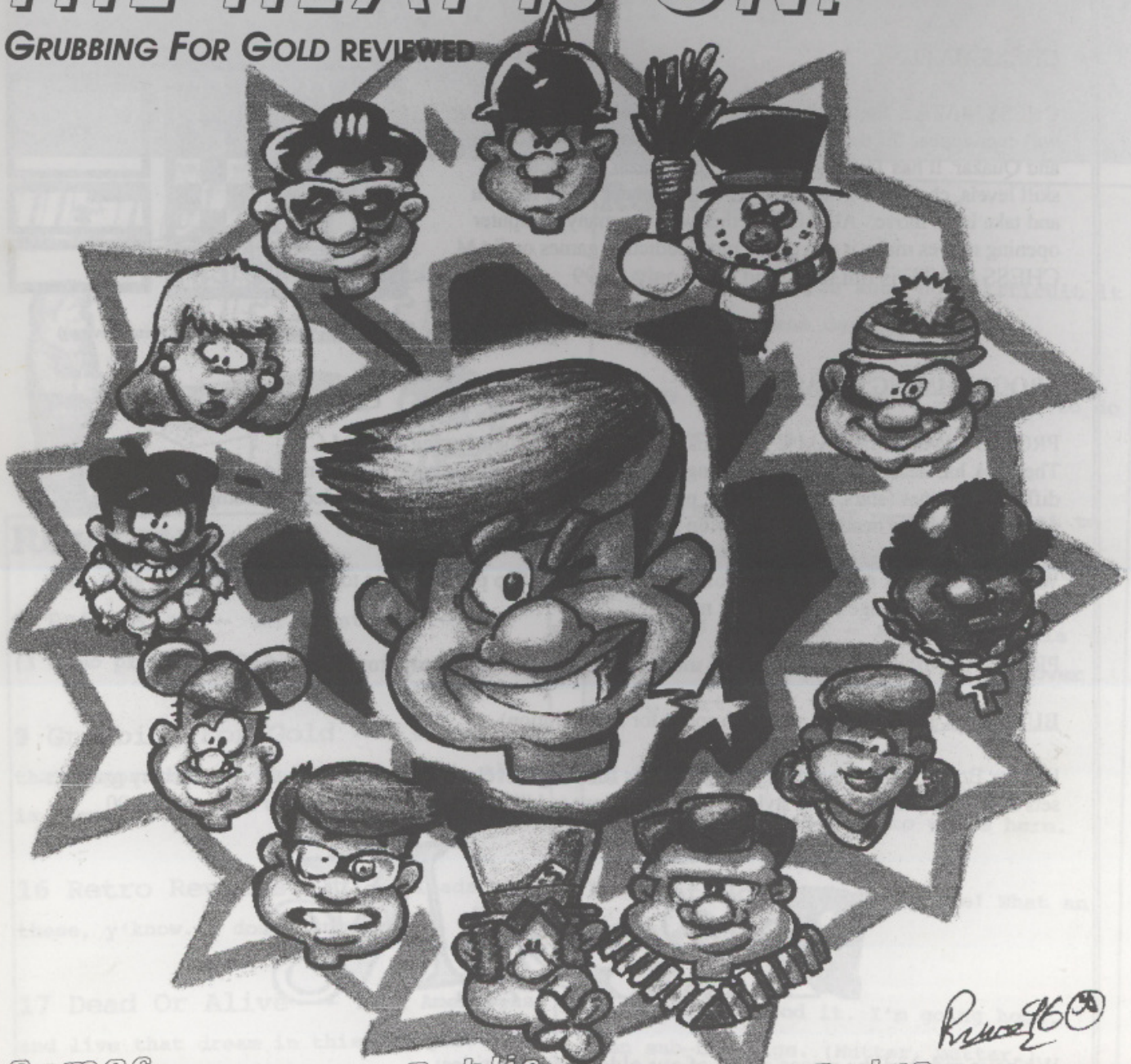
# CRASHED

## THE HEAT IS ON!

ISSUE 14 •
MARCH '96 •
£1 •

**GRUBBING FOR GOLD REVIEWED**



Games Reviews




Public Domain




Retro Reviews




***AND LOTS MORE in the Universe's brightest SAM and Speccy 'zine...***
***Spec Tec Jr, The Crashed Interview, Stuff, The Postie's Sack - inside!***

# JUPITER SOFTWARE

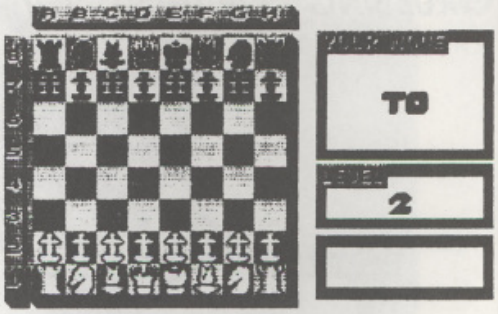
2 OSWALD ROAD, RUSHDEN,
NORTHANTS. NN10 0LE

**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 (French - English dictionary) | £6.00 | £4.00 |
| BLAZING TANKS | £2.50 | £2.00 | | | |

A lot of things have happened since last ish, and coupled with the fact that there's no features box this month, my editorial is larger than normal. Firstly, I'd like to say hello to any new readers we've gained from our recent publicity campaigns - hope you like the mag and want to stick with us.

And there's a bit of a change on the policy front - this time about frequency. I aimed to get *Crashed* out once a month, and even managed it for a couple of months, but recently it's become apparent that it's not going to work, so the mag is now officially bi-monthly. The date on the cover is the month the magazine is released. So, last month's should really have been January I suppose. Ho-hum.

Still, this all means that each issue is going to be even better. Take this ish, for example. **Spec Tec Jr**, **Grubbing For Gold** and **Dead Or Alive** reviews, another **Crashed Interview** - and much more (so to speak).

More good news is that we've got an e-mail address - it's **crashed@planetconnect.co.uk**, so send us some messages (I've already had 60!). We've also got a fax number so if you should ever get the urge, the number is (0113) 237 4349.

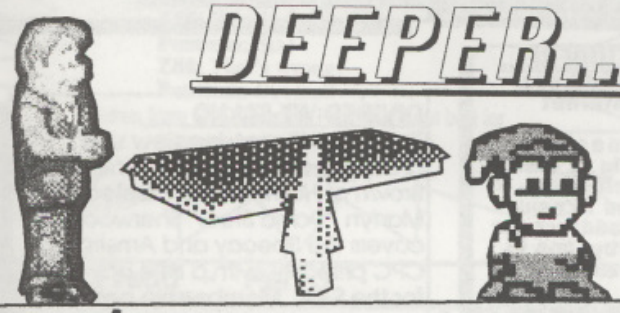
Don't forget the **Gloucester Show** on April 20th - we'll actually get there this time with a bit of luck, so come down and see us!

Finally, there's been *more* improvements to the look of the mag, let us know what you think.

Tarrarabit,

Allan

# DELVING DEEPER...



## Reviews


**8 Rat Salad** - Our first bad review. (I'm *so* proud.)

**9 Grubbing For Gold** - I wonder if that's possible..? To grub for gold, that is. Hmm...

**16 Retro Reviews** - I get loads of these, y'know. I don't know why.

**17 Dead Or Alive** - Kill Americans and live that dream in this new game...


## Regulars


**4 Stuff** - Do you know how difficult it is to write these descriptions?

**6 The Postie's Sack** - I have to do them every issue.

**10 Interview** - I never know what to type in these bits.

**12 Spec Tec Jr** - Apart from this one. It's a new one, y'see. YS all over again. Sort of.

**14 Public Exposure** - But I've absolutely no idea what to write here.

**18 Post Box** - And this one! What an absolute nightmare!

**19 Shop!** - Sod it. I'm going home. Damn sub-headings. (Mutter, mutter.)



***In The Bleak Mid-Winter***

**Jack Frost** - Allan Clarkson

**Snowmen** - Mark Bennett, Robert Chilton, Simon Cooke, Gary Coulsen, Dave Fountain, Mark Sturdy (founding editor), Leah M. Wetbat **Thick Broth and Bread** - Daniel Bailey **Welcome Mat** - Steven Pick

**Warming Log Fires** - Malcolm Mackenzie, Graham Goring, Colin Anderton, Jupiter Software, Brian Watson, Dok, some painter dude, Planet Connect, Adrian Betts, Format, SUC, and all the people who we nicked news from...

Write to us at ***Crashed, 16 The Avenue, Manston, Leeds, LS15 8JN***, or call us on *(0113) 232 6726*, or e-mail us at ***crashed@planetconnect.co.uk***, or even fax us on *(0113) 237 4349*. We're living in a modern world!



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**ISSN** 1361 - 5505

# stuff

## WE LOVE BOB

Those of you who don't suffer from the frankly bizzarre 'I want a SAM but I'm damned if I'm going to buy one from the people who make it' disease may wish to know what *West Coast Computers* have been up to lately.

The most important piece of news is the release of the new drive upgrade kit. For a while now, West Coast have been selling a kit that allows you to replace or add an internal disk drive. The original version involved a lot of soldering and prodding around inside your SAM, but the latest model just needs you to put it together and screw it into your machine. The new kit costs £29.95 if you want to put it together yourself, or £39.95 ready assembled.

Unfortunately, due to a price rise in certain components, the SAM Elite with TV modulator has been discontinued. The version available now comes instead with a scart lead.

West Coast are also selling second-hand, reconditioned 512K Coupes (complete with manuals, disks, six-month guarantee and the like) for the rather impressive sum of £80 (plus £10 post and packing). Send an SAE to *Format*, and they'll send the prices.

## THERE MAY BE SLIGHT DELAYS...

Issue 8 of **SAM Prime**, the SAM world's answer to British Rail, has finally been released, a mere 18 months after issue 7. It's disk-only, in contrast to the earlier issues, which were on paper with a disk supplement. It's available now (now! Now! Not "Any decade now, honest guv", but actually now!) *(I'll believe it when I see it -Ed)* from **Persona** for £1.50.

Issue 8 is the final issue of *Prime*, but most of its features (although not the frankly rubbish punctuality) will be continued in **Blitz**, a new bi-monthly (hopefully to go monthly in the none-too-distant future) diskzine, edited by Steve Pick and published by Persona's Malcolm Mackenzie. *Blitz*, which will cost £2 and be out in March, hopes to produce "a good mix" of features and programs, and serious and games-y stuff, and anyone who wants to contribute something should get in touch c/o the usual Persona address.

*Blitz* will also continue the subscriptions of as many *Prime* readers as possible, although the state of chaos and confusion the *Prime* database was in may cause problems. Any ex-*Prime* readers who aren't quite sure what's going on should get in touch with Persona.

## GET IT HERE (THERE)

If you're having trouble getting hold of an elusive piece of software, you could do worse than to get in touch with the **Games Finder Service**, c/o James Waddington, 11 Finsbury Drive, Wrose, Bradford, BD2 1QA. For the sum of £2 plus the cost of the game, James guarantees to "... endeavour to track down any Spectrum software which you require". No SAE is required, and you don't have to pay anything until the piece of software is found. Sounds like a good deal to me.

## AS MENTIONED ELSEWHERE...

**We now have an e-mail address. For those of you with internet access, the address is crashed@planetconnect.co.uk and send it'll get directly to the Ed. *Planet Connect* is a lovely new cyber-cafe in Leeds (and I know the owner so I got the address for free) so if you live nearby, pop in. Some of the *Crashed* team may be in there!**

## CONSUMED BY EVERISS

Here are the dates for the next few **All Formats Computer Fairs:**

**FEB** 24 - Northumbria Centre, Washington

**MAR** 2 - Haydock Park Racecourse
3 - NAC (Royal Showground), Stoneleigh
9 - Bassetlaw Leisure Centre, Eastgate, Worksop
10 - Stantonbury Campus Leisure Centre, Milton Keynes
16 - NAC (Royal Showground), Stoneleigh
17 - Tolworth Recreation Centre, Surbiton
23 - Northumbria Centre, Washington
24 - Mitchell Theatre, Charing Cross, Glasgow.

As a rule, the fairs have sod all on the SAM/Speccy-specific front, but they're always a good source of cheap disks, labels, drives, leads and the like. Additionally, Derek Morgan of *SAM PD/F9 Software* generally has a stand at the **Haydock Park** shows, and *Format* (and therefore *West Coast Computers* and *Revelation Software*) sometimes have a stand at the **National Motorcycle Museum** shows in Brum.

## CHEAP STUFF

DCP Microdevelopments have found a stack of brand-new, original 16K Spectrums and ZX81s in a dark corner of their warehouse, complete with leads, manuals, tapes and the like. They're in mint condition, fully working and cost £20 for a Speccy and £12 for an '81, plus £5 postage. All cheques should be made out to D Palmer.

Incidentally, DCP are moving as of February 16th to: Edtson House, Bow Street, Great Ellingham, Attleborough, Norfolk, NR17 1JB, tel (01953) 457800.

Greenweld Electronics also have a considerable amount of cheap stuff available. As well as the usual general components, disks, bare drives and such, they're also offering +3 power supplies for £7.95, and untested SAM PSUs for £9.95 (or £4.40 if you order more than 100, although that's not a very likely scenario). And there you have it.

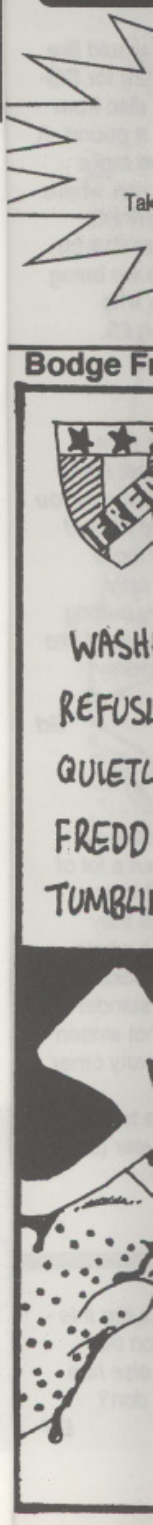
## DIVIDED WE STAND . . .

The **8-Bit Alliance** is a new user group run by Leon "Roy Jenkins" Brown of *Hammer PD*, assisted by Martyn "David Steel" Sherwood. It covers the Speccy and Amstrad CPC primarily, with a little coverage for the SAM. Membership costs £7.90 per year, which covers a monthly magazine (*Sinclair Computer User* if you've got a Speccy, *CPC Format* if you've got an Amstrad), a programming/hardware helpline and a series of free software packs, which are partly PD and partly contain exclusive stuff. At the moment the Alliance is in a fairly embryonic form, but we'll keep you posted on any further developments.

## FADE TO GREY

The SAM digitiser, promised but never delivered by first *SAMCo* then *West Coast*, is finally complete. Designed by Martin Rookyard of **Rooksoft**, it converts the signal from either the SCART or composite video socket (although not normal UHF output) to a 16-shade grey scale MODE 4 screen. Some example screens appear on the current *SAM PD* demo/catalogue disk (£1 from the address on the *Post Box* page), and, it has to be said, are looking pretty impressive.

The hardware (which comes complete with all the relevant disks, but no leads) is being sold on a non- profit-making basis by SAM PD's Derek Morgan. Derek is taking advance orders now, and the digitiser will go into production as soon as enough orders are generated. The price is £58.00, cheques payable to SAM PD.



## *FOR YOU, TOMMY, ZE VAR ISS OVER!*

**Color Draw** (sic) is a new art package from **Sintech**, but with one big difference - it eliminates the Speccy's infamous attribute clash. Well, sort of. It lets you use two colours per row of eight pixels (rather than two colours per 8x8 block), though the screen width is reduced to 128 pixels. You can also use BRIGHT and FLASH in the same way. It's quite an impressive piece of software, and at 11 quid on tape, Opus, Beta or +D/Disciple it's quite a barg, too. *Sintech* also have all of *Wizard Games'* (mail order), *Hit Squad's* and *Alternative's* (who are still producing games for *Sintech*, apparently) range available. Titles include Codie's *CD Game Pack*, **Domark's** *TNT 2* compilation, and Alternative's *Danger Mouse In Making Whoopee*. There's also *Sintech's* German mag, **SUC-Session** available, amongst other things. Send an SSAE to SINTECH, GASTAECKERSTRASSE 23, 70794 FILDERSTADT, GERMANY. Tel/Fax *0049 711 775093* (though that's not likely as it's in Germany).

**A conversation between a Z80 and a Pentium:**

**Z80:** What's 5+2?
**Pentium:** Six!
**Z80:** That's wrong.
**Pentium:** But fast!

Taken from *SUC-Session*. Hey, that's not bad for German humour, actually. (Well I liked it, anyway.)

ADVERTISEMENT

# 8BIT

**THE MAGAZINE FOR ALL 8-BIT COMPUTER USERS**

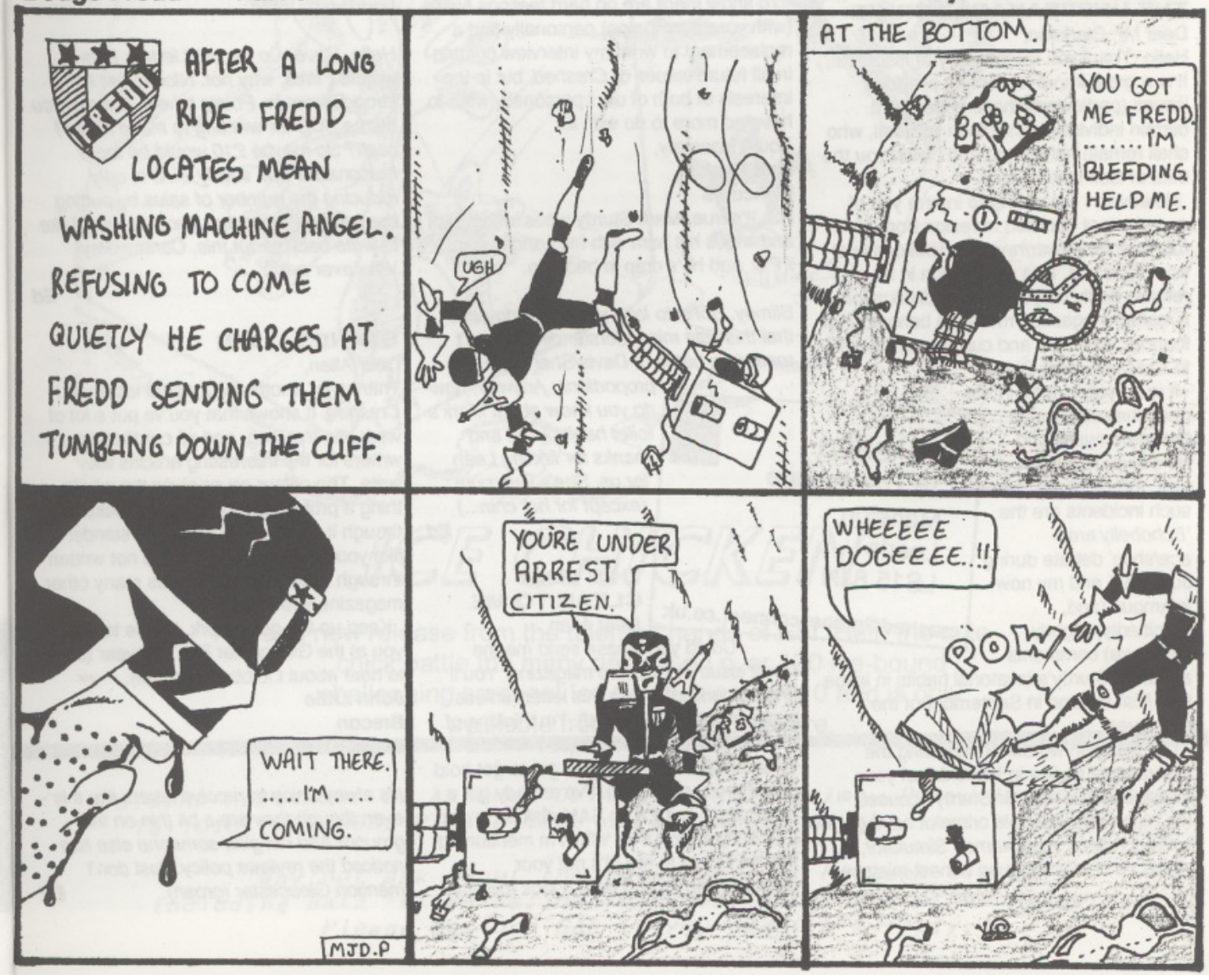
Yes, if you've got a CPC or a SAM
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# THE POSTIE'S SACK

**D'you know what? - you're doing a good job. Kind of. My postie keeps commenting on the amount of letters for Crashed which he keeps on having to deliver. Which is a good thing - we're getting letters. But we need more. Keep him busy, won't you? So send more letters - to irritate my postie if nothing else.**

### THE UNSPEAKABLE CRIME

Dear Mr. Clarkson,
Hello. Thankyou for the copy of Issue 13. It is a great improvement on previous issues (particularly those edited by a certain individual other than yourself, who shall remain nameless) and I wish you the best of luck in the future.

However, I am writing to inform you of my reluctant decision to resign from my role as interviewer/reviewer/libellous twat from *Crashed*. This resignation in no way reflects badly on you as an individual or *Crashed* magazine, more the behaviour of founder, ex-editor and current contributor to *Crashed*, Mark Sturdy.

It is no secret that, in the past, the relationship between myself and Mr Sturdy has been, well, turbulent; just two such incidents are the '*Echobelly* are ace/shite' debate during July 1995 and my now-infamous (and, admittedly, slightly immature) comments about Mr Sturdy's lavatorial habits in issue 9 of *Fish* fanzine in September of the same year.

The situation worsened following the *Fishpaste 2* review in Issue 8/9 of your magazine, in which Mr Sturdy accused me of the unspeakable crime of having written *What's Your Name? Simulator*, which he claims to be an honest mistake but I believe to be a deliberate insult. Obviously, this state of affairs could not continue, so towards the end of last year I wrote to Mr Sturdy, offering the olive branch - as it were - in an attempt to save the Spectrum community from certain destruction. Mr Sturdy agreed to a full apology in Issue 13 of *Crashed*, and the matter was over. However now that cretinous imbecile has gone too far, having chosen to deliberately ignore the opportunity to solve the matter and instead intentionally insulted me. HE SPELT MY NAME WITH TWO 'T's. Two 'T's! Two fucking 'T's! How unbelievably moronically STUPID can you get?! EVERYONE knows my name's spelt with ONE 't'!

To show there are no hard feelings I will (with your permission) personally find a replacement to write my interview column in all future issues of *Crashed*, but in the interests of both of us, I personally wish to have no more to do with it.
Yours sincerely,
**Matt Beal**
**Mancunia**
PS. It's true: Mark Sturdy wees in the bath and wipes his bum with his hands.
PPS. And he's crap in bed, too.

*Blimey. Sorry to lose you Mat. I do hope that this little misunderstanding doesn't result in a battle of Davis/Sherwood proportions. Anyway, how do you know about Mark's toilet habits? Oh, and thanks for finding Leah for us. She's very cute (except for her chin...)*

***Ed***

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crashed@planetconnect.co.uk

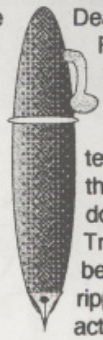
### THIS ISN'T CLEAR TO ME

Dear Allan,
Could you please send me the latest issue of *Crashed* magazine. You'll find a pound coin with this letter (unless some blighter's nicked it!). I'm thinking of joining the Speccy scene (as I'm in the SAM scene at the mo), just got to get hold of a Speccy now (tsk!). I've already got a small demo but it's on SAM disk so I need a Speccy to port it to. Why I'm mentioning this isn't clear to me (it's not your problem!), so I'll end here. I look forward to getting my issue, ta ta...
**Wayne Coles**
**Gloucester**

*Of course it's my problem. Here at* Crashed, *your problems are my problems. We'll have a group therapy session where you can discuss this unfortunate situation and try to come up with a remedy. Wednesday, 3pm sharp - don't miss it. Yes, that's right* - Crashed - *the caring, sharing mag. (Soothing music.)*

***Ed***

### GERMANY WOULD COST UNDER A POUND



Dear Crashed,
Perhaps Thomas from SUC would like to explain why he charges £20 for SQ-Tracker. Sending a tape or disc from Germany would cost under a pound. A ten page manual had better be more than 5 sheets of photocopies - so where does the other cost some from? SQ-Tracker is very good but it's not £18.50 better than SoundTracker! Are we being ripped off? I heard that the guy who actually wrote it was only asking £3.
**Dave Fountain**
**London**

*Hello, Dave. Do we print letters from writers? Well, why not. Nice to get some strong views in. Points taken, but can you blame SUC for wanting to make a bit of cash? So maybe £10 would be more reasonable, but surely SUC is only reducing the number of sales by putting the price up? Perhaps Thomas would like to write back about this. Controversy! Whatever next?*

***Ed***

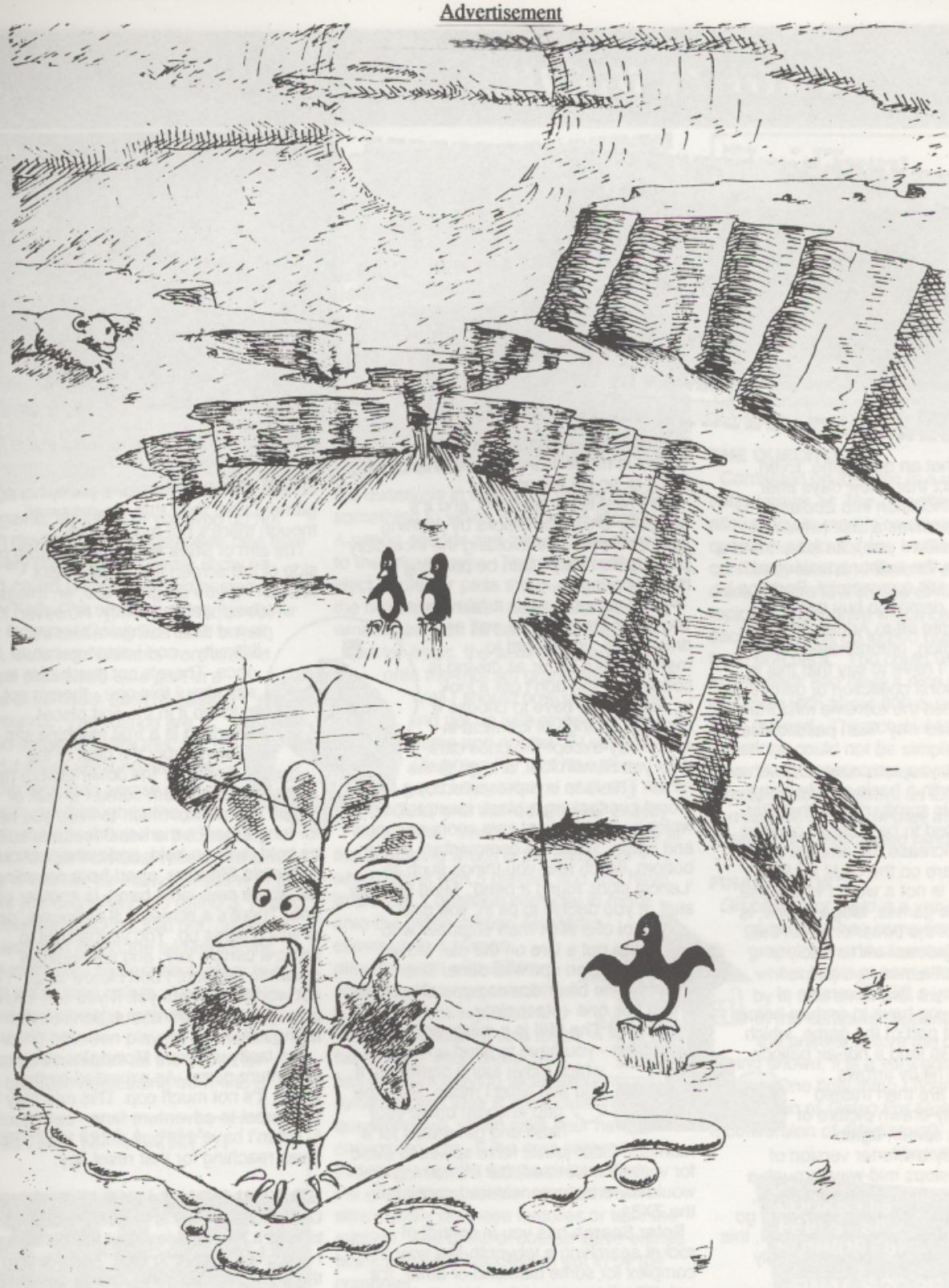
### STANDS I LIKE

Dear Allan,
Thanks for another wonderful issue of *Crashed*. It shows that you've put a lot of work into the mag, and all credit to your writers for the interesting articles they write. The colour cover gives the whole thing a professional feel, and it looks as though it could be on the news stands! I like your reviews, too - they're not written through 'rose tinted specs' as many other magazine's reviews are.

Keep up the good work. I hope to see you at the Gloucester Fair this year (sorry to hear about October's antics!).
**John Little**
**Brecon**
**Wales**

*It's always nice to receive letters like this - even though they are a bit thin on the ground! And I'm glad someone else has noticed the reviews policy. Just don't mention Gloucester (groan).* ***Ed***

Advertisement



# ICE CHICKEN

A brand new release from the talented hands of ESI. Help the cute chick battle the many nasties on over 130 ice-bound challenging screens! Ice Chicken costs £10 and is only available from Persona Software.

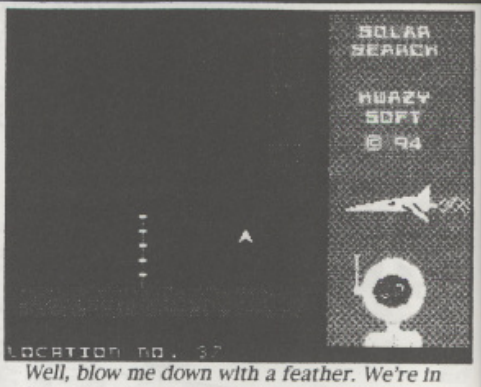
Persona Software, 31 Ashwood Drive, Brandlesholme, Bury, Lancs, BL8 1HF
Tel:0161 797 0651 Please make cheques/P.Os payable to M. Mackenzie

Why not ask about the full range of Persona titles?
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Please enclose SAE if you require a reply.

# Rat Salad 1

BY Adrian Betts / Kwazy Soft
PRICE £2
AVAILABLE FROM 8 Healey, Tamworth, Staffs, B77 2RF
OUT Now

Review by Gary Coulsen



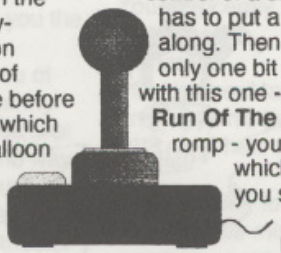

*Well, blow me down with a feather. We're in location number 37! Now there's a thing. Who'd have thought it, eh? Etc.*

**Rat Salad**. What an odd name. Even odder is the fact that a few days after reading of it's inclusion into *Zodiac*'s PD library, Allan receives a disk (which he gives me to review - pah), an advert and a nice letter from the author speaking of it as though it is still commercial. Perhaps it is. Should you decide to buy this compilation, write off to Adrian himself.

But that situation, unfortunately, isn't likely to occur. I have to say that this is probably the worst collection of games that I've ever had the extreme misfortune to play. I can see why Allan passed this one on to me!

Upon loading, you are presented with a menu screen with a basic scrolly along the bottom. This scrolly claims that *Rat Salad* is intended to be a series of disks which aim to increase the amount of "quality" software on the SAM for little outlay. Quality is not a word I would use.

The first of the games, **Mega Game**, is probably one of the better ones on the disk. You are greeted with a badly-drawn picture of a man in a balloon accompanied by a BEEP version of *Telstar*, which you have to endure before playing the first part of the game, which involves trying to land a hot-air balloon without getting hit by arrows. Very odd. You are then treated to another badly-drawn picture of a wizard and a spider, again accompanied by a shorter version of *Telstar*, which stops mid-way through a bar. Part two of *Mega Game* sees you, again as a wizard, get keys and, erm, go through doors. Basically. To it's credit, this part isn't badly programmed and *could* be good if it wasn't in mode 1 and quite as repetitive. But it is, so it's not good.



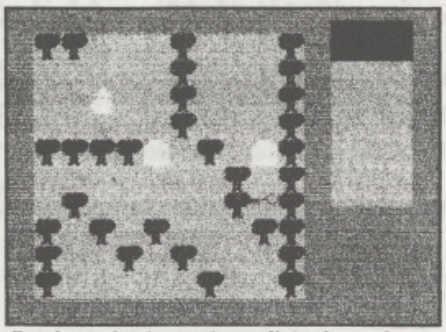
**Sid Frost** is number two, and it's basically 'crush the blocks by pushing against them while avoiding the incredibly predictable nasty'. Can be puzzling - mostly boring.

**F1** is next - a formula 1 "sim" where you get to "manage as well as drive". Yes, you do get to manage - but as far as driving is concerned you don't get a look in. Firstly, you have to choose a car from a range of identical-in-every-way-except-the-price cars, then you fill with fuel, and go to the races. The race is represented by a UDG crowd overlooking a black racetrack along which some identical cars zoom past now and again. There's a commentary at the bottom, which tells you things such as 'Lancia skids round a bend'. Mind blowing stuff. If you decide to pit in, you gain control of a stick-man engineer who has to put a tyre on the car. Move along. Then up. Well done! There's only one bit of steering you should do with this one - steer clear.



**Run Of The Mill** is a mildly enjoyable romp - you have to jump up gaps which move along platforms, if you see what I mean. Miss the gap and you bump your head and get dazed for a moment. Later levels have spikes to avoid for variation. Not bad, but it's nothing that would have been considered special on the ZX81.

**Solar Search** has you in control of a rocket searching a labyrinth-like space complex for some diamond or other. It's not difficult to control the ship - there's no gravity - and apparently there's only one crystal, which makes for a pretty boring game. Other than that, it works well, though there's not much to do.



*Derek was having a nice walk in the park when, to his horror, he realised he was dressed in a wizard's outfit.*

The aim of **Stick Man** is to get from one side of the screen to the other. But hampering you progress are, er, things, which appear randomly. However, I played it for a while to test it's difficulty - and I didn't get stuck once. There's not much else to say about this one - there's not much to it in the first place!

**Sterling** is a fruit machine sim - and is arguably the best of the bunch, if only for the Joker picture (from *Batman*) nicked from some PD disk or other. There's not much to keep you here for long - there's the usual features such as hold, er... un-hold, and... that's about it.

**Electric Flowers**, apart from sounding like some crap indie band, is another odd one. There's a screen-full of flowers, one of which lights up. You've then got to press a certain key, and something's meant to happen. I don't know what - I've not worked that out yet. If you can figure out what this one's about, don't bother telling me.

And lastly we have **Moongleam**, an adventure game. As expected by this stage, it's not much cop. This one may be of interest to adventure fans - but I doubt it. I didn't have this one on for long before I was reaching for that reset key.

## SO YOU DON'T LIKE IT THEN?

Do I heck. It really is terrible. I don't *want* to give it a bad review, but there's no way I can give it anything else. According to the advert Adrian sent, *Zodiac* gave this 75% - are they on drugs or had someone inserted the wrong disk? Anyone must be a bucko looney to give this anything over 40%. The sound is all BEEP - not even good BEEP, the graphics are UDGs, the font used it terrible and the programming is amateur. Spend your money on something that'll last longer - twenty *Wham!* bars, or something.

LOOKS - 19
FEELS - 32
SOUNDS - 21

FINAL SCORE - 32

### LEAH

I can really sympathise with Gary having to write the review of this. When he gave me the disk I thought he might have been underrating the game. The disk label was a printed Turbo PD one, after all, and it looked rather nice. The data on the disk itself isn't quite as good, though. In fact, it's terrible. I'm not going to beat around the bush on this one - it depresses me. This was released a few YEARS after the likes of *Prince Of Persia* - how can anybody accept *Rat Salad* after this amount of time? The graphics are just acceptable, sound terrible... Look, do I have to go on? No? Okay, then, I hereby give Rat Salad One the final score of...

36

# Grubbing For Gold

**Review by Mark Bennett**

BY Dave Handley/Matt Round/Steve Pick/Tom Kincaid
PRICE £9.95 (£8.95 to INDUG/FRED members)
AVAILABLE FROM Revelation Software
OUT Now

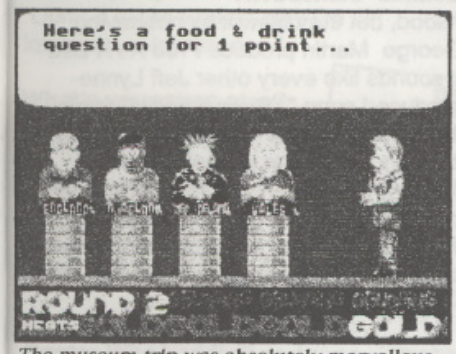
This game, for those of you who do not watch daytime TV, is a complete piss take of a very crap and naff game show on BBC1 called *Going For Gold* hosted by Henry Kelly (the smarmy smeg head).

The format of *Going For Gold* is that idiots, ahem, contestants from around Europe are invited take part in a series of contests each consisting of 3 rounds. The rounds are played something like this: in round 1 there are 4 contenders and the idea is to amass enough points to get through to the next round - the one left at the end is out. Round 2 is an individual round, the aim being to answer as many questions in a row as you can to get into round 3. Again, one contestant is knocked out. In the third and final round the two remaining contenders play against each other to be first to score nine points. This round is scored by a strange method of the play alternating between players as the tine counts down as well as the points for each question decreasing from 4 to 0. All the questions in this stage slowly describe something to which it has to be identified. A wrong answer and 'play' is transferred to the other player. The player losing can elect to play or pass the question over to the other one. Like I said - strange. The winner gets naff all but moves into the quarter finals, the semi-finals and then onto the (not so) grand final.



Well I should now stop waffling and get on with reviewing the game and not the TV version. *Grubbing For Gold* is a very good interpretation of *Going For Gold*, and the rounds play exactly the same. There is an added round at the beginning which is the eliminator which starts with 5 players and you have to answer 1 question correctly to move onto the game proper. *Grubbing* allows up to 4 human players, each with different controls. You can select from 6 different looking faces and 15 national flags (a nice touch here is that each character has different moving facial expressions). Another good idea is the inclusion of a questionnaire, which asks your name, occupation, etc. If the data entered matches a built in database then during the game the presenter may comment either nicely on these features or take the mickey. You could of course leave entries blank to have a suggestion put in by the computer.

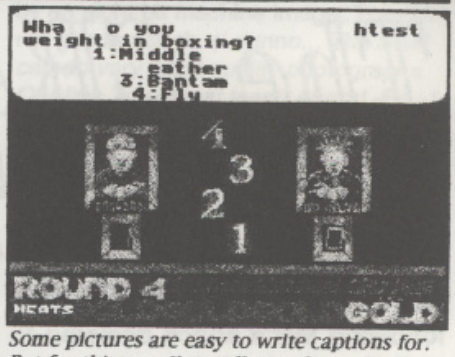
In *Grubbing* you have to advance through 4 complete sets of rounds to win the final and the "dream prize". Any multi-player games do however end after the first "show", so if you're playing a couple of friends and you're a brainy sod then the others could feel left out as you go on to win.




*The museum trip was absolutely marvellous - there were four painted busts and a statue of a man with only one arm.*

**ALLAN**

What an odd little game this is. I first played it with Terry Ekins at Edinburgh, and it was quite good fun. With one player, it's not much cop - this type of game never is. But get a few friends 'round and the whole game is drastically improved. The animation is lovely, the music is very good, and the sound FX are adequate. The question difficulty is just right, and the game is enjoyable. However, it probably won't hold your interest for very long. After a few games you'll get a bit bored and end up playing 2-player Exodus, or something. Nice, but nothing special. 65




*Some pictures are easy to write captions for. But for this one, I'm really stuck.*

## THE QUEDITOR

Contained on the disc is a very handy utility known as *The Queditor* which allows you to modify or create new question packs for use in *Grubbing*. You can easily load and save to and from discs. There is a choice of nine different topics or categories which can be held on each pack, and up to 600 questions can be in one pack. You could use all topics in one pack and have a nice mix, or have one topic with about 600 questions in one pack instead. The actual adding of questions could not be simpler. All you have to do is enter the questions and three possible answers as long as the correct one is first. In play the order of the answers are rearranged randomly.

## FINAL VERDICT

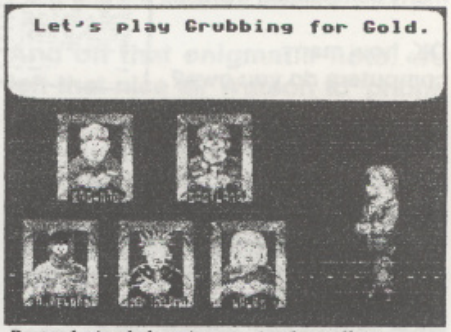
*Grubbing For Gold* is a very enjoyable game, and has some very good graphics that makes it nice to look at whilst playing. I was instantly taken by it, and even with the small niggle of the computer opponents knowing the answer before the question has being shown, it is a very good game (show). One final thing - now there is a conversion of *Going For Gold* will we see a conversion of *Gladiators*?

***Mark B's Score - 83***

Seal Of Approval

LOOKS - 85
FEELS - 80
SOUNDS - 82

FINAL SCORE - 74




*Bert admired the pictures in the gallery. Apparently, they were Henry VIII's six wives, but to his dismay there were only five. Tsk.*

# The CRASHED Interview

## Brian Watson

### Editor of 8Bit magazine

**Hello! I'm Leah M Wetbat and, following Mat's shock decision to quit Crashed, I'll be writing the interview column form now on. Don't worry, this change of writer won't see any drastic changes, in fact to get myself in the mood I'm wearing pair of Mr Man socks and listening to Kingmaker as we speak. I've also dumped a load of week-old underwear on the floor, stuck up a few tatty posters of indie bands, and my grating Mancunian accent and *leaning against the wall of a pub looking moody* technique will be perfected any day now. So, here's** Brian Watson **from *8Bit* magazine to answer some bloody stupid questions about Spectrums, alcoholic lemonade and Pulp. Huzzah!**

**In words of one syllable, how did you start your computer-related activities?**
"I needed a computer for my job when I became a self-employed salesman in the gift trade. The magazine started when I was using a CPC and realised the Spectrum news-stand mags were gone, and there was a need for a general 8-bit magazine. My biggest worry was that I'd for every article I'd alienate three-quarters of the readership. Aren't you going to ask me how many computers I own?"




**OK, how many computers do you own?**
"*(Counts)*...Five. My favourite's a CPC 6128."

**What's your favourite Speccy game?**
"*Laser Quest*, that's one I go back to and back to; being old, I need a game that moves slowly."

**More importantly, what're your favourite books?**
"*The PG Wodehouse Golf Omnibus*, and *Illuminatus* by Robert Shea and somebody else. *(really enthusiastically)* It's the most brilliant, mad SG book ever, really literate and literary with loads of jokes. It was really a predecessor to Terry Pratchett, but more literary than his novels."

**Favourite films?**
"I'm a bit of a film man, so it's difficult to choose one favourite. Um... *(pauses for a while, before triumphantly making his decision)* *Pulp Fiction* , that's got to be the best. After that, *It's A Wonderful Life* - brilliantly optimistic. Thirdly? Once you get to third favourite, people start to try and enhance their reputation rather than what they honestly think... but mine's probably *A Day At The Races*, one of the Marx Brothers' films, the sort of thing that gets put on at three o'clock in the morning over the Christmas holidays."

**Favourite records?**
"My favourite is *12 Dreams of Dr Sardonicus* by *Spirit*."

**Er, I don't think I've heard of that one...**
"Well, it came out in 1968, so I'm not surprised. It's a bit *Blur*, a bit *Oasis*, a bit *Pulp* - the sort of thing that those bands nick stuff from nowadays. It was from the days when lyric writing was more important than music - I think that generally the standard of music's improved and the writing's got worse. My second favourite is Pulp's new one. I can't remember what it's called just at the minute."

***Different Class.***
"Yes! Excellent song-writing at last. There's a band that struggled to get decent songs to work with decent lyrics, and they've finally managed it."

**Do you think it's better than *His 'n' Hers*?**
"Yes. They needed *His 'n' Hers* to get the confidence to experiment with more diverse stuff." *(Brian obviously hasn't heard* Separations, *circa 1992. -Leah)*

*(Nobody cares. Nobody at all.-Ed.)*

**Can you do those Magic Eye things?**
"Yes."

**If you were going to put an ad in one of those Lonely Hearts things, what would it say?**
"*(Deliberates over this for a fashion)* warm hearted dwarf with sense of humour seeks over-sexed similar."

**Are you a fox or a hedgehog?**
"A pig."




**What do you hate?**
"Intolerance. No, I really mean it. *(Assumes 'old fart' voice)* I think the world would be a much nicer place if people were more tolerant of others."

**What was the last illegal thing you did?**
"Parked on a double yellow line. No! Driving in fog without adequate tail lights. Yes, it is dull. It's not the MOST illegal thing I've ever done..."

**Who's better: Blur or Oasis?**
"Blur, easily. By many miles. Oasis couldn't write a decent song - they deserved everything they got from Mike Flowers."

**I hear he's done a version of *free As A bird* now. What did you think of the Beatles' comeback?**
"Good, but they blew it by not having George Martin produce *Free As A Bird* - it sounds like every other Jeff Lynne-produced song." *(Does it hell. George Martin's hearing is going, all respect to him, and everyone except Paul Mcartney considered it best to have Jeff produce it instead. But Paul was so impressed that he has since asked Jeff to produce his next album. So nyuurrgh! -Indignant Ed.)*

**Will Charles be King?**
"Will he, or should he? Will he? Yes."

**Should he?**
"Totally irrelevant. I don't care, but I'd rather Diana was Queen than he was King."

**You're 'on her side', then?**
"In a world where royalty are celebrities, she does it better than him. I don't care whether she or he goes to a hospital -

**Favourite flavour yoghurt:** "Muller Light Berries Assortment."
**Favourite part of the body:** "The nape of the neck. All the others smell or are the wrong size."
**Favourite item of clothing:** "I'll be controversial - a holster. I used to have one, and a gun to go in it..."
**Favourite drink:** "Southern Comfort, without a doubt. What goes well with another Southern Comfort? Another one."
**Favourite place:** "London. It's got everything, like an encyclopedia. When I was about eight I had a friend whose mother was a stripper in London, and we used to meet her after work, outside a seedy revue bar at six o'clock in the morning, and went for bacon butties... *(Gets all nostalgic)*"
**Favourite swear-word:** "I don't want to swear!"
**Favourite non-swear word:** "Guffin. What does it mean? Er, I think Martyn Sherwood would probably describe Andy Davis as a guffin, and vice versa. A well meaning but ultimately useless person, like Bertie Wooster." **It's from PG Wodehouse, then?** "Yes; it's the twelfth word of the second story in The Golf Omnibus. It's quite sad, isn't it?" *(Very. -Ed.)*
**Favourite decade:** "The sixties, definitely."
**Least favourite decade:** "The thirties. I wasn't there."

I've has some experience of that sort of thing, and the amount of preparatory work that goes in beforehand makes it all a waste of time. Charles was born a year after me, and I think I've made a better job of my life than he has of his."

**Well, quite. We're not interviewing HIM, you notice. How much do you weigh?**
"*(Having finished passable impression of the Prince of Wales)* About eleven and a half stone. Now, I'd rather you asked me that question BEFORE Christmas..."

**What's your star sign? And does it have any significance?**
"Libra. It might explain why I'm so intolerant of intolerance."

**What's your shoe size?**
"I dunno. Wide fit."

**What would you like to be reincarnated as?**
"Princess Diana's next dose of thrush."

**Who was the best *Doctor Who* baddie?**
"The Cybermen, I think."

**What question would you most like to be asked in this interview?**
"Am I as nice as people say I am?"

**Are you as nice as people say you are?**
"No. Oh, and another question I'd like to be asked is how old I am, 'cos everybody who rings me says I only sound about eighteen. I'm 47."

**You're as old as me dad! Can you sing?**
"Yes, and well. I've sung on the radio."

**Can you whistle?**
"Yes. *(Whistles a few bars)*"

**Can you play a musical instrument?**
"Yes, bass guitar."

**Are you any good at it?**
"Yes, brilliant. No, actually, I'm dreadful. I'm the worst in the world, and I'm proud of it."

**Have you been in a band, then?**
"I am at the minute. *(Ironically)* We're working on our repertoire."

**How do you see the future of the Spectrum?**
"Steady and unspectacular, like all eight-bits."

**Is your computer work lucrative?**
"More money comes in than goes out, but I don't make a profit if you take into account the time spent. The eight-bit business is not big enough for me to give up my day job."

**Should Allan pose naked on the cover of Crashed?**
"Absolutely!" *(Oi! -Ed.)*

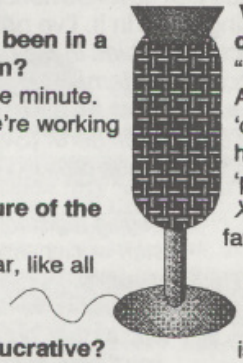
**He was going to superimpose his head onto some hunky model's body...**
"That's cheating." *(Erm, no, it's... artistic license! -Ed.)*

**Why wasn't the SAM a success?**
"A lack of preparation It should have been a success, but it had a very poor launch, they shot themselves in the foot. It could have been a world-beater. It's the same thing with the new PCW, if they launch that properly it COULD be successful."

**Any comments on the new wave of Speccy porn demos?**
"As I wrote in my own magazine, I don't believe anybody is going to be turned on by an eight-bit machine image. They're not good enough. *(I dunno... The SAM can do very good quality photographs. Of Alton Towers, at least. Ahem! -Ed.)* I suppose people collect them because they're there. I think it's pointless, but I've never been turned on by that sort of girly magazine thing."

**What do you think of this alcoholic lemonade stuff?**
"It's excellent! Brilliant!"

**You don't think it's just a cynical marketing attempt?**
"Of course it is, they should have done it years ago. Somebody very clever in Australia's sat down and worked out a way to market an attractive alcoholic drink, 'cos most of them taste like horse-piss. It's a very nice brew."



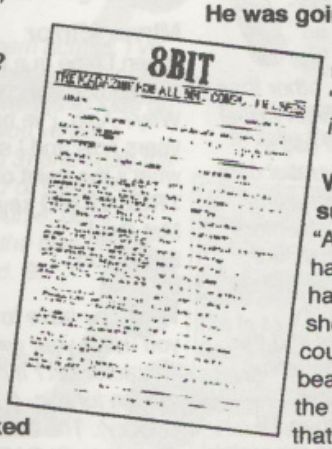
**What are you like when you're drunk?**
"*I* - in italics - think I'm very funny. And I think I'll have to finish there 'cos I've been handed a list of about half a dozen people I've got to 'phone. And I wanted to watch *The X-Files*. Did you ask me what my favourite TV-programme is?"

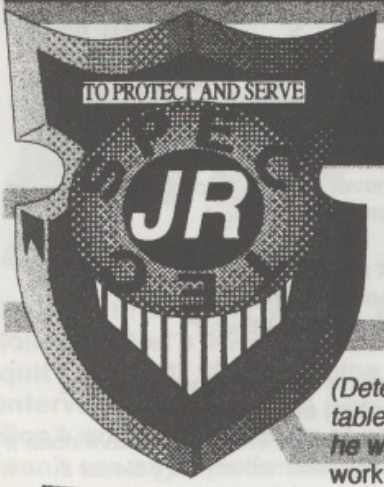
**No, go on.**
"*The X-Files!* I think the new series is a lot funnies, like that scene in the last episode *(The 'Freak Show' one. -Leah)* where the man with the growth on his stomach was staring at Scully's boob, and she was staring at his growth, and they both got embarrassed."

**One last question (at Brian's instigation): who'll be Prime Minister in 1997?**
"I know who'll be Prime Minister in *1996*: Tony Blair."

**Good. Even though I think he's a bit of a tosser.**
"He's the best tosser in the business, and I say that somebody who, for reasons too complicated to go into at the minute, is a member of the Conservative Party *and* the Labour Party."

**And on that enigmatic note, we left that nice Mr Watson to 'phone some people and miss *The X-Files*. (In case you were wondering, Brian, Mulder and Scully got stuck on a boat somewhere in Northern Europe and aged about two hundred years in two minutes.) Next issue, Terry Ekins of Jupiter Software (if he isn't out next time I ring him).**






Got a problem? Get it solved! With

# SIMON COOKE

# SPEC TEC junior



When we last saw Spec Tec Jr, he was being whisked up into a flying circus tent by some strange looking clowns. Now he returns...

*(Detective can be seen scribbling into a diary on a hard metal table. Spookily enough, a rather macho sounding voiceover starts up as he writes).* It's been quite an astounding couple of years since I last did any real detective work. What, with being picked up by a flying big-top, and going off into space with the Killer Klowns, I've been in some amazing scrapes. *(Knock at the door.)* Yes, what is it? Really? You're quite, quite sure? Well, knock me down with a feather! It's earth! *Earth!* Terra Firma! At last, I'm back home where I belong! I'm not going to ask how it survived being demolished to make way for a hyperspace bypass, because that might expose a fatally obvious plot flaw. Obviously I'm in a parallel universe. Though hopefully one with some amusing jokes in it. I've got loads of candyfloss if anyone wants some too...

*(Detective fumbles in his pockets for the key. Luckily he finds it, and after a few minutes of unsuccessful attempts, finally opens a familiar looking door).* Even after two years, this place is still here! And it hasn't been smashed up, used by squatters or vandalised! *My swivel chair's still here! (Swoon.) I can set up business again! (Detective falls to the ground as a brick crashes through the window and hits him square on top of the hat).*

## FULL THROTTLE

Here's a few questions for you...

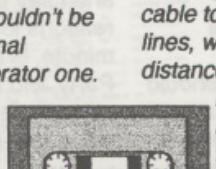
1. Concerning your accelerator board, would the SAM's internal processor be used, or would it be totally bypassed by all operations?

2. Have you any idea how to hook up a PC style tower so that it would be possible to have any expansion cards, ie. the Quazar, Hard Drive, etc. inside the tower as opposed to cluttering up the back of my SAM?

**Mark Bennett,**
**Leeds**

*1. Well... this is something which Martin Rookyard and I have looked long and hard at since I came up with the idea. Bruce Gordon even threw in his 2p's worth at the first Gloucester show as well, but all in all, the answer which we came up with eventually was that it wouldn't be possible to use the SAM's internal processor as well as the Accelerator one.*

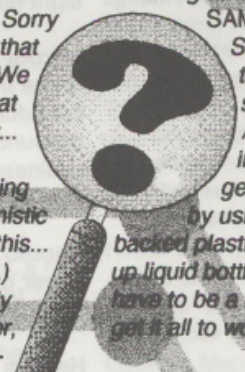
*The problem is along these lines: To accelerate the SAM, what we're doing is letting a faster processor override the normal one. In order to speed-up existing software, we've had to do our own versions of the SAM's memory paging hardware - we have to emulate the HMPR and LMPR registers. Now, what we could do is let the existing Z80 inside the SAM carry on running, but if the external processor tried to access the memory at all, it'd get confused if the internal processor altered the memory paging registers in any way, and would start writing erroneous data all over the memory.*



*Thus, we've decided not to do it. Sorry and all that, but it's just something that you'll have to learn to put up with. We think we can get it up and running at a speed of at least 18MHz anyway... isn't that fast enough?*

*2. There's a slight problem with doing this (oo-er... I do seem a bit pessimistic don't I? First the accelerator, now this... I really must take more happy pills.) You see, the SAM's PCB is actually too big to fit in a PC case - or rather, it's too big to fit in a standard desk-top one. As far as actually physically plugging it in, I can't see any real problems with doing it, other than that you might have a problem with signal skewing. This occurs when you use a cable to take signals such as parallel data lines, which change quickly, over a ling distance. The longer the cable, the more likely it is that some signals will reach the end of the cable before the rest. You also get nasty problems with reflections and the like, and if you've got something which creates lots of Radio Frequency Interference (RFI), then it'll probably make the signals go all the more wonky. If you want to give it a go then please do - it has been done, and the results are generally okay, but I'd recommend sticking some buffer chips on there to boost the signals, and also put some resistive termination on the lines at the tower end (this is usually a picofarad capacitor and a resistor to ground).*

*Having said all that, Derek Morgan of SAM PD has put one of his SAMs in a PC case - he had to hacksaw off the MIDI section to get it to fit, though. And he seems to spend an inordinate amount of time getting keypresses to register by using bits of metal, sticky-backed plastic and a couple of washing-up liquid bottles. Try it and see, but you'll have to be a really determined hacker to get it all to work.* **SI.**



## Mirror Mirror

When I type in a long BASIC program, sometimes the character set goes funny. Why? Also, I've had a Speccy for about 7 years now and I still can't work this out: what's the point of the **INV VIDEO** and **TRUE VIDEO** keys?

**Mat Beal**
**Stockport**

*What you have to ask yourself is this: Are you using your own user-defined character set? If not, I really can't see a reason for this. (I assume you're using a Speccy). The best thing that you can try dong is to CLEAR the memory just below the character set. If, say, you put it at address 64000, you'd do a CLEAR 63999. That'll make sure that as the program gets bigger, it doesn't overwrite your custom font.*

*As far as I've been able to work out, the*



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to work out, the

*only point whatsoever of the Inverse Video and True Video keys are to put something on the top-left corner of the keyboard. Without them, it'd slant, look lopsided, and generally aesthetically unpleasant. Whereas some people have said in the past that they're for easy highlighting of text when you're typing REMs in long BASIC programs, we know better, don't we? Without them, the keyboard would probably fall off. Simple when you know how!* **Si.**

### Multiface Mysteries

I've got a Multiface 3, a +3, and a tape version of *Nigel Mansell's Grand Prix*. How do I stop it asking for the tape after each level? And I've seen games on CD ROMs for use with emulators on the PC, but is there a way of getting these programs back onto the Spectrum?

**Robert Chilton**
**Brownhills**

*I seem to remember that* **Lerm** *or* **Kobrahsoft** *advertising programs that could get around multiload systems like this, but if you can't get hold of one of these programs, I'm afraid you'll find yourself a bit on the stuck side - there's no other way around it, other than hacking the game to bits using the* Multiface Toolkit. *If you're a hacker, give it a go. May I recommend that in order to make the process less painful, you get yourself a nice hot cup of tea, a few biccies, and a walkman playing your fave tunes. Other than that, there's not much you can do, other than grin and bear it.*

*As for the CDs, the short answer is not yet. I don't really condone these CDs anyway - they've not asked anyone's permission to distribute and copy the game. I'd be interested to see exactly what* Ocean *et al do about it. I might write them a letter actually...*

*And as for converting them across, I've had another think (and another shot of the ol' red eye) and the easy way is to load up the snapshot into* **Z80** *(if you've got a registered copy of version 3) and snap the game to disk using the* +D *or* DISCiPLE *emulators - but that, of course, does assume that you can get the files off the +D disk at the Speccy end.* **Si.**

### Puddles Of Water

When will you finish *Statues Of Ice*?

**James Curry**
**Bidford-On-Avon**

*Alright. Who put you up to this? It was the Mob wasn't it? Or Cap'n Spencer? I have my rights, you know! I have lawyers! I have... erm... no excuses... (Detective skulks off quietly into a corner to plot his next move...)*

# CRACKED!




### Screen Conversion

I can load Mac picture files into my SAM no trouble, and the pictures end up as 4-bit BMPs on the SAM, but my Mac converts them down to four bit wrongly. As far as I can tell, instead of putting 2 pixels in one byte as the SAM does, it puts a pixel in each byte and leave the last four bits alone. How would I go about writing a program to convert the first four bits from two bytes into one byte, thus making the screen SAM format?

**A. Watt, Leicester**

*(Intrepid detective removes his trilby and dons his coding hat). Right, this is going to take a small program, so here's one that I prepared earlier. It makes the assumption that the data you're squishing back together is SAM screen sized already (ie 256x192), and is all stored in one big lump - just like the SAM screen display...*

```
        ORG 30000       ;Put the routine just after BASIC. Don't forget
        DUMP 30000      ;to CLEAR 29999 beforehand!
start:  EQU &8000       ;The data is loaded in at 32768 (as BASIC would
page:   EQU 1           ;see it)

        LD HL,start     ;point HL to the start of the bitmap
        LD D,page       ;and D is the page it's stored in
        EXX
        LD HL,start     ;same again
        LD D,page
        LD BC,24576
loop:
        LD A,D
        OUT (hmpr),A    ;page in the data
        LD A,(HL)       ;get the Mac graphic data
        AND &0F         ;get rid of the upper 4 bits just in case
        ADD A,A
        ADD A,A
        ADD A,A         ;multiply the value by 16, so it's now in the
        ADD A,A         ;upper 4 bits
        LD E,A          ;and store it for later use
        INC HL          ;move to the next graphic byte
        LD A,(HL)
        INC HL
        AND &0F         ;again we mask off the bits
        OR E            ;merge it with the previous byte's pixel data
        EXX             ;swap register sets
        LD E,A
        LD A,D          ;page in the page we're putting the data into...
        OUT (hmpr),A
        LD (HL),E       ;and now store it in memory
        INC HL          ;move on a byte ready for next time
        BIT 6,H         ;have we crossed a page boundary?
        JR Z,nox2       ;jump if we haven't
        RES 6,H         ;bring us back into range
        INC D           ;and increment the page number
nox2:   EXX
        BIT 6,H         ;check we've not crossed a page
        JR Z,nox        ;boundary on the OTHER pointer, and
        RES 6,H         ;fix it if we have...
        INC D
        DEC BC          ;have we run out of bytes yet?
        LD A,B
        OR C
        JR NZ,loop      ;if not, go and do some more
        RET             ;that's all folks!
```

*The documented source code should be reasonably obvious to follow... What is does is to take the data, mix it with the data of the next pixel, and store it as one whole byte in memory. Hope that helps!* **Si.**

## COOL IT - I'M ON THE CASE

*(Detective woozily comes round).* Who am I? Come to think of it, *where* am I? Hang on, there's a message wrapped round that brick! "Simon: get out of towyn or else we'll send duh boyz round!" Hmmm... either whoever wrote this is really bad at spelling, or I'm in North Wales. Looks like I've no sooner been back five minutes that I've made some enemies. Nothing new there, I suppose. Hang on though - I recognise that hand writing. That's Captain Spencer's scrawl! I've seen it before on some of my parking tickets and death threats! But why would he be threatening me? The mind boggles!

Remember: No case is too big, too small, or too menial & depressing for Spec Tec Jr! Send your queries, quibbles, problems and posers to the usual address, or contact me direct: **Simon "Floppy Hat Wearer" Cooke, 18 Braemar Drive, Sale, Cheshire, M33 4NJ.** Or! If you use that new-fangled technology which is the Internet, you can *email me* - yep, that's right, you can *email me* at **entropy @jumper.mmc.ac.uk**, or via FidoNet as Simon Cooke at **2:250/124.2**. Be seeing you!



# PUBLIC EXPO

## Daa-da-da-daaaa (bom-bom-bom-bom) Donnng!*

### He's Heavy, He's My Brother!

The Sinclair QL, underrated beast that is it, has a PD library all to itself. *SJPD* is run by Steve Johnson and offers stacks of discs full of vital utilities and general software. He doesn't support Microdrives but then neither does anybody else so he ain't stupid. The catalogue is very plush and if you are a closet QL user then send an A5 SAE. Some programs kiss and grope with Speccies so it's a well interesting read. SJPD, 36 Eldwick Street, Burnley, Lancs, BB10 3DZ.

### Amstrad Go Soft

The manuals for the 48k and +3 Spectrums have been released into the realms of PD land - not the actual books, you understand, just the text! As such they will be made available as text files for Tasword, Wordmaster, etc. as soon as they can be converted from the hopeless ASCII format that they've found themselves in. FPD have taken up the task and they should be available soon.

### What Day Is It...?

Paul Howard of Impact PD has added a bit of MS-DOS (and

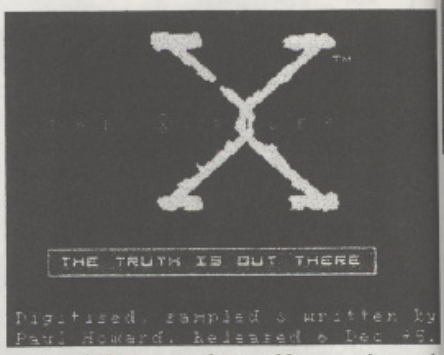
*More on next page ->*

* That's the *News At Ten* theme tune, by the way.

**It really has been a busy few months in PD land - and that's just the Speccy scene - so our Dave's been a busy lad. And here he is now to give us the lowdown on all the hot gossip...**

### X-FILES SLIDESHOW / Paul Howard

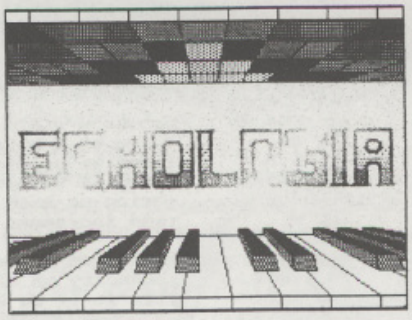
*Impact PD* boss-man had a pretty good December, he put out three new demos! More of a games person out Paul but here are two pictures of the geezer, three of the fat bird and a snatch... of the theme tune which is quite creepy in a pervy way. As to the TV show, never watched - shallow American toss, big time.




*I think I've used up all my wit and intellect writing the review. Pah.*

### OVERLAP 128 / Omar Pictures

Omar Pictures? Wasn't he in *Son Of The Desert?* Omega and Mr. Renegade have teamed up and given the Z80 a bit of a good kicking. Some demos should certainly contain health warnings (*a la* flashing screens) and this one could put you on the floor if you were so inclined. The second part is exceptional; PC type animation on your Speccy (no, really!). A demo that is very well endowed in the trouser department.



*Oh, good. I can continue my tune from last ish. Plinky-plinky-plink... (biff) Ouch.*

### ECHOLOGIA / Busy- & Noro-soft

This one evaded me for weeks but I finally tracked it down via Stranraer! I'm afraid this one sneaks through the back door and claims to be the best demo of '95 (if you're fussy then call it a draw with MQM5 - I hate it when that happens). This music is indeed 'echoey', we've got vectors, blobs, colour animation all held together with one very important ingredient: style. If you only load one demo per year then let it be this.

### SILENCE OF THE AY / Illusion

How they josh! We love irony here at *Crashed*. But then again this is a samples type three channel freak out so the AY is indeed surplus to requirements. No mucking about here, you get some mighty slabs of cool audio presented by one of the most excited crews of 'new wave' Euros. What, Elvis Costello? The Jags? The Pretenders? (Older readers may feel nostalgic but the feeling will soon pass).

### STRAWBERRY FIELDS / United Minds

It's been at least six minutes so it must be another demo from Scotland. I must admit I haven't seen this yet but it is finished, it does work and it has nothing to do with *The Beatles*. Maybe it will ask that age old question, if Paul and John had all those screaming girls after them, how come they married Linda and Yoko?

### SING ALONG A SPECCY / Paul Oliver

There are some people who like to get drunk with a few friends and then badly shout out lyrics to popular 'Cockney' tunes' in a devil-




*Hey. That clown's quite scary, isn't he? (Eerie silence.) Sniff. Blub. I want my Mummy.*



*My old m and knee knees up any any*

**HYPNOTI**
Hypnotic? *Overlap*). T some wicke graphics pr telling you about it's b good time, meets the trousers...

**ART EXP Boys**
Fear not, it Pet Shop B another Be appears in is rescued they had m

Gir P

NU

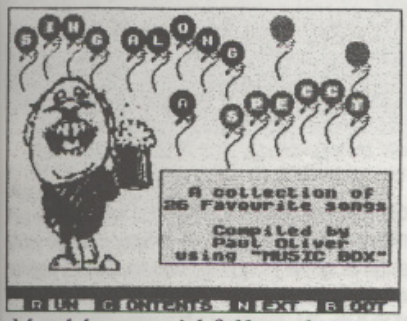
Poor old people d were not surely n ago. Hai man scal

# PUBLIC EXPOSURE

In association with...

FPD

FOUNTAIN PUBLIC DOMAIN LIBRARY




*My old man said follow the van and knees up Mother Brown, knees up Mother Brown, and any any any old iron, etc.*

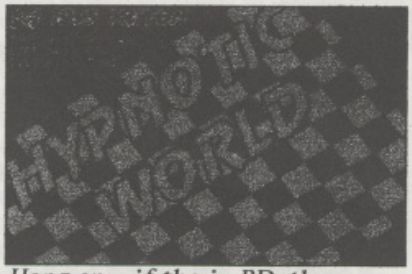
may-care fashion. There are also some people who base their creativity on 128k PLAY routines. They must think it sounds good or they wouldn't do it I guess. This featured in *Outlet 100*; considering it was issue 100 I thin we deserved better than this!

**CHEW AND GUM / The Lids**

Hurrah, it's a rude demo, and a rare one from Germany, too! The font is nice... erm... but the pictures (of ladies) seem to be the wrong way round! I mean INVERSEd, if you catch my drift. What a very strange piece this is. No one has heard of *The Lids* before or since. It isn't you *Mad Guys* mucking about is it?

**HYPNOTIC WORLD / Triton**

Hypnotic? More like bloody dangerous (see *Overlap*). This demo is rather disturbing! It's got some wicked audio samples and a manner of graphics presented in bright blue on black... I'm telling you mate, this demo is pervy! It goes about it's business on it's own and in it's own good time, too. Stick around, there is more than meets the eye. I have this funny glow in my trousers... keep an eye on this lad.




*Hang on - if the is PD, then why's there a (C) sign at the top of the screen? Eh? Eh? Eh?*

**ART EXPERIENCE PREVIEW / West Boys**

Fear not, it is not another Euro homage to the Pet Shop Boys but be very afraid anyway - it's another Beverly Hills Cop theme. Can any sane person please tell me why this tune appears in demos all the bloody time? Minus 50 for originality and credibility. The demo is rescued towards the end with the 'original' inclusion of a famous pop song. Phew, they had me worried there for a minute.

## Girlzilla's PD SPUNKERS

### NUMBER ONE AGENT X



Poor old Poland, always seen as a drab, austere country where people drive tin cars with a lawnmower under the bonnet. If it were not for gorgeous guys like Agent here, then Churchill would surely not havebeen bothered about the invasion all those years ago. Hairier than an Italian baboon, Agent is a real blip on the man scale. Yummy!

*<- continued from previous page*

SAM MasterDOS) flair to +D DOS, namely the ability to tag a file with the date of creation. It's called DATESTAMP and it's out now. He's also currently working on a PC emulator for the ZX81, but he rang up the other day fearing it wouldn't fit without a 16k RAMpack.

**+3 +D = Cheap**

DISCDOS is a brand new +D emulator for +3 BASIC Spectrums, for users with and external 3.5" or 5.25" disc drive. The program is share-ware and was developed by Dominic Morris whilst living in Germany. PD libraries are supplying the trial version, whereas the full version is available from Dominic himself for £6. When you consider the +D is £60, that's a pretty good deal. DOMINIC MORRIS, 20 GREENHILL DRIVE, MALVERN, WORCS, WR14 2BW or E-Mail him at **djm8@ukc.ac.uk**.

**What Does The F Stand For?**

The ultimate font collection for Spectrums is out now. *F_Fonts vol 1-6* each contain 12 new character sets, full info on how to use a new font in your programs and a no mucking about load and save system. There are 72 fonts to collect so you'd better start now. New volumes are promised in 1996.



# retro review

**It's time for another wild and wonderful walk into the world of games that once were. Er, so here goes...**

### *Spellbound* / Mastertronic (1986)

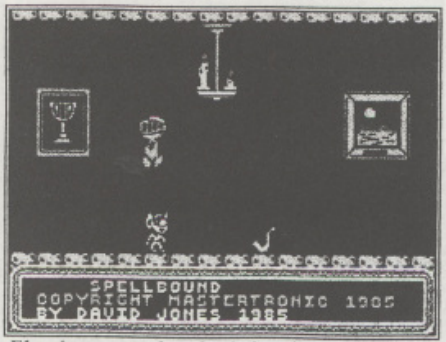
MARK S Yaaay. *Magic Knight* is one of the forgotten heroes of the Speccy - despite starring in a series of ace arcade adventures (*Finders Keepers, Knight Tyme* and *Stormbringer* being the other three), he was quickly forgotten when that wobbly-armed egg came on the scene.

The adventure element is stronger than in the *Dizzy* games - the action is centred around the pointer-driven menu system (called *'Windimation'*, I believe) which, as well as picking up, dropping and using objects, lets you cast spells, command other characters, teleport, throw things, and lots of other jolly useful functions that seem to have completely slipped my mind. The map is nicely compact, the graphics are pretty, the whole thing's incredibly addictive and I've got a cold, which is why I'm going to stop writing soon. Roll on the SAM conversion. David Jones, we love you.

**SCORE - 91**

### *TOTAL ECLIPSE I + II* / INCENTIVE (1989)

MARK B The total eclipse games where the third product that were written using the *Freescape* system. Freescape, for those not familiar with it, is a system which was developed to produce some impressive solid 3D graphics which could be viewed from any position. You could say this was a poor man's virtual reality. Both games are set in 1930 (on the 26th October to be precise). The story begins with




*Florin gazed admiringly up at the candlabra, unaware of the shocking descent Magic Knight was in the process of making.*

**FIVE RETRO THINGS WHICH AREN'T REVIEWS**

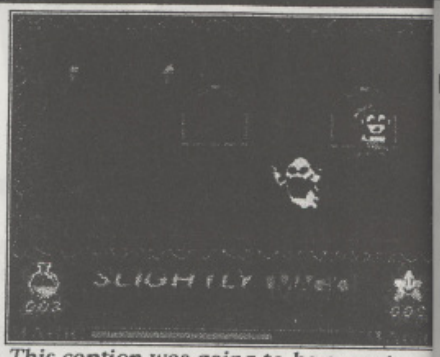
1. Brown telephones
2. Johnny Briggs
3. Space Hoppers
4. Sinclair Programs
5. Black and white covers on Crashed!
6. Brown flowery curtains
7. Sorry, I just sort of got carried away

you as an Archaeologist travelling across and over the Egyptian desert towards a large pyramid that contains the temple of Re the Sun God, with the goal of destroying it. This is because a curse has been placed that states should anything ever block the Sun's rays during daylight hours the offending solar body will then be destroyed, and in two hours time there is going to be a solar eclipse. As I have said your goal in part one is to find and destroy the shrine which is located at the apex of the pyramid. Along the way you have to collect keys (ankhs), water (it's bloody hot you know), and there's also treasure that will make you RICH! You also carry a revolver to protect you against anything that may lurk around the next corner. Oh - and you only have one hour to complete the task. In part two, having destroyed the evil shrine of Re, your mission (should you decide to accept it) is to rebuild the mighty Sphinx before the Eclipse in one hour. Hence the name of the second part - *The Sphinx Jinx*. Both games are fairly easy to control, but any attempt to map the large game area will test the skill of even the most seasoned adventurer with both games being in true 3D. It is a game that is very easy to play about with and just explore, but more experienced players will just love this game, and with the SAVE/LOAD option it is actually possible to finish a game without doing a nightshift at the keyboard. If you can find it, buy it!

**Score - 85**

### *Slightly Magic* / CodeMasters (1991)

MARK S Pardon me if I come over all spiteful for a moment or two, but I'm fed up with only reviewing games I like, and this really is complete drivel. It's a blatant rip-off of the *Dizzy* games, even down to being set in a castle and putting



*This caption was going to be a quote from a Pulp song, but Allan seems to have rewritten it, the bast.*

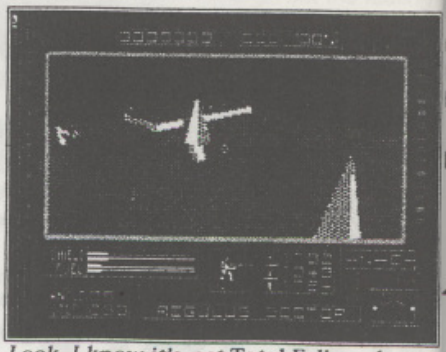
exclamation marks at the end of every sentence. There's lots of *Manic Miner*-style precision jumping, which would have been forgivable were it not for the fact that the sprite's about 10 times too big and it's impossible to control. The puzzles are patronisingly easy, and the whole thing's only given any longevity by the ludicrously high amount of obstacles that you don't notice until you've been killed after walking into them. And then there's the horrible, horrible air of tweeness that pervades throughout: a typical caption reads *"You pick up the magic dragon dust!!! (Ooh!)"*. Ignore the 94% *YS* review, it's hogwash.

**SCORE - 40**

### *Colin The Cleaner* / Tynesoft (1987)

MAT The first game I found when I thrust my hand randomly into my pile of Speccy tapes, *Colin The Cleaner* saw you as, er, Colin, going round a museum picking up a load of rubbish that all the spotty schoolkids have dropped. This involves working out a route for each different part of the museum which enables you to pick up all the rubbish and not get stuck somewhere. Perils include falling off things and, er, that's it. With such a dull plot and a program that was written largely in BASIC, you may be surprised to know that *Colin* is, actually, good old-fashioned fun. This is what Speccy games *should* be like.

**Score - 65**



*Look, I know it's not* Total Eclipse *but it's the only Freescape game we have on file. It's taken from a Speccy Emulator running on my Mac, actually - see next month...*

# Dead Or Alive

BY Jonathan Cauldwell / Grafix Wizards
PRICE £2.99
AVAILABLE FROM 5 Helmsley Drive, Eastwood, Notts, NG16 3RS
OUT Now

Review by St John Swainson

As often happens in the morning, you have woken up, but as rarely happens, you look out of your window only to discover you are in the wild west. You are grateful that there is no chance of accidentally seeing morning TV, but you realise to your horror something far worse *(impossible, surely? -Ed)*. You are surrounded by Americans. So, as any sensible person would do, you grab a gun and set out to kill Americans *(Yes! -All readers)*.

*Dead Or Alive* is the latest release from Jonathan Cauldwell, the current *Codemasters* of the Speccy scene. It is not to be confused with *Dead Or Alive*, a crud eighties band who spun around and around, somewhat like a record. It is to be confused with **Commando**, the classic vertically scrolling shoot-em-up (so classic, in fact, that it was released at least 3 times, not including compilations). Not a highly original idea for a game, then, but considering the general grooviness of *Ikari Warriors, Victory Road, UCM,* and other such games, a good one. So, does *Dead Or Alive* add anything to the genre? Well, let me put it this way: no.

The aim is to walk up through the scrolling landscape without getting killed by the various cowboys, sherriff's, indians and snipers that are constantly shooting at you. To help you kill them (if you kill them, they can't kill you, y'see - I'm smart, me), there are barrels scattered around which can be shot to produce boots enabling you to move quicker and rifles giving you a longer range with your bullets. Obtaining a rifle is essential because your bullet range is initially fairly short so the Americans can shoot at you before they can be shot at, making like much harder. Unfortunately, though, there are no grenades or extra weapons available. At the end of each level is a gang leader who, surprisingly, takes several shots to kill. The action takes place in different wild west locations: level one is the main street, level two is a railway yard, level three is grassy plains, etc.



*Dead Or Alive* is well programmed: smooth, if slow, scrolling, no flickering characters, good collision detection, easily visible bullets, responsive controls and a stylish Bananaman (probably). But the first two levels are very easy and boring. Even I, the noble Lord Crap, completed them both first time. Luckily, the third level is much better. The scenery is more exciting with gaping chasms to avoid and wooden bridges to cross *(Ooh! Wooden bridges! -An excited reader)*, and the end of level leader is much much more challenging. So challenging, in fact, that I can't get past the blighter. The trouble is, once this geezer kills me, I find I don't want to play through the first two levels again to renew our deadly battle. With games like this, it would seem to be a great improvement to be able to skip levels you've already done without loss of life.

The 128k music, it has to be said, is just smelly. Things in this department could be transformed by collaboration with one of the many excellent musicians on the demo scene. Still, at least there is music, even if it is only slightly better than *Simply Red*.

So, **Dead Or Alive** is a competent game which happens to be very similar to other games you probably already have. It's not as good as most of these, but taken by itself, it's OK.

LOOKS - 69
FEELS - 56
SOUNDS - 18

*FINAL SCORE - 62*

# Ello ello! Wot's going on ere then?

I think it's about time I explained these new review formats we've come up with here at *Crashed*. Firstly, there's the info box at the end of each review:

**Looks** - this includes the graphics, presentation and anything else that might affect the product's appearance.

**Feels** - this section is about what it's like to play. Is it easy to use? Is it fun? Will it last longer than a bar of chocolate at Weight Watchers?

**Sounds** - this is about music and sound effects. If the program's silent, it'll receive 0 here.

**Final Score** - this isn't an average or a total of the above marks, it's about how well the package works as a whole. Oh, and 50 is a strict AVERAGE.




**70 - 79**
This means that a game is pretty good. Nothing incredible, but well worth forking out the dosh for.




**80 - 89**
A game with this accolade is a definite buy, something special that shouldn't be missed.




**90 - 100**
Few games will ever receive this coveted award. If you see this on a review, then send off a cheque ASAP.

**Software houses / suppliers**

Ace Software/Alan Cresswell (Spec) - 18 West St, Geddington, Northants, NN14 1BD
Adventure Workshop (Spec Adventures) - 36 Grasmere Rd, Royton, Oldham, Lancs, OL2 6SR - Tel. 0161 652 7565
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Persona (SAM), 31 Ashwood Drive, Brandlesholme, Bury, Lancs, BL8 1HF - Tel. 0161 797 0651
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Sintech (Spec) - see Spectrum- User- Group for address
Spectrum Software Hire 33 Dursley Rd, Trowbridge, Wilts, BA14 0NW - Tel. 01225 775446
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Supplement Software (SAM) - 37 Parker St, Bloxwich, Walsall, WS3 2LE - Tel. 01922 406 239
Tasman Software (Spec) - Hilton Court, 2 North Hill Road, Leeds, LS6 2YY
Wizard Games (Spec) - 1 North Marine Rd, Scarborough, North Yorks, YO12 7EY - Tel. 01723 376 586
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MGPD (Spec) - 1 Pelham St, Sutton in Ashfield, Notts, NG17 2EF
Prism PD (Spec) - 13 Rodney Cl, Bilton, Rugby, CV22 7HJ - Tel. 01788 817473
SAM PD (SAM) - see F9 software above for address
Womo PD (Spec) - Ernastrasse 33, D- 51069 Koln, Germany
Zedd- PD (SAM) - see Zodiac fanzine for address

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DCP Micro- Developments Ltd, Edison House, Bow Street, Great Ellingham, Attleborough, Norfolk, NR17 1JB - Tel. 01953 457800
EEC (Sinclair) - 6 Ravensmead, Chalfont St. Peter, Bucks, SL9 0NB - Tel. 01494 871319
Entropy/Rooksoft (SAM) - 1 Dovey Close, Astley, Tyldesley, Manchester, M29 7NP - Tel. 01942 886084
Greenweld Electronic Components, 27 Park Rd, Southampton, SO15 3UQ - Tel. 01703 236363
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West Coast Computers (SAMs and accessories) - Format Publications, 34 Bourton Rd, Gloucester, GL4 OLE - Tel. 01452 412572

**Spares and repairs**

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WTS Electronics Ltd., Studio Master House, Chaul End Lane, Luton, Beds, LU4 8EZ - Tel. 01582 491949
West Coast Computers (SAMs) - see Hardware section for address

**Publications**

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 - Tel. 01353 777006
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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
Blitz (SAM disk) - See Persona (software) for address
Crashed (SAM/Spec) - ...and a big old garage thing 'round the back...
Format (SAM/Spec, £1.50) - see West Coast Computers for address
Fred (SAM disk, £2) - see Fred Publishing above for address
JDH Tipskip (Spec) - 40 Rosarie Place, Grimsby, S Humberside, DN33 2JS
Outlet (Spec, £3.50) - 34 Saltersgate Drive, Birstall, Leicester, LE4 3FF
PD Power (Spec, £2.) - see Prism PD above for address
SAM2SAM (SAM disk, £1.50) - 65a Norman Crescent, Sunnyfields, Doncaster, DN5 8RX.
SAMDisk (What d'you think?, £2.00) - see Atomik software for address
SAM Supplement (SAM disk, £2) - see Supplement s/w for address
Sinclair Express (Spec, £1.75) - 7 Manor Drive, Merriott, Somerset, TA16 5NT
Spectrum UK (Spec, £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**

8-Bit Alliance (Spec) - see Hammer PD for address
Chic Computer Club/Spectre, PO Box 121, Gerrard's Cross, Bucks, SL9 9JP
INDUG - see West Coast Computers for address
Spectrum Profi Club - see Womo PD for address
Spectrum-User-Club, Gastackerstr. 23, 70794 Filderstadt, Germany - Tel. 0049 711 777142

## NOTICE BOARD

**WANTED**
An army to revolt against the Government, destablish the parasitic monarchy and seize power of the UK. Apply Box 1.

**MESSAGE**
St John - Footy Director 2 is now working. Expect a cassette you Watford bastard. Love, the Russian Strikers.

**MESSAGE**
A new era in crap Speccy fanzines begins on February 14th.

**FOR SALE (still)**
A load of Speccy games at ridiculously cheap prices. SAE to the Fish address in Post Box for a list. Boing!

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

# Shop!

**Each back issue is available for £1...**

**Issue 1** - Crashed's first ever issue, with the crappest 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 Retor 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.

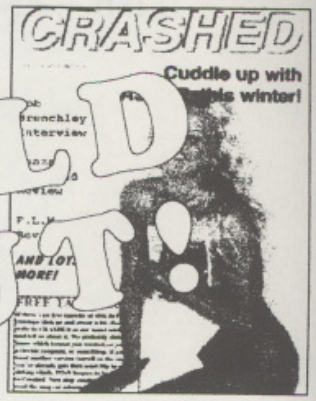
**Issue 5** - Simon Cooke interview, Gloop, The Addams Family and The Witching Hour reviewed, Crash in Nostalgia Corner.

**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 interviewed, Public Exposure returns, the Crashed awards are announced.

**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!

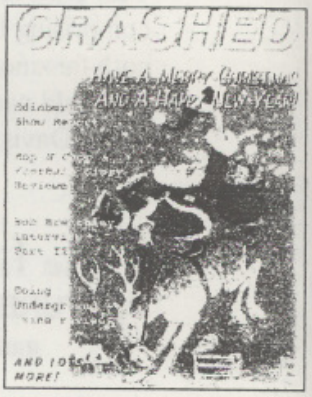
**Issue 12**



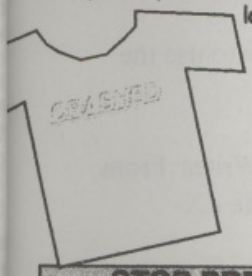

SOLD OUT!

With it's controversial [illegible] this issue has [illegible] with [illegible]. Inside, there's [illegible] of our Bob Brenchley interview, reviews of [illegible] Quazer Surround s[illegible]nd [illegible] on the SAM, and the [illegible]nis[illegible] of ou[illegible] cartoon, *Badge Freda*. I won't know why I'm typing this - we've sold out!

**Issue 13**




The Christmas issue - complete with piccy of Santa on the cover. Inside we have a report of the Edinburgh show, a review of *Hop N Chop/Football Glory*, games tips in Game On, part 2 of the Bob Brenchley interview, a look at the rivals in Going Underground, a double helping of Retro Reviews, and lots, lots more! *>Last few left<*




## Crashed T-Shirts

**A SNIP AT £4.99 each**

*Yes, you too can have the Crashed logo plastered across your chest. These high-quality white t-shirts sporting the new Crashed logo in colour are only available in very limited numbers, so order now! Last few reduced to £4.99 - show your support!*

*Please rush me back issues...*

*and ..... Crashed T-Shirts. I enclose a cheque for £..... made payable to* **Crashed.**

Name.....

Address.....

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**· STOP PRESS!** A3-size posters of issue 11's cover picture (*Amalthea* by Steven Pick) should be available by the time you get this - phone or write for more details of this exciting offer.

# Spring Chickens...




It's springtime (or at least it will be by the time issue 15 comes out, anyway), and *Crashed* will be gambolling with the lambs and picking daisies in the meadows with...

- **Going Underground** will return with another dose of 'zines (probably)
- A look at the SAM & Speccy on the Internet
- **Spec Tec Jr** returns to solve more of your problems
- Another top SAMSpec celeb interview
- *And lots, lots more!*

**CRASHED issue 15 - £1 from the usual address**

Advertisement

**FISH ENTERPRISES IN ASSOCIATION WITH ZAT PRESENTS...**

## *ZAT*:The Sequel

# Zed Two

Yes! It's been a long time coming but *Z2* is finally about to hit the streets. It is a Speccy 'zine comprising the best bits of *ZAT* and *FISH*, and features contributions from former writers to both fanzines and some new blood. People who have slaved away on Issue One include such household names as Chris Bailey, St.John Swainson, Chris Thomson, Jon Rose, Linda Whittle, Andy Davis, Mark Sturdy, Steve Trower, Martyn Sherwood, Matthew Westcott, and many many more...

## The first issue of *Z2* will contain the following stuff:

**FEATURES!** A hard-hitting interview with Andy Davis, a guide to "controversial" Speccy games through the ages, and the reason why people stick with the Speccy.

**REVIEWS!** Of old games, PD demos, and things.

**TECHY STUFF!** Including part one of a guide to ROM customisation and how to use the BASIC music commands.

**NEWS!** You'll read it here, um, last, probably.

**OLD FAVOURITES!** From *ZAT*, the likes of Soapbox, Arcade Alley and ZAT Writes. From *FISH*, The Good Old Games, Mr Teapot's Demo Corner, Programming The ZX Spectrum...and, as the saying goes, Many More.

**SILLY THINGS!** Six Things To Do With A ZX81, anyone?

**AND!** Things to look forward to in subsequent issues include reviews of new games, a regular adventure column, some gubbins about the Speccy's relation to Big Computers, and more! (I hope).

We apologise to all ex-*FISH* and *ZAT* subscribers who've been waiting for this (and who will receive the first *"x"* issues automatically as part of their subscription), and anyone who showed an interest in reading or contributing *Z2*, for the long wait for the first issue which was due to matters entirely beyond our control (except being crap).

## A NEW ERA IN CRAP SPECCY FANZINES

Mat Beal (ed), 3 Station Road, Birch Vale, Stockport, Cheshire, SK12 5BP. Tel/Fax 01663 743397.

(It's ironic, OK?)