Just as this edition was in its final, pre-press stages, news broke that Sir Clive Sinclair had sadly passed away at the age of 81. We'll save a more detailed article for a future edition, but for now, I thought I'd take a moment to mention how pleasing it is that so many of the tributes that have sprung up over the past few days have — rightly — focused on Sinclair’s incredible contribution to the British games industry.

For years, the UK media had a tendency to point to Sir Clive’s failures — most commonly the C5, his ill-fated electric vehicle from 1985. But with the passing of time, the impact of Sinclair’s most successful computer, the ZX Spectrum, has really begun to be more widely understood.

The plucky machine brought computing to the masses, turned a generation of kids into game developers, and helped kick-start an entire home-grown industry. Not bad, considering Sinclair wasn’t a gamer — he thought of the Spectrum as a business machine for accounts and so forth. Instead, the Speccy became a portal for wide-eyed youngsters who wanted — needed — a way into computing. Your humble editor was one of them, and the ZX Spectrum provided many happy hours of gaming and amateurish programming. Heck, I probably wouldn’t even be editing this magazine if it wasn’t for the Spectrum.

Rest in peace, Sir Clive, and thank you for the memories.

Ryan Lambie
Editor