

CRASHED - Not an official K-Tel product!

# CRASHED

## SAM AND SPECCY!

Jan 1995  
£1.00  
Issue 5

*SIMON COOKE*

*INTERVIEWED*

*ALSO...*

GLOOP Reviewed

Whittle Wibbles  
(Again!)

CRASH In  
Nostalgia Corner  
(Sniff!)

Lummocks!

What? No free gift?

That's because there isn't one.

You'd be better off reading the  
mag than wasting your time on an  
obvious space filler like this.

Ping!



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The best list of addresses you're ever likely to read.

# CRASHED

## SAM AND SPECCY!

ISSUE 5 • JANUARY 1995 • OUT 29 APRIL 1995  
(erk)

Ha-har! Unbelievable as it may seem, we actually seem to have got an issue out on time. (Well, relatively speaking. We're still four months behind, but at least this issue came out a month after the last one.)

First of all, some good news. One of the most unpopular aspects of Crashed has been the price, which we've previously not been able to put down. However! thanks to a rather stirring piece of luck, we've got someone doing all the photocopying for free, meaning that as of next issue the price will go down to the snipsome sum of 75p, and the sub rate will remain at £8. Enormous thanks due to the fabulous "M.A." (name withheld to protect her job).

Hopefully, there should be two £1 off vouchers for the All Formats Fairs with this issue. I know they only mention the Harrogate shows, but they're valid at any of the ones mentioned on the News page.

Allan and I toddled along to the Harrogate one on April 9th - while it was mostly PC/Amiga-dominated (a far cry from the ones four or five years ago when the shows were almost totally 8-bit), but there were a few useful bits and bobs - I picked up a Speccy +2A printer lead for £3.50, and a pack of 25 3.5" disks for £4, which wasn't all that bad. I've been told that the one to go to is the one in Birmingham, as the SAM and Speccy are still pretty well supported there.

(Incidentally, if anyone has any use for a free ticket to one of the Workop shows, just get in touch - I've got one going spare, which someone thrust upon me in Harrogate.)

Still on the subject of shows, I'm afraid that Crashed won't be at the one in Gloucester. We were planning to get a spot on the IEBA stand, but it seems to have closed down at a rather inopportune moment. Allan and I will still be going, though, and it's possible that Mat may be able to get himself down . . . hang on, why am I telling you all this? The earliest anyone'll be getting this issue is at the fair itself, so . . . Sorry; my mind's gone quite blank. GCSEs, you see. Never mind, eh?

Er . . . what else? Oh yeah: Amstrad really were useless, weren't they? The +2 was a good concept, but what on earth was the point in those idiotic non-standard joystick ports? Or the frankly crap tape deck? Or the non-standard RS232 ports? Then there was the +3. Again, a good concept, but wouldn't it have been a good idea if the BASIC commands, the ROM, the EXPANSION I/O port and the ULA chip were actually compatible with the proper Spectrums? It could have been a decent machine in its own right, but no - it was so riddled with bugs it didn't do what it was supposed to, and it was so ludicrously overpriced during the time of its launch - the time when people would have been most willing to buy it - that it never developed a large enough user base for it to be supported adequately. The there was +2A - all the disadvantages of the +3, but none of the advantages. The final nail in the Sinclair name's coffin, however, has to be the PC200. I mean, why? A complete waste of time and money - surely they should have been supporting the Speccy with new hardware (and, indeed, promoting the existing hardware - SII, anyone?), rather than messing about with a machine that nobody had any use whatsoever for. Ich.

Finally, I'd like to thank everybody who has returned the questionnaire from last month. The results will appear next issue, which leaves those of you who haven't replied yet to GET YOUR ACT TOGETHER! Ahem.

Mark

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### BACK ISSUES

All issues of Crashed are  
still available at the  
peachy price of 75p. SAE  
for info.

### SUBSCRIPTIONS

Still only £8 per year!  
Save EEEE! Post that  
cheque (payable to M.  
Sturdy) now!

### THANKS THIS ISSUE TO

Simon Cooke, "M.A.", Andy  
Davis, Martin Scholes and  
"M.A.". Oh, and "M.A."

### CIRCULATION

April 1995: 14

The views expressed in  
Crashed are not  
necessarily those of the  
magazine as a whole, and  
we will take no  
responsibility for them.  
Especially not Mat Beal's.

### HOWARD AUSTIN SAYS:

"Liquers?"



## IEBA: shut!

The Independent Eight-Bit Association, the beleaguered user group for eight-bit computers (although it dealt primarily with the Spectrum and SAM) has been wound down. The reason for its closure is that both of the organisers have now got other commitments, and have little time to run the IEBA. The association has been plagued with problems from its genesis in mid-1993, firstly, it was tied down by an unwieldy and largely unnecessary constitution, and then by in-fighting between two rival members. (Guess who . . .) However, with a streamlined constitution and the disputes settled, it did go on to become a reasonably successful user group with a loyal (ablett small) following. With its passing, a gap is once again left to be filled by a strong, professional user group run in the interests of supporting all SAM and Spectrum owners and services. (MS)

## ZAT: Shut!

A further victim of the "growing up and getting proper jobs" syndrome is ZAT, the long-running Spectrum and SAM fanzine. Editor Darren Blackburn has either started a full-time college course or is working for a fine art printer (depending on who you believe) and, in the absence of anyone to step into his shoes, has closed the zine down.

However! If all goes well, ZAT should resurface this summer in the form of Z2, an optional Spectrum-only supplement in ZAT creator David Ledbury's fanzine, SAM Prime. The new mag, under the editorship of Mat (who?) Beal, will incorporate Fish, and feature contributions from all the former ZAT and Fish writers. More info when there is some. (MS/MB)

## Alchemist Hardware

The latest wing of Andy Davis' Alchemist Research empire is Alchemist Hardware, a company dedicated to producing new hardware for the Spectrum (pretty self-explanatory, really). Upcoming products include a "clone" of the +2A external drive interface, featuring compatibility with 3.5" and 5.25" drives, as well as the 3" Amstrad FD-1 things, a keypad, a serial mouse and a lightpen. Woo, eh? (MS/AD)

## Hopeless name corner

New on the SAM scene is Mungus! software, run by Stephen McGreal. Their first release is (oh no) a puzzle game with a somewhat ridiculous plot. Available for £5 from the address in Post Box, cheques payable to Stephen. (MS)

## Yet another newie

The SAM and Spectrum scene seems to be having one of its best months for a while, with the launch of all that above, plus a new SAM disk mag, Network Sigma. NS is mouse or keyboard compatible, and features SAM news and reviews, guitar lessons (apparently) and "a crazy sense of humour". Hmm. Get your copy for £1.50 (cheques to D. Wileman) at the address on the Post Box page. (MS)

## Highly improbable

You can tell it's a good month when, in 1995, you hear that a new Spectrum software house is starting up. Fish Software, run by Mat (not him again) Beal, will be concentrating initially on compilations of old Shawbrothers games. The first two tapes, priced at £2 each, will be out in a couple of weeks, and each will feature various Shaw things, plus a few FREE bonus programs. Fish will also be rereleasing Hop 'N' Chop, the last (to date) Shawbrothers game. Tune in next month for the exclusive Crashed reviews! Maybe. (MS/MB)

## Ded Gud

The latest new face on the SAM scene is the comically-spelt Ded Gud Software, with some bloke called Allan Clarkson at the helm. Their planned first release is Detective, an interactive pointer-driven roleplay type thang for the SAM. I've seen an early demo version, and, should it live up to its early promise, it looks like being one of the best SAM games yet. No kidding. Yep, I liked it that much.

At the moment Allan's looking out for musicians, graphics bods, and maybe programmers, if you fancy becoming part of something that looks like it just could develop into something rather spanky, get in touch with DGS at the address in you-know-where. (MS)

## Go to the show (or not)

Here's the next few All Formats Fair dates, courtesy of that nice Bruce Everiss.

May 6 - Northumbria Centre, Washington; May 7 - Woodside Hall, St George's X, Glasgow; May 14 - NAC (Rogan Showground), Stoneleigh; May 21 - Totworth Recreation Centre, Surbiton; May 27 - Bassetlaw Leisure Centre, Eastgate, Worksop; May 28 - National Motorcycle Museum, Birmingham; June 3 - Haydock Park Racecourse; June 4 - Royal Baths Assembly Rooms, Harrogate; June 10 - University of the West of England, Bristol (Bristol Poly); June 11 - NAC (Rogan Showground), Stoneleigh; June 17 - Northumbria Centre, Washington; June 18 - Woodside Hall, St George's X, Glasgow; June 25 - Totworth Recreation Centre, Surbiton; July 15 - Courage Hall, Brentwood, Essex; July 16 - Totworth Recreation Centre, Surbiton; July 22 - Haydock Park Racecourse; July 23 - National Motorcycle Museum, Birmingham; July 29 - Northumbria Centre, Washington; July 30 - Woodside Hall, St George's X, Glasgow. Phew! (MS)

## Fountain PD Update

Following last month's feature on FPD, Dave and Amy (or Amanda, whatever) have released a couple

of new things, and are in the process of archiving and catalogueing their entire software collection, for some reason. Anyway, here's the new schedule:

London Football Database, Junkfood demo and the F-Fonts Collection - out now; Turtlehead demo - late May; Home And Away: The Computer Game - delayed; Violet Berlin demo - early June; Sinclair Classic Summer Special - July

Fudgepacker and Pandagirl (to give them their demo names, erk) are also writing for the Subliminal Extacy 'zine, and Dave would like you all to listen to the Mark Radcliffe Show on Thursday May 16th because the Melons are in session, because (a) he programmed the drum machine on their first flexidisc, (b) one of the "girls" lives in his house, (c) he's their driver and (d) he describes it as "girlie NOISE pop at its finest." (MS)

## Oops . . .

A few errors crept into last month's TWYTW 1994 feature, which perhaps gave the wrong impression, partly due to me being somewhat over-enthusiastic with the editing scissors, and partly due to Mat Beal, well, being Mat. For the record: (1) Alchemist Research took over Rasputin PD, and not, as stated, its successor Rave PD, with which Alchemist has no connection. (2) Andy Davis did not make up anything about United Minds, and the situation was in fact due to a mere mix-up.

Mat would like to add the following:

"I would like to apologise to Andy Davis for accusing him of 'making things up' regarding the demo group United Minds. I now recognize the incident was a simple mistake and NOT deliberate fabrication."

Flipping heck, Mat. (MS)

# Crash Corner

**ALLAN CLARKSON**  
dissects another  
Spec mag of old.  
This month, the  
October 1988 issue  
of Crash.

having to teach Wheel Of Fortune's bimbo how to play an arcade game, which was to be a prize on the show. Probably the most interesting item is titled 'Play It Again, Sam.' It's about MGT launching the SAM (no mention of Coupel!) at the ZX Microfair that

November. Little did they know that it would be another year before anything was released! According to this item the SAM was to be built in Japan and would cost £100 to £150. Aaah!

Lots and of reviews next, starting with Samurai Warrior (Firebird), about a sword-wielding rabbit, which recieved 89%. This game has friendship features, you know - so much for Mortal Kombat (or is that SF2?). A three page review for US Gold's golf compilation, Leader Board Par 3. A Crash Smash at 93%, this game is comparable to the many golf games available now. Also

80%). On the down side we have The Pink Panther from Gremlin receiving 34% and Firebird's Soldier Of Fortune with 70%. Back in the good zone are The Train (EA), Gold Silver Bronze (Crash Smashed at 91%) and Joe Blade (CS 90%). The prize of a day out at the Metro Centre with £100 is followed by an article about the unoriginality of games. This was written by a reader, who was irritated by the current software situation.

Next up is the (mythical) Lloyd Mangram's Forum. A special feature about the somewhat erotic advertisements for computer games which were appearing at the time. Some feminists, male chauvinists, comedians and people who got it all in perspective make for a lively debate. Two photos of scantily-clad females adorn the second page of the section. Some normal letters follow, with a letter about mail order goods, one requesting an Athena cheat

(wrong section methinks), a querie about FEAR, Newsfield's horror magazine which gave artist Oliver Frey a platform for his morbid musings (instead of putting them in Crash!). An interesting letter was from R.T. Smith, author of a game called Cyberknights. RT reckoned that his game was reviewed unfairly, but is was all the publishers fault (CRL) for bad packaging and instructions. So that's okay, then.

Adventure Trail next, with someone going merely by the name Samara. She reviews Corruption (Rainbird) and Double Agent (Tartan), receiving 85% and 81% respectively. The Anamagon's Temple from Mediandroid only receives 39%, and is branded as amateurish.

Up next on to the podium of journalism is Nick 'Pie' Roberts with his ever-popular chum, Playing Tips. A painting of Nick looking gormless is at the top of the page. The phrase 'phwor' is used at least once, and as you'd expect, this large section is full of tips.

Mark 'Corky' Caswell next, with On The Screen, a showcase for readers' artistic

talents. And there are some excellent pictures here. Mark is pictured as Frankenstein sitting atop the title!

After a compo in which you could win a Sony Watchman, a monochrome pocket TV set, there's an article about coputers being used in television programme making. More general than Spectrum specific, but a very interesting read. Then another competition, this one to win Raffaele Cecco's (programmer of Uridium, Cybernoid, Stormlord amongst other classics) camera, or at least one like it.

A comms (modems for the uninitiated) feature follows. Paul Evans goes shopping at Gateway. Or through one, that is. He reveals how one bulletin board can access you to an electronic shopping centre.

Back to Raf Cecco, with his regular diary article, "Cecco's Log" (Oo-er. Ed). He reveals how he got into deep s\*\*t with Andrew Hewson, owner of Hewson software, for dissapearing out of contact for a while.

Arcade Action features Toobin', Continental Circuit, Dragon Ninja, Altered Beast,

again, a badly kept copy of this magazine, his time starting on age seven with half an advert for apcom's Black Tiger. Very typical 1988 fare looks, too. On page eight we have the news, which includes the Power House budget label which included tracks by a and called H.E.X. on the cassettes B side a poor attempt to boost sales) going into receivership, three heap joysticks, FAST the pirate-catchers making a haul, Nintendo "getting heavy" about Rainbow Arts' Great Giana Sisters being just a bit too much like the Mario games, Digital Integration releasing -16 Combat Pilot, and some less interesting things. There's also a piece of news about someone from Ocean



Thunderblade and Afterburner as good boxes to pump money into.

Tech Niche next, and John Bates reviews a MIDI package and answers some readers' letters at the same time, and does it rather well. Tech Tips has a favourable review of Kobrahsoft's DICE utility (still available), a +3 corner, a section dealing with enquiries about the Tech Tape, and a bit about a Beta Basic newsletter, and IMBOS, a magazine for Microdrive users.

Another chunk of reviews next, starting with Alien Syndrome from ACE, Smashed at 90%. (Thinks - maybe we should have a Crashed Smashed?) Cybernoid II (a Raf Cecco game released by Hewson) gets 88%, and Firebird's Intensity gets 91% another Smash. On the not-as-good-as-those-but-not-bad platform we have Pro BMX Sim from Code Masters. This was during the Codles' Sim craze! Down in the not-very-good-at-all pit lies 1943, crap from Capcom. Dull graphics, dull sound, dull gameplay, dull everything make this a sure-fire 46%-er.

After a compo to win a (stuffed!) gorilla we have the credit card and cheque fest known as the Crashed Hypermarket. Nothing like one of those big jobbies in France, this shop sells everything

from Crash caps and cups to "highly recommended software", from peripherals to little furry things called Olibugs (named after Oliver Frey, the artist). Subs and Back issues are spread temptingly around the checkout, and the subscriptions have a copy of Cybernoid II sellotaped to them temptingly.

An invitation to put questions to Ian Stuart, Gremlin Graphics' main man, is closely followed by a compo to win a CD player. A high Scores page wanders in from the rain, dragging the competition winners names and Crash Voting Chart forms behind it. This is tailed by the classified ads and the October charts. Target; Renegade is at no.1 and not for the first time, Match Day II is snugly nestled into the number one slot and Cybernoid shows up for no.3. Also in the top twenty is Elite, Hea Over Heels, Bionic Commando, Out Run, Driller and Commando. The Hobbit occupies the adventure number one position followed by The Lords Of Midnight. Three Magic Knight games are also in the adventure top ten (namely Spellbound, Knight Tyme and Stormbringer) but

are these adventure games? Yes, you have an adventure while playing, but you do in Where Time Stood Still. Well, I'm not here to argue. Adorning the Strategy chart in an unseemly fashion are Vulcan, Arnhem, Lords Of Midnight (again!), Doomarks Revenge an Rebelstar Raiders. And last an probably least comes the video chart, which includes Platoon, Aliens, Lethal Weapon, Hellraiser and Crocodile Dundee amongst its list of filthy molluscs.

Previews next, showcasing US Gold and it's companies' releases over the next few months. Mad Mix, Thunder Blade, Echelon, Out Run Europa, LED Storm and many more are held up for public to sneer at. Of interest is a bit about a game called Human Killing Machine - Street Fighter II, a Capcom production. Dave Baxter, a Capcom Representative says SF2 will "knock your head off and slash your throat!". Levels in war-torn Beirut, Amsterdam's red-light districts and violent German night-clubs are expected. They

were probably considering converting this to one of those console thingies!

Non-USG previews include Firebird's colourful Savage, Live And (grow old?) Let Die from Domark, Spitting Image, Return Of The Jedi and Carrier Command from Rainbird, amongst others.

The last page of my battered copy is ETAL/GOGGLE!, an article about films on video being released soon.

I decided to leave the adverts 'till last as they are scattered liberally throughout. The full colour single and double page game ads include Espionage (Grandslam), Cybernoid II (Hewson), Airborne Ranger (Microprose), Victory Road (Imagine - this one was at the local sports centre for years in arcade form!), 1943 (Capcom), Typhoon (Imagine), and countless more. Other full page advertisements include a Silica Shop "New Low Price ST - £299!", Romantic Robot peripherals, Datel Electronics, Video Vault spares & repairs, various mail order firms, Bits And Bytes Computer Specialogue (a mail order firm's magazine), and others. One interesting ad is an

MGT one (Sob. Ed), offering disk drives and accessories, printers, and a video digitiser, amongst other mouldy peaches. Smaller ads are mainly for mail order software, Play By Mail games and spares and repairs. There's also a rather useless Evesham Micros ad selling Commodore 64 disk drives and software.

And that's about it. More standard games-orientated fare than the Sinclair User I reviewed last time, but entertaining none the less. Though looking at this I can see why Bob Brenchley was driven to set up INDUG and Format. Ni!

**Tune in next time (maybe even next month, you never know) for more page-turnin', retrospectin', hair-permin' thrills. Or! you could (rather foolishly in our opinion) miss next issue entirely, and pick up ish 7 to see Mark wibbling on about the Atari 2600. Maybe.**

# The Crashed interview

## SIMON COOKE

**SIMON COOKE** - former writer for Your Sinclair, grande fromage with SAM coding bods Entropy, yet another chap who has something to do with Rooksoft and the Midget (although for the life of me I've no idea what), and chief public relations officer for Buckingham Palace, apart from the last one, which was a lie. Ahem. What better reasons could there be to ring him up and ask him a load of crap about pop groups, the Internet and crisps? Our MAT sure as heck couldn't think of any . . .

### How were you introduced to the Spectrum and SAM?

"Ah, well. Back in 1986 I bought a copy of Your Sinclair - I saw the Jack The Nipper wobbly, er, thingy and I thought, 'Ooh! that's the magazine for me!' My uncle had a Spectrum at the time so I nabbed his, my Commodore 16 blew up, so I asked my dad for a new computer and he got me a +2. I got a SAM when they first came out 'cos it was a computer I would be able to program."

### What're your favourite Speccy or SAM games?

"My favourite Spectrum games would have to be Head Over Heels, R-Type, Chaos, Bubble Bobble and Rollercoaster. My favourite SAM ones are Sphera for no apparant reason, Prince Of Persia 'cos it's got some stuff I wrote in it, Lemmings 'cos it's got some stuff I wrote in it and it was written by my mate Chris . . . there's not that many brilliant SAM games out unfortunately."

### Can we print that?

"Yeah, it'll get people writing them."

### Who're your favourite musical bods?

"At the minute it's Tangerine Dream, Tori Amos and They Might Be Giants, but that's subject to change at very short notice."

### Favourite books, films, TV programmes?

(Books) "I'm a big Harry Harrison fan - classics, they really are - and I'm reading some horror stuff at the moment. Oh, and Terry Pratchett." (Films) "There was a film made about '92 which you've probably never heard of called Miracle Mile - it's got Anthony Edwards in it, the guy who's in ER at the minute. It's basically a love story: boy meets girl, girl likes boy, boy takes girl to meet parents, boy misses date due to freak accident involving a pigeon - this is the truth! - boy finds out nuclear war's about to happen and he's got about three hours to live, boy finds girl again, boy and girl go off in helicopter, helicopter dives down into tar-pit and they die." (Telly) "Ooh, Red Dwarf, although it's not on at the moment; Casualty is a good laugh; Superman; Alien Nation, which is currently being shown; and The X-Files, which I hope to write for one day. It's a good fun, paranormal-y, sci-fi type thing . . . it's very nicely written so it's just on the edge of reality. There's the occasional clanger of an episode, but . . ."

### Favourite flavour crisps:

"It's a tough choice between

Bovril flavour crisps, which you can hardly get nowadays, Brannigans' Roast Beef and Mustard, and salt and vinegar."

### Cartoon character:

"Dangermouse, definitely."

**Monty Python sketch:** "Ooh, that'd have to be Lemon Curry, which not many people have seen. All through one of the episodes, I think it's the one with 'Deja vu' in it, people are popping up saying [adopts hilarious

Terry-Jones-in-drag-style voice] 'Lemon Curry?!'"

### Drink:

"That'll have to be Coolade, which I get flown in specially from the States, or bog-standard old Coca-Cola."

**Favourite brand of shoe:** "Doc Martens."

**Favourite shop:** "WHSmith, 'cos that's where I see all my articles in print nowadays."

**Favourite wierd theory:** "Your life is like an antenna, and your consciousness is somewhere, out there, in the universe, on its own, sending messages backward and forwards. It'd explain a lot of things, and it's also competely crackpot."

### Favourite article of clothing:

"My Spec Tec Jr T-shirt, which says 'Spec Tec Junior: I am not a number'. We tried to give some away in YS2, but nobody ever wrote in."

**Colour:** "Blue."

**Time of year:** "Mid-summer, early autumn."

### What is the point of demos?

"There's two answers - the answer that they allow you to show off, and the answer that they let you see how the machine works, gives you a better understanding. It's a good way of learning, and Bob Branchley doesn't know what he's talking about. [Right on. Mat]"

### How's life at fabulous

Entropy, and what became of the Monkey Island-type game previewed in the last ish of Your Sinclair?

"Oh yeah, it's still out there, believe it or not. The guy who's designing it is called Gordon Wallis, and he's still beavering away on it. I'm hoping to get Stephen Griffen to code it for me, and hopefully that shuld appear in the next couple of years. Entropy are busy at various stuff, currently running left, right and centre to do our own things; real, concerted efforts to do specific things. I've stopped doing demos to write utilities, and we're all designing hardware. We've gone off the demos for a while, but they'll be back . . ."

### Did Statues Of Ice ever turn up?

"It didn't. Not so far, anyway. I still hope to write it. We've got bits on disks here and there, and a lot of people offering to write stuff for it, but there's a lack of time."

### What was Entropy's favourite (and entirely non-naughty) part of the body?

"The spleen!"

### How do you see the future of the SAM?

"I wouldn't say it's got one unless people pull fingers out of various orifices . . . at the moment there's really no incentive whatsoever for getting one, and it's slowly dying. But I'm building my laptop one - the design's in my head."

### Criminal Justice Act:

Orwellesque erosion of civil liberties, or a damn good way of getting a few smelly hippies off the streets?

"As a smelly hippy, I wouldn't say it's very good - my hair is currently halfway down by back, so it's a far cry from the YS days. I'm with Andy Ide on this one. It's not very nice, really. [Presumably the Criminal Justice Act, not his lengthy locks. Mat] I mean, I could be in my shed, with a few freinds round, playing Mozart or the 1612 Overture, and it'd be perfectly legal for them to come in and arrest

me."

**Does Format have a monopoly on the SAM market?**

"Yes it does, because that won't let us advertise. We tried to print it, and he [Bob Branchley] wouldn't print it. He won't print my letters, and I get stuff from Revelation with a Gloucester postmark, which is odd, as Revelation's supposed to be based in Exeter . . . he's not letting anybody playing with his toys, and basically he's going to kill the SAM."

**A bit of a cliché, but what's your epitaph going to be?**

"He came, he saw, he wrote about fourty novels and, by God, there were some damn good ones."

**Have you bought a National Lottery ticket yet?**

"Yeah, I've bought a fair few in my time. I've won twenty quid so far . . . I don't buy them regularly 'cos I said that after I'd done a certain number of games I'd plough so much money into it, and when the money I was ploughing into it went over the amount I won it was time to call it quits. I tried one of those Instant's and won two quid straight away."

**Do you watch the TV programme on Saturday evenings?**

"Oh God, Mystic Meg. 'The winner is going to be wearing a maroon cardigan with the letter M monogrammed on the side.'"

**What do you think of all these Eighties bands popping up again suddenly? The Human League, Duran Duran, Boy George, Adam Ant. Don't you think it's a bit scary?**

"No, it's pretty cool. We should see some good music coming back from some good, old-fashioned names. I'm saying all this, I was about ten in the Eighties."

**Virtual Reality: the future of everything, or pointless gimmick?**

"Terry Pratchett was pretty cool on this, he said that while there are all these people hanging around in Virtual Reality there's going to be people nicking the tyres of their cars. It'll have its uses, but I

can't see it taking over everything - it's a bit dangerous, people plugged into it all day."

**Do you squeeze the toothpaste tube from the middle or from the end?**

"From the end. I get severely hit if I squeeze it from the middle."

**Are West Coast Computers any bloody good?**

"For West Coast Computers, read Format, or so it seems. They're run by Bob Branchley, with sleeping partners. ["Kinky." Mat] Bob Enterprises - would you buy a used car from this man? There's something inherently wrong about the whole situation."

**Describe the universe in the verbal equivalent of a paragraph or less.**

"Think of it as a balloon, and you're on the surface of the balloon, and you inflate the balloon, and you inflate the balloon, and someone comes along and pops it. That's not exactly a description of the universe, more how you feel when you're that age and someone comes along and pops your balloon."

**How many roads must a man walk down?**

"Only one, but it's very, very long."

**Internet: CB radio for the Nineties, or something more sinister?**

"It's not sinister . . . I'm wired up to it at the moment. It's not that bad. I've been writing for the Internet mag .net, and I'll possibly be writing a column on it for the Daily Mail soon."

**If you could be asked any question in this (rather bizarre) interview, what would it be?**

"Ooh, that's a good question. I think it would have to be 'Would you like a jelly baby?', in the spirit of Tom

Baker."

**Would you like a jelly baby, Simon?**

"Ooh, yes please."

**Well, tragically, I haven't got any. And as you're in Manchester and I'm in the High Peak, it might prove a tad difficult.**

"Yeah. Unfortunately, I'm about to be taken off by a couple of Daleks, so I could really do with them."

**What was the last thing you ate?**

"Chicken kiev's, with brocoli and rice. Yes, I made it myself."

**What are you wearing at the minute?**

Simon: "At the minute, a pair of jeans, a belt, a pair of socks . . ."

Strange woman: "He's not! He's naked!"

Simon: "I'm not . . . that's Maria Rookyard, by the way."

**Hello. Maria.**

Simon: "Yeah, I'm wearing socks, shoes, pair of jeans, belt, a grey, black, turquoise jumper, and a Purdey University T-shirt."

Martin Rookyard [for 'tis he]: "Is this one of those dirty phone calls where they ring up and ask you what colour your underpants are?"

(Much laughter) Yes, it is.

Martin: "Can I join in?"

Go on, humour him. Ask him

what colour his underpants are.

Simon: "He says, What colour are your underpants?"

Martin: "Puce! And brown!"

Strange woman/Maria: "It's a lie, actually. I'm the one who's naked and dripping from the bath. Well, I will be later. I'm going, 'cos I've got a cup of tea in my hand and I'm burning my fingers. 'Bye.'"

**Describe Noel Edmonds in four words. Or less.**

"Short, cheeky garden gnome."

**How's the writing business going?**

"I'm writing a novel, a short story, and I've got the first page of another novel finished. The novel's a time-travel story, currently sitting in my hard-drive at 27,000 words, and is about a guy who invents a time machine and, amongst lots of sub-plots, his wife dies and he goes off to find the killers. At one point he gets shot, but the assassin isn't who you'd expect . . . I'll leave it at that. It's going to be called The Chronus Theorum. The short story's called Little Miss Litty, which I'll try to sell to the BBC if they go ahead with their plan to do their own X-Files series, and is about a woman who's being haunted by a demon, and keeps hopping between people. The pay-off's the psychiatrist finally confronting it at the end."

**How's the Midget coming along?**

"Martin's still beaver away on it. Bits of it are finished, but it'll be a while before it's finished, unfortunately."

And at that opportune moment, the tape ran out, so I had to bid young Simon farewell and left him to get on with his life. You can write to Simon (or Martin Rookyard, or Martin's wife Maria, or Martin and Maria's son, also called Simon), at 1 Dovey Close, Astley, Tyldesley, Manchester, M29 7NP. Next issue in Crashed (assuming Mark isn't totally fed up with my articles about underpants and crisps), we interview Graham Shaw in the first of our "Whatever happened to the heroes?" series. Nothing to do with the fact that I'm about to publish several of his games, you understand. Cheerio!



# Tech Niche

Is it a bird? Is it a plane? No! It's . . . a piece of photocopied A4 paper! (Obvious, really.) Oh, and ALLAN CLARKSON.

Are you going to Gloucester fair? Partly AMs, ROM three point five, remember meeee to one who lives there, he once had a disk drive of miiiiine. Ding ding ding ding! Ahem, sorry about that but it's one week to the fair as I write this and, in a Frank Spencer kind of way Mark hopes to get this issue out before then. But he's promoted me to Deputy-ed (shot the sheriiff, etc.) so I'll be nice. Maybe.

It appears that only one of you had any urge to write to me so I guess that someone was inspired by last month's screen thang. If any of you do want a specific subject covered, write! So that means that I'm going to continue the screen displaying article. Next issue I'll do some more SAM stuff. The one letter I did receive due to Crashed was from none other than Andy Davis of Alchemist PD, who sent me a massive catalogue of Spectrum software. Sending an SAE to the address on the Post Box page would probably be a good idea to receive this catalogue of just about every possible type of software from deep techy things that even I don't understand to light and fluffy games. All the anti-Prism stuff is funny, too (even though he never mentions them directly). It's also incredibly cheap.

## One Summer Dream

In an attempt to avoid doing any real work right now I'm going to copy a screen displaying program from YOUR SINCLAIR April 1993. Well, if Format can do it, then why can't I? It was written by Guy Palmer. You're all wonderful, really.

```
1 REM DRAWSCREEN by
  Guy Palmer.
5 CLEAR 32767
10 LET ADD=32768
20 FOR F=0 TO 57 : READ
  A
30 POKE ADD+F,A : NEXT F
40 DATA 033, 000, 064, 175,
  119, 035, 124
50 DATA 254, 088, 032, 248,
  033, 144, 250
60 DATA 017,000, 088, 001,
  000, 003, 237
70 DATA 176, 006, 008, 197,
  033, 000, 064
80 DATA 017, 144, 226, 001,
  000, 024, 026
90 DATA 230, 001, 182, 119,
  019, 035, 011
100 DATA 120, 177, 032, 244,
  058, 036, 128
110 DATA 007, 050, 036, 128,
  118, 193, 016
120 DATA 223, 201
```

Load a screen in with LOAD "" CODE 58000 and use RANDOMIZE USR 32768 to execute the program. Nifty, eh?

## Nellie Takes Her Bow

Oh dear, it had to happen sooner or later I suppose. There was a mistake in last issue's Tech Niche. To alter the speed of the second program change the 50 in line 70, not line 60. Though I suppose you all knew that as there is no 50 in line 60. Sorry. (Sniff.)

## Illusions In G Major

To say I use my SAM a heck of a lot more than I use my Speccy, this column has been incredibly Spectrum-orientated so far. But not any more! Sorry, Clive-fans, but this is what happens in a multi-format publication! The SAM screen is arranged much simpler than the Speccy's and you don't need to use machine code to manipulate it! This is thanks to the BASIC command MEM\$, which can move large chunks of memory about quickly. For example POKE 23296, MEM\$ (60000 to 69999) would copy the data in memory positions 60000 to 69999 inclusive to the memory positions from 23296 to 23296+9999, whatever that is. This means that screens can also be shifted about. For a straight screen flick you don't need MEM\$, though, just use the SCREEN command. For example:

```
10 SCREEN 1 : CLOSE
  SCREEN 2
20 OPEN SCREEN 2,4 :
  SCREEN 2
30 LOAD "SCREEN" SCREEN$
40 DO : SCREEN 1 : PAUSE
  50 SCREEN 2 : PAUSE : LOOP
You probably know all this from the SAM manual so I won't go any further into it. Back to MEM$. Firstly you have to find out where the current screen is in memory - this varies depending on what other software you've loaded, how much memory the SAM has, etc. The command is on line 10 of the next program and the address of the current screen will be stored in the variable SCR. You also have to decide where to load your screen. Try 200000
```

for this example. Line 20 loads in the palette.

```
10 LET SCR=(IN 252
  BAND 31)+1*16384
11 LET PIC=200000
20 FOR F=0 TO 15 :
  PALETTE F,PEEK
  (PIC+24576+F) : NEXT F
30 FOR F=PIC TO
  PIC+24576 STEP 512
40 LET Z#=MEM$(F TO
  (F+256))
50 POKE SCR+(F-PIC), Z#
60 NEXT F
70 FOR F=PIC+256 TO
  (PIC+256+24576) STEP 512
80 LET Z#=MEM$(F TO
  (F+256))
90 POKE SCR+(F-PIC), Z#
100 NEXT F
```

Load a screen (MODE 4) with LOAD "screen" CODE 200000 and RUN the program to get a nice shutter effect.

## Showdown

I see my word count is now about right, so I'll bid thee farewell (in a quaint Yorkshire way). Send queries, cash, and guesses as to where I got the sub-titles to: Allan Clarkson, The Old Coach House, 16 The Avenue, Manston, Leeds, LS15 8JN. Now I've got to go out in the pouring rain just to post this. Bah, humbug. Or something.



# Gloop

Spectrum ●

£2.99 ●

Programmed by Jonathan Cauldwell

**ST. JOHN** Console owners. Bunch of nasty blithering poohs, don't you think? To add to their other crimes against humanity in general, they have now occupied a warehouse with the thoroughly evil intention of taking over the world. "I can't believe it!", "They must be shot now!", "Arrest them all!", "I'll have a hopping antelope!" I hear you cry. Who let that hungry lion in here? Anyway, you're right, the console owners must be stopped so you've got to enter the warehouse to destroy them. You are Izzy and Izzy is somewhat unusual. Instead of going in armed with a gun, knife, sword or atomic bomb, Izzy decides on the ultra hi-tech weapon of bubble gum. So you must walk around a warehouse crammed full of mutants waiting to kill you and blow bubble gum at them. Luckily, if they are hit enough times they die. Wimps.

I'm forever blowing bubbles... (slap!)

Each room of the warehouse is made up of one screen with platforms all over it. You are placed in the centre of the screen and the mutants fall from the top of the screen, then begin to walk about jumping from platform to platform. They are quick walkers, and so are

easily capable of catching you if you attempt to run away. If they touch you, you will lose energy. But! they don't have the weapon of bubble gum. If you "shoot" them with it, they will freeze on the spot. Further hits will make it become bloated and if enough hits are scored in a short period it will get so fat it floats off the screen. Once a certain amount have floated off, you move on to the next screen, which is more of the same.

When you discovered the warehouse you were with your friends, but unfortunately they are not as brave as you. Whilst you are risking your life inside, they stay outside and throw sweets and bubble gum into the warehouse in an attempt to help you. I would say this is just what friends should do, but it isn't. Still, the sweets are not coffee creams and so can be eaten and help boost your energy. The bubble gum replenishes your firepower when you run out.

## Quite good

Gloop is a simple little game, just as many of the best games are. It's easy to play but not very easy to stop playing. The most similar game to it is Bubble Bobble, but it

does not have the excellent 2-player mode of that game. In other respects, though, it is comparable. If you were writing a poor review trying to give the readers an idea of what Gloop is like, you would say it is a budget Bubble Bobble. Luckily you are not so doing; you are reading this, so, er, read this: staples are quite tasty, but not if you're 87. Sorry, I'm lost for words to describe Gloop. I know! Gloop: it's quite good.

Why? Well, the graphics are quite good for a start. They are superbly animated, of decent size, and colourful. They are, however, prone to flicker. More importantly, the gameplay is good. At first it can seem annoying because you move very slowly compared to the mutants, but after a while you become accustomed to the speed and develop tactics to avoid them. It can become hectic when you run out of bubble gum and must run around the screen waiting for more to appear whilst avoiding the numerous mutants. When you are playing, it's enjoyable, but it's not the most addictive game ever. I found there wasn't enough variety in the gameplay because on each level I got to, the mutants behaved in exactly the same way (although they have different graphics) so there is no real

incentive to get further into the game. Once you've done a few screens, you won't have many problems with the rest. The only difference seems to be that less bubble gum appears, and it is this which makes each screen slightly more difficult.

## Another sub-heading

There is no music and the sound effects aren't very good. This leads me to say that, er, the music is non-existent and the sound effects could have been better. Another thing I missed was the author's usual scrolly message on the title screen.

I enjoyed Gloop. It does have its faults and drawbacks but I still got a good few hours' entertainment out of it. The author's sense of humour is evident throughout and, although not as good as some of his games, it is still worth buying.

## Ratings

An enjoyable, if limited, platformer.

**PRESENTATION 76%**  
**GRAPHICS 72%**  
**SOUND 18%**  
**PLAYABILITY 78%**  
**LASTABILITY 44%**  
**OVERALL 69%**

The review you're about to read was originally broadcast in issue 3 of Fish, November 1993, a month when Mark Thatcher grew an extra head, Steven Spielberg died in a bizarre industrial accident, and one of the birds out of Bananarama gave birth to Edward Heath's lovechild.

# The Addams Family

spectrum • The Hit Squad • £3.99 •  
28K only • Programmed by Andrew  
eakin (code) Ivan Horn (graphics/design)  
onathan Dunn (sound)

**MAT** Firstly, as is appropriate on these occasions, a bit of background info" or, as it's known in Fish circles, irrelevant wibble that fills up a bit of review space". The Addams Family originated in the New York Times as a rather spooky cartoon by a rather spooky bod, Charles Addams. Eventually, probably due to some American TV official realising a house full of morbid nutcases would lead to hilarious consequences, the family became a telly prog which is still being repeated time after time again today. The Munsters then emerged, which was a slightly-less-morbid-but-still-petty-darn-spooky carbon copy of this show. (Spook fact: the stars of the original Addams TV programme believe they have had a curse put on them, as they haven't been able to get a decent acting jod since. Fish says naah, you're just an

incy bit crap, that's all.

So hot and BOTHERED, lalala

Now, the computer game is not based on the telly prog at all. (Oh no. "Readers") It is, in fact, based on the (crap) film that came out last year.\* Probably. And, at last, it has plopped on to the doormat of the ginormous Fish offices! (Ahem.) Which is a tad fortunate, really, seeing as how I've already asked for the screenshots and done the cover. But anyway. The plot. Tully, your treacherous lawyer, has decided to evict the Addamses. They all get a bit spooked by this and go and hide in cupboards. Maybe. You, as Gomez (who was too hard to get scared) have to go and find them - all you have too go on is a scrap of paper containing cryptic messages, such as "Granny is hot and bothered", "Wednesday is with the corpses", "Music by J.

Dunn" and "Press ENTER to start".

Oof!

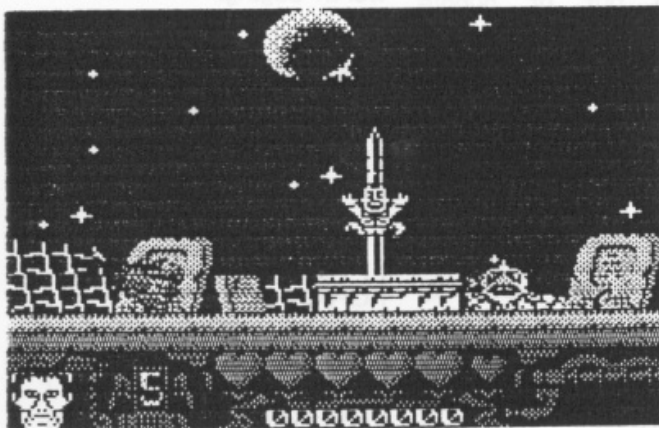
The Addams Family is a jolly flip-screen platform romp (oo-er), with bags of colour

and a few nifty sound effects. It's also dead-tricky and no mistake. Each screen is full of horrible baddies - baddies that run about, baddies that fly, baddies that jump up and down, baddies that pop up from the floor every so often and go down again (He means spikes. Ed), baddies that just lie there waiting for you to jump on them (He means prickly things. Ed), some of which you can kill or stun by jumping on their heads. Hurrah! Now, with all these baddies zipping about the place, you'd think that the game would require some pretty accurately-timed dodging and leaping about, wouldn't you? And you'd be right! Well done, you! (Now, adopt the voice of a weary teacher explaining the National Curriculum to read the next bit.) However, the programmers, in their wisdom, have decided to use a control system which makes such manoeuvres completely impossible. Y'see, when you control Gomez at first, he moves in quite a sluggish fashion.

However, the longer you move him without stopping, the faster he trundles. This may not seem such a bad thing, but it really does throw accuracy out of the window. It's also dead frustrating. And, if this wasn't bad enough, when you die you don't come back on the same screen, but instead the last doorway you walked through. Aaargh! So in other words, you won't like this game if (a) you're a bit useless at this sort of thing, like me, and/or (b) you get frustrated easily (oo-er) like, er, me. It wouldn't be so bad without the aforementioned probs, because then at least you couldn't blame anyone but yourself. Eeeeee.

Whoever wrote those lyrics wants to be shot

However, it's probably about time I mentioned the good points. First of all, the programming is well top (as I believe they say in Greater Manchester). (Mat Beal comes from Stockport, it should be stressed at this point. Ed) The intro sequence is pretty darn funky, and the graphics in the game are



No caption can adequately express the beauty of this screenshot.

\* Um, 1992.

\*\* ie the year before the year before last, now.

# SURVIVAL

(Sinclair/Macmillan)

Described as an "educational" program, Survival gives ordinary humanoid beings like ourselves the chance to be (gasp!) a hawk, a mouse, or a butterfly, and do all the sorts of things these creatures do (oo-er, eh, readers?). This involves... well, not a lot, really, just moving around a poorly-made

colourful and cartoony, if somewhat un-spooky for the best part. The music is similarly nifty, and includes a reasonably accurate rendition of the game's theme tune (you know, "They're creepy and they're kooky..."). The game was originally released last year\*\* by Ocean. It was, in fact, their very last release, so you'd expect the coding to be Pretty Damn Good (as it were), especially as it's 128K only. It was also one of the last Big Licences on the Speccy, and I certainly can't think of a movie-based game that was released after this one. So, to sum up. The graphics, sound and execution really make me want to give this a 90%-plus rating, but unfortunately the hard/frustrating flaws in the gameplay really grab it by the ankles and bring it crashing to the ground. Still, for four quid it's a bargain and no mistake.

## Ratings

(Beal forgot to put a comment in, the eejit. Sorry. Ed)

PRESENTATION 95%  
GRAPHICS 91%  
SOUND 90%  
PLAYABILITY 74%  
ADDICTIVITY 78%  
OVERALL 87%

map until you die of starvation, dehydration, or being eaten by something bigger and nastier than you. Then do it all over again. Doesn't sound like much fun, does it? And, guess what, it isn't. Funny that. To be fair, it does hail from 1984 or thereabouts, so doesn't really stand a chance of being much good, but there was an opportunity to make this game much better than it is. Sigh. The 80s, eh? They really were a bad idea.

GRAPHICS - 47%

SOUND - Don't think there was any, sorry.

PLAYABILITY - 33%

LASTABILITY - 20%

PRESENTATION - 31%

OVERALL - 21%

## COUNTDOWN (Mascen)

Further proof that the 80s were indeed a bad idea comes courtesy of Carol Vorderman. Yep, it really is Caz on the inlay, complete with dyed blonde hair, gross blouse, and horrible, gormless expression. Believe me, it is very, very scary, and not something you want to see after you've just eaten. Don't worry, Ed sir, I'm sure she won't sue us. Freedom of speech, and all that. After all, I haven't said anything too libellous yet, have I? Oh, right. Anyway, the game features 3 sections - the first involves making as many words as possible out of a number of letters; the second, trying to match a given number with calculations using some more numbers; and finally, (wait for it) THE COUNTDOWN CONUNDRUM! Wow (not). (If I ever catch you using Wayne's World speak in my magazine again, I will kill you. Ed) I'm sorry, but this game is dull, boring and about as interesting and engrossing as an episode of Knots Landing. It's easy to play, admittedly, but who wants to? You also have to consider the damage to your street cred in owning this game. Me? Oh, I just borrowed a copy, so I could review it. Honest!

GRAPHICS - 52%

SOUND - Sorry, didn't notice (clot).

PLAYABILITY - 70%

LASTABILITY - 43%

PRESENTATION - 56%

OVERALL - 40%

That (there) is the end of the Addams Family review, and this (here) is LINDA WHITTLE. Basically.

WHITTLE'S  
WEBBLE!

## ALBUM REVIEWS

### Terrorvision - HOW TO MAKE FRIENDS AND INFLUENCE PEOPLE

I know it's been out for ages, but technically it's probably still January in the Crashed world, so maybe I'll get away with it. Hmm. Er, I hope. (Wouldn't worry - I've been getting away with it for at least six months. Erk. Ed)

Right. (Clearing of throat.) Probably the only successful rock group to come from Bradford, Terrorvision are back with their second album (at least, I think it's their second. Oh dear. I'm not very good at this reviewing lark, am I readers?). And guess what? It really is excellent. The best tracks are Oblivion, Alice What's The Matter?, and Pretend Best Friend, which features lead singer Tony Wright rapping (!). So all in all, I, er, like it. Basically.

(There, I'm sure the Ed won't mind. I don't think anyone reads my column anyway. Hmm...)

Oops, nearly forgot then. Terrorvision can have 4 1/2 out of 5, but I gave them an extra half for having a drummer called "Shutty". Musicians, eh? Nutters.

### Elastica - ELASTICA

The long-awaited debut from the tennyboppers' most hated indie group (after all, lead singer Justine Frischmann DOES live with Damon from Blur, popular now even with Take That fans and trainspotters and grannies and everyone else in Great Britain, if the sales of Parklife are anything to go by, hem hem).

Elastica (the album) is, like its title, slightly unimaginative - but this never hurt anyone, as Oasis will testify. (Snip! Crashed's lawyer) Whatever Elastica do, though, they do well, and these fifteen short, sharp tracks are proof of that. They're catchy, cool, and yes, I liked them. The best songs are Blue, Waking Up and Connection (All together now: "Buoowwumm! buoowwumm! Nee-noo-eee-ooo!" Ahem. Ed), but there's not a duff track on the album. As Jim Bowen would say (or at least his Spitting Image puppet), "Great, smashing, super, and here's a Bully for you to take home" (cheesy grin). I'll have to give this 5 out of 5, it's fabby. Ugh. Did I really say that?

(There, did it. Without mentioning Brett from Suede and Justine, or the Stranglers "breach of copyright" incident. Oh, I did just then, didn't I? Doh!) (You're fired! Crashed's lawyer)

Next "month" (ho ho) album reviews of Supergrass! (hopefully) and Green Day! (probably), and game reviews of Make-A-Chip (I kid ye not) and - yes - Football Manager!



# The Witching Hour

SAM • £4.99 • Fred Publishing • Programmed by John Vincent

**CHRIS** As I fasten up the Inglethorpe or some such toggles of my comfortable is not made clear. I reviewing cagoule in preparation personally don't buy this for the heavy critical analysis "good witch" business but ahead, I'll leave you in the more then I am a suspicious than capable hands of the near minded old man. Anyway, legendary Mr Teapot who will thassit. The plot. I have summarise the plot in his usual been Mr Teapot and I bid articulate fashion. Ladies and you all good night. "Yibble" Gentlepersons, applause please. as they say. Though I'm A ridiculous charade, I realise. never quite sure why . . . Just, please, play along or I'll " never fill this page in time to watch Pugwall. Oh, erk).

## Plot

It is Halloween and, in true over-reactionary Halloween where it would make fashion, an evil bloke with more sense rather than Victorian ideals has kidnapped stuck haphazard-like half of the villagers and taken beneath the plot, "The control of the land, ordering Witching Hour" was children to work in the Cotton actually released well Mills and up chimneys for a over a year ago, though, pitifully small wage. Tsk. What not wishing to break with a bast, eh? our tradition of being last

"The village, not having a with the news, we've left strong army or even so much it 'til now to cast our as a determined old Grandad beady little eyes over the who could shake his walking thing. The game is a stick menacingly at the enemy, "cutesy platform is rendered helpless. Panic adventure" (ugh) in which spreads until, at an emergency you, as Witchy - kitted meeting called by the residents, out in comedy witch's hat old Mrs Varicose remembers and cape - take up the the supposedly kind witch on challenge on behalf of the the hill whom they had villagers.

Previously driven from the Your task, which you're village for eating cats. All stuck with regardless of other options had been whether you choose to considered and rejected so the accept it or not, involves villagers saw this as their only scuttling around the hope and finally plumped village in a "Plumped"? Ed) up the courage not-altogether-dissimilar-t o call upon the witch. o-Dizzy fashion, picking up

"This proves to be an and utilizing various inspired decision as she carelessly discarded they weren't so damned gracefully accepts the objects, avoiding ghosts they weren't so damned challenge, though quite why she and otherwise wandering polite) one man's feels obligated to help rather around aimlessly. Hmm. A defecation is another than scarper to a safe haven in darn sight removed from man's dinner. Hooray,

## Post-plot

Me again. Well, as I probably should have

stated in the introduction

where it would make more sense rather than haphazard-like

beneath the plot, "The Witching Hour" was actually released well

over a year ago, though, not wishing to break with our tradition of being last

with the news, we've left it 'til now to cast our beady little eyes over the

thing. The game is a stick menacingly at the enemy, "cutesy platform

is rendered helpless. Panic adventure" (ugh) in which you, as Witchy - kitted

out in comedy witch's hat old Mrs Varicose remembers and cape - take up the

the supposedly kind witch on challenge on behalf of the hill whom they had villagers.

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gracefully accepts the objects, avoiding ghosts they weren't so damned challenge, though quite why she and otherwise wandering polite) one man's

feels obligated to help rather around aimlessly. Hmm. A defecation is another than scarper to a safe haven in darn sight removed from man's dinner. Hooray,

the doing-battle-with-danger type affair you'd probably be entitled to expect from a game with a name like "The Witching Hour", especially after witnessing the downright freaky red inlay. Finlay.

## Joy Division

Anyway, as no-one else seems to be forthcoming in asking

for my opinion I'll ask myself. So, Chris. Wassit like? Well, it

starts promisingly enough with a nice choon on the menu

screen and suchlike but it all seems to go downhill after this.

Admittedly, the graphics are pretty snazzy and it is only a budget

game, but this doesn't change that fact that after a while of playing

I felt an urgent need to do something more worthwhile with my life.

But that's just me.

## Beard

When all is said and done, I'm afraid I thought it was bobbins.

But, as they say (or as they probably would if

they weren't so damned polite) one man's defecation is another

man's dinner. Hooray,

then. Or not. (Chris, what are you on? Ed)

Oh, and before some observant trouble-stirrer points it out, I should

perhaps acknowledge the fact that I haven't been

quite as kind on the game as I originally was when I reviewed it for

Fish a while back. Well, my meddling monkey, this

is due to the fact that either: (a) I revel in being

fickle, (b) I was feeling overly favourable back then, or (c) the

programmer had bribed me the first time around. You can decide. Though I

had better point out that it's not c) 'cos I don't much relish the prospect

of legal action.

## Ratings

(Bailey forgot to put a comment in too. What is it with these ex-Fish bods, eh? Ed)

HE ALSO DECIDED NOT TO BOTHER WITH THE VAGARIES OF THE CRASHED PERCENTAGE SYSTEM, INSTEAD OPTING FOR A RATHER MORE SPARTAN . . . OVERALL 55%

# ALL POINTS BULLETIN

The idea of this section was originally that it was going to be a sort of "lost and found" type thang. However, after four issues it seemed that I and Andy Davis were the only people who had the slightest interest in it, so it's now been expanded to be a readers' ads type section. There's five main categories: For Sale, Wanted, Services, Lost, and Found. The first two are pretty self-explanatory. Services covers things like fanzines, software companies and disk/tape zines. Lost and Found are basically the same as the old APB section - if there's a company, person, piece of software or whatever that you want to trace (or you've got a general enquiry), you put an ad in Lost, and if you think you can help with one of these, you put an ad in Found. There's no word limit (although you can judge for yourself what'd be sensible), and the service is free. All entries to the normal address.

## 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 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 Manchester United Europe was 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?

### The Forum

It amazes me that I've recieved virtually no letters expressing any kind of opinion since 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 the 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 (in order of preference) 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), the NotePad word-processor that came on Fred 36 or Outwrite. 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.

Or! we can accept PC or Apple Mac text files. Apple Mac? But more of that next month . . .

Something that I keep forgetting to mention is that you can send your stuff in on paper. In fact, if you do send it as a w/p file, a hard copy would also be appreciated so that we know what it's meant to look like.

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 third-best Speccy 'zine indefinitely! Worth thinking about.



## Commercial software suppliers

**Capri Marketing (Spectrum)** 9  
Dean St, Marlow, Bucks, SL7 3AA  
01628 891022

**Discount Games (Spectrum)** 8a  
Station Rd, Histon, Cambridge,  
CB4 4LQ 01223 233890

**DOS (Spectrum)** 1 Mapperton  
1, Canford Heath, Poole, Dorset,  
BH17 8AF

**Everglade (Spectrum)** 68  
elford St, Inverness, Scotland,  
V3 5LS 01463 240 168

**9 Software (SAM)** 18 Mill  
Lane, Gleanburn Rd, Skelmersdale,  
Lancs, WN6 8RH 01695 31163

**Robert Chilton (Spectrum)** 61  
Landfield Farm, Brownhills, West  
Mids, WS8 6LW

**Roy Benson** 34 North Drive,  
Horton Cleveleys, Lancs, FY5  
3AQ

**Soft Options (Spectrum,  
second-hand)** 151 Balsusney Rd,  
Rinkcaldy, Fife

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

**Spectrum Software Hire** 33  
Jursley Rd, Trowbridge, Wilts,  
BA14 0NW

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

## Software houses

**Alan Crosswell (Spectrum)** 18  
West St, Beddington, Northants,  
NN4 1BD

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

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

**Brendan O'Brien (Spectrum)** 22  
Garron Cr, Larne, Co. Antrim, N.  
Ireland, BT40 2AT

**Dead Gud Software (SAM)** 16  
The Avenue, Manston, Leeds, LS15  
3JN

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

**Elyzium Software (SAM  
adventures)** 50 Chadwell Hgts,  
Richfield Staffs, WS13 6BH

**Fish (Spectrum)** 3 Station Rd,  
Birch Vale, Stockport, Cheshire,  
SK12 5BP 01663 743397

**Fountain PD Software  
(Spectrum)** 2 Belvoir Rd,

Nottingham, NG2 5DL

**Fred Publishing (SAM)** 40  
Roundhill, Monifieth, Dundee, DD5  
4RZ 01382 535 963

**Graham Shaw (Spectrum)** 25  
Redwood Ave, Royston, S. Yorks,  
SG1 4JP

**Jonathan Caldwell (Spectrum)**  
5 Helmsley Dr, Eastwood, Notts,  
NG16 3RS

**Jupiter Software (SAM)** 2  
Oswald Rd, Rushden, Northants,  
NN10 0LE

**Kobrahsoft (Spectrum/SAM)**  
Pleasant View, Hulme Lane,  
Hulme, Staffs ST3 5BH 01782  
305244

**Mungus! Software** Moorview,  
Leigh Rd, Chulmleigh, N Devon,  
EX18 7BL

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

**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

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

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

## PD software

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

**MCPD (Spectrum)** 1 Pelham St,  
Sutton in Ashfield, Notts, NG17  
2EF

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

**Propac PD (Spectrum)** 153  
Pickhurst Rise, West Wickham,  
Kent BR4 0AG 0181 777 6241

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

**Womo PD (Spectrum)**  
Ernastrasse 33, D-51069 Köln,  
Germany

## New hardware

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

**Datel Electronics (Spectrum)**  
Govan Rd, 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  
6HQ 01491 834403

**Omnidale Supplies** 23 Cuzron St,  
Derby, DE1 2ES 01332 291219

**Trading Post** Victoria Rd,  
Shifnal, Shropshire, TF11 8AF  
01952 462135

**WAVE** 1 Buccleuch St,  
Barrow-in-Furness, Cumbria, LA14  
1SR

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

## Books

**Computer Manuals** Freepost, 50  
St James Rd, Birmingham B21  
706 1250

## Fanzines

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

**Adventure Probe (all formats,  
£2)** 52 Bedford Rd, Liverpool,  
L16 5AQ

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

**Amiga Wibble (Amiga disk, but  
with loads of Speccy stuff,  
£1.75)** 13 Lansdowne Ave,  
Audenshaw, Manchester M34  
5SZ

**Format (SAM/Spectrum, £12  
per year)** (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

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

**The Resistance (Spectrum,  
£2.50)** (see user groups for  
address)

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

**SAM Prime (SAM)** 19 Lyme Ave,  
Maçcs, 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

**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)

**Motivation** 16 Montgomery Avenue,  
Beith, Ayrshire, KA15 1EL

**The Resistance** 106 Wellington  
St, Lindley, Huddersfield, HD33  
EMP

**Spectrum Profi Club** (see Womo  
PD for address)

**Spectrum-User-Club** Gastackerstr.  
23, 70794 Filderstadt, Germany  
01049 711 772142

## A word on etiquette

- If you want a reply to an enquiry, enclose an SAE
- Before you order something, just ring and check that you've got the details (and the address) right
- If you pay by cheque, make sure you know exactly who to make it out to
- When you order, write clearly on a decent-sized bit of paper, and include all the relevant details - precise model of computer, medium, printer, etc etc - even if they're not asked for
- Tell them Crashed sent you - maybe we'll get taken seriously one day