

CRASHED - IT'S GOT A GOOD BEAT!

CRASHED

SAM AND SPECCY!

Nov 1994
£1.00
Issue 3

Lemmings™

ON THE SAM

REVIEW INSIDE!

ALSO...

PLAYING TIPS

TECH NICHE

REVIEWS

AND LOTS MORE!

AKL

This is...

CRASHED

SAM AND SPECCY!

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At the back. To make it handy. Yes.

Blah blah late again blah three months blah blah bad planning blah sorry.

Yes, as you may have noticed from the date on the cover, this issue of Crashed is inexcusably late. It's become clear that with one thing and another it'll be more or less impossible to get Crashed out at regular intervals, so I've had a bit of a rethink - basically, I put out an issue whenever I can. Just to be contrary, though, there's now a deadline for contributions (so things don't arrive in dribs and drabs) and I'm keeping to the original months system (which is why this issue is dated November 1994) with a view to eventually catching up.

Seeing as this makes it rather difficult for you (the reader) to keep up with things, it would seem to be an extraordinarily good idea to take out a subscription. Rest assured Crashed will definitely be around in twelve issues time (ie probably around 1998) and you save four quid. Which is nice.

You may also have noticed that Crashed has finally got some contributors on board - there's now basically three semi-permanent writers - Allan Clarkson (who is 30, lives in Leeds and enjoys being nostalgic about things he can't possibly remember), George Boyle (who is 20-ish, lives in Wetherby and has hair that can only be described as "well-sculpted") and Mat Beal (who is probably about 15, lives in Stockport and used to be Editor of Fish, which probably means he'll be sloping off to do that again come May) - and a revolving cast of guest stars, among them Linda Whittle (who may become a permanent person, depends how she feels), Stuart Burton and Andy Davis. However, this doesn't get the rest of you off the hook - I'm always looking for writers of any shape, size, form, colour, nature or flavour.

By the way - sorry for (with the exception of Linda's bit) the lack of Speccy games this month, but, er, none came out and we don't do old games on principle due to the fact that they've been seen a million times before (which doesn't explain what Sphera's doing here, but never mind).

Anyway, I'll go now and let you spend ten minutes reading the product of three months' blood, sweat and toil. Glurk.

MARK STURDY
Editor.

This is Crashed, they are: EDITOR Mark Sturdy STAFF WRITERS George Boyle, Mat Beal, Allan Clarkson CONTRIBUTORS Stuart Burton, Linda Whittle, Andy Davis. Produced on a SAM Coupe using The DTP Pack, and printed on a Citizen Swift 200. SUBSCRIPTION RATE (going cheaply: £8 per year. ADVERTISING RATES (prices slashed!): Full page - £5. Half page - £2.50. Quarter page - £1.25. First inclusion free. BACK ISSUES: All issues of Crashed are still available at the normal price of £1.50 for info. Thanks this issue to David Ledbury and Brendan O'Brien. CRASHED, Pear Tree Cottage, North Deighton, Wetherby, West Yorks, LS22 4EN. APR Oct-Nov 1994: £. This month's comedy sentence comes from H. P. Austin or Shelly, near Huddersfield: "Get that herb and tomato sausage on the barbecue!" Cheers, Howie.

News Input

Fish in hibernation

Fish, possibly the most unashamedly crap Speccy/SAM fanzine ever to come out of Stockport, has closed down until next May. In the editorial for September's issue, Editor Mat Beal said that the reason for the hiatus was that "... the pressure of GCSEs is just getting too bulky and if I want to do that and do other things once in a while, it leaves little time for Fish." He also went on to say that as of next issue Fish would be incorporated into new 'zine Your Thingclair, but this, according to Mat, is "quite wrong". So farewell then Fish. You will be sadly missed, crap staples and all. (Incidentally, Mat's GCSE-related comments leave another Speccy fanzine editor wondering what the hell he's doing typing this out four days before his mocks. But you don't want to know about that.)

Multifaces going cheap (inevitably)

So they've been saying this for nigh on three years now, but Romantic Robot are pulling out of the Spectrum market. The few remaining Multiface 128s are being sold off at £19.95 (plus £2 p&p). They may or may not have the odd Multiprint or Multiface 3 left by the time you read this. Ring for details. Yawn.

Spectrum Star Users Club

Andy Davis of Alchemist Research has set up a support group for Speccy owners who use Star LC-100 colour printers. The Spectrum Star Users Club is officially recognised and supported by Star Micronics UK (it says here) and aims to provide help, advice and software, including info on converting existing titles to work with the LC. There's no membership fee (other than blank media and an SAE for any software or whatever) and there's a

quarterly section on it in Alchnews drive magazine. For more information, get in touch with Alchemist. I would.

It's A Goal mk. 2

Programmer Brendan O'Brien has made "a few additions and tweaks" to his footy sim, It's A Goal (70%, last ish). It now has improved passing, a penalty shoot-out instead of extra time, a program to change the names of the teams, a centre circle, and (on the 128K) free kicks, penalties and a pretty stadium graphic. The price remains at £4.50, or existing users can upgrade if they return their original disk or tape with 75p or three first class stamps.

Blue Alpha: out of action

Blue Alpha Electronics, the company responsible for SAM repairs, made-to-measure cables and other things, has temporarily closed down due to leading light Mark Hall being seriously ill. According to reports, the company will return, but in the meantime Format Publications are organising alternative arrangements for repairs and cable-building, so if your SAM's ill then ringing these people would probably be a good idea.

Tiny square gold things

Fred Publishing have secured the 40 or so surviving prototype ASIC chips produced for MGT to put in the very first SAMs which were sent out to developers or used for in-house testing. When the final version of the SAM was produced, all but three of these machines were recalled, replaced and scrapped. However, most of the prototype ASICs, recognisable for their gold finish, were kept.

Fred have had each of these chips framed, mounted with a little plaque and (and! AND!) personally autographed by Bruce Gordon. You

can have a prototype ASIC of your very own for the plump sum of £80, which isn't too much of a rip-off when you consider that it cost MGT £50,000 to have them manufactured. Ring Fred for the details.

SAMs: cheap cheap cheap cheap

Gawd knows how they managed it, but following last issue's announcement that West Coast were selling old SAMs of cheap, Supplement Software have got themselves a batch of 256K, tape-only SAMs and are selling 'em off at £40. Criminy.

Blimey!

Before I start, I'd just like to say that this isn't a bitter and cynical joke along the lines of last issue's +2 story. This is for real. And it's incredible.

The Midget is a device that can be plugged into the back of your SAM or Speccy, allowing you to increase the graphics resolution, speed up your computer, increase the number of available colours, and use it for video titling.

More specifically, the resolution can be either 256, 300, 512 or 640 pixels across by 300 or 600 pixels from top to bottom. Each pixel can be any one of 256 colours and 32,768 colours can be used on screen at once from a palette of 16 million. The RAM can be expanded up to 1 gigabyte (although you'll start with something smaller). It allows fast vertical and horizontal scrolling. It can be used effectively for digitising, home video editing and titling. Triffic, eh?

The Midget won't be available for some time yet, but when it is finally released it'll probably cost around £150. For more details, write to: Rooksoft, 1 Dovey Close, Astley, Tyldesley, Manchester, M29 7NP or tel. 01942 886084.

Lemmings

SAM ● Fred Publishing ● £19.95 ● Programmed by Chris White

ALLAN Lemmings. Can this possibly be a fair review? Unless you've been in a coma for the past four years you cannot possibly have not heard of Lemmings. For this review I would like you to pretend that you've never heard of Lemmings, okay?

Lemmings? What's Lemmings?

Here goes: These blue jumper suit wearing creatures fall through a trapdoor into dangerous terrain (for some reason or other). Your task is to get the lemmings to safety by giving them special skills. Do this wisely and you'll get most (or all if you're REALLY good) of them to the end of level exit. Then, after a relaxing disk access, you'll tackle the next deviously concocted array of tricks and traps until you reach level 120 - though only the best reach that without cheating.

The levels are large horizontally scrolling (at your wish) areas filled with pits, traps

(which are quite bloody and gruesome at times), fire-spitters, and all manner of lemming destroying mayhem. That's why can give each individual lemming its own skill - blocking, bashing through walls, building bridges, etc. to get them out of the place. The skills are represented by icons arranged at the bottom of the screen, click on one of these with your pointer and then on a lemming to give it a skill. The awkward thing is that you have a limited amount of these skills (or even none at all) depending on the level, and once you've used up the last one that's yer lot for that level. The early levels have lots of skills whereas the later ones have exactly the right amount of each.

Sounds fab. How do you control it, though?

Glad you asked that. You can use either the cursors or a joystick but both of these will severely handicap your gameplay. A serious lemming saver will invest in a

mouse. One of these will improve the game greatly. Why? Well, you can vary the speed that the pointer moves with a mouse whereas joystick or keys will move it at a constant speed.

Therefore, with a mouse, you can zip from icon to lemming in a fraction of the time that you can without one. And timing's a crucial factor of this game.

But what, dear sir, is it like to play?

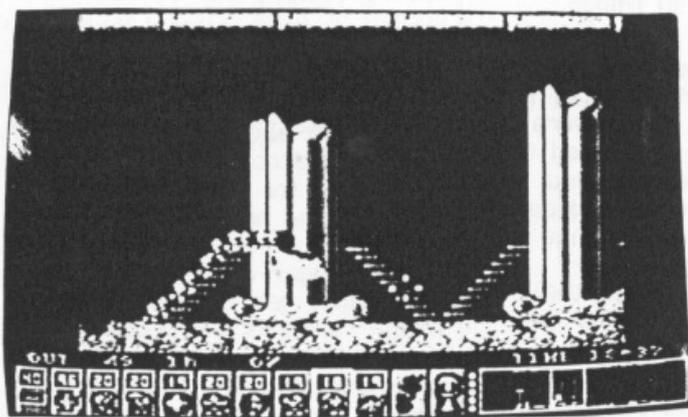
It's about as much fun as a fun thing with its fun rating up full in a fun mood. It's great. Once you get used to it, the game drags you into its spell - Mystic AI predicts lots of late nights with this one.

The pointer speed/sensetivity is spot on and the screen scrolls reasonably smoothly - which is an achievement considering how difficult MODE 4 scrolling is. The whole thing runs at quite a speed and even when the screen is chock-full of green haired maniacs and there's lots of arrows, some sea and a few traps, nothing slows down. Chris White and his magic fingers deserve an award (which gives me an idea . . .).

The levels are the same as on all the other versions, as well as the codes, so you can go play it on your mates Amiga (spit) for a while then return to your SAM for the long night ahead. The levels have a learning curve so that beginners can do the simple levels to get used to the functions and experienced aid workers can use the codes to advance to later levels.

Maccos! What about the graphics?

What a well-placed question. The level screens are excellently drawn, though I suspect they



Er, it's Lemmings. On the SAM. Basically.

have been ported from another computer. The lemmings are well animated and move smoothly. The traps move beautifully and where there's water or a slime pit, there's erm, water or a slime pit wonderfully done (quite obvious, really.) The only gripe here is that where water hits something that isn't vertical or horizontal there's a rightangled black patch which makes the whole thing look a bit ugly. I don't know how the thing works but I suspect that this could have been avoided by putting blue (or whatever

No faults, then?

Of course. Do you see 100% in the ratings box? There is no two player mode (which is no great disappointment) and some of the levels take a bit of time to decode. Those were minor problems (if they were problems at all). The following gripes really p*s* me off because I can't show them to my Amiga, ST, PC, SNES, MD, etc. owning acquaintances and be smug: There's no intro sequence, where our suicidal chums drop onto the Lemmings logo from a balloon. There isn't a digitised

picture of the programming team when you complete the game. (The C64 version had both of them. It is tape based and runs at 1Mhz. Why don't we have them? Maybe the intro is on the 1 Meg version. Anybody

know?) There is no cry of "Oh No!" and "Let's go!" - the lems don't even make a splat noise when they hit the ground. (The C64 had that too. The SAM has twice as many sound channels as the 64, not including the BEEP chip.) Even though the menu screen has a music or FX option, the FX are non-existent. Surely music or silence would have been more accurate?

Our blue-footed friend's version of Lemmings is probably closest to the IBM compatible PCs version, only without a page and a half of loading instructions.

Well, that does it. I'm not buying

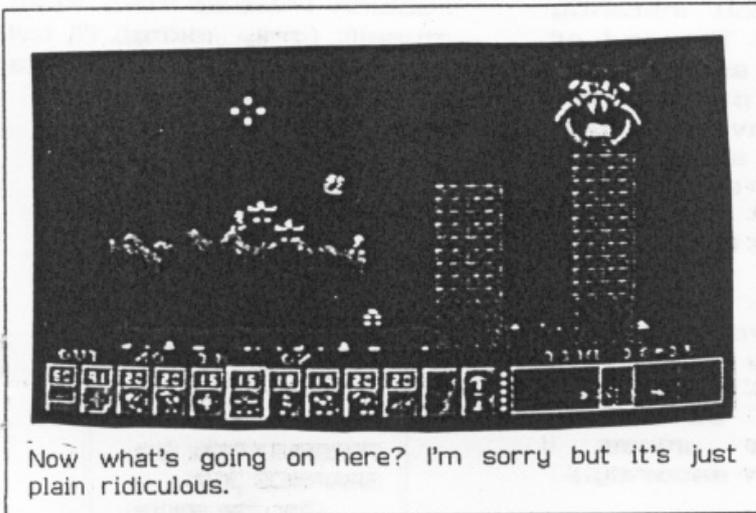
it now.

Nononono. DO BUY THIS GAME NOW! The above complaints don't detract from the gameplay one bit (only it's not as Amiga bashing as it could have been) and the whole thing is still great value for money. There are lots of nice little touches - the pointer turns into a lemming in bed when the disk is being read, the lemmings on the menu screen blink, and there's a miniature map of the level at the bottom of the screen which shows you where the lemmings are and where you are - it's possible to move the screen by clicking on the map, too.

The SAM version is vastly superior to many others, especially the console versions (which I have played and they are absolutely terrible - even a console user would have to agree).

So, this has been a long review. Have you reached a verdict, matey-boy?

Yes. This game is fabby. There's something for everyone here. You want to send of to FRED now. This is a piece of gaming history on the SAM. With hardly any commercial releases coming to the SAM, it's good to see a game like this being converted. Buy now and enjoy immensely.



Now what's going on here? I'm sorry but it's just plain ridiculous.

colour the stuff is) into the black patches. But there you go.

The music is excellent and there are over 20 tunes to enjoy. Turn that Perry Como LP off immediately, Mrs. Scoggins! It's best heard through a stereo system (like mine is - eat speaker, mono meisters!) and the stereo effects seem to have been there from the start and not just added as an afterthought. The tunes aren't all the same as the originals - in my opinion they're better - but a few do remain.

Ratings

An excellent game. Shame it took so long to get here.

PRESENTATION 85%
GRAPHICS 95%
SOUND 95%
PLAYABILITY 96%
LASTABILITY 95%
OVERALL 93%

Sphera

SAM @ Enigma Variations @ £5-£10 (?????)

GEORGE But of course isn't this another one of those Speccy 128k updates to the SAM?

Well bluntly NO!

This is one of these blow the balls of the other blokes ship, and avoid all types of rubbish shoot em up vertically scrolling games. To tell you the truth I still prefer R-Type on the 48k Speccy - but that's life isn't it?

The background graphics are fairly presentable, but the main problem with the game floors with the main sprite, which is a monochrome white blob of a spaceship on the screen, although the baddies aren't much better!

("Baddies". Oh my God, what a childish thing to say. Promise me never to say that again.)

Ah well on with it. The basic idea of the game consists of as usual in most shoot em up's to get to the end of each level with out getting killed and to follow through until you complete the game, which actually is very bloody hard!

Snowballs

The main things to avoid are a constant array of missiles/bullets (well I'd actually call them

snowballs), which the other crafts aim at you. This can get pretty taxing at times, and to also avoid other craft which always tend too have a death wish as most of them fly straight into you and thus reduce energy points, and basically kill you instantly if not avoided. The end of level baddies aren't very easy to get past either! Basically on average you must take about 500 shots on each end of level baddie to get past them on to the next level

(Oh no! I've said that terrible word 'baddie' about twenty times. Ah well - sod it. I can't be bothered to call them anything else unless I swear at them severely.)

Anyway must get on this has to be published in about 5 minutes time (Stop lying. Ed) so ignore all spelling mistakes please, usually its just a case of double letters for example see the word double a couple of words back the way. (I've corrected it. Sorry. Ed) Oh dear, I'm speaking a load of babble.

Ah hem.....

Right, that's better. Anyway what was I saying, ah baddies yes the end of level baddie graphics are reasonably good, just avoid those little pieces of, well, circular thingys that get in your way, and after 500 or more shots at the

big whatever they tend to be, giant crabs, silver scorpions etc. The only prob is that there is only 3 levels to the game. Thank God, if there had been anymore of that stupid blob of a spaceship avoiding all sorts of rubbish I would have killed myself, (only joking). I'll tell you one thing though its pretty damn playable.

Ratings

A fairly decent, playable shoot 'em up,

PRESENTATION 81%
GRAPHICS 30%
(for the sprite)
GRAPHICS 76%
(for background & end of level)
SOUND 68%
PLAYABILITY 80%
LASTABILITY 82%
OVERALL 78%

PS If you want to by this game I'd advize that you contact Enigma first as they don't program for SAM anymore.

Enigma variations
Enigma House
1 Grove Park Court
Harrogate
HG1 4DP
0423 501595.

HIGHLY RECOMMENDED

STUART BURTON on some of Fred diskzine's finer moments.

INVADERS (Fred 50)

This game is a very enjoyable version of the classic invaders game with very smooth scrolling and increasing intensity of invader fire as you progress through the levels. My eleven year old son has become addicted to it and now has deserted his Megadrive and Super Nintendo. The only serious defect is the inability to save the high score table and a tendency for the high score table to incorrectly sort the high scores.

If you progress to about level 10 the spaceships at the rear of the screen also start to fire homing missiles at you, although I'm yet to reach this far.

The game was written by Nigel Kettlewell of Bournemouth and is 100% machine code, hence the fast action and good graphics

ROMANS

This is another SAM game I enjoy playing, which I think appeared on an early issue of Fred. I think this is a conversion of an older Spectrum game.

The game starts with you in possession of the Roman Empire at its peak. Each move represents five years and at the beginning of each move you move armies, buy new armies or cavalry and perhaps more money etc. Then at the end of the go there is a battle in each territory. The best tactic would

seem to be to withdraw from Britannia and Illyria immediately, right a brief rearguard defence

in Gallia and try to concentrate defences on the remaining territories.

If you amass large armies in Africa these can be used to capture Phazania from the Berbus (At least I think that's what it says; Stuart's handwriting is only marginally better than my own. - Ed.) and can be used to defend Italia and Hispania. A large army in Asia can be used to send armies and cavalry repeatedly into Macedonia and neighbouring countries to try to hold on to them.

The main tactic, however, has to be to attack Arabia, Persia and the other rich Eastern countries. If these can be quickly captured and small armies left there, then the income from these countries can be used to fight wars in the North.

Romans is quite a long game, and takes up to 3 hours to complete in its standard form. However, by breaking into the BASIC program and deleting the irritating BEEPs and drastically shortening the pauses, I have shortened the playing time to about 2 hours.. I have also changed it so that I can go on longer than the 12 moves which it is set up for - this is the only way I have ever ended up with a higher finishing score than the 240 you start with.

Fred back issues are available for £2 from the address on the Post Box page. If there's anything (software or hardware) that you'd like to sing the praises of, just scrawl a few hundred words and send 'em to the usual address. Please.

WHITTLE'S WIBBLE

LINDA WHITTLE seems to have written more than I have this month, so here's some of her, er, stuff.

"OLDIE" REVIEWS

THE HOBBIT (Melbourne House)

This is an incredibly old and notoriously bugged (I said BUGGED) adventure, with awful "graphics" and no sense of humour. Its difficulty lies in the programmer's faults rather than the trickiness of the problems - everyone knows what they are supposed to do, it's just making the darn thing accept what you type that is so difficult. Also the essence of atmosphere is lost by descriptions as basic as "You are in Rivendell". It's a bit of fun, I suppose, but all the bugs and quirks take any long-term enjoyment out of it. And it doesn't print any amusing messages when you type in rude words. Come on, that's the only reason people play adventures, isn't it? Oh, please yourselves. All in all, a dated, missed opportunity that gives the mini-masterpiece of a novel rather a bad name.

TEXT - 56%

PLAYABILITY - 39%

LASTABILITY - 45%

OVERALL - 54%

TRIVIAL PURSUIT (Domark)

I was immediately wary of this one. TP (as the loader calls it) always reminds me of Boxing Day. You see, my family always gather round at my grandparent's house, eat too much, get drunk, watch Noel Edmonds on some programme or other, then play Trivial Pursuit until 3am. It is a nightmare for an under-age non-drinker like myself to watch everyone slumped, arguing over how many Rocky movies there were.

Sorry, the game, yes, yes. Well, it's quite good really, but falls down (is that the right phrase?) on a couple of points. For a start, the lurid colours really begin to do your head in after a couple of minutes' playing. Next, the same questions come up again and again. But the major problem is that in one-player mode, it is completely useless. You see, it asks you a question, tells you the answer, then asks you if you got it right. I mean, really. Is anyone that honest? I couldn't resist putting yes all the time just to give my fragile confidence a boost when it congratulated me. If someone else plays with you (Oo-er. Ed) then that's more sensible, but lie the board game, it gets tedious very quickly. There's just no point at all if you've got the board game. If you haven't, it could be worth a look.

PRESENTATION - 68%

GRAPHICS - 65%

SOUND - 57%

PLAYABILITY - 68%

LASTABILITY - 62%

OVERALL - 63%

Whittle will return with more Wibble next month. Probably.

The Crashed interview

DAVID LEDBURY

DAVID LEDBURY is a former editor of both ZAT and the SAM Newdisk, current editor of SAM Prime, heir to the Phoenix Software Systems fortune, coder, insomniac, self-appointed PR bod for the Midget and an all-round good egg. But where does he stand on the state of the monarchy? Who is the Antichrist? And what's Darren Blackburn really like? Ace investigative journalist MAT BEAL, erm, investigates . . .

How were you introduced to the Speccy?

"Back in '82, when I was new to computers and knew absolutely nothing about the things, my grandparents asked me if I wanted them to buy me one, I didn't want them to spend a fortune, so asked for a ZX81. I started programming in BASIC, and then began to save up for a Spectrum by doing a paper round."

What are your favourite Speccy games?

"As far as arcade games go, I don't play that many. I play some that are arcadey-ish; Starglider, Glider Rider, but that's only for the 128K music which is absolutely marvellous (the game's a bit naff really, but never mind). There are quite a few others I can't remember at the minute due to the intense pressure you're putting me under. As for adventure games, on the Spectrum - I have programmed a couple myself, but they're definitely not my favourites, I couldn't bear to play them again. Lords Of Midnight and Doomdark's Revenge, not really adventures, but the same principle. Definitely classic games. All the Level 9 games are pretty good, and as he might be reading this (Doubt it. - Ed) I'd better say something nice about Jon Wilson's stuff, most of which is very good."

SAM games? If you can think of more than three?

"Ooh, you sarky sod. Well, let me see . . . a bit of self-righteous plugging here, methinks . . . there's Craft and Snakemania, two utterly wonderful games."

Yes, I read the letter in Your Sinclair . . .

"Ooh! Sidetracking from the question, I wrote the letter because I didn't like the way they'd given it a bad mark just because they hated puzzle games. I wrote at the top of the letter "Please don't print this", and he [Jon Nash] thought I meant not to print my address! Anyway, back to SAM games, on the adventure side there's Days Of Sorcery and Occult Connection, two brilliant adventures which would get Speccy games weeping. There's Legends Of Eshan, which is a good second-best to Lords Of Midnight, and the SAM version of the Speccy classic Doomsday should be bloody good too (if you'll excuse the pun). On the arcade side, Wop Gamma's a good Boulderdash-type game, albeit with a silly name, and there's my Exodus and Booty (but I can't say too much about that). There's a lot more than that - one or two hundred SAM titles at least - but I don't want to wear out Mat's fingers."

Cheers, mate. Favourite films? TV programmes?

"I could go on for hours about films. The most recent I've seen is The Mask, which is a good laugh and described by a friend of mine as "Roger Rabbit on acid", not that I'd know anything about that, of course . . . the Alien films are a must, but the last one isn't as good. TV programmes? The obvious: Red

Dwarf, Quantum Leap, Prisoner: Cell Block H . . ."

Oh no! You're not one of those people who stay up all night watching cheap imported programmes "for a laff"?

"Yes, and I've seen every series at least one-and-a-half times, so I can spoil the plot for any other Prisoner fans."

What a sad man you are. Favourite music?

"Very diverse stuff. I'm a great fan of the Pet Shop Boys - I've got all their albums, except Disco 2 'cos I've heard it's crap, and a lot of their singles. I've got a lot of Erasure stuff as well - I like a lot of synthesiser stuff. One bloke who I've just heard of, whose single I've just brought today because Holly Johnson did the vocals on it, is Ryuichi Sakamoto. [Sound of Mat panicking upon hearing a Japanese name]"

What're your favourite books?

"I read an awful lot. The obvious ones are Terry Pratchett's books - I've read all the Discworld books, most of which I like but a couple, such as Lords And Ladies, I'm not too keen on, although I'm not too sure why. Another series I'd recommend is Incarnations Of Immortality by Pierre Anthony which was reviewed in Issue 7 of SAM Prime. It's a series of seven books, all of which are very good although they do cross over a bit which can get irritating at times. The other series I'd recommend to any SF bookworms is The War Or Chtorr, which is a series by a chap called David Gerald, who wrote a couple of episodes of Star Trek. He's a good writer and it's a classic series, but it's a bit hard to get his books in the UK."

Quickfire round! Favourite colour? "White, blue and red." **Favourite number?** "Nine, 13 and 77." **Favourite item of clothing?** "Worn." **Favourite kitchen utensil?** "[Laughs] A spoon, because I'm always stirring." **Favourite cartoon character?** "Erm, Roadrunner."

Favourite crisps? "Ones that aren't stale." **Favourite Monty Python sketch?** "The parrot sketch!" **Favourite word?** "Erm . . . yeah, that's it, it's 'erm'." **Favourite shop?** "One that's giving things away for free." **Bleep.** **What, in your opinion, is the meaning of life?** "Don't know, but Deep Thought got the answer 42."

If you were a sweet, what would you be?

"A Mars bar. 'Cos I work, rest and play all the time."

Which public figure is most likely to be the Antichrist?

"Hmm. It certainly can't be John Major. He wouldn't even make a secondary demon. I think Saddam Hussein's the most likely. If anyone's done an in-depth study of Nostradamus (or Nostradame), they would know that he predicted the Antichrist would be born in the Middle East about forty years ago."

Spooky. So, we kill everybody in the Middle East and everything's cool, right?

"Ah, but in doing so we too would be fulfilling the prophecy."

Another top idea up the spout? Have you any household tips?

"Yes! Get somebody else to do the dishes."

If Robocop fought the Terminator, who would win?

"Read the Dark Horse series and find out yourself."

This never happened to Greg Proops. Anyway, what were you doing when you heard Kurt Cobain died?

"Who the hell's Kurt Cobain?"

He was the lead singer and guitarist with the popular rock combo Nirvana, but that's not important right now.

What's the most embarrassing thing that ever happened to you?

"This interview."

What should we do with the Royal Family?

"Ooh, that's a nasty one. I'm a bit of a royalist myself - my only quibble is with the minor Royals who have received money in the past. The Queen seems to have been handling things more sensibly than she used to. On the wholem they're a benefit to the country."

What's Darren Blackburn really like?

"He's a nice person, who's an artistic genius, a little bit of an egotist, but then I can't say anything nasty because he'll probably read this. No, I can't say a bad word against him."

What's the best thing about ZAT?

"Erm, a wonderful creator, an unusual name (which nobody ever gets right), and a highly talented bunch of writers, even if I've got no idea who most of them are nowadays."

And the worst thing?

"People who pronounce the name wrong."

Is there a book inside you? Avoiding the predicatable gag.

"In the past I've tried to write several books, but I never have time to do many of the things I'd like to do on the writing side. If you mean

a story, that's a closed door nowadays, but I think I've written enough to fill half a dozen novels."

Is the SAM market flooded, as Andy Davis claims?

"There are a small number of known people who have a monopoly in the SAM scene - Fred on the games publishing side, Revelation/Format on the other side, and SAM Supplement. There are loads of other magazines that aren't very well known. They're all different in their approach, but . . . I've had about three hours' sleep in the last few days, I don't know what I'm talking about. [Takes deep breath] I think there's always magazines aimed at different readerships. I don't think the market's flooded, it just gives a lot of choice."

Is it possible to make money from the Spectrum any more, as various people seem to think?

"Yeah, you could melt down the keyboards and use the plastic to make ice-cube trays. Seriously, there's a lot of Speccy users out there across the world, and I don't think all of them are rushing to buy new and fancier computers. Obviously, I would like it if a lot of these people bought SAMs, but even so I think people should support the Spectrum as much as possible.

There are people capable of making new software and hardware, they've just got to know what you want. That was quite a sensible one, wasn't it?"

What do you reckon to the PD dispute? Andy Davis, Martyn Sherwood?

"I think it's down to misunderstandings to do with the legal situation surrounding PD software in the UK, maybe because of the American situation. The new scheme Alchemist Research have launched, the 'Pennyware' scheme [Certain programs available for 1p, thus technically counted as commercial software and not PD at all], seems to be a sensible compromise for authors who don't want other publishers releasing their titles."

If you were Prime Minister, what would be the first thing you made law?

"Sensible taxation."

Is ZAT dull?

"It's as dull as Fish is sensible. That's not an insult to either magazine, it just depends on your point of view - if you want a

light-hearted read, you wouldn't buy a down-to-earth, helpful 'zine like ZAT has always been."

Who's better: Beavis and Butthead or Ren and Stimpy?

"Oh, Gawd. I'd say Ren and Stimpy, but only marginally. Any cartoon has got to be better than Beavis and Butthead, unless you're an insomniac with a terminal case of verbal diarrhoea."

Mmm. Certainly don't know any of them! (Aherm). Why are Commodore Format and Amstrad Action still here, when they shouldn't be? Their circulations are less than YS's when it closed down after all.

"The simple reason is, they've got advertisers. If YS had more adverts, it'd still be here."

Which begs the question, why have they got more advertisers when they've got a lower circulation figure?

"The thing is, if people actually go out and buy stuff from the advertisers, they'll continue to support the magazines. So, basically, I think it's down to the apathy of the YS readers. And that'd no insult to them."

Who's better: Richard and Judy or Anne and Nick?

"Eeerrrrmmm . . ."

Or Beavis and Butthead?

"The test card."

Fair enough. Do you like sports at all?

"I'm a but bringwith sport - I only like snooker, but as that's a bit boring nowadays I don't like that either. I can't stand football; I can't keep track of who's winning and losing or whatever, and I haven't got the patience to sit through the game. But if anything, it does relieve my insomnia."

Mr. Ledbury, thank you very much. Now go to sleep.

David Ledbury would like to point out that he was under extreme adverse conditions when this interview was recorded, and the drugs were talking. All of the characters are fictional, and any resemblance with any actual living persons are entirely accidental. He is appearing as the second ugly sister in Cinderella at the Tameside Hippodrome. Maybe.

Tech Niche

Hello. Seeing as there's been a distinct lack of techy tips and queries, here's some general (and rather obvious, I'm afraid) tips for reliable tape loading and the original SAM Spectrum emulator. Enjoy . . .

TAPE LOADING: CRACKED!

Judging by the amount of letters that YS used to get, it seems that one of the main problems that Speccy owners have is getting those infernal tape things to load. Here, then, is a (hopefully definitive) collection of hints to keep our old friend "r tape loading error 0:1" at bay.

THE HARDWARE

As far as tape recorders go, it's generally best to stick to the cheap 'n' simple ones; more expensive setups tend to have lots of stuff inside to filter out all the hiss and crackle, which is exactly what the Speccy is looking for. Other than that, there are two main areas that you should look at:

(1) **CLEANING THE HEADS.** Dead simple this - every couple of weeks, just play a head cleaning tape from start to finish or (even better) use a cotton wool bud soaked in meths or surgical alcohol and gently stroke the tape heads and pinch roller with it.

(2) **ADJUSTING THE AZIMUTH SETTING.** If you look at your tape recorder, you should see a little screw vertically above the tape head. On the +2 it's just above the rewind button; on other tape recorders you may have to delve a little deeper.

What this screw does is adjust the angle between the pickup

head and the tape - for a perfect signal, this needs to be at exactly 90 degrees, which should be how it's set in the factory. However, as time goes by the head may gradually be forced out of position, messing up the tape signal. All you need to do is to get a little screwdriver and twiddle the screw around until the head is restored to its rightful position.

On the +3 and +2A this is an absolute piece of cake - just go into the self-test mode (as described last issue) and go through all the tests until you come to the one that says "Azimuth alignment test" or something at the top. Stick a software tape in and twiddle the screw until you get the best reading.

If you've got anything else, however, the only way to do it is to either find one of those test kits that The Computer Store used to sell (there was also one on the last SU covertape), or just turn the screw around a little bit every time you try to load your tape until it works.

THE SOFTWARE

Not much can be said about tapes really, other than

keep them in their boxes, away from bright lights, heat, strong magnetic forces and all that. Also, if the tape isn't going round at the right speed or keeps speeding up and slowing down, just rewind it to the beginning, and bash it down vertically on a table or something a couple of times to loosen up the tape inside. Trust me, it works.

Always try to record on new tapes. C15s are generally the best (if you can find them - I think WHSmiths still do them) as the shorter the tape is, the thicker the magnetic coating is likely to be.

MGT SPECCY EMULATOR: CRACKED!

The original Spectrum emulator that comes on the SAMDOS disk is quite often slagged off for having about a 4% compatibility rate. However, once you've got the hang of it, it is quite a useful bit of code. This is what MGT/SAMCo/West Coast never bothered to tell you:

LOADING

If you select the Emulator option and turn the volume right

up, this should load most games. If that doesn't work, just go through the five Patch options one by one until either the game loads or you get the flashing beepy border.

If you get the flashing beepy border, it's the equivalent of a tape loading error message. Rewind the tape, turn the volume down a bit and try again. It may also be possible to load Disciple/Plus D snapshots via the Disc option although, not having one of these, I wouldn't know.

SAVING

Basically it's just like a Multiface. Press the BREAK button, then press either 3 to save the screen or 4 to save the whole game. You can then load these back in via the Disc option.

POKES

Not a lot of people know about this 'un. But I do. I'm clever like that.

To enter a decimal Multiface POKE, press BREAK followed by X. This should take you into BASIC. If the screen goes black, then just press F6. To enter a Multiface POKE, just type it in as a normal POKE command, but with 65536 added to the address, ie . . . 54364,0 becomes . . . POKE 119900,0

To return to the game, simply type CALL MODE 1. Snazzy, eh?

And so ends quite possibly the last Tech Niche page I will ever edit. Send all your techy stuff to: ALLAN CLARKSON, 16 The Avenue, Crossgates, Leeds, LS15 8JN and he'll either answer them with considerable aplomb next issue or ring me up saying that he never agreed to this in the first place and never speak to me again. Erk.

Mark's PLAYING TIPS!

'Evening all. In a dramatic break with tradition, this issue's tips section is made up entirely of stuff from people other than me, most of whom seem to be called Linda, but I won't hold that against the rest of you (just as long as you send in something for next issue, you apathetic sods). A few of you have been wondering whether it's OK to send in maps - yes, just as long as they're in black biro (so they photocopy properly) and reasonably small (so I can fit 'em on the page). But enough of this patronising re-statement of the blindingly obvious. On with the show.

Bored Of The Rings Pt. 3

Oh look, it's Linda Whittle. "To defeat the basilisk, just type CHEAT when you're by that thing. You know, the thing that wants your platinum brick. Anyhow, you'll be on the other side of the marshes. Now find the irritating pixie, and take and wear the sunglasses that are near him before wandering into the marshes. When the basilisk tries to turn you into stone, those hip 'n' trendy shades will reflect the rays. Hurrah! He's turned himself into stone. How, er, amusing."

Fantasy World Dizzy

Oh look, it's Linda Whittle (again). "Put the meaty bone where the boulder is on the "Armorog's Den" screen and run back up on the rocks, by the tree, to the far right of the screen. The Armorog will run to the bone, which should keep him busy."

The Hobbit

Oh look, it's Linda Whittle (a third time). "When you first enter the trolls' clearing, go north on to the Trolls' path. "Wait until the day dawns" then go south. The sun will have turned those nasty trolls into stone. Take the large key which should be lying about, go north again, and unlock and open the heavy stone door. Go north into the cave and take the sword and the rope. The sword will kill just about anyone - use the command

"ATTACK X WITH SWORD". You will "cleave their skulls". How delightful."

Sim City

Whittle again. "Put the taxes up a few per cent in December, so the Sims (What, Joan Sims? - Carry On-fixated Ed.) don't have much chance to move out/complain before the Annual Report thing, when you can put them back to normal. Then you'll get more money. Basically."

Spike In Transylvania

Linda inevitable with some general tips.
* Give the castle guard the gold.
* Use the gloves to grip the bell-rope. Ring it to deafen the bat. Take it to the wizard and put it in the cauldron/pot.
* Give the ploughman's lunch to the "hungry" bloke near the castle entrance.
* When you enter the haunted room/tower (with the ghosts in) drop the crucifix and leave it on the floor and they will vanish for good. The crucifix is in the church."

SAM Batz 'n 'Ballz

Here's the almost-as-ubiquitous-as-Whittle Allan Clarkson: "This is the full list of level codes. My dad played this game for about two years to get all these codes. But not me, I just typed in TSJET as a code (it comes up invalid) then during the game I paused it and pressed 4. But did you want to know that?

Probably.
ABOLISH
BAGGAGE
CAESURA
DECAGON
ECLOGUE
FAIENCE
GALLEON
HAGGISH
ICELAND
JACINTH
KENTISH
LACQUER
MANSION
NOSTRIL
OCARINA
PADLOCK
QUALIFY
RAUCOUS
SCRAPPY
TENANCY
UNIFORM
VAMPIRE
WARFARE
YARDARM
ZEALAND"

SAM Manic Miner

Allan Clarkson: "Try pressing the break key during play. I can't work out what difference it makes."

Stir Crazy Featuring Bobo

Linda inevitable. "On the "Dormitory" bit don't bother nudging the bloke who is snoring. Just get out of bed, climb up the ladder and nudge any old bloke until the time runs out, and hey presto! You'll have the high score."

Wild West Seymour

Here's You-know-damn-well-who-it-is with some gems of wisdom. "The level/act codes:-

- 1) 21D135008
- 2) 10C700086
- 3) 238A35008

(To confuse you, no. 1 is for Level 2 and so on)

And some general tips:-

- * In Act 1, go to the dark room to put the film in the camera, and flick the switch, otherwise you'll wreck the film, and you don't want to do that really.
- * To get the clapperboard, which is on top of Al's shed, go to the upper deck' of the bus and go to the white seat on the left. Now edge left slowly as far as you can without falling out of the window and jump. You should be in a tree outside of the bus. Jump right into the next tree, along a couple of clouds, on top of the offices, and finally, on top of the shed.
- * In Act 3, there is some tumbleweed seven screens to the left of the train, which you'll need to get the furnace in the train going.

Look, will the rest of you just send in some tips, please? This isn't called Linda's Playing Tips, you know (all right, so it isn't called The Crashed Readership In General's Playing Tips either, but that's beside the point). All stuff to Crashed, Pear Tree Cottage, North Deighton, Wetherby, W. Yorks, LS22 4EN.

Fireview 2

Alchemist
Research's ANDY
DAVIS takes apart
the classic
Spectrum comms
program . . .

Fireview 2 is one of the finer communications software programs for the Spectrum and VTX 5000 modem. It greatly enhances the internal VTX software and allows the modem to be used in 128K mode. Its user-friendliness and time and money saving facilities make it one of the best programs for accessing Prestel and other bulletin boards.

Sadly, the advent of faster modem speeds have made the VTX virtually redundant but the program features a wide range of facilities which make it just as useful out of the comms world.

The program was written in 1986 by P. Clevett with updates by Keith Beddoe in 1988 and BASIC additions by Bob Garbutt and Brian Gaff later.

There was an original Fireview program, but FV2 is vastly superior. After its release an update program appeared which improved the font and many other operations. This latest version is the current one featured in Alchemist PD.

FV2 is used for Viewdata systems. There are two types of display mode, Viewdata and ASCII (or scrolly). Viewdata is the teletext-style graphics standard, as used by the BBC and television graphics services. ASCII is a 64-column mono display, as used by Tasword. ASCII is used mainly to save memory on text systems where graphics are not important. Viewdata is more of a visual medium, and is (or was) used by Prestel, Teletext, 4-Tel, Ceefax and Micronet.

When loaded, the main menu presents:

- 1 - TERMINAL
- 2 - EDITOR
- 3 - INITIALISE VTX
- 4 - SAVE PROGRAM
- 5 - STORAGE
- 6 - MAILBOX FACILITIES
- 7 - BASIC

TERMINAL allows you to log on to a system. You have the option of choosing from a menu of bulletin boards and information systems. When you choose your desired system, it gives you the telephone number, which you dial. It will then automatically send your ID number and passwords to gain access.

You also have the option to temporarily escape from the system you are on with SYMB & A and return to it from here. This menu also allows you to add or reprogram your favourite systems and ID numbers.

The most powerful aspect of this system is the EDITOR facility. Here you can view, create or alter teletext screens. There is space for sixteen screens, or "frames".

There are four main options from this section. Start a new frame, edit an existing one (FV2 always starts with one in memory), merge frames and load from or save to memory.

When in edit mode, you are given a 40 * 24 character screen. Movement is by cursor. Pressing ENTER moves you to the next line, EXTEND MODE moves the cursor "home" (top left). There is a status line at the bottom of the screen telling you the number of frames used, X and Y co-ordinates and so on.

The system accepts character input from the keyboard, which is displayed directly on the screen. There is no provision for CAPS

LOCK, so capitals must be entered with CAPS SHIFT.

There are two modes for displaying your work - DISPLAY and WORK. In DISPLAY mode, you see all the pretty graphics and colours, much in the way of teletext. If you choose WORK mode, everything is in mono, and all control codes show up in inverse video. Maybe you've seen partially made teletext pictures and lines of characters, due to poor reception.

The WORK mode is far more useful when creating a screen. You can then see exactly how much space you have, since control codes are invisible. You toggle between modes by pressing EDIT then O.

There are several control codes available to give different effects, including any of the Spectrum's eight colours (but not brights) for graphics or text, as well as double height and flashing text. An on-screen HELP system is also available.

Besides entering text and mosaic-style graphics, there's also a line drawer, to enable you to plot, erase or toggle pixels. This is invoked by pressing CAPS SHIFT and 4, then K for keyboard or J for Kempston joystick.

As for the remainder of FV2's facilities, we have INITIALISE VTX, which allows you to use the modem in 128K mode. A word of warning - only select this option if you have a VTX connected!

SAVE PROGRAM simply saves the program on to tape or disk.

MAILBOX MENU. This was used mainly for Prestel's E-MAIL facility. With E-MAIL, you could write out an actual letter "on-line". But, if you were a slow typist or had a lot to say,

it was a waste of time and y phone bill to stay connected. This menu allows you to send pre-stored screen into an E-MAIL page or bulletin board. This meant that you could send pretty, well-presented letters people! (Er, I'm not sure about this, but I think you still can. Ed.)

The USER MENU has some useful user commands, namely to print to a ZX/Timex/Alphacom 32 printer (also works in 128K mode), catalogue a disk, save frame in memory, or return to BASIC. It also gives details of the MACRO system.

MACRO is a set of commands accessible instantly from within the system you are on. It allows you to move a frame directly to the memory, set or reset a counter to calculate a bill, and on. It can also be customised for your own particular commands. These are detailed more in the help file which comes with FV2.

Overall, Fireview 2 is one of the best packages for creating Viewdata screens. With a little bit of programming, it is possible to use any of the main stand-alone Viewdata viewer programs in Alchemist PD to display created frames from BASIC - perhaps you'd like to make a mini teletext service? (Did somebody mention YS2? - Ed.)

Fireview 2 is available from Alchemist Research on either flavour of Plus D/Disciple/DX1 disk, tape, or any size of +3 disk for the rather attractive price of 20 pence - or! if you send your own media you can get it for free. And you can't say fairer than that.

Post Box

Games

Apex (SAM)
6 Hunter Road
Arnold
Notts
NG5 6QZ

Elyzium Software
(SAM adventures)
50 Chadswell
Heights
Lichfield
Staffs
WS13 6BH

F9 Software (SAM)
18 Mill Lane
Glenburn Road
Skelmersdale
Lancs
WN8 8RH
Tel. 0695 31163

Fred Publishing
(SAM)
40 Roundhill
Monifieth
Dundee
DD5 4RZ
Tel. 0382 535 693

Revelation Software
(SAM)
PO Box 114
Exeter
Devon
EX4 1YY

Supplement
Software (SAM)
37 Parker Street
Bloxwich
Walsall
WS3 2LE
Tel. 0922 406
239

BOBCo (Spectrum)
c/o Brendan O'Brien
22 Garron Crescent
Larne
Co. Antrim
Northern Ireland
BT40 2AT

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

EDOS (Spectrum)
1 Mapperton Close
Canford Heath
Poole
Dorset
BH17 8AF

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

FSF Adventures
(Spectrum
adventures)
40 Harvey
Gardens
Charlton
London
SE7 8AJ

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

Spectrum Software
Hire (er,
Spectrum)
33 Dursley Road
Trowbridge
Wilts
BA14 0NW

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

Zenobi (Spectrum
adventures)

26 Spotland Tops
Culgate
Rochdale
Lancs
OL12 7NX

Serious software

KobraSoft
(Spectrum/SAM)
Pleasant View
Hulme Lane
Hulme
Longton
Stoke-on-Trent
Staffs
ST3 5BH
Tel. 0782 306
244

SD Software
(Spectrum/SAM)
70 Rainhall Road
Barnoldswick
Lancashire
BB8 6AB

Betasoft (SAM)
24 Wyche Avenue
Kings Heath
Birmingham
B14 6LQ

Fred Publishing
(SAM)
(see above for
address)

Revelation
Software
(Spectrum/SAM)
(see above for
address)

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

PD software

Prism PD
(SAM/Spectrum)
13 Rodney Close
Bilton
Rugby
CV22 7HJ

SAM PD (SAM)
(see F9 software

above for address) 412572

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

MGPD (Spectrum)
1 Pelham Street
Sutton in Ashfield
Notts
NG17 2EF

New hardware

BG Services
(Spectrum/SAM)
64 Roebuck Road
Chessington
Surrey
KT9 1JX
Tel. 081 3970
763

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

EEC (Sinclair)
6 Ravensmead
Chalfont St. Peter
Bucks
SL9 0NB
Tel. 0494 871319

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

West Coast Orders
(SAMs and
accessories)
Format
Publications
34 Bourton Road
Gloucester
GL4 0LE
Tel. 0452

Spectrum spares and repairs

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

HS Computer
Services
Unit 2
The Orchard
Warton
Preston
Lancs
PR4 1BE
Tel. 0772 632686

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

Fanzines

8-Bit Mart (all
8-bits)
39 High Street
Sutton in the Isle
Ely
Cams
CB6 2RA

Format
(SAM/Spectrum,
£1.50)
(see West Coast
Orders for address)

Prism Power
(Spectrum, £2)

(see Prism PD
above for address)

Spectrum UK
(Spectrum, £1)
28 Rockingham
Drive
Melton Mowbray
Leicestershire
LE13 0LQ

Spellunker
(SAM/Spectrum
adventures,
£1.50))
11 Finsbury Drive
Wroce
Bradford
BD2 1QA

ZAT
(SAM/Spectrum,
£1.50)
33 Dawley Bank
Telford
Shropshire
TE4 2LQ

Zodiac
(SAM/Spectrum)
New House
Holbear
Chard
Somerset
TA20 2HS
Tel. 0460 62118

Fred (£2, SAM
disk)
40 Roundhill
Monifieth
Dundee
DD5 4RZ

SAM Prime (SAM
disk)
19 Lyme Avenue
Macclesfield
Cheshire
SK11 7RS

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

SAM Supplement
(SAM disk, £2)
37 Parker Street
Bloxwich
Walsall

WS3 2LE

Alchnews (Spectr
tape/disk, £1 or
free with medium
and SAE)
(see Alchemist PD
for address)

Outlet (Spectrum
tape/disk)
605 Loughborough
Road
Birstall
Leicester
LE4 4NJ

User groups

Alchemist Resear
(see Alchemist PD
for address)

INDUG
(see West Coast
Orders for address)

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

Spectrum-User-C
Gastackerstr. 23
70794 Fildersta
Germany
Tel. 01049 711
777142

The Thing Monthl
(wibble) and You
Thingclair (all
8-bits)
46 High Road W.
Felixstowe
Suffolk

*YIPES! NEARLY FORGOT - THE
DEADLINE FOR ISSUE 4 IS
FEB. 23RD.
THE FORUM WILL BE BACK
NEXT ISH, PROVIDED I GET SOME
LETTERS, HEM HEM. GOODBYE.
m-y*

THE CRASHED ARCHIVE

It's become rather obvious that, in its original form, the Archive was rather impractical (it's basically just an idea that I dreamed up during my naive early adolescence and have hung on to ever since), so I've given it something of a rethink. As a number of you have commented, while people may have lots of stuff that they're aching to get rid of, they're not necessarily likely to be willing to spend money on sending it through the post when it's possible that no-one will want it at the other end anyway. (What a long, badly constructed sentence). For this reason, I'm abandoning the software (which you can probably pick up cheaply at car boot sales and market stalls anyway), hardware (ditto) and books (which Format are handling, or at least will be in the near future) to concentrate on magazines.

The thing is, for about ten years there were lots of magazines around that covered the Spectrum and SAM, and those of you who, like me, have several rain forests' worth of YS, SU and Crash clogging up your bedroom will testify that they are a mine of useful information. However, over the years, a lot of these magazines have been lost, or sold, or chucked away, which is a real pain in the butt when you're trying to track down the original review of Count Duckula 2, or whatever.

I therefore urge anyone out there who has old mags they're willing to part with for the common good so that:

- (1) They can be catalogued on to the massive Crashed, er, catalogue of review, features, interviews and other things, which will be available for reference to anyone who wants to know (more details when there are some).
- (2) They'll be made available to you lot at crazy, knockdown prices! (I'm thinking of about 10p or 20p each at the moment, but we'll have to see how things develop.)

I'm not just thinking about 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.

I'm also interested in fanzines, meaning anything from tapezines like 16/48 and Enigma to paper-based 'zines like ZAT and The Bug.

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!

Yes. Please do.

Reviews

The Crashed policy is to cover any currently-available game released between the end of YS and now (ie anything that people may not have seen reviewed). In particular, on the SAM it'd be nice to see reviews of The Witching Hour, Oh No! More Lemmings, Football League Manager, WaterWorks 2, Legend Of Eshan, Sophistry, Exodus or anything by Supplement, and on the Speccy anything that may

have been quietly re-released on a budget label (in particular, The Addams Family and Manchester United Europe were released just after YS finished) or put out by the programmers themselves, as in Brendan O'Brien and Jonathan Cauldwell. Also, if you can supply screenshots (as SCREEN\$ files on Spectrum tape or SAM disk) then all the better. Oh, and 700-800 words would be an extremely nice length.

Other contributions

As well as occasional contributors for things like Highly Recommended, I'm looking for people to do regular sections on PD, adventures and comms - if you think you'd fit the bill, get in touch.

Getting it here

Ah. Tricky. At the moment, the only formats that I'm absolutely certain that I can accept are WordMaster files on SAM disk, +D 3.5" disk and Spectrum tape, plus the NotePad word-processor

that came on Fred 36. The best thing for you to do would be to send it in as many formats as you can, and I'll see which ones will load. If your w/p has a "Save ASCII" option, try that.

Sadly, I've had to withdraw the offer of four free issues of Crashed for each contribution. The best that I can offer if I don't want to make a loss on this "thing" is that you receive the issue that contains your contribution free. Sorry.