

CRASHED

GOING
CHEAP

We reveal the latest PD releases



ALSO...

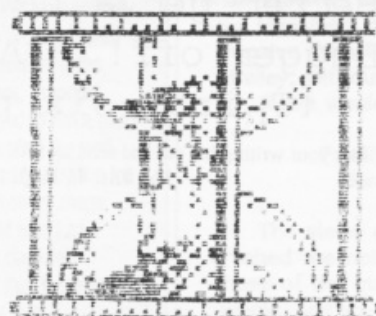


PLAYING TIPS



CRASHED AWARDS

FANZINE ROUNDUP



GAMES REVIEWS

SPECIAL "MUCH TOO LATE AND
FULL OF GAPS THAT NEED FILLING
AT THE LAST MOMENT" ISSUE

AND MORE...

APR/MAY 95
75P
ISSUE 8/9

If you haven't
seen the New TM,
then where have
you been?

(Minimalist advert, eh? Nice concept. -A. Reader)

The New Thing Monthly. Now Quarterly.
(Better get a new name, then. - A Reader)
(Bugger off! - Alf)
[Thirty-six pages/ One Pound Only]

Get your writing hat on, and send an SAE for the free dummy issue, or a crisp one-pound note, coin*, sorry, to:

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*Includes P&P.

CRASHED

ISSUE 8/9 • APR/MAY 1995

CONTENTS

4. NEWS

The weather's fine, but there may be a meteor shower.

5. APB

After 6 issues, our readers' ads section finally gets some, er, ads.

6. NOSTALGIA CORNER

A bemusing look at the Atari 2600.

7. PLAYING TIPS

It's back - it's back in denim (or something).

8. GOING UNDERGROUND

Nothing whatsoever to do with The Jam, actually.

10. FISH PASTE 2

... and it went wherever I did go.

11. BALLGAMES

A belated look at Jonathan Cauldwell's twofer.

12. INTERVIEW

Mat chats to John Wilson.

14. PUBLIC EXPOSURE

Yes! At last, a proper PD section!

16. THE CRASHED AWARDS 1995

The first half of our survey results.

17. SON OF HADDOCK

Oh! fishy, fishy, fishy, oh.

18. POST BOX

Waiting irritably in line for a tetanus injection.

19. BACK ISSUES

Detailed instructions on how to rob the Royal Mint.

(Spot The In-joke Competition! If you can tell us where the last two bits originated, you could win a free copy of issue 1 of *Rashed!* Send your entries to Slight Discomfort c/o the usual address.)

Well, that was quick. It's July 7th today, and I'm writing the last bit of this issue of *Crashed*, little more than a week after sending out last issue. All that remains to be done now is to send the disk of to Allan, wait ages (Oh! AC) for him to finish doing the layout, send the originals to "M.A.", wait for her to send back the copies, staple them together, do the covering letters and send them out. So you'll probably read this in about December, then. Damn.

Anyway, we've managed to introduce about half the new features I promised last month, which isn't too bad. Games Without Frontiers and Letters will be with us next month, as will an all-new adventure section and (hopefully) a SAM PD bit. Tech Niche has taken a break this month to make room for all the new bits, so I've no idea how we'll fit it in next month. Mmm.

Speaking of new additions, due to public demand (sort of), *Crashed* will very soon be introducing a tapezine supplement, tentatively titled *Rashed*. Like *YS2* and *FISH2* before it, it's a Teletext-style prog filled with pointless wibble that some of you might want to read a bit of, or something. It'll be ready at the same time as next issue. The price? Free! If you send a blank tape or SAM disk (don't get excited - I'm just writing it in Speccy BASIC then converting it across to SAM with that thing on the DOS disk) plus SAE, otherwise 80p. A barg? Almost.

Now, then. Does anybody out there have a spare ticket for one of the Harrogate All Formats Fairs that they'd be willing to swap for a ticket for either the Worksop or Haydock Park ones? If so, get in touch. Similarly, if anyone would have use for a year's associate membership to INDUG, I've got a free application form kicking around somewhere or other.

It seems to me that Miles and Gordon suffered from inverse Amstrad syndrome: they cared a great deal about their product (indeed, Alan Miles put his life and sole into the machine), but a combination of extremely bad luck and marketing mistakes meant that the SAM never achieved the sales it deserved. There's a school of thought that says that if they'd bided their time and not released the Coupe until it was completely ready (ROM bugs and so on fixed, bundled programs polished, manual more detailed - remember that the published version was written before the machine was finished, as was *Flash*), they wouldn't have got all the bad press (thanks a bundle, NCE) that lead to a loss of face and trade, and they wouldn't have lost so much money sending out the free ROM/DOS upgrades. It was really unfortunate that these things did happen, as in the early days the SAM was actually in high street stores, including Menzies and Dixons. Because of the problems with MGT, SAMCo were sadly unable to get the backing from either the retailers, the software houses (before MGT went down, US Gold and Codemasters, amongst others, had promised their support) or the banks, so they were obliged to run a much smaller operation. Again, small mistakes caused problems - in particular, the well-recorded 'giving away big demos on the Newdisk so nobody needed to buy the full game' gag, and also the strange practice of advertizing only in the Speccy mags, which did give a lot of people the totally erroneous idea that the SAM was just a tarted-up Spectrum. After SAMCo went down, the SAM market was depleted (remember that the machine was now three years old) to the extent that there was no way it could ever achieve mass sales, West Coast or no. Sad but true.

Still, all these unpleasant events have, in the end, led to a happy outcome: the SAM (and Speccy) scene is now more freindly and more of a community than it would ever be otherwise - what other computer can you think of where the normal punters are often good freinds with (and often meet) the programmers of the games they play - or the magazines they read, for that matter?

The SAM scene, the Speccy scene. I love it. Basically.

Mark

The CRASHED Family

Mother
Mark Sturdy

Father
Allan Clarkson

The Kids
Dave F, Linda Whittle,
Robert Chilton, St John
Swainson, Mat Beal, Chris
Bailey.

Our (new) house
CRASHED
16 The Avenue
Manston
Leeds
LS15 8JN

Spare room rental
£8 per year. Enquire for
overseas rates.

The next-door
neighbours
George Boyle, Andy Davis,
John Wilson, Barbara Gibb,
Brian Watson, Graham Shaw,
Lisa Mansfield, and "M.A.". A
massive "thanks" to Daniel
Bailey, without whom this
issue wouldn't be here

Family friends
June 1995: 25

The views expressed in
Crashed are not necessarily
those of the magazine as a
whole, and we can take no
responsibility for them.
Anything you still can't cope
with is therefore your own
problem.

Uncle Howard says:
"Would you care for a nibble
on my prawn balls?"

STOP PRESS - Mark's leaving! Erk! See letter for more!

NEWS

Quazar a bit late

The Quazar SAM sound booster, reported last issue as out in May, has had its release delayed due to David "Man from Macclesfield" Ledbury (who, as usual, is organising something or other) moving house and spending a disproportionate amount of time at work. All orders have been held until the units are sent out, which should be about a week after this issue comes out (which makes that about a week ago now - in fact they've already been delivered as I speak. AC).

Another consequence of David's move is that Phoenix Software Systems and the SAM Prime fanzine have both been put on ice for the next month or two. All David's computers and things are currently in storage, meaning that he can't really do very much at the moment. Luckily, Malcolm Mackenzie is now organising all Phoenix's orders (see the address in Post Box), and Prime 8 is just about ready-ish. See next issue for David's new address and number. (MS)

New Speccy PD library for UK

Fountain Public Domain, evolved from the PD programming co-operative (*Why? Everybody knows that the Co-Op's crap! AC*) of the same name, will be launched on September 18th from new premises in London. Specialising in demos, demo creation utilities and fonts, FPD promises to provide a very cheap, fast service. Media support at the moment covers +D 3.5" and tape only, but hopes to expand to 3" disk and the +3's 3.5" B: drives shortly before the library's launch. There are no plans to support Microdrives but +D 5.25" is being considered for Christmas '95. Printed catalogues and a free Sinclair Classic-style tape/diskzine will be released every 3 months (the latter including a visual font catalogue for easier choosing of styles). Your first six titles are free every time you order, with programs costing 10p each thereafter. FPD has full support from the UK's largest (ex-)library, Alchemist Research, and Germany's WoMo PD. Address to be announced. (DF)

Revelation to move

Everyone's favourite SAM software house, the (ahem) Exeter-based Revelation, are, in order to cut costs and speed up their service, closing down the PO box number given as their address since they started trading in 1992. Their new address is Revelation Software, 45 Buddle Lane, Exeter EX4 1JS. The PO box will still be used until the end of August, but orders will get through quicker if you use the new address. (MS, with thanks to Format)

Fred show coming

Fred Publishing are expected to be organising a major SAM and Spectrum section at a computer fair in Edinburgh this October. Both *Format* and *SD Software* will be there, with other companies expected to follow suit. Fred's svengali Colin "Not McDonald or MacDonald, if you please" Macdonald is keen to hear from anyone else who would be

interested in exhibiting - address and phone number in Post Box. By the way, the date for the Fred/ Crashed visit to Alton Towers has now been set as Sunday 27th August. See the advert thing enclosed with this issue for more details. Probably. (MS, with thanks to Format)

Essential manuals update

As promised, here's more info on Alchemist Research's Essential Manuals project, as mentioned last issue.

Alchemist are putting together a text file about the original Spectrum 128, detailing bugs, tips and basically everything your manual never told you. The person collating all the info is based on the continent, but Andy will pass on any stuff he receive to him. If you've got any useful tips, programs or whatever relating to the Speccy 128, send them to Andy. (MS, with many thanks to AlchNews)

Zenobi newies

It's all a go-go down in Cutgate, home of top Speccy adventure folk Zenobi. Just out are Flameout, A Fistful Of Necrominions and Civil Service II (all priced £2.99). Projected for the next few months are Dungeon Romp, The Ginormous Fish-lank Adventure, Loose Ends, The Dungeons Of Maktread, Game Without A Name and Beyond El Dorado (*First it's Home And Away, now it's that terrible BBC soap. Whatever next? AC*). More news on these next month, when we see the introduction of a new adventure column hosted by none other than the Rochdale Balrog himself, Mr John Wilson! (Scattered applause.) (MS)

No diversion in this unconventional love

The date for this year's Adventurers' Convention has been set as Saturday, October 21st, with the venue remaining at Birmingham's Royal Angus Thistle Hotel and tickets costing £5. More info soon. (MS, with thanks to Adventure Probe)

The show must go on

Following on from issue 5's dates for the shows up to the end of July, here are the dates for the All Formats Computer Fairs for September, October and November (for some reason, there won't be any in August. Odd).

SEPT: 16 - Northumbria Centre, Washington; 17 - Haydock Park Racecourse; 23 - Stantonbury Campus Leisure Centre, Milton Keynes; 24 - Tolworth Recreation Centre, Surbiton; 30 - Bassettlaw Leisure Centre, Eastgate, Worksop.
OCT: 1 - NAC (Royal Showground), Stoneleigh; 7 - Northumbria Centre, Washington; 8 - Woodside Hall, St. George's X, Glasgae; 14 - Stantonbury Campus Leisure Centre, Milton Keynes; 15 - Tolworth Recreation Centre, Surbiton; 21 - Haydock Park Racecourse; 22 - Royal Baths Assembly Rooms, Harrogate; 28 - Bristol Poly, Bristol (OI! A

reader who goes to Bristol Poly) all right, University Of The West Of England, then; 29 - NAC (Royal Showground), Stoneleigh.

NOV: 4 - Courage Hall, Brentwood, Essex; 5 - Stantonbury Campus Leisure Centre, Milton Keynes.

The shows always have at least a little bit of Speccy stuff - leads, chips and spares can often be spotted, and there's normally a box of old games in the corner which invariably generates the only buzz in a room full of semi-comatose Pentium PC owners. *Format*, *Supplement* and *Fred* all used to have stands at the shows on a fairly regular basis, but no longer do, basically because towards the end they were getting about four customers per show and lost loads of money, but! Derek Morgan of *SAM PD/F9 Software* will have a stand at all the Haydock Park shows, so that's nice.

Sundry members of the *Crashed* team will probably be seen wandering around at the Harrogate one, in case any of you want to come along and laugh at us. If anyone has a spare ticket for Harrogate they'd swap for a Haydock Park or Worksop one, we'd be happy to oblige. Actually. (MS)

New Speccy/Amiga fanzine type thing

Darren Randle (of *Sinclair News* tapezine fame) is in the process of setting up an Amiga diskzine with the emphasis on the Speccy. The zine, called *Relics*, will be based around support for Spectrum emulation on the Amiga. More details next time, providing Darren gets the stuff (which he promised to me four weeks ago, erk) to me on time. (MS)

Hasta la vista, Davis!

News has just reached us that in September, after issue 17 of the *AlchNews* tapezine, Andy Davis will be closing down *Alchemist Research*. The PD library will be handed on to *Fountain PD* and *Impact PD* (see below), and *AlchNews* may be taken over by a new editor. The technical helpline will continue, but Andy is "far too busy" to be doing anything else. (MS/AC)

(Another) new Speccy PD library for UK

Following the closure of *Alchemist Research*, a former member, Paul Howard, has decided to branch out and start a PD library of his own. *Impact PD* plans to act as a "base for PD software and magazines relevant to the Spectrum range of computers", providing technical help for BASIC programmers. All the titles will be free with an SAE and blank tape/+D disk. Although there are no plans for *Impact* to start up its own magazine along the lines of *AlchNews* or *PD Power*, Paul will be ready to support other publications with publicity and articles. Well done, that man! (MS)

APB has 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 way we used to do APB - 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. And hey - guess what? We've got some ads, and they run to the tune of:

ALL POINTS BULLETIN

FOR SALE

SAM games (Prince Of Persia, Lemmings, et cetera) for sale, also some little bits of hardware. Bargains, all. For a list, send your name and address (no need to bother with an SAE) to Chris Bailey, 25 Station Dr, Wisbech, Cambs, PE13 2PP.

£1 inc p&p: UCM, Zzzz, Alcatraz Harry, Pod (Mastertronic); ATV Sim (Codies); Joe Blade (Players); Jetpac (Ultimate); Spiky Harold (Firebird); Predator (Activision); Exolon (Hewson - brand new, unplayed.)

All games boxed originals. Cheques to: S. Swainson, 7 Upper

Hill Rise, Rickmansworth, Herts, WD3 2NU

WANTED

+3 software. Original and boxed. S. Swainson, address above.

A Life wanted. Contact Mark at CRASHED.

C O N T R I B U T E !

Just because we've had to struggle to squeeze this issue into 20 pages doesn't mean we don't still want you to send your stuff. This is what would be nice:

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 Blokker, 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 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. Just one thing - it'd be a good idea if you could ring first before writing anything, just to check that no-one else is writing a review of the same game (although we do need some Crash-style second opinion, er, opinion type things). 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

You know the drill - tips, cheats, maps, POKES, requests for help, SAM, Speccy, whatever.

Letters

Write a letter! Make your voice heard! Be controversial! Be outspoken! Foist an opinion! Stand up! Stand out! Express yourself! Enjoy it!

Tech Niche

Allan is on the lookout for any description of techy stuff - programs, tips, questions, bug fixers, reviews . . . whatever, however basic or advanced it may be.

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, 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 Jupiter Ace on the World Wide Web! (Perhaps.)

Getting it here

Send it in on paper, tape or disk - SAM, Spectrum, PC or AppleMac - the choice is yours.. Any word processor will do, as I can always re-format the text. ASCII would be nice, though you'll probably have difficulty in sending in anything but that, anyway. Remember that Allan's now taken over, so send it to his address, not Mark's.

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 seventh-best Speccy 'zine indefinitely!

Here's MARK STURDY to tell you all about how fantastic the Atari 2600 is. Yes, yes, we know. Just humour him. And ignore the fact that it has nothing to do with your SAM or Speccy. Please.

Cease and desist with your *Sega Saturns*. Don't come your *Ultra 64s* round here. *3DOs*, I pause for a moment, raise one eyebrow and then laugh at you haughtily. The *Atari 2600* is the greatest

games console of all time, and this article is intended to explain why. There is a strong possibility that it will fail miserably to do so, and it should be noted that if this is the case I simply won't care because it gives me a chance to wibble on self-indulgently for 900 words. Which is nice.

The *2600* (or *VCS*, as some like to call it) was launched in 1981. In its original form, it was an enormous thing with a tasteful teak finish, and looked as if it ran off petrol. It was a similar shape to, and slightly smaller than, a *SAM*. The cartridge slot was in the centre, and to its left were two metal things that looked like pre-war light switches. These were the on/off and black-and-white/colour selectors. Yup, black-and-white. If you had a colour telly, much fun was to be had by twiddling this switch, as it invariably had an effect other than flipping the screen into b&w. A good one to try was *Mouse Trap* - the walls would disappear but the sprites would remain, meaning that you could play the game without having a clue what you were doing. Strangely, dying within 30 seconds somehow makes the game more fun.

The real purist's Atari, however, appeared two years later. Internally, it was identical to the original but, *Spectrum+* style, it had been put in a

snazzy new box. Unlike the *Spectrum+* however, the new *2600* was actually an improvement on the original. It was much smaller for a start, sexily wedge-shaped, and black with a metallic strip accross the front. Cool. It was also around this time that, the programmers having found their feet by now, that the really gobsmackingly brilliant games began to appear.

Atari themselves, of course, had been supporting the machine from the start, largely with conversions of their own (classic) arcade games of the time, such as *Missile Command*, *Pacman* and *Galaxians*. The all-time greatest of these, though, has to be a relative obscurity (I'm not even sure whether it was an arcade game) called *Yars' Revenge*. Yup, it was a goodie all right. Mmm. (Yes, and? A reader) Oh, er, right. (Thinks.) Well, you were an orangey thing, and you had to shoot at another orangey thing on the opposite side of the screen, and break down its (orangey thing? AC) shield, and avoid the missiles. There was a blue blobby place in the middle where you could hide, and you could fire a laser cannon at the orangey thing when you'd got rid of the shield. And then you did a little dance. (Praise the Lord. A reader)

The undisputed kings of Atari games, however, were *Activision*. Their steady stream of classic releases won them a reputation

throughout the computer world, and many of their games (such as *Hero*) soon made their way across to the Speccy. One of the best (which I don't think was ever converted to the Spec) is *Frostbite*. You played an eskimo who had to jump across rows of icebergs to build his igloo before the temperature went down to zero. You also had to avoid hazards such as snow geese, crabs, a polar bear (eek) and killer clams, and collect fish to boost your score. There's only about four levels to the thing, but it

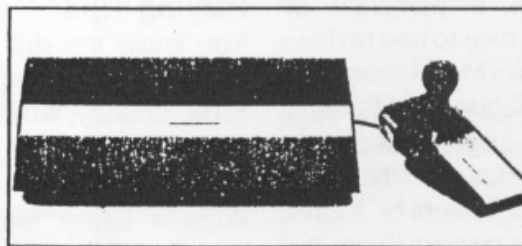
gets faster every time it cycles round, up to the point at which you can't even keep up with it. If a more frantic computer game exists, I haven't seen it.

Then there were the add-ons. Most *2600s* came with the standard (or "crap") square Atari joystick, but mine had the deluxe wedge-shaped controller, which is great - you can play for hours and it doesn't hurt your wrist at all. You could also get paddle controllers (put one in each hand and sort of wiggle them), a steering wheel-type arrangement, and something called the *Video Touch Pad™*, but nobody's quite sure what this is.

Inevitably, the end had to come. With the advent of the Speccy and C64, the *2600* declined in support until it had almost completely disappeared, despite numerous attempts to revive it (such as the unforgettable "The fun is back, oh yes sirree, the *2600* from A-tar-ee!" TV ad). However, it did manage to survive into the 90s by virtue of being a good, cheap machine - up until about a year ago, Argos were still selling it - and games were still coming out in the late 80s, including *Ghostbusters II* and *Double Dragon*. (No, really.) A sort of "super *2600*", the *Atari 7800*, did appear, but it flopped. Basically.

Even now, there is some support for the machine. *Capri Marketing* (who are fab and have their address in Post Box) still sell bucketloads of

2600 and *7800* games, with prices starting at £4.99. They also sell power supplies and the various



"The fun is back, oh yes sirree!" Oh, is it really? Where? I can't see it.

different controllers. Sadly, I don't know of a fanzine or user group - if anyone does, or is even thinking of setting one up, PLEASE get in touch. You could make a (not particularly) old fool very happy.

Next month, Allan returns to tell you all about the 1984 Sinclair Research products catalogue. So expect lots of desperate attempts to offload millions of unsold Interface 2 ROM cartridges, then.

PLAYING TIPS

Hello and welcome back, after a three-issue break, to quite literally our very fourth-ever tips section. MARK STURDY is, as ever, on call to spend ages typing the blessed thing in when he's really got much better things to be doing (Ha! AC). But at least he didn't actually have to write them up, unlike Robert Chilton, Linda Whittle and St. John Swainson had to.

Football Director

Hire a coach and physio but don't bother with a scout or youth team. Check the transfer list each match and fill your squad with skill 2 and 3 players. Always have one free space in your squad so if another team offers money and a player for your best player, the player has a space to fill (accept any such offers, especially of you have less than £100,000). Extra train all areas every game unless you haven't got 11 fit players. Players still quickly improve.

Gift From The Gods

- To go through doorways, walk to one and stand near the middle of it. Make sure the sprite is facing forwards and press up. You'll now either be in a secret room or in a different part of the level.
- If a green bloke appears, sitting in the lotus position yet floating in mid-air, follow him. He'll eventually lead you to a doorway. Go through it (see above) and he'll be floating again, to the left of a shape on a pillar. Stand underneath this pillar and press down to 'pick up' the shape.
- If you find a secret room which replenishes your energy whilst you are in it, try to make a note of where it is as it is the key to the level. There will be six pedestals in the air. Stand underneath one and press down to place a shape on it. You will need to find six shapes and place them on the pedestals.
- To destroy any baddies, it is best to be to the right of them. Press fire and down to slash downwards and then fire alone to stab at them quickly, er, I think. This should work but generally it's best to avoid killing the baddies as you often simply lose stamina points.
- Finally, if you are a bit mad, try walking into walls. No, not in real life, in the game, silly. Sometimes this means you are in a secret room, other times the game ends, or you are caught in a loop which sees you walk along for ever, or you lose half your stamina, or the sprite has a little cry to himself, or the computer resets itself. Oh. Maybe this

isn't such a good idea after all.

Lunar Jetman

Type in this prog, RUN it and play the tape from the start:

```
10 CLEAR 24300: LOAD "" SCREEN$
20 FOR N=0 TO 3: LOAD STR$ N
CODE: NEXT N
```

```
30 REM LUNAR JETMAN
```

```
40 POKE 36965,0: PRINT USR 23424
You should be rewarded with infinite lives.
```

Mailstrom

At the beginning of the game there is a small object lying in the road. Go to it, press fire to pick it up, then go to the van and get in it. Drive along until you reach a postbox. Stop the van, get out of it and walk to the postbox. Drop the object. Now run away very very quickly, for you have just planted a bomb. The screen will flash for a few seconds, then you should see that the door of the postbox has been blasted off and another object is lying close by. But it isn't a bomb this time, it's something else. I'll leave you to discover what it is ('cos I haven't got a clue).

Nigel Mansell's World Championship

You must know a little bit about F1 cars and racing to beat this one; knowing the setup is vital to maintain pace. Use an acute aerofoil for twisting tracks and shallow for straighter tracks.

Example for South Africa: acute aerofoil, medium gears and hard tyres = victory.

When racing, learn the track. Know what's coming next and adjust speed and gears accordingly. Once you have learned a racing line you can go faster and eventually lap everybody (like I can).

Street Fighter II

When playing the computer, don't waste time with special moves. Watch the way your opponent moves and you will soon pick up on their way of fighting.

Example: when fighting Zangief, before the characters appear press

up. When the fight begins press fire. Zangief gets a kick in the head, falls down, gets up and comes towards you. Again, press up and fire - down he goes again. Do this again and the fight is over. Most of the fighters advance towards you, so jump and kick your way to victory.

Toyota Celica GT Rally

Having trouble qualifying? Then don't go into 5th gear and don't use your brakes. Let the car drift round corners and accelerate out. Drive like real rally drivers of you want to win.

**A A A R G H !
I'M REALLY
CRAP AT
G A M E S !**

Magiland Dizzy

"How do you kill Zaks The Wizard?" (Linda Whittle)

Aliens US

"Does anybody know the level codes?" (Robert Chilton)

Bugsy, Part One

"How do you rob the bank? I can get the mask but how do you get money other than from the paperboys' protection racket?" (Whittle, Linda)

Spike In Transylvania

"How do you give the dog the bone without him killing you?" (LW)

The Hobbit

"How do you get out of the room the goblins lock you in?" (L*nd* **it*le, I thought you didn't like The Hobbit, anyway?)

And that (said AA Milne) is that. Keep all your tips, maps, POKES, cheats and gubbins coming to the usual Crashed address, and we'll be back next month. Probably.

Going Underground

FANZINE ROUNDUP

Since YS closed two years ago, the Speccy and SAM underground scene has mushroomed, with literally several software houses, mags, PD bods and other things springing up where you least expect them. In the first of a new series explaining just who all those people we mention in the Post Box section are, MARK STURDY examines the first batch of paper-based mags to plop through the *Crashed* letterbox. (The ones that are either ridiculously cheap or you've managed to bully the editors into sending for free, you mean. A reader) Yes. Yes, that about covers it.

8Bit • A4 • 26 pages • Bimonthly • £1.25

Formerly known as *8-Bit Mart*, *8Bit*, in the words of Editor Brian Watson, is "helping to keep the 8-bit computer scene alive and lively without 'poaching' (sic) on the territory of existing computer-specific magazines." It's now been going for a little over a year and covers pretty much the entire 8-bit scene. It's largely news-based, with features on major new software and hardware releases and lots

of ads. As well as the 16-page main mag, there's also a 10 pages of supplements, printed on loose sheets of A4 paper. The classified section's fairly self-explanatory (sales and wants, with separate sections for different computers). There's also something called *the Comic Supplement*, which is four pages of jolly entertaining light-hearted news stories (including lots of stuff about telephones, oddly) and, most usefully, a magazine supplement, with info on most of the main 8-bit fanzines and newstand mags (so no mention of *Crashed*, then).

Presentation-wise, *8Bit*, while unexceptional (done on an ordinary w/p with no pics), is neat and legible, and the mag is well-photocopied on excellent quality A3 paper, which gives it a very unique look and feel.

Features in the latest issue include the first part of a guide to setting up your own fanzine (which shows exactly where

we're going wrong, erk) and rather a lot of articles about Amstrads. Despite this bias, there's enough general and machine specific stuff to interest anyone.

Recommended.

8/10

Adventure Probe • A5 • 60 (sixty!) pages • Monthly • £2 (just

send six first-class stamps for introductory issue)

Just about the oldest fanzine around, *Adventure Probe* (hoo) has now been going for nine years. It's nominally an all-formats adventure zine, but seems to centre on the 8-bit scene (with a fair bit of Amiga and ST stuff for good

measure), and in particular the Speccy. So hurrah, then.

The magazine is divided, more or less equally, four ways. The letters section, including quite a few contributions from adventuring celebs, is far more



THE ONES THAT ARE NOTHING TO DO WITH THE SPECCY OR SAM BUT WE (I) LIKE ANYWAY

Jammy Jezzabelle • A5 • 16 pages • Monthly (maybe) • £1 • Available from 34 Hawker Way, Woodley, Reading, Berks, RG5 4PF

Judging from the number of mentions they seem to be getting in your letters, it looks as if about half the *Crashed* readership is made up of *Pulp* fans, which is as good an excuse as any to take a look at this new *Pulp* 'zine. *JJ* is an entertaining mix of gossip, features and lots of funky artwork, all of which is projected tastefully on to 70s floral wallpaper. Nice. Issue 1 includes a

fan's tale of her meeting with Jarvis Cocker (who is one inch shorter than me, I thought you might like to know), a look at a horribly rare Pulp single, a extremely hard crossword, and lots more jolly stuff besides. If you like Pulp, check it out. Basically. 7/10

Sick Happy Idle • A6 • 2 pages • Irregular (in more ways than one) •

interesting than you might expect, with lots of tips and comments on things adventury. The reviews aren't exclusively adventure-based, with mentions of Amiga PD puzzlers amongst the Spectrum, CPC, PC and Amiga adventures. It's heartening that in a multiformat mag, four of the twelve review pages are given over to the Spectrum (all *Zenobi* releases, as it happens). There's some thoughtful news and opinion articles, and the mag's rounded off with tips on both playing and writing adventures.

All in all, an excellent zine. The only criticism anyone could possibly have is that the design, while neat and professional-looking, is a bit dense - the only pic is the cover artwork. Other than that, if you're interested in adventures in any way, get that order off now. 9/10

**Digitiser · 7
sections · Daily ·
Channel 4 Teletext,
P470**

Not a mag in the strictest sense of the word, *Digitiser* is a section of Teletext dedicated to the latest computer and console games. As such it's obviously not likely to provide a great deal of coverage to the SAM or Speccy, but it's of interest to Spec-chums for two reasons: firstly, it's very, very funny. Imagine *YS* at its most surreal, multiply that by 100, and you've got some idea of what *Digitiser's* like. Secondly, every weekend they run a section called *Old Game: HERE*, which consists of readers' reviews of, well, old games. While some people get the wrong idea entirely and send

in reviews of things like the first Sonic game, there's still lots and lots of reminiscence about classic Speccy games - there's even been a piece on hoary old tapezine *16/48*. Also recommended is the letters section, wherein at least once a week there's a letter from someone who still prefers their 48K Speccy to their outrageously expensive super console. Hurrah! 8/10

**Format · A5 · 40
pages · Monthly ·
£1.50**

Just about the second-oldest fanzine around, *Format* is the magazine of *INDUG*, which started out life in 1987 as the INdependent Disciple User Group, but has since expanded its coverage to the techy side of the Spectrum and SAM in general (so it probably stands for Independent Nectrum and DAM User Group, or something). It's also the most popular, with a readership of around 3000 - even on the first issue they were selling an unbelievable 100, in contrast to *Crashed's* somewhat underwhelming 5.

Presentation-wise, *Format's* pretty impressive (or "bland". AC). Its 36 A5 pages are laser typeset on a PC, and the layout's nicely broken up with cartoons (which have in the past been woefully unfunny, although they seem to have been taking a decidedly surreal turn of late). Language-wise it's obvious that the writers are computer users first and journalists second, but,

if you tune out the slightly avant-garde approach to SPG (as GCSE examiners like to say. Look, it means spelling, punctuation and grammar if you must know), the text's still readable and entertaining. (*Will you shut up about spelling mistakes, please, Mark? AC*) *Format* does tend to take

liberties with what 'news' it does and doesn't print, there is a certain amount of SAM bias



and, yes, the *Format* organisation does have a somewhat unfair position in the SAM world (which seems to amount to a monopoly). But I really do like the mag. If you're a games fan and/or a Spectrum-only bod then it's definitely not for you, but you can't beat it for techy information. The two mainstays of the mag, *Short Spot* and the *Help Page*, provide as many BASIC listings, hardware hints, programming (BASIC, code, even the odd bit of Forth) and software help as you may need, and there's been a wealth of tutorial series (like *BASICally Speaking* and *Machine Code Without The Tears*) to suit anyone who wants to learn more about the serious aspects of their machine. If you want to go beyond games, a sub to *Format* would be a very good start. 8/10

Next time, all the ones that we didn't have room for/didn't turn up in time/we only sent off for yesterday. Erk.

**Free! · Available from
25 Redwood Ave,
Royston, Barnsley, S
Yorks, S71 4JP**

Plugged (sort of) by Mr Beal last issue, *SHI'* (as it can be called) consists of a piece of A5 paper, folded in half. This piece of paper is blank on one side, while the other is divided into two halves. The half on the left is what could loosely be

termed as the cover, consisting of a spook fifties comic book pic and lots of bizzare (and seemingly random) headlines, which appear to have been cut out from magazines. The right-hand side is the editorial. It is done on PCG DTP, and is odder than the cover. Apparently written by a personage called *Mr Marshak*, it casts aside the constraints of standard English grammatical

structure (*oh no! Mark, how will you cope? AC*), pioneering an entirely new literary form, slightly reminiscent of *Graham Coxon's Nag Nag Nag* column in the *NME* (if anyone saw that). On first reading it's nonsense, on second reading it's funny, on closer examination it's strangely moving. (*It reminds me of the stuff that the Automatic Muse (from YS) came out with. AC*) 0/10 or 10/10? Who can say?

FISHPASTE VOLUME 2

Spectrum • £2 • Fish Enterprises • Compilation

MARK

And welcome back to part two, as they say. Last month we reviewed Fish Enterprises' first release, Fish Paste Vol. 1, and this time it's the turn of the sequel. To recap, both of these compilations repackage two unreleased Shawbrothers games from the mid-80s, put them on a tape with two other unreleased things, and sell them at an eye-wideningly reasonable price. So quite how Mat expects them to sell by sending the only review copies to a magazine with a readership of approximately 25 is quite a mystery, but ne'er mind, eh?

Demonslair

... could be described as "a flip-screen platformer written in 1987 where you have to fly around a room avoiding energy-sapping baddies in order to collect four letters in the right order to form a word (which can be identified by clues given in the location, eg if you were on a gallows hill the word would be 'hang', and so on) then find a key to progress to the next room." (Obviously, it couldn't just be described in that manner. It could quite easily be described as a "procession or parade of motor cars", but that wouldn't be very accurate and may lead people to the conclusion that it was a motorcade, which is clearly not the case).

It could also be described as "rather jolly". The concept is simple, engaging and original, the difficulty curve's reasonable, and it's got the nice graphics, adequate sound and slightly (but not particularly) awkward controls typical of a



Look near the bottom right of the screen. It ... it couldn't ... it couldn't be ... Magic Knight ... could it?

Shawbrothers game. The only real prob is that the baddies move at random, meaning that they sometimes have a tendency to block you into a corner for a while. But - hey - it's fun, and that's what matters. Right, kids?

Rakattak!

'Rakattak!?' (The game features rackets, and in it you have to attack the other player's wall. Racket attack. Rakattak. And I expect the exclamation mark seemed like a good idea at the time. Everyone) I see.

Anyway, Rakattak! is a two-player bat an ... er, racket and ball game, in which you've got to bounce a ball past your opponent's racket enough times for you to destroy a significant portion of the wall behind it. It's different from most of its many clones in that in one-player mode, you've still got an opponent (abielt computer-generated), and that there are no power-ups. What you do get, however, is lots of sort of little monster type things that float across the playing area, off which your ball bounces. This would make the game more interesting, but as the playing area is so small they just get in the way in a thoroughly aggravating way. The graphics are nice, though, and it's also the first evidence of the Shaws' aslant humour - your opponents include Duggy 'Slim' Fatblobski and Harry 'The Hippy' Makepeace (whose ambition it is to open a lentil farm). Fun.

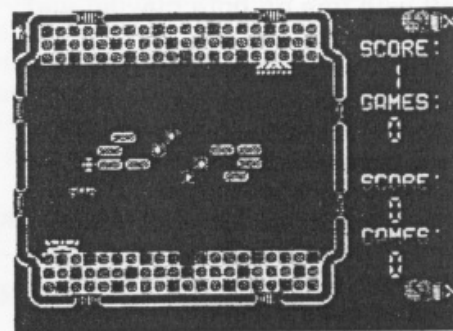
FISH2, issue 5

FISH2, for the uninitiated, is the tapezine supplement to that much-missed Speccy fanzine, Fish. In a similar vein to YS2 (insert barbed comment about continued non-appearance of issue 4 here) and the upcoming Rashed (*Groan*. AC), it takes the form of a Teletext-style prog, packed with humorous wibble from the writers of its parent fanzine and connected to the Speccy in only the very vaguest way.

I'll come clean with this one - I haven't actually seen issue 5, due to it not being ready when Mat sent the review tape. If past issues are anything to go by though,

it'll be jolly entertaining all the same - this issue apparently contains such delights as Stuck In A Lift With Keith Chegwin, bits from The Fish Encyclopaedia, the sequel to The Poddington Peas, and 'more! More! More!' (as the inlay puts it). You get the idea.

The only slight prob with FISH2 is the unbelievably slow text reader - it takes about 30 seconds for the screen to fill up every time you turn the page. This issue, however, may have a re-done program, making it a bit more bearable. If this is the case, add 15% to the final mark. If you're extremely impatient, subtract 15%.



Such a terrible waste of talent, commented Toby as he handed another of the abstract paintings over to the giant gloves of Scoreiogameso.

What's Your Name? Simulator

Oh dear. After thirteen years, the art of Spectrum programming has finally reached its nadir. Written by Mat himself, this program asks you your name, prints a message and crashes if you type in a swearword. Well, whoopee. The front end is dismal, the programming is neanderthal and you'll find yourself having more fun reading a copy of the latterday Sinclair User. Just don't bother loading it up, your time would be better spent listening to the new Outhere Brothers album (*I hope that was sarcasm*. AC). A complete and utter waste of time.

So, there we have it. A couple of top games, some quality reading material and, regrettably, an embarrassing exercise in pointlessness. Give it a go. It may cause happiness.

Nice one, top one,
sorted.

DEMONSLAIR	80%
RAKATTAK!	70%
FISH2	79%
WYNS	0%

OVERALL	80%
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Ball Games

Spectrum • Jonathan Cauldwell • £2.99 • Compilation

ST. JOHN

This is a compilation pack of two games written in 1994. (*So they should be reviewed prior to Gloop then. A logical reader*) Well, I did, but I wrote them on a sheet of paper which I put in my bag; I was late so I didn't close my bag, the wind blew it out, I couldn't retrieve it because a bus ran it over and I still couldn't get it because it blew down a drain (Copyright M Washington, Maths, 1988). Actually, I'm just crap. First off is:

Crazy Golf

Crazy Golf is played throughout continental Europe (and occasionally in the UK) with most towns having their own 'course'. It is played on concrete with each hole being about 10 metres long. This makes it better than real golf because you don't spend five hours on each hole looking for the ball you hit into the woods and end up paying £329 for lost balls. (*When you say 'you', you mean 'I', don't you? A reader*) Er, well, I did get a hole in three. Once. (*Shut up and get on with the review. An unimpressed reader*)

There are no such problems with this game, where even I can get a hole in one. The controls are simple: line up the direction you want to hit the ball and press fire. The strength of the shot is determined by the length of time you keep fire pressed. Oh what a sweet little piggy-winkle, as Lord Irrelevant might say.

The obstacles are what makes *Crazy Golf* good. There are ascending and descending ramps, pools of water to avoid, corners and blockstone negotiate and a lot of edges over which your ball can be lost. Unfortunately, there are no tunnels, bridges or jumps like in the real game. This was

disappointing because all these would improve the game. Also, it would have been good to have obstacles only possible on the computer, like a red elephant which jumps up and down, squashing balls of the golf variety. Or something. (*No it wouldn't. Ed*)

Up to four players can play and the game is better with more than one playing. With one player, it's the sort of game you often play, but only once at a time. There is nothing really wrong with *Crazy Golf*, it just fails to be quite as good as it could have been. (Pardon?)

Demolition

Demolition is very similar to *Batty* and *Arkanoid*. For those of you who have never played such a *Breakout*-style game, I will eloquently describe it (*Er, I don't think so. A reader who can see through wool*).

Some odd person has taken it upon themselves to build a lot (32, in fact) of different-shaped walls. Unfortunately for him or her, you have a pathological hatred of walls, and so prepare yourself to destroy said bricky-things. As everyone knows, the best way of achieving this is to chuck a ball at it.

The wall is located in the top half of the screen and you control a bat at the bottom. You must manoeuvre the bat left and right to ensure the bat goes towards the wall. Missing the ball loses a life. Each brick in the wall the ball strikes disappears. There are special bricks which cannot be destroyed, bricks requiring several hits to be destroyed and bricks which send a canister falling towards you. These can do one of four things: lengthen your bat, enable you to catch the ball so you can aim properly, slow the ball down or split the ball into three (and then lose all three, if you're me).

The game is well-programmed. Bat control is responsive, it's easy to play and difficult to beat, graphics are good with slick movement and no flicker, the scrolly message is a good read and the sound effects are adequate. If you have no game like it, it's certainly worth getting. If you do, it's still enjoyable but ultimately you'll find yourself returning to others, especially *Batty* or *Arkanoid*. Demolition loses out in having a smaller range of capsules (none of the great shooting bats of the others). Also, the ball moves at a leisurely speed, making the slow capsule a hinderance, so the game can become tedious instead of frenetic. Unlike similar games, you have the ability to move your bat closer to and further from the wall, but this is not a huge improvement.

So, it becomes difficult to find motivation to go through those early levels again but it's definitely a good game whilst you're playing it.

Not Cauldwell's

Both of these games are not Cauldwell's best: *Egghead*, *Pipework*, *Haunted House* and *Megablast* (available on the *Bumper Boogie* pack) are better. Nevertheless, two new games for £2.99, both above average, is a worthy purchase.

"A worthy purchase."

CRAZY GOLF 74%
DEMOLITION 62%

OVERALL 76%

THE CRASHED

JOHN WILSON

JOHN "BALROG" WILSON is the bod behind that doyen of quality Speccy adventure games, Zenobi Software, as he has been for many a year. Longer than I care to remember, anyway. I think you know what comes next. So does MAT BEAL.

How were you introduced to the Speccy, blah blah, and what're your favourite games for said machine? (Personal bias not compulsory)

"I saw one in my local branch of WH Smith and just decided that I must have one. It cost me the best part of my bank balance at the time (not that there was much in the bank at that time - there never is!). *(Oh, what a surprise. Mat)* Fave games must be Lords Of Midnight, Witch's Cauldron, Knight Lore and Cholo.

Favourite music, books, telly programmes, films?

"Musically, I can listen to anything but I have a great fondness for hard rock (Meat Loaf, Guns 'N' Roses) as well as more 'mainstream' stuff such as John Mellencamp, Cyndi Lauper, Tina Turner and Eric Clapton. However I do have a soft spot for some old favourites - Tangerine Dream

(great sounds!). I don't read books, the only TV progs worth watching are The X-Files, Babylon 5 (Mmmmmfffghhh! Ed), Star Trek and NYPD Blue, and I never get much chance to watch films but I did enjoy all the Die Hard series and would watch fantasy films any time."

What is the future of the Speccy?

"There is none!" *(Hurrah! Mat)*

Do you have a chocolate fetish or something (all that stuff in the Zenobi newsletter about molten choccy and "Spread thick, then lick" and so on)?

"The only fetish I have is for life and the woman I share it with . . . everything else pales into insignificance." *(Aah. Everybody)*

What was Mike Gerrard really like?

"A kind, gentle soul with a penchant for Budweiser, beards, suspenders and having 'a bird on his wrist' - he's a falconer."

What's the stereotype adventurer like?

"Old, grey and incredibly boring . . . most of the ones I know are well into their

seventies."

What do you reckon to all this Cyberspace malarkey?

"It is great and full of superb ideas. This is how the world will end up - if we are not careful!"

What will you have written on your gravestone?

"Goodnight America, wherever you are!"

Think up a suitable punishment for Eric Cantona.

"Punishment? The guy should be awarded a (*"Plucking."* Ed) medal! My only regret is that he did not kick the guy's head into the opposition goal."

What question would you most like to be asked on this list? And what's the answer?

"Q: 'What is the size of your (*"Brick."* Ed)?' A: 'Bigger than yours!'" *(I honestly have NO IDEA how Wilson knows this fact. Or, indeed, if it is a fact at all. Mat)*

How's Zenobi going?

"Dreadfully . . . sales getting less by the hour."

Any adventuring/

INTERVIEW

Favourite magazine: "Any computer magazine." (Oh no. Mat)
 Favourite haircut: "The one I have at present."
 Favourite shop: "I hate shopping."
 Favourite animals: "Cats and tigers (equally)."
 Favourite flower: "Carnation."
 Favourite vitamin: "Don't take any."
 Favourite flavour bubblegum: "Grape."
 Favourite flavour ice cream: "Vanilla."
 Favourite politician: "Maggie Thatcher." (Erk! AC)
 Favourite time of the year: "Autumn."
 Favourite yoghurt: "Coconut."

Pulse FM - both are totally brill
(The views expressed in Crashed are not necessarily those of the magazine as a whole, by the way. AC). Also Virgin Radio (for the Jono and Russ show)."

What was best: YS, SU or Crash?

"Crash by about 10,000 miles! The others were just pale imitations, even if YS did have the best adventure column . . . before the arrival of Tim Kemp." (Oooh. Mat)

(space in let. courtesy of Allan Clarkson, the DTP tosser)

household hints you'd care to share with us?

"Adventuring: Don't bother loading up the crap in the first place, just read the complete solution in one of the fanzines and pretend you completed the games.

Household: Always wash your lettuce before you eat it and never leave rusty razor-blades lying in the sink!"

What are the best and worst jokes you can think of?

"Best: The Spectrum is still alive and kicking.

Worst: John Wilson is a boring old fart."

Where does the name Zenobi come from? And come to think of it where does the name

Balrog come from?

"Zenobi is Egyptian and means 'helpful sprite'. I nicked it from an old adventure called Black Crystal. Balrog was given to me by Mike Gerrard and is a play-on-words - there used to be a comedian called the Rochdale Cowboy. Mike just christened me the Rochdale Balrog . . . how wrong he was."

What in the name of heck does the verb 'to spellunk' mean?

"You tell me! If you really need to know just write and ask St. Bride's."

What radio station(s) do you listen to (if any)? And are they any cop?

"I listen to Radio One and

You can write to the Balrog for more info on Zenobi at 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX. Quickly! Before they go bust! SPOOK FACT: Every time Wilson sends a letter, he includes a load of Zenobi bumf. I now have three copies of the same newsletter. Next issue: A bumper PD special (if the Ed thinks it's a good idea), with Martyn Sherwood, Andy Davis and Mr and Mrs Womo giving their thoughts on life . . .

PUBLIC EXP

Ladeez and gentlemen, for Crashed's first-ever proper PD round-up, would you please put your hands together for the one, the only, DAAAAAAAVE "FUDGEPACKER" F!

PD NEWS

Wurzels at work

Extacy 3 from Bristol are currently working on Insanity 2 - Pippalea (or something). It looks like being a weird one with less text and more 'mind-altering' animations! Also, Subsonic 3 is due for release some time in the autumn, a compilation of all E3's music from previous demos.

Issue 2 of Subliminal Extacy is nearing completion, boasting improved colour presentation and 8*8 char clip art (whatever that is). The Tasword-style 128K-only zine has made a big impact on the scene, with issue 1's intro being a lot more impressive than many demos! Don't forget folks, SubXTC incorporates Sinclair Classic so you've now got two zines in one.

Scottish jock- straps

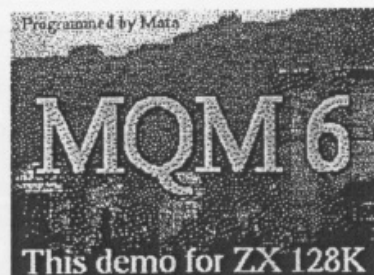
United Minds continue to churn out demos by the bucketful but now have settled on finally getting the Beyond Help Megademo released with a 1995 tag! Nearly a year in the making, the demo had been hampered by various coders not sending guest parts as quickly as they should have done. Look out for appearances from all UK groups, plus a few celebs from Euro-land.

Lead in your pencil

Having aquired eight more screens of dubious content. Pandagirl attempts again to get banned from every UK PD library with Lollipop 2. The strictly adults-only show includes a brutal dancefloor re-working of the Popcorn theme and a saucy poem. What is her fascination with the word 'pop'? Following this will be Turtlehead. her first **proper** demo

MQM6 (Mata)

Not quite sure where number 5 went - maybe it got swallowed up in this somewhat humungus piece of programming. Dated 1994, this demo weighs in at 326K! You tapeheads are going to be sitting there for half an hour before anything happens; you've even got time for a wee as it loads from +D. The quality of graphics and lettering is superb throughout. Without giving too much away, MQM6 features the clearest piece of sampling I've ever heard coming from the Spectrum. Also included is some 'morphing', a film trailer and some of that typically excellent MQM soundtrack stylee. I do believe this is the demo to beat.



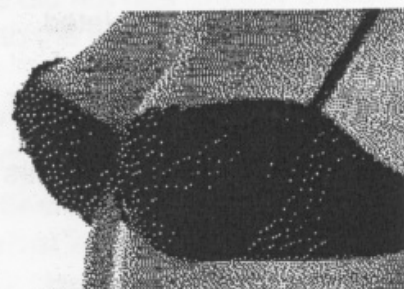
MQM 6, by Mata, for ZX128k.
(Darn. 48k owner)

Xmas Compendium (Unknown author)

Listen - it doesn't matter what time of the year it is. Grab hold of your favourite member of the human race, plug in some fairy lights and look into their disarmingly watery eyes! The pretty reds, greens and yellows will show up in their pupils, and that's love. The demo? It's a blank screen, but the sound... swoon to the moon in a blue lagoon - it's dreamy! I promise you you'll get a snog out of this one.

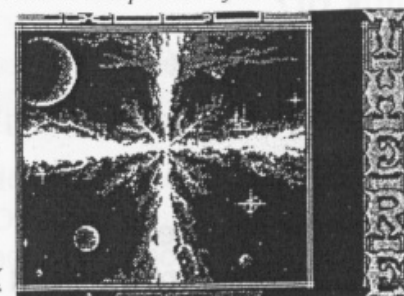
F*ckmania (Johnny Renegade)

Only available on import, I shouldn't wonder. Fu*kmania is indeed one for the over-18s only. It's hard to say if young rubber Johnny is going all out to offend all other coders in his 'greetings' text or if he seriously believes he is God's gift to Z80 coding. Whatever, this demo attacks and is a real poo-stirrer. Not quite sure about the references to underaged sex, but who knows what limit his particular country deems fit for its populace. Some slightly un-defined animations rounds things off but you can still see what's going down (and up - try squinting). Volatile stuff, and strangely refreshing.



...TO TEENAGE GIRLS UP TO 15 YEARS

If you squint you can just about make out a picture of Ethel Merman.



There (Catman, DC Pak and Agent X for Exodus)
Utilising a new sample player

Bill suddenly realised why he wasn't meant to press the red button

OSURE FPD

FOUNTAIN PUBLIC DOMAIN LIBRARY

called Morpheus, this demo sounds ace! As with all Exodus titles, this one drips with class. The unusual upward scroll takes a little getting used to, but stick with it. The tunes vary from hardfloor stompers to cutesome chord manipulators - a treat for the ears indeed. Exodus team - if you are reading this, release Morpheus as a stand-alone utility; it humbles even the mighty SampleTracker. The quality of graphics in the subparts are not quite up to form but the presentation throughout is superb. One more notch for Poland.

Stoned On Bananas (PsiCo)

Follow young wee PsiCo's attempts to make his pocket money go that little bit further by utilising common grocery items in order to achieve that ethereal plateau - getting 'out of it'. It begs the question: can a carton of delicious fruit Um Bongo be used for devious means not recommended by the manufacturers? Super little demo this, scripted and drawn by PsiCo and coded by LA. Load and be charmed.



Overt phallic imagery? An obvious Velvet Underground reference? Or just a big banana? I think we should be told.

Delayed Megademo (KVM/remixed by Jordan)

Lovely unpacking routine (a la Lyra 2 loading stripes) gives way to a stylish yet simple mood - melancholy tunes indeed! Super graphic coding in part 2, one of which simulates rain drops on the surface of the water - ooh, so romantic. I think I'm right in saying this contains SQ-Tracker being put through its paces. My only gripe about this release (it's their last) is that if KVM had put as much effort into future Speccy stuff as they did in saying goodbye to the scene, well, what a wonderful world it could have been. As it is, bog off lads, you smell.



IBM-PC computer? Pah. I won't be watching it, then. Tsk. Some people, eh?

The demos mentioned will all be available from the new Fountain PD library when it opens in September; in the meantime you could try other PD libraries. Send any comments and PD stuff to Dave at the FPD address on the Post Box page, or to the main Crashed address. See y'again.

of '95 since the split of the Knuckle Girls. It is certainly going to be her best so far with ST/SampleTracker tunes, Love & Rockets-style graphics and her own brand

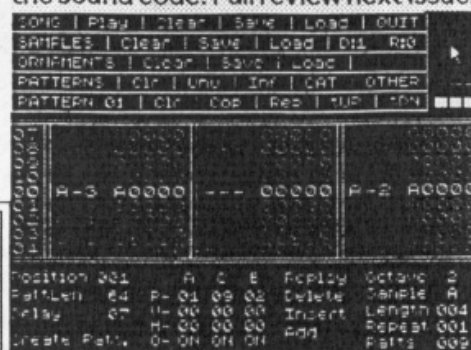
of adult text! The new Panda crew is as yet unnamed but includes Fudgepacker, Hermit Hacker and the mysterious Lt Arsehole, AKA Anal Delight! What is this fascination with bottoms?

Black hole

AlchNews readers should be warned that due to the massive size of issue 16, some disks containing it have imploded inside the +D drives, causing massive black holes in many bedrooms. Readers are urged not to let small pets to get too near to the +D in case they are never seen again.

Laying' down some tracks' (maan)

SQ-Tracker, the advanced AY sound chip manipulator, has finally surfaced in the UK. Written by George K (author of many demos) and released by Proxima, it comes in +D or tape format. First glances show it to be a far more sophisticated package than SoundTracker, including the ability to alter volume settings of samples without having to create an identical sample at a lower level. The presentation is much clearer and uses many different pointer control systems. We'll have to see if it superceeds ST as the demo coders' favourite. SampleTracker, it seems, leaves a lot to be desired by many coders due to the memory capacity needed and the fact that the Z80 can't handle screen manipulation at the same time as running the sound code. Full review next issue.



Git down to that funky beat! Swing it, baby! Soul, man! Etc.

THE CRASHED AWARDS

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Hello and welcome to the CRASHED READERS AWARDS 1995, being broadcast simultaneously on Channel 4 and Radio 5 Nearly-dead (though not in this dimension). My name's Allan 'gold lame suit' Clarkson, and I'm here tonight at the Dodgy Inn being smarmy and smiling alot. But first, a word from our sponsor. ("Radiator. The Sponsor). Thankyou, sponsor, and now time for the first award.

The Best Game Of 1994.

And here to present this award is Ken Dodd. "Howwww ya diddlin'?" (Audience all decide to go to toilet. Ken looks disgruntled.) "Oh, well. It's *Lemmings* on the SAM if anyone's listening." Thankyou, Ken. (Ken leaves. Audience return.)

Best Game Ever.

(Cilla Black enters.) "Surprise, surprise, Adrian, you weren't expecting me, were yu, chuck?" Er, actually, it was me who booked you. And it's Allan, not Adrian. "Oh, chuck. Whurs this envelope you want me to open. Oh, thanks. Nice hurdo, by the way, Andrew." It's All... "Oh, it's just not fur on the ones who don't win, is it, chuck?" It doesn't really matter, either, our circulation's around 30. "Oh, chuck. Thu winnur's number one, it's *Chaos!*" Thankyou. "Will yu come back next week and tell us about it?" No. Go away. (Presenter pushes Cilla offstage.) Ahem, thanks, Cilla.

Best Serious Software of 1994.

Dull but, er, dull, here's Nigel Mansell to present this award. "Hullo, ladies and gentlemen. The award for best serious software goes to *SC Word_Pro* from *Steve's Software*. Goodnight." Big round of applause for Nigel. (The audience are asleep.) Well, bloody sod you then.

Best Hardware of 1994.

To present this award, we have Phil, the local builder. Hello, Phil. "Ooh, these roofing joints will need doing. Look at that floor. (Sucks breath in through teeth.) Needs resurfacing, that does." Shut up and open the envelope. "Hang on, let me finish me brew. (Phil drinks cup of tea.) Fancy another?" No, just say what I'm paying you to say. "The best hardware of 1994 award goes to some firm called *Format* for their *DX2 Spectrum Disk Drive* interface. Cowboys, if you ask me. I bet I could do it cheaper." (Presenter hits builder with spade.)

Best Graphics of 1994.

Ladies and gentlemen - Rolf Harris. "Dummedee dum. Sun arise, early in the morning. (Rolf puts his mouth to a didgeridoo.) Buuuu uuuu wuuuu ouuuu ioouu eoouu." Didgeri-don't do that any more, please, Rolf. "Okay, clobber. Dub- de- daaaa, the best graphics of 1994 award goes to, dumdedum, *Lemmings*

on the SAM! Another one - well done, mate! Hmnubbahmnubba." (Rolf dances off.) Cheers, clobber.

Best Game Music of 1994.

Ringo Starr enters pub. "Hey, how'ya doin' A'right? Liverpule for the cup, like. Wha'? Award? Well o-kay, then, right. It's Thomas The Tank Engine. Hehehehe. No, onlee jokin', like, it goes to *Lemmings* yet again, reely. Honest, like. A'right? A'v got to be goin', a'v got this recording thing in America with the other Beatles and this Jeff guy, right, and I came owver 'ere 'speshly, like? See ya. Like." Thankyou Mr. Starr. And you certainly are one.

Best Spectrum Service of 1994.

Here to present this award is a man not renowned for this service, our Ed, Mark Sturdy! "Mmmm." (Audience avoid his sideways glances at them.) "Well, mm, yes, or something. The best spectrum service award goes to my friend and yours, *Alchemist Research*. (Yawn.) It's ten to nine. Aren't you all tired yet? (Yawn.) Before I go, I've got this really funny thing to tell you that my uncle said, then I've got this piece of info about *Roxy Music* for you. Hmm." (Mark falls asleep, and is dragged offstage.) Cheers, mate.

Best SAM Service of 1482*.

It's the man himself - Bob Brenchley! "Oo-ar. Well, then. Therre arre some other services appart from *Formaat*, but of course, they have a limited user base. But they're loyal-ish. The award goes to:- ooar, *FRED Publishing*. Well done." Thanky-dank, Bob.

Programmer of the year 1994.

Ooh, this is a biggie. And here to present it is Colin Macdonald of *FRED publishing*. "Helloo, I'm Coalenn, from *FRED Publesheng*. Ayd like to say tha' thes person programmed lots of *FRED* games, so go oot 'n buy them. Oo-kay, the award for programmer of 1994 goes too... *Chris White!* Weal dunn, Chress. I'm oof tae the bar noo, so ahl see y'all taemoora." Thankyou (and sorry) Colin:

Well, that about wraps it up for this year's CRASHED poll awards. Before I go I must remind you that watered-down spirits and beer with last night's slops in it is still available at the bar (as long as you get there before Colin does). G'night! (Oi! Colin! Leave some for the rest of us!)

Aaaaand now, for your delectation, here's Mark Sturdy to answer all those questions that you wanted answering.

Hello everybody. I've been flown in at great expense from my secret hideaway to give my thoughts on what you lot said could be improved about *Crashed*. Spookily, a lot of these (more pages, lower price, better DTP, better printing, adventure and PD bits) happened, or were set to happen, before we even got the questionnaires back, which leaves me to answer all the hard ones. Erk.

Second opinions for reviews Yeah. That would be nice, but the thing is that it's quite tricky to organize, especially when we get reviews unexpectedly coming in of games we've never heard of, never mind have a copy of. We will try to organize as many as we can, but I'm not making any promises.

How about a cartoon strip? Again, it would be nice to do (especially as *Jetman* and *Ernie the Psychotic Madman* were two of the best things in the world ever), but it'd be hard to sort out. For one thing, they do take up a lot of space, especially considering the trouble we sometimes have just getting the normal editorial stuff into 20 pages. Also, there's the problem of finding someone who can (a) draw and (b) has good ideas. But who knows what the future may hold. (I do. AC) What do the rest of you think?

Stop bullying readers to contribute Point taken. You'll be seeing less of that in the future, but for the first few issues, we really were struggling to find writers, which was one of the reasons why issues kept coming out so late. We have managed to get a steady flow of stuff coming in - if we can keep that up (especially with 'small's' like letters and tips), we'll be fine.

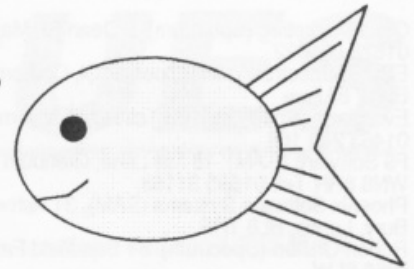
Free tape. Full colour! Yes, yes, I know you were joking, but! the future may hold the occasional one-off PD tape or disk, if we can get it organised. Colour? Let's just say we're not ruling it out.

Reviews of some minor SAM releases, eg *Supplement*, as well as biggies like *Lemmings* We do try to cover as much as we can, but we can only print what comes in. Very few software houses send out review copies, especially not SAM ones - now *Crashed* has got a (little) bit of money coming in, we will try to buy and review as many new releases as our meagre budget will allow. We'll see what happens.

Can I go now? Ta.

* 1994, actually.

SON OF HADDOCK



Any ex-Fish readers out there may recall a music/film/TV/ stuff section called Haddock, which has been cheerfully nicked by us in the interest of broadening the scope of the magazine and, er, avoiding coming up with any new ideas. Hurrah!

ALBUMS

About Time/The Stranglers

ST. JOHN: "Since we had a review of *Elastica's* album in issue 5. I thought it would be appropriate to review the new album by The Stranglers, one of *Elastica's* biggest (ahem) influences.

About Time is their 20th Anniversary album and is their best for some time. Whilst not reaching the heights of *Rattus Norvegicus* or *No More Heroes*, it will still be the best album in the charts if, er, it gets in the charts. Every song (or 'track', as rich CD-people would say. Long live vinyl! (Hurrah! Ed.) Oh, it's already dead. Damn) is good and many, especially *Golden Boy*, *Money* and *Lucky Finger* are great and sound even better live. If you get the chance to see them live, grab it! Alternatively, stay in, play *Chaos* (and get killed by Magic Fire again) and save £10.

For some reason, the least good (or "worst"? AC) song on the album, *Lies And Deception*, has been chosen as the single. It lacks the energy of most but is still different and involving. It's the *Golden Brown* of the album - good, but atypical and not the best. A nice, hefty 9/10."

Back In Denim/Denim

MARK: "Now this mystifies me. When this came out in 1992, it (deservingly) got absolutely tons of press attention and really good reviews, but hardly sold at all and nothing's been heard from them since. Phah.

Denim is (was?) basically Lawrence Hayward (linchpin of cult 80s combo *Felt*) plus various members of *Gary Glitter's* old backing band. No kidding. The style of the album takes some of the naifest, most unappealing musical styles of the last 20 years (glam pop, *Foreigner*-style AOR), blends them together and shows just how wonderful it can all be with decent songs and real emotional, musical and lyrical content.

Take *The Osmonds* (it's a song on the album, not the group, by the way). It's a soft rock ballad with squelchy synths and cutesy female backing voices, but it works perfectly, just by virtue of being a wonderful tune with a great lyric, effortlessly taking in everything that was wonderful/crap about the 70s (not that I'd know, of course).

Middle Of The Road is equally fab. A stomping glam rock tune, viciously attacking all the greatest musical names of the last 30 years. What more could you ask for? "Don't be told/who to like./It's your choice./It's your right to choose who you listen to./It's your rock 'n' roll." Right on. 9/10."

Olympian/Gene

CHRIS: "It has been well documented and is unquestionably true that the four impudent young urchins collectively known as *Gene* sound a bit, if not a lot, like *The Smiths*. Yes they do.

Evidence? Well, listen to *The Smiths' Sweet And Tender Hooligan* back-to-back with this combo's *Left-Handed*. The same goes for *London* and *To The City*. Plagiarism, eh? Indeed, even the record sleeve is more than slightly reminiscent of the ones the *Morrissey* man used to choose.

But, disappointingly obvious comparisons aside, it is rather good and, for the most part, it'll have you boppin' manically around your boudoir until your blisters bleed. Or summat. *Still Can't Find The Phone*, for instance, is a jaunty little thing whilst the title track shows *Martin Rossiter's* nicotine-aided voice to full effect.

Verdict wise, it's not essential, but then neither is ice-cream and I, for one, can never resist the lure of a Mr Whippy. Yumm . . . 8/10."

FILMS

Life Is Sweet

MARK: "It's quite old. It's quite good. 10/10."

RADIO

Mark Radcliffe/Radio 1/Mon-Thu, 10-midnight

MARK: "It's instantly apparant which *Crashed* readers listen to the Radcliffe - anyone who does always, ALWAYS starts a letter to me with the words 'Hiya Mark!'. Tsk. (OR! That could also be indicative of which *CRASHED* readers naturally start their letters with 'Hiya!'. AC)

Anyway, he officially plays 'indie, punk and psychedelic', which is basically an excuse to put on anything he damn well wants.

There's loads of sessions from bands of the indie persuasion (like *Drugstore*, *The Cardigans* and *The Verve*), regular appearances from rather amusing types such as *John Hegley*, *Katie Puckrick* and *Ian Macmillan*, a cult film corner with *Mark Kermode* (probably spelt wrong), lots of amusing chat, some very funny jingles, the theme music from *Danger Man*, and tonnes more besides. Grrrrreeeeat. (NON-SPOOK

FACT: Allan finds Mark Radcliffe irritating, and so listens to *Caeser the Geezer* on *Talk Radio UK* (1053 and 1089 AM! AC), who gets a much larger audience than any other radio show that's on at that time in the evening, including Mark Radcliffe!)



Back in denim, then, are you? Been shopping or something?

Next time! Reviews of new albums (possibly). And TV progs (definitely). And films (probably not). Hmm, eh?

Commercial software suppliers

Capri Marketing (Spectrum): 9 Dean St, Marlow, Bucks, SL7 3AA Tel. 01628 891022
EDOS (Spectrum): 1 Mapperton Cl, Canford Heath, Poole, Dorset, BH17 8AF
Everglade (Spectrum): 68 Telford St, Inverness, Scotland, IV3 5LS Tel. 01463 240 168
F9 Software (SAM): 18 Mill Lane, Glenburn Rd, Skelmersdale, Lancs, WN8 8RH Tel. 01695 31163
Phoenix Software Systems (SAM), 31 Ashwood Dr., Brandlesholme, Bury, Lancs, BL8 1HF
Robert Chilton (Spectrum): 61 Sandfield Farm, Brownhills, West Mids, WS8 6LW
Sintech (Spectrum): (See Spectrum-User-Group for address)
Software Shop (Spectrum): 48 High Street, Renfrew, Scotland, PA4 8QP Tel. 0141 885 2761
Spectrum Software Hire: 33 Dursley Rd, Trowbridge, Wilts, BA14 0NW
Wizard Games (Spectrum): 1 North Marine Rd, Scarborough, North Yorks, YO12 7EY Tel. 01723 376 586

Software houses

Ace Software/Alan Cresswell (Spectrum): 18 West St, Geddington, Northants, NN4 1BD
Atomik Software (SAM): 20 Grove Road, Hoylake, Wirral, Merseyside, L47 2DT
Betasoft (SAM): 24 Wyche Ave, Kings Heath, Birmingham, B14 6LQ
Brendan O'Brien (Spectrum): 22 Garron Cr, Lame, Co. Antrim, N. Ireland, BT40 2AT
Ded Gud Software (SAM/poss Spectrum): 16 The Avenue, Manston, Leeds, LS15 8JN
Dreamworld (Spectrum adventures): 10 Medhurst Cl, Gravesend, Kent, DA12 4HL
Elyzium Software (SAM adventures): 50 Chadswell Hgts, Lichfield Staffs, WS13 6BH
Fish (Spectrum): 3 Station Rd, Birch Vale, Stockport, Cheshire, SK12 5BP Tel. 01663 743397
Flexibase Software (Spectrum/SAM): 20 The Parklands, Droitwich, Worcs, WR9 7DG
Fountain PD Software (Spectrum): 2 Belvoir Rd, Nottingham, NG2 5DL
Fred Publishing (SAM): 40 Roundyhill, Monifieth, Dundee, DD5 4RZ Tel. 01382 535 963
Grafix Wizards/Jonathan Cauldwell (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 Tel. 01782 305244
Mungus! Software (SAM): Moorview, Leigh Rd, Chulmleigh, N Devon, EX18 7BL
RDS Software (Spectrum): 24 Chelsea Park, Easton, Bristol, BS5 6AG
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 Tel. 01223 235 250
Supplement Software (SAM): 37 Parker St, Bloxwich, Walsall, WS3 2LE Tel. 01922 406 239
Zenobi (Spectrum adventures): 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

PD software

Impact PD (Spectrum): 36 Budes Rd, Wokingham, Berkshire, RG40 1PJ
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): Ermastrasse 33, D-51069 Koln, Germany
Zedd-PD (SAM): (See Zodiac fanzine below for address)

New hardware

BG Services (Spectrum/SAM): 64 Roebuck Rd, Chessington, Surrey, KT9 1JX Tel. 0181 3970 763
Colin Piggot (SAM): 204 Lamond Drive, St. Andrews, Fife, KY16 8RR
Datel Electronics (Spectrum): Govan Rd, Fenton, Stoke-on-Trent, ST4 2RS Tel. 01782 744 324
DCP Micro-Developments Ltd, Hillside Lodge, Ermine St South, Papworth Everard, Cambs, CB3 8QA
EEC (Sinclair): 6 Ravensmead, Chalfont St. Peter, Bucks, SL9 0NB Tel. 01494 871319
Entropy (SAM): 1 Dovey Close, Astley, Tyldesley, Manchester, M29 7NP Tel. 01942 886084
Greenweld Electronic Components, 27 Park Rd, Southampton, SO15 3UQ
Romantic Robot (Spectrum): 54 Deanscroft Avenue, London, NW9 8EN Tel. 0181 200 8870

SD Software (SAM): (See software houses for address)
West Coast Orders (SAMs and accessories): Format Publications, 34 Bourton Rd, Gloucester, GL4 0LE Tel. 01452 412572

Spectrum spares and repairs

City Computer Services, Units 4-6 Adderley Estate, 197 Adderley Rd, Saltley, Bham B8
HS Computer Services, Unit 2, The Orchard, Warton, Lancs, PR4 1BE Tel. 01772 632686
JRC Camera Repairs, 2 Forge Cottage, High St, Ewelme, OX10 6HQ Tel. 01491 834403
Trading Post, Victoria Rd, Shifnal, Shropshire, TF11 8AF Tel. 01952 462135
WAVE 1, Buccleuch St, Barrow-in-Furness, Cumbria, LA14 15R
WTS Electronics Ltd., Studio Master House, Chaul End Lane, Luton, Beds, LU4 8EZ Tel. 01582 491949

Books

Computer Manuals, Freepost, 50 St James Rd, Birmingham Tel. 021 706 1250

Fanzines

8-Bit Mart (all 8-bits, £1.50): 39 High Street, Sutton in the Isle, Ely, Cambs, CB6 2RA
Adventure Probe (all formats, £2): 52 Burford Rd, Liverpool, L16 6AQ
Alchnews (Spectrum tape/disk, £1 or free with medium and SAE - last issue out soon!): 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN. 0114 269 7644
Amiga Wibble (Amiga disk, but with loads of Speccy stuff, £1.75): 13 Lansdowne Ave, Audenshaw, Manchester M34 5SZ
Crashed (SAM/Spectrum, Bargain): Erm...
Format (SAM/Spectrum, £12 per year): (see West Coast Orders for address)
Fred (SAM disk, £2): (See Fred Publishing above for address)
Outlet (Spectrum tape/disk, £3.50!!!): 605 Loughborough Road, Birstall, Leics, LE4 4NJ
PD Power (Spectrum, £2.20): (see Prism PD above for address)
SAM2SAM (SAM disk, £2): The Mount, May Hill, Ramsey, Isle of Man, 1MB 2HG
SAMDisk (Take a guess, £2.00): (see Atomik software for address)
SAM Prime (SAM paper and disk, £3): 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
Sinclair News (Spectrum tape - not sure whether it's still going): 166 Valley Dr, Gravesend, Kent, DA12 5SH
SUC-Session (See Spectrum-User-Club for address)
The Thing Monthly (lots of humorous wibble with a section on old computers, SAE for new-look promo issue): 46 High Rd West, Felixstowe, Suffolk, IP11 9JE Tel. 01394 273178
Zodiac (SAM, 50p): New House, Holbear, Chard, Somerset, TA20 2HS Tel. 01460 62118

User groups

Chic Computer Club/Spectre, PO Box 121, Gerrard's Cross, Bucks, SL9 9JP
INDUG (see West Coast Orders for address)
Spectrum Profi Club (see Womo PD for address)
Spectrum-User-Club, Gastackerstr. 23, 70794 Filderstadt, Germany Tel. 0049 711 777142
Spectrum's User Group, 10 Fell Croft, Dalton in Furness, Cumbria, LA15 8DD

A (slightly patronising) 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 where you heard about them - they might like to

BACK ISSUES

Christmas is coming, the goose is getting fat, please put 75p and the coupon in an envelope and send it to Mark.



Issue 1: Jonathan Nash interview, Playing Tips, Reviews of Dalek Attack, SF2, Nigel Mansell.



Issue 2: Rotor and It's A Goal reviewed, Letters, Playing Tips. Er, and some news.



Issue 3: Outside contributors appear (thankfully), Lemmings and Fireview 2 reviewed, David Ledbury interview, and more!



Issue 4: 1994 lookback, Public Exposure, SU in Nostalgia Corner, Dave F interview, the Crashed readers' poll.



Issue 5: Interview with Cookie, Gloop, Addams Family and Witching Hour reviewed, and more wibble.



Issue 6/7: Mark wakes up in 1995 - the first double issue, HCW in NC, Shaw Bros. interview, decent DTP! Blimey!

Now then, now then, now then. What *have* we got here, then? Uuaauuuau. Jimmy thinks that we have lots and lots of new readers! And what does that mean, eh? It means that you people out there won't have a full set of CRASHED magazines. So, boys and girls, just fill out this coupon on my right, send it to our address on page 3, and we'll send you a Jim'll Fix It medal. Or some back issues of CRASHED. Each issue will only set you back the sum of 75p, so what to you think of *that*, then? Good. Gibber, gibber, now then, now then. (Men in white coats enter and presenter is ushered out. Theme music starts.)

Please send me these back issues (tick):

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ Desk ☐

Name: _____

Address: _____

I've made my cheques and postal orders payable to Mark Sturdy, and I think that Allan Clarkson should get cash for all his hard work.



2, OSWALD ROAD RUSHDEN,
NORTHANTS. NN10 0LE.



THE ULTIMATE SPACE SHOOT EM UP

Amalthea is the latest game from JUPITER SOFTWARE.

The game has **seven** massive levels, with two different perspectives (top down and side view).

The game has taken over a year to complete, going through several changes until we were happy with it.

A recent addition to the game is the sound samples, these have to be played through the new Quazar Surround sound card. They are 16 bit samples (CD quality) that give spot sound effects when certain actions are taken eg; collect items, die, win etc.

ABOUT THE GAME.

The game was programmed by Steven and Terry Ekins from JUPITER SOFTWARE, The graphics for the top down levels were by Terry Ekins, the side view graphics were by Steve "Picasso" Pick.

Each level on the game has a time limit, on some levels the limit is very strict, but on others you have time to explore and search for extra goodies.

The main aim of the game is to collect the power crystals, you are told how many you need at the start of the level. During the game you can collect the following; Ammo, Keys, Energy and Credits. The credits are worth either 50, 250 or 1000. They can only be used when you log on to a computer terminal. With credits you can buy all the items that you can collect (excluding power crystals and credits), you can also buy an extra weapon which is more powerful than the standard gun.

WHERE TO GET IT FROM.

The first place that AMALTHEA will be available from is JUPITER SOFTWARE, although the game will be available from other places soon after its release.

We are now taking orders for the game, which is priced at £10.00, cheques will not be cashed until the game is dispatched. The game is finished now.

If you order now, you will also get a free copy of one of our other games, called Mega Blast, this game is the closest game to Super Bomberman yet seen on SAM (usual price £2.50).

PLEASE MAKE ALL CHEQUES PAYABLE TO S EKINS.

Send an sse for more info. on our many other products.

