THE SPECTRUM SHOW
Magazine

SMART CARD
AFFORDABLE SD CARD STORAGE

GAC
GRAPHIC ADVENTURE CREATOR

FLASHBACK 86

GAME REVIEWS

HARDWARE

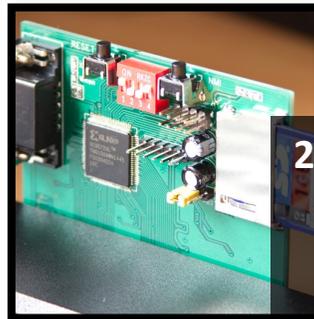SPECIAL FEATURES

Includes material not in the video show!

THE GRUMPY OGRE
More grumpy adventuring from the ogre himself.

CONTENTS

8. CREATING WORLDS
Adventure creation

16. RETRO-SPECTIVE
A look at the Spectrum

24. SMART MOVE
The Smart Card reviewed

FEATURES

REVIEWS

EDITORIAL

Welcome to issue 15 and thank you for taking the time to download and read it.

Well, here we are in 2017, and although I don't want to start on a down note, the Vega+ has missed yet another delivery date. Retro Computers are still sending out updates with promises, so at least they haven't vanished, and there is still hope the little portable Speccy will appear soon.

I have always kept a slot free in the video shows and magazines for its arrival, having to fill it with other items when it didn't show up. Fingers crossed then for the next few months. I dread to think what might happen if nothing appears by the end of February as promised by RCL.

If you have been watching my Twitter feed, you will have seen a few pages from my old 1980s diary. A lot more pages and comments have been added to my website if you are interested in the ramblings of Speccy freak.

Trawling through my old diaries over the last few months brought back some happy memories. The time I played Knight Lore for the first time, or bought Gift From The Gods, for example.

Back in those days I would spend all weekend just playing one game. Sat in front of my CRT television, trying to get that little bit further in a game, only giving up due to tiredness or frustration.

Scouring the magazines for hints thereafter, hoping that my problem had been tacked by other players, and that they could offer suggestions on how to get past that wolf or where the final gem was.

Fast forwarding to the present day, and these things just don't happen. People do not have the time to spend more than a few hours on games, at least if you are grown up with a family. The most you can hope for is a few quiet hours late at night, hidden away as if was something you were not supposed to do.

There is very little chance of getting stuck on a game too. Solutions are available within minutes, along with pokes or cheats. I suppose this goes hand in hand with the previous comment about time.

The games that this would affect the most I suppose, are adventure games, where taking time to work out complex puzzles is all part of the experience.

Onto some surprising news, and both of my real media releases sold out in December. That was amazing, and thank you to everyone who purchased one. Your purchase means Cronosoft and myself are now looking to release further titles.

I am not sure which games to release yet, or if I should release a title just for real media. Both of the games currently are different from the free versions available, and you can read about the differences in issue 13 of the magazine, or on my website.

This issue I have voyaged back into the demo scene, to see what things have been created for the Speccy since I last took a look. There are some truly great coders out there, all producing excellent work, and definitely worth a peek.

If you don't want to download them and load into the real machines, you can always find them on YouTube.

Youtube too has recently been transformed for me, as a purchase of a new television with a YouTube app built in, means I no longer have to sit at my computer to watch the channels I like.

I can poor myself a glass of wine, get comfortable on my sofa and spend a good hour or so, watching videos by other people. It's amazing the difference it makes too, and the video quality is much better than I expected.

And finally….

Fancy writing a game review or special feature?

I am always looking for new content and all contributions welcome.

128 CONFUSION

As the launch of the next Spectrum, the Plus 2, rumours are sending out mixed signals, and not all users are happy. The machine is said to be fully compatible with 48k and 128 previous versions, but the keyboard will not be the same style as the Plus, the keywords will be removed, making things tricky if you want to program in 48K mode.

The non standard RS232 port of 128 machine may also be removed, but the built-in tape deck seems to be still present.

Amstrad are not denying or confirming anything yet, so users will just have to wait and see.

SIGUE GAME

Remember that weird group called Sigue Sigue Sputnik? Well apparently they have programmed a revolutionary computer game and are currently looking for a company to market it.

Having already approached several publishers like Domark and being turned down, they are still trying.

The main problem is that the band want £80,000 before even discussing or showing anything.

PANDORA CLOSED

Pandora, the portable computer planned by Clive Sinclair's company, Anamartic, has been put on hold pending funding.

Several sample devices have been produced, and once funding is secured, production can start, but it seems no one is currently interested in paying out a few million pounds.

OCEAN'S TWO

It seems the world of computer gaming is changing. Gone are the original ideas, replaced by a deluge of licenced titles based on movies, television or books.

Ocean have snapped up two licenses and will be producing games based on Miami Vice, the popular US cop drama and the movie Highlander.

SAGA CLONE

Saga, the peripheral and keyboard supplier for the ZX spectrum is to move into the home micro market by producing an advanced Spectrum clone.

They claim the new micro, named The Compliment, will take a normal Spectrum and turn it into a serious workstation. Included will be a professional keyboard, a 3.5 inch floppy drive holding 256k, a high quality printer and The Last Word word processor, and also possibly a modem.

Sega are aiming to provide the unit fully assembled and ready to use, but the legal problems have yet to be sorted out, with Amstrad being very strict when it comes to third party companies using their components, as we saw last month with the QL machine.

KONAMI COMES HOME

Konami the arcade game producers are to move away from their ties with Imagine Software and begin releasing their games direct.

Games already in the pipeline for the Spectrum include, Jailbreak, Nemesis and Iron Horse, with Salamander following on later.

Looking back at the classic, and not so classic adverts from the Spectrum's past.

Electric Dreams 1986

The story of Dandy was briefly covered in the news section of a recent show, and this game had to be renamed to avoid copyright issues with the famous arcade dungeon crawler, Gauntlet.

The game was originally going to be called Dauntless, and when the lawyers got involved, Electric Dreams got away with a name change as they said it was based on an old Atari 8bit game called Dandy. Thus, here we have Dandy.

You can play as two characters instead of the four offered by Gauntlet, Thor or Sheba. Each one has different abilities, but the aim of the game remains the same. Work your way through 16 dungeons, killing monsters and collecting treasure. On the way you may find clues to help you solve a puzzle at the very end, but I could never get that far.

The gameplay is very similar to it's arcade cousin with collection of keys required to open door-ways that allow you to proceed. You also have to shoot things, lots of things, not to mention trying
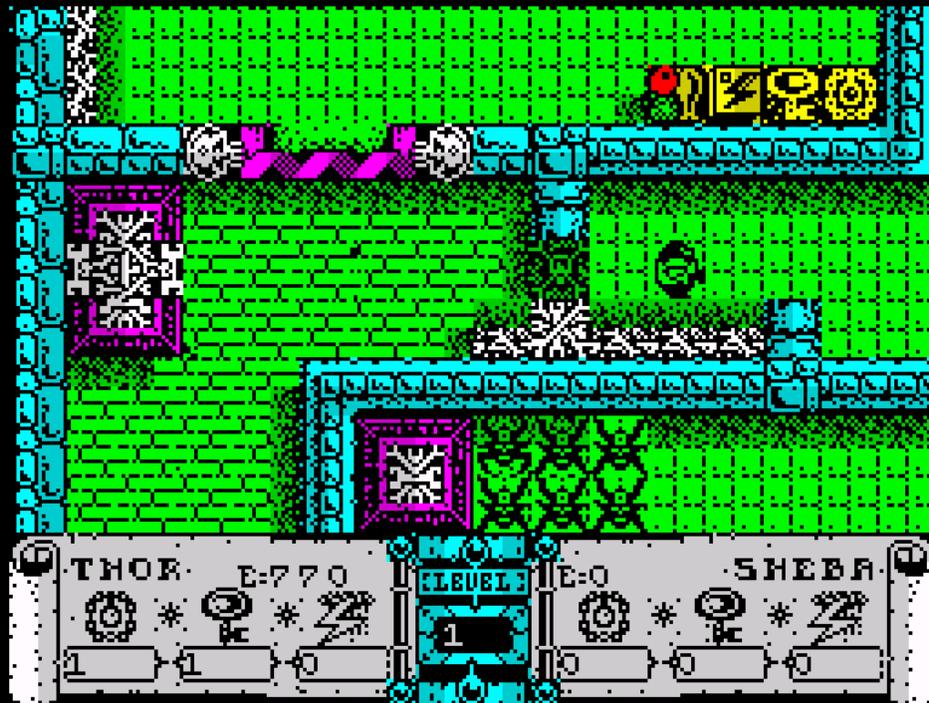
to navigate the flip screen maze. Once you find the exit, it's on to the next maze with a different colour scheme.

All of the enemies do not chase you though, so there is a fair amount of path clearing to do. Some just sit there waiting to be blasted. Some enemies require multiple shots to kill too, which is a real pain as the fire rate is quite low.

Because the screen does not scroll, as mentioned earlier, it makes navigation difficult and all too often you flip into a screen packed with spiders, sometimes right in the middle of them.

Also.. having previously cleared a screen, If you go back, the spiders
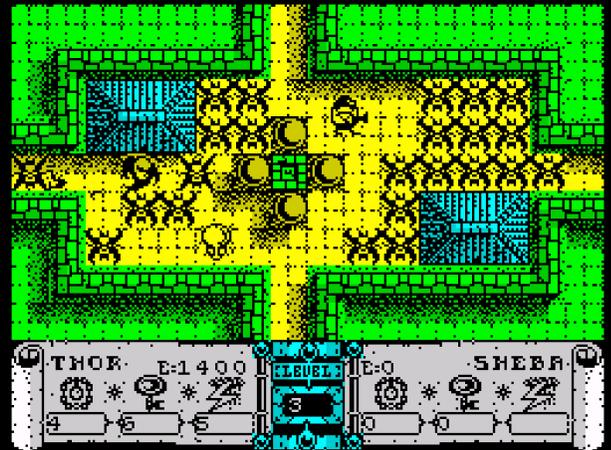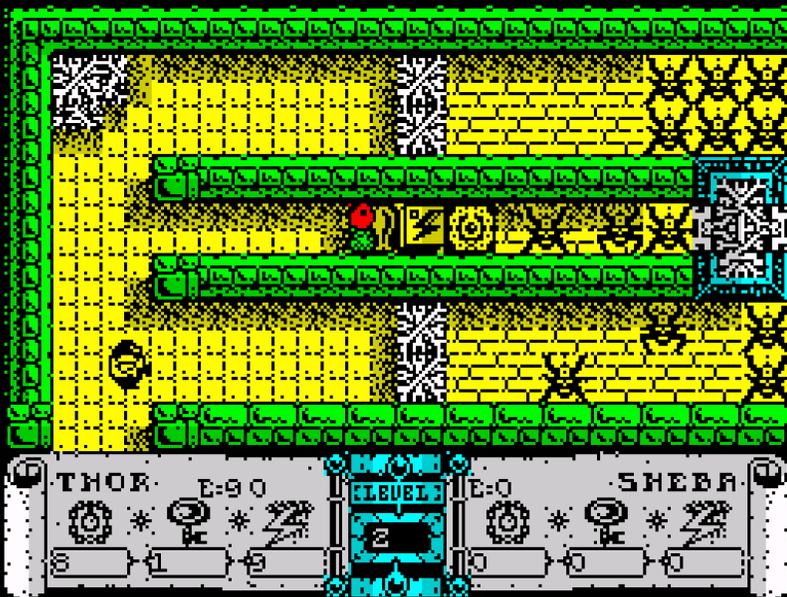
or which ever enemy it is, have all re-spawned meaning you have to hack you way past them again. That is a bit naff. The monster generators of the arcade are missing too, so you can't destroy them to halt the spawning of enemies.

You can collect food to increase your health as well as and magic. The magic either freezes the enemies or kills them all, but I didn't work out how to select which to use, as there is only one key to use it.

The graphics are very colourful and well defined as you can see, and change as you progress. Each level is large enough to be challenging and is beautiful to look at. Don't sit there admiring the graphics though!

You must use the keys carefully, there are only a limited amount like the arcade machine. Many times I reached the exit needing one key, but had used them up somewhere else on the level needlessly.

Sound is adequate without being outstanding, with effects for firing, collecting and killing.

Gameplay is not too difficult meaning you can progress quite far, and its quite a good game once you get used to the differences from the arcade.

If you like gauntlet then you'll probably love this.

CREATING WORLDS

GRAPHIC ADVENTURE CREATOR

From fantasy adventure to Sc-Fi thrillers, your Spectrum could make it all, with a little help..

The two main adventure creation programs for the Sinclair Spectrum were *The Quill* and *The Graphic Adventure Creator*. For me, initially, the draw of having graphics dictated which package I bought. I know the Quill later added graphics, but my decision had been made.

Starting the program puts us in the complex looking menu, with many options to baffle and confuse the new user. Luckily there is a large manual that takes you through the steps needed to create a fully playable, stand-alone graphic adventure.

```
           MAIN MENU

Adverbs                FREE:23194
Begin where ?
Conditions (LOCAL)
Graphics
High priority conditions
Low priority conditions
Messages
Nouns
Objects
Printer menu
Room descriptions
Save adventure
T-load adventure
Verbs
X-erase adventure

ENTER-enter adventure

Select one of the above please.
```

To get you started there is a base game to load that contains a lot of the boring stuff like directions and common message such as "You Can't Do That". Loading this gives you an empty, prepared world in which to start building your game.

Like so many utilities the menu is not really in the order of how you would work, unless of course you had planned your game right down to every verb, object, message and actions. For this utility though, this is the best way to go about things.

Locations

Lets start with locations. Pressing the R key will let you add descriptions, room by room. Once complete you press enter and are asked what the connections are. Here you can stipulate where each compass points leads. For example moving North would take you to room 2.

```
Room #1 is...

You are in a small damp cave wit
h a pool of water on the floor.
the exit is to the East.
```

Once you have a few rooms done, you can test things. This gives you encouragement that things are progressing, but there is a lot of work yet to do.

Objects

Next to add an object. pressing O will let you enter the object text, where it is found and how much it weighs. This game allows you to define weights for each object and set a weight the player can carry. I never liked this method but some people do and it can be used to add extra challenges to a game.

Now to pick up the object. First you have to tell the program how to recognise it by adding a noun. Pressing N allows you to define these but entering text proceeded by a number, for example 1 small axe. This number is used throughout the program to identify the axe.

So now we can pick it up.. well no, because we now have to write some code to tell the adventure we want to do that. Yes, code is a large part of this utility, although it doesn't take long to figure out the majority of commands.

We go into the Low Priority conditions, these are conditions that are checked after the player has entered the room, and can contain things like visible objects and collection routines. We can then use a line number (one that isn't used) and enter our collection code.

Here the language is similar to basic so to pick up our axe… we enter:

IF (VERB 1 and NOUN 1 and HERE 1) GET 1 OKAY END

VERB refers to the word GET, NOUN 1 as we have seen is the axe and HERE 1 checks if the axe is in the location.

GET 1 gets the axe. OKAY prints the okay message

Phew… hard work this..

You then have to do similar work to drop objects too, and for each object.

GRAPHIC ADVENTURE CREATOR

There was a short cut snippet of code in the manual that for some reason didn't work, which allowed all objects to be collect or dropped with just two lines of code. If you can get that working, that would save a lot of work.

At this point we now have a basic game where you can move about, pickup and drop objects, but no puzzles yet. This is where it gets even more complex.

Getting Complex

Each object has to have an equivalent noun, so you have to enter it into the object section and the noun section. So for example if you wanted to open a door with a key, the door would have to be a noun and an object, then you could write code to open it.

First though you would need code to check it if was locked, and also code to stop you moving in that direction if it was locked and code to check if you were carrying a key, so you see it does become very in depth, but then again it will produce a fully playable game at the end of it all.

There is the equivalent of variables, called markers. These can be used as you would use a variable. For example to check if a door was locked or unlocked.

This is why you really need to fully plan your game before even loading up this utility.

Draw a map, list all of the objects, plan your puzzles and create lists of markers and how they are used.

Once you have all your locations, your objects, your markers, nouns, and verbs sorted out, along with your puzzles, conditions and messages, you can, if you want, add graphics.

Graphics

GAC allows you to have graphics for every location or just selected ones. Once in the editor you can draw lines, curves, circles and rectangles as well as change ink and paper colours, and fill in solid or shaded forms.

If you are artistic, unlike myself, you can produce some nice looking images. and you are only limited by memory.

Again, planning each image is key to getting the best out of this tool. If you have graph paper that will allow you to plan attributes for example, so you don't get a mess of colour clash.

Because the graphics are stored as instruction rather than bitmaps, they use a lot less space, but the down side it, they take longer to display.

Overall, this is a very comprehensive tool that will take a long time to master.

It will, though, when used properly, allow you to produce some great adventures, and there are plenty of examples to be found on World of Spectrum.

Some commercial games used this tool as well, including CRL for their horror game Frankenstein.

A fantastic program then… but one that needs a lot of work…

SPEAKEASY

Quicksilva 1982

A few games for the Spectrum included speech, some better than others. For example ETX by Abbex had very good, software emulated (or sampled) speech and Meteor Strom by Quicksilva had rather an odd and cracking effect at the start of each game.

If you wanted to use sampled speech yourself, without additional hardware, then one of the ways to do it was to buy a program that allowed you to record audio into your Spectrum, so it could be digitised and played back.

As we all know, the Spectrum had very limited sound capabilities, so Quicksilva were brave to release SpeakEasy, a software sound sampler.

For such a program you would have thought there would have been instructions, but the inlay just tells you how to load it. The instructions do appear within the program, taking up precious memory. The program itself is only 5k.

Once loaded you get a menu that includes instructions which go into detail about how to get the best sound and how to save and use anything you capture. This would have been much better on the inlay as mentioned.

You can set the start address and length of the sample and record and play it back.

Capturing

So, lets jump straight in and capture something.

I connected up my cassette recorder already primed with

some audio from the show, pressed play and hit the record option.

After a few seconds it reported it had finished but on playing it back I just got a lot of static. A few attempts later using various volume settings, and I had a passable, if somewhat distorted sound.

Sometimes the program would merge two samples together, which meant you just got a mess at the end of it, so for a clean result, I had to re-load the program each time.

Adjusting the volume of the cassette player again reduced the static but it took a while to get anything even half decent

```
        S P E A K E A S Y
        © QUICKSILVA 1982

1....INSTRUCTIONS
2...........RECORD
3.............PLAY
4.......SET START
5......SET LENGTH
6....SAVE TO TAPE
   START=32800    LENGTH=16000

        SELECT OPTION (1-6)
```

and even then it was like listening to slightly drunk and slowed down version of myself - underwater!

You can use the start address and end address to trim your sample before saving, and the use the example code to include them in your own programs.

Music proved terrible and just too much for the little Spectrum to handle, but voices fared better.

So if you want some crackly, slowed down speech in your game, here's a quick and easy way to do it. It's a bit of fun really, but I can't really see a commercial use for it.

To hear the quality of the samples taken during this review, watch episode 43 of The Spectrum Show.

Imagine Software 1982

Arcadia was probably one of the very first top quality games for the Spectrum, released very early in the machines life when it was normal to charge £6 for a 3K BASIC game with poor jerky graphics, bad sound and terrible control.. and then came Arcadia…

The Atarian nation have been growing in power, with the aim of enslaving the entire galaxy. Only you in the starship Arcadia can prevent this from happening - so claims the in-lay. Note the sneaky poke at Atari there.

As the game starts, after the impressive intro (at least for 1982) the attack waves starts. Each level consists of an different wave of different aliens in different attack patterns - you get the idea.. It's different..

Luckily you have your twin plasma disruptors to teach them a lesson, although they tend to fire on their own (see later for ways to fix this).

The levels last a set amount of time with the counter ticking down at the top left of the screen. This gives the player two strategies. Shoot all but a few aliens and let the timer run down or blast away to get a high score.

Usually you'll find yourself using both tactics depending on the level.

The graphics are nicely animated and quite smooth, but your ship does flicker. The explosion of your ship is superb and probably one of the first pseudo particle effects on a home computer.

Sound is used well with your engine growling away and your disruptors tearing into the Atarian battle fleet.

I was surprised at how much I enjoyed this game when I played it for this review. It's a solid shooter, and once you get those fixes in (see below), the game feels so much better.

When you've played this, and had a good time doing so ,sit back and think for a minute. All that was achieved in just over 8k. A great game then, and well worth its place in Spectrum history.

Fixes

The original game had an issue where it would often move and fire on its own. This was recently tracked down to the Fuller joystick routine and can now be fixed by a few memory pokes. This makes the game so much better but does disable the fuller joystick control option.

POKE 29236,62
POKE 29237,255

LUNAR CRABS

Micromega 1983

Lunar Crabs, released by Micromega in 1983 was written by Mervyn Estcourt and is quite a unique and yet challenging game. The story tells that part of the Solar System Resources Research team you have landed on one of Saturn's moons to prospect for the precious minerals.

Suddenly your bio-sensor starts to go crazy and you see movement in the distant rocks. Yes, the dreaded lunar crabs!

Using your canon you have to try to survive for as long as you can, which is tricky as the crabs start spitting acid at you. They must have evolved that defence mechanism as I don't recall that kind of shenanigans at Scarborough!

The graphics are really impressive for a 1983 game, especially a 16k one too. The little crabs move about, occasionally getting closer, with some nice 3D effects.

The landscape scrolls left and right and you can see your spaceship on the surface some distance away. You do not move forward though as this is a shooting game, so you never actually reach it.

Sound is used well with some nice effects and the gameplay is easy enough to allow you to progress.. if that's the right word to use, as its just a matter of surviving and racking up a large score.

You do get bonuses for killing a specific number of crabs, but they soon come back for more and it's easy to lose focus while chasing one of the little fellows and find yourself covered in acid spit!

I like this game, it's simple, well written and great fun.

Why not give this one a try…

SOLAR FIRE

Astros Productions 1987

Somewhere in a far galaxy alien forces have invaded 5 High Security Zones. This represents the threat to the Supreme Council and can't be left without response.

Six soldiers of Imperial Legion - three humans and three robots - were sent to the invaded zones with orders to eliminate enemy. There are many well armed alien soldiers and defeating them doesn't seem like a piece of cake.

The above text may sound like an introduction to the science-fiction film but it is from Solar Fire.

Solar Fire is a shoot'em up but in form of turn based strategy. You control 6 Legionnaires and have to wipe out all enemies from the map.

Every soldier has an amount of action points which can be used for moving or shooting. There are no objects to pick up and weapons don't need to be reloaded. You give commands to Legionnaires using icons visible on the bottom of the screen - it's a convenient and easy to learn system.

There is no save game option but it's not a problem because completing each of 5 levels doesn't last long.

At the beginning of every level you can choose one of three starting positions. It's an interesting idea and adds a little variety. It's also probably the only chance to see whole map, because during playing you see only part of it (game ends too fast to see more).
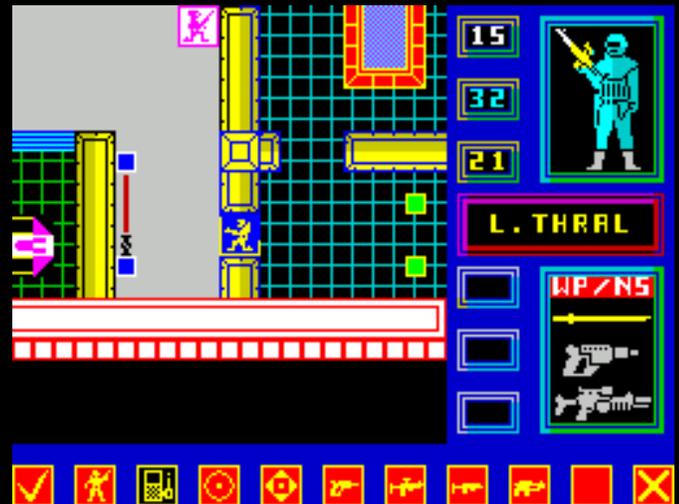
Graphics in Solar Fire are average: backgrounds are quite varied and detailed but Legionnaires and aliens are just squares with symbols. A lot of colours are used, and sometimes the maps look too colourful.

Sound effects are just simple beeps and few of them are really annoying (especially aiming sound).

The biggest disadvantage of Solar Fire is its simplicity - you kill or get killed. Every mission is almost the same, the only thing that changes is background. There are no objects to find and no places to explore. Even 2 players mode is absent. This game could be a lot better with addition of secondary targets like stealing or destroying certain object. In its present form I can recommend this game only for players who want to start their adventure with strategy games.

Solar Fire has two versions. The first version, for Spectrum 48k, loads each map separately and the second, for 128k machines, loads all maps at once.

Piotr "PopoCop" Szymanski
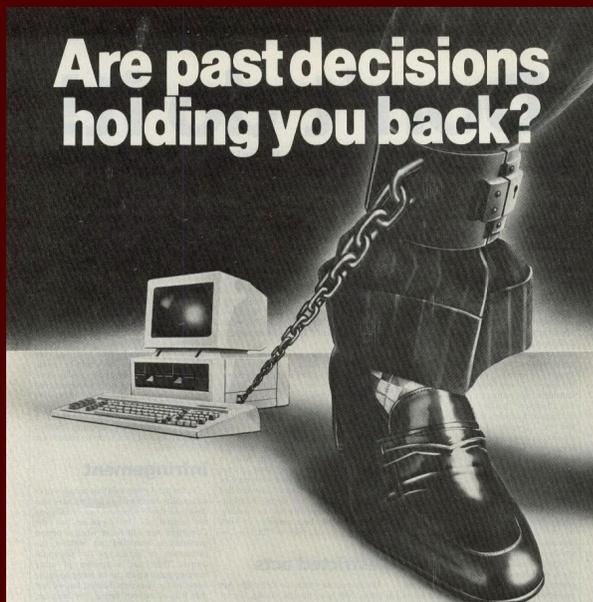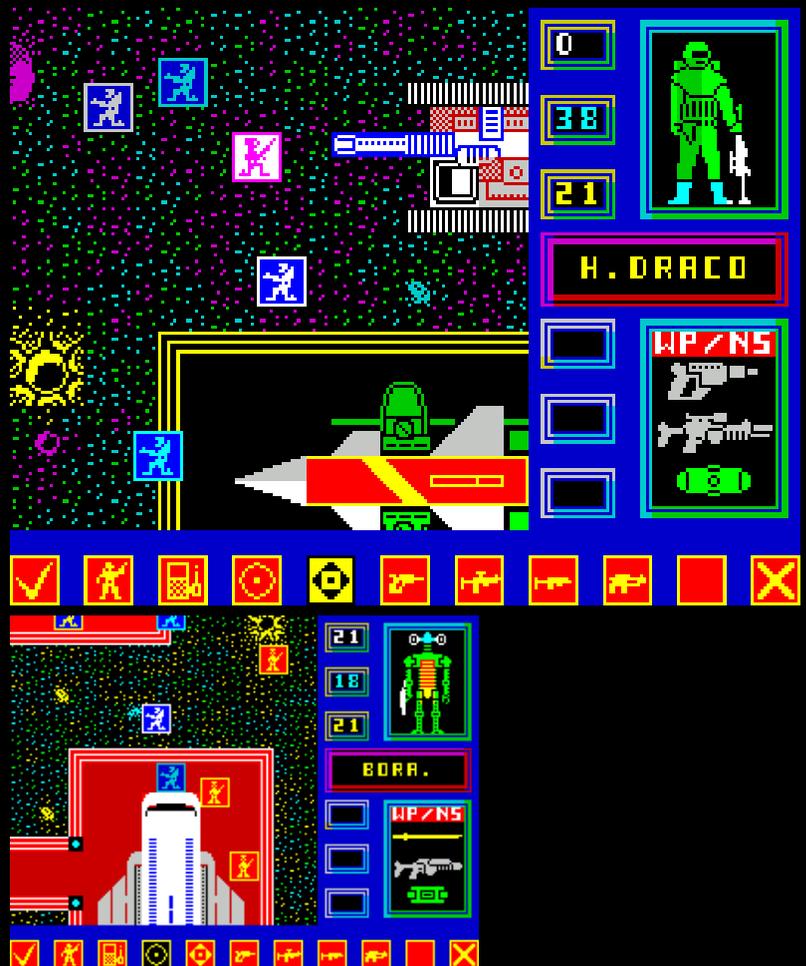
The Silly Bit

… yes… having this tiny computer strapped to my ankle is a real pain…

I mean.. How can I possibly get rid of it!

RETRO SPECTIVE

WHY DO FORTY-SOMETHINGS LOVE SPECTRUMS?

Squishy Keys

Many have asked why forty-something year old people, sometimes older, get a warm glow of happiness when they see that little black lump of plastic with the squishy keys. There are many ideas and theories, ranging from delusional misrepresentation, fondness for a simpler time or genuine love for a person's very first meeting with technology that changed their lives forever.

To answer this, we need to go back a little further, to the home micro that really made an impact, the Sinclair ZX80. It made such an impression because Sinclair managed to squeeze a lot of technology into a small, but most importantly cheap package.

At the time the average business computer would set you back over £1500, a price only the rich could afford. The race was on to produce a cheap micro and there were several companies vying for your cash.

Affordable Micro

It wasn't until 1980, when Sinclair launched the ZX80 though, that home computing became truly affordable, and this resulted in that little white box selling like hot cakes.

The machine itself was black and white, very low resolution, mute and the screen turned off when you pressed a key. It didn't even have real keys, just a membrane. Despite this though, it soon became a favourite among electronic buffs and the technically inquisitive.

Keeping the momentum moving, the ZX81 arrived in March 1981, taking the best bits of its predecessor, throwing away the bad parts, and giving the user more, all for just £69.95.

The ZX81 took over the mantle of the ZX80 and through clever advertising and affordability, conquered the market. Still black and white, the graphics were higher resolution and the screen didn't flicker, but the keyboard and lack of sound were still there.

Then came the next logical step. A home micro that addressed all the issues from previous iterations. That gave the users colour, sound, high resolution graphics and all for under £125.00.
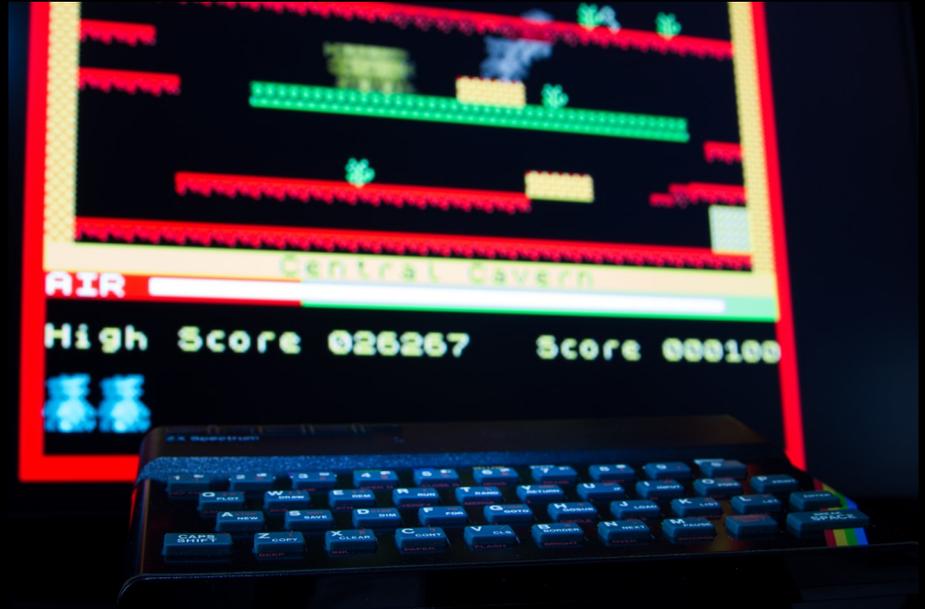
The Sinclair Spectrum

The Sinclair ZX Spectrum burst onto the scene in April 1982.

It looked different. The case had more styling, more curves and a lovely rainbow motif. The keys were improved from the ZX81 and actually looked like keys even though they worked technically in a similar way. The rubbery, squashy feeling gave rise to a nickname that is still associated with the machine, dead-flesh.

The colourful multi-function wording on each key made it attractive and at the same time, because of the colours, made it easy to enter code once you knew the secrets of CAPS SHIFT, SYMBOL SHIFT and Extended Mode. BASIC programming was made faster due to keywords, first introduced with the ZX80, giving even the youngest of users confidence to have a go.

The sound, oh that wonderful sound, that seems so weak now, was a joy to behold for users used to playing games in silence, or with a backdrop of scratchy static from a badly tuned television set. The single channel BEEP kept the early adopters enthralled and encouraged users to stay with Sinclair for the journey.

No home computer was secure in its position without games, and the Spectrum had games ready before the machine was even available to the public.

Orbiter from Silversoft, was hand coded in hex on paper before the hardware was available, the author then typed it all in, praying it would work.

The Games

The games market exploded, with a vast catalogue of software covering not only games, but education, business, utility and productivity. This I think, was one of the major factors in making the machine so popular.

The playground wars were at their highest during the early eighties, with the split being 60-40 between the Spectrum and its main rival, the Commodore 64. There were other computers too. The BBC and Electron machines, usually owned by middle or upper class families due to their cost, and the would-be challengers like the Oric, Jupiter Ace and Dragon 32.

For shear popularity though, the Sinclair machine was king. Coaxing many teenagers away from the television, and getting them… well… in front of a

television. But a television with a difference – this one was linked to a Spectrum.

Once the latest game had worn a little thin, with a few days to go for your pocket money, kids would turn to writing their own, or typing in games from any one of the numerous magazines offering such content. Typing other people's games not only led to a game at the end of it (hopefully) but also a lesson in programing. How many of us changed the text in those games to make it look like we had written them?

Small Companies

This directly led to an increase in coders. They formed small companies that merged into larger companies that took over small companies and grew into massive companies. It was a snowball effect, and the giants of today all started life in a small way.

For people that had an aptitude for programming, there was a whole new world about to open up, embracing new technologies and welcoming a ready-made workforce. It wasn't just games, there were many industries that needed people who understood computers, and the classroom copiers stepped up to the mark.

How did the Spectrum help this army of people?

It taught us the very basics of programming. Remember this?

10 PRINT "PAUL IS GREAT"
20 GOTO 10

This tiny program, with slight variations in text of course, was the staple of many users across the UK and beyond. It appeared on television up and down the country, and most notably on the display computers in the local electrical store.

It was also those electrical stores that recognised the importance of the home micros, and jumped on the band wagon to take them away from mail order items, to high profile, high street desirables. Without Laskys, Boots, WH Smith and the rest, the availability of these wonderful machines would have remained limited.

Not forgetting the rush of tiny dedicated computer shops that started to appear.

It taught us patience.

If you wanted to do anything, you had to wait. Loading a 16k game, two minutes. Typing a game from a magazine, hours. Writing your own games, days.

It taught us logic.

Something didn't work! We didn't just pull the plug after hours of entering listing from magazines, that would have been a total waste. No, we went through the code line by line, following the flow, trying new things, changing values, and eventually (most of the time) we were rewarded. Education at its best.

It taught us programming.

From the very early days of Sinclair BASIC, you can follow coding right into modern languages. The FOR NEXT loop, the functions and subroutines, the calls and error trapping. All of these very simple and yet essential conventions started for many people by sitting blurry eyed for hours, typing out yet another poor version of Space Invaders.

It shaped our future

From the various website and forums, there are plenty of people, like myself, that started on the Spectrum and now have full time employment in development. Not just games either, the jobs vary greatly from web development,

firmware design, military simulations, weather prediction and many many more.

Returning to the general focus of this article, and why people feel how they feel when they see an original rubber-keyed Spectrum.

There are many answers, and I have witnessed a wide range, including the rose-tinted glasses phenomena. I have seen a friend see my Spectrum, stare at it, reminisce about the games and the times he spent on it, only to see his disbelief when a game was loaded.

"Is this really how games looked?" he asked. "I'm sure they were better. What's that awful colour clash thing… eug! The sound is pretty crap really isn't it!"

I have also seen the opposite. Someone who had a passing interest in home computers, and upon sitting down in front of Manic Miner, was transfixed, and had to be dragged away. He then went on to buy his own Spectrum and games.

For many, it was a time of simplicity. You bought a Spectrum, you bought some games and you played them. When you got bored, you reset the computer and typed your own. When you met your friend, he gave you his games, and you played them. You made changes, handed it back, and in return got yours back with different graphics or sound. Something lacking in modern consoles. It seemed endless and limitless.

I think the last word there is important. The limits as to what the machine could do seemed impossible to reach. There were hundreds of add-

ons you could buy to enhance the sound, storage, keyboard and usefulness. You could attach a printer, a modem or a robot. You could write letters, draw pictures, play games, do calculations and make predictions. All this for just £125. And all this in a small, sleek black box with rubbery keys.

I think it is fair to say that the Sinclair Spectrum changed people's lives forever. It is certainly true of myself, who had no interest in technology. In fact I had little interest in anything other than punk music. When the ZX81 arrived, it was as though I had been waiting for it. The Spectrum took things to a new level and that shaped my life beyond what I thought was possible.

I think you get the picture by now, that I love this micro, as do many others.

It taught us logic.
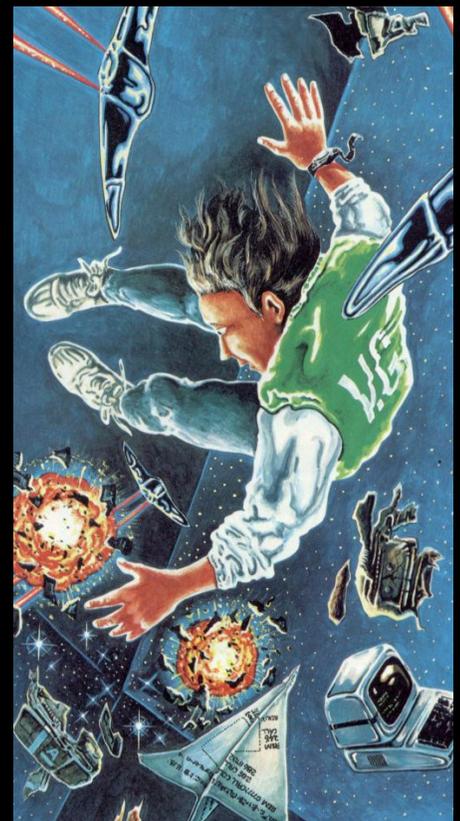
SCOOBY-DOO!

Elite Software 1986

Rumours started to circulate about Scooby Doo around September 1985, with Elite Systems boasting it would be the first ever Computer Cartoon.

People were used to companies making such claims, however when Crash magazine did a preview in October 85, players got to see and read about some pretty amazing things.

Animation taken from the actual cartoon would be mixed with detailed backgrounds, specially compacted to fit numerous locations in, and you would control the action is this cartoon, very much like the arcade game Dragons Lair.

There would be 7 or 8 scenes with the characters chatting to each other in between trying to solve a mystery.. wow.. this sounded too good to be true.

The game was set to launch around October but then everything went quiet. November arrived and C&VG mentioned the game, but still no release date.

December arrived and Elite announced they just could not get the game to work with the limited memory, so what was to happen to our hero?

Fast forward to September 1986 and Elite announced the game is to be handed over to Gargoyle Games for a complete re-write.

And sure enough in December the game finally arrived... but it was far from the promised computer cartoon.
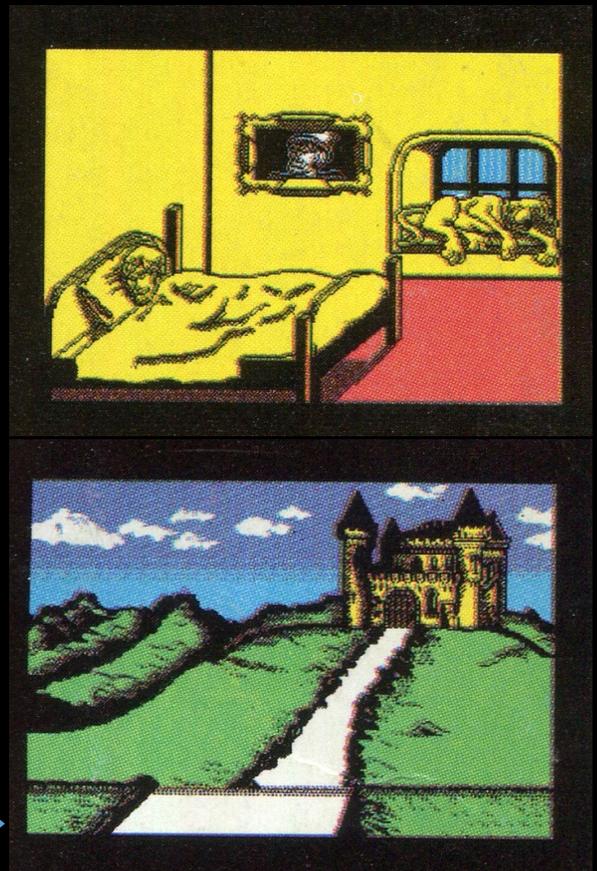
Some of the images from the advert

This is Scooby Do .. written by Gargoyle games and released by Elite Systems in late 1986..

While investigating a castle, the whole gang are snatched and hidden away.. awaiting some terrible fate... the only one left is Scooby.. and he has to track them all down.

Nothing is that simple though... there are many things out to stop him...

The game is a scrolling platform game, and taking its cue from the cartoon, has repeating backgrounds...

Scooby races around, punching ghosts, jumping over skulls and climbing ladders.

There are a lot of extra lives lying around, and you'll need them, the game is not easy and many times you are trapped, unable to punch in two directions at once, the result of which is a somersaulting Scooby.

The graphics are large and well-drawn, the animation is a bit basic but works well and the sound fits in with the action. I am not sure what all the enemies are supposed to be though. There's a real mixture of weird and wonderful things popping out of doors or secret passages.

Control is responsive, but at times there is just too much coming at poor Scooby.
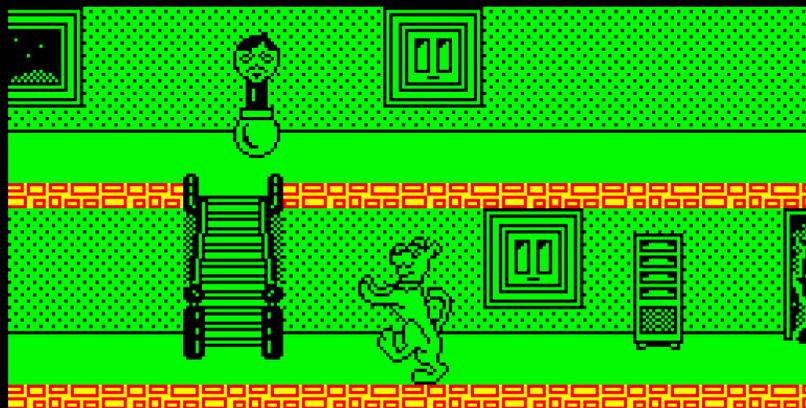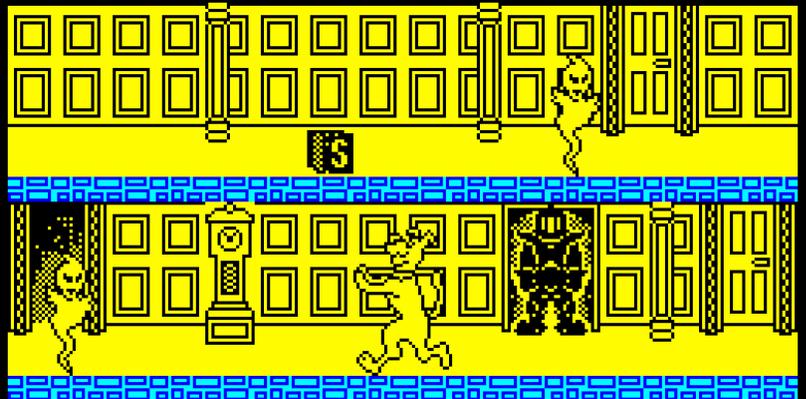
After a few plays I did manage to rescue the first of the gang, and continued to the next level.

The graphics change each level, as does the enemies, but the gameplay remains the same. Run about, hit things, dodge things and climb to the top of the level to find the trapped gang member.

It's far from the computer cartoon but it's not actually a bad game. A bit frustrating at times, and it could have done with a bit more variety. Maybe keys to open doors, crumbling floors, just something to make the gameplay different.

As it is.. it's a repetitive, competent game that could have been much better.

Luca Bordoni 2015

Think of Scramble from the arcades but then turn it 90 degrees and you get Explorer.

The intro screen is very similar to Scramble, and even the font from the arcade has been used, which makes me feel at home and ready for a good old shooter.

The game gives us the familiar scramble levels but instead of flying left to right, you have to pilot your ship downwards. This adds a new twist, and provides its own challenges.

The familiar mechanics are still present, collecting fuel, shooting aliens and dodging missiles.

After the Scramble starting tune the first level gives us missiles to dodge, and fuel pods to collect. In fact fuel is the important factor here, through all the levels, as it is these that dictate how far you will get and what chances you take to collect them.

Next we get walls and aliens to avoid followed by an asteroid field, still having to collect fuel pods..

The game graphics are 8 pixel character based, as is the scrolling, but that doesn't deter from this fine game. It has that just one more go feeling that keeps you going back for another try.

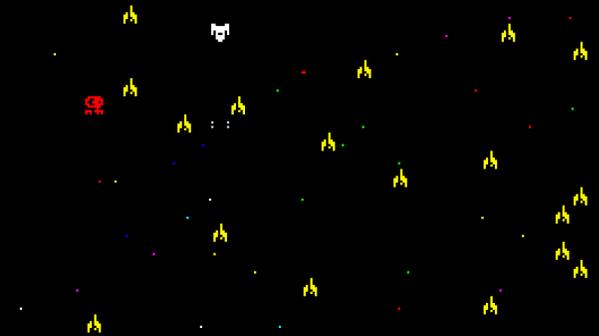Sound is used well and control, which is just left, right and fire, is responsive.

Difficulty wise it's fair and gives you a decent challenge, especially as you climb up the levels where things begin to get more difficult as you would expect. I have yet to get to level 4 but I am enjoying trying.

A great little game then… go and get hold of it now…

Highly recommended
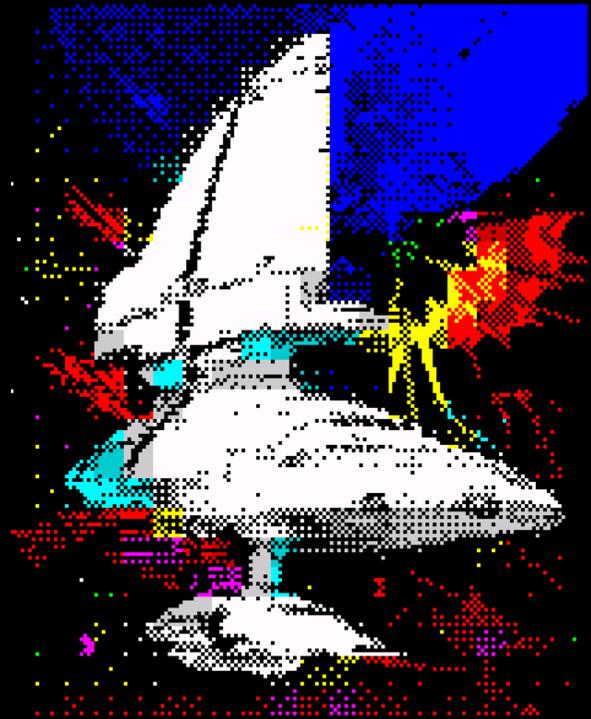
Robot Riot

Silversoft 1983

This early Spectrum game was written by Patrick Richmond who also wrote Thrusta and Astronut and sees you controlling a security officer in a robot company following a breach of the central operations room.

You have to take control of a bomber unit to rid the corporation of this menace. Your job is to destroy all robots on each level and to do this you have to lay bombs along the corridors. Once all corridors are covered in bombs, you have a short amount of time to get into the central room for protection.

Of course this is made harder due to other out of control robots, each with their own special feature, not to mention a power meter that has to be kept topped up

Despite the complex plot and added mechanics, this is a reverse Pacman style game where you have to lay dots instead of eating them. There are power pills, in the shape of power mites, that have to be eaten to keep the power up, which is displayed at the top of the screen.

The other robots don't all kill you when you bump into them, some reduce the power levels, some remove any bombs you have placed while others just destroy the bomber unit. To be honest I just avoided them all just to be safe.

The graphics are large and smooth with a comical look, but too much on screen does cause a bit of slow down now and again.

There is a constant bleep sound, present in all Patrick's games as well as sound effects and some nice room transition routines.

Control is crisp but you can sometimes get stuck trying to move through a gap and end up being killed by a chasing robot.

There are opening and closing doors too, these can be
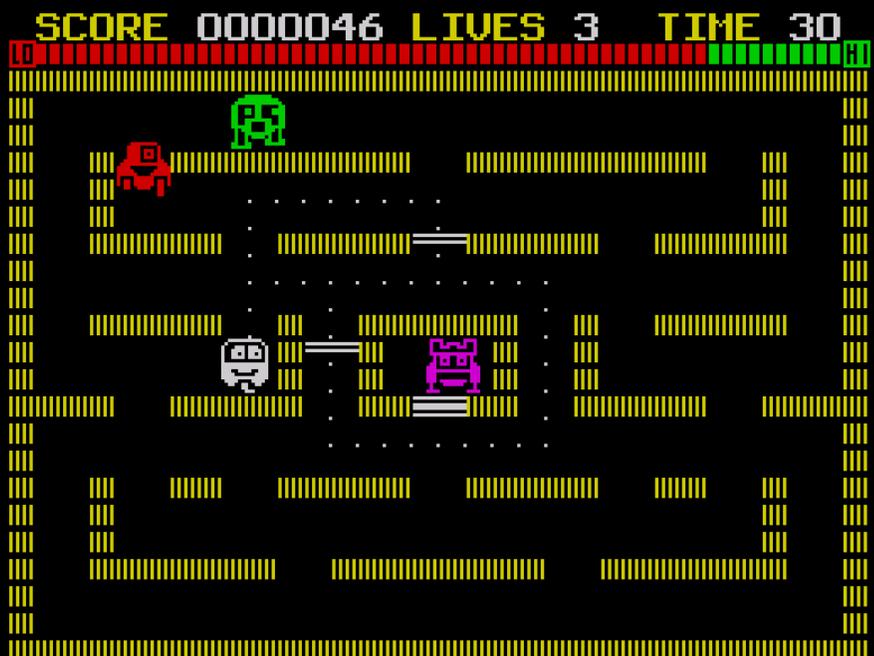
used to your advantage by blocking any chasing robots if you nip through just as they are closing

Difficulty is about medium. I managed to get to level two after a few plays, but it can be quite tricky trying to avoid those robots AND keep your power meter up.

Each level has different wall graphics and a different layout, keeping things interesting, although there is a lot to keep you occupied as it is.

This is a nice little game actually. Easy to play once you master the controls and easily passes 30 minutes or so.

Obviously it will appeal to Pacman fans, but I think this stands up on its own. Grab yourself a copy and see how far you can get.

SMART
MOVE

THE SMART CARD

AFFORDABLE MASS STORAGE FOR YOUR SPECTRUM

For any of you who watched episode 23 of the show will have seen my review of the fantastic DIV-ide interface. A neat add-on that lets you load games instantly as well as options to change firmware giving full read/write capabilities.

Many of you may have considered purchasing one, but were put off by the price, but just wanted to load games into your Spectrum. Well, if you aren't bothered about writing data and just want a way to load games quickly at a good price, look no further than the SMART CARD.

This small interface is designed to work on the early machines, those being the 16k, 48k and 48k Plus Spectrums – it is also meant to be the only device attached. It may work with other devices, but it is not recommended or supported.
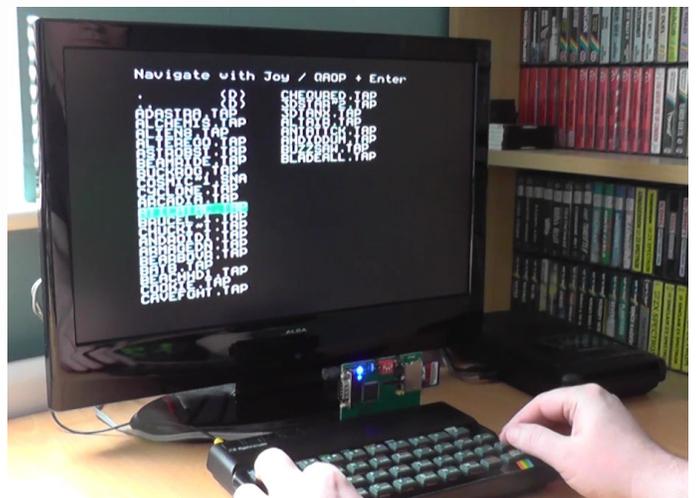
Small Design

It's small, as you can see, and contains an SD card slot, a set of jumpers, a reset button, an NMI button, a Kempston joystick port and some LEDs.

The first thing you need to get it working is an SD card formatted to FAT 16. Because it's FAT16, it will be visible on your PC or Mac, and you can then drag game files onto it. You can also create folders too if you want to organise your collection.

By default the Smart Card supports SNA files, but can support TAP and TZX using a patched ROM which we will come onto later.

Once you have your SD card, plug it into the slot, connect the card to your Spectrum (with the power off of course) and power on. The interface will beep and you will be presented with a listing of the root directory of the card. You can then use the keyboard or joystick to select the game you want.

If you select a TAP or TZX file, you will be prompted to patch the ROM to provide support. To do this, make sure dipswitch 2 is set to ON first, power on, select a TAP file and follow the instructions. After a few seconds the game will load. Once done, this does not have to be done again and any other TAP files will just load without intervention.

Loading TAP files takes a few seconds longer than SNA files, but does give you the chance to see the loading screens.

ROM Banks
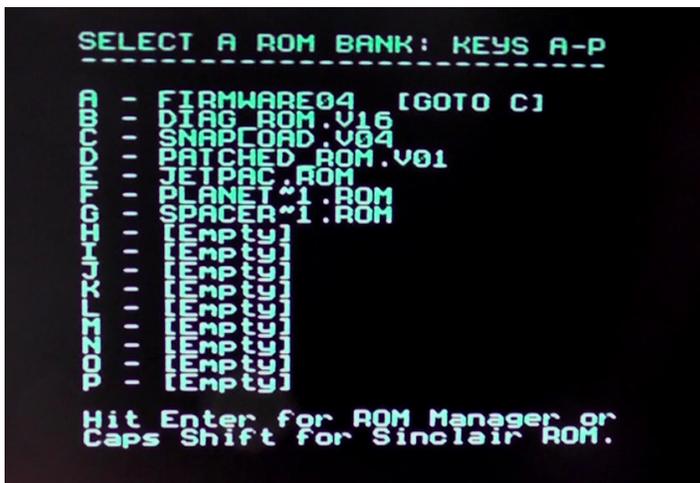
Another feature of the SMART card is the ROM banks. The unit has 16 of these that can be loaded with compatible ROM files, like the ones used for Interface 2.

If you patched your interface for TAP files, the first four slots will be taken up, leaving you 12.

To add a ROM file you first have to power off and set jumper 2 to on, this enables writing to ROM. Then reset while holding down the space key, or press space when browsing files on the card. This takes you to the ROM view, showing you all of the ROM banks and their contents. Pressing enter takes you to the ROM manager where you can load or delete ROMs.

To add one, select Load, chose the slot you want to use, if your ROMS files are on your SD card (which is easiest), chose that as the source, navigate to the file and press enter.

After a few seconds the ROM will be loaded into the bank. You can now load these file direct from the ROM manager.

Testing Testing

One final feature of the interface is the test ROM.

This is loaded by default into ROM slot 1.

Selecting this runs various diagnostics on your Spectrum to help any repairs, and can be used even if you Speccy does not boot up.

In summary then, this is a great way to quickly load games into the early Spectrum models. It provides a joystick port, ROM slots and a diagnostic tool.

In use it's easy and fast and the best part is the price. It currently costs around £21.

Remember though, it is not DIVide compatible so you cannot use it to write directly to the SD card. But if you just want to load games quickly, the Smart Card is a great piece of kit and is highly recommended.

Available from: http://www.retroleum.co.uk

GAME REVIEWS

Paolo Ferraris 2005

4K Race Refuelled is as its name suggests is a racing game written in just 4k of code. And for that 4k you get a really impressive and playable game.

Originally entered into a 4K coding competition, this game shows what you can do with a small amount of memory and huge amount of talent.

Don't expect tons of options, different cars or tracks, but do expect to find a great little game that's very challenging.

The idea is simple, try to complete the race in the given time limit.

As each stage is complete, of which there are 7, your time is extended like many other classic racers such as Outun or HangOn.

The graphics are really nice, as you can see, with the car looking great with some good animation as it turns.
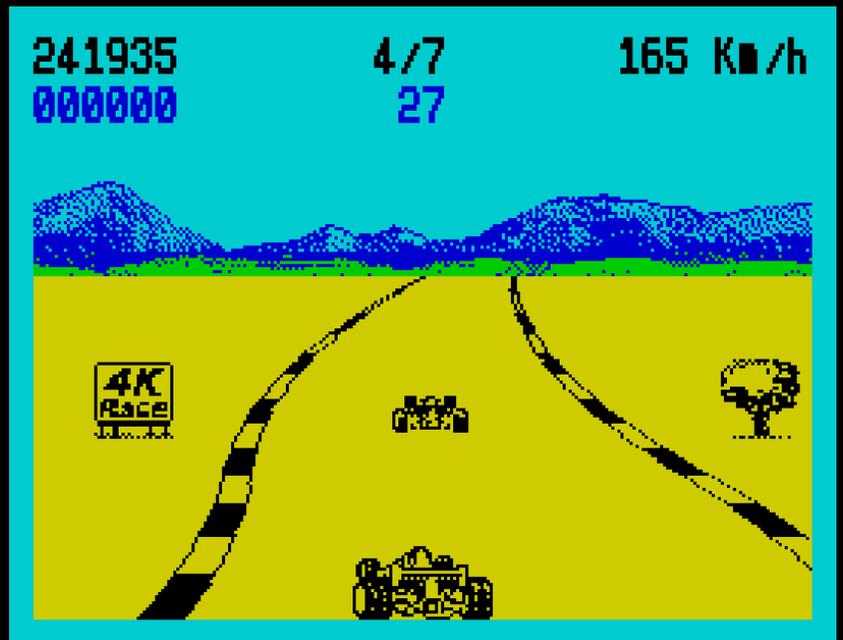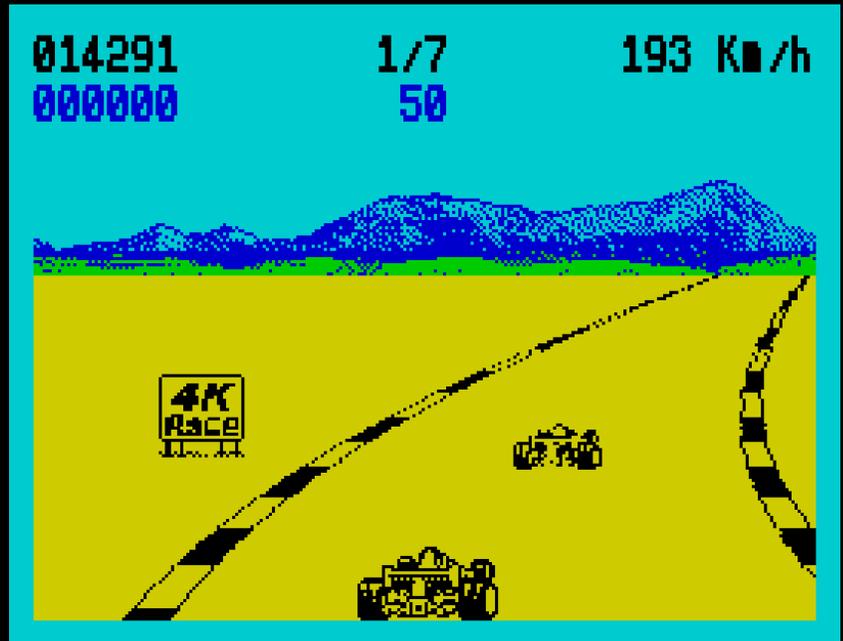
The road side objects and other cars also look good, and really puts to shame some of the other commercial racing games.

Sound is limited, but the engine sound is good with changing pitch to depict speed increases and decreases.

Its not an easy game but its great fun to pick up and play and the author hints at an expanded version – which would be excellent.

I would certainly recommend it if you're a racing fan.

Great fun…

BALDY ZX

Paul Jenkinson 2015

In 1992 I released an Amiga PD game called Baldy. Since then I have tried many times to make a Spectrum conversion, but I finally managed it in 2015.

BaldyZX is a very simple yet unique platform game. There are a set number of fixed platforms that Baldy can use, some are blocked by spikes and deadly traps, some have teleports that transport him to the platform above or below.

Using these he has to navigate each level and collect a set number of tapes per level.

Things aren't that easy though, as there are various moving enemies too, these change with each level and range from flying plant pots, skulls, lemmings and arrows.

The game has 20 levels, with the first ten being identical to the Amiga version and the last ten being different with a few surprises towards the end.

As a conversion I would say it's pretty good.

The graphics are well drawn and move smoothly, sound is good, play effects for jumping, teleporting, collecting tapes and dyeing – a good range.

Control is simple, with left, right, crouch and teleport. Crouching allows Baldy to duck under certain objects, but not all of them.. so be careful.

A good game then that you should have a go at.

World Class LEADERBOARD

US GOLD 1987

HOLE 1   PAR 4

CLUB 1W
YD 453

PAUL
1 0
2
3
4

POWER

SNAP

all available clubs along with how far they can strike the ball on full power.

The problem is, you are not told how far you are to the hole and this makes choosing a club tricky, and it's a matter of trial and error.

When you are ready to take the shot, you use left and right to move the cursor on screen to set the direction. You can select a club using the up and down keys.

When ready you press and hold the fire key. The power meter goes up, when it reaches the desired level you release the key. The power meter now goes back down. To complete the shot you have to hit the fire key again as the meter reaches the marker.

The player moves through the swing at each stage of this process and the end result will be your ball goes flying off down the course, or in my case, the trees.

If you are lucky, it will stay on the fairway. Once you get used to the controls, this becomes easier to judge.

The course is then re-drawn to show you new position, but no distance to the hole is shown, so you make a guess which club to use and go through the process again.

As far as golf games go on the Spectrum, there are some pretty miserable attempts, but for me, this one has most of the features I like to see in a game.

Before we even load the game, the box contains two cassettes loaded with four courses, and a huge instruction sheet covering each course, clubs, controls and the intricacies of golf in general.

There are three levels of play, Kids, Amateur and professional.

Kids has no hook, slice or wind to affect the ball.

Amateur just misses out on wind and professional has everything.

Once you load the main game and have selected all of your options and entered your name, the first course is loaded. Each hole is stored separately on tape, so you have to step through them one at a time.

Each hole is drawn on screen from background to foreground, with the fairway, green, bunkers and trees, all appearing as game draws them.

You can get a top view so you can plan your shots.

The next thing is to pick your club. The instruction sheet provides a list of

Once on the green, the game switches to the putter, but the mechanics are the same.

A line on screen indicates if the green is sloping and in which direction.

For me this was the hardest part of the game. Getting the strength just right to put the ball proved tricky. If you manage it, then you have to load the next hole.

Graphics wise the game looks pretty good, and the player is well animated.

Sound is hardly used apart from a very irritating clicking noise during play! I thought it was a fault with the emulator, but it does it on a real machine too. There is no reason for it really.

Overall then, not a bad game if you have time and patience to learn the controls and to work your way through each hole and course.

There are additional features like a putting green and the option to select a punch shot, which adds more value to this already packed release.

The disc version of the game is more accessible with obvious faster loading times, and the game is much more suited to that medium.

Golfers will enjoy the challenge but arcade fans will soon get bored.
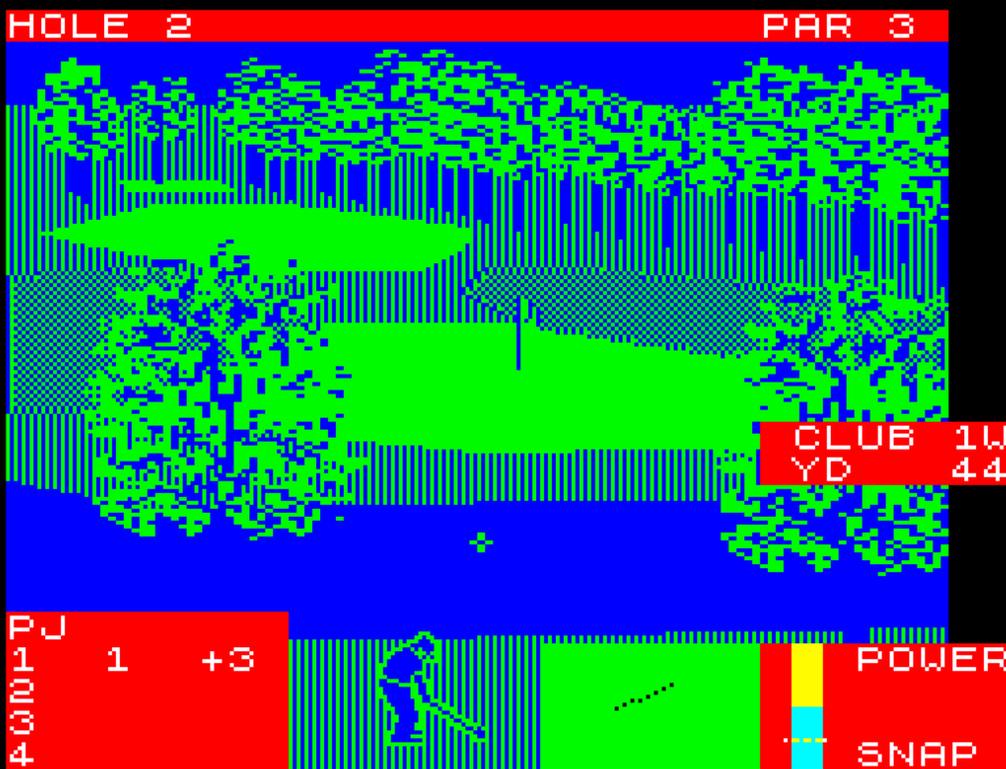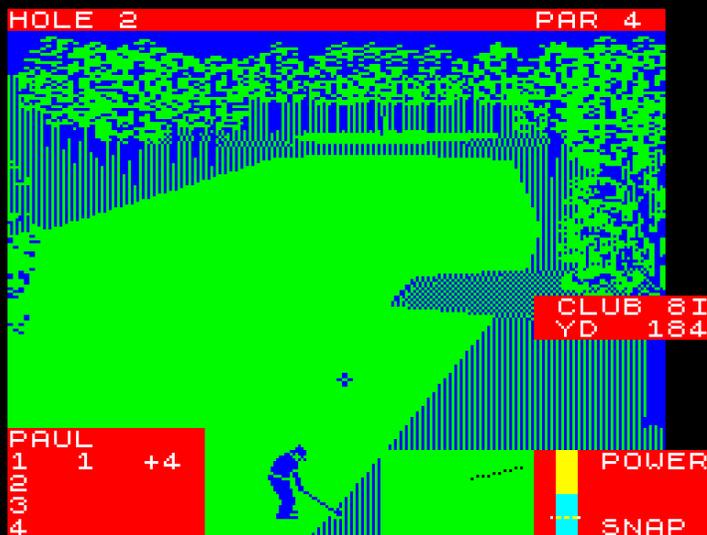
MUNCHER

Silversoft 1982

By the title, you can guess what type of game this is going to be, and in fact there were several games with very similar names.

Muncher is of course, an early Pacman clone. 1982 was a year when the Spectrum was released and the market soon became saturated with arcade clones in the days when the lawyers were not yet aware of how copyrights were being broken left, right and centre.

Onto the game itself, and this 7k game contains the usual features.

Control your player, moving around a maze eating dots and avoiding ghosts.

The big difference you can feel when playing this game compared to most of the others, is the movement. Everything is pixel smooth, whereas many others stick with character movement. This makes the game much nicer to play.

The graphics, although small, are well defined, but I am not sure what your character is. It's a dismembered head that wobbles as it moves. I suspect this was changed to avoid potential legal problems, because when you die, the head turns into a Pacman before turning inside out in the classic death animation.

Sound is used well, with suitable zaps when you eat anything or die.

The bonuses are not left in the open maze, they are inside the central box which is only open randomly, so you have to be quick to grab those extra points.

The ghosts are a bit less intelligent than that arcade, and do not run away after you have eaten a power pill.

The maze changes as your progress too, with some tricky areas to clear including dead ends and places where there are two rows of dots.
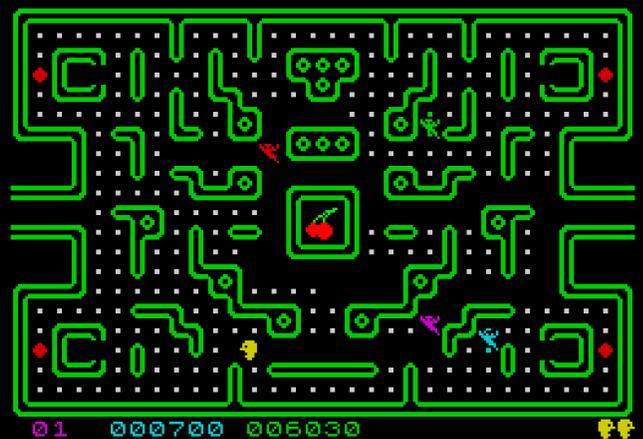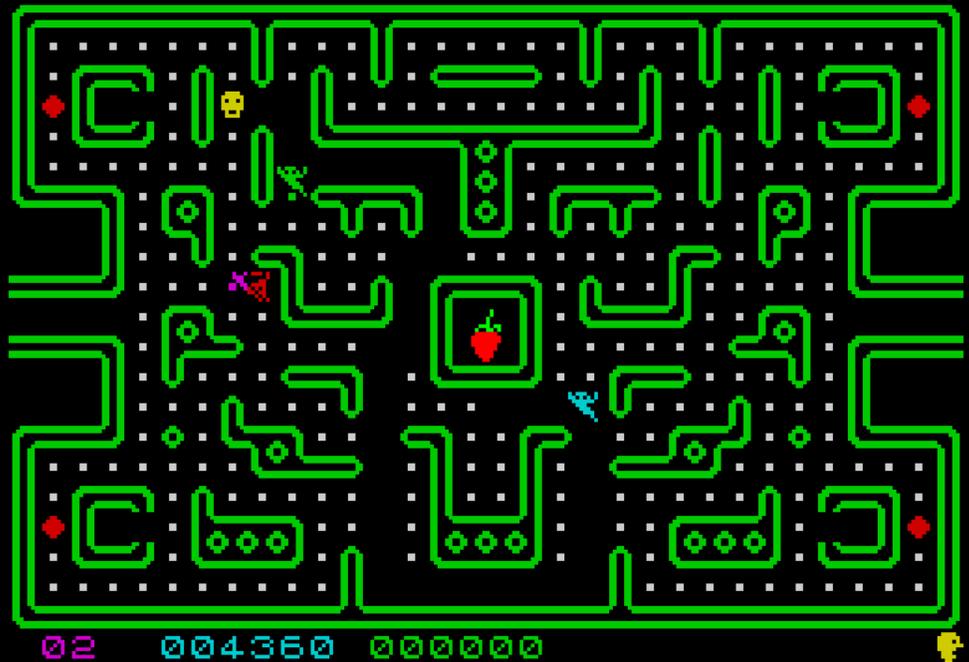
All in all, a good version of the classic arcade games and well worth playing.

Recommended for Pacman fans.

Pssst was one of the first batch of games released onto the unsuspecting public in 1983 by Ultimate Play The Game. The others being Cookie, Transam and my all time favourite, Jetpac. Each of the games were totally different, each were later released as ROM games for Interface two, and each of them were just 16k.

This game then sees you controlling Robbie the Robot in his interstellar garden, trying to cultivate his prised Thyrgodian Megga Chrisanthodil. Unluckily there are a mass of things out to eat the plant.. including Space Slugs, Leeches and Midges.

Luckily though, Robbie is prepared with his various sprays to put a stop to their attacks and hopefully let his beloved plant reach maturity. He has three cans of spray, each a different colour, and each colour will only kill one type of pest. The other will just stun them. As each arrive on screen, you have to guide Robbie to the correct tin, pick it up and kill the pest.

Each level sees a different collection of the three pests to deal with. Some just cross the screen slowly, others head straight for the plant and start sucking the life out of it. Periodically, other items will appear in the wall of Robbie's garden that help the plant grow quicker, things like a trowel, water or compost. Once the plant reaches maturity, it will burst into bloom… and that marks the end of the level. One in five flowers will reveal a special treat…

The graphics, sound and presentation are all excellent, as you would expect from an Ultimate game. Each pest, Robbie and the flower are drawn with great details, the sound, which is different for each type of spray is well used, and control is very responsive.

This is a great little game, and reflects the companies arcade heritage. It's a pick up and play game, but due to it being 16k, the replay value is limited. There are only three sets of pests and one type of flower for instance, and there is great scope to expand on the base game given that 48k machines were available.

As it is, it's a great game and one I can recommend for a quick round of pest control.

Reviewing the games that came with the Vega console

..but without instructions!

IRON SOLDIER

This game started out looking promising with some nice graphics, smooth movement and more than a passing resemblance to Joe Blade and that old arcade favourite Metal Slug. Once you begin playing though, things do not always work they way you expect.

Without instructions I just shot everything and moved left to right across each static screen. Other soldiers arrived, or were positioned in such a way that I had to jump to shoot them, which is all well and good, but having no idea what to do, I just kept on until I got killed.

I tried working my forward slowly, removing all the enemy first and charging forward trying to cover as much ground as possible. This later technique seemed to work better, but I still died after about ten screens.

I think there were things to pick up, as every now and again a sound effect would play, but I had no idea why.

The graphics are really nice, well defined and smoothly animated. They respond well to commands, but there is no upward or diagonal fire.

Sound is used well, with various effects used throughout.

The enemy soldiers include foot soldiers, mortars and tanks as well as something (I presume a helicopter) flying overhead.

The game proved a little too difficult for me, and even after 30 minutes of play (after all, the Vega is really a twitch device) I had got absolutely nowhere.

A pity then, because this game does look nice and could be a good candidate to show off what the Spectrum can do to new gamers. Sadly, without instructions, it's a little too frustrating.

MAD MIX

This great looking game really needs no introduction, but having games containing on the Vega that are not English is a major issue in my opinion.

When confronted by the selection screen, a typical users would not know what to press or do. Luckily, randomly pressing the Vega's buttons gets you into the game, and we have a rip-off of pacmanian.

The large maze moves smoothly as your little Pacman moves around eating the dots.

The ghosts move in such a way as to give you some time to reactive when you see them. This is important as you cannot see all of the maze on screen, and so only see them when they scroll into view.

There is the typical power pills to eat that allows you to eat the ghost for extra points. When you eat these, the character changes into a scowling version of Pacman, a nice touch.

The graphics are large, smooth and well animated and apart from the main character, are monochrome. This gets round any colour clash and allows the maze to be scrolled easily.

There are some nice tunes used, but the effects are mainly clicks and beeps.

Control is responsive, but due to the continual movement, you sometimes miss an exit which can be a bit frustrating.

This style of game is well suited the Vega, and can be played in short bursts or for long periods of time once you get proficient at it.

As you progress to the next maze, things change a little with one-way blocks and blocks that turn you into a spaceship allowing you to shoot the ghosts. There is also a block that turns you into a hippo and lets you bump into ghosts and stop them for a while.

All of these little tweaks adds extra elements and extends that standard dot eating rampage. There is now some strategy involved.
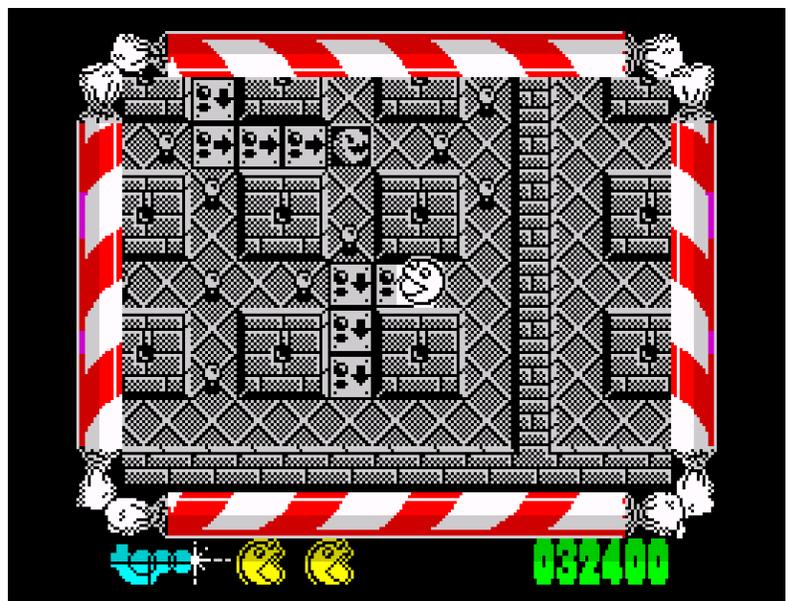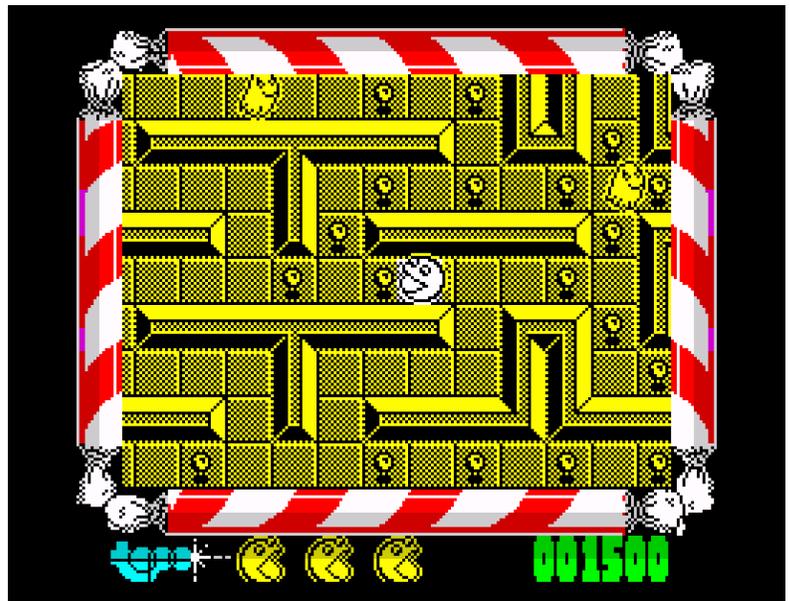
I am not sure if there are any furthers additions, as I was not good enough to get that far, but I certainly enjoyed playing this on the little handheld.

Definitely one to have a go at.

GRUMPY OGRE'S
Adventure Page

Welcome one and all to Grumpy Ogre's Adventure Page, a place where magic (and plenty of other strange things) happen.

With the new year now underway I felt all nostalgic about one adventure game that changed the entire genre overnight. Before it came mostly dull text based games, some even written in BASIC, and then it arrived.

The Hobbit by Melbourne house was released onto the world and it delivered a lot of new features. Well drawn, half screen graphics, complex puzzles and characters that seems to have a life of there own.

There were tales of reaching the treasure only to find Gandalf had got there first and run off with it, although I'm not sure if that is actually possible in the game!

There were Hobbit parties, where groups of players would meet up and try to work their way through the game, and of course the odd bugs that people eventually discovered.

I bought the original version of the game, the one that came with a copy of Tolkien's book. I read that book several times as there were clues said to be hidden there. The book is now old and tatty, but it did get me into reading many more fantasy style books.

The loading screen was great and as each location was reached within the game, it was exciting to see what new and wonderful graphic would be shown, and the game did not disappoint.

What did let the game down though, was the seemingly random ways you could die, through no fault of your own. Walking into a forest and staying too long would see something drop down and kill you. Walking on a path and not waiting would see something kill you - at times very frustrating.

Because of the AI in this game, each time you play can be very

different, and this is what gave the game it's reputation.

If you are really interested in what goes on in the game as you are playing, check out a utility called Wilderland. This lets you play the game as normal, but has a map and lists of all objects and characters. You can watch them move about each turn, and see what they do. Sadly it doesn't help with the random deaths!
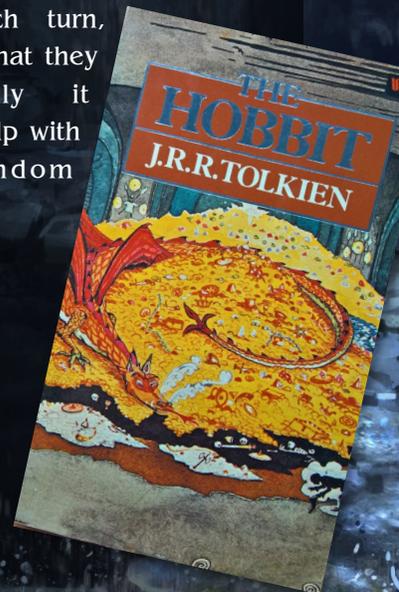
It's worth noting while I am gibbering on about this game that there is a brand new, re-visioned version available too. It has all new graphics as was covered in a previous issue.

Still on the subject (yes...) of The Hobbit and I thought I would try that well known mickey-taking adventure The Boggit from my dear friends (I actually mean hated prats) at CRL.

Luckily they did not write it, I doubt they could write their own names at times, but instead this

was Quilled (written using the Quill) by Delta 4, who has in their midst one certain Fergus McNeil.

I have tried several other 'funny' adventure games in my long history, my favourite being The Very Big Cave Adventure, strangely also from CRL.

The Boggit, as you would expect, takes the well known story and just pokes fun at it while at the time, providing a nice game.

The graphics are very familiar and mimic the real game quite well, and the characters (all with nearly funny names) pop up from time to time.
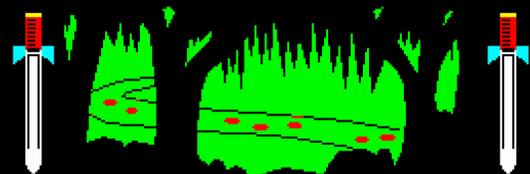
Bimbo was by a conspicuous troll path, winding through the dank trees. Bright red footprints led south from a huge rock door to the north.

Bimbo also noticed-
the rock door was locked

There are lots of long interventions that force you to wait until the developers have had their fun, and it takes quite a while before you can actually get out of Fag End.

The initial puzzle of getting out is interrupted by Gandalf, tarzaning in through a window, depositing a box of chocolates and a card before vanishing. This is, for those old enough to remember, a copy of the Milk Tray advert.

Eventually I figured out the command needed to climb into the chest, get the diary and read it, thus giving me the code to get out.

Even then, after the chocolates explode, the dwarves drag me back inside for a sing song, only allowing me to continue once the narrative had been complete.

You are again accosted as you leave, this time by a theologist, but take note of what he says, it's a major clue!

As with the real game, the trolls are a pain until you know what to do, and this game is the same.

Because I missed the clue, it took me a while to get past this bit!

As the game progresses, there are more interjections from various characters and then the game moves away from the fantasy style as our hero comes across a credit card and some cigarettes.

The game continues, sticking mostly to the original game with a few twists, across four separate LOADs.

An enjoyable romp for lovers of all things silly, and challenging enough to keep you happy.
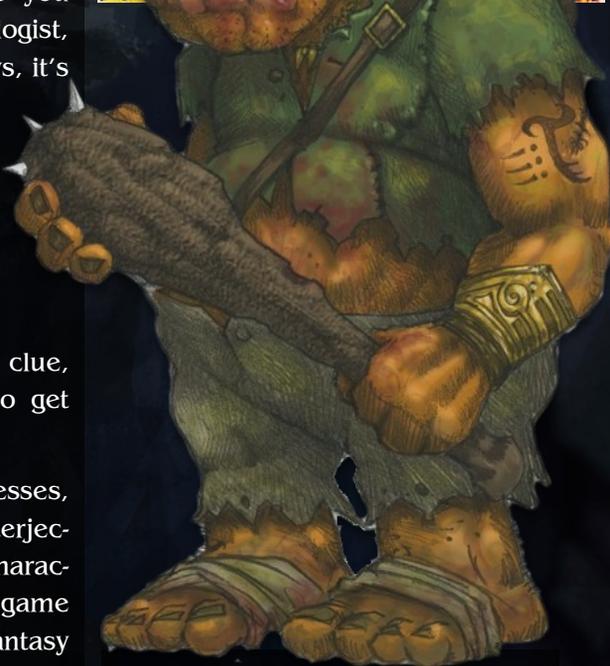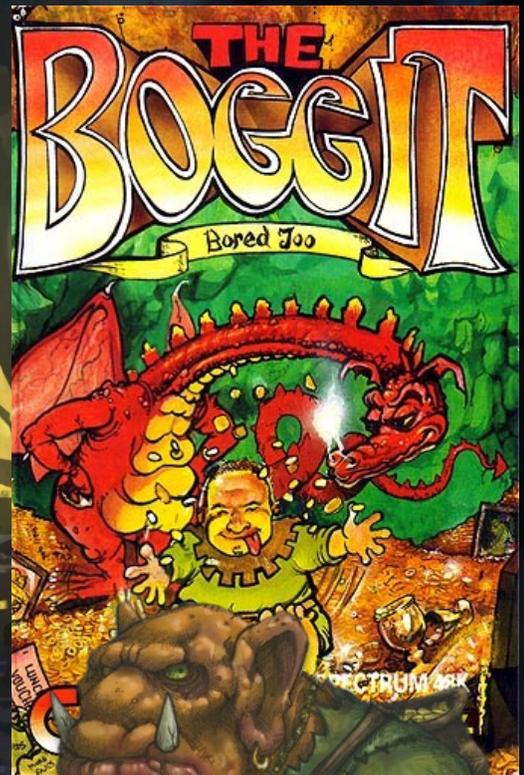
Bimbo was following a dark, stuffy passage. The passage led south and east, while a large manhole in the floor facilitated progress downward. A narrow cleft in the rock led away to the southeast.
Grandalf appeared.

CASSETTE 50

GAME BY GAME

Don't worry, I won't be going through all of the games in this issue! All of the games are written in BASIC, so all of the usual things apply that will not be listed for each game. Bad sound, bad graphics, character based movement and terrible control response. With that in mind… let's get on.

1. Munsters

The first game we come to is Munsters. An awful looking, red and yellow Pacman clone that plays terrible. There are only two chasing ghosts, sorry, munsters, and they simply home in on your position, so there is little room to manoeuvre.

2. Ski Jump

It's time for some gambling, and here you can bet on one of 6 skiers heading off down the ski jump. You begin with £50 and can bet any amount in whole pounds, on one skier. If they win, so do you! The game ends when you run out of money.

3. Basketball

A two player game where each user takes it in turn to move a player towards the opposing basket. At a point they think it is good to shoot, they press a key and hope the random ball movement lands in the net. Very dull.

4. Frogger

A version of the famous arcade game that uses machine code to get nice movement. The frog flickers, but to be honest, this isn't a bad game.
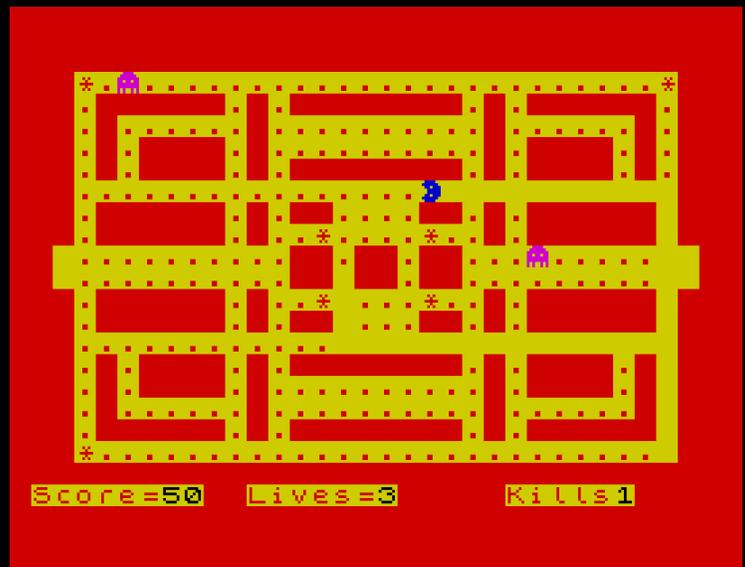
5. Break-Out

No prises here for guessing the game, but this one turns the name 90 degrees.

Jerky movement, flickery bat and terrible collision mean this soon becomes frustrating, if you don't die of boredom first.

6. Crusher

Really? They put this out as a game? It's a take on hangman but you have to decide if a sum (addition only) is correct by pressing the key 1 or 0. If you get it wrong the crusher lowers down a bit more. Dull. Dull. Dull.

7. Star Trek

Oh dear, another crap game. I crashed this one by accidently entering the wrong coordinates. It is a brave attempt as the classic Star Trek game that fails to deliver anything.

8. Martian KO

Enter a number, watch a blob move up and across the screen, and hope it hits some more blobs. The number changes the velocity and you have a set amount of blobs (rockets) to dispatch a number of blobs (aliens). Repetitive, unchallenging and boring.

9. Boggles

Mmm start with a number, take any number less than 5 away, and try to be the last one to take the final number to 0. Sounds dull, which is why is it. The computer and you take turns, so you are tricked into believing you are actually competing with a higher intelligence.

10 Alien Attack

Aliens appear one at a time and you press the number keys to fire one of ten lasers at them. It's all about guessing which column the alien is in really. Nothing more.
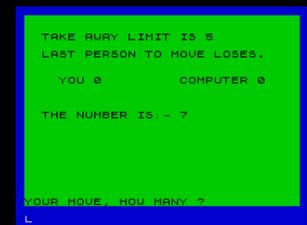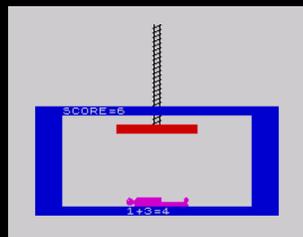
SPECTRUM DEMOS
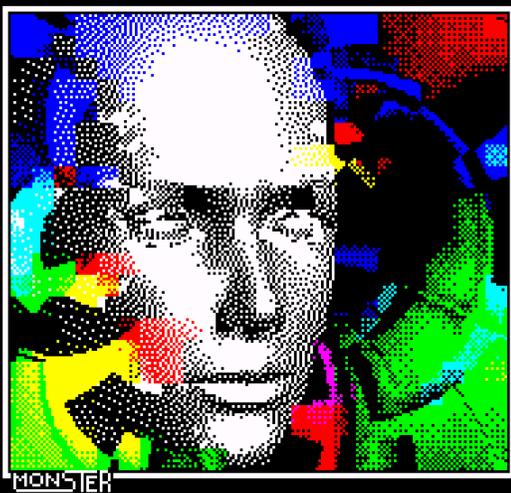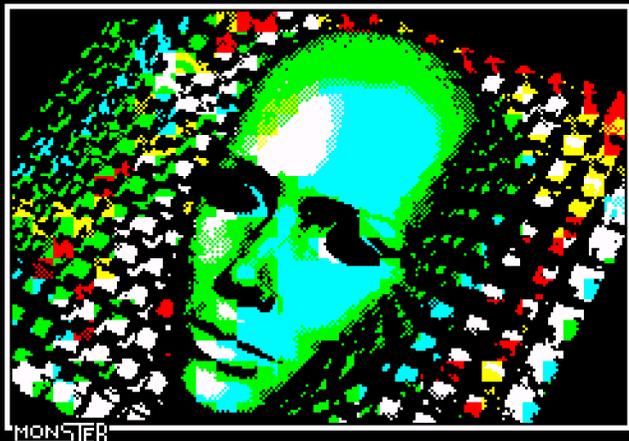
Rainbow

Name: Rainbow
By: GDC
Machine: 128

This wonderful demo features some great music and plenty of effects that make the Spectrum stand out. Lots of colour, scrolling and things I'd never seen before.

There is some nice plasma effects on show and I was impressed by the wrapping work done around a human head - very nice.

The artwork is brilliant, with clever use of dithering and this artist has some talent with 16 colours.

In The Future

When I watched Kubrick's 2001: A Space Odyssey

when such a wondrous gadget is available to buy

ONLY $999!!!1

Name: In The Future

By: Hooy-Program

Machine:128

This is such a wonderful demo, and moves away from the usual effects ladened productions and tells story, a story about the future, or at least what we expected from it.

The music is jolly and really suites the visuals that swap and change throughout to represent the tale as it unfolds.

A well thought out demo and certainly worth a look, and I'm not saying that just because Jetman makes an appearance.
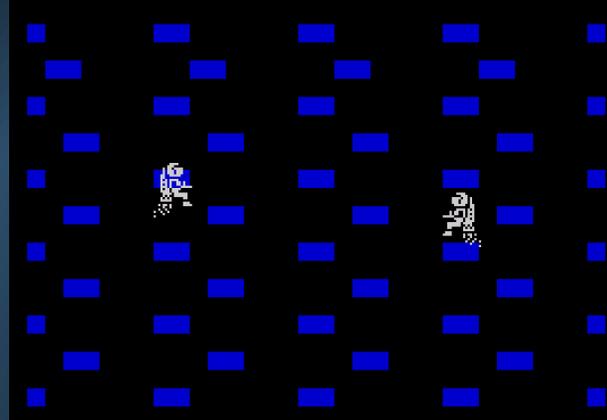
we'll use Star Trek communicators as a way to interact

I wanna live in the future

Where to get them:

http://www.pouet.net/