

IS IT A BIRD? IS IT A PLANE? NO, IT'S...

CRASHED

ISSUE 17 •
January 1997 •
£1.50 •

THOSE WERE THE

DAYS

*A look back at
Crashed's history*



ALSO...

Northern Show Report

New Games Reviews

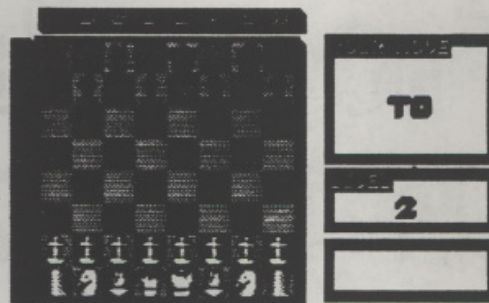
Plus all the regulars in the universe's best SAM and Speccy magazine...
Game On, Going Underground, Postie's Sack, Public Exposure - inside!

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)		

DELIVING DEEPER...

4 Stuff - It's official! It's great! It's old hat!

5 Postie's Sack - Yakkety yack

6 Review - Czech fun with QuadraX

7 Review - Scotch fun with Momentum

8 The Crashed 2nd Birthday Special - It's a bit late, though...

13 Going Underground - Compiled by Marks Turdy

14 Village People - NSSS antics ahoy!

16 Game On - Jet Set Willy 2 map

17 Public Exposure - The usual obscure wibble

18 Post Box - New and updated (for a while)

19 The Shop - Get a load of them games! Phwoar, etc.

Diary of a Spec-chum hardly has a good reputation for that sort of

It's been a hectic three months since the last issue of Crashed came out, I can tell you. This issue should have been out mid-November, but it's now December, as I'm sure you already know. So a belated Merry Christmas, readers, and a happy new year. Firstly, the first Northern Sam & Spectrum Show took place in Wetherby on Saturday the 21st September - and what a show it was! There's a show report later in the magazine.

Two days later I moved to Nottingham to go to university there. Don't worry about the address, though - the Leeds address is still the official Crashed address. That's the main reason why this issue is late - assignments to be handed in, lectures to attend, and so on. Not to mention the all-night partying.

Which brings me onto the story of the DTP. I thought that this University would have some decent DTP software - they've got a design department which uses Apple Macs, so they should have some decent software to go with them. Right? Wrong. They've taken the cheap option, unfortunately. This left me with no way to do the DTP, and I was considering selling off Crashed or merging it with another mag. Luckily for Crashed, however, at the Gloucester show I told this sad tale to Stewart Skardon, avid Crashed reader and Fred magazine article writer. Stewart suggested that he could do the DTP on his Acorn Archimedes. Hmm, I thought, the Archimedes

thing, unlike the Apple Mac. Anyway, a week or so later I received a letter from Stewart with some mock-ups of Crashed pages. I was flabbergasted! Not only was the Archimedes capable of producing excellent quality pages, but Stewart's a dab hand at it, too, it seems! So, thanks to the amazing Stewart, who has had a long wait for the text files for this issue (I had to mess around with them, y'see), Crashed can continue as it is for the foreseeable future!

So, it's all hail Stewart Skardon who has made Crashed possible - and has done it so well.

One benefit of being at university is Internet access. I once again have an e-mail address (Planet Connect closed down, remember?), so if you're on the net, send something my way. It's a bit of a crap address, but it does the trick: CC604050@ntu.ac.uk. I've also expanded my Spectrum games collection by way of a place known as NVG.UNIT.NO, which has lots and lots of Spectrum, and some SAM, software going free. I've found a couple of recent demos on there, and lots of games which a ten year-old's pocket money didn't stretch to when they were on commercial release all those years ago. (Sniff.)

Anyway, I'm going to leave you now and let you get on with reading the rest of the mag.

Froliche Weinachten,

Allan

LATE CHRISTMAS STARS

Roy Wood (Wizzard) - Allan Clarkson
Noddy Holder (Slade) - Stewart Skardon
The Osmonds - Robert Chilton, Matt Beal,
Dave Fountain, Mark Sturdy, Leah, M. Wetbat
Nat King Cole - Daniel Bailey
Jimmy Saville impersonators - Thomas
Eberle, Martyn Sherwood

* Write to us: Crashed, 16 The Avenue,
Manston, Leeds LS15 8JN

* Call us: (0113) 232 6726

* Fax us: (0113) 237 4349

* Email the editor: CC604050@ntu.ac.uk

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This issue is dedicated to Nottingham for being the hilliest bastard place in England. It's no fun on a bike, I can tell you.

ISSN 1361 - 5505

stuff

SOMETHING CONFUSING HAPPENS

Oh, God. This is going to be tricky. SAM2SAM, the ailing SAM disk mag, has changed hands from Rob Clayton to Doug Young's MDL Software. However, it is to be available not from MDL but from Saturn Software, who also publish Network Sigma. Although it is still called SAM2SAM, it is now a single disk. Issue 14 is available now for £1.50 from the address in Post Box. (MS)

"MANUEL!" "QUE?"

As you'll know if you read the report in Public Exposure a few months back, the Speccy manuals have been released into the public domain, and are popping up in a variety of places. Issue 3 of the (then disk-based) ZX Files had a version in Amiga format, and the text of the original 48K manual has appeared in Windows Write format on a number of internet sites. Alternately, if you don't have internet access, Format are selling versions on PC disk (complete with a rather natty reproduction of the original front cover) for \$4.95. (MS)

HIGHLY MORONIC VOLE

From the 19th of October to the 2nd of November, HMV hosted a Retro Gaming Exhibition at their London Oxford Street store. HMV is one of the biggest software retailers in the country, and there were copies of old software for sale and famous programmers appearing in person. Unfortunately, no-one from the Crashed crew could make it, so there's no report or anything. Never mind, eh? (AC)

SORTED FOR '88 AND WIZARDS

The latest release from Speccy software house Grafix Wizards is the Rather Useful Utilities compilation. For £2.99 on tape for 48K or 128K machines, you get four (apparently rather useful) utilities. AY Soundtracker is a user-friendly composing program with a built-in compiler to allow you to use your tunes in your own programmes; Sprite Generator generates sprites (I expect); Pkpkak is a groovy-sounding screen compressor; and Protext is a fancy word-processor (no relation to the Amstrad prog of the same name). All the programs have the LOAD/SAVE routines in BASIC, meaning that they can easily be adapted to suit any disk system (all right Allan, and Microdrives if you insist). Cheques to Jonathan Cauldwell; further details (on Rather Useful Utilities or any of Jonathan's other games and utilities) from the usual address in Post Box. (MS)

NSSS STARSHIP ENTERPRISE

Try saying that ten times fast! It is, however, due to the success of the first Northern Sam & Spectrum Show that the second one has been announced. It will take place on Saturday the 22nd of February at the Methodist Hall, Wetherby, West Yorkshire (same place as the last one). Doors open from 10.30 until 4.30, £1.50 adult entry, £1.00 under 14's, under 5's free. However, advance tickets are available - £1.00 for adult entry and 80p for under 14's (cheques payable to N.S.S.S.). There'll be a full briefing in the next issue of Crashed, which should be out a few weeks before the show, but for info on September's exciting shenanigans, see the show report later in the mag. (AC)

CAPTAINS LOG - ADDITIONAL.

If you can't wait until next issue to get your mits on NSSS2 information, you could always send a Stamped Addressed envelope to:

NSSS, 123 Potternewton Lane, Chapel Allerton, Leeds, LS7 3LW.

And remember, no SAE, no information!

PLEIDIOL WYF I'M GWLAD

West Glamorgan's finest, West Coast Computers, have announced from their headquarters in deepest Rhyd-y-fro that they are now producing two different types of SAM replacement disk drive kit. The first type, cunningly titled 'Type 1', is what you need if you're replacing an existing drive and the problem ISN'T with the 1772 drive controller chip, requires you to transfer the 1772 from your old drive and costs £19.95 in kit form or £29.95 ready-assembled. The second type ('Type 2' or 'Gareth') has a 1772 all of its own, is what you need if you're either fitting a new drive (rather than replacing one) or the 1772 on your old drive is faulty, and costs £29.95 in kit form or £39.95 ready assembled. Both kits require you to supply your own 3.5" drive. More info from West Coast's UK distributors (and just their UK distributors, let's make that absolutely clear), Format Publications, at the address on the Post Box page.

Spencer Poole, West Coast's managing director, was unavailable for comment. (MS)

NOTICEBOARD

FOR SALE

Over 50 Spectrum games and 25 SU mags for sale. £1 or under. SAE to S. Swainson, 7 Upper Hill rise, Rickmansworth, Herts, WD3 2NU.

WANTED:

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

WANTED

any Spectrum related stuff. Send lists to S. Swainson, address on other notice.

MESSAGE

NSSS Info available from 123 Potternewton Lane, Chapel Allerton, Leeds, LS7 3LW. Please send a Stamped addressed envelope.

Right,
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plenty
rumm
make

YOU GR
Hi Allan
I'm a Sp
Crashed
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THE POSTIE'S SACK

Right, it's been three months since the last issue so there should be plenty in the mailbag. (Rummage, rummage.) Looks like I'll have to make them all up again. Pah.

YOU GRECE MONEY

Hi Allan,
I'm a Spectrum freak from Grece. I wont Crashed but I don't know the how to take it. Write me: to tell he how money to sent you, and because is very hard for me to found Sterlins if I can sent you Grece money.

To tell me if you want to sent you free some copy's of the issue-5 of zine of Grece Spectrum Club to give it free in every Spectrum freak you can. All the issues of our zine is free but only the issue-5 is going to be in your language. But not the issue-4 is ready so that meen you must be wait! And write me and how mutch copy's to sent you! (The issue-5 is going to be a selection of the contents of 1-4 issues but in your language.)

I send you and 5 free budges (or is that writing budges?) Give the bu... (this things at the end!) in you hard-core and to every Spectrum freak you can.
I wait!

S Kanelis
Exarhia
Athens
Greece

I could poke fun at this letter so easily, but I'm not going to, because, firstly it's a nice letter, secondly he's sending me a magazine at some point, and thirdly he's sent five Speccy badges with this letter (they're the budges/budges he keeps going on about). Apparently, I've got to give one to each of you, but I'm short by quite a few.

Anyway, S., I'm going to send you this issue with a letter, so I'll let you know about the magazine thing in there. But to the readers of Crashed, it looks like you may be getting a freebie with the next ish! As for the budges, sorry, badges, how about this: the first five readers who write in with a good reason why they're a big Spectrum, er, fan (it seems nasty calling us all freaks) will get a badge as a prize. Can't say fairer than that.
I eat!

Ed.

SMALL CAR BOOT SALE

Hello Allan.

It was very nice to meet you in Wetherby and the show was very well organised! We really enjoyed ourselves. Perhaps next year you will do this again? Be sure I will come! The only thing is that for my work I have to know it long before to arrange free days. So when you can plan the date of two weekends when you like to do it, send me as soon as possible these dates. Perhaps I can force some more Germans (WoMo) to go also. And don't do it on the WoMo day in Köln, because we have to go there.

Hey! You didn't send me issue 16 of Crashed! And when is issue 17 out? I've paid for them!

For the next show I think it will be good to have some places people can sell their old Spectrum stuff. It could attract the people who are looking for something, like a small carboot sale inside the show. But you have to announce this via the other clubs, too. Also some main new stuff for the Spectrum can attract more people. There was a lot of interest for my Romanian Spectrum! If I had 20 with me I could have sold them all.

So I hope to hear soon again from you, and till then best wishes and happy computing.

I also include money for the next three issues (18-19-20). Is this good?

Ronald Raaijen,
Tollebeek,
Holland.

P.S. Is Crashed on e-mail? Or World-Wide-Web?

Hi, Ronald. It was nice to see you at the show, too. As you no doubt have heard, the next show is on the 22nd of February, so I hope you both can come, and bring as many Germans as you can. There was a place for people to sell their own stuff, that table full of stuff in the middle of the room. I know it looked like one man had the whole thing, the way he filled the place, but it was meant for everyone to use. And I'd love to get some new Spectrum stuff, but I don't think people will want to come from the Czech Republic or Russia (where all the new stuff is) just for the NSSS.

Sorry you didn't get issue 16. You should have got it. It'll be those Dutch postmen. They've got a passion for Crashed (something in the water, apparently). Oh, and including money for anything is good, since you asked. Very good...

And, yes, Crashed is once again on e-mail. Our really cool Planet Connect address is no more (long story) but now I'm at Uni, you can get me on CC604050@ntu.ac.uk. Which should be fun. I look forward to hearing from you.

Ed.

CRASHED
16, The Avenue
Manston
Leeds
LS15 8JN

IN THE TABLE, JIMMY

Dear Allan,
You throw away broken kettles? Bloody wierdo. Watford FC crap? Now you're just being silly. Dave Fountain has no idea what he's talking about - he supports Milwall for flip's sake. Milwall, now they are

crap. (They beat Watford 2-0. -Jimmy Hill). Er... (And they're higher in the league. -Jimmy Hill part 2). Oh, bum. Well, at least they didn't lose on the day of the NSSS so I didn't completely waste my time.

On the Post Box section, I reckon there are a couple of things that could be changed. Firstly, Classix is a decent magazine that's not listed. Have you got the address? Secondly, Spectrum

UK has, I think, closed down. The haven't produced an issue for absolutely ages and are not replying to letters. The also haven't refunded any subscriptions they had. Thirdly, I read somewhere that Sinclair Express had closed down. Fourthly, there is a new paper 'zine out called The ZX Files. I've ordered a copy so I'll do a review sometime.
I think that's it for now. Cheerio.

St. John Swainson
Rickmansworth
Herts

P.S. Inferno won't load. Arse! I've send it back but this means I won't review it for a while. P.P.S. Have you got any T-shirts left? P.P.P.S. Whatever happened to Rashed?

Hi, St. John. Watford are the best team ever. I was a fool to state otherwise.

Sorry about all the crap in Post box, but it's a bugger to update. This issue is (not that anyone would notice) a big update issue, thanks to Sturdy, but there'll still be lots of things wrong with it. Pah.

I've only got one T-shirt left, and I'm not doing any more, so buy it while it's still around. Oh, and Rashed...? Another one of Sturdy's great ideas not finished. It was quite good, too, as far as it went. Perhaps it will make it onto the next covertape/disk?

Ed.

DANIEL UNDERSTANDS THE FUN

Dear Allan,

First let's thank you personally for your great work at the show. I don't know what Sandra and I would have done without your help. Do you have any photos to send me a copy? At all I was happy to be there. Please translate my text in Suc-Session (hope Daniel understands the fun with his name).

Some things to your mag: It might be a good idea if you write in the review header if the program is for SAM or Spectrum (48k or 128k). Sometimes this is not quite clear.

At least some information to your Post Box: Wizard Games is no longer working. We bought all their Spectrum stuff, and a year later they disappeared. We also have 2 PD libraries, just theke the addresses from Impressum in Suc-Session. Sintech is also a hardware supplier, mostly used items, but also the MB02+. Sinclair Express is now Express Software, no tapezine anymore. Spectrum UK disappeared.

Thomas & Sandra
Spectrum-User-Club
Fliderstadt
Germany

"Spectrum UK disappeared". I couldn't put it better myself. What is it with Post Box that makes everyone write in with changes? I'm glad people do, though, because it would never get updated otherwise.

Anyway, regarding reviews; if you look in the page header thing (that all the pages have) then it says Spectrum Review, or SAM Review, or whatever. But I can see your point about 48k and 128k differences, so I'll start doing them as soon as I can. The difficulty is that a) not all programs say what it will/won't load on, and b) everyone uses 128k nowadays, surely?

Thanks for the kind comments about the show. I hope you can come to the next one. Daniel understood the fun with his name, by the way. I told him that it said he should give me lots of money (he can't read German, so I could make it say what I wanted), but he just laughed. Odd.

Ed.

CRASHED

Quadrax

BY David Durkac / Ultrasoft

PRICE £TBA

AVAILABLE FROM Sintech / Trading Post - addresses
in Post Box
OUT Now

Reviewed By Allan

I was handed a review copy of this at the NSSS show in September, and was immediately impressed by the plastic case and glossy colour artwork. This, I was told, is because the game is from the Czech Republic, where Speccies are still in common use, much like Yugo cars. The back of the case lists which computers this game will run on, and in addition to our regular Spectrums, there's the DELTA, Didaktik GAMA, Didaktik M, and the Didaktik KOMPAKT. There's also lots of instructions. In Czech. Luckily, inside there's a sheet with German and Hingerleesh instructions for us non-Czech speaking people out there.

The instructions tell us of the mysterious Temple of Sun, in the Sahara Desert. Legend has it that in the highest floor of

this temple lies the Goddess of Sun. Unfortunately for us, legend goes on to say that no-one who has ventured inside the temple has ever returned home. Gulp.

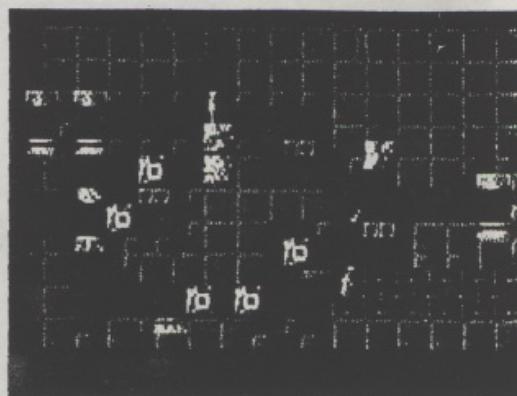
This is where we come in. You take control of two explorers inside the Temple of Sun, and by flicking switches, pushing boulders, activating teleports and so on you must get both men to the exit on each level. This is harder than it sounds, however. Disappearing platforms, falling boulders, and a whole host of other sticky situations hinder your progress throughout the levels.

The graphics are absolutely lovely; lots of detail and colour.

There's some fantastic looking levels in here. The animation is excellent, especially the main sprites. The men are small and, therefore, are only stick drawings, but the animation of them is worthy of Prince Of Persia. The rest of the sprites (traps, boulders, etc.) move very smoothly, too.

Sound-wise, the game is less impressive. There's a title tune on the options screen, but the in-game sound is, erm, functional. But that's not where the attraction lies.

Quadrax is incredibly addictive. The puzzle elements of the game



Oh hell. What shall I put here then? Erm, hello.

balance the arcade elements nicely, and the difficulty curve of the levels is spot on. Each level introduces you to a new feature or trap, and later on the hardness of the levels becomes extreme - but by then the only barrier is your mind. Working out a route through the levels is challenging, even frustrating at times, but very pleasing

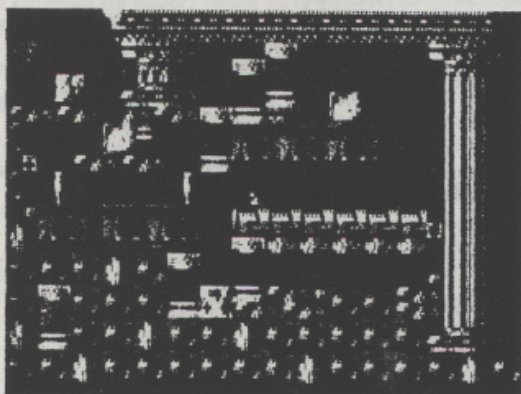
when you finally crack it.

There's fifty levels - enough to keep you going for ages - and each contains plenty to see and do.

Overall, for less than a tenner (the expected price), Quadrax is well worth a look, and will

keep you playing for ages. Send off to Trading Post or Sintech now!

*"The in-game
sound is, erm,
functional."*



Yes, well erm...what can I say?....

LOOKS - 78
FEELS - 77
SOUNDS - 54

FINAL SCORE - 83



In the next exciting installment of Crashed:-

- ✿ Hot gossip and news, plus NSSS2 Information.
- ✿ Reviews, previews and more.

*Available from the usual address,
More Satisfying than a Scooby Snack.*

Momentum

BY Graham Burtenshaw

PRICE £12

AVAILABLE FROM Fred Publishing - address in Post Box

OUT Now

Reviewed By Stewart

Momentum is one of the latest releases from FRED Publishing, and most certainly one of their best yet.

A Spindizzy Clone with 152 screens, it is one of the most addictive games that the SAM has ever seen.

For those of you who have never seen Spindizzy, the idea of the game is to make your way around a 3D landscape collecting 365 eggs (that look a bit more like footballs if you ask me). But look out for all of the different obstacles and make sure that you don't fall over the edge, although it doesn't matter if you do, as your life seems to take forever to run out. "Obstacles" include ice, friction mats, magnets, gravity, and suckers.

And then of course there are all the nice

little things to help you, like the trampolines, but I found them to be more hassle than help. Still, I'm not exactly the worlds greatest games player, in fact I'm pretty crap.

For the crap game players like me, certain rooms are easier than others, particularly those to the North and East, and so I recommend that you do these first to get you used to the game.

This does make the game some what more of a challenge, and look out for the 'optical illusions'. Beware, things are not always what they seem, and this is where the ability to rotate the screen comes in useful. Using this feature, it is possible to spot the illusions.

The game has it's good points, one being that you can save your progress.

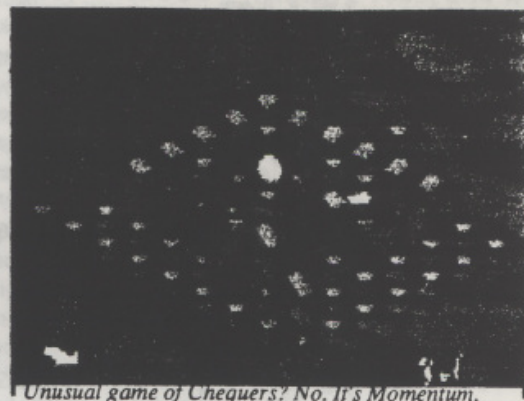
Hurrah! Now you can go and have your dinner and not have to come back and start all over again from the beginning. Superb.

It has a very long playability, it will keep you fixed to your SAM for endless amounts of time. It's certainly got me hooked anyway.

As with any game, there are a few bad points, mainly the music, so it's

just

as well that you can turn it off. Nice to start with, but it'll soon get on



Unusual game of Chequers? No. It's Momentum.

your nerves.

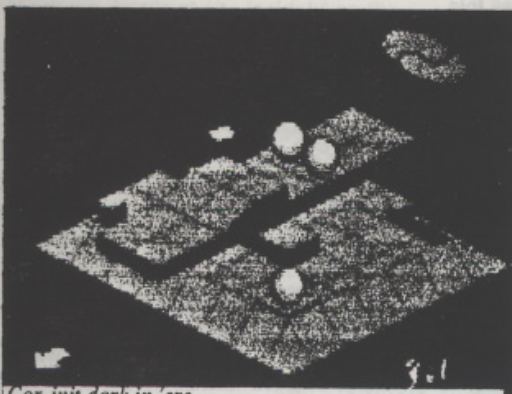
And I feel that more attention could have been paid to the design of the graphics. They are rather plain, and as I've mentioned before, the "eggs" are slightly silly, being that they are more like footballs. Nevermind, graphics aren't everything, and the interlaced loading screen, and main menu effects make up for the plain in game graphics.

"What a colourful game this is."

The controls are very difficult to get the hang off when you first play the game, but you will soon get used to them.

All this aside, Momentum is an excellent, addictive game, and fun for all the family.

Stewart's Score 79

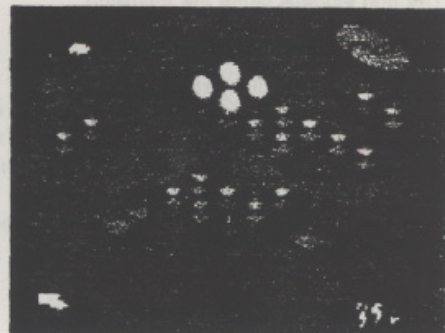


Cor, init dark in 'ere..

Allan

What a colourful game this is. From the interlaced (512x384, fact fans!) option screen to the night-club-TV flashy patterns on the main menu to the bright red and yellow of the game itself, this really is one hell of an eye-fest. Momentum is (heavily based on) Spindizzy, and as a result the controls are difficult to master, although you'll eventually get the hang of them. The map is absolutely massive and hellishly difficult to beat, and there's lots of different obstacles and imaginative screen layouts. There's magnets and air vents which throw you around the screen quite violently at times and there's tubes and ramps to beat, too. Many of the screens are full of optical illusions, too, which means that you have to be careful and think things through. All in all, Momentum is a nice, playable game.

74



THE CRASHED 2ND BIRTHDAY BASH

August 17th 1996 marked the second anniversary of *Crashed* appearing for the first time. But we missed that, so here's the world-famous Mr Teapot to tell you, four months late, how it all happened, and Allan, Leah, Mat (temporarily back under the condition we spell his name right) and Mark to chip in with some self-indulgent wibble. So hurrah, then.

EVERYTHING WAS FINE, THAT ONCE UPON A TIME

The idea for *Crashed* was the product of a great deal of wishful thinking on the behalf of a ridiculous 13-year-old called Mark Sturdy who, mortified that *Crash* had been swallowed up by the evil that was *Sinclair User*, had decided that he'd jolly well publish it himself. A decaying filofax page reveals that the official genesis of *Crashed* was in the early hours of December 24th, 1992. It also yields the information that Sturdy was planning to start by producing a small, photocopied fanzine, produced on a SAM and sold through mail order, and gradually upgrade this over time, his goal being a Mac-produced, professionally printed magazine, featuring contributions from ex-Crash staff. How we laughed.

The first setback came the following spring, when it became apparent that Nick Roberts, Oli Frey, Graham Mason and Lloyd Mangram would not be contributing (hardly surprising in Lloyd's case, cos he doesn't exist). Sturdy realized that a more realistic plan of action might be to go it alone. Thus, in August 1993, he started arseing around and very, very slowly put together what would become the pilot issue of *Crashed*. It stopped sometime in May.

Mark: "Blimey. It's like a different world, looking through all the early notes and things after all this time. I really don't know why it took so long to get something together. Issue 1 could've been out before *YS* ended, come to think about it. But it wasn't. Hmm. Mind you, that was four years ago, and things were very different then."

ISSUE 0 (May 1994)



"If you're reading this, then you're either (a) a software house, (b) another fanzine, (c) someone else, or (d) my English teacher, Mr. Pickford, to whom I have submitted this magazine as a Media Studies

assignment..." Written entirely by Sturdy, the pilot issue was sent out to 11 lucky software houses and fanzines, the only ones of whom responded were *Fish* and *ZAT*. How we laughed. Inside were reviews of *Dalek Attack*, *Street Fighter II* and *Nigel Mansell's World Championship*, an interview with Jonathan Nash, and loads of tips and techy stuff nicked out of other mags. How we laughed.

Mark: "Blimey. It's like a different world, looking through the pilot issue after all this time. I really don't know why it took me so long to get something together. Trying to be *Crash* was probably a mistake - giving the articles the same names (Mark's Playing Tips, News Input, The Forum) was just embarrassing, as was trying to copy their writing style, because they didn't really have one. And that *Crashed* Archive thing! Ach y fi."

Mat: "At least as good as *FISH* was on its pilot issue", I somewhat patronisingly remarked at the time. Who would have guessed that, two years later, *Crashed* would be the best Speccy fanzine ever, and *FISH* would have been consigned to its rightful place in the dustbin of history many months ago? Not us."

ISSUE 1 (September 1994)



"Fame at last! After nearly two years of delays, disappointments, let-downs, and procrastination on an almost Biblical scale, *Crashed* is here!" Drained by the sheer psychological effort of

producing a single 12-page, A4 fanzine over a period of 18 months, it took Sturdy a further three months to write two SAM reviews and do a different cover. Five copies were sold, namely to Mat Beal, Barry Spencer, St. John Swainson, Darren Blackburn and Stuart Burton.

Mark: "Blimey. It's like a different world, looking through the first issue after all this (Snip! - Everybody) By the end of this issue, I was starting to move away from the idea of being *Crash*, which probably explains why the SAM reviews are marginally less crap than everything else. And what about that Post Box section, eh? Roughly 20 addresses, filling about three-quarters of a page. And almost all of them were wrong. So no change there, then."

Mat: "Um. It's the same as Issue Zero, isn't it? (No! It's got two different SAM reviews, and a different editorial, and a different Contribute/All Points Bulletin bit. And a different cover. Captain Pedantry) I don't care."

Allan: "I was very impressed with this issue, though I'm not quite sure why. I was probably bowled over by the fact that another SAM and Spectrum owner lived only 20 miles from me. But little did I know that he would turn out to be... The Sturdy! (Da-da-daaaa!) Ahem."

ISSUE 2 (October 1994)



For the second issue, Sturdy set a precedent that remains to this day: rather than appearing, as planned, on the third Thursday in September, issue 2 was finally sent out in the first week of November. How we

laughed, again. Inside were a comprehensively bigger and comprehensively wronger Post Box, reviews of *It's A Goal* and *Rotor*, a letters page, and little else. This issue had what could be described as a certain anorexic beauty: it was 10 pages long.

Mark: "It's actually Colin Macdonald's fault that this was so late and small and everything, because he'd promised to do an interview months earlier, I sent him a list of questions, and the bast never wrote back. Humph. While it was okay, I get the sneaking suspicion that smallness/lateness of ish 2 helped later on in that quite a few people sent in contributions after it came out, probably because they thought

Crashed would go under if they didn't. Tips for new fanzine eds, no. 1: have as few pages as possible, put every issue out a month late, and you'll soon have loads of writers. S'true."

Mat: "I was actually quite surprised when this turned up. The first one I contributed anything for (sort of) so, um, there."

Allan: "I received this one at the same time as issue one, so, erm, read that bit again."

ISSUE 3 (November 1994)



Or the turning point. This 'un came out at the beginning of February 1995, with Sturdy offering no explanation whatsoever for the lack of a decent cover or any spellchecking. How we laughed. Meanwhile,

outside contributions finally appeared from the likes of Mat Beal, Allan Clarkson, Linda Whittle, George Boyle, Stuart Burton and, yes, Andy Davis. The news section got all excited about the *MIDGET*, blissfully unaware that 18 months later, it still wouldn't have appeared.

Mark: "God, that cover. I'd got sick of not getting *Crashed* out for ages, so I just stuck the words "Top Speccy 'zine in no cover pic shock (no details at all - inside!)" on the front and hoped that no one would mind. Three days later, Allan's cover turned up. This was probably the stage when I started to get more of an idea of what I was doing: at the start, I didn't have a clue how to run a magazine, and there was no one around to help me (come to think of it, I didn't even read any Speccy fanzines then), so I just muddled through the best I could. This was the point I started getting the hang of things. Relatively speaking."

Mat: "The first word which Allan ever wrote and I read was "Lemmings". A fine precedent for the man who eventually edited *Crashed*. The Ledbury interview was the first proper contribution from me, which was originally written for *Fish*, which conveniently collapsed around this point."

Allan: "My first appearance... how nostalgic! I remember showing this to just about anybody I knew. I did the Lemmings screenshots using a camera and developed them at college. The lack of cover was a bit of a shame, though. I spent ages doing it, too!"

ISSUE 4 (December 1994. Yes, yes, we know.)



Released at the end of March, this issue of *Crashed* was the least late for some time. This achievement was marred, however, by the presence of a 2-page article looking back on 1994, Mark hoping no

one had noticed said year had ended four months previously. How we laughed. Meanwhile, Allan did the cover, Tech Niche, Nostalgia Corner and pretty much all of the mag. Whittle Wobbled on, *Fountain PD* splurged all over the place in the form of a reviews special in the first ever Public Exposure and an interview with Dave, Beal got controversial in the TWTYTW feature, and Sturdy got clever with the DTP. Mark: "This was the first ish I was really pleased with. There was a good variety of features, a decent cover, nice DTP, and Matt slagged off Andy and Martyn. Well done that man. Oh yes, and the '94 feature was a complete rip-off of issue 4 of *Fish*."

Mat: "The Sturdy reckons this issue is the best ever. I (and probably everyone else) would have to agree as it contains my marvellous That Was The Year That Was 1994 article, which led to Andy Beavis writing a whinging letter to Sturdy, and Sturdy ordering me to apologise profusely. Just for the record, Andy DID make loads of stuff up about the United Minds (most notable examples being that one of them was a member of the British National Party, one of them was a transvestite and one of

"Everything I didn't write is shit. You can quote me on that"

them played bass on Hi Ho Silver Lining), whichever printer I said was crap IS crap. Beavis DID say the SAM is a pile of monkey wank, and he DID buy Rave PD. Picture of a woman's nipple and arse crack on page nine."

Allan: "Ah, yes. Issue four. I looked at the picture on page nine for ages but couldn't quite work out what it was. A dog licking a curtain? It was ages before I realised. The TWTYTW article still makes me laugh. Not quite sure what inspired the odd cover, though. *Crashed* was a pretty good relaxed flowing kinda thing at this point, what with Sturdy doing all the work and everything."

ISSUE 5 (January 1995, and we don't care)



And continuing in the vaguely good vein, this one actually came out a month after the last one. Inside, there was the first appearance of stuff by Chris Bailey and St. John (whose name, for the record, rhymes with

"injun") Swainson, lots of reviews, a Brencley-bashing interview with Simon Cooke, and some pointless grovelling at the feet of Andy Davis (who had implied that legal action would be taken over Mr. Beal's "libellous" accusation that the Star printer was "crap"). How we trembled in our boots. Elsewhere, the passing of ZAT was mourned, and Detective, *Ded Gud Software's* forthcoming epic, was announced.

Mark: "Those Reservoir Dogs-style headings were ace. So was Bailey's stuff."

Mat: "Bloody bastard apology. The Simon Cooke interview remains my joint favourite of all time. ("Who is the other one?" I hear you cry. I shall not tell you, in a vain attempt to provide some sort of incentive for you to read the rest of the article). Gooch *Addams Family* review. Everything I didn't write is shit. You can quote me on that."

Allan: "Whenever I see this issue, all I think about is the fact that I drew Cookie's glasses on lop-sided on the cover picture. My simple stuff for Tech-Niche continued. Not very tech and not much of a niche, but there y'go. I guess this was kind of the last all-Mark issue, because when I started doing the DTP I ended up doing half of the editor's jobs. After this issue, people started sending text to me instead of Mark, so he didn't know what was going to be in it until after I'd finished it. We got a really good response from the reader survey, too. Or was that is issue 4? I forget..."

ISSUE 6/7 (February/March 1995 - hahahahahahahahaha repeat to fade).



This issue impressed everyone by not only being late again, but also having posh DTP, courtesy of Clarkson, with scans and photos and all. It was also the first double issue, which is a bit odd 'cos it's the same size as

this one. Inside was a report of the Gloucester Show, a photo of the Shaw

10 Crashed - the first two years

Brothers, the first-ever appearance of the dreaded "AC" comment, and an advert for *The Thing Monthly Summer Special 1995*, which would appear in June 1996. How we laughed.

Mark: "Ah yes, the proper DTP. While it looked really good, we should have waited another couple of issues before moving across, because we just hadn't thought it out, which is why this issue and the one after came out late. And listen, right: the fact that we started doing double issues at the same time Allan started doing the DTP is a coincidence. We couldn't afford to do it before, but then 'M.A.' stepped in and got us free printing, so we could have more pages. Honestly. At this point, the future was shining like a giant metal beast. Or something."

Mat: "I received this the morning of my first proper hangover, and *The Morning After* I first got off with the girl who is now my girlfriend (girlfriend correct at time of writing. -Ed.), so this issue will always have a special place in my heart. It came with a free Roxy Music tape, which was a good thing, and much better than these crappy computer games Allan insists on giving out nowadays. Contained the funniest line in *Crashed* ever, "Let's just hope the MD02 looks nothing like this."

Allan: "The MD02 gag was there to fill up some space, and the picture itself is of the intended +3 external drive. This issue took so long to do because I had to completely lay out the pages from scratch, which always takes more time than altering it for following issues. I'm proud of the cover, and it seems that everyone else liked it, too. I think Mark is right in saying that the DTP came too soon. There was no way of doing it over the summer holidays, and it was too large a task to do properly. The design was basically a higher resolution version of Marks's PCG'd issues, too, that's one of the reasons why I completely redesigned it for issue 10/11."

ISSUE 8/9 (April/May 1995 pffffff)



The divorce issue. Sturdy gave Clarkson the text files at the beginning of July, and got progressively more pissed off as Clarkson took two months to finish the issue. Clarkson, meanwhile, got progressively more pissed

off at Sturdy shouting at him all the time for not finishing the issue, and also at the fact that he didn't have a computer to do the DTP on. Things came to a head when

Sturdy got really pissed off because Clarkson put billions of comments in everybody's articles, and changed the end of Sturdy's Mark Radcliffe review, and retaliated by slagging Clarkson off in the covernote. Said covernote also contained the news that Sturdy was passing *Crashed* on to Clarkson because he was also pissed off at getting loads of damnfool letters from Miles Glamrock and Randy Mavis. How we shifted uncomfortably in our seats. Oh, and Dave wrote his first Public Exposure, and Nostalgia Corner wibbled on about the Atari VCS. How we laughed.

Mark: "Um. I was always going to move on from doing *Crashed*, but the reason I left when I did was really just disillusionment after what had gone on with Davis and Kinloch. It'd changed from something comfortable to something else instead. God, I was angry about that Mark Radcliffe review. This issue contains 20 "AC" comments, six of which are digs at me. Still lots of decent stuff in here, mind. (Even some of the DTP's quite good.)"

Mat: "Highs: SHI" and Jammy Jezzabelle in *Going Underground*. John Wilson saying the Spectrum had no future. Dave's column. The *Crashed* Awards. Grandson of Haddock (especially the Radcliffe review). Lows: The cover and much of the internal design. *Fishpaste 2* not getting the 96% it deserved. Sturdy alleging I wrote *What's Your Name?*. Allan's comedy phonetic dialects in the Awards. Oh yes, and Mark left."

Allan: "I'll tell you why I changed the end of

"Why is the bloke on the front carrying a large cigarette lighter?"

the Mark Radcliffe review. It was originally a dig at me, the person who was slaving away well into the night for no rewards or even a little bit of gratitude from the person who he was doing it for. I changed it so it was a dig at Mark. Simple as that, and quite fair, too. That's why I put all the other comments in, too - because Mark sure as hell wasn't giving me any credit, so I had to make my presence felt. The DTP's not bad considering that I didn't even have a computer to do it on, or a scanner. And what thanks did I get for it being not as good as the previous issue? None. Sorry to sound so miserable here, folks, but I'm telling it like it is."

ISSUE 10/11



"Under new management!" proclaimed the exciting full-colour cover. Which, indeed, it was. Inside, the DTP got even groovier, Linda Barker was interviewed, the letters and tips pages

made a dramatic comeback, Mark B appeared on the scene, and we all went to Alton Towers. Meanwhile, the Sturdy/Clarkson feud continued, with Allan replying to Mark's covernote jibes by insulting him lots, and Mark retaliating by, er, not writing anything for a while. How we... oh, you know. Oh, and there was another apology because Andy Davis and Miles Kinloch had threatened to stick a banger up Allan's cat's arse if Sturdy didn't retract the scandalous fabrication that they were both "prats".

Mark: "Allan slags me off eight times in this issue. Humph. The DTP was jolly impressive, mind. And this was the last appearance of Linda. Have you seen her lately?"

Mat: "Why is the bloke on the front carrying a large cigarette lighter? Yet more photographs of programmers in crazee poses. Nice DTP. "I'd like some feedback please" said Allan, a thinly-veiled attempt to get letters telling him how wonderful he is. ("Dear Allan, I thought the DTP in Issue 10/11 was crap. It was much better when Sturdy did it with a potato." Can't really see it myself.)"

Allan: "Bah, you discovered my plans to become the biggest-headed person in Britain! I had to do something to outshine Sturdy, so that's why I started to involve Daniel more. I asked him what I could do, and he suggested colour covers. And it worked brilliantly. After we did the colour covers, lots of other magazines started using coloured paper for their covers, and other things which couldn't touch us with a bargepole. The paper I used for this issue was a bit on the crap side, though, and the printer developed the dreaded zebra syndrome just before going to print. Tsk, eh?"



ISSUE 12

(November 1995)

The going gets swanky. Not only was this issue on time, it also had a free covertape/disk, even posher DTP, and an oh-so-controversial pic of

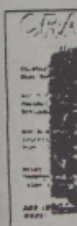
Pamela Anderson comic strip. Notice Board. popular page. back page. Mister Bob interview.

Mark: "Beal is a copy of *F* like he'd be beginning send some him. And wasn't so Mail, high I thought that reason

Mat: "Cor Sturdy did raised he Satanic V speed w Bodge F Linda dis

Allan: "I missed time. I'm a free di getting c it still ha people o the cover as the o *Crashed* can get APB an nice."

IS



proceed a photo putting poster and th he adn explod Board

Mark: made *Crash* Edinbr

Pamela Anderson. The 'cult' Bodge Fredd comic strip made its first appearance, as did Notice Board (soon to become the most popular part of the mag). Meanwhile, the back page started flogging T-shirts, and Mister Bob appeared in the neverending interview.

Mark: "I wasn't in this issue at all, and Matt Beal is entirely to blame. If he'd sent me a copy of *Football Glory* that actually loaded, like he'd been promising to do since the beginning of time, I'd have been able to send something in before deadline. Shoot him. And the reason I objected to the cover wasn't some sort of Mary Whitehouse, Daily Mail, high moral tone thing. It was because I thought it was crap, and embarrassing for that reason. So ner."

Mat: "Contraversial cover? Big bollocks. Sturdy didn't like it and Ron Cavers' missus raised her eyebrows at it. Hardly The Satanic Verses, is it? Nor even a DIY speed wrap. Hmph. I never understood Bodge Fredd either. Nice pop at Ledbury. Linda disappeared - booo."

Allan: "I was rather pleased that Mark missed the deadline for this issue at the time. I'm not quite sure why. We gave away a free disk with this one, which is well worth getting on the SAM 'cos most of the stuff on it still hasn't appeared anywhere else. Most people completely missed the point about the cover - it's a JOKE. It's in the same vein as the one with Clive holding up a copy of *Crashed*, and perhaps this issue's cover (if I can get 'round to it). Notice Board replaced APB and people actually use it, which is nice."

ISSUE 13 (December 1995)



The fabulous Christmas special issue, even though it appeared in January. Sturdy returned with news, reviews, tips and the ill-fated Going Underground, and Gary Coulsen added a Welsh flavour to the

proceedings. The Edinburgh Show yielded a photo of Bob Brechley which should be putting in appearances on t-shirts and posters any day now if there's any justice, and the man himself surprised no one when he admitted to being evil. Retro Reviews exploded on to two pages, and the Notice Board got silly. How we.

Mark: "Och, it's a good one, this. In fact, it made me decide not to come back to editing *Crashed*. The first thing I knew about the Edinburgh Show was when I had the vague

feeling I ought to have a word with Allan, so I rang him. His mum answered, telling me he was in Edinburgh. Ho ho."

Mat: "Sturdy alleged the 128k music on *Hop 'N' Chop* was the "worst thing in the world ever". My arse. That dubious accolade surely belongs to the "A Lot Of Pleasure" letter. What do you think the reference to Allan's "warm and pink" Christmas present is? My money's on the contents of her pants. More photos of programmers blah blah blah. James Curry seems to have Liam Gallagher's haircut. Colin Piggott's fringe was cut with a spirit level. Why? Why? Why?"

Allan: "The "A Lot Of Pleasure" letter was a joke too, y'know? Lighten up, spec-chums. I reckon Matt's title for the Edinburgh Report ("You've lost that Lothian feeling") was better than the one which got printed ("Och aye the noo, etc."), but he didn't suggest it until weeks later. Retro Review got two pages, which I liked. Great cover, too - very seasonal."

ISSUE 14 (March 1996)



In a wacky piece of crazy irony (no), *Crashed* went bi-monthly at the same time as *SAM Prime* finally came out after a two-year wait. Mat, meanwhile, got ratty with Mark and left. Gary and Allan

savaged *Rat Salad*, Brian Watson made a number of suspect comments relating to Princess Di, and the first Pulp references appeared, much to Allan's chargin. How we laughed. The YS nostalgia reached new heights with the

Colin Piggott's fringe was cut with a spirit level. Why? Why? Why?"

reappearance of Simon Cooke as Spec Tec Junior, and Girlzilla went all gooey over Agent X.

Mark: "I refuse to believe that anyone really thinks Brian Watson is 18 years old."

Mat: "BEAL QUITSI!" the headlines screamed. (All right, they didn't. But they probably should have done). I became the first person to say "fuck" in *Crashed* and caused a furore of considerable proportions. Well, one bloke was a bit

miffed. But I suspect his letter warranted a furore on its own. Mark failed in his campaign to get Allan to appear bollock-naked on the cover (for reasons I'd rather not speculate), but Girlzilla's PD Spunkers sort of balanced the male/female exploitation factor. I expect."

Allan: "Girlzilla's PD Spunkers was meant to be a series, but I completely forgot the following ones until Dave reminded me about them a while back. Better use them, eh? The two women in the Next Month section were my pride and glory in this issue. I was trying to be more like *Your Sinclair*, what with the aforementioned women, Spec Tec Jr. (which took ages to DTP), and the little graphics of joysticks and things dotted about the place. We got an e-mail address, too."

ISSUE 15 (July 1996)



The Gloucester Show filled four pages quite nicely, the David Ledbury issue remained undecided and we printed lots of photos of Nev 'n' Bob. The Beal/Sturdy debate raged on, and *Crashed* Crew

scaled new heights of subtle, deadpan humour. Going Underground, meanwhile, finally rounded off the fanzine reviews, and the Terry Ekins interview continued the Pulp theme. And still no one wanted the *Crashed* t-shirts! How we laughed.

Mark: "Fanzine reviews finished! Hurray! Those enlarged quotes in the middle of articles were ace. Yup, another goodie."

Leah: "I still didn't understand Bodge Fredd. Macclesfield TOWN Football Club, wanker!"

Allan: "I've sold out of the T-shirts, actually. I gave three away (one for me, and one each to the two Marks) and sold the rest. Hurrah! I really like this cover, 'though it took ages to get rid of all the writing on the JSW picture. Another free disk job, too, which is nice. Those quote-in-text things are a great way to fill up space, too. Spec On The Net was great, and the Z2 advert was the best advert ever."

CRASHED

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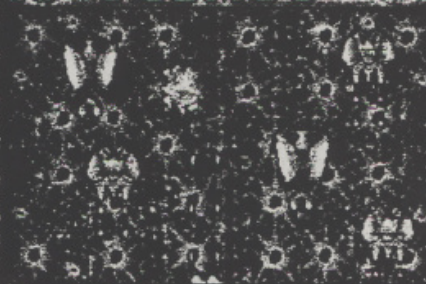
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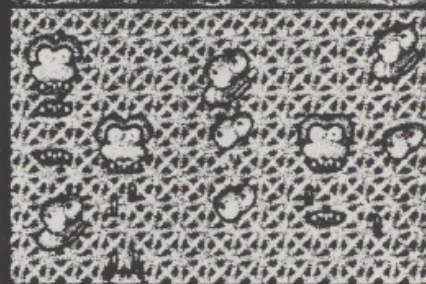
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GOING UNDERGROUND

Compiled by Mark Sturdy

Hello, Sturdy here. Having finally recovered from a hellish year-long dalliance with the evils of paper mags that only seem to exist in theory, I've been investigating the fabulous Cyberworld of Spectrum screenzines (word picked to avoid the confusion caused by deciding whether to say "tapezine" or "screenzine"), only to find that most of them seem to have disappeared since the last time anyone looked. Ah well...

AlchNews • Tape/Plus D/+3 (SAM conversion available from SAM PD or Persona) • Quarterly • £1 (or free with medium and SAE)

ALLAN *AlchNews* is said to be one of the most popular Spectrum screenzines at present, and I can see why. Each issue is packed full of information, articles, funny bits, and free software. As well as being available on the Speccy, you can get it on the PC or SAM, too, which is quite handy. There's everything there from amateur tips to technical chip-level stuff, and there's megabytes of the stuff, too - it wouldn't fit in *Crashed*, anyway! There's been a bit too much anti-Prism stuff in the past, but this has been toned down in recent issues.

On tape it's an absolute bummer and not really worth the bother, but on disk it's a good read. 8/10

Outlet • Plus D/+3/PC • Monthly • £3.50
ROBERT Every month without fail *Outlet* drops through my letterbox. These guys

are faultless on the admin side. They're so organised that they could run the country and there'd be no complaints.

The whole magazine is driven from a main menu which lists the contents and takes you to the desired section. In this issue (No. 108) there's 22 sections, including the regulars. There's a letters page, for sale & wants, a technical section and some less regular sections. Each month there's free software and PD, including utilities, demos and games.

This month there's a cracking demo from Bratislava called *Echologia* (reviewed in issue 14 of *Crashed*). It shows you just what the Spectrum can do if you sit down and work at it.

There are a few sections which I don't find exciting, including *Drivechat* (covering the working side of Spectrum disc drives and their problems), *Printer codes*, and something about light guns which appeared this month. However, the information is very comprehensive and when you need it it will come in very handy. Real experts answer the problems, so the answers are very good.

Every issue also has a game to play. In the issue I've got here it's called *Magiland*. It's a 3D adventure game like *Hydrofool*, but there's no plot, so you'll have to work it out yourself. It is Spanish, though, so we'll let them off this time.

Outlet is an excellent base for the people still in the Spectrum world. It's a good connection for people offering and using services concerned with the Speccy. *Outlet* has a lot to offer the Spectrum user, and I think it's worth every penny. Buy it. 10/10

Sinclair Computer User • Tape • Monthly • Free! (with a tape and SAE)

MARK S *Sinclair Computer User*, edited by Leon Brown, is the 'zine of that young and thrusting user group, the 8 Bit Alliance, and has recently moved across from paper to tape. The issue I've seen consists of news (about the EBA and offshoots Hammer PD, Sinclair PD and Galaxy Software), reviews of games and

magazines, some sort of Save Our Speccy campaign, and more stuff besides. It's well-written and presented, with an easy-to-read screen font and some neat graphical touches. Admittedly, it could do with a bit of beefing up (it's only 30 screens long at the moment), but it's free, so who's complaining, eh? 6/10

DECIDEDLY TEFID NEWS UPDATE

• Quite a few old screenzines have curled up and died in recent months: *Sinclair Classic*, *Subliminal Extacy* and *Sinclair Express* have all closed, largely due to a lack of support. Kind of makes you wish we'd got round to putting SXTC's address in Post Box, really. Erk.

• In the meantime, a screenzine of old is poised to make a comeback: *Fish2* has been taken over by *Fish/22* techy supremo Chris Thomson, and issue 6 should be appearing, er, soonish. Details from Chris c/o The Rectory, Lorton Rd, COCKERMOUTH, Cumbria, CA13 9DU.

• Not exactly a 'zine as such, Dave Fountain regularly puts out a regular *Fountain PD* newsletter thing. By all accounts, it's dead good and looks disarmingly like *Sinclair Classic* of old. Free with tape/disk and SAE from the Fountain PD address.

• Just squeezed out of the final paper 'zine round-up was the news that erstwhile Amiga diskzine *The ZX Files* has gone paper-based. For £1.20 you get 32 superbly presented A5 pages, demonstrating everything that a Speccy fanzine should be. It's original, it's informative, it's fun, and it isn't full of stuff from a thousand other 'zines. There's reviews, a big multi-celeb interview, the best tips section in years, adventures, and more.

• After issue three, Mat Beal will no longer be editing *Z2*. Anyone interested in taking over the bi-monthly (ha!) general-interest Spectrum-only zine should get in touch c/o the address/number in Post Box.

• And finally, *Relics* issue two is finally available after a gap of about a year. Martyn Sherwood helped him out by doing the DTP and it should be available from around... wait for it... now! It costs £2 and is available from Darren Randle, 166 Valley Drive, Gravesend, Kent, DA12 5SH.

CRASHED

VILLAGE PEOPLE

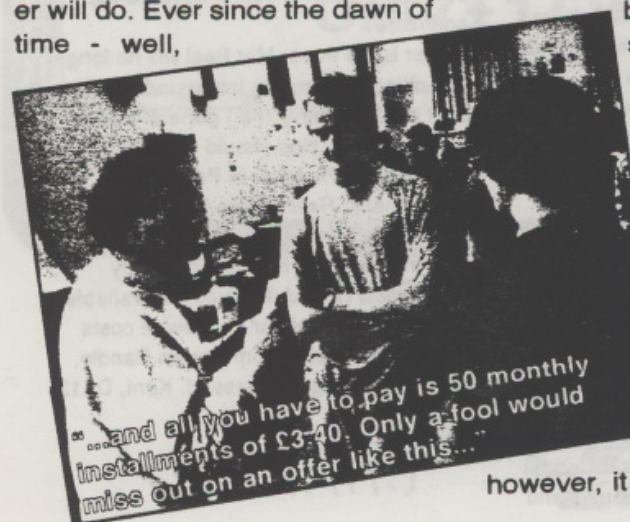
Eee by gum, it's grim up North.

Hang on, no it's not. That's *Eastenders* that I'm thinking of. It's *grim dahn Sarf* is probably closer to the truth. Phew, got that sorted out then, eh?

Anyway, it can't be grim up North because that's where **The First Northern SAM & Spectrum Show** took place! It was the 21st of September, and I'd hardly had any sleep for weeks due to the stress, and had spent every second I had spare over the preceding fortnight getting everything sorted.

Luckily, I know someone who is all too aware of the trials and tribulations of organising a computer show: Bob Brenchley, organiser of the Gloucester Fairs. "Have you slept much recently?" he asked. Here was a man who knew what I was going through.

Anyway, let's start the story a little earlier. About six months earlier will do. Ever since the dawn of time - well,



Look! There's thingy. And whatshisname, too!

a few years, anyway - people had bemoaned the fact that if you wanted to have a good quality Spectrum and SAM day out then it was necessary to make the long journey south to Gloucester. Many pilgrims made this journey, and still do, twice a year. In April I myself took that journey and, towards the end of the day, suggested to a few people that there may be a possibility of a similar event in Leeds. I got a good response but didn't really pursue the matter any further. After all, I didn't really have time, what with my A-Levels and work. I grew cold on the idea. Surely it would be too much work?

After a while, however, it became clear that the

rest of the SAM and Spectrum world had taken my innocent inquiries to heart. It was like being thrown onto a stage and having all of the audience look at you. And it was obvious that these people were expecting a performance of some sorts.

I searched for a hall in Leeds - you'd be surprised how hard a decent hall is to come by - but unfortunately I seemed to have picked the week that all the hall managers in Britain had gone on holiday to Barbados, probably to talk about the stresses of man-

aging a hall. I was stuck - I couldn't leave it another week to announce the show. This is when George Boyle phoned me up and suggested renting a hall near him, in Wetherby. "Wetherby?" I scoffed. "But that's miles out of Leeds!"

Anyway, there was no other option, so Daniel and I drove out to Wetherby and booked the hall.

Anyway, months passed, adverts appeared, posters around Wetherby, discount tickets in magazines, and so on. Then the day itself arrived...

Upon arriving at the hall at around 8am, I found the caretaker pottering about. No offence intended (he's never going to read this), but the caretakers here seem to enjoy sitting around talking about woodworm and buffers and what happened to Mrs Scoggins when she went to the doctor's last week. I had a hall to set up, though, so Mark Bennett and myself got on with shifting big

"The caretakers here seem to enjoy sitting around talking about woodworm and buffers..."

tabletops around and putting them on legs.

People started to arrive; Paul White and James Waddington were first (hardly surprising, as Paul lives about two minutes walk from the hall), and the rest followed. *Format*

Publications' Bob Branchley, Nev Young from *SD Software*, Malcolm Mackenzie from *Persona*, Simon Cooke, Steve Nutting, Colin Piggot (*Quazar*), the Ekins brothers of *Jupiter*, Thomas Eberle of *Sintech* and his girlfriend Sandra, Dok and Orson from the *United Minds*, Andy Davis of *Alchemist Research*, Paul Howard of *Impact Software*, *Fred Publishing's* Colin and Colin, Ronald from *SCC Holland*, and many others. Not for a long time had there been such a complete and international SAM and Spectrum gathering.

It was a fun-filled day. The atmosphere was second to none. The bring and buy

help from Stewart.

SCC Holland had a Romanian CP/M-based Spectrum and a Russian Spectrum on view, as well as the biggest data-base of Spectrum software in the world (reportedly). Sintech had an MD02

strutting its stuff as well as showing off *Kliatba Noci*, *Color Draw*, *Quadrax* and lots of other software. *Fred Publishing* had their brand-spanking-new game *Momentum* for sale and the United Minds were having a whale of a time video-digitising everybody for *The Demo Beginning With 'R'*.

Daniel helped out on the door, in the kitchen, and generally as well as being on the *Crashed* stand, and our good friend Sheelagh shone a little light into the entrance foyer. George kept on disappearing to the pub or the shops for most of the day, which was odd.

With a bit of luck the next show should be less frantic! After a long day everyone started packing up (no-one wanted to

leave, we had to switch the lights off as a hint!) and I was there to bid everyone farewell whilst George, Mark(s) and Daniel cleared up the tables.

Then it was a quick trip to the pub to watch Dominic Morris get thrashed at pool by Andy Davis and hear Mark Sturdy ask Colin Macdonald stupid questions about who owns

Reva-boba-form-coast and things. Then Mark Bennett, Stewart Skardon, the two Colins and myself piled into the car back to Leeds. We dropped Stewart and Mark off, went back to

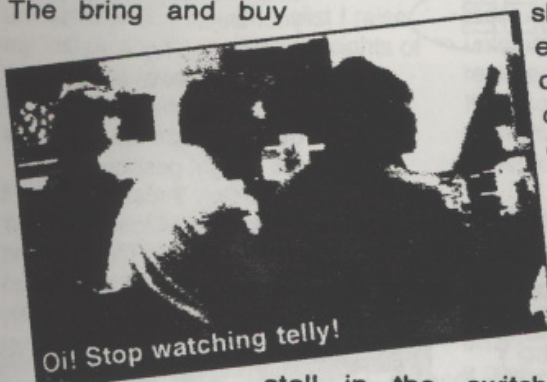
"The bring and buy stall in the centre of the hall was doing more trade than the stock exchange on a Monday morning..."

my house, then went into town for a rather good night out, which I won't go into now. Hint: if you're ever out drinking with Colin and Colin, don't try to keep up with them. It's not humanly possible for a start. Anyway, the next day I saw them off, and that, as they say, was that. The end of the first Northern SAM & Spectrum Show, for me, anyway.

I really enjoyed the show and I've had lots of nice letters and comments since. It was well worth all the effort.

The Second Northern SAM & Spectrum Show is on February the 22nd. Wonder what will happen this time?

I think I'd better get some sleep!
Allan



stall in the centre of the hall was doing more trade than the stock exchange on a Monday morning, with every conceivable Spectrum and a few SAM oddities available for purchase. Brian Watson of *8Bit* and *IEBA* fame came along and chatted to just about everyone, and the two Marks, Daniel, Robert Chilton and myself were there representing *Crashed*, with just a little



Game On

Jet Set Willy 2 (Crashed Covertape)

Here it is folks, as promised last time, a map and hints for Jet Set Willy II. Did you enjoy last issue's Game On? Did the pokes work for you? Completed it now? Cheats the lot of you. I suppose you want to cheat again (it's why I'm here, after all) - not this time! I couldn't get the right pokes because of the weird version which was put on the covertape. So this last month I've been slogging my guts out mapping Jet Set Willy II for you and finding all the secret routes. Home you appreciate it. Anyway, enough waffle; there's the map and here's how to use it.

Starting with the mansion. Most of the original rooms are the same, though some have been altered (new objects and creatures) while others have just had a name change.

So here's how to get through the secret passages. In room 27 (The

Bathroom with the purple bath), walk down the toilet and you'll find yourself in room 92 (Now You're In It). Below this is 94 (To Thy Grave) and to the left is a route to 88 (Entrance To Hades).

Over to room 44 (Cold Store). Climb up the rope to get to 100 (Sewer, Main Entrance). To return to the mansion use 97 (The Outlet) and you will end up on 59 (The Beach).

Scattered around the mansion are switches (as in Jet Set Willy, in case you didn't know) that when touched allow Willy access to other rooms, but I'll leave you to find those yourselves, OK?

Once you've mastered the mansion you can escape to the Space Station. To get there you need to make your way to The Rocket Room (room 1). Collect all the objects here and jump - watch it fly! Willy will materialise in room 122, Docking Bay, clad in a space suit and free to explore the space station. To

I'm a little tea-pot short and stout; Here's my handle, here's my spout; When the kettle boils here me shout; Pick me up and pour me out!

Here's Robert with his little friends, the tiplings. (Slap! Daniel) Sorry.

leave the space station go to 107 (Beam Me Down Spotty), where there's five platforms. The top right will return you to the mansion, or you can take the top left one to go to the planet, appearing in room 126 (Teleporter). Have a wander around and return using 133 (Spot Me Down Beamy).

And that's that. You'll have to discover the rest for yourselves - practice and patience, me buckos!

Many thanks to our good friend St. John Swainson for sending in the following tips...

Thrust (Firebird)

- Learn where the gun emplacements are so you can destroy them before they are visible on the screen. Destroy all the guns before you pick up the crystal.

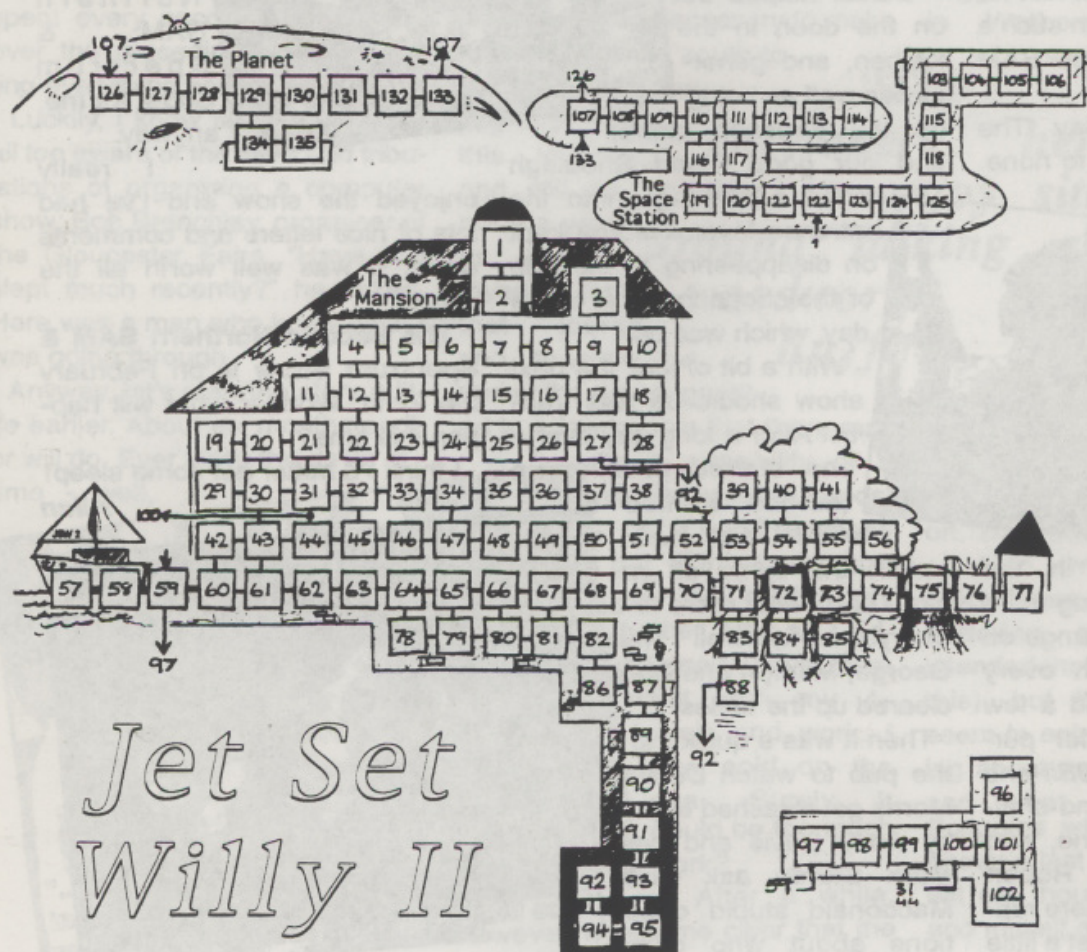
- Guns will stop firing after a while to recharge and this is the best time to destroy them. If a bullet is heading for you, use your shields instead of avoiding it.

- Apply thrusts in short bursts (i.e. tap the thrust key) and never try to move quickly. This will help you keep control of your ship.

- When you have the crystal, to move left or right rotate the ship by one animation frame from the upright position. Then alternately thrust and allow yourself to fall in order to move. This will take more time but will enable you to keep control of the crystal.

- Be patient. Spend time making sure you have complete control of your ship before attempting to get through small gaps. Don't worry about fuel - as long as you get most of the fuel dumps, you're unlikely to run out.

Well that's it for this time, send your own tips, pokes, etc. In to Game On at the usual Crashed address...



Jet Set
Willy II

PUBLIC EXPOSURE

In association with...

FPD

FOUNTAIN PUBLIC DOMAIN LIBRARY

Blah blah blah, no-one ever reads my intro bit, it's only here to fill up space, after all. Oh I do like to be beside an Iceberg, blah, here's Dave, natter...



"Isn't Paris lovely this time of year?" "Yes, Darling. (Cough) Excuse me while I choke on the petrol fumes."

JERUSALEM by Extacy 3

JAAAA-RUUUUU-SSSAALLUUUMMM!
 Lets face it, Jesus was a smashing bloke, despite living in a barren dust-bowl, he always looked so clean and well ironed. If you compile a parish newsletter you'll be over-joyed at a nifty piece of clip-art you could lift. The scroller is highly clever but just a tad un-readable. Excuse me whilst I raise my foot so it comes within the sights of this large hand pistol. When I tried to Snap the screen, it turned out corrupted... Oh God forgive me.

FINAL STRIKE 2 by Xterminator

What do you do when you boast about being the best demo coders in your country (when everybody else knows you are the worst), raise the tits off the



That's very 80's, isn't it? Looks like something from MFI. Sort of.

actual best coders in the country, and get served up with a delicious piece of irony? You take it on the chin sir. Shut up and sit down sir. Next!

PARIS FUN by Angro

Spectrum enthusiast career virgins - cover your sensitive eyes! This is what happens when two people (very much in love) indulge in matrimonial jiggy jiggy. The more chaste amongst you may now climb up onto a soapbox and tell us all how despicable naughty demos are, but ask the other sad ugly bastard to move over first. Adult demos are not illegal to own if the acts depicted are not in themselves illegal. Hey, right on!

JOY OF SHIT by Pandagirl

Like a tin of Holsten, this one has been kept behind so more of the vulgarity turns offensive. Actually, it was just one more casualty when Panda quit the Speccy scene to do something a bit more interesting, (should have been unleashed Spring 95 see). Lovingly restored in full colour by Fudge and LA, this should be available by the time you read this. Hardstep jungle on the Speccy... whatever next!

DIES IRAE by Jordan of Exodus

When you want the best Christmas card to send to a loved one, you don't invest in a box of 50 with a big candle on the front from Kwik Save, you go to a card shop and spend three quid on the big one in the window. When you want a stylish demo to make you swoon, you don't order a 2k PLAY tune by Neon Graphix, you order this one. Late contender for demo of the year 1996 just for the graphics alone. Style in a bucket.

ANOTHER NIGHT by Rebel

Pop music lets go! Rebel has perfected the art of making a sample held in Ram

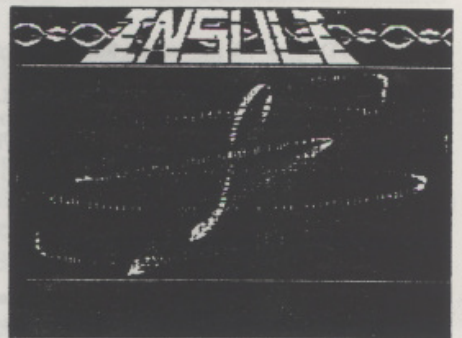
sound like a 12" single pressed on concrete..played with a tin stylus. The lyrics with a little bouncy ball would have helped us all sing along. Check out Rebel's new +D front end menu thing called IBIS, a wading bird notable for having the largest penis in relation to its wing span.

RAVERS PARTY by Illusion

There are some things in life you should never ever attempt; explaining the different styles of dance music is one of them. Illusion have spoilt their spotless reputation by doing such a twatty thing, the only saving grace is one of the drum tracks which gives you the urge to jut your chin backwards and forwards in a repetitive manner. On the whole, demos like this give dance music a bad name so bloody pack it in before I really get the hump.

INSULT MEGADEMO by Codebusters

A dark nervous demo from 1994 finally makes it to the UK with all the multi-colour parts fixed up. If you have a dodgy copy then you belong to a shit PD library. I had a discful of ex-USSR demos to tell you about but most of them just don't like real Spectrums. Sadly, I couldn't find any insults at all, not even the one about Mark Sturdys three arseholes (two functional) and the girl in the ice cream van.



This screen is, in fact, one big insult. That squiggle means 'You big sissy' in Russian. No, really.

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
 Arrow Software (Spec) - 15 Danebury Drive, Acomb, York, YO2 5EQ
 Atomik Software (SAM) - 20 Grove Road, Hoylake, Wirral, Merseyside, L47 2DT
 BCS/Softcat Software (Spec) - Grantham House, Macclesfield, Cheshire, SK10 3NP
 Brendan O'Brien (Spec) - 22 Garron Cr. Larne, Co. Antrim, N. Ireland, BT40 2AT
 Capri Marketing (Spec) - 9 Dean St. Marlow, Bucks, SL7 3AA - Tel. 01628 891022
 Dreamworld (Spec adventures) - 10 Medhurst Cl. Gravesend, Kent, DA12 4HL
 Elyzium Software (SAM adventures) - 50 Chadswell Hgts, Lichfield, Staffs, WS13 6BH
 Everglade (Spec) - 68 Telford St. Inverness, Scotland, IV3 5LS - Tel. 01463 240 168
 P9 Software (SAM) - 18 Mill Lane, Glenburn Rd, Skelmersdale, Lancs, WN8 8RH - Tel. 01695 731163
 Fish (Spec) - 3 Station Rd. Birch Vale, Stockport, Cheshire, SK12 5BP - Tel. 01663 743397
 Flexibase Software (Spec/SAM) - 20 The Parklands, Droitwich, Worcs, WR9 7DG
 Fred Publishing (SAM) - 40 Roundhill, Monifieth, Dundee, DD5 4RZ - Tel. 01382 535 963
 Galaxy Software (Spec) - See Hammer PD for address
 Grafix Wizards/Jonathan Cauldwell (Spec) - 5 Helmsley Dr. Eastwood, Notts, NG16 3RS
 Hilton Computer Services (everything) - 3 Suffolk Drive, Guildford, Surrey, GU4 7FD - Tel. 01483 826375
 Impact Software (Spec) - 36 Budge Rd, Wokingham, Berkshire, RG40 1PJ - Tel. 01734 891292
 J & P Electronics (Spec) - Unit 45, Meadowmill Estate, Dixon St, Kettering, Northants, NN16 8JH - Tel. 01562 753893
 JRC Distribution (Spec) - Tel. 01789 490307
 Jupiter Software (SAM) - 2 Oswald Rd. Rushden, Northants, NN10 0LE
 Kobrahsoft (Spec/SAM) - Pleasant View, Hulme Lane, Hulme, Staffs ST3 5BH - Tel. 01782 305244
 MDL Software (SAM) - Holmrigg, Wester Essendy, Blaingowrie, Perthshire, PH10 6RD - Tel. 01250 884309
 Microspec Software (Spec) - 22 Bond St. Innerleithen, Perthshire, Scotland, EH44 6HW - Tel. 01896 830560
 Mira Software (Spec) - 48 Lodge Close, Marston, Oxford, OX3 0QP - Tel. 01865 204706
 Mungus! Software (SAM) - Moorview, Leigh Rd. Chulmleigh, N Devon, EX18 7BL
 Persona (SAM), 31 Ashwood Drive, Brandlesholme, Bury, Lancs, BL8 1HF - Tel. 0161 797 0651
 Revelation Software (SAM) - 45 Buddle Lane, Exeter, EX4 1JS
 SD Software (Spec/SAM) - 70 Rainhall Rd. Barnoldswick, Lancs, BB8 6AB
 Saturn Software (SAM) - 5 Ivanhoe Drive, Ashby De La Zouch, Leics, LE65 2LT - Tel. 01530 416207
 Sintech (Spec) - see Spectrum-User-Group for address, or see Trading Post for UK Distribution
 Spectrum Software Hire, 32 Dursley Rd. Trowbridge, Wilts, BA14 0NW - Tel. 01225 775446
 Steve's Software (SAM) - 7 Narrow Cl. Histon, Cambridge, CB4 4XX - Tel. 01223 235 150
 Supplement Software (SAM) - 37 Parker St. Bloxwich, Walsall, WS3 2LE - Tel. 01922 406 239
 Sword Software (Spec) - 19 Great Leaze, Cadbury Heath, Bristol, BS15 5AT - Tel. 0117 983 2522
 Tasman Software (Spec) - Hilton Court, 2 North Hill Road, Leeds, LS6 2YY - Tel. 0113 243 8301
 Trading Post (Spec) - see under Spares & Repairs for address
 W. Hall & Sons (Spec) - 147 Gladstone St. Winsford, Cheshire, CW7 4AU - Tel. 01606 551925
 Wizard Games (Spec) - 1 North Marine Rd. Scarborough, North Yorks, YO12 7EY - Tel. 01723 376 586
 Zenobi (Spec adventures) - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

PD Software

Alchemist PD (Spec) - 126 Hayward Rd. Redfield, Bristol, BS5 9QA
 Fountain PD (Spec) - 11 Camel Rd. Silvertown, London, E16 2DE - Tel. 0171 476 5915
 Hammer PD (Spec) - 43 Gwydir St. Toxteth, Liverpool, L8 3TJ - Tel. 01517 289084
 MDL (Spec) - 249 Dunbarton Rd. Old Kilpatrick, Glasgow, G60 5NQ
 Prism PD (Spec) - 13 Rodney Cl. Bilton, Rugby, CV22 7HJ - Tel. 01788 817473
 SAM PD (SAM) - see P9 software above for address
 WoMo PD (Spec) - Penningsfelder Weg 98A, D-51069, Köln, Germany - Tel. 00 49 221 685946
 Zedd PD (SAM) - see Zodiac fanzine for address

Hardware / consumables

BCS/Softcat (Spec/SAM) - see under Software for address
 BG Services (Spec/SAM) - 64 Roebuck Rd. Chessington, Surrey, KT9 1JX - Tel. 0181 3970 763
 Capri Marketing (Spec) - see under Software for address
 Chris Box (external 3.5" +3 drives) - 31 Stanley St. Semilong, Northampton, NN2 6DD
 CLP Computer Supplies (Spec) - Units 7-8 Holland Way, Blandford, Dorset, DT11 7TA - Tel. 01258 459544
 Colin Piggot (SAM) - 204 Lamond Drive, St. Andrews, Fife, KY16 8RR

Datel Electronics (Spec) - Govan Rd. Fenton, Stoke-on-Trent, ST4 2RS - Tel. 01782 744 707
 DCP Microdevelopments (Spec) - 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
 Greenweld Electronic Components (Spec/SAM), 27 Park Rd. Southampton, SO15 3UQ - Tel. 01703 236363
 Holdfast Computing (SAM) - Park View, Queenhill, Upton-On-Severn, Worcs, WR8 0RE - Tel. 01684 594728
 Romantic Robot (Spec) - 54 Deanscroft Avenue, London, NW9 8EN - Tel. 0181 200 8870
 Rooksoft (SAM) - 38 Squires Lane, Tyldesley, Manchester, M29 8JF - Tel. 01942 886084
 SD Software (SAM) - see software houses for address
 SRS (second-hand computers, including Spectrums, Spectra? Sod it.) - 94 The Parade, Watford, Herts, WD1 2AW - Tel. 01923 226602
 West Coast Computers (SAMs and accessories) - Format Publications, 34 Bourton Rd. Gloucester, GL4 0LE - Tel. 01452 412572

Spares and repairs

City Computer Services (Spec) - Units 4-6 Adderly Estate, 197 Adderly Rd. Saltley, B'ham B8 - Tel. 0121 327 3176
 CPC Components (official suppliers of all Sinclair parts) - Component House, Faraday Drive, Fulwood, Preston, Lancs, PR2 4PP - Tel. 01772 654455
 Electronic Services (Spectrum repairs) - 33 City Arcade, Coventry, CV1 3HX - Tel. 01203 224632
 Heath Computers (Spectrum repairs) - Unit 3, Speedwell Trading Estate, Kings Road, Tysley, Birmingham, B11 2AT - Tel. 0121 772 1200
 HEC (Spectrum repairs) - 47-9 Hindley Street, Leigh, Lancs - Tel. 01942 672424
 HS Computer Services (Spec) - Unit 2, The Orchard, Warton, Lancs, PR4 1BE - Tel. 01772 632686
 J & P Electronics (Spec) - see under Software for address
 JRC Camera Repairs (Spec) - 2 Forge Cottage, High St. Ewelme, OX10 6HQ - Tel. 01491 834403
 KPR Micro-systems (Spectrum repairs) - Springfield, Chelmsford, Essex, CM1 5YP - Tel. 01245 468554
 Sword Software (Spec spares) - see under Software for address
 TIS (previously Infotech & Stree, repair/service manuals) - 76 Church St. Larkhall, Lanarkshire, ML9 1HE - Tel. 01698 883334
 Trading Post (Spec) - Victoria Rd. Shifnal, Shropshire, TF11 8AF - Tel. 01952 462135
 WTS Electronics Ltd. (Spec) - 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, £3, £2 if >10 ordered) - 39 High Street, Sutton in the Isle, Ely, Cambs, CB6 2RA - Tel. 01353 777006
 Adventure Probe (all formats, £2) - 52 Burford Rd, Liverpool, L16 6AQ - Tel. 0151 722 6731
 AitchNews (Spec tape/disk, £1 or free with medium and SAE, SAM version available from Persona for £1.25) - 62 Tite Barn Lane, Woodhouse, Sheffield, S13 7LN - Tel. 0114 269 7644
 Blitz (SAM disk, £2) - See Persona (software) for address
 Crashed (SAM/Spec) - That's Entertainment, aa-aa...
 Format (SAM/Spec, £1.75) - see West Coast Computers for address
 Fred (SAM disk, £2) - see Fred Publishing above for address
 JDH Direct (Spec) - 40 Rosarie Place, Grimsby, S Humberside, DN33 2JS
 Network Sigma (SAM, £1.50) - see Saturn Software for address
 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) - see Saturn Software for address
 SAM Supplement (SAM disk, £2) - see Supplement s/w for address
 Sinclair Computer User (Spec tape, free with tape & SAE) - see Hammer PD for address
 SUC-Session - see Spectrum-User-Club for address
 The Thing Monthly (wibble, free with SAE) - 46 High Rd West, Felixstowe, Suffolk, IP11 9JE - Tel. 01394 273178
 The ZX Files (Spec, £1.20) - 30 The Rowans, Wetherby, West Yorks, LS22 5EB
 Z2 (Spec, £1.50) - see Persona for address
 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 - Tel. 01753 884473
 Discovery Users Group (Opus drives) - 57 St. Savours Rd, West Croydon, Surrey, CR0 - Tel. 0181 689 1439
 INDUG - see West Coast Computers for address
 Spectrum Profi Club - see Wormo PD for address
 Spectrum-User-Club, Gastackerstr. 23, 70794 Filderstadt, Germany - Tel. 0049 711 771142

The Shop

CRASHED back issues

Issue 1 - Jon 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 - Looking back 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 Volume 1 reviewed, Tech Niche extra, plenty of News.

Issue 8/9 - Mark leaves in a blaze of no glory whatsoever (Murrah!), 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 Tanga/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 - BACK IN STOCK - but supplies are still limited! With it's controversial cover, this issue has an accompanying tape/disk with it, available ONLY if you send 50p or blank tape/disk with your order. Inside there's part 1 of our Bob Branchley interview, a review of the Quazar Surround, and FLM for SAM.

Issue 13 - Includes an Edinburgh show report, Game on, part 2 of the Bob Branchley interview, Retro Reviews and a look at our rivals in Going Underground.

Issue 14 - Grubbing for Gold, Rat Salad, Dead or Alive reviewed, Spec Tec Junior resurrected, Brian Watson interview, and controversial letters, plus lots, lots more!

Issue 15

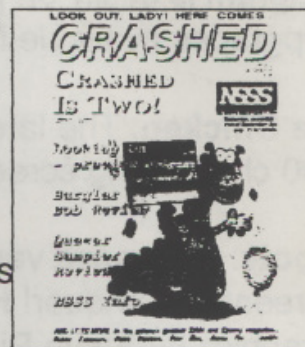
Manic Miner, Jet set Willy 1 & 2 graced this issue both on the cover, and on an exclusive cover mount. Spec on the .net, Gloucester show report and pictures, reviews of Ice Chicken & Atomix, plus an interview with Jupiter Software's boss, & much more!



Issue 16

Crashed celebrates it's 2nd birthday. Preview of Kaboom!, Public exposure, Game On! Jet Set Willy special, Burglar Bob reviewed, Retro Reviews, and Allan's 'Diary Of A Spectrumite', plus about 4 pages of now useless NSSS show info.

Ho hum, nevermind.



CRASHED posters STILL ONLY £2.99

High quality A3 sized posters of Crashed covers. Poster 1 features issue 10/11's cover 'Amalthea', and poster 2 features issue 14's 'Grubbing for Gold' cover. Both posters were drawn by Steven Pick.

CRASHED mail order software

All games are new and boxed with instructions, inlays, and any freebies (such as badges, maps, etc.) included.

60p

- ▣ Barry McGuigan's World Championship Boxing ▣ Cubey ▣ Die Alien Slime ▣ Enterprise ▣ Leviathon ▣ Protector
- ▣ Rad Ramp Racer ▣ War Recruit

80p

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