

# CRASHED

## SAM AND SPECCY!

Sept 1994  
£1.00  
Issue 1

# AT LAST!

# *This is...*

# CRASHED

## SAM AND SPECCY!

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Oh no.

Fame at last! After nearly two years of delays, disappointments, let-downs, and procrastination on an almost Biblical scale, Crashed is here!

Crashed is a new fanzine done in the spirit of the late lamented Crash, although it is heavily influenced by all of the "Big Three" Spectrum magazines of the 1980s. Crashed is totally non-profit making; any profits that I might manage to make go straight back into the magazine so that I can afford things like higher quality printing and production, and more pages. An offshoot of Crashed is the Crashed Archive, more of which elsewhere.

Incidentally, I'm looking for people to write sections on adventures, communications, PD and programming. If you think you'd fit the bill, get in touch.

That's all for now. I'll leave you with a little satire:

"Britain - you don't have to be mad to work here, just incredibly lucky."

MARK STURDY  
Editor.

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# News Input

## New Spectrum disk/printer interface

The Format DX1 is based on the hugely popular +D, but incorporates the acclaimed UniDOS disk operating system. It allows for 1 or 2 drives (3.5" or 5.25") to be connected, and also includes a parallel printer interface. It costs £59.95 as a stand-alone interface, or £119.90 with a single 3.5" drive.

## West Coast do something! (Again.)

West Coast Computers rocked the SAM world this May with their shock announcement that they no longer planned to manufacture the SAM Coupe. However, this was all right because they also announced that they were launching the SAM Elite.

The Elite is basically a Coupe, but with an internal printer interface, a disk drive on the right rather than the left, a revamped SAMDOS disk, a slightly modified ROM, and a frankly horrible West Coast sticker on the front. The prices remain at £199.95 for one drive and £259.95 for two drives. For more information, ring West Coast on (0269) 826260, or write to them at West Coast Computers, Abernant Centre For Enterprise, Rhyd-y-Fro, Ponterdawe, West Glamorgan, SA8 4TY.

This is a reasonably comprehensive list of companies supporting the SAM and Speccy. If you want a reply, an SAE normally does the trick.

## New Spectrum games

Software Shop  
48 High Street  
Renfrew  
Renfrewshire  
Scotland  
PA4 8QP  
Tel. 041 8852761

Software City  
PO Box 888  
Wolverhampton  
WV1 1TP  
Tel. 0902 25304

Wizard Games  
1 North Marine  
Road  
Scarborough  
North Yorkshire  
YO12 7EY  
Tel. 0723 376586

## SAM Games

Revelation  
Software  
PO Box 114  
Exeter  
Devon  
EX4 1YY

Fred Publishing  
40 Roundyhill  
Monifieth  
Dundee  
DD5 4RZ  
Tel. 0382 535693

Supplement  
Software  
37 Parker Street  
Bloxwich  
Walsall  
WS3 2LE  
Tel. 0922 406239

## New Spectrums, QLs, Interface

1s and LU4 8EZ  
Microdrives Tel. 0582 491949

EEC Trading Post  
18-21 Misbourne Victoria Road  
House Shifnal  
Chiltern Hill Shropshire  
Chalfont St. Peter TF11 8AF  
Bucks

SL9 9UE Video Vault  
Tel. 0753 888866 Old Kingsmoor  
School

Railway Street  
Hadfield  
Cheshire  
SK14 8AA  
Tel. 0457 866555

West Coast Orders  
Format Publications  
34 Bourton Road  
Gloucester  
GL4 0LE

Spectrum and  
spares and Kobraisoft  
repairs Pleasant View  
Hulme Lane  
Hulme  
Longton  
Stoke-on-Trent  
Staffs  
ST3 5BH  
Tel. 0782 306244

HS Computer  
Services Lerm  
Unit 2 11 Beaconsfield  
The Orchard Close  
Warton Whitley Bay  
Preston Tyne And Wear  
Lancs NE25 9UW  
PR4 1BE Tel. 091 2533615  
Tel. 0772 632686

SD Software  
70 Rainhall Road  
Barnoldswick  
Lancashire  
BB8 6AB

WTS Electronics  
Ltd. Master  
Studio House  
Chaul End Lane  
Luton  
Beds

Serious SAM  
software

# Post Box

Fred Publishing  
(see above for  
address)

Revelation  
Software  
(see above for  
address)

Steve's Software  
7 Narrow Close  
Histon  
Cambridge  
CB4 4XX  
Tel. 0223 235250

Betasoft  
24 Wyche Avenue  
Kings Heath  
Birmingham  
B14 6LQ

SAM and  
Spectrum  
hardware

BG Services  
64 Roebuck Road  
Chessington  
Surrey  
KT9 1JX  
Tel. 081 3970763

Spectrum  
hardware

Datel Electronics  
Govan Road  
Fenton Industria  
Estate  
Fenton  
Stoke-on-Trent  
ST4 2RS  
Tel. 0782 744324

Romantic Robot  
54 Deanscroft  
Avenue  
London  
NW9 8EN  
Tel. 081 2008870

# Post Box

# Dalek Attack

Alternative Software • £7.99 • Programmed by 221b Software Development

The year is 2254. The Earth has been invaded by the most vicious and ruthless race in the universe - the Daleks. Instructed by their creator Davros, they have sealed off four of Earth's major cities and constructed within them huge machines intended to destroy the ozone layer, making the planet uninhabitable by all but the Daleks, leaving them free to plunder the Earth's valuable resources. Oh dear.

To ensure success, the streets are patrolled by the Daleks' henchmen, the Ogron (war loving ape-like creatures who obey their every command) and Robomen (er, men with wastepaper baskets on their heads), along with lots of little sphere-type thingies that buzz around the sewers shooting people. Oh dear (again).

This, as I believe it is fashionable to say in these circumstances, is where you come in. As the seventh incarnation of the Doctor (and not, as everybody seems to think, "Dr. Who"), you have been sent by the Time Lords of Gallifrey to thwart the Daleks and return the Earth to normal, assisted by your companion Ace.

(Incidentally, despite the box's claims, Sylvester McCoy's Doctor and Ace are the only Doctor/companion choice you get, and the Daleks, Ogrons and Robomen are the only baddies featured. Software companies, eh?)

Whatever happened to Colin

Baker?

The object of the game is to zip around each location, shooting the baddies with your laser cannon, sorry, "sonic screwdriver", and rescuing a set amount of hostages dotted around for no readily apparent reason. At the end of each level, there's an end-of-level monster (ahem) which, without exception, is ego-boostingly easy to get rid of.

In a deeply unsurprising manner, the game gets more complex as it goes on. It starts with one level and two rooms on the London sewer stage, progressing to the Skaro level, featuring, as it does, chasms to leap over, seemingly inaccessible platforms, thousands of baddies to shoot/avoid/ask for autographs (as the mood takes you) and, ever faithful to the TV series, a maze of identical corridors to run down and avoid getting shot at in.

The game's multi-loader obviously hankers after Gauntlet's. On side one there's an intro sequence featuring a couple of digitised pics and a beepy rendition of the theme music (no 128K sounds, alas). The control options follow, and all the levels are on side two, so there's no need for mucking around with tape counters. (Hurrah! Thousands of +2 and +2A owners) Unfortunately, the loader's a patience-wreckingly slow blue-and-yellow job - no turboloads here, I'm afraid. And it's not available on disk. (Pool! Thousands of +3 owners)

Incidentally, can anyone get it to load on the SAM?

Whenever I try to load it on SAMTape or Speclone, it crashes, which is why there aren't any screenshots to accompany this review. (Or any other review, for that matter.)

After you've died, you'll be so probably embittered by how close you were to completing the level that it's unlikely you'll want another go straight away, but this isn't as bad as it sounds because one game tends to last about three-quarters of an hour once you've got the hang of it. A password system would still have been a good idea, though.

But where's the new series?

As Dalek Attack will probably be the last original Speccy game to be released of a software house's own free will, it's a good job it's such a good one. The graphics are detailed monochrome, the sound's OK, the scrolling's fast and smooth, and it'll last you ages without being overly difficult. So buy it, and show Alternative that there's life left in the Speccy market yet!

Erm, bye.

## Ratings

A very fast and playable scrolling shoot-em-up.

PRESENTATION 80%  
GRAPHICS 85%  
SOUND 70%  
PLAYABILITY 81%  
ADDICTIVITY 75%  
OVERALL 89%

# Mark's PLAYING TIPS!

You may be wondering how I've managed to fill two pages with "Readers' Tips" when, as I write these words, I haven't got any readers to speak of. Actually, you probably won't be because it's obvious that I've rifled through a pile of old mags and copied their readers' tips - and who knows, you might even be the Crash reader who sent the late DJ Nicko a Gremlins II cheat in April 1991, or whatever.

Anyway, if you've got any SAM or Spectrum tips, cheats, maps or pokes (preferably type-ins rather than Multiface POKEs - see the Nigel Mansell review!), send them to the address on the contents page. (Look, it's my address and I can only type it out once a month if I want to, OK?)

## 3D Grand Prix

Hold down SYMB, CAPS, P, Z and S for five extra levels!

## 3D Stock Car Championship

Hold down BREAK, O and 9 to go to the next level.

## Anfractus

Hold down A, N, D and Y for infy lives.

## Aquasquad

On the scrolling message hold down SYMB and C for infinite everything.

## Arkanoid

Type in PBRAIN on the high score table and press SPACE to start where you ended your last go.

## Bedlam

Press C to start where you ended your last go.

## Cavemania

Type in your name as ROK for infinite everything.

## Chase HQ

Redefine the keys as SHOCKED for the cheat menu.

## Chronos

Type JING IT BABY on the high score table for a souped-up laser.

## Cobra Force

Redefine the keys as SIMON for infy lives.

## Cybernoid

Redefine the keys as Y, X, E and S for infy lives.

## Cybernoid II

Define the keys as ORGY for infinite lives.

## Down To Earth

Hold down 1, 2, 3, 4, and 5 to move to the next level.

## Dragon's Lair II

Hold down QWERT on the title screen for infy lives.

## Edd The Duck

Type in WILSON at the start of level three for a helping hand.

## Exolon

Redefine the keys as ZORBA for infy lives

## Football Manager

Select any player and try to sell him. Refuse until an I is next to his name. When you play the next game you should find that the player is fit and has ten extra energy points.

## Galletron

Press SYMB to pause the game, then C for infy lives.

## Gauntlet

Press SYMB to walk through walls.

## Gremlins II

Enter your name on the high score table as SINATRA for infinite lives.

## Hammerfist

Hold down N, Y and C in pause mode, then press L during the game to skip a level.

## Herbert's Dummy Run

Climb up the rope and hold down CHEAT for infinite lives.

## Hysteria

Define the keys as CHEATS for infy lives.

## Ikari Warriors

Type in PETELIVES on the title screen for infy lives.

## Impossamole

Hold down C and up during pause mode for full energy.

## Iron Soldier

Hold down GAD for infy everything.

## Jason's Gem

Hold down WAS on the title

screen for infinite lives.

## Last Mission

Hold down the " key for infinite ships.

## Manchester United

In one-player mode, press one of Player Two's keys to freeze all of the computer's players apart from the goal!

## Match Day

Type in RITMAN then any other key when the game starts to turn the horrendous sound off!

## Navy Seals

Type in CLUBBING SEASON on the high score table for the cheat menu.

## New Zealand Story

On the title screen, type in FLUFFY for infinite lives and PHILIP for a mega-weapon

## Ollie And Lissa

Hold down the keys PORTCUL after the menu to whizz around the screen like a small furry animal possessed!

## P47 Thunderbolt

Type ZEBEDEE on the high score table for infy lives.

## Quick Draw McGraw

Hold down the keys SETUIOP on the title screen for infinite energy.

## Rastan

Hold down BREAK and SPACE for infinite energy.

## Rick Dangerous II

Enter your name as JE VEUX VIVRE. (with the full stop) for infy lives.

## SAM Future Ball

Enter your name as HAPPY to go straight to the final challenge.

## SAM Klax

Press N in pause mode to move to the next level.

## Scooby Doo And Scrappy Doo

Hold down H, E, L, and P on

the title screen  
for infy lives.

**Skatin' USA**  
Select "Type Code"  
from the title  
screen and type  
"THISBOYCANWAIT"  
to automatically  
go to level 4.

**St. Dragon**  
Press X on the  
main menu, then  
enter BLIBBLOB  
for infinite lives  
or SLOBBERS for  
invincibility. On the  
+3 disk version,  
type in NESTEGGS  
for a utility that  
backs up the  
game to either  
disk or tape.

**Super Soccer**  
Hold down CHEAT  
to advance to the  
next part of the  
game.

**Task Force**  
For infy lives  
define the keys as  
CRASH or CHEAT.

**Three Weeks  
In Paradise**  
When you lose a  
life, hold down  
SYMB, D and P  
while sitting down  
for infinite lives.

**Yogi's Great  
Escape**  
Define your keys  
as I, C, E and  
SPACE for infinite  
lives.

**Zub**  
On the 128K  
version, start the  
game and hold  
down 2, 4, 6 and  
8. A cheat  
message should  
appear. Press 1, 3,  
5 and 7 to enter  
the hidden  
sub-game,  
Lightfarce.

# Pokemania!

(Sort of.)

Judging from letters in  
previous issues of Your  
Sinclair, Sinclair User and  
Crash, it looks like there's  
still some people who  
don't know how to use  
type-in POKES, so for the  
benefit of these silly, silly  
people, here's an  
easy-to-use, foolproof,  
water-resistant guide to  
POKEing.

1] Carefully type in the  
program and SAVE it for  
future use.

2] RUN the program and  
play your game tape from  
the beginning.

It really is that simple.  
How can something as  
obvious and pain-free as  
typing in and running a  
few lines of BASIC cause  
so much confusion?  
Honestly.

## Amaurote

```
10 CLEAR 26599
20 LOAD "" SCREEN$:
LOAD "" CODE
30 POKE 42506, 0: REM
INFY DOSH
40 POKE 42456, 0: REM
NO DAMAGE
50 POKE 38552, 0: REM
INFY DAMAGE
60 POKE 42974, 175: REM
NO DISTRICT/CITY DAMAGE
70 RANDOMIZE USR 26600
```

## Bignose

```
10 CLEAR 24499: LOAD ""
CODE
20 RANDOMIZE USR 24500
30 POKE 42822, 0: REM
INFY LIVES
40 RANDOMIZE USR 36744
```

## Dan Dare

```
10 CLEAR 25999: LET T=0:
FOR N=64000 TO 64026:
READ A: POKE N, A: LET
T=T+A: NEXT N
20 IF T<>2539 THEN PRINT
"DATA ERROR": STOP
30 FOR N=N TO 1e9: READ
A: IF A<256 THEN POKE N,
A: NEXT N
40 RANDOMIZE USR 64000
```

```
50 DATA 221, 33, 203,
92, 17, 9, 3, 175, 214, 1,
205, 86, 5
60 DATA 48, 241, 33, 27,
250, 34, 133, 93, 1, 17,
93, 175
70 DATA 50, 6, 170: REM
INFY BULLETS
80 DATA 50, 39, 103:
REM INFY BULLETS
90 DATA 62, 201, 50, 94,
18, 6: REM INFINITE
ENERGY
100 DATA 62, 201, 50,
125, 173: REM NO ROOF
AND FLOOR GUNS
110 DATA 195, 192, 93,
9999: REM DATA END
```

## Guardian II

```
31 POKE 50233, 0: REM
INFINITE LIVES
32 POKE 50435, 0: REM
INFINITE BOMBS
50 MERGE "" : RUN
```

## Judge Dredd

```
10 CLEAR 24700
20 LOAD "" SCREEN$
30 LOAD "" CODE
40 POKE 24936, 24
50 RANDOMIZE USR 24736
```

## Monster Munch

```
10 CLEAR 24450: LOAD ""
SCREEN$
20 LOAD "" CODE: POKE
46089, 0
30 RANDOMIZE USR 48600
```

## Martianoids

```
10 CLEAR 24576
20 LOAD "" CODE
30 POKE 46793, 0
50 RANDOMIZE USR 24576
```

## Nexor

```
10 CLEAR 65535: FOR
N=23296 TO 23317: READ
A: POKE N, A: NEXT N
20 RANDOMIZE USR 23296
30 FOR N=63916 TO
63922: READ A: POKE N,
A: NEXT N
40 RANDOMIZE USR
63744
50 DATA 62, 255, 55,
221, 33, 229, 248, 27,
137, 1, 205, 86, 5
60 DATA 48, 243, 33,
172, 249, 34, 112, 24, 9,
201
70 DATA 175, 50, 116,
141, 195, 0, 120
```

## Power Pyramids

```
10 LOAD "" CODE 16384
20 LOAD "" CODE
30 POKE 51175,3: REM INFY
LIVES
40 POKE 37379, 183: POKE
49209,183: REM INFY
ENERGY
60 RANDOMIZE USR 43918
```

## Prince Clumsy

```
10 CLEAR 25340: LOAD ""
CODE
20 RANDOMIZE USR 55206
30 POKE 47063, 58
40 RANDOMIZE USR 43918
```

## Pyracurse

```
10 CLEAR 24799: LOAD ""
CODE 23296
20 POKE 23325, 201:
RANDOMIZE USR 23299
30 POKE 33450, 201:
RANDOMIZE USR 29600
```

## Rampage

```
10 CLEAR 64319
20 LOAD "" CODE 16384
30 LOAD "" CODE
40 POKE 56693
50 RANDOMIZE USR 56832
```

## Spitfire

```
10 POKE 23624, 31: POKE
23693, 26: CLEAR 25391
20 LOAD "" SCREEN$: LOAD
"" CODE
30 POKE 34383, 0:
RANDOMIZE USR 64947
```

## Voidrunner

```
10 FOR N=60000 TO 60020
20 RANDOMIZE USR 60000
30 DATA 55, 62, 255, 33,
220, 72, 221, 33, 0, 12, 8,
205
40 DATA 86, 5, 62, 0, 50,
255, 155, 195, 0, 120
```

Aaarrgghhh! I've run out of  
POKEs and there's still  
loads of spece to fill! Er,  
here's the address to send  
your cheats, tips, maps,  
POKEs and solutions to:  
CRASHED,  
Pear Tree Cottage,  
North Deighton,  
Wetherby,  
West Yorks,  
LS22 4EN.

(Phew.)

# The Crashed interview

## JONATHAN NASH

"Jonathan Nash!?" I hear you splutter. "But wasn't he the editor of the 'other mag'?" "Well yes," I answer awkwardly, "but he was also a long-time fan of Crash, and besides, where would Your Sinclair have been if it wasn't for Crash, the original computer games mag - or Crash, for that matter, without YS's sense of humour?" "Oh yeah," you answer sheepishly. "I hadn't thought of that." Let's find out more, shall we?

Jonathan (or Jon Pillar, as he was known until recently) got his first taste of the Speccy sometime in the early '80s. "I had one for Christmas, obviously. After playing Gulpman for ages, I tried my hand at programming, but, not realising that you have to press ENTER after each line, I was spacing down to the next entry. Ha ha. Anyway, I tore through the manual, bashing in Hangman and Pangolin, then moved on to writing my own BASIC stuff. I taught myself machine code with "Chris"'s Stopbasic program from Crash and the Personal Computer News Dissassembler by A. Fox, and the list of opcodes in the back of the 48K rubber-key orange opus of a manual - which is why I can't use assemblers, instead writing programs directly in decimal POKEs. (I hate hexadecimal.)

"Things really took off when I got a Multiface and Genie - the best ever hacking/programming combination on the Speccy. From then on it was no holds barred - ripping my way through games and picking up on techniques, zapping loaders and hacking my way to non-fame. Skills, I might add, that helped a great deal when I was compiling the YS covertapes. And I still do it - I'm currently cracking all my games on to +D disk, messing around

with things like Gauntlet 128K, where all the levels are held in memory, rather than multiloading. Brilliant fun." Er, quite.

So how did Jonathan become involved with YS? "I used to be a great fan of Crash, and then, one day! it became crap. Incredibly crap, in fact. (I never did find out why. I mean, the

ish before they became a covertape with a pamphlet attached, they announced a "devastating new look ish!". So what happened? It's one of the great mysteries of the Speccy world.) (But what about the penultimate ish of YS? 36 pages and a covertape with three complete games, a playable demo, a PD demo, YS2 and POKEs! Ed)

One day, I happened to be leafing through a YS (no. 47, to be precise) in WH Smith, and lo! there was an ad for a Staff Writer. And the deadline was the day after next. I bought ish 47 on the spot, scouted around for ish 48 (the Christmas spesh) and nipped home to read up on the mag. And it really was tremendously funny. Boshing together an application but rendering my chances somewhat small by addressing it to "Matt Blelby" (yikes), I posted it off, heard nothing back (quelle suprise) and carried on buying the mag because I liked it.

"Time passed, as it does, and one year later YS advertised again for a staffie. Having had a year to get into the style, I wrote a fab application packed with YS-y stuff. In went a couple of stories, the script of Deadeye

(the everyday story of a dead detective and his mad crippled Nazi transvestite twin brother Alan or Marjorie, the Ms. Big of the underworld who's in league with the devil and has been accidentally reincarnated as a guinea pig), a review of Guardian II (a 97% YS Megagame) and a false Joysick Juggler featuring an outrageously-chinned gameshow host demi-god who peeled away to reveal the pic of me that has been used in YS ever since. And, by George, it did the trick. Matt called me one Saturday morning and I popped down for the interview on the Monday.

"Not only did I take a sandwich board and little flags telling everone how good I was, but also a tape recorder with an impressive trumpet flourish. It took me four hours to find Future [Publishing, creators of YS], because (a) it's hidden in a maze of streets, (b) a new shopping centre was being built nearby, obscuring the Fewtch sign from the road, and (c) the tourist info bod was crap at giving directions. I slipped into the car park and strapped on the board, then screwed my courage to the sticking-place (as they say) and marched on in. And failed to get the job. But I did receive Football Manager: World Cup Edition to review (mainly because I specified a hatred of footy management games). Now here's the odd bit - I thought the review was a sort of final exam thing, and it was only when I bought the next ish and had a look in the shop to see who actually reviewed the game and whether their opinion agreed with mine that I found out that I was in the mag. What a chump, eh?"

"Later, when James [Leach, then Games Editor of YS and now a bigwig on GamesMaster magazine] left, they needed someone in a hurry, and up I sprang." Twelve months later, the then-Editor of YS, Linda Barker, left to edit Amiga Power, and Jon Pillar, lowly Staff Writer, became Jonathan Nash, lord and Editor of all he surveyed. Speaking of which, just why did Jonathan change his name?

"Same reason I changed it to Jon Pillar." Oo-er.

Sadly, YS became prey to the same markey forces that had previously lain waste to Crash and Sinclair User, and the final issue appeared last summer. So what's Jonathan doing now? "I'm Reviews Editor on Amiga Power. It's very silly, it's got a lot of ex-YS people working for it (like Jonathan Davies, Sal Meddings, Rich Pelley and Dave Golder) and you can wibble on for

pages about nothing to do with the game in true YS style. On the other hand, somebody else is in charge, another somebody sub-edits your stuff and there are an awful lot of crap games around. But what the hey, eh? I'm also carrying on with YS2 [Jonathan's brilliant teletext-style extension of YS that appeared on the last few covertapes], ever so slowly filling in issue four. I'm aiming to write up to page 200 [the earlier issues had 51 pages of editorial, and the other 50 were left blank!], and it should pop up on the Speccy circuit once I've (eventually) finished. What larks." Indeed.

I made the mistake of asking Jonathan if there was anything else he wanted to say. "Yes. Why do the killers in Poirot always fall for the most obvious tricks right at the end? He never has any evidence and he always browbeats them into confessing and they always fall for it and they always go for him and they always prove their guilt by doing so and they always break down. It would never stand up in a court of law. And another thing, why does the gang in Scooby Doo always think the ghosts are real? Seeing as the other 4000 were fakes, it's very probable that this week's ghost is not entirely real either. Also, why do people like George Formby? He was crap." Thank you Mr. Nash, the doctor will see you next.

## PROFILE

**Full name:** Ha! Almost caught me there, didn't you? Almost, that is, but not quite.

**Date of birth:** 6th June 1895 (not mine, obviously).

**Height:** Tall enough.

**Favourite music:** Until recently I had no ear for music at all. But thanks to [Art Editor] Andy O's playing his enormous collection of tapes all day for a year, I've developed a yen for Die Toten Hosen, the hugely wonderful German post-punk band. (But it's not my fault.)

**Favourite films:** The Ladykillers; Sam Raimi's lot; rather an alarming number of others.

**Favourite author:** Barry Hughart.

**Favourite TV shows:** Tiny Toon Adventures; What's Up Doc? (for the cartoons; the in-between bits have really gone downhill recently); Maid Marian And Her Merry Men; Moving Pictures; The Phil Silvers Show.

**Favourite games (Speccy):** Chaos; Guardian 2; Cobra; Bored Of The Rings; Head Over Heels; The Very Big Cave Adventure; loads of things you probably won't have heard of; hacking.

**Favourite games (SAM):** Astroball; Prince Of Persia; Exodus; Manic Miner; Dan Doore's duck shooting game (can't think of the name - it's the extremely funny one with the sarcastic ducks and the end-of-game message that says "You cruelly maimed x ducks"); SAMtris; are there any more? Yock yock yock.

**Was that really you on the cover of the first Your Spectrum?:** No. But it quite easily could have been.

# THE CRASHED ARCHIVE

What, you may be wondering, is this "Crashed Archive" that keeps cropping up? Well, it's really incredibly simple: you send me any SAM or Speccy stuff that you don't want, and I keep it. Sorry, what I meant to say is you donate any kind of stuff for the SAM or Speccy and:

- 1) It goes on to the massive Crashed database of SAM/Speccy gubbins for future reference, and...
- 2) It becomes available to any readers who are interested at crazy, knock-down prices! (At the moment I'm thinking of £2 each for commercial software, 50p for covertapes, £5 for any piece of hardware and 10p for magazines, all of which goes straight back into Crashed.)

Here's a few examples of the kind of stuff I'm interested in:

**MAGAZINES:** Not just YS, SU and Crash and their respective covertapes, but also older mags like Your Spectrum, ZX Computing and Sinclair Programs, and multiformats like New Computer Express, Gamesweek, Popular Computing Weekly, Home Computing Weekly, Computer And Video Games, Games-X and ACE. In short, anything that has ever mentioned the Spectrum or any of its derivatives.

**SOFTWARE:** Absolutely anything at all, whether for the ZX80, ZX81, Spectrum, QL, Z88, Timex, SAM or Hobbit. It doesn't matter if it won't load, or the packaging's missing, or anything like that - I want it. If you can, please include any information on the software, such as the release date and any reviews it recieved.

**HARDWARE:** Again, anything, functional or not. Interfaces, speech units, keyboards....

**FANZINES:** This applies to anything, from tapezines like 16/48 and Enigma to paper-based 'zines like ZAT and The Bug to short-lived diskzines such as Arcadia and Enceladus.

**BOOKS:** Anything from Mein Kampf to Robin Day's hedgehog. (Just to see if you're still taking notice, really.)

Send all things (sorry, my vocabulary seems to have deserted me) to: The Crashed Archive, Pear Tree Cottage, North Deighton, Wetherby, West Yorkshire, LS22 4EN.

# Tech Niche

As erstwhile Crash readers will know, this page is basically the dumping ground for anything technical, so if you've got any tips to pass on, queries, BASIC listings, or anything else technically-orientated, you know where to come. However, being something of a novice in the ways of techyness myself, I'm on the lookout for someone to take over this page, so if you're well acquainted with the inner workings of both the SAM and the Speccy, contact me at the address on the contents page. In the meantime, here's some tips.

## 128K BASIC bug

Owners of 128+, +2, +3 or +2A machines may be aware that if you enter a calculation on the right-hand side of a comparison, eg...  
**IF A>B-C THEN STOP**  
they appear in the listing like this...  
**IF AB>-C THEN STOP**  
The general cure is to add brackets, eg...  
**IF A>(B-C) THEN STOP**

## Interface problems

If you find that the EXPANSION I/O port (and if you've got a +3 or +2A the PRINTER port) doesn't work, try cleaning the contacts with a rubber or cotton bud soaked in meths.

## +3 and +2A hidden modes

To access the built-in factory test, go into the tuning mode, the hold down Q, A, Z, P, L and M. For a sound-to-light convertor that was probably meant for

another purpose altogether, hold down A, E and U. To return to the main menu, press V and B. For a chatty message of greeting, type in **COPY RANDOMIZE** in +3 BASIC and at the same time as you press ENTER, hold down P, L, Z and C.

## 128K editing functions

If you own a 128K machine, you may not be aware of the BASIC editing functions originally designed for the Spanish Spectrum keypad. They are:-  
**EXTEND MODE/E** Delete the word to the left of the cursor  
**EXTEND MODE/I** Move one word to the left  
**EXTEND MODE/J** Delete to the end of the line  
**EXTEND MODE/K** Delete to the start of the line  
**EXTEND MODE/M** Move to the end of the line  
**EXTEND MODE/N** Move to the first line of the program

**EXTEND MODE/P** Scroll up 10 lines

**EXTEND MODE/T** Move to the last line of the program

**EXTEND MODE/W** Delete the word to the right of the cursor  
**GRAPH + Y** Move to the start of the line

**GRAPH + Z** Toggle screens

## Loading messages

To get rid of the **Program** message when loading your latest masterpiece and simply leave the program name, try this:

```
SAVE CHR# 22+CHR# X+CHR# Y+"NAME--"+CHR# 6
```

The program name may be a maximum of six letters, rather than the usual ten. X and Y correspond to the line and column you want the name to appear on.

## Scroll disable

To stop the **Scroll?** message from appearing, **POKE 23692, 255**.

## Screen grid

To fill the screen with vertical lines in the current ink colour, type **POKE 23659, 1**.

## Double height text

To print words twice the normal size, try this little proglet:

```
10 CLS: FOR A=64 TO 71: POKE 23681,A: PRINT "BARRY, BARRY, YOUR HAIR IS NOT BLACK, AND NEITHER IS YOUR ANORAK": NEXT A
```

## Spectrum detection

To find out whether your program is running on a 48K or 128K machine, try this:  
**10 IF PEEK 5440=65 THEN PRINT "THIS IS A 128K SPECTRUM"**  
**20 IF PEEK 5440=83 THEN PRINT "THIS IS A 48K SPECTRUM"**

## Hidden programs (48K

only)

If the last line of your program is below 256, **POKE 23755, 255** to make it disappear. **POKE 23755, 0** to get it back.

## Merge protected programs

This little bit of code will load any BASIC program and stop with an OK message:

```
10 FOR N=23296 TO 23314: READ A: POKE N, A: NEXT N: RANDOMIZE USR 23296  
20 DATA 62, 1, 33, 16, 91, 50, 116, 92, 34, 93, 92, 205, 14, 6, 207, 8, 34, 13
```

## More hacking

If a program is protected by having everything is line 0 so you can't edit it, you can change the first line to line 1 thus:

```
POKE 23756, 1
```

To change it back to 0, a swift...

```
POKE 23756, 0
```

...should do the trick.

## 48K/128K BASIC toggle

To return to 128 BASIC or +3 BASIC from 48 BASIC, type **RANDOMIZE USR 23354**

## Automatic CAPS LOCK

To put your Spectrum into CAPS LOCK mode from within a BASIC program without having to bother pressing CAPS LOCK every time you load up, simply **POKE 23658, 8**

That's all folks. All techy stuff gratefully recieved at the normal address. Of particular interest would be a SAM tape header reader and a program that converts files from other formats to SAM WordMaster.

# Streetfighter II

US Gold • £12.99/£17.99 • 128K only

Before I start, I must profess total ignorance. Yes, that's right, I am, in all probability, the only person in the world never to have played Street Fighter II on anything other than the Speccy. No, not even in arcades. In fact, I don't even know what an SFII arcade machine looks like. This means that, while you're saved from endless comparisons with the SNES version, I don't know what the hell I'm talking about. Still, eh?

So, to quote the manual: "Eight of the world's greatest fighters have been gathered together to see which of them has the strength, skill and courage to challenge the mysterious Grand Masters." I could go on to explain how to start the game on the Amiga, and then tell you how to access the special moves on the PC. Yes, that's right

the manual bears little or no relation to the Speccy version, so you're left with the choice of either doing what I did and spending hours fiddling around trying to locate Zangief's spinning clothesline, or taking a look at that little box over there, where you'll find all the special moves neatly layed out for you.

## Death by multiloader

Unless you've got the disk version, the first thing that'll hit you about Speccy SFII is the multiloader. I don't know what I was expecting from a game with eight fighters, each of which takes up about a tenth of the screen, and eight different locations, but to quote Jonathan Nash, AARGHH!

First off you load the option screen, which takes five minutes. After you've selected the fighters and so on, and finished cringing with embarrassment at the way in which the music slows down whenever you move the pointer, you sit and wait while half an hour (sometimes more) of your life slips away as your Speccy searches all the way through side one for the

sprites, and all the way through side two for the backgrounds, although you can turn these off.

Then, as soon as you die, it's back to side one for the option screen. Do you ever get the feeling that you're playing a game that was programmed for the +3 and was transferred to tape at the last minute? I mean, look at Spellbound Dizzy - 105 colour screens, the graphics and data for hundreds of objects - and it's 48K compatible! 'Nuff said.

Wow!

Unless you've died waiting for it to load, the second thing that'll hit you

## Help!

Here, for your delacation, is a list of the moves available on Speccy SFII. All moves are one continuous motion, and fire is pressed at the same time as the final movement.

### Ryu

↘ fire: somersault attack

↙ fire: fireball

### Honda

↔ fire: sumo headbutt

↘ fire: hundred hand slap

↘ fire: jumpy thing (?)

### Blanka

↔ fire: rolling attack

### Ken

↘ fire: somersault attack

↑ fire: hurricane kick

↙ fire: fireball

### Chun Li

↖ fire: lightning kick

↖ fire: whirlwind kink

### Zangief

Fire pressed repeatedly:

spinning clothesline

### Dhalsim

↘: yoga fire

↘ fire: something or other

This is by no means a complete list, and if anyone better versed in SFII-ology than I can find anything else, please feel free to write in. Now. Or I'll kill you.

about SFII is the graphics. You may think that Spectrumification has probably reduced the (apparently) massive sprites of the arcade original to mere stick figures, but hey nonny! No.

Let me put it this way: if you were to load the sprites and backgrounds into Flash! or SAMpaint and painstakingly colour them in, you would be looking at 16-bit graphics. They really are that good. And what speed! OK, so an Amiga owner would probably call them sluggish, but on an 1986 3.5 MHz 8-bit...! They really have to be seen to be believed.

Hmm...

But, I hear you ask after reading such a dubious headline, how does it play? Well, it's all right...

The game itself is basically a standard beat-'em-up dressed up with pretty graphics and special moves. Compare it to Final Fight and it's fast, but next to the likes of Fist II it looks rather sluggish. There's lots of choice when it comes to how you want to turn your opponent into something red and vaguely unpleasant, but you have to pick the right moment to do it, otherwise you end up making a hole in your computer with an overzealous keyboard finger. (Nearly forgot - SFII is keys or Sinclair sticks only; no Kempston option, I'm afraid.)

Well, should we buy it then?

Yes. It's a landmark in Speccy gaming history, and if you've got a +3, two Sinclair joysticks and a friend, it's a classic.

## Ratings

Go on - shock a console kid!

PRESENTATION 74%  
GRAPHICS 95%  
SOUND 80%  
PLAYABILITY 79%  
ADDICTIVITY 80%  
OVERALL 80%

# Nigel Mansell's World Championship

Gremlin ● £10.99/£15.99 ● 128K only ● Programmed by Mike Chilton

It's at times like this that I wish I had a disk drive. First Dalek Attack, then Street Fighter II, now this - five minutes to load the intro, then two separate ten-minute blocks of loading for every go you have. I ask you.

Thanks, Hutch!

As many of you will doubtless know already, this game is the result of Your Sinclair's "Save Our Speccy" letter-writing campaign, spearheaded by then-Editor, Andy Hutchinson. It was grudgingly released by Gremlin in a blaze of no publicity at all in March 1993 and was instantly bought by me to review, and now, a year later, I've finally got round to reviewing the blessed thing,

Get on with it then!

Right-ho. What we've got here is a very slightly trimmed down version of the 16-bit racing sim. On loading, you're greeted with four options: you can race a single circuit or a full season, go to driving school, or enter the Options mode, where you can alter things like the controls, the skill level, the name of the driver, the team, and the freshwater plankton of your choice. Or can you? Hmm.

...plates a-go-go! (Sorry.)

If you're feeling non too confident of your trying-to-race-a-car-around-a-track-faster-than-anyone-else-in-order-to-win-a-cup skills, it's probably best to try the Driving School section first. Here, you get to race around one of the sixteen trackson your own until you're good enough, at which point a nice message pops up telling you that you are now a fully-qualified driver, and therefore qualified to rewind to the start if Side B and wait ten minutes for the options screen to load. Unless, of course, you've got a +3, in which case you are informed that you are a lucky, LUCKY... (snip!)

The long bit

Having earned a diploma at the N. Mansell University Of Not Crashing Very Often And Staying On The Track At All Times, you are given the choice of racing either a full season or a single circuit. The single circuit is a fairly standard racer - you choose your circuit, twiddle with your car and you're off, but if you go for the full season it's an altogether more afternoon-devouring exercise.

First, you're shown an overhead map of the circuit, with relevant info about bumps, bends and weather conditions. From this synopsis, you can adjust the aerofoils, gears and tyres accordingly, and if you fancy pole position you can qualify before the actual race, although this isn't really necessary unless there aren't many overtaking opportunities on the track.

When you've fiddled with the car to your satisfaction, you wait ten minutes for the race section to load (unless you've got a +3, in which case grumble whinge moan etc), then get down to the serious business of beating Martin Brundle. The game itself is a reasonably fast, playable little race number, but, as with Street Fighter II, where it really comes into its own is the graphics. If you remember the Freescape games (Driller, Total Eclipse, etc) you'll probably find the solid vector graphics familiar, but one thing you won't expect is the smoothness.

The problem with the Freescapes was the grating, jerkalong, blocky way that everything seemed to clunk along, Nigel Mansell is basically Freescape speeded up and smoothed out with added hills, other races, buzzy engine noises, pit stops and a multiloader which has the effect of taking a sanding disc to your patience. (Unless you've got a +3, in which case simply securely wrap up your computer and send it to the address on the contents page. Heh heh heh.)

Having endured the multiloader once more, you are shown your position in the race, your position in

the championship as a whole, and a nice digitised pic that I can't show you because I haven't got a Multiface, which in turn is because I spent 40 quid on this DTP package approximately five minutes before a much better one was released for a third less, and approximately ten minutes before Format re-released the software for 10 quid less than I spent on it. (And what makes you think we care? Reader's voice) Good point. Let's carry on, shall we? (Bursts into tears.)

Anyway, having won or, indeed, lost your first race, you're given the details for the next track and round you go for the next fifteen circuits. This may sound tedious, but every circuit needs to be approached differently, and the fine tuning has a genuine effect on how you perform in the race, and if you feel tape loading fatigue setting in, there's a password system, so you can jot down the password, turn off your Speccy, sell it, buy a +3 and Multiface, and  
AAAAAAARRRRR-  
RRRRGGGGGGGGGGGGHHHHH

Slap!

Thanks, I needed that. So, Nigel Mansell's World Championship is a fast, pretty, playable race sim with strategic elements and a multiloader that is bearable, but only just. Hahahaha. I belonged to reality once, you know. Hahahaha.

## Ratings

Glossy racer. Best on disk.

PRESENTATION 90%  
GRAPHICS 92%  
SOUND 80%  
PLAYABILITY 85%  
ADDICTIVITY 86%  
OVERALL 87%

# Quatris

Supplement Software • £4.50 • Code by Daton • Graphics by DGP • SAM

While Fred and Revelation have been grabbing all the glory, The Supplement Software, Dave "Daton" Tonks and the enigmatic DGP, have been around for hearing two years, knocking out heap SAM games by the bucketload, most of which seem to be puzzle games. But we won't hold that against them. Much.

Da, Comrad

Quatris obviously desperately wants to be Tetris. From the Russian landscape in the background to the decidedly Cyrillic reverse "R" in the title, this game is practically screaming "Niet Baltic grodelvski kropotniev yeltsin glasnost" from start to finish. The only difference is the gameplay, and it's a very small difference indeed. (Hey, only kidding, Supple persons! Now stop yielding that Opus Discovery above your head in such an unpleasant manner.)

Sentences. Many short, some long.

So: the game. The playing area is enclosed in a square with a gap in each side. There's a group of playing pieces arranged in the middle. Pieces which may or may not be identical to the ones arranged in the centre periodically drop through the gaps in the side of the playing area. If one of these collides with an identical piece in the playing area, both pieces disappear. The object of the game is to clear the playing area by joining this. You can scroll the pieces

in the playing area around so the other pieces are more likely to collide with them. There are special pieces, like bombs which destroy anything they collide with, or blockers, which can only be destroyed with bombs, or splitters, which multiply anything they collide with (except bombs) by five. Each level is more complex than the last, and there's a password for each level. And if any of the above doesn't make sense, tough.

## Bored?

As some of the early levels of Quatris are off-puttingly dull and unchallenging, here's the complete set of level codes:

Level 2 - CGMWF  
Level 3 - YEMFW  
Level 4 - ONFQL  
Level 5 - BKBLV  
Level 6 - DEMCD  
Level 7 - WUOYN  
Level 8 - EPRJG  
Level 9 - HRXBJ  
Level 10 - HAMBK  
Level 11 - DKRJH  
Level 12 - CFUVT  
Level 13 - XSPBX  
Level 14 - EUAZY  
Level 15 - ELGTS  
Level 16 - ICXUG  
Level 17 - CLUQO  
Level 18 - JLMVF  
Level 19 - CRWFW  
Level 20 - LYAHV

This section is intended as a sort of "Missing Persons" board - If anyone out there is looking for a particular company, person or product, or knows where one is, get in touch. Here's a few to start off

with **Barry Parkinson** The author of the PCG DTP Pack. I did want to interview him for the first issue, but according to various sources, he's either moved to the Midlands, died or gone into

hiding and owes rather a lot of people money.

**John Richardson**

The man who used to draw Crash's Jetman comic strip. Again, I did want him to contribute to Crashed, but he

A summary and a rant

As far as it goes, Quatris is a fairly fun puzzle game. Competently programmed, well-presented, original. But what's this I'm playing it on? It seems to be a SAM Coupe, the zenith of 8-bit technology. So why has it only got twenty levels? Why is there precisely one tune for the whole of the game? Why are the graphics crap? Why, in short, is this little more than an average Spectrum game?

Three years ago we had Prince Of Persia. Four years ago we had Escape From The Planet Of The Robot Monsters. So why, in 1994, are we being offered stuff that has been frequently bettered on the hardware of a decade ago? Supplement - it's all very well bashing out two games a month, or whatever, but wouldn't your obvious skills be put to better use on just one game that really shows off what the SAM can do, but has rarely been given the opportunity to?

## Ratings

An OK puzzle game that totally wastes the SAM's capabilities.

**PRESENTATION 80%**  
**GRAPHICS 26%**  
**SOUND 19%**  
**PLAYABILITY 70%**  
**ADDICTIVITY 84%**  
**OVERALL 59%**

seems to have disappeared off the face of the Earth.

**External 3" disk drives and interfaces for the +2A**

According to the +2A's manual, you could add up to

two +3 compatible Amstrad FD1 drives to the +2A via the Amstrad S11 interface, but to the best of my knowledge, this interface was never produced. Unless anyone knows different...

**ALL  
POINTS  
BULLETIN**

# Trick Track

Supplement Software ● £5.00 ● Code by Daton ● Graphics by DGP ● SAM

Trick Track, eh? Well, I suppose it could have been called Trick Trax. Whatever, it's another puzzle game from Supplement Software, and how I'm going to write a full page about it is beyond me. (Trick Trax. Sounds like some kind of game from an Saturday morning kid's TV programme involving lots of gunge and Peter Simon. However, any confusion between the two is unlikely because Trick Track is a computer program encoded magnetically on to a 3.5 inch diskette, and Trick Trax doesn't exist.)

I know - I'll put in lots of sub-headings!

Good idea. Burma!

What did you say Burma for?

I panicked. (Nothing like a bit of Monty Python plagiarism to kick off a review and fill a bit of space, that's what I say.)

Heh heh heh.

But enough of this idle tittle tattle. On with the review.

Right ho.

On starting the game, you are presented with a minefield. If you step on to this minefield you die instantly, but there's a track which you can follow to get to the exit. If this sounds easy,

there's a twist - the track disappears as you walk over it (or if you stand on it for more than a couple of seconds), and you've got to get rid of the entire track before you can go into the exit. There's also lots of special sections of track, like bits you've got to walk over twice to get rid of them, or bits that can't be destroyed so you can stop for a rest, and ice, which you'll slide over with no control. Each level is progressively more complicated, and some of them require a great deal of lateral thinking to get through. However, there's no time limit, so you don't panic madly and do something silly.

Sounds fab.

And it would be, if not for one thing - as with Quattris, it's technically several steps below Horace Goes Skiing. The main sprite is a small blue disc. The track is represented by a series of blue, white, red and green squares. There's one tune for the whole game. And level 27's impossible.

Sounds crap.

No. It's got plenty of good points, like the sensible difficulty curve, the password system and the original concept - it's just that technically it's a complete insult. The SAM was intended as the Spectrum's successor, not its replacement, and this sort of thing would have done well to have got into the upper seventies in a Spectrum mag five years ago.

## Bored?

As with Quattris, the earlier levels of Trick Track may make you think you've made a terrible mistake, so here are the first five level codes:

Level 5 - XEV  
Level 10 - XHI  
Level 15 - ERK  
Level 20 - YEM  
Level 25 - EYK

## Ratings

Another playable Spectrum game on the SAM. Fewer and better, please.

PRESENTATION 79%  
GRAPHICS 21%  
SOUND 12%  
PLAYABILITY 85%  
ADDICTIVITY 85%  
OVERALL 68%

## Contribute!

You may have noticed that, while the SAM world is awash with new releases from Fred and Revaluation, this issue only contains reviews of stuff from Supplement. There's a very good reason for this.

The thing is, that neither Fred nor Revaluation sends out review copies, as they claim that they never generate any sales. This is where you come in. Naturally, I'm going to buy and review myself as many SAM games as I can, but there's no way that I can afford them all and keep Crashed going, so I'm asking anyone

out there who owns any currently available SAM game to write a review (roughly 800 words) and send it in, preferably either as a WordMaster text file (either on SAM disk, +D 3.5" disk or Spectrum tape) or on paper. (Don't worry about spelling, punctuation

or grammar - I can sort that out for you.) If your review is printed, you get either a four-month extension on your subscription (if you don't subscribe) the next four issues free of charge. And that's it.

# Aarrgggh.....

Oh no. Not a terribly good start this, is it? Writing thirteen pages of stuff and then not realising that I've got fourteen pages to fill until the final moment, I mean. If you plan to continue reading Crashed and aren't keen on wasting your money on obvious filler like this, you can do one of three things:

1 Advertise. If you've got any wares to flog, the ad rates are on the contents page. If you've already designed your ad then that's fine, but I can typeset one for you at no extra cost. Ring, or write if you must, for the details.

2 Write about something. As mentioned elsewhere, I'm on the lookout for techy, adventure, comms and PD correspondents. If you think you've got both the knowledge and the writing ability necessary, get in touch. Also, in the spirit of the late great Lloyd Mangram, I want as many letters on any SAM or Spectrum related subject as possible, so get writing!

3 Give me something to write about. This means news, Post Box contacts, software to review... anything that you think may be of interest to the SAM and Spectrum community.

Send all stuff to:  
CRASHED,  
Pear Tree Cottage,  
North Deighton,  
Wetherby,  
West Yorks,  
S22 4EN.

Tel. 0937 582837.

I'm generally phoneable on weekdays from about 4:15 onwards. If I'm not around, a member of my small yet strangely deformed family will only be mildly irritated to take a message. Just pray that Elliot doesn't answer the phone, that's all.