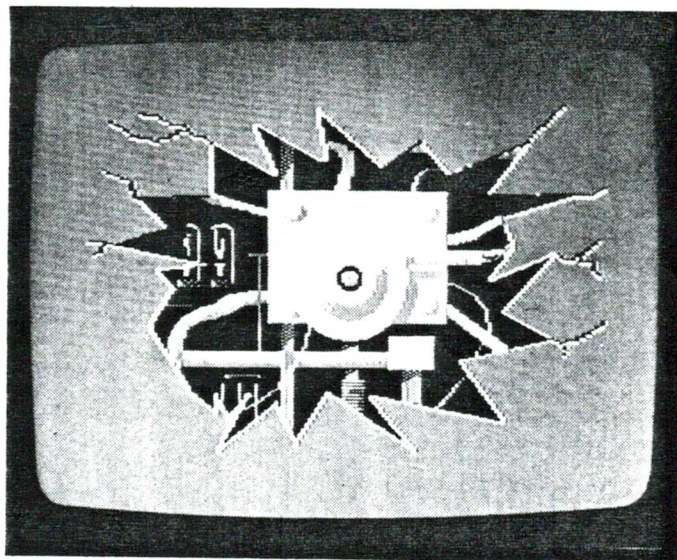


music is a really neat version of the Jean-Michel Jarre composition and is certainly one of Hubbard's best pieces to date. GOTO ROB, and while you're there have a look at some of his other music demos.

THE DRIVE AD II by **Goblin** and **Ian** features a picture of a disk drive, an old piece of BOGG music and a scrolling message. It's nothing special or unusual (Goblin himself admits that it only took him three hours to knock up) but is worth a look if you've got a spare few minutes to download it (GOTO 207306).

If you GOTO 206424 you'll find **Geoff** and **Tob's** first demo — **CATHODE CHAOS**. It's a pretty nifty idea, and although it doesn't work wonderfully it's well worth downloading, just for the initial laugh.

If you're interested there are a couple of **Jaybird** (JB20) demos at 204203 and 206264, both with



scrolly messages and music by Rob Hubbard. **LH5** has uploaded **THE HUDDY DEMO**, a static picture of our very own Rockford which has some music with it. If you're interested GOTO 204974. There's also a very silly (and amusing) two-part program called **MOANS** (oh... ooh... ah... oh...) which can be found at 207290 and 207289. Download it and see what your granny thinks!

PARTYLINE has been fun recently, what with a newly found 'feature' which allows you to use the same alias as another **PLINER!** (No, not their ID). One evening saw **THREE 'lino!!'**s engrossed in conversation at the same time, all trying to convince each other that they were the 'real' 'lino!!'. It freaked me out at the time along with a few other people!

See you next month — if we get our bill paid on time!

J A Z

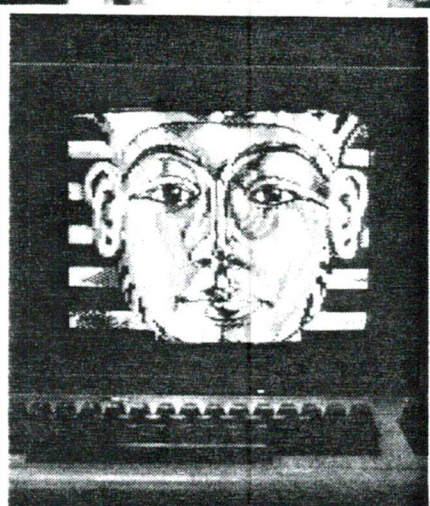
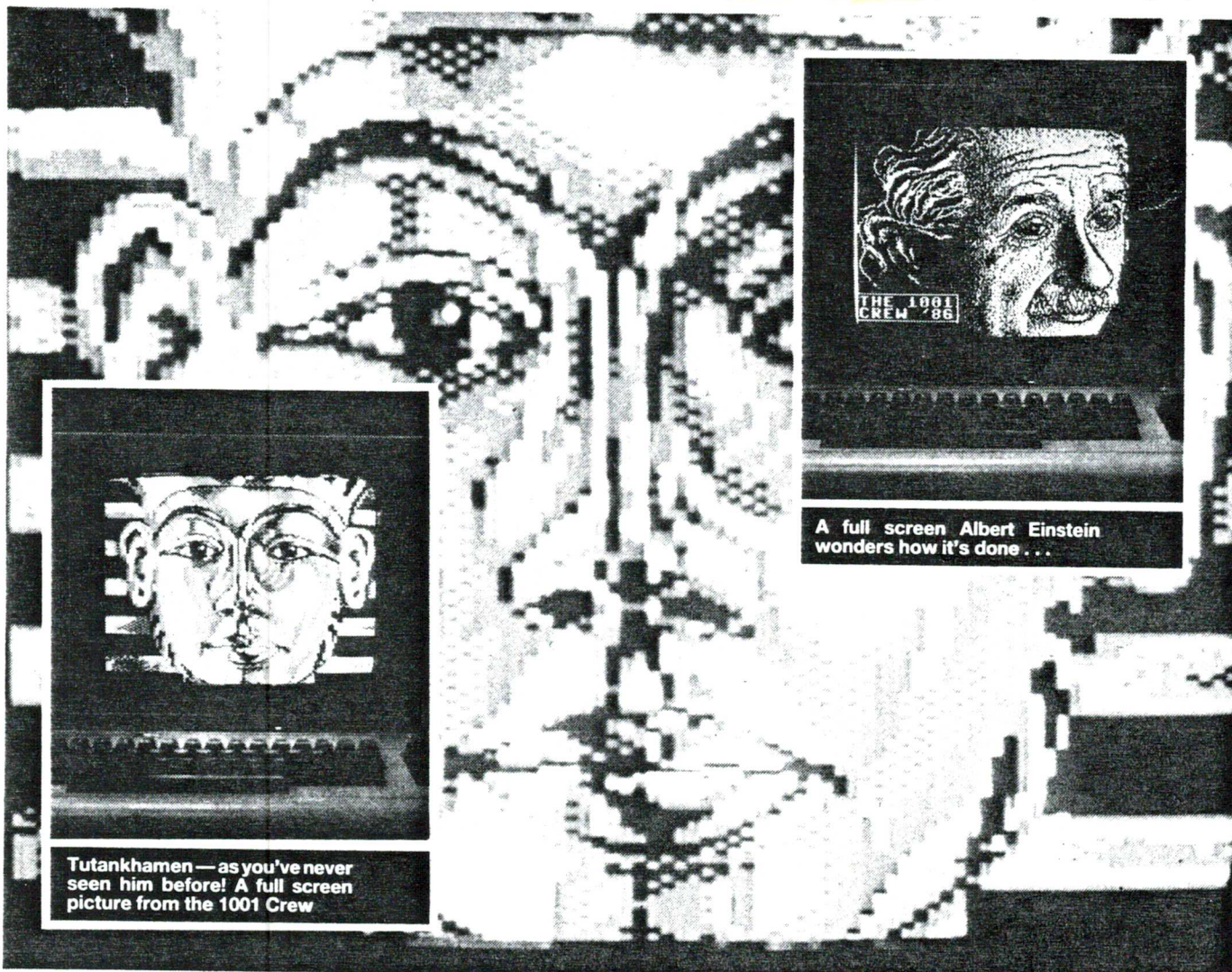
An interesting parcel arrived at **ZZAP!** Towers the other day... Inside was a letter and disk from some 'Dutch 64 freaks' called the **1001 Crew**. They asked if we would be so kind as to print some of their 'interesting demos' —

supplied on aforementioned diskette. So, we loaded in the first demo, which turned out to be something of a shock... It was a portion of Bob Stevenson's **Tutankhamen** picture — which filled the whole screen! Somehow, the **1001**

Crew have managed to dispose of the border — and as you hopefully can see from these screen shots the effect is quite stunning.

One of the demos mentioned that these full screen pictures were done using **ESCOS** — Expanded

Screen CONstruction Set — and consisted of either 56 or 112 expanded sprites, some of which are 'in' the top and side borders. I've no idea how it's done, but really I hope someone puts the effect to good use in a game!



Tutankhamen — as you've never seen him before! A full screen picture from the **1001 Crew**



A full screen **Albert Einstein** wonders how it's done...