

sinclair ZX SPECTRUM

Thirtieth Anniversary Community Souvenir

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WORLD OF SPECTRUM

Wow,
30 YEARS ALREADY!
THAT'S NEARLY THREE QUARTERS
OF MY LIFE.

THE ZX SPECTRUM MADE A DECISIVE
CHANGE TO THE LIVES OF MANY PEOPLE,
MY OWN INCLUDED.

AS SOON AS I SAW IT, I KNEW I WANTED A CAREER
IN IT. IT TURNED OUT TO BE A GOOD CHOICE, AS I STILL ENJOY WORKING
IN IT A LOT.

COMPUTERS OF THAT ERA ALLOWED YOU TO DO WHATEVER YOU WANTED -
THERE WAS NO BASELINE OF GAMES OR UTILITIES. MOST OF THE VARIOUS GAME
GENRES YOU SEE TODAY WERE CREATED IN THIS PERIOD. ONE COULD WRITE A
PROGRAM IN HIS OWN HOUSE AND ADVERTISE IT THROUGH THE SMALL ADS IN
THE MAGAZINES. BIG SOFTWARE HOUSES DIDN'T EXIST IN THE BEGINNING, AS THEY
ONLY STARTED THEIR
BUSINESS AFTER A WHILE.

ONE OF THE CHARMS IS THEREFORE THE STAGGERING AMOUNT OF SOFTWARE,
HARDWARE, MAGAZINES AND BOOKS THAT WERE CREATED OVER THE YEARS.
SOME OF THE USER GROUPS STILL EXIST
EVEN TO THIS DAY.

THE WISH TO CATALOGUE AND ARCHIVE THE LOT IS WHAT STARTED THE WORLD
OF SPECTRUM WEBSITE.

AT THE OPENING IN 1995, AROUND 3500 SOFTWARE TITLES WERE AVAILABLE
IN THE ARCHIVE. TODAY, 16 YEARS LATER, MORE THAN 23000 SOFTWARE
TITLES HAVE BEEN IDENTIFIED, MOST OF WHICH HAVE BEEN PROPERLY
PRESERVED NOW. NEW TITLES ARE ADDED EVERY DAY STILL, AS WELL AS
BRAND-NEW TITLES
(NEW SOFTWARE WRITTEN TODAY).

AND IT STILL SHOWS ITS ATTRACTION TODAY. IN FACT, THERE SEEM TO BE
MORE PEOPLE INVOLVED IN THE SCENE TODAY THAN, SAY, 5 YEARS AGO.

AND THEY'RE ALL WORKING HARD TO KEEP THE LEGACY GOING!

WHILE MOST HOBBIES TEND TO DIE OUT AFTER A DECADE
OR SO, THE SPECTRUM SCENE IS STILL THRIVING, WITH
MANY OF THE SAME FOLKS INVOLVED THAT WERE
THERE 3 DECADES AGO.

SIR CLIVE SHOULD BE PROUD.

MARTIJN VAN DER HEIDE
WORLD OF SPECTRUM





Dear Uncle Clive

Thank you for inventing the ZX Spectrum 30 years ago.
Our Dad says it's his favourite computer ever.

Dad says he got his first rubber beer mat from Santa when he was 10 (Santa left it in the kitchen by mistake), then got a Plus when that broke, and then got a 128 toaster rack later on. We asked Mum what all that means, but she said she didn't know.

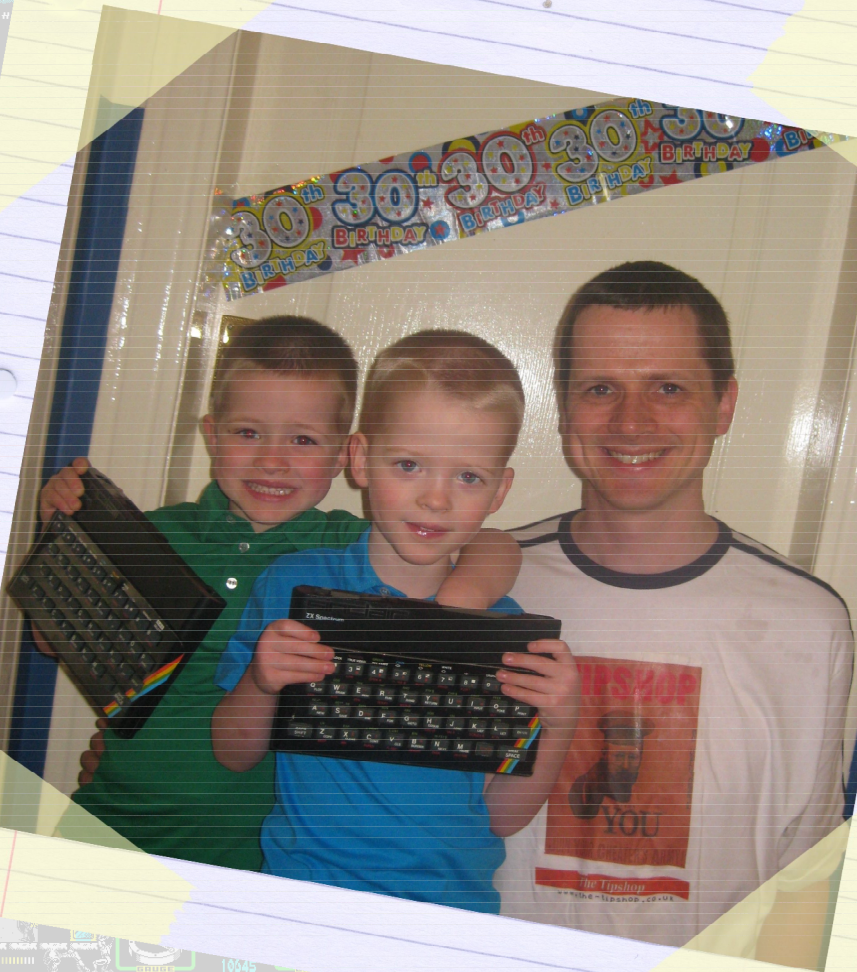
Dad showed us games like "Target Renegade" that he said he played for ages with Uncle Chris; a game called "Scrabble" that Gran and Grandpa used to sneak into his room to play while he was sleeping; and a game called "Charlie Egg" that Dad says he used to have to hide the tape from Auntie Karla because she was too good at it... We don't really know what a tape is, but Dad has about 2000 of them in the loft so we guess they must be good?!

Dad says he learned how to break into games and would send the hacks to a magazine called "Your Sinclair". We tried to help break into one of his games by jumping up and down on it, but then Dad started shouting at us and Mum said maybe we should all do something else instead?

Mum says Dad still does lots of Spectrum things for his website "The Tipshop", or helping with World of Spectrum by doing things like author hunting. We don't really know what any of that means either, but Mum said Dad spends every spare minute doing it - so we guess it must be good fun.

Love from
Matthew and Connor Sweeney
(Aged 4)

xxx



I got my first speccy for Christmas in 1983. It was a great gaming machine, but also you could learn to program on it. I was hooked, was hardly off it!

I used to swap C-90 tapes in the school playground loaded with pirated games (tui!). Spent hours typing in a program listing for a game out of a magazine, only to find it didn't work due to a typo. Matchday 2 competitions with your mates. Jumpers for goalposts, etc. Great times.

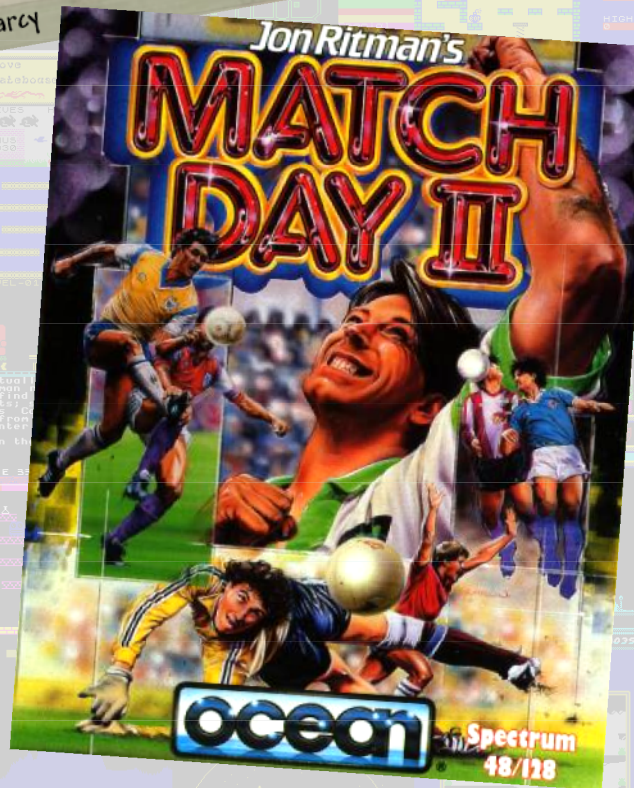
I'm a web/PC developer today, as a direct result of using Sinclair BASIC and becoming interested in the world of programming.

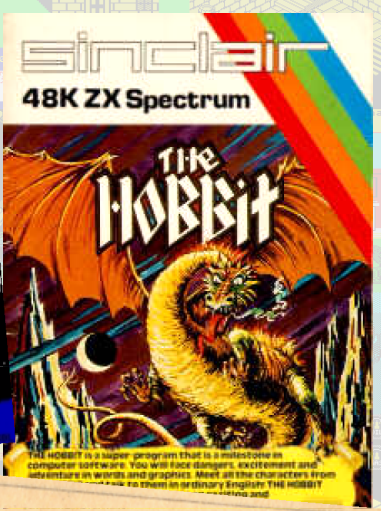
Thanks to emulation, the speccy can still be enjoyed today by the masses, and at no cost! The games still stand the test of time in my opinion.

My interest today is still very much alive. I run the RZX Archive, a site where you can download complete walkthroughs of speccy games to watch in an emulator. With emulation it's now easier to see how those difficult games (much more difficult than today's console games) are completed.

Happy 30th birthday!

Daren Pearcy





My first memories of the Spectrum would have to be playing Manic Miner on Christmas Day 1983. I was 9 when I received one, and initially the first few months (during which I turned 10) just involved playing games. Manic Miner, Kosmic Kanga, Jet Pac, Wheelie, et al.

Then I discovered a few things that would change me. I learnt to program in BASIC, helped immeasurably by buying magazines that contained numerous listings, some of which even worked! I created my own UDG designer, which worked, and tried to program games, which didn't. I did managed to do a computer Christmas card for a girl I fancied called Sarah.

I was impressed. She wasn't. I eventually graduated to The Artist II, and spent countless hours drawing. I've always been an ok (but by no means brilliant) artist by hand, but for the Spectrum I got the feeling I had a real knack for manipulating those pixels!

Then my Dad bought The Hobbit, followed by the Book, because we really didn't have a clue what we were doing after a while. I read the book constantly, and eventually finished the game, but more than that I now have a love of Tolkien's works - something that perhaps wouldn't have happened without Melbourne House's masterpiece.

I was hooked on games like Firelord, Starquake and Sabre Wulf. Massive arcade-adventures that took longer than an hour to finish. It actually took me 20 years to finish Technician Ted (without cheating) which sounds ludicrous but is something I'm actually quite proud of!

In short, the Spectrum taught me to be creative. My love of Tolkien stems from playing The Hobbit, my criticism of everything that's bad about gaming today, and (paradoxically) my love of gaming and game art will always be deeply rooted in Sir Clive's wonderful rubber beermat.

Happy 30th Birthday!

TechnicianSi



I'll always remember when my first 16k Spectrum was unboxed with shaky hands and wide eyes. This was the future and here I was, hooking it up to my television as my parents looked on, hoping they would still be able to watch Coronation Street after I had tinkered with the tuning.

For many the attraction was to play arcade games in your own home, for me it was the ability to create something that you could see and play on the telly. From the very first "Paul is cool" message, my dream was to produce a game worthy of release.

It never happened alas, at least in the era of 8bit. I tried writing various arcade rip-offs, but BASIC just didn't cut it and machine code was too damn complex. I even wrote several graphic adventures and sent them to publishers (Artic and CRL), but was disappointed at their rejections.

Swiftly moving forward 30 years, and although I had kept in touch with my old rubber friend, supplying material to WOS (Hardware index, Piman files, MIAs etc..) I still never managed my dream – that is until I came across a lovely utility called AGD.

Arcade Games Designer, to give it its full name, allowed the creation of machine code games up to the standards of any previous commercial release. With a little bit of programming knowledge and a decent eye for graphics, I could finally realise my ambition.

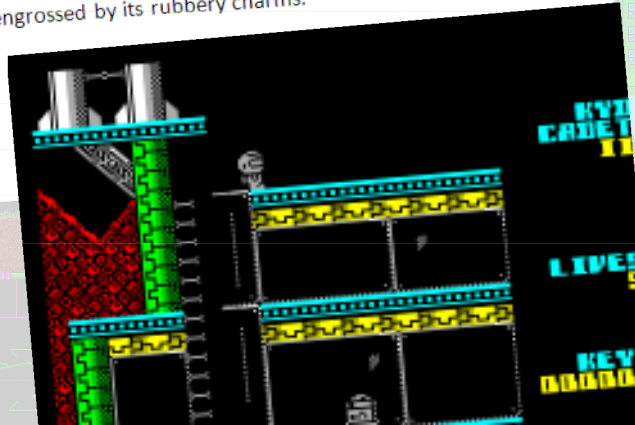
Luckily my working career has been mostly programming in one form or another, something accredited to the Spectrum. So I picked up the language quickly and soon had my first game, Kyd Cadet was out. That was it; I had done it – a game worthy of release, out on the community, being played by other people. Even better, those people liked it!

From that time in 2010, I still continue to create games. Kyd Cadet II was followed by Chopper Drop and Space Disposal. I then had a play with Boriel's BASIC and knocked out a text adventure, again another first for me and another dream realised.

There is something special about the Spectrum, something charming, something unique, that continues to draw me, and other users, into its world. As we all celebrate its thirtieth anniversary, who would have believed we'd all be still engrossed by its rubbery charms.

Happy Birthday Friend...

Xeng



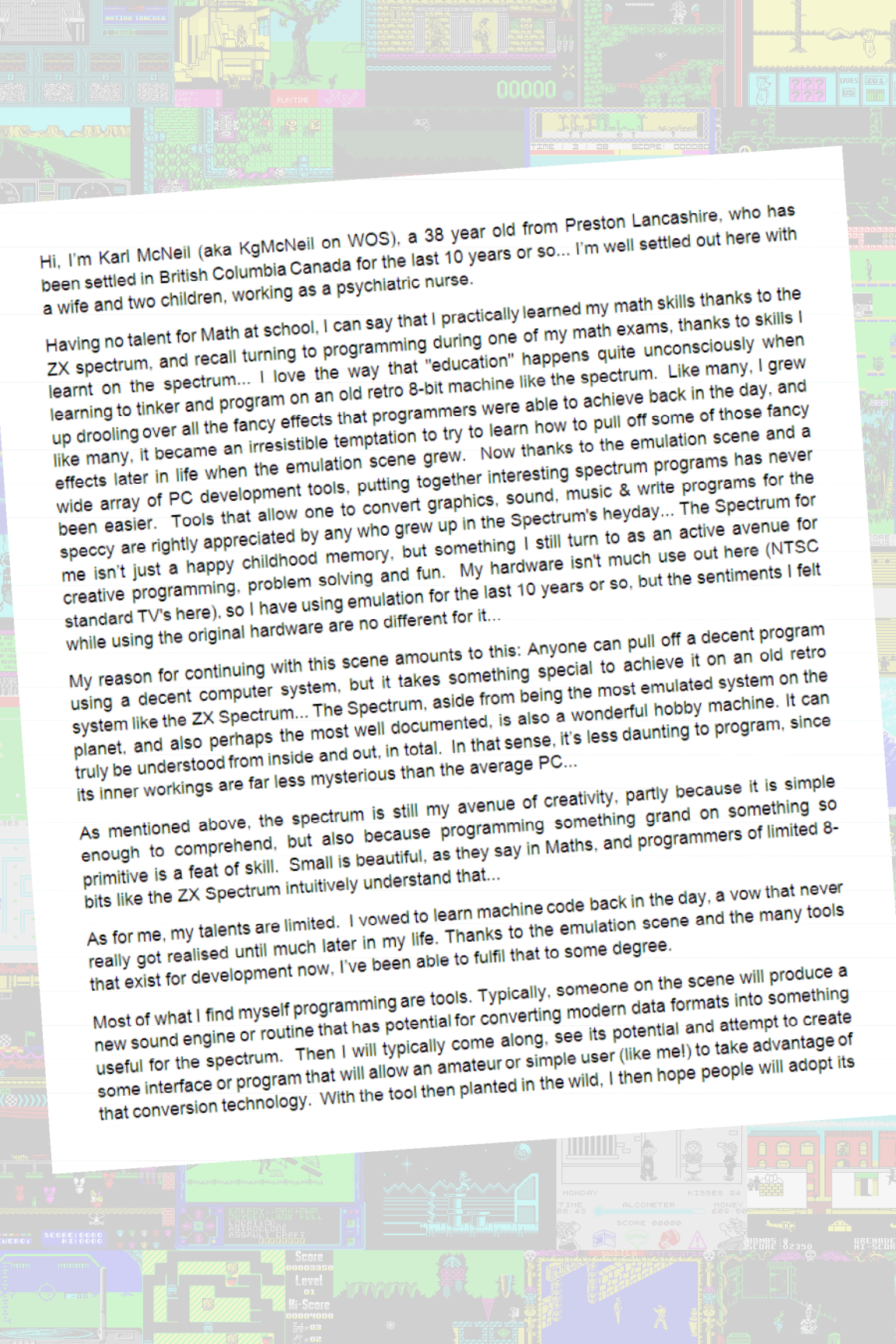
It's a sad state of affairs when you realise you can't recall how old you were when you first got your grubby little paws on one of Uncle Clive's little black boxes of delights... it's also pretty tragic how, after a lifetime of typing on computers how shonky one's handwriting has become.

Still, I reckon I was about 4 yrs old and I've had a soft spot for the +3 ever since, recently getting back into the Speccy scene via emulation, part nostalgic trip down memory lane and partly a challenge to myself to do some programming.

Anyway, I'm clearly a bit youngie all these days and I think we're all very lucky to have grown up with the Speccy, kids today wouldn't get its simple charms but then kids today are also never going to be taking kindly about Call of Duty in 30 years time.



Wookiee



Hi, I'm Karl McNeil (aka KgMcNeil on WOS), a 38 year old from Preston Lancashire, who has been settled in British Columbia Canada for the last 10 years or so... I'm well settled out here with a wife and two children, working as a psychiatric nurse.

Having no talent for Math at school, I can say that I practically learned my math skills thanks to the ZX spectrum, and recall turning to programming during one of my math exams, thanks to skills I learnt on the spectrum... I love the way that "education" happens quite unconsciously when learning to tinker and program on an old retro 8-bit machine like the spectrum. Like many, I grew up drooling over all the fancy effects that programmers were able to achieve back in the day, and like many, it became an irresistible temptation to try to learn how to pull off some of those fancy effects later in life when the emulation scene grew. Now thanks to the emulation scene and a wide array of PC development tools, putting together interesting spectrum programs has never been easier. Tools that allow one to convert graphics, sound, music & write programs for the speccy are rightly appreciated by any who grew up in the Spectrum's heyday... The Spectrum for me isn't just a happy childhood memory, but something I still turn to as an active avenue for creative programming, problem solving and fun. My hardware isn't much use out here (NTSC standard TV's here), so I have using emulation for the last 10 years or so, but the sentiments I felt while using the original hardware are no different for it...

My reason for continuing with this scene amounts to this: Anyone can pull off a decent program using a decent computer system, but it takes something special to achieve it on an old retro system like the ZX Spectrum... The Spectrum, aside from being the most emulated system on the planet, and also perhaps the most well documented, is also a wonderful hobby machine. It can truly be understood from inside and out, in total. In that sense, it's less daunting to program, since its inner workings are far less mysterious than the average PC...

As mentioned above, the spectrum is still my avenue of creativity, partly because it is simple enough to comprehend, but also because programming something grand on something so primitive is a feat of skill. Small is beautiful, as they say in Maths, and programmers of limited 8-bits like the ZX Spectrum intuitively understand that...

As for me, my talents are limited. I vowed to learn machine code back in the day, a vow that never really got realised until much later in my life. Thanks to the emulation scene and the many tools that exist for development now, I've been able to fulfil that to some degree.

Most of what I find myself programming are tools. Typically, someone on the scene will produce a new sound engine or routine that has potential for converting modern data formats into something useful for the spectrum. Then I will typically come along, see its potential and attempt to create some interface or program that will allow an amateur or simple user (like me!) to take advantage of that conversion technology. With the tool then planted in the wild, I then hope people will adopt its

use when creating their own Spectrum games to thus gradually raise the quality of games produced overall, and/or help make ZX production that bit simpler and accessible to average users (like me!)... To that end, I have spent most of my time programming PC tools to interface with ZX programs/data... To date, this scenario best describes three tools currently out there now, Mid2ASM (using Gasman's midi2Beeper engine), WAV2Ay (using Gasman's Wav sample routines) and recently ModPlug2VT (based on a script from =Android= from the Russian scene, for porting OpenModPlug music data to Vortex Tracker)... Ironically, all three of these tools are sound/music tools, an area I have no talent or understanding off (which is why these tools exist - for simple users like myself)...

Ideally, my grand ambition is to create a game of my own. Aside from tool creation, most of my contributions have involved technical assistance to others who were actively involved in games making (creating maps, for instance, or data conversion, ironically music data most of the time... ;)). From them, I have gained tips, example code and a host of other benefits that help edge me one step closer to understanding what it takes to create a quality game... Amateurs like me aspire to create games, better programmers, aspire to create emulators... ;)

I've been browsing the forum officially since May 2008, but unofficially lurking for a whole lot longer. I operate on the assumption that developers need copious amounts of positive vibes and strong coffee if they are to ever see their projects through to the end. It's therefore in the forum users best interests to offer encouragement to everyone on the forums, in case some of those people happen to be developers or potential developers... No encouragement, no positive vibes, no positive vibes, no motivation to get up and make coffee, no coffee, no ZX Games - life is a downward spiral from here on in... hence the need to encourage those who visit our forums... ;)

(Or just a simple Happy Birthday message?)

I don't think I'm capable of saying anything simple, when given a blank screen and a keyboard with over 80 keys on it, but here goes: Happy Birthday

(darn, I'll have to go write a tool now to help the poor old 8-bit try to interface with that now...)

Happy to be a Part of the WOS Community.

Regards to you all, everywhere,

Karl McNeil

PS: Mr Cheese, you look after that +3 baby of mine huh?...

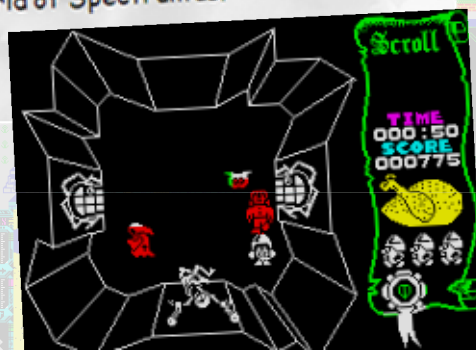


I'm known as Pgyuri in Spectrum community. I saw the first ZX Spectrum at my grandpa and could play with AtacAtac, Manic Miner, Harrier Attack, Penetrator, Deathchase on a *color* TV. They was in my dream in every day and night. My mom and I did everything to collect enough money to buy one and after one and half year we could realised my tiny ZX Spectrum 48K+ (all of my pocket-money, all of my mom money with bank-loan).

This computer gave me the best. Dreams, games, experiences, learning's, friends and more and more. Who thinks after 1993 those times will back around 2000 with bigger bang? The internet and the emulators opened a huge world. I could realise my dreams, wrote games, plays and finish more games, be an "archaeologist" who collects all dreamed interfaces, hacked and understood games and found some new friends in our local club (www.sinclair.hu) and be a member of the old WSS team (Weird Science Software ... wss.sinclair.hu).

Spectrum is more than a computer in my life. I never depended from computers but I can't imagine my life without Spectrum. I could do, I have to do and will have to do anything's, always finding the way how to make something 'new' to Spectrum. Nowadays I spend my silent period. My last job was disassembling and developing Enterprise version of Wriggler. It was a great challenge and a little journey outside ZX Spectrum (Enterprise is an excellent computer which can run many-many Spectrum games or have version of many Spectrum games).

Happy Birthday ZX Spectrum and happy World of Spectrum us!



My first round with the speccy began in 1984 when I convinced my brother to get me one on his shiny new credit card (paying him back at £8 a month) after I had been drooling over it for months and looking at my ZX81 and Vic20 with a curled lip of disgust. I still remember the day he brought it home and the excitement of opening it and taking in the 'new computer' smell and thinking what a beautiful piece of art it was.

The next couple of years were spent playing games, learning to program, writing a few games (now lost) and expanding my collection of both hardware and software. Weekends were usually spent in WHSmith and Boots and the occasional trek to a specialist computer store (which never seemed as good as Smiths or Boots) or around my mates house completing Lords of Midnight and making C90 backups (ahem).

The time came to move on to the Amiga though and so the speccy was sold (to the mate mentioned above) and was forgotten for several years. Around about 95, I discovered IRC and FTP at Salford university and one of the first things I found was the NVG FTP site full of speccy games, after getting a 9600bps modem and downloading the Z80 emulator and about 100mb of game (several days of downloading back then!) the speccy bug hit me again.

A couple of years later I moved to the US and it was there where I began rebuilding my 'lost' speccy collection, not an easy task due to my location. Trips home always included an empty suitcase so I could load it up and bring it back with me (curses that they now charge for extra bags). 15yrs later I'm fairly happy with what I have but there is always that one elusive item I *must have* to complete my collection...until the next *must have* item is spotted.

Happy 30th Birthday ZX Spectrum!

Beanz.



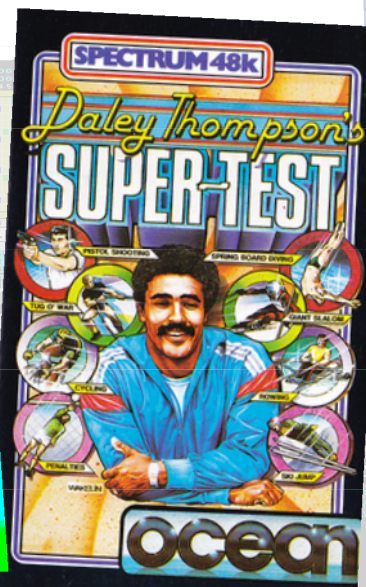
I was a relative latecomer to the Speccy scene - I didn't get my 128k until Christmas 1986. However, I was around the age where I kind of realised Santa didn't exist, so I was asked by my parents in the preceding October what I wanted for Christmas and as I had a couple of friends at school with computers, I thought I'd join the club to see what the fuss was about! So I decided that my present was to be a home computer.

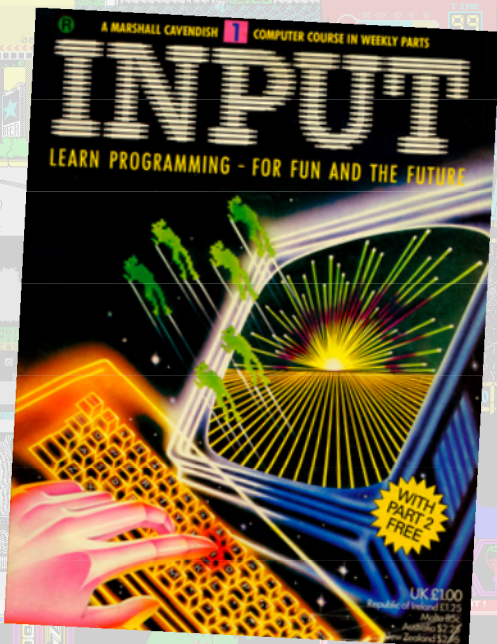
My dad then met me after school and took me up to the Dixons shop in town to check out what was available - I was 13 years old - can you imagine my excitement? Anyway, after much deliberation I plumped for the 128k Spectrum as I loved the look of it - shiny, black, cool looking keys and a Knight Rider-esque heat-sink sticking out of the side. Damn, it looked cool. So it was bought and my dad and I walked to the bus top to get home.

On the bus, my head was just spinning with excitement - I now had a home computer! Then bam - it hit me. It was still only October and it's a Christmas present. There was no way on Earth that my parents were going to let me use it before the 25th of December. Or would they? So I hatched a plan. I managed to convince my dad that as soon as we got home, we'd have to plug it all in to test it, otherwise imagine my disappointment on Christmas day if I turned it on and it didn't work? It would ruin my life! And he agreed.

We got home and my older brother took over the setup duties (he had an Atari 2600 for years, he knew about things with wires). After some mumbling over the instruction manual and some TV retuning we had liff off.

The first game we loaded was Daley Thompson's Super Test (didn't really fancy the Never-ending Story - although the music turned out to be very good!) and I was flabbergasted. The detail on the loading screen - it looked far better than anything I'd seen on my friends C64. And as soon as the music started after it loaded, I couldn't wait to start playing.





"Ok, well we can see it all works" my dad pronounces. "Let's pack it back up". And that was it. I had around 8 weeks of agony ahead of me before I could get my hands on it again (although I must admit on a few occasions when I found myself alone for 10 minutes or so, I did get it out of the box and pretend to type on its powerless keyboard.)

Of course, the Christmas Day I opened it was the finest I'd ever had and after that, my life revolved around buying £1.99 games from the computer shop in town, reading Crash magazine and trading games with friends. I also started reading "Input" magazine and started to dabble with programming and that was it - I realised that all I wanted to do was to make games! Obviously as I grew older, I used the Speccy less and less and by the age of 18/19 it had been retired to the attic and I moved on to a 16 bit system. However, beyond the snazzy graphics and sound was a hollow, soulless machine (to me, anyway). It just didn't have the same charm as my good old friend.

So dear old Spectrum: Thanks for helping to make my teenage years some of the best of my life and for giving me some amazing, warm and fuzzy memories that still make me smile today. If it wasn't for you I wouldn't be where I am today.

Andrew Hadlington

I got my first computer - a zombie flesh ZX-Spectrum for Christmas 1983. Before getting it I remember going into WHSmiths in the Manchester Arndale Centre to admire the games. These were the days of multiple computers being setup - Orics, BBC's, Dragons, Spectrums, C64's against 1 wall and shop assistants would happily load games for you to try. I came away with "Gulpman" by Campbell Systems. I remember being so excited, in the way only a schoolboy can. We went to the Video Vault in Glossop to get the Spectrum - a 48K version. We took it home and I was allowed to "test" it to make sure it worked OK. I set it up on the kitchen table and "tested" it with Horace and the Spiders. I remember being too scared to load another game in case I was told to put it away when I reset it, so Horace and I sat there for hours, enthralled. Eventually it had to be packed away for Christmas. "Awwwwwwww Mum!"

At school the posh kids got BBC's. Most got Spectrums and a couple got Commodore 64's. This instantly divided the classes up into groups. Lifelong friendships were formed and games were swapped. We would pester the newsagent for the latest editions of Crash / Your Sinclair (nee Spectrum) and Sinclair User. I dabbled with a bit of ASM and used to like Sinclair User before it went silly. I found copying games quite easy so often had a few friends round at my place with a stash of blanks and originals. Happy days. I remember getting an Interface 007 (think cheap multiface) and some friends visited with the original of Elite - with the lenslok. A quick load, firkle with Lenslok, button press, save and that was the end of Lenslok.

I still have a couple of Spectrums and am in the process of getting another. I love showing my kids spectrum games. My lad loves watching me play Manic Miner. He is enthralled by the gameplay and thinks the toilets on Eugene's Lair are hilarious. Both my kids have a PC and use them quite a lot. I doubt they will look back in 30 years thinking "I wish I still had my Windows 7 PC with just 4 cores and only 4 gigs of RAM". You just can't love a PC nowadays, it is a commodity item. Back then kids formed relationships with their computer and friendships were formed with other kids simply because they had the same computer "you have a spectrum - ace! I will be round later with some games and some blanks! Can I have a jam sandwich for tea?"

MrCheese



- > Who you are
- I'm MISTER BEEP. :)
- > What the spectrum means to you, personal, happy thoughts about our beloved machine.

Spectrum is the best hobby in the world. :)

- > If you run a spectrum site, what it is and why you do it.

Yes, it's here:

http://mister_bEEP.republika.pl/

I do it to make more popular ZX Spectrum 48K audio abilities - very good ones, in my humble opinion.

- > If you use the spectrum for writing games, demos, music ect... why you still do it.

There are a lot of games with my music and also some demos. I do it because I love ZX Spectrum. :)

- > Photos, doodles, anything and everything is more than welcome.

Yes, here is the photo :)

Best wishes,
MB

Love Your beeper tunes! Don't lose them! Wish we had you back in the days!

Josephine Smith 'Lotta' (programmer of Timey / Cobay / Milla) / Green Beret / Hyperports / Hyppostel / Reborn the Caped Crusader / Hyper Active / Tara Coasta.

1 BIT MUSIC!!

MISTER BEEP - THE NEWEST BEEPER ALBUM published by German independent label BERLIN B-HACK RECORDS & BERLIN.HQ. Present: **MISTER BEEP**

Download the new album: "MONOPHONIC GENERATOR" 48k!

The music (MP3) >>>>>>>>>>>

Hardware specification >

Timex Computer photos >>>>>>>>>>>

The software >>

I'm Mister BEEP. I make music. It's not typical micromusic. I made using TIMEX 2048 (48K) BEEPER.

The BEEPER has only 1 channel. CPU's activity gives from 2 to 4 modulations, drums, digital sounds of course.

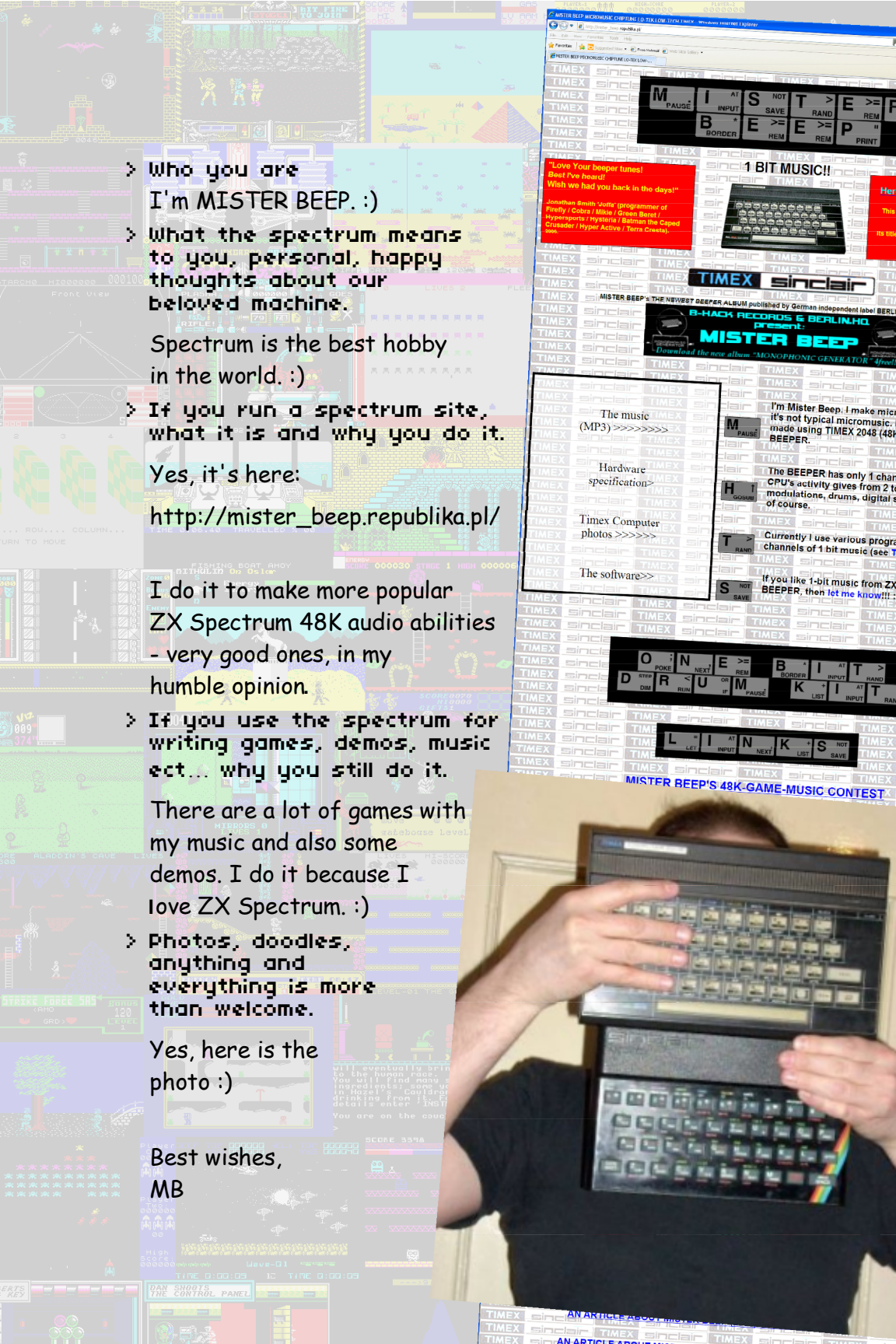
Currently I use various programs in channels of 1 bit music (see TIMEX).

If you like 1-bit music from ZX BEEPER, then let me know!!!

O POKE N E >= S B I AT T >
D STEP R < U OR M BORDER INPUT AT T
DIM RUN IF PAUSE K LIST INPUT RAN

L I AT N K S NOT
LIST INPUT NEXT LIST SAVE

MISTER BEEP'S 48K-GAME-MUSIC CONTEST



I first saw a Spectrum at my friend's house sometime in 1983, when I was 11 years old. It was his Dad's computer rather than his, and his Dad took great pride in showing us his new toy. I'd been addicted to arcade games for years and had played a little on a friend's Atari 2600 but this was absolutely something else. The graphics were akin to the arcade cabinets I already knew and loved rather than the glitchy, blocky things you got on the Atari, and the games themselves came on tape rather than cartridge and hence didn't cost £30 each (a small fortune to a kid in the early 80s). We played Chequered Flag and Gulpman for hours and I came away just *knowing* that I had to have one.

Christmas couldn't come soon enough. My brother and I badgered our parents to within an inch of their lives, there was literally nothing else we wanted that year. We said we'd give up all our other presents if we could just get a Speccy, and spent ages planning out which games we would create (usually arcade conversions!), drawing them out in great detail on reams of paper.

Christmas morning came, and there it was - a shiny 16k beastie with six games (including Jetpac and Cookie, good times!) for us to share. It was on dawn 'til bedtime every single day until the new year, when it finally succumbed to Sinclair's early build quality and conked out completely. We were devastated! Worse still, when we returned it to Curry's (to the "oh no, not another one!" roll of the manager's eyes) it turned out that they didn't have any 16k machines left. On seeing our best disappointed faces, however, the shop manager took pity and offered a £20 discount on a 48k model. And on seeing our best pleading faces, my Dad also took pity and accepted the deal.

And so began a wonderful journey. We never did get around to making any of those arcade conversions (it turned out that programming was rather more complicated than we'd expected!), but we did play a shed-load of absolutely brilliant games! We'd spend hours poring over Sinclair Programs listings, which helped me actually learn how to





program properly and eventually lead to a career (although not in games). We made crap games in BASIC, we wrote adventures with The Quill, we produced a tape fanzine for the best part of two years, and I even used it for some of my university coursework when I couldn't afford a PC. It was the gift that never stopped giving.

I eventually swapped my rubber chum for a Spectrum Plus and then a 128k toast-rack, and have progressed on through various other computers and consoles, but the Spectrum has never left me. I still have my original 128, I've recently added a mint-condition rubber 48k to replace my original, and I have a stack of tapes that take up practically half of the loft. My TZX collection and emulators are among the first things to make it on to any new computer I buy, and I did finally get around to making some games for it, albeit rather later than I had imagined I would. And now I have kids of my own, they like to play on it too (my son's a mean Chaos opponent).

To be blunt, the Spectrum is unique. It was (and is!) a micro for the people, cheap and cheerful and stereotypically British, and the fact that it's still showing little sign of slowing down even after a full 30 years is all the proof you need to cement its place at the very top of the computing hall of fame. Other machines may have offered more bells and whistles, but they never had the Spectrum's *soul*!

ZX Spectrum, I salute you. Here's to the next 30!

Lee Tonks

My name is Bruno Miguel Palmela Florindo, here in the U.S. simply known as Bruno Florindo.

As of 2012 I'm 35 years old, will be 36 this year. In some forums like the one at www.worldofspectrum.org I'm known as zxbruno, on other online places known as zxspectrum (I'm always surprised when I'm able to select that nick before anyone else, eBay being one of those where I got lucky!).

I was born in Setubal, Portugal, about 40 minutes south of Lisbon. My childhood could've been a lot happier had I known about the Speccy from day one. I was starting elementary school when the ZX Spectrum came out, but wouldn't see it for the first time until the summer of 1987! My first experience with it was at the house of one of my uncles. An experienced electrician but also a hobbyist, he had encased the Speccy in some type of all-in-one solution which included a case, speakers, rechargeable batteries(!), a fuse, vu-meters for the volume and battery charge indicator, among other things. If there was a power outage it would stay on and we wouldn't lose anything.

I was amazed the very first time I saw it connected to a colour TV set in my uncle's living room. I remember feeling captivated, enthusiastic, impressed and overall in awe with those colourful graphics. I remember my cousin and I figuring out how to load some Ultimate games and really, really enjoying them.

At the time we were not worried about technicalities or quality of programming. Even the most basic games in BASIC made us happy! All we wanted was to play on that Speccy, every day that summer. "Who needs the sun and the beach, or soccer or anything else?", we thought. Yep, it was like that.

Around the same time another cousin of mine had acquired a Timex TC2048 computer with a monochrome (green) RGB monitor and a Timex FDD3000 3" disk drive system. That other cousin was a coder and an artist who never had much interest in games. Once in a while we would visit and he would be listening to Vangelis or Jean Michel Jarre and doing something to try to push his Spectrum clone to the limit. Sometimes it was 3D applications, sometimes Artificial intelligence software, sometimes drawing sprites or screens on Artist II, sometimes working with digitised speech. His apartment had British and Spanish Sinclair-related magazines and books everywhere. His 3" disks were full of sprites, graphics and routines for games that later became vapourware (no one in Portugal valued Portuguese talent at the time).

Growing up surround by all this Speccy-mania made me fall in love, but I wouldn't get my first until almost 3 years later, when no one I knew (not even my cousins) cared for the Spectrum anymore... sniff. My parents considered themselves poor and I was too young to work, but they finally found a way to buy me a Spectrum. At the time (1989 or 1990, can't remember), when no one else seemed to care for the Spectrum and only had eyes for the Amiga or the newer Pentium PCs with Sound Blaster, I got my first Spectrum. One day in a nice afternoon I got home and when I opened the living room I saw it. A brand new grey Spectrum +2 with RGB monitor. I remember looking at it in disbelief. I couldn't believe I finally had my own Spectrum! I remember being speechless while my parents





looked at me like a father or mother looks at their son when they realize they got him the right gift. I'll never forget that day. I didn't care that the monitor was monochrome green and that I was (apparently) the only Spectrum guy in town. For the next four years I did everything I could to "catch up". I started visiting people who I knew had something I wanted (because someone else had told me about them) and I started convincing people to either donate it to me (instead of trashing it) or letting me borrow it. In those four years I remember I gathered close to 3000 different software titles, several of each of the Spectrum models, different printers and peripherals, books, magazines, joysticks... I started running out of Space. At High School they started calling me "The Crazy Spectrum guy".

For several years I thought I was the last Spectrum user on Earth, but with the advent of the internet it all changed. Nowadays I know I'm not the last one. Most of my original collection is gone because I told my family they could do whatever they wanted with it when I moved to the U.S. in 1995 (something that I'll always regret), but since 2006 I started rebuilding my collection and I believe I now have close to twice what I had before. Half of it is here, and half of it is in Portugal in a storage room. I hope to be able to retire one day and finally enjoy everything I have. Until then I'll have to live with emulators, forums and the occasional Real Spectrum experience whenever real life allows me to. Being part of an online community and group of people who share a common interest is what has kept the Speccy alive. Some people move on and leave the Speccy behind, but a true Speccy fan will be loyal to the Speccy, forever.

Between 2006 and 2012 I met a group of unique individuals who otherwise I would've never had the privilege to meet. People from dozens of different cultures and countries who forget about their differences and enjoy the Speccy in different ways, but together. Every one brings something to the table. Not everyone is an expert, but everyone learns from everyone, and everyone has a good time. We may never be able to gather all these people in just one place, but at least we had a chance to get to know more about them. We've also lost a few good people over the years, but they will be in our hearts, forever."

P.S. And yes, I did lose weight since the last time I was in Portugal! :) That self-portrait is recent. :)

Bruno



> Who you are

YERZMYEY/HOOY-PROGRAM
AY-RIDERS

> What the spectrum means
to you, personal, happy
thoughts about our
beloved machine.

I'm interested in several retro-
machines but ZX Spectrum
(and ZX81) are surely the most
important.

And the best. :)

> If you run a spectrum site,
what it is and why you do it.

Yes, yes, mostly Spectrum but
also ZX81 sites made by me (or
co-operate projects, with other
guyz) -

<http://hooyprogram.republika.pl/>

<http://zx81.republika.pl/>

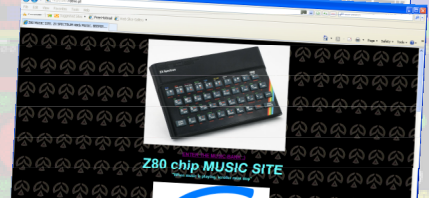
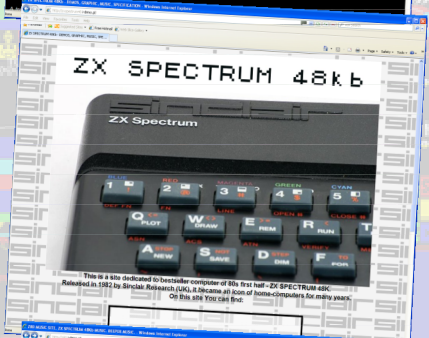
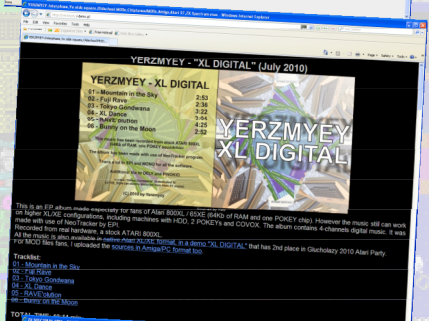
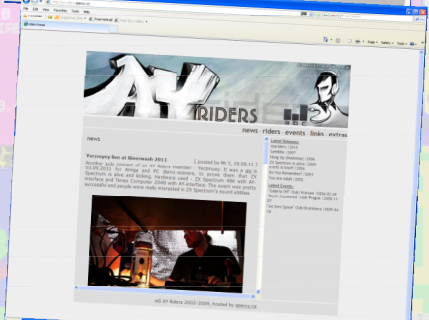
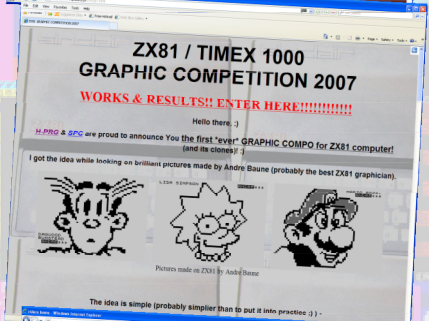
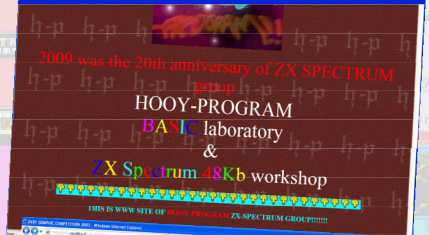
<http://ay-riders.speccy.cz/>

<http://yerzmyey.i-demo.pl/>

<http://zxspectrum48.i-demo.pl/>

<http://z80.i-demo.pl/>

Hmm. That would be it. More-less..



I can't remember getting our k8k Speccy but I do remember the first few games I played on it. Manic Miner, Rapscaillon and Gulpman.

I could probably still complete Rapscaillon with 5 lives left.

We sold the k8k for a second hand grey +2. I've still got that machine. It was used every day until we got a PC in 1995.

I rediscovered the Speccy when I found emulators on the Amiga. Fell in love all over again. I even started making an AmigaGuide tipshop document.

I then discovered WoS and lots of games that either weren't available here or were too expensive for my pocket money.

The Speccy was my first computer, and the only machine that's been constant in my life.

Thanks for the first 28 years.

Happy Birthday old chum.

VincentAC

Dad bought a ZX81 and tinkered with it while an eight-year-old me looked on. Before long he got a Spectrum, and my life was changed. Naturally I rapidly inherited it, and even though I spent a long time playing games, I did learn to program in Basic quite well. I even wrote a Fighting Fantasy book program that was fairly decent. Years on, and working with Boriel's Basic compiler, I've actually learned machine code, at least a little. It only took 3 decades - but I'm still programming for this amazing ground-breaking machine, and it's still bringing me a great deal of joy. Thanks to that start, I have a career in IT. Hats off to Clive Sinclair, the team at Sinclair Research and the ZX spectrum. Here's to 30 more years. Happy birthday!

Paul Fisher (For the record, forum name is Gedlion :)

The ZX Spectrum, a computer I had to import for 150 pounds. That includes shipping...

And finally received it when my aunt came!

And then various more problems as I was in a country far away from Europe...

The horrors and tribulations of TV formats and keyboard membranes!

But it all paid off in the end...

As I played colorful Buzzsaw+ with real hardware!

- Someone from the East (Apr. 9, 2012)

Favourite Machine: I had a 48k, a 48k+ and a 128k +2A. Looking back I love the design of each but I suppose if I had to choose it would be my 128k +2A because I bought it with money I saved.

Favourite game: I suppose it has to be the one that I still go back to now. I love Back to Skool and the way it took a little bit of skill and good timing to complete but an element of being in the right place at the right time helped.

Regards,

Ben

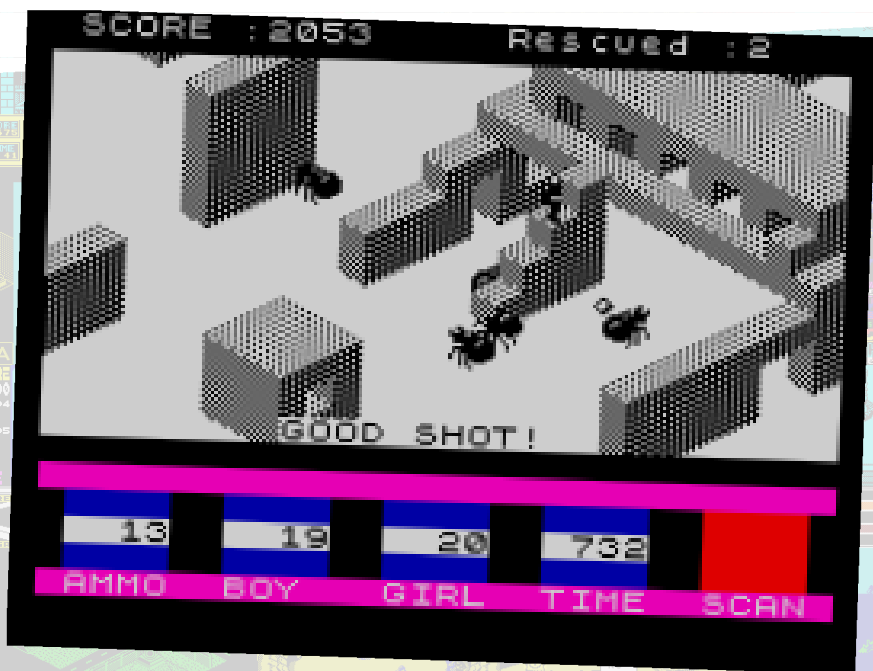


I'm not going to waffle on about that Christmas Day in 1983 when, at 10 years of age, I ripped off the wrapping paper revealing the unexpected Sinclair über games machine and the loading of Sandy White's 3D Ant Attack and Road Toad by DK'Tronics. Those truly were the greatest times of my life sitting in front of my massive fake wood telly playing all those great games and creating graphics on Melbourne Draw. People may find it sad when I say that the ZX Spectrum pretty much defined me, especially my graphic design to this day. No, I'm going to start from the moment I decided to ditch it all - a ZX Spectrum +2 by this point - and move onto the bigger boys...an Atari ST. Yeah, I know, but the games loaded in a few seconds rather than minutes and all those colours!

All those Atari ST adverts that appeared in Crash and Your Sinclair were just enough to tempt me and I had to sell my ZX Spectrum and games in order to get some cash to put towards getting one. I made a massive £100 and never sold all my games, which were stored in a few old drawers and placed in the loft only to make an appearance later on in this tale.

My Atari ST was delivered and soon after my Spectrum years were forgotten. Countless 16-bit games came and went, then I went onto a SNES and carried on there. I started on PC gaming with Quake and a new portal opened via this thing called "The Internet", I glimpsed a world of emulation and the ability to play Spectrum games again. I never did. I finished my university course after 4 years and went into my first job and a regular income.

It was this point I started to reminisce about the ZX Spectrum. I decided to buy a Spectrum +2 from Retro Games, which arrived within a few days and a chance find up in the loft - the tons of Spectrum games I had stored away all those years ago. I then looked back into emulation and I discovered World of Spectrum online and, thus, my second affair with the ZX Spectrum started. Over the years since then, I started doing graphics again and I built up my game and hardware collection - all the things I couldn't afford the first time around, I could do it with ease as my salary increased in my later years.



I knew I wanted to be a programmer the day I got my speccy and typed in some programs from the User Manual. To me it just isn't a home computer, it's *the* home computer that changed my life and has become somewhat of an obsession since. Every time I read look at my speccy magazines or load up a game from tape, I'm transported back to 80's when bad hairstyles, and Robocop were the rage. A period of warm, fuzzy, happy memories of school yard scraps, conspiratorial class room talks, rabid imagination and high hopes.

So, here's a big cheer and hugs to the speccy and all the specchums who've participated in every which way to keep the memories and the spirits alive!

Happy 30th b'day speccy!

From: Arjun Nair

WoSF ID: Arjun
(proud WoSF member since 1998 I believe)

Place: India

First speccy game: Jet Pac

Fav speccy game: Batman

Regards,

Arjun



Here begins my short crap message
(in a funky skillo sort of way). :)

Name: Ian Hamilton

Forum ID: Necros

Known almost everywhere else as: Nomen Luni

I got my Speccy sometime in March 1987 (I think) and was hooked immediately. The first few games I remember playing were Silversoft's Armageddon, VU3D and Atic Atac. I can still remember the excitement watching the games loading and then sitting down to play them. Nothing will ever beat the Speccy for sheer fun. Truly it is the best computer ever made. :)

Happy 30th Anniversary. Here's to the next 30 years. :)

Message ends.



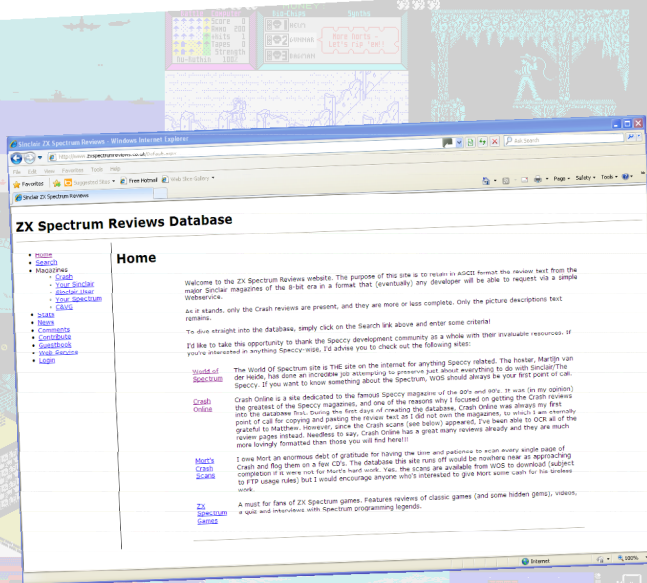
It brings back wonderful memories of when life was much, much simpler. The Xmas (1983) I received mine was without a doubt the best Christmas Day I've ever had. I used mine for games more than anything used to genuinely look forward to a release from my favourite developers. Information was so scarce back then, not like today when you can find out so much about an up and coming release with a quick Google.

The Speccy magazines of the time were absolutely legendary with Crash being the best. I still fondly look back on those people of the era (Robin Candy, Lloyd Mangram (um!), T'zer, etc) and they mean as much to me as the rock stars and footballers of the day.

Oh, and my favourite game: Knight Lore. It has its faults and there are better similar games, but I was there that day in December when it was first loaded up into the local computer shops Speccy and the place just stopped dead. Without a doubt for me the most jaw-dropping game on release.

Happy Birthday my little 8 bit chum!

Chris Bourne / Vampire



I've spent many, many years accumulating the data via OCR and stuffing it into a database (after a LOT of checking beforehand as OCR isn't that reliable). Every Crash review is in there and within the next few months there's going to be a mass update from another legendary Speccy mag!



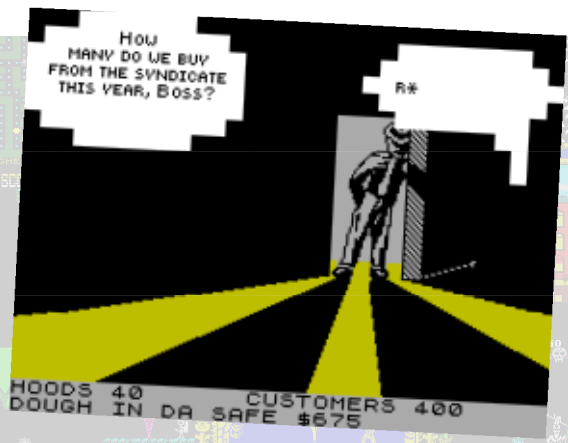
Dear Speccy,

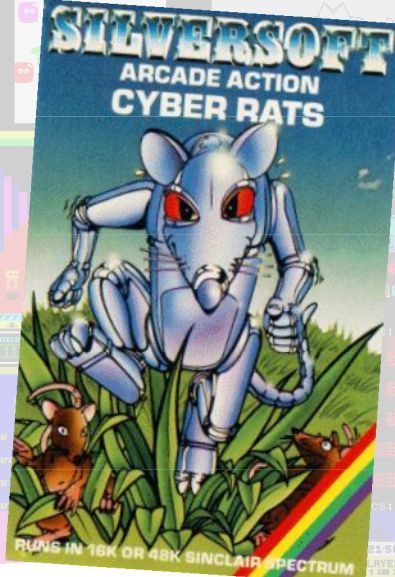
You've been in my life now for 30 years,
That alone deserves a cheer,
Despite current-gen titles looking so flash,
I always come back to you for another bash,
After all this time it's really quite silly,
That I'm still so crap at Jet Set f***ing Willy,
But I just can't resist that "one more go",
You're the bestest computer I'll ever know.

Happy 30th birthday, my rubbery friend.
Here's to another 30 years!

Lots of love,

Rik "GreenCard" Novoa xxx





My love for the Sinclair Spectrum stems from an age-old attraction to all video games.

At "Wagon Wheels" Caravan Park in Devon, upon the cusp of the Star Wars boom, I beheld my first Pong machine. This wasn't the iconic stand-up-box by which so many remember the game, but a screen embedded into a wall with a coin-slot beside it. Drawn to this futuristic feature, I inserted the tuppence required to play and marvelled at how television had suddenly become interactive. I hadn't thought this possible, imagining such things to be a product of the year 2000, along with its flying cars and robots in every street. But here it was in front of me, and the imagination of a 4 year old was ignited.

By the latter 1970s, friends of the family had purchased an Atari 2600. Now well aware of the advancements made and the possibilities of this new media, I was fascinated at the possibility of playing these television-games at home. We borrowed the machine for a short while and were introduced to the frantic battles of Missile Command. It was an intoxicating revelation, watching these lances of electrical death streak down to shatter the city. And an eruption of broiling mushroom clouds opened my eyes to how realistic these games had become.

My Dad must have been equally impressed as a month or so later he simply walks in one day and reveals his latest purchase... our very own 2600, complete with Combat, Adventure, and the almighty Space Invaders. This truly set us on our way to a life of gaming, although I had no idea there was something more to capture my imagination, just around the corner.

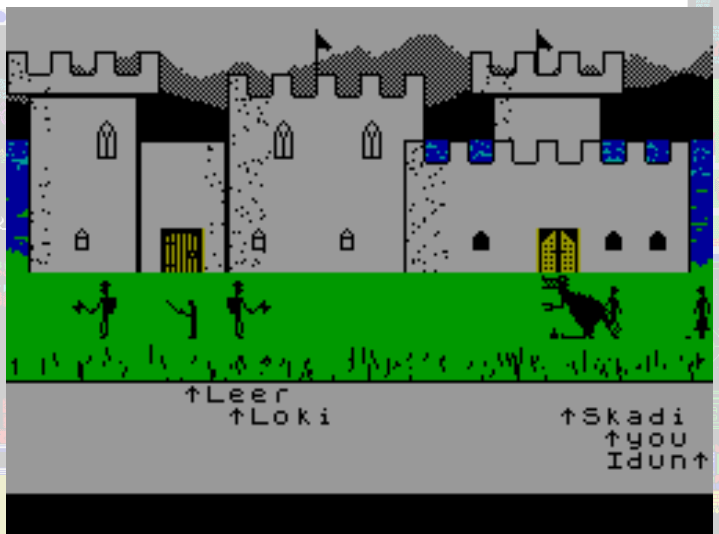
When we returned to Devon in the early '80s, the Pong machine was no longer there, but had been replaced by Williams' Moon Patrol. Suddenly I could see a pattern, from the quality of stand-up games, to what was being seen at home, and that it wouldn't be long before this game was made available to buy. Eager to experience this ever-expanding world, I persuaded my parents to take me around the new amusement arcades. Every day-out thereafter featured such visits, and every game I saw became a favourite.

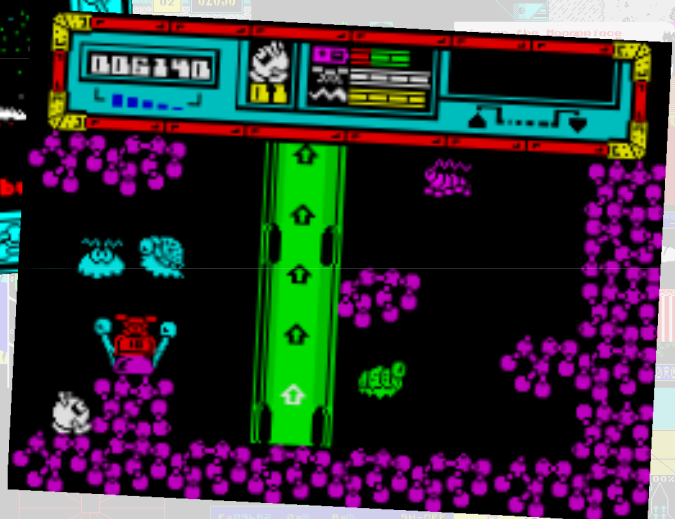
We remained with the Atari throughout this time, although aware of other machines, such as the Intellivision and Colecovision. Dad had played on the Intellivision round a friend's house, and brought back stories of football games where you could actually hear the crowd, and Dungeons & Dragons adventures where snakes rear up with a hiss. The machine also talked. He contemplated the purchase, but held-out for something more. Friends of his had also introduced him to the ZX81, and it became apparent that he was soon to make a choice in buying a home micro; the ultimate advancement of the micro-chip revolution! He talked the possibilities through with us, brought back magazines, and in 1983, still under recommendation from his work colleagues, made his decision to purchase the recent ZX Spectrum. I then made the connection to the peculiar cassette boxes that swamped the shelves of WH Smith. The cover of Cyber Rats certainly intrigued me, and I had wondered if this was in some way associated with the new micros. If so, then it was incredible, as there were loads of titles available. The final choice on a game for this machine was to be mine. The Hobbit or Valhalla. Dad described both in detail, and I suggested that Valhalla sounded the better of the two.

When he came home, he once again walked proudly into the living room with the box. And as with the Atari before it, we wasted no time in setting it up. My first experience with the machine? It crashed; the game part-loading to reveal, "You are in Hell." The icy Nordic wasteland was presented before us, and the game itself froze, allowing no input. For some reason, this malfunction only excited me more, and we re-loaded the game, successfully this time, and we were finally sucked into a new environment, where I remain to this day.

In the 1990s, Dad moved on to buy himself an Amiga, and he now plays his first-person shooters on a top-spec PC. Me? I'm still in love with the Speccy. There are so many more places to explore there, many more adventures to have. The thing about Spectrum games, is that many require a lifetime to play. What a wonderful notion; a whole lifetime on the ZX Spectrum.

Graham Richards





"I was a bit of a latecomer to the Speccy scene, not actually picking one up until 1989...I was wandering around town, passed by Dixons and noticed the +2A Action Pack sitting in the window. Up until then I had been in awe of my mate's Commodore 64, and had been pestering my Mum to get me one for Christmas...but here was a computer that not only came with a copy of my favourite Arcade game of the time (Operation Wolf), but also an actual lightgun to shoot things with too! That was me sold...but now I had to come up with a cunning plan to get my parents to buy me one....

I went to the nearest newsagent and picked up a copy of the first Speccy mag I could find, which happened to be issue 90 of Sinclair User...Perfect! Now I could use the excuse that I had to get a Spectrum, as it just wasn't right to have a Batman demo and nothing to play it on! Thankfully, my kid-logic seemed to work, and the very next day I noticed my mother hopping off the bus at the bottom of the road and trying to desperately hide the fact she was carrying a suspiciously-Spectrum-shaped box....

Needless to say, it was far from a secret and after a bit of persuasion, Christmas came early and I was shooting soldiers, delivering mail and taking on the Joker by the end of the night! And so started my obsession with videogames! Although I'd had a few Granstand tabletops and the like before, the Speccy was my first proper computer. Hours were spent trying to get a grasp on BASIC, composing tunes or just playing games...I'd even leave it on in the background as I tidied my room, bopping about to the 128k tunes!

My mate however was a bit miffed I hadn't got a Commodore, and was forever complaining that the Spectrum had worse graphics and sound...but then he bought Target Renegade after playing at mine one night, and he went strangely quiet! I did find myself having to defend the Spectrum a lot from various other Atari ST and Amiga owning mates though...but for me, the Speccy just had far more character. It just seemed better...less poncey...I dunno, more British I guess....and the magazines were better too! Well, Your Sinclair at least.....plus all the mags seemed to be giving away loads of great games at the time, so whereas my mates only had one or two games to play around with, my collection rocketed into the hundreds pretty quickly! Hehe...

I've went on to play and collect games on loads of other systems since getting the Spectrum, but I always go back to loading up Starquake or Lords Of Midnight, or trying out all the games that are still being made all these years later. As my first computer, the Spectrum will always have pride of place in my collection, but it's not just nostalgia and the hundreds of memories I have that keeps it there...there's been no other system since that has let me indulge in so many different styles of game, or been so easy to tinker around with and try to create my own stuff with!

So yeah, it might be 30 years old, but I reckon with all the stuff still going on, and the excellent community that just won't let it get lazy, the Spectrum has another 30 years in it at least! I reckon if we get the right people on the job, it could even get us to Mars or even the next solar system...or something....

Happy Birthday Spectrum! "

HAPPY 30TH
BIRTHDAY
SPECTRUM!



FROM *Everdark*
(DEADPAN 666)

Oh ZX Spectrum!

Has it really been
30 years already?

But you're as sleek
and brilliant now as
you were all those
years ago!

Thanks for everything
you've given, and
continue to give.

TO THE NEXT 30 YEARS!!!

Matthew Lambert
(aka mattlamb).



I will never forget the Christmas that me & my sister got the 48k Spectrum, I must have been about seven or eight years old but I remember it like it was yesterday.

It had just 4 games Hunchback, Football Manager, Jet Set Willy & Pool, how we fought over whose turn it was to play. I remember one 5 hour session finally getting my team from the 4th division to the 1st & winning the league & cup double, the power pack had got so hot I thought it was going to explode!

So many brilliant childhood memories attached to that machine, from the crazy early games like Trashman, Mrs Mopp & Jumping Jack, C90's, the Ultimate games, Coin-op conversions and all the big Ocean Movie Tie-ins, like Robocop & Batman, right through to the budget re-releases of the classics & the covertape wars between YS/SU & Crash

You see a screenshot full of bold colours & colour clash or a monochrome screenshot & you KNOW what machine that game was on & it brings back a flood of nostalgia.

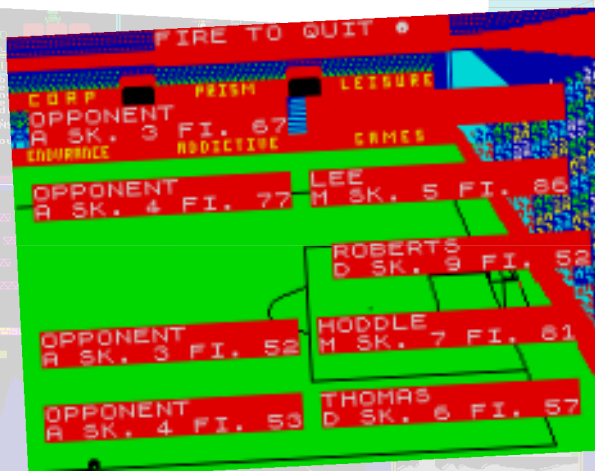
30 years on, with games like Dingo, Horrace & the Mystic Woods and Buzzsaw+ Sir Clives tiny rubbery marvel is STILL beeping loud & proud!

FROM:- Davey Sloan (the_hawk)

Favourite Machine: 48k Rubber Key

Favourite Game: Zynaps, Football Manager 2 or Target Renegade. I CAN'T DECIDE!

(Then Don't/Ed.)



Well... That was an experience. So many wonderful speccy memories shared... Sorry I didn't get the time to reply to each and every one of you individually as they came in... Time was against me on this one from the off... but...

We made it... didn't WE!

We actually got something out on the day we said we would!

Now, That *Has* to be a first!

So once again, thank you SO much for your efforts and contributions...

Now for that announcement...

To all those who didn't make the deadline... to all those who found out too late... to all those who couldn't grasp what I was getting at until now...

This isn't the end.

Your contributions will be seen.

This is just the first day press. I'm keeping the project open. I'll keep accepting submissions until the 31st of October 2012 as at the end of November this year, just in time for Christmas... a nice, polished hard copy souvenir will be available for your loved ones to buy for you for Christmas... or you can just treat yourself to it

SO - You've not missed anything. You can still get included. Who knows... I might even get my own submission in, in time for that one!

Thanks again Spec-chums!

ZX Beccy.

Happy Burfdee
Speccy!
Hope its a
messy one!



