

CRASHED

Issue 10/11

**UNDER NEW
MANAGEMENT!**

Die, Alien Scum!

**Exclusive
preview of
KILCOL
inside!**

We review
Jupiter's
latest epic

**Alton
Towers
Report**

Also...

**Interview with
Linda Barker**

Public Exposure

Retro Review

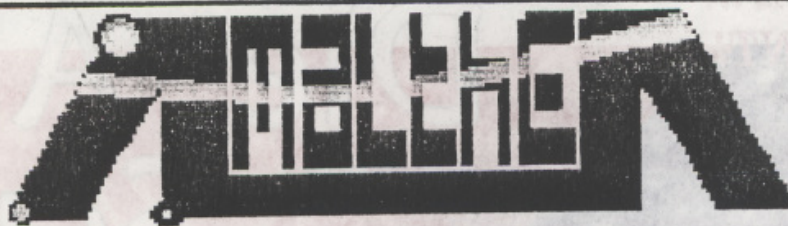
Techy Time



Patricia G. O.



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.

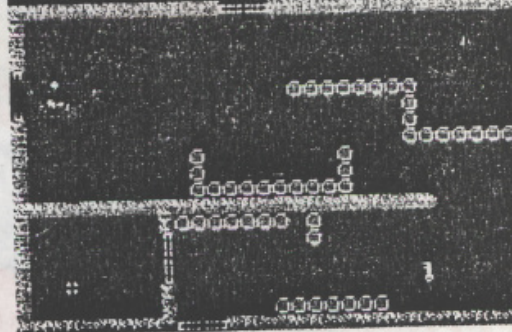
We are now taking orders for the game, which is priced at £10.00, cheques will not be cashed until the game is dispatched. The game is finished now, all we are waiting for are the sound samples to be put into the game, We are hoping that we will be able to dispatch the game on or before April the 21st.

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).

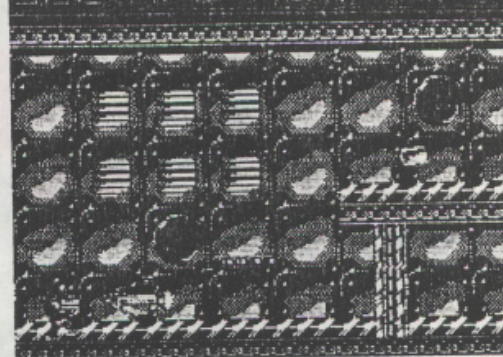
PLEASE MAKE ALL CHEQUES PAYABLE TO S E KINS.

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

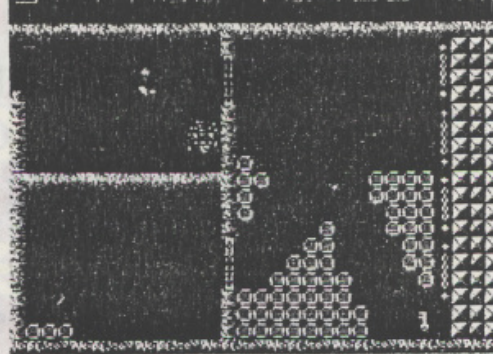
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HEALTH AMMO CREDITS KEYS



HEALTH AMMO CREDITS KEYS



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Guten morgen, mein SAM und Spectrum groovy-chums. Allan Clarkson here with an even-newer-look-than-the-last-two-had issue of *Crashed*. This month we've got lots of stuff for you to peruse (or read, even). So, what stuffs that then, I hear you ask. Well, erm, look through and see for yourself. You may also notice (well, I should blimmin' well think you will, anyway) a few changes in the appearance of the mag. Well, I'd like some feedback on it, please - is it fab or crap? Hit or shi..er, miss?

I'd like to apologise for the appalling standard of

issues 1 to 5 - it's something to do with Mark being crap. But let's not dwell on the past, eh?

I'll leave you now, but here's the address of the *Crashed* tent: **Crashed, 16 The Avenue, Manston, Leeds, LS15 8JN.** (It's in the yard, if you must know.) And the phone number is **(0113) 232 6726**, though you may get the answering machine (can't hear it from the tent, y'see).

Happy pancake day,

Allan

DELIVING DEEPER...

Regulars

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7 Interview - Linda Barker, ex-YS, now ex-Future Publishing.

8 Techy Time - Review of SC_Word Pro. I wonder what the "Pro" is for?

14 Public Exposure - Apparently, the Speccy PD scene has been very active recently. Here's why...

16 Nostalgia Corner - Sinclair Research's 1984 catalogue. (Sniff.)

18 Post Box - Honestly, do I really need to tell you?

19 Backpage - A bit like a backbone, but, er, less boney.

Features



5 Looking On - Exclusive preview of three bananas. Or a game, if the bananas don't get here on time.

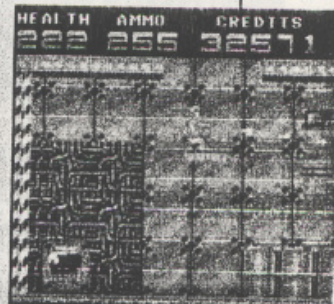
9 Retro Reviews - People always call these games old, but if you think about it, they're not, really. Hmm.

10 Alton Towers Trip - Where spending never ceases.

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17 Super Duper Surprise Page - I've absolutely no idea what will be on this page yet. Erk.



CRASHED IS...

Editor - Allan Clarkson

Writers - Mat Beal, Mark Bennett, Dave F, Mark Sturdy.

Cover artwork - Steven Pick

We love you all - Daniel Bailey (without whom this issue wouldn't be possible), Andy Davis, Robert Chilton, James Curry, Willow The Wisp, George Boyle, Phil Glover, Martyn Sherwood, Mike at Fox Design, Colin Anderton, Barry at Jayrose Printers, and anyone else I've forgotten.

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stuff

The New Wirral

Encyclopaedia

The SAM Encyclopaedia, from Atomik, should be out in a couple of weeks. It contains something on just about everything to do with the SAM, and all the information is accessed by an alphabetical list of contents. The whole thing is driven using a WIMP-environment and there's plenty there to keep you occupied for many a late night. I wonder if we're in it?

Odd pointy plastic thing

Prism PD have announced a price drop to their services. It's all a bit complex, but as far as I can tell, a regular Joe can get a copy for £2.00. Martyn is also doing a thing for new customers - just send £1.50 for an intro pack which includes a copy of PD Power, factsheets, a disk and some other stuff, too. Er, hurrah, I expect.

If it wasn't for you pesky kids...

I have been asked to make an apology for Mark's comments about Miles Kinloch and Andy Davis in last issues' covernote. Mark wishes to clarify that his comments were not intended to be malicious in any way, and would like to apologise for any upset he may have caused. Mark feels that he was telling the story from his point of view. And we're all friends now. Phew, eh?

Quazar Crazy

It's all happening for Colin Piggot's white-boxed baby, as two new programs are released which use it. Atomik Software's Marbles Deluxe has been revamped with Quazar compatibility, and it's also faster and has a WIMP-driven designer to boot. Also out, this time from Colin himself, is the Quazar Video Player, a piece of software that runs 16-bit stereo sound at the same time as a movie on the screen. Around twenty-two seconds of uninterrupted images and sound can be squeezed into the SAM's minimum memory of 512k, and Colin has sent out a demo to all Quazar owners. The film plays in a box in the middle of the screen, and the image is bigger than expected. Who needs a laserdisc player?

Beards and beer

Apparently, the SAM adventure scene has recently come alive, with new releases including The Golden Sword Of Bhakhor by Dennis Francombe, Smuggler's Haunt by David Haire, and Wonderland from F9 Software. The Annual Adventurers' Convention will be held at the Royal Angus Hotel in Birmingham on Saturday October 21st (one week after Gloucester), with tickets at £5 a time. Some top spellunkers will be there, and it should be a good day out.



Alchemist Bounces Back!

As reported last month, Andy Davis had decided to close Alchemist Research due to being incredibly busy. However, it appears that there were quite a few people who have decided otherwise for him. The PD side of things has been passed on to other PD libraries, AlchNews, AR's magazine, is being continued as usual, and now Lloyd Garland and Trevor Mossman have taken over the running of Alchemist Software. This now means that all aspects of the Alchemist empire are still intact! The new address is Alchemist Software, Trevor Mossman, 126 Hayward Road, Redfield, Bristol, BS5 9QA.

NEWSFLASH!

News has just come in that the QL is no longer in production. All QL users are devastated, some have committed suicide, and Quanta have firebombed several branches of Curry's. More up to the minute news as it comes in.

Hangin' Wit' Bobby B'

FORMAT have announced the date of the next Gloucester Gathering as Saturday 14th of October, at the Quedgeley Village Hall just outside Gloucester, as usual. This time, Crashed will hopefully be there with a stall, sharing with Fish Software, whose games have been reviewed over the last few issues. We'll be selling back issues of Crashed, as well as the next fabby issue with it's free cover mount. Fish will be pushing their Speccy games. AND! There may also be some Crashed merchandise to buy - so you can have our logo plastered across your shapely chest (ooch!). Rumours are abound of a SAM hard drive being on sale, and there might even be another fight! So come along - you won't regret it! (Unless the building falls down and kills us all.)

PRE

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PREVIEW...

"Kilcol" (working title)

Coming soon to a SAM near you is James Curry's first 'proper' release, the rather oddly-named Kilcol (and very few people actually know why it's called that). And, so that you know what it's all about, I'll tell you that it's previous title was "Cybernoid-Type-Game".

But this game is an improvement on Cybernoid, mainly due to the fact that it's on the technically superior SAM.

There's some nice graphics by Michael Bowen, with some wonderfully

animated sprites, especially the little blokes that fire bazookas at you. At the moment there's a choice of five different guns, though James tells me that you'll have to collect them in the final version.

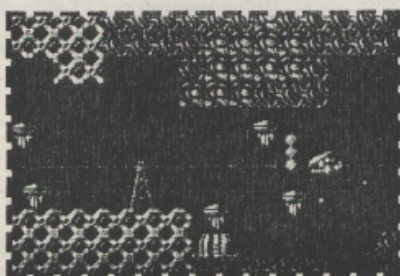
So, what is there to do? In the very early version that I have, very little. Move around a bit, shoot some things, land on pressure pads to open doors, and get shot by some spinny things.

As yet there's no plot, but who needs one?

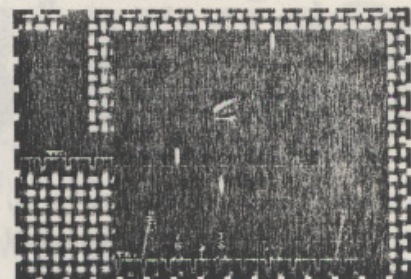
The game plays rather nicely, although James' choice of keys leaves alot to be desired, but the

final version should have redefinable ones. There's some nice jolly tunes by Peter Moore in there, and though I'm not sure that they suit the mood of the game much, they're very nice all the same.

Don't expect it for



Boom! Pow! Zap-zap! Kazoom! Etc.



The aliens' duplication of Blackpool tower had been successful. Bert and friends shot in vain.

a while yet, as James is doing several things right now - including filling up Fred for Colin Anderton, and doing the odd secret project, which I can't tell you about. Darn.

INFO BOX

Name....TBA
By.....James Curry,
Micheal Bowen
(graphics), Peter Moore
(music)
Price....TBA
Out.....Who knows?

Calling all cars! Calling all cars! Some hot news from the CRASHED newsdesk!

The next issue of Crashed, out early october, will have a tape or a disk with it to keep it company on that long journey from Leeds to wherever you are. And, as you've probably guessed by the title, it's absolutely free! The only thing is, I need to know which of you have a SAM or a Speccy, and which of the Speccy owners have a +D compatible disk drive. Those of you who answered issue 4's questionnaire I already know about, and I'll send you it in this order of preference: SAM disk, Spectrum disk, Spectrum cassette, nothing. Those of you who I know nothing

about I'll send the Spectrum cassette to. If you'd rather have another format, then write or phone to tell me. If you want more than one version, additional copies are available for 50p each. But let me make it clear - it's not Crashed on disk, it's free software.

And now for the bad news. I think that 75p is a reasonable price for a badly photocopied, blocky, 14-page fanzine. But for an AppleMac produced, semi-colour, 20-page magazine with free software, it's just too

darn reasonable. So reasonable, in fact, that as of next issue, the price of a single issue of Crashed will be £1. Don't think that this is just to cover the price of the tape/disk - I'd already decided to put the price up to £1 before the idea of a covermount came into fruition. It's not a bad price - especially when you consider that some magazines charge a lot more - for a lot less. Sub prices are also to rise to £10 for 12 issues, but the price of £8 still stands until October 1st, so get your order in now! I don't want to put the price up, but there is really no other option.

Finally, I'll be taking issues to the Gloucester Fair, so if you're going, then write or phone and I'll reserve you a copy to pick up there.



Game On

St John Swainson did this map all by himself, and as such deserves lots of those little stickers with smiley faces on them. But he's not getting any. Ha ha.

KEY

- A - Arrows
- B - Medical
- C - Ammo
- D - Light Tube
- E - Infra-red Goggles
- F - Gun Silencer
- G - Battery
- H - Mine Detector
- I - Light Key
- J - Gun
- K - Dark Key
- L - Detector Battery
- M - Insulated Gloves
- N - Uniform
- O - Explosive Arrows
- P - Machine Gun
- Q - Control Panel
- S - Wall Switch
- Z - Colonel
- - One screen

| - Wall

⊥ - Door

⊥ - Light-key door

⊥ - Dark-dey door

* - Electric door

< - Infrared beam

⋯ - Hidden mines

RAMBO 3 part 1

P-47 Thunderbolt

"Enter 'ZEBEDEE' on the high score table and you'll get infinite lives"

Shinobi

"For infinite lives define keys as 'GRUTS'. If you didn't know that already."

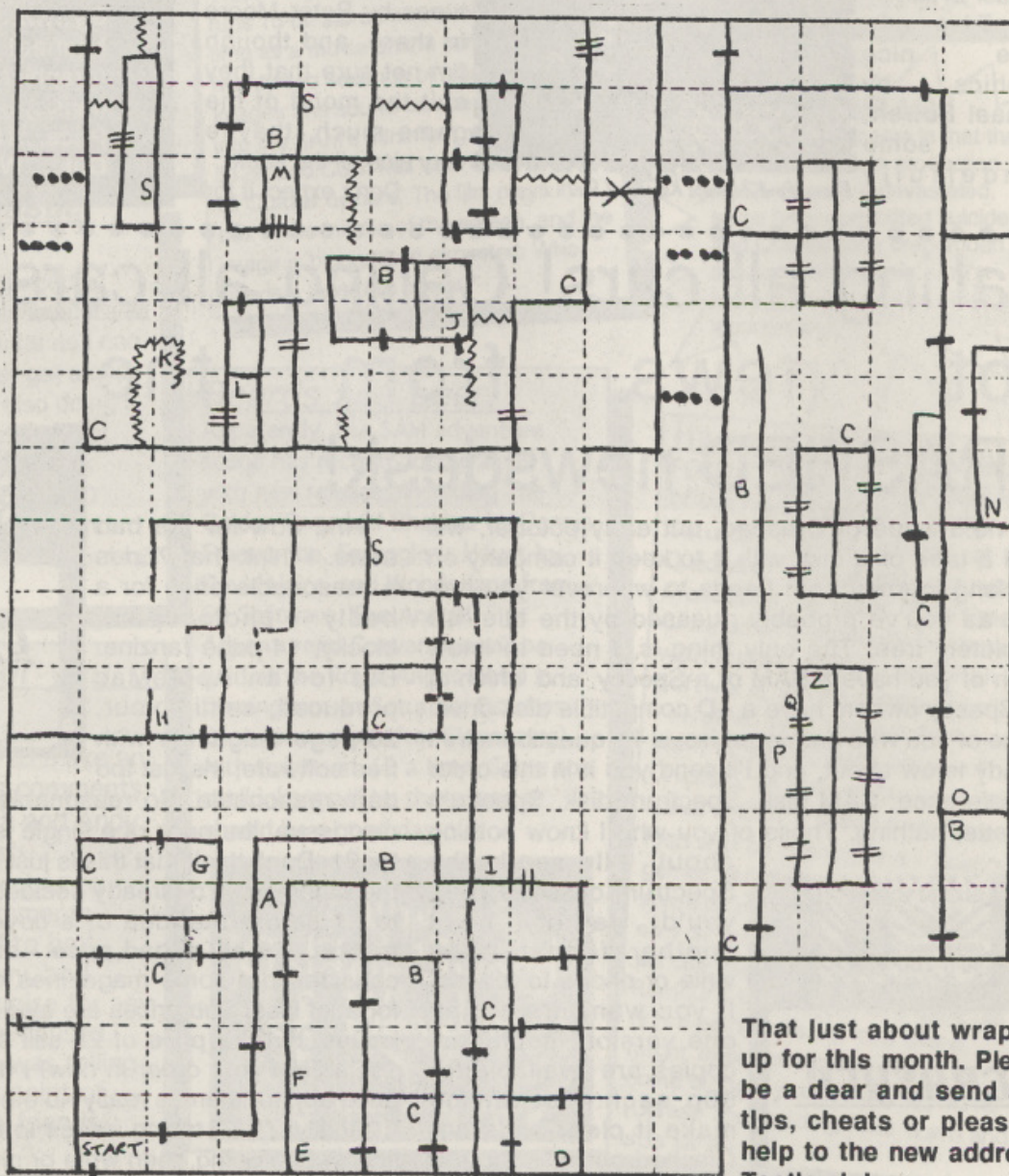
Thanks to Robert Chilton for supplying

those cheats. I wonder how he found them out?

HELP - I'M CRAP AT GAMES!

Espionage Island

Linda Whittle says "I'm stuck after landing on the island - I presume you are supposed to start the fire with the match and the branch, but what has the native woman got to do with it (oo-er). And how do you get past the guard?" from a pod.



That just about wraps it up for this month. Please be a dear and send any tips, cheats or pleas for help to the new address. Tootle-plp!

TH LIN

Linda mood dieter spann cur column for power B e Wonde fan, dres ridic dieter of que time fo

What h lately? "Enjoyin work, w hurrah!

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The CRASHED Interview

LINDA BARKER

Linda Barker: Pastels' fan, mood dresser, sensible dieter, bunny-wunny, spanner, ex-ed of YS, current columnist for PD power. Mat Beal: Wonderstuff fan, crap dresser, ridiculous dieter, loser of questions found just in time for this issue...



What have you been doing lately?

"Enjoying the sun, voluntary work, walking, talking, living, hurrah!"

Have you still got a Speccy?

"Nah, I never owned a computer until I got a Mac, and then a Gameboy that was a present from Future." (Aah. Mat)

What's your all-time favourite record?

"You Can't Hide Your Love Forever by Orange Juice."

...and favourite book

"Persuasion by Jane Austin."

Favourite country?

"England."

Favourite city?

"London."

(Poo. Mat)

Favourite animal?

"Cats."

(Yaay! Ed)

Favourite flower?

"Daisy."

Favourite TV programme?

"Game On."

What was Matt Bielby really like?

"Dead nice."

Is there intelligent life on other planets?

"Bloody well hope so, 'cos there's none down here on earth!"

OJ Simpson: Guilty or Not Guilty?

"Don't know."

Michael Jackson?

"Not guilty." (Boo. Ed)

What's in your pockets?

"I'm not wearing any pockets!"

If you could be asked anything in this interview, what would it be?

"What's the best thing about being alive?"

What's the best thing about being alive?

"FRIENDSHIP!"

These Euro-ID card

thingummies; the beginning of the end? Useful asset? Or just pointless?

"Useful asset if done right."

Think up a suitable punishment for Eric



Cantona.

"Who? Joke, but obscurity won't hurt him enough."

Which came first - the

Linda Barker's Monosyllabacy Corner!

Norman Blake's beard - mistake? "Yep."

Is grunge dead? "Nah."

Do you know the words to the National Anthem? "Yes."

Is Radio One crap? "No."

Do you 'surf the net'? "No."

Is Tom Jones cool? "Yes."

Do you believe in God? "Yes."

Is the National Lottery a scam?

"Yes."

Can you play a musical instrument? "Yes."

chicken or the basket?

"Basket - plants before animals!"

What will you be doing in fifteen years' time?

"Smiling."

What's the frequency, Kenneth?

"About a million megahertz."

What time is love?

"Teatime."

Do you remember the first time?

"Like it was yesterday."

Have you ever fallen in love with someone you shouldn't have fallen in love with?

"Nope."

In next month's exciting instalment see Mat interview another top Spec or SAM celebrity. Either that, or see Mat get hit with a spade for not coming up with the goods. Film at eleven!

Techy Time

This month in Techy Time I have a review of SC_Word Pro from Steve's Software. Our good chum Mark Bennett does the honours...

For the reasonable price of £29.99 you get a sealed package that contains a professional looking comb bound manual, which was made using Word Pro itself, two disks with a total of 5 different fonts, and the all important disk with SC_WORD PRO on. Before using the package itself it is necessary to set up a backup copy that is configured to your particular setup, ie. mouse, type of printer, etc. The fonts that come with this package need to be decompressed onto their own disks, so it is advisable to have a few blank, preformatted discs at hand. If you are tempted to buy the extra 5 font packs that are available, and by all means do as they are can be very useful in your documents and are quite good value for money, they'll set you back a mere £3.00 + £1.50 P&P each. However, all five can be bought for £15.00 with postage included.

Right, onto the program itself. Word Pro is as yet the ONLY hi-res word processor (and semi-DTP) that has been brought out for the SAM, and with the SAM's lack of processor speed Steve Nutting has done an

excellent job in making features work on the SAM that are normally found on more powerful computers. These include the ability to print text and pictures anywhere on the page, use several different fonts and sizes on one page, use the 1MB expansion so that the printing of very complex pages can be done quickly and without the need of inserting font discs during printing, and the choice of a number of different borders for boxes and 32 different background shades. With the use of a good printer and Word Pro's excellent screen dump facility it is possible to print some very nice results of just about any size, though the more detailed the picture the longer it takes to print, but that's the SAM (and indeed any computer -Ed) for you. It is also possible to print either a fast draft hard copy or a hi-res copy that can take a while to print.

Although Steve has done a superb job of producing a package that is very flexible in its use (though it may take a bit of patience to learn how to get the full potential out of this program), I feel that it is let down by the word processor itself. Yes it is a reasonable word processor with plenty of key codes, but there are changes and additions that, if they are possible, would make the use of the word processor a lot easier. What I think Steve should consider doing for the next version are as follows:

- 1) Make the text you type be inserted into the document, as opposed to overwriting what's already there.
- 2) Either having the work screen show as you type how the text will look

when printed or have an option to PRINT PREVIEW (like on a PC).

3) To be able to CUT and PASTE text within the document or even into a new one.

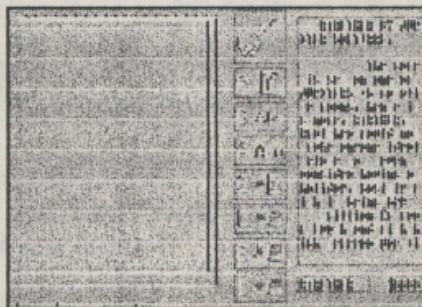
4) Instead of inputting the measurements of a page size, the size of a page is set by choosing from a list, ie. A5, A4, ETC.

5) Being able to print in LANDSCAPE (on its side) instead of just PORTRAIT.

6) A spelling checker.

To sum up, I have found this a very useful package, and using it with my Canon BJ200 I have produced some very impressive results (and that's saying something for me, though I must say that the program does help a lot), namely menus and placecards for where I work.

Given a little patience you will be well rewarded, but it is just those little niggles that let the program down as a whole. Do something about them Steve and SC_Word Pro will be a great package instead of a good one.



And here's a screenshot. It looks a little odd because I forgot to convert it to SAM mode 4 properly. If it doesn't look odd then either I've converted it or I've been very lucky with the printer. Hurrah!

Looks - 90
Feels - 86
Lasts - 89
FINAL SCORE - 82
Cooking with gas!

Thanks for that one, Mark. Next issue, we may have a review of the SAM Modules player, and probably the Quasar Surround, too. (Sounds of readers not knowing what a Module is.) AND! It looks like we've got ourselves a slightly famous techy writer. Tune in next month!

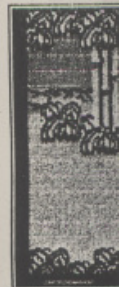


As you can see, the text is very hi-res. So, erm, there you go.

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Score - 15

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Oh, look. He another move the floor like

retro review



It appears that Whittle's Wibble has rather transmuted into something somewhat more awesome than the single-column snippet-fest it once was. Take it away, Lind'!

Make-A-Chip/Sinclair (1983)

LINDA Yes! It's another incredibly obscure game from Sinclair themselves (or himself, whatever). The instructions even show you how to connect up "your ZX Spectrum". Presumably this is to fill up space - the instructions take up about a square inch. The plot runs like this: "Make-A-Chip teaches you the basics of circuit design, shows you how they fit together, and then lets you design and test your own circuits." Hang on, that's not a plot... WAIT A MINUTE! Make-A-Chip is really just a poorly-disguised Physics lesson. Yep, you can learn all about AND, OR, NOT, NAND and NOR gates. By choice? It's as easy to understand as an Esperanto newspaper, and about as interesting. I just don't get it. The great mysteries of the universe: is there a God? Why are we here? Where is Lord Lucan? And why did anyone think of something like Make-A-Chip? It's got me flummoxed, I can tell you. Oh, and Lord Lucan works in our chippy on Thursday and Friday evenings. Or maybe that's Elvis.

Score - 15

Football Manager/Addictive (1982)

LINDA Do you know, I'm supposed to be writing for stuff Z2 too. The thing is,



Oh, look. He's playing air guitar. No, really. There's another move where his leg sort of stretches across the floor like a funny sort of snake. It's dreamy.

someone might notice if I write exactly the same articles for Z2 as I have for Crashed, don't you think? Enough of this.

What you really want to know is: what is Football Manager like? (No we don't. Readers) Of course you do!

(Oh, all right then. Be quick though. Readers) Ungrateful little...

Ahem. Football Manager is the game responsible for Football Manager 2, Football Manager 3 and basically every single management game you can think of. Over 100,000 copies were sold (according to YS. Oh what a giveaway, etc), which is amazing. No, it is. Despite being written in BASIC, with cruddy highlights and most team names spelt wrong (sort of. Although it might just be the Pot Noodle stains on my TV screen), Football Manager is probably the most fun you can have with, er, a load of footballers. Well, except from the obvious, eh girls? (What? Play football with them? -Ed)

Sorry. Anyway, a lot of you young female followers might be disappointed - no Giggsy, no Sharpey, no Dunc (Dunc? -Ed). Duncan Ferguson. Plays for Everton. You know, the one that's going to prison (Oh, him. -Ed). And you don't get to see their legs or anything! Score - 70

Fist II/Melbourne House (1986)

MARK Nobody really likes this one. Why? It's great! Its predecessor, The Way Of The Exploding Fist, went down in history as being one of the best games in the world ever, and it's not even all that good. Fist II goes beyond the idea of the original, incorporating arcade adventure elements as well as the basic 'hit people until they fall over' theme. Rather than being restricted to one screen, you've got a huge (and somewhat confusing) map to wander around at your will, and there's

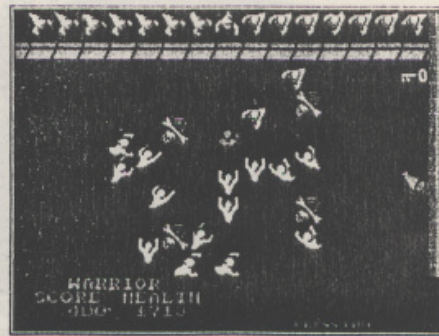
also a vague plot which supposedly involves collecting a series of scrolls and learning the wisdom associated with them, although I've a sneaking suspicion that this is in fact an extra lives system with a fancy hat on. You can replenish your energy by finding one of the shrine-type things dotted around and meditating - depending on how many people you've killed, you get progressively more energy each time you go to one of the shrines. Which is good.

Yes, indeed, I like it. The graphics are colorful, detailed and fluid, and you can just walk around for ages, exploring the map, kicking the odd person here and there, meditating then getting annoyed when the thing crashes because you've built up too much energy and it goes off the end of the scale. Erk. The only other thing is that it could have been a bit more compact, but it's still a vastly underrated classic. (Put it this way: I loaded it again before doing this review just to remind myself of what it's like, and ended up playing it for three days.) Overall 89%

Gauntlet/US Gold (1986)

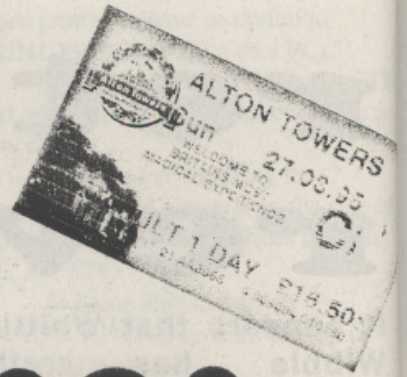
MARK Sorry, I'm not explaining this to anyone. If you haven't already, you'll no doubt have played it, so you know exactly what it's about. You'll probably also know how good it is as well, which leaves me at a bit of a loose end, really. Mmm.

Er, for the benefit of those of you who bought their Speccy in 1991 or whatever, though, I suppose I'd better tell you it's a viewed-from-above shoot-em-up. There's loads of baddies to shoot, and stuff to collect like potions, food and drink (spook fact: if you shoot the food it doesn't react, but if you shoot the drink it disappears. Why, eh?). It's got the least intrusive multi-load ever (as I believe YS once said), the graphics are as neat and well-defined as one could expect, the difficulty level's just right, and the whole thing's jolly good fun. Another classic, I'm afraid. Score - 90



Harvey stood stock still as the hell's angels ganged up on him. He realised that bringing the lamb chop into the bar had ultimately been a mistake.

Where The Spending Never Ceases...



Where The Magic Never Ends? Could it be The Paul Daniels Magic Show? Definitely not. How about Wizardora (we adore her)? Nonono. I know - it's Alton Towers, the outrageously extortionate but nevertheless impressively large theme park in Derbyshire, where a selection of SAM and Spec-chums gathered for a day out on Sunday 27th August 1995! Hurrah!

It was a fine-looking day late in August when four of us gathered at my house to drive down to Alton Towers in George's car. The fact that George had overslept and put us an hour behind schedule didn't put the dampers on the day. The endless queues and patchy rain did that. The two Marks, George and Allan met up with the Ekins brothers of Jupiter Software, and we were all found by James Curry and Graham Goring. After a while we wandered off to find Colin Anderton, editor of Fred, and two others who had turned up, and whose names escape me right now. And what a marvellous day it was! Food, fun, frolics and not much else beginning with f, unfortunately (I think). Here's some pics...



It's Mark S, Mark B, George and me! We're off to Alton Towers (the main bit, that is. It looks as though we've already got as far as the monorail)!



Graham, Colin Anderton, George and James - getting wet. Funnily enough, Graham and Colin thought it would be a good idea to wear shorts that day. By the way - nice hat, George.



Reservoir pillocks, left to right: Mark S, Mark B, George, James Curry, Terry Ekins, Graham Goring, Terry Ekins, and a strange woman. I've no idea what she's doing there. What an odd person. Nice handbag, though.



I told them all to look as if they were sick of queueing. Pah. L-R: Me (sick of queueing), Colin (blinking at the wrong moment), Terry (head growing out of fence-post, apparently), George (toothpaste ad), Graham (over-excited by the look of things), Mark (Chinese restaurant manager, or something), and James (getting the wrong idea entirely. Pillock).

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I had to force Colin to go on this ride - he was incredibly scared. No, really.



Uuurgh... That was my first upside-down ride, y'know? And I'm not scared of them anymore! I'm a free man now!



Where are we now...?



Pirate ship ahoy! I got a much better pic than this - or at least it would have been if some pillock in front of me hadn't stuck his hand in the air. Tsk - some people, eh?



Har-de-har. Mark actually believed me when I said that I was only pretending! Dyam fule.

...and what fun it all was. By six some of the rides started closing, so we wended our merry way back to George's car to swap disks, and to try to run over James, Colin and Graham (unsuccessfully, natch). The drive back to Leeds showed just what the weather could do, and also showed us just what George's car could do that we'd rather it didn't, and just what it didn't like doing, afterwards (like moving again when the traffic lights turn green). All in all, a grand day out. Next time? Somewhere more Northern, er, I mean central. Toodle-oo!

Amalthea

BY Jupiter Software / Steven Pick

PRICE £10

AVAILABLE FROM Phoenix Software, address

in Post Box

OUT Now

Review by Mark Bennett

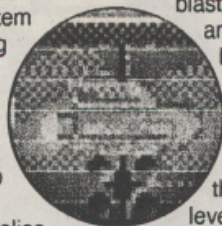
Amalthea is set on, erm, Amalthea, one of Jupiter's 16 satellite moons, hence its name. Amalthea would not be an ideal place to even consider having a holiday, basically with it being 629 million Km from Earth and with a temperature of -140°C (in the shade that is), so it isn't a place you could catch a quick suntan. Plus there's no atmosphere, so it would be pretty boring really. But in the game have no choice in the matter. You play a professional mercenary returning from a highly dangerous mission (probably delivering tea bags to some far flung outpost). While re-entering the solar-system you notice the ship's computers telling you of an ever so small trivial problem - YOU'RE LOSING FUEL FAST! This is not a time to panic while your valuable life-support and engine power is slowly spewing into space, no. It's a time for cool headed logic, and THEN PANIC! Then you realise that the nearest fuel station is well out of range, so you could say that you're well up the river without even a boat not to mention a paddle. There is only one choice left, which is make your way to the automated mining station on Amalthea. Here you should find ample supplies to re-power your ship's system until you get to the maintenance station (serves you right for skimping on the last overhaul).

There is one small problem, however, the

Earth Council has put restriction orders onto Amalthea that prevents any ships landing on the planet, but you have no choice but to make an emergency landing and hope that the planet is safe. Upon entering you find the complex has been infested by an alien species, though quite why only they could know. Upon further inspection you find the power crystals have been scattered throughout the station. So it's time to go hunting.

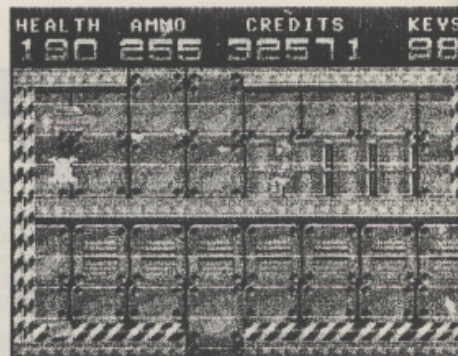
That is basically the aim of the game, to move around the station collecting various items such as Ammo for your gun, keys to unlock doors (though you can of course blast them open with your gun), and so on. There are first aid boxes that boost any failing health points, credit icons are scattered around which allow you to buy items when you log onto the computer terminal that can be found on most levels. The other things you can collect are, of course, the all important power crystals.

The game is split into 7 different levels with a different number of power crystals to collect before the exit opens, plus increasingly difficult to kill aliens. Not only do you have to contend with the aliens while you are collecting the power crystals but there is a tight time limit too, so speed is all important, otherwise it's game over and you have to restart that level from the beginning.



ALLAN

Amalthea plays well and the difficulty curve is spot on. The front-end presentation is nice but nothing special, although it would be nice to skip the text before each stage instead of having to endure it all again. The side-on levels look much better than the top down ones (Jupiter obviously agree - we couldn't find any screenshots of the top down ones anywhere!), and the FX are adequate. Amalthea is a nice game, and for ten quid you can't really go wrong. 76



The mothers' meeting had gone slightly wrong, with Mrs. Oddperson blasting Mrs. Skull and Mrs. Ship until they apologised for the comment about her hairstyle.

There are two styles of game view, side-on and overhead, each level being set to a certain viewtype. The two types of viewing the levels look and play totally different, the side on levels are visually much better and more detailed, but the overhead levels are much easier to play. The sound effects and music are good without a Quazar, but the game is lifted that bit more in quality when it's full 16-bit sound is blasting out (well, there is almost 1Mb of sampled sound effects.)

Overall Amalthea is a visually attractive game with plenty of colour and detail. It is also quite impressive in the way the character moves around, but this could be mainly down to the fact that there are rarely more than 3 sprites on screen at any one time. The inclusion of Quazar support is a very welcome addition and adds alot to an already good game. I did, however, feel that the Quazar effects were just "slapped on" after the game had been finished and it is this that lets Amalthea down a bit. If the sound effects had been put in while the game was being written and not after (as was the case, verified by the Ekins themselves), the game would have a more natural feel to it with everything feeling more integrated, but as it is Amalthea is a good game with a nice scattering of sound effects.

The actual gaming levels do, in my opinion, let the game down a lot because of the vast difference in the way both styles play and look. Just like the sound effects if they had been designed at the same time then the game would have flowed better from one level to the next without the culture shock that you experience at present.

FINAL VERDICT

Amalthea is good game that is let down by areas that do not seem to belong together. 70

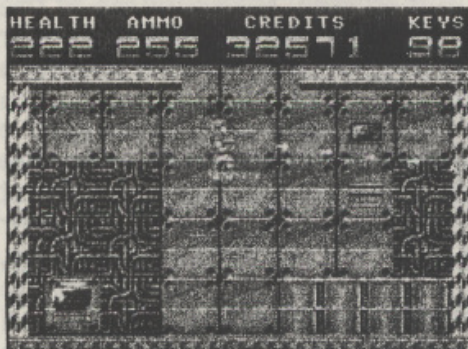
LOOKS - 70

FEELS - 68

SONIX - NORMAL - 65

QUAZAR - 73

FINAL SCORE - 73



Ron blasted at the wall. He had hated stripes since that incident with the curtains three years ago.

Hello, Mark Allan has k editing cor me do the fair really, seems to h year trying in. And mo addressed all about s

IGNORANCE

Now then, I've "outspoken, regards the perhaps my of a few que 1. Would you version of Cr screaming n 2. Who inven

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rest in the UK (and approx. 3rd in the whole world). This is 93k's worth of pure class, even if Bogie was let loose on the Soundtracker.

Power Of Illusion Preview

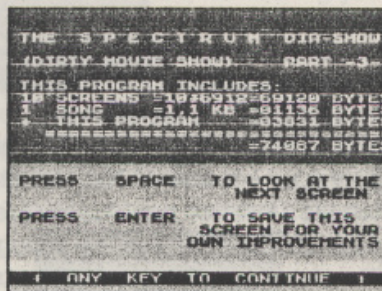
Still a relatively young group, but they have shot into the world top five already so this 'un comes very recommended. The graphics are ace with an excellent burning text effect (debate rages over whether it was lifted from Gremlins Space Crusade...) and an awesome piece of sampled techno which doesn't make you cringe. A message to all Euro-bods: 2 Unlimited are about as hiply techno as Phil Collins is to jungle, so pack it in!



Sounds like some cheap magician show on ITV, doesn't it? "Yes, join Paul Daniels and see the Power Of Illusion, tonight at eleven!"

Dirty Movie 1, 2, & 3

Obscure demos from Germany (probably) that have been remixed and packed from their original Multiface 1 save format. Each demo is full of 'top half' shots featuring ladies with very large breasts. Did you know that men who go for ladies with very large breasts are usually less intelligent than men (her, or women - right kids?) who prefer little ones? (Remember that there are exceptions to the rule, Dave! (Ahem) -Ed.) Let's see who orders these now...



I should imagine that one of the last things anyone loading this demo would be worried about would be the file lengths.

And that's yer lot for this month. Check out Post Box's PD Software section to find out where most, if not all, of these programs are available from. Send an SAE to one of those addresses and I'm sure they'd be delighted to send you details of their service. Tune in next month when Des proposes to Gail and Helen Daniels gets arrested for running Bouncer over after being to the pub. Tsk, eh?

<- continued from previous page

impossible? Not for the foul mouthed combined harvester drivers it seems. Loads of articles (some of the are even about Speccies), music, another ace intro part - class stuff basically. From: Extacy 3, 14 De Verose Court, Hanham, Bristol, BS10.

Get Down Gandalf

Organisers of this years' *Adventurers Convention* have denied that admittance is by un-trimmed beard only, and claim that access can be gained with a Pink Floyd t-shirt and a pair of green flip-flops.

Poke Until You Drop etc.

All you Multiface owners get excited, because someone somewhere has written a program containing hundreds of game

pokes for you to note down and cheat with. That someone is Jeff 'Tenants Super' Cooper; he's spent years compiling it so he now wants



you to load it - seems fair to me. Probably available from all good PD libraries or direct from Jeff himself (on tape or +3 disk) at 100 Petershaw Road, Long Eaton, Nottingham NG10.

ZX Land 5

From Polish coders Illusion, this is a top-notch tapezine in Polish (sods, eh?), but from issue 6 it should be in English (loud cheers, knickers thrown in air, etc.). The coding/presentation is somewhat superb - watch this space. Or read next month's Crashed, instead.

CORNER

This month we have a slightly different Nostalgia Corner - Allan takes a look through the "January 1984 ZX Spectrum software and peripherals catalogue".

This catalogue contains just about all the *Sinclair* products on sale at the time apart from the Speccy itself. The cover has some sort of glass man reaching out towards the corner of the page, against a watery blue backdrop. The introduction on page two promises us more than fifty high quality Sinclair programs, action packed arcade games, and new hardware development. Page four informs us of the opportunity of learning to r... re... ru... ree... red... read, that's it, read. Featuring some rather nice graphics and some unlikely named animals, including a fox called Sam, this series of educational software is co-produced with *MacMillan* books. Page six has a peek through the keyhole of the Science Horizon's front door. *Cargo*, *Glider*, *Survival* and *Magnets* are all exhibiting their badly-drawn dullness. Next up on the podium of grief (?) are *Chess Tutor 1*, *Musicmaster*, *Make-A-Chip* and *Beyond Basic*, each with it's own functional screenshot.

Next comes a section entitled primary education, and with exciting titles such as *The Apostrophe*, *Speech Marks*, *Alphabet Games* and *Castle Spellerous*, the blurb promises to "increase familiarity with the Spectrum keyboard", not that getting familiar with that rubber pad of a keyboard is a good thing. Leaving the frying pan of education well and truly behind us, we enter the green cupboard of Languages and Utilities.

Monitor And Disassembler are all arranged cheaply around the expensive shoes of *Micro-Prolog*, whose twenty-five pound price tag makes it one of the filthier orangutans in this booklet.

Falling through the rotten floorboards of page eleven we meet Mr. Business and Household, who opens his briefcase to reveal VU-Calcul, VU-File and VU-3D, amongst other duller items. VU-3D has some exciting screenshots of a wireframe car. (I rather like VU-3D, actually. It's really quite good - especially considering it's age.) The Personal section follows with the *Cattell IQ Test*, *Biorythms*, and a page full of lonely hearts ads. Apart from the ads, which is a lie. The IQ test tells you how brainy you aren't, and *Biorythms* informs you of whether you should be Mr. Smiles or suicidal. Following closely is the *Adventures* section, which would be better named *Adventure*, for *The Hobbit* is the only dirty goat to enter into the hall. (See issue 3 for a retro-review of *The Hobbit* in *Whittle's Wibble* - back issues are on page 19, etc.) Interestingly enough, *The Hobbit* remained in the charts for several years, y'know.

Games of strategy and skill adorn pages sixteen and seventeen. *Flight Simulation* accompanies lots of board games, including *Scrabble*, *Backgammon*, and two *Chess* programs. *Hungry Horace*, *Space Invaders*, and *Chequered Flag* are amongst the fast action packed programs on the next two pages, and four *Ultimate* games are shrink wrapped onto the following bi-page spectacular. *Cookie*, *Pssst*, *Tranz*

Forth, *Zeus Assembler*, *Print Utilities* and the inventively titled

Am and *Jet Pac* are all labelled as being available on ROM cartridge for the Speccy, though the tape versions aren't even mentioned. (I had *Hungry Horace* on cart, incidentally.)

Entering the peripherals arena we have some ZX Microdrives, some Microdrive carts, the Interface 1, the Interface 2, the ROM carts and a disgustingly expensive RS232 lead for the IF1 which has a £14.95 price tag (actually, since I've seen the extortionate prices which *Apple Mac* companies charge, £14.95 seems rather cheap for two plugs and a bit of wire). The booklet tells us of the amazing 85k capability of a Microdrive cartridge, and impresses on us the "detachable lug to prevent accidental erasure of it's contents". Like that ever kept all the data on the cartridge! It tells us of the Interface 2's ROM cartridge slot, it's ZX Printer port, and it's two standard

joystick slots ("the widely used industry standard", it says, which doesn't explain why Clive saw fit to equip the QL with two joystick ports that looked like telephone sockets - about as non-standard as you could get). Why the ZX ROM Cartridges never took off is beyond me. The IF2 only cost twenty quid, and the ROM carts could

hold all the data for the game - so you still had the computer's RAM spare! Answers on a postcard...

That about wraps up our trawl through one of Clive Sinclair's more prosperous periods. The booklet ends with the notice that Sinclair, ZX Spectrum, ZX Microdrive, ZX Interface, ZX Net, ZX Printer, and ZX are all Trade Marks of Sinclair Research Ltd. Better not use those names on your own products, then, eh?

Next ish we trawl through the weighty tome that is *Your Computer*. Until then I must bid you farewell, sayonara, and auf wiedersehen.



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St. John did
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Tango/Magic Dice

By Proxima

From Sintech (cheques to Thomas Erberle) - address in post box

Price £8

Review by St. John Swainson

Hot on the heels of Fish Enterprises comes Sintech, another new software house for the Speccy. Based in Germany, land of Bahnhofs and Boris Becker, it has released several new games originally produced by Proxima, a software house based in the Czech Republic, land of Czech but not Slovakia. This, their first release, arrived in my house, land of my haircut and my Howard Jones album (*Oh, no! - A reader with good taste*), complete with a colourful inlay card and it's own instructions, a rarity these days.

TANGO

Do you ever fantasise about guiding a ball through grassy fields to it's home? Of course! Who doesn't? By a freak stroke of luck, you are now able to realise your dreams!

The screen is composed of a 10 x 10 grid of squares, in one of which you (the little ball) wait and in another of which rests your house. Some squares cannot be entered, some contain objects, such as an axe, and some hold obstacles such as trees which cannot be entered without said axe. The rest are empty and you must enter each of these by moving from your current position to an adjacent square. Once you leave a

square, it disappears so you cannot return there. You must end on a square next to your house so much careful planning and shouting "Twerp!" at the computer when you miss by just one square. There is also a time limit so there is insufficient time to plan each level completely.

This would be a great game but for one flaw, that of having to go back through levels you have already done each time you start a new game. This can be a problem with many games but it is especially apparent here because when you return to a level you can complete you do EXACTLY the same thing you did before. There are alternative routes through most screens but finding them risks loss of lives on a screen you know you can do. Even though the levels are in blocks of ten (so you only go back to the beginning of the last block you reached), it is

LOOKS - 74
PLAYS - 81
SOUNDS - 57
SCORE - 79

still extremely tedious doing the levels again. Fortunately, this is largely compensated by the challenge of the level you can't get past.

MAGIC DICE

The second game in this really rather small compilation (though it's not as small as the Les Dennis Funny Jokes

compilation) is Tetris with dice. Each falling die must be placed in one of six columns so that none of the columns reach the top of the screen. The dice will disappear if you get at least three of the same number next to each other horizontally or at least three adjacent

numbers either horizontally or vertically.

This is a rare example of a game that nicks someone else's idea and actually improves upon it. Magic Dice has more variety than Tetris with it's

single disappearing horizontal line, better music (albeit only 48k) and scrolling backgrounds. It's more addictive and is even more maddening than Tetris. I'm sure the computer is programmed to refuse to give you that number you really need. (*No, you're just crap. -A not-to-be-fooled reader*) No! It's a conspiracy! Against me! All games are specifically against me! (*Look, just face it, you really are crap. -The same not-to-be-fooled reader*)

Anyway, it's very good.

LOOKS - 72
PLAYS - 92
SOUNDS - 67
SCORE - 90

VERDICT

The worst thing about the pack is the price, which is rather high for Speccy games these days. The £8 includes a hefty amount for postage (some of which can be saved if you are a member of Chic Computer Club). Even so, it is still well worth spending.

Final Score - 91



St. John didn't get any screenshots, so here's a nice picture of a lobster instead. Mmm!

Commercial software suppliers

Capri Marketing (Spectrum) 9 Dean St, Marlow, Bucks, SL7 3AA Tel. 01628 891022
 EDOS (Spectrum)/c/o Computer Visions, 30a School Road, Tilehurst, Reading, Berkshire, RG3 5AN
 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
 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, NN14 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, Larne, 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 Budge's 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) Ernastrasse 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, KY11 8RR
 Dattel 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 Adderly Estate, 197 Adderly Rd, Saltley, B'ham B8
 HS Computer Services, Unit 2, The Orchard, Warton, Lancs, PR4 1BE Tel. 01772 632686
 JRC Camera Repairs, 2 Forge Cottage, High St, Ewelme, OX11 6HQ Tel. 01491 834403
 Trading Post, Victoria Rd, Shifnal, Shropshire, TF11 8AF Tel. 01952 462135
 WAVE 1, Buccleuch St, Barrow-in-Furness, Cumbria, LA14 15F
 WTS Electronics Ltd., Studio Master House, Chaul End Lane, Luton, Beds, LU4 8EZ Tel. 01582 491949

Publications

8-Bit (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) - See Alchemist PD for address
 Crashed (SAM/Spectrum) Er...
 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/PC, £3.50) 605 Loughborough Road, Birstall, Leics, LE4 4NJ
 PD Power (Spectrum, £2.20) - See Prism PD above for address
 SAM2SAM (SAM disk, £1.50) 65a Norman Crescent, Sunnyfields, Doncaster, DN5 8RX
 SAMDisk (Take a guess, £2.00) - See Atomik software for address
 SAM Prime (SAM paper and disk, £3) See Phoenix Software for address
 SAM Supplement (SAM disk, £2) - See Supplement s/w for address
 Spectrum UK (Spectrum, £1.50) 28 Rockingham Dr, Melton Mowbray, Leicestershire, LE13 0LQ
 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

<Rewind<

Issue 6/7

First nice-looking issue, first double

Yes, boys and girls! These amazing oldies are available for the irritatingly cheap price of 75p each from our new address. Here's the low-down...

Issue 1 - Crashed's first ever issue, with the crappiest ever cover! Jonathan Nash interview, Reviews of Dalek Attack, Street Fighter 2 and Nigel Mansell's Grand Prix.

Issue 2 - It's A Goal and Rotor reviewed, a letters section and some other stuff.

Issue 3 - Lammings and Fireview 2 reviews, interview with David Leadbury, Highly Recommended, Whittle's Wibble oldie reviews, Playing Tips.

Issue 4 - Lookback at 1994, PD software reviewed in Public Exposure, Sinclair User in Nostalgia Corner, Dave F interviewed.

Issue 5 - Simon Cooke interview, Gloop, The Addams Family and The Witching Hour reviewed, Crash in Nostalgia Corner.

issue! Home Computing Weekly appears in Nostalgia Corner, an Interview with the Shaw Brothers, Gloucester Fair report, TNT and Fishpaste 1 reviewed, Tech Niche Extra, plenty of News.

Issue 8/9

Mark leaves in a blaze of no glory whatsoever, a stupid Atari machine in Nostalgia Corner, fanzine roundup, Ball Games and Fishpaste 2 reviewed, John Wilson interviewed, Public Exposure returns, the Crashed awards are announced.



TUNA CRUNCH!

Next month in CRASHED we have a special surprise for all you lovely readers out there... a **covertape/disk**! Yes it's true! Next month's CRASHED will come with it's very own free software. But the price is going up to one pound per issue (erk), but I think you'll agree that that's a reasonable price for so much stuff. (See page 5 for more details.) We also have...

- A real technical writer
- A review of the Quazar Surround
- More readers letters
- And lots more!
- More games reviews
- *Your Computer* in Nostalgia Corner
- The latest news
- An exclusive interview with...?

If you're going to the Gloucester Fair then phone or write and I'll reserve you a copy at the fair - whether you sub or not! We should have some Crashed merchandise on sale, too. And don't forget - *never be without a Tuna Crunch!*

CRASHED issue 12 - Out early November
Only £1 with free covertape/disk from the usual address

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:

The TM, 46 High Road West, Felixstowe, Suffolk IP11 9JE.

*Includes P&P.