

CRASHED

ISSUE 13 • DECEMBER 95 • £1

HAVE A MERRY CHRISTMAS
AND A HAPPY NEW YEAR!

Edinburgh
Show Report

Hop N Chop &
Football Glory
Reviewed

Bob Brenchley
Interview
Part II

Going
Underground -
'zine reviews

AND LOTS
MORE!

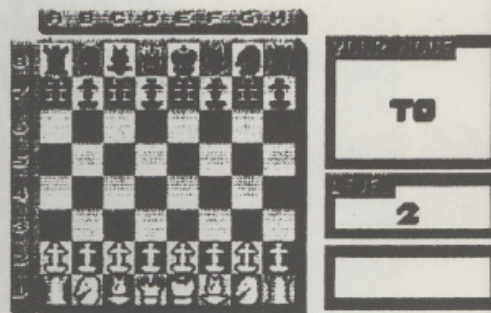


PLEASE MAKE ALL CHEQUES ETC. PAYABLE TO S EKINS

NEW STUFF

CHESS MATE.

CHESS MATE is the first, and probably the only chess game that will ever appear for the SAM, it is a joint game between Jupiter and Quazar. It has 16 bit sound (with the Quazar soundcard), 8 skill levels, choice of who starts, let the computer move for you and take back move. All this, together with the many computer opening moves make it one of the most addictive games on SAM. CHESS MATE is out now, and costs only £9.99



(Do they really look like cats? (Format review))

PROGRAMMING IN SAM C.

PROGRAMMING IN SAM C is a book all about, well, Programming in SAM C. The book has nearly 60 pages, including nearly 20 pages of source code, which includes examples of many different routines (stars, scrollers etc.), plus a couple of full games. Also included, for completeness, are printouts of all the header files (more up to date than the C manual).

We wrote the book not to make a profit - we make about 50p per book, but to help others to get to grips with SAM C and encourage them to use it more.

PROGRAMMING IN SAM C costs a mere **£5.00** and is available **only** from Jupiter Software.

BURGLAR BOB (sorry, not much space for a description)

Burglar Bob is our latest platform game. It has four large levels of increasing difficulty, two scenery graphics sets and a completely wacky style of playing (try not to kill the nasties!). Burglar Bob costs only £4.00

BARGAINS

We have reduced the prices on all of our older software titles:

NAME OF ITEM.	OLD PRICE	NEW PRICE	NAME OF ITEM.	OLD PRICE	NEW PRICE
AMALTHEA	£10.00	£5.00	MEGABLAST	£2.50	£2.00
CRAZYBALL	£2.50	£2.00	MUNCHER	£4.00	£3.00
INVADERS	£4.00	£3.00	BOMBS AWAY	£6.50	£3.00
LABYRINTH	£4.00	£2.00	TRANSLATOR	£6.00	£4.00
BLAZING TANKS	£2.50	£2.00	(French - English dictionary)		

A merry Christmas
festive season
late, yes, but
This issue's
in Edinburgh
Bob Brenc
and another
thing.
Now, I know
our graphics in

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8 Show
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12 Goir
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this magazine is
payable to 'Cras

A merry Christmas and a happy new year to you all. The festive season is here, and so is Crashed. A couple of weeks late, yes, but never mind, eh?

This issue's highlights include a report of the computer fair in Edinburgh, a double helping of *Retro Review*, part 2 of our Bob Srenchley interview, a review of a new Speccy release, and another dose of *Going Underground*, our fanzine review thing.

Now, I know a lot of you miss YS, so, in keeping with our graphics-in-circles policy, and the piccy-behind-text move,

we've resurrected Spec Tec Junior. Yes, it's true, Simon Cooke, Your Sinclair's Spec Tec Jr. will join Crashed to answer your technical questions as of either the January or the February issue. See Stuff for more info, and get those questions in now!

I'll have to be going now, things to do, etc. Enjoy the mag, and have a nice Christmas (thanks for all your cards by the way). Bye for now,

Allan

DELIVING DEEPER...

Features

8 Show Report - You take the high road, I'll take the rail-road, and you'll be in Scotland ages before me.

12 Going Underground - The 5:32 to Charing Cross.



Reviews

13 Hop N Chop / Football Glory - Two more Fishy releases for us to tell you about.

16 Retro Review - This issue we've two new reviewers, which means that I don't have to lift a finger. Hurrah!

Regulars

4 Stuff - Lots of things have been happening recently, so here they are.

6 Game On - Are you crap or brill?

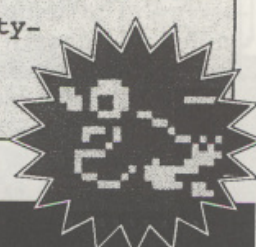
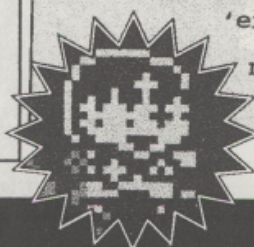
7 The Postie's Sack - It keeps on flooding in, in a tricky kinda way.

10 Interview - Forget princess Di, we've got the interview of the century.

14 Public Exposure - Megareview of MQM5, forthcoming demos, and more...

18 Post Box - Don't you ever get sick of Post Box? I mean, it hardly changes.

19 Shop! - Git yer Crished tee-shirts 'ere, feyf-niynty-niyn eech!



Festive Folk

Santy - Allan 'northern' Clarkson

The Elves - Mat 'mancunian' Beal, Robert 'brummy' Chilton, Gary 'welsh' Coulsen, Dave 'londoner' Fountain, Mark 'posh' Sturdy

Japanese Correspondent - Daniel 'shorthand' Bailey

Rudolph - An artist

Children - Colin 'scottish' McDonald, Mark 'lancashire' Bennett, Barry 'Blocko', Malcolm Mackenzie, Graham '20' Goring, Simon 'spec tec' Cooke, Colin 'pants' Anderton, Steve and Terry at Jupiter, Alf at TM, and the rest of you who I've forgotten.

Write to us at **CRASHED**, 16 THE AVENUE, MANSTON, LEEDS, LS15 8JN, or call us on (0113) 232 6726

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stuff



Ten Crap Christmassy Things

1. Christmas shopping.
2. Leeds Lights Switch-On (very crap this year).
3. Crap presents (socks, facial scrubs, etc.)
4. Mary Poppins.
5. Relatives.
6. Brussels sprouts.
7. Parents who insist on you wearing that jumper which your colourblind Auntie Pat got you last year.
8. Finding a fat man's corpse in the chimney.
9. Freezing your balls off making snowmen (the following April).
10. Finding out that the wrapping paper was the best part of your presents.

NO FIRES PLEASE

JDH Tipskip is "a huge database of Spectrum and Amiga game tips open to all users of the aforementioned computers, designed to decrease blood pressure levels quickly and sufficiently." Run by a chap called Jim Horner, it's got a vast amount of playing tips available for "a small price". SAE to **JDH TIPSKIP, 40 ROSAIRE PLACE, GRIMSBY, S HUMBERSIDE, DN33 2JS** for details.

SINCLAIR SELL-OUT SHOCKER!

News has just reached us that Sir Clive Sinclair has sold Sinclair Research to Amstrad, the electronics company. The move is set to make Alan Sugar, head of Amstrad, even more orange. More hot news as soon as it comes in. And remember - you heard it here first!

BAD NAME CAUSES CONFUSION

MDL Software (not to be confused with the Speccy PD library of the same name, which has nothing to do with them) is the brainchild of a young upstart by the name of Douglas Young. At the moment, its range consists of the first two issues of a diskzine called *Datt* (issue 1 is £1.50, issue 2 is £3.00 for two disks) and loads of screen disks (£1.50 each). MDL's first game will be *Wizard Wally And The Quest For The Wisdom Leaves*, described as a "Dizzy-style game". It will be followed by a shoot-em-up by the name of *Virtual Death* (eek). Both games will cost £5, and be available after Christmas. For more info, write to **MDL SOFTWARE, HOLMRIGG, WESTER ESSENDY, BLAIRGOWRIE, PERTHSHIRE, PH10 6RD.**

PHOENIX TAKES ON A NEW PERSONA

Phoenix Software Systems has just been bought out lock, stock and barrel by **Persona**, run by Malcolm Mackenzie. Due to various reasons Phoenix's service to customers was suffering, but with this change Persona hope to iron out all the problems of Phoenix. All correspondence should now be addressed to **PERSONA, 31 ASHWOOD DRIVE, BRANDLESHOLME, BURY, LANCs, BL8 1HF**. For starters, the educational games (including *Highway Code* and the like) have been reduced to £3, and there's a special offer on the old *Enigma Variations* games - buy 3 and get the cheapest one free! These details have not been finalised, so the wise thing to do for more information would be to send an SSAE to Persona.

The Second Coming!

As of next issue, *Crashed* will have a new section. Well, new to us, anyway. Most of you will remember *Your Sinclair's techy section*, *Spec Tec Jr.*, and I'm pleased to announce that we've ressurected it thanks to Simon Cooke, computer journo extraordinaire and previous *YS* resident. So, the idea is that you send in any techy queries you have, and Simon, being the kind soul that he is, will answer them. It's as simple as that. So get those queries in to the usual address ASAP.

AND FINALLY TONIGHT...

I'd like to welcome a new writer, Gary Coulsen, to *Crashed*. With first *Cookie* and now Gary, soon I'll soon have more writers than readers!

A SOUND MOVE (groan)

Just in time for Christmas, the price of the *Quazar Surround* soundcard for the SAM has been slashed to £53.99, including p&p. The *Quazar* is available from **COLIN PIGGOTT, 204 LAMOND DRIVE, ST. ANDREWS, Fife, KY16 8RR**. Send an SSAE for more details.

LEO: YOU WILL RELEASE PD SOFTWARE

Zodiac's SAM PD library is still growing, with the addition of *The Lyra III* (top quality Polish megademo), *Rat Salad* (a collection of stuff from Adrian 'Turbo PD' Betts), *SAMFont* (a whole eighty *SAMPaint* fonts) and *VCR* (some sort of animation sequencer), and a **SAM-Amstrad NC100 converter** is also out. There are also some commercial releases lined up for the next few months, including *Time Bomb*, *Spellbound* (yes, a conversion of the Speccy classic), *P-1* and *Conquest*. There have been a few delays with these recently, due to various programmers gallivanting off to university and whatnot, but they will all be appearing soonish. Honest, guv.

PC C

The second... currently b... CD will fe... software r... and other... Spectrum g... so expect... Best reason...

John

Christian Ay... **SPECTRUM** have bough... was in Fren... it was the p... paying for t... sell, nameh... **OPUS** drive... rare interfa... digitalisatio... **LE MAS BL**

Bodge Fre



MACHINE ANE

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PC OFF, THEN

The second edition of **EMULATOR HEAVEN** is currently being compiled by Mike Mee. The shiny CD will feature emulators and supporting software for Spectrums, Dragons, C64s, Tandys and other nancy computers. Mike has 3000+ Spectrum games, demos and utilities to play with so expect our Z80 monster to be well catered for. Best reason I've heard in ages to buy a PC...

John Of Arc

Christian Aymard has decided to knock **SPECTRUManiac** on the head as his wife and kids have bought him a PC to play with. OK, so the 'zine was in French and the discs were OPUS format, but it was *the* place to get issues of **OUTLET** without paying for them! So, he now has stacks of gear to sell, namely ten different Speccy models, monitors, OPUS drives, Microdrives (with 200 carts), various rare interfaces and *et table de dessin par digitalisation* (a Graphpad to you mate). Write to 17 LE MAS BLANC, 34680 SAINT GEORGE, 07, FRANCE.

Debased ideas


New in the world of magazines is **Based On An Idea...** from Simon Cooke and Martin Rookyard or **Entropy and Rooksoft**. **Based On An Idea...** is a 'heavy going' technical magazine, aimed at serious programmers, hardware enthusiasts and general boffins. A5, 30-odd pages, quarterly. All those things can be used to describe the magazine. For more info, send an SAE to **BASED ON AN IDEA, 1 DOVEY CLOSE, ASTLEY, TYLDESLEY, MANCHESTER, M29 7NP**.

Hard Action

Probably the most exciting development in the SAM world for a while is the SAM Hard Drive Interface from **SD Software**. For £60 you get an interface and software, but you have to get a hard-disk and power unit yourself. An easier option is to buy a pack from **FRED** - for £150 you get the whole lot complete with an 80meg drive ready to plug in to your SAM. However, the DOS is yet to be fully completed - an early version is included. **Steve's Software** have put together a version of **SC WordPro** which works on a hard drive, and with **FRED's** support, we can probably expect more software to be hard drive compatible/specific. All addresses in post box.

Bodge Fredd

by MJD Productions

 **NARROWLY MISSING A SNIPER'S BULLET, FREDD REALISES MEAN WASHING MACHINE ANGEL IS A LITTLE UPSET ABOUT SOMETHING. DECIDING AGAINST INVITING HIM FOR TEA AND WASHING HIS UNDIES, HE CONSULTS CHIEF BODGE MCBURGER ON HIS NEXT ACTIONS.....**

GREAT HALL OF JUSTICE

TAKE NO CHANCES WITH THIS ONE FREDD. MEAN WASHING MACHINE ANGEL IS NO PUSH-OVER.



CREEP WANTS ME. IT'S JUST A MATTER OF TIME

CHIEF BODGE MCBURGER SEES FREDD OUT OF THE CITY.

OUTSIDE..



TAKE OUT ANGEL AND GET BACK SOON. OH..... AND FREDD.... MAY THE LAW BE WITH YOU... ...OR SOMETHING.

SUDDENLY

CLOSER THAN YOU THINK LAWMAN.....



SEE THIS DIAL ON MY HEAD, IT HAS FOUR SETTINGS. ON COTTONS, I'M SURLY. ON 40°, I'M IRATE. ON RINSE, I'M DOWN-RIGHT ANGRY.

I'M GOING UP TO 'SPIN' ON YA, FREDD.



MJD.P

HE'S CLOSE.

Game On

Ghosts 'N' Goblins

10 CLEAR 65000
20 LOAD "" CODE
30 POKE 65277, 200: POKE 65281, 245: POKE 65256, 111: POKE 65257, 85
40 FOR N=65477 TO 65496: READ A: POKE N, A: NEXT N
50 RANDOMIZE USR 65224
60 DATA 33, 208, 255, 34, 174, 96, 1, 112, 234, 197, 201, 33, 191, 194, 34, 217, 140, 195, 3, 128

Chase HQ

Redefine keys to SHOCKED, and the game goes into test mode. Read menu for cheats.

Exolon

Define keys as ZORBA and play till the end.

Thunderbirds

The level passwords are RECOVERY, ALOYSIUS and ANDERSON. Further tips are available - write to Crashed if you need any help.

Booty

10 CLEAR 26000: LOAD "" CODE:
LOAD "" CODE 26880: RANDOMIZE
USR 26880: POKE 58294, 0:
RANDOMIZE USR 52500

Savage

The passwords for levels 2 and 3 are SABATTA and FERGUS.

Sphera

- Keep shooting continuously, even when there's nothing on screen, because chances are that about three million enemy ships are about to come at you from all directions
- Stay towards the middle of the screen so that it's easier to dodge the waves of enemy ships that tend to pop up unexpectedly.
- Get all the power-ups you can, cos you'll need them. (These are getting really desperate, aren't they?)
- Get as close to the end-of-level monsters as you can, as you'll get rid of them quicker.
- Try to avoid going under the square things too much, as you'll probably get lost. If you're an easily-confused,

mentally deficient buffoon, that is. (If you're you, you mean. A reader) Aye.

Escape From The Planet Of the Robot Monsters

(these could probably also apply to the Spectrum version)

- Don't waste your time getting the hostages or blowing up the computers; make it your objective simply to get to the end of the level.
- During the levels, use your gun economically. Use the smart bombs to destroy the red robots and collect as many weapon power-ups as you can.
- When you get to the end-of-section baddie, aim your gun in its general direction and shoot and bomb continuously. Get the power-ups as quickly as you can, because they disappear after a few seconds.
- While playing, listen to side 1 of Dare by The Human League. It won't improve your gameplay, but it will make life that little bit more bearable. Add your voice to the sound of the crowd, kids.

Defenders Of The Earth

- Jump up as you go from one room to the next - this will prevent any nasties at the beginning of the next room from getting you.
- If something's right behind you and you can't shake it off, jump up a wall. It will turn round and go the other way.
- To get the end-of-section baddies, stand at the extreme left (or right) of the room, jump up and down and shoot continuously.

HELP - I'M CRAP AT GAMES!

Treasure Island Dizzy

Where is the thirtieth coin? (How do we know which one it is that you haven't found yet? -Ed.)

SAM Defenders Of The Earth

How do you activate the cheat mode? Various mags have printed that entering either "...ORG" or "...DAB" on the high-score table give you infinite lives, but neither of these has any effect. (Actually, it's "...ORB". -Ed.)

Seabase Delta

How do you manage to fire the Tiger Fish missile?

Game On, the page full of general hints and tips, this month comes courtesy Robert Chilton, Mark Sturges and John Wilson. And suppose we can thank Linda Whittle for being crap at games, too.

Collecting Obscure Records

Does anyone have a copy of *Don't Rain On My Parade* by Japan that they could spare? -Mark. (Shut up about Japan, you sad person. Ed)

I'M REALLY GOOD AT GAMES!

Linda Whittle needed help on lots of games. For starters: "In *Magicaland Dizzy* how do you kill Zaks?" Well, once you've rescued everybody, some smoke clouds should appear over the volcano, allowing you to cross it. You should find yourself in Hades, where Satan gives you the wizardslayer trident. If you stand in front of Zaks and use it, he should disappear.

She was also a bit stuck on *Spike In Transylvania*... To give the dog the bone without him killing you, you have to rush past the pile of skulls, to about three-quarters of the way along the screen. Drop the bone then retreat left. The dog shouldn't have moved very far and will pick the bone instead of your leg.

Next up is *Bugsy*, the solution courtesy of John Wilson. Once you've mugged the poor paperboys and amassed your \$25, take the money to the gunsmith and buy a gun. Now head for the Post Office and rob it. (Serves them right for always ripping me off when I buy stamps!) Now head back to the bar and hire the dudes you want, before heading off to the station and boarding a train to Chicago (buy the tickets first, though). After the shoot-out examine the corpses and pick up some more cash. Now return to the train and head for home. Once there make your way to the pawnshop and purchase some police costumes for you and the lads. Put the costumes on and go to the warehouse where you will find some more cash to add to your collection. Use the resultant total to hire Fergus and his gang. Once this is done just saunter to the bank and rob it ... easy when you know how!

And that concludes this month's Instalment of, er, Game On (I'll never get used to that). Send any tips or queries to Crashed at our usual address, cos we haven't got any left here, which makes for rather a crap tips section. (Or not, tips section, even. -Ed.)

THE POSTIE'S SACK

I'm sure you're unaware of this fact. I haven't sent you any reviews. (I know -Ed.) Here's something you didn't know: Noel Edmonds is an annoying git. (I know that, too. -Ed.) Damn, foiled again.

I'll write again, avec review, at some time. Till then, looking forward to the next ish, which with your efforts have helped make a truly great

don't you ask us instead of yourself? Thanks for the issues of SUC-Session, by the way. I'll try to review a copy in *Going Underground*.

Ed.

ENVELOPES IN THE OFFICE

Dear Allan,
Sorry to report that the cover disk on issue 12 of Crashed will not load on the Disciple/+D systems. I enclose the disk together with a listing of the files. The zero file lengths rings a bell somewhere - I think it is to do with one of the copy commands on the Spectrum or the SAM. Thanks for including our ad - another great edition of Crashed (but my wife's eyes went up a couple of notches when she saw the front cover - must remember to open envelopes in the office!)

Ron Cavers,
Chezron Software,
Leicester.

Ah. Um. Yes. I was rather stuck for time getting that issue out and I thought I might get away with copying them on the SAM with a regular copy command, thought I should really have used a sector copy command. Sorry! Oddly enough, you were the only one to send it back, even though all the Spec-disks were wrong. Never mind, eh? By the time you read this you should have a working disk.

Ed.

A LOT OF PLEASURE

Dear Sexy,
Thanks for the copy of issue 12. That photo shoot for the cover came out rather well, didn't it? I've heard that it had a mixed response. Most people liked it, but I've heard of a few saddos who didn't. When will they learn - it's only a bit of fun! Claudia and Naomi say they'll do the issue 15 cover shoot when they pop over next month, by the way. When are you free? I'll pop over to see you on New Year's Eve if it's alright with you. I've got you a Christmas present, too. It's warm, pink and I'm sure it'll give you a lot of pleasure...!

Hugs and kisses,
Pamela Anderson
Hollywood
America



Pam, you just can't keep away from me, can you? Anyway, thanks for doing the photo shoot. And tell Claudia I'll call her when I get chance.

New Year's Eve is fine by me. If I'm not at home then I'll probably be at Peter Stringfellow's club - he just won't stop sending me invitations! And as for my Christmas present - I wonder what it is?

Ed

Righty-ho, here we go again with another exciting installment of *A Country Practice*, where Mick The Sheep gets taken ill by a mysterious infection, and Bob is hit by a kangaroo. Either that or some letters. Hands up for *A Country Practice*? Oh, alright then.

WE HEARD A LOT

Dear Crashed,
We at SAM2SAM have a Game A-Z file, and our readers have asked us to make it more comprehensive guide with all magazines reviewer's ratings. Would you be interested in having your ratings in? We are currently updating our information Nett to include fax numbers and InterNet codes. Do you have any of these facilities?

I look forward to receiving a copy of Crashed. I've heard a lot of good things about this mag.

Job Clayton
Sunnyfields
Doncaster

CRASHED
16 The Avenue
Manston
Leeds
LS15 8JN

Hello, Rob. I'd like you to let me use our ratings for your A-Z thing. We're probably going to do a review round-up thing soon anyway, so I'll send you a copy of that. As for a your information Nett, I'm trying to get those sorted. By the way, Internet only has one in it. So you've heard a lot of good things, eh? That's what I like to hear. Spread that word!

Ed.

AM AS I'M

Dear Allan,
I write new editor geezer. I thought I should write to tell you how crap I am as

'zine.

St. John Swainson
Rickmansworth
Herts

Or write old writer bloke. Thanks for the kind comments. Erm, yes, please send in a review or ten. Thankyou and goodnight.

Ed.

SOME IMPORTANT THINGS

Dear Crashed,
Just a quick hello (as I am creating our magazine) to tell you some important things:

- SQ-Tracker is not PD. All copyrights are at Proxima, distributor of the English version is Sintech (comes complete with 10 pages manual for 45,00 DM including postage or 20,00 pounds). If there is any PD-Service offering SQ-Tracker, please tell me.

- MB02 is still not ready, as the Czech producers are planning some changes. Not 128k SRAM, now 512k SRAM. Not 2kB EPROM, 16kB EPROM for small utilities. This all takes time. I cannot say when it is ready.

- I read your reviews and I am asking myself, from where to get the Fishpaste Collections. That's all for now. Mag is soon

coming. Awaiting Crashed. Bye,
Thomas Eberle
Spectrum-User-Club
Filderstadt, Germany

We always knew that SQ-Tracker is not PD, but unfortunately the piece about it found its way into Public Exposure when it should have been in the normal news section. I see you got your little plug in. If I ordered it then personally I'd rather have the £20 than the postage. As for the Fishpaste Collection, why

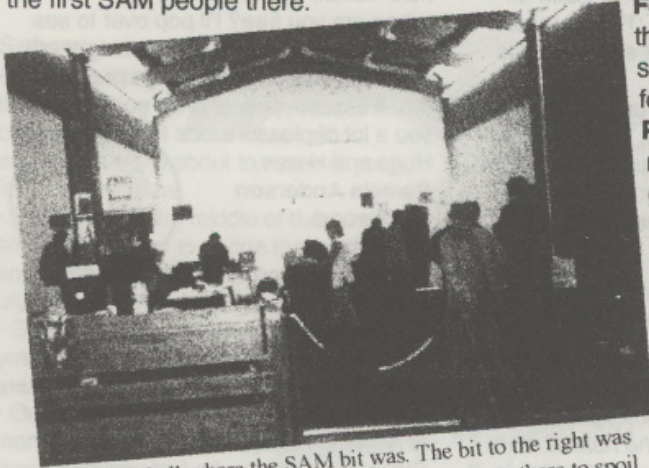
Och aye the noo, etc. It's The Edinburgh fair!

After the flasco that was, for us, the Gloucester show, we were adamant in our quest to get to the one in Edinburgh. And a successful quest it was...

James Curry (of Crashed coverdisk 1 and Fred magazine fame), Mark Bennett and I (Allan) set off with SAM, TV and copies of Crashed from Leeds City Station bound for Edinburgh. We arrived mid-afternoon, found a taxi and ten minutes later arrived at a bed and breakfast that I'd booked earlier in the week. A quick wash and we went into Edinburgh city centre for a look round. And very nice it is too (*but that's not what we want to know about is it? -an impatient reader*). I suppose not.

Anyway, we got some bus timetables and all that jazz, had something to eat, etc, and headed back. We had to get up about 6:30, and, somehow, Mark's amazing brain woke him up right on time. We had a marvellous breakfast, and set off for the bus on time.

We arrived at the hall at around 9:00, and many of the PC people were already setting up, but we were the first SAM people there.



This is the hall where the SAM bit was. The bit to the right was for the PC users. And the old man at the stairs was there to spoil my shot.

A few minutes after we'd started unpacking, Bob Brenchley of *Format* and Nev Young of *SD Software/SAM* hard drive fame arrived. Colin Piggott (*Quazar Surround*) and Terry Ekins (*Jupiter Software*) arrived, too.

Around twenty to ten, Colin McDonald arrived. He was a little late (he'd been watching the Grand Prix, apparently), but he got set up in time for the milling throngs who were let in at ten.

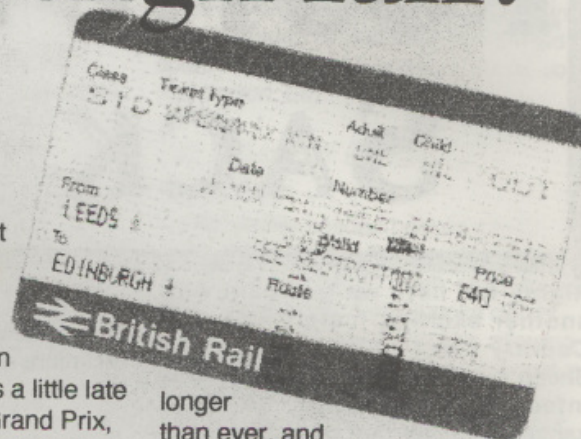
The day started rather slowly, with most SAM users not appearing until eleven or twelve, but it did pick up. People loved the Crashed Coverdisk, and Wasy 2 was very popular.

Colin Piggott's *Quazar Surround* was blaring out music all day, and Colin also demonstrated his Quazar video player. *SD Software* were demonstrating their SAM hard drive, and was selling interfaces at £60 a time. I almost bought one, but decided to wait to see how the thing developed. I must admit, I'm even more tempted after seeing some recent developments - see Stuff.

Format were selling the usual stuff, with a special offer on SAMs for £140! *Fred Publishing* had it's regular array of goodies, including a box full of discount SAM games!

Jupiter Software were selling *Amalthea* and the rest, and we were hiking issue 12 of *Crashed*.

Simon Cooke turned up around lunch-time, hair



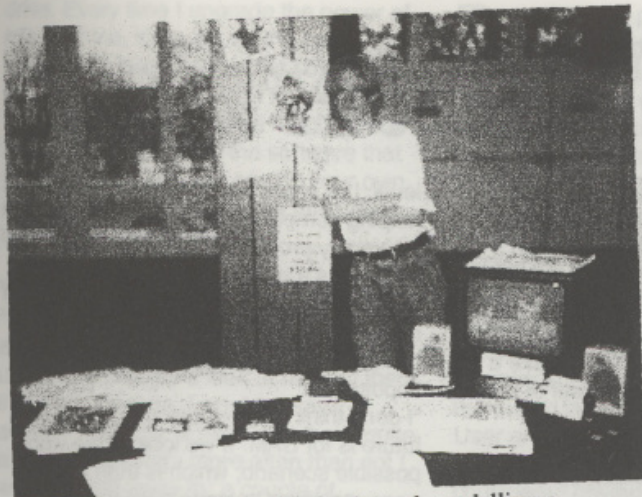
longer than ever, and livened up the proceedings by dropping a disk (at least, I think it was a disk) on a young boy's head (by mistake, of course). Every time I wandered off, Mark or James left our stand unattended (they just couldn't sit still!), so I was sanding there for ages (until I nicked a chair from the canteen, then I sat there).

Terry Ekins and I went and had a walk round the PC bit, and looked at, er, PC stuff. There were some cheap multimedia speakers (*Quazar* compatible), lots of CD-ROMs, and some temptingly-priced hard drives. I also got some disks at trade price (worked out at 12p each for me!).

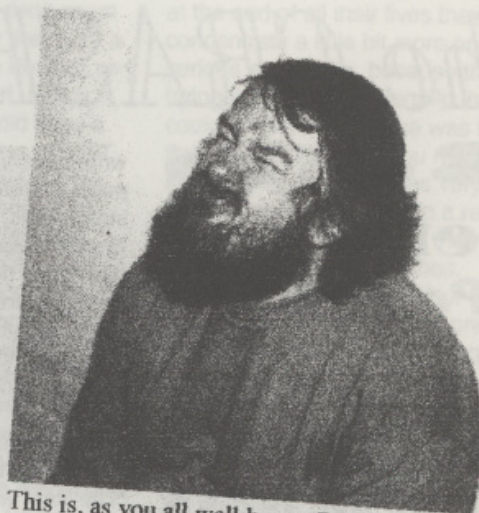
The crowds dropped off around 2 or 3pm, and we started to pack up at around 4. We all bade our farewells and Colin Macdonald and his friend Brian gave us a lift back to Edinburgh city station. It was a bit cramped in Brian's car to say the least, but we got there without having to deal with the buses.

The train journey home was horrendous - British Rail, in their wisdom had put about two carriages too few on the train so many people had to sit on the floor - including us (probably to persuade us to pay extra to reserve next time).

All things considered, the Edinburgh show was a success, and I thoroughly enjoyed the whole thing. Not as much as Gloucester, mind...



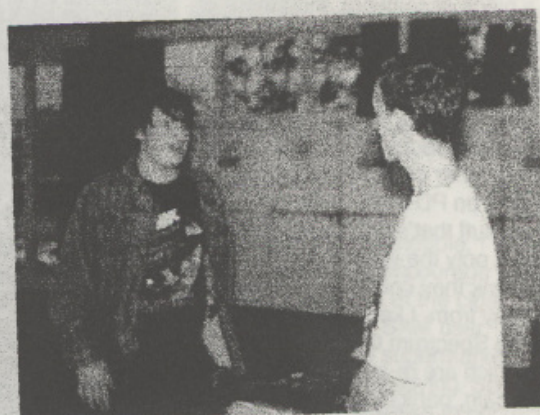
This is me in front of the Crashed stand, modelling a Crashed t-shirt, demonstrating the Crashed Coverdisk, and, erm, folding my arms.



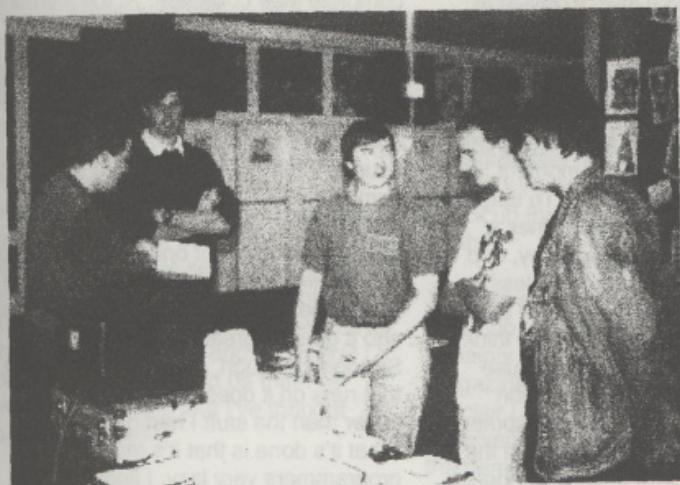
This is, as you all well know, Bob Brenchley of Format, pulling a face. At least I think he's pulling a face. Possibly.



On the left, Simon Cooke, with *very* long hair, but without a hat. On the right we have Terry Ekins from Jupiter Software, without very long hair. Or a hat. Pah.



James Curry, programmer of many things including three-quarters of the programs on the Crashed Coverdisk, and Colin Macdonald, industry magnate and Scottish person.



Some people talking. Terry Ekins, Colin Piggott's chum, Colin Piggott, Colin Macdonald and James Curry all wonder at the marvellousness of the Quazar Surround.



And this is us putting our feet up on the luxurious journey home. And guess where I'm sat? Yep - right next to the toilets. Bah, humbug.

The CRASHED Interview

Bob Brenchley Part Two

MAT BEAL now continues his grilling of Bob Brenchley, head of Format Publications and a big man of the (SAM and Speccy) world.

Why shouldn't PD on the Spectrum be encouraged?

"I personally have always thought that anything that's worth having is worth paying for. If somebody makes some money, however small the amount, for making a piece of software, then there is some encouragement to go on and write more software. Public Domain is alright, I think, on machines where software is typically £50 or more, but I have always felt that on the Spectrum and SAM, it tends to be rather counter-productive. You get stuff on PD that you know, I have seen stuff that's been pretty well done, and if only the writer hadn't let it into PD I think they could have made some money from. I know that these days on the Spectrum there are a lot of old titles which are re-appearing as Public Domain, particularly things like *Campbell Systems' Micro File* which he decided that he could no longer justify marketing and handling as a professional title.

"PD on SAM is a little bit different because it's never had the range of software the Spectrum has. On the SAM side, I think the only thing I've got against PD is that there's far too many demos that really don't do anything. Just recently I've picked up a PD CD-ROM for the PC, which has got 600 megabytes of good quality software. I don't think the standards of PD software of the Spectrum and SAM are particularly high, unless it's a product which has been released into the Public Domain.

"At the end of the day if people want to buy PD, if they want to get involved with it, then it's going to exist. In more cases I'd have been prepared to work with the programmer, developing the idea that he'd got into something commercially viable. If you look at more serious software, one of the things which stop people releasing it properly is that they get stuck at the point where they have to

write a manual for it. That stops a lot of people - they'll do a few screens of instructions, but they know how the program works and they don't want to have to sit down and tell everybody else. That's where software companies really come in, that's where we would take a program and spend a good deal of time writing a proper manual."

How do you see the future of the SAM if, indeed, it has one?

"The SAM will never be a mass-market machine. It's something which is kept going by a band of enthusiasts which may grow or contract, we really have no way of predicting that. SAM is SAM, and OK, changes are made to it, new things come out for it, developments are made, thing change, but it's a fairly gradual change. What changes is everything around it. SAM, I think, will continue just as the Spectrum continues, and I think at some point someone is going to sit down and write a SAM emulator for the PC or something like that. The Spectrum emulator, the Z80 package, does a really good job of emulating the Spectrum on a PC, but you really need a 386 DX4 or, even better, a 486 SX 33 in order to run it at Spectrum speed. But now we're getting into the realms of the Pentium, the 586's and things like that. There are processors which would be capable now of running a SAM emulator at acceptable speed if somebody was actually prepared to sit down and write it.

"At the moment SAM ticks over, I think that's the best way of putting it. Nobody has the money these days to invest in large-scale advertising and it's a chicken-and-egg situation; which comes first the advertising or the production? It's no good having adverts which are bringing in a hundred customers a week if you can't make the machines. At the moment SAM is produced in small batches. To upgrade that to be producing 100 machines a week would take time and money, and those things don't really exist unless somebody came up on the lottery and had a couple of million to invest. I think there's still a future for SAM because what you've got now is the situation where those people who buy computers today are computer users - back in the early '80s people who bought computers very soon learnt how to program, to do things with them, because the eight-bit machines were much more on a human

level. I've spent a great deal of time helping somebody who had to do a University project using BASIC on a PC - and it was a nightmare, because there are so many differences between the machines that to get something that will run on every machine is almost impossible.

"I don't think it's possible what to say the future is for SAM. If we look at the worst possible scenario, which is than an announcement is made tomorrow that there will never be another SAM made, there are still probably a couple of thousand active users in Britain, and far more than that overseas. There are probably about 12,000 machines floating around in Britain, not all of which are just sitting in cupboards gathering dust, but even those might one day see the light of day through car boot sales and things like that. I think that even if that scenario was to happen, there would still be enough SAM users to keep SAM alive and well, well into the next century.

"Yeah, we're going to get to the point sometime where people start collecting old computers. I think we're going to see a time, in the not very distant future, where computers in original packaging and brand-new condition will be worth more than when they were originally launched, because people will buy them as they become collector's items. It's already beginning to happen with software - with the Gloucester show three weeks ago (*October 14th. -Mat*) (*Don't mention it. -Ed*), several people were avidly hunting for a particular game to complete their collection. At the moment, those people tend to be Spectrum enthusiasts, but gradually there's going to become people who collect old computer games just as people now collect '60s and '70s records. It's nostalgia and, of course, if they're going to start collecting games they're going to want the computers to play them on.

"My PC now has got one of the 586 chips in it running at 120 MHz, and compared that to the 386 SX I had a couple of years ago it goes at greased lightning. Strangely enough, most of the software that runs on it does not run that much faster than the stuff I had on the 386. What it's done is that it's made programmers very lazy, I find that I do exactly the same now with my 586 with 1.2 gigabyte hard drive that I used to do with a 386 SX and 105 megabyte hard

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drive. Every time I upgrade the power of my machine, it's because the new versions of the software that come out would just run too slow on the equipment I've got, but if you've got a machine like SAM that happily runs the software that you want it to, and you can do your own programming and things like that, why bother changing?"

What fanzines do you read, if any?

"We get a lot of fanzines and diskzines and things like that sent to us, and I usually try and get a look at most of them if I've got the time. I wouldn't say I actively read any of them, but that's quite a deliberate thing - more often than not I will put them away for a couple of months, say, before I look at them properly, because I don't want things to influence Format and what I put in there. We try, for instance, on the news side, to get as much news as possible sent in by our readers to encourage reader participation. If I read something in one of the fanzines then I might be inclined, if I was a bit short of news one month, to make up a news story about that."

Recently a couple of pornographic demos have sprung up (excuse the pun. -Mat) on the Spectrum. The you think these are a harmless novelty or potentially dangerous?

"Pornography is in the eye of the beholder, just as beauty is. What is pornographic to one person is mildly funny, titillating or whatever to somebody else. I have always been very anti the British laws on pornography. I don't think anything should be banned merely because some people are a little puritanical on some things offensive. I personally find images of violence and horror far more pornographic than pictures of scantily-clad young ladies, or even old ladies, but that's a personal viewpoint (of the old ladies? -Ed). I think that provided something carries fair warning to it's content, then it should be legal. It's not fair that somebody who thinks they're sitting down to Space Invaders should find themselves presented with something else, no matter what it is. I have not seen anything on the Spectrum, but I have seen pictures on the SAM that were translated from Amiga or PC format, and I've certainly seen a lot of stuff over on the PC, and in general I think my comment would be that I've never seen anything that I've thought should be banned."

Are you as evil as people make out?

"Evil? Me? Definitely. (Laughs) Evil?"

Well, maybe not evil, but...

"There are a few people who, for whatever reason or another, don't seem to like me very much. Luckily there are a lot of people who do seem to like me, so I won't take it too much to heart. I think one of the problems is that I did have a big involvement in the early days of MGT and SAM, and there are certain people out there who have taken offence that I personally and Format especially did have a special position in those early days. There was also a considerable period of time whereby we were caught in the middle - we had readers who numbered in the thousands when Sinclair User and Your Sinclair had readerships in the tens of thousands, so we were considered obviously a lot smaller than that. But at the same time, the readership of most other fanzines on the Spectrum and SAM front was measured in the tens, fifties, or at most in the low hundreds, so we were considered to be an outside affair. It is true that, because of the special relationship which existed between us and MGT, and then us and SAMCo, and obviously then us and West Coast Computers, some people in the SAM world had taken rather a dislike to us. All I can say is that there are plenty of people out there who with who I have a very good relationship. There are a handful who I just do not get on with. I try to not go out of my way to be vindictive to anybody who's got on the wrong side of me - I tend to work on the principle that, OK at the moment, I'm bigger than them, but one day that might not be true - I might have to go to them for a job. "There have been reports floating around of a couple of fallings-out. Most of those have been grossly exaggerated or didn't tell the whole facts as to why the fall-out occurred. I try not to do anything that encourages widespread speculations of fallings-out, and in a world as small as the Spectrum and SAM world, if too much publicity is given to that sort of thing, then it just ends up breaking things up."

Which was better: Your Sinclair, Sinclair User, or Crash?

"That's almost like saying 'which is better: a kick up the bum or a smack in the teeth?'"

You weren't a fan, then?

"Um...no...in the old days, I would have certainly said that the best two magazines were ZX Computing and Sinclair User, which in it's early days achieved a very good balance between the games player and the serious user. Your Spectrum, when it first came out, was a brilliant title, the advent of Your Sinclair retained some of the nice bits of Your Spectrum but gradually, I felt, it

went too far down the games road. Right at the end of all their lives they started to concentrate a little bit more on the serious stuff again, because they were trying to find any readership that they could. I think the mistake was that all three magazines that you mentioned fell into treating everybody as very juvenile. What they did was pick up a reader for a couple of years, and then the reader outgrew all three magazines.

"Having said that, when Your Sinclair finally closed, it had a hardcore of about 28 or 30,000 readers, and I would say a large number of them still exist out there. The problem we have is there is no way of reaching them. If we could get something that would appear in newspapers like The Sun and The Times, then people would know there still exists support for the Spectrum, and we could reap the benefits. I have been wracking my brains for several years now, and short of murdering my secretary so the headlines read 'BOSS OF FORMAT PUBLICATIONS (THE SPECTRUM AND SAM SUPPORT ORGANISATION) KILLS SECRETARY' I've got no way of doing it. And Jenny doesn't seem too keen on me killing her to get the publicity. (The spillover. -Ed)"

Understandably.

"Yes, quite understandable, I think. I've tried repeatedly to encourage people to stand up, come out of the closet and say 'I'm a Spectrum or SAM user,' to go along to their local supermarket and put a notice on the board saying 'Spectrum user or SAM user seeks to contact others in this area', because there's an awful lot of people out there. On the Spectrum side, if you look at the original 48k Spectrum, there was over four million made, and at least six or seven million Spectrums produced [altogether]. Now, if there's still half a million out there, it's an awful lot of people."

If you bought a pint and drank half of it, would it be half-empty or half-full? "A pint of what?"

Oh, I don't know. Milk. Tizer. Lager.

"If you're talking about beer, I wouldn't be able to drink half a pint because I don't like the stuff. But, I would believe it would be half full. I'm very optimistic about things."

...And at that rather abrupt point Bob's tea was ready, so he went his way, happy at the prospect of getting some grub, and I went mine, slightly ill at the thought of the 'phone bill. Bye!

Mark Sturdy, ably assisted by St. John Swainson, takes a slightly disconcerting sideways glance at the rest of the SAM and Speccy fanzines of the moment. Remember, if you run a fanzine or read one that we haven't mentioned, then please send us a copy, or write a review. Never say we don't mention the competition...

Going Underground

PD Power • A5 • 40-ish pages • Bimonthly • £2 (add 50p for cover tape, or 80p for disk)

ST. JOHN PD Power is the magazine of *Prism PD* and has recently undergone some appearance changes. It's now an A5 zine and is printed by an Amiga (*I thought only printers could print!!! Hahahahaha-haha. -Les Dennis disguised as a reader*), which is a great improvement. Issue 12 was 36 pages long and contained decent columns on the +3, PD Global News, microdrives, machine code, the SAM, old games and an interview. It is prone to print irrelevant articles like a guide to DOS on the PC and what the people of Rugby thought of VE Day. The star column is that of **Linda Barker**, whom some of you may remember as the drummer from *Scrutti Politti*. An optional extra is a cover tape or disk containing various PD stuff. It's a pretty good zine, but is the most expensive paper mag that I know of - £2.20 without cover tape/disk. (*You could buy the Starship Enterprise with that! -A deluded reader*) 6/10

Note: This review was written a while back, and *PD Power* is now on issue 15. So in the light of the recent price reduction and increase in size, you could maybe now add a point or two on to the above score.

Zodiac • A5 • 24 pages • Monthly (arf) • 50p

MARK In the old days, when I was still in charge of getting issues out three months late, I would take solace in the fact that there was at least one person around who was even more inefficient than me. That person is Michael Stocks, editor of popular SAM-only mag *Zodiac*. Allow me to give an example: issue 10 of *Zodiac* came out on April 29. Issue 11/12 was released on August 15, bearing the news that issue 13 would appear by August 24. It eventually appeared this morning, October 27. Ho ho.

Having said that, the magazine's not at all bad. Issue 13 contains updates on *Zodiac's* growing range of PD and commercial software (natch), playing tips, tutorial guides on BASIC and machine code, and articles on *SC_Wordpro* (Word pro? Word Pro? WordPro? But I digress) and the Quazar from none other than

Steve Nutting and Colin Piggot themselves. There are a few glitches on the production side, but the text (done on, er, SC_WP) is perfectly readable. As both exams and busted disk drives are now a thing of the past for the boy Stocks, the next issue is looking good for the end of November and, as such, I've no hesitation in recommending *Zodiac* for an entertaining overview of the SAM world. 7/10

Spectrum UK • A5 • 56 pages • Bimonthly • £1.50

ST. JOHN At a whopping great 56 A5 pages, this is the largest Speccy paper zine around. Apart from PD and games features, almost everything Speccy-related is covered. For those interested in programming, there are excellent courses in machine code, BASIC and Forth. For those interested in adventures, there is the informative *Quester's Quorum* section and a new adventure club. For those interested in books or interfaces or type-in programs or modifying their Speccy, there are useful articles. For those interested in pogoing through Tesco's with a wheel on their head, there are plenty of hospitals around. As *Spectrum UK* would say, *Fantastic!!!! Brilliant!!!!!! Marvellous!!!!!!* 8/10

SIZZLING HOT NEWS UPDATE

Since the last thrilling installment of *Going Underground*, some things have happened. These are some of them...

- The multi-format **8Bit** magazine has undergone a few changes. As well as a couple of improvements on the presentation side, the mag has expanded to 28 A4 pages, and now includes a regular *Spectrum/SAM* page. If you're looking for comprehensive, accurate, entertaining

coverage of the entire 8-bit scene, get **8Bit**. It's rather good.

- **Jammy Jezzabelle**, the top-quality *Pulp* fanzine, is still going strong. Issue 2 (including lots of live reviews, an interview with keyboardist Candida Doyle and plenty of other stuff) has come and gone, and issue 3 will be out by the time you read this, including a review of *Pulp's* Roundhay Park gig written by some tosser called **Mark Sturdy**. It's available for the moist, warm and fluffy sum of one pound from **LISA BENTMAN, 113 SHAFTESBURY AVE, FELTHAM, MIDDLESEX, TW14 9LW**.

- **Sick Happy Idle**, the odd thing, has expanded from a single sheet of one-sided A5 to 16 pages of ee Cummings-styled freeform nonsense. It now costs 65p (or £1.50 for a three-issue sub) and is available from **AR SHAW (MARSHAK AGENT), 25 REDWOOD AVE, ROYSTON, BARNSELY, S YORKS, S71 4JP**. Oh yes indeedy.

- **The Thing Monthly Summer Special** still hasn't appeared. Neither has the 8-page freebie mock issue. (*Alf, you are crap.* -Mark)

- **Z2**, the exciting *Fish-incorporating-the-Speccy-bits-of-ZAT* concept, edited by Mat Beal, should be out before the end of November. We will keep you posted; in the meantime you could try ringing Mat on 01663 743397.

- **The Dragon Magazine** is some kind of bi-monthly multi-format sales/wants mag. It's available for £1.50 from **DEBBIE HOWARD, 10 OVERTON RD, ABBEY WOOD, LONDON, SE9 9SD**.

- Issue 1 of **Relics**, Darren Randle's exciting new *Spectrum/world cinema/science fiction/CD-i* mag, is out now. It costs £1.80 from 166 **VALLEY DR, GRAVESEND, KENT, DA12 5SH**.

Next time we might do a couple of disk- or tape-zines. Tune in next time! (If it's in next issue, that is.)



Hop N Chop / Football Glory

BY The Shaw Brothers

PRICE £2.99

AVAILABLE FROM Fish Enterprises

OUT Now

Review by Mark Sturdy

Hop 'N' Chop/Football Glory (previously titled *Mr Shaw's Double Whammy*) is the third in a series of Speccy compilations from Fish Enterprises, repackaging two little-known Shaw Brothers games. The first of these, *Hop 'N' Chop*, was first released by Graham Shaw himself in 1994 for £3.99, but *Football Glory* has never been released. Until now. Ooo.

HOP 'N' CHOP

Hop 'N' Chop is a colourful flip-screen platformer in the Rainbow Islands mould (as they say). In it, you play a chap called Jack Lumber who traverses each level, cutting down a set amount of trees before he can progress on to the next level. He is faced with a series of foes that either drop things on him or do something else (er), which he can fight by throwing apples at them. No, really.

For the most part, the game is very well-polished, with some absolutely gorgeous colour graphics and lots of nice animated touches (like little speech bubbles saying

things such as "Oh no!" or "Yowzers!" appearing when you lose a life). The presentation is generally nice, with some pleasant bits on the title screen (or so it says in my notes, despite me not being able to remember what the pleasant bits are. Sorry), and the levels are small, compact and well-structured, so no Dizzy-style wandering around for hours without actually doing anything.

However, problems abound. The controls are pointlessly odd: to climb a ladder, you press up plus the direction you want to move in, but to jump you have to press down. Awkward, hard to get used to, and awkward are all things that I am using to tell you about this thing.

Furthermore, it's TOO DAMN HARD. There are far too many baddies (which return if you shoot them then come back into the room), and the stupid gun you're provided with makes them needlessly difficult to get rid of: instead of shooting in a straight line, your ammo curves up and down in an arc, meaning that you can shoot at something straight in front of you and it still gets you. The baddies also tend to drop one on you from above (so to speak) at random intervals, so you haven't a chance to dodge them. The time limit is too tight, often running out just before you complete a level. There's a lot of agonisingly pixel-perfect jumping required. You need to go off and sharpen your axe after half-cutting down a tree. Oh, and the 128K music is the worst

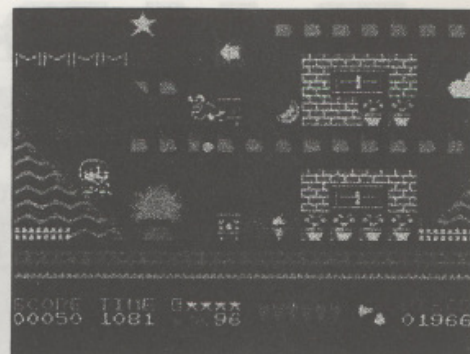
AN APOLOGY

It has been brought to my attention that my review of *Fishpaste* Volume 2 in issue 8/9 of *Crashed* contained a number of discrepancies, which I am now only too happy to be able to rectify.

(1) I mused upon "... quite how Matt [Beal, the publisher] expects them [the *Fishpaste* compilations] to sell by sending the only review copies to a magazine with a readership of approximately 25". I have since been informed that copies were sent to *AlchNews* and *PD Power* as well as *Crashed*.

(2) I deliberately slated *What's Your Name?* Simulator in the belief that it had been written by Matt Beal, giving it a mark of 0% in order to contrast with the 100% that I gave Mr Beal's *Random Insult Generator* the previous issue. I now recognise that the program in question was in fact written by Graham Shaw, and not Mr Beal.

I am only too happy to set the record straight, and hope that Mr Beal will look mercifully on my disgraceful lack of professional standards and continue to support *Crashed* as he has so kindly done in the past.



Billy and Pengy had a race to the ice-cream. Billy got off to a flying start, while Pengy got tripped up by the wierd boxy thing.

thing in the world.

Not a stunningly bad game, then, but one with far too many aggravating elements for it to make the top league (or whatever they say).

LOOKS - 90
FEELS - 60
SOUNDS - 05

FINAL SCORE - 65

FOOTBALL GLORY

It's a footy management game. There's little more to add. You can select any team from the English and Scottish leagues, and up to 32 players can join in the fun (although I'm not altogether sure that this option is likely to be used a great deal). It's nicely user-definable in terms of computer ability, points per win and, er, your name. The pointer-driven presentation is fairly attractive, and you got lots of newsy bits telling you of new purchases, which teams are currently on form and so forth. You can watch the game from the dug-out and change tactics during the match. There's a massive amount of BASIC-y delays, although expected. And that's about it.

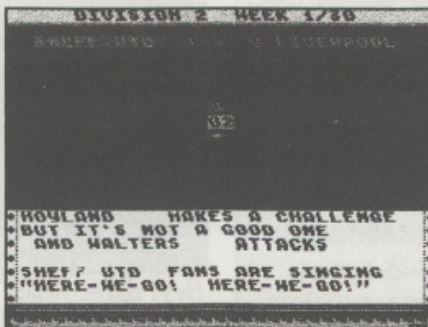
LOOKS - 79
FEELS - 70
SOUNDS - 50

FINAL SCORE - 70

CHOP MUCH MORE

So what we have here is two quite good games at a reasonable price. I'd better say that Mat and St. John both liked *Hop 'N' Chop* much more than I did, so you probably will as well. *Football Glory* is competent with some nice touches, but rather too tedious for wide appeal. If you like management games, mind, you'll probably love it. On the whole, recommended.

FINAL SCORE - 79



Pah. I always knew that Hoyland was a no-good two-bit challenger. And Walters - leave the fans alone!

PUBLIC EXP

Eeni Po'! Lea dien! Giet ee!

Czechmates

Czech bod Jan Palenicek is looking for contributions to a new series of demos entitled **First Association** - showcases of the best coders around. Hands up who wants to be featured? You at the back, can you code like a demon? You with the buck teeth, can you make the AY sing like Shirley Bassey? Some technical details have to be adhered to so write to the man himself and all will be revealed. First edition should be released January 96. You with the jutting chin, can you even write? **JAN PALENICEK, SUMICE 110, OKR.UH.HRADISTE, CZECH REPUBLIC.**

Womo Go Hunting

Man and wife duo from Germany in mammal slaughter scandal! Okay, so it's a new game called **JAGDSPIEL**, which is probably German for 'if it's furry - shoot the bastard' (or something. -Ed). It's not quite finished as I write this, but it will be available from **IMPACT PD** in time for your Christmas stocking. Yessir, **IMPACT PD** - the place for games.

THE KINLOCH MONSTER

Miles Kinloch, +D bug buster and all round Scottish person, has released all his PD on one disk. Taking up 60 files, it includes those vital DOS pokes, **Tasword** and **Multiface** utilities, **PCG DTP** fixers, graphic tools and the 'whole lot more' boast, including a game of *Solitaire*! Contact the man himself at **FLAT 16, 6 DRUMMOND STREET, EDINBURGH, EH8 9TU**. Out now, you haggis-eaters.

Lost In Space

We all liked young Penny in her pointy teenage futuristic bra, but just what happened to certain promised demos? The long overdue **NMI4** reportedly lies in bits on variously grubby disks, the

More on next page ->

As I write this I am on the phone to Colin Anderton, editor of **FRED** magazine. When I asked him to come up with an intro to this section, he asked 'what's public exposure?'. Which either shows a) what an unremarkable section this is, or b) what a wazzock Colin is. Myself, I go for b. Here's Dave...

MQM5

Just when you thought **MQM6** was the demo name to drop, along comes it's prequel *nee* sequel. Standards in demo coding have just gone two notches higher, even more remarkable when

some of this demo goes back to 1993. **Mata and Tom** may have left to pursue fame on the Amiga but the legend lives on (although this is indeed the final conflict). Every section of this huge work is either excellent or simply well above average. In truth, the demo would have been even larger had it not been for certain tossers copying sub-parts and putting them out on their own. The demo had to be released as soon as possible after that, leaving out un-finished parts by several Czech and Polish Crews. Guests actually featured are **NOP** (some innovative scroller FX), **Johnny Renegade**, **Busy-** and **Noro-soft**, and **Omega Software Graphics**. Chill out to digi-music, stereograms and some striking hi-res pictures (some ladies in swimwear and yes, two and a half nipples on show, but it hardly earns an adult sticker). The end scroller points to a very promising future as far as Speccy demos go (see PD News). Just to demonstrate

how good this program is, one of the parts has a good stab at emulating the pattern generator more of the **3DO** console, and you know what? ...Yeah, astounding!



Hey, babe. How's things? Fancy coming out for a drink sometime? Oh, you're only a screenshot. Darn and tsk, eh?

HOT GIRLS / The Guardian

Do I hear groans from the more

EXPOSURE

In association with...

FPD

FOUNTAIN PUBLIC DOMAIN LIBRARY

politically correct amongst you? Well fret not my earnest chums, this is basically a German bloke playing with a digitiser. You get a number of screens depicting ladies' fizzogs (boats to you), oh alright, faces. Some of them look as though they have just

sat on a drawing pin but parental guidance is hardly needed. Each screen clears in three nifty ways and the demo itself boasts an original front end but the lack of sound does give it a slightly unfinished feel.



Plinky-plinky-plink-plonk, plinky-plonky-plink-plink. Ding-ding-ding, ka-dang. Can you tell what tune it is?

ERDELYI BELA'S SAMPLETRACKER COLLECTION / Exodus Software

Thanks to a title that virtually does my job for me I find myself flapping about in a rather alarming fashion. Still, what we have here is a six-tuned little stunner for your Christmas stocking. Samtrack likes to use 99% of CPU time so don't expect things to fly about the screen. You get six excellent pics, a colourful front end, a scroller in *Hingerleesh* and a dose of **Exodus** quality control. Some of the best sampled tunes lie within so order it now and start humming.

Remember, Spec-chums, all the programs mentioned in this section are available for 20p (or something) from many PD libraries, including **Fountain** (address in Post Box). So send off today for some bargs.

DEMO RECORD BREAKERS

Name/team	Length
1) MQM6 - Matasoft	326625 bytes
2) LSD - Pentagram	252743
3) Fuller Brush Man	219680
4) Lyra 2 - ESI	207491
5) Inner Universe - Extacy 3	199069
6) ZX Windows - FMD	169752
7) Orion Megademo	143739
8) Four Seasons - Kizzy	138555
9) Branch Of Mind - Axco	135787
10) Exodus Megademo	131270

<- continued from previous page

YLS Megademo went awol after accepting a mint Imperial from a dodgy bloke sporting a very spoiled trouser. The **Beyond Help Megademo** is refusing to work properly and could be released as 26 separate demos! **Turtlehead** by **Pandagirl** got do-mobbed and found it's way into the **Battletracker** demo. Explicit series **RTL 2-4** is currently being tracked down in glorious Athens, strange thing is, they're available on **PC CD-ROM** but not the Speccy!

Executive Amstrad Relief

Transit 3 is a new 'swings both ways' file copier for the +3. At last we have a decent utility that is PD to rival the **Lerm** software which still costs an arm and two knee-caps. It was written by **Graham Collier** (the self-styled *no program stops him hacker*) and boasts file transfer to and from those horrible disks. I've got a pretty blue one, though.

Big Green Bastard

Austrian coder **Tigers Claw** has written a tasty game featuring **Godzilla**, various Japanese cities and a lot of wanton destruction. The gameplay is pretty simple and consists of good old PD game **UDG** stylee. His new game should be out by February featuring music from the UK's very own **Fudgepacker** and an arcade adventure plot to peel the paint off the woodwork.

Jesus, Not More Fonts!

The aptly names **Fontmonster 75** is due for release in early January. The coders promise that it won't fill up your disk with 75 separate files but comes complete as one compressed block of code, with all fonts extractable with the least amount of pain. Good news for tape users, then.

retro review

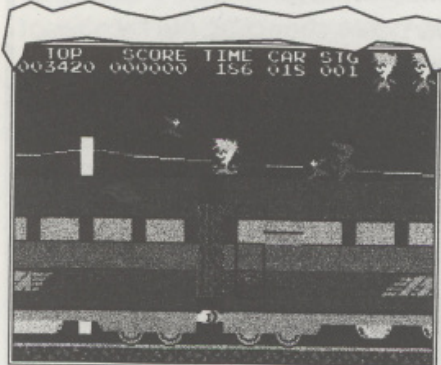
The ghost of Christmas past visits us again in another exciting installment of Retro Review. Spooky or what? (No. -Ed) Bah, humbug (whatever that means).

Stop The Express / Sinclair (1983)

ROBERT Your mission: (should you decide to take it)...stop the express...capture the redmen...your ally - the snakebird. Gripping stuff, eh? Almost makes you want to buy this game. Well, if you've already got it then you don't need to read this review. Bye.

For all those that missed out, let me tell you about it. Once loaded, you just stare open mouthed. No noise, no feeling, apart from the sheer amazement gained from the demo mode. Don't believe me? It was 1983 and this type of programming wasn't heard of. The scrolling train (it's out of this world), characters that look and move like, well, how you want them to. This game is hard to believe.

The gameplay is typical Spectrum - nothing short of brilliant! You move sweetly smooth, as does the train. Endless visual enjoyment. The only area where Express fails is in longevity - once you've cracked the gameplay you'll lose interest in playing. But



Little Tim was still wearing his pyjamas when he poured the tin of paint over Mr. Wace that morning. Mr. Wace was not amused.

whilst you are attempting the challenge it is totally addictive. Express has all the elements that a lot of modern games haven't got, i.e. totally playable fun. I love this game. (I think we can tell. -Ed) It makes you proud to be a citizen in Spec-land, to know somebody tried to make the Spectrum sing and dance, and succeeded. Go out, find this game and then you'll know what it is about Stop The Express that makes me so happy.

Final score - 90 (100 if you can't master it)

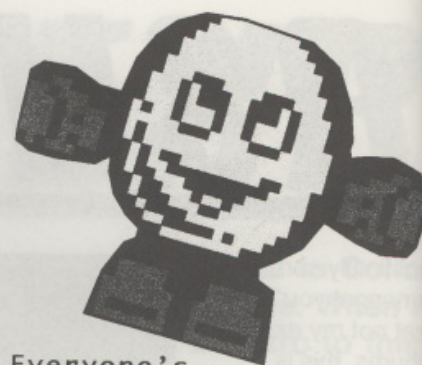
Werewolves Of London / Mastertronic (1988)

Mat Another one that I remember fondly and nobody else in the whole world ever cares about. Pah, eh?

Werewolves Of London is a run-of-the-mill arcade adventure with the vaguely novel twist that once every so often you turn into a werewolf. Once in this lycanthropic (eh? -Ed) form, you have to try and kill all eight remaining members of the family who cursed you in the first place. Once you've killed 'em all (which I never did, predictability) you win. Hurrah.

However, you can actually eat anyone you like (including policemen, if you can get close enough without them shooting you), in order to replenish your blood supply. Nowadays I expect there'd be a furore of controversy over such a plot, but this was released in the permissive days of 1988, so who cares, eh? Other fun was to be had by jumping off roofs, pissing about in the Underground, killing people on escalators, escaping from prison, getting stuck in brick walls (no, really. A bug, one presumes) and so on. Great. But obviously not as good as it would be if it were called Werewolves Of Manchester (or Leeds -Ed).

Final score - 75



Everyone's A Wally / Mikro Gen (1985)

GARY Everyone's A Wally is the third game in the Wally Week series released by Mikro-Gen. The idea behind this one is that you and 'the gang' have to break into the safe in the bank to get your wages. Hmm.

An interesting feature of this one is that you can change which character you control if that character is in the same room as the one that you're already controlling (que?). And certain actions can only be performed by certain characters. (Pheew.)

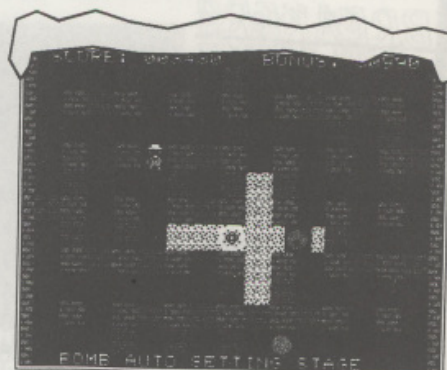
The town where the game is set is, in true Mikro-Gen style, as weird as, ooh, something really weird. There's a pub where pints of beer fly along the bar towards you (it must be heaven! -Ed), and when you enter a phone box your character is transported into a game of asteroids!

Everyone's A Wally is well worth seeking out, and if you can finish it (I can't) then you deserve a medal. Champion.

Final score - 74

Eric And The Floaters / Sinclair (1983)

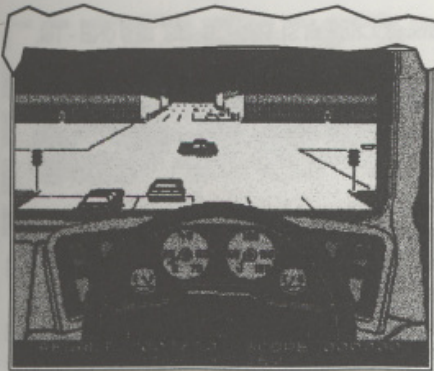
Robert It's a well known and popular fact that the Japanese don't invent things, they just take other people's work and try to improve on it. Well



Eric wasn't a happy man. Everywhere he went he was followed by balloons who shot milk at him.

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Larry seized his chance. The lights were at red, he was in a rush. He decided to 'jump' the lights - literally! (Boing)

that's gotta be the case with this game - Mr. Nintendo must have come over to England, rummaged through a car boot sale for Speccy games (to increase his stash for his favourite computer), came across Eric, loaded him up, and dreamed up the totally original game called Super Bomberman. That's exactly what Eric is all about - running around with your pockets bulging with bombs, and dropping them in an attempt to blow the shit out of some deadly and mean looking balloons. Not at all like that totally original Nintendo game. The gameplay is excellent, your Eric moves easily around the screen and the balloons change colour and chase you into making mistakes. It's an excellent game to play and has lots of nice touches on the higher levels (like Auto Bomb Setting - great level, that. If you don't move then you get your exit from the game rather quickly). The graphics are superb, good fun letting bombs off and watching them blast to destruction. This is one of those games that is totally enjoyable to play. In fact, it's a lot easier to play than the Nintendo version, and guess what - it's cheaper, too. I say buy British, I say buy this game.

Final score - 95

Turbo Esprit / Durell (1987)

GARY The idea here is that you're a policeman trying to bust a drugs ring. You do all this without even getting out of your car! The action takes place from a 3D perspective viewpoint

of the road (if you see what I mean).

The thing is, most people just ignore the drug dealers and mess around on the roads. You can run over pedestrians, knock down men repairing lamp-posts, shoot the other cars, drive the wrong way down one-way streets, jump traffic lights, and, er, do some other things which I can't remember right now. If you can find the drug dealers (who could be seen on the pop-up map), you have to bump them into submission. There's the occasional hit-car which takes pot-shots at you, and a motorway that, strangely, comes to a dead end. Pleasurable, in a nice kinda way.

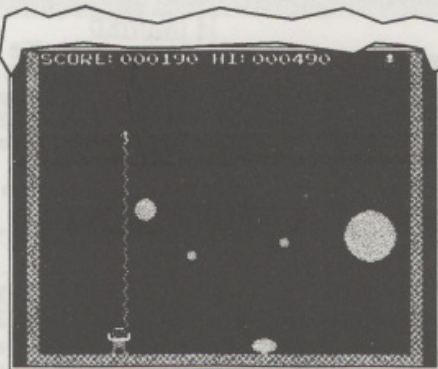
Final score - 77

Bubble Buster / Sinclair (1983)

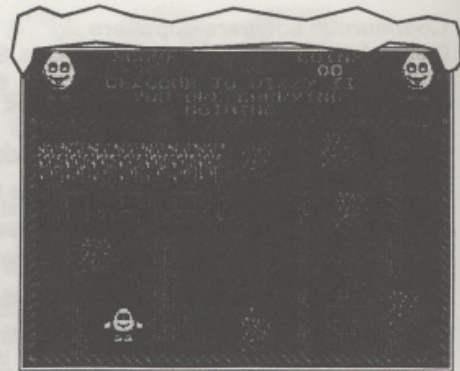
Robert Do you remember Pang? That game from around 1990, where you had 128k of balls to burst with an arrow. Well, this is the 15k version and again the first. Run left/right, throwing an arrow on some string into the air, truing to burst bouncing bubbles that split in half when hit. Each level has one more bubble than the last, making it harder. This is a challenge to any game player.

The graphics are simple and the balls move very slickly. What I like about these early games is that they use the colour capability that the Spectrum can offer, which makes the games noticeably different from later ones. Programming at it's best, right from the beginning.

Final score - 90



Bert wasn't having a nice day. He had only just seen off the mugger balls when he was abducted by a small white alien craft.



I wonder why he's called Dizzy. I mean, he's not is he? They should have called him 'Stable' or 'Sober' or something.

Treasure Island Dizzy / Codemasters (1987)

Mat Released around the same time I first got a Speccy (if memory serves), I have a lot of affection for this one. Written by "THE BEST SELLING OLIVER TWINS", it sees Dizzy going for a holiday cruise on a pirate ship and getting chucked onto a desert island for using the captain's wooden leg as a wicket, or something.

Of course, as everyone now knows, this led to a lot of picking-up-objects-and-finding-uses-for-them fun. Okay, it's been done to death now, but it was quite original then. Sort of. Other memorable features included the scrolls dotted around, mainly advertising other Codies' games, the unfeasibly irritating fact that you only have one life, and the inlay which had to be written by somebody on some form of anti-depressants: "DIZZY'S CARTOON ADVENTURES ON A TREASURE ISLAND! Explore the mysterious island's deserted Tree House Village, Fabulous Gold Mines, Huge Caves, Magic Shops and Secret Treasure! You can even go underwater - but don't forget your snorkel! CARTOON ADVENTURES! AMAZING DETAIL! TREEHOUSE VILLAGE! ACTUAL SPECTRUM SCREENSHOTS! IT'S SO GOOD I THINK I'VE MET MYSELF!" Blimey.

Admittedly sneered at rather nowadays, but it will always have a special place in my heart. Those were the days, my friends. (We thought they'd never end, we thought they'd last forever and a day, la-de-da, etc... -Ed).

Final score - 80

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Capri Marketing (Spec) - 9 Dean St, Marlow, Bucks, SL7 3AA - Tel. 01628 891022
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 Wizard Games (Spec) - 1 North Marine Rd, Scarborough, North Yorks, YO12 7EY - Tel. 01723 376 586

Software houses

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

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8Bit (all 8-bits, £2 per issue, or £1.50 if 10 or more issues are ordered at once) - 39 High Street, Sutton in the Isle, Ely, Cambs, CB6 2RA
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 Alchnews (Spec tape/disk, £1 or free with medium and SAE) - 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN - Tel. 0114 269 7644
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MESSAGE

Whittle and Swainson - pull your bloody fingers out and send me some contributions. Love, Mat.

WANTED

Small ads for Notice Board. Send short lineage to the usual address. Absolutely free!

MESSAGE

Whittle and Swainson - pull your bloody fingers out and send me some contributions. Love, Allan.

WANTED

Zed2 is coming soon, and it'll be ace. Sorry to all ex-Fish/ZAT readers, and all those who expressed an interest.

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A load of **Specy** games at ridiculously cheap prices. Send an SAE to the Fish address in Post Box for more info.

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Issue 10/11

First colour cover,
preview of Kilcol,
exclusive Alton



Towers pics, Amalthea and
Tango/Magic Dice and SC_Word Pro
reviewed, Linda Barker interviewed,
Public Exposure exposes PD, Sinclair
Research's 1984 catalogue in
Nostalgia Corner, and lots more!

Issue 12

With it's controversial cover, this
issue also has a free tape/disk with
it. Inside, there's part one of our Bob
Branchley interview, reviews of the
Quazar Surround soundcard and FLM
on the SAM, and the beginning of our
serial cartoon, *Bodge Fredd*. Last few
left, so order now!



Each back issue is available for £1...

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 - Lemmings and Fireview 2 reviews, interview with David Ledbury, 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 6/7 - First nice-looking issue! Home Computing Weekly appears in NC,
Interview with the Shaw Brothers, Gloucester Fair report, TNT and Fishpaste vol 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
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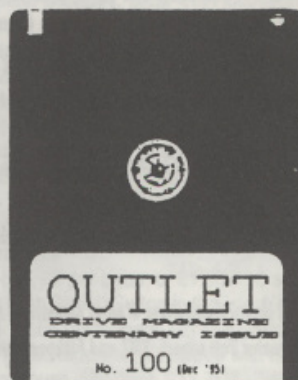
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