

Extraction from our pricelist:



New:

Drive-Set with Floppy, PSU and cable for +3 B:drive or floppy-interface	40,00 Euro
VIDEO-Modulator (small kit for giving a Comp. Video signal on 48/48+ or +2A/+3	15,00 Euro
VGA-Box (leitet Video-Signal an PC-Monitor weiter)	49,00 Euro
IDE-Kit für MB02+ (ask for Harddisks and CD-Roms)	26,00 Euro
Spectrum +2A, new and in original box, complete	219,00 Euro
Didaktik Kompakt 48k	154,00 E KS
Diskinterface D80 + Floppy for Didaktik or Spectrum	111,00 E KS
B-Drive for D80	60,00 E KS
Proface AT Extern (Keyboard interface to connect PC-Keyboard)	69,00 E KS
Proface AT intern	62,00 E KS
Melodik AY-Soundbox without case	21,00 E KS
Floppy drive (1860k for MB02, 720k for Opus, 780k f. +D) state type required	24,00 Euro
Power supply for +2A/B and +3 or for +2 (also 48k und 128k) state type	29,00 Euro
Floppy cable for 2 drives	4,00 Euro
Multiface 128 (also works on the 48k)	26,00 Euro
Multiface +3	46,00 Euro
Plus 3 cassette cable	9,90 Euro
+2/+3 Joystick Adapter	9,90 Euro
Spectrum +2 Lightpen	36,00 Euro
Spectrum +3 Lightpen	27,00 Euro
Silver paper for ZX Printer	5,00 Euro
Phaser-Pistole mit Software (Tape or +3)	19,00 Euro

Ersatzteile:

+3 drive belt	2,00 Euro
Keyboard-Sticker for Spectrum / PC-Emulatoren	8,00 Euro
Keyboard membrane 48k	11,00 Euro
Keyboard membrane Spectrum +/128k, new Qualität, no aging, UV and heat resistant	21,00 Euro
4116 Memory IC	2,00 Euro
4464 Memory IC	3,00 Euro

Gebraucht:

Sinclair ZX Spectrum 128k, complete with all cables	129,00 Euro
Sinclair ZX Spectrum +2, complete with all cables	79,00 Euro
Sinclair ZX Spectrum +2A, complete with all cables	69,00 Euro
Sinclair ZX Spectrum +3, built in 3" drive, complete with all cables	99,00 Euro
Sinclair Spectrum 48k komplett (Gummi), complete with all cables	64,00 Euro
Sinclair Spectrum 48k + komplett, complete with all cables	64,00 Euro
+3 Laufwerk (checked)	29,00 Euro
Interface I	69,00 Euro
Microdrive	25,00 Euro
Plus D Clone, without case, with 3,5" Floppy, cable + Power supply	129,00 Euro
Opus Discovery Diskinterface with 1 x 720k Drive	119,00 Euro
Joystickinterface	1-Port 3,00 • 2-Port 11,00 Euro
Joystick (various to choose from)	2,50 Euro
Sinclair SJS-Joystick (+2/+3)	6,00 Euro
Microdrive Cartridges (ex-Software)	3,50 Euro
3" Disks for Spectrum +3 (ex-Software, 5 in one Pack)	19,00 Euro

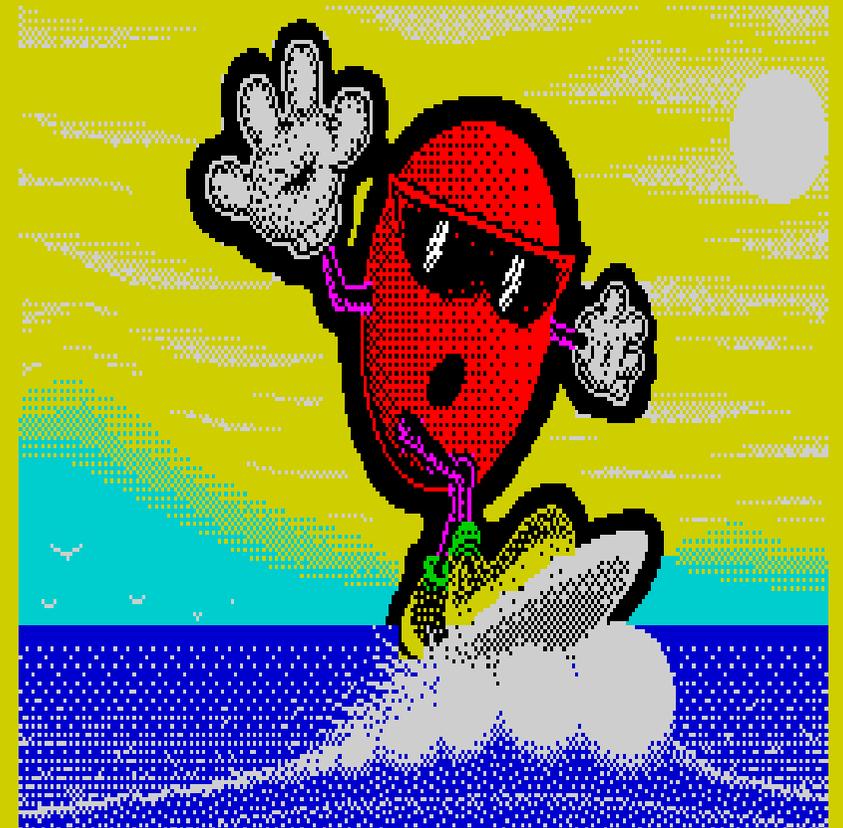
Plus a large quantity of software on offer and books. Ask for our list. Products marked with 8BC or KS are sold by teh 8Bit Company or Kompakt Servis, sales orders for these products are passed by us to the suppliers. There is no disadvantage for the buyer, you pay as usual. Prices plus P&P. Offer as long as stocks last.

Send orders to: **SINTECH, Gastäckerstr. 23, 70794 Filderstadt, Tel./Fax: 0711/775033**
 email: sintech@online.de <http://www.sintech-shop.de>

SUC-SESSION

YOUR SPECTRUM - MAGAZIN

Issue 201 August 2004



Picture: Coolspot from Spencer/Diamond Group 1997

*In the summertime...
 There will always be Suc-Session!*

Contents

<i>Contents/Publisher/Prices</i>	2	<i>Constructors needed</i>	16
<i>Editorial</i>	3	<i>Classic Computing</i>	17
<i>The lost 200</i>	4	<i>Games review</i>	18
<i>Readers letters</i>	5	<i>Tips & Tricks</i>	20
<i>News in Brief</i>	11	<i>Events calendar</i>	26
<i>ORSAM 2004</i>	14	<i>Wanted</i>	26
<i>Spectrology in Wittenberg</i>	15	<i>SINTECH Advertisement</i>	28

Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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Tel.: 0049 711 775033, Translations: Ian Spencer

Editor SCENE+ : Mirko Seidel, Neenstetter Str. 20, 89183 Breitingen
Tel.: 0049 7340 929505

Publication rhythm : Every 2-months with Disk or Cassette

Internet : SUC: <http://www.sintech-shop.de>, e-mail: sintech@online.de

ASC: <http://www.lcd-one.da.ru>, e-mail: ms-256-email@gmx.de

How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

The Prices:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 Euro	16,00 Euro
2) SUC-Session Magazine as a PDF-Download	1,50 Euro	8,00 Euro
3) SCENE+ Disk-magazine	2,50 Euro	12,00 Euro
4) SCENE+ on Cassette	3,50 Euro	18,00 Euro
5) SCENE+ as a TAP-Download	1,50 Euro	8,00 Euro
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 Euro	26,00 Euro

Our magazines can be mixed in any combination you want it is only important to tell us exactly what you want. Orders for our Download-Service should be sent by E-mail to: sintech@online.de. You can pay by Cheque(Euro), Paypal or Bank-transfer.

IBAN: DE70380707240320506900, BIC : DEUTDEDB

As reason for the payment please include the information : Packetnumber(s), for example Nr. 6 or 2 and 5 or whatever you want to order.

New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0049-711-775033.

- Krizan, Peter/Kaufmann, Klaus-Dieter: Spaß mit Basic, IDEA, DM 29,80 (CK10/1984,S.39)
- Krizan, Peter: Spaß mit Basic für Profis, IDEA
- Kreyszig, Erwin: Statistische Methoden und ihre Anwendungen, Vandenhoeck und Ruprech, Göttingen
- Luther, Wolf-Detlev: Die große BASIC-Referenztafel der 51 Dialekte, Luther, DM 45 (CK 10/84, S. 11)
- Miller, Alan: BASIC Programme - Mathematik, Statistik, Informatik, Sybex, 1983
- Sacht, Hans-Joachim: BASIC-Versionen im Vergleich, CHIP Wissen, Vogel-Verlag, DM 33, 3-8023-0752-6 (HC 4/84), S. 11
- Schumny, Harald: Mikroprozessoren (6502, 6800, 8080, Z 80, 9900), Vieweg
- Stewart, Ian: ZX-Spectrum für Fortgeschrittene - Das Tor zur Computer-Welt, Moderne Verlagsgesellschaft
- Voss, Werner: Das Statistikbuch zum Commodore 64, Data Becker 1985, 49 DM (Data Welt 12/85, S. 145)
- Walkowiak, Jörg: Adventures und wie man sie programmiert, Data Becker, 3-89011-043-6 (CK 2/85), S. 8
- Books, englisch:
 - Carri, Gianhica: Spectrum Shadow ROM Disassembly, Melbourne House, 0-86161-191-8 (CK 12/86, S. 42)
 - Logan, Ian: The Complete Spectrum ROM Disassembly
- Magazines:
 - CK, 1984, ausser 10/1984
 - Happy Computer: alle vor 1984, 1-84, 2-84, 1-85, 10-85, 2-86, 8-86, 10-86, 2-87, 4-87, 5-87
 - Happy Computer - Sonderhefte
 - Computronic (erschien 2monatlich), ausser 3/1986, 6/1986, 1/1987
 - PRINT
 - Dein Computer
 - Mein Home-Computer (HC), ausser 4/1984
 - Homecomputer, ausser 4/1984
 - ELCOMP, ab 1978
 - ASM, ab 1986
 - Compute mit, 4/1987
 - ZX User Club, ausser: Nov./Dez. 1983, März/April 1984, Mai/Juni 1984, Juli/August 1984, Sammelband
- Software:
 - Mervyn, Tim / Neilson, Dave: Spectrum BASIC-Kurs - Begleittaschette
 - Begleittaschetten Computer Kontakt: S1, S 10, S 11, S 20, S 30, S 40, S50, S60, S70, S 80
 - Begleittaschetten (Tronic-Verlag)
 - DBMS, getestet in Happy Computer 06/84
 - DBMS - Microdrive-kompatibel, getestet in Happy Computer 12/84, S. 126-127
 - Teufels-Fahrer, Wicosoft, Werbung in Homecomputer 4/84, S. 73
 - Schatzsuche im Irrgarten, Wicosoft, Werbung in Homecomputer 4/84, S. 73
 - Flipper, Wicosoft, Werbung in Homecomputer 4/84, S. 73
 - Tarzan, Wicosoft, Werbung in Homecomputer 4/84, S. 73
 - Die Armee der Kampfroter (Review in CK)
 - Freak (von Lutz Martschin)
 - Toni - das Abenteuer am Hünengrab (Pio)

Firmware: - ISO-ROM - WINPROM - USERROM

Events Calendar

**11th/12th September 2004 9AM - 9PM,
Sunday 9AM – 6PM**

Classic Computing 2004 + Spectrumania in Oberhaugstett. More information at www.classic-computing.de

12th September 2004 10AM – 4PM

Spectrum and SAM meeting in Bunnik/Holland. Directions on the website <http://www.hobby.nl/~sinclair-gg/duits/bunnik-map.dui.htm>

18th/19th September 2004-08-24

Spectrology in Wittenberg

2nd October 2004

2nd combined meeting of the two clubs SPC and Joyce-AG in Ittenbach near Königswinter

6th November 2004

ORSAM 2004 show in Norwich, England.

More information at <http://www.speccyverse.me.uk/orsam/>

12th – 14th November 2004

HCC Dagen in Holland. Details to follow.

WANTED

From: Wilko Schröter, Willem-Barents-Straße 28, 18106 Rostock, wilko.schroeter@wiwi.uni-rostock.de

Missing Spectrum-Literature

Books, german, only copy existing:

- Flögel, E.: Statistik in BASIC, Hofacker
- Gaitzsch, Rainer / Gaitzsch, Patrick: Computer-Lösungen für Schule, Studium und Alltag, Moderne Verlagsgesellschaft, 1985
- Hölscher, Erika: Logo auf dem Spectrum, Hüthig, 1986
- Softwell, Tom (Hrsg.): ZX 81 / Spectrum - Anwendungen, Luther, 1985
- Softwell, Tom: Sinclair BASIC: Programmertips & -tricks für ZX 81 und Spectrum, Luther, 1985
- Schwartz, Frank (Hrsg.): Flugmodell und Computer, Verlag für Technik und Handwerk, 1985
- Spectrum Basic Abenteuer, Band 1 - Der fremde Planet, mit Begleitkassette, Sybex, 3-88745-410-3 (CK 2/85), S. 23

Books, german:

- BASIC für Fortgeschrittene, Hofacker (CK 10/84, S. 80)
- Ahl, D. H.: Basic Computer Spiele, Band 1, Sybex, DM 32 (CK 10/1984, S. 41)
- Ahl, D. H.: Basic Computer Spiele, Band 2, Sybex, DM 32 (CK 10/1984, S. 41)
- Allan, Boris: Sinclair QL-Begleiter, Hüthig, 1985, 3-7785-1101-1 (CK 12/85), S. 107
- Ahrenz / Görlitz: Spectrum ROM-Buch, Decker & Computer
- Becker, Karl-Heinz / Dörfler, Michael: Computergrafische Experimente mit Pascal, Vieweg-Verlag, 3-528-04461-6 (CK 12/86, S. 37)
- Blomeyer-Bartenstein, H.-P.: Mikrocomputertechnik Z80, Z8, Z8000, Hofacker
- Gigasoft: Der Sinclair QL unter Kontrolle (CK 12/1986, S. 19), (CK 12/86, S. 37)
- Graham, Ian: Programmieren Schritt für Schritt ZX Spectrum+, Band 1, Ravensburger
- Guss, Thomas: Der Mikrocomputer ZX 81 im Einsatz, CHIP Wissen, Vogel-Verlag, DM 20, 3-8023-0743-7 (HC 4/84), S. 11
- Hartnell, Tim: 49 explosive Spiele für den Sinclair ZX 81, Verlag Cooperation
- Hausbacher: Das Prozessorbuch zum Z80, Data Becker, 59 DM (Data Welt 12/85, S. 108)
- Hergert, Douglas: BASIC für den Kaufmann, Sybex, 1983
- Hergert, Douglas: Sinclair ZX81 BASIC Handbuch, Sybex, 1983
- Hermann, Dietmar: Wahrscheinlichkeitsrechnung u. Statistik, 30 BASIC Programme, Vieweg
- Hurley, Richard: Das ZX Spectrum Spiele-Buch, Moderne Verlagsgesellschaft, mit Begleitkassette, 3-478-09080-6 (CK 10-11/86), S. 32

Editorial

Hello Spectrum-Friends

Firstly a deep felt 'sorry' to you all, because I have really fallen behind with my work. This is of course for various reasons as those of you that know me also know that I would never freely ignore my Spectrum. Unfortunately my spare time is becoming less and less, something I think I have already mentioned.

In many respects this year is an important pivotal year for me. For one reason my part time study to become a 'Betriebswirt' ends soon (with of course the expected exams) and also the two year period of being self-employed that I promised myself has ended.

As many of you know I founded Sintech in 1994 but have only been doing it part up until 2002 and since then as my full time job including now an expanded program with PC and modern consoles. The aim was to achieve the same level of financial income within two years that I had previously as a head of department. I wouldn't like to claim that in general I have achieved this goal because there are always variations from one month to the next but I have to say it's not looking too bad. This has of course cost me a lot of energy. This also applies to my part time studying, which I hope will give me some security to progress in the work-market place (if necessary) at some time in the future. That the Spectrum and the club have suffered is without question. I do though hope that the loyal SUC-Readers will understand the situation and not think that I lack motivation.

I continue to support the club, write letters and articles and it is getting a little easier to find an extra hour or two for these activities. I had a little more free time in August and could once again put a magazine together. I am also planning a further magazine for the first weeks in September and then after this it will get a bit more difficult again but I hope in November and eventually December to be able to concentrate on the magazines again. So that we will reach our target of 6 magazines this year.

SCENE+ doesn't look so good. At the moment Mirko is working on issue 60, this should have appeared in November/December 2003. In other words he is 9 months behind the planned appearance. Of course he will never be able to catch up. In case anyone out there is interested in giving him some support or even of producing an issue themselves.... Mirko is thankful for any help he can get.

I'd like to mention once again that the magazines are sent separately and the subscriptions for both magazines run independently. As SUC-Session appears more often than SCENE+ it makes no sense to subscribe to both magazines with one subscription. Of course you can still do this but I think it is only sensible for the initial subscription to the magazines and not for renewals. You can tell when the subscription expires from the address label on the envelope of SUC-Session. After the 'From' address there is a numeric code for example 06/66. This would mean that you will receive SUC-Session up to issue 206 and SCENE+ to issue 66. Because of the irregular dates of publication a standing order doesn't make much sense any more. Please cancel these standing orders by your bank. With the last issue of a subscription, it doesn't matter whether it is SUC-Session or SCENE+ there will be a letter included with the magazine reminding of the need for a new subscription. Everyone who

looks at there magazine and doesn't just put it to one side in it's envelope will see this reminder.

So now I want to wish you lots of fun with the new issue, which could certainly be taken with you for holiday reading. Enjoy the rest of the summer and see you soon in the next issue.

Yours,

Thomas

The lost 200

Yes, we've missed an anniversary. So what happened... Those of you who had the last issue in your hands may perhaps have noticed, that it was marked as issue 199 (German edition) so this one should be the 200th anniversary edition. Instead it's simply issue 201. Have we skipped one... Not exactly,

The mistake happened back in November of last year, there the number of the previous issue was used and never corrected. Even when I uploaded it to the WOS-Server I never noticed as at this time the issues were numbered with the issue within the year so the file was 05-03. Now since we have changed the issue dates from more or less fixed dates to a more flexible system I had to change the numbering system and of course immediately noticed something was missing. I soon found the error I didn't have to look very far into the past. But what should I do.... Simply do nothing? But this would mean the numbering system would be wrong for ever.

I had to swallow the bitter pill as I had already just converted all of the membership data, so that instead of 12/04 I had issue Nr.04, so I would have to do it all again and change the 04 for a 03. Dumb, that I had to choose this job to do really quickly and in good time. Because I didn't detect the error until I noticed that the English edition Nr. 199 (The real 199) and the German issue 199 were different, the German issue was really Nr. 200 but with the neat title of Issue 199 instead of 200 on the cover. So the English readers have received their issues correctly numbered but the German issues have to be corrected from today and I hope that it's all clear now.....????!!!!??

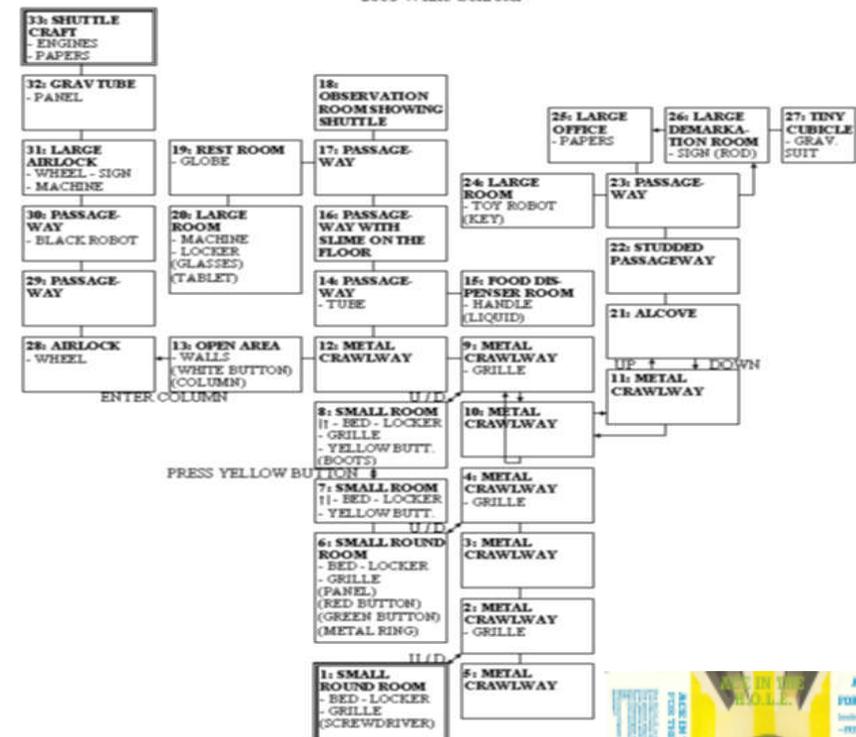
Anyway we had enough time to celebrate and so all that remains is a short 'to the next 200', are you with us?

te

17. POINT ROD („THE ROBOT VANISHES“), GO NORTH
18. READ SIGN („HAVE YOU GOT:- 1. A GRAV SUIT, 2. AN ANTI-VIRUS TABLET, 3. YOUR NEW I.D. **IF NOT DO NOT ATTEMPT TO LEAVE**“), TURN WHEEL („A SIREN SOUNDS AS THE ROOM IS SEALED. ALL IN ORDER“), EXAMINE MACHINE („THERE IS A SLOT WITH A ROW OF FLASHING LIGHTS“), INSERT RING („THE LIGHTS STOP FLASHING———TRACTOR BEAM **DEACTIVATED**“), GO NORTH
19. EXAMINE PANEL („PLEASE DEPOSIT I.D. PAPERS“), INSERT PAPERS („THE SLOT CLOSSES AND A DOOR OPENS“), GO NORTH
20. FIRE ENGINES („YOU ARE IN THE SHUTTLECRAFT HURTLING AWAY FROM THE HOLE TO A NEW LIFE AND A NEW ADVENTURE FROM **KAYDE SOFTWARE**“)

Ace in the H. O. L. E. – Karte

2003 Wilko Schröter



Ace in the H. O. L. E.

Solution (2003 Wilko Schröter)

1. OPEN LOCKER („INSIDE IS A SCREWDRIVER“), GET SCREWDRIVER, EXAMINE GRILLE („IT HAS SCREWS ON ALL 4 CORNERS“), PUSH GRILLE („IT HINGES UPWARDS“), GO UP
2. EXAMINE GRILLE („YOU SEE A ROUND ROOM BELOW YOU“), GO NORTH, GO NORTH, EXAMINE GRILLE („YOU SEE A ROUND ROOM BELOW YOU“), GO DOWN
3. EXAMINE BED („YOU FIND A PANEL SCREWED TO THE FLOOR“), UNSCREW PANEL („BENEATH THE PANEL ARE 2 BUTTONS“), DROP SCREWDRIVER, OPEN LOCKER („INSIDE IS A METAL RING“), GET RING, PRESS GREEN BUTTON („A DOOR OPENS“), GO NORTH
4. PRESS YELLOW BUTTON
5. OPEN LOCKER („INSIDE IS A PAIR OF SILVER BOOTS“), GET BOOTS, EXAMINE GRILLE („IT HAS SCREWS ON ALL 4 CORNERS“), PUSH GRILLE („IT HINGES UPWARDS“), GO UP
6. EXAMINE GRILLE („YOU SEE A ROUND ROOM BELOW YOU“), GO WEST, GO NORTH
7. EXAMINE TUBE („IT IS SOLID AND TRANSPARENT“), GET TUBE, GO NORTH, GO NORTH, GO WEST, GO SOUTH
8. OPEN LOCKER („INSIDE IS A PAIR OF GLASSES“), GET GLASSES, EXAMINE MACHINE („THERE IS A ROUND HOLE AT THE TOP“), INSERT TUBE („A PANEL OPENS SHOWING A PINK TABLET WITH A MESSAGE ‚DO NOT EAT UNTIL **ABOUT TO LEAVE**“), GET TABLET, GO NORTH, GO EAST, GO SOUTH, GO SOUTH, GO SOUTH
9. DROP BOOTS, DROP TUBE, DROP TABLET, GO EAST, GO SOUTH, GO EAST, GO UP, GO NORTH, GO NORTH, GO WEST
10. EXAMINE TOY ROBOT („THERE IS A SMALL SQUARE KEY IN IT'S BACK“), GET KEY, GO EAST, GO NORTH
11. GET PAPERS, READ PAPERS („THEY ARE I.D. PAPERS“), GO SOUTH, GO EAST
12. READ SIGN („**IDENTIFY YOURSELF**“), SHOW PAPERS („A ROD APPEARS“), EXAMINE ROD („IT IS HOLLOW FOR HALF IT'S LENGTH AND IS EMITTING A FAINT SIGNAL“), GET ROD („A RED LIGHT FLASHES TO THE EAST“), POINT ROD („THE SIGNAL GET LOUDER AND A DOOR OPENS“), GO EAST
13. GET GRAV. SUIT, GO WEST, GO WEST, GO SOUTH, GO SOUTH, GO SOUTH, GO DOWN, GO SOUTH, GO SOUTH, GO WEST
14. DROP GLASSES, GET TABLET, GO WEST
15. EXAMINE WALLS („YOU FIND A SMALL SQUARE HOLE“), INSERT KEY („A PANEL OPENS SHOWING A BUTTON“), PRESS WHITE BUTTON („A COLUMN OF LIGHT DESCENDS FROM THE CEILING“), ENTER COLUMN („YOU FEEL YOURSELF BEING LIFTED INTO THE AIR“)
16. TURN WHEEL („THERE IS A HISS OF AIR AS A DOOR OPENS“), GO NORTH, GO NORTH

Readers Letters

The arrival of readers letters was once again rather slow. The readers letters always give us tips and ideas for subjects which could interest you. They also provide a means of exchanging views and experiences between users. Please use this possibility for your questions. You can ask them by letter, Internet, telephone... we even take relevant information from telephone calls for this magazine, though we don't of course note every word.

The first question comes from Fabion Rizzo who lives in Italy:

...will there ever be a USB interface or a Flash-Card connection for the Spectrum?

Hello Fabio,

They both already exist. The USB interface isn't being officially produced, but the circuit boards have been made public under <http://8bitorbust.info/sinclair/spectrum/hardware/zxUSB/RELEASE1.0/>

The problem isn't really the hardware but the driver. Even on a PC it sometimes happens that a device doesn't immediately work, simply because it's been plugged into a USB port. Either a driver is delivered with the device or the PC tries to find a standard driver from it's windows collection. If a USB-standard was introduced for the Spectrum then everyone who developed hardware for this connection would have to develop the appropriate software.

One could ask the question why anyone would want to bother for the Spectrum as especially the Spectrum 128 already has a serial interface. The reason is the USB connection is faster and allows a very rapid transfer of data. It would be conceivable to connect a USB-Modem to the Spectrum or something similar. The USB-Port could be seen as the beginning of a whole series of developments which could make use of it.

A lot further developed is the ZXATASP-Interface, which we have already presented in these pages. It also has a connection for Compact Flash and with that offers a possibility to store data on a very small form of memory card. And of course the best is that you can buy it:

<http://user.tninet.se/~vjz762w/>

Here you will find photos, instructions for building and an address where you can buy the interface already built.

An E-Mail from Holland:

Hello Thomas,

1. Do you sell floppy-drives for the Sam Coupe?
2. Do you sell the Sprinter?
3. I read that you need people to translate articles for the SUC. My German isn't good but I often make use of translation software (even for this short text which I have translated from English). If I can help you with the translation I would be happy to offer my services.

Met vriendelijke groet (that's Dutch)

Benjamin Versteeg

Hello Benjamin,
 Unfortunately because of the EU laws we can't simply import hardware from Russia. These don't have CE-Conformity and to get it, or to let the devices be tested would simply cost too much. We also don't have any diskette drives for the SAM and as far as we know they are not easy to get hold of. (Though there was an interface which allowed a standard PC drive to be used – lan)
 Thanks, for the offer of help with the translation. Unfortunately translation programs don't give us the quality we need to print in a magazine. We had relatively few problems translating your article which was written in an easy to understand English, probably because it's not your mother tongue. British readers have a very large vocabulary and often use words which I don't know. For this reason the translator should be a German who has lived for some time in Great Britain or a Brit who has a very good knowledge of German. Or of course anyone who speaks relatively good English and has enough time to look up all of the hard words in a dictionary.
 Hopefully we will find someone...

Wilko Schröter has send us a number of questions:

Hello Thomas!

A few day ago I received your (rather late) SUC-Session. And I have a number of questions concerning it:

1. How long has my subscription still to run?
2. Didn't I send you some adventure solutions? Why haven't you published them?
3. Could you publicise the wanted ad I have included?
4. Do you have old SUC issues which could be downloaded as PDF's?

I have scanned in a number of back issues of SUC-Session, as I own the originals for the first 141 issues. Including those produced with manual-DTP, that's with glued together articles. As an example I have converted SUC #1 to winword and included it. Would you be interested?

It would be great if you could answer the question quickly.

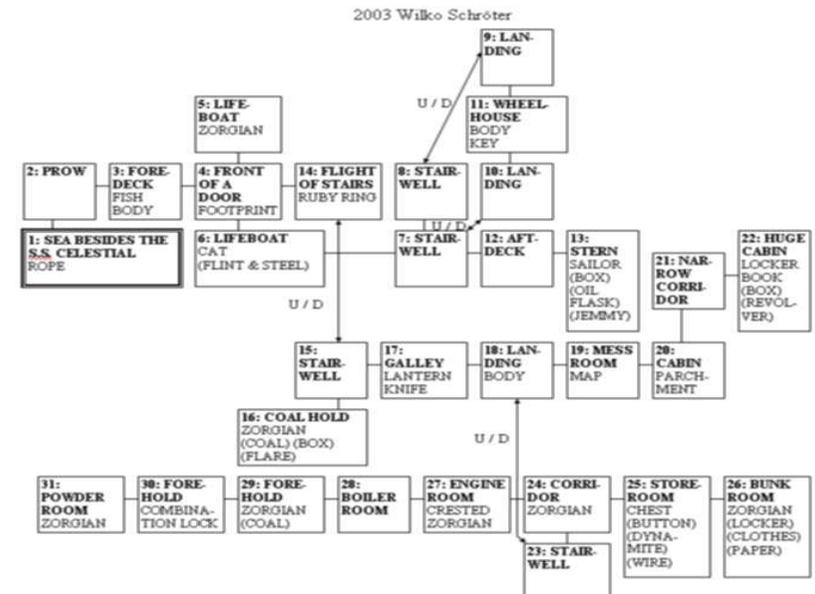
With Spectral greetings,
 Wilko

Hello Wilko, I have no idea how long your subscription has to run, but you will receive a mail when it expires. The lists are all stored on the Spectrum and I am sitting here in front of the PC, so I can't see, but as I said as long as you have not had the E-Mail reminder, everything is OK (I think you use the PDF Download, so you will get your reminder by E-Mail, those who get the paper edition have the reminded included with the magazine).

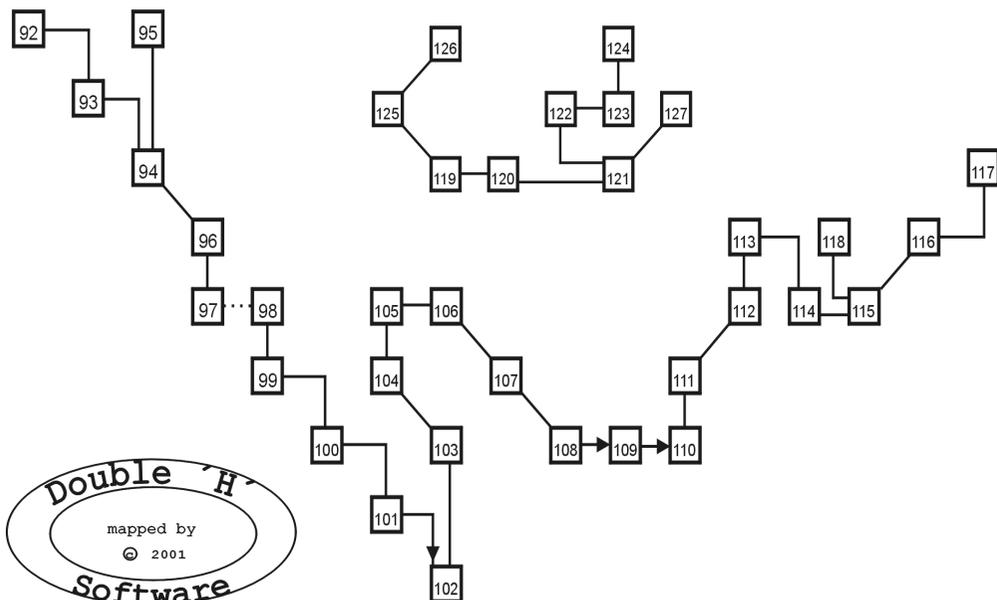
As to your articles, I had some problems with them. The format made it difficult to integrate the articles into our DTP program... and there was a lot of formatting. As well as this I had to look at the articles for some time as not everything was part of the article (Ex. printing the original instructions was not really necessary). But the main problem was how to get your Word-Card into my DTP-Program. As of course when I copied the text it looked completely different. I've tried and tried. I've even printed it out and scanned it back in to get a JPG image, but the quality was very poor. Then I asked Wolfgang as he has printed articles from you and he also didn't have a simple solution, but he has in the past printed the Card as a PDF-File and then 'grabbed' the graphics.

10. FIRE REVOLVER („YOU KILL IT“), SEARCH COAL (““YOU FIND SOMETHING!“), OPEN BOX („A BOX OF FLARES“), GET FLARE, GO NORTH, GO UP, GO WEST, GO SOUTH, GO EAST, GO EAST , GO EAST
11. FIRE FLARE („YOU KILL HIM“), OPEN BOX („YOU FIND SOMETHING“), GET OIL FLASK, FILL LANTERN („O.K.“), GET JEMMY, GO WEST, GO WEST, GO WEST, GO NORTH, GO EAST, GO DOWN, GO EAST, GO EAST
12. LIGHT LANTERN, GO DOWN, GO NORTH
13. FIRE REVOLVER („YOU KILL IT“), GO WEST
14. FIRE FLARE („YOU KILL IT“), DROP FLARE, GO EAST GO EAST
15. EXAMINE CHEST („YOU FIND SOMETHING“), PRESS BUTTON („A PANEL SLIDES BACK“), GET DYNAMITE, OPEN CHEST („IT OPENS“), GET WIRE, GO EAST
16. FIRE REVOLVER („YOU KILL IT“), OPEN LOCKER („IT OPENS“), SEARCH CLOTHES („YOU FIND SOMETHING!“), READ PAPER („1864“), DROP JEMMY, GO WEST, GO WEST, GO WEST, GO WEST, GO WEST
17. FIRE REVOLVER („YOU KIL IT“), GO WEST
18. EXAMINE COMBINATION LOCK („IT REQUIRES A 4 FIGURE NUMBER“), OPEN COMBINATION LOCK („ENTER NUMBER“), 1864 („WELL DONE“), GO WEST
19. FIRE REVOLVER („YOU KILL IT“), MAKE BOMB („O.K.“), LIGHT BOMB („O.K. YOU NOW HAVE 20 TURNS TO LEAVE“), DROP BOMB, GO EAST, GO EAST, GO EAST, GO EAST, GO SOUTH, GO UP, GO WEST, GO WEST, GO UP, GO WEST, GO NORTH
20. FIRE REVOLVER („YOU KILL IT“), LAUNCH LIFEBOAT („BANGGGG THE SHIP IS BLOWN OUT OF THE WATER. YOU HAVE SAVED THE WORLD.“)

Terror from the Deep – Karte



Magnetic Moon Part 3



Terror from the Deep

Solution (2003 Wilko Schröter)

1. CLIMB ROPE, GO EAST
2. GET FISH, EXAMINE BODY („YOU FIND A MESSAGE IN BLOOD: IT SAYS ‚GUN IN CAPTAIN'S CABIN‘), GO EAST
3. EXAMINE FOOTPRINT („IT BELONG'S TO A WEBBED CREATURE“), GO SOUTH
4. FEED CAT („IT RUNS OFF“), GET FLINT & STEEL, GO EAST, GO NORTH, GO UP, GO SOUTH
5. SEARCH BODY („YOU FIND SOMETHING!“), GET KEY, GO SOUTH, GO DOWN, GO WEST, GO NORTH, GO EAST, GO DOWN, GO EAST
6. GET LANTERN, GO EAST, GO EAST
7. EXAMINE MAP („ON THE BACK IT SAY'S MAKE A BOMB“), GO EAST
8. READ PARCHMENT („LOOK OUT FOR ‚ACE IN THE HOLE‘), GO NORTH, GO EAST
9. EXAMINE BOOK („IT'S A BOOK ON BOMBS“), READ BOOK („TO MAKE A BOMB YOU NEED A WIRE SOME DYNAMITE AND A FLINT. TO DESTROY AN ENTIRE SHIP IT MUST BE PLACED IN THE POWDER ROOM.“), OPEN LOCKER, OPEN BOX, GET REVOLVER, DROP KEY, GO WEST, GO SOUTH, GO WEST, GO WEST, GO WEST, GO WEST, GO SOUTH

So that's the way I now do it too. So up till now I have printed the 'simple' solutions which I had from Harald and anyway there shouldn't be too many adventure-solutions in one issue. But in the next issue I will present one of your solutions along with one from Harald. Not to forget that the next issue I'm speaking of is the one after next for you as I already have another ready. The PDF's will also soon be posted on the website, but if you can't wait I can send you the issue as a mail attachment (but it's at least 1.5MB).

Your wanted ad is in this issue, even if it is a bit late.

Your project with the older SUC issues is interesting. The problem with the old issues that that I don't have them as data files. The first issues from me were made with the Spectrum. The pages were created individually and then deleted. Then Fred made an issue with Word and the issues I have made with the PC I still have but mainly with an out of date version of PAGEMAKER and which are not easily readable with my newer version. All of those issues which I have published as PDF's I of course have. I also have paper copies of all of the issues I have created and also those from my predecessor Rolf Knorre.

In principle I 'bought' the club and with it all of the rights to the old issues.

We could publish all of the issues on the internet in the form you have described and make them available to the members. That would certainly be a super thing and I see that we might get the necessary web-space by WORLD OF SPECTRUM (*I would certainly love to read the old issues – Ian*)

And something more from a very active Wilko:

For the SPC magazine I have already spoken to a number of ex Spectrum programmers about their creations (See the example in the addendum: Markus Malik). Could a similar action be of interest for the SUC-Session?

Your article is really interesting. I would be interested to know if one or other of them could be persuaded to take on a new project. Just think if the best German programmers worked on a game or a demo. That would be something....
Yes, we would love to have something similar in our magazine.

Christof Odenthal sends us an answer:

Hello Thomas, I have an answer to the readers letter from Wilko. I have scanned in the CK-CD (with all the issues of CK). Rene Achter and Michael Kloss (both members of the 8 bit Atari club ABBUC) used to sell them. On the CD there are the following E-Mail addresses: rachter@rhein-zeitung.de and mkloss@rhein-zeitung.de perhaps they re still valid, otherwise it's possible to contact them via the ABBUC. There doesn't seem to be an index to the contents of the mags on the CD but included are all of the pages as JPG files. In case neither of them can be contacted I could in an emergency copy the CD.

To the question from Erik: I have the group photo from the Spectrumania in Stuttgart. Perhaps in the week following Easter I will have time to put them up on my website www.speccy.de then everyone can download them.
 Greetings, Christof

Thanks Christof for the info. It will no longer be possible to contact Michael Kloss as I believe he was killed around 10 years ago in an accident. I was especially tragic as just a short time before I had met and spoken to him at a Spectrum meeting. But

perhaps it's still possible to contact Rene Achter... Good luck to anyone who tries. I am not a CK fan... too much Knorre...

Benjamin wants to connect his Spectrum to a PC-Monitor and asks, which is the best solution? The VGA-Universal box or the XGA-Box offered by Sintech.

Hello Benjamin, the XGA box is suitable for high resolution TFT-Monitors as well as for older monitors. It really depends on what type of monitor you use. For older VGA models, the cheaper VGA-Universal Box is good enough, for newer models I would recommend the XGA box. If you are not sure then the XGA box is definitely the answer, as it will always work.

Kevin Bennett would like to have an adapter which would connect all old 9Pin Atari/Commodore etc. Joysticks to a PC USB-Port.

Good news, Kevin. This adapter has recently become available from SINTECH. The adapters are produced in Germany and are used with freeware drivers. The whole things works perfectly with all types of emulator. Look at the PC area of the On-Line shop from www.sintechshop.de

Wilko Schröter has sent us another article:

Hello Thomas!

Here once again something for the "SUC-Session". This time it's an optimum strategy to solve the game "Towers of Hanoi". But please tell me in good time if anything causes problems with the formatting.

With Spectral greetings, Wilko from Rostock

Hello Wilko, were there ever any problems? But seriously. Your file is perfect to work with. However basically it's best and simplest if we receive just text files and to include the graphics as extra files. We always have to separate the graphics from the text which is extra work especially as you have to specifically include the graphics into the text. You can still indicate the position of your pictures in the article as a short label/comment (Ex. here please include picture Nr. xy). This makes it simpler because pictures which are already included in the text cannot be moved around very easily by the DTP Program.

Martijn from Holland has an Opus question:

Hello Thomas, it's a number of years ago that you helped me last time with a question about my Opus. Since then everything works really well. Thanks. Could you please help me once again?

I've now found a second Opus Discovery, unfortunately defect. I seem to remember that the Opus was constructed to handle two drives.

Of course I would now like to expand my original Opus to include a second drive! Can I take the drive from the defective Opus and simply build into the working one and connect the cable? Or do I need to modify something?

My ROM has a label on it with '2.1'. Is this a good ROM version, or would you recommend another?

Greetings from Holland, Martijn

green cylinder and the rucksack and we also have the overall, the helmet and the uniform), remove overalls, drop overalls, look in backpack (hopefully we will find the flashlight, glue, tin, grapnel, rope and cloth), wear packpack, D (we put down the green cylinder and find ourselves by a large nest), search nest (there is a diamond here), take diamond, put diamond into backpack, D, take green cylinder, examine green cylinder (there is some oxygen in it), N, search rubbish, take pole, S, SE (we are facing a rather unfriendly creature), spray oxygen at monster (this drives the creature out of it's hole), drop cylinder, S (the far side of the gully), look U, throw pole U (lands bridging the gully) take grapnel from backpack, throw grapnel over pole, hold rope, swing across hole (into the opening in the cliff face), flick rope, put grapnel into backpack, take flashlight from backpack, switch on flashlight, S (Tunnel), D, D, remove helmet (don't put it down!!!), D, switch off flashlight, put flashlight into backpack, N, NW, N, E, SE (here there is a dwarf who eats moss), examine moss, pick berry, SE, E (here there is a dwarf who spits into a flower to open the thorny curtain), N (we are at the thorn curtain), eat berry (produces a lot of spit), spit into flower, go NE, N (at the top of some steps which lead down into an amphitheatre), D, E (there is a statue here – a beautiful you woman appears and says her name is Jaelaine and she was the high priestess of the god Kwill), examine statue (an arm points to the north-east), NE, U, examine statue, examine shaft, examine mirror (covered in dust), take cloth from backpack, take tin from backpack, clean mirror (the mirror is now shiny), drop cloth, drop tin, D, SW, take grapnel from backpack, throw grapnel (hooks onto the arm of the statue), climb rope (we are sitting on the arm of the statue), examine socket, take diamond from backpack, examine diamond, take glue from backpack, stick diamond into socket with glue, D (an energy beam which is coming from the tunnel is reflected by the shiny mirror onto the diamond – Kwill's strength returns – Jaelaine appears again and says that she knows where the wreck of the freighter is and that someone is injured but still alive. She tells us to climb onto the pentacle and put on our helmet before she teleports us to the centre of the crater on the moon she gives us a golden disk – now we are standing by the Pathfinder), E, look in port (we see an injured person), E (at the airlock), examine ship (we see a handle), pull lever (the airlock explodes), U (in the airlock – we see a body), move pirate (you see a weapon), take blaster, examine blaster, cut door with blaster (this action makes a hole in the door but starts a fire moving in the direction of the fuel tanks – we now only have a limited number of moves left), ST, FO, take Giles, take beacon, AF, PO, D, W, W, NW, NE (in a crack in the wall), wait (until the Pathfinder explodes), E, NE (on the edge of a plateau), switch on beacon (the signal is heard by the Stellar Queen and we are saved), report to captain.

That was the third part of the whole adventure "Magnetic Moon". We hope you had fun with the solution. So until the next time with a new adventure.

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TIPS & TRICKS

Adventure-Solutions Special

This time we have 3 Adventure-Solutions for our readers. Have fun!

MAGNETIC MOON - Part 3

Dear fellow users

Today we are going to solve the adventure program "Magnetic Moon" to it's very end. When we complete this third part of the adventure (which has the sub-title: Terror and Temple, Pathfinder and Pirates) then we have finally achieved our goal and solved the whole adventure. But before that happens we have a lot of work to do. First of all here are the locations on the map for part three:

- | | |
|---|---|
| 092) On a narrow ledge on a steep slope | 108) In a tunnel deep inside the moon G |
| 093) In a large nest / large cut diamond | 109) Wandering around the twisting |
| 094) In a narrow ravine / green gas cylinder | turning tunnel (man gelangt automatisch |
| 095) To the north of the nest | in Location 110) |
| / long metal pole | 110) In a tunnel deep inside the moon H |
| 096) At a bend in the ravine | 111) At a junction of two rock tunnels |
| 097) As far south as you can go in the ravine | 112) In a tunnel that opens out |
| 098) Standing in the opening in the rock wall | 113) On a path behind the top tier of a |
| 099) In a tunnel that slopes steeply down | massive subteranean amphitheatre |
| into the depths of the moon A | 114) In the central arena of the |
| 100) In a tunnel that slopes steeply down | amphitheatre |
| into the depths of the moon B | 115) Standing by the tall statue |
| 101) In a tunnel that slopes steeply down | 116) On the northeast side of the |
| into the depths of the moon C | amphitheatre |
| 102) In a tunnel deep inside the moon A | 117) At the rear of the amphitheatre |
| 103) In a tunnel deep inside the moon B | 118) Siting astride the arm of the statue |
| 104) In a tunnel deep inside the moon C | / rope twisted around arm of statue |
| 105) In a tunnel deep inside the moon D | 119) In the middle of a large impact |
| 106) In a tunnel deep inside the moon E | crater |
| 107) In a tunnel deep inside the moon F / | |
| dwarf, moss, berry | |

Now a short description to the following locations. These have various descriptions. That's because after the explosion of the ship the descriptions change. But they are really still the same locations. The description used after the explosion is shown in brackets.

- 120) By the nose of the ship (By the crater)
 121) By the midship section of the pathfinder (Outside the crater)
 122) In the airlock of the pathfinder / dead space pirate, blaster
 123) In the central gangway of the pathfinder
 124) In the control room of the pathfinder / Commander Giles, distress beacon
 125) By the crater wall
 126) About 4 metres from the entrance of the crack
 127) Standing on the edge of the plateau
- But let's not waste any more time on the introduction, lets get started on the solution. We start on a small ledge outside of the secret pirates base. I (we should be carrying the

Hello Martijn, you can in fact just take a normal PC-Drive as the second drive. Though of course the floppy from the defective Opus will also work. You just have to be careful about the position of the DIP switches. Most older drives can be configured from "DS0-3" or with the newer drives "DS0" and "DS1". Really new drives don't have this selection anymore and therefore aren't well suited for use on the Spectrum (though there may be the possibility to use a Cable-Switch, but I don't know of it). For drive 1 you should select "DS0". As far as I can remember on the Opus both drives have to be set to "DS0". The selection of the second drive is done via the second cable. But I could be wrong, on the Plus D ex. it's necessary to select "DS1" for the second drive. By the way on some drives instead of "DS" you will see the marking "FD" other something similar.

The Opus also needs:

- a 4k RAM chip (Next to the ROM)
- and functioning ROM version

Your ROM is OK, it will work but not with the 128K Spectrums. For that you need ROM version 2.2.

Even better is the QUICK-DOS ROM. I'll send you one via E-Mail. It allows the Opus to load and save programs around 10 times faster.

Wolfram Schmidt discovered something new while searching the Internet:

Hello Herr Eberle,
 take a look at the PDF file I have included at the problem page (last page) you will find a description which says the problem with the STOP key results from a missing 22Kohm resistor.

It could be that including this part will allow your folia keyboard to function normally.

Because I also have an Issue 1 inside the case and have modified mine.

Lots of Greetings, Wolfram Schmidt

Hello Herr Schmidt,

Thank you for the PDF file. Which is a copy of the original instructions for modifying the Sinclair. This kit was sold to convert a 48K Spectrum into a Spectrum+. In these instructions you are told that it is necessary to include a 22Kohm resistor.

Herr Schmidt had a problem while building the folia keyboard delivered by SINTECH into his Spectrum.

It turned out that this resistor was missing, which didn't matter with the original keyboard but did with the new strengthened SINTECH-Quality. This problem was solved and so a further Spectrum mystery has been laid to rest!!! Anyone who is interested in the PDF file can obtain it from the club.

Herr Schmidt is further interested in our club and presents his system:

I'd love to have a look through your magazine. I used to be a member of the Spectrum User Club Wuppertal. I'm really proud of my Spectrum (not the one with the folia keyboard ;-)) SAGA 3 Elite Keyboard, 64Kbyte ROM switched, 4 banks with different NMI routines, AMX mouse (Homemade), Opus 2x 720K, Homemade joystick interfaces etc.

A special ROM created for me by Volker Marohn with Commodore Sprites. I have included a picture.

You could send me a password or two for the latest club magazines. I admit I am curious about what Spectrum users talk about today.

Friendly greetings, Wolfram Schmidt

No problem, I hope you enjoy the test issue and we can soon welcome you into the club.

Benjamin Versteeg reports in on the subject of MB02+:

Hello Thomas, I have a question.... Oh well, it's more of an offer. As you know the 8Bit company has published the circuit diagram of the MB02+. I think that many people are still looking for an MB02 instead of an MB03.

I am seriously considering building the MB02+. It will include a real-time clock, 512K RAM, Floppy Controller etc. But I also want to include from the beginning the IDE interface and maybe a Compact Flash interface (Perhaps as a module).

What do you think. Is anyone interested? Especially as the price will be lower than the announced price for the MB03. I expect the price to be somewhere between 150 – 175 Euros (around 100 – 120 Pounds).

What do we expect the MB03 to include which isn't in the MB02+? If there is some interest then we could cooperate. I don't think anyone else is working on this project. All of the sources needed for MB02 are available.

I really am very interested in what you think. You could inform the customers who have already ordered an MB03. If you want I will calculate a detailed price for the interface. I think in the future there will be a growing interest in the MB02, as retro computing is getting ever more popular.

Greetings, Benjamin Versteeg

Hello Benjamin,

In general we support any development for the Spectrum. We know that the interest in the MB02 remains very high, from the number of questions we get about it. Never the less there were never enough pre-orders for the MB03 , so that in my opinion it will never be produced. We will never get 50 users at one time who want the MB03, though over the years we would certainly have sold more than this. The users want to see it first and not simply place a pre-order for something which doesn't yet exist. 8BC were of a different opinion, probably the financial risk was just too high for them.

Whatever, the MB03 contained very little that wasn't included in a fully expanded MB02+ with IDE, such as you want to build. That you are alone with this project isn't correct, Peter Hilbert has already built a prototype and will produce a small series. His MB02 also includes the IDE-Port.

I would be very happy to see the MB02+ available once again as in my opinion it was one of the greatest developments ever to appear for the Spectrum. Retro is coming and it could well be so that the interest will be greater and greater. You can see it in



new rides and decore) security etc. and aim to keep the little people happy. Try and resist the overspend and the loan as new and intriguing rides appear from your research department, and the challenge of clawing out of debt. Pump those little people for their cash ...hehehehe, and watch them run away...sniff boo hooo...

The author promises much deborched behaviour with pubs, ride deaths and the need for security, all in good mini-ised pixel fun with every polite and cuddly assurance for those of a sQuemish disposition. ... A while after making some good money from my park I have boosted research to the max of 99 and invented the park bench! I wander what colour it is and whether there are signs warning of the recent painting. Will have to wait until the money is rolling in before I can play with the go- karts. Of course I will tell you no more of the toys to be found after a number of hours play, that has to be part of the fun of discovery. If I find the cassette inlay tells all then I will look like a loony :o)

[I have discovered that the screen scrolls left to right giving a load more space to build just when you thought it was looking nicely packed.]

The unruly behaviour has begun... oh that got to have hurt! Also, it is worth noting that sometimes you can't build too near the edge of the screen as it stops you adding pathways or that interesting very long go-kart track. A general suggestion is to try and leave a couple of squares blank space before you build a structure. Oh... the promise of more interesting rides, some looking tall and dangerous... hehehehe. The ever looming temptation of the loan...

[A word on park design, you have to observe the size of objects like the trees as spaces left must be left, you can't overlap graphics as we are in the environment of 16K, all very progressive, and has kept me at my PC for a number of hours...]

Does your park deserve the ticket price? The customers vote with their numbers and their feet, as your park grows you will want to try and increase the monies you can invest. Experiment with park layout, I try and keep bends and corners simple...

[Ahhh... Park security...The death toll has got out of hand. I think I must invest in more security immediatly!!! AAAHHHHHHH

My conclusions (Should Mr. Cauldwell be glazed in honey?)

Well, YES! [editor.... is the game anygood... is it a work of slouthy genius etc?]

I have a number of 16K games such as Horace, Jetpac and Sir Lancealot to name a couple. It is impressive to see what could be done with so little resources. FunPark's graphics are small and well defined with amusing characteristics with functional and interesting symbols. Before you know it you have a park set up and running. The game is very playable and draws you into its block graphic world of lower resolution, in fact it's a game that shows impressive 16K programming for a few quid and those of us who got snoby in 48/ 128K days will sit back and forget all that after we have played a few times. One of the most successful early games was called Kingdom on early research machines with nothing much more than very low resolution graphics. Playability from small code within an environment that you partly create your selves, on screen and in your mind. So... I say invest your few quid not only in the game, but also in the development of the artisan, partly known as Cronosoft



Games review

Name: Fun Park
 Producer: Jonathan Cauldwell
 Distributor: Cronosoft
 Published on year: 2004
 Price: 2,99 Euro or 1,99 UKP + Postage



Theme park was written by Bullfrog software back in the days of the Commodore Amiga, Megadrive and 486 PC's. The game has always had a simpli-city amongst other god sims and environment games and although reworked and added to never quite emulated.

Jonathan Cauldwell

Then... sqQueesed into 4K of Spectrum RAM by Jonathan Cauldwell for the 2003 Minigame competition (Amusement Park4000) was it an act of slough, layness or genius... or of genius sloth to maximise the game for 16K of RAM with the new name of Fun Park? [note] Considering the 16Bit home computer and PC versions being so defined and sophisticated some may ask or ponder what you could genuinely do with 16K to achieve the basic playability & durability of the simple mechanics/ design? (The 4K version was awarded silver in the competition, highest Spectrum winner.)

[note] As a progression Jonathan's work and its future potential is very interesting as the core of his techniques are being partly defined at a level of absolute maximisation of resources.

It is excellent to see the Minigame version being developed as I hoped this would be the case due the potencial shown in 1 and 4K of RAM within the competition enteries. To put the brain stretching idea into context you have a large environment game with graphics and constant variable data and gameplay that redefined the genre... and the might of the Z80 processor and 16K of RAM (also it's a chilly day and raining/ hailing outside.... always something to do with environment control.) If the game plays and works as we would expect from a sim then Mr Cauldwell should be glazed in honey and have the bees set loose... naughty... naughty spank spank.

Cronosoft. [www.cronosoft.co.uk]

The game is supplied with and through Cronosoft on cassette or as an email .tap file for emulation. This is an excellent idea as it is self marketing for the Spectrum and its continuing as well as a really effective Windows runtime that can be running in the background. [note] The artwork of the Cronosoft inlay and the progression of the coordination of the artistry of their business is increasingly evident with this title and I am looking most forward to receiving my copy on .

After loading the game the Spectrum presents a nice loading screen and goes to an intorduction screen showing (c) Jonathan Cauldwell 2004 and a polite scrolly. Here I thank Jonathan for his nod for my efforts in small support. Thankyou for the nod Jonathan. I am of course convinced that the scrolling colour border is nicked right from the Micromega classic 'A Day in the life'

An idea of the game and play

The game screen presents a green field with the front wall and an entrance. The manual explains the game keys, the usual QAOP/ M and SPACE with number keys for building and finance/ options. The green field is soon left behind with the building game characteristics as you define your Park and the rides, ticket prices and investments such as research (for

the readers letters in Retro-Gamer magazine whereby a large number of the letters are from Spectrum readers.

News in brief

Explorer unprotected

The company Symicron is no longer allowed to trade-mark the commercial name „Explorer“ (has been completely deleted). So now the much loved Günni (self-employed lawyer and Hacker-hunter here in Gravenreuth, Germany) will not be able to take anymore web page administrators to court. I'm really sorry about that..... :-)))

<http://www.heise.de/newsticker/meldung/46614>

WinzigWeich will be really happy as he will no longer have to pay licence fees to Symicron. And who knows.... Maybe this is the first step towards deleting the name "Windows"...

Source: Christof Odenthal

MB02 under construction

A prototype from the new MB02 series has been produced and it works. During the construction a number of changes were made, which will now be included in the new series. At the moment trying to procure the WD-Controller and U880-DMA is proving difficult, if anyone knows of a source please contact the club. At last an IDE- Interface should included as standard in the new MB02, which in effect makes the MB02 into an MB02.5. The form of the new interface will differ from the old one, but a case has not yet been found and so the final form is not yet defined. Everything is ongoing.

Source: Peter Hilbert

New 128K Spectrum

For just 2500kc (About 50 Pounds) you can get a Didaktik Gamma, which has been expanded to 192K (Incl. AY-Sound). The available information is all in the Czech language, but as far as can be seen a number of circuits have been reconstructed and a new board developed. The computer probably doesn't have 100% compatibility but it's already something unusual. Anyone living not too far from the Czech Republic drop in at Karlsbad (Karlovy Vary), all the others should surf the internet to: <http://electronics.mysteria.cz/gama192cz/index.htm>



Source: Yerzmyey

PC-Spectrum Drawing Program

After Seven-up and the drawing functions in BMP2SCR there is now a further program for the Spectrum. And more: TommyGun is specially conceived for the development of games and the development of sprites and UDG's. It should do more and allow direct programming so that the complete source code for a game incl. Graphics can be developed in TommyGun.

The newest version is available under:

<ftp://ftp.worldofspectrum.org/pub/sinclair/tools/pc/TommyGunV0.4.0Alpha.zip>

Source: LCD

News in Brief

WSS-TEAM

Something new from Hungary. Around the end of the year it's expected a new game will appear, with complex graphics created using LCD's BMP2SCR. Further information is being held in the vaults of the CIA...
Source: LCD

Nostalgia Trip

Via the following link you can go time travelling through the video-world of the 80's complete with super audio accompaniment.
<http://www.taucher0815.de/flovies/mamejump.swf>
Source: Wolfgang Haller

X-AGON Returns

The famous Czech web-site is back:
<http://xagon.webz.cz/> Once again there is the well known forum where you can find the best Czech programmers. Anyone who wants to, can go straight there at the following link:
<http://xagon.webz.cz/board/board.php>
Source: Yerzmyey

A New Spectrum is Born

A new Spectrum clone has appeared from Italy, it's called "CHROME". It already exists and is fully functional. But this model will not go into mass production but will remain a model for the individual constructor to copy.

It's not a Super-Spectrum like the Sprinter. Here are the specs:

CPU: Zilog Z80C, 3.58/7.1Mhz
ROM: 64K (Spectrum Basic), 8K Disk ROM
RAM: 160K (in 16K memory banks), 8K Disk RAM
Sound: 3 Channel, 7 Octaves, Stereo. Additional 1 channel speaker
I/O Ports Joystick port (Kempston), Expansion Port, I2C Interface, Parallel-Printer Port
Medium: Cassette or 800K Floppy disk
Graphics: 256 x 192 Pixel, 16 colours, RGB-Scart output

The Floppy is +D compatible, but in the second release a switch is planned making it switchable for TR-DOS.
Information for anyone wanting to build a copy can be found on the internet under:
<http://aticatac.altervista.org> . Anyone who is interested but doesn't have an internet connection can request the pages from the club (Please include a stamped, self-addressed envelope).

Source: Yerzmyey



Classic Computing 2004

11. & 12. September 2004, Sport hall Oberhaugstett

Submerge yourself in the pioneering age of the computer world!

Be amazed by working computer systems more than 20 years old, see how it all began, in a time where there were no DVD's, MP3, or Multimedia and Co.

PacMan and Space Invaders – BASIC and Assembler – Atari – Commodor – Schneider – Amstrad – Sinclair – Amiga – Sharp – Apple –MSX –IBM – Compaq – Philips – Yamaha And more. There will also be a flea-market and game and program writing competitions.

BASIC rather than Windows – Diskettes instead of Hard disks – Clock frequencies in Mhz rather than Ghz – MOS rather than INTEL – 286er rather than Pentium IV – Data cassettes as a storage medium and and and....

Food and drink will be available as well as spare parts for you classic computer.

The Spectrum-User club will be organising a Spectrum corner, where especially Spectrum users will be able to demonstrate their systems and exchange information. This meeting will replace the rather more usual Spectru-User Meeting in Stuttgart. I hope that our Spectrum corner will receive the same support as our previous meetings in Suttgart, Sindelfingern and Filderstadt.

Info: 07053/393 1133 After 6PM

Telefax: 07053/967 705

E-Mail: rl@classic-computing.de

<http://www.classic-computing.de>

Opening times:

Saturday 11.9 from 9AM till 8PM

Sunday 12.9 from 9AM till 6PM

Entry for 1 day:

Adults: 5 Euros, Children and

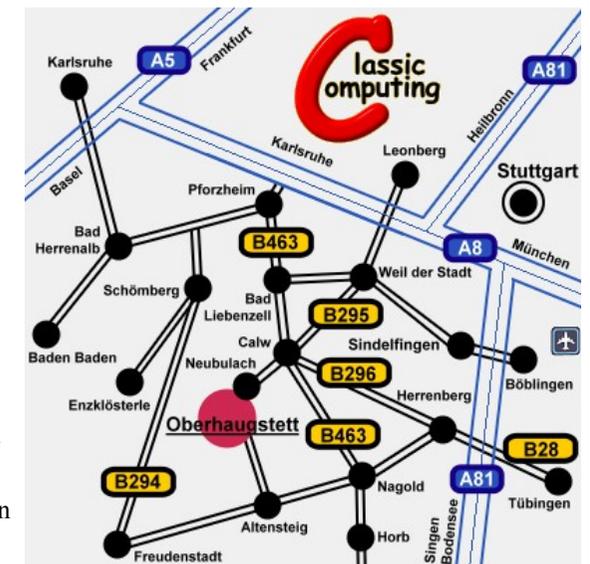
Students: 2.50 Euros

Entry for 2 days:

Adults: 7.50 Euros, Children and

Students 3.50 Euros

Here is a small map showing you how to get there. Oberhaugstett is not very big and the Sport hall (Sporthalle) is easy to find. There is a detailed map on the homepage of the organisers.



The Speccy-World needs new constructors

Hello Thomas.

So – by complete surprise – I have just received a package, sent by Sintech :-)
Contents: The sound-chip extension which I won in England :-))))
Thanks, I had completely forgotten about it...

It arrived at just the right time. At the moment I am working (yes me!!!) at building a CD-ROM, Hardisk(s), Mouse-IF etc. into a Commodore 128 case. So I can soon test whether and how well the AY-Expansion works on Johan Koelmans interface, which as I have already reported also takes on the Kempston Interface, as well as any peripheral which doesn't switch in a Shadow-ROM.

So the Currah Micro-Speech should also work, I've already started to search through the cellar to locate all of my old Spectrum bits and pieces (so we are really lucky that we are now able to use a new neighbours cellar for Eva's cages).

As you see I am over the moon and full in action. I never thought I would be a tinkerer. But Dirk Berghöfer made the start in Dietges (build a case for the SAM) and in Bunnik Edwin Blink made me an extension cable for the special SAM disk drive., and that gave me the courage to have a go myself – up to now successfully.

I've included two pictures, though in fact I have now progressed much further... Now I do a little each day, the next job is to extend the connecting cable for the mouse, 7 pin. Fortunately I'm not colour blind.

I've recorded the whole thing in a series of photo's, as I want to write an article about it. And perhaps give other the courage to have a go. If someone with two left hands like me can create something usable, then so can others.

Lots of greetings,

Wolfgang Haller



Comment: So we have turned this readers letter into an article. So take that as an incentive to have a go, build something, it is really fun. Even I have two left hands and have still managed to provide my MB02 with an IDE interface and provide my mother with a Spectrum + Opus interface built into a PC case. Anything is possible and the Spectrum is especially well suited to this type of activity.

News in Brief

A Telecom-Service to catch Customers

The Telekom (Germany) is planning a service (and perhaps a CD) which will allow anyone with the telephone number to find the name and address of the owner. If you don't demand to be left out of the service then you will be automatically put into the databank. At the moment I cannot see any advantage for me that someone can find out my name and address from my telephone number – I think it is more likely that this new search possibility will be used by businesses to find new customers and to fill their databank with new information so as to be able to send even more advertising by post. Or maybe you telephone a company to ask for some information about a product (without committing to anything) and they via your telephone number immediately save your name and address in their customer database and regularly send you advertising material. If the Telekom does release a CD then it will be very easy to find an address from a telephone number. To demand you are left out of the database you have to do the following: You have to call from the number which should be removed from the list a special line 01375-103300 by the Telekom (I think it costs 12 cents). There is then an automatic message, that the number you are using will be deleted from the list, so long as you don't hang up within the next few seconds.

Source: Christof Odenthal

ZX 128 & Pentagon

The idea of an internal interface for the Spectrum 128/+2 was developed by VELESOFT. To date only the prototype has been tested.

- Addressing from up to 1MB SRAM
- Integrated UMBRELLA (ULA Corrector, no "snow" anymore in videoram)
- Normal Spectrum +2 Mode (without changes)
- Pentagon 512KB Mode (Slow and fast switching from RAM, as ZX128)
- The best to finish: ZX PROFI 1024KB Mode, only with fast RAM.

The whole this is on a 7 x 7 CM sized board, which can be fitted in place of the standard Spectrum ROM. I'm thinking about a battery to hold the contents of the SRAM. The price for home constructors should be about 20 Euros (About 14 Pounds). Suitable software still has to be programmed to make use of the new available memory.

We will keep an eye on developments and report on anything new as soon as it happens.

Source: Yerzmyeye / Velesoft / Gamma

YAMOD.ATBUS

Yarek Adamski has extended his development of new interfaces. The YAMOD-ATBUS allows an 8 bit computer to be connected to 16 bit IDE – devices (Hard-disks, CD-ROM). YAMOD.ATBUS works with a DMA chip which allows fast data transfer to memory.

YAMOD.ATBUS is supported by Yarek's operating system for the Spectrum +3, MB02, Pentagon etc. Pictures of the prototype, circuit diagrams etc. are available on the website (in Polish): <http://www.zx.yyarek.pl/interfaces/yamod.atbus/>

Source: Yarek Adamski

News in Brief**Return Envelope Demanded for Advertising CD's**

A politician in California wants to reduce the mass sending of advertising CD's. Firms sending them should include a stamped and self-addressed envelope with the CD. If the Democrat Loni Hancock has her way with this suggestion then companies like the Internet giant AOL can expect enormous extra costs, say the American media. AOL is also known outside of the USA for sending millions of it's CD's to the general public. The production of the CD's uses a large quantity of crude oil says Hancock. And worse the unwanted CD's are simply thrown into the household rubbish and will lay on the rubbish tip for the next 400 years. Of course this action isn't only aimed at AOL but this internet provider already has a reaction ready. The marketing man by AOL, Nicholas Graham has told the American media that such a law would cause more harm than good. The consequences for small and medium sized firms in California cannot be calculated. In Germany AOL has according to the Umweltbundesamtes already committed to taking back unwanted advertising CD's. Customers can send them to the AOL customer service:

AOL-Kundenbetreuung, Subject CD-Recycling, Postfach 8000, 3414 Verl

Source: Newsletter JOYCE USER AG

ORSAM 2004

The ORSAM 2004 show (For the SAM and also for Sinclair ZX Spectrum and clones, Sinclair QL. Incl. Aurora, Q40 and Q60 plus the Z88 and ZX80/81) will be held on Saturday the 6th November 2004 in Norwich, Norfolk (England).

The show will be open for visitors from 10AM until 4PM. Entry is free and to gauge some idea of the number who will be coming there is a free raffle ticket (worth 50p) for all of those who register before the show using the E-Mail address speccyverse@ntlworld.com or telephone +44-1603-470399. There is a small prize to be won.

According to the BBC Norwich is the best example of building in the middle ages and well worth a visit. For overnights and other information you can contact the tourist information centre in Norwich.

To date this will be the biggest Spectrum and SAM show in Great Britain to be seen in this year thousand.

And the show will be held each year. More information at:

<http://www.speccyverse.me.uk/orsam/orsam.htm>

Food and drink will be available during the show. And a tip for visitors from Germany (or other European countries): There are a number of airlines with cheap flights to London and from there it certainly isn't far to Norwich. You can book tickets in advance for the travel from London to Norwich at many travel-agents (Depending on which airline you use check whether the flight is going into Stanstead, Luton or Gatwick – Luton and Stanstead are North of London whilst Gatwick is South (Norwich is north of London) - Ian).

It's well worth a visit.... See you in Norwich.

SPECTROLOGY IN WITTENBERG

18th and 19th September 2004

Hello Specci-Fans from near and far!

So for the sixth time there is to be a Spectrum Meet in the lovely Luther town of Wittenberg.

The date is the 18th and 19th of September 2004.

As previously it will take place in the rooms of the 'Kulturbund e.V.' which is in the Schulstrasse 68.

This meeting has almost become a mecca for Spectrum fans and not only for those from the east. Most of those participating will arrive via the BAB 9, and there you need to take the exit number 8 – Coswig turn right onto the B187 and drive through Coswig and Griebow to Wittenberg (about 15KM / 10 Miles). After passing the yellow town boundary sign for Wittenberg it's about 4KM / 2.5Miles to the twin railway track crossing. Cross the tracks and turn left at the second set of traffic lights onto the B2 in the direction of Potsdam (After crossing the railway tracks get into the left hand lane). Then follow the main street (about 1.5KM / 1 Mile) until you come to an ARAL-Garage on the left hand side. A little further and then turn right at the next traffic lights into the Annendorfer Strasse. Then continue until the second set of traffic lights and turn left into the Schulstrasse. This climbs gradually for about 500 yards and after the climb on the right hand side is a two storey building with a yellow sign with 'Kulturbund e.V.' written in black. This is our goal. The entrance is in the direction you were driving at the back. Anyone who is arriving with the train should exit at the Wittenberg-Hauptbahnhof (Main station) on the line Halle/Leipzig to Berlin and then take a taxi (about 5 Euros / 3 pounds) as if you walk it is about 3KM / 2 miles.

As usual bread rolls with various toppings and coffee are available from the Kulturverund. If you want to stay overnight then contact Norbert in good time so that he can make a reservation for all of the Spectrum-users in a hotel. Last year the price was around 37 Euros per person in a single room or 50 Euros for a double room. Of course the more of you there are the better the chance of getting a group price.

Contact address in Wittenberg: Norbert Opitz, J.F. Böttger Str. 7, 06886 Lutherstadt-Wittenberg. Tel 03491/401573. At the weekend please call after 4PM.

Or via E-Mail NorbertOpitz.Wittenberg@t-online.de