGames 2, this pack is designed more for arcade game addicts, as opposed to those who prepare "puzzle" games.

The pack has 2 very different styles of games: "SAM Strikes Out", a platform game starring Robin (PiMan) Evans's SAM

crazy world, full of an assorted batch of "nasties", and try to help him in his journey back home.

To aid him in this task, SAM can use a range of useful objects, including: Keys (to open doors), Arrows (to help him make super high jumps), cushions (to stop him hurting himself in long drops!), shields (to block the many "nasties") and thankfully - extra lives!! However, there is a limit as to how many of all of these are available!

SAM Strikes Out, is a platform game, that obviously owes a lot to "Jet Set
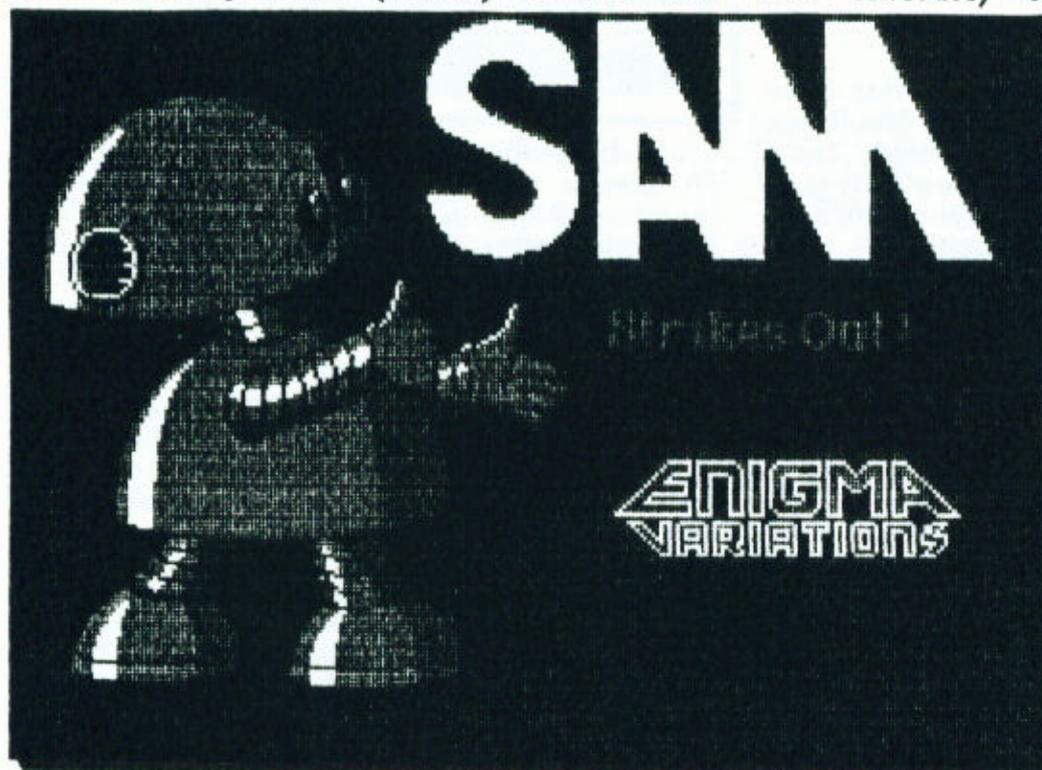

Willy" and to its many off-shoots, on the Spectrum. However, the sheer quality and detail of the graphics and screen construction in this game - not to mention the obvious sound quality - means that this game is more like, dare I say it, an Atari ST game, then anything of this type I have seen on the Spectrum, or any other 8-bit machine for that matter!

The game successfully combines a

robot character, and "Future Ball", a future sports simulator.

However, first a special mention must be made to the loader program! This simulates a certain computers start-up screen very well indeed, and was a nice chance for Enigma to do a little showing off! Nice touch lads, but I won't ruin the surprise!

SAM Strikes Out, gives you the challenge of helping SAM the robot, to escape from a
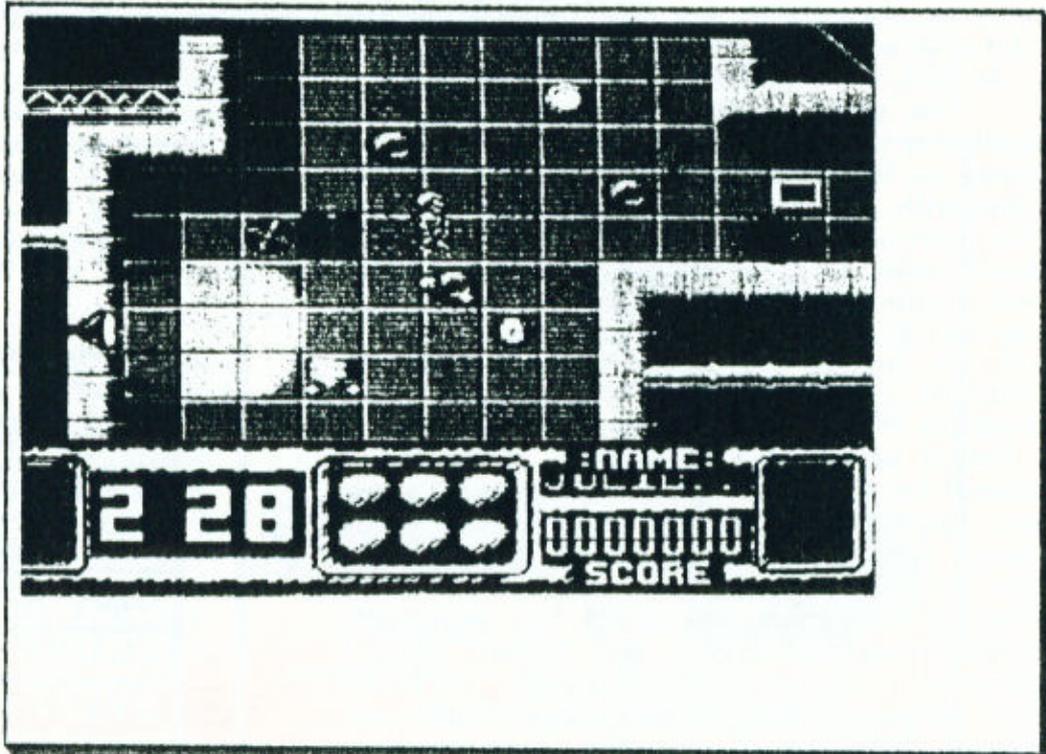
"cutsie" element of Rainbow Island, with the cunning design of games such as Dynamite Dan. The "nasties" include: old men with walking sticks, fluffy "Tribbles" (Star Trek fans will know this one!), big nosed sprites - all manner of "cute" characters! The animation is smooth and faultless on all the sprites. This is one of the best games that Enigma have written on our blue footed chum!

Future ball, is a rather different type of game to S.S.O..
For a start, it is a future sports

simulator, that tries to simulate the training that a new recruit for a 21st century ball game, must endure. The idea, is to compete in 4 training events, before trying out for the final round.
These rounds are:
"Control or die" - a dribbling obsticle course, that puts you in multi-screen play area. Avoid spinning platforms, holes and beat the clock.
"Face to face with fear" - kick the ball from another player. No fouling allowed!
"Skill shot alley" - a chance to get a goal! Bash left/right, to get to the goal, then try and score!
"Circle of death" - Eight platforms surround you in a circle. A player will appear at one of them. Pass the ball, quickly!

Finally, when you have passed these, you can go for the total challenge round!!

This game must have one of the best front ends I have seen on a SAM game! The screen bursts into action, with a bouncing logo, 2 helmets that look like John Paris's spare parts kit, and a great (if aggravating) bouncy multi-channel tune. Unfortuanatly, I don't feel the game lives up to this!

There is nothing wrong with the game. It has smooth screen-play, fair graphics, good FX (with a sound/ music off option, thankfully!) and isn't a bad idea! However, I will say that it seems to lack some of the polish of S.S.O., and personally, the practise rounds are rather a pain in the neck! Now, if there was a way to bypass them, instead of having to work through them all the time...
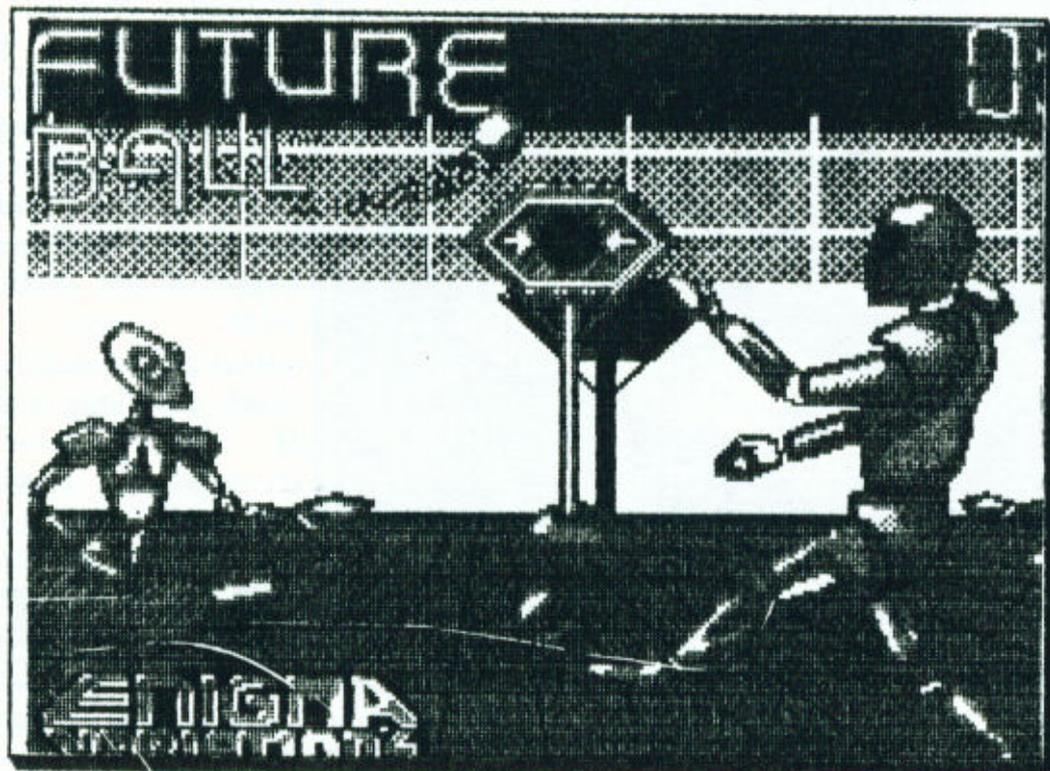
The actual graphics are • okay, but plain. Personally, I would say a little too much blue was used! Not a bad game, but not the best I have seen!

Overall
I recommend this pack for any SAM arcade fan. I think that S.S.O. will certainly find a few fans, and though I wasn't keen on it - so will Future Ball. Enigma are starting to show us what SAM can do, and they're always getting better at it!

RATINGS	
PLAYABILITY	91
ADDICTIVINESS	85
COMPATIBILITY	SAM
GRAPHICS	88
SOUND	82
OVERALL	89

JAWS - Alternative Software - £2.99

The tourist season has started on Amity Island. Vistors are pouring in by their thousands, to bask on the sandy beaches, and to swim in the clear blue waters surrounding the island.
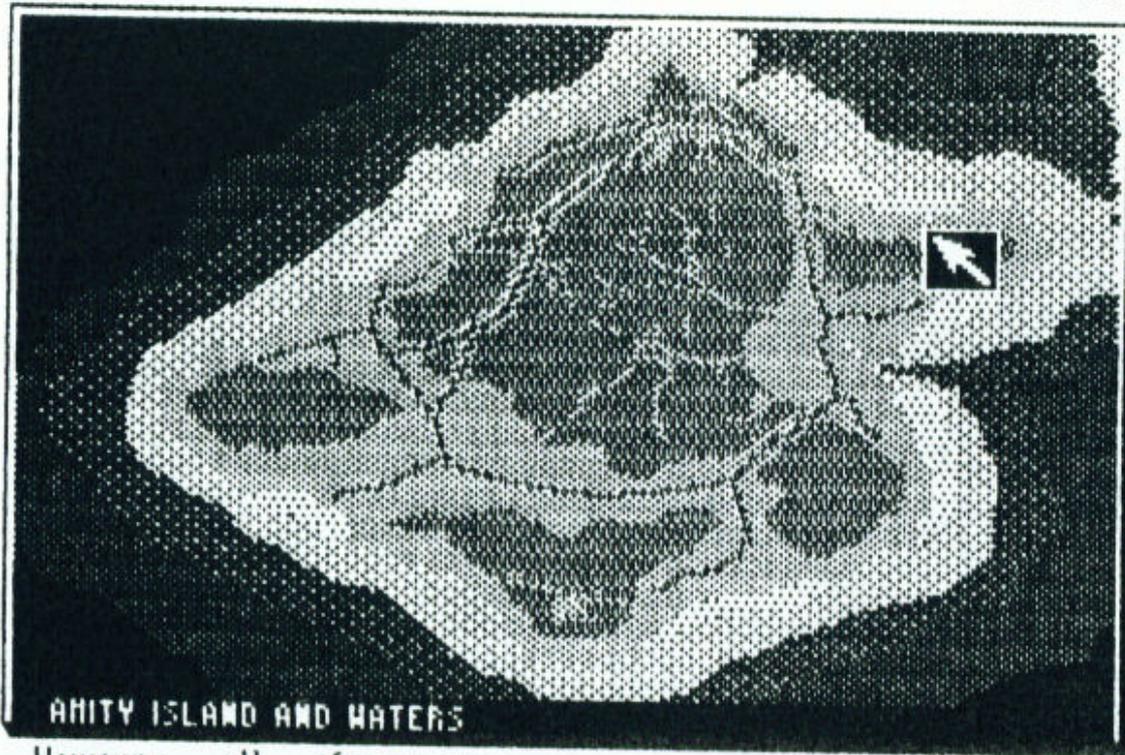

AMITY ISLAND AND WATERS

However, all of the fun and jovality, is about to be brought to an abrupt halt, as an unwelcome visitor starts to make his presence felt. Yes, as the tourists are feasting on the fun-filled sea, a deadly great white shark is feasting upon them!

In this re-release of the game, of the film, you are given the unenviable task of destroying the shark. You take the role of Brodie, the Chief of Police on Amity Island. A team of experts had brought some equipment to the island, in order to destroy the shark - but the equipment was lost underwater, in a series of horror infested caverns, below

the reef.

Brodie (you) must guide his team of 6, to the 4 pieces of the gun, and the necessary special bullets, and then use them to destroy the shark!

The basic idea behind the game, is to control your diver, and to explore the myriad of caverns that litter the under-side of Amitty Island, in order to find the necessary parts of the anti-shark gun and the special high-power bullets. These caverns are over-flowing with a wide range of varying creatures. Most of these seem to have an un-nerving dislike for your continued
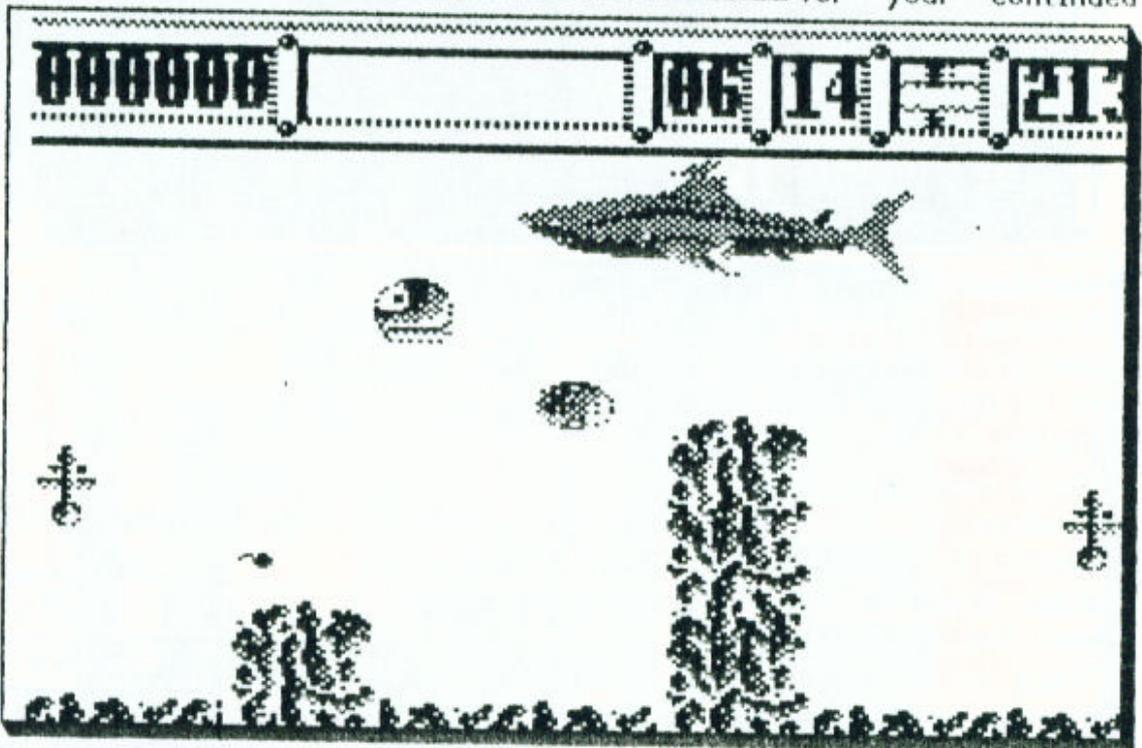
existance, so naturally, touching them is particularly fatal! However, there are also a number of useful items to find, such as treasure, air, time bombs, fast bullets, extra diver, smart bomb etc. These are sometimes revealed when shooting a

sea-creature. As you can well imagine, it is particularly easy to get lost in these carverns, so making a map is an obvious idea.

An additional objective, on the 128k version, is to monitor the state of the beaches around the island. Naturally, if a beach is open when JAWS is swimming nearby, you are asking for trouble. However, the Mayor will not let you close all the beaches, so you need to keep an eye on this very carefully.

Graphicly, the game has been well provided. There is a multitude of small, colourful sprites. Animation is smooth, and the obligitary colour-clash has been kept low. The most superb element of the sprites, is the excellant animation of the shark. Very nicely done indeed.

Soundwise, only minimum effects are used in the actual game, but no prizes for guessing what tune the 128k version starts off with!

Overall, I would say that this is a pretty good game, with a good resemblance of the original film plot involved, which is a change for a tie-in game. I believe that it would particularly appeal to those people who enjoy games with plenty of mapping and exploring, and 128k'ers who like a moderation of strategy.

RATINGS	
PLAYABILITY	75
ADDICTIVINESS	71
COMPATIBILITY	SPEC
GRAPHICS	83
SOUND	80
OVERALL	83
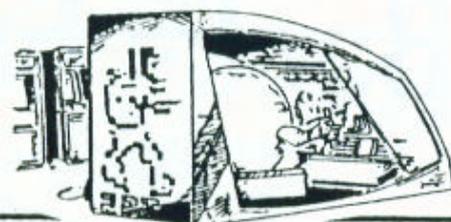
ARCADE ALLEY

I'll kick off this issues column with a handful of SAM tips:

<u>Pipe Mania</u>: Here's the level codes, for all of you still stuck on level 1!
DISC, CHIP, MAGS and SAMY

<u>Future Ball</u>: Do those training levels get you feeling sad? The type your name as HAPPY... to bypass them!!
Above tips found by David.

<u>SAM Strikes Out</u>:
Make your way to the second screen left, starting from the first screen. Then jump and press F9 at the same time.

<u>Rockstar Ate My Hamster</u>: To have a band, with all the same star - simply rewind the tape to the same point, when viewing the stars to buy.

<u>Dizzy 3.5 - Crash Cover Tape</u>: Up and Right to "Out on a limb", talk to Danny, left to hut, take handle, jump left off platform, take rope, right to "lake shore", use rope, take boots, left, up and right to "out on a limb".
Jump off right platform (off 2 clouds), drop boots, stand on 1st step, jump, take rope, stand in teleporter, use ropes.
Move to middle of machine, use ropes, move to front of machine, use handle, enter teleporter.
End of game!
Tips found by Jamie Blackburn

<u>Skatin' USA</u>:
Enter the following code, when prompted for at the start "THISBOYCANWAIT" without the spaces. This allows you to bypass the early levels.
Or try "MINORCHARACTER" to become immune to the nasties!

Back-chaT
'BY MAC & DAZ'

Software comes in 2 types: tape or disc. and each has its own particular set of simple rules in order to load whatever program. game or otherwise into your beloved new computer.

LOADING TAPES

So let's deal with the nitty gritty attached to loading tape-ware first. Most tape loading computer systems do have a built in data-recorder. although some systems do go without. But don't fret because a common variety tape recorder will suffice. Each computer has its own particular loading facility. and usually they are very easy to follow. What follows is a basic guide into loading 48k Spectrum game on a typical 48k computer ..

1) In this case. you've purchased a copy of Blunder Puss. a jazzy beat-em-up 48k game. After the copyright message has magically appeared. to load. Press the "J" key (which has the LOAD command on it. right!)

2) LOAD in biggish lettering should've now appeared on the screen. Follow LOAD with TWO (that's 2) " " (that's Speech Marks!) To get these. HOLD SYMBOL SHIFT and press "P" TWICE (that's twice as in nice!)

3) If you haven't attached your tape recorder. do it NOW! NOTE: Attach the ear lead correctly to the tape recorder. otherwise you'll end up with a nasty surprise! Place your tape into the recorder. and if necessary rewind the tape to the beginning.

4) NOW PRESS PLAY on the recorder. and press ENTER on the computer.

If everything has been done correctly. the game should load. and after 5 minutes of seeing endless coloured (or black and white) lines jumping up and down in a frenzy, your game would've loaded. After that. just obey the game's own instructions.

So what do you do if you've got a SAM? Well. instead of typing "J".type the word "LOAD". To get the Speech Marks. press the Speech Mark key. The same applies to the Spectrum 128k computers. However.with the 128k machines. you can either just press ENTER. or if you go into 128k BASIC (by using the↑key and ENTER). follow the same instructions as for SAM.

Abandoning loading and errors

If at any time you want to abandon loading then either RESET the computer. or press the

BREAK key. Both methods will return you to the main menu or screen where you will be able to retry to load your program by following the set loading instructions.

If for any reason your game doesn't load. then here's what could've happened (in most errors. the computer will display an error message of some kind)IF you've got a SAM or Spectrum 48k. then: Take a close look at the tape recorders volume level. The best setting. is usually about 2/3rd to 3/4. Try a number of settings. altering the volume VERY slightly. you should hit the right one eventually! IF you are suffering from rather loud piercing noises. then take a very close look at the computers tape lead. Make sure this is plugged in properly. THEN rewind. and try again.

One possible error. involves a small amount of delicate "surgery" to fix. This is in the case of the "Azimuth" being incorrect. In english. this means a little screw. on the tape recorder "head" (the silvery lump. that buries itself into the tape. when you press play!)This little screw. is responsible for more wars. then a roomful of politicians! The problem being. this screw may need a VERY slight turn. as it may have shook loose. since leaving the factory. It isn't something for the faint hearted. but it is one of the most common causes of error. If you do decide to do this yourself - BE CAREFUL! Use a non-magnetic screw-driver. and don't prod things that you don't know about! (The mind boggles!!)

One last thing to mention about using tape-ware. is that we do humbly suggest that once every 24 hours. after using the cassette recorder. you use a cleaning cassette to keep the heads clear.

LOADING DISCS

If you have an external disc drive. connect the drive to the appropriate interface. insuring that all connections are firm. Do this BEFORE you switch your computer ON!

Creating a system file.

Switch your computer on. then the drive. Loading discs. using a disc drive. is easy or difficult. depending on what disc system you're using. Firstly lets deal with the hard stuff If you own either the PLUS D or SAM . you'll need to set up the disc system with a special file. called a SYSTEM FILE. This simply lets the computer know that there's a disc drive plugged into its rear! To activate. just use a simple command. that you type into the computer (BOOT for SAM RUN for the Speccy)

Now. insert your disc. making sure that the label faces OUTWARD. with the side you wish to use FACE UP! Most discs are double sided. although some only allow one face to be loaded into the drive. as an example the +3's system Make sure you know what type of disc system you're using

Loading from disc at last!

Let's say the name of the game you want to load from the disc is called FRED. But each type of drive system has it's own method of loading. So just follow the steps outlined for the system you have.

To load "FRED" off a Microdrive cartridge, you must type in the following: LOAD *"M":1:"FRED". The "M" tells the computer what you're loading it from (Microdrive, in this case), the "1" tells the computer what drive your using and "FRED" is the name of the file.

On the Plus D, use the following: LOAD D1"FRED". D1 is the drive number (either 1 or 2).

In the case of SAM, type the following command: DEVICE D1. This tells the computer, that any LOAD command, will use disc, and not tape. Then simply use LOAD "FRED", as for tape.

For the +3, use the following: LOAD "A: FRED".

If you do everything correctly, your game will load. If not, then you'll see the computer display an error message. There are several kinds, but the most common one is usually "FILE NOT FOUND", which means that you typed in the wrong name, or " DRIVE NOT READY" which means that you probably haven't plugged in the drive correctly. In the case of any error, try and re-type the file name correctly.

WRITE PROTECTION

Write protecting your tapes and discs is important, in order to ensure that the copies of your games or programs, are safe from overwriting when you are saving, erasure (not the pop group), and magnetism.

For tapes, there are two lugs situated on the one side. When removed, your tape is protected, but if you want to "wipe over" existing material, just use selotape to re-seal the gaps.

For discs, there is a small hole in the top left hand corner of the disc: the Write Protect hole. By closing the hole, data can be freely written onto the disc. When open, the disc will not allow any data to be placed upon it. Even though when write protection is "on" disc or tape, this doesn't stop you from loading data into the computer.

To further protect your tapes or discs from harm, it's suggested that you buy a suitable disc box, or cassette box for storage. This will ensure that the elements won't affect the usage of your tapes/discs in any way. And make certain that you don't store them near any electrical appliances (to protect them from magnectic fields) or adverse heat or cold.

Next time we'll cover the art of saving your programs to tape or disc, and verifying then to ensure that all your work hasn't been lost for historical posterity.

MESSAGES!

Where are the "Fractal Farm" or any fractal Disciple/+D or SAMDisk enthusiasts?
Contact Forba South, Box 21, Matura. New Zealand
Any Spectrum/SAM Adventure programmers want to assist in a number of projects? Contact A. Vincent. Via ZAT

MIND GAMES
by Andrew Vincent

Well Christmas has gone, and brought me 2 very interesting SAM games! Before I go further, I would like to remind you, that if you have written ANY adventure style game, that you would like reviewing, evaluating, bug hunting, etc. then please send it to me, via the usual adress.

Enigma - Five On A Treasure Island - £11.99 (tape) £14.99 (disk)

At school I constantly visited the
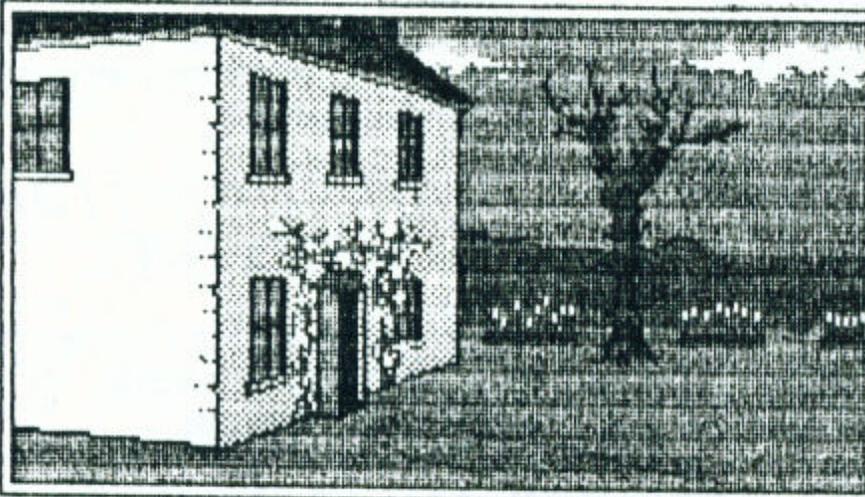
You are in the front garden of Kirrin Cottage which is gay with many flowers. The cottage is

library, and if there was one thing that annoyed our librarian, it was people asking about one particular authoress. Who was this? Well, it was Enid Blyton! She never could stand her books, since she thought they were tedious and predictable! You may have guessed what game I am coming to, yes it's "Five on a treasure Island".

The game is based on the first book in the series, when all of the children meet for the first time, and as usual fall right into an adventure! For those of you who haven't read the book(s), the children are: the brothers: Julian and Dick, their sister: Anne, their tom-boy cousin: George (Georgina) Kirrin and George's dog: Timmy.

The adventure, is based both in Kirrin Village, and upon George's own island, Kirrin Island. The children first have to try to make friends with their cousin - not an easy task! (A hint being that she spends all her money on her dog, leaving her none to spend on sweets, etc for herself!) After doing this, collecting Timmy, equiping yourself with various bits and pieces, it's off to the island.

Exploring the island carefully, causes an incident that upsets a member of the party, but when examined carefully, reveals a secret! I will say no more!

Although I am certainly not a great Blyton fan, I had fun playing this game. There is a variety of problems, each of varying complexity, such as befriending George, finding Timmy, getting in the kitchen (how do
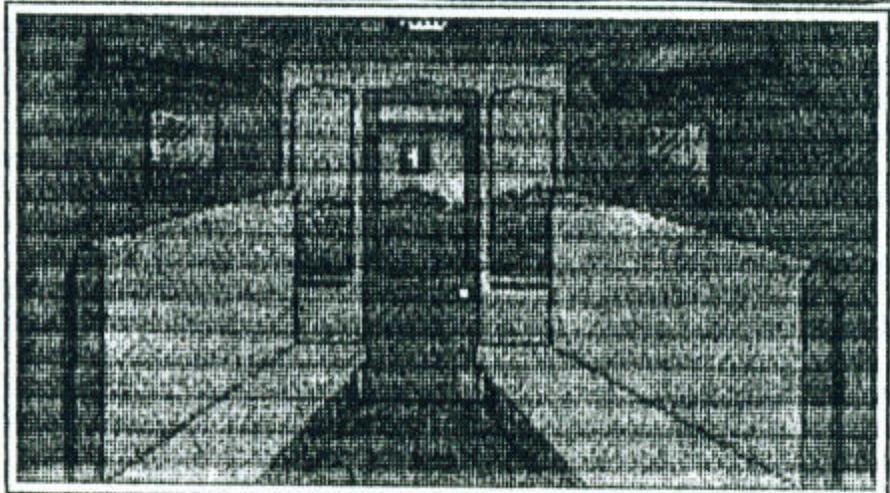
You are sitting on very plush seats in a first class compartment of a steam train.

you get past the cook?), opening a mysterious box on the island, etc. There are also classic problems – a torch that needs batteries, finding food, etc. Most of these are straight forward, others not.

The game employs an intelligent parsar, which can understand long streams of commands fairly well. In addition to this, some of the more common commands, and directions, have been placed on SAM's function keys. Now that's a good idea! Changing from any of the children is easy, just type "BECOME .." and it is done. Other facilities include: verb list, picture off, who (to find out who you are controling) etc.

Graphics are simple, especially when you have seen what SAM is capable of, but they are effective and certainly better than those in most Spectrum games. To avoid wasting memory, half of the pictures are stored on disk, and can be "pulled" off when needed, or in the case of 512k SAM owners, these are stored in memory.

All in all, it is quite a good adventure, that certainly bodes well for SAM adventure titles. It is probably better suited for a player that knows the characters well, or isn't afraid of getting an Enid Blyton book out of the library! Definately worth any adventurer buying, especially as Enigma, are giving a free copy of the book with each game, for a limited time only!

RATINGS	
PRESENTATION	86
COMPATIBILITY	SAM
PARSER	93
SOUND	/
OVERALL	92

However, there is one little problem with my version of "Treasure Island" – namely that the saved position must be saved to

tape. This is rather a nuisance with a disk based machine, as swopping leads can be annoying, although this apparantly only happened on early versions. To fix this, insert the original disk. Type OPEN TO 13:CLEAR 114687: LOAD "FAMOUS FIVE" LINE 60000, wait (it is a big program!), EDIT lines 5110 and 5120 and change DEVICE T to DEVICE D. Now insert YOUR disk, type SAVE "FAMOUS FIVE" LINE 50000. Then type in this program and save it on YOUR disk.

10 OPEN TO 13: CLEAR 114687:POKE SVAR 50,1,3: PRINT "INSERT F5 DISK, AND PRESS ANY KEY":PAUSE :LOAD "F5 CODE"CODE :PRINT"INSERT YOUR DISK NOW, AND PRESS ANY KEY":PAUSE :LOAD "FAMOUS 5"

Now when you save your position, it will be saved on disk with the filename "game data". But make sure its your disk!!!

I would hope that ZAT readers are intelligent enough NOT to copy the game for any other reason, than to fix this!!

Spectrum owners need not feel left out, as Mr Jordan (the programmer) has informed me that he is currently putting the finishing touches to a Spectrum version. Apparantly, only the graphics are left to do. Let's hope we can review the Spectrum version soon, and compare the two versions.

One other title that dropped into my lap at Christmas, was:

PipeMania – Enigma – £11.99 (tape) £14.99 (disk)

I am sure that most people have heard of this game! After all, it must be the most popular puzzle game since Tetris - but for those who may have missed it, here's a run-down.

PipeMania, puts you in control of a cursor on a 7 x 10 playing grid. The aim is to run a continuous pipe, from a starting point on the grid, to carry the liquid around the screen until you have

passed the correct number of pipes. Any extra pipes add to your score.

Constructing the pipe-line is simple. Just move your cursor onto a grid square, press fire and your piece appears. However, since you have no control over which pieces are available, a certain ammount of forward planning, luck and skill is required to gain the right pieces.

Further complications start on the later levels, when obsticles such as blocked squares, and one-way pipes come into effect. Not to mention problems, such as having to finish at an end point, without finishing too soon!

Graphicly, PipeMania is excellent. The SAM graphics are hardly any different from those of the Amiga version on the rear cover! Although this game need not have fancy graphics to make it playable (it never prevented the Spectrum version from being good), it certainly makes it much more interesting. However, some of the grid backgrounds are a bit of an eye strain.

Sound wise, PipeMania has a lively theme tune, and a good explosion effect, when laying your pipes.

Control wise, most options are catered for - including 2 player joystick! (an advert for Engima's joystick splitter is naturally included!)

All in all, a very good puzzle game, that is as maddening as any other version, and is certainly worth any SAM owner buying!

RATINGS	
PRESENTATION	89
COMPATIBILITY	SAM
PARSER	/
SOUND	93
OVERALL	94

More next time, A.V.

CHIP-SHOP

As I promised, in last issue, we will now be making a start of programming our little test adventure.

So where do we start first? Well, first I would like you to load up your adventure systems (for those who are unsure how, see the previous issue's "BackChat"), and in the case of GAC, load the "QUICKSTART" file.

Right now PAW owners, if you enter "Location descriptions" (i.e. press L!), enter the data in table 1. (Press I for insert until you start on location 2, type in the text until finished, press ENTER, and carry on). You will notice that I have not used locations 0 and 1. This is not a mistake! I will use these in a future issue. After completing this, enter the main menu (Z) and enter the "Connection Table" menu (C). Use the data from table 2, in the form "E 6", and ammend each location in turn.

Owners of GAC, if you enter your "Room Descriptions"

Location 2	Your bedroom
Location 3	A rather boring cupboard
Location 4	Parents bedroom
Location 5	Bathroom
Location 6	Your friends room
Location 7	A landing
Location 8	A landing
Location 9	A landing
Location 10	A staircase (up)
Location 11	A staircase (down)
Location 12	A landing
Location 13	A landing
Location 14	The living room
Location 15	The kitchen
Location 16	The front door
Location 17	A small garage
Location 18	A gravel path

Location	Dir		To	Location	Dir		To
Location 2	E	TO	7	Location 10	N	TO	7
					S	TO	11
					D	TO	11
Location 3	S	TO	7	Location 11	N	TO	10
					U	TO	10
Location 4	S	TO	8		E	TO	12
Location 5	S	TO	9	Location 12	W	TO	11
					E	TO	13
Location 6	W	TO	9				
				Location 13	W	TO	12
Location 7	W	TO	2		E	TO	14
	E	TO	8		N	TO	15
	N	TO	3				
	S	TO	10	Location 14	W	TO	13
Location 8	W	TO	7	Location 15	S	TO	13
	E	TO	9		W	TO	16
	N	TO	4				
				Location 16	N	TO	18
Location 9	W	TO	8		E	TO	15
	E	TO	6		W	TO	17
	N	TO	5				
				Location 17	E	TO	16
				Location 18	S	TO	16

menu, you will be asked which room number you wish to alter. Give the number 2, type in the text from table 1, room 2, press ENTER, then type the exits for room 2 from table 2. Do this for each room, pressing ENTER when asked for a picture number as we are not going to use pictures (at the moment).

Naturally enough, I now reccomend you to save this data off, until next issue when I will supply the rest of the location and connection listings. By the way, in case you think the descriptions are rather short - it is deliberate at this stage.

Although the game is far from complete, you may fancy having a small walk around the locations of the house. To do this on PAW, enter the "process table", change to table 0 (S 0), type I * *, and enter "AT 0 GOTO 2", press ENTER, skip back to the main menu (Z) and enter test mode (T). You should now be able to wander around those locations happily!

Testing the game is a little easier in the case of GAC. To start at a particular location in this case, type B on the main menu, and enter number 2, then press ENTER twice to test the game.

Whatever the system you are using, don't bother to save the changes that allowed you to wander, yet, as they may interfere with next issues data.

For those of you who have been asking for Gilsofts address, so you can send away for PAW, here it is:

Gilsoft International Ltd.
2 Park Crescent
Barry
South Glamogan
Wales
CF6 8HD
or you can ring them on: Barry (0446) 732765
Incentives address (for GAC) is:
Incentive Software Ltd.
54 London Street
Reading
RG1 4SQ

as always, tell them who sent you!
More next issue, AV

SC_Assembler v1.2 - Steve's Software - ring (0223) 235150 for details

Although I first reviewed this SAM utility way back in issue 3's ChipShop, I did report that Steve Nutting had improved this, already superb utility, further still. In addition, a 512k version is now available.

The new version of SC_Assembler has been improved in a wide number of areas. As you may recall, it already caters for all of the standard 696 Z80 op-codes and the 102 undocumented ones. It still allows you to have lables of up to 14 characters in length, features easy to use editing keys, displays the text in an easy to read 62 column format, and utilises a handy "thermometer" type memory scale, which allows you to see how much memory each of the 3 banks of 32k, has free to use. This now jumps to a grand total of 9 banks free, when using the new 512k version. So, where the 256k version allows creation of up to 20k of code, the 512k version allows a possible 64k of code! Easily enough for your next block busting game!

In addition now, you have the option of installing 1 of 32 different font styles, upon installation. You now have improved text editing features, which now generally seem to feel much smoother all round than they did in the previous version.

There are numerous new small touches, such as "delete" now having a deleter right option (simply hold down shift + delete). If you have a 512k SAM, you could use a 256k version (supplied), to allow you to use the upper 13 pages of memory (which is tied up with the system in the 512k version).

Provision has been made for a monitor program to co-reside with the 512k version. This is planned for early this year.

Unlike the previous versions, SAM DOS errors are now successfully trapped from within the program. This means that you now don't have to jump in and out of basic, whenever you get "FILE NOT FOUND"

or whatever. A proper error message is given, not just an error number. Further minor enhancements on the disk side include: the directory not clearing as soon as you press a key, the overwrite (when saving a file on top of one with the same name) now only requires you to give a "yes" or "no" for the first file.

It is hard to say what exactly is better about this program, but to put it simply, everything. Without seeming to change by much, it seems to have been put together better. It was always a good utility, but now it is even better than before.

I know I previously rated it strongly, but now I rate this excellant assembler as being simply better than ever.
Steve's Software
Steve Nutting
7 Narrow Close
Histon
Cambridge
CB4 4XX

RATINGS	
USEFULNESS	89
PRESENTATION	91
COMPATIBILITY	SAM
OVERALL	92

SpeClone – Steve's Software – free with SC Assembler (v1.2)

SC_SpeClone, is a free utility that is supplied with SC Assembler. Like so many SAM utilities, it has been designed to allow the Coupe to use the vast library of software available for the Spectrum 48k. Although this utility is mainly intended to be of use

mainly for various Spectrum utilities, as opposed to games only.

Speclone differs from most of the standard Spectrum emulators as it will enable the user to drop in and out of Spectrum mode, back into SAM basic, perform an operation such as loading a file, or similar and then return back to Spectrum mode. This is certainly very useful with utilities that where previously disk based on the Spectrum. Just a simple NEW is needed in Spectrum mode. Unlike normal NEW, the program is not lost and is available to use when returning back. By simply altering a variable, the SAM menu program can be sent to a specific line, where you can insert your own routines. A NEW replacement is supplied.

Facilities are supplied, with the re-written ROM, to cope with LPRINT commands, so that printer operations can be dealt with by SAM basic. The only drawback being that LLIST cannot perform as normal, as keywords can confuse the system.

All in all, an excellent utility, maybe lacking in some areas, but after all – it is free!

RATINGS	
USEFULNESS	79
PRESENTATION	81
COMPATIBILITY	SAM
OVERALL	87

```
SC_SPECLONE © STEVE'S SOFTWARE

1.RETURN TO  SPECTRUM

2.RAND USR 0 SPECTRUM

3.LOAD PLUS D SNAPSHOT FILE

4.CONVERT PLUS D SNAP FILES

5.SAVE SPECTRUM MEMORY

6.LOAD SPECTRUM MEMORY
```

SpecMaker - £14.95

This is latest in a long line of titles, designed to make the SAM compatible with the vast range of Spectrum software.

Like most of the rivals to this program, you are required to have a copy of the Spectrum ROM on cassette, before you can use this program. Although, this can legally only be done, if you actually own a Spectrum!

SpecMaker differs from other Spectrum emmulation utilities (such as "SAM TAPE"), by actually using the SAM's large memory as a RAM DISK and by also enabling Spectrum utilities to use the SAM's printer interface. It also uses all the memory of an expanded SAM, so 512k owners are in for a treat!

The program works by modifying a copy of the Spectrum's ROM, in order to create 5 seperate ROM versions, to specialise in different areas (see table 1). However, due to the differences between the 128k's ROM and the 48k's ROM, the program has to do some extra "patching". For some strange reason, this didn't seem to work with the ROM from my 128k! Thank goodness I happen to have a 48k as well as the 128k, or this review wouldn't have got off the ground!! This may only be a problem on my version.

A simple command in Spectrum mode: MOVE 0 or MOVE 1, controls the printer output. MOVE 2 is used to return to the main SAM menu. (Athough remembering where the keywords are, and how to get them, is rather a pain - especially if you happed to be a +2a/+3 owner!!) In addition, the package also utilises the drive syntax from most popular Specrum drive systems: Plus D, MicroDrives, etc.

The actual RAMDISK uses simple drive compatible syntax to CAT & ERASE files. (Although to erase them properly, a simple file must be loaded first.)

Since there are a number of possible variations of the ROM, up to 99% compatability is claimed to be reached! Well, that's the claim - how well does it work in practise?

SpecRom 1 - standard Spectrum Rom, loading & saving to tape, with extra routines to reset to 48k mode with the "break" button. The SAM printer options are utilised.
SpecRom 2 - loads from tape, saves to RAM DISK. Useful for redirecting files.
SpecRom 3 - loads from RAMDISK, saves to tape. Handy partner for above.
SpecRom 4 - loads & saves via RAMDISK.
SpecRom 5 - loads & saves SNAPSHOTS, no RAMDISK. Handy if you haven't got a +D or Disciple.

Table 1: The "SpecRom" files, created by SpecMaker. Each with it's own speciality.

A simple answer - look at this page! As you can see, a standard ZAT page. We normally use PCG's DIP pack, on a Spectrum with +D interface. Well now, we can also use it on SAM, with no problems!!

Another interesting point - the package runs Ocean's budget re-release MIKIE, which is more than the Amstrad +2a Spectrum can!!

Overall - an excellent, if initially expensive, utility. Which could prove useful if you have a large range of Spectrum professional software. Also of great use for game fanatics!

RATINGS	
USEFULNESS	95
PRESENTATION	89
COMPATIBILITY	SAM
OVERALL	95

That's something you'll

Now tell me where is the weapon hidden? On the ship?
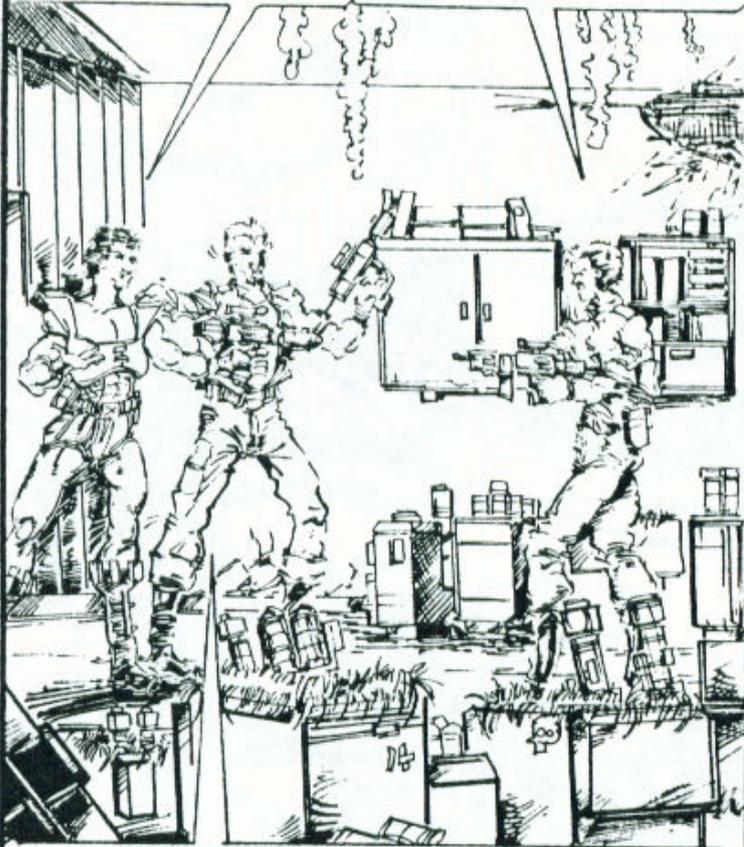
Just before you two yabber away. I'm curious about how you snuck up on us without John's danger sense being triggered?

Like the Sentinel. I to have unique powers, specifically my ability as a psi damper, to nullify abilities like your friend has. But enough of that, time too

Yeah, your time is up. You've delayed my mission for too long!

KRAC!

SHKHOOC!

Bit rough on him weren't you.

As I said. I've been delayed too long
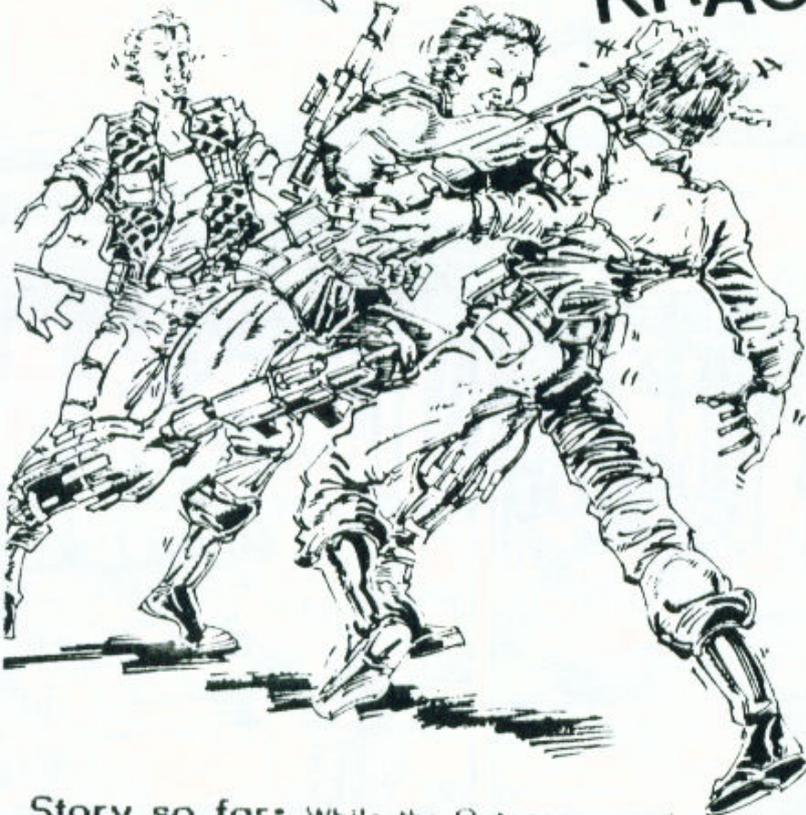
Story so far: While the Octagon camp is under attack, John uses it as a cover to complete his secret mission. Something of a surprise to Ned, who up till now had thought that their presence on Ryvanna was strictly business.
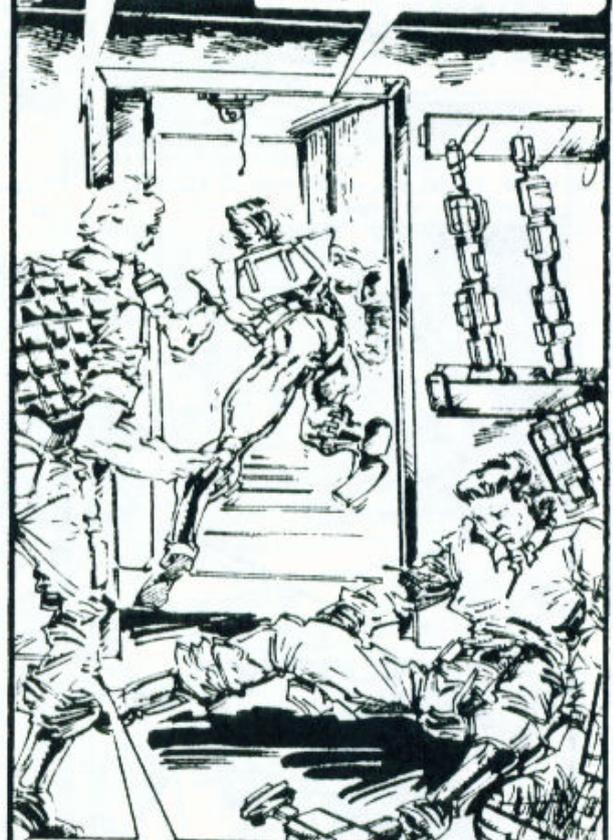
In that case, you better go on ahead, alone. I'll keep an eye on Ivan here, until everything's over. But you better stay in one piece. You an me are gonna have words, and that drink you promised And you better be the one paying...

He skirts the border of the battle, avoiding direct confrontation with the Octogon rebels, who as he hoped, are more heavily preoccupied fighting with the advancing Terran taskforce...
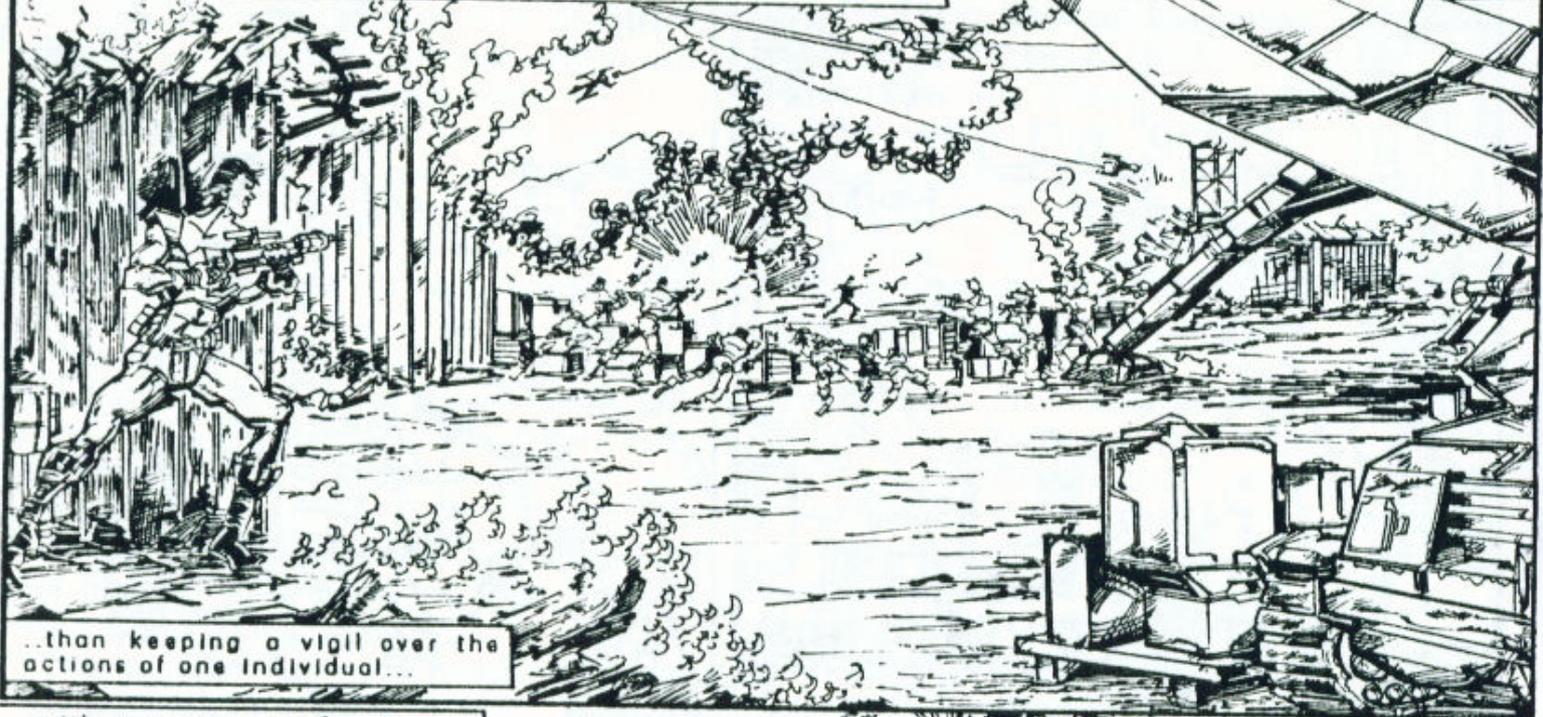
..than keeping a vigil over the actions of one individual...

..with a mission to finish, and with scant time to act.

They repaired the hole that Ned created, whilst we, and some of Vladimir's friends were trapped in the silo..

FHMMM!

But since I still have the link (which thankfully isn't painful anymore) with the on-board computer, I can gain entry through the waste disposal chute..

Hmmm. The evidence suggesting that before Octogon found the silo, that this ship had been entombed for over a century, must be true

The smell alone proves it!

shorn!

According to the computer, the cargo hold is in this direction. Hopefully what I've come for should be easy to find...

Unfortunately..
I've looked everywhere. I'm sure the rebels haven't found it, otherwise Vladimir wouldn't have been so eager to ask me for its location.
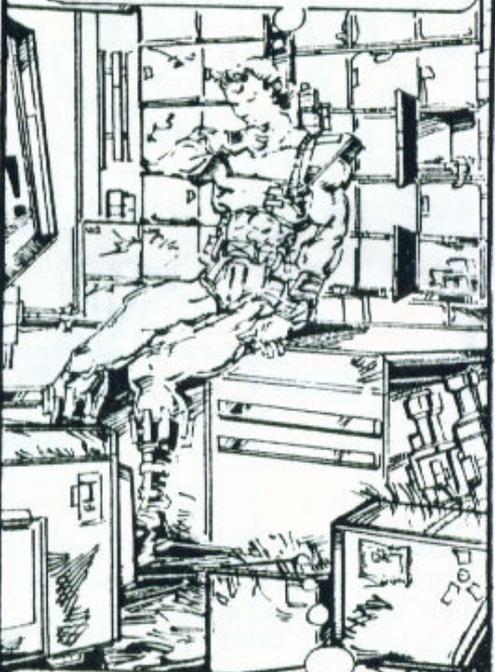
..It's here, the reports are too conclusive to sugges....unless ...

There's the old trick, that if you want to hide something: place it in plain sight. I've been thinking that this Pandora device is quite bulky, considering what it does.

It's density, aura. Instinct tells me this is indeed what I've come for I'll just...wait!..there's a presence behind me, and she's armed!
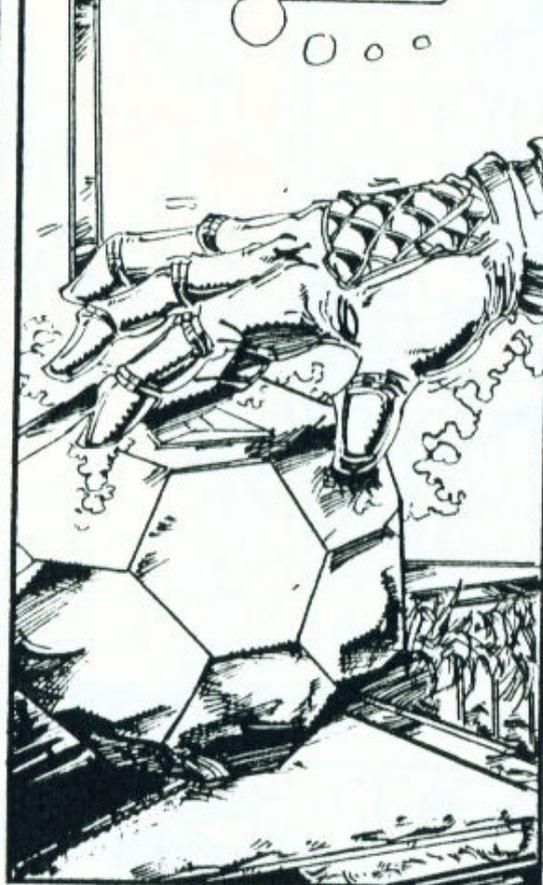
Your abilities are impressive. you reacted to me almost instantly. but you were to intent on picking up your prize than reaching for your gun.

But scientists in the atomic era had easily developed H bombs the size of an orange. That dodecahedron..

That casket and its contents, I assure you. will remain in our hands at any cost

Since returning to his hotel, Dr Thadeus Scott's mind has been in turmoil. He'd paced up and down his suite for hours, more concerned with the threat on his life, dreams..

Although he was warned by the blackmailer not to go for help. this situation needs an immediate remedy......

Pressing SEND. the message begins its journey..travelling with a thousand other signals and codes through the void. destination: Ryvanna.
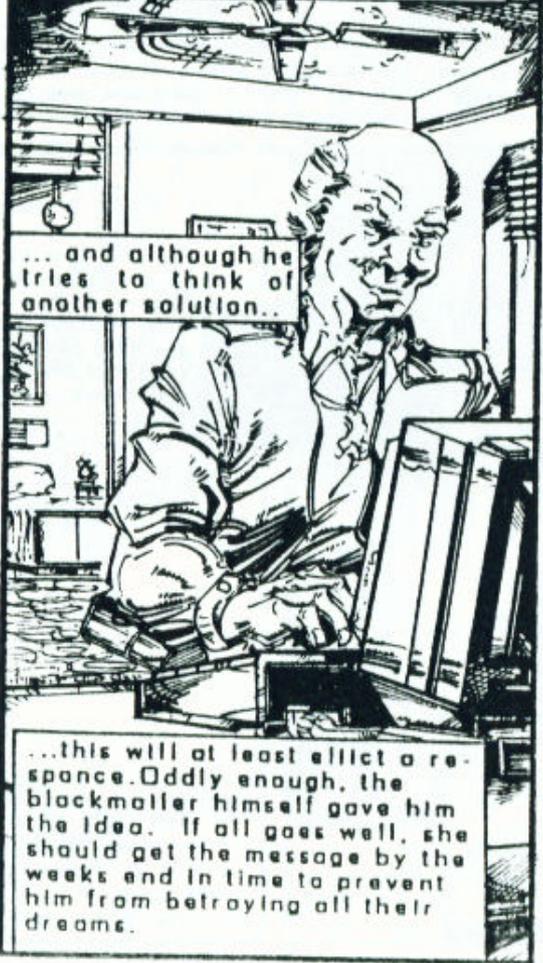
...and although he tries to think of another solution..

..betrayal from close friends..

..than going to sleep.

...this will at least elicit a response. Oddly enough, the blackmailer himself gave him the idea. If all goes well, she should get the message by the weeks and in time to prevent him from betraying all their dreams.

Feeling a bit more relaxed.. he rings room service for a small tonic to help him sleep and think what must lie ahead..

Carefully place the casket upon the crate and step away slowly. Keep your hands visible; don't try anything.
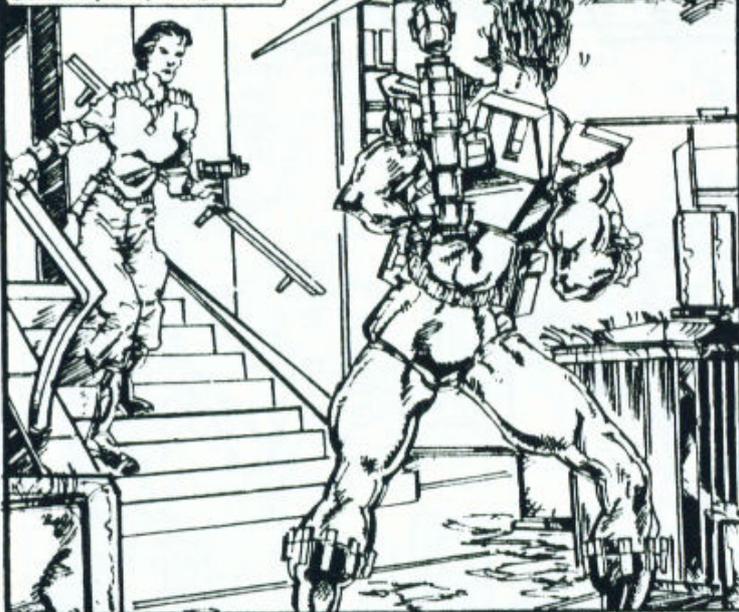
Now the gun. Remove it, toss it away. I must thank you for finding us the weapon. We spent considerable time searching the ship, and failed. But now, we'll use it as a deterrent...
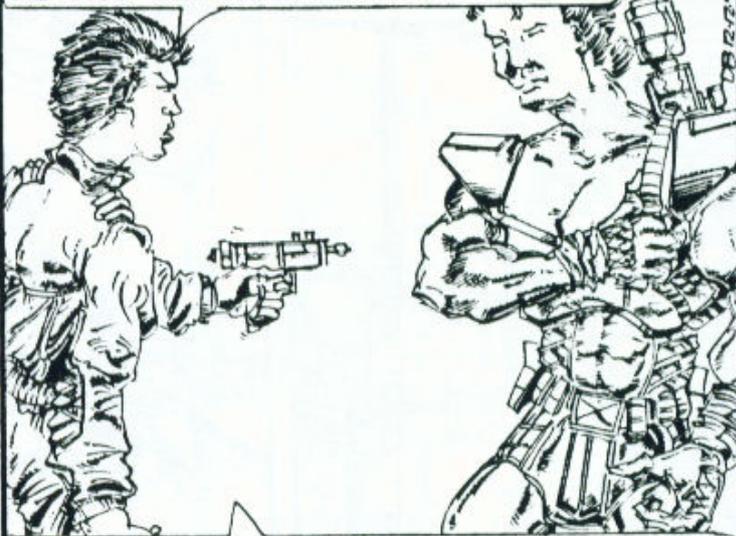
...to persuade Terra's stubborn Presidium to listen to our demands, to gain what our people we're cheated of.

You won't succeed. The A.R.M." spent five years killing thousands, mostly innocents, defacing what they perceived to be the symbols of Terra's democracy.
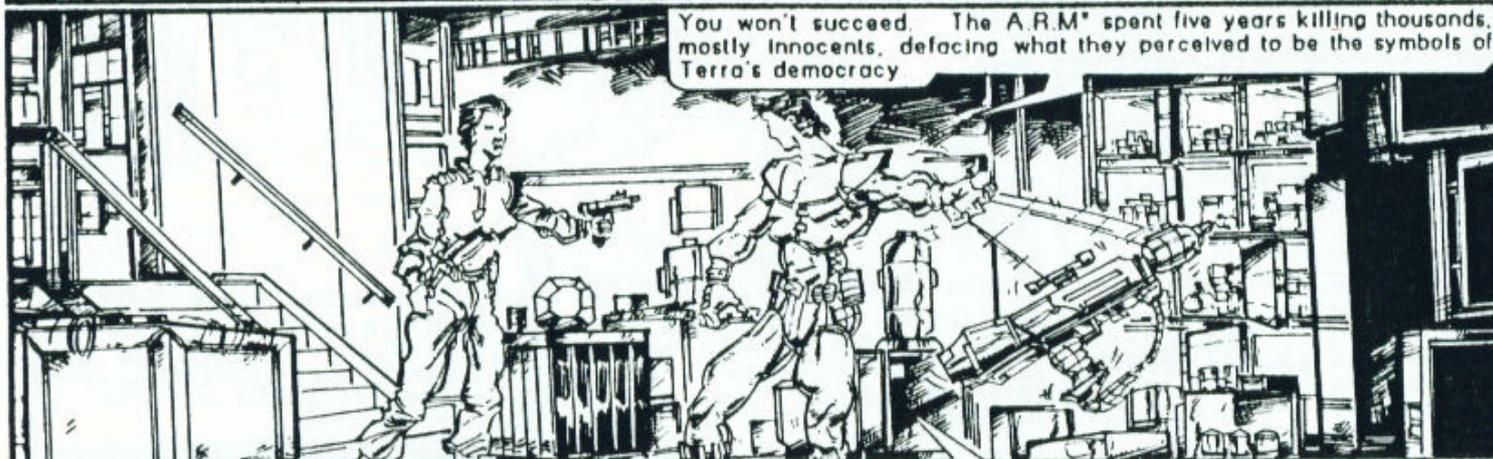
Yet for all the pain and misery they caused, they failed, ending up damned and hunted down. And not once were they given any lee-way, your group will end up the same way.

How can you pass judgement on us?!!...You know nothing about us, our fight, what we've been through.

I don't expect you to believe this, but we tried at first to find peaceful means to get our words heard. But no one wanted, or bothered, to hear. Our aim is for independence, to decide what's right for this colony, and not let some middle-aged bureaucrats light years away dictate what's right or wrong.

But also paramount is the fact that this planet faces a growing possibility of mass exploitation, mostly of its resorces like Cyberite. You see the Terra of today, unless we prevent the Presidium from allowing the vast corporatins gaining the right to mine here, that is what the Ryvanna of tommorow will be like

The majority of our group, myself, our founder, are scientists and environmentalists, dedicated to ensure that we achieve our goals.

Even through violence?

Yes, but only as a last resort. We let Vladimir and hired mercenaries like him to be our loudest voice. Surely you have a home, someplace you cherish. Wouldn't you protect it, if it was under threat, by any means necessary? Why don't you use your skills, and help us?

The battle is done. The final out-come never in doubt.

But although this was a main Octogon camp, by no means was it the only one. Their members are many, scattered in other areas of the planet.

Aware by now of the heavy blow the Terrans have dealt them.

But their dedication to the cause is strong, like a sacred flame..

So the struggle will go on, until either they win, or the flame dies..

But as the final Octogon prisoners are taken away, and one by one the Terran cruisers, and the ship called Nemesis, dissappear over the horizon..

A lone figure, who has carefully evaded capture, picks his way out of a burned-out hut..

..and reports to his employer..

The Terrans have the weapon. It's aboard the old ship enroute to the capitol. It will be placed in temporary storage at the Vault before being shipped back home for disposal

Then act immediately Pandora must be in your possession by tonight..

..and if anyone hinders you eliminate them

Sentinel   part 5.
"WHAT OTHER SECRETS MAYBE HIDDEN?"
DARREN BLACKBURN
Writer/Artist.

MIKE GARBETT
Script Asst.

MALCOLM SEEBY
Finished Inks.

EDWIN SQUIRREL &
P. CHARLES
Lettering.

ZAT NEWSFLASHES

A MUSICAL CHANGING OF THE GUARD..

For a considerable number of years, the best package available for any Spectrum would-be musician was Music Writer. But things are about to change! The program's writer, Mr G Rowland, has decided to up-date Music Writer and replace it with two brand new music packages, to be released sometime in 1991. REFERENCE EDITION (£25.00) is very similar to the original Music Writer, with the additional feature: Utility XTN.

MUSO EDITION (£15.00) is one step further up the proverbial ladder. It includes a icon booklet and is aimed mainly towards Spectrum users who already have a smattering of musical notation and theory. There's a manual available for this package, priced separately at £10.00.

By the way, before Music Writer is phased out of production, any would-be collectors of this musical gem can still obtain a copy before the fall of January 31st. Any one requesting information about either Muso Edition or Reference Edition can contact G Rowland at : PO BOX 49, DAGENHAM, ESSEX, RM9 5NY.

HOW TO OBTAIN A DISC BOX FOR £1.65!

Surely the majority of ZAT readers have heard of, the famous children's television programme: Blue Peter. You know, the one that loves to show youngsters how to make all manner of things from basic household rubbish, egg cartons, etc, etc...Well here's a tip for any computer disc owner, of how to obtain a disc box (which if purchased can cost up to £20) for as little as £1.65P!

Go down to the local Sainsbury's, and go to the section that sells tea and coffee. Find a box of Sainsbury's Assam tea bags, and purchase one. When you get home, deposit the tea bags in your mother's china or plastic tea caddy, and you'll be left with a empty wooden box, which will idealy store up to 20 discs, free from dust and electromagnetical discharges! This novel idea was suggested by New Computer Express.

SEE US AT THE SHOW

As you may have gathered by reading On the Road, members of the ZAT team tend to travel regularly to the Format Fairs, held in London. Now usually they go to browse and see what's on offer, hear the latest gossip, and sip endless cups of tea very loudly. But that's not the case with the up-an' coming February show, which will be held at the New Hall of the Royal Horticultural Society, Greycoat & Elverton Street, Westminster, London, on Feb 2nd, 1991. Because for once, some of our illustrious members will be sharing a stall with the Sam Supplement/Spectrum Discovery Club! So now here's a chance to see some of us in the flesh, have a chat and share a nice cuppa.. So be there, an' be square..

NAMES AND ADDRESSES

Here's the names and addresses for the lucky individuals mentioned in this issue's On the Road..

ENIGMA VARIATIONS/ SAM SOFTWARE CLUB, 13 NORTH PARK ROAD, HARROGATE, HG1 5PD.

SAM COUPE PUBLIC DOMAIN SOFTWARE ASSOCIATION, 42 EATON DRIVE, KINGSTON UPON THAMES, SURREY, KT2 7QT.

SAMCO PHOENIX WAY, LAKESIDE, SWANSEA, SA7 9EH

T HUMPHRIES 14 SWINCOE WAY, LINACRE WOODS, CHESTERFIELD, S40 4UU.

ANDY WRIGHT C/O SAM SUPPLEMENT, SAM SUPPLEMENT, 57 ST SAVIOURS ROAD, WEST CROYDON, SURREY, CR0 2XE.

OUTLET, CHEZRON SORTWARE, 605 LOUGHBROUGH ROAD, BIRSTALL, LEICESTER, LE 4 4NJ.

STEVE NUTTING, STEVE'S SOFTWARE, 7 NARROW CLOSE, HISTON, CAMBRIDGE, CB4 4XX.

Anyone wanting details of the February, or up-coming All Format Fairs can contact: MIKE HAYNES, 8 MIDGROVE, DELPH, OLDHAM, OL3 5EJ.

Regretfully we have to report the untimely death of Mike Johnston, who died on Monday 17th December. Mr Johnston was responsible for successfully creating the original ZX Microfairs, which were the first organized shows that enabled Spectrum and would-be Spectrum users the chance to buy the Spectrum at rock bottom prices.. The show subsequently went on to become the All Format and Computer Shopper Shows. He will be sorely missed.

In the next few issues, we will be featuring a series of profiles on the members of the illustrious Z-Team; that band of merry, jovial, crazy individuals who slave every month to bring you this fabulous mag.

ZAT PROFILE NO:1
MALCOLM SEEBY

ZAT JOB & DUTIES: Co-Editor of ZAT. Occasional assistant inker on artwork. Regular inker on the Wallpaper Strip. Editor of BLAST IT! A new ST fanzine (I had to get this plug in!!).

PREVIOUS JOBS: Hospital Porter, Photographer, Tea Blender (not for Tetley as I wasn't small enough!). Sheet Metal worker.

CURRENT JOB: Classified.

PLACE OF BIRTH: A mansion in Devon.

PEOPLE AT SCHOOL THOUGHT I WAS: Fat and ugly, dispicable, but the kids thought I was a good mate.

HOBBIES: Art, Desk Top Publishing, Computer games, Reading, Sci-Fi, Photography, CB Radio and Bird watching (and not the feathered variety either).

AGE: YES.

LAST BOOK I READ WAS..: The Metal Rat by Issac Asimov.

LAST MOVIE I SAW WAS..: The Little Mermaid.

FAVOURITE/LEAST FAVOURITE TV PROGRAMES: Favourite Star Trek, both versions. Least favourite: The Des O'Connor show

FAVOURITE PERFORMERS: Women in bed.

ODDEST HABIT: Confidential.

GREATEST UNFULLFILLED AMBITION: To publish a national magazine.

SINGLE GREATEST ACHIEVE-MENT: Learning to walk.

THE WORLD WILL REMEMBER ME AS: The un-sung hero of fanzines.

Art Gallery

If you have any Spectrum or Sam pictures that you'd like to include in the gallery, then send them in to our main address. Please state if you want your pictures returned..
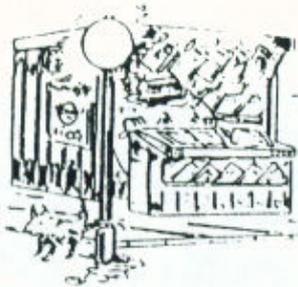
First off, I'm going to leave behind comics produced on paper, and for once deal with a few computer games that feature comic strip stars.

SPIDERMAN. EMPIRE. PRICE £9.00. TAPE £14.00 DISC. Available soon.

Spiderman has featured on the Spectrum before; involved in the Questprobe adventure series released by Adventures International. He did have a arcade game, utilising the Atari Games System, although most considered that the game was of poor quality. Now once again, May Parker's favourite nephew, appears on the small screen; but have they treated the character right this time? Empire have decided to use the present-day's events depicted in the Spidey comic, with Peter Parker happily married to Mary Jane, and Spider-Man still being hounded by a galaxy of villains.

Being married to a superhero can be a harrowing experience at most times, and in this game the inevitable has happened: Mary Jane has been kidnapped by one of Spidey's nemesis's, and of course Spidey has to rescue her, with time against him, and several fiendish and deadly puzzles to solve and assorted thugs and hired hands to bash.

Graphically the game is colourful, and detailed, as Spidey travels through several dozen screens, each being a " movie set " associated with a different movie style (Westerns, Sci-Fi, and horror to name but a few). The Spidey sprite is more closely reminiscent to the character itself, and moves with grace and ease. Swinging on his webs, aerial acrobactics, and even the web-head's uncanny knack of walking on walls and ceilings are accurately animated. One nagging point though: why on earth is the sprite so small? We're dealing with a superhero here, a larger than life character, not a contestant for next year's Mr Puny-verse! One touch that I do like is the way that the full height Spidey graphic disolves from the feet up into a leering skeleton as your alloted time runs out. Overall the game is well executed, and layed out, although some players will find the playability slow and tedious. By the way, the game cover done by Todd McFarlane is excellent and very close to the style related to Spidey's first artist: Steve Ditko.

JUDGE DREDD. VIRGIN. PRICE £9.99 Now available.

Like Spidey, the main law-enforcement officer of Mega City 1 has had games to his credit before. His first game was highly rated, but what about his latest appearance? Like Spiderman, the game relies on the artistic and story telling medium of the original, especially the dark-humour that prevails a typical Judge Dredd episode. One thing that this game does touch upon is the fact the the Judge isn't as perfect as he thinks he is. There are situations in the game play where the spectre of doubt rears its head, where we see the Judge vulnerable, a rare event indeed!

The plot line is exactly the same to the previous Dredd outing; with crime rates in the futuristic metropolis on the rise, and only the Judge can ensure that the Perps (perpetrators) get their just rewards. The mono-graphics are closely in tune with the 2000 A.D. artwork, and some of the ideas of the game are quaint and inspired; the opening computer log displaying where the crimes are situated, although this idea seems similiar to the A.P.B in Robocop, or Chase HQ. On the whole the game is good, but there could be room for improvement if another Dredd game is planned.

Just before I change subjects, there are other recent games releases featuring comic characters: Rogue Trooper from 2000 A.D., and Dick Browne's lazy and overweight Hagar the Horrible for examples. But at present, Spectrum versions of these games are as yet still on the drawing board. And remember that in a future issue of Z.A.T. there will be appearing a feature devoted to covering every known game that has a tie-in with a well-known comic book/character. Look for it soon!

COMIC SHOPS

Question: Where on earth do you get your monthly/daily dose of comics? Answer: Well, if your luck holds your local newsagent may have a pile of comics hidden under all the other odds and sods. But in my case, finding a decent pile of comics in Telford is about as difficult as the Tories winning the next election. So what did I do? Simple. I found out where the nearest Comic Speciality Shop was located. These places are like holy shrines, dedicated to the comic collector. Within their hallowed halls you'll find every back issue of every comic title in existence, or out of circulation. And if like me, you want to be ahead of the crowd, comic shops regularly import the latest releases; hot from the US/UK presses. Also these emporiums cater for movie-buffs, bookworms, and other weird people, so there's a lot to sift through. Prices do vary, depending on what you're buying, but on the whole prices are fair. But where are these shops I hear you ask? To answer that, from now on I'll be dishing out the odd names and addresses of the main comic shops in the UK; beginning with those located in the Midlands.

NOSTALGA AND COMICS

14-16 Smallbrook. Queensway. Birmingham.
Mon-Fri 10.00 a.m. to 5.45 p.m. Sat 9.30 a.m.-
6.00 p.m.
5 mins from the bus depot. 8 mins from the Bull
Ring. My personal favourite comic haunt.
highly recommended!
Branches also at: 42 Hill St. Coventry. 12
Maltilda St. Sheffield

FANTASY WORLD. 10 Market St
Arcade. Hanley. Stoke on Trent. Open Mon-
Fri 10.00a.m. - 5.30 p.m

ANOTHER WORLD. 23 Silver St.
Leicester. Open 9.30 a.m.- 5-30 p.m.

FINAL FRONTIER. 43/44 Silver
Arcade. Leicester. Open 9.30 a.m.-5.00 p.m.

ODYSSEY 7. Precinct Centre. Oxford Rd.
Manchester. Open Mon-Fri 9.30 a.m- 5 30 p.m.
and lastly

SHEFFIELD SPACE CENTRE.
33 The Whicker. Sheffield. Open Mon. Tue.
Thur. Fri 10.00 a.m.- 5.00.p.m Sat 9.00a.m. -
5.00 p m.
I'll deal with other shops in the rest of the UK
and EIRE in the next column.

A SUPERHERO GAME

Lately my youngest brother has started
buying VIZ. But considering that Viz isn't my
cup of tea. why am I mentioning it! Casually
ignoring the "rude bits" (I get my fill of mature
reading from STRIP). I noticed a really
interesting ad. It seems the talented pair of
Mark Lelch and Mike Lepine. who released
upon an unsuspecting audience of game
players. the hit "How to be a Complete
Bastard". have brought out a new game. Ideal
for comic readers called "How to be a
Superhero" (What else).

So now you too can learn to fly like a bird.
gain your own superpowers and learn how to
wear a tight-fitting Spandex costume without
feeling any pain or inhibiting any bodily
movements in several easy lessons! The illus-
trations are by Steve Dillion. and you can buy
this game at any good store for £4.99! Happy
playing!

TODAY'S QUOTE

Well that's it for this issue's comic kiosk. Next
time I'll be reviewing some old. worn-out
boring new comic releases in my usual way for
a change. But before I go here's a classic
example of rare comic book blooper. It
involves a plot by the then villainous Sub
Mariner. Prince Namor. to wipe out us poor
souls who live on the land by erasing the
world's water supply.
" Good! The sun will go to work and the world's
population will perish without water! Oh what
sweet revenge! At last I've gotten even!
But WAIT!! Without water. my own race will
DIE too!!"
Originally appeared in a 50's suspense tale

ON THE ROAD
BY David Ledbury

If any of you have read the disclaimer (somewhere around the front-end!), then you have probably noticed the minor change of my editorial title? Well, in case you're wondering about my (apparant) new role as a technical editor (although I've always technically been one!) I have always had the responsibility of collating and verifying all the various technical material that we have been sent in, and once or twice, have ended up filling in for Andrew when his external commitments have taken him elsewhere (although I have made one or two cock-ups, as I can't quite read the spider scrawl he calls writing!).

Anyway enougth of my waffle! I recently visited the December All-Format's Show, and as usual have ended up with quite a mixed bag of goodies to natter about. So I'd better get down to it, hadn't I?

To be honest, I never even thought I would end up getting to this show. My travel plans were wrought with mishaps, particularly a rather disasterous spell of winter weather that hit the whole of Shropshire (leaving us without water, and roads to for that matter!). However, 'im upstairs decided to clear up his mess in time for our trip - and on the morning of the trip dropped a blanket of fog everywhere, instead! Typical!
However, with Matthew's excellent driving, Darren and Myself soon arrived at our destination.

A number of interesting items were available around the many TeamSAM stands - Enigma where showing off their latest masterpiece: Sphera. Sphera promises to be one of the best upwards scrolling shoot-'em-up's going, with excellent sound, ginormous graphics, amazing game play etc, etc. Is it? Check out next issues review! Darren liked the look of the game, although we all agreed that he could have done a much better job with the cover art! Sorry Enigma! I was finally talked into buying a membership of their SAM Software Club. For £10, it gives some pretty good discounts! (Want a monitor for £175?) All their current favourites were also available.

SAMCo's stand, had some space given to an organisation with a rather long title! The SAM Coupe Public Domain Software Association (phew!) had appeared to explain it's purpose of listing all the SAM PD libraries going around at the moment (and there are quite a few!) and to award merit for any good PD software. ZAT is promised a mention in the fanzine/magazine section of the catalogue (as well it should!!). One piece of PD software that caught my ear, was an excellant SAM version of the music of that C64 musical classic, "Monty On The Run"! Even if you hate the blessed machine, you've got to admit that it's got a pretty good sound chip! (Possibly technicaly better than the Spectrum 128k, or the ST's!) So hearing this accurate rendition of this tune, really shows what SAM is capable of!

Also on show, was the first piece of SAM Midi software. This is due for release in January, but certainly looks worth the wait! Despite what you may have read - SAM HAS NO HARDWARE PROBLEMS WITH MIDI AND NETWORKING and this tasty program proves it! Worth the money at around £30, and we hope that the programmer himself, may explain it in a future issue. Keep tuned. He also promises to delve into SAM Networking for his next project.

SAMCo themselves, had a number of tasty little items on show. Appart from the 1 meg upgrade, the Card Cage (now re-christend the SAM Bus) - they also had the new DOS system, Master Dos. This is fully reviewed in next issues ZAT, but I'll

let you know in advance - it's certainly worth the dosh of £15!

Going back to the 1 meg upgrade, it now appears that, not only can SAM be boosted to 1.5 meg, but now up to 4.5 meg! (Phew!) However, this can only be accessed easily by using Master Dos, in the form of Ram Disks, and of course, the 4 slots of the SAM Bus could give you some where to stick it! (No comment!)

Rumours where flying of a new Spectrum interface from SAMCo. This is apparently based around the Disciple interface, but instead of data being transfered from the Spectrum to the disk drive, the data (or possibly SNAP-SHOTed games) can go to SAM. This would certainly prevent problems loading Spectrum games!

As well as the Sam Supplement team appearing, Outlet - the SAM & Spectrum disk/tape magazine, also made an appearance. I purchased a copy of the latest SAM version, and was reasonably impressed. They may lack slightly in presentation (compared to the supplement) but are certainly packed in content. Their text viewing system is quite original - either use keys to move forward or backwards, or type in the text page number! Quite a good idea!

As we were making our way around the stands, we happened to bump into Steve Nutting. Steve had not taken a stand at this show for a change, but had come to have a look himself. However, I am not really suprised, as SAMCO have recently started to sell SC_Assembler, thus saving him a great deal of paperwork!

Although I saw very little on the Spectrum side, I certainly reccomend the show for picking up cheap games. Prices ranged from 50p upwards, so there was no shortage of good pickings. Disk prices ranged from the sublime to the ridiculous, as did dust covers (50p for a +2a) etc. How about £1 for a microdrive?

I reccomend all readers on the look out for a bargain, to look out for the February show! Who knows, you may bump into yours truly!

Names & addresses on News Flashes page.

CB LOG BOOK
by FLYING SQUIRREL

Hi! did you miss me? I did! Anyway I am sorry that I haven't been here for the last couple of issues but I have been busy with other things but now I am back and raring to go. The nights are getting colder and the frosty nights are upon us and hundreds 'n' hundreds of CB'ers are making for them thar hills to do there bit of Dx-ing on the week-ends. The Long Mynd, Wrekin, Horseshoe Pass, Mendips, Just to name a few, there are tons of places to get to for that Dx weekend. That's if the Italian stations will keep quiet for five minutes.

For all you Radio Techies out there, here is a nifty little program supplied by our own Martin Scholes of Telford, who is also responsible for the Soap Box section found elsewhere in this mag. Well done Marty! For converting frequency's to wavelength or visa versa which is very useful for finding out what wavelength radio one is on etc.. So it is in fact a very useful accessory for Ham radio, CB, in fact anything to do with radio in general

```
10 REM FREQUENCY CONVERSION
PROGRAM
20 REM (C) M. SCHOLES
30 PRINT "FREQUENCY CONVER-
SION PROGRAM"
40 INPUT "INPUT WAVELENGTH
VALUE ";A
50 LET A-A/300000
60 PAUSE 20
70 PRINT "THE FREQUENCY IS ";A
80 PAUSE 20
90 PRINT "ANY OTHER VALUES TO
CONVERT? Y-YES N-NO"
100 IF INKEY$-"Y" OR INKEY$-"y"
THEN CLS:GOTO 30
110 PRINT "THANK YOU FOR USING
ME!"
```

HELP NEEDED

I need help! your help, if I am to continue this artical. I need lots of information about what's going on in the CB world from John O'Groats to lands end from the UK to New Zealond, so if you've got anything of interest at all then please let me know. You may run a Dx Club, if so what is the size of your membership? how much does it cost to join your club? is it a lifetime membership or not? In fact I need anthing to let other readers know about your club. Eyeball. Tips for other CB'ers, how to make an aerial or power mike. What is the distance of your longest copy to enother station(UK or Abroad) on either of the legal UK CB frequencys I do hope to hear from you all soon. See you all next time round

Ten Ten till we do it again

Wallpaper Strip *by scholes, seeby & db.*