

# CRASHED

## SAM AND SPECCY!

Oct 1994  
£1.00  
Issue 2



# It's A Goal

A new  
Speccy game  
(But is it any  
good?)

Review inside!

# THIS IS...

# CRASHED

## SAM AND SPECCY!

## Contents

3

### News

Lots of stories nicked from other 'zines, and an obvious lie.

4

### Post Box

More addresses than you'll ever need.

5

### Letters

Including a bombshell of a Mangram-y nature.

7

### Mark's Playing Tips

Look, this wasn't meant to be a Dizzy special. It just sort of ... appeared.

8

### It's A Goal

9

### Rotor

10

### Backpage

To think Crash used to take up this amount of space saying what was going to be in next month's ish. I don't even know what'll be in it.

(Sheepish grin.) Er, hello. Readers in certain areas may receive this issue of Crashed slightly late, due to ... to ... due to ... oh what's the point?

All right, I admit it. I'm typing this editorial on deadline day for issue three. Look, I'm sorry, OK? Since the last issue, there's been all sorts of unforeseen problems and things cropping up, and, yes, issue two is just over a month late.

However, we shall soldier on! In an attempt to catch up, issue three will be out in a couple of weeks, and, with any luck, issue four will be out, as scheduled, on November 17th. (Probably.)

Totally unconnected to the above, you may notice that this issue is markedly smaller than the last one. This is due to a shortage of (a) writers and (b) money. However, next ish should see the first appearance of some outside contributors, including a technical correspondent whose name I shouldn't really mention because he hasn't actually said yes yet - so if you've got any techy queries, you know where to come. (Here, you clots.)

However, don't let that stop you from you from writing something - I'm still on the lookout for reviewers, PD writers, adventure writers, and communications correspondents. Basically, write something, send it in, and I'll stick it in the mag. Don't worry about dealines and things - after all, I don't. Ha ha.

You must remember that Crashed isn't like, say, Sinclair User in that you could pick up a copy of SU, not buy another ish until a year later, and it'd still be going strong. Small fanzines need as much support as they can get: it really does matter whether you decide to stick that pound coin in an envelope or not. For example, I got five orders for the first issue; this month I got six. That's a 25% readership increase, just because of one person.

Stick with us. You won't regret it.

MARK STURDY

Editor.

Crashed, issue two, was written and designed by Mark Sturdy. It was produced on a SAM Coupe using The DTP Pack, and printed on a Citizen Swift 200. SUBSCRIPTION RATE (going cheap!): £8 per year. ADVERTISING RATES (prices slashed!): Full page - £5. Half page - £2.50. Quarter page - £1.25. First inclusion free. Thanks this issue to Colin Macdonald. CRASHED, Pear Tree Cottage, North Deighton, Wetherby, West Yorks, LS22 4EN. ABC Aug-Sept 1994: 5. The wit and wisdom of Bryan Ferry, number one: "They say 'Love's a gamble, hard to win easy lose, so while the sun shines better make hay', so if life is a table and fate is the wheel, then let the dice fall where they may." - Editions Of You, 1973.

# News Input

## End of the road for +3 disks?

According to a report in a recent edition of Amstrad Action, Maxell have stopped manufacturing their 3" CF2 disks, those used not only in the Spectrum +3, but also in Amstrad's CPC and PCW ranges. Although Maxell were the last company to manufacture these disks, their stated reason for stopping is lack of demand, so there's probably enough surplus stock kicking around in warehouses to last a while. In particular, Woodpecker Disks are apparently still supplying ready formatted +3 disks - more info as soon as I can find an address or phone number for Woodpecker.

There's also a chance that a smaller, Speccy-dedicated, company may take over manufacturing the disks, in the same way that BG Services took over making keyboard membranes. So we will wait and we will wonder.

## New SAM zine

AM2SAM is the latest SAM disk zine to spring forth from the loins of our blue-footed chum (or something). Unusually, STS as people too lazy to type the full name are already calling it) comes on two disks: the first is your typical news/reviews/previews/programming tutorials type thang, while the second features a selection of homegrown games. Sounds so good that I might even buy it. (But I doubt it.)

## Robocod on the Speccy at last?

Those of you who used to buy Your Sinclair (at the

last count everybody) may recall 1992's Save Our Speccy campaign. This entailed writing to lots of software houses in a vain attempt to make them keep releasing Spectrum games. The result of this was the release of Nigel Mansell's World Championship by Gremlin. There were also mutterings that US Gold might do Robocod, but apparently the programmers, Milenniem, weren't interested, and everyone assumed that the game had been dropped.

However, there are now rumours that Robocod has finally been released on USG's budget label, Kixx, for £3.99. The thing is that no-one seems to have actually seen the game. More details (if there are any) next ish.

## All not-very-quiet on the Western front

West Coast Computers, eh? They buy the rights to the SAM, don't do anything for a year and a half, make everyone think they're crap, then they're all over the place!

Hot on the heels of the new disk drive and the SAM Elite, West Coast have now revolutionised the SAM world with a fit-it-yerself disk drive. For just £64.95 (or £29.95 if you've already got your own drive) you're supplied with everything you need to fit one of those nice new drives to your Coupe (note that the kit is not compatible with the Elite), just as long as you're a dab hand with the ol' soldering iron. Contact West Coast for more info.

West Coast have also launched the limited edition SAM Coupe Special Pack. For the bargain price of £109.95, you get a 256K SAM with an external drive interface, so if you've got a Plus D or Disciple, you can use your existing drive.

£109.95, eh? How do they do it? (Actually, they recalled a load of ancient tape-based SAMs from foreign parts, chucked them in a box with new software, manuals and PSUs, and slapped a two year guarantee on them. But I'm not supposed to mention that.)

## Jupiter Software are here

Sorry to dissappoint all you crap joke fans out there, but I'm afraid that I'm going to have to get through this story without cracking any kind of astrological puns. Sorry.

Jupiter Software are a new company dedicated to providing new games for the SAM. Their current products include Jupiter Shareware Disk One (which I don't know anything about), Bombs Away (a graphic adventure) and Invaders (a shoot-'em-up). Reviews next ish (possibly).

## Spec-TV is here!

After the constant string of disappointments that has been Micro Live, Games Master, Bad Influence and The Net, the Speccy has finally made it on to the small screen! Well, sort of.

The computer games section of Channel 4's answer to the information supermegacyberglobalvillage hyperpunksurfermotorway (or whatever the News at Ten people say we've got to call the Internet this week) now features, in amongst the mountain of swans, cats, chins, Danny Boyd and Alex Seymour, a nostalgia fest by the name of "Old Game: HERE". In this hallowed sanctum, you will find lots of Atari Jaguar owners saying how they know the Spectrum was great really 'cos it had really silly games that you could buy for two quid and mags that aren't a load of pretentious, pompous

nonsense and keys and that. (And giving Skool Daze 97%, heh heh.)

But where, you may ask, can I find this feast of reminiscence? Try P473 at weekends.

## Wishful thinking

Amstrad have announced their first real development since buying the rights to the Spectrum last year.

This August, the Spectrum 128K (the machine launched by Sinclair in 1986) will be phased out to be replaced by the Sinclair ZX Spectrum +2. This machine will be based around the Sinclair 128K, but will incorporate an integral Imeg 3.5" disk drive, two standard Atari-compatible joystick ports (switchable for Kempston or Interface 1 compatibility), a Centronics-compatible printer port, a full size typewriter-style keyboard, a scart monitor socket and an auxillary port (intended for products currently in development at Amstrad, including a light gun and a mouse). The machine, priced at £174.99, is expected to sell at least 100,000 by Christmas, and all the major software houses have gone on record as saying they will support the machine with enhanced versions of existing software (most of the companies we spoke to were planning more complex graphics and/or extra levels), as well as +2-only games.

The Spectrum +2, with perfect backwards compatibility with existing software and hardware, coupled with an innovative design and a sensible price, will easily beat off competition from the new generation of games consoles and "16-bit" computers, and is likely to take Spectrum computing well into the 1990s. Ha ha ha Sob.

# Post Box

## AM games

pex  
Hunter Road  
rncold

atts  
65 602

lyzium Software  
(adventures)  
O Chadswell  
ights  
chfield  
taffs  
S13 6BH

9 Software  
3 Mill Lane  
lenburn Road  
kelmersdale  
ancs

INB 8RH  
el. 0695 31163.

red Publishing  
O Roundyhill  
lonifieth  
undee  
05 4RZ  
el. 0382 535 693

evaluation Software  
O Box 114  
xeter  
evon  
x4 1YY

pplement  
oftware  
7 Parker Street  
loxwich  
alsall  
S3 2LE  
el. 0922 406  
39

## Spectrum games

CRASHED o c  
rensoft  
o Brendan O'Brien  
2 Garron Crescent  
rne  
a. Antrim  
orthern Ireland  
140 2AT  
CRASHED o c t o b e r 1 9 9 4

Dreamworld  
(adventures)  
10 Medhurst Close  
Gravesend  
Kent  
DA12 4HL

EDOS  
1 Mapperton Close  
Canford Heath  
Poole  
Dorset  
BH17 8AF

Everglade  
68 Telford Street  
Inverness  
Scotland  
IV3 5LS  
Tel. 0463 240  
168

FSF Adventures  
40 Harvey  
Gardens  
Charlton  
London  
SE7 8AJ

Software Shop  
48 High Street  
Renfrew  
Renfrewshire  
Scotland  
PA4 8QP  
Tel. 041 885  
2761

Spectrum Software  
Hire  
33 Dursley Road  
Trowbridge  
Wilts  
BA14 ONW

Wizard Games  
1 North Marine  
Road  
Scarborough  
North Yorkshire  
YO12 7EY  
Tel. 0723 376  
586

Zenobi  
(adventures) 994  
26 Spotland Tops  
Culgate  
Rochdale  
Lancs  
OL12 7NX

**Serious**  
1994

## Spectrum software

Kobraisoft  
Pleasant View  
Hulme Lane  
Hulme  
Longton  
Stoke-on-Trent  
Staffs  
ST3 5BH  
Tel. 0782 306  
244

Lerm  
11 Beaconsfield  
Close  
Whitley Bay  
Tyne And Wear  
NE25 9UW  
Tel. 091 2533615

## Serious SAM software

Betasoft  
24 Wyche Avenue  
Kings Heath  
Birmingham  
B14 6LQ

Fred Publishing  
(see above for  
address)

Revalation  
Software  
(see above for  
address)

Steve's Software  
7 Narrow Close  
Histon  
Cambridge  
CB4 4XX  
Tel. 0223 235  
250

## SAM PD software

Prism PD  
13 Rodney Close  
Bilton  
Rugby  
CV22 7HJ

SAM PD  
(see F9 software

above for address) and repairs

## Spectrum PD software

Alchemist PD  
62 Tithe Barn  
Lane  
Woodhouse  
Sheffield  
S13 7LN  
Tel. 0114 269  
7644

Prism PD  
(see above for  
address)

RAS  
24 Parsloes  
Avenue  
Dagenham  
RM9 5NX

Rave PD  
6 Teanhurst Close  
Lower Tean  
Stoke-on-Trent  
Staffs  
ST10 4NN

Spectrum PD  
108 Stanley Road  
Gloucester  
GL15 5DH

## New Spectrums, QLS, Interface Is and Microdrives

EEC  
18-21 Misbourne  
House  
Chiltern Hill  
Chalfont St. Peter  
Bucks  
SL9 9UE  
Tel. 0753 888  
866

## New SAMs and accessories

West Coast Orders  
Format  
Publications  
34 Bourton Road  
Gloucester  
GL4 0LE  
Tel. 0452  
412572

## Spectrum spares

Omnidale Supplies  
23 Cuzron Street  
Derby  
DE1 2ES  
Tel. 0332 291219

HS Computer  
Services  
Unit 2  
The Orchard  
Warton  
Preston

WTS Electronics  
Ltd.  
Studio Master  
House  
Chaul End Lane  
Luton  
Beds  
LU4 8EZ  
Tel. 0582 491949

Trading Post  
Victoria Road  
Shifnal  
Shropshire  
TF11 8AF

Video Vault  
Old Kingsmoor  
School  
Railway Street  
Hadfield  
Cheshire  
SK14 8AA  
Tel. 0457 866555

## SAM repairs

Blue Alpha  
Electronics  
18 Maesybont  
Glanannan  
Ammanford  
Dyfed  
SA18 2AY  
Tel. 0269 824093

## SAM and Spectrum hardware

BG Services  
64 Roebuck Road  
Chessington  
Surrey  
KT9 1JX  
Tel. 081 3970

763

## Spectrum hardware

Datel Electronics  
Govan Road  
Fenton Industrial  
Estate  
Fenton  
Stoke-on-Trent  
ST4 2RS  
Tel. 0782 744  
324

Romantic Robot  
54 Deanscroft  
Avenue  
London  
NW9 8EN  
Tel. 081 200  
8870

## SAM/Spectrum fanzines

Format (£1.50)  
(see West Coast  
Orders for  
address)

Fish (25p & SAE)  
3 Station Road  
Birch Vale  
Stockport  
Cheshire  
SK12 5BP

Prism Power  
(see Prism PD  
above for address)

Spellunker  
(adventures,  
£1.50)  
11 Finsbury Drive  
Wrose  
Bradford  
BD2 10A

Your St. Clair  
(?????)  
52 Norton Bridge  
Road  
CF37 4NE

ZAT (£1.50)  
33 Dawley Bank  
Telford  
Shropshire  
TE4 2LQ

Zodiac  
New House

Holbear  
Chard  
Somerset  
TA20 2HS  
Tel. 0460 62118

## SAM diskzines

Fred (£2)  
40 Roundyhill  
Monifieth  
Dundee  
DD5 4RZ

SAM Prime  
19 Lyme Avenue  
Macclesfield  
Cheshire  
SK11 7RS

SAM2SAM (£2)  
The Mount  
May Hill  
Ramsey  
Isle of Man  
IMB 2HG

SAM Supplement  
(£2)  
37 Parker Street  
Bloxwich  
Walsall  
WS3 2LE

## Spectrum tapezines

Alchnews  
(see Alchemist PD  
for address)

Outlet  
605 Loughborough  
Road  
Birstall  
Leicester  
LE4 4NJ

## User groups

Alchemist Research  
(see Alchemist PD  
for address)

INDUG  
(see West Coast  
Orders for address)

Independent 8-Bit  
Association  
5 Beacon Flats  
Telford  
Shropshire  
TF1 1RG

# THE FORUM

Hello and welcome to the Forum the voice of the people, your opportunity to air your views, make your opinions heard, rant, rave, get on your soap box, vent your spleen and say what has to be said. (Shame that this month's edition consists almost entirely of letters that people have sent hoping for a quick plug/free issue/info, edited so that they make sense to anyone other than me, really. Ho hum.)

deserter writes  
Dear Mark,

ola. You know, I didn't really expect to answer our letter for another 700 years, but, as it happens, I've managed to finish off my writing for this month's issue of Game one and so am taking full advantage of the extra free time to eat a sandwich and write to people, of which you are one, but not a sandwich. Or something.

Anyway, please accept this small picture of a wasp to celebrate our ascension to the pantheon of the gods. Your nicely edited 'zine and particularly ruel Ed comment allowing my complaints regarding the demise of Crash

have won you this great honour and a place at the slightly abused high table of Edship. Carve your name on it with pride, but not when the head waiter is looking because he tends to attack such people with chests of draws.

Enjoy.  
**Happy trails,  
Jonathan Nash  
Future Publishing  
Bath**

Thanks for writing, Jonathan. However, minus Brownie points for not ordering Crashed, despite my sending you an incredibly exclusive (eleven, if memory serves, were sent out) copy of Issue 0. Continuing in this bitching vein, just why did YS close down? I mean,

(sister mags) Amstrad Action and Commodore Format are still on the go, and their readerships are now way below YS's supposedly piddling figure of 25 thousand. All it needed was a bit of imaginative marketing (I've never, ever seen a house ad for YS in any other

Future mags, despite the ads for Games Master and the like in YS) and cost cutting - I mean, why did the smallest ever issue of YS have one of the biggest ever covertapes? - to get it back on the tracks. Don't get me wrong: YS was a wonderful, individual, anarchic thing right up to the end, streets ahead of any 16-bit or console mags, but had things just been a bit different, it could still be great now.

Of course, I could be completely barking up the wrong tree. You could be ordering Crashed under an assumed name to avoid the blaze of publicity that

inevitably surrounds those who have, over the years, achieved cult hero status in the Speccyverse ('hem 'hem), and I'm sure that had it not been for your revitalising effect on YS, it would probably have petered out long before it did. And it really was extremely kind of you to bosh out two sides of A4 at no personal gain for me to use in the interview last ish. But still, eh?  
**Ed.**

Matt Biel? Mat Bealby? Blimey!  
Dear Mark,

Hello. Thanks ever so for the Issue 0 of Crashed. I liked it ever so much, and was only slightly concerned that it seems to be at least as good as Fish was on its pilot issue. It will be getting a mention in Issue 6. (Actually, I thought there wouldn't be enough room, but as I went to pick up my copy of Robocod to review I was informed that it hasn't been released, or something, so.)

I eagerly await the first ish of Crashed, for which I enclose £1. Please and thank you.

Well, I think

that's everything. Ta-ta.  
**Mat Beal  
Fish  
Stockport  
Cheshire**

Nice to see someone still taking an interest, eh, Mr. Nash?

Incidentally, if there's anyone out there who still hasn't seen Fish, Mat's 'zine, it comes highly recommended to all and sundry - something of a YS to Crashed's, er, Crash, I feel.  
**Ed.**

Blimey - a proper letter  
Dear Mark,

Thanks for the impressive first issue of Crashed. I enjoyed reading all the sections and it was well presented. The interview was particularly good. I did notice in your SAM reviews, however, that you seemed near to the console/16-bit trend of saying "If the graphics are crap, so is the whole game". This was only a minor point, though, in a good 'zine.

Don't worry about the small readership. Fish only had three orders for their first issue and now have over thirty. I'm sure word will spread

quickly - Spectrum UK now have 3,000 members after only 8 months in production.

Regarding contributions, I may be able to send in some stuff. I currently write for ZAT and I'm in my final year of university (yep, I'm a student - bad luck to me), so I haven't got much free time. It also depends on what articles you want; I could write some game reviews, but what games are you planning to review - old or new? There aren't many new Speccy games these days (I've only got a Spectrum 128), but there are a few. I don't know much about PD but I've done a few PD reviews for ZAT so I could do some wibble. Please let me know if you want any contributions, but I may have trouble doing something for every issue if it's monthly.

In the Post Box section, I think Software City have closed down. I ordered some games three months ago and got nothing back. The cheque wasn't cashed and no one answered their phone. However, there is a shop in Scotland who are freindly and sell Spectrum games. Their address is: Everglade, 68 Telford Street, Inverness, Scotland, IV3 5LS. Tel. 0463 240 168.

**All the best,  
St. John Swainson  
Rickmansworth  
Herts.**

As far as the

reviews go, if I gave Quattris 85%, for example, what mark would I have given it if it was the best SAM game yet? What would I have done if it had a different E-Tracker tune for each of its 120 levels, rather than a buzzy Sound Machine ditty on the title screen and 20 levels of silence? If it had mind-blowing yet subtle smooth-scrolling backdrops, rather than an empty black void? So perhaps I'm going a bit over the top, but do you see my point of view? After the likes of Escape From The Planet Of The Robot Monsters, Prince Of Persia and even Boing, SAM owners know what to expect, and games like Trick Track and Quattris really do sell the machine short. If they had been Spectrum games I'd probably have given them somewhere in the region of 75%-80%, but the SAM really is capable of so much better.

Which brings me to something of a mystery. Just who are Spectrum UK? I hear mentions of them everywhere, but I've not once

seen an address or phone number. They sound like a fairly decent bunch, though. Tell me more!

Contributions: yes, yes, yes, yes, yes! Yes. This applies to anyone else who's interested, as well. There's no obligation - if you write one article, it doesn't mean I'll be ringing you up every five minutes threatening to firebomb your house if you don't write 1200 words on printer interfaces for tomorrow morning, or anything like that. The review policy is to cover any Spectrum or SAM game released (or re-released) since YS ended, or any currently-available game that may have been overlooked at the time of release.

Thanks for the info regarding Software City and Everglade. Readers, this man is an example to you all: it really does make all the difference when just one person takes an interest.  
**Ed.**

### Fountain of knowledge

Dear Crashed,

It's excellent to see another Spectrum fanzine appearing, but the trouble is I've not

seen a copy of yours yet! How much does it cost?

I help write Sinclair Classic tapezine, which is free and comes out every two months. We've been going since July 4th 1993 and have built up a sizeable readership (especially in Europe). We'd like to offer you the space to advertise and it won't cost a penny. From issue 9 (due 4th Nov) we are planning a regular Speccy mart section - two screens of box and lineage ads. Simply design us your own box ad (7\*5 attrib block max.) or word a lineage ad and we'll include it with every issue until you decide to change the wording/design (or withdraw it of course!).

Hope to hear from you very soon. Sinclair Classic is available from Alcemist + Prism, or direct from us if you send a blank tape.  
**Up the Speccy!  
Dave Fountain  
Sinclair Classic  
Nottingham.**

Thanks, Dave - my ad should reach you with this issue. Although I haven't yet seen a copy of Sinclair Classic, I'd be

glad to give it a mention in the fanzine round-up I'm planning for issue 4 or 5.

**Ed.**

### You want Alchemy

Dear Sir/Madam,

I've recently been informed that you've started up a Spectrum and SAM fanzine, and are looking for writers and support, and I'd be happy to offer that.

I've helped establish a great many magazines, clubs and PD libraries and would like to do the same for you. I'm a qualified writer and have written many Spectrum-related magazine articles in the past. I also offer free PD software in relation to any article which may feature details on them.

I'm looking forward to hearing from you shortly!  
**Best wishes,  
Andy Davis  
Alchemist Research  
Sheffield**

Thanks Andy - if you write something, I'll be glad to include it. (The heading, by the way, is an obscure Kate Bush reference.  
**Ed.**

### Pie strikes back

Dear Mark,

I was pleased to receive your letter about Crashed. It's good to see there are still people out there who appreciated what we did and are keeping the Spectrum and SAM scenes alive.

I wish you every success with your venture and I'd love to have a look at a copy of the finished fanzine when you have one. Good luck in finding John Richardson - I haven't a clue where he is myself. And as for Lloyd Mangram, I'm sorry to say he never really existed! The name was used by any freelance writer or work experience journalist we had in CRASH Towers at the time.

**Good luck!  
Nick Roberts  
Europress Impact  
Ludlow  
Shropshire.**

This letter was dated 22 February 1993, and refers to the very early stages of Crashed's development. And I still haven't got over the Lloyd Mangram bombshell! He seemed so real . . .

**Ed.**

**That's it for this issue. All comments, criticism and constructive abuse should be addressed to: Crashed, Pear Tree Cottage, North Deighton, Wetherby, West Yorks, LS22 4EN.**

# Mark's PLAYING TIPS!

Hello. Well, despite my poignant request for tips last month, no-one seems to have paid any attention to me. So, er, here's some more stuff ripped out of old mags. (Not that you deserve it, you ungrateful bastards. I don't know - hours locked up here toiling over a hot keyboard while I could be going to parties and taking loads of hard drugs and things, and how do you repay me? OK, so you buy the mag, but . . . oh, never mind.)

## Dizzy corner

Well, I suppose it had to happen. Here's a collection of cheats and things for everyone's favourite smiling egg with boxing gloves. (Erk.)

### Dizzy

Pause the game, then type NOOTRAC 4571. Dizzy should vanish. You can then press ENTER for another life, and Z and X to scroll the rooms left and right.

### Treasure Island Dizzy

If you don't know this cheat off by heart, then you've obviously never bought a Spectrum mag - back in the old days, if you threw a brick at a tips section, chances are you'd hit the old "Start the game, then hold down 'P, O and A until the music stops. If you press C, then Dizzy should disappear, and you can use left and right to scroll through the screens. Press fire to reappear" gag. Ah, halcyon days of innocence, eh? (But where is the thirtieth coin? Answers on the back of a sealed postman to the usual address.)

### Fantasy World Dizzy

If the hawk swoops at you, press fire to get it back up to the top of the screen. Also, you may not know that the rope ties the croc's jaws together, so he can't gnash you.

### Magicland Dizzy

Er, there isn't a cheat mode, and there are no cunning bits that not everyone knows about. Just loads of walking around and jumping over rivers. Tch. (Hands up who prefers the earlier Dizzys where you don't spend hours just walking about, and you don't play solidly for four days solid, nearly complete the game, then fall in the river or something, die of frustration and never play the game again. Blimey, what a long sentence.)

### Spellbound Dizzy

Type IWANTANOMLETTE on the title screen. The border should flash. Start the game, and press C for a cheat menu.

### Crystal Kingdom Dizzy

Er, did anyone actually buy it? Upping the price from £3.99 to £9.99 just as your sales are dropping anyway - what an absolute stroke of genius.

And that's about it. In the future, Dizzy tips that are anything other than brand new will be burnt in a midnight ceremony on a bonfire with an effigy of David Darling on top.

### 3 Weeks In Paradise

When sitting down while losing a life, hold down SYMB, D and P for infinite, er, things.

### Ace

Begin to climb vertically and reduce the thrust to zero to refuel without using any supplies. (Just keep your velocity below 9999, that's all.)

### Android 2

Go to the first clearing and kill yourself four times, then walk on to a mine at the same time as a monster. You should be killed twice when you've only got one live, resulting in infinite lives.

### Auf Wiedersehen Monty

When loading the game, type LOAD "" as normal, but after it type :REM MONTY. Press ENTER and start the tape. Once loaded, pick up any item to the left for infin . . . oh what's the point?

CRASHED october 1994 7

I'm sorry, OK? The Dizzy thing was only meant to take up a bit of space, and it just sort of . . . blossomed. If you want to see some cheats of a rather less eggy nature, then you'd better send them to Crashed, Pear Tree Cottage, North Deighton, Wetherby, West Yorks. LS22 4EN. Pip pip.

CRASHED october 1994 7

# It's A Goal

Spectrum (SAM compatible) • Brensoft • £4.50 (tape/3.5" disk) • Programmed by Brendan O'Brien

The '94 World Cup Final, eh? Now that is what I call a dull, dull, dull football match. Two hours glued to a TV set to see 22 swarthy foreigners draw nil-nil, and the only interesting thing about the whole enterprise is the uncanny similarity between the hairstyles of Roberto Baggio and Curt Smith from Tears For Fears. Bah.

Sorry, I must have taken a wrong turning somewhere. Can you direct me to the game reviews?

Ah, yes. Sorry. (Knew I'd forgotten something.) It's A Goal is an overhead footy sim, from the keyboard of Irish programmer Brendan O'Brien (to whom, by some strange coincidence, you should make your cheques payable if you want a copy of the game, and send them to the address on the Post Box

page). It features after-touch ball control, accurate passing, computer controlled goalies and lots of other things that I could copy from the manual, but won't. You can play against a friend or the computer, as well as in the World Cup or in a league competition against 16 of the top English and Scottish clubs. (Sorry, did I say I wasn't going to copy from the manual? I lied.)

Journalistic integrity? What's that?

I don't know and I don't care. The tape on which It's A Goal is supplied contains four programs: the 48K and 128K versions of the game, and the two versions of the Team Editor, which allows you to select the teams used in the Cup. However, all these are supplied on one side of a 90-minute tape. I suppose this is so that you can use the other

side to save the game, but it does mean that, unless you want to play the 128K version of the game, there's an outrageous amount of rewinding involved. What's particularly annoying is the way that the 128K version is just the 48K version with an extra block of sound and graphic effects tacked on, and a slightly different BASIC loader to accommodate this. Surely it would have made more sense to have put the Editor on one side and the game on the other, with a little routine that detects which computer the game's running on and loads the 128K bits accordingly, a la Treasure Island Dizzy?

Yes. That is right.

Technically, It's A Goal can't be faulted. The pointer-driven front end is meticulously polished and executed, with more options than you could hope for. The graphics are clear and attractive, the scrolling's fast and smooth beyond belief, and the sound effects on the 128K version are very smart indeed. (And now for a guest appearance from one of last month's sub-headings.)

Sounds fab.

Well it isn't. The problem with It's A Goal is that it's so

pointlessly, absurdly, bewilderingly disorientating. There's 22 players, so they've all got to be on-screen at the same time. The screen never seems to scroll in the same direction for more than a second. There's none of those round bits and curves and things on the pitch, so you don't know where you are for half the time. If this sounds like the kind of game that could do strange things to your brain, you don't know the half of it.

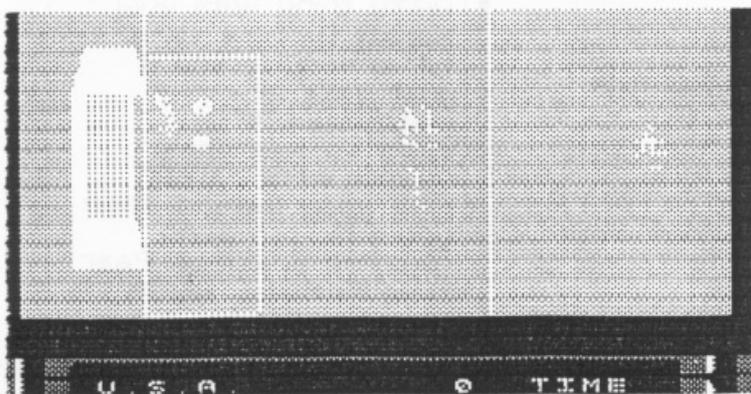
Blimey! Better not buy it, then.

No, no, no, no, no. No. All I was trying to say was that It's A Goal has the potential to be a really brilliant game, but there are just too many aggravating elements for it to really make the grade. If you don't mind losing 6-0 to Switzerland for the first few games, it comes highly recommended.

## Ratings

Nice programming, shame about the design.

PRESENTATION 75%  
GRAPHICS 80%  
SOUND 85%  
PLAYABILITY 62%  
LASTABILITY 70%  
OVERALL 70%



Blimey, a screenshot! Suppose I'll have to think up a clever caption now. Um.

# Rotor

SAM ● Supplement Software ● £5.00 ● Code by Daton ● Graphics by DGP ● Music by The Supple Boys ● 512K only

h no.

h God, no. It's a SAM puzzle game. As well as the obvious his-is-the-zenith-of-eight-bit-technology-and-it's-been-around-or-five-years-look-where-the-spectrum-was-in-1987-why-can't-you-do-something-different-for-hrist's-sake-don't-you-realise-that-we've-all-had-it-up-to-ere-with-puzzle-games-you-considerate-ignorant-lithering-idiots rant, do you realise how difficult it is to write a full page about something like this? Due to software limitations can't put any screenshots in, and most puzzle games have such incredibly simple concepts that it's likely that even the Monty Python team would be hard pressed to stretch it to more than 200 words. (For the benefit of those of you who don't remember the likes of Scott Of the Sahara, they used to have a habit of filling in the spaces between good bits by taking one joke and making it last 15 minutes. It wasn't very entertaining.)

here there. You've written 127 words and you haven't even said anything about the game yet.

h, thanks - you're such a comfort. (Nothing like a quick sub-heading to warm the heart of a world weary, cynical hack.) (You wish. Shatterer of Illusions) Mmm, quite.

But do you see what I mean, tough? The blurb runs to this: Rotor, from Supplement Software. The game that will drive you around the bend. Puzzle your way through level after mind blowing level. Spin the pieces and make them fit the pattern. But watch out, because as you spin one piece, another 3 pieces will move

as well. Features: Mode 4 graphix. Control options. Background music. Multi-levels. Jump a level facility. Written by Daton and DGP (the Supple Boys)." That's it. What can I add to that? It looks as if even the person who wrote the ad was struggling to fill the tiny A8 (that's one sixteenth of the size of this page) box.

Right. Thank you. Now you've got that particular bee out of your bonnet (metaphorically speaking), perhaps you wouldn't mind stopping trying to make everyone feel sorry for you, and TELL US WHETHER THE BLASTED THING'S ANY GOOD

Ah yes. Quite forgot - that's what a review does, isn't it? Tell you whether the blasted thing's any good, I mean. Ha ha. (Better get on with it, then.)

Rotor's a vast improvement over Supplement's previous ventures into the genre. The music's an attractive, reasonably long E-Tracker ditty that runs throughout the game; the graphics, while still simple, are big, bold and bright; and the gameplay's much more complex and engaging than that of, say, Quattris. However, Rotor has one flaw in that it suffers from the perfectly-straightforward-until-you-get-to-a-certain-stage-at-which-point-it-suddenly-becomes-impossible syndrome.

You see, the way in which Rotor works means that you can almost get through a level thinking you're doing fine, until you get to the very last bit and realise that there's one piece out of place. This wouldn't be a problem if you could move the pieces one at a time, but as it is you can only move them in groups of four, so you've basically

got to do the whole level again just for this one piece, and at the end you find that there's another piece out of place. Tsk. However, the game design does have its good points, such as the credits system.

Rather than using conventional passwords, at the beginning of the game you're presented with 50 credits. You're also given a target number of moves in which to complete the level. If you exceed this target, you lose one credit for each extra move. However, if you've managed to complete the level in less than the target amount of moves, you gain credits. The beauty of this is that if you've got more than fifty credits, you can press F9 to skip the level and go on to the next, and as the game doesn't reward/subtract credits unless you complete the level, if you're doing badly then you can just reach for the top-right of the keyboard and leapfrog the nasty bits. Neat, eh?

Groovy.

So, the summary. Unlike some other recent SAM puzzle games, when playing Rotor I didn't get the feeling that this was something that could have been done on a Spectrum. Fans of the genre should lap it up.

## Ratings

An enjoyable, if tricky, SAM puzzler.

PRESENTATION 86%  
GRAPHICS 70%  
SOUND 82%  
PLAYABILITY 79%  
ADDICTIVITY 80%  
OVERALL 81%

# HE 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 to the SAM or Speccy and:

It goes on to the massive Crashed database of SAM/Speccy rubbish for future reference, and . . .

It becomes available to any readers who are interested at very, very, 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.)

What I'm thinking behind the Archive is not to provide me with loads of free goodies and line my pockets in the process - remember that EVERY PENNY of profit from Crashed goes straight back into the mag; the only person who can benefit from it is you), but to create a centralised source of cheap, reliable (all hardware and software will be tested and cleaned up before being sent out), SAM or Spectrum-related stuff. A good alternative, I feel, to spending an outrageous amount of cash at a car boot sale on a second-hand copy of Three Weeks in Paradise, only to find that it's got Nik Kershaw's debut album taped over it.

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 received.

**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.

## ALL POINTS BULLETIN

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 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 SII interface, but to the best of my knowledge, this interface was never produced. Unless anyone knows different . . .

# Contribute!

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

The thing is, that neither Fred nor Revalation 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 or (if you don't subscribe) the next four issues free of charge. And that's it.