

MONOCHROME HOME

MADE WITH PC AND ZX-81 32KB (ZXSPAND) FOR LOGO AND TESTING SOFT
ZX-81 / TIMEX 1000 / TIMEX 1500 MAGAZINE
ISSUE 4, ADDRESS: YERZHYEY@INTERIA.PL, 07.2013 (SUMMER)

YERZHYEY

ANDRE***

A DELAY MAYBE...?



YO. WELL, IT IS HARD TO SAY IF THE MAG IS DELAYED, AS I HAVE NEVER ACTUALLY PROMISED IT WILL BE APPEARING OFTEN. ;) HOWEVER INDEED I INTENDED THIS ISSUE TO BE RELEASED IN SPRING 2013. SADLY, ENTIRE EUROPE SUFFERS SO-CALLED 'CRISIS'. WHICH IS ACTUALLY AN IMMANENT AND STRUCTURAL FEATURE OF CAPITALISM WHERE SUCH A PERIODIC COLLAPSE IS TYPICAL - AND ONLY REGULAR PEOPLE SUFFER ITS CONSEQUENCES, NOT THE RICH GUYS WHO GENERATED IT. HENCE - THE TRUTH IS

- I STILL DON'T KNOW IF THIS ISSUE WILL BE SPREADED FOR FREE, AS USUAL, OR MAYBE WHETHER RICH/RUAP WILL HELP ME WITH DISTRIBUTION IN A PAPER FORM, HOWEVER IF HE WILL BE SO KIND, THEN OF COURSE HE WILL HAVE TO CHARGE SOME SMALL MONEY FOR IT - I'M SORRY, HE HAS NO OTHER WAY TO DO IT. ANYWAYZ. HERE IS THE NEWEST "**MONOCHROME**" MAGAZINE AND I WELCOME YOU REGARDLESS YOU READ IT IN A PDF OR PAPER VERSION.

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GAMES' ARCHAEOLOGY ;)

I'VE NOTICED THAT JERZY WALASZEK RECOVERED AND UPLOADED HIS OLD GAMES FROM EARLY 80s, WRITTEN FOR ZX81. THEY ARE DOWNLOADABLE FROM HERE: [HTTP://TINY.PL/HN97K](http://tiny.pl/hn97k)

NOT **ALL** OF THEM HAVE BEEN RESCUED FROM TAPES/NOTES, BUT STILL SOME REASONABLE NUMBER, AS YOU WILL BE ABLE TO NOTICE. THE GAMES ARE IN ENGLISH LANGUAGE. JERZY WRITES: "I HAVE GATHERED OLD ZX81 PROGRAMS, THAT WERE LUCKY TO BE RECOVERED FROM MY OLD NOTES. IN MY OPINION SOME OF THEM MIGHT BE USEFUL EVEN TODAY. UNFORTUNATELY MANY OF THE PROGRAMS I WROTE ARE LOST FOREVER. YOU CAN USE EACH PROGRAM PRESENTED HERE IN ANY WAY YOU LIKE - I GIVE YOU MY PERMISSION AS THE AUTHOR OF THEM. HAVE FUN".

HE MANAGED TO RECOVER FOLLOWING GAMES: **INVERS**, **SLIDER 15**, **MINE-FIELD**, **SNAKE**, **B AND W**, **COMBER**, **MASTERMIND**, **X AND O**. THEY COME FROM PERIOD 1984-1985. EVERY GAME HAS ITS DESCRIPTION IN ENGLISH LANGUAGE.



ANOTHER INTERESTING EXAMPLE OF GAMES' ARCHAEOLOGY WAS FINDING AND RECOVERING OF A GAME BY CARLOS ASAD, ENTITLED: "PROTEUS". RWAFF FORUM MEMBERS (INCLUDING A SON OF THE AUTHOR) CONDUCTED THE SEARCHING. :) IT WAS A GAME DEVELOPED TO ACCOMPANY THE CZERWENY CZ 1000 (A ZX81 CLONE DISTRIBUTED IN LATIN AMERICA). AND... HERE IT IS:
 HTTP://TINY.PL/HNWUWU CONTROLS: CURSORS. THE GAME IS A DAMN-FAST ARCADE SPACE-SHOOTER BUT IT'S REALLY NICE TO PLAY BECAUSE IT'S POSSIBLE TO KEEP THE FIRE PRESSED TO HAVE IT IN A CONSTANT USE AND KILL MORE ENEMIES. ;)
 ENJOY THESE ARCHAEOLOGY'S PRODUCTS. ;)

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207

207 IS NOT ONLY MY HEIGHT IN CENTIMETERS, BUT ALSO THE NUMBER OF T-STATES NEEDED ON THE ZX81 TO SEND A SCREENLINE. THIS TIME IS USED TO EITHER SENT A LOWRES LINE OF DATA OR A HIGHRES LINE OF DATA. COMBINED WITH JUST 1K OF PROGRAMMABLE MEMORY IT IS REALLY A CHALLENGE TO CODE A GAME USING SOME METHOD OF HIGHRES IN THE MEMORY AVAILABLE.

THE MEMORY OF THE ZX81 IS VERY PRECIOUS. IT IS ALMOST A SHAME TO SEE THAT THE SYSTEMVARIABLES TAKE 60 BYTES OF MEMORY WHERE I ONLY NEED THEM TO START THE PROGRAM OR THE HIRESROUTINE, WHICH MIGHT USE SOME VARIABLES. ABOVE THAT THE LOADER NEEDS ABOUT 32 BYTES AS A STACK WHILE LOADING. SO 92 BYTES ARE UNUSABLE IN YOUR PROGRAM. IN 1K THIS IS ALMOST 9% OF THE MEMORY! LUCKILY SOME PARTS OF THE MEMORY CAN BE REUSED. THE BASICPROGRAM TO START YOUR MACHINECODE CAN BE OVERWRITTEN ONCE STARTED. THIS ROUTINE CAN BE PLACED ANYWHERE IN MEMORY. WHEN YOU MAKE THIS PART OF YOUR SCREEN YOU OVERWRITE THIS CODE WHEN BUILDING THE SCREEN.

NOW IN HIGHRES YOU NEED TO SEND YOUR SCREEN TO THE TV. YOU NEED TO MAKE A HIGHRES SCREENROUTINE TO BUILD YOUR SCREEN. THIS IS NOT TOO DIFFICULT WHEN YOU HAVE A SCREENBUFFER OF 6K, BUT HERE COMES THE SPORT. HOW CAN YOU CODE A GAME THAT USES MOST OF THE SCREEN WITHOUT CONSUMING THE AMOUNT OF MEMORY NEEDED TO BUILD THAT SCREEN?

THIS WAS THE IDEA TO START CODING HIGHRESGAMES IN 1K. WHERE OTHERS SWEAR TO USE LOWRES ONLY, I SWEAR TO USE 1K ONLY. THE SPORT TO FIT A LINEDISPLAY IN 207 T-STATES IS REALLY CHALLENGING. ESPECIALLY WHEN YOU TRY CODING GAMES THAT SEEM TO BE IMPOSSIBLE IN 1K AND IN HIGHRES. SOME BUILT GAMES THAT ARE REALLY TIGHT IN CODING ARE POLICE PATROL WITH 100 LEVELS AND SALOON CITY WITH 4 LARGE GRAPHICS, LEFT AND RIGHT SCROLLING AND INCREASING NUMBER OF HATS ON THE HATBOY.

MY LATEST GAMES ARE HARDER TO CODE. NOT IN THE LEAST THAT THE EXPECTATIONS ARE REALLY HIGH, TO FIND A PLAYABLE CONCEPT OF GAMES IS EVEN HARDER. POSSIBLE IDEAS THAT ARE BEING DEVELOPED OR MIGHT BE DEVELOPED ARE OUTLAW AND SQUASH. I ALSO HAVE A PRESTIGIOUS IDEA ABOUT SOME KIND OF PINBALL WITH REAL FLIPPERS IN JUST 1K, ALTHOUGH THIS MIGHT BE A BIT TOO MUCH FOR 1K. STILL MY FIRST IDEA ABOUT PONG WAS ALSO NOT POSSIBLE BUT ANOTHER WAY OF CODING MADE IT POSSIBLE.

SEVERAL IDEAS STILL COME TO MY MIND; OUTLAW (WORKING ON IT WHILE WRITING THIS), SQUASH, SIMPLE PACMAN, RPG (?), BEACH VOLLEYBALL (?), EGG JUMP, LOCOMOTION (?), MICROSOFT MINEFIELD, BLOCKKILLER (?) AND CAVETRIP (?). THE GAMES MARKED WITH THE (?) MIGHT REALLY GET TIGHT IN 1K, BUT ENOUGH TO CODE IN 2013!

© BY DR BEEP

ZXPAND COMMANDER BY SIRMORRIS

THIS IS AN EXCELLENT UTILITY FOR OUR ZX81 WITH ZXPAND INTERFACE. THE WORKS STARTED IN 2012 HOWEVER THE NEWEST VERSION IS FROM 2013. ITS VERSION'S NUMBER IS 1.7 AT THE MOMENT. YOU DON'T NEED ANY PC COMPUTERS TO HANDLE FILES ON YOUR **SD CARD!** :) LIKE THE **SIRMORRIS** WROTE, WITH THIS PROGRAM YOU CAN:

- BROWSE DIRECTORIES AND FILES OF AN SD CARD
- EXECUTE PROGRAMS
- CREATE DIRECTORIES AND SUBDIRECTORIES
- VIEW **TEXT FILES** AND MONOCHROME **BMP FILES'** CONTENT
- DELETE FILES AND EMPTY SUBDIRECTORIES
- RENAME FILES AND DIRECTORIES
- MOVE AND COPY FILES
- INSTANTLY BECOME MORE ATTRACTIVE TO THE OPPOSITE SEX

I TESTED THE LAST POINT. YES. IT WAS A LIE INDEED. HELP IS ALWAYS AVAILABLE BY PRESSING **SHIFT-H**. WHEN EDITING FILE NAMES OR PATHS YOU CAN USE **SHIFT-SPACE** TO **CANCEL** THE EDIT. THE PROGRAM COMES WITH FULL SOURCE CODE. "PLEASE SUBMIT ANY IMPROVEMENTS OR FEATURE UPGRADES BACK TO ME FOR INCLUSION IN THE OFFICIAL RELEASE".

FOR FULL FUNCTIONALITY YOU SHOULD HAVE FIRMWARE VERSION **2.2** OR ABOVE, FLASHED TO YOUR ZXPAND INTERFACE. FOR INSTRUCTIONS ON HOW TO DO THIS - PLEASE CONSULT THE DOCUMENTATION.

I WOULD LIKE TO EMPHASIZE AN IMPORTANT THING - THE COMMANDER HAS A VIEWER OF **BMP** GRAPHIC FILES FOR YOUR ZX81!!!!!! THE SCREEN FORMAT LIMITATIONS OF THE BMP FILES ARE RATHER OBVIOUS:

- MONO (1BIT)
- NO COMPRESSION
- IMAGE SIZE MAX 256X192.

AS YOU CAN SEE, IT'S A TOTALLY SUPERB UTILITY, WHAT COULD I WRITE MORE?

ALSO, KELLY MURTA AND KRYSYTIAN WLOSEK HAVE HELPED IN THE CODING. THE COMMANDER IS DOWNLOADABLE FROM HERE: [HTTP://TINY.PL/H62W1](http://tiny.pl/h62w1)

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1-KILOBYTE CORNER

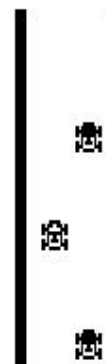
THERE WAS SEVERAL WORDS FROM DR BEEP ABOVE, SO NOW IT IS TIME FOR HIS NEW PROGRAMS FOR UNEXPANDED ZX81. OF COURSE ALL OF HIS GAMES ARE IN HI-RES!! :)

"**CAR RACE**": [HTTP://TINY.PL/H62W5](http://tiny.pl/h62w5)
CONTROLS ARE: **9** AND **0** (LEFT/RIGHT) AND **3** FOR START GAME.

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"**OUTLAW**" - AN ARCADE GAME FOR TWO PLAYERS: [HTTP://TINY.PL/H62CW](http://tiny.pl/h62cw)

DR BEEP WRITES: "WELL IT WAS TOUGH TO MAKE IT FIT 1K, BUT I MANAGED AND HERE IT IS. THE ANNOUNCED AI IS LEFT OUT, SO IT IS - LIKE PONG - A TWO PLAYER GAME. YOU START THE GAME WITH **ENTER** AND THEN THE OUTLAWS START THEIR DUEL. YOU NEED TO SHOOT YOUR OPPONENT 4 TIMES. EACH HIT WILL SLOW YOU DOWN FURTHER UNTIL...



(WELL, SEE FOR YOURSELF). RESTART ONCE AGAIN WITH **ENTER**. FURTHER

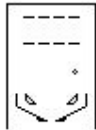
CONTROLS:
 PLAYER 1 -
 UP 1-5
 DOWN Q-T
 FIRE SH-U
 PLAYER 2 -
 UP 6-0
 DOWN Y-P
 FIRE B-SP"



"**SOKOB-ONE**": [HTTP://TINY.PL/H6205](http://tiny.pl/h6205)
 15 LEVELS IN 1KB OF RAM!! CONTROLS:
 QWOP AND R FOR RESTART LEVEL, N TO
 GO TO NEXT LEVEL (AND BACK TO LEVEL
 1).

"**PINBALL**": [HTTP://TINY.PL/H6201](http://tiny.pl/h6201)

YES! A GOOD AND FLUENT HIRES PINBALL GAME FOR ZX81 1K!! CONTROLS:
 ANY OF KEYS QWERT TO START NEW BALL,
 SHIFT.ZXCV TO RESET SCORE AFTER GAME
 OVER. OTHER KEYS - TO MOVE FLIPPERS.



0000

"**HUNT THE WUMPUS**":

[HTTP://TINY.PL/H6204](http://tiny.pl/h6204)

CONTROLS:

QWERT = UP

ASDFG = DOWN

12345 = LEFT

67890 = RIGHT

BNM SS SP = FIRE

AFTER LOADING PRESS UP / LEFT /
 RIGHT / DOWN TO START. SOME ADDI-
 TIONAL INFO FROM DR BEEP: "MOVE
 THROUGH THE MAZE. WHEN YOU THINK YOU

KNOW WHERE THE WUMPUS HIDES (INDICATED <=2 CAVES FROM THE WUMPUS
 BY THE EDGES) YOU PRESS FIRE AND THEN MOVE TO THE WUMPUS. WHEN
 CORRECT YOU WILL WIN OTHERWISE YOU LOSE. YOU ALSO LOSE WHEN YOU
 ENTER THE CAVE OF THE WUMPUS WITHOUT FIRING."

"**LOCOMOTION**": [HTTP://TINY.PL/H6208](http://tiny.pl/h6208)

CONTROLS:

QWERT = UP

ASDFG = DOWN

12345 = LEFT

67890 = RIGHT

SPACE = FIRE

AFTER LOADING - PRESS FIRE TO START. YOU CAN MOVE ALL TILES LIKE
 A SHIFTPUZZLE EXCEPT THE TILE WITH THE TRAIN ON IT.
 MAKE A TRACK AND MOVE THE TRAIN BACK TO THE STARTING FIELD. FOR
 EACH CLEARED FIELD YOU GET 1 POINT!

"**Q*BERT**": [HTTP://TINY.PL/H6206](http://tiny.pl/h6206)

DESCRIPTION: JUMP WITH Q*BERT TO
 ALL FIELDS AND COLOUR THEM BLACK,
 BUT AVOID THE SNAKE AND THE BALL.

CONTROLS:

12345 = LEFTUP

67890 = RIGHTUP

↑ZXCV = LEFTDOWN

BNMSS SP = RIGHTDOWN

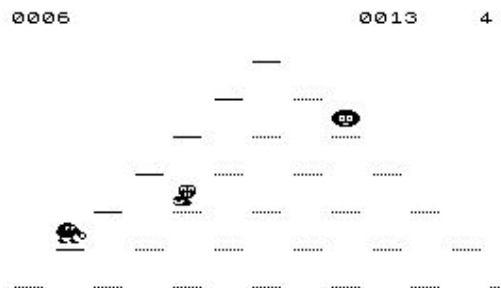
ENTER = RESTART

FOR EACH COLOURED FIELD YOU GET 1
 POINT!

"**METEOR STORM**":

[HTTP://TINY.PL/H620H](http://tiny.pl/h620h)

LIKE THE GOOD DOCTOR ;) WROTE: "THE STORY OF THE GAME:"



YOU CONTROL THE TOWER ON A PLANET THAT IS BOUND TO BE HIT BY A METEORSTORM. WITH THE POWER OF PREVIOUS METEOR THE INHABITANTS OF THE PLANET WERE ABLE TO BUILT A TOWER WITH TWO LASERS TO SHOOT INCOMING METEOR OUT OF THE SKY. MISSED METEORS WILL IMPACT ON THE EARTH. WHEN THE EARTHCRUST IS OPENED AND A NEXT METEOR COMES IN THE PLANET EXPLODES AND THE GAME IS OVER. HOWEVER FALLEN METEORS WILL GIVE NEW POWER, WHICH CAN BE USED FOR NEXT METEORS. ALSO METEORS HITTING THE VERY FIRST METEOR ON WHICH THE TOWER IS BUILT CAN BE USED FOR EXTRA POWER. SHOOTING LASERS WILL COST MORE IF YOU KEEP THE KEYS PRESSED, SO TRY TO SHOOT AS SHORT AS POSSIBLE TO SAVE LASERS. ABOVE ALL WILL MISSED METEORS REFLECT IN THE SILVER TOWER BEFORE IMPACTING ON THE EARTH. CAN YOU MAKE A GREAT SCORE? CONTROLS: SPACE TO (RE)START O AND P FIRE LEFT AND RIGHT".

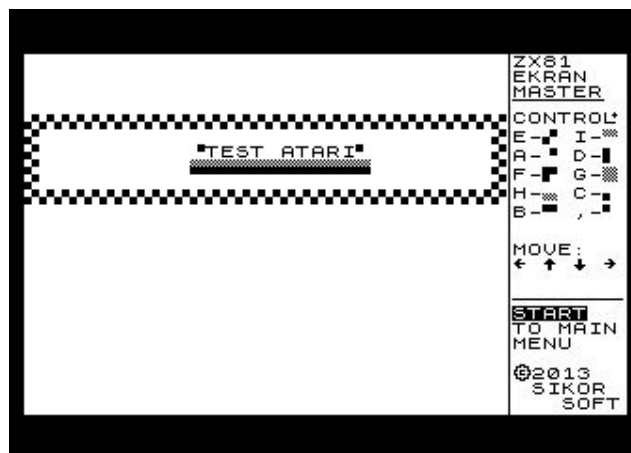
SO. IS IT A 'GOLDEN AGE' FOR ZX81 1K OR WHAT? :)

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A CURIOSITY FOR ATARI XL/XE:

"ZX81 SCREEN MASTER"

THE "**ZX81 SCREEN MASTER**" IS A PROGRAM FOR **ATARI XL/XE** SERIES. IT HAS BEEN DESIGNED FOR CREATING 'SEMIGRAPHIC' MADE OF CHARACTERS COMPATIBLE WITH ZX81, IN THE COMPUTER'S TEXT-MODE (32X24 SIGNS). IN THE PRESENT VERSION THE PROGRAM ALLOWS ALREADY FOR FULL EDITION OF THE GRAPHIC WITH USAGE OF ATARI. ALSO IT CAN LOAD / SAVE IT AND EXPORT THE GRAPHIC INTO ATARI'S MONOCHROMATIC HI-RES MODE (320X192 PIXELS). IT CAN EXPORT THE PICTURES AS A BLOCK OF GRAPHIC DATA AS WELL, IN FORMAT 256X192 PIXELS (COULD BE USED AS HI-RES OF ZX81).



ADDITIONALLY THE PROGRAM CAN GENERATE LISTING FOR ATARI'S **TURBO BASIC XL** LANGUAGE. PRESENTLY THERE ARE BEING CONDUCTED WORKS ON PREPARING THE PROG TO EXPORT (IN A TEXT MODE COMPATIBLE) WITH A PC-COMPUTER CONVERTOR - TO BE ABLE TO LOAD THE GRAPHICS MADE ON ATARI XL/XE INTO ZX81 (THE CONVERTER PROCESS TEXT FILES INTO A PROGRAM IN ***.P** FORMAT!!).
 DOWNLOAD VERSION 0.2 BETA: [HTTP://TINY.PL/H62DJ](http://TINY.PL/H62DJ)

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RETROSPECTIVA 2012/2013 ON-LINE CONTEST -

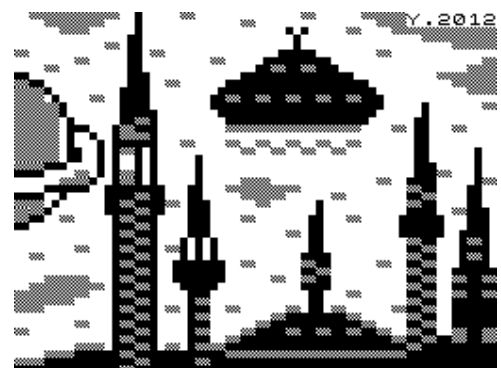
THE RESULTS

WELL, PEOPLE RATHER HATED MY PICTURES (TYPICAL!!!!) HOWEVER AT LEAST THE ZX81 WAS WELL-REPRESENTED WHILE THE COMPO. AS FOR THE MUSIC - NOBODY SENT ANYTHING MORE EXCEPT MY SONG FOR ZX81. WEIRD (AND SAD). RESULTS OF RETROSPECTIVA (INCLUDING ZX81 WORKS) ARE FOLLOWING -

1 PLACE - ROBBY ROBOT BY R.INTERNATIONAL, COMMODORE 64 MULTICOLOR MODE GRAPHIC
 2 PLACE - 101 POINTS (3.5): HABEMUS PAPPO BY ALAKRAN, COMMODORE 64 MULTICOLOR MODE GRAPHIC

3 PLACE - 90 POINTS (3.1): OSGELD'S SKULL BY OSGELD, APPLE II MONOCHROME DHGR GRAPHIC

4 PLACE- 83 POINTS (2.9): LAUGH BY MONO/TRISTESE, SINCLAIR ZX-81



LOW-RES GRAPHIC

5 PLACE - 78 POINTS (2.7): HOUSE BY PYZA/ILLUSION, SINCLAIR ZX-81 LOW-RES GRAPHIC

6 PLACE - 77 POINTS (2.7): TREE'81 BY PIESU/AGENDA, SINCLAIR ZX-81 LOW-RES GRAPHIC

7 PLACE - 73 POINTS (2.5): CHIP BY OSGELD, APPLE II HGR GRAPHIC

8 PLACE - 72 POINTS (2.5): WITH THE WIND BY KRUE, APPLE 2 TEXT MODE GRAPHIC

9 PLACE - 66 POINTS (2.3) - TWO DRAWINGS:

FOTO-APARAT BY YERZMYEY/HOOY-PROGRAM, SINCLAIR ZX-81 LOW-RES GRAPHIC

STRANGE WORLD BY OSGELD, APPLE II DHGR GRAPHIC

10 PLACE - 65 POINTS (2.2): SPACE BASE BY YERZMYEY/HOOY-PROGRAM, SINCLAIR ZX-81 LOW-RES GRAPHIC

11 PLACE - 61 POINTS (2.1): ALIEN HUG BY OSGELD, APPLE II HGR GRAPHIC



12 PLACE - 53 POINTS (1.8): DAMN CAT BY OSGELD, APPLE II MONOCHROME DHGR GRAPHIC

WELL, THE ZX81 WAS **4RD** AMONG 12 PLACES! WITH C64 AND OTHER MACHINES INCLUDED - SO I THINK IT'S NOT THAT BAD.

THERE WERE ALSO "SPECIAL MENTIONS" - [HTTP://TINY.PL/H62FR](http://TINY.PL/H62FR)- AND TWO OF THEM - AGAIN FOR ZX81, FOR THE BEST USE OF A GRAPHIC MODE RESTRICTIONS. AND A "VERY SPECIAL MENTION" ;) WHATEVER IT IS, FOR THE ONLY MUSIC IN THE COMPO - A SONG FOR

ZX81 WITH ZONX INTERFACE (BY... YOU KNOW WHO ;)).

© BY YERZ

ZX81PUTIL: A NEW WAV<->*.P

CONVERSION UTILITY

A GOOD NEWS FOR **TAPE-RECORDERS' USERS** - THERE IS A NEW **UTILITY** TO CONVERT ZX81 SOFTWARE FROM PC AND TO PC. IT HAS BEEN WRITTEN BY **MCLEOD_IDEAFIX** FROM THE WOS FORUM. HE STATED: "AS NEITHER OF THESE TWO (OLDER ONES) UTILITIES HAD THEIR SOURCE CODE AVAILABLE, AND SEEMED TO BE ABANDONED, I DECIDED TO WRITE MY OWN **CONVERTER**. HERE IT IS: [HTTP://TINY.PL/H6255](http://TINY.PL/H6255)

QUOTING FROM THE 'README' FILE (PLEASE, READ IT IF YOU HAVE PROBLEMS USING THE WIN32 COMPILED BINARY ON WINDOWS XP):

A '**ZX81PUTIL**' IS A COMMAND-LINE UTILITY AIDED TO PERFORM SOME OPERATIONS WITH FIELDS THAT CONTAINS SOFTWARE FOR THE SINCLAIR ZX81 COMPUTER. THESE OPERATIONS INCLUDE:

- READ A WAV SOUND FILE CONTAINING A RECORD OF A ZX81 LOADING SOUND AND CONVERT IT TO A .P MEMORY FILE. THIS IS THE DEFAULT OPERATION.
- READ A *.P FILE AND CONVERT IT TO A WAV FILE READY TO BE PLAYED BACK TO THE ZX81.
- READ A *.P FILE AND CONVERT IT TO A TZX TAPE IMAGE USING 1.20 SPECIFICATION, READY TO BE PLAYED BACK TO THE ZX81.
- PLAY A *.P FILE THRU THE COMPUTER SPEAKER.

BESIDES, THERE ARE OPTIONS TO SHOW THE VIDEO BUFFER CONTENTS OR THE BASIC LISTING.

SOURCE CODE (COMPILE AS A SDL APPLICATION) IS INCLUDED".

SO DUDEZ - IT IS TIME TO TURN YOUR TAPE-RECORDERS ON, AGAIN! ;)

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NEW PRODUCTIONS FROM REVIVAL STUDIOS

WELL, THE **REVIVAL STUDIO** ISN'T LAZY, THAT'S FOR SURE. BELOW YOU CAN FIND SOME NEW ZX81 GAMES FROM THE LABEL; PART OF THEM IS AL-

READY FOR FREE AND ANOTHER PART IS STILL COMMERCIAL (BEING SOLD ON CASSETTES).

"DOWN" IS A GAME FOR 16K MACHINES. DETAILS ABOUT ITS ORDERING YOU CAN FIND HERE: [HTTP://TINY.PL/H624K](http://TINY.PL/H624K) IT IS AN ARCADE GAME; YOUR VILLAGE IS UNDER ATTACK - YOU HAVE TO FLEE INTO THE DEPTHS OF THE CAVES, SO THERE IS ONLY ONE WAY TO GO: DOWN. CONTROLS: USE JOYSTICK LEFT/RIGHT OR KEYS (O,P) TO NAVIGATE. PICK UP ITEMS TO GAIN BONUS POINTS.

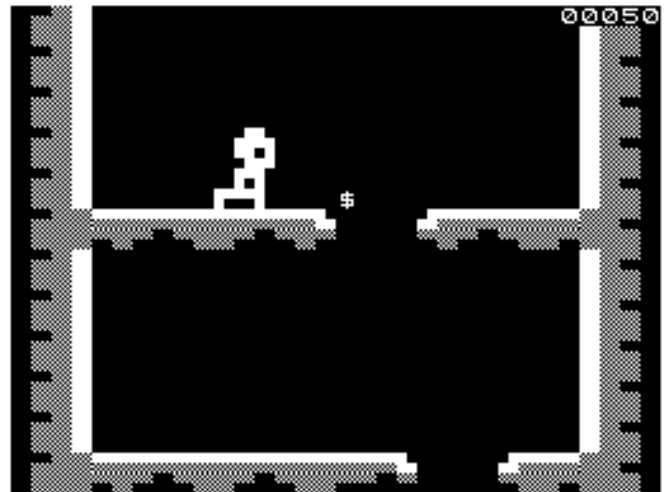
ANOTHER GAME IS "SHIFTED". DETAILS: [HTTP://TINY.PL/H624S](http://TINY.PL/H624S) THIS IS AN ACTION PUZZLE GAME THAT REQUIRES "QUICK THINKING AND QUICK RESPONSES". THE PLAYER HAS TO SHIFT COLUMNS UP AND DOWN TO MAKE COMBINATIONS OF GEMS ON THE CENTRE ROW. THE HIGHER THE COMBINATION - THE MORE POINTS THE PLAYER EARNS. CONTROLS: USE JOYSTICK LEFT/RIGHT OR KEYS (O,P) TO MOVE CURSOR. USE UP/DOWN (O,A) TO SHIFT COLUMNS AND USE FIRE (OR E/I) TO ROTATE CENTER ROW.

ALSO, THE REVIVAL STUDIOS HAS RELEASED SEVERAL ZX81 GAMES FOR FREE, AFTER A COMMERCIAL PERIOD. I WROTE ABOUT THE GAMES IN THE PREVIOUS ISSUE OF THIS MAGAZINE, SO I WILL NOT REPEAT MYSELF AND JUST LET YOU KNOW WHERE TO DOWNLOAD THOSE GAMES FOR 16K MACHINES:

"AVALANCHE" TO DOWNLOAD: [HTTP://TINY.PL/H624Z](http://TINY.PL/H624Z)

"MAYHEM" TO DOWNLOAD: [HTTP://TINY.PL/H6243](http://TINY.PL/H6243)

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GAMES WORKING WITH JOYSTICK ON ZXPAND

TODAY - MORE INFOS ABOUT THE NEWEST RELEASES OR CRAXX FOR THE BEST INVENTION EVER - THE ZXPAND JOYSTICK (NOT ONLY DUE TO GAMES BUT ALSO IT HAS THE AY CHIP, HAHAAHHAHA). SO - THE ABOVE MENTIONED "AVALANCHE" AND "MAYHEM", TO NOT TO LOOK TOO FAR. ESPECIALLY THE SECOND ONE IS SOOOOO FAST AND DYNAMIC WITH JOYSTICK NOW! THE ONLY DISADVANTAGE IS: YOU HAVE ONLY ONE LIFE. A REAL PITY.

OTHER TWO GAMES ARE:

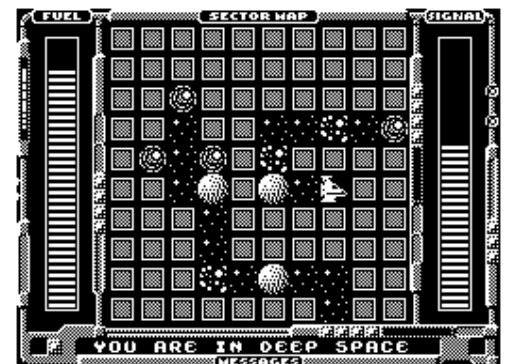
"PROTECTOR" (A VERY NICE SPACE-SHOOTER): [HTTP://TINY.PL/HN976](http://TINY.PL/HN976) AND "INTERGALACTIC SPACE RESCUE": [HTTP://TINY.PL/H62ND](http://TINY.PL/H62ND) BUT HERE I

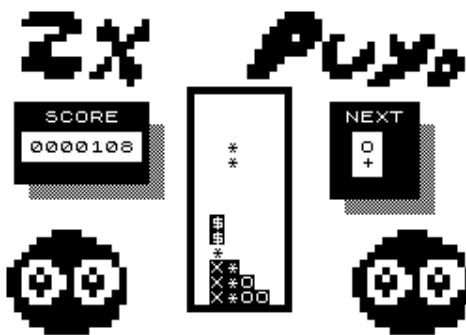
HAVE TO STOP FOR A WHILE. THE LAST ONE IS A REALLY TOTALLY INCREDIBLE NEW GAME FOR ZX81 16K, CONVERTED FROM ZX SPECTRUM 16K. MOST BEAUTIFUL HI-RES GAME, KINDA LOGIC/TOUR/LABYRINTH STUFF, VERY PLAYABLE AND REALLY GREAT. IT HAS ALSO SOUND FX FOR ZONX AND SO ON. IN ONE WORD: EXCELLENT. AUTHORS ARE: ZSOLT (CONVERSION FROM SPECTRUM16) AND DYNINGSTAN (GRAPHIC AND ORIGINAL ZX16 VERSION); ZXPAND-JOYSTIC SUPPORT: SIRMORIS.

ANOTHER GAME FOR TODAY: "NOIR SHAPES" BY BOBS. A VERY NICE AND GOOD-LOOKIN' LOGIC GAME FOR 16K MACHINES; IF YOU LIKE SUCH STUFF, THEN IT WILL PROVIDE YOU HOURS OF REAL FUN. I CAN ONLY RECOMMEND IT. DOWNLOAD: [HTTP://TINY.PL/H626P](http://TINY.PL/H626P)

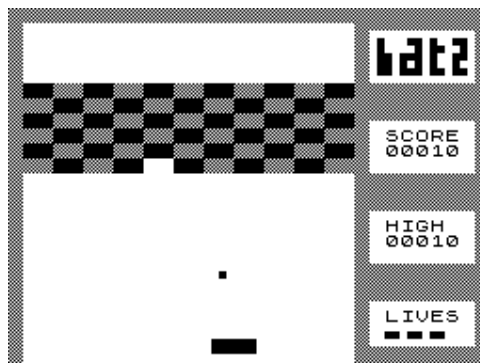
"ZX-PUYO": [HTTP://TINY.PL/H62BB](http://TINY.PL/H62BB)

A NICE CLONE OF TETRIS, MADE BY PHILIPPE DUHAMEL. SADLY THERE IS NO 'DOWN' KEY. AARRRGH.





"**BATZ**": [HTTP://TINY.PL/H62Z0](http://tiny.pl/h62z0)
 A REALLY FAST AND PLAYABLE CLONE OF ARKANOID. THE GAME HAS BEEN MADE BY **PETERZ**. ALSO, IT HAS MY AY-MUSIC, MADE FOR ZONX INTERFACES. :)



*** SO - HAVE FUN WITH THOSE EXCELLENT GAMES, YOUR ZX81 AND THE ZXPAND JOYSTICK, MATES! ;)
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NEW DEMOS FOR ZX81 16K



WELL, SURPRISINGLY **BBOCK** GOT ACTIVE LATELY ;) ;) ;) AND RELEASED A REALLY GOOD AND FAST ASSEMBLER DEMO (NO SOUND 'THOUGH), KNOWN AS "**BBDEMO**" OR "ZX81 DEMO". DOWNLOAD: [HTTP://TINY.PL/H62Z5](http://tiny.pl/h62z5)
 I HAVE TO ADMIT I LIKE IT A LOT AND I AM REALLY HAPPY PEOPLE STILL MAKE MORE DEMOSCENE SOFTWARE FOR OUR BELOVED ZX81.

ANOTHER INTERESTING PRODUCTION IS A NEW DEMO MADE BY **ANDY REA**, DEDICATED TO BOBS, HEH. ;)
 DOWNLOAD: [HTTP://TINY.PL/H623M](http://tiny.pl/h623m)

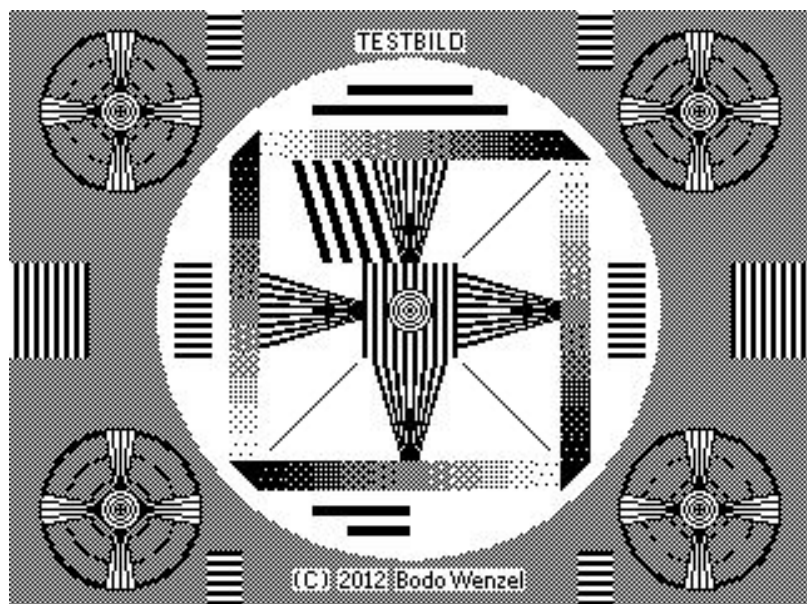
I HAD SOME SMALL INPUT IN THE PRODUCTION BECAUSE I WROTE MUSIC FOR IT, SO YOU CAN WATCH THE PROG AND LISTEN TO THE MUSIC FROM YOUR ZONX-COMPATIBLE INTERFACE. :)

IF YOU'RE LOOKIN' FOR TOTALLY HUGE SCREENS ON ZX81, YOU SIMPLY MUST KNOW **BODO**'S PRODUCTIONS. HIS DEMOS ARE TECHNICALLY IMPRESSIVE, NOT SINCE TODAY. HIS THE NEWEST HI-RES TEK-DEMO IS ALSO IMPRESSIVE. YOU CAN DOWNLOAD IT FROM



HERE: [HTTP://TINY.PL/H6239](http://tiny.pl/h6239)
 THE DEMO DISPLAYS HI-RES GRAPHIS IN RESOLUTION OF: 320*240 PIXELS ON A REGULAR ZX81 WITH 16KB OF RAM!!! A REALLY INCREDIBLE WORK, I HAVE TO ADMIT.

OK THEN, IT WOULD BE ALL FOR TODAY, REGARDING THE DEMOS SUBJECT. I HOPE YOU ENJOY THE HARD WORK AND EFFORT PEOPLE PUT INTO THOSE PRODUCTIONS! :)



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NEW GAMES FOR ZX81 16K


THE NEW "ZX81 INVADERS" GAME IS REALLY GREAT. FULL HI-RES, REASONABLY FAST MOVEMENT, GOOD PLAYABILITY. CONTROLS: 5 AND 6 TO MOVE LEFT/RIGHT AND SPACE TO FIRE. THE PROG HAS BEEN MADE BY CHANCANASTA AND YOU REALLY SHOULD PLAY THE GAME. :) DOWNLOAD IT FROM HERE: [HTTP://TINY.PL/H685D](http://TINY.PL/H685D)



ANOTHER PROGRAM HAS BEEN ENTITLED "JIM BAGLEY'S ZX81 RACING" BECAUSE BAGGERS DIDN'T WANT TO LEAVE ANY DOUBTS WHO IS



JIM BAGLEYS ZX81 RACING

1. TRACK SELECT 01 
2. PLAY SURVIVAL MODE
3. PLAY SPEED RACE 10 LAPS
4. HIGH SCORES SURVIVAL
5. HIGH SCORES SPEED



ACTUALLY THE GAME'S AUTHOR. :) IT'S A CAR-RACING KIND OF GAME, AS YOU COULD SUSPECT, BUT I WASN'T ABLE TO RUN IT ON REAL MACHINE BECAUSE THE GAME DOESN'T LIKE 32K OF RAM APPARENTLY - DOESN'T WORK NEITHER ON ZXPAND NOR EMULATOR WITH 32K RAM SWITCHED-ON. (HMM. WAS IT EVEN IN A PROPER ENGLISH LANGUAGE...?). ANYWAYZ. A FEW WORDS FROM THE AUTHOR: "CONTROLS FOR MAIN MENU:

- 1 = CHANGE CURRENT TRACK (1-8)
- 2 = PLAY A SURVIVAL GAME (CAR STARTS DRIVING AT 160MPH, AND YOU HAVE TO GET

AROUND THE TRACK WITHOUT CRASHING, EACH LAP YOU DO, INCREASES THE SPEED BY 4MPH)

3 = PLAY A SPEED GAME, SEE HOW FAST YOU CAN COMPLETE 10 LAPS, IF YOU CRASH, YOUR SPEED DROPS TO 0, AND YOU HAVE TO ACCELERATE AGAIN TO GET BACK UP TO SPEED, UNTIL YOU FINISH ALL 10 LAPS.

4 = SHOW HIGHSORE TABLE FOR SURVIVAL MODE

5 = SHOW HIGHSORE TABLE FOR SPEED MODE

CONTROLS FOR INGAME:

0 OR 7 = ACCELERATE

A OR 6 = BRAKE

0 OR 5 = LEFT"

THE GAME HAS BEEN DONE IN "MICROMACHINES" STYLE; IT'S VERY FAST AND FLUENT. ADDITIONALLY -

CONSIDERING ALL OF IT IS IN HI-RES - IT'S A REAL KILLER, SO IF YOU HAVE ZX81 16K OR LIKE TO PLAY ON EMULATORS - CHECK OUT THE PROG.

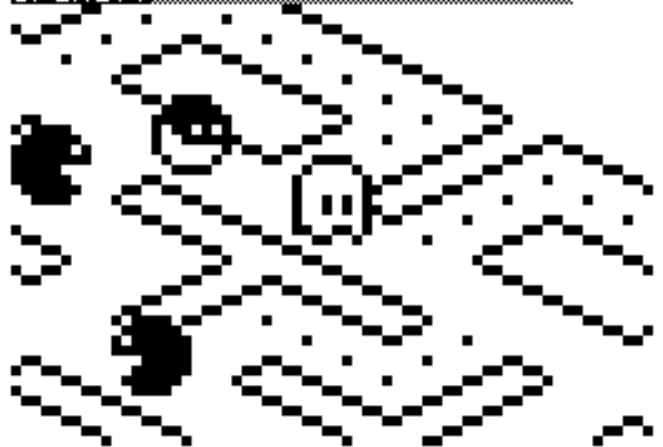
DOWNLOAD: [HTTP://TINY.PL/H685S](http://TINY.PL/H685S)

ONE MORE NICE 16K GAME FOR TODAY - "ONE LITTLE GHOST" BY BOBS.

IT'S A KIND OF ISOMETRIC PACMAN, SO IT'S 'A MUST' FOR ALL PACMAN'S FANS. ALSO, IT'S A REALLY NICE-LOOKIN' PRODUCTION. THE FUNNY THING IS - ENTIRE SCREEN IS BEING SCROLLED WHILE THE GHOST IS MOVING, SO IT LOOKS REEEEEEEALLY IMPRESSIVE, BELIEVE ME.

DOWNLOAD: [HTTP://TINY.PL/H685B](http://TINY.PL/H685B)

1UP:00001090 HI:00001090
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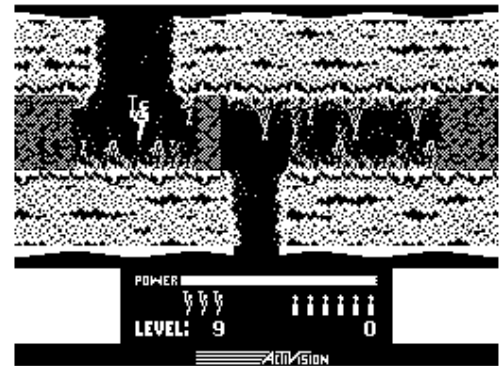


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"NEW - OLD" GAMES BY NOCASH

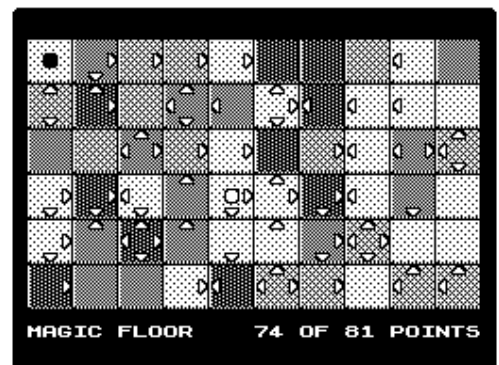
WELL, THEY APPEARED LATELY BUT SEEMS LIKE THEY HAVE BEEN MADE AROUND THE 2006 YEAR OR SO (AT LEAST SEVERAL OF THEM). THE PROBLEM IS, SOME OF THEM HAVE BEEN DESIGNED FOR ZX81 WITH **48K RAMPACK** OR JUST REFUSE TO WORK ON MY HARDWARE SOMEHOW. MY MACHINE HAS ONLY 32KB OF RAM (ZXPAND INTERFACE). ALSO, SOMEHOW THOSE GAMES DON'T WANT TO RUN ON MY EMULATOR: THEY RESET EVERY TIME. WHICH IS HIGHLY ANNOYING BECAUSE THEIR SCREENSHOTS LOOK ASTONISHING. ALL THE HI-RES IS SIMPLY BRILLIANT. STILL, I HAVE NO POSSIBILITIES TO CHECK THE 48K GAMES OUT.

ON THE OTHER HAND, THERE IS SOME NUMBERS OF 48K OR EVEN 64K OWNERS, AND THEY SURELY WOULD BE INTERESTED IN THOSE PROGS. SO - HERE THEY ARE:



"**H.E.R.O.**" (48K RAMPACK REQUIRED)
[HTTP://TINY.PL/H6863](http://tiny.pl/h6863)
ORIGINALLY IT WAS AN ACTIVISION TITLE, PORTED FROM MSX TO ZX81.

"**BEAMRIDER**" (32K RAMPACK)
[HTTP://TINY.PL/H6804](http://tiny.pl/h6804)
LIKE THE ABOVE.
ALSO, SEEMS LIKE IT SHOULD WORK FINE OK ON ZXPAND, ALTHOUGH THE AUTOR LEFT A NOTE ON HIS WWW SITE: "48K RECOMMENDED". HMMMM.



"**MAGIC FLOOR**" (SUPPOSEDLY SHOULD WORK WITH A 16K RAMPACK BUT IT JUST RESETS MY COMPUTER).
[HTTP://TINY.PL/H6800](http://tiny.pl/h6800)
A SMALL 'SEARCH GAME' FOR ZX81 AND JUPITER ACE.

"**STARFIGHT**" (16K RAMPACK)
[HTTP://TINY.PL/H6808](http://tiny.pl/h6808)
A SHOOT-EM-UP GAME, PORTED FROM CPC TO ZX81. AND THIS ONE IS REALLY EXCELLENT. DAMN FAST, VERY DYNAMIC, VERY PLAYABLE. TOTAL HI-RES OF COURSE. HIGHLY IMPRESSIVE WORK. I CAN JUST RECOMMEND.



ALL THE GAMES HAS BEEN WRITTEN BY **NOCASH**.

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A MYSTERIOUS LOST GAME

HMMM, IT'S REEEEEEEAL REEEEEEEEEEEEEEEEEEEAL REEEEEEEEEEEEEEEEEEEEEEEAL PITY ACTUALLY. **NATHAN** HAS INFORMED SOME TIME AGO, THAT THEY STARTED MAKING A NEW COOL GAME FOR ZX81 16K - A SHOOTER WITH SCROOLED SCREEN. A REALLY NICE AND IMPRESSIVE WORK. SADLY - HIS CREW HAS LOST ALL SOURCES OF THE GAME!! ITS NAME WAS SUPPOSED TO BE "**SUPER REFRIED GUN OPERATION '81**" AND THE ONLY

