CRASHED

SAM AND SPECCY!

Dec 1994
£1.00
Issue 4

1994 -

Was it any good?

We'll tell you – inside!

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Tech Niche

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Contents

CRASHED
SAM AND SPECCY!

ISSUE 4 ● DECEMBER 1994 ● OUT 27 MARCH 1995 (?)

Well, we're getting better at it. Last issue was three months late, this one's two months late . . . with any luck, next issue will be one month late, then we'll put out about five issues a day until we catch up. (All figures are, of course, approximate.)

With this being my GCSE year 'n' all, it would probably have made sense to have done what Fish did, and put Crashed on hold until June-ish. However, the thing is that setting up Crashed had taken much, much longer than it should have (getting on for two years) and when the first issue came out last August, I was loath to let it go after I'd worked so long on it, especially as word was just beginning to get around, and the fruits of my labours were starting to show. So although it's not an ideal situation, bear with us, eh?

On a seperate subject, just what does it take to get you lot to contribute? I'm currently doing about two to three hours' revision and homework a night and I still find time to edit a fanzine, so I don't buy for one moment that "I just haven't got the time" cop-out. The SAM and Spectrum user base is now made up of a hard core of true enthusiasts, of which you are one. You must have a specialist area about which you can write something of interest. It doesn't matter if it doesn't fit into the current framework of the magazine - if you get in touch, we'll be able to sort something out. So please, please chip in, even if it's just a couple of hundred words. As you may have gathered from the above comments, I'm not exactly blessed with unlimited hours of free time, so the more outside contributions I get, the more regularly Crashed will come out - it's as simple as that.

If you've joined us after issue 2, you may not know that Crashed is supposed to have a tips page and a letters page. Whither the tips for the recent Speccy games? Whither the SAM tips? In particular, whither the outspoken, controversial comment? The Speccy and SAM scene is more interesting now than it has been for a long, long time. Format now seem to have a virtual monopoly over the SAM, running from the machine itself to the user meetings, which by some accounts are little more than vain attempts to get you to buy one. What do you think about the PD wars? Davis and Sheerwood have been bickering for well over a year now, when they should have been spending their time providing one of the Spectrum's most essential lifelines. Should they grow up and bury the hatchet, or does one (or both) of them have a vaild case? It seems rather an ironic situation that the Spectrum, the biggest-selling computer of all time, is now supported by non-profit making services working hard for the love of it, while the SAM, a three-times flopped obscure Welsh thing, still has a glut of commercial companies trying (obviously to some degree of success, as many have been operating for a good few years) to make money out of it. Should this situation be reversed? Or does the Spectrum deserve a second crack of the commercial whip? Perhaps you think that it's unfair on SAM owners that they should be paying for what Spectrum owners are getting for free?

But enough of this stirring. I shall go now, and let you lot snigger at all the hopelessly out-of-date info. Farewell.

Mark

Zoo time is she and you time, de dum de de de de de dum de de de de de dum. Heartbeat, increasing heartbeat, de dum de dum de dum de dum de dum de elephants and tacky tigers. This town ain't big enough for both of us. (Bah-bah-bah-bum.) AND IT AIN'T ME WHO'S GONNA LEAVE!

(Ahem.)

Scrambled hopes and eggs

Codemasters deny that Treasure Island Dizzy, or indeed any of their games, was made or even begun for the SAM. A call to the Codies revealed that even though they, like most software houses at the time, looked into producing SAM games, nothing ever came of it. Not even begun. Mould-casters, eh? The telephone secretary remembered the SAM Coupe, though! I'll be checking other softies soon, so keep those fingers crossed for some Strider graphics or an early version of Kick Off II, people! (AC)

Where are they now? no. 2

In the final issue of Your Sinclair, it was announced that former YS contributors (under the leadership of Steve Anderson) were going to carry on the mag as a fanzine by the name of Your St. Clair. However, over a year later, nothing has come of it.

After a lengthy interrogation, former YS Ed Jonathan Nash said in a prepared statement, "Er, I rang Steve a while ago and he said he'd given it up." However, YS2 (the YS tapezine that graced the last few covertapes) may or may not still be a going concern, depending on whether or not Jonathan ever gets round to finishing issue 4, which is currently "gathering dust." However, when Mr. Nash recieved a copy of his Crashed interview, in which he promised to continue YS2, he felt "a wave of guilt" wash over him. Nice to know he still cares . . . (MS)

We'll sithee then, SC

Sinclair Classic 10 was the last issue of this popular tape magazine. The writers have joined with top British coders Extacy 3 (I sincerely hope that's deliberate. Ed) to work on Subliminal Extacy, a Tasword format 128K diskmag. They promise to be even more vulgar with the extra memory. (Dave F)

C on SAM

Fred Publishing are planning the launch a version of the C programming language for the SAM. C is often thought of as the industry standard applications language, and is popular because of its portability – normally, a C program written on one machine can very easily be converted to run on another.

The Fred version will include a built-in editor, debugger and calculator. When released, the price is expected to be below £20 – if you buy it, I'd love to see some reviews. (MS)

Format in world domination bid

Format Publications, the company behind the INDUG user group, have taken over as the sole mail order distributor for the SAM Elite and its peripherals. This means that Format are now ordering direct from the assembly companies, rather than simply dispatching for West Coast Computers as they have done since late 1993. While this means that the mail ordering process will be speeded up, and costs will be kept down, it also means that Format are now the only source from which SAMs can be obtained.

At the same time, Format's Bob Brenchley has taken over from Blue Alpha's Mark Hall (who is still seriously ill in hospital) as West Coast's hardware co-ordinator. In this capacity, he is looking for hardware people for the SAM or Spectrum. If you feel able to work on the development of an existing idea, or have a design you would like to develop, Bob would love to hear from you – address and phone number on the Post Box page.

Hardware currently being worked on includes a MasterDOS-compatible clock/calender system for the SAM, and a very hush-hush new Spectrum interface. (MS)

Recent new software

SAM: Loads of stuff from new bugs Jupiter Software, including a licensed conversion of Booty (with graphics from the brilliant Stephen "Pickasso" Pick, famous for SAMDisk) and a French translator; T 'N' T, a Bomb Jack clone from Revelation; SC_Word Pro, a PC quality word prosessor/DTP package from Steve's Software.

Spectrum: Gloop and Demolition/Crazy Golf, two newies from Jonathan Cauldwell; The Ritman Collection, a four-game compilation from BG Services; MIDISound, a +D/Disciple MIDI suite from SD Software; 3D Superbike, a forthcoming release from someone called Alan Cresswell.

Details from the addresses in Post Box – all reviews welcome, except Gloop, which is in hand, so to speak. (MS)

Z88 bounces back

Chalfont's finest, EEC, are now stocking Lord Sir Uncle Clive's last computer, 1987's portable Cambridge Z88. At £113.36 including VAT (I kid ye not), it costs over £100 less than the original launch price.

If you've got one of these machines (or indeed a QL, +2, +2A, +3 or Interface 1/Microdrive, all of which EEC stock), please feel free to write a review, as I know precisely one interesting fact about the Z88, and it is this:

Under the terms of his sell-out, Sir Clive was obliged to offer any future designs to Amstrad. They took one look at the Z88 (or the Loki, as 'twas known then) and gave him permission to go it alone. Four years later, Amstrad released the NC-100. It was identical to the Z88. It sold rather more. (MS)

5 years of Steve

This April, Steve's Software, one of the main programmers of SAM utilities, will celebrate five years in business (although I swear they were doing Spectrum programs a good while before that). To mark this occasion, they are reducing all of their prices until the end of April, some by over 50%. If you fancy a copy of any of the imaginatively-titled "SC" range, or indeed a Canon (if anyone can . . .) bubble jet printer, get in touch with Steve at his normal address.

Another Gloucester show

The date for the next SAM & Spectrum Fair has been announced as Saturday April 29th (which isn't bank holiday weekend – it's been put back a week this year). The venue remains at Quedgely Village Hall, on the outskirts of Gloucester.

In the past, the show has attracted criticism for being too SAM-biased, although this is inevitable, due to it being run by everybody's favourite monopolisers, Format Publications. However, this time there's a possibility (and we're stressing that it's just a possibility) that Crashed might be there. More details next issue – if it's out in time, that is, ho ho. (MS)

PAW on SAM

In addition to the CP/M version compatible through PRODOS, Skelmersdale ravers SAM PD have released a disk that converts the Spectrum version of the Professional Adventure Writer to full SAM compatibility.

The key-scan routines are modified to read the SAM keyboard, and the function keys can be used for SAM-specific features like disk catalogue. SAM BASIC and machine code routines can be called from within games, and E-Tracker music can be accessed. SAE to SAM PD for details. (MS)

PHEW!

Mark

The illustrious, witty and only slightly crap (all right, indescribably crap) Ed issued forth with these gems of wisdom: **Best old game** Micronaut One **Best new game** Mutter mutter mumble mumble **Best film made in 1991 but shown on telly in 1994** Life Is Sweet **Most inadequately-hidden facts** (1) That the one new game I played in 1994 was fairly average so I can't enter it for best or worst game, and (2) the last film I actually saw at the cinema was Jurassic Park **Best elpees** His 'N' Hers/Pulp; Mamouna/Bryan Ferry; Parklife/Blur; The Division Bell/Pink Floyd **Best singles** All of Blur's stuff; Love Spreads/Stone Roses; Down By The Water/PJ Harvey; Tell Me When/The Human League; many others **Worst records** Too obvious to go into here **Best TV shows** The Riff Raff Element; The Day Today; KMKYWAP; Common As Muck; Later With Jools Holland **Just insultingly poor, I'm afraid** Top Of The Pops; Babylon 5; Heartbreak High; Power Rangers; Neighbours; pretty much everything, really **Biggest mistake** All my percentage ratings in issue 1 (erk) **Best things to happen** I got contact lenses (and stopped growing – anything more than 6 foot 3 would have just been ridiculous, I'm afraid); the underground Speccy scene got itself established and went from strength to strength; I finally got Issue 1 of Crashed out **Worst thing to happen** Er, I had to follow it up! **God-like genius of 1994** Goes jointly to Mark Radcliffe and Jarvis Cocker **Prediction for 1995** Brett from Suede will either commit suicide, disappear overnight, or suffer a Syd Barrett-style mental collapse and fade into obscurity. Look, I've got nothing against Suede – it's just what I think's going to happen. And yes, all the above records did come out in 1994 (although admittedly most of them were released in the last week of December or whatever).

Allan

Techy bod and general workaholic Allan had this to say about 1994: "Ah, heady days (whatever that means). I'll probably tell this to any grandchildren that I may one day have. How the sun always shone and there was no crime. They'll be amazed at how I managed all those hours at school, how we could breathe the air outside (only just) and how computers had keyboards. Then I'll tell them what 1994 was all about." Unfortunately, due to an hilarious BBC sitcom-type misunderstanding, he went on to pen a 400-word essay about the past year, which I've trimmed down to the following snippets (I'm cruel like that):
Best game Lemmings **Worst Game** Lemmings was the only one I bought, I'm afraid. So that gives me two choices for this one. Either choose Lemmings again, or pick one that I haven't played. I'll plump for the latter, and choose one of those Supplement jobbies, you know, the "technically insulting" ones. **Musical offering** ELO Part II with Moment Of Truth, published by Edel. An excellent CD/Cass that hasn't enjoyed chart success (yet) due to bad promotion and organisation by the record co. But it's available in most shops now, so go get it! If you're musically narrow minded, though, skip tracks 1 and 17. (Allan, please stop talking about ELO. Ed) **TV programmes** Have I Got News For You was very good, as was Harry Enfield. Don't Forget Your Toothbrush is fab, but I have to say that Byker Grove has to be the worst TV programme ever. I can't belive it's at all popular. **Events of the year** I finished school and started college. Our cat had kittens. Those were good. These are bad: GCSEs (a hassle), the kitten that we kept got knocked over. (But he fought his way back from death's door, and is now fine, if a little shaven and tail-less. I was going to say that he was knocking at heaven's door, but it's more likely that he was scratching the carpet up in front of heaven's door.) **Best yoghurt award** Custard-style strawberry.
Thanks for that, Allan.

Mat

1994: how was it for you, Mr Beal?
Best album Parklife by Blur. Lovely and splendid all over. Runners-up: Dog Man Star (Suede), Definitely Maybe (Oasis), Everybody's Got One (Echobelly) **Best singles** Let's Get Tattoos by Carter USM, Rocks by Primal Scream, Unbelieveable by The Wonder Stuff, and loads of other things **"Your music's poo" award** Jimmy Nail (And Q gave him 4 stars! Ed), Bon Jovi, Pato Banton, Aswad, Big Mountain (Big Pile Of Crap, more like), most of the stuff that charted **Best film** The Nighmare Before Christmas, closely followed by Four Weddings And A Funeral. If you haven't seen either of these (Sheepish grin. Ed), rent the video ASAP (Will do. Ed) **Crappest film** The Specialist. No plot, stupid story, lamentable acting, some natty explosions, Sharon Stone's protuberances, Sylvester Stallone's arse and varicose veins. And a cat **Twats** Noel Gallagher, the entire cabinet, Bobby Davro, Noel Edmonds, the whole cast of Neighbours **Programmes of 1994** Have I Got News For You and Knowing Me, Knowing You (telly); Mark Radcliffe and John Shuttleworth (wireless) **Nice things to happen** Fish going from strength to strength, Crashed finally emerging (suck suck), going to Germany, the IRA agreeing to stop blowing things up (very civil of them), enjoying myself once in a while (it does you good), several other irrelavent things **Nasty things to happen** The Criminal Justice Bill (we won't be able to go out of our houses without being arrested! Aaargh!), Cyberspace rising to such prominence (scary business), terrifying myself reading about the apocalypse, several other etc etc **That wasn't terribly Speccy-orientated, was it?** No. Sorry. (Damn.) Read the big review thing.
Politics, travel, rock 'n' roll . . . this boy'll go far (possibly).

Honorary Crashed team member Chris (ie he said he'd do some SAM reviews but can't at the moment 'cos he hasn't bought any new games since 1918, apparantly) got in here simply by virtue of having written something at last. So here he, er, is.
Moosic Anything by Gene, Blur, Pulp, Echo(belly), Sued(e), Morr(issey), and (eek! Eek! Private "joke" alert) our Mat's very own rendition of Animal Farm **Not so nice** Any Top 20 cover version. Especially the Pato Banton (spit!) and UB40 (phloem!) version of "Baby Come Back"

Chris (BAILEY!)

Mistake of the year Attending the Radio 1FM roadshow. Twice. The Manic Street Preachers were good, mind **TV Progs** Have I Got News For You. And Wizadora. We adore her **Most irritating little worm** Jack off Home And Away. Have you noticed that his body's completely out of proportion. Ugh **DJ of the year** Mark Radcliffe. Our kid. Gubbins. Fancy a brew? Et cetera **Film** Four Weddings And A Funeral **Go away** Mr Motivator. Bring back Lizzy Webb. Or even Lizzy off Playbus. Anyone.
Chris, thank you. And make it your New Year's Resolution (even though it's March) to stop watching appalling daytime television programmes, and buy some games instead. And review them. (Sanctimonious? Me? 'Fraid so.)
Of the rest of the regular Crashed bods, George has heroically failed to write anything at all, Linda I've not heard from for ages, and (St) John's just the new boy, you know?

1994, EH?

THAT WAS THE YEAR THAT WAS 1994

MAT To say that the commercial Speccy scene deteriorated in 1994 would be to say that in that space of time Benny Hill's health deteriorated - if it's dead, it can't get any worse. Still, there remains a large number of home-grown, and vaguely amateurish outlets concerned with the rubber-keyed marvel remembered so nostalgically by 16+ bit owners, a situation which should continue for a good few years (just like in the early days - things have come full circle, so it would seem). So here I shall (as is customary) go through each month and recap what happened in an only slightly incompetent fashion.

January began, as usual, with much marvelling at what a splendid thing 1995 was going to be, until about, ooh, half past one, when the novelty began to wear off.

February "Street Fighter II" was re-released by Kixx sometime around this point, the last commercial release of any kind on the Speccy, if memory serves. Tragically, this was just about the only thing in its favour. (Ignore the Crashed review - the game's total bobbins.) (Oi! Ed). Rave PD shut up shop, and were mourned throughout the Speccyverse as a rather crap PD outfit. Ironically, Alchemist Research (who had complained loudly about RPD's service and produce) took them over. "Lemmings" got released on the SAM (hang on! that means the Crashed review is a year late! Maybe this article should be called Pointing Out The Fanzine's Incompetence Corner. Maybe not.)

March Rumours circulated the EMAP camp that they would be relaunching Sinclair User. Nothing came of it, probably because they realised they had as much chance of getting any advertising as Bobby Davro did of becoming Queen of England. Fish printed a letter from Martyn Sherwood slagging off Andy Davis, following the article in Alchnews criticising him, and threats of court action abounded. Rumours (largely started by me, ahahahaha) about Kixx releasing Robocod on the Spectrum circulated. It was all wrong, but it

was their fault for telling everyone they were going to release it. (No, really).

April Zenobi spin-off 'zine The Goblin Gazzette (sic, as ever) folded. ZAT Editor Darren Blackburn called on the Engilsh people to systematically destroy all gerbils. Or not. A Speccy and SAM user meeting was held in Gloucester, which DB described as a good day out with "ample parking". Hurrah, I expect. Bob Brenchley, editor of Format, let it be known that he thought "PD on the Spectrum should not be encouraged". It is our considered opinion that Bob Brenchley should not be encouraged.

May A new fanzine was announced to be imminent, calling itself Crashed and described itself as a "fanzine done in the spirit of the late great Crash". (Oops. Ed) Fish announced that Kixx weren't releasing Robocod at all, but it didn't stop a couple of rogues at PD Power, ZAT and, er, Crashed spreading the "news" a few months later. PD Power 'zine, inexplicably, mourned the death of Ayrton Senna, a bloke who will be remembered throughout the globe for driving cars fast. Graham Shaw released the last ever Shawbrothers game, Hop 'N' Chop, which was rated 75% by, er, me in Fish, and is still available for £3.99 from the address in Post Box (plug, plug). West Coast Computers launced the latest SAM model, the Elite. It seemed they were finally doing something worthwhile.

June Top Speccy 'zine ZAT reached the grand old age of five. To commemerate this golden occasion, Darran Backburn dedided he was going to abandon ship in the not-too-distant future. Martyn Sherwood, in a move to annoy Andy Davis a bit more, circulated a newsletter about the affair, which ended with the words "my next move will be done with a purpose, and is for him to know and me to wonder." Andy came home a week later to find a

horse's head in his bed. Ho, ho! Only joking. Presumably he's still "wondering" as, indeed, so am I. In a seperate Alchemist-related incident, Davis got rid of his SAM only three months after announcing its arrival, describing it as a "doorstop" and the "scourge and life-stealer" of the Spectrum - presumably he has "scourge" confused with "only possible future of any kind". He also noted it had too small a support group to be taken seriously, and expected it would be obsolete in a short space of time - neither description, of course, could be applied to the Spectrum in 1994.

July I returned from holiday to find a message on the trusty Ansaphone from David Ledbury, who seemed rather excited about something called the Midget, which anyone who read the article in the last ish of Crashed will know all about. (Order that back issue NOW! etc. Ed) Chris Taylor, a coder with Triad Developments who was at the centre of the Prism/Alcemist debate in its early stages, apparently got ticked off by the Trading Standards people for the content of his demos, or so we were told (by Martin Sherwood, admittedly). We later heard that ex-YS ed Linda Barker recieved a letter from a "Northern firm of solicitors" advising her to stop writing for Prism's fanzine, which she and Martyn thought was a bit odd. And so do I.

August Issue One proper of Crashed finally arrived, and lo! it was rather good. SAM Supplement said they were selling some old SAMs for a measley fourty quid. Crivens. Brendan O'Brien released "It's A Goal", a footy sim (there was a review in Crashed ish 2, which gave it 70%).

September We at Fish (well, me) decided it would be a jolly good idea to have six months off, so Issue 8 was the last for a while. We made a complete mess of this, incidentally, in keeping with our tradition of making complete messes of everything else (but at least we could use an apostrophe). SAM zine

Fred celebrated its fiftieth issue. There was a bit of a cock-up on the Crashed front, Issue 2 being due this month, but not actually coming out, Sturdy announcing that Issue 3 would be out, as planned, during November. "Ho no, that's wrong," said everyone else, "we confidently predict that Issue 3 won't come out until well into 1995, and shameless apologising will be in order yet again." And they were right. Sturdy decided that he had got the release dates right, and Time itself was wrong, and loyally stuck by his (by now hopelessly inaccurate) coverdates and is currently believing he is living somewhere in December 1994, I should imagine. Spooky, eh? (Merry Christmas. Ed)

October There was another user meeting in Gloucester, which I eventually decided not to go to, so I can't tell you anything about it (although it was apparrantly a "bit of a flop"). Alchemist Research launched the Spectrum Star Users Club, a support group for the Star LC-100 colour printer, which (by the look of the letter) is a crap printer if ever I saw one.

November Fountain PD announced they would be writing an adventure based on Home And Away, which I think sounds a bit scary. Issue 2 of Crashed came out (Happy Hallowe'en. Ed). heralding the release of Rotor, a, er, SAM puzzle game. I recieved a copy of The Knuckle Girls' porn demo. Lollipop - I think we'll leave that sort of thing to the PC owners, ta, Girls . . .

December Davis annoyed Sherwood again by making up things about him in connection with new Brit demo group, United Minds. Martyn immediately decided to go in for the attack, until Andy conceded he'd made a mistake, and Martyn decided not to. So still nothing happened. Ho hum, eh?

Nostalgia Corner

My copy of this issue is rather tatty. It starts on page five so I can only describe the cover as I recall it. I think it had a turtle on it because of the review of the LOGO language inside. It had the familiar '3-D' SU logo and if anybody can find out what issue number it was then you'll be thanked enormously.

This issue of SU is incredibly different even from SU in 1985. It's thick with 172 pages and is almost totally in monochrome. There are no recognisable names - Jon Rignall is yet to come - and the whole thing is very readable even today. Page five has a feature on Sinclair's forthcoming mass advertising campaign, which includes competitions on breakfast cereal packets and tubes of toothpaste. It even suggests that Sinclair might become a generic term for computers (like Hoover and Xerox), as in "of course my tax returns aren't correct, I've Sinclaired them!"

There are news items on the financial disaster left in the wake of Imagine's demise, a Speccy adventure game to be included on the next Stranglers album, a possible Lord Of The Rings game, a new electronic system to distribute software in shops, Uncle Clive's investment in artificial intelligence, QL software, a new TV programme called Video And Chips (looks crap from the picture here), Sinclair's production targets and a program correction (a feature that came all too frequently in those days). There was also an item on a competition to win a golden hare worth £30,000 from Haresoft (who?). Does anybody know who won this?

The Letters page was duller than Dullo McDull of Dullford, Dullville, Tenessee. Letters included one from a salesman in a computer store claiming to have had an 86 year old customer, someone complaining that he couldn't get his 'stick in as the hole was at an angle (oo-er!), and a delightful letter from a woman who had knitted her daughter a jumper with 'Sinclair Spectrum' knitted in, which was accompanied by a photo of said jumper being worn by said daughter. Sickening. The hardware section featured no less than three replacement keyboards (this WAS during the rubber keyed time), four joysticks, and had a bit about the ComCon interface. The reveiws are in one big bunch. Sherlock (Melbourne House) received a Gilbert Factor of 9, The Wrath Of Magra (Carnell) received a very respectable 8. Also under the microscope were Silversoft's Worse Things Happen At Sea, Frank N Stein from PSS, Jack And The Beanstalk (Thor), the legendary Full Throttle from Micromega, the now sadly defunct Mikrogen's Automania (prequel to the series of Wally Week games), and Chris Bourne gave Mastertronic's Alkatraz Harry a severe grilling. On the (by now dwindling but by no means understated) ZX-81 scene there is a review of two horse racing sims and four classic Bug-Byte games.

A review of Machine Code Tutors (books and software - not a real person, you fool) follows from page 51, after which are more adverts. Then comes Sinclair Surgery, full of letters from people with peripheral wobble, difficulty in finding a ZX-81 interface, and bewildered compatibility questioners who got equally bewildering replies.

The coverstory follows after even more ads. A double page spread with a photo of the product and a full page picture of some turtles, both in colour, grace the feature that is . . . SINCLAIR LOGO. The program gets a glittering review and also mentioned are the Apple (IIe, I expect), Atari, BBC and IBM PC (yes they are that old!) versions. But at the price of £39.95 the software had better be good, and it was, receiving 9 out of 10.

After a colour double page spread advert for the (terrible) video game version of Jeff Wayne's War Of The Worlds there is a competition to win a copy of Doomarks Revenge and a framed map of Icemark, then even more ads.

Program Printout is the next section we are treated to, with maths tutors, adventure games, arcade games (sort of - this is BASIC!), a database and a couple of utilities. You can bet your life that at least one of these programs had a correction printed in the following issue.

A comical interview with Melbourne House's artist of the moment Russel Compe, by Chris Bourne, graces two colour pages. Russel had drawn the pics (or should that be the pixs?) for MH's latest big release, Mugsy. Russ had made dull text adventures into athmospheric cartoons with his excellent graphics and animations. Russel reveals that he can't even program in BASIC, played basketball, and that he had always wanted to be in art. Rivetting stuff!

After (you guessed it) more ads, there's a microdrive utility feature, complete with BASIC program, and a guide for beginners to computing follows that with some simple programs.

Sinclair Business User is up next with letters a-plenty from boring people complaining about funny bits in the section, who probably own IBM PCs now and are about as interesting as Dullo McDull, whom I mentioned earlier. A word processor article also forms part of this section, which is ended by addresses for software like maths calculus calculators and a Jewish calendar convertor. Mass marketing, sir?

Mr. Bourne was doing some overtime in late 1984 as he treats us to an article about micros helping doctors. The feature, entitled Dr. Sinclair, tells us of doctors using ZX-81s, Spectrums and QLs to do, erm, medical things. A bit of QL windows programming next, disproving the link between windows and multitasking. Incidentally, many modern computer owners argue about their machine being able to multi-task (do more than one program at a time), and IBM promote it heavily. Isn't it comforting to know that Uncle Clive did this over a decade previously?

Andrew Hewson is next on the stage, solving people's program problems for two pages. Next up is Quentin Heath who explains how to develop characters and interaction in role playing games. This is accompanied by some tables with Endurance, Strength, Lawfulness and Banana Fondness (Wah? Ed) on them. After a lengthy list of clubs and associations, and an even lengthier list of software for the ZX81 and Spectrum comes the Sinclair Supermart. This contains all sorts of ads, none of which are from companies that I recognise. And that's where my issue ends rather abruptly, the last few pages being lost in the ravages of time.

A seperate paragraph must be made in reference to the incredibly large amount of advertisements in this mag. These's plenty of them, probably covering about half of the magazine. A large proportion of them are for replacement keyboards, a strangely high proportion are advertising carrying cases/work-stations, many are for sound boosters or FX generators for the ZX range, there's lots of joystick interfaces available, and of course there's plenty of games. Also, there's a few printer interfaces and printers advertised, as well as QL monitors and some disk drives.

And hardly a mention of the ZX80!

The Crashed interview

DAVE F

DAVE "Fudgepacker" F, former editor of Sinclair Classic and programmer for Fountain PD, leads a wreckless lifestyle, which should be obvious from the fact that he has no surname (no, it isn't Fountain). Due to this hedonistic, rock 'n' roll way of living (a) he owes £356.72 to Nottingham City Library and (b) Bob Hoskins' cronies at BT have cut his phone off. MAT BEAL sends a list of questions and waits . . .

How were you introduced to the Speccy?

"I always wanted a Sinclair computer from the ZX80 but could never get a job! The rich bloke upstairs had one (a 48K) and after he'd found it twice in my drawer I decided it was time to get a job."

What are your favourite Speccy games?

"I prefer the deep, involving ones like Tau Ceti and Elite as opposed to the shoot-'em-ups. The most fun is certainly creating your own stuff though."

Favourite other "things"?

"Book: Metamorphosis by Kafka; films: Texas Chainsaw Massacre and Paper Moon. TV programme: Laurel And Hardy."

Favourite wierd theory?

"When the Danes invaded, all the cowards ran away to the North and invented Scottish people. All the hard nuts stayed to fight, and became English. The dweebs with ginger hair and no sense of direction invented Wales."

Should the Speccy be taken seriously?

"It will always have an image problem; people think down to the level of Space Invaders and Horace Goes Skiing whenever the Speccy is mentioned. I don't think Sir Clive realized what the Speccy could do when he invented it!"

How do you see the furure of the Spectrum?

"Spare parts will never be a problem - cannibalism will keep us going for years. Alchemist and Prism are providing a very important focus. There are thousands of users still not aware that we've gone underground. The Speccy charms people, it will never die."

What is the meaning of life?

"To enjoy yurself to the full without harming others. (I don't believe I just said that . . .)"

How would you like to die?

"Very slowly, hopefully involving some sort of humiliation and sexual torture. [Err . . . Nurse, could you spare a second? Mat]

What public figure is most likely to be the Antichrist?

"Ronald Macdonald. He is already evil."

What was the last thing you ate?

"A finger of Fudge (it was just enough to give me a treat)."

What do you reckon to the new-look University Challenge?

"Where do they get those ugly contestants from? Bamber rules, Jeremy sucks."

What should we do with the Royal Family?

"Send them back to Germany and build council houses along the Mall. Have you noticed how none of them die due to old age?"

Do you shave your legs?

"Only when I'm bored. I have a phobia against women with long hair (it's true so don't laugh). I flinch if someone's hair brushes agains my arm . . . aarrrrgggghhhh! [Nurse! NURSE! Mat]"

Who's funnier, Punt and Dennis or Newman and Baddiel?

"Middle-class ex-students don't make me laugh. I prefer Mike Leigh plays."

Who would you most like to be stuck in a lift with?

"Danny Baker is a good lad [NUUURRRSSE! Mat] although he doesn't come over well on TV. I'd hate to be stuck with a shy person; the prolonged silences would. be worse somehow."

Describe Bob Monkhouse in four words.

"Smug, rich Tory ("Glass dad." Rude Words Ed)."

Is ZAT dull?

"I've never seen a copy but I assume it is written by people with very bad haircuts."

What are heaven and hell like?

"The universe is curved and time is only relevant to whatever bit of space you exist in . . . religious teachings were invented by the rich to keep the poor downtrodden. Answers on a postcard."

What were you doing when you heard Kurt Cobain died?

"Why do Americans have such stupid names? Resisting the urge to be flippant . . . he meant nothing to me. Long live sussed bands like Shampoo and others who are not content to pick the bones of rock's corpse. Music has been dead for several years . . . "

And on that jolly note, we bid Dave Whatever-he's-called farewell. For more info on Fountain Software's, er, software, turn to page 9, wherein our illustrious Ed disects their demos, fonts and things with a slightly rusty scalpel and an ill-fitting surgeon's mask, hastily constructed from an item of underwear and two rubber bands, or something.

Tech Niche

As promised, here's the unflappable ALLAN CLARKSON with some proper techy stuff (at last) . . .

In absence of any letters this month, I've decided to start a feature on screen displaying on the Spectrum. I'll cover it on the SAM at a later date, but for now it's the Speccy. The programs will have to be in machine code as it's far too slow in BASIC. I'll not bore you with complex descriptions of the Speccy's screen structure, you can see that by loading a screen from cassette. The screen is basically a section of memory which is output to your monitor, and it starts at 16384. Thus LOAD "screen" CODE 16384 is the same as .LOAD "screen" SCREEN$. Anyway, watch a screen build up and that's how it's arranged in memory. The memory section which stores colour starts right after the screen memory, at 22528, and it ends at 23295.

THE FIRST EVER CRASHED PROGRAM!

This first program will copy the memory contents at 30000 to the screen, at 16384. It would help if you loaded in a screen first, using LOAD "" CODE 30000, so it will display a picture and not just loads of rubbish. Type this BASIC loader in, run it, then use RANDOMIZE USR 37000 to display the picture. It's been done many times before, but I worked it out myself. A bit like Clive Sinclair inventing binary in the 1950s only to discover it was already a recognised number form.

```
10  FOR  F=37000  TO 37011
20  READ A: POKE F,A
30  NEXT F
40  DATA 033, 048, 117, 017, 000, 064
50  DATA 001, 255, 026, 237, 176, 201
```

Nifty, eh? In BASIC that'll take as long as loading a screen from tape would. You can relocate the code anywhere in memory, but it will expect the screen to be at 30000.

LINES? DON'T TALK TO ME ABOUT LINES.

But that's a bit crap. What about a nice effect? Well, try this, it's basically the same thing but with a bit of a delay so you get a nice lines-building-up effect. But is there a use? There's no need to reset the computer, just type this in, run it and, as before, use RANDOMIZE USR 37000 to get it going.

```
10  FOR  F=37000  TO 37029
20  READ A: POKE F,A
30  NEXT F
40  DATA 033, 048, 117, 017, 000
50  DATA 064, 001, 255, 026, 237
60  DATA 160, 062, 000, 060, 254
70  DATA 050, 194, 149, 144, 062
80  DATA 000, 184, 194, 145, 144
90  DATA 185, 194, 145, 144, 201
```

To change the speed, alter the 50 in line 60 to a number between 1 (quick) and 255 (slow).

NUMBER ZERO-ZERO-ONE:

THE LARCH.

You have probably noticed that all the DATA has leading zeros, ie 26 being 026. This makes no difference to the machine code, but it makes error trapping easier. Look at these lines:

```
20 DATA 2, 23, 74, 3
30 DATA 3, 231, 221, 92
20 DATA 002, 023, 0070, 43
30 DATA 003, 231, 221, 092
```

Correct line is 20 DATA 002, 023, 007, 043

Both versions have a similar mistake but which one's most apparent? The system is used in Commodore Format, and I for one think it's rather a jolly thing. Not as jolly as Santa, but jolly nonetheless.

Next time I'll continue the screen display feature. And if you're lucky I'll dish the dirt on some techy software or something. If you sell techy software then you can send it to me for reviewing if you like. And you regular citizens can bombard me with your deepest problems. Send anything (except bombs) to: Allan Clarkson, Crashed Tech Niche, The Old Coach House, 16 The Avenue, Manston, Leeds, LS15 8JN. But don't forget the secret codeword . . .

Please, no. Anything but PJ and Duncan, those cheery, cheesy chappies from Byker Grove. OK, so Let's Get Ready To Rhumble was a bit of a laugh but a whole LP filled with the same chanting and awful lyrics? Of course, thousands of other girlies my age (14, fact fans) will be screaming and yelling over this, but they did over Bros, and look what happened to them. Bros, not the girlies. Although the effects were almost as tragic. Stick to acting, lads, please. PLEASE! And what kind of a name is PSYCHE anyway. Really. Rating: 2 out of five

Madonna BEDTIME STORIES

Appropriate title. This collection of boring, slow, sleepy tracks is perfect for bedtime - it makes you want to fall asleep. Yawn city. Mads, go away, regain that old brilliance you had when everyone liked you and leave me be. Thank you and goodnight. ZZZZZzzzzzz . . . . . RATING: 0 out of five

Miss Whittle may return next issue. Or she may not. Depends on whether or not she decides to write something. Sigh.

Public Exposure

Fountain PD Software

DEMOS

Fountain PD Software is described by ubergruppenfuhrer Dave F as "one of those little software houses that is chugging along, writing original leisure/entertainment progs simply for the hell of it. The Ocean of the 90s? I think not." They've been going since late 1992, steadily churning out demos, fonts, utilites, games and, until recently, the lovely Sinclair Classic tapezine. Dave promises that they'll be "doing Speccy stuff come the next century, you can bet cash on it." So let's take a gander at the somewhat packed tape he sent me the other week, eh?

POPSNOG (The Knuckle Girls, Aug 94)

The Knuckle Girls are Amy Pandagirl and Clare Girlzilla (or at least they were before Clare's much-publicized breakdown, thought to be related to an onion overdose, and subsequent disappearence) and pride themselves on being "the UK's only girl coding group" (or at least they did before etc etc). This, their first effort, consists of one screen, a Soundtracker tune and a scrolly. And, er, that's it. Admittedly, it's very well programmed, with an impressively smooth scrolly, which incidentally is very funny indeed in places – a refreshing change from all that badly-translated, Central European "look at me I'm so mad" nonsense (just steer clear if you're offended by bucketloads of swearing, that's all). So fair play and everything
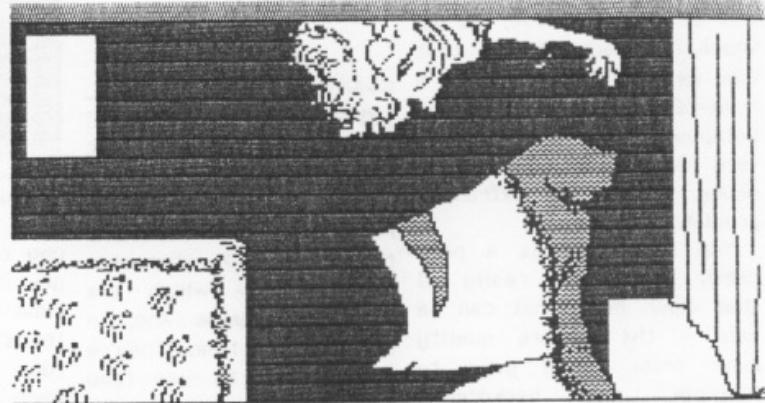
Vaseline. Apparently, this is the K-Girls' idea of being "sensual without being sexist or exploitative." Hmm.

(it's a good half hour's entertainment at least), but how about something with a bit more substance, eh girls?

OVERALL 55%

VASELINE (The Knuckle Girls, Sep 94)

Ah. Um. Well. It's Popsnog with a new screen, a new tune and a new scrolly, basically. (Long pause.) This isn't as easy is it looks, you know – there's very few interesting things you can say about a demo that, to all intents and purposes, you've already reviewed. Er, the screen's a nicely digitized (and only slightly naughty) pic, the tune's an improvement on the last one (and it isn't a port from the Amiga – hurrah!), and the scrolly (quite refreshingly) is extremely rude to Format, Outlet, Chic Computer Club and, er, Nottingham City supporters. I would say something really patronising at this point, like "coming on nicely, keep at it" or something, but I'm afraid I'm just far too nice.

OVERALL 60%

VIZ DEMO (Fudgepacker, Oct 94)

This is Dave F's demo-ing debut, and it features characters from the strangely popular Viz "adult comic", which I've never, ever bought, so (for the first time ever) you can expect a review completely free from any kind of plagarism of the subject matter. (So it probably won't last very long.)

The demo's one of those two-screen jobs. One of the screens is a "greetz" (I'm getting well into these demo terms thing), the other is a digitized (I think) pic from Viz. There are three tunes, at least one of which (the Knuckle Girls remix) is awsomely funky. Hurrah!

On the downside, though, there's no scrolly, which detracts from the entertainment value somewhat. Er, (thinks back four years to the Crash preview of the Viz game) fnar fnar!

OVERALL 57%

LOLLIPOP (Knuckle Girls, Nov '94)

Oh blimey. Er, the Lollipop
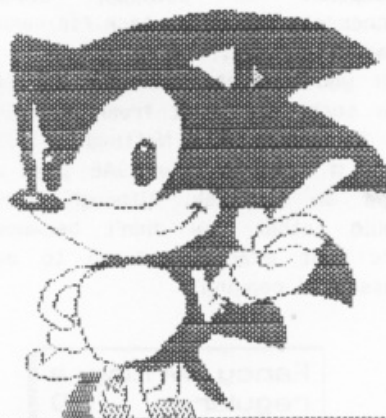
Popsnog. From left to right, we have: Sonic The Hedgehog and Amy Pandagirl. (Apparantly Clare was just too immense to fit on to the screen or something, so there you go.

demo consists of nine screens, the first of which is an anonymous 17th century poem, and sets the tone for the rest of the demo. The rest of the demo consists of eight digitized pictures of varying quality, depicting, er, people, um, er . . . um. (Long pause, during which the only sound that can be heard is that of a reviewer trying to describe Lollipop without shocking the very old, corrupting the very young, or sounding extremely prudish.)

Yup - Lollipop is a porn demo. There's not really all that much more that can be said - the picture quality runs from fairly good to illegible, the background tune's fairly nice, you can't complain about it degrading women because it degrades men too, and, well, that's about it. A fair demo marred by poor digitizing, lack of substance and frankly embarassing subjuct matter. (Some of us still live with our parents, y'know?)
OVERALL 52%

H-CORE
(Fudgepacker, Dec 94)
No, it isn't the sequel to Lollipop, despite whatever impressions the title may conjure up. Instead, this is a collection of four tunes from the "new breed of Speccy musicians", whoever they might be.

Despite the obvious techno

influnce, all of the tunes are rather good. However, there's no real graphics, and there's no scrolly. Recommended, but only for Speccy music afficionados.
**OVERALL 53%**

UTILITIES

F-FONTS VOL 1/F-FONTS VOL 2 (Fudgepacker, Oct 93/Feb 94)
These are great. Each F-Fonts pack contains twelve new character sets, all of which are stylish, readable and, in short, darn fine. They're really easy to use (you just load them in as CODE files), there's a smart BASIC viewer program included, and, well, top marks all round, really. Short, these positive reviews, aren't they? (And badly-written. A reader) Shut up.
OVERALL 93%

SUBBUTEO SCOREBOARD (Fudgepacker/Peter Dackcome, Jan 94)
Despite having no interest whatsoever in the subject matter, I have to confess to being highly impressed by this. The title says it all - it's a scoreboard for that Subbuteo thingy. There's a real time clock,
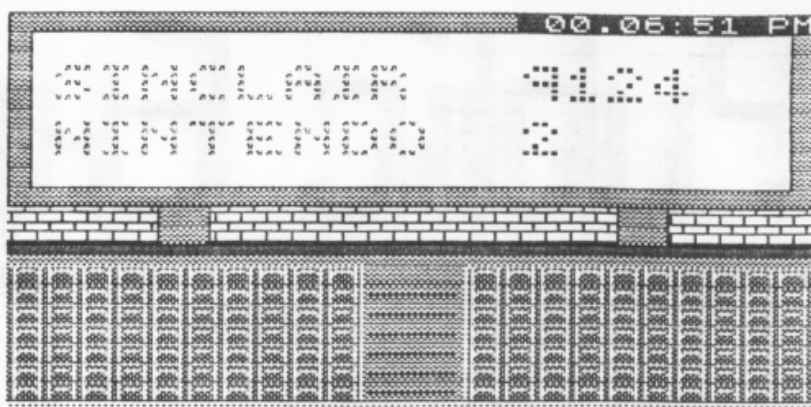
you can pause it at any time, you can declare half or full time whenever you want, there's a bouncy background tune, and it's nice, basically. Very short, these positive reviews, aren't they? (And really quite exceedingly badly written. A reader) Leave me alone.
OVERALL 88%

TAPEZINES

SINCLAIR CLASSIC 10 (Everyone, Jan 95)
Now this makes me weep. For ages I heard nice things being said about Sinclair Classic from all directions, and for ages I kept forgetting to send a tape for it. When I finally saw an issue, it was accompanied by the news that it was going to be the last one. Sniff.

And it really is extremely good. It's beautifully presented, packed with articles about anything you may care to name, passionately (and thought-provokingly) written, and as an added bonus,

features contributions from both Andy Davis AND Martyn Sherwood. Essential. Get the set now.

(Issue 10 also had a free disassembler, written by Jonathan Cauldwell. As I know sod all about this sort of thing, I won't even attempt to review it, but it's probably great.)
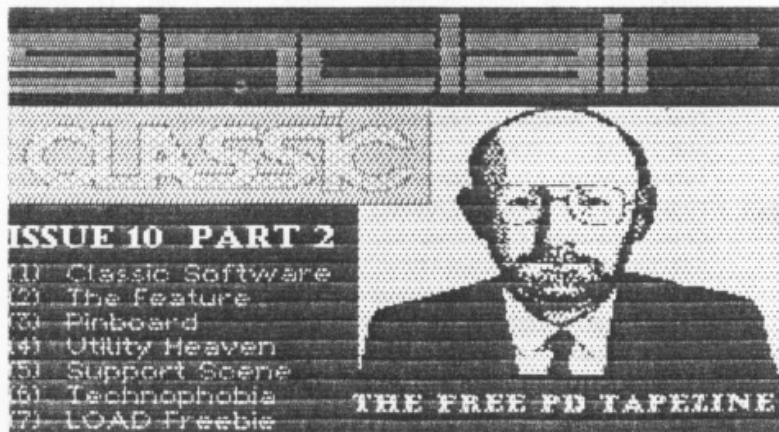**OVERALL 98%**

AND THE FUTURE . . . ?

Stuff currently being "tweaked for the masses" includes the London Football Database (mass marketing? Ha!), the Junkfood demo (Fudgepacker), the Turtlehead demo (Pandagirl), a third F-Fonts pack, and an adventure game based around Home And Away (oh no).

You can get any of Fountain's catalogue from Prism, Alchemist or Womo in Germany, with the exception of Lollipop, which Alchemist refuse to stock for some reason or other.

If you see fit, you can also get the software direct from Fountain at 2 Belvoir Road, Nottingham NG2 5DL, if you send an SAE plus a tape or 3" disk, although Dave would rather you didn't because he's "not exactly set up to do masses of copying".

Fancy writing a regular PD section? Get in touch.

Subbuteo Scoreboard. Hoo hoo, we're just a crazy bunch of funsters.

ISSUE 10 PART 2
[1] Classic Software
[2] The Feature
[3] Pinboard
[4] Utility Heaven
[5] Support Scene
[6] Technophobia
[7] LOAD Freebie
THE FREE PD TAPEZINE

Clive! Clive! We love you! (Swoon.)

+2A EXTERNAL DRIVES: SORTED!

You remember the +2A external drives: the manual stated that you could get an Amstrad SII interface that plugged into the Expansion I/O port, which you could use to attach up to two 3" drives, effectively turning your computer into a +3. This was the theory. In practice, however, the SII interface has to rank amongst Amstrad's best-kept secrets (along with their reasons for producing the +2 when any sane person would have gone straight on to a disk-based machine. Prats). In fact, Bob Brenchley has claimed that the interface was never even produced. Now however, thanks to Alchemist Research's Andy Davis (whose heplful info I've cobbled together with my own knowledge), the truth can be told . . .

First, it's important to ascertain what machine you've actually got. If it's black with a black manual, it's a +2A - regardless of what it says on the casing, the box or the spine of the manual. This is crucial, as . . .

the +2A has the +3 ROM/DOS chip inside, which is what it needs to run the disk drive. The grey +2 is basically a Sinclair 128K in a different box, and as such is not +3 compatible. (It has been said that there was a version of the SII with the DOS in it so you could use it witth the old +2. Any ideas?)

Getting hold of a drive is fairly easy. JRC Camera Repairs are selling Amstrad drives (abielt untested) at £15 a throw, and there's a number of companies selling drives advertising in PCW Plus (and possibly Amstrad Action).

The real difficulty is getting hold of an SII. It was definitely produced (one of Andy's readers has got the 2-drive set up as mentioned in the manual), but I've never, ever seen one advertized. Your best bet would seem to be to write to Amstrad's Information Centre at 1 St James's Road, Brentwood, Essex, CM14 4LF, or get in contact with some old suppliers (try adverts in YS/SU/Crashed, circa 1987/8) and see if they've got any still mouldering away in the warehouse

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Contribute!

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, T 'N' T or anything by Supplement or Jupiter, 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, a la 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.

Highly Recommended

Just write a couple of hundred words about your favourite piece(s) of hardware or software. You can say anything about them you want - what they do, why you like 'em, improvements that can be made, fixes for bugs - you decide.

Playing Tips

Please, please, please write in with any tips, cheats, POKEs, maps, problems, whatever - filling a page up with ancient stuff from old mags is really doing my head in, I'm afraid. Do you realize that there's never been a single tip printed anywhere for Dalek Attack or Nigel Mansell? The same goes for most SAM games - does anyone actually buy them?

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The Forum

It amazes me that I've recieved virtually no letters expressing any kind of opinion since the Crashed started. The SAM/Speccy scene is an infinitely more interesting place than it was in the days of the big mags - let's get a debate raging, eh?

Tech Niche

Allan is on the lookout for any description of techy stuff - programs, tips, questions, bug fixers . . . whatever, however basic or advanced it may be. Write to him at HIS ADDRESS ON THE TECH PAGE, not mine. He's ever so knowledgeable.

Public Domain

While I can run to the

occasional feature on PD in general (like the Fountain one this issue), Crashed really needs someone who has the knowledge and the connections necessary to write a regular section on the PD scene, doing reviews on new releases, plus perhaps the odd specialist feature on specific programmers. If you're clued up on both the SAM and Speccy scenes then great, but if you only really know about one or the other then you could either share the column with someone else, or perhaps alternate with SAM stuff one issue and Spectrum stuff the next. We'll see how (and, indeed, if) it turns out

Adventures

I'm led to believe that adventures are still quite big on the Speccy and SAM - so where are all the writers? As with PD, if you reckon you know enough about the scene (which I certainly don't) to write a section, get in touch.

Comms

Communications is the most undercovered area of Speccy and SAM. The only series there has ever been about it (other than one-off features in Format and the like), to my knowledge anyway,

is Your Sinclair's Dial Hard, which only ran for a few months anyway. If you know anything about the VTX5000, the VTX711 or that Hayes-compatible thing, or indeed networking (and this includes the SAM too), please pass on your knowledge. We will settle for nothing less than a ZX80 on the Internet! (Or maybe not.)

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 (not tape, as the SAM version of Wordmaster won't load or save any kind of tape, despite having a tape function), 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.

Finally, if you contribute to an issue, you get that issue free (or get an extra month on your sub), so in theory you could get free copies of the world's second-best Speccy 'zine indefinitely! Worth thinking about.

Games

Apex (SAM)
6 Hunter Rd
Arnold
Notts
NG5 6Q2

Discount Games
8a Station Rd
Histon
Cambridge
CB4 4LQ
01223 233890

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

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

EBUG (Spectrum)
1 Mapperton Cl
Canford Heath
Poole
Dorset
BH17 8AF

Everglade
(Spectrum)
68 Telford St
Inverness
Scotland
IV3 5LS
01463 240 168

F9 Software (SAM)
18 Mill Lane
Glenburn Rd
Skelmersdale
Lancs
WN8 8RH
01695 31163

Fred Publishing
(SAM)
40 Roundyhill
Monifieth
Dundee
DD5 4RZ
01382 535 693

Jupiter Software
(SAM)
2 Oswald Rd

Rushden
Northants
NN10 0LE

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

Soft Options
(second-hand)
151 Balsusney Rd
Kirkcaldy
Fife

Software Shop
(Spectrum)
48 High Street
Renfrew
Scotland
PA4 8QP
0141 885 2761

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

Supplement
Software (SAM)
37 Parker St
Bloxwich
Walsall
WS3 2LE
01922 406 239

Wizard Games
(Spectrum)
1 North Marine Rd
Scarborough
North Yorks
YO12 7EY
01723 376 586

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

Serious software

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

Fred Publishing
(SAM)
(see above for
address)

Kobrahsoft
(Spectrum/SAM)
Pleasent View
Hulme Lane
Hulme
Staffs
ST3 5BH
01782 306 244

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

SD Software
(Spectrum/SAM)
70 Rainhall Rd
Barnoldswick
Lancs
BB8 6AB

Steve's Software
(SAM)
7 Narrow Cl
Histon
Cambridge
CB4 4XX
01223 235 250

PD software

Alchemist PD
(Spectrum)
62 Tithe Barn Lane
Woodhouse
Sheffield
S13 7LN
01114 269 7644

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

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

SAM PD (SAM)
(see F9 software
above for address)

Womo PD
(Spectrum)

Ernastrasse 33
D-51069 Koln
Germany

New hardware

BG Services
(Spectrum/SAM)
64 Roebuck Rd
Chessington
Surrey
KT9 1JX
0181 3970 763

Datel Electronics
(Spectrum)
Govan Rd
Fenton Ind. Est.
Fenton
Stoke-on-Trent
ST4 2RS
01782 744 324

EEC (Sinclair)
6 Ravensmead
Chalfont St.
Peter
Bucks
SL9 0NB
01494 871319

Romantic Robot
54 Deanscroft
Avenue
London
NW9 8EN
0181 200 8870

West Coast
Orders (SAMs and
accessories)

Format
Publications
34 Bourton Rd
Gloucester
GL4 0LE
01452 412572

Spectrum spares and repairs

HS Computer
Services
Unit 2
The Orchard
Warton
Lancs
PR4 1BE
01772 632686

JRC Camera
Repairs
2 Forge Cottage

High St
Ewelme
OX10 6HU
01491 834403

Omnidale Supplies
23 Curzon St
Derby
DE1 2ES
01332 291219

Trading Post
Victoria Rd
Shifnal
Shropshire
TF11 8AF

Video Vault
Old Kingsmoor
School
Railway St
Hadfield
Cheshire
SK14 8AA
01457 866555

WTS Electronics
Ltd.
Studio Master
House
Chaul End Lane
Luton
Beds
LU4 8EZ
01582 491949

Fanzines

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

Adventure Probe
(all formats, £2)
52 Burford Rd
Liverpool
L16 6AU

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

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

Orders for address)

Fred (£2, SAM
disk)
(See Fred
Publishing above
for address)

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

Prism Power
(Spectrum, £2)
(see Prism PD
above for address)

SAM2SAM (£2,
SAM disk)
The Mount
May Hill
Ramsey
Isle of Man
IM8 2HG

SAM Prime (SAM
disk)
19 Lyme Ave
Maccs
Cheshire
SK11 7RS

SAM Supplement
(SAM disk, £2)
(See Supplement
S/W for address)

Spectrum UK
(Spectrum, £1.50)
28 Rockingham Dr
Melton Mowbray
Leicestershire
LE13 0LQ

The Thing Monthly
(wibble)
incorporating Your
Thingclair (all
8-bits)
46 High Rd West
Felixstowe
Suffolk

ZAT
(SAM/Spectrum,
£1.50)
33 Dawley Bnk
Telford
Shrops
TE4 2LQ

Zodiac (SAM, 50p)
New House
Holbear
Chard
Somerset
TA20 2HS
01460 62118

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

Spectrum Profi
Club
(see Womo PD for
address)

Spectrum-User-Club
Gastackerstr. 23
70794 Filderstadt
Germany
01049 711
777142

Programmers

Alan Cresswell
18 West St
Geddington
Northants
NN4 1BD

Brendan O'Brien
22 Garron Cr
Larne
Co. Antrim
N. Ireland
BT40 2AT

Jonathan Cauldwell
5 Helmsley Dr
Eastwood
Notts
NG16 3RS

WHAT DO YOU THINK OF IT SO FAR...?

Crashed has been around for a bit now, so we thought it was about time you lot made your opinions heard. Here's Allan to explain.

There hasn't been a Speccy or SAM awards ceremony since the downfall of the glossies and I for one reckon that we should have one right now. Put up your hands if you think we should have a readers poll. (Waits for hands to rise). Well, we're going to have one anyway. Fill in the form below and send it to The Crashed Poll, Pear Tree Cottage, North Deighton, Wetherby, West Yorks, LS22 4EN. You might even win a prize for your efforts, but we're not sure what it'll be. Maybe some games or something (Ha ha! Ed). Or a free sub to Crashed (Well, possibly. Ed). Okay, okay, just fill it in anyway, will you?

THE PERSONAL BIT

Name

Address

Postcode

Age (please tick):
Under 13 ( ) 13-17 ( ) 18-25 ( ) 26-35 ( ) 36-45 ( ) 46-59 ( ) 60+ ( ) Charlie Watts ( )

Spectrum owner of ____ years' standing
SAM owner of ____ years' standing

What set-up do you have? (Tick as many as you like.)
ZX80 ( )
ZX81 ( )
Spectrum 16K ( )
Spectrum 48K ( )
Spectrum 48K+ ( )
Spectrum 128K ( )
Spectrum +2 ( )
Spectrum +3 ( )
Spectrum +2A ( )
SAM 256K ( )
SAM 512K ( )
QL ( )
Z88 ( )

Microdrives ( )
Discovery ( )
Disciple/Plus D/DX1 ( )
Mulitface or similar thing ( )
Something else (please specify)

What do you use your Spectrum for?
Games ( )
Adventures ( )
Utilities ( )
Programming ( )
Comms ( )
Dabbling with hardware ( )
Other (please specify)

What do you use your SAM for? (If applicable)
Games ( )
Adventures ( )
Utilities ( )
Programming ( )
Comms
Dabbling with hardware ( )
Other (please specify)

Do you regularly buy:
New commercial Spectrum software ( )
New commercial SAM software ( )
Second-hand Spectrum software ( )
Second-hand SAM software ( )
PD software ( )
(Tick as many as you like)

Last game bought

Last piece of serious software bought

Last piece of hardware bought

THE CRASHED AWARDS 1995

Best game of 1994

Best game ever

Best serious software of 1994

Best hardware of 1994

Best graphics of 1994

Best game music of 1994

Best Spectrum service of 1994

Best SAM service of 1994

Programmer of the year 1994

THE CRASHED BIT

What mark out of ten would you give Crashed for the following sections:

Editorial

News

Reviews

Whittle's Wibble

Interviews

Tech Niche

Playing Tips

Post Box

Letters (providing you've got issue 2!)

Public Exposure

Nostalgia Corner

Style/clarity of writing

Style/clarity of design

Overall

Any comments on any (or all) of the above?

Which issues of Crashed have you bought?

How did you hear about Crashed?

Do you think Crashed tends to be:
Too Speccy-orientated ( )
Too SAM-orientated ( )
Too technically-orientated ( )
Too games-orientated ( )

What's the best thing about Crashed?

What do you think could be improved? (And don't try that old "It's fine as it is" gag on us. We know we're not perfect just as well as you do!)

If you've not yet contributed to Crashed, why not?

If you've bought Crashed before, how does this issue compare with previous ones:
Much better ( )
Slightly better ( )
The same standard ( )
Slightly worse ( )
Even worse than that ( )

LAWKS - THE COMPETITION!

Which SAM/Spectrum fanzines do you buy on a regular basis? (And what mark would you give them out of ten?)

And that's a wrap. Now just brutally yank this page off the back of the mag (or use a photocopy) and send it to: Crashedtionnaire, Crashed, Pear Tree Cottage, North Deighton, Wetherby, West Yorks, LS22 4EN.